



EMER



TABLE OF CONTENTS

I Introduction		
1 • Cultural Structures	3	
2 • The Sections of This Book	6	
II A History of Emer		
1 • Prehistory	7	
2 • The Second Era	8	
3 • The Third Era	8	
III Climate and Inhabitants		
1 • Climate Overview	10	
2 • Flora	11	
3 • Fauna	11	
4 • Races	12	
IV Hæstra		
1 • Geography & Climate	15	
2 • Danarchis	17	
3 • Bodlea	18	
4 • The Miirian States	19	
5 • Stroane	19	
6 • Zinvar	20	
7 • Talæn	20	
8 • Vormia	20	
9 • The Emerald Forest	21	
10 • Sarnak	22	
V Tai-Emer		
1 • Geography & Climate	24	
2 • Præten	25	
3 • The Forest of Ash	26	
4 • Pochantos	26	
5 • Lankan Empire	26	
6 • Arдания	27	
VI Silaar and the Isles of Námar-Tol		
1 • Climate & Geography	28	
2 • Sel-kai	29	
3 • Vog Mur	32	
4 • Lost Empire of Thanor	32	
5 • Værken Mire	32	
6 • Nuyan Khôm	33	
7 • Reandor	34	
8 • Isles of Námar-Tol	34	
VII Uj		
1 • Climate & Geography	36	
2 • Rhiani Tribesmen	37	
3 • Vajaar	38	
4 • Charn Raiders	39	
5 • The White Wood	39	
6 • Kaitaine	39	
7 • Murlog	41	
8 • City of the Dead	41	
9 • Lys	41	
10 • Itanis	42	
11 • Krylites	44	
12 • The Western Isles	44	
VIII Onar		
1 • Climate & Geography	45	
2 • Rulaash Forest	46	
3 • Ahnasan	46	
4 • Malqanar	47	
IX Khûm-kaan		
1 • Climate & Geography	48	
2 • Shay Settlements	49	
3 • Quon	49	
X Ræl		
1 • Geography and Climate	51	
2 • The Caves of Ulgon	52	
3 • Other Islands	52	
4 • Naal	52	
5 • Ansidus	52	
XI Gaalenakh Av Ahrenreth		
1 • The Jerak Ahrenreth	53	
2 • The Circle of Eight	54	
3 • The Eight Secrets	63	
4 • The Twelve Adherents	64	
5 • The Ahrenthrök: Layouts	65	
XII Other Powers		
1 • Introduction	73	
2 • The Eight Orders	73	
3 • The Storm Wizard	75	
4 • The Masters of Emer	77	
5 • The Elders	77	
6 • Andraax	77	
XIII Adventures		
1 • Backgrounds	78	
2 • Some Adventure Ideas	78	
3 • Caravan Through Uj	81	
4 • The Tablets of Varna	81	
5 • The Secret Circle	84	
XIV Reference Charts		
1 • Master Beast Charts	85	
2 • Master Military Charts	86	
3 • Master NPC Charts	90	
XV Attack and Critical Charts		
Plasma Critical Strike Chart	92	
Depression Critical Strike Chart	93	
Shock Critical Strike Chart	94	
XVI Glossary		

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FOREWORD

In this book I've tried to provide a survey of Emer, the largest single continent in western Kulthea. Obviously, every detail of every site and culture cannot be included, but this is a comprehensive overview of the land, a complete framework for detailed site-specific books to follow.

Indeed, much is left unsaid between these covers — it would be impossible to give Emer the space it deserves if I had five times the pages bound herein — but there are many possibilities opened up for the motivated GM to pursue. Rest assured: you will hear more of the Jerak Ahrenreth, the Isle of Jade, the Eight Orders of the Old Empire, and the Storm Wizard, to name a few. Books about several areas in Emer are already in the works.

That is not to say that this book does not contain a wealth of specific material; in fact it does elucidate many groups, cults and other fascinating organizations and personalities in Emer.

In addition there are several complete adventures included; more than enough to keep adventurers embroiled in the politics and murky dangers of Emer for a long time.

TKA

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Special thanks to...

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PART I

▷ INTRODUCTION ◁

Our ship swung around to the west just as the sun peeked over the waves behind us.

By the fine amber light of the dawn I could see towering outcrops of rock, pillars rising straight out of the ocean depths. Beyond, upon a rocky peninsula, there rose clusters of gleaming structures turned to gold in the sun.

"Behold!" Cried the Navigator Tar-esiir, "Artha, capital of Danarchis."

"Danarchis'?" I hated to admit it, but my geographic knowledge failed me; the name meant nothing.

"Danarchis, lad!" Cried Tar-esiir, favoring me with a rare smile. "We have reached the north coast of Emer."

The Great Continent of Emer, vast and wealthy... and full of peril. We had arrived at last.

Kalen Avanir
From his Travel Journals

This section provides an overview of the Emer book as a whole, essentially a synopsis of the information revealed between the covers of this book. It might prove helpful to first read through this section to get an overall 'feel' for Emer and its inhabitants.

1. CULTURAL STRUCTURES

The section below discusses some general aspects of low-technology societies and gives the GM some guidelines, should he need to further develop the cultures described in Emer or invent cultures of his own.

In addition, the terminology defined below is frequently used in the various cultural summaries, so it would behoove the GM to familiarize himself with it.

SUBSISTENCE PATTERNS

Given the physical resources of an area, the GM gets a pretty clear picture of how the society exploits the land for food and other basic necessities. First, determine if the land is capable of feeding a population, and what limits might exist for groups of the desired technological level. Use the world map (from the *Master Atlas*) as a cross-reference, and make a notation beside the group's name.

Hunter/gatherers. These groups rely on big game for food, have low population densities, and exist in a nomadic or semi-nomadic state. Extreme temperatures, rough terrain, and/or poor soil discourage any form of agriculture. Bands or tribes may have distinct hunting circuits and therefore establish vague territorial boundaries. Urbanization is virtually nil, although certain specific sites may be sacred and the focus of periodic societal gatherings. High protein meat diets are supplemented with nuts, fruits, berries, and occasionally fish. Wild grains are rarely used.

The average group size is normally limited to 25-50 people. The territory is limited by the availability of water, wild foods, and game, and the overall proximity of these staples to each other. Population density varies from .05 to 10 people per square mile.

Men normally do the hunting because the mobility requirement conflicts with child-bearing. Women usually gather supplemental foodstuffs, an often arduous task that accounts for up to seventy percent of the group's nutritional intake. As with most extremely mobile groups, few old or weak people survive for any length of time (e.g., they may perceive their presence as a burden and wander off to die). In addition, possessions are usually limited to what one can comfortably carry.

Slash and burn agriculturalists. These folk rely on hardy yet primitive vegetables, mostly grains and tubers. Often poor soil, harsh climates, steep grades, or dense foliage prevent a society from exploiting the land any more efficiently. Farming revolves around the clearing of an area by slashing large foliage obstacles and burning off the remainder. Normally one crop is harvested per year, and the land is again cleared by burning. Since the soil is quickly exhausted, movement to new cultivated areas is frequent. Coarse grasses replace the cleared forest in the abandoned fields. The replenishment of the trees takes decades or centuries. Fishing and gathering may supplement the diet. The population density varies from 1 to 20 people per square mile.

Herders. Herding peoples survive by supplementing a modest agricultural base with meat and dairy products taken from goats, sheep, cattle, and the like. Generally, the relatively small parcels of fertile soil are reserved for cropland or gardens, while the less arable territory is given over to the herds. Although the fertile land is provided with adequate fertilizer and is depleted rather slowly, overgrazing can exhaust the limited foliage elsewhere. Therefore, large areas are needed for the herds, since some rotation of the grazing lands is required.

Seasonal movements between lowland and highland pastures occur on occasion and serve to counter soil depletion and subsequent erosion. Mobility can also conquer the problems of drought and famine, which can devastate the animal-based food supply. Unfortunately, it is harder to hide from disease, and a herding group can suddenly find itself without food, should their flocks contract a severe illness. The people's proximity to their animals also makes them more susceptible to contagious disease. Herder population densities vary from 3 to 40 people per square mile.

Fisherfolk. Fishermen may supplement their diet by gathering or gardening. Normally these folk live on islands, beside the coast, or along rich watercourses, and get most of their nutrition from fish, shellfish, sea mammals, and other related delicacies. Some of these societies are akin to hunters and gatherers, and move periodically, as a result of weather or the flow of food sources. Others live a more sedentary existence, usually in comfortable seaside spots. This sort of subsistence produces population densities between .5 and 50 people per square mile.

Mixed economies. These groups emphasize rotational farming often yield large amounts of food, mostly grains and vegetables. Modest amounts of meat, dairy products, and fish round out the diet. Such societies generally possess large tracts of arable soil, and devote their surplus land and harvests to providing for animals, or as storage for future use. Within these areas, population density varies from 10 to 100+ people per square mile.

TECHNOLOGY

The following technological periods are examples which reflect a common course of development among most intelligent humanoid species and are particularly appropriate for Kulthea. Various societies on the Shadow World have technologies ranging from Old Stone Age through Iron Age and even beyond. For convenience, the various 'levels' are assigned numbers so they can be noted in the various cultural descriptions throughout this book.

Virtually all Kulthean societies fall into the Pre-Technology categories; the Technology categories are given primarily for reference and the occasional aberration.

PRE-TECHNOLOGY LEVELS

Level Description

- 1 *Stone Age.* Crude stone tools used; little or no cultural development. Fire, basic spoken language. No art, no agriculture, no medicine. Natural metals used late in this period.
- 2 *Bronze Age.* Crude metalworking, agriculture, and simple art forms. Settled cultural groups. Basic written language. The wheel, oared galleys, herbal healing, crude spears and bronze swords. Stone used in important buildings.
- 3 *Iron Age.* Refined weapon and tool-making, sophisticated agriculture. The beginnings of science and philosophy. Regional governments. Keystone arch, water power, chemical medicine, scale armor.
- 4 *Medieval Age.* Steel alloys (swords, chain-mail), sailing ships. Art and language refined. Windmills. The pointed arch allows for greater unsupported spans.
- 5 *Early Renaissance Age.* Regional Governments become more sophisticated. Art is a powerful force. Rigged sailing ships, telescopes.
- 6 *Late Renaissance/Pre-industrial Age.* Superior metals, advanced cultures with national governments. The beginnings of 'technology': printing press and first clocks developed. Balloons, medical experimentation. (Optionally: gunpowder)

TECHNOLOGY LEVELS

- 7 *Fossil Industrial Age.* Steam power allows first automated machinery. Automobiles, prop aircraft, railroads, direct current electricity, vaccines and anesthetics used in medicine. The telegraph.
- 8 *Electronic Age.* Transistors, then Silicon chips revolutionize technology. First computers, jet aircraft, nuclear bombs. Organ transplants, practical working prosthetics, antibiotics in use.

- 9 *Early Space Age.* Interplanetary exploration, superconductors, optical electronics, voice interaction with computers, artificially intelligent (sentient) computers, practical heavy energy weapons, antiviral drugs, cryogenics, cloning, human/computer interfaces (*Cyberspace™*).
- 10 *Fusion Age.* Clean energy, widespread interplanetary travel, advanced bio-engineering (Alterant Replicants), small-scale terraforming. Practical handheld energy weapons. Cancer defeated.
- 11 *Molecutronic Age.* Truly organic computers, nanocircuitry, slow FTL (faster-than-light) vehicles span interstellar distances in decades.
- 12 *Gravitic Age.* Gravity fields understood and neutralized on a limited scale. Tachyon and inertial field physics in early stages. Energy screens developed. Planetary scale terraforming.
- 13 *Antimatter Age.* Control of fields, knowledge of hyperspace. Interstellar communication (Tachyon Beam Dictor), fast FTL vehicles, matter/antimatter harnessed, interstellar governments, powerful energy weapons. Personal shields. (*Space Master™*)
- 14 *Early Matter/Energy Age.* Basic control of energy/matter movement and form. Short range (<100,000 km) matter transmission. Planet building (Dyson spheres, Ringworlds), fast terraforming. (*Beyond Space Master.*)
- 15 *Late Matter/Energy Age.* Total control of energy/matter movement and form, manipulation of matter into different molecular structures through use of complex machinery. Long range (10 LY+) matter transmission through hyperspace. Early experimentation with inter-planar travel. (*Far beyond Space Master; Lords of Essence Tech Level.*)
- 16 *Planar Control Age.* Access to parallel dimensions, personal units to manipulate matter, mental interaction with machines. Time travel, consciousness without need of physical body.
- 17 Beyond imagination.

SPECIFIC DEVELOPMENTS

In the unique world of Kulthea, the introduction of such factors as the Essence and artifacts of the ancient Lords make it difficult to categorize technological advances into a simple, clear progression. Below, we offer some guidance and information.

Water/Wind Power: The crudest form is the windmill, or the waterwheel, both used to grind grain between large stones. Water power is more steady and reliable. Windmills are only usually used in coastal areas or plains where wind is relatively constant. More sophisticated machines such as pumps and conveyors came later.

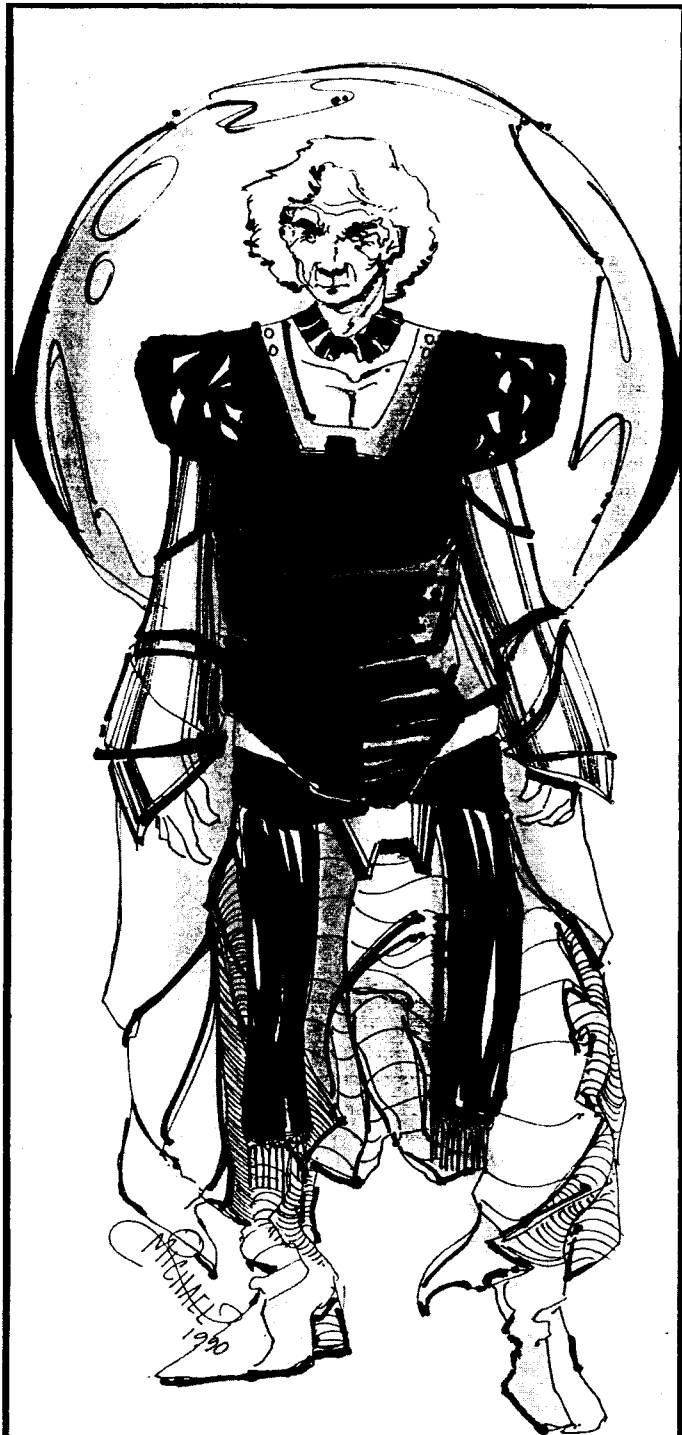
Steam Power: A few advanced societies have developed crude steam turbines — usually to operate mills, propel ships, or other simple machines

Printing: A handful of cultures have developed a crude method of printing — though nothing as advanced as a press with movable type. And the vast majority of societies with a written tongue are as yet satisfied with just that — writing it.

Alloys: Many of the more advanced societies have developed sophisticated smelting processes, allowing them to unlock the earth's priceless metals from their surrounding ore.

Gunpowder: The secret of this potentially devastating tool is far from being unlocked by even the most advanced cultures on the Shadow World. The power of magic as stagnated any desire for a chemical explosive, and the mysteriously fluctuating effects of the Essence can have a transmuting effect on chemical reactions.

Machines: A few of the most advanced groups have mastered the concept of gears and pulleys and have created complex mechanisms. While electricity is far from a reality, inspired inventors have harnessed water, wind, and even steam to drive machines.



THE STORM WIZARD

Medicine: The medical arts owe most of their sophistication to the devotion of religious Healers and those who follow the mental disciplines of Lay Healing. The latter, through intense study and mental energy, are able to perform feats of surgery comparable to the most advanced science of *Space Master's* Terran Empire.

Herbs also provide potent medicinal cures; these enchanted plants are capable of anything from relieving minor pain to reviving those thought to be in an irreversible coma.

Astronomy: Kultheans as a rule have an unusually well-developed understanding of their place in the cosmos. In many cases this may be attributable to the wealth of knowledge — however fragmented — left behind by the Lords of Essence. For instance, despite the fact that the globe cannot be circumnavigated (because of the barriers of the Essence), any goatherd knows that the world is a sphere, and that it whirls around the huge burning orb of the sun (along with a number of other spheres). Things begin to break down, however, when one inquires as to the number of other planets and their names.

POLITICAL STRUCTURES

Typical political structures or governmental systems include the ten systems which follow.

Anarchy. Actually, the absence of a working structure or government, generally leading to complete disorder and confusion.

Clan. A large group of families or bands (family groups) which claim descent from a common ancestor and have strong blood ties. They are typically ruled by a chieftain or warlord, although a council of representatives (e.g., elders) may possess some or all of the real power and authority.

Democracy. A society where the ultimate power is vested in the citizenry. Under this system, each citizen has an equal vote.

Dictatorship. Absolute power, but not necessarily authority, is held by one person (the dictator).

Feudal. A somewhat decentralized system based on various tiers of landholders (possessors or owners). Those with lesser holdings (vassals) derive their grants and security from those above and, in return, provide the greater landholder (lords) with goods (e.g., food) or services (e.g., troops). Such a system is often hereditary.

Monarchy. Absolute power and authority is held by one overlord, the monarch (e.g., king, queen, emperor, empress, etc.). Such a system is generally hereditary.

Oligarchy. Power and authority rests in the hands of a small number of individuals (oligarches), who may form a coalition or elite upper class.

Republic. Supreme power rests in one or more representative(s), governmental assemblies elected by the citizenry. Citizens may or may not have practical equality (i.e., an equal vote).

Theocracy. A state where the ultimate political power and authority rests with those who hold supreme religious power and authority. The overlord is often considered a deity or divine representative.

Tribe. A group of related clans or a large collection of people who maintain the same culture and consider themselves brethren. They are typically ruled by a council of elders (e.g., clan chieftains) and/or a high chieftain or king.

2 THE SECTIONS OF THIS BOOK

Following is a summary of the remaining sections of the Emer book and what the reader may expect to find within them.

HISTORY

A more in-depth discussion of Emer's history than the timeline in the *Master Atlas* book, this section goes into some detail regarding the various governments which have risen and fallen during the Great Continent's long history.

INHABITANTS

This section describes the flora, fauna, and racial groups which inhabit Emer. Individual *cultures* are described in the regional sections.

THE LANDS

Parts IV through X contain a region-by-region summary of the geopolitical status of Emer. Significant climate, land and water features are discussed, followed by a detailed survey of each realm. This includes cultural notes, relations with neighboring realms, important people, and references to other organizations.

GAALENAKH AV AHRENRETH

This section details the most powerful organization in Emer — and most likely, in all Kulthea. It is the Secret Circle, a gathering of powers whose exalted origins are in the mists of prehistory; but it has been perverted into a cult of utter evil.

OTHER POWERS

Parts IV — X provide a look at the various governments of Emer, but that is only the 'surface' of the continent. Behind the scenes are countless organizations which wield hidden power over people, groups, and even governments. In this part, you will find a selection of these powers and their motivations.

ADVENTURES IN EMER

Here are several adventures set in Emer, ranging from simple and straightforward scenarios to a complex campaign sweeping across the entire continent.

REFERENCE CHARTS

Summaries of beasts, military units, and important non-player characters are all here for the GM's perusal and quick reference.

CRITICAL TABLES

Important tables referred to in the *Atlas Addendum* and this book which are not found in *Rolemaster* or *Shadow World Master Atlas* are included here for the convenience of the GM.

GLOSSARY

A compilation of commonly referred-to names, places and things, including handy pronunciation keys for more arcane words.



A LUGRÔK

PART II

• A HISTORY OF EMER •

*Echoes of laughter beneath the river's end
Earth's bosom has nurtured a fell child.
The stones are silent in pain.*

*The Guardians have become the gate's betrayers.
The Nameless One will forewarn.
Heed the call of doom.*

*His was the name they learned to fear.
Darkness turns darker still:
His was the name they held most dear.*

He is son of the Void.

SE 6825

Andraax

(last words before vanishing through the Portal at Ruuth)

1• PREHISTORY

This is essentially another term for the 'First Era' and Interregnum, a span of hundreds of thousands of years from which virtually no written records survive. First Era dates are very uncertain, as it was during the reign of the Lords of Essænce, a group of beings considered to be entirely mythical by most people of the Third Era. The combination of traumatic alterations to the planetary crust combined with a thousand centuries of the Interregnum were enough to virtually wipe the globe clean of all but the most enduring artifacts. Only a tiny fraction of the original K'ta'viir constructions survive. The record-keeping media of the Lords — *speaking crystals* — survive in a few of the sealed vaults, but few of the crystal reading devices still operate. Besides, most of what the crystals say, though the language is understood by a few, is meaningless.

THE FIRST ERA

Little can be said specifically of this period. By the arrival of the last millennium, the majority of Kulthea's population had left the planet; it was little more than a large preserve for the indigenous flora and fauna, as well as for experimental races and animal species. The homeworld of the K'ta'viir had become a backwater. Then the rebellion forces — before revealing themselves — began to return to construct a series of hidden installations. Essentially, they were digging in to prepare for their attack. The central policy organization of the rebellion was known as the *Secret Circle*, and they built a headquarters beneath an island in a region considered geologically stable. This hidden island was to be named much later *Votania*, in central Emer.

Then the rebellion began, sweeping through the galaxy, returning finally to the home world, where Utha and Kadæna faced each other before the Black Gate of the Void. Utha slew her with the Soulsword and Kadæna's head fell to the ground, her body (and the Shadowstone) sucked into the Black Gate. The world cried out in an agony of relief. Kulthea would have been utterly destroyed if Utha had not at once placed the Eyes at the poles to stabilize the planet. Exhausted by his efforts, he departed; the Era came to an end with the world a wasteland.

INTERREGNUM

This 100,00 year period is called by the Loremasters the *Long Night*, possibly because civilization did not exist anywhere on Kulthea. Only in hidden, secret places were there enclaves of intelligent beings. The strange creations of the Lords of Essænce survived: LUGRÓKI, TROGLI and KRYLITES, all capable of living underground — the only haven in a tortured world.

After the conflict, few on either side remained, though the rebels hunted down the remaining imperialists to a man. The organization responsible for preventing any chance of a return by power-hungry K'ta'viiri was the Dænkú Ahrenreth. Occupying the rebellion headquarters under Votania, the order — led by Utha's son Dænkú — pursued surviving servants of Kadæna and eliminated them. But the members were few, and the ages eventually reduced their numbers. Only Dænkú himself remains, and he rests in a long sleep.

Later in the Long Night, the Lords of Orhan returned some of the peoples they had rescued from Kulthea to their homes, hoping to repopulate Kulthea with fair races. The Lords created the Fey Folk to watch over the fragile Elves and men.

At the close of the Era, Dænkú awakens to a miraculous rebirth of civilization. Unaware of the intervention of the Lords of Orhan (they were always able to shield themselves from even the most powerful of the K'ta'viiri), he wanders this new world in search of intelligent peoples to nurture.

2•THE SECOND ERA

The most important event in the early part of the Second Era is the founding of the College of Loremasters. Dænkú (who has taken the name of Andraax) comes to the Isles of Námar-Tol, an enclave of Iylari Elves. There he meets the sages Kirin T'thaan and Ilmaris Terisonen. Together with a number of other wise immortals, they decide to begin the monumental task of gathering all the world's lore in a great repository. In fact, the arrival of this group at the isle of Karilôn marks the beginning of the Second Era.

Námar-Tol, as mentioned above, is one of the first homes of the Elves after the Conflict. While their technical development is slow at first, they develop a sophisticated society, united under the charismatic lord Kylan. Kylan is a Linær, and his philosophy is one of welcoming to other cultures. This attitude is nearly the undoing of the realm, however.

THE MASTERS OF EMER

The origin of the Titans is topic of debate amongst the wise of Kulthea, but the most generally accepted theory is that they are descendants of a union between the Lords of Orhan and Elves or men long ago, on Orhan. In successive generations the race grew to its enormous size, with egos to match. The Titans were never many; perhaps the Lords hoped that their few numbers would balance their ambitious tendencies when they were allowed to descend to the Shadow World.

Late in the first millennium, six most powerful Titans decided to make their home on the cloudy summit of Votania and from there, to benevolently rule the great continent of Emer. Naming themselves the Masters of Emer, they recruit servants (followers) and begin the scourge.

Over the next 200 years, the Masters take all of Emer, giving names to the regions which are still held today. The Titans show favoritism to certain races, subjugating the Shay, while elevating the Laan to special status. They love the Elves to the point that they allow them independence on Námar-Tol, fearful to stifle their fragile culture.

Enforcing the rule of the masters is a large cult of warrior-priests who are called the *Xiosians*. Wielding strange weapons with nearly superhuman skill, they are an omnipresent force which effectively keeps the lands in check.

THE MASTERS AND THEIR DOMAINS

Titan	Region
Titus Hiaz	Hæstra
Kio Vix	Uj
Ria Xain	Khûm-kaan
Xaym Jyax	Tai-emer
Xaix Yjan	Onar
Mira Zyan	Silaar

While demanding, the Masters maintained a benevolent rule over Emer. It was not until the beginning of the fourth millennium that some Masters became dissatisfied with their lot, and the group began to fracture. Minions of darkness, preparing for a thousand years, had been waiting for just such a wedge.

THE DAWN OF DARKNESS

With the return of the comet *Sa'kain* in SE 1900 (see the timeline in the *Master Atlas*), the moon Charón acquires a special access to the negative planes, allowing the Dark Gods and servants of the Unlife easy access to the Shadow World. But they keep their new power secret, preparing for their chance to strike. Their target of choice is the cradle of civilization: Emer. As the Titans begin fighting amongst themselves, the Dark Forces move. In SE 3345, the evil god Andaras descends to Kulthea and leads an army into Uj.

THE MASTERS FALL

The campaign in Uj lasts for over two years and climaxes with a confrontation between Kio Vix and the god Andaras. The stubborn Titan refuses aid from his fellows but is unable to stem the dark tide alone. Kio is nearly slain before his brethren arrive to help. It is too late to save the land, however, and Uj falls under the shadow of the Dark God. The reign of the Masters begins to crumble.

For the next 1500 years, Emer continues to be fragmented as the bickering Titans are unable to hold the lands against determined advances by the forces of the Dark Gods. Even the Laan turn against their former lords, seduced by promises of wealth and power by the evil manifestations of the Unlife.

To the northeast, Silaar is besieged by armies and fleets, forces of the mysterious "Lord of Encla Turic." Led by a mighty silver dragon, the armies seem intent only on destruction, and they lay waste to much of the region.

The mighty Xiosians are driven back, and the Masters of Emer retreat to Votania, cloaking the isle in magical protections.

For almost three thousand years the continent continues a slow decline into anarchy and a dark age. While an occasional ruler with vision arises, he is cut down before he can bring peace to any significant portion of Emer. The Masters remain in hiding while foul creatures run abroad; dark priests reign over sadistic cults. The rest of Kulthea fares little better. With the return of the comet *Sa'kain* in SE 6450, it appears that the Shadow World is on the brink of total destruction.

THE WARS OF DOMINION

In year 6450 in the years counted after the founding of the College of Loremasters (later known as the *Second Era*), the feared harbinger of the final Darkness arrives: the Comet appears in the sky, its red tail ablaze. *Sa'kain* grows brighter and more sullen, until it passes most closely to Kulthea. On that day, the world is torn asunder. The earth cracks and from great wounds pour armies of hideous creatures, a giant wave of unspeakable minions of darkness. The Portals open and disgorge awful monstrosities from the Outer Planes and beyond. Captained by Ordainers and other lord demons, the Black Host sweeps across the lands, destroying everything in their path. At the van are the dark gods, freed from imprisonment on Charón by the Essence-corrupting powers of *Sa'kain*. The Loremasters and even the historically neutral Navigators take up arms and attempt to defend a few strongholds. Even the Masters of Emer are stirred from their self-imposed exile and join battle with the evil commanders. But it is a hopeless struggle.

The Lords of Orhan look down upon Kulthea and decide to intervene. Descending like suns from their heavenly abode, they face the dark gods and their minions. One by one the evil masters are captured and forced back to Charón, where new guards are set. Then *Sa'kain* passes, and the portals are sealed again.

Much is lost in the conflict; many lands are laid waste and valued leaders lie slain. Andraax, driven mad by the mental burden, vanishes into the East.

3•THE THIRD ERA

While the land has been cleansed, it suffered grievously under the tortures of the reign of the dark gods. For more than a thousand years, no civilization existed beyond a handful of sheltered enclaves. The lord Aldaron arrives from beyond the West.

THE EMERIAN EMPIRE

Aldaron is a fair-haired man, not unlike the Talath or Myri in appearance, but more aggressive than that quiet people. Leading a force inland from the Bay of Izar, he settles on the northern shores of the Sea of Votania and declares himself the Emperor of all Emer. So begins the campaign to unite the great continent again.

A century later, Aldaron is lord of Hæstra and dares to sail to the Isle of Votania. Dispersing the ancient legend, he is not struck dead upon landing. He claims the isle, planning to place his Imperial Palace at the foot of the mountain. The hold is built over the next twenty years. From Aldain Castle he solidifies his hold on Emer. By 1300, Aldaron — still seemingly a young man — returns from campaigns across the continent. Emer is his.

THE FOUR REALMS

To administrate his vast empire, Aldaron establishes four satellite capitals: Relas, Ardan, Leonas, and Corinn. He appoints trusted captains of his army to rule in his name. The four capitals grow and prosper over the next several decades as Emer enjoys a period of peace and prosperity.

THE EIGHT ORDERS

These elite groups served the Emperor directly, each having a different function in the empire, complementing the others.

Ahn sye Nokora (Order of the Silver Sword): The Emperor's bodyguard, they wield large swords called *Yarkbalkas*. Said to be the most honorable men in Emer, these 200 were trusted with the Emperor's life.

Ahn sye Zanar (Order of the Cloak): Priests who are masters of the healing arts, the Order of the Cloak serve not only the nobility but all people under the Emperor's protection.

Ahn sye Talaus (Order of the Ring): A council of mages, the Ahn sye Talaus aids the Emperor after their manner. The ways of Essence are known to them, and they can assess and minimize the damaging effects of the Flows.

Ahn sye Shan (Order of the Sun): Masters of agriculture, those in this order improve productivity and teach the growing and use of enchanted herbs to the citizens of the Empire.

Ahn sye Takla (Order of the Four Winds): Imperial messengers, this order is responsible for carrying declarations throughout the Empire. The chief messengers ride winged horses.

Ahn sye Woloka (Order of the Eye): Seers, they are advisors to the Emperor.

Ahn sye Nomoke (Order of the Serpent): A shadowy group, the Order of the Serpent is the Emperor's secret information-gathering tool. Infiltrating every other group and order, they are invisible and omnipresent.

Ahn sye Ni-vulma (Order of the White Flame): A guild of craftsmen and artisans who are the master smiths for the Emperor.

THE EMPIRE FALLS

The Empire endures for a little over three centuries, sabotaged from within by the agents of the Jerak Ahrenreth. In TE 1617, Aldaron's grandson Væric is murdered by the evil lord Ondoal as the Empire collapses — eaten away by the manipulations of the Jerak Ahrenreth. The next several decades see the four states go to war and practically destroy each other in a vain effort to re-unite the Empire again. Emer is thrown into chaos by 2000.

A FRAGMENTED LAND

Starting around the beginning of the third millennium, the nearby disaster of the Emerian Empire acts as a catalyst: philosophical differences between the Linæri and Loari Elves of Námár-Tol become irreconcilable, and the Linæri begin departing. Many sail north to Urulan; others begin a long migration which ends centuries later in Itanis in southern Uj. (Ironically, Itanis also becomes an isolated land.) The Loari Elves consolidate their realm on the Seven Isles of Námár-Tol, and their more structured and isolationist approach to government is quickly manifested. Prince Elar inaugurates a series of ambitious construction projects designed to unite and protect the Isles.

Meanwhile, the trading port of Kaitaine, beginning as a mere cluster of wooden buildings, is already a trade center.

The *Laan* population begins to recover from the post-Imperial wars and repopulates Hæstra. A new government is born.

THE MIIRIAN STATES

The *Laan* establish a capital at the mouth of the *Alarna* river and declare all of their inhabited lands to be the country of *Irdania*. Three regional governments are established: *Vornia* to the west, *Miir* in the center, and *Stroane* to the east. *Irdania* is the largest cohesive realm since the Empire, and their power grows with the harvest of wealth from the Gold Mountains and the Spine of Emer. Their rule is uncontested for several hundred years.

SEAPORT AND SKY-CITY

Kaitaine and Sel-kai, at nearly opposite ends of the continent, rise to economic power in the vacuum of political influence. Their wealth is enough to buy them protection from raiders, and their respective reputations grow to the point that each is legendary. They trade with all the larger coastal cities, and both send caravans deep inland to secure exotic wares.

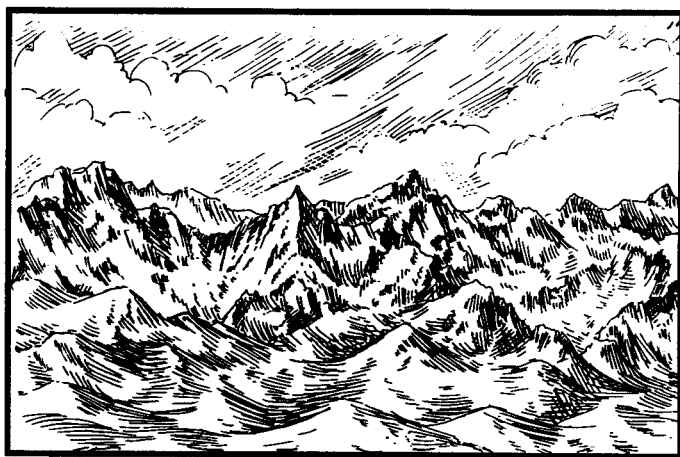
Around the year TE 4000, the merchants of the two cities meet and divide Emer like a rich pie.

Just over two hundred years after Kaitaine and Sel-kai make their pact, the latter city launches the first sky-ship. Drunk with success and ambition, the Merchant-prince of Sel-kai begins an ambitious project: to build a flying merchant fleet.

Over the next four hundred years the fame and wealth of Sel-kai grows. In 4600 the current prince embarks on a plan to construct a floating city!

In 4650, the dreams of the most flamboyant lord of Sel-kai are realized: the city of *Eidolon* rises in the sky above Northern Emer, a jewel of unsurpassed beauty and a triumph of Kulthean craftsmanship and wealth.

Meanwhile, Kaitaine, always the more pragmatic of the two, successfully fends off the aggressions of neighboring realms and secures its position even more firmly in southwestern Emer.



SHADOWS LENGTHEN

The last millennium has been another period of decline in most areas of Emer, with warfare increasing and natural disaster claiming many lives. The Flows are unchecked and perilous, causing many secondary problems. Climatic changes erupt without warning, and astrologers fear celestial causes.

The realms of Naal and Ansidus in Ræl are depopulated by a protracted conflict. Much of the damage to the land is irreparable, and the survivors are further depleted by famine and disease. Other areas of Emer suffer droughts, floods, and devastating storms. Societies which previously interacted draw away from each other in fear of contamination. Nevertheless, plagues reduce the overall population of the continent by almost a third by the year 6000.

THE NAMELESS ONE

A man known only as the "Nameless One" materializes in Zinvar in 5945. This is the first of dozens of fateful appearances across Emer in which he predicts disaster. Never does he suggest a way to avert this catastrophe; often he does not even specify what it will be or when it will occur. His purposes are impenetrable. Only the Loremasters have a comprehensive picture of the scope of his forewarnings, but even they are unable to intercept this elusive figure.

The Nameless One's appearances are becoming more frequent and his doomsayings more ominous: his fame has spread from Kaitaine to Sel-kai. All black-robed strangers are seen as approaching harbingers of disaster: specters to be feared.

THE PRESENT

It is the year 6050 in the Third Era of reckoning of Karilôn. Danger lurks everywhere, as realms are threatened by forces seen and unseen. The *Essænce* is disturbed, and the very nature of existence seems uncertain.

PART III

CLIMATE AND INHABITANTS

Despite my reservations, we were setting up camp amidst a collection of ancient standing stones. Our inscrutable Navigator Tar-esiir had pronounced them safe, saying that the stones emanated a faint aura of good Essænce. Resigned, I began wrestling with a recalcitrant tent in the growing darkness, when Taluk called my name.

"Kalen!" He pointed to a pair of bluish stones perhaps thrice my height. "Do you see anything strange?"

I peered at the pillars. At first I noticed nothing, but then I began to perceive a faint radiance flowing over them like a sheet of luminous water. I was about to call Tar-esiir, but realized that the Navigator was already walking slowly towards the pillars, a trancelike expression on his face. His Compass was glowing in a coruscating rainbow of light.

The pillars glowed for a few moments more, then exploded in a burst of blue-white light as lightning bolts danced and skittered between them. A thunderous crash followed, and out of the lightning leapt — a horseman!

A grey stallion, its hooves shod with silver, continued its gallop without missing a step, the rider equally composed. His slate cloak streamed behind him, his gaze never wavered from an indeterminate point ahead. His white tabard blazed in the unearthly light, across his chest the emblem of a unicorn. In a heartbeat he was gone, apparently paying us no attention. The pillars went as dark as stone.

For several seconds we stood frozen in amazement — all except Tar-esiir, who sauntered up to the pillars to touch one cautiously.

Then Taluk, his voice strained, cried: "You told us this place was safe!"

"He didn't harm us, did he?" came the reply.

Kalen Avanir

From his travel journals of Emer

Below is a summary of climate terminology used in the later sections. An overview of the plants, animals, and races of this continent is also provided here.

1. CLIMATE OVERVIEW

Following is some general climate-related information which serves as a guide and key for terminology used in the specific regions of Emer.

CLIMATE TYPES

The climate of Emer is tremendously variable, depending on latitude, prevailing winds, Essænce Flows, mountains, and a plethora of other factors. The basic qualities of each region's weather is discussed at the beginning of the corresponding chapter devoted to that region. The following is a key to the terminology which will be used in those descriptions.

Rainy Tropical: At most, one or two dry months; all months warm or hot.

Wet and Dry Tropical: A well-developed dry season with one or two rainy seasons; all months warm or hot.

Semiarid Tropical: Light precipitation, rapid evaporation; all months warm or hot.

Hot Arid: Negligible precipitation, rapid evaporation; all months warm or hot.

Humid Subtropical: Precipitation in all seasons with maximum in summer; long warm summers, cool winters.

Dry Subtropical: Hot dry summers; cool, moderately rainy winters.

Humid Mid-latitude: Precipitation in all seasons with maximum in summer; long warm or hot summers, cold winters.

Temperate marine: Numerous rainy days in all seasons with moderate total precipitation, higher precipitation in highland areas; warm summers, cool winters.

Semiarid mid-latitude: Light precipitation; warm or hot summers, cool or cold winters.

Arid mid-latitude: Extremely light precipitation; warm or hot summers, cool or cold winters.

High altitude: Climate varies with elevation, latitude, and exposure.

TEMPERATURE AND PRECIPITATION

Each regional climate description has a weather chart providing basic data on seasonal temperature and precipitation averages.

2·FLORA

From desert to rainforest, Emer has a variety of plantlife unequalled in the Shadow World.

DÍR

The black wood of Dír is among the most prized of hardwoods, being similar to ebony. Durable and fine-grained, it makes superior staves and bows. Its dark beauty is unmatched in elegance.

The Dír tree itself is deciduous and grows in a tall, vertical trunk with short, horizontal branches. Its small leaves are nearly round with a dark underside and a silvery green upper face. Dír tree seed pods are disc-shaped, curling under at the edge to create an aerodynamic air pocket. The bark of the tree is nearly black like the core. Dír trees are found primarily in the northern regions of Hæstra, SW Uj, and Ræl.

HOEN

Also deciduous, the Hoen has an overall form similar to the oak, but with large three-lobed leaves which have a light golden color. The bark of the tree is even lighter than the silver birch, and the wood itself is naturally a pale color which makes it quite valuable. It makes excellent bows.

Hoen trees are rare and flourish when tended by Elves. The isle of Talæn is heavily forested with them, and the Emerald Forest is said to have a number deep in its embrace. The Iylar realm of Lys has Hoen sprinkled through its numerous forests. Hoen do grow elsewhere, including western Hæstra and some areas of Námardol.

NAVAAL

A valued tree, the reddish wood of the Navaal is similar to mahogany but with striking grain patterns. The tree grows wild in the Rulaash and Quon jungles, but harvesting these huge tropical conifers is a major undertaking.

MIRAN

This deciduous beauty is rarely encountered outside of Elven lands. Originally only found on Urulan, seedlings were brought by Elven colonists in the early centuries of the Third Era.

Mirans are similar to maples in many ways, but with lighter, smooth bark and rounded, dark green leaves which turn deep gold in the Fall. Miran seeds are like walnut-sized acorns, dark brown with a golden cap. They are delicious to eat, and a handful can provide a full day's sustenance.

FOGFLOWERS

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

SIENE

Said to be the gift of Kieron, Siene is a bush which produces a luminous orange berry. The berries do not keep well, but can be made into a preserve. In any case, a small amount of the fruit has the effect of cleansing the body of any intoxicant in seconds (it also cures hangovers). This miracle fruit is indispensable for curing addictions; it is also quite rare.

THOKOT

A sturdy shrub, Thokot is able to thrive in even the most hostile of environments. It has small bluish leaves and produces bitter red berries, but Thokot's main feature is the 4" long thorns which grow all over the plant. These thorns exude a sticky fluid which has the effect of a mild to moderate nerve poison. Shadowy landowners use the bush to guard their borders.

CLINGLEAF

Tall plants with several palm-like 'tiers', the Clingleaf has long trailing leaves with a very sticky liquid on the top. Ostensibly, the liquid's purpose is to capture insects which are subsequent decomposed, but the adhesive — and the leaf structure — is quite strong. If one runs into a patch of Clingleaf unawares, he could be almost immediately wrapped in a cocoon of very strong fibrous tentacles (treat as a Large Grapple attack, with bonuses depending on how many plants and how hard they are encountered). The adhesive begins the breakdown process immediately, delivering 1 hit per round until the target is dead. He is then consumed (except for bones and non-organic coverings) over a period of about a week (10 days on Kulthea).

3·FAUNA

One of the largest continental masses on Kulthea, Emer is home to an incredible variety of animal species. Some of the more interesting beasts are mentioned here.

SHALISH

Catlike beasts as large as a lion, the Shalish are tan-furred carnivores with large, flat paws. They are the principal 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 particular problem to caravans.

KRELL

Dragonflies with a three-foot wingspan, Krell are harmless but a disturbing sight. Their buzzing can also be very annoying. Popular myth in Quon says that Krell buzzing can drive a man mad. These insects thrive in the jungle regions and are rarely seen elsewhere.

FRASK

Reptiles about a foot long including finned tail, the Frask have elongated arms with flaps of skin attached to them, allowing the little beasts to fly with amazing agility. They feed on insects and animal blood, using sharp fangs in their snake-like heads to draw the life fluid from their targets. Frask travel in flocks, and often feed at night. Most common in hot regions, they can be more than a nuisance to travellers in the wilderness: a large number of them can overwhelm a party and kill them.

BÆRKS

A lumbering beast not unlike a rhinoceros, the Bærk has — in addition to a curving nose-horn — a pair of tusks. These tusks are blue and very valuable, for they are an azure ivory which can be carved into objects of great beauty. The Lankan people of Tai-emer hunt the Bærk, but get a run for their money: the thick-skinned omnivores often become the hunter instead of the hunted.

SNOW HOUNDS

Deadly and silent, these huge pale dogs travel in packs all along the upper flanks of the mountainous Spine of Emer. Their breath is freezing, and the icy claws of a Snow Hound will freeze their prey to the bone.

NIGHT HOUND

Night Hounds shun the sun, wandering by starlight when their coal black coats conceal their presence. They have luminous yellow eyes and are silent like the Snow Hounds. Legends speak of a deadly breath, but reports of Night Hound attacks are invariably tinged with hysteria.

QUARNAKS

Seven foot tall bipedal reptiles, these flesh-eaters are extremely dangerous. They can run up to 30 mph in short bursts, and their razor-sharp teeth can tear the arm or leg off a man as easily as a shark could.

Quarnaks travel in small family groups and are not subtle creatures, making an incredible racket as they tromp through the savannas of Tai-emer, their favored environment.

UNICORN (WHITE)

A beast of unequalled beauty, the unicorn resembles a graceful pure white horse with a single spiralling horn projecting from its forehead. The whorled horn can be either gold or silver, but always has an unnatural, metallic look about it. Unicorns, while intelligent, have an inscrutable outlook, and will almost never embroil themselves in mundane events. They are incredibly rare, but sightings seem to occur most often in the vicinity of Flow-storms. Unicorns are creatures of the Essence and are apparently able to travel through the Planes with ease. They also have an intrinsic mastery of spells, many having access to the lists Shield Mastery, Lofty Bridge, Elemental Shields, Spell Reins, and Warding Power (see the *Master Atlas Book*).

4 RACES

The races of Emer are described in detail in this section.

Note: Some of the information below appears in the Inhabitants Guide. Also, a few very specific sub-cultures are not noted here; rather they are described in the appropriate section.

ELVES

General Info: Males 6'-6'10", 150-200 lbs; females, 5'6"-6'2", 115-165 lbs; highly resistant to extremes of natural heat and cold; death occurs only through violence; 2 hours of meditation each day suffice in place of mortal sleep; suggested professional limitations: no profession with Self-Discipline as a prime requisite stat (except in unusual circumstances).

Elves are very similar to humans, except they are generally taller and have elongated ears with points at the top, slightly larger eyes, and more delicate features.

Many Elven cultures revere the Lords of Orhan, while others follow lesser deities and the more rustic spirits of forest and river.



A TALATH MAN

HIGH ELVES (IYLARI)

The most lordly of all the Elves, two Kindred make up the Iylar race: the Linæri and the Loari.

Linæri (Iy.: Singers): *Linæri are frequently Astrologers, Bards or Mystics.*

The *Linæri* possesses golden-blond hair, blue eyes, and fair skin. While of the High Race, they prefer open spaces to structures, and when they build homes they are always very airy designs filed with light and warmth.

True to their name, the *Linæri* are a musical people. Even the least of them can play the harp or sing, while the more talented compose music or delight the ear with expertise on several instruments. Garments of white, silver or gold enhance the nobility of the *Linæri* demeanor.

Loari (Iy.: Builders): *Frequently spell users, Loari often are Alchemists, Seers or Mentalists.*

The *Loari*, have raven-black hair, predominantly brown or hazel eye color, and often pale skin.

While the *Loari* love nature as much as the *Linæri*, they seek to unlock its hidden secrets rather than enjoy it in its untouched state. They are unsurpassed at gem-cutting, architecture, and the making and working of alloys. Their egos are also unsurpassed among Elves and men — except perhaps by those among their kind who have turned to darkness: the *Dyari*.

Wood Elves (Erlini): *Less tall than the other Elves by 2-4", Wood Elves often innately possess Ranger or Animist spell lists to 5th level.*

Wood Elves most often have sandy hair and light blue, green, or grey eyes. Like the *Linæri*, they prefer to live close to nature in her unaltered state. When they employ tools and structures these are always subtle and clever of design, simple yet practical.

These are the most prevalent of the Elven-kind by far, and in many areas they have interbred with mortal groups to create a hybrid race. (See Half-elves below.) However, when a culture of *Erlini* has been isolated for a long period, they are very shy and resist becoming involved in the affairs of humans or High Elves.

Dark Elves (Dyari): *Similar to Loari, tend towards Magical and Clerical Arts, esp Evil lists, Sorcery, (Warlock, Witch).*

Despite their name, the Dark Elves do not have darker skin than their brethren; in fact they are often very fair-skinned, and have pale or even white hair. Their ears frequently have more pronounced points than the other Elves; their eyes are grey, black, or sometimes amber.

The Dark Elves are an almost invariably evil race of Elves, whose talents and tendencies lean heavily towards the magical arts, often the darker sides. They are cunning and cruel, ambitious to the end.

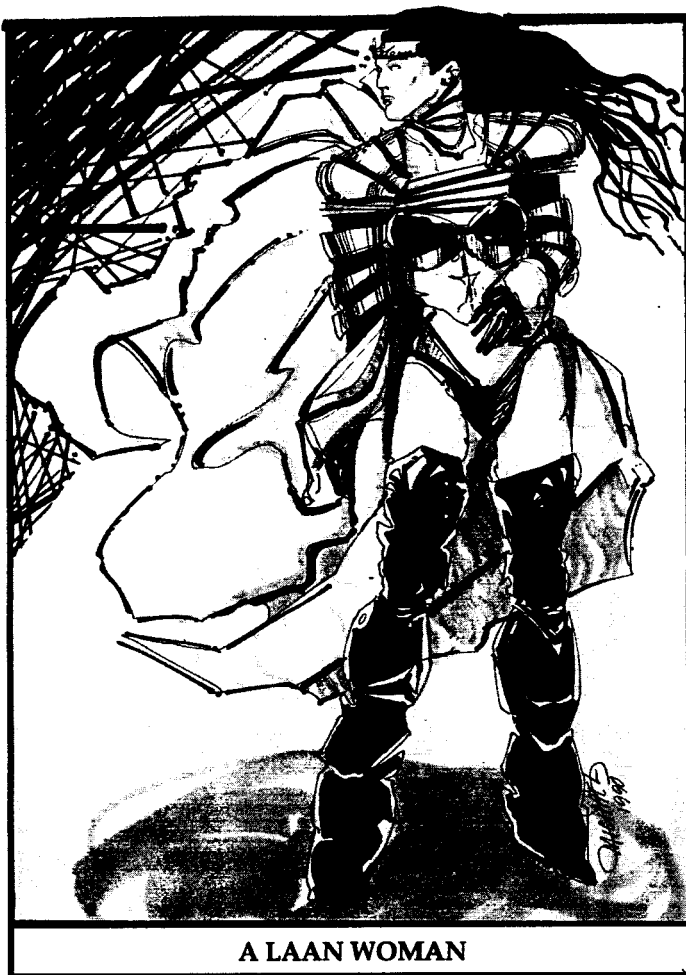
There has been a rare occasion when a *Dyar* repented of his evil, slowly converting to a more philanthropic view of life. Some of these rare individuals have slowly transformed physically to resemble the High Elves, the race whence they originally descended.

Aquatic Elves (Shuluri): *physically resemble High Elves, but very pale, with blond or white hair. No professional restrictions, though tendency towards Mentalism.*

Aquatic Elves are a rare and elusive breed of Elves having both gills (hidden inside their throats) and lungs, able to exist equally well on land or in water. They also have slightly webbed hands, elongated, webbed toes, and an inner eyelid which helps to protect the eye while underwater. Aquatic Elves are nearly identical physically to the High Elves but are somewhat stronger from their aqueous environment. They are much like the other Higher Elves in their arts and lifestyles, except that they tend to be nearly as shy as the Wood Elves. Occasionally, an adventurous sort leaves his ocean home to explore the world above. He may even develop ambitions and goals there. Such Elves have lived this way for decades before anyone learned that they were any different from the Elves of the land.

Half-Elves (Ta-lairi): *Heights vary tremendously, depending on mix; no professional restrictions.*

The variety in Half-Elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the Mannish races. The common different kinds of Half-Elves are noted in the race chart in the *Atlas Addendum*, with stat differences.



A LAAN WOMAN

The Ky'taari of the Mur Fostisyr and the Sulini of Tanara are examples of this fusion; there are numerous other cultures whose people are — as a group — descended from an Elven-mannish mix. They are almost always mortal, though enjoying a slightly longer lifespan, remaining healthy and hale until very near the end, then aging very rapidly over the last 5 years or so, and dying.

Individuals who are children of a pure-blood Elf and pure-blood Human are often given a choice (by Eissa, one of the few gods to have the power to grant such a choice) whether to be mortal or immortal.

MANNISH RACES

In addition to the common racial types described in the *Master Atlas Inhabitants Guide*, there are a number of specific racial types who make their home on Emer.

Anzeti: 5'4" - 6'0" tall, no professional limitations. Lifespan: 100 years.

The Anzeti are a smallish people but hardened greatly by the unfriendly climate of the chilly climes they inhabit. Dark haired, with red-brown skin and green or hazel eyes, they reside almost entirely in the high, mountainous areas of central Emer. They are generous, quiet, and shy, for they are seldom encountered by other races.

Hirazi (note that the Emerian Hirazi vary from the common Hirazi described in the *Master Atlas Inhabitants Guide*; they may in fact be a completely different race): 6' - 6'8" tall, 100-150 lbs; 12' wingspan; no professional limitations; resistant to natural extremes of temperature. Average lifespan: 75 years.

The Hirazi are a rare winged race (suspected to be another bizarre experiment by the Lords of Essænce long ago). The Hirazi found in certain areas of Emer are like large, muscular humans, with wide shoulders to support their wing structures. But their appearance is misleading, for their bones are hollow and their muscles have a unique structure which makes them very light. This race is in fact rather fragile.

All have golden brown skin and white or blond hair. Their fabulous wings — actually made of feathers like those of a bird — vary in color from blue to white to gold, often a combination of the above.

Jaaderi: 5'6" - 6'4" tall. No professional limitations overall, though tendency is towards warriors and the Essence arts.

The Jaaderi are an ancient people who make their homes in the plains of Tai-emer. Robust and often powerfully built, these people control much of that region. Their skin is a red-brown, with green, brown or hazel eyes and straight brown hair. Other distinguishing features include a large, hooked nose, full lips, and large earlobes.

Kuluku: 5'8" - 6'10". No professional limitations overall, though the Kuluku Animists and Druids are considered among the most powerful. Lifespan: 80-120 years.

Tall and graceful, the Kuluku are the dominate race over much of the Khûm-kaan rain forest basin. Their skin is chocolate brown, eyes emerald green, and their hair is straight and almost always black. Kuluku also have full lips and flattened noses. There are other unusual traits unique to the Kuluku race; those are detailed in the Quon section (3) in Part IX, Khûm-kaan.

Laan (*High Men*; related to the Zori in Jaiman): 6'-6'10" tall, no professional limitations; lifespan 100-200+ years.

The Laan tend to be even 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, grey or occasionally a bright green, and they tend to be fair-skinned, from very pale seeming 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. They are concentrated in Emer in the Kaitaine vicinity and in verdant hills of Hæstra.

Rhiani: 5'6"-6'4" tall, no professional limitations, though spell users would be rare. Lifespan: 75 years.

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

Shay (*Common Men*): 5'4" - 6'2" tall, no professional limitations, though Essence and Mentalism user would be particularly rare. Lifespan: 50-80 years.

Made up of a mixture of several racial subgroups, the Shay peoples are smaller than most other races but hardy. They usually have brown hair and fair skin, with eyes of any color. They are most prevalent in Tai-Emer and the southern and central regions of Hæstra.

Talath (*Northmen*; also *Myri* in Jaiman): 5'10"-6'10" tall, no professional limitations, though spell users would be very rare. Magical arts are frowned upon on most cultures. Lifespan: 70 - 100 years.

The Talath are a hardy race, blond and blue-eyed. They have cultures in Northern Hæstra, and because their appearance suggests a people of a cooler clime, are believed to have migrated from Jaiman. Powerfully built, the Talath are of amazing size and strength. Most have a fair countenance; the men have little or no beard. Both sexes are big-boned and have a strength borne of a life of hard work and pure spirit.

Tending to be a people of simple means, the Talath have never been empire builders, preferring to live in small villages tending their sheep and crops. They are often subjugated by other peoples, but even this seems not to phase them overmuch — unless they are assailed by servants of the Unlife, in which case they fight with a fevered determination.

Vorloi: 4'8" - 5'6" *No professional limitations overall, though many are Animists. Lifespan: 300 - 600+ years*

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

Y'nar: 5'2" - 6'2" *tall, no professional limitations, though they tend more towards Mentalism than the Clerical or Essence pursuits. Lifespan: 100-200 years.*

Concentrated mostly in the northeasterly regions of Emer — especially the hills of the great Silaaran peninsula — the Y'nari are a quiet people. Small but hardy, they have fair skin and little body hair, but scalp hair is thick and while it can be straight or curly, it is almost always black (or, in rare cases, silver). Eyes are usually brown or amber, and a distinguishing feature is the epicanthic folds (the small overlap of skin over the eyes). Y'nari also have 'flattened' features: small noses, wide, prominent cheekbones and forehead.



AN IYLARI WOMAN



AN ANZETI

OTHER RACES

Murlogi: (called in some areas goblins) 3'6"-4'6" tall; *suggested professional limitations: no spell users; excellent night sight, blinded by daylight (-75 to all activities if outdoors); strong; average lifespan: 80 years.*

Round-headed creatures with snub noses and wide mouths, Goblins possess greenish, yellow skin and toeless feet. Mechanically inclined, the Murlogi have invented many machines to torture as well as those useful in warfare. Utility and strength mark most of their creations, but they are invariably inelegant, like their creators. Murlogi are skilled miners, enlarging their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range (The Morbek Highlands in central Emer is an excellent example) may be webbed by these passages. Goblins stay below ground by day, but night finds them swarming the lands in search of brutal amusement.

Trogli: 4'6"-5'6" tall; *suggested professional limitations: no spell users (optionally, only low-level Channeling-rated spells); fear daylight, but can become accustomed to it; average lifespan: 50 years.*

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 possess muscled bodies with bluish-white skin; their eyes glow in the darkness with an eerie red light. Sloping foreheads and massive jaws form the contours of their large heads, and long, tangled, black hair grows from their scalps. 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.

PART IV

· HÆSTRA ·

*An age ago there were many fair lords,
They crossed the stars like stepping-stones,
Their thoughts stronger than the sea.*

*When they fell the heavens went dark,
The earth was rent and almost died,
At the end stood five and three.*

*Six mighty Titans took the great land,
and made it their own realm
But they were at last defied.*

(three verses missing)

*Shun the Isle in the Sea of Mists,
for the Masters sleep there still.
And beneath, a light has died.*

From a scroll found near the mouth of the Alana River,
TE 5845

Second largest of the four main regions, Hæstra is the most widely cultivated and the most densely populated of Emer's varied regions. Its mild climate, fertile soil, and available resources make it an ideal region for human habitation.

Hæstra is bordered on the south by the bleak Morbek Highlands and the Forbidden Hills, an intimidating barrier. It is said that a pass lies between the two, but the way is hidden — and perilous. Beyond lies the desert of Uj.

1·GEOGRAPHY & CLIMATE

Shielded on nearly every side, Hæstra is protected from all extremes of nature. The humid mid-latitude climate is ideal for agriculture; no wonder that Hæstra has been called the breadbasket of Emer.

HÆSTRA CLIMATE

As noted above, Hæstra is well-protected from coastal storms. Precipitation is moderate, however, and actually heavy in the late spring (supplied from the Bay of Izar and the Sea of Votania). Summers are mild, the temperature rarely exceeding 90° F. While most of the winter it is below freezing, rarely does Hæstra experience truly bitter cold.

A more detailed depiction of Hæstra's weather picture can be gleaned from the weather chart on the following page.

HÆSTRA WEATHER CHART

	Lowlands	Hills	Coasts
Winter	15-35°	10-30°	30-50°
	Mod Sw/Rn	Mod Sw/Rn	Normal Rain
	Breezy	Breezy	Windy
Spring	40-55°	35-50°	40-65°
	Rainy	Normal Rain	Rainy
	Breezy	Breezy	Windy
Summer	70-90°	60-80°	65-85°
	Moderate Rain	Moderate Rain	Normal Rain
	Calm	Breezy	Breezy
Autumn	60-80°	50-70°	60-80°
	Moderate Rain	Moderate Rain	Normal Rain
	Calm	Breezy	Breezy
Fall	40-60°	30-50°	35-55°
	Normal Rain	Mod Sw/Rn	Normal Rain
	Breezy	Windy	Windy

KEY

Temperature: is expressed in degrees Fahrenheit as the average daily low-high. Note that most Kultheans do not describe temperatures so precisely; they simply say the temperature is *cold*, *cool*, *warm*, or *hot*. Mountain temperature refers to the habitable regions between 1,000-3,000' above sea level. To calculate temperature at higher altitudes, subtract 1° for every 300' more above sea level.

Precipitation: refers to the % chance of rain or snow falling on a given day. In the higher altitudes of the Spine of Emer and Gold Mountains, snow will usually occur when moderate Snow/Rain yields a precipitation result.

Moderate Rain: 15% rain; partly cloudy.

Moderate Sw/Rn: 5% snow; 2% sleet; 8% rain; partly cloudy.

Normal Rain: 25% rain; partly cloudy.

Rainy: 40% rain; cloudy.

Wind: Speeds are given in miles per hour. Above the tree line, winds are considerably more forceful. Treat *Breezy* as *Windy*, and *Windy* as *High Winds* (20-60+ mph)

Calm: 0-9 mph; or consult Sea Winds Table (-20).

Breezy: 5-20 mph; or consult Sea Winds Table (-5).

Windy: 10-40 mph; or consult Sea Winds Table (no adjustment).

SEA WINDS CHART

Calculate the wind speeds along the coast according to the following table (percentages reckoned according to an open-ended D100 roll). When rolling for the coast of a sheltered bay, reduce the total by 20.

Wind Condition	Normal Roll	Fall Roll
Dead Calm (0-1 mph)	01	01
Light Winds (2-7 mph)	02-25	02-25
Moderate Wind (3-7 mph)	26-74	26-74
Strong Wind (8-18 mph)	75-89	75-84
Gale (32-54 mph)	90-96	85-92
Storm (55-72)	97-00	93-97
Hurricane (73+ mph)	—	98-00

MOUNTAIN RANGES

The ranges which guard Hæstra's borders are formidable barriers. All are young mountains except Choak, a legacy from an earlier epoch.

THE SPINE OF EMER

Separating Hæstra and Tai-emer and extending even beyond Hæstra southwards, the Spine of Emer is one of the most prominent features on the face of Kulthea. Beginning south of the Choak Mountains, the ridge runs unbroken for over 1500 miles. Only at the famous Gap of Uj does the Spine pause before rising again to run south another thousand miles. With a sharp dogleg east, the chain makes a twisting path southeast before finally sinking into the sea 800 miles further. Two of the Spine's largest features bear specific mention:

Shúthos: The Iruaric name means 'fiery mountain.' Indeed the snow-covered tip of Shuthos glows with red fire as the sun sets. At the southern terminus of the north spinal ridge, the Fiery Mountain overlooks the Gap of Uj. Though no match for Larnthos, Shuthos is a respectable 11,000 feet in height. Its upper portions are very sheer.

Larnthos: This mighty peak was named 'tall mountain' with good reason. It stands at nearly the same latitude as the peak of Votania, but rises to a height of 17,000 feet. The pinnacle is all the more spectacular from the east. (The southern Hæstran plains are nearly 4000 feet above sea level, reducing Larnthos' relative height.)

CHOAK MOUNTAINS

Like an afterthought, the Choak Mountains cap Emer, rising up in an inverted 'T' shape a hundred miles north of the last peak of the Spine. Ironically, they are much older than any of the other mountain ranges on Emer. Apparently they survived geological turbulence which much of the rest of the region did not.

MOUNTAINS OF GOLD

A ridge of hills jutting up from the ocean, they form a sheer barrier between central Hæstra and the stormy waters of the open sea — isolating the Elven Isle of Talæn from the mainland. Named for their golden color in the sun, they also embrace rich mines of that precious element.

THE IZARAN CREST

These old, rolling hills lie along the eastern banks of the Bay of Izar, separating Samak from the lands to the east and north. The Crest is much higher on the Bay side, the last fold before the great plateau (which holds central Hæstra and the Sea of Votania) falls to the level of the ocean.

WATERWAYS

Not surprisingly, Hæstra is a well-irrigated land, with countless rivers, streams and small lakes throughout the landscape.

KEYTEN RIVER

The Keyten River travels east-west across northern Hæstra, dividing the Bodlean states from the expanding arm of Stroane. It is wide and deep, an excellent waterway for travel, though all boatmen shun the haunted city of Zinvar on the isle at the mouth of this river.

One of the most famous mystical beings of Hæstra is Kellus, a powerful Naiad of the river Keyten who (it is claimed) protects the bucolic Bodleans (see Section 3) from southern aggressors.

ALANA RIVER

Originating in the Spine of Emer, the River Alarna winds its way southwest to empty into the Sea of Votania. It is at the mouth of this river that the Laan built the capital city of the old Irdanain triumvirate. But that was over 2000 years ago; little remains now but rubble.

THE LANGASSE

Langasse flows nearly north-south from the Mountains of Gold into the Sea of Votania. Once this river literally flowed with gold from the rich mines, but now it is only blue.

URIJ RIVER

Urij flows down from the foothills of the Forbidden Ridge into the Bay of Izar. The upper reaches of this river are swift and dangerous — far too rocky to be navigable.

VOTANIA

Geographically and historically, Votania is a place with few rivals in the picture of Kulthea. It has been home to the Emperor of Emer as well as the Masters of Emer, and conceals still a secret citadel beneath its green flanks.

This isle lies near the center of Emer, at the center of most comprehensive maps of the Western Hemisphere. Guarded by the deceptively calm Sea of Votania, the isle is rarely visible, clothed in a thick veil of mist. The sea is a fresh-water body and very deep. Tales of a kraken-like monster living in the depths of the sea are unsubstantiated.

DAY OF IZAR

Another prominent feature on the Emerian landscape is the huge enclosed bay along the western coast. Sheltered by the Scorpion Ridge along the south and the Morbek Highlands to the southeast, 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.

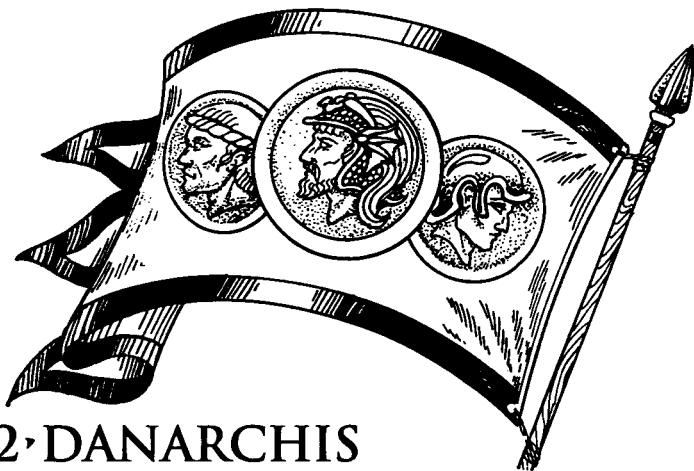
The most populous city is on the Izar coast is the city-state of Sarnak, lying to the far east of the bay and shielded under the Morbek highlands.

NATURAL RESOURCES

The Spine of Emer — especially the central region — is a rich repository of valuable minerals. It is no wonder that Stroane has become a wealthy nation with such a copious base. In addition to coal, iron and copper, the mountains yield up quantities of gold and silver, Shaalk, Keron, Eogs, and even Kregora.

The Mountains of Gold were once a plentiful supply of that yellow metal, but their easily-accessible supplies seem to have dried up. Tales of new veins are always circulating in Stroane, but most are dismissed as wild rumors.

A rare vein of Orhan Marble is not completely depleted in the Forbidden Ridge, but it is also difficult to reach. The only practical access is by water over the Sea of Votania, a voyage few dare to undertake.



2·DANARCHIS

Occupying the rocky peninsula (the northernmost extension of Hæstra), Danarchis is a small but powerful maritime kingdom. Aside from trading with the simple Bodlean peoples, they have little contact with the inland affairs of Hæstra — instead reaching out across the seas for their riches. Danarchis also controls all of the small islands surrounding the realm, to the Forbidden Reef to the west and the Six Isles to the east. (The Six Isles are, like the other islands, volcanically formed. Unlike the others, all are still hot, and they have little vegetation on them. They are essentially uninhabitable.)

The kings of Danarchis learned long ago that there was much more profit to be earned from *trade* with the stubborn Bodlean Dalesmen than through conquest. As a result, the King has declared that his people must never attempt to seize land beyond the peninsula, and the Talath have agreed not to settle there. Danarchis and Bodlea have had a friendly and stable relationship for many centuries. Besides, Danarchis has its hands full dealing with the troublesome *Honakh of Præten* (see Part V, *Tai-emer*) and his sea-raiders. Being a practical people, they realized that the slow but honest Bodleans would make better allies than enemies.

Lethys (a huge city in southern Jaiman), Kaitaine and Eidolon all trade at the Danarchis port of Artha, a bustling city with beautiful white marble towers and seaside plazas. The king of Danarchis resides in a gleaming palace on a hillside overlooking Artha. *See the color map of Artha included in the boxed set.*

RESOURCES/EXPORTS

Wine and olives are a rarity elsewhere in Emer but seem well-suited to the Danarchan hillsides. These fruits of the grape as well as clams harvested in the sheltered bays are high-demand exports for this small realm. Healing herbs of various kinds are cultivated in sheltered coastal areas as well, and fishing is a major industry.

There are also rich deposits of tin and nickel in the Blue Hills — and a blue-green ore which the merchants of Sel-kai pay a rich price for, though they are evasive when asked its purpose. The Danarchan Priests say that it has some Essænce powers, though it is of no use to them. (The material is raw Arinyark.)

IMPORTS

Danarchis has an insatiable need for timber to maintain its large fleets and cotton for its sails. The city obtains most of these supplies from the Bodleans, in return for wine and fish.

CULTURAL SUMMARY

Racial Origins: Probably of Laan descent, the Danarchans are tall with dark hair and fair skin. They tend to be more slender than the more imposing pure-blood Laan, and a few have lighter, often curly hair. Their origins are less clear.

Political Structure: Monarchy. The golden scepter passes to the eldest son when the king reaches the age of 100, abdicates or dies (whichever comes soonest).

Technology: TL 3. While Danarchan smiths have the working of iron and a few alloys, they have yet to master fine steel. The making of enchanted weapons is beyond their ken. However, they are unusually advanced in their shipbuilding skills, having very seaworthy rigged ships.

Architecture: In the cities (of which there are four besides the port-capital of Artha, not counting more than a dozen villages), the Danarchan architectural skills are in full flower, revealed in graceful towers, temples and palaces of gleaming white marble. They are equipped with clean running water and sewage facilities. These were constructed by order of the king to consolidate several clustered towns. The remaining villages which dot the coast and mountainsides are rustic gatherings of stone cottages. The stone is of necessity as much as a desire for permanence; there is very little available timber in Danarchis, and all is used for ships.

Clothing: In the usually mild climate of this coastal realm, the Danarchan men wear simple kilts or loose shorts, while women almost exclusively wear billowing pants and an over-tunic. Brightly dyed silks are always in demand here; Danarchans buy all they can get from the Sel-kai traders who bring such cloths from Nuyan Khôm.

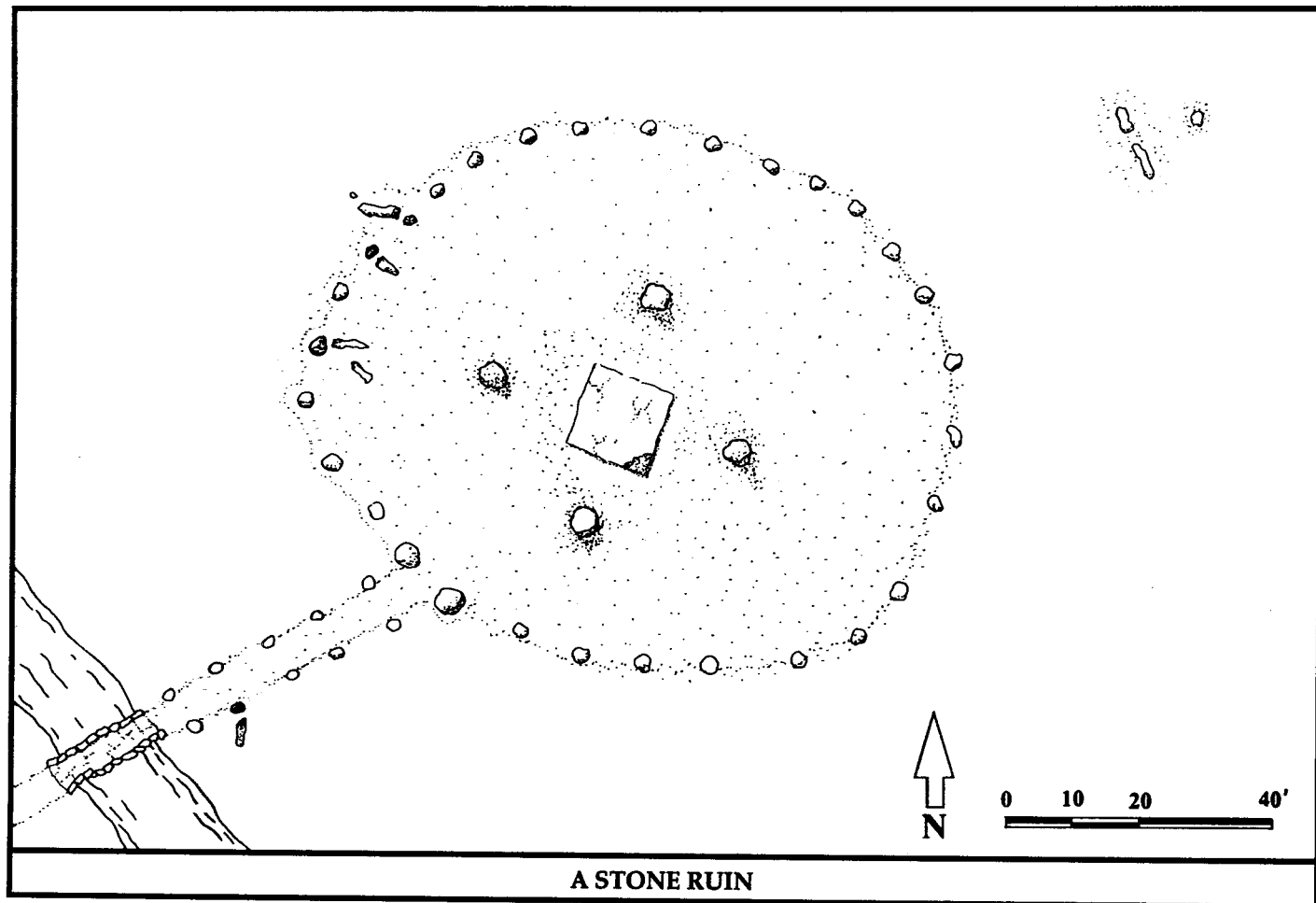
Military Structure: Danarchis' strength is in its navy. It has a large fleet of biremes which patrol the calm coastal waters, warding off attack by the Præten raiders. (Note that these ships are of a radically different design than the fast, rigged trading vessels).

Currency: Danarchis mints its own pieces of silver, the weight matching a standard set by Eidolon.

Language: Danari is the official language, which has its roots in Old Emer. In fact, it is more similar to that lost tongue than any other language spoken on Emer today.

Diet: Fish is a staple, supplemented by domestically-grown vegetables and some mutton. Some eat corn-meal, but wheat bread is preferred (much of the wheat supplied by Bodlea).

Worship: Unusually cosmopolitan, Danarchans worship the entire Orhanian pantheon, though they frequently call upon Shaal, the master of the Seas, for favorable weather (For insurance, they ask his servant Neela to moderate him should Shaal lose his infamous temper.) There is a large and influential priesthood — many of them Channelers of some skill — who maintain temples to the gods.



3. BODLEA

More of a region than a specific government, this rolling land of hills and valleys north of the Keyten river is home to a coalition of Talath dales.

GOVERNMENT

Bodlea is made up of eleven *dales*, a term referring to the independent valley-towns and the farm/pasturelands surrounding them. The dales are relatively isolated, making only sporadic contact between each other. However, the southern dales benefit from contact by river trade with the Elves of Talæn, and the northern Dales trade with Danarchis.

Reasons why Stroane has not annexed this land are as many as the sheep which graze on it. The soil is not as fertile as that in the Miirian land, so has (relatively) limited agricultural value. The Talath, while disorganized, are ferocious fighters when defending their homesteads. Another reason, and perhaps the most bizarre, is the superstitious fear among the Stroane forces that the river Naiad Kellus will rise up to defend the simple Dalemen.

CARLSDALE

Located in the very foothills of the Blue Hills, Carlsdale is in an upland vale and is the closest of the dales to Danarchis. It is also one of the largest and wealthiest of the dales. Carlsdale has large flocks of sheep and grows corn and cotton.

MILLSDALE

The largest producer of wheat in Bodlea, Millsdale lies near the windy western coast. Much of the shoreline is rocky cliffs, so the Talath of Millsdale have little to do with the sea (which is fine with them; Talath seem to have a racial fear of the open ocean).

HIGHDALE

Another upland valley community, Highdale is nestled in the western hills of the Choak Mountains. Somewhat isolated from the other dales, Highdalers tend to have an (uncharacteristic) superiority complex. They are still friendly with other Bodleans, but affect a superior air.

DALE SYMBOLS

Dale	Symbol	Population
Carlsdale	Three Stars	1,000
Millsdale	A Bundle of Wheat	600
Rakesdale	A Raven	700
Allesdale	An Eclipsing Sun	400
Highdale	A Gryphon	700
Yorndale	A Running Horse	500
Alainsdale	A Spread-winged Eagle	600
Galendale	A Tree	400
Uppsdale	A crossed sword and Scythe	700
Wyerdale	A Wyvern	800
Gravesdale	A Yellow Rose	400

CULTURAL SUMMARY

Racial Origins: With their big-boned physiques, blond hair and smooth, fair skinned, the Bodleans are very closely related to Talath stock.

Political Structure: Each Dale is ruled by a council of the seven Eldest (male or female).

Technology: TL 2. The Bodleans actually make rather fine copper and tin implements, and thanks to their trade with Danarchis, have little reason to pursue ironwork on their own. Their pottery is also simple but attractive.

Buildings: Many simple wood structures with dirt floors are the norm; sometimes important structures in a given Dale are constructed of stone.

Clothing: Simple wool or cotton clothing: shirts with suede or wool pants are the rule in Bodlea's cool climate. The men will sometimes go shirtless and the women switch to cotton dresses when the weather gets hot.

Military Structure: None as such. If the Dale is threatened, the Elders will raise a militia.

Currency: None. Barter is the exclusive mode of trade.

Language: Revealing their Jaimani origins, the Talath of Bodlea all speak what they call *Tal*, a complex and beautiful language which is very close to the speech of the Myri of Tanara. This musical, lilting tongue is one of the most complex in Emer.

Diet: Basic fare of vegetables (greens and tubers), wheat breads, fowl and mutton are the staples of this bucolic people.

Worship: The Bodleans recognize the pantheon of Orhan — especially Iloura and Oriana. But they are also superstitious and pay homage to a vast array of local and household spirits (some of whom are nonexistent).

4•THE MIIRIAN STATES

Miir lies south of the Keyten river, between the land of Stroane and Vornia. Seven lords, they forged a loose alliance for their mutual benefit and protection which survived for several centuries only to be broken nine years ago when the Katra of Stroane annexed the southeastern state. Taken completely by surprise by this aggression after centuries of peaceful coexistence, the others have been consumed one by one by the voracious Katra.

This region known collectively as Miir is made up primarily of empty land with beautiful if mysterious ruins. It is a rolling land with many small valleys. The downs of Miir have the richest soil in Emer and were once the heart of the Emerian Empire under Aldaron. Now, Miir is mostly composed of short grass with scattered stands of trees. Despite Stroane's recent conquests, life in the few dozen isolate villages here has changed little.

CULTURAL SUMMARY

Racial Origins: For the most part, the Miirians are of Shay descent, though some clans show evidence of Laan blood far back in their ancestry.

Political Structure: Varies somewhat from village to village, but they are usually ruled by a council of elders or a dynastic 'Speaker' who is ultimate authority. Since the Stroane occupation, all villages answer to the army of the Katra of Stroane, but this has had little effect on internal governing. The villagers pay their tax in wheat and other foodstuffs and are generally cooperative with the occupying forces.

Technology: TL 2. These are for the most part very rural places with even less sophistication than the Bodlean Dales.

Clothing: Miir is actually cooler than Bodlea in the summer — though her winters are warmer. The Miirian people wear wool or cotton clothing and leather shoes.

Architecture: Strictly wood structures except in a rare important building. Miirians do not use the arch.

Military Structure: None, though a village will raise a militia if threatened. They are reluctant to unite with other villages and were easily absorbed by Stroane.

Currency: None. Barter is the system of trade.

Language: All speak dialects of Miir, a descendant of Old Emer.

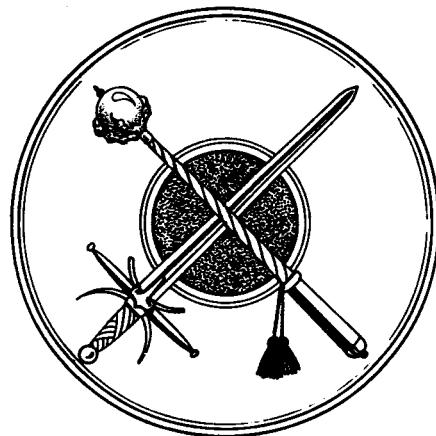
Diet: Wheat, corn and tubers are staples, supplemented with beef, some mutton, and greens.

Worship: Varies from village to village; a few have a Lord of Orhan as a patron, many look to more local deities, and a few even follow Dark Gods.

5•STROANE

Controlling all lands around the Sea of Votania, from the Spine of Emer to the Bay of Izar and north to the Keyten River, Stroane is a powerful country with an aggressive ruler. Most of this land has been acquired in just the last ten years, sapping the resources of the homeland and causing mixed reactions among the court.

Two years ago, the Katra ('king') was murdered by his young wife, an act which smacks of a conspiracy of some sort. But the wife escaped, and the other members of this supposed plot have yet to be uncovered. The Katra's son — now ten years old — is ruler in name only, the actual administration being handled by a triumvirate made up of the highest military official (the Lord General), the Katra's most eminent advisor (the Chief Sage) and the Katra's uncle (Lorek, Prince of Vornia). The three are frequently at odds, and the government is unstable.



This sudden death of the Katra is unquestionably a fortunate event for Stroane's neighbors, as the realm was quickly becoming the largest realm on Emer. Expansion was driven by the power-lust of the Katra, and with him gone, it is doubtful that the country will expand further in the foreseeable future. If is conquered lands were more organized and assertive, they would find winning their supremacy back a simple matter, but it appears that most of the Miirian villagers care little whether they are under Stroane control or not. They are taxed in foodstuffs (since they have no money), a burden not as onerous as the thought of taking up arms and perhaps dying.

ARAKIN

The capital city and trade center of Stroane, Arakin lies along the eastern shore of *Vul Arus* (I. "enchanted waters", the old name of the Sea of Votania). A vast city of dark grey stone, it is a forbidding sight. Arakin is surrounded by a high wall with many towers and battlements. One bronze piece is charged to enter the city, and the Stroane military is everywhere.

THE KATRA OF STROANE

Absolute ruler of Stroane, the King (or *Katra*, as he is known by his own people) resides in a vast palace in Arakin. Ascension to the throne is by direct descent, and only a male can be Katra. This royal family claims direct descent from Aldaron, the Emperor of Emer. (This claim is dubious but has not been contested.)

The current Katra is a ten year old boy who has nothing to do with governing the land and won't until his 16th birthday. At present he is merely a figurehead while the regency triumvirate tries to hold the country together. The hard winter last year also proved a strain, as snow wolves came down from the mountains to harass the lowlands.

CULTURAL SUMMARY

Racial Origins: The people of Stroane are primarily of Laan (High men, related to the Zori of Jaiman) descent with a significant Shay element. They have a tendency towards dark hair and eyes.

Political Structure: While theoretically an absolute monarchy, Stroane is currently under Recency: the ten year old Katra is a figurehead while the Lord General, Chief Sage and the last Katra's brother (Lorek) share administrative duties.

Technology: TL 4-5. Stroane is the most technically advanced realm in Hæstra.

Architecture: (housing) Multi-storey stone structures in the principal cities. Fully transparent glass windows, wood and coal-burning stoves.

Clothing: Elaborate wool cotton and imported silk clothes are worn by the upper classes (wealthy merchants and nobility), while the middle merchants and craftsmen wear simpler, high-quality garb. The peasantry (a growing faction made up largely of Miirians) wears cotton or wool shifts.

Military Structure: The large standing army is well-equipped, with a very regimented structure. Shortswords and broadswords are the preferred weapons; Stroane composite bows are of high quality.

Currency: A silver coinage is minted in Arakin.

Language: There is a ceremonial tongue known fluently to about 30% of the population as "Old Emer", but it is actually a distant corruption of that ancient language. All speak Shay, their common tongue.

Diet: The people of Stroane enjoy a well-rounded diet of beef, mutton, a variety of breads and cheeses, tubers and greens.

Worship: Although there are a few temples dedicated to some of the Lords of Orhan and other gods in Arakin and the other larger cities, the Stroane are not a very religious people.

6·ZINVAR

Until 5948 — barely a hundred years ago — Zinvar was one of the preeminent trading centers on Emer. A large island (nearly 100 miles long), it was an independent city-state at the mouth of the Keyten river and had ties with the Dales, Danarchis, Kaitaine, and even Sel-kai. Zinvar had become a wealthy port to rival Kaitaine.

Then, in 5945, a man who only called himself the Nameless One arrived in Zinvar and announced that the city would fall within a year. This strange man in black was asked to leave the island before he caused a panic. For three years all was normal in Zinvar, and the city prospered. Then, three years later to the day (so the tales go), a black ship with tattered black sails came riding into the western port at sunset, against the wind. It maneuvered into the port as if a skilled crew were at the sails, yet lookouts could see no one on deck. The ship touched the stone dock and vanished. Then the madness began.

Whether it was a plague or a curse of one of the Dark Gods will never be known. While legends say that no one escaped, a few Navigators did. Fleeing instantly, those whose *Jumps* did not go awry were mind-blasted idiots who only recovered after months of treatment. Those who did not escape attacked each other with the nearest weapon — or their bare hands. Trading ships who arrived later that evening saw the port ablaze, great fires reaching hundreds of feet into the air. They turned away. For day Zinvar burned, columns of smoke visible for miles. No one has yet returned to the cursed isle... and lived to tell of it.

7·TALÆN

This island off the western coast of Emer is a idyllic haven of Erlini. While only 150 miles from the cursed island of Zinvar (the Elves could see it burn on that day), the Elves of Talæn had never been in close contact with the island. Talæn has a moderate climate and is covered almost entirely by forest, dominated by the massive *navaal* trees. Reefs surround the island, making it treacherous to visit. While the Elves will help those who are shipwrecked or otherwise in trouble, they do not welcome visitors.

FLORA AND FAUNA

Talæn is a microcosm of nature, supporting an interesting array of plant and animal types. Its proximity to the mountainous coast of Hæstra (barely fifty miles at the nearest point) allows many birds to travel there. Somehow an array of other temperate-climate creatures also made their way, including deer, goats, and a variety of other herbivorous creatures.

CULTURAL SUMMARY

Racial Origins: Pure Erlini stock.

Political Structure: Monarchy. A Prince and Princess rule. Descent is through the eldest child. The main village is located in the southern bay of the island.

Technology: TL 2-3. The Elves also have simple but seaworthy sailing vessels.

Architecture: The Erlin live in huts along the edges of forest glades. Each hut is roofed with fronds sealed with beeswax, while the walls are living vines. The floors of these living houses are thick moss. Any cooking is done in outdoor stoves of stone and iron.

Clothing: Simple cotton or silk tunics (sometimes just loincloths are worn by the males) are the norm. Face-paints are often used for decoration, as well as gold earrings and bracelets.

Military Structure: While all Talæn inhabitants are taught to use a longbow and a knife; there is no standing defense force.

Currency: None.

Language: Erlin.

Diet: Seafood and a wide variety of fruits and vegetables grown on the island. They drink a fine mead (an alcoholic beverage made from fermented honey).

Worship: Iloura, Jaysek and Kieron are favorites of the Talæn Elves, and they have a mixed respect and fear for Shaal. The Elves of Talæn hold frequent festivals in honor of the Lords of Orhan.

8·VORNIA

The grasslands between the Bay of Izar and the Gold Mountains were never densely populated. *Vornia* is more of an ancient regional name than a political delineation; there is no central government or any unifying force to the scattered population.

The armies of Stroane rolled through Vornia they met nothing but a few isolated farms, a tiny village or two, and numerous ancient stone ruins. It was only on the coast of the Bay of Izar that they encountered any real population, and that was no more than a string of fishing villages.

Needless to say, the rustic people of the land known as Vornia put up very little organized resistance to the declaration that they were now citizens of Stroane.



9•THE EMERALD FOREST

Situated between the Sea of Votania and the Bay of Izar, this extensive forest contains a plethora of wild plants and animals — and not a few sentient life forms as well. Though the Miirians and Vornians say it is haunted, the Forest is the home of many of the Fairy Folk, a hidden group of Fauns, and a secretive community of arboreal people. The master of the Emerald Forest is a powerful being; one might call him a god.

The Forest is surrounded by an invisible barrier which inhibits entry by those unwelcome — which constitutes anyone but the Fauns and Forest-folk themselves, as well as wild animals. (RM: Must successfully resist 10th level Channeling or feel unease, increasing as one moves further in, until it is unbearable.)(FH: 20PD, 20ED Force Wall: see Kel below.)

THE FAUNS

The colony of Fauns who make their home under the eaves of the Emerald Forest do so at the sufferance of the Forest Folk. They repay this hospitality by guarding the forest perimeter and helping to protect the wood.

Among the most 'human-like' of the several races are Fauns, handsome youths with fair skin and beardless faces. Their bodies overall (including legs and feet) are as a muscled human's, only their small curling horns on their head protruding from chestnut hair and flicking tail betraying their Fairie origins. They prefer to run naked, though some will clothe themselves in green kilts when travelling outside the Forest.

To propagate their race, the Fauns make occasional forays to the Shay fishing villages, or to the Amazon city of Sarnak. To bed a Sarnak woman is considered a great accomplishment among the rambunctious Fauns, but if any male is a match for those warrior-women, it is these virile youths.

Most Fauns are skilled with the bow and a melee weapon; all are excellent musicians. Many have Bardic skills which they won't hesitate to use to seduce a would-be mate.

THE PEOPLE OF THE FOREST

A small community of individuals resides deep within the Emerald Forest, powerful beings with Animistic abilities who are unlike any other race on Kulthea. The People of the Emerald Forest are secretive and wary of outsiders, but are not unkind. They almost never venture forth from their haven. As mentioned before, a warding presence prevents unwanted intruders from entering the perimeter of the forest.

On the rare occasion when members of the Forest Folk venture out they are seen only as if through a misty haze, their features never to be easily made out. One thing is certain: though the wood is a perilous place, it is most so for creatures of evil intent.

CULTURAL SUMMARY

Racial Origins: Unknown, though the Forest People have similarities to Nyphs and Elves, yet are of neither race. They are immortal, yet reproduce like men and Elves. Whether they can be killed is unknown, though it is said that powerful Dark Essence can weaken them. Physically small, rarely does a member of either sex reach 6' in height. Their skin is fair and their eyes are always green, though hair color may vary from pale blonde to dark brown.

Political Structure: The Forest People have a King and Queen, though among them all are considered equal; their Lord and Lady serve to speak for them and judge in disputes. Little more in the way of law or government is needed. (Kel — see below — is thought of more as a benevolent presence than a ruler, and he is too easily distracted and impulsive to be an administrator.)

Technology: TL 2. The Forest People use little in the way of metal; iron and steel are materials they fear and avoid. These metals interfere with their magic; whether they can actually do harm because of their nature is unclear.

The knives which some warriors use are of a green glassy substance which may be laen, though how this rustic people could master the art of laen-working is a puzzle. A few weapons are also of a greenish metal (beryllium) found only in one other place on Emer, the jungles of Khûm-kaan (See Part IX).

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

Architecture: None. They live in the forest glades under the sun and stars. Man-made structures of any kind make them uneasy.

Clothing: Finely woven tunics of a silky material which shimmer green-blue, breeches of a soft suede-like hide, and sometimes boots of similar (though thicker) hide. Often they go barefoot.

Military Structure: None. All seem to be proficient warriors in some form of combat or other, however. Many are skilled Animists, Druids and Shamans. Others are experienced with a long bow, knife and quarterstaff.

Currency: None.

Language: Though they have their own unique, lilting tongue, it appears that most Forest people know the rudiments of Erlin (Common Elvish) and Old Emer. All are versed in the ancient Earth-Channeling tongue *Enruth*.

Diet: Herbivorous, the Forest People forage for their food. The forest provides all they require; agriculture is a foreign concept to them.

Worship: The inhabitants of the Emerald Forest are masters of Channeling powers, and though their leader is capable of godlike feats, they do not 'worship' him. Instead, he leads the people in a worshipful respect — and unity with — the earth itself (much like the Fairie-folk). Though the Forest Folk clearly have magical items of their own, outside magic makes them uneasy.



A FAUN

KEL

A powerful Dryad-like being, Kel ranks with the Spirits of Orhan in his resilience. (In fact, the Loremasters believe that he was once a Spirit of Orhan who surrendered many of his powers to live permanently in the Emerald Forest.) In temperament he is like a playful boy — though he protects the Forest People as his own children. Kel almost almost never assumes his 12' form because he considers it intimidating and against his character. However, if he or his people are truly threatened, he will.

Kel wears a bright green tunic with darker tights and moccasins. He also has a green hat which comes to a long point in the front and has a brilliant rainbow colored Falta-bird plume in it.

KEL OF THE FOREST

Age: ? (Appears = 15). **Eyes:** Brilliant Green. **Hair:** Red-brown. **Build:** Slender. **Height:** 5'10" (or 12'). **Race/Sex:** Godlike being/Male. **Skin:** Lightly Tanned. **Demeanor:** Playful/mischievous. **Dress:** Green Tunic, tights and cap. **True Attitude:** As demeanor, though can be serious. **Home:** The Emerald Forest.

Hits: 300. **Melee:** +280 Flail. **Missile:** +340 Longbow

AT(DB): 4 (200). **Sh:** (Y10). **Gr:** (Y).

MovM: 80. **PP:** (720 x 3) = 2160.

Lvl: 90. **Profession:** Animist. **Stats:** St-108; Qu-118; Em-108; In-112; Pr-109; Ag-111; Co-110; Me-105; Re-80; SD-99. **AP:** 120.

Special Abilities:

Defense: Defends normally on the Large Creature Critical Table. When he is 12' tall, he resists as a *Super-large* creature. Attaining a "Stun" result against Kel only forces him to parry; obtaining an "Stun No Parry" result means he is stunned, but may parry. Kel may *Haste* himself at will for the duration of any melee.

Resistance: Kel resists vs. all forms of magic (Mentalism, Essence, Channeling) equally, using his level to resist. If he succeeds, there is no effect; Spirits never suffer any 'partial effects' from spells.

Merging: Is able to Merge with or Pass through any organic living material at will.

Protection: Kel is linked empathically to a huge, sentient Oak Tree in the center of the Forest, and between them they maintain a barrier of protection about the entire wood. If dangerous intruders enter, he is immediately aware of it. If the wood is threatened, he can increase its power to that equal to a Great Warding Perimeter (see Addendum Book, Part XIII). Should Kel be defeated, his spirit returns to the tree and the perimeter retreats to just around the Vale of the Tree. Should this mighty tree be somehow destroyed while Kel's spirit is recovering there, he would be slain.

Skill Bonuses: Climb240; Swim240; Ride180; S&H180; Perc240; Chan240; Amb+15; AMov100 all; MAST180; MASw180; Acro240; Act120; AthlG180; Cav120; Cont180; Dance240; Diving90; Fletch90; For180; Music180; Seduct240; Sing180; StarG90; Subdu200; Track240; Trick180; Tumb120; WeathW180.

Spells: Base Spell OB is 90; Directed Spell OB is 180 (Water Bolt). Kel knows all Animist and Druidic Base lists to 90th, all Channeling Open and Closed and Base Clerical Spell lists to 50th lvl.

Quarterstaff: Of a beautiful green-brown wood with golden tips, this quarterstaff strikes as a +45 Flail and allows Kel to parry as many as six foes (including missiles and including those behind him) in a round.

GM Note: In the hands of a lesser being, the staff 'merely' allows a user to put his full skill bonus on offense and defense every round.

Longbow: +45, it has 3x normal range and has no subtraction for intervening woods. Arrows shot from it burst into green flame and should be considered *Holy* and *Of Slaying* creatures of the Unlife and any Demons (they are not really on fire and will not hurt any flora).

Amulet: Really a trinket for Kel, but it would be an artifact for any lesser being. It is a x6 PP enhancer for Channeling (though because of Kel's nature it is only x3 for him). It also glows in proximity to demons of the Void and the presence of the Unlife.

Knife: Of green laen, it strikes as a +45 broadsword, *Of Slaying* creatures of the Unlife and Demons. Kel can also order it to grow, allowing him to wield it in his 12' form as a broadsword though it strikes as a 2-h sword doing 3x damage an an additional Impact critical.

STR 28	DEX 27	CON 24	BODY 30	INT25
EGO 24	PRE 26	COM 28	PD 13	ED 8
SPD 6	REC 11	END 50	STUN 56	
OCV: 16	DCV: 16	Phases: 2, 4, 6, 8, 10, 12		

Skills: Climbing (22-), Riding (19-), Stealth (19-), Concealment (19-), Perception (+8), Magic Skill (28), Acrobatics (28-), Acting (16-), Animal Training (14-), Caving (14-), Contortionist (19-), PS:Dancing (28-), PS:Diving (14-), Survival (19-), Weaponsmith: Arrows (14-), PS:Music (19-), Seduction (28-), PS:Singing (28-), KS:Astronomy (14-), Tracking (28-), Disguise (19-), Sleight of Hand (19-), Breakfall (16-), KS:Meteorology (19-), +8" Swimming (10" total), +4" Running (10" total).

Spells: Up to 150 Active Points.

Special Abilities: Defense: 3 levels of Growth, 1 level always on, persistent; Resistance: 3/4 Damage Reduction, Resistant vs. ED (Magic Spells only), +20 ED (vs. Magic Spells only); Merging: Teleport via Organic Material (must be in contact with said material); Protection: 20PD, 20ED Force Wall containing the entire forest. If brought down, it becomes a 15PD, 15ED Force Wall around the vale. **Quarterstaff:** 2d6 NKA, +7 OCV, +7 DCV (regardless of number of attackers or surprise).

Longbow: 3d6 RKA, +7 OCV (Increased Maximum Range; Indirect: any location but from attacker) w/linked 3d6 Body Drain (vs. Undead or Demonic only).

Amulet: 300 pip Endurance Reserve with 10 Recovery (only for spells); also detects (360 degree radius, at Range) Undead or demons.

Knife: 2d6+1HKA, +7OCV w/linked 3d6 Body Drain (vs. Undead and Demons only), can become 3d6, +8 OCV w/linked Drain.

THE GREAT OAK

Sentient Tree, defends as a Super-Large Creature, 1,000 hits, AT 20 (200). It is intelligent and can speak mentally to Kel or the Forest People. The Oak Knows the Animist Lists Plant Mastery, Animal Mastery and Nature's Lore to 50th, except all ranges are to the perimeter of the Forest. It controls the *Warding Perimeter* around the Forest, and also knows Warding Power and Warding Lore to 90th level. If necessary, the Great Oak can cause the entire forest to rise up in defense — a truly frightening concept to would-be enemies.

BODY 70	INT 20	PRE 40	rPD 20
rED 20	SPD 6	REC 30	STUN 120

Skills: Magic Skill (29-).

Spells: Up to 400 Active Points.

Special Abilities: 6 levels Growth, always on, persistent. Maintains 20PD, 20ED Force Wall about Forest.

10•SARNAK

To the south of the river, slag-like hills rise steeply to the impassable Morbek Highlands. Beyond the highlands lie the deserts of Uj. At the mouth of the River Urij lies the walled city-state of Sarnak, defiant these last five years in the face of the Aggressions of Stroane. Of course, they have benefitted from the sudden demise of the Katra of Stroane, but deny any hand in the assassination.

The most notable feature of Sarnak society is the role of the sexes. Women rule this land, and men are subservient domestics who look after the children, cook, sew, and perform all other domestic chores. The women are the warriors, heads of government, and craftsmen.



SARNAK CITY

Located on the southern shore of the river Urij, the city is constructed on a bluff of rock overlooking the river and the eastern portion of the Bay of Izar. The location is strategic, allowing the protective Sarnaki plenty of warning should attack come from any direction. The Sarnaki war fleet — an armada of biremes — is moored at the foot of the bluff just in the river.

Sarnak itself is a looming presence, a jumble of dark towers and parapets designed to look impressive and to be impregnable.

THE REALM

The land claimed by the Directorate of Sarnak lies along the coast to the southwest, up the steep valley behind the city to the east. On the eastern front the state is guarded from the north by the Emerald Forest, and on the south by the Morbek Highlands. There is a pass south to the Charn Plateau in Uj. Occasional caravans of Rhiani traders will venture through to trade with the women of Sarnak, but travel along that route is rare.

The western frontier is unchallenged, as the Scorpion Ridge has only left a foothold of lowlands along the coast. Grapes grow here, but most of the land is given over to pasture.

TRADE

Sarnak is a supplier of finished goods for Vornia and the Rhiani, among others. They import the majority of their raw materials and grain.

RESOURCES/EXPORTS

In the hills east of Sarnak, people of this small realm have built countless terraces to hold the plentiful rainfall and drainage from the mountains. In these stepped fields they grow cranberries and rice. On the drier hillsides to the southwest they grow grapes for wine. Sarnaki wine is no match for that of Danarchis, but it is plentiful and relatively inexpensive.

The Sarnaki also export weaponry, armor, and steel tools. They are also known for their mercenaries.

IMPORTS

As mentioned above, Sarnak has little flat land for farming. They import wheat and corn from Vornia, tubers and red meat from Vajaar.

CULTURAL SUMMARY

Racial Origins: Primarily of Shay but with clear Laan influence. The women are usually taller than the men, often exceeding 6', while the males average 5'6".

Political Structure: Ruled by a council of five women known as the Directorate, elected by the female populace. Men are considered inferior except in domestic matters. Sarnak is a very martial society, with the armed forces playing a significant role in government.

Technology: TL 3-4. The Sarnak smiths have mastered steel-making and are able to craft fine armor and weapons.

Architecture: The city of Sarnak is a fortress, with high granite walls and buttressed towers. The interior of the city is somewhat more colorful, but the atmosphere is one of a defensive, inward-looking people.

Clothing: The climate of Sarnak is almost uniformly balmy, so that clothing's only purposes are decoration and modesty. Men are always shirtless, and the women usually wear a simple, functional tunic which leaves the left breast bare. Silk toga-like garments are worn by the women at important festivals.

Military Structure: This security-oriented society has a large and well-equipped standing army and navy. Women occupy all positions of authority, while men serve support functions.

Currency: While a silver coin is minted, barter is often employed.

Language: A tongue called Arlak is spoken exclusively, which appears to have roots in Old Emer, but has changed radically. Most women also speak Erlin.

Diet: Tubers and vegetables supplement a diet heavy in seafood and red meat.

Worship: Atheistic, the Sarnaki and consider all supernatural beings to be "magicians with overdeveloped egos."

PART V

• TAI-EMER •

From the balcony of his upper audience hall, the Priest-Lord of Pochanto watched the approach of the emissary. Despite this hot summer day in Dúbach, L'chye Herónath failed to suppress a chill. Who was this ambassador? He claimed to come from the distant land of Jaiman; what his purpose was, L'chye could not imagine. He was not sure why he even agreed to see this man... except that he somehow feared to refuse. He should be resting; he was tired of the Lankan war and weary of bad news.

Flanked by his bodyguard of four stoic Changramai warriors, the emissary walked in unhurried strides down the Avenue of Ancestors to the palace gates. The hood of his long, flowing robe revealed nothing about his appearance. The Priest-Lord took his throne, adjusting his yellow silk robe.

The massive bronze doors of the audience hall swung open; pastel banners hanging from the high vaulted ceiling rippled in the breeze. Twenty palace guards in bronze armor marched in two columns to take their places along the colonnaded aisle.

Then he strode in. He didn't even look back as his guards were stopped at the door. He came to within fifteen feet of the throne and bowed. The man's voice was muffled in the hood as he intoned the correct address.

"Greetings, Lord of the Pochanti, son of the god I-chaal, protector of the People of the Golden Plain. I am honored by your attention."

L'chye Herónath nodded in assent to the greeting. "And now, whom do I have the privilege of addressing?"

The emissary pulled back his hood, and inside was the face of a young man no more than twenty! Not an Elf, but a man, with dark skin and hair blacker than coal. He spoke then with a clear voice which echoed high into the arched heights of that audience hall. "I am the Nameless One."

TE 6039

(eight days before Dúbach is levelled by an earthquake in which the Priest-lord is killed)

From the Spine of Emer to the Sea of Tears, the land of Tai-emer steps down in a series of great plateaus. These shelves of land are eroded by the patient destruction of wind and water, leaving a broken landscape of arid plains and semi-fertile savannah. To the north, Tai-emer ends at the Choak Gap, a windy plain 50 miles wide and guarded by the Changramai Citadel. To the south, the Peaks of Peligris and the Spine of Emer curl towards each other, forming the plateau of Arûl. South of this ridge, the land falls away into the lowlands of Khûm-kaan.

1•GEOGRAPHY & CLIMATE

Following is a summary of the weather trends in Tai-emer, as well as a geographical overview.

WEATHER

The cool, moist winds from the northwest are effectively stopped by the Spine, leaving Tai-emer with only the moisture generated by the Sea of Tears, not a generous watering. Nearly all of Tai-emer is Semiarid Tropical or Hot Arid except for the T'voca river plain and various isolated valleys hidden between the wind-swept plains.

A more detailed depiction of Tai-emer's weather picture can be gleaned from the weather chart on the following page. The vast majority of the land is considered 'Plains', while the land in the shadow of the Spine of Emer is 'Foothills', and the 'Coasts' should be self-explanatory.

TAI-EMER WEATHER CHART

	Plains	Foothills	Coasts
Winter	50-70°	45-65°	50-70°
	Moderate Rain	Normal Rain	Rainy
	Breezy	Calm	Windy
Spring	60-80°	50-70°	55-70°
	Marginal Rain	Normal Rain	Normal Rain
	Windy	Breezy	Windy
Summer	70-90°	65-85°	65-80°
	Marginal Rain	Moderate Rain	Marginal Rain
	Calm	Calm	Breezy
Autumn	65-85°	55-75°	60-75°
	Marginal Rain	Moderate Rain	Marginal Rain
	Windy	Breezy	Windy
Fall	60-80°	50-70°	55-70°
	Marginal Rain	Moderate Rain	Moderate Rain
	Windy	Breezy	Windy

Key: See Hæstra Weather Table (Part IV) for a complete key.

MOUNTAINS

Tai-emer has one great mountain barrier to the west, and a few less remarkable features to the north (the Choak Mountains — see Hæstra, Part IV) and south.

THE SPINE OF EMER

The eastern face of the Spine is a much more gradual rise, allowing for considerable arable land along the foothills. The internal resources of the Spine have not been as thoroughly tapped along the eastern face, although the Lankani have opened a number of gold mines.

PELIGRIS MOUNTAINS

A spur of relatively young peaks, Peligris marks the southern border of Tai-emer. Rather unremarkable, they are a source of iron, coal, and bauxite (used in making aluminum).

THE STEPPES

The great savannah which makes up nearly all of Tai-emer is known as the Steppes. Semi-arid except along the waterways, the land is hot, supporting only scattered grassland broken occasionally by small stands of trees.

WATERWAYS

Civilization in Tai-emer exists only along the coast and the two great rivers, the T'voca and the Karis.

THE SEA OF TEARS

Walled by the Rust Mountains on the east and scattered with myriad isles and reefs, the Sea of Tears is a deceptively calm body. The sea earns its name from the many ships it claims, foundered by hidden reefs and sudden storms.

T'VOCA RIVER

A wide and deep river, the T'voca is the source of life for the Lankani. It splits about halfway up its length into a south and north fork.

KARIS RIVER

Much smaller than the T'voca, the Karis is shallow. The upper regions are sometimes not navigable in the late summer, when the river swells with rainwater runoff from the mountains.

LOGOR SWAMP

Located far to the south, the Logor Swamp lies in western tip of the Arûl Plain, shielded by the Peligris Mountains. After one passes south into the plain, the land drops, and humidity increases. The swamp is over 100 miles across, a misty bog which is treacherous to enter. Logor Swamp and the Plain of Arûl were part of a kingdom destroyed during the Wars of Dominion.

THE FOREST OF ASH

This strange place stands in the foothills of the Spine of Emer, west of the Pochanti lands. Once a great forest, trees reached hundreds of feet in the air. The forest was burned long ago by an unnatural fire which left almost all the trees standing. Even the leaves still remain on the trees, though they are black and charred. The forest floor is covered with ashes, and the place is utterly dead.

THE T'VOCA RIVER BASIN

The T'voca River plain is the most fertile area in all of Tai-emer. It is not surprising that it holds the region's most advanced culture. The Lankan people depend on the river to irrigate their crops and as a transportation system. It is their lifeline in an otherwise hostile land.

SOUTHEASTERN WASTES

Poor soil and little rainfall combine to make this wide, flat region little more than a wasteland. While not a desert, it has little to offer settlers, so remains virtually uninhabited except for a variety of hardy desert creatures.

The Loremasters know that the Waste was once the site of a series of battles between Thanor (a lost kingdom whose center was northern Silaar) and the Arûl. The captains of each army were Warrior-mages, and they unleashed great powers of Essænce upon each other, wreaking havoc with natural forces. The Plain of Arûl is named for this people, and it — along with Logor Swamp — were part of the Arûl people. Both realms collapsed by the end of the Second Era.

Now the Waste is a broken land of plain interrupted by wind-carved towers of ancient stone and dry riverbeds. The primary inhabitants seem to be birds of prey, cacti and such mammals as can survive in a dry clime. This empty area serves as an effective buffer between Tai-emer and the southern plains of Silaar, a defense the Nuyan-Khôm are grateful for as the threat of Lankanok grows.

NATURAL RESOURCES

Tai-emer is also not a great source of raw materials except of course in the Spine of Emer. Mines along the eastern slopes surrender gold, tin, copper and even rare Black Eog (though the native miners have no use for this strange ore and sell it to the Loari of Silaar for a song, about 1 gp/pound). Lapis, porphyry and marble (the latter two mined for the palaces of the Lankan Emperor) are also available in volume.

2·PRÆTEN

Two peninsulas and more than a dozen large isles mark the empire of the Honakh ('king' or 'lord') of Præten. This maritime country is isolated from the steppe-peoples of Tai-emer and seems more than happy to remain so. The Præteni are an aggressive people who have found themselves in an unhappy location between two major trade powers. To the west lies Danarchis, an organized little realm with ties to every major shipping port from the Mur Fostisyr to Kaitaine, while not 500 miles to the east floats Eidolon, the only trade city whose fame (and legendary flying trade fleet) has spread across the entire hemisphere.

As a result, Præten has had to resort to raiding to supplement its economy, its privateer ships making life difficult for Danarchis and the sea-going vessels of Eidolon as well.

The Temperate Marine climate of Præten bears little resemblance to the rest of Tai-emer. The GM may wish to consult the Hæstra weather chart for Præten weather guidance.

CULTURAL SUMMARY

Racial Origins: Almost exclusively Shay in origin, the Præteni have dark brown to blond hair, fair skin, and are of small-to-average stature.

Political Structure: The Honakh is absolute ruler, a monarch who commands the armed forces and controls his land through an aristocracy. Ūr-shaan — his eldest son and heir — is currently serving in the military.

Technology: TL 4. The Præteni are more technically advanced than the other peoples of Tai-emer, but are still behind the technology of Eidolon. Their sailing ships are not as fast as the Sel-kai traders, though they can catch an occasional merchant from Danarchis.

Architecture: While important buildings are constructed of stone, the majority of structures are made of wood. Præten has plentiful timberlands on her peninsulas and exploits them freely.

Clothing: The weather can be cooler here, so the Præteni wear cotton shirts and leather breeches; the women wear cotton or wool clothing. Only the aristocracy can afford unusual colors or fine fabrics.

Military Structure: Præten's army is fairly well-organized, and is mostly dedicated to protecting the land from incursions by the Pochanti. The navy is less controlled, the ship captains acting more as privateers than military leaders in a structure. They are often the raiders of the sea-lanes.

Currency: Danarchis mints a silver coinage with a representation of the Honakh, but there seems to be as much Eidolon silver in the streets as Præten coin.

Language: The common tongue is Rhaya, a language used in most of Jaiman. Most Præteni can also speak a little Erlin, though they are loathe to admit it, not being particularly fond of Elves.

Diet: Fish is a staple, as well as a food the people make from dried kelp. The Præteni also dine on tubers and a fair number of green vegetables.

Worship: A very superstitious people, the Præteni are constantly asking for help from a dizzying array of gods, demigods, and godlings.

3•THE FOREST OF ASH

A vast forest covering a large area of land in the northern foothills of the Spine of Emer. It is burned, but the trees remain in eerie ash form, blackened and dead — even the leaves still cling to the branches, creating a thick ceiling overhead.

As one enters this dark, shadowy place, at first it is a cool relief from the burning heat of the surrounding plains. But as one shuffles deeper through the ankle-deep ash, the stillness soon becomes suffocating. It becomes warmer, and tendrils of smoke drift up through the trees — almost as if the place is still burning! The heat is stifling, and flakes of ash fall like dead snow, covering everything.

The Pochanti believe that the Forest of Ash is haunted by the spirits of the dead. There is definitely an evil presence there, but it is not what they think. Thousands of years ago, a vehicle from space crashed in the heart of the Forest, and a fire of very unusual nature swept through the forest, killing but preserving it. Now, what lived in the vehicle walks the forest...

4•POCHANTOS

Until recently, Pochantos was a large and powerful realm in Tai-emer. The last fifty years saw the northern lands suffer droughts, however, and Pochantos suffered. Then came the fateful arrival of the Nameless One in 6039 and the subsequent destruction of the capital city of Dúbach. Without a central government, the country fell into anarchy.

This was a great stroke of luck for the Lankan Empire. Lankanok and Pochantos had been at war for more than five years, and battles had proven inconclusive thus far. With Pochantos essentially beheaded, it was an easy matter for the Lankan armies to annex the lands.

Now Pochantos exists only as a province of the growing Lankan Empire.

CULTURAL SUMMARY

Racial Origins: Of Jaaderi stock (like the Lankani), the Pochanti are somewhat smaller of stature.

Political Structure: The government is a Theocracy, so the Priest-king is also head of the church, supposedly descended from the god of the Pochanti, I-chaal. L'chye Herónath was the last Priest-king of the Pochanti. He was killed in the earthquake which destroyed Dúbach, but his son and daughter escaped and are now in exile.

Technology: TL 2. Technically, the Pochanti are not very advanced. They trade for superior finished goods with their fine cotton cloths and amber found in the northern Spine of Emer foothills.

Architecture: Stone is used only in the most important structure, the others being made out of dried mud bricks with a pale glaze. Wood is scarce and so only used when there is no alternative.

Clothing: Flowing white cotton garments are the rule, woven from one of Pochantos' largest exports. The cotton fields cover much of the arable land in Pochantos.

Military Structure: The large Pochanti army has been disbanded. They currently have no military structure.

Currency: None. Barter is the preferred method of trade.

Language: The Pochanti share a root language with the Lankani called Mavaun. Each land has a differing dialect, but they are able to understand each other.

Diet: Corn and a type of wheat are staples, the former ground and made into a meal. They also dine on fowl and a few vegetables.

Worship: The Pochanti worship primarily the god I-chaal, a generally benevolent deity who seems to have abandoned them.



5•LANKAN EMPIRE

One of the largest governments on Emer, the Lankan Empire (also known as *Lankanok*) is currently thriving and expanding.

While not technically the most advanced culture on the continent, the Lankani possess quick minds and an aggressive nature. They have conquered nearly all of the once-isolated tribal communities around them, and just ten years ago defeated the Pochanti, a kingdom further north along the coast of Tai-emer. For a culture which cannot work iron, has no use for the wheel and little desire to sail, they have become quite powerful.

THE KHURTŪM

They call their king *Khurtūm*, which means 'son of the gods.' (Whether the Khurtūm is really son of Klysus or any other god is unknown.) The current Khurtūm is a particularly greedy, ambitious man who is exploiting the Pochanti people to further enrich his own coffers.

LANKAN SOCIETY

Lankan society is composed of four distinct castes, and movement upwards is rare and either difficult or simply impossible.

NOBILITY

The priests and royal family make up the nobility. One is either born into it (as a relative of the Khurtûm) or appointed (selected as a priest). Priests are chosen seemingly at random from any other level of society. Priests designated as 'selectors' travel in search of new acolytes for the Priesthood.

Members of the royal family enjoy a life of complete indolence, able to indulge themselves in any pleasure they desire.

However, being a Priest or even a member of the nobility has its rewards and drawbacks. See *Worship* below.

LANDOWNERS

This class consists of the Lankani who have been granted land by the grace of the Khurtûm. Landowners are often former soldiers who served valiantly in successful campaigns. A certain percentage of the newly-won land is given to the soldiers. Few of the heads of large holdings live on their estates, however, preferring to reside in the capital city and leave the land to the care of younger family members.

ARTISANS

Concentrated in Kenezán, these men and women are skilled artists and craftsmen. Potters, bronze smiths, scribes, woodworkers and weavers are all important members of the Artisan society. While not as important as Landowners, they are respected for their skills.

PEASANTRY

The bottom of the social ladder — except for slaves, who are not even considered to be human — peasants have restricted rights, but still hold personal freedoms. They must be paid for labor and cannot be prevented from moving as they wish in the realm.

KENEZÁN

The capital of this thriving empire is the metropolis of Kenezán, located on the T'voca River delta. From this city extends a network of roads to the Lankanok provinces, aiding the critical influx of food and raw materials for this hungry city.

Over 50,000 people live in Kenezán, a city carefully planned and laid out on a grid. Along symbolic axes lie the palace of the Khurtûm and the temples of the gods. Nearby are the royal gardens and the market, where thousands come every day to trade and talk. See the color map included in the boxed set.

TRADE

Kenezán is the trade center of the Lankan Empire, taking in vast supplies raw materials and food and producing finished goods. The fields of Lankanok produce corn, wheat, cotton, and a variety of peppers and other staples. From the mines far to the west come precious stones, gold and other metals, and from the conquered lands come slaves in chains.

Trade agreements with factions outside of the Lankan Empire are worked out by the Priests, and any Lankan caught trading with outsiders without a license can be heavily fined. Currently, Lankani only trade with the Nuyan Khôm of Silaar, the traders of Arдания and the Skymerchants of Sel-kai (whom they believe to be servants of the sky-god). From these two groups they get iron weapons and silver — two things they value highly. Others have tried trading with the Lankani and met with unfortunate ends, as this distinctive-looking people think most other races look like the Shay. (They have conquered and enslaved many Shay communities who settled to the south of Lankanok.)

Thus the traveler in Lankanok will likely encounter fields worked by sun-reddened Shay peoples in simple tunics (and, in the northern areas, some slaves from Pochantos), supervised by regal Jaaderi in flowing white robes.

GM Note: PCs should be wary of trying to trade with Lankani; they are likely to be captured instead and sold into slavery!

RELIGIOUS RITUALS

Slaves serve two purposes for the Lankani: to labor in the fields (even the peasantry is not expected to labor in the sweltering fields for extended periods) and to be sacrifices to the god Klysus. It would seem that the Lankan god is thirsty and requires numerous sacrifices to be appeased. The Lankani observe many religious holidays (some lasting as long as ten days). Each centers around a literal bloodbath.

CULTURAL SUMMARY

Racial Origins: The Lankan civilization is made up exclusively of the Jaaderi race (although they call themselves the *Lankani* and consider their race to be unique).

Political Structure: The absolute ruler of the people is the Khurtûm, a divine emperor believed to be descended from one of the gods. His rule is administrated by a large hierarchy of priests who wield considerable political power.

Technology: TL 2. The Lankani have no knowledge of iron smelting, though their gold and bronze work is superlative. Lankan astronomy and mathematics is advanced, and they possess a rudimentary writing system.

Architecture: The Lankani build important temples and government structures in stone, but most of their buildings are of mud bricks.

Clothing: Common Lankani wear only a cotton loincloth and simple cloak, while landowners wear brightly colored draped robes and golden jewelry. The aristocracy is draped in fine silks from Silaar and their ears, neck and hands nearly drip with gold.

Military Structure: Lankanok has a vast military structure administrated by priest-generals. Soldiers are given a certain respect even by the Nobility. Anyone but slaves may enter the military, but only Landowners of Nobility may become officers. Lankan soldiers do not wear armor, though some carry hide shields. Scimitars are favored weapons, the officers having steel ones while the common soldiery have bronze blades.

Currency: Gold rings are the standard. Worn on elaborate belt hoops, they are a flaunted source of wealth. Commoners (who rarely have rings) barter for clothing and food.

Language: Most speak only their native Mavaun, a language they have in common with the Pochanti. Members of the aristocracy know some Erlin.

Diet: Corn-meal is the central staple, supplemented by a variety of vegetables. Kenezán residents also dine on fish, and the nobility are able to afford fruits from Khûm-kaan.

Worship: Priests (all are male) live a life which swings from periods of complete hedonism to ascetic 'purgings'. They are frequently called upon to inflict wounds on themselves, to draw blood for the gods during religious ceremonies. Most of their time, however, is spent performing administrative duties.

Once every six years the Khurtûm must choose a member of his family to be sacrificed to Klysus, the god of Death. This assures that the T'voca River will continue to flow, and grants the Khurtûm longer life. The Khurtûm himself leads this gruesome ceremony, cutting out the victim's heart and drenching himself in the dying relative's blood. Klysus the lizard-god himself appears at this ceremony to accept the blood and soul of the dying relative.

6•ARDANIA

This realm is at this time an unknown quantity. A lordly man of uncertain origins — and seemingly limitless gold supply — has settled in the ruins of old Ardan city at the mouth of the Lapinar river. This site, south of the Plain of Arûl, was the ancient location of one of the four regions of the Emerian Empire. This man, calling himself only the Lord of Arдания, has gathered a large force about him and begun the rebuilding of Ardan City. The palace is partially complete and the outer wall is almost finished. The Lord of Arдания has also resurrected the ancient and mystical *Ahn sye Nokora* (Order of the Silver Sword) and the elite guard which once guarded the Emperor. The Order was credited with magical powers (See Part XII).

The Lord has signed a non-aggression treaty with the Khurtûm of Lankanok, but his real ambitions remain a mystery.

PART VI

• SILAAR •

AND THE ISLES OF NÁMAR-TOL

*From the western sea to the edge of the world,
are ports of every kind
But one city is a dream in the sky:
Eidolon comes to mind!*

*Her streets are paved with silver and gold
Of pearl her towers are wrought
Name a city with such wealth?
Eidolon, or naught!*

*Floating on the breast of a cloud
She gleams in the morning light
Who is queen in our hearts?
Eidolon is, by right!*

*Where else can we spend our gold
on pleasures of every kind
When our pockets are heavy with coin
Eidolon comes to mind!*

Sel-kai sailors' song.

Cradled between protective mountain ranges, Silaar is a region known among its Anzeti inhabitants as Nuyan Khôm.

South of Silaar lie the great Isles of Námar-Tol, a large and powerful Iylar realm. Four large islands and numberless islets make up this kingdom, ruled by the Loari branch of the High-elves.

Finally, to the north of Silaar hovers perhaps the most celebrated city on Kulthea: Eidolon, floating above the island-princedom of Sel-kai.

1•CLIMATE & GEOGRAPHY

Silaar and the Isles of Námar-Tol have wildly differing climes. While the weather chart below will provide some general guidelines, the GM should take care to keep the chart readings in context.

The remainder of the section is devoted to principal natural elements in the area.

WEATHER

In general, the southern plains area of Silaar ranges from *Hot Arid* in the far south to *Semiarid Tropical* near the Lake of Glass. As one moves further north and into the foothills, the climate becomes abruptly *Humid Mid-latitude*. All coastal areas, as well as the Isle of Námar-Tol, are *Temperate Marine*. The central areas of the Isles are more similar to *Humid Mid-latitude*.

A more detailed depiction of Silaar's weather picture can be gleaned from the weather table below.

Silaar's weather varies greatly depending on the relative latitude and altitude. Not that the designations below have the following meanings:

So. Plains: indicates the plains area of Silaar proper, adjacent to and south of the Lake of Glass. (The far south is Hot Arid, with virtually no precipitation; it is not reflected in the chart).

N. Plains/hills: All of the region of Silaar north of the Lake of Glass, as well as all areas inland near the mountains.

Coasts/Isles: All islands, and seacoasts. This includes Námar-Tol, except in the central areas of the islands, where weather should be considered N. Plains/hills. This also embraces the coastal areas at the feet of mountains, and the Teryn peninsula in SE Silaar.

SILAAAR WEATHER CHART

	So. Plains	N. Plns/hills	Coasts/Isles
Winter	60-70° Normal Rain Breezy	30-45° Moderate Sw/Rn Breezy	45-60° Moderate Rain Windy
Spring	70-85° Marginal Rain Breezy	40-60° Normal Rain Breezy	50-70° Normal Rain Windy
Summer	80-90° Marginal Rain Calm	60-80° Moderate Rain Calm	60-75° Normal Rain Breezy
Autumn	80-90° Neglig. Rain Calm	50-70° Moderate Rain Calm	55-65° Normal Rain Breezy
Fall	65-80° Moderate Rain Calm	40-60° Moderate Sw/Rn Breezy	50-65° Rainy Windy

Key: See Hæstra Weather Table (Part IV) for a complete key.

MOUNTAIN RANGES

Silaar proper is flanked by a pair of protecting mountain ranges, rendering the interior climate relatively stagnant.

ASH MOUNTAINS

Named so because much of this range was formed by volcanic activity, the Ash Mountains are relatively low — only a few thousand feet at their highest altitude. They also harbor several still-active volcanos.

RUST MOUNTAINS

Along the central west coast of Silaar rise the Rust Mountains, earning their name because of the dull red color — real evidence of their high iron content. The eastern face of the Rust Mountains is actually a very wide area of highlands thrusting steeply up from the shores of the Lake of Glass and then rising more gradually before the final push upwards to the peaks. These highest elevations are in excess of 15,000 feet.

WATERWAYS

The bowl-shape of Silaar means that all internal rivers drain into the vast still Lake of Glass. Most are wide, shallow and slow. Some are only seasonal waterways, drying up in the hot summer season.

Námar-Tol boasts hundreds of swift, churning rivers and a number of beautiful waterfalls. The vertical nature of the landscape dictates these numerous waterways, many of which are not navigable because of the many cataracts and rapids.

LAKE OF GLASS

This very large lake earned its name — not surprisingly — because of its unusually smooth surface. The Lake of Glass is protected from strong winds by the flanking mountain ranges, and while the lake itself is not stagnant, its tranquility no doubt contributed to the formation of the Værken Mire.

VÆRKEN MIRE

This swamp, filled with huge, rotting trees and swampy ground, begins along the western shore of the Lake of Glass, and extends all the way to the Ash Mountains, effectively separating northern Silaar from the rest of the region. Strange beasts lurk in the Mire, amphibious creatures hiding beneath the scummed waters and snakes hanging from the decaying trees overhead. Nuyani living near the southern borders of the Mire say that they have seen eerie lights in the swamp at night.

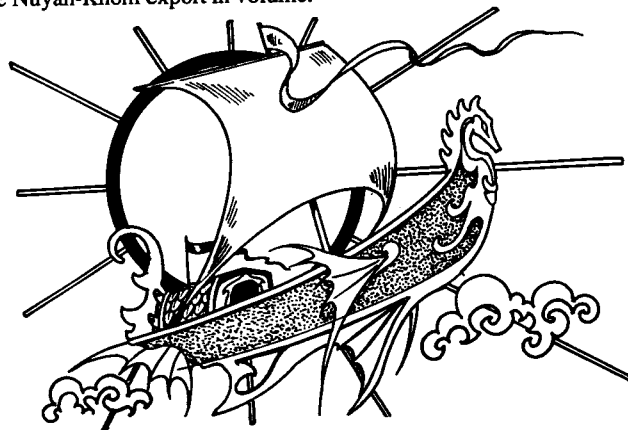
NATURAL RESOURCES

The Ash Mountains have little in the way of valuable resources — except for one: many laens lie deep in the steaming fissures of these hills.

On the western side, the Rust Mountains are rich in a number of minerals. Arinyark, Laen, Rularon, Ithloss, and precious stones (diamonds, emeralds, rubies, garnets, topazes, and sapphires) are plentiful — for those ambitious enough to drag them out of the stubborn rock.

The northern isles of Námar-Tol are also abundant sources of mineral wealth — fortunate for the material-hungry Loari. Shaalk, Eogs, Laen, and Kregora are all here, along with more mundane metals.

The southernmost regions of the Silaar mainland are rich in salt, which the Nuyan-Khôm export in volume.



2•SEL-KAI

It is said that the Prince of Sel-kai is the richest man on all Kulthea. Although this is probably not the case, the Prince is undoubtedly one of the wealthiest *merchants* ever. Certainly he has one of the most grand homes: the floating city of *Eidolon*, capital of Sel-kai.

Sel-kai, a large island in northern Emer, is an independent realm ruled by a man known as the *Prince of Sel-kai*. While granted for life, this position is not hereditary. The Prince is elected by the Lords of the 15 Merchant Guilds of the island and rules as a monarch. His powers are only limited by certain checks and balances which can be exercised by the convened Lords of the Guilds. The current prince is Rylec Qaterris, still of youthful mien despite a rule of more than 200 years. That there is elven blood in his veins, few doubt any longer. A skilled diplomat and shrewd merchant, he remains a popular ruler — except among the handful jealous of his position.

Sel-kai is a government based on trade; the system has worked fairly well for nearly two thousand years, so there is little initiative to change it.

EIDOLON

Constructed in TE 4625-50, Eidolon is a triumph of engineering and imagination. It is the creation of the 23rd Prince of Sel-kai and floats a half-mile above the Sharhya River Delta along the northeast coast of Sel-kai. The population of Eidolon is small (about 5,000), being little more than the Prince's palace a few clusters of beautiful, glittering residential towers, and the most prestigious guildhalls and inns. The perimeter of Eidolon is a ring of docks and fine shops where trade in luxury items is performed.

Eidolon is laced with storerooms, and balconies project from the underside to allow a stupendous view of the land below.

The 'lower city' and seaport is twenty times the size of Eidolon, and that is where most of the bulk trading for the merchant realm is performed.



EIDOLON, THE FLOATING CITY

THE PALACE

In the center of Eidolon, set amidst a forest of beautiful trees, stands the palace of the Prince. Although traditional defense barriers are hardly necessary, the palace is surrounded by a gleaming white marble wall, punctuated by slender towers. In the center is the house, a graceful palace of stepped balconies and towers, with colorful banners fluttering in the wind.

THE GUILDHALLS

The next ring is made up of the main guildhalls of the tradesmen of Sel-kai, and the palatial homes of the shipmasters who have made their fortunes in trade with Eidolon. Each hall is distinctive and beautiful in its own way.

THE MARKET

This outer ring, adjacent to the great air-docks, is made up of a great encircling colonnade, under which hundreds of vendors set up their shops. Those who deal in bulk goods also have offices here, to arrange trades which actually take place far below.

Some of the many wares which can be found in the shops include: spices, sugar, waxes, gums, cosmetics, perfumes, drugs, dyes, pepper, cinnamon, and priceless healing herbs. There are also fine cloths, jewelry and precious metals, and gemstones of every kind. Weapons and armor of superior (and magical) construction are available.

Prices at Eidolon are generally a bit higher than standard city prices, but one is compensated in the wide selection of offerings.

THE DOCKS

Unlike traditional sea-docks, these elegant stone constructions are buttressed like the faults of temple roofs. Graceful skyships come to rest between pairs of these protrusions, where they are moored by several stout ropes.

WEATHER OVER EIDOLON

Eidolon could not exist without some sort of weather control, and it would appear that the Prince has such at his disposal. He is tight-lipped about it, but most Eidolon residents are certain that the beautiful sapphire amulet the Prince wears as his symbol of office is also a powerful weather mastery device. Why else does it not storm over Eidolon? Why does it never rain until after sundown?

THE SKYSHIPS

The Prince owes his wealth to his airborne merchant fleet, sailing vessels which ply not the water but the air.

Larger skyships carry passengers; Eidolon is naturally a center for such departures and arrivals. Booking passage elsewhere is possible — mostly at other large seaports where Skyships dock for trade purposes. A skyship captain will not alter his normal trade route to suit a passenger, though chartered ships are available at Eidolon for a prohibitive fee (hundreds to tens of thousand of gold pieces; a direct *Jump* with a Navigator would be cheaper).

Over the years there have been several attempts to capture skyships — coveted prizes indeed. A few such undertakings have been successful, but most end in disaster after an angry prince launched his war fleet to secure retribution, even at the expense of the ship.

Eidolon's air-going vessels fall into two categories: the keeled Xenium-levitated craft which make up the bulk of the Eidolon flotilla (generally called the *skyships*), and the generally larger and more unwieldy (but stable) vehicles which are known as *airbarges*.

Wherever you want to go, we can take you;
Whatever you want, we can get it.

*Slogan of the
Eridan Sky Trade Alliance,
Eidolon*

SKYSHIPS

Fitted with special keels and their undersides plated with the magical alloy *Xenium*, the ships are able to fly at speeds of 30-50 mph, making them easily the fastest mode of common travel on the Shadow World (besides a risky Teleport or an expensive Navigator-directed '*Jump*').

Even the skyships are not completely free to travel where they will, however. Stronger Essence Flows play havoc with *Xenium*'s anti-gravity properties, and an encounter can mean severe turbulence, even a complete levitation failure — and a fatal crash. As a result, skymerchant captains must be skilled pilots and 'Aerogators', able to steer their craft clear of such flows.

Skyships are also able to sail on water (necessary for docking at more mundane ports than the airborne Port of Eidolon) and can be anchored in water like a normal ship or hover just above the land.

Always docked at Eidolon or patrolling nearby are the swift and powerful warbirds, as the Prince calls them. These are his battle fleet, his defense of the city. Warbirds are equipped with ballistas with explosive heads and other weapons of war, and are said to be the fastest ships in the air.

AIRBARGES

Relatively new entries in the flying ship ranks, Airbarges are actually the design of Loari artisans from Námár-Tol.

The airbarges depend on two factors: cultivating the unique and strange *Balloonpods*, and mastering the relatively advanced concept of steam power. The Loari, Elven masters of what can only be termed 'technology', have managed to grow fields of balloonpods, and have gained a sufficient understanding of aerodynamics and of heat and steam to devise boilers and steam-driven 'engines'.

The Loari cluster the balloons inside of larger, roughly cylindrical structures, which also incorporate areas for passengers and cargo. Most of these vehicles are driven by complex and bizarre engines, which power large propellers mounted on the main fuselage. The propellers either drive the barge laterally or change its altitude, depending on their positioning.

These vehicles are more stable in rough weather, though in most cases are not nearly as swift as the sail-powered Skyships. They also suffer mechanical breakdowns, and are far more expensive to maintain than Skyships, requiring repairs, trained crews, and frequent airbag replacements. Still, they have a growing role not only in Námár-Tol but at the skydocks of Eidolon.

SEL-KAI CITY

A vast, sprawling city which covers miles of coast in the eastern bay of Sel-kai, "The Lower City" as it is called, is not a beautiful jewel to match its airborne sister. Instead, the Lower City is a place of warehouses, low-cost inns, workshops, and rough bars catering to even rougher sailors.

While the central regions are fairly clean and safe, the periphery has become a run-down zone where criminals gravitate. The crews of ocean-craft have long been at odds with their sky-sailing cousins, considering the airborne sailors to be snobbish and arrogant, as indeed they are.

THE TRADE NETWORK

The sky merchant ships of Sel-kai trade mainly in rare merchandise from remote lands. Perfumes, fine fabrics, jewels, works of art, and enchanted weapons are among the priceless cargoes of the skyships. The crews of the ships — in addition to having the unique training necessary to pilot such craft — are invariably effective security guards both for their ships and their cargo. Occasionally, however, a shipment will be of such value that it warrants extra security. *Changramai* warriors are not an unheard-of sight on board a sky-galley, and sometimes a Navigator is even (grudgingly) retained to assure favorable conditions.

The seagoing vessels of Sel-kai, while less celebrated, continue to connect distant points, trading in foodstuffs, fabrics, and ores. Their contribution to the economy is significant if inelegant.

3•VOG MUR

A cluster of three islands off the NE coast of Silaar, Vog Mur ("Death Watch" in Muri-Elven), would be unworthy of mention here except for two very important factors.

THE HISTORY OF VOG MUR

First, Vog Mur has a strange and fascinating history. This trio of isles, named *Ordye Throg*, *Dalla Veurd*, and *Dalov Perll*. The last is the site of the ancient fortress of *Encla Turic* ("Iron Gate").

It seems clear that Vog Mur was once a place of importance to the Lords of Essance. It embraces many ruins, though their nature is uncertain. There is a legend of one wonder: the Eog golem named in legend as *Yenor Staideyes*, hidden in a vale known as *Lon Lemira*. An enchanted, holy warrior covered in bronze, he stands 35 feet tall on a base of obsidian. The method to awaken him is presumed lost with time.

THE LORD OF ENCLA TURIC

Secondly, Vog Mur is home to the Lord of Encla Turic, who has been many men and Elves through the ages, but is now one far more fearsome. He is also known to a few as Voriig Kye: the Silver Dragon.

Voriig has actually lived on Vog Mur for uncounted centuries, but has only lately grown impatient with the corrupt masters of the past. He has taken command himself, and now Vog Mur knows the peace of an island paradise. The inhabitants of this pastoral land know nothing of their lord's true dragon-form, or his cruel incursions on the mainland of Silaar.

4•LOST EMPIRE OF THANOR

Rolling hills and plains dominate northern Silaar, also known as Old Thanor. The place is a wasteland just coming back to life. The fertile valleys located in the Ash Mountain foothills are populated by a strange race of primitive men; many bizarre ruins of the lost civilization once flourished there.

The southern region of what was once Thanor is for the most part empty land: barren waste, when not shrouded in sulfurous fumes and clouds of ash it is cloaked in a thick fog. The northern shore areas are the most fertile.

Thanor fell in TE 4200 to the armies of Voriig Kye. Hordes of Garks swarmed off hundreds of ships, and the Empire would have been able to hold off this army, were it not for their protracted conflict with Arûl far to the south. (Thanor once held all of Silaar, and the land which is now the Tai-emer waste was a vast battlefield.)

RUINS OF THE OLD RACE

Ancient ruins are more north of the Lake of Glass are even more plentiful than those in Hæstra. It would seem that the Thanor exceeded even the later Emerian Empire in technical sophistication, rising to TL 6 before their downfall. Thanor was initially under the yoke of the Masters of Emer, but their isolation benefited them: when the Masters fell, Thanor remained unbothered until nearly the end of the Era.

As a result, the structures of the Thanor were quite grand, with tall towers and high vaulted halls. But the ravages of six millennia have destroyed all of the more subtle works of the Thanor, leaving only crumbling skeletons of a glorious past.

STONE CIRCLE

This place harbors great power, but it sleeps deep and would require significant effort to arouse. Named simply the 'Stone Circle' by the T'loc-loc, this is a most impressive pile.

Nine obelisks of obsidian stone ring a circular platform of the same material. Each is ninety feet tall, ten feet thick, and forty feet across. The platform is ninety feet across, and rises about ten feet above the soil. Nine stairways radiate out from the platform, arrowing between the obelisks. The faces of the nine obelisks appear smooth and unmarked during the day, but on certain clear nights, cryptic hieroglyphs appear across the inner faces. Patterns also appear on the platform, and sometimes these even rise up in glimmering misty forms. The purpose of the place is unknown. The T'loc-loc visit the place, but do not pass between the obelisks.

THE BASIN OF STARAK

The Basin is just that: huge black bowl one hundred feet across, set in a valley west of the northern Ash Mountains. The bowl is of adamantine stone, partially buried in the earth. It is fifty feet deep (a perfect hemisphere), but the outer edge rise just twenty feet above the grassy landscape. This lip surrounding the bowl is ten feet wide, completely smooth and black, just like the rest of the bowl.

Always filled with clear water, the Basin has nine narrow drainage canals spaced evenly around the perimeter, cutting through the lip. The water never drops below the same height, five feet below the lip.

The rumored powers of the Basin are many: seeing device, Portal, holy cleansing pool, and ethereal Oracle. All true, for one who knows how to summon forth the powers of the Basin.

T'LOC-LOC

Named so by their reluctant neighbors because of the unique sound of their bone drums, the T'loc-loc are a tribal culture whose origins are lost in the primordial past. Cryptic and reclusive, they are given wide birth by the people of Reandor and Nuyan-Khôm. They reside in the forested regions in the foothills of both mountain ranges north of the Lake of Glass. They are primarily nocturnal, being blinded by sunlight.

CULTURAL SUMMARY: T'LOC-LOC

Racial Origins: Unknown. They T'loc-loc are small (between 4' and 5' tall), agile beings with long limbs and pale skin with a greyish cast. Their eyes are large and pale.

Political Structure: Their organization is tribal, with an annual meeting of the tribe leaders. When a chief dies, a new chief is elected by the adult male population.

Technology: TL 1. The T'loc-loc employ simple stone and bone tools, have a rudimentary agriculture and a basic spoken language.

Architecture: Huts high above the ground are the homes of this arboreal people.

Clothing: Cured animal skins are their only clothing, though they are often artfully crafted, and adorned with crude jewelry.

Military Structure: Blowguns and obsidian daggers are the preferred weapons; the former are sometimes poisoned.

Currency: None

Language: The T'loc-loc tongue is a strange clucking sound not related to any other known language. They also seem to communicate over distances with their peculiar drums made of the hollowed bones of a large beast.

Diet: T'loc-loc forage for food, subsisting on a combination of tubers and greens, supplemented by red meat. Rumors that they are cannibalistic (feeding on other races) are unsubstantiated.

Worship: The T'loc-loc worship a deity they call 'Klu-kala', the god of Night. While he may be an incarnation of the Dark God Scalu, he seems to have no similar qualities and may indeed be a Demon of the Void. The T'loc-loc of the Ash Mountains stage a monthly sacrifice to the god and throw a youth into a nearby volcano.

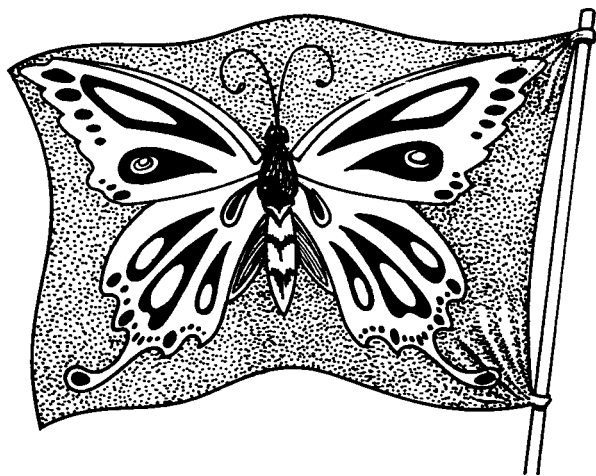
5•VÖERKEN MIRE

Between the Lake of Glass and the Ash Mountains lies a perilous trap. A vast swamp nearly a hundred miles from end to end, the Værken Mire lies like a blight on the plains of Silaar.

Choked by clinging vines and dangling float-moss, huge, decrepit trees roof the dank swamp. It is swelteringly hot and humid in the Mire during the day (though precious little sunlight reaches beneath the dark canopy). At night the air cools to a clammy chill. Insects are everywhere but other life is difficult to detect. They are wary of visitors, but hungry.

The Mire is constantly flooded, though some Nuyani guides will say that there are paths through the swamp known to the residents. But who — or what — are the residents of the Værken Mire? Even the T'loc-loc will not venture under the drooping eaves of the foul place.

The straight-faced Loremasters say that the Mire formed as a result of a curse laid upon the city, now a tumbled ruin. That area is haunted by Specters, Wraiths and Shadows. The rest of the Mire is home to giant spiders, great snakes, and deadly plants. There are tales of a tentacled monster far in the Mire in deep water, but these stories are unsubstantiated.



6•NUYAN KHÔM

The people inhabiting southern Silaar are known as the *Nuyani* and their country the *Nuyan Khôm* ("places of the Nuyan"). Physically small but resilient, they are a shy culture of the Y'nar race. Nuyan Khôm is less a realm than a confederation, the high king ("Hutarn") exacting tribute from the feudal lords (called "Tarns") and keeping peace between city-states. The capital city of Nuyan Khôm is *Ashenoq*, an independent city at the southernmost tip of the great Lake of Glass.

The Nuyani have had a stable if uninspired culture for thousands of years. They have survived the ravages of natural and man-made disasters and the threat of war. Their realm has grown slowly, creeping into empty lands. They are friendly to visitors, but careful.

Should a dynamic and aggressive man become Hutarn and unite the Tarns, the Nuyan Khôm could be a powerful force in Emer. But there seems little chance of this in the foreseeable future; Nuyani seem to be pacifistic to the point of being submissive unless their home is threatened.

What the Nuyani were not prepared for was the appearance of the Nameless One in the court of the Hutarn thirty-one years ago. He warned of disaster but would not what form it might take. That night the Sceptre of Khôm — symbol of rulership — was stolen. The country was shaken by the loss of this symbol, but retained their unity. The plague struck in the following winter. For two years, Nuyani died in great numbers. By TE 6022, more than a third of the population of Nuyan-Khôm is dead — including the Hutarn and most of his family.

The Nuyani have just begun to recover from these disasters. The current Hutarn (only surviving son of the last ruler) is 29 and has pulled the people back together.

TRADE

The Nuyani trade with Reandor, Sel-kai, Lankanok and Namar-Tol. They are known as a reserved but fair people; they do not like to bargain, so it is best to name your best price. They will either accept or walk away. One does not try to cheat a Nuyani; word gets around and soon you are not welcome on their land and are known as *gofog* (the meaning is uncertain, but it has been equated with 'excrement').

EXPORTS

The Nuyani produce some of the most beautiful glass products in the world. Other fine finished goods include pottery textiles (especially patterned silks and cottons), perfumes and dyes.

Sugar, cotton, and corn is produced in abundance and exported to neighboring lands. The Nuyani also grow a spices, waxes, and cinnamon. They mine iron and copper ores from the Rust Mountains.

IMPORTS

Hungry for wood, the people of Nuyan-Khôm import all kinds of wood from their trade partners. They also suffer from a dearth of titanium and certain other metals, trading iron ores for those.

CULTURAL SUMMARY: NUYANI

Racial Origins: The Nuyani are of Y'nar stock, having the distinctive 'flattened' features and epicanthic folds over the eyes.

Political Structure: The Nuyan Khôm realm is loosely tied together in a feudal monarchy. Two dozen lords (known as *Tarns*) rule city-states, all of them overseen by a man known as the Hutarn.

Technology: TL 4. The Nuyani have clever devices for simple tasks. Their looms are superior, enabling them to make superior cotton and silk cloths.

Architecture: Wood is not plentiful in southern Silaar, so the Nuyani use stone for their important structures and kiln-fired bricks for others. They are masters of the mosaic as an art form, their beautiful tile patterns on walls and on the paved areas of pedestrian centers, inspire the heart and please the eye.

Clothing: The warm climate means that clothing must be cool and light. Women clothe themselves in diaphanous robes while the men are shirtless except in cold weather, but wear ankle-length skirts with wide sash-belts. Jewelry may only be worn by men — who drape themselves in necklaces and earrings.

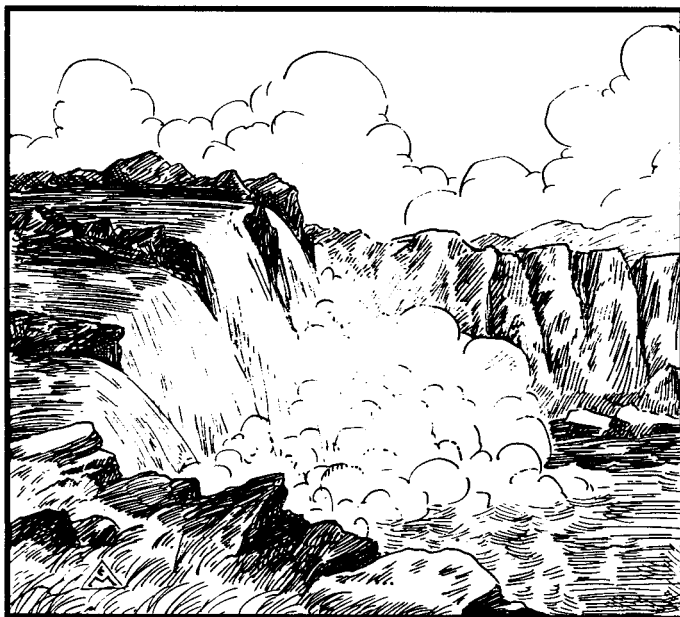
Military Structure: All the Tarns maintain a defense/police force which, while small, is highly trained. The favored Nuyani hand weapon is the mace, though most are also experienced with a broadsword. The composite bow is the range weapon of choice; the Nuyani are superb bow makers.

Currency: A coinage with the Hutarn's visage imprinted is used widely and is accepted in most realms of Emer.

Language: The Nuyani have a guttural tongue they use only in private and at religious events (they will not teach it to any but their own kind). All Nuyani are also fluent in Erlin.

Diet: Fish from the Lake of Glass or the sea (depending on location) is a staple, supplemented with corn or wheat bread products and greens. The Nuyani do not eat animals.

Worship: The Nuyani worship a male god they call *To-to-nar*, the 'two-faced one'. Actually To-to-nar is comprised of the Lords of Orhan Jaysek and Kieron, though the Nuyani think he is one god with serious mood swings. The twins play along.





7·REANDOR

Situated in the foothills of the Rust Mountains, Reandor is well protected by natural guardians on all fronts. A small kingdom of no more than 7500 square miles, it has considerable wealth built on rich mines and fertile lands. The weather here is quite different than the rest of the region, as Reandor is nestled among the eastern highlands of the Rust Mountains, creating a Humid mid-latitude climate.

Reandor is a peculiar little realm, seemingly out of place among the exotic cultures of northwestern Emer. In fact, the little kingdom hearkens to some of the realms in Jaiman. The old stone castles, the cool climate, and even the clothing styles of the people here show a marked similarity to a frontier duchy of Rhakhaan.

CULTURAL SUMMARY

Racial Origins: Most of the Reandorans are of Shay descent, though perhaps the royalty is distantly related to the old race of Thanor (who are, it appears, related to the Zori of Jaiman).

Political Structure: A monarchy, with rulership descending through the eldest male child. Reandor, though small, has a well-entrenched nobility to administer the eight provinces.

Technology: TL 3. Reandorans have mastered ironworking, though harder steel remains beyond most smiths. The palace guard wears fine scale armor, and the royal healers have an understanding of basic anatomy and healing techniques.

Architecture: The capital (Tendorn, located on the Lake by the river Mormiren) is a stately collection of buildings, some stone. The city is surrounded by a high wall and well-defended. Most architecture is still wood, as hardwoods are plentiful in the Reandor hills.

Clothing: It is much cooler in the hills than on the Silaar plains (snow is common in the winter), so Reandorans frequently don heavy cotton clothing and wool cloaks in the coldest months. They wear leather shoes or boots.

Military Structure: The only standing force is the rather large palace guard in Tendorn, though lords have their own retinue as well. A respectable army could be raised on relatively short notice should one ever be needed — an unlikely eventuality, it would seem.

Currency: Reandor mints a coinage with the king's profile on it, but it seems that half the money trading in the markets bears the head of the Hutam of Nuyan-Khôm.

Language: A bastion of Old Emer, Reandorans speak a dialect which is closer to the mother tongue than any other.

Diet: Red meat, fish, wheat breads, tubers and greens round out the Reandoran diet. They enjoy a strong beer (which they make themselves).

Worship: Multifaceted (if not particularly devoted) in their worship, Reandorans pay homage to the entire pantheon of Orhan. Most are rather half-hearted about it however. Only the Priests of the various orders are devout, while the general populace tithes reluctantly.

8·ISLES OF NÁMAR-TOL

This cluster of large islands dominates the shallow Circular Sea. (The sea was so named because of the constant clockwise ocean currents sweeping around the Isles.) The southern isles were formed by volcanic activity, but have long ago settled, and vulcanism is virtually unheard-of here. The result now is rich soil which supports a wide variety of crops.

The large two-lobed northern island is of more substantial origin, and the mines yield a vast wealth of minerals and gems.

SOCIETY

A facet of the High Elves which has yet to be thoroughly discussed is their egos. While all Elven groups are immortal and generally fairer in appearance than the mortals, the Erlin retain a certain self-effacing attitude. Not so with the Iylar. Even the Linæri manage to retain a certain patronizing charm. The Loari, however, rarely attempt to restrain their contempt for mortals. Their arrogance is legendary. This goes a long way to explain why they have been hunted by certain peoples in Jaiman and other regions.

In Námar-Tol, the Loari have organized their own realm as they see fit. Their visualization of the proper order of things is that High Elves were born to create art and music, to create things of beauty (and be things of beauty). Mortals, on the other hand, were born to support an environment in which the Iylar are free to do these things. To the credit of the Loari, they don't endorse slavery — they pay their mortal servants well — but their attitude towards their servants is disdainful and sometimes contemptuous. It varies with the household.

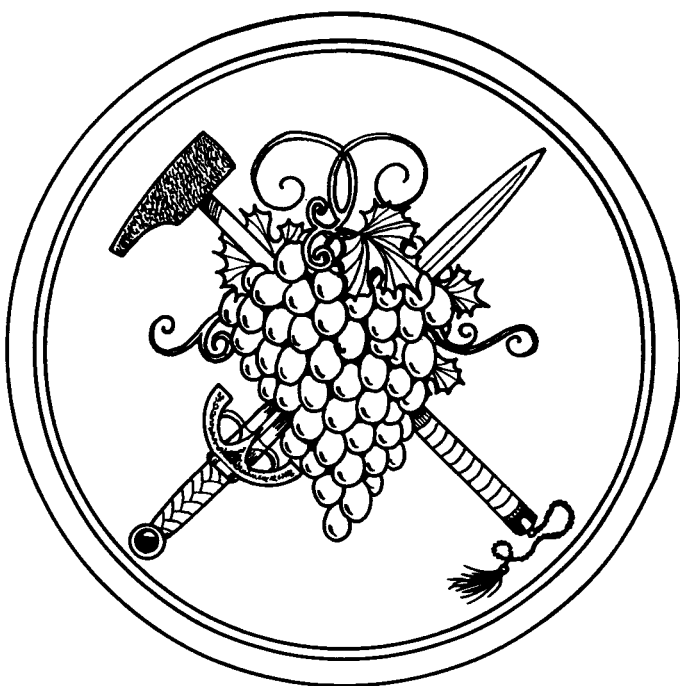
Visiting mortals are greeted coolly but politely. Nevertheless, their air of superiority is evident.

THE PRINCE OF NÁMAR-TOL

It is an interesting quirk of the Elves of the Seven Isles that they do not call their ruler 'king' but 'prince'. The translation clearly means heir to the throne rather than actual ruler. The interpretation is unfathomable.

Prince Elar has ruled Námar-Tol since he assumed power in TE 2300. His family has grown into a large nobility which resides in the Palace of Stars at Varnost on the northwest isle (called Liiris). The nobility has no political power, but is treated with a deference by other Loari.

The Prince is moderated by a conclave of the heads of all the recognized houses in Námar-Tol (about 100), which meets once a year for twenty days to discuss any important events regarding the realm.



THE LOARI

All Loar adults have equal citizenship, and virtually every family owns land. There has never been intensive competition to possess land, as Námár-Tol continues to be an underpopulated realm.

Loari are all very well educated; most speak four or five languages and are skilled with a variety of weapons, as well as in music and crafts. Adult Loari pursue whatever art or science interests them, subsidized by the wealth of their family, which in turn is built upon the rich land.

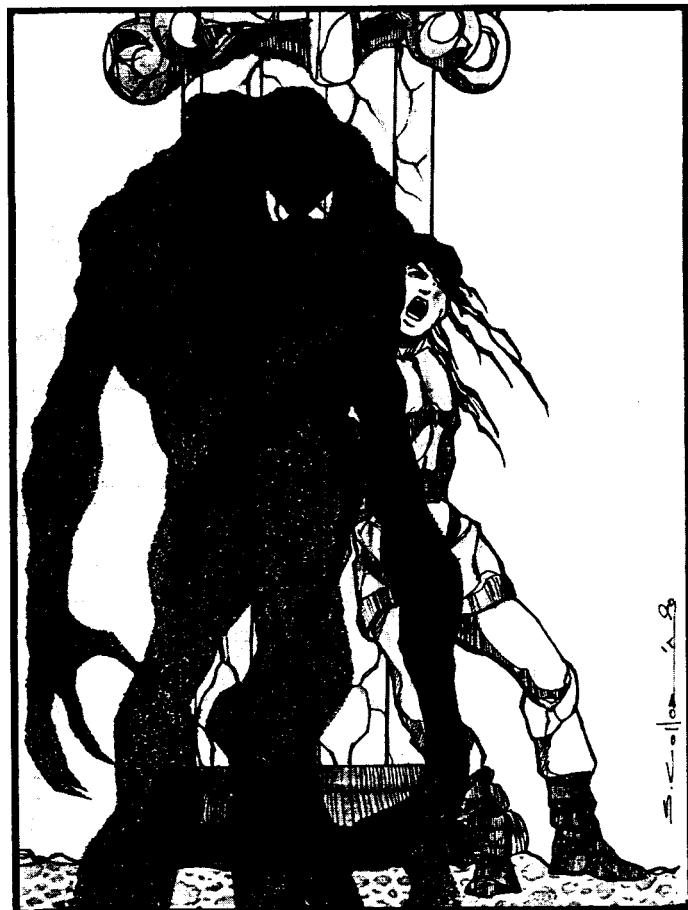
THE OTHER PEOPLES

A variety of mortal peoples serve the Loari. Nuyani are the preferred household servants and skilled workers, while Talath and Kuluku are considered excellent laborers in the mines and fields. There are also some Erlini who serve the High Elves, but they are generally considered too 'flighty.'

The mortal population of Námár-Tol outnumbers the Elves by about 8 to 1. A revolt would seem inevitable, were it not for the fact that the mortals are usually willing to work.

Mortal servants are essentially treated like valued slaves by the Loari. They are given clean (if not very private or spacious) housing, simple clothes, and are well fed. They are not allowed to own land or possess money, but their masters give them small gifts which they may call their own. They are allowed to marry, though the Elves decide whether they may have children. (Spells or herbs are used to control fertility)

For a group which is essentially bound into a caste somewhere between serfdom and slavery, most mortals in Námár-Tol are surprisingly happy.



TRADE

While they consider themselves racially superior to mortals, the Loari are certainly not above trading with them. Their patronizing manner is famous throughout Emer, but they are also known to be fair — if shrewd — bargainers, never openly admitting respect for a trade partner, but revealing it in subtle concessions.

RESOURCES/EXPORTS

Coffee and citrus fruits are grown in quantity here, and Námarian grapes make for fine white wines. The Loari export hardwoods and a number of finished goods. Their skill with alloys has no equal.

IMPORTS

Certain minerals are not readily available on the Seven Isles, notably gold and titanium. Iron ore is cheaper to trade for than it is to drag out of the deep mines. The Loari also have a hunger for spices and silks from Nuyan-Khôm, and wine from far away Danarchis (though their own wine is quite good by most standards). Mead from Talæn and shellfish rushed from Malqanar are delicacies.

CULTURAL SUMMARY

Racial Origins: The population is divided between the virtually pure Iylar-Loari stock and their servants, a variety of mortal races.

Political Structure: Námár-Tol has been ruled by a Prince since the land was settled in the dim years of the Second Era. He resides with his family in a fabulous castle, which is also the meeting-place of the Conclave of Families.

Technology: TL 6. The Elves of Námár-Tol are undoubtedly among the most technically advanced of the Iron Age societies on Kulthea. One particularly interesting feat is the mastery of metallic alloys leading to the development of powerful springs. Such are at the heart of the the Loari dart guns, clocks, and other interesting machines.

Architecture: By combining technical knowledge with artistic sensitivity, the Iylar have produced glorious structures. They are not the ostentatious palaces of Eidolon or the grim towers of Haalkitain in Jaiman, but graceful, light-filled structures.

Clothing: Personal adornment is a major diversion of the Loari, and they take great pains to decorate themselves in interesting ways. Flowing silk robes or virtually no clothing but body paints can be seen on the same avenue. All wear jewelry, whether it is glittering with gems or glowing with gold, dangling from the ears or wrapped around the arms or legs. Hairstyles are also often daring.

Military Structure: The martial arts are considered just that — an art — by the Loari, so they make up a large portion of the standing army and navy of Námár-Tol. Their weapons and armor are the finest quality in Emer.

Currency: The mint at Varnost produces a complete coinage, from copper to gold.

Language: Iylar is usually spoken, though everyone is taught Erlin and at least one other language.

Diet: A rich and balanced table is set at most homes in Námár-Tol, one of the wealthiest realms in Emer. While primarily vegetarians, the Elves of this land frequently dine on seafood and lamb, as well as certain fowl. Námarian wine is renowned as far as Eidolon and Kaitaine.

Worship: Námarians look to a many of the Orhanian gods for guidance and aid, respecting the pantheon as a whole and calling upon specific individuals depending on the situation.

PART VII

· UJ ·

*"The wind from the sea has lost its water,
The warmth of the sun has turned to fire.
No song is heard, no thought of laughter;
The gods upon Uj have thrust their ire:*

*"Days as hot as volcano's breath,
The night like ice to freeze the heart
Demons walk, souls full of death
The Land of Uj, a world apart."*

Rhiani Riding chant

Though the largest region of Emer in sheer square mileage, Uj is largely desert or arid land, and the population is relatively low. However, the western third of the mainland is fertile, protected from the desert winds by the Barrier Hills. Many islands and peninsulas around Uj contain thriving cultures as well. The legendary city of Kaitaine lies just west of Uj, and southwest are the Isles of Itanis, home to the Warlocks and their amazon guardians.

1·CLIMATE & GEOGRAPHY

Uj has been called a wasteland — much of this vast region is either desert or barren plain. Several other very divergent ecologies exist within Uj's boundaries.

WEATHER

A more detailed depiction of Uj's weather picture can be gleaned from the weather chart on the next page.

The extended weather chart on the following page reflects these differing climates. The headers in the chart are explained below:

Central Plains are of a higher altitude than the desert: a vast flat expanse of land broken only by wind-worn towers of smooth rock and clumps of stunted shrubs. This *Semiarid Tropical* area harbors very little life.

Deep Desert is the eastern third of Uj: a *Hot Arid* emptiness of shifting dunes unbroken for hundreds of miles.

Southwest Coasts are somewhat cooler than the southern isles and Lys peninsula. Changing wind and water patterns also create seasonal changes not found in the desert and central coast regions.

River Valleys, those meandering roads of life in the desert, are always somewhat cooler than the surrounding lands because of the moderating effects of the water.

Isles and Lys include the islands east of the great southwestern Uj panhandle and the peninsula of Lys, ruled by the Linæri Elves. The isles include all the lands of Itanis.

Western Inland areas are *Wet and Dry Tropical*. As they do not receive the refreshing sea winds, these lands are hotter and less inviting.

MOUNTAIN RANGES

Uj is a land geologically as well as climatically varied. Steppes and ridges, plateaus and crevasses are all here — more to the traveller's peril.

THE CHARN PLATEAU

More generically known as the central highlands, the Charn Plateau is the huge central section of Uj, between the Daluj and Umek rivers. It is nearly as barren as the deep desert in the eastern regions, though the landscape is more interesting: wind-sculpted pinnacles replace undulating dunes.

SCORPION RIDGE

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

UJ WEATHER CHART

	Cntrl plains	Deep desert	SW Coasts	River valleys	Isles/Lys	West inland
Winter	60-70° Normal Rain Breezy	40-70° Neglig. Rain Windy	45-60° Moderate Rain Windy	50-70° Neglig. Rain Breezy	60-75° Moderate Rain Windy	60-80° Neglig. Rain Breezy
Spring	70-85° Marginal Rain Breezy	50-80° Neglig. Rain Breezy	50-70° Normal Rain Windy	55-75° Marginal Rain Breezy	65-80° Rainy Breezy	70-85° Marginal Rain Breezy
Summer	80-90° Marginal Rain Calm	70-100° Marginal Rain Breezy	60-80° Normal Rain Breezy	60-80° Marginal Rain Breezy	65-85° Marginal Rain Breezy	75-90° Normal Rain Breezy
Autumn	80-90° Neglig. Rain Calm	70-100° Neglig. Rain Calm	55-70° Normal Rain Breezy	60-80° Marginal Rain Breezy	70-80° Normal Rain Breezy	70-90° Rainy Windy
Fall	65-80° Moderate Rain Calm	60-90° Neglig. Rain Windy	50-65° Rainy Windy	50-70° Neglig. Rain Windy	60-75° Normal Rain Windy	65-85° Rainy Windy

Key: See Hæstra Weather Table (Part IV) for a complete key.

MORBEEK HIGHLANDS

A vast area of ancient mountains whose peaks have long ago worn down, the Highlands still rise to a respectable altitude. Mining attempts in these hills have yielded nothing of value, proving them to be worthless as well as ugly. However, ancient lore speaks of a kingdom beneath the Hills, populated by strange, stunted people...

FORBIDDEN RIDGE

These sheer cliffs lie along the south of the *Vul Arusi* (Ir. Enchanted Waters, former name of the Sea of Votania). Dark grey and barren in hue, they are an ominous sight from the north or south.

GAP OF UJ

A wide plain — a break in the Spine of Emer — opens the way between Uj and Khûm-kaan. Towering pinnacles of the Spine overlook the Gap like gigantic sentinels, brooding over those who pass between them.

BARRIER HILLS

These ancient mountains rise to divide the peninsula of Lys from the sweeping deserts to the north. As the hills march north they lose much of their height, but there remains a ridge line to the east of the river known to the Rhiani as the *Daluj*. The Barrier becomes a cliff, plummeting from the high desert land down into the much more hospitable lowlands to the west. Far up in the high, bleak vales of the Barrier Hills lies the City of the Dead.

WATERS

While Uj has no notable bodies of water within its boundaries, numerous river snake across its hot landscape, and there is the Bay of Uj.

BAY OF UJ

Th warm waters of this large bay belie possible terrors: within the Bay and just beyond form great whirlpools which can draw even the largest ship to a watery doom.

DALUJ RIVER

At the base of the western face of the Charn Plateau churns the Daluj. It actually begins in a subterranean spring beneath the Morbek Highlands, fed by secret springs.

UMEK RIVER

Beginning as a wild cataract near the eastern end of the Forbidden Ridge, the Umek marks the eastern boundary of the Charn Plateau.

LATHENEN

Flowing westward from the Spine of Emer, the slow-moving Lathenen provides a strip of life-giving moisture to the desert. It also floods its banks every spring, depositing rich silt on its wide banks. This strip of arable land is an important farming area for the Rhiani.

NATURAL RESOURCES

While inhospitable in appearance, the Forbidden Ridge yields up a wealth of minerals: Shaalk, Arinyark, and Keron have all been found in quantity, as well as rubies, garnets, and topazes. The Scorpion Ridge, meanwhile, is a source of Rularon, Ithloss, Eogs, and titanium. Its precious stone veins include diamonds, emeralds, and sapphires.



2·RHIANI TRIBESMEN

Unchallenged masters of a vast desert and plain, the Rhiani are not terribly numerous, but they are a hardy people willing to brave a hostile environment.

Semi-nomadic, each of the twelve Rhiani tribes has a seasonal home at an oasis or on one of Uj's large rivers. Once a year, representatives of all twelve tribes also gather at *Shezarak*, the ruins of an ancient city at the mouth of the Umek river to arrange marriages, discuss great issues, and celebrate another year of survival.

Rhiani are scrupulously honest, and greatly respect that quality in other peoples. They are equally intolerant of liars, and have an uncanny ability to detect an untruth. A Rhiani has been known to cut down a merchant in the middle of the Kaitaine Grand Marketplace if he believes he has been cheated. (Because of the unique relationship of trust between the Trade Council of Kaitaine and the Twelve Tribes of the Rhiani, this brutal behavior goes unpunished. It is an increasingly rare event, as shady merchants learn not to attempt deceit against a Rhiani.)

THE TWELVE TRIBES

Based on twelve great families who were the 'mothers' of the people, the Twelve Tribes all remain strong through millennia of trials. All pledge alliance to each other, and a regular system of intermarriage maintains close ties (and keeps the genetic pool fresh). Inter-tribe rivalries remain, and there have been more serious schisms in the past, but a code of honor and personal duels keeps problems from reaching a tribal level.

FOREIGN RELATIONS

The Rhiani present an amazingly united front in their dealings with other cultures. They will only engage in trade discussions at the annual festival in Shezarak; any other attempts at large-scale trade agreements are given a chilly reception. Trade relations have remained fairly stable for quit some time, the Rhiani having strong ties with Kaitaine and Lys, and an ongoing (if tentative) relationship with Sarnak.

On the other hand, Vajaar and the Tribes are in a virtual state of war. Ever since the Lord of Vajaar attacked Kaitaine and the Tribes came to the trade center's aid, Vajaar has hated the horsemen. They have begun annexing lands west of the Daluj River region — the most fertile of the prairie lands.

CULTURAL SUMMARY

Racial Origins: The Rhiani bear little resemblance to any other races on Emer (see their description, Part III). Though they trace their roots back several thousands years, it is doubtful that they are indigenous to the region.

Political Structure: Each of the Twelve Tribes has a chief whose word is law. The twelve chiefs gather annually to discuss matters which affect the entire people.

Technology: TL 2. The Rhiani are not very sophisticated technically, though they have access to items of superior construction through Kaitaine.

Architecture: The nomadic horsemen live in elaborate tents made of hide and canvas.



A RHIANI HORSEMAN

Clothing: In keeping with their philosophy of simplicity, Rhiani wear very little in the way of jewelry or decorative clothing. Beige or brown tunics and pants, with high, soft leather boots are the norm. Long, flowing over-robies are also worn in the desert.

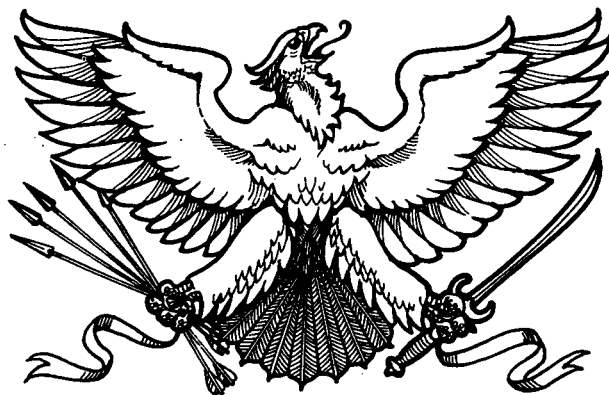
Military Structure: All Rhiani must be ready to defend the tribe at a moment's notice, so all are trained in combat. A particularly effective tool of the horsemen in the *Chegain*, a boomerang with a deadly, bladed edge. They wield broadswords and scimitars as well.

Currency: None — though most carry and use Kaitaine money.

Language: The Rhiani language is a lyrical tongue with its own character — though it does have some Erlin elements.

Diet: The foods of the desert are few and grow grudgingly. Rhiani primarily eat nuts, tubers, and certain edible cacti. They eat very little meat, usually fowl.

Worship: Cay is the 'father' of the Rhiani people, and they worship him with a fierce devotion.



3·VAJAAR

This tropical land is in the southwest of Uj, a vast territory which is largely savannah. The area furthest south is at a lower elevation and receives considerably more rainfall. This land — where not cleared for farm or grazing land — is covered with untamed rainforest.

Zornaq is Lord of Vajaar, ruling from his beautiful palace in the capital of Ajan. This bustling coastal city lies beside the river Lamanh, just 150 miles southeast of Kaitaine.

The Lord of Vajaar has at present extended his eastern border to the Daluj river. Beyond he has yet to go, partially because there is little worth taking. Itanis to the south and Kaitaine to the west continue to be taunting jewels to the Lord, but each is too strong in its way to overcome.

It must frustrate the Lord of Vajaar to no end, the wealthy Itanis within sight across the Nyok channel but unreachable: the north and west coast of the large isle are sheer cliffs, and the waters below them turbulent and dangerous with whirlpools and rocks. And there is the famous magic of the Warlocks.

CULTURAL SUMMARY

Racial Origins: The Vajaari, with their almond eyes and light brown skin, are not related to any of the other Emerian peoples. It is assumed that they migrated here sometime in the early Second Era from northern Thuul.

Political Structure: A king who is also a the chief priest rules Vajaar with a fist of iron. His title is High Prælector, and he wields considerable political and religious power.

Technology: TL 3-4. The Vajaari are particularly advanced in their warcraft and metal-working skills. Their ships, while swift, do not have the sophisticated rigging used by Kaitaine traders, and are as a result less maneuverable.

Architecture: Many structures in the capital city are stone; others are clay brick. Vajaari architecture embraces open walls to allow air circulation: most walls are actually 'screens' of carved clay or stone. These allow security while permitting cool breezes to penetrate. Shades may be lowered for privacy.

Clothing: Vajaari favor diaphanous tunics or robes of a grey silk they make from a spider found only in the Vajaari forests. It is not exceptionally beautiful but is cool and comfortable. Vajaari like to adorn themselves with jewelry, especially diamonds and rubies set in gold.

Military Structure: Vajaar has a sizeable and well-equipped standing army. They are not very effective for long campaigns, however, hence their failure to suppress the Rhiani effectively.

Currency: A coinage is minted with the image of the Lord stamped on it.

Language: A tongue with an unusual slurring sound to it, Vajaari is difficult for other peoples to master.

Diet: Rice, beans and corn products are staples, along with red meat and some fish. The Vajaari grow and export tobacco and coffee.

Worship: All worship Z'taar, the Dark god of warfare. He is continually urging the people of Vajaar to attack the neighboring realms.

4·CHARN RAIDERS

Beastly creatures who make their homes in the many caverns honeycombing the rocky Charn Plateau, the Raiders are the greatest single threat to the Rhiani. While ostensibly human, they are culturally only slightly ahead of primates. Like the Rhiani, they have a second, semitransparent eyelid. Unlike the Rhiani, they have 'deformed' noses designed to filter dust and sand. The Raiders can even close the nostrils of these snoutlike protrusions at will.

The Raiders' hatred for the Rhiani is exceeded only by their cowardice. They will attack caravans, but if things do not go their way quickly, they will often flee — only to be ridden down by the enraged horsemen.

CULTURAL SUMMARY

Racial Origins: The Raiders are humanoid, but with grotesque faces and clawed hands. Some Loremaster research indicates that they are related to Lugröki, bred by the K'ta'viir instead to survive the bright sun of the wastes, to serve some long-lost purpose.

Political Structure: Purely tribal. The strongest male is leader of a unit of 10-100 Raiders. He rules until he is defeated (killed) by a stronger male.

Technology: TL 1. Raiders use what they steal, but make very few of their own implements.

Architecture: Raiders build nothing, instead living in the Charn Caves, shallow holes which have formed naturally in the cliffides of the wind-worn rocks.

Clothing: Rough robes of cotton and other woven fibers are the Raiders' primary clothing (along with stolen garments). These clothes are never washed, and the smell of a raider is infamous.

Military Structure: All adult raiders have rudimentary fighting skills. They will use any weapon they get their hands on, but prefer maces and other blunt instruments.

Currency: None.

Language: A growling, hissing collection of noises seems to pass for language among these creatures. It does not resemble the Lugröki tongue, however.

Diet: Whatever they can scavenge is what the Raiders eat, including human flesh.

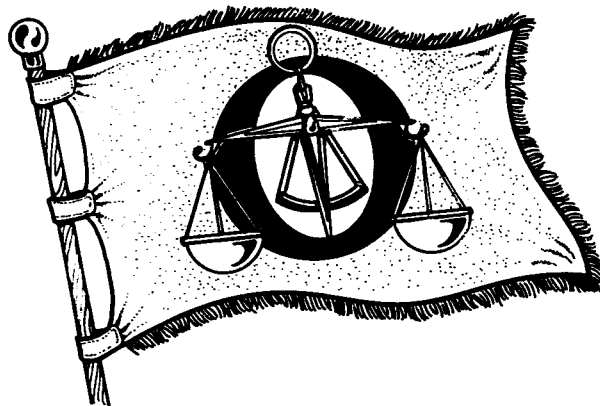
Worship: The Raiders worship Morgu, a Dark Spirit of Charón.

5·THE WHITE WOOD

The White Wood is a place of power of the Unlife, located in the shadow of the Scorpion Ridge and thus acting as another barrier between the Rhiani and Kaitaine.

This strange, haunted place is a vast forest made up entirely of grotesque, gnarled trees of bleached-white trees. If one passes under the eaves of this barren place, it seems suddenly cooler, and a mist hangs over the bleached trees so that it always seems darkly overcast — even though it is bright daylight. Through the maze of pale trunks one can see nothing but dull grey soil and gnarled branches. But other things live in the White Wood, and at its center stands a tower of pale stone.

In a past so distant that it is not remembered, this was the heart of a realm with a mighty lord who turned to sorcery and evil. As a result his land was cursed. Now he rules this place of shadow, with his beautiful daughter at his side. She sings for him, a beautiful song that cannot be resisted. Indeed, if one is unfortunate enough to pass within the boundaries of the forest while she is singing, he may be caught by her spell, lured to the heart of the land, where the king's spectral knights lurk, and where packs of ghost-hounds prowl. A cold and unpleasant death awaits the unwary wanderer for certain.



6·KAITAINE

One of the most famous trading ports in the west, Kaitaine — situated on the isle of Ciro — is a city-state unto itself. The main city is constructed on the northeast coast of Ciro opposite the mouth of the wide River Hallas. Above the city, constructed on the gently sloping hillsides, stand the palatial homes of the lord-merchants of Kaitaine.

THE CITY

Kaitaine is the largest city in Emer and is devoted primarily to trade and commerce (it is second in sheer size only to Sel-kai city). It has been around for centuries and grown steadily over that time. Kaitaine has had its share of catastrophic fires, the last one in 5980, but in a way these are beneficial, clearing out structures so that new one may be built.

It is a strange amalgam of architectures, from stone palaces to rude wooden shacks. From the fabulous homes of merchant-princes in the heart of the city to the rude huts of poor traders on the outskirts, the variety of structures is limitless, and the layout is seemingly chaotic. But there is a pattern deep within this sprawl.

GOODS BOUGHT AND SOLD

You name it and it can be found in the markets of Kaitaine (or, at the very least, you can find someone who will get it for you).

Some of the items that can be bought:

Fabrics: cotton in every color and pattern, wool, rare silks from Nuyan Khôm and Onar.

Spices: sugar, pepper, cinnamon, nutmeg, mace, cloves, and all other 'common' spices.

Drugs: including of course priceless healing herbs.

Grains: Wheat, oats, corn, rice, and unusual hybrids can all be had.

Wines: From Lys and Danarchis and all over Kulthea, the selection is unmatched.

Metals: precious metals can be bought in quantity, though the prices are often steep.

Jewelry and gems: Every gem that exists is represented in the jewelshops of Kaitaine. Set and loose, cut or uncut, this is a geophile's paradise.

Weapons: Entire armories could be stocked with the weaponshops of Kaitaine. From a bronze knife to a laen broadsword, the selections are daunting.

Magical items: Scrolls and staves, and all varieties of magical trinkets from toys to minor artifacts can be bought and sold here (although the latter obviously only change hands under very controlled conditions).

Clocks: Kaitaine is one of a handful of places in Kulthea where the technology exists to make reasonably accurate clocks. Such instruments are of course invaluable for navigation and astronomy — and as expensive curiosities for the wealthy.

Not to mention... waxes, gums, cosmetics, perfumes, and dyes, and an endless list of other products.

SERVICES

While Kaitaine is more of a trading hub than a production center, workshops and smithies alter items or make things to order. Especially in the outlying lands, there are many workshops where artists and craftsmen create fine-quality items.

The inns and dining halls of Kaitaine also have a deserved reputation for high quality food (and inflated prices).

THE GRAND MARKETPLACE

Covered by a fabulous glass roof, the Marketplace is constructed upon a cruciform plan and dominates the cityscape. Inside the multistorey atrium are shops on the main floor — mostly the most exclusive places such as jewellers, magic shops and moneychangers. The upper floors contain offices and dwellings for the city's financial elite.

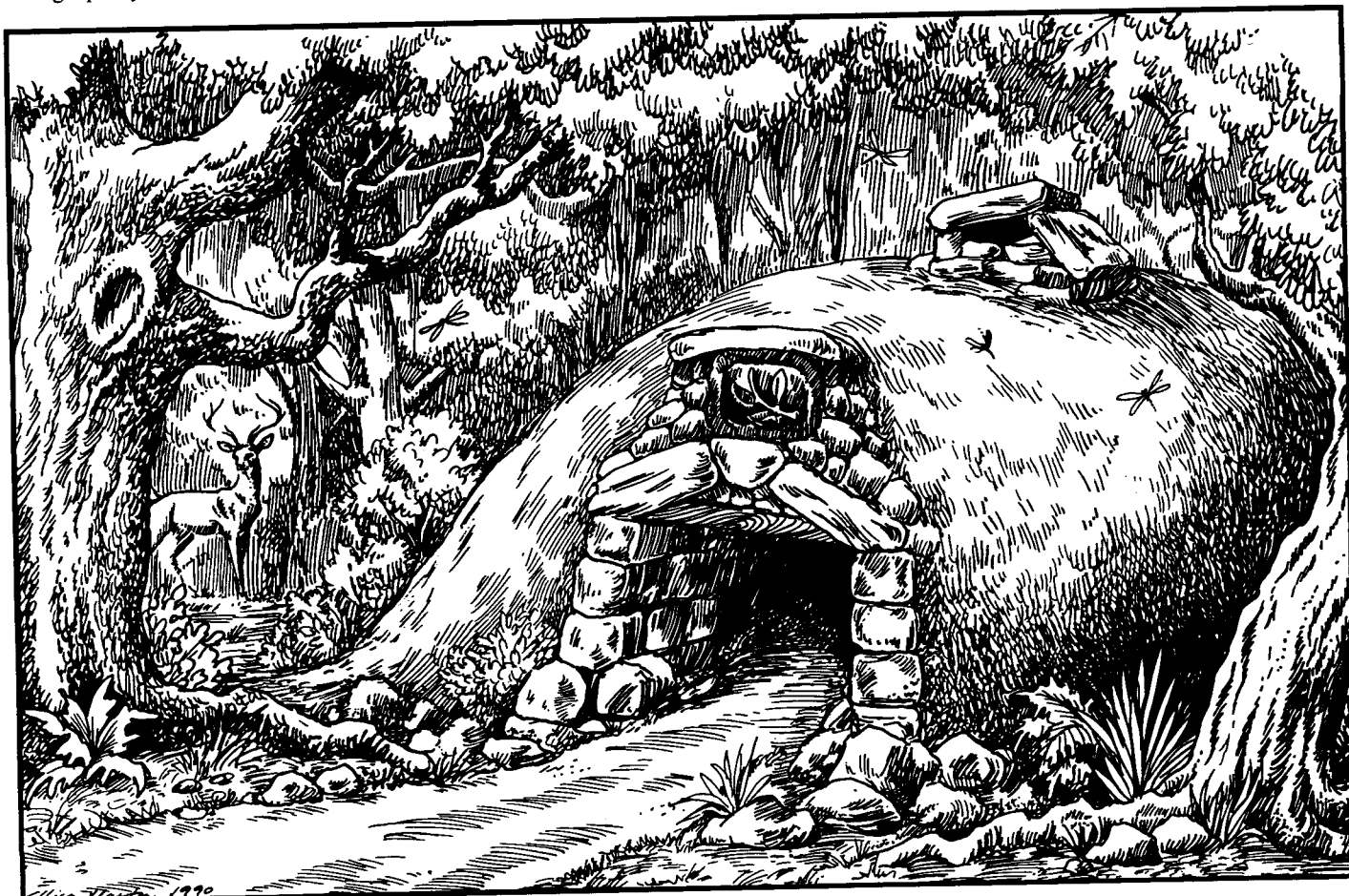
CULTURAL SUMMARY

Racial Origins: A mix of almost every race on Emer is the composition of truly cosmopolitan Kaitaine. The inhabitants of the more rural areas of the island are primarily a mix of Shay and Laan peoples.

Political Structure: A council of leading bankers and merchants controls the city. The current spokesman among them is the Lady Iadonica, a strong-willed and fiscally responsible woman who has earned the (sometimes grudging) respect of her fellow council members.

Technology: TL 6. Artisans from all over the world have come to Kaitaine and left their mark. The city is an amalgam of different cultures and times, but the overall feel is of an advanced society.

Architecture: Kaitaine is not only one of the largest but also most beautiful cities on Kulthea. The hills of Ciros itself have yielded up limestone, granite, and even a fine pentallitic marble which the architects have put to good use. While the most important structures in the city are stone, the majority are of wood, however. Nearly a third of the remaining isle of Ciros is devoted to constantly harvested and replenished hardwood forests for the city. Upon a bluff overlooking the city stands the Palace of the Bankers, where the city's largest monetary reserves and other treasures are kept. It also contains the official lodgings and meeting chambers of the Kaitaine Merchants Council.



SHRINE OF ILOURA

Clothing: Kaitaine's mild climate means that the city's residents wear clothing more for adornment than necessity. As a result, clothes vary from simple cotton loincloths to gold-embroidered robes of the finest dyed silk from Onar.

Military Structure: Designed with defense in mind, Kaitaine's main harbor entrance is protected by towers and walls, so that all who enter are under close scrutiny. The entire island is guarded by a well-equipped defense force — including a fleet of swift, hardy ships. The trade metropolis is a force to be reckoned with, as one *Prælector* of Vajaar discovered when he attacked the city-state some time ago.

Currency: Kaitaine has an elaborate currency of its own (based on the silver 'katan') which is used exclusively in the city. Any of dozens of moneychangers are more than happy to convert whatever cash a visitor has into katans.

Language: Erlin is the official 'common' tongue, though one can hear anything from Rhayna to Iruaric in the streets.

7•MURLOG

This is the realm-under-the-mountain, the hidden kingdom of the Goblins (or Murlogi). Situated under the Morbek Highlands and the Forbidden Hills, this vast subterranean realm is ruled by no less than a great Earth-demon.

For the last few millennia the Murlogi have remained in their tunnels, biding their time and sharpening their axes and knives. They hate all surface dwellers, especially Elves. While they cannot enter the Emerald Forest, they lie in wait outside to ambush unwary travellers. Murlogi will also attack Rhiani if they find them out at night, picking them off with their short bows.

The king of the underearth has a larger plan in mind, however. He is breeding his people for a great assault on the surface dwellers. Year by year, tunnels towards Vornia, Sarnak and Vajaar grow longer; soon the goblins will be ready to raid these places from the security of their caves. Meanwhile, they only venture forth from their holes to gather food — and to amuse themselves with torturing human captives.

CULTURAL SUMMARY

Racial Origins: While vaguely humanoid in appearance, the Murlogi have several important differences from men (see racial description, Part III). They are likely an other mutation experiment by the Lords of Essence from the First Era.

Political Structure: The Murlogi are united under a being who calls itself the High-King of the Underearth, a powerful Earth-demon who is able to make himself appear similar to a large Murlog.

Technology: TL 3. As noted elsewhere, the Murlogi love complex mechanical devices: digging machines full of gears and pulleys and spiralling drill bits; waterwheels with convoluted troughs and gates; and most of all, bizarre and cruel traps to deter surface-dwellers from invading their dark home.

Architecture: The vast caverns are the home of the Murlogi. They will tunnel between caverns, but prefer to leave most natural forms as they are. These caves are dimly lit by fires fueled by natural gas vents or oils poured in hollows. As a result, the caves are often smoky and sooty.

Clothing: While they prefer this underground world, the Murlogi are not immune to the continual chill of cavern air. They wear close-fitting leather garments breeches, jackets and caps to keep them warm. Most of these are made from the tanned hide of cattle (stolen from above-ground) though some have a more dubious origin: Trogli, Murlog — or even human/Elven — skin.

Military Structure: All male Murlogi are potential warriors and live together in the upper and outer sections of the Caves; the females and young live in the lower regions. Axes and clubs are favored weapons, though many of these creatures have learned to make and use shortbows and even elaborate crossbows.

Currency: While they have none of their own, the cave-dwellers covet the gleaming coins of the surface-peoples. Their treasure-hoards are legendary.

Language: The Murlogi have their own high-pitched, almost shrill language. A few speak an ancient dialect of Old Emer.

Diet: Meat (any kind, including human) and mushrooms, supplemented by certain edible mosses are the Murlogi diet.

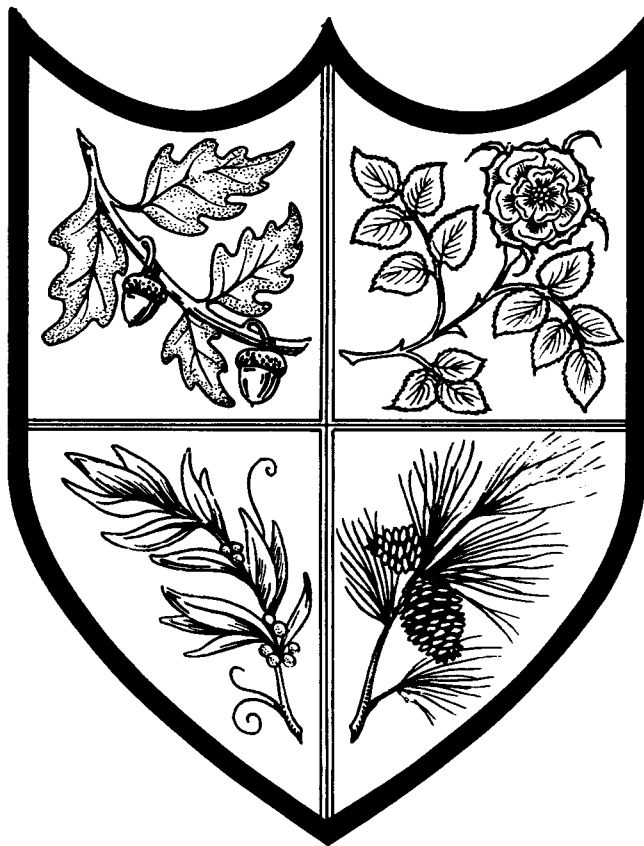
Worship: The Murlogi of the Morbek Highlands worship their king, the Lord of the Underearth.

8•CITY OF THE DEAD

High up in the bleak vales of the northern Barrier Mountains lies a vast city carved out of rock. Whether it was ever a city for the living it is not known, but now is the home of the dead.

The city dates back thousands of years, to a time before the coming of the Laan. Whether it is an artifact of the people of Aldaron or even the Masters of Emer is uncertain. The few who have managed to locate the city have found few clues as to its origins. All say that there is a presence still lingering there; a power which has waned over the years, and is sleeping — but should it be roused, it might be more fearsome than any force alive today.

In truth, the City is even older than any suspect. It is a survivor from the First Era, when the Lords of Essence ruled the galaxy. The arid climate of the highlands has allowed the city to remain preserved through the millennia. Dangers of every kind — as well as wonders of the ancient Lords — lurk in this vast maze of tombs, tunnels and installations.



9•LYS

This Elven realm is an Iylar-governed domain on Emer, and differs from the powerful Námár-Tol empire in that the Linæri branch of the High Elves controls Lys. As a result, it is more pastoral and shuns 'technology.' There are many Erlini residing in this beautiful land as well.

The Elves of Lys have formed an alliance with Itanis, interesting because it is between immortals and men, although the Warlocks of Itanis are certainly not the typical government of mortals. In general, the Linæri and Erlini are more friendly to mortals than the egotistical Loari, though a Linæri tends to treat a man with condescension.

TIRYN

The capital city of Lys is located at the base of the Barrier Hills (called such because they protect Lys from the winds of the Charn Plateau). Several stepped terraces conform to the rocky hillside, allowing for a beautiful series of views from the various buildings. Tiryn is as much a cultural center as the political focus of the small realm. There are three theaters, four large libraries and several galleries. Art and music are everywhere.

THE FOUR PROVINCES

Four different provinces lie within Lys, and each has a symbol, used on its flag and as a heraldic emblem:

Holding Symbol

Elas	Oak branch with Acorn on a red field.
Andia	A red Rose on a blue field.
Lydenis	An Elder branch with berries on a gold field.
Kendia	A blue Pine branch with Pinecone on a green field.

Within each province are 10-20 manors, each ruled by a Lord, who is responsible to the Provincial Prince (or Princess), who in turn answers to the King and Queen in Tiryn. The Princes and Princesses are indeed all children of King Andarion.

ELAS

The northeastern province has most of the realm's arable land, supplying wheat, corn and vegetables and sugar. The northernmost sections are less fertile, but as the land falls away from the Charn Plateau, it becomes cooler and the air more moist. The eastern coastline (along the Bay of Uj inlet) is actually a warm *temperate marine* climate.

ANDIA

The south-central province, Andia has the largest area of land, but is mostly covered by rainforest. The soil is poor and would not make for very good farmland. Instead, the inhabitants of Andia gather the natural products of the rainforest: citrus fruits, herbs and spices, and the natural elements of dyes.

LYDENIS

The northwest corner of Lys is cooler than the other areas, due partly to its higher average altitude and the many cool rivers flowing down from the snow-capped mountains.

Lydenis bears the brunt of hostile incursions, mostly from Vajaari raiders. On the other hand, Lydenis City at the mouth of the Daluj river, is a prosperous seaport.

KENDIA

The three islands of Alis, Myran, and Tolfenis make up this province. The clear blue waters surrounding these isles appear lovely and peaceful, but just beneath lurk sand bars, reefs, and a plethora of dangerous creatures. While ruled by one lord, the three isles are somewhat isolated.

CULTURAL SUMMARY

Racial Origins: Aristocracy: Iylar/Linær. Remaining population: Erlin.

Political Structure: High King Andarion is final authority in Lys, though under him are two Legislative bodies: the Council of Lords and the Assembly of Citizens.

Technology: TL 5. The Linæri, while not the technical wizards that the Loari seem to be, have managed to advance in the areas of art and the social sciences.

Architecture: Housing varies somewhat throughout the realm. Inhabitants of cities live in elaborate stone homes with sophisticated architecture, plumbing, etc., while those in more remote locations reside in less substantial quarters. Many in the rainforest live in elaborate tree-houses.

Clothing: The tropical climate dictates light clothing. Both sexes wear sheer cotton or silk garments which drape loosely over the body. Very little clothing is worn in informal settings. Jewelry on the other hand is worn at all times by the Linæri, including necklaces, earrings, bracelets, anklets, etc. Gold, platinum, and other alloys are used as settings for all manner of brilliant, glittering gems.

Military Structure: Each of the four provinces has a well-trained and equipped military force. Most officers are Linær while the soldiery is Erlin. In addition, the capital of Tiryn has a very intimidating guard. These men are all Linæri, wearing gleaming gold-alloy greaves and shoulder guards, and a short kilt of white leather and gold plates. Their peculiar armor design does not cover their torso because of the oppressive heat; instead they have excellent, lightweight shields.

Currency: A complete currency is minted from gold to copper.

Language: The Linæri speak Iylar amongst themselves, though Erlin is the common tongue.

Diet: A wide range of foods grace the average Lys table, from fresh fruit to fish and fowl to a variety of breads and cheeses. Wines from the Lydenis vineyards rivals that of Danarchis.

Worship: Depending on the individual's pursuits, the people of Lys turn to Valris, Oriana, Jaysek or Kieron. Others are also called upon, but those four are the most popular, with beautiful marble temples in their honor in every city.



10•ITANIS

A group of five isles shielded from the storms of the *Loorn Tesea* (Ir. "Lonely Sea") and graced with a tropical climate, Itanis has been called a paradise. It is also a very unusual culture, ruled by spell-using men known as *Warlocks*, and protected by an army of amazonian women.

Little is known of this unusual society, as few Itanians venture away from their protected isles. It is a common rumor that the race is slowly dying out, and that Itanis may not survive much longer as a sovereign state.

THE FIVE ISLES

The Realm of Itanis is spread across five islands, ranging in size from the 300 mile long *Umelnis* to the tiny *Marenia*, a mere five miles across.

The Warlock rulers of Itanis reside in a fortified keep in the second largest isle of *Tiemen*. The dark citadel is called *Horn Keep*, possibly because of the pointed, homelike towers jutting up and out from its walls.

Itanis and Vajaar have been at odds for even longer than Vajaar has been fighting the Rhiani. The treacherous *Nyok Channel* divides the isles from the mainland, and the large island of *Umelnis* has a coast of broken cliffs to the north and west, deterring thoughts of invasion. But the High *Prælector* of Vajaar is not so easily dissuaded.



AN AMAZON OF ITANIS AND WARLOCK

ABOUT THE WARLOCKS

GM Note: the spell-using men of Itanis are not necessarily Warlocks in the *Rolemaster Rules* sense; in fact, the 'Warlocks' of Itanis are actually Mentalists or related professions.

The powerful mental abilities of the Itanian warlocks are the result of a combination of aptitude and rigorous training; in few other places in all Kulthea are the mental arts pursued with such vigor and methodical determination. There are perhaps two hundred Warlocks in all Itanis at any given time, and about 20 in training. These men are masters of the mind, and as a result they can read truth, create illusion, or pluck the very thoughts from a target's mind. They maintain an aura of mystery about themselves and their culture, living an ascetic lifestyle.

THE MINDSTONES

More than most items which enhance Ess^{ance} such as many spell-user call upon, the Mindstones are naturally occurring crystals which formed long ago in a cave deep beneath Horn Keep. When a young man is ready to take his vows and begin the serious advanced mind training, he is led down into the secret cave and, during a mystical ceremony, breaks free a crystal from the glowing clusters in the cave. The crystal is attuned to its wearer and no other may use it.

GM Note: The specific powers of the Mindstones are detailed in the *Atlas Addendum, Part VIII: Artifacts*.

CULTURAL SUMMARY

Racial Origins: The dark-skinned people of Itanis resemble the Kuluku in some ways (though only in appearance; their nature is completely different), but there are also unquestionably some Elven elements in their ancestry, probably Loari. Their racial origins are lost in the mists of the past. They may not even be native to this world.

Political Structure: Oligarchy. A Council of five male spell-users constitutes the highest law in Itanis, as it has for centuries.

Technology: TL 4, with advanced magical capabilities. While Itanis is not as advanced as the Loari of Námar-Tol, they are one of the most technically sophisticated cultures on Emer.

Architecture: Safe on their islands and with virtually no crime, the Itanians have developed an architecture even more open than that of Vajaar. Houses are merely roofs (with a wide overhang) with movable screens or lowerable blinds. These residential buildings are made of wood with an elevated stone floor, the wood often carved with elaborate geometric patterns. Larger structures are of stone, but still have large open areas of wall, sweeping porches and verandas.

Clothing: Lightweight, weeping toga-like garments and many glittering bangles and ornaments are the rule in most urban social situations; a simple cotton tunic (though often accessorized with beautiful gold jewelry) is worn casually, for sports, and in more rural settings.

Military Structure: While it is true that a large portion of the military is made up of women, this is not to say that there are no male warriors. Quite the contrary; in fact many of the Warlocks are also capable swordsmen.

Currency: A coinage is minted, stamped with arcane symbols.

Language: The Itanians speak an offshoot of Old Emer, and most also have a working knowledge of Erlin.

Diet: Fish and citrus fruits, along with a variety of vegetables and rice are all important parts of the Itanian diet. They also make butter and cheese from the milk of a domesticated llama-like animal called a *shoki*.

Worship: While worship is not a large part of the Itanian life, the Warlocks invoke Valris on occasion — and the warrior women have the demi-goddess Laia as their patron.

11·KRYLITES

GM Note: Krylites — like the Lords of Essænce technology discussed in the *Atlas Addendum* book — are somewhat of a divergence from standard fantasy fare. While they differ radically from other races on Kulthea, they are just one example of the strange extraterrestrials who might have been imported by the K'ta'viiri in the First Era.

Deep beneath the southern stretch of the Spine of Emer lie vast caverns. The southernmost reaches of those are known as the *Caves of Ulgon*, realm of the bloodthirsty Trogli. But the cave-dwellers and their twisted brood are not the only inhabitants of the Spine; indeed there is a strange culture of alien beings whose nature is so different from any race on Kulthea that they must be from another world entirely, perhaps thrust through an Essænce interface long ago and trapped here against their will.

Almost no one on Kulthea is even aware of the presence of the Krylites; they would hardly know what to think of them if they were told.

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

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

SOCIETY

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

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

CULTURAL SUMMARY

Racial Origins: Unknown. Krylites may have been another of Kadæna's experiments, though they are able to reproduce themselves (unlike her constructs). They may be a perversion of a natural race, though they are a bizarre fusion of humanoid and insectile attributes. It is quite possible that their origins are extraterrestrial.

Political Structure: Oligarchy. There are six 'minds' which together rule the 'hive.'

Technology: Similar to Tech Level 7, with a particularly advanced understanding of optics, electricity and thermodynamics. They have crude lasers and powerful 'lightning guns'

Architecture: Purely subterranean dwellers, Krylites reside in the vast cavern complex beneath the southern Spine of Emer. While they do not often modify the cave forms, they do install ventilation and electrical systems within the caves to light and heat their underground homes.

Clothing: None, though Krylites wear harnesses to carry the multitude of tools and other incomprehensible devices they are never without.

Military Structure: Much like normal insects, the Krylites have a rigid structure of Warriors who protect the hive. Workers, with much smaller mandibles (and intelligence) are almost useless as fighters.



A KRYLITE

Currency: None.

Language: As alien as their appearance, Krylites communicate with a combination of scent and an insistent thrumming sound.

Diet: Omnivores, Krylites will eat vegetable matter, though they can also consume animal flesh after it has been liquified by injection of the Warrior Reduction poison

Worship: None — unless the absolute devotion to the Six Minds could be called worship.

KRYLITE PHYSIOLOGY

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

12·THE WESTERN ISLES

A tropical paradise, the Western Isles are also collectively known as the Komarnen Cluster.

At the far reaches of the isles — cut off from the main cluster by reefs, dangerous tides and a scintillating Flow of Essænce — is the Shinh Archipelago, considered a wild, untamed land.

› PART XI › GAALENAKH AV AHRENRETHA HISTORY OF THE SECRET CIRCLE

Of the Order Ahrenreth ...

*Eight were the servants of Dænkú.
Powerful lords, they served a greater master.*

*But time was cruel and War put an end
to the Power of Dænkú.
The Eight returned, yet they sought new guidance:
Ondoval filled the void with Darkness.*

*While Dænkú slept for the second time,
His Cult turned from the Narrow grey path.
Crystal reflections were to defeat the Eyes
If both are lost then hope dies.*

*Few guessed the purpose of the Cult of Old,
subtle as whispers in a gale.
Now their actions speak and realms fall.
The Order meets again in the Hallowed Hall.*

*Andraax
(date unknown)*

This section describes a secret order known amongst its members and followers as the Jerak Ahrenreth, or 'Secret Circle.' It is a cult of surpassing power and evil, with a convoluted history which reaches back far into the First Era.

How this organization is used (if at all) is up to the GM. With such powerful agents and subtle operations, the Secret Circle could be behind any number of subversive operations, large and small. For more on the activities and history of the Circle, refer to the italicized sections of the timeline in the *Atlas Addendum* book, and the Adventures (Part XIII).

1•THE JERAK AHRENRETH

An ancient cult, the Ahrenreth was called to order long before the founding of the College of Loremasters and before the first Navigator Guild was formed. In fact, its origins lie in a different age, when the very face of Kulthea was different. Its founding leader was a Lord of Essænce by the name of Dænkú — though in a later age he would be known as Andraax.

THE FIRST SECRET CIRCLE

In the hours that followed the death of Kadæna, Utha's forces routed her evil minions and either destroyed them or sent them back into the Void from which they came. Utha then decided that Kulthea needed to be shielded from the threat of returning minions of the Unlife as well as demonic forces from the outer Planes — and Beyond. He had set his Eyes to watch over the world, but feared that they alone could not maintain a watch against Darkness. So he charged Dænkú with the task of forging an organization to protect the Eyes and maintain the safety of Kulthea. To aid them he gave the *Crystal*, a mighty artifact through which flowed the Essænce. With it, the Circle could tap vast energies, and it acted as a focus of their powers and purpose.

This first Secret Circle, known properly as the *Dænkú Ahrenreth*, was made up entirely of K'ta'viiri, and was led by the man whose original name was said to be *V'gliin*. As leader of the Circle, V'gliin came to be known as *Dænkú* exclusively, and his birthname was virtually forgotten.

The *Dænkú Ahrenreth* did its duty for thousands of years, but at last the inexorable march of time and the attrition of conflict with the minions of the Shadow reduced the Circle to *Dænkú* alone. Some were slain in combat with demons, some were swept away by the tides of the *Essence*. Among those lost into the Void was *Ondoval*, trusted friend of *Dænkú*.

But at last there seemed to be peace, so the Chief of the Order slept deep beneath the earth, to be awakened should danger arise again.

THE AHRENRETH REBORN

At the Dawn of the Third Era, *Ondoval* returned from beyond the Void and opened the sealed gates of the Guardian Isle. The old members of the Secret Order were long lost, but he resolved to re-found the Circle. But *Ondoval* was not as he had been when he entered the Void. His mind was twisted by the warped reality, and his purposes were not what they had been. He strayed from the ideals of the original order and fell into evil.

Seeking for minds of subtlety and power, he endeavored to gather a new Order and renew the Oaths as he remembered them.

It was within the shadowed ruins of the original meeting place of the *Dænkú Ahrenreth* that *Ondoval* called the Cabal to order.

He summoned forth the Secret Circle once again.

THE AWAKENING OF THE CRYSTAL

The *Essence* Crystal still glittered within the deepest recesses of the Earth Vault, but its light was dim, wearied by time. In his insanity, *Ondoval* decided that to reawaken the Crystal would require the blood of sacrifices. The Eight went forth and returned with humans and Elves by the hundred. Taking their warm blood in a sadistic ritual, the Eight added their own life-fluid — weakening themselves near death — and bathed the Crystal.

The great faceted cluster did awake; only now its color was no longer clear like pure water but red like fiery blood from the depths of the wounded earth. And the innocent blood of the victims of this ritual cracked the adamantine facets. From the Crystal, *Ondoval* took seven splinters, and from each would grow a new Crystal, nourished by the blood of a thousand souls. Borne of these seven splinters grew the Secrets, seven from the one. Each serves as a local focus of the *Unlife*, puncturing the field of protection offered by the Eyes of *Utha* and granting *Ondoval* and the *Ahrenreth* additional powers. Together with the *Ahrenthrök*, the first hold, they were eight.

2·THE CIRCLE OF EIGHT

These eight beings serve as a focus and council; an alliance of evil unmatched in the Shadow World. But it was not always so. The First Secret Circle was called to combat *Kadæna* and her cruel servants.

Some aspects of the Circle remain the same, however. As before, the eight members assume titles associated with specific seats on the council, taking those titles as their names. In some ways these were more than designations, for they were indicators of their role, and even became part of the owner's identity.

Those name have been changed, however, and new rings have been forged for the Eight of the Cult.

THE CIRCLE: STATISTICS

Following is the statistical information for the eight members of the *Dænkú Ahrenreth* (including *Ondoval*, now technically a former member). GMs may wish to add other spell lists from the *Rolemaster Companions* if desired, keeping in mind the general focus of the character. Also, the items listed are just a selection of the character's more interesting items. The GM may wish to create other (more mundane) items suitable for the character.

DÆNKÚ

Age: ? (Appears ≈ 25). **Eyes:** Grey. **Hair:** Dark Brown. **Build:** Slender, Athletic. **Height:** 6'5". **Race/Sex:** Appears to be *Iylar* (but is K'ta'viir/Agothu)/Male. **Skin:** Fair. **Demeanor:** Emotionless. **Dress:** Flowing grey robes. **True Attitude:** Incomprehensible (evil). **Home:** *Ahrenthrök*. **Aka:** *Schrek*.

The being who took the name of *Schrek* and is currently the "Elder Mind" (*Dænkú*) of the *Ahrenreth* is the product of an unspeakable union between a K'ta'viir and the *Agothu*. *Schrek* is essentially the son of *Agoth* — high demon of the Void.

Captured soon after the end of the First Era, she was taken into the Void where the *Agothu* reside. Beyond *Essence* and *Unlife* there lies a non-place where not even nothingness provides definition. When he (it) was born his form was as hideous and indescribable as any of that grotesque pantheon, and his mother — mighty among her godlike race though she was — did not survive the birth. It was as well, for he fed on her flesh as he had fed on her mind and *Essence* throughout the hellish pregnancy. *Schrek* then sought to return to the Shadow World. He had her powers and memory, but lacked understanding. The search for a door took millennia.

When *Schrek* finally gained access to *Kulthea*, he secured the power to assume a humanoid form — though of course his mind was as alien as before. But he managed to conceal his utterly incongruous inner nature from his cohorts.

Schrek was almost revealed by *Morloch*, since the Ordainer — because of his nature as a demonic spirit — sensed a distant kinship between them. But before *Morloch* could consummate his treacherous alliance with the *Dragons Voriig Kye* and *Sulthon Ni'shaang*, *Schrek* succeeded in taking control of the Ordainer and learning of the conspiracy. He plotted a counterattack but underestimated the cunning (and resilience) of the *Dragonlords*. They escaped, and *Sulthon Ni'shaang* remains on *Jaiman*. *Voriig* and *Schrek* treat each other with grudging respect, each waiting for another opportunity to supplant the other.

Even *Ondoval* is unaware of *Schrek's* true nature, having asked him to serve on the Council purely because of his powers.

Note: If threatened with imminent death, Schrek can transform into his shape as a son of Agoth: a huge, pulsating mass with dozens of tentacles. As such he is virtually indestructible, but can only remain for a few rounds before being forced into a plane of the Void.

Hits: 400 Melee: +300ma Missile: —
AT(DB): 20 (300). Sh: (Y10). Gr: (Y20). MovM: 75.
Lvl: 60 (120). Profession: Mentalist/Evil Cleric. Stats: St-110; Qu-110; Em-90; In-108; Pr-108; Ag-110; Co-110; Me-107; Re-104; SD-106. AP: 103. PP: 420 also a +8 pp adder for Mentalism).
Skill Bonuses: Perc180; Rune200; S&W200; Chan200; DirS120; Act170; Admin150; Arch140; Chem150; Diplom90; Medit140; SpellM100; Stra&Tac180.

THE JERAK AHRENRETH: CURRENT MEMBERSHIP

Title	Translation	Race/Profession	Aka
1.Dænkú	"Elder Mind"	Iylar(K'ta'viir/Agothu)/Priest	Schrek
2.Arulis Kygari	"Seer of the Stars"	K'ta'viir/Astrologer	(Ondoval); Zagul
3.K'rak-shú	"Cold Fire Lord"	Dragon/Essence	Voriig Kye
4.Phoeniis Rhyn	"Traveller Afar"	Dyar-K'ta'viir/Warrior-mage	Lorgalis of Ulor
5.Dag Lavan	"Maker of Blades"	Iylar/Smith	A'kesh
6.Iæn Shiin	"Crystalline Death"	Iylar/Warrior-Priest	Darí Holvir
7.Lyax Khâng	"Dreaded Assassin"	Dyar-Dúranak/Mystic	Oan Lyak
8.Kort Hulum	"Cloud Master"	Dyar/Evil Mage	Shanarak



SCHREK, THE EVIL LORD

Spells: Base Spell OB: 180; Directed Spell OB: 300. Schrek knows all Mentalist Base, Open and Closed lists to 50th level, as well as the Evil Magician and Evil Cleric Lists to 50th. Schrek's Black Channel III is *Call of the Void*, where the target is physically banished into the Outer Void.

Special Abilities:

Resilience of Form: Defends as Large Creature.

Abilities: All Lord of Essence Abilities (see *Inhabitants Guide*, pp 44-45) while in this form.

Power of Form: Schrek is unnaturally strong and agile, even for a K'ta'viir.

Rod of the Void: A black iron rod with a small, red glowing orb on the end. The rod can be used as a weapon, striking as a +35 Mace, 3x damage, and delivering a Disruption Critical equivalent to any regular critical it does. In addition, it can fire 7 Plasma Bolts (*RMC III*; use Fire Bolt with hot and cold criticals if Plasma unavailable) per day, 4x hits.

Bracelet of the Serpent: A small bracelet of black metal worn about the wrist. At the wearer's wish it will become a huge snake (300 hits, Large Creature, +180 Large Grapple followed by +240 Huge Grapple. +120 (+240 if after successful grapple) Small Bite with level 20 Circulatory Poison (see *Inhabitants Guide*, pp 12-14). Snake is intelligent and will obey wearer.

Ring of the Elder Mind: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Elder Mind: an eye with a large faceted ruby for the iris. It controls many of the guardians set throughout the Eight Secrets.

STR: 30	DEX: 30	CON: 30	BODY: 40	INT: 26
EGO: 26	PRE: 28	COM: 23	PD: 12	ED: 10
SPD: 5	REC: 12	END: 60	STUN: 70	
OCV: 16	DCV: 15	Phases: 3,5,8,10,12		

Skills: Magic (26-), Perception (26-), KS: Runelore (28-), KS: Stafflore (28-), +6 levels w/ Ranged Attack Spells, Acting (25-), Bureaucracy (23-), Architecture (22-), Chemistry (23-), Conversation (17-), KS: Meditation (22-), Spell Research (18-), Tactics (26-).

Spell Ability: Up to 180 Active Points.

Special Abilities:

1) Resilience of Form: 25% Damage Reduction.

2) Abilities: As Above.

3) Power of Form: STR, DEX, CON Maxima raised to 30, BODY raised to 40.

Rod of the Void: +3 OCV, 2d6K vs PD and 2d6K vs ED. Can fire 10d6 EB (Plasma) Armor Piercing, 7 charges per day.

Bracelet of the Serpent: Upon command the bracelet transforms into a huge Snake:

STR: 25	DEX: 18	CON: 21	BODY: 35	INT: 5
EGO: 16	PRE: 18	COM: 8	PD: 15	ED: 8
SPD: 4	REC: 10	END: 50	STUN: 55	
OCV: 6	DCV: 6	Phases: 3,6,9,12		

12 levels with Constriction 18d6N (23d6N w/ STR). 8 levels with Bite 2x2d6K (2x3d6K w/ STR). Poison linked to successful Bite (every 2 minutes for 12 minutes total, the victim loses 1d6 from STR, CON, and BODY). The snake will obey the wearer's commands.

Ring of the Elder Mind: Controls many of the Automations throughout the Eight Secrets.

ARULIS KYGARI I: ONDOVAL

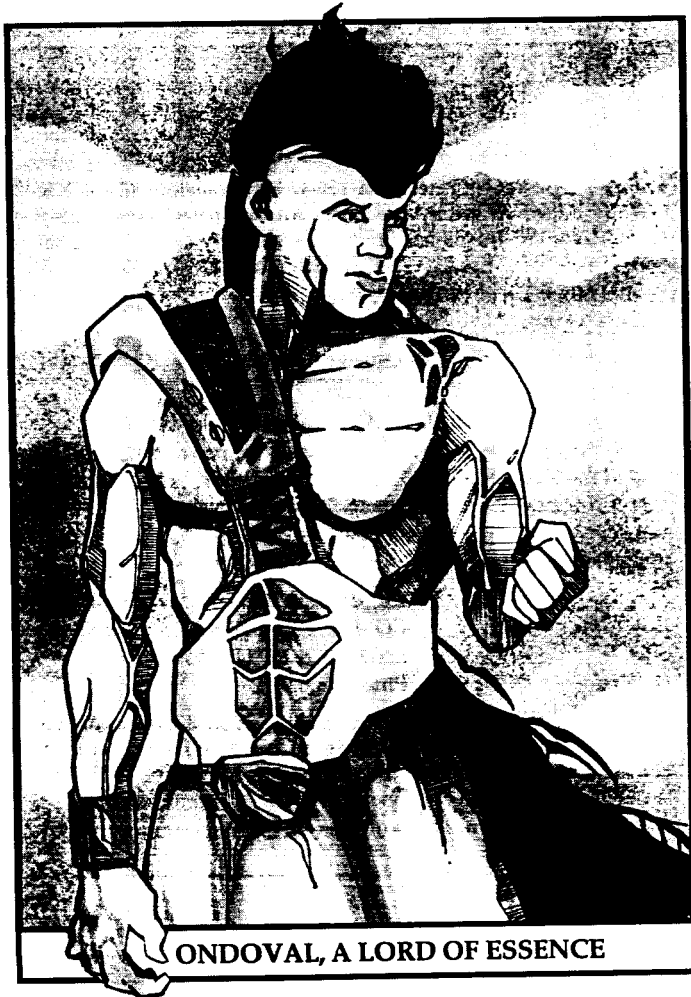
Age: ? (Appears ≈ 25). Eyes: Violet. Hair: Blue-black. Build: Muscular. Height: 6'5". Race/Sex: K'ta'viir/Male. Skin: Light Brown. Demeanor: Cool. Dress: Black Robe. True Attitude: Obsessed. Home: Originally Ahrenrthök, now Ahrentorg. Aka: Seer of the Stars, Ondoval.

Ostensibly the only only remaining member of the original *Dænkü Ahrenreth* (although the first *Dænkü/Andraax* does survive), Ondoval was first a follower of Utha and aided in the defense of the Eyes during the Interregnum. However, the first Arulis Kygari was trapped into a warp in time and space while in combat with a Demon of the Void. Swept into the Outer Planes, Ondoval was lost to the Ahrenreth.

But Ondoval did not perish. A Lord of Essænce, the Arulis Kygari survived through an age in a realm which would have killed a lesser being in moments. But the twisted reality had its corrupting effect on the K'ta'viir, and after more than a thousand centuries, it was a different being who emerged from a broken Portal amidst the wreckage of the Wars of Dominion.

After traveling the world for many decades, Ondoval returned to the Guarded Isle, original home of the Ahrenreth. He entered the Vault and awakened the slumbering Crystal, though it had grown weak with the passage of time. He perceived the Loremasters as his enemies and resolved to free the world of their oppression, and to lift the choking blanket which held back the True Essænce. The Loremasters would be swept away, and the Eyes of Utha must be destroyed. He had become a tool of the Shadow.

In appearance, Ondoval retains his original K'ta'viir appearance (seeing no reason to conceal it). His eyes are brilliant violet, his skin brown as if tanned. He wears either a grey coverall or a robe of the old Lords of Essænce style: fitted over the torso with wide shoulders, but below the waist full and flowing. The robe is black with purple trim.



ONDOVAL, A LORD OF ESSENCE

Hits: 220 Melee: 210ma/ 180da

AT(DB): 4 (200). Sh: (Y30). Gr: N. MovM: +35.

Lvl: 90. Profession: Astrologer. Stats: St-101; Qu-107; Em-99; In-110; Pr-108; Ag-102; Co-104; Me-105; Re-103; SD-98. AP: 101. PP: 4680 (8 x 585).

Skill Bonuses: Climb90; Swim90; Ride120; S&H150; Perc180; Rune140; S&W150; Chan120; DirS80; Amb±5; AMov100; AD100; MAST180; MASw180; Acro150; Act200; Admin180; Appr180; Arch140; Chem180; Cont90; Cook50; Craft150; Diplom150; Lead180; Math200; Medit200; PubSp80; RMas180; Seduct120; SpellM120; Stra&Tac150.

Spells: Base Spell OB: 90; Directed Spell OB: 180 (Dark Absolution, Nether Bolt). Ondoval knows all Base Astrologer lists, all Open and Closed Mentalist and Channeling lists to 50th, also Base Mentalist and Seer lists to 50th, all Evil Mentalist and Clerical lists to 50th.

Special Abilities:

Racial Abilities: Ondoval has all of the special abilities inherent in the K'ta'viir race (see pp. 44-45 of the *Master Atlas Inhabitants Guide*).

Strength of Body: Ondoval resists all attacks as a Large Creature.

Surcoat of Warding: A long garment covering the front and back of the body from collar to ankle, this flowing grey accoutrement adds 100 to the wearer's DB from all directions.

Sceptre of Stars: A rod of ebony tipped with a small crystal sphere, the sceptre is inlaid with silver and other precious metals. It strikes as a +40 mace, and does an additional Disruption critical. It is a x8 P enhancer, quadruples the range of all Astrologer spells, and allows the wielder to cast Nether Bolts (x4 hits) at will. It is intensely evil.

Book of Gates: A powerful Tome allowing mastery of travel through portals and across Planes. See Part VIII for a detailed description.

Knife of the Void: A strange and terrifying weapon, the Knife has hilts of silver and Black Eog, and a scabbard lined with pure kregora. The blade is about a foot long, and utterly black. In fact, it appears to be an actual void, or hole in space. It strikes as a +45 2-h sword, and all nonmagical armor is AT 1; magical armor must resist vs 50th lvl or also be AT 1 — and irreparably damaged if given an "E" critical. The dagger delivers Puncture, Disruption, and Shock criticals (Note: determine all 3 from a single roll!).

Ring of the Stars: See Zagul below. Note: Ondoval surrendered the ring to Zagul along with the title in TEI 4085.

STR: 21	DEX: 22	CON: 24	BODY: 22	INT: 24
EGO: 19	PRE: 28	COM: 21	PD: 5	ED: 6
SPD: 4	REC: 8	END: 48	STUN: 44	
OCV: 14	DCV: 17	Phases: 3,6,9,12		

Skills: Magic (35-), Climbing (17-), Swimming 4", Ride Horse (20-), Stealth (23-), Concealment (23-), Perception (26-), KS: Runelore (22-), KS: Stafflore (23-), 4 levels with Ranged Attack Spells, 9 levels in H-to-H Combat, 5 levels with Martial Block, Acrobatics (23-), Acting (28-), Bureaucracy (26-), Trading (26-), Architecture (22-), Chemistry (26-), Contortions (17-), PS: Cooking (13-), PS: Crafting (23-), Conversation (23-), PS: Leader (23-), KS: Math (28-), KS: Meditation (28-), Oratory (16-), KS: Ropes & Knots (26-), Seduction (20-), Spell Research (20-), Tactics (21-).

Spell Ability: Up to 270 Active Points.

Special Abilities:

1) Racial Abilities: As above.

2) Strength of Body: 25% Damage Reduction.

Surcoat of Warding: +10 DCV from all Directions.

Scepter of the Stars: +4 OCV, 1d6+1 vs PD: and 1d6+1 Vs ED. 80 point END: Reserve for Spell Casting. 10d6 EB (energy). Will only function properly for Evil wielders.

Book of Gates: Dimensional Travel, any time & any where.

Knife of the Void: +5 OCV, 2d6K Double Armor Piercing. Also does 3d6K (energy) if it hits.

ARULIS KYGARI II: ZAGUL

Age: ? (Appears ≈ 25). **Eyes:** Blue. **Hair:** Brown with blond streaks. **Build:** slender. **Height:** 6'8". **Race/Sex:** Iylar-Dyarl/Male. **Skin:** Pale. **Demeanor:** Sarcastic, Caustic, Disparaging. **Dress:** heavy, hooded grey robe. **True Attitude:** Paranoid, Fearful. **Home:** Originally Ahrenthök, now Ahrentorg. **Aka:** Seer of the Stars, Zagul.

It was in the dawning years of the Third Era that a small cabal of Dyari women sought alliance and brought evil to a region of Ræl to the south. Chief among was the Lady Vagala, a fair woman and powerful Mystic. As part of her plan, she required a living tool, an instrument through which to work certain evils. She would bear a son.

After careful search she located he who would suit her as father to her son, and instructed her cohorts to travel to Lys and return with the prince of that land, Kaen of Elas.

And so the Linær elf, in a charmed daze, was brought to the home of the witches. Vagala seduced Kaen and through her arts became impregnated with his child. He was returned before the night had passed.

Zagul was born in his time, and followed his mother's tutelage eagerly. But he was barely more than a youth when Zagul began to exceed his mother's own expectations. She had wrought too well, and her tool was to turn against her. Foolishly, Vagala tried to rein in her son, and he bridled from the start. Finally, he would have no more of her interference: in a rebellious rage he slew her with a Black Channel and fled the Witches' Tower. Soon, he was encountered by other powers of Darkness, and eagerly apprenticed himself to a man who called himself 'the Astrologer.'

Zagul rose through the echelons of the Secret Circle, serving the Cult well over the centuries, all the while increasing his own knowledge and scope.

While a powerful Astrologer, Zagul is no match for most of his fellow members of the Circle. He lacks the will and the initiative to stand against opposition, and is little more than an underling for the others. This does not mean he is inherently weak, however; the calibre of his associates must be kept in mind.

Hits: 200 **Melee:** +190qs **Missile:** +145lb

AT(DB): 15 (180/80). **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 45. **Profession:** Astrologer. **Stats:** St-97; Qu-100; Em-88; In-101; Pr-101; Ag-98; Co-97; Me-99; Re-98; SD-93. **AP:** 102. **PP:** 948 (6 x 158).

Skill Bonuses: Climb60; Swim70; Ride55; S&H45; Perc110; Rune125; S&W140; Chan115; DirS80; Act70; Admin40; Diplom90; Math120; Medit90; Nav50; Seduct75; StarG210; WeathW120.

Spells: Base Spell OB: 45 Directed Spell OB: 120 (Starfires True). Zagul knows all Base Astrologer Lists to 50th level, all Open and Closed Mentalist Lists to 20th lvl, all Evil Mentalist and Channeling Lists to 30th. (Also knows Warlock Base Scrying Guard and Evil Eye to 30th.)

Crystal Staff: A rod of clear blue laen 6' long, it strikes as a +25 quarterstaff (2x/rnd) and when in use will act as a continuou *Bladeturn III/DeflectionsIII* (will deflect the first three melee and missile attacks every round, making them at -100). Also is a x6 Astrologer PP enhancer, and allows the wielder to cast *Starfires True* anywhere.

Robes of Hiding: Allow Zagul to become invisible at a thought. They also cast Unpresence, and shift to match the coloring of their surroundings.

Ring of the Stars: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is an eight-pointed star with a clear diamond in the center. It controls many of the guardians set throughout the Eight Secrets.

STR: 19	DEX: 19	CON: 19	BODY: 20	INT: 19
EGO: 18	PRE: 21	COM: 22	PD: 8	ED: 8
SPD: 5	REC: 10	END: 56	STUN: 62	
OCV: 13	DCV: 16	Phases: 3,5,8,10,12		

Skills: Magic (22-), Climbing (14-), Swimming 4", Ride Horse (14-), Stealth (13-), Concealment (16-), Perception (19-), KS: Runelore (21-), KS: Stafflore (22-), 4 levels with Ranged Attack Spells, Acting (15-), Bureaucracy (13-), Conversation (17-), KS: Math (20-), KS: Meditation (17-), Navigation (13-), Seduction (16-), Astrology (29-), KS: Weather (20-)

Spell Ability: Up to 135 Active Points.

Crystal Staff: +3 OCV, 2x4d6N. +10 DCV continuous (No END). 60 point END: Reserve for Spell Casting. 5d6 EB (fire).

Robes of Hiding: Invisibility vs Sight (no Fringe). Invisibility vs Mental Detection (no Fringe). Instant Change to any color.

Ring of the Stars: Controls many of the Automations throughout the Eight Secrets.

K'RAK-SHÚ

Age: ? (Appears ≈ 70 or 25*) **Eyes:** Silver. **Hair:** Silver-grey. **Build:** Slight (or muscular). **Height:** 5'10" (or 6'6"). **Race/Sex:** Air Drake/M. **Skin:** Pale (or Tanned*). **Demeanor:** Retiring*. **Dress:** Threadbare robes*. **True Attitude:** Reclusive. **Home:** Ordye Throg ("Sky Keep"). **Aka:** The Silver Dragon, Cold Fire Lord, K'rak-shú

* *Note:* Voriig has an alternate human form: that of a muscular, tanned young man with silver hair. In that guise, wearing a silver tunic and sandals, he travels the seas about Vog Mur (though is never seen on the land) seemingly searching for something. The Dragonlord's carrack has blue sails and flies a silver flag.

Note: Voriig Kye succeeds Churk Ta to the seat of K'rak-shú; Churk Ta, being dead, is not included in this summary.

As is told elsewhere, Voriig Kye became aware of the formation of the Jerak Ahrenreth, and though he did not know of the Circle's ancient origins, he saw himself as deserving a position on that council. While journeying south of Emer, he called upon Morloch the Ordainer, who was acting as Lord Warder of the Citadel of the Secret Claw. Morloch agreed that the Dragonlord would serve as a much more worthy Cold Fire Lord than the weakling Elf Churk-Ta. Morloch also confided his suspicions regarding Schrek to Voriig, though he could not define the nature of his ill feelings towards the Elder Mind of the Secret Circle.

Less than a decade later, the master of Ahrenraax met with an accident in the waters near the citadel. At Morloch's suggestion, the Dragonlord was invited to sit at the council table.

Operations proceeded with relative smoothness for many turns of centuries, until Ondoal's return with the Shadowstone in TE 5030. Voriig Kye and another Dragonlord — Sulthon Ni'shaang, the Fire Drake, an enemy of Lorgalis — met with Morloch in Ahrenraax concerning the turn of events and the apparent factioning of the Secret Circle. They vowed to overthrow Schrek and seize control of the Jerak Ahrenreth. But in 5040, the Dragonlords were betrayed by the Ordainer, and they narrowly escaped a trap laid by Schrek. It can only be assumed that the Elder Mind, because of his power demonic origins, was able to control Morloch and force the Ordainer to double cross his former allies. Since that time, tensions have run high in the Council Chamber, and the Ahrenreth has been unable to act with the coordination and authority it once had.

Voriig Kye assumes a human form of an old man who wanders his home: the isolated isles of Vog Mur (NE of Emer). In dragon-form, Voriig has a shimmering silvery hide (and has been called "The Silver Dragon" by those few who have seen him).

Human Form

Hits: 190 Melee: 240th. Missile: 180kynac.

AT(DB): 14(120). Sh: Y30*. Gr: A/L. MovM: +25.

Dragon Form:

Hits: 450. Primary: 290HCl. Secondary: 200HBt.

AT(DB): 12(110). MovM: VF/VF.

Lvl: 40 (60). Profession: Astrologer/(Druid). Stats: St-103; Qu-102; Em-95; In-101; Pr-102; Ag-100; Co-99; Me-98; Re-95; SD-80. AP: 78/101. PP: 1715 (245 x 7).

Skill Bonuses (in human form): Climb95; Swim80; Ride60; DTraps75; PLocks95; S&H100/180; Perc200; Rune80; S&W120; Chan100; DirS240; Ambt20; AMov80; AD60; MAST180; MASw200; Acro140; Act130; Admin90; Arch80; Diplom100; Lead75; Nav90; PubSp120; RMas90; Sail100; Seduct90; SpellM80; StarG170; Stra&Tac70; Subdu120; WeathW80.

Spells: Base Spell OB: 80. Directed Spell OB: 240 (Lightning Bolt). Knows all Astrologer, Evil Mentalist (and Druid) Base to 50th; Open and Closed Mentalist to 30th.

Special Abilities:

Resistance of form: As with all the Dragonlords, Voriig Kye resists attacks as a Super-large creature; Large Creature in human form.

Breath Weapon: x6 +60 Ionized gas cloud (treat as *Cold Ball* but use Electricity criticals) in a cone extending up to 150' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day.

Other Dragon Powers: Voriig may fly at considerable speed, and can enhance his velocity by riding Essence currents to attain cruising speeds of over 200 miles per hour (more when attacking, diving, etc). His blood (called *Lugruth*) becomes a devastating acid when exposed to the atmosphere, dissolving metal and organic material (glass/sand/crystal are unharmed) on contact. After 10 rounds of exposure to air, however, the blood neutralizes.

Dragon Helm: Like the other four Dragonlord Helms, Voriig's helm is designed to resemble the stylized head of a dragon.

1. Allows wearer (assuming he is a Dragonlord) to utilize his breath weapon at full potential while in human form — with one drawback: the breath is now 'enchanted', so all persons and items with resistance to enchanted fire, cold, etc., may apply that resistance.

2. Helm can be invisible if desired (except when the breath weapon is used, at which time the helm momentarily becomes visible).

3. Wearer may become a dragon without damaging the helm (it enters a spectral existence, remaining with the dragon but non-corporeal). Wearer may utilize his breath weapon normally while in dragon form.

4. Helm cannot be forcibly removed unless the wearer is dead.

5. Wearer resists damage as a *Large Creature* (Rolemaster Rules) while in human form.

6. Wearer has his full Dragon sense abilities (See *Invisible*, +100 to perception, superior hearing and smell) while in human form.

Two-Hand Sword: A +35 "Unholy" silver sword with a diamond pommel, it will take on the appearance of a silver walking-cane when Voriig utters the command-word.

Kynacs: A set of four +30 throwing kynacs, with 3x the normal range. Each is *Of Slaying* one of the following: Magicians, Clerics, Mentalists, and Elves.

Telescope: A large device located in a tower of Ordye Throg, it allows Voriig access to the Seer Base list True Sight, except the ranges are extended: *feet* in the spell description are *miles* for the Telescope. The curvature of the planet is magically compensated. Voriig must use his own PPs, and must look through the telescope to utilize the powers. Certain places are shielded from the telescope's sights, and powerful Essence Flows can also interfere with it.

Cloak: Shimmering grey cloak which will change color at a thought to blend with the wearer's surroundings. Adds +80 to Hiding.

Ring: Platinum/iridium ring with a blue diamond set. It is a x7 P multiplier and allows Voriig to cast *Lightning Triad* 3x a day: a 300' range spell which causes a three-pronged fork of lightning to arc from the caster's palm, striking up to 3 targets (they must be all within 60° of each other). Caster's full bonus can only apply to one attack; the other two are halved.

Ring of Cold Fire: Similar in design to the other rings of the Secret Circle, it is a disc of white crystal inlaid in a gold signet ring. Etched into the polished crystal is the runic symbol of the Cold Fire Lord. It controls many of the guardians set throughout the Eight Secrets.

Human Form

STR: 23 DEX: 20 CON: 19 BODY: 19 INT: 19

EGO: 16 PRE: 22 COM: 16 PD: 8 ED: 8

SPD: 4 REC: 9 END: 38 STUN: 42

OCV: 16 DCV: 8 Phases: 3,6,9,12

Dragon Form

STR: 45 DEX: 18 CON: 35 BODY: 45 INT: 19

EGO: 16 PRE: 32 COM: 16 PD: 15 ED: 15

SPD: 4 REC: 12 END: 70 STUN: 75

OCV: 19 DCV: 7 Phases: 3,6,9,12

Skills: (human form): Magic (20-), Climbing (18-), Swimming 4", Ride Horse (14-), Security Systems (16-), Lock Picking (18-), Stealth (18-), Concealment (26-), Perception (28-), KS: Runelore (16-), KS: Stafflore (20-), 12 levels with Ranged Attack Spells, Find Weakness, 3 levels with Martial Dodge, 9 levels with H-to-H Combat, Acrobatics (22-), Acting (23-), Bureaucracy (17-), Architecture (17-), Conversation (18-), KS: Leader (16-), Navigation (17-), Oratory (20-), KS: Ropes & Knots (17-), KS: Sailing (18-), Seduction (17-), Spell Research (16-), Astronomy (25-), Tactics (15-), KS: Weather (16-).

Spell Ability: Up to 120 Active Points.

Special Abilities:

1) Resistance of Form: 50% damage reduction (Dragon Form). 25% damage reduction (Human Form).

2) Breath Weapon: 12d6EB (Cold) 25 hex cone effect, 6 charges per day.

3) Flight: 17" flight, x8 non-combat multiplier.

4) Acid Blood: 8d6EB (no Range), continuous attack for 8 turns losing 1 DC each turn.

Dragon Helm: Allows Breath Weapon while in human form (see above). Helm Becomes Invisible vs Sight at will. Wearer may change to dragon form. Cannot be forcibly removed. Resistance of form (see above). 10 levels in Perception (all senses) (not cumulative).

Two-Handed Sword: +4 OCV (vs Good Creatures only), 3d6K vs PD. Transforms to a silver walking cane on command.

Kynacs: +3 Ranged OCV, -1 RMODs, 1d6+1K. Each is NND vs one of the following: Spell Casters, Priest, Users of Mental Powers, Elves.

Telescope: Clairvoyance (range= Planetary) (14- activation roll).

Cloak: +8 levels to Concealment Skill.

Ring of Cold Fire: Controls many of the Automations throughout the Eight Secrets.

PHŒNIIS RHYN

Age: ? (Appears ≈ 35) **Eyes:** Black. **Hair:** Black. **Build:** Muscular*. **Height:** 6'5"*. **Race/Sex:** Dyar-Lord of Essence/Male. **Skin:** Deadly pale*. **Demeanor:** Haughty (rarely speaks). **Dress:** Black robes or Black shiny armor, black cloak*. **True Attitude:** Bloodthirsty. **Home:** Ulor. **Aka:** Lorgalis the White; Lorgalis; the Magician; the White Mage.

**Note: In Jaiman, Lorgalis will sometimes appear as the White Mage, an elderly magician who advises the wealthy and noble.*

He who is to become the "Traveller Afar" was born of a Dyar-K'ta'viir union in the early Second Era of Ire. He had barely come to manhood when his K'ta'viir father was slain by Dænkú (Andraax). Lorgalis escaped, and vowed to avenge his father's destruction. For thousands of years he pursued the elusive Lord of Essénce, but was unable to entrap Andraax. At last he decided to conquer and destroy the land which Andraax loved most: Jaiman. He found a location to his liking in the west, on the isle of Ulor. There Lorgalis built his citadel and bred Garks and Lugrôki to be his minions. Much of the Second Era was consumed by a complex and protracted strategy game between Lorgalis and the Loremasters, who beseeched Tethior and Andraax to create the Six Crowns, which would secure the lands of Jaiman against attack. Once more did Andraax thwart Lorgalis.

In the Second Era 6450, he reluctantly he joined forces with factions serving the Unlife, and it was his undoing. As one of the Captains of the Dark Forces, Lorgalis found himself unable to maneuver to a position where he might engage Andraax in combat. Instead, to his dismay, he encountered none other than Jaysek, the Lord of Orhan. Even a K'ta'viir prince such as Lorgalis could not hope to stand against a Lord of Orhan. He fled the battlefield and escaped the cleansing aftermath which closed the Second Era of Ire.

After a period in hiding to recuperate, Lorgalis returned to Ulor and began to rebuild his dark holding. When Ondoval approached him to join the reformed Secret Circle, Lorgalis realized that this was the perfect vehicle for his long-cherished plans of revenge against Andraax. He maneuvered to have one of the Shards of the Crystal placed at the rebuilt Ulor, now known as Ahrendiir (Ir. "Shackled Secret"), and it was to become an even greater center of dark power.

At the present time, he is on the trail of the secret source which powers and controls the Six Crowns. He has not informed the Ahrenreth of his progress, though other members (Schrek, in particular) suspect that he is withholding information.

Hits: 350. **Melee:** 275bs. **Missile:** 190typh.

AT(DB): 20 (160/120). **Sh:** Y(50). **Gr:** Y. **MovM:** 30.

Lvl: 50 (70). **Profession:** Seer/Mystic/ArchMage. **Stats:** St-102; Qu-103; Em-99; In-100; Pr-101; Ag-100; Co-99; Me-98; Re-99; SD-96. **AP:** 84. **PP:** 1680 (210 x 8).

Skill Bonuses: Climb80; Swim100; Ride110; S&H140; Perc190; Rune140; S&W180; Chan102; DirS190; Amb±15; Acro40; Act96; Admin80; Chem120; PubSp85; RMas96; Smith90; SpellM114; StarG45; Stra&Tac89; Subdu70; Trick60.

Spells: Base Spell OB: 100. Directed Spell OB: 190 (Any Bolt or Ball, though prefers *Nether* attacks). Lorgalis knows all Base Mage, Cleric, Archmage and Sorcerer Spells, all Open and Closed Essence and Channeling, all Evil Essence and Channeling to 50th, all Navigator Base lists.

Special Abilities:

Defends as Large Creature.

All Lord of Essence Abilities (see Inhabitants Guide, pp 44-45).

Armor: Keron Alloy full plate: AT 20 (-50); it encumbers as AT 6.

Robes: Will change from pure white to black at will; also camouflage to add +50 to hiding.

Shield: Appears to be a small round target shield, but actually offers protection as a superior wall shield.

Sword: Blade of the Void (Lord Implementor)

1. *OfSlaying*, taking the soul of anyone it delivers an 'instant' kill to.
2. Drains 1-10 *permanent* hits every time it delivers a critical.
3. Absorbs light, creating an aura of Utterdarkness up to sixty feet in radius (absolute darkness).
4. +45 broadsword.

5. Fumbles only on 01-02.

6. Can fire a soul as either a Nether Bolt or Ball, hits multiplier = soul level (it stores up to 6 souls at a time).

7. Should Lorgalis be injured or 'struck down', the sword will summon a spectral image to wield it **Level:** 20 AT(DB): 19 (-40) **Hits:** 200 **Melee OB:** 195.

Amulet of Darkness: a clear stone of adamant in a golden setting, it is a x8 P multiplier and allows the wearer to cast *Dark Absolution* at will.

Ring: Gold with a inlaid disk of etched obsidian. While worn it shields the wearer's mind from all thought probes and analysis; instead projecting benign, slightly befuddled (and completely indecipherable) thoughts. The ring must fail its 50th lvl RR before the ruse is detected; it must fail *by more than 50* before any useful real thoughts are uncovered.

Staff: Of white wood, the staff can shrink to wand size or grow to a full seven feet in length. It stores up to 100 levels of spells (max level of each spell is 20).

Typh: +20, returns to thrower.

Ring of the Traveller Afar: Similar in design to the other rings of the Secret Circle, it is a disc of Black Eog inlaid in a gold signet ring. Etched into the polished Eog is the symbol of the Traveller Afar.

STR: 21	DEX: 20	CON: 19	BODY: 20	INT: 18
EGO: 19	PRE: 21	COM: 16	PD: 19	ED: 18
SPD: 5	REC: 8	END: 38	STUN: 56	
OCV: 18	DCV: 15	Phases: 3,5,8,10,12		

Skills: Magic (23-), Climbing (16-), Swimming 6", Riding (17-), Stealth (22-), Concealment (27-), Perception (27-), KS: Runelore (22-), KS: Stafflore (26-), 9 levels with Ranged Attack Spells, Acrobatics (13-), Acting (17-), Bureaucracy (16-), Chemistry (20-), Oratory (16-), KS: Ropes & Knots (17-), PS: Smithy (17-), Spell Research (19-), Astronomy (13-), Tactics (16-), Sleight of Hand (14-).

Spell Ability: Up to 150 Active Points.

Special Abilities:

1) Abilities: As Above.

2) 25% Damage Resistance.

Armor: +10 PD: and ED, +5 to DCV.

Robes: Will alternate from pure white to pure black at will. Adds +5 to concealment.

Shield: +4 to DCV.

Sword; Blade of the Void: +4 OCV, 3d6K NND (Takes the soul if a single blow kill). Destroys 1 BODY per hit, 11- activation. 10" radius Darkness vs Sight. 2d6EB (energy) or a 1.5d6EB (1 hex radius area effect Ball) per Soul stored (6 max.), Souls are released in this fashion. Example: 4 souls are released for a 8d6EB or a 6d6EB 6 hex area effect. If wielder is struck down, the blade summons a spectre that fights at half the wielders power.

Amulet of Darkness: 80 point END: Reserve for spells only. 8d6K NND, 11- activation roll.

Ring: Same as above.

Staff: Shrink to 1' or grow to 7'. Stores 500 Active points of spells, 60 point: limit per spell. Ring of the Traveller Afar: Controls many of the Automations throughout the Eight Secrets.

DAG LAVAN

Age: 8,772 (Appears ≈ 20). **Eyes:** Grey. **Hair:** Black. **Build:** Very muscular. **Height:** 6'6". **Race/Sex:** Iylar/Male. **Skin:** Fair (ruddy cheeks). **Demeanor:** Distracted, sometimes Childish or Petulant. **Dress:** Tailored red robes, or shirtless with leather forging apron. **True Attitude:** Bored (except when smithing). **Home:** Ahrenæk. **Aka:** A'kesh, Maker of Blades.

A'kesh is in fact a son of Tethior the great Smith. His father remained unaware of his existence, his conception the result of a casual union between Tethior and an Iylar woman of questionable allegiances in the year SE 4103. Tethior spurned her when he learned that she had dealings with his sinister brother Krelj ("The Swordmaker"). When she learned that she was pregnant, she told no one, and when the child was born she sold it to Krelj, who adopted the boy as an apprentice.

Ondoval sought out A'kesh at the end of the first millennium of the Third Era, the smith still living in his master's old forge in Wuliris. The Astrologer had planned to make one of the Secrets a center of craftsmen, and the former apprentice of Krelj would be a perfect candidate as Master of the Forges. The site was to be located in the mountains of Rulaash in SE Emer, and named *Ahrenæk* (Ir. "Secret of Stone").

At first A'kesh balked at being tied to an organization, but when Ondoval revealed the riches of the Ahrenæk mines to the smith, he gave in.

So A'kesh took up residence, but it soon became clear to the rest of the Circle that while A'kesh was a talented craftsman, his skills at running a vast installation such as the Ahrenæk were sadly insufficient. Ondoval appointed the Dyar Lord Sigirus to handle day-to-day operations, and the pairing proved to be a good one. (Too good for Schrek, who has tried on several occasions to remove Sigirus.) The Dyar and Iylar have become friends and allies, and together they are able to stand with the others of the Circle as equals.

Hits: 210 **Melee:** +205dag **Missile:** +190typh

AT(DB): 20 (210). **Sh:** Y40. **Gr:** Y. **MovM:** +25.

Lvl: 70. **Profession:** Alchemist. **Stats:** St-102; Qu-99; Em-101; In-89; Pr-100; Ag-100; Co-94; Me-99; Re-95; SD-90. **AP:** 98. **PP:** 1890 (210 x 9).

Skill Bonuses: Climb80; Swim65; Ride85; DTraps20; PLocks80; Perc120; Rune100; S&W200; Admin30; Appr180; Arch150; Chem145; Craft220; Fals65; Fletch120; LeatherW185; Math110; Smith250; StoneC90; TrapB190; WoodC120.

Spells: Base Spell OB: 70 **Directed Spell OB:** 150 (Fire Bolt). A'kesh knows all Alchemist Base Lists to 50th, all Open and Closed Essence to 50th.

Dag: A large, swordlike weapon which intrinsically strikes as a +10 flachion. A'kesh's is +40, cannot be fumbled, and delivers an additional Disruption critical when it does a critical strike.

Eog Mail: Superbly crafted scale mail armor of black eog, it grants the wearer an AT of 20 with an additional DB of 100.

Circlet: a black leather headband set with a single green jewel, it is a x9 P enhancer and protects the head and shoulders from heat and cold.

Typh: A throwing weapon, it strikes as a flail. A'kesh's Typh is +30, can be thrown up to 100' without penalty, and returns safely to the wielder by *Long Door*.

Ring of Blades: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Dag Lavan: a pair of crossed swords.

STR: 22	DEX: 20	CON: 18	BODY: 21	INT: 19
EGO: 18	PRE: 20	COM: 19	PD: 18	ED: 18
SPD: 4	REC: 9	END: 38	STUN: 41	
OCV: 14	DCV: 17	Phases: 3,6,9,12		

Skills: Magic (29-), Climbing (16-), Swimming 4", Riding (16-), Security Sys (13-), Lockpicking (16-), Perception (20-), KS: Runelore (18-), KS: Stafflore (28-), Trading (26-), Architecture (23-), Chemistry (22-), PS: Crafter (30-), PS: Forger (14-), PS: Fletcher (20-), PS: Leather Worker (26-), KS: Math (19-), PS: Smithy (17-), PS: Stone Carver (17-), PS: Trapper (27-), PS: Wood Carver (20-).

Spell Ability: Up to 210 Active Points.

Dag: +4 OCV, 4d6+1K,

Eog Mail: +10 PD: and +10 ED, +10 DCV.

Circlet: 90 point END: Reserve for Spells only. +10 ED for areas 3-5 and 9.

Typh: +3 OCV, 1d6K, -1 RMODs. Teleport 15" max back to wielder's hand at will.

Ring of Blades: Controls many of the Automations throughout the Eight Secrets.



A SIXTH -PALE DEMON

LÆN SHIIN

Age: ? (Appears ≈ 25). **Eyes:** Deep Blue. **Hair:** Golden Blond. **Build:** Slender. **Height:** 6'9". **Race/Sex:** Iylar (Linær)/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** True **Attitude:** Home: The Isle of Glass. **Aka:** Darí Holvir, Chordan of Moerk, "Crystalline Death"

Holvir is an Iylar Elf of the Linær branch: handsome, tall and strapping, he is a special tragedy to the race. Worse, he was once a Loremaster, and his seduction by the Unlife was a setback for the security of Karilôn—even though Darí's knowledge of the inner workings of the Order was limited.

This charismatic Elf-lord was seduced by Lorgalis late in the Second Era. As a Loremaster, Holvir had seen his powers diminished and his role of decreasing usefulness. He began to study the dark arts, as so often, with the best intentions. Then the power began to tempt him. First it was used against the Unlife, but when the Loremaster Council censured him, he rebelled. Bitter and angry at his failure to gain approval, he hastily accepted an offer of a place in an order of questionable goals, with the armies of the Unlife in the Wars of Dominion.

Holvir survived, and Ondoal asked him to sit at council in the Secret cabal. He was to become the Crystalline Death. Among his accomplishments Holvir counts the final downfall of Uralan in 4980. With Oan Lyak's help, he trapped the Seer of Uralan and took his place, thereafter leading the Elven realm into oblivion. He has taken charge of the once-noble *Ahn sye Woloka* (Order of the Eye).

Now, several thousand years later, Darí looks no older, but his Iylar heart is turned to steel. He has no compassion, and in fact has become cruel and perverse in his thinking—and entertainments. He resides on the Isle of Glass off the southern coast of Onar.

Hits: Melee: MAST210; MASw200 Missile: +240Gé

AT(DB): 11 (200). **Sh:** N. **Gr:** (Y30). **MovM:** +30.

Lvl: 60. **Profession:** Monk-Seer. **Stats:** St-102; Qu-103; Em-60; In-101; Pr-101; Ag-101; Co-100; Me-99; Re-94; SD-95. **AP:** 104. **PP:** 180 (and a +7 enhancer for Mentalism).

Skill Bonuses: Climb150; Swim120; Ride110; S&H200; Perc170; Rune70; Chan50; Amb±15; AMov100; AD100; Acro150; Cont140; Dance75; Diplom80; Frenzy95; Medit100; Seduct140; Sig110; Subdu160; Track80; Trick70; Tumb100.

Spells: Base Spell OB: 60. Directed Spell OB: 145 (Fatal Channeling: same as Absolution Pure, except target's body is turned to crystal). Darí Holvir has all Monk base lists to 50th, Al Seer base Lists to 50th, Evil Mentalist lists Dark Channels, Dark Lore, and Curses to 30th, and Loremaster Base Transport, Lost Lore and Interaction to 15th.

Special Abilities:

Resilience: Holvir is able to alter the nature of his skin at will to make it equivalent to AT 11.

Bracers: Four golden bands to be worn on the wrists and ankles, each is set with a number of red laen inlays. They add +30 to all attacks and allow the wearer to parry missile weapons. One wrist band can cast Bladerun 3x per day, the other can cast *Deflections* 3x per day.

Cloak: In addition to adding +60 to hiding attempts, this black cloak allows the wearer to become two-dimensional 3x per day. He may not attack, nor can he be harmed. He cannot cast any other spells while in this state.

Headband: Protects the head as a helm.

Necklace: Of golden alloy studded with diamonds, this beautiful device protects the head and neck as a full helm, and is a +7 P enhancer.

Ring of Crystalline Death: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Crystalline death: a multifaceted crystal structure.

Gé: A deadly bola-like weapon, it strikes on the bola table but with 2x hits. This particular gé delivers a Krush, Grapple, and Slash critical. If the crit is "D" or "E" in severity and indicates a limb (including neck or head), it is severed. The gé returns to a pouch on Holvir's belt safely, via *Long Door*.

STR: 22 **DEX:** 21 **CON:** 20 **BODY:** 21 **INT:** 19
EGO: 19 **PRE:** 21 **COM:** 24 **PD:** 13 **ED:** 13
SPD: 5 **REC:** 10 **END:** 40 **STUN:** 42
OCV: 17 **DCV:** 17 **Phases:** 3,5,8,10,12

Skills: Magic (20-), Climbing (23-), Swimming 6", Riding (17-), Stealth (22-), Concealment (28-), Perception (25-), KS: Runelore (15-), +2 levels with Ranged Attack Spells, Acrobatics (23-), Contortions (22-), KS: Dance (15-), Conversation (16-), KS: Meditation (18-), Seduction (22-), KS: Signaling (19-), Tracking (16-), Sleight of Hand (15-).

Spell Ability: Up to 120 Active Points.

Special Abilities:

1) All PD and ED can become resistant at will.

Bracers: +3 overall combat levels. Allows Missile Deflection using H-to-H Skill. +10 DCV three times per day.

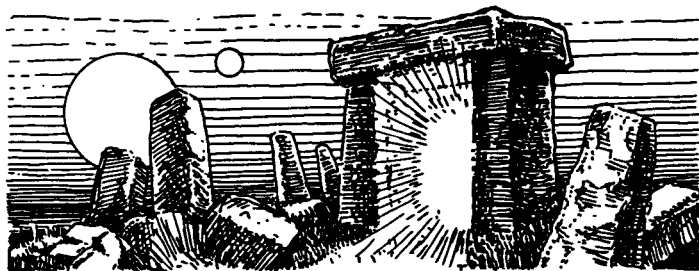
Cloak: +6 to Concealment. Transformation to Duo-Dimensional, 3 charges.

Headband: +6 P: and +6 ED for areas 3-5; 60 point END Reserve for spell casting.

Necklace: +8 PD and +8 ED for areas 3-5; 60 point END Reserve for spell casting.

Ring of Crystalline Death: Controls many of the Automations throughout the Eight Secrets.

Gé: 3d6 RKA Bola. If target takes 18+ BODY to a limb, that limb is severed. Teleports (15") to a pouch 1 phase after it was thrown.



LYAX KHÂNG

Age: ? (Appears ≈ 30). **Eyes:** Blue. **Hair:** Bleached white/streaked blue. **Build:** Shapely. **Height:** 5'8". **Race/Sex:** Dyar-Dúranak/Female. **Skin:** Fair. **Demeanor:** Cool, Pragmatic. **Dress:** Black Leather. **True Attitude:** Cold-blooded. **Home:** Ahren-lyax. **Aka:** "Dreaded Assassin", Oan Lyak.

Not the first to sit at the Secret Circle as Lyax Khâng, Oan Lyak was chosen in TE 3845, as the replacement for the previous Lyax Khâng. He met with an unfortunate accident involving a Loremaster.

Oan Lyak gained prestige through the early years of the Third Era as the leader of the infamous *Cult of Stars*, an evil organization of female assassins. Her operatives have been responsible for many murders committed throughout Emer and Jaiman through the last age.

She is half Dyar and Half Dúranak, her latter (mortal) blood of that reclusive tribe of men in SE Jaiman. The Dúranaki are known to consider themselves racially superior to all other Kultheans, thus rationalizing the enslavement of other men and the casual attitude they have towards murder. While they are not quite a culture of assassins, their reputed derision for life is well deserved. It is worth noting that they tend to kill more out of convenience than for pleasure, so they should not be considered sadistic or cruel. Oan Lyak fits this mold well enough. She is businesslike and efficient, never allowing herself to be distracted while performing sensitive operations.

When Lyak was named to the Cabal, she moved her headquarters to *Ahren-lyax*, one of the Eight Secrets (see Section 3). Also known as the Tower of Vour, it stands in the heart of the Whispering Moor, a lowland in what was once the realm of Ansidus in Ræl. Since she has taken charge, the tower has been updated and converted into an impregnable fortress.

Hits: 170 **Melee:** +235 long kynac **Missile:** +210 kynac

AT(DB): 17 (190). **Sh:** (Y50). **Gr:** N. **MovM:** +30.

Lvl: 60. **Profession:** Mystic/Assassin. **Stats:** St-99; Qu-103; Em-100; In-89; Pr-101; Ag-101; Co-94; Me-92; Re-90; SD-88. **AP:** 99. **PP:** 1080 (180 x 6).

Skill Bonuses: Climb190; Swim80; Ride75; DTraps150; PLocks220; S&H240; Perc190; Rune50; Amb±25; AMov100; MAST160R4; Acro90; Act85; Cont140; Cook85; Seduct90; Sig110; Stra&Tac140; Subdu200; Track120; Trick90.

Spells: Base Spell OB: 60 Directed Spell OB: 120 (Fire Bolt) Oan Lyak has all the Base Mystic Lists to 50th level, and a total of eight Open and Closed Essence and Mentalism lists to 10th.

Long Kynac: +35 (using the rapier table plus 50), it is *Of Slaying* Elves. It is of the same design as the Dúranaki weapons of the same name.

Three Kynacs: A set of superior throwing knives each +30 (use the rapier table). Each is coated with a powerful (10th level) poison, though Oan's tastes vary.

Black Dragonskin of Nandar: Fine armor which protects as AT 17 yet encumbers as AT 5.

Amulet: a ruby set in a silver chain, it is a x6 P enhancer for Mystics.

Boost/Gloves: Add 50 to climbing rolls, and the boots leave no prints.

Cloak: Adds +100 to Hiding.

Ring of the Dreaded Assassin: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Assassin: a slender dagger.

STR: 19	DEX: 21	CON: 18	BODY: 17	INT: 18
EGO: 17	PRE: 21	COM: 19	PD: 8	ED: 8
SPD: 5	REC: 10	END: 36	STUN: 36	
OCV: 16	DCV: 17	Phases: 3,5,8,10,12		

Skills: Magic (20-), Climbing (27-), Swimming 4", Riding (17-), Security Sys (23-), Stealth (27-), Concealment (32-), Perception (27-), KS: Runelore (13-), +8 levels with HA, Acrobatics (17-), Acting (16-), Contortions (22-), PS: Cook (16-), Seduction (17-), KS: Signaling (19-), Tactics (22-), Tracking (20-), Sleight of Hand (17-).

Spell Ability: Up to 120 Active Points.

Long Kynac: +5 OCV, 1d6K NND vs Elves.

Three Kynacs: +3 OCV, 1d6 RKA, each is coated with poison.

Black Dragonskin of Nandar: +9 PD and +9 ED, weight = 4.4 Kg.

Amulet: 60 point END Reserve for spell casting only.

Boots/Gloves: +2 levels to climbing, leaves no footprints.

Cloak: +5 levels to Concealment.

Ring of the Dread Assassin: Controls many of the Automations throughout the Eight Secrets.

KORT HULUM

Age: ? (Appears ≈ 25). **Eyes:** Green. **Hair:** Blond, long. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Dyar/Male. **Skin:** Dark Brown. **Demeanor:** Friendly; Self-confident. **Dress:** Short white tunic, trimmed with red and gold. **True Attitude:** Aloof, wary. **Home:** Ahrenlaakh. **Aka:** "Cloud Master", Shanarak ("The Fair").

Shanarak is an unusual looking Dyar Elf and may have blood of the Linar in his past. He is handsome, though in an exotic, imperfect way.

Shanarak's origins are clouded by the confusion which reigned during the Wars of Dominion. He was not a major participant in that war, though he must have achieved considerable knowledge by that time, as is evidenced by his prowess in the ninth century TE, when Ondoal invited him to join the Secret Circle. Shanarak may have spent much of his time on certain near planes or even in the Demonic Pales. If this is true, then Shanarak is of stronger will than it might appear, for there are few even among the most powerful on Kulthea who can remain in the Demonic Planes for long without losing their minds. But then, perhaps this has already happened to this Kort Hulum.

The Cloud Master is also a master of Demons without equal, as he proved when Schrek attempted to wrest the Ahrenlaakh (Ir. "Lost Secret") from him and failed to control the wills of Shanarak's demonic guardians.

Hits: 170 **Melee:** +220bs **Missile:** —

AT(DB): 20 (120). **Sh:** N. **Gr:** Y(40). **MovM:** +20.

Lvl: 70. **Profession:** Evil Magician. **Stats:** St-95; Qu-100; Em-104; In-100; Pr-101; Ag-98; Co-95; Me-92; Re-91; SD-88. **AP:** 108. **PP:** 2450 (7 x 350).

Skill Bonuses: Climb40; Swim90; Perc110; Rune120; S&W140; DirS80; Act90; Admin100; Chem50; Diplom70; Medit100; Nav40; RMas60; Seduct120; SpellM125; Stra&Tac80; WeathW100.

Spells: Base Spell OB: 70 Directed Spell OB: 210 (Lightning Bolt) Shanarak knows all base Sorcerer, Magician, Evil Magician, and a total of six Open and Closed Essence lists to 50th.

Demon Master: A two-foot long rod of black iron with a miniature red laen skull on the top. x7 P enhancer for evil Magicians, reduces chance of failure to control or master a demon to 1x the demon's type (as opposed to the normal 5x). The rod can also transform into a laen broadsword, +30 bonus, of *Demonslaying*.

Amulet of the Spirit: A clear oval gem set in a platinum chain, it allows the wearer to cast *Banishment* (Sorcerer Base Soul Destruction) and to place the soul of the target in the amulet. Wearer may know the location and thoughts of the body, and direct it by touching the amulet and concentrating. The amulet will hold four souls at once.

Belt of Essence-Armor: A unique and powerful item thought to be from the First Era, it is a belt of platinum links which, when commanded, creates shimmering, transparent plate armor suit around the wearer until he orders it to vanish. The suit is AT 20 (60) and protects the wearer in all ways as if here were wearing full plate — except vs certain attacks where it is better to be unarmored (e.g., Grapple, Lightning Bolt), in which case the wearer is AT 1. The armor is unencumbering and does not affect the wearer's ability to cast spells.

Ring of the Cloud Master: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Cloud Master: a stylized thunderhead with a lightning bolt erupting from it.

STR: 19	DEX: 19	CON: 19	BODY: 17	INT: 18
EGO: 17	PRE: 21	COM: 28	PD: 17	ED: 17
SPD: 4	REC: 8	END: 36	STUN: 36	
OCV: 15	DCV: 8	Phases: 3,6,9,12		

Skills: Magic (29-), Climbing (13-), Swimming 4", Perception (19-), KS: Runelore (20-), KS Stafflore (22-), +4 with Ranged Attack Spells, Acting (17-), Bureaucracy (18-), Chemistry (13-), Conversation (15-), KS: Meditation (18-), Navigation (13-), KS: Ropes & Knots (14-), Seduction (20-), Spell Research (20-), Tactics (16-), KS: Weather (18-).

Spell Ability: Up to 210 Active Points.

Demon Master: 70 point END Reserve for evil spells only. Increases chance to control Summoned Demons by 5x. +3 OCV, 1d6+1K NND vs Demons.

Amulet of the Spirit: 9d6 Major Transformation Attack. Target is transformed into an Undead Automation under the control of the wearer.

Belt of Essence Armor: +10 PD & +10 ED, +2 DCV, No weight. Controls many of the Automations throughout the Eight Secrets.

3 THE EIGHT SECRETS

Following are the tales of the eight holdings, how they came to be, and the nature of their keepers.

These are the eight towers built by the members of the *Jerak Ahrenreth* — seven plus the original meeting-place of the *Dænkú Ahrenreth*. While the towers themselves did not originally correspond with specific members of the cult, several grew to be associated as pairs. These holdings were all constructed (or the alterations made on existing structures) between the years TE 888 and c. 3000.

AHRENTHRÔK

The name of this ancient vault means the *Guardian Secret*.

The first of the Secret Holds, the Ahrenthrôk was actually constructed just after the end of the First Era. That was a hundred millennia in the past, and virtually nothing of the original structure remained when Ondoval returned to it in the early years of the Third Era — except a pair of Sentinels and the Earth Vault holding the Crystal.

When Ondoval began his search through Time, he named the *Dænkú* as acting head of the Ahrenreth. This man — who went by the name of *Schrek* in earlier days — quickly consolidated his position of power and began aggressive alterations to the Ahrenthrôk. Revealing an intimate understanding of the strengths and weaknesses of the original layout, he personally supervised many improvements and additions to the subterranean complex. By the middle of the third millennium (c. 2500), Ahrenthrôk had been expanded into a maze of halls and tunnels, including a mine of rare elements. Guarded by eggs and many orbs of power, Ahrenthrôk was a seat of formidable influence.

A bitter rivalry grew between Lorgalis and Schrek, as the former believed that he should have been named *Dænkú* and given the reins of power within the Guardian Isle.

Upon his first return in 1689, Ondoval called the Council and was alarmed to discover the developments during his absence. Yet he was reluctant to unseat Schrek, despite Lorgalis' repeated protests. He did not remain long before turning once again the pages of the Book of Gates.

While Schrek never directly challenged Ondoval's authority as founder of the *Jerak Ahrenreth*, there were subtle signs that the *Arulis Kygari* no longer held sway over the Cult. When Ondoval returned in 4085 (his last visitation before finding the *Shadowstone*), Schrek dared to suggest that a replacement *Arulis* be named to the Council, so that the full complement of eight may sit on a regular basis. The K'ta'viir Lord conceded and allowed another to be named — but he retained singular control over the fortress known as the *Shadowed Secret* through the Mind's Orb. The Astrologer Zagul was named *Arulis Kygari*.

AHRENRAAX

The citadel of *Ahrenraax* (Ir. the "Secret Claw") was located in the cool waters southwest of Emer. Stewardship of this volcanic island fortress was given to the Lord Ordainer *Morloch* (once known as *Shúraax* the Fire Claw, bodyguard of *Kadæna*).

Alone among the hierarchy of the *Jerak Ahrenreth*, *Morloch* suspected *Schrek*'s true nature. As a creature from another plane, the Ordainer sensed a similarly alien mind, but being a Demon of the Essence, *Morloch* lacked the ability to comprehend a creature of the utter void.

In but a few decades *Morloch* had built *Ahrenraax* into an unsubtle palace of crude splendor. He marshalled forces and subjugated the northeast regions of *Thuul* by TE 1204.

The next year, the Dragonlord *Voriig Kye* came to *Ahrenraax* and proposed an alliance. He wished to sit on the Council, but no place was available.

The timely death of *Churk Ta, K' rak-shú* of the *Jerak Ahrenreth* in 1210 left a vacancy to which *Voriig Kye* was appointed. The Silver Dragon was now Cold Fire Lord. His alliance with the Ordainer caused some consternation among the other members, and *Schrek* excluded the Demon Lord from future inner councils.

Upon his return to the Shadow World in 4085, Ondoval met in secret with *Morloch* concerning *Schrek*, but no action was taken, and Ondoval's next re-entry was with an item which allowed him to feel immune from any threat *Schrek* might pose.

In 5030, soon after Ondoval's return with the *Shadowstone*, *Voriig Kye* and another Dragonlord — *Sulthon Ni'shaang* — called upon *Morloch* to consider the turn of events. (*Sulthon Ni'shaang* was losing his bid to wrest *Jaiman* from *Lorgalis* by military force.) They were also concerned about Ondoval's obsession with annihilation. The three decided to join forces to destroy *Schrek* and take control of the *Jerak Ahrenreth*. Then they would turn to face Ondoval.

But the Ordainer betrayed them to *Schrek* a mere ten years later, and an ambush at *Ahrenraax* was almost the undoing of the Dragons. Both narrowly escaped with their lives. Since then, *Ni'shaang* has sequestered himself at *Ja'miil Targ*, and *Voriig Kye* has remained secluded in his castle at *Vog Mur*. The Silver Dragon attends meetings at the Guardian Isle only because the place is sworn neutral ground.

AHREN-LYAX

The smallest of the Secrets, it has nevertheless seen continuous occupation since its construction in TE 898-1108. It is the *Dreaded Secret*, also known in later days as the tower of *Vour*. *Oan Lyak* is the second *Dreaded Assassin*, and though she has moved the center of her Cult of Assassins here, she has allowed the previous *Lyax Khâng's* Seneschal to remain. Indeed, *Guvog* the Necromancer could hardly be a better guardian for the tower.

Guvog commands a vast army of Undead, who make the Whispering Moor their rotting home. While the tower stands upon a rocky crag, the land all around for leagues is nothing but a chill mire, filled with noisome pools and decaying filth. The tower was once on the border of the realm of *Ansidus* and was the center of a great battle around TE 3300 in which thousands died. *Guvog* cursed the entire field, and the warriors are entrapped still, forced to walk to moor. It is said that there is only one safe path through the moor, and few know the way.

One episode in the history of *Ahren-lyax* of particular interest. *Lorgalis* and *Darí Holvir* (*Iæn Shiin*) visited here in Third Era 4578 and held counsel with *Oan Lyak*. There was an alliance cast between the three without the knowledge of *Schrek* or the others of the Circle. Two years later, *Oan* lured the Seer of *Urulan* here, where he was slain by a mental blast yet unequalled. The new Seer was none other than *Iæn Shiin*.

AHRENDIIR

Lorgalis' citadel on the isle of *Ulor*, *Ahrendiir* (Ir. "Shackled Secret") was actually constructed around 3400 in the Second Era, though the sprawling fortress has seen expansion and alterations countless times over the many centuries since the first foundations were laid. The citadel was completely demolished in the Wars of Dominion at the end of the Second Era, and *Lorgalis* wandered for centuries before his powers returned. During this period, he travelled on occasion as the White Mage.

When the *Jerak Ahrenreth* came together in the Third Era, Ondoval sought out *Lorgalis*, asking him to serve as the new *Phæniis Rhyn* (Ir. "Far Traveller"). *Lorgalis* agreed, on the condition that his citadel be named one of the Eight Secrets. Ondoval relented, and a shard of the Crystal was to serve as the new focus for the citadel of *Ulor*.

AHRENLAAKH

Besides serving as the shelter for a splinter of the Crystal, the *Ahrenlaakh* was to protect the Ark of Worlds, an item of surpassing power and mystical significance. The name of this holding (which in *Iruaric* means "Lost Secret") is appropriate, as will be explained below.

The *Ahrenlaakh* was begun soon after the splintering of the Crystal, the construction supervised by the *Dyar Mage Shanarak* ("the fair"). Accepting the title of *Kort Hulm* (Ir. "Cloud Master") among the Eight, he in turn enlisted the aid of the mighty demons *Quard* and *Urno* (Lords of Water and Air) to secure *Ahrenlaakh* against detection and intrusion.

Its foundations laid upon a black atoll in the deep ocean, *Ahrenlaakh* found isolation and defense through the swirling waters and obscuring clouds. The defenses of the place remained unchallenged for centuries.

Ahrenlaakh housed the Ark under the watchful eye of *Shanarak* for several hundred years, until 2705, when he left on an errand for the *Ahrenreth*. Leaving the Demon-lords in charge, he departed for what turned out to be a campaign lasting five decades.

When he returned, he found that Schrek had infiltrated his fortress with his own demonic brood and was attempting to subvert Quard and Urno. (Ondoval was of course still seeking the Shadowstone.) A tumultuous battle resulted between the two, and in the end, Shanarak was the victor. But Schrek would not concede defeat and summoned the power of the Ark of Worlds.

The Essænce was rent asunder, and the Ahrenlaakh was in fact 'lost' for a time, as the energy of the Ark of Worlds was such that even the kregora vault was unable to suppress its time and space warping powers. The atoll was swept into the Near Planes and lost to the Ahrenreth for a number of centuries.

However, even this separation did not fully cancel Shanarak's influence. He was able to send occasional messages to the Cabal through his demonic servants.

Then, in TE 5030, as Ondoval returns to Kulthea with the Shadowstone, the Ahrenlaakh is drawn back as well, erupting into the Shadow World as the Portal at Mulira was destroyed.

Shanarak has ruled since, though friction between him and Schrek has persisted.

AHRENTORG

This holding differs from the others in a number of ways. Ondoval alone supervised the construction of the Ahrentorg (Ir. "Shadowed Secret") within a vast crater-like ring in the northern Endless Sea. It was to be his retreat. Ahrentorg has no equal in gross size. Beyond intimidating, the mere sight of it strikes terror into the heart of even the most powerful of lords. It has never been assailed by force.

The history of Ahrentorg is actually rather sedate. Completed in c. TE 1200, it was Ondoval's retreat and had little interaction with surrounding territories. It maintained a large garrison through the first two millennia of the Third Era, but in the year 2000 Ondoval departed in search of the Shadowstone. Forces were maintained for several centuries, but they had no direction or focus. In TE 2400, Schrek ordered the Shadowed Secret closed.

Ahrentorg was abandoned and inactive for more than 2500 years, being reopened only after the return of Ondoval in 5030. He quickly reclaimed his ancient home and renovations were begun in earnest. The garrison is built up until it now stands as the single largest single military force in the world.

AHRENÆK

Ondoval wished the Ahrenæk (Ir. "Secret of Stone") constructed as a mine and forging-center for the Smith A'kesh. Located in what was once known as central Onar, Ahrenæk rises in mighty terraces above the sweltering jungles of Rulaash. The complex is safe deep behind a wall of green. (It is said that even to this day the forest is held in thrall by some unnatural terror: constructs from the First Era.)

A'kesh was one of the Eight, the *Dag Lavan* (Ir. "Maker of Blades"); he was also a son of Tethior. His father never knew that he had sired the boy, and A'kesh's mother, for her own vengeful reasons, apprenticed the youth to Tethior's brother and rival Kreljij 'The Swordmaker.'

The Ahrenæk did indeed prove a rich mine, and the facilities were unmatched in the Third Era. But A'kesh showed little aptitude for administration and Ondoval — seeing a void — appointed the elf-lord Sigirus as administrator.

Sigirus quickly secured the mine and proceeded to fortify the structure, turning it into a vast complex of many grand halls and deep passages. The mine continues to yield considerable wealth as well, and the growing power of Ahrenæk was not lost on the Eight. In 3050 Schrek sent his lieutenant Wargur to take control of the mine from Sigirus. The Elven lord refused to relinquish lordship, and Wargur dared not challenge Sigirus in his own halls, with the many enchanted defenses made by A'kesh. Schrek abandoned this path and instead sent Wargur to Ræl, forced to allow this ally of Ondoval to hold the forge.

To this day it is widely assumed throughout the Eight that while A'kesh may sit at the table, Sigirus is the real power at Ahrenæk.

AHRENNRYAK

Here it seemed that Lorgalis scored a victory over the schemes of Schrek, for he enlisted the aid of the Dark God Klysus and lobbied to have the pinnacle at Ordia named as *Ahrenryak* (Ir. "Secret of Souls"). This monastic center had been a gathering place for activities of Darkness for several centuries before the Ahrenreth had resumed. The location of a splinter of the Crystal here enhanced the Dark God's power and caused some concern for Schrek. However, the isolated location of Ordia served only to work against it as a strategic base of operations. Overlooking a frozen plain in the far southern reaches of the planet, the Ahrenryak holds sway over few souls — but it did serve as a secure fortress and would be an excellent point from which to launch an assault against the Southern Eye. Carved out of a sheer rock face, the entrance to Ordia has an unobstructed view of the blinding white ice fields for miles.

Only the order of monks reside within this fortress-monastery, honing their physical and mental skills, and guarding the splinter of the Crystal. Something else is guarded at the Secret of Souls, however: the body of Kadæna. Sealed within a sarcophagus of black laen and eogs, the remains of this evil queen continue to radiate an aura of unmatched evil.

The Mentalist-Priest Dytus rules this small but impregnable fortress which is said to be protected by Cold Guardians and packs of Snow Hounds.

4•THE TWELVE ADHERENTS

Directly below the Eight of the Secret Circle are the Twelve called the *Adherents*. Their functions vary, but they serve only the Ahrenreth as a group (unlike assistants who serve particular Lords, such as Sigirus). All reside in the Ahrenthrök — though they may be abroad at any time on errands for the Cult.

GM Note: The PCs are much more likely to encounter one of the Adherents than a member of the actual Circle — though even an Adherent would tend to simply ignore anyone as insignificant as a group of PCs unless they were being particularly disruptive.

Gorang: A Dyar Thief, Gorang is also known simply as *The Hand*. He has stolen many artifacts of power for the Cult and takes pride in succeeding at particularly difficult missions.

Vaag t'Kang: A half-elf, Vaag has Laan and Erlin blood. A Magician of some skill, he is a master of enchanted fires.

Wurliis: A Demon of the Fifth Pale, Wurliis is among the most intelligent of his kind and is a master of arcane mechanisms. His favorite weapon is a terrifying device which fires four heavy crossbow bolts in a volley.

Klax: Captain of the Guard at Ahrenthrök and Herald of the Ahrenreth forces, Klax is another half-elf: Talath/Iylar (Linær). His sword is a special *Irgaak* forged in the First Era. His black plate armor and white surcoat make him a striking figure, and when he has duties outside of the citadel, he rides a black pegasus.

Vomûk: Truly an unholy union gave birth to Vomûk. His sire was a Demon and his mother a Dyari Sorceress. While generally resembling an Elf, he has black skin, and his body is hairless. His teeth are pointed fangs and his fingers end in claws. A Sorcerer, he is also dangerous in combat and exceedingly cruel.

Gargarax: A Dyar/Iylar Elf, Gargarax is an Astrologer and the twin brother of twin of Urkanian. He is called 'the Voice', because of his ability to control others with his magical words. It is said that the utterance of his name can kill. He wears white robes.

Urkanian: Chief Librarian of the Ahrenthrök. Urkanian (called 'the Scribe') is Gargarax's identical twin brother. Quiet and reserved, he nevertheless has an obsession with securing magical tomes, often murdering in cold blood to get them for the Ahrenthrök shelves. He wears flowing black robes.

Zajarian: A Loari Elf fallen from the high ideals of his race, Zajarian is an Alchemist of great knowledge and skill. He creates many items for the Cult.

Môg-dûrek: Half Jaader, half Erlin, this evil priest has an unusual appearance, to be sure. He has contacts with several of the Dark Gods, and his arcane rituals are designed to supplement the power of the Secrets.

Ytarmen: A Loar with Laan blood, Ytarmen assists Zajarian and makes magical armors.

Turasoq: A Demon of the Essænce, Turasoq is a Procreator. A mentalist, he serves the Eight by taking the thoughts of others and twisting them upon themselves.

Klyrunak: Most enigmatic of the Twelve, Klyrunak has no official duties. He is a Mystic, kidnapped from the Kytari as a child and now a master of spells of deception and changing. He could appear anywhere in Emer in any of a number of guises — including that of Andraax.

5•THE AHRENTHRÔK: LAYOUTS

The following pages detail the actual layout of the home of the Secret Circle. Woe be to he who finds himself within these Hallowed Halls.

ENTRY

This room is actually located *underwater*, about 100' off the northern shore of the Sea of Votania.

1. Outer Doors. A pair of doors fashioned of some grey-green alloy, these panels will open to any one of several keys. They are octagonal (each door half an octagon) and ten feet high/wide. Three-inch thick panels slide open along a track when activated.

2. Airlock. Beyond the doors is a square chamber, full of water. When the key is used on the inner set of doors, the outer ones close, and the water drains. The room is dimly lit by a green luminous ceiling, and when the water goes, there is a brackish 'fishy' smell. The inner doors open when the water is gone (through small grilles along the edge of the floor).

3. Corridor. About fifty feet long, this stairway descends further under the sea. The walls are damp but the smell is gone. Disks of green set in the walls at regular intervals provide minimal illumination.

4. Room of Partings. Stairs lead up to either side. Light is provided by the two large panels (7 and 8), slabs of crystal which glow an amber hue. The diamond-shaped pillar in the center of the chamber is of Black Eog; non-evil Essence spells — including attempts to *Long Door* out of this room — must resist vs 30th level or Fail (roll on spell failure table, add the amount the spell failed by). The eog has inlaid writing in silver Var Arnak runes (the language of Evil Priests). If any dare read the inscription, it says:

*Few guess the purpose of the Cult of Old
subtle as whispers in a gale.*

*Now their actions speak and realms fall
The order meets in the Hallowed Hall*

Gargarax... Urkanian

After the 'signature' is a rune; readers must roll a RR vs 10th lvl Channeling or suffer 3-30 hits. [12d6 Suppress vs. Non-Evil Magic Rune is 2 1/2 RKA (area affect-rad).]

5. Portal. To cell of Entry (# 52, East Halls). The opening appears absolutely black. As soon as someone starts, they are sucked in to the Cell (no sticking in of hands or heads to 'take a peek').

6. Portal. This portal appears dormant. This is because it is a one-way gate, only allowing persons to exit through it (specifically, from # 51) into this room.

7. One-way Shield Wall. This laen wall is translucent to those in the room, but completely clear to one behind it. A scant six inches separate it from the wall on either side. The wall is designed so that an evil spell user (presumably a defender of the complex) can *Long Door* behind the wall and cast spells *through* the wall with ease (it is as if the wall were not there). The wall completely stops any spells and is indestructible.

8. One-way Shield Wall. As #7.

9. Black Door. Of Black Eog, this door will only open to a word in Var Arnak, speakable only by the Eight.

10. Stone corridor. A very ancient passage leads in a gentle slope down to a natural rock intersection. Up to the intersection it is lit as #3.

11. West Tunnel. Of rough-hewn rock, this cold, wet and unlit way winds down for miles before running to a cave-in (once it continued on to a K'ta'viir installation).

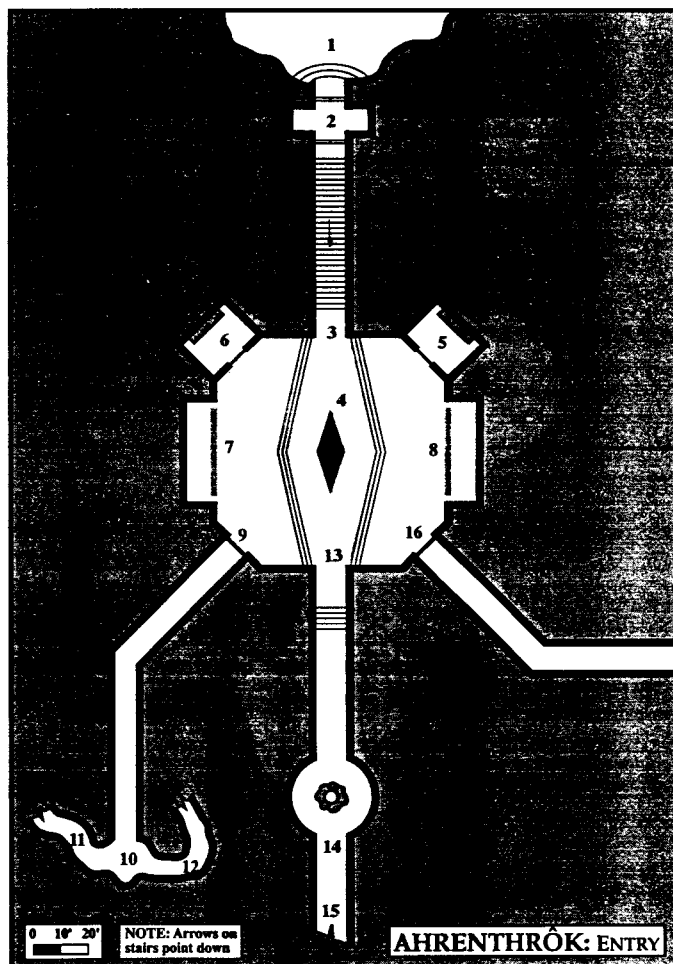
12. East Tunnel. This way leads back to the north, dips down for a few hundred feet then begins to climb. It connects with a cave in the hills of Miir more than 200 miles to the NW.

13. Green Laen Door. A single panel of frosted green laen, it has a silver rune inlaid on its surface. It will open, sliding down into the floor, if the word *open* is spoken in Iruaric ("I-ken").

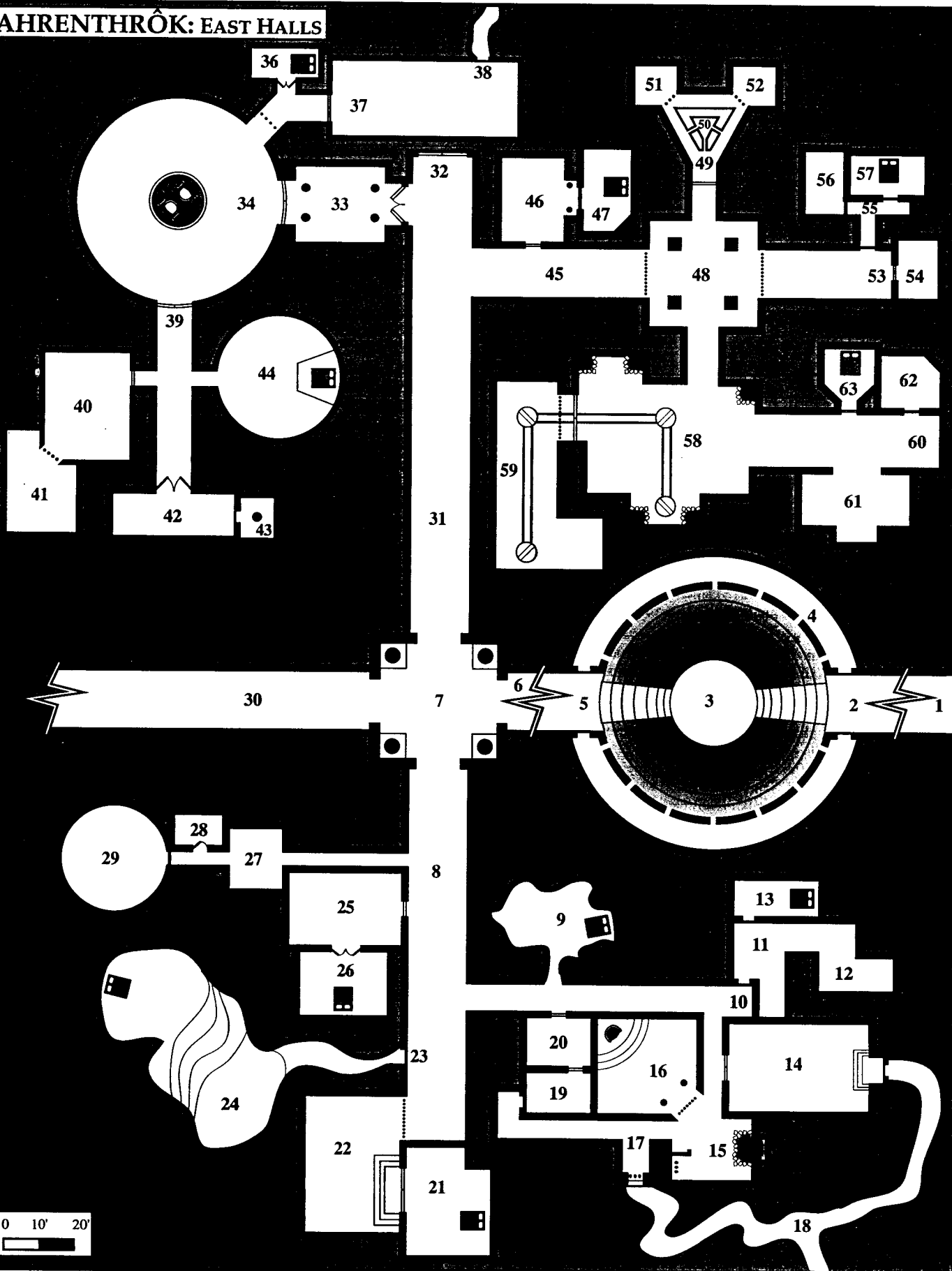
14. Warder. The corridor opens into a hemispherical chamber. Set on a pedestal of jagged obsidian is a golden orb about six inches in diameter. One particularly cruel-looking spike of the obsidian actually hooks up around the orb so that it is taller. As each person enters the chamber, it will speak in Iruaric: "I am the northern warder. Make your offering and you may pass." A superior observation will reveal that the spike has some dried blood on it. Each must prick his finger on the spike and touch the orb, then they may pass. Those who fail are greeted by a +80 point-blank lightning bolt as they pass. [14d6 N EB (electrical).]

15. Corridor. This corridor, lit as #3, continues for 150 miles in basically a southerly direction, heading under the sea and up under the isle of Votania, eventually connecting to the secret door (#38 in the East Halls).

16. Silver Door. A door of shining silver bears the inscription in black runes: "Halls of Earth and Air." It descends gently for twenty miles to a great cavern, part of a vast underworld populated by strange and dangerous creatures. The doors will open if touched, and close after ten seconds. They cannot be opened from the other side, however.



AHRENTHRÖK: EAST HALLS



EAST HALLS

1. Corridor. Just over a mile long, this processional corridor leads to the main Ahrenthrök entrance on the east face of Votania. The outer gates are a pair of thirty-foot tall panels of Black Eog and kept closed; in the entryway just outside of this imposing barrier are a pair of High Sentinels (see Part IV, *Atlas Addendum*).

2. Bronze Doors. These are great arched doors of metal hammered into a bas-relief of various ritual scenes. They open automatically when someone approaches from the corridor, but only open from the inside by a secret word said by one of the Eight or Twelve.

3. Hall of Hurling Death. A round chamber with luminous domed roof, this grey stone hall has steps descending to the center. It looks like a theater-in-the-round.

4. Firing Hall. Secret doors allow access for troops with crossbows. Intruders enter the amphitheater-like hall and are trapped. They are then easily picked off by archers.

5. Steel Doors. These can only be opened by a Word from the Hall of Hurling Death, though they can be easily pushed open from the corridor.

6. Corridor. Thirty feet wide and forty high, this hall is supported by gothic (pointed) vaults and lit only by occasional torches. It is about 800' long, paved with a mosaic pattern of tinted glass.

7. Hall of Meetings. The ceiling rises to a point 80' up, supported at the corners by four columns of glowing green laen. Four green laen portcullis lurk in the four doorways, but are kept up except when the citadel is threatened.

8. Hall of the Southern Seven. White marble lines this vaulted passage, lit only by sputtering torches.

9. Wurliis' Place. No door or gate closes this small, rough-hewn Cave. Inside is the abode of Wurliis the Demon, one of the Twelve.

10. Trap. First of several 'toys' protecting the chambers of Gorang the Thief, this is a pit trap, *Hard* to disarm. The pit is 30' deep.

11. Anteroom. Protected by a secret door, *Very Hard* to detect, this room has fine furnishings — and two traps. The smaller one is a blade trap, triggered by stepping on the floor in that area. Victims receive 1-10 +40 Broadsword attacks.

12. Trap. The other trap triggers when someone tries to pick up the gold statuette on a pedestal in the center of the designated trap area. The area fills with a *Firestorm* (a "B" Heat crit to all in the area). The statuette is unharmed and is attached to the pedestal. [4d6 RKA (AA-RAD)]

13. Gorang's Room. Guarded by another secret door *Extremely Hard* to detect, the Thief's bedchamber is austere.

14. Chapel. Part of Môg-Dûrek's religious enclave, this chamber has a vaulted ceiling and walls covered with ancient tapestries depicting unspeakable acts. A secret lever on the high-backed throne causes it to pivot, and opens a secret door to 15.

15. Cleansing Chamber. Prisoners are chained to a wall here and ritually bathed by Môg-Dûrek in preparation for sacrifice.

16. Ceremony Chamber. Here the evil High Priest performs his evil rituals. The prisoner is chained between the columns, his life drained away by the spells of the Priest.

17. South Way. A portcullis guards a steel door, both locked and *Extremely Hard* to pick; only Môg-Dûrek has the key. They connect to a tunnel.

18. Tunnel. This rough-hewn corridor links up with the secret way behind the Chapel throne, and connects with the Pools of Plenty Chamber (# 24, via 28, Central Halls).

19. Môg-Dûrek's Room. The Priest's Chamber is richly furnished, though it holds nothing of particular value.

20. Anteroom. This sitting room is furnished with strange items gathered from around the world. There are several priceless sculptures, many easily carried off.

21. Klax's Room. The Champion of the Secret Circle has simple chambers, spartanly furnished.

22. Chamber of Opponents. When anyone walks into the room, an 'opponent' appears. The Opponent by default looks just like the real person, and has the same bonuses and AT. The opponent will fight until someone is unconscious or the real person says 'stop'. The opponent cannot deliver real criticals. Experienced users of the room can change the nature of the opponent; the room can summon up to 10 opponents at a time; they cannot leave the room. [Chamber creates a replica of the character that will fight until someone is unconscious or the real person says 'stop.' Also, the replica will only do STUN — no BODY. (Summon replica of player; up to 10 replica's)].

23. Secret Door. *Extremely Hard* to locate.

24. Klyrunak's Cave. Klyrunak is the Mystic of the Twelve, a very mysterious character. His cave is always filled with strange illusions: shifting patterns of light and even ethereal creatures.

25. Sitting Room and Texts of Fire. An elegant library, this room contains volumes devoted to the various natural and magical aspects of fire. Included are runes for every fire spell.

26. Vaag t'Kang's Chamber. Rooms of the Magician of the Twelve.

27. Alchemical Texts. A library of books on the arcane 'chemical' nature of the elements, this room has no magical books, but the knowledge gathered here includes a vast treasure of chemical science.

28. Vomûk's Room. The Sorcerer of the Twelve rests in this small, ascetic chamber.

29. Laboratory. A domed chamber, the Laboratory is littered with tables and lined with shelves packed with bottles of chemical powders and liquids. The tables are cluttered with flasks and apparatus.

30. Grand Processional Hall. Similar to the corridor #6, this one has vaults slightly taller, and is lit instead by the vaults themselves, which glow with an eerie green light to illuminate the passage. This passage marks the beginning of the old Halls of the Circle.

31. Hall of the Northern Five. Paved in black glass and vaulted with golden ribs, this corridor is lit by gold and crystal lamps.

32. Dead-end Corridor. What appears to be a set of gold doors is in fact a trap. Any tampering with the doors will trigger the (*Extremely Hard* to discover) trap, opening a fifty-foot deep pit, the bottom lined with cruel spikes (2-10 +50 shortwords). [50' pit with spikes (2 1/2d6 HKA, AP)].

33. Reception Hall. Behind a pair of ebony doors, four grey columns support a black roof in this room. On the two long walls are star patterns of precious gems set in absolutely black stone.

34. Dome of the Stars. A pair of grey alloy doors slide open to allow access to this large, domed chamber almost 80' across. The floor is black and the only illumination is the dome itself, which displays a perfect image of the sky overhead.

35. Thrones of the View. A pair of green marble thrones sit back to back on a pedestal, each with a set of controlling levers. The levers cause the throne pedestal to rotate, the view to change to any point on the planet at any season.

36. Urkanian's Chamber. The Scribe rests on a plain cot in a small, austere room.

37. Hall of Dark Texts. A two-storey chamber with ladders goes up to a balcony running the perimeter. Fine ironwork is formed in twisting serpents with grotesque faces. The hall contains magical texts for all three 'evil' professions, as well as all the shady RMC professions. There are also non-magical arcane works dealing with evil rituals and ceremonies.

38. Secret Door. *Absurd* to detect from the room, this door lies behind a bookcase. It links to a tunnel which eventually connects to the secret underwater entry (to # 15, Entry).

39. Hall of Voices. The moment someone steps on the grey marble floor of this corridor, voices begin to speak in numerous volumes, languages and intensities. All who hear think they catch snatches of conversation from someone they know from the past. It is eerie and disturbing.

40. Reading Room. A single lounge chair sits in the middle of this bare chamber. Lamps are mounted on either side of the back of the chair to provide reading light.

- 41. Chamber of the Black Tomes.** The evil history of the activities of the Jerak Ahrenreth is recorded in a set of huge volumes, all bound with black dragonskin.
- 42. Texts of the High Speeches.** Volumes on every known written language since the dawn of the Second Era.
- 43. Room of the Sounding Sphere.** This silver orb, set on a pedestal of naturally formed amethyst, Knows every spoken tongue and can teach all.
- 44. Gargarax's Bedchambers.** The Astrologer of the Twelve (also known as 'The Voice') rests in this opulent domed room.
- 45. Corridor.** Vaulted with fine crystal and semi-precious stone, this hall leads to the smithing halls.
- 46. Sitting Room.** The outer chamber of the Procreator's rooms is floored with stacks of cushions and rich carpets. The walls are covered with bizarre and erotic murals.
- 47. Turasoq's Room.** The Demonic Procreator rests in this stark chamber. The bed is of white marble, carved to resemble a real bed.
- 48. Hall of Fine Finishes.** Four columns, one gold, one silver, one yellow laen and one clear laen, support this entryway.
- 49. Parting of the Ways.** The corridor splits here. Blocking the way is a triangular barrier which rises from floor to ceiling. It conceals the Control Nook.
- 50. Control Nook.** Only from here can the two portculli guarding #51 and #52 be opened. One can only get inside via *Long Door*, as there is no entry large enough. Three narrow slits allow a guard to fire down the corridor.
- 51. Exit Portal Cell.** This Portal connects to the Portal in the Entry Layout, #6. One can only pass from this end *to* that portal, not the other way. The portcullis guarding this room is of green laen with a filament of kregora in each bar. It is locked, *Absurd* to pick; the controls are in the Control Nook.
- 52. Entry Portal Cell.** Connecting to the Portal in the Entry Layout, #5. One can only pass *to* this end *from* that portal, not the other way. The portcullis guarding this room is of red laen with a filament of kregora in each bar. It is locked, *Absurd* to pick; the controls are in the Control Nook.
- 53. Trap.** Guarding the Vaults, this trap is triggered if anyone touches the blue stone door to the Vault. (The vault is opened only by saying "By the hand of Zajarian, open!" in Iruaruc.) The trap drops black eog portculli across the corridors (at either end of hall #48) and releases a spray of ignited gas which fills the corridor. All take a point-blank x3 hits fireball. [+30PD, +30 ED Force Wall, hardened (at either end of corridor) 10d6 EB, uncontrolled, continuous AA – corridor (1 continuous charge, 1 minute duration)].
- 54. Vault.** A vast and priceless store of magical items and weapons is held within this chamber. Worth hundreds of thousands in gold, they include swords, and armor, rings, necklaces, enchanted protective devices, wands and staves.
- 55. Death Corridor.** At the east end of the hall is a 20th level Rune of Death.
- 56. Tools and Tomes.** Zajarian's personal tools and notebooks are locked in this small room. The door lock is *Absurd* to pick.
- 57. Zajarian's Room.** The Lord Alchemist of the Twelve rests here.
- 58. Forges of Ahrenthrök.** Fires both hot and cold burn here day and night. Tracks and turntables allow carts and crucibles to be transported about the complex.
- 59. Storeroom.** Packed with crates of ingots of virtually every rare and fine metal. The doors are unlocked.
- 60. Mirror.** A large silver mirror covers the entire wall at the end of this corridor.

61. Special Shop. Finishing work and operations with unusual aspects are performed in this room.

62. Jeweshop. A vast treasure of gems and precious minerals is strewn through this shop. Total value: ~100,000 gp.

63. Ytarmen's Room. Another of the alchemists of the Twelve, his bed is near the forges.

CENTRAL HALLS

At the heart of the Ahrenthrök, the Central Halls cluster around the Jewel (See section 1 in this Part).

1. The Jewel Chamber. The actual chamber is a cave directly below, with an open-center balcony (#2) overlooking the Jewel Chamber. Access to this cave is via one of four staircases (#6). The jewel glows with a bright red light, illuminating this entire area.

2. Mezzanine. Eight columns of black eog support the vaulted ceiling of this large chamber. Corridors and stairs lead off to other areas of the complex.

3. Stairs. Up to the Upper Chambers.

4. Doors. Of grey metal and inlaid with the rune of the Ahrenreth, these doors open upon approach, but only to the Eight or Twelve (or one who has one of their rings). They slide up into the ceiling. Otherwise they might be opened only by magical means. [2d6 EGO drain, with 1d6 DEX drain (character experiences uneasiness)].

Note: The Rune of the Jerak Ahrenreth causes uneasiness (and -10 to all activity) to all who fail a RR vs 8th level Channeling.

5. Eog Golems. Controlled by ringwearers, they guard the Jewel Chamber. These four 12-foot tall constructs are very powerful, a legacy of the First Era.

6. Stairs. These marble steps lead down to the Jewel Cave.

7. To the Mines. A long, winding stair leads down to the old mines of the Ahrenreth, long exhausted.

8. Laen Doors. Blue Laen doors open upon approach, sliding into wall pockets.

9. Hall of Glass. Glass floor, glass ceiling (and an illusion of sky above), glass columns and 'glass' doors give this curious room its name.

10. Frosted Laen Doors. Nothing can be seen past these translucent panels but a flickering of light. They open only to those able to speak Uscurac (the language of Essence) and say, "Open the Chamber of Doors to me."

11. The Chamber of Doors. Steps curve gracefully up to the Great Portal, and on the left stands a row of crystal columns, holographic memory storage of all the portal locations ever opened by this Gate. But the Eight do not possess the key to use these locations. (Andraax has it.)

12. The Great Portal. A slab of shimmering crystal, this is actually a very powerful Portal. Those with sufficient power and skill can cause this Portal to open a door to any time, place or plane. Fortunately, not even the Eight have the power to truly manipulate this artifact from the First Era.

13. Laen Doors. Yellow Laen doors open upon approach, sliding into wall pockets.

14. Crystal Prison. The Book of the Ring is imprisoned in the crystal of this column. It can only be freed by one wearing a Ring of the Jerak Ahrenreth: they simply reach into the crystal as if it were water.

15. Corridor. To the North Halls.

16. Frosted Laen Doors. These grey translucent panels open on approach.

17. Quarters of the Monks. Forty warrior-monks live here in subdivided quarters. While not a match man-for-man with the best of the Changramai, they are impressive warriors and evil zealots who guard the Inner Ways.

18. Unholy Waters. The monks wash in these waters daily.

19. Study Rooms. Rooms devoted to practice and study for the monks.

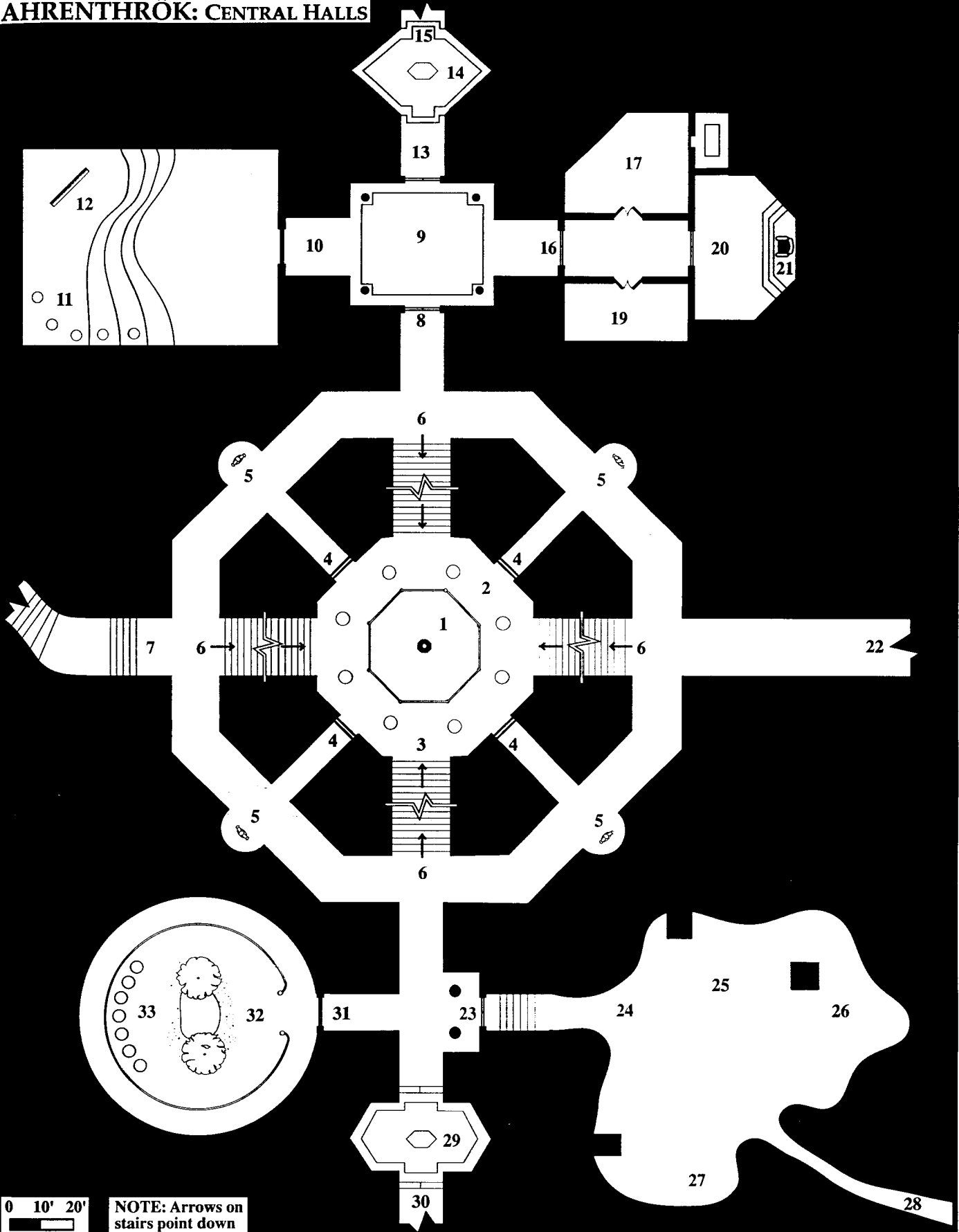
20. Chapel. Darí Holvir, master of the Monks, holds services in this dark temple.

21. Throne. Holvir's throne is in the form of a huge, reptilian skull.

22. Corridor. See East Halls, #30.

The Flows are Paved with Gold!

Navigator Adage

AHRENTHRÔK: CENTRAL HALLS

23. Foyer of Cleansing. A pair of White eog columns stands guard at the entrance to this cave which cannot be eliminated by the Eight. It dates from the First Era.

24. Pools of Plenty. This chamber is rarely entered by the Eight because of the abiding 'goodness' of the room.

25. Mere of Sight. A drink and one can see all things as they truly are for one hour. The drinker knows lies, sees through illusions and shape changes. Shrek has been unable to curse this well, but the Eight do not use it, seeing no need. Should someone drink and look upon him, however, they would see his real form.

26. Mere of Healing. One drink heals all wounds of the body.

27. Mere of Soul Cleansing. By bathing in this pool, one could be freed of all curses and mental afflictions. It has been cursed by Schrek, however, and is ineffective.

28. Tunnel. This narrow, winding corridor leads to an eyrie high in the side of Votania where great eagles large enough to be ridden are bred.

29. Crystal Prison. The Sceptre of Nuyan Khôm is imprisoned in the crystal of this column. See #14 for descriptions of the Crystal Prisons.

30. Corridor. To the Dungeons.

31. Doors. These dark red metal doors are locked, *Hard* to open.

32. Hall of Running Demise. Named for the swift and deadly Shards which might appear in this chamber, this room boasts has a pair of beautiful, 25' tall trees flanking a shimmering pool of clear water. The leaves of the trees have been stripped below ten feet. A ramp circles the room, beginning at floor level near the doors, rising to 10' high across the back. It is this ramp that the Shards would use to circumnavigate the room with blinding speed, confusing their targets, then slaying them.

33. Thrones. Seven high-backed thrones made from tree stumps rest before the ramp (which is more than 10' high across the back of the room). Set in the back of all are yellow gems. Anyone touching the thrones will surely summon six Shards of Viour — if they aren't already there (See the *Inhabitants Guide*, pp 39-40 and the *Atlas Addendum*, Part V Constructs). There is a slight (%5) chance that Shar-Ak will appear in the center throne.

NORTH HALLS

This section of the Ahrenthrôk is composed of a cluster of chambers around the Council Hall.

1. Eog Doors. This corridor connects to #15 in the Central Halls.

2. Columns. Of White Eog, these columns prevent any unauthorized spell activity in the Council Hall.

3. Columns. Of Black Eog, which inhibit the casting of non-evil Essence spells.

4. The Council Table. Of red lean with an edge of fine wood, this beautiful table forms the nexus of the meeting-hall of the Eight. Thronelike chairs ring the octagonal table.

5. Portcullis. Of a grey alloy, it is normally up, except when the Order is meeting.

6. Kitchen.

7. Pantry.

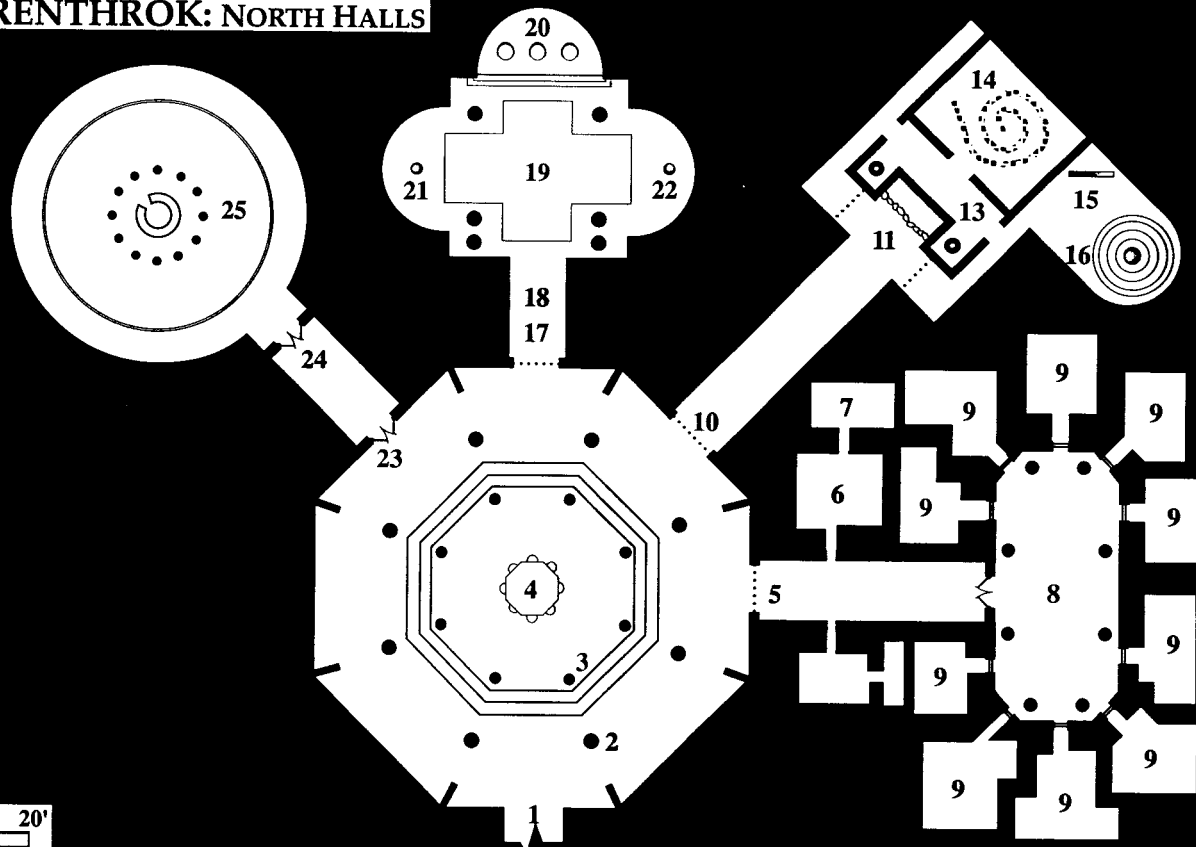
8. Dining Chamber.

9. Guest Rooms.

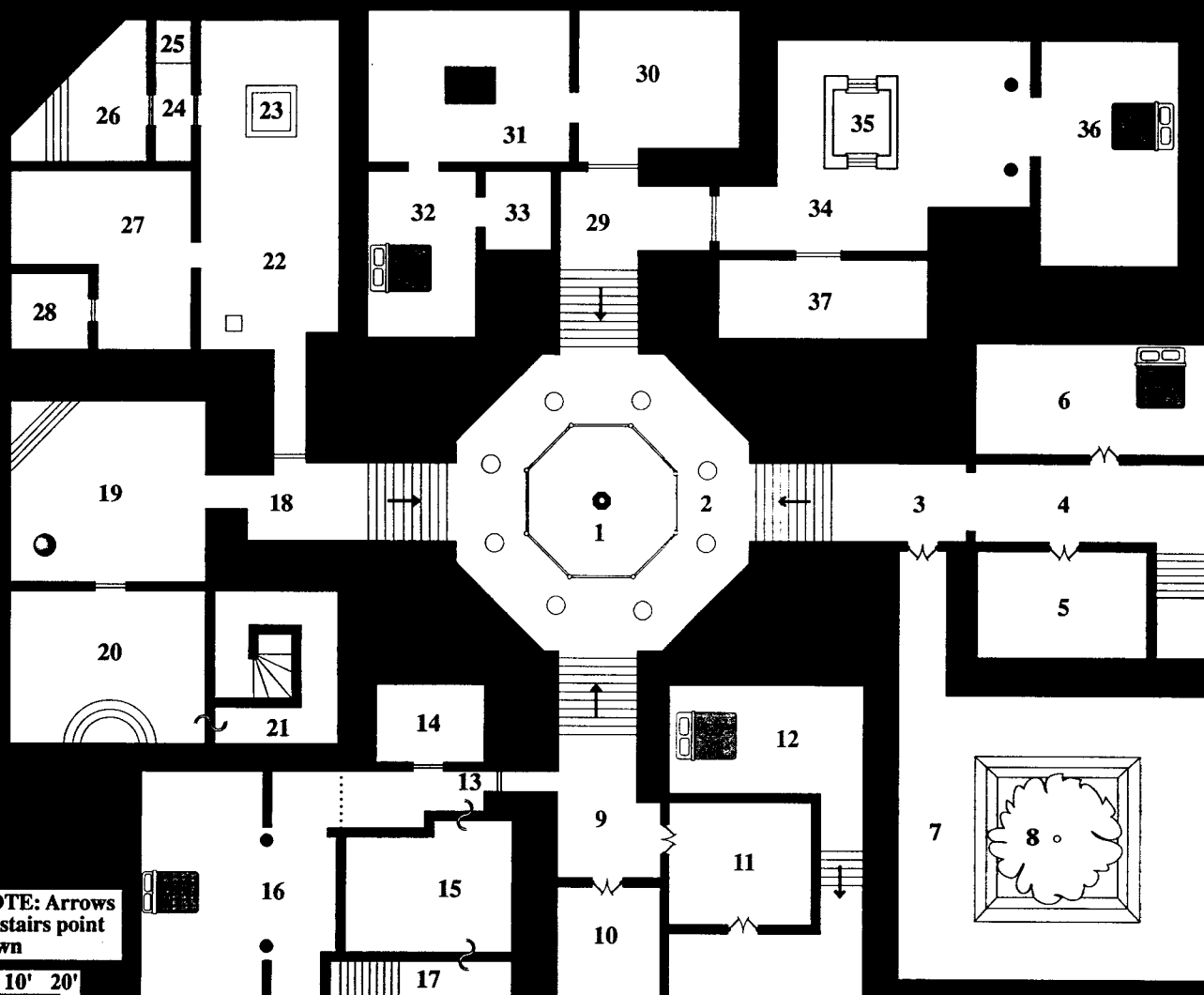
10. Portcullis. As #5.

11. Cleansing Hall. Those wishing to seek the Path must first wash in these waters.

AHRENTHRÔK: NORTH HALLS



AHRENTHRÔK: UPPER CHAMBERS



12. Portculli. These are locked, *Very Hard* to pick.

13. Meditation Orbs. Before starting along the Path, one visualizes a location in one of the Orbs and is attuned.

14. The Path. By walking along this shimmering trail of light, one can — whether they use spell or not — be transported to anywhere they have been before, in absolute safety.

15. Reflector. This allows the Orb of Secrets to 'see' around the corner. It is basically some sort of big enchanted mirror.

16. Orb of Secrets. Anyone who is not of the Ahrenth who takes this (the right path) is 'seen' by the Orb of Secrets. He must make a Channeling RR vs 20th level or his soul is taken and imprisoned in the Orb. [12d6 Mind Control (only to induce soulless catatonia)].

17. Portcullis. See #5.

18. Trap. Triggered by a control at the Thrones (#20), it is 50' pit with acid in the bottom.

19. Audience Chamber. A beautiful throne room, this chamber has carved columns, a marble vaulted ceiling, and a polished white floor.

20. Thrones of the Three Lords. Schrek, Zagul and Darí Holvir are the 'resident' lords of Ahrenthrôk, calling councils here.

21. The Inner Eye. This orb names aloud the true name(s) of a supplicant when he enters the room.

22. The Ear of Truth. This orb has the equivalent of a constant 20th level *Truth* spell, and will tell if a supplicant is lying.

23. Wood Doors. A set of polished wood doors. They are unlocked.

24. Stone Doors. Massive panels of stone set on iron hinges, they are unlocked and usually open.

25. Library of the Eight. A research library for the Eight. It is filled with a wide variety of texts, mostly histories.

UPPER CHAMBERS

These chambers are primarily lodgings for the Eight. Unless otherwise noted, all of these rooms are filled with the most beautiful furnishings, tapestries and art objects imaginable.

1. The Jewel. The angry crimson glow of the jewel illuminates up into this foyer.

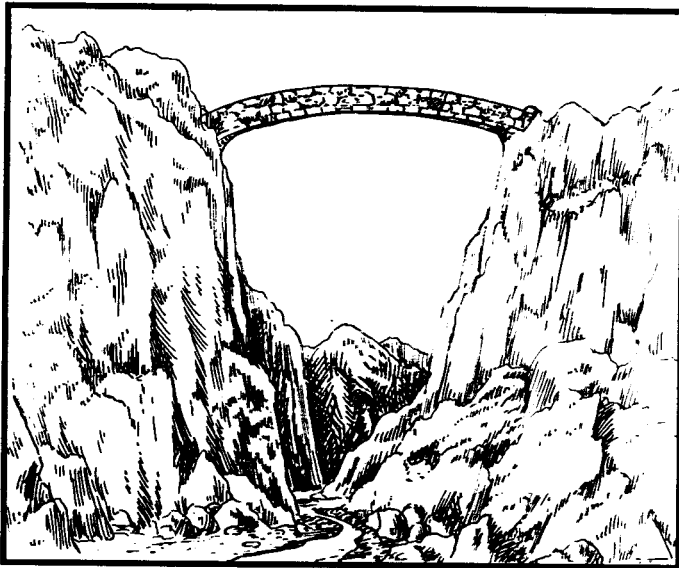
2. Mezzanine. This is actually the balcony also seen in the Central Halls layout (#2).

3. Foyer.

4. Hallway. At the end of the hall is a stairway leading down to an apparent dead-end. It is also a pit trap, 40' deep.

5. Exercise Room. Darí Holvir uses this room — which has padded walls and floor — for exercise practice.

6. **Darí Holvir's Room.** Simple quarters for the Priest.
7. **Chamber of Voriig Kye.** The ceiling is brightly lit by a light like sunlight during the day and goes out at night, when moisture drips from pipes overhead to water the tree. The walls are covered with vines and the floor is paved with grey stone, grassy around the tree.
8. **Tree.** The Dragonlord uses this living Tree to transport himself instantly to the Ahrenthrök. Wary of Schrek's treachery, he never stays at Ahrenthrök long.
9. **Foyer.**
10. **Sitting Room.**
11. **Lorgalis' Study.**
12. **Lorgalis' Room.**
13. **Foyer.**
14. **Sitting Room.**
15. **Shanark's Laboratory.** Shanarak experiments with alchemical elements and strange mechanical devices.
16. **Chambers of Shanarak.**
17. **Stairway of Death.** This is actually a dead-end stairway; placing weight on the third step from the bottom causes blades to whirl out of the walls. All on the steps take 1-4 +60 2-h sword attacks. [2'/2d6 HKA. AA — staiwell].
18. **Foyer.**
19. **Zagul's Meditation Room.** A great crystal orb rests on a pedestal in one corner of the room, and a pool of water shimmers in another. Here the Astrologer/Seer looks for visions.
20. **Chamber of Zagul.** There is no bed, only a cushion atop the dais at the southern end of the room, where Zagul meditates.



21. **Stairway to the Sky.** Zagul alone knows of this stair which spirals upward thousands of feet to the pinnacle of Votania: the City of the Masters.
22. **Sitting Room.** Opulently appointed, the walls are covered with beautiful weapons and suits of armor.
23. **Pool.** Of shimmering water, this pool is filled by a constant drip from a shaft above it. While the shaft does not go up to the outside, it is built to look like it. Light shines down the shaft day and night.
24. **Foyer.**
25. **Cold Trap.** In the wall at the end of the corridor is a niche with a crystal cube 6" on a side sitting in it. In the cube seems to be a flickering, elusive image of a tree. The shelf of the niche has a fine web of kregora in it, so spells to move the cube fail. As soon as anyone gets within two feet of the cube, the trap is set off: the corridor ten feet down from the cube is filled instantly with a freezing blast, delivering an "A" Cold crit to everyone in the range, and all who fail a 20th level SD RR are frozen in suspended animation until awakened. The cube has no magical properties. [Cube has an innate Dispel vs TK and Teleport directed at it. (20d6 Dispel vs TK, 20d6 Dispel vs Teleport). 13d6 Cold EB, AA — corridor with linked 10d6, 10 DEF Entangle].
26. **A'kesh's Chamber.**
27. **Museum.** Art and artifacts fill this room to the point that it seems cluttered.
28. **Vault.** Lined with a fine plating of kregora, this vault contains an array of priceless — mostly evil — artifacts.
29. **Foyer.**
30. **Trophy Room.** Filled with replicas of some of Oan Lyak's victims rendered in marble, on canvas or other, more exotic media.
31. **Inner Tower Room.** The ceiling in this room rises almost out of sight: three hundred feet straight up into a steamy, shadowy ceiling. The central pillar is of smooth black stone, the walls are of set stone of varying roughness. Sometimes water streams down the walls, sometimes it is dark. Oan Lyak likes to climb the walls for practice.
32. **Oan Lyak's Room.** Black velvet drapes surround the large bed; the walls are covered with bizarre mosaics in red, gold and black glass.
33. **Changing Room.** Lyak uses this room to change clothes — and to Teleport away using one of her magical, hand-held "images."
34. **Outer Chamber.** The doors to this room are of grey Eog, and only open to Schrek's palms pressed upon metal plates set in them.
35. **Prayer Platform.** Here Schrek prays in private to Agothu, and also consumes sacrifices to fuel his unspeakably twisted soul.
36. **Schrek's Bedchamber.** This deceptively pleasant room is a façade to conceal Schrek's true nature. The soft bed is never used.
37. **Laboratory.** This is perhaps the most bizarrely furnished room in the complex. Objects of all manner of construction squat on metal legs or are scattered on stone tables. They are made of crystal, alloys, luminous gems and bits of unidentifiable material. The parts of some appear to be ethereal — existing only partly in this dimension. They are magical, and have properties no one but Schrek understands. Several could vaporize a clumsy PC in an instant.

PART XII

OTHER POWERS

"I think it may have been a mistake to travel through the White Wood." Jad whispered, though his voice seemed to carry for miles in this deathly silent place.

Bleached branches interlaced over our heads, and twisted trunks the color of chalk marched away in all directions. The wood was a surreal land of total contrast; no color intruded here. Even the sound-dampening moss was grey. Above the trees I could only see a starless blackness. And it was cold.

"I never thought I'd hear you agree with our Navigator." I tried to inject some levity into my voice. Jad just glared at me.

"We are lucky the siren-song has not begun," Tar-esiir, our esteemed Navigator, said over his shoulder. He reigned in his horse and paused, listening.

Then I heard it too: a strange, whistling hiss. Jad and I both whirled about — and saw the rider.

He sat astride a black steed like a horse which had a large twisting horn of gold sprouting from its forehead. Its eyes literally glowed with blind hate, and steam billowed from its flaring nostrils, but otherwise the beast was still as stone.

The rider too sat unmoving. His pale skin gleamed in the moonlight: his muscled arms were bare to the shoulder, and his powerful legs were uncovered but for a mailed kilt and high boots of black leather. He wore no helm, his dark hair flowing free; his pale features were like chiseled marble. His eyes were dark as the Void. He was beautiful... and terrible. Across his wide chest was a formed breastplate of gleaming black metal, and his only weapon he held upright in one hand; a sword of glass.

It was a Herald of Night, lieutenant of the Unlife.

Kalen Avanir

From his Travel Journals of Emer

1. INTRODUCTION

The forces discussed in this section (for the most part) operate behind the façade of surface politics and warfare. Secret organizations and reclusive individuals, their names are unknown to all but a few of their lieutenants... and their most powerful enemies.

2. THE EIGHT ORDERS

Long ago these eight elite groups served Aldaron, the Emperor of Emer. As agencies of the Empire, they aided Aldaron in administrating the realm and monitoring activities throughout the far-flung lands. They also served as foci of learning and storehouses of knowledge.

It was assumed that they all were disbanded when the Emerian Empire collapsed in the years following T.E. 1650. (The groups did vanish from view, and some actually disbanded. But the kernel of their origins remained, and some have returned to serve as enclaves against disorder. Some fell under the shadow to arise again as twisted mockeries of their former mission.)

AHN SYE NOKORA

The Ahn sye Nokora (E. "Order of the Flaming Sword") was the Emperor's bodyguard, masters of the Yarkbalka. Traditionally, these impressive men wore flowing red robes and had full helms of steel with a reddish hue.

Now they have revealed their presence again, and serve a man known as the Lord of Arдания (really Schrek) and reside with him in the Palace of the Sun in southern Tai-emer. All have the same magical red robes and helm of their predecessors, and ride great steeds.

Allied with the *Ahn sye Wokola* (Order of the Eye), they seek the Eye of Agoth.

THE YARKBALKAS

These strange weapons resemble large broadswords (bastard swords), but all are fashioned of a special titanium alloy which has a distinctive reddish hue.

Common Yarkbalka Powers: *RM:* treat as 2-h sword, +20 and 2x hits when used with both hands. Could be summoned to hand of attuned wielder from up to 100' away with a thought. Fumbles on an UM 01-03, used 1-h or 2-h. *FH:* A 30 Pt. Multipower Sword (OIF), Independent, STR Min 14. Total Cost: 14.

Superior Yarkbalka Powers: Four High Guardians had special Yarkbalkas with an edge of red laen. The Superior Yarkbalkas had powers of the common blades, but in addition: *RM:* In addition to striking as a 2-h sword +20 when used one-handed, and a 2-h sword +40 2x hits when used with both hands, these special blades could summon the *Fireblade*: the laen edge glows a bright red, creating a blade of pure energy. The sword becomes a +90 2-h sword, dealing 3x hits and an additional Heat Critical. Anything struck by the blade is treated as AT 1, with no DB due to any sort of armor, shield or greaves. The energy blade cuts through anything (laen, eog and a very few other elements and artifact-level weapons are immune) like butter. It requires effort to summon the *Fireblade*, however: an 88 roll or better, adding Empathy bonus (and any skill bonus: skill may be gained in a special subcategory of Meditation towards sum-moning the *Fireblade*.) Only one attempt may be made per day. The Smith Zajarian has also altered these swords under the direction of Schrek. They now act as 'eyes' for the evil lord. *FH:* A 90 Pt. Multipower Sword (OIF), Independent, STR Min 13. Requires EGO roll. Total Cost: 23.

AHN SYE ZANAR

Once an honorable association — as were all of the Eight — the *Ahn sye Zanar* (E. "Order of the Cloak") has become warped and their focus is meaningless. Originally it was a priesthood who cared for the sick and honorably released the dead. But the Dark God Zanar was amused by the fact that his name was the same as that of the order, and decided to make it his own. Now the *Inquisitors of Zanar*, driven by a religious fervor, they terrorize the land, demanding 'tithes' and 'devotion to Zanar'. The focus of the order is the Sceptre of Zanar, a silver rod with a great red orb, now perverted into an instrument of death.

This group controls an island off the Hæstran coast (the Isle of Fire, just north of the entrance to the Bay of Izar) and their religion is spreading across Emer. The organization does not claim land, but rather seeks to subvert the peoples of neighboring realms to the religion of Zanar. The Church promises longer life to its followers, and in fact offers the chance to be raised from death if the body is brought to a temple quickly enough. They exact heavy taxes from their followers, and as their following in a given area grows they put pressure on the remaining peoples to join.

THE PRIESTS

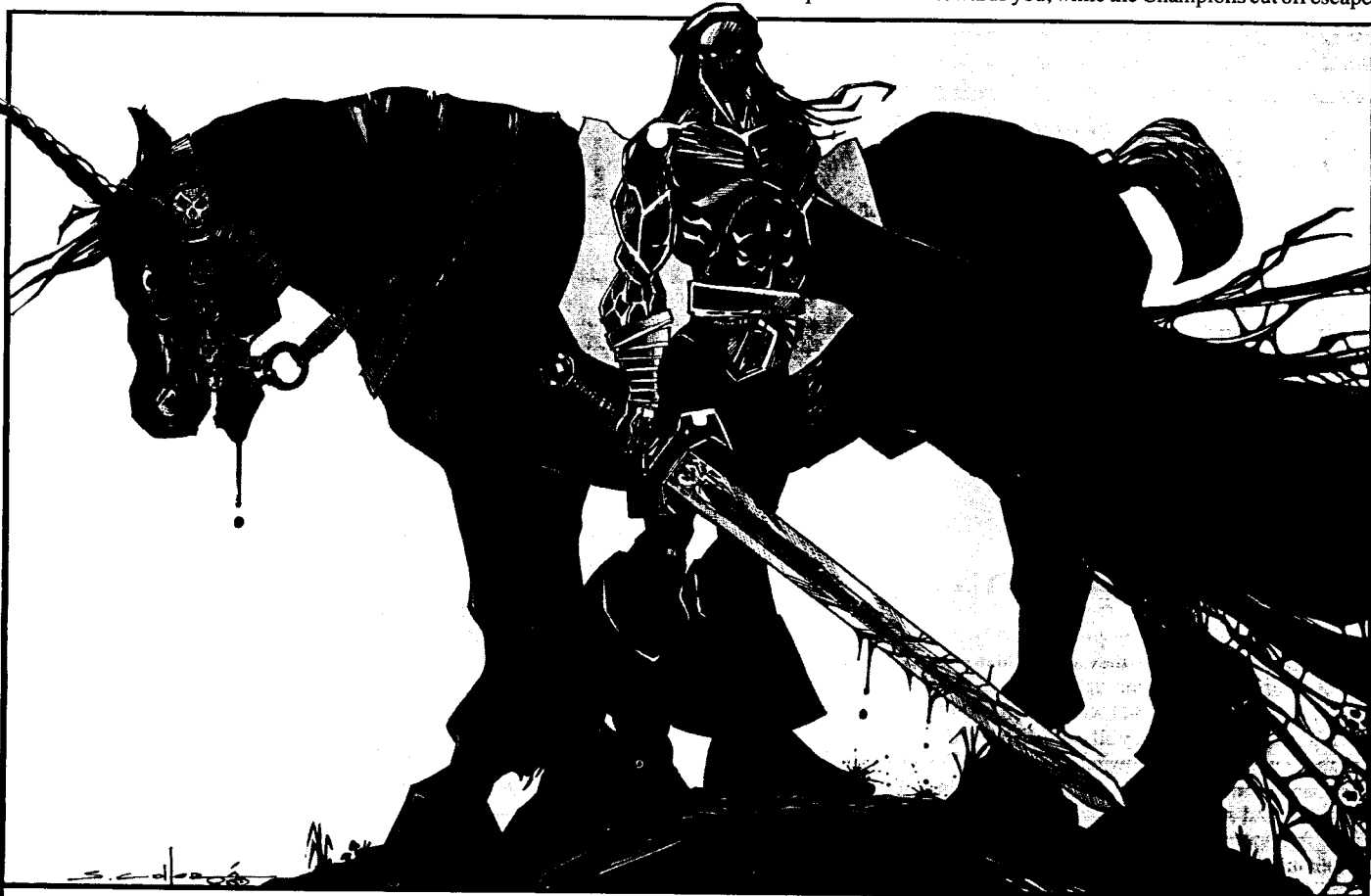
The most innocuous of the followers of Zanar, the priesthood maintains the many temples which can be found in cities across Emer. The high priest of each temple can raise the dead, but there may be side effects, as they are channeling from an evil god. (GM discretion). They also charge a stiff fee.

THE INQUISITORS

Men who travel the countryside in dark red robes with hoods and masks, the Inquisitors constantly search for 'enemies of Zanar.' All who use Channeling spells (especially those who follow the Lords of Orhan) are considered such, and the Inquisitors cast *Excommunication* upon them. Those who openly defy the Inquisitors are often the victim of *Firenerves*, or even *Bloodfreeze* (a spell which causes the blood to harden in the veins over a period of 1-10 minutes, killing the target with agonizing pain) or the *Hand of the Inquisitor*, a fatal channeling projection which causes the target's heart to explode [1d6 RKA, Uncontrolled, Continuous Armor Piercing. Total Points: 45]. The Inquisitors are a tool of terror, frequenting areas where there is resistance to the Order. They also carry small scepters of silver, each with a large red gem in the head. It is said that the scepters allow the Inquisitors to channel power from Zanar, and that they also open Portals for the servants of Zanar.

The Inquisitors travel in pairs, in a black coach drawn by sable horses, and always escorted by four to eight Champions.

When Inquisitors are seen in a town or other public place, people slink away — for they might be picked out for examination. If such is the case, the two Inquisitors come towards you, while the Champions cut off escape.



A HERALD OF THE NIGHT

Then they ask, "Do you know Zanar?"

If the answer is no, you are ordered to convert immediately and pay 50 gold pieces. Refusal to convert means one of the aforementioned spells is employed until you convert.

If the answer is yes, they say: "Tithe five pieces of gold."

CHAMPIONS OF ZANAR

Burly men in silver armor with blue cloaks, they accompany the Inquisitors and act as bodyguards and enforcers. Champions have tall helms with white horsetail crests, and wield large silver maces.

LORD INQUISITOR

Head of the Church of Zanar on Kulthea, the Lord Inquisitor resides on the Isle of Fire. He rarely ventures from his opulent palace, and is said to be in constant contact with Zanar Himself (somewhat of an exaggeration).

AHN SYE TALAUS

A cabal of Mages, the *Ahn sye Talaus* (E. "Order of the Ring") was always an arcane group. They survive to this day, but remain isolated on an isle south of Lys. Now known as merely *Talaus*, the island is a gathering-place of magicians and scholars of the Ess $\acute{e}$ nce. They are allied with Lys, and cloak their presence from all who travel into the Bay of Uj. Reclusive and protective of their privacy, their purposes are yet to be revealed.

Each member wears a grey alloy ring, and the focus of the Order is a great tome, the *Book of the Ring*. The Book was stolen in TE 5010 by an unknown thief and the Order has been trying — unsuccessfully — to recover it since. (The thief was servant of Schrek, and the book is in the vaults of Ahrenthr $\acute{o}$ k — see Part XI.)

AHN SYE SHAN

The *Ahn sye Shan* (E. "Order of the Sun") is another of the Orders to be corrupted. Once the members of this order were masters of flora and wise in the ways of enchanted herbs; it is now a secret association whose members work to destroy civilization through the ascendancy of plantlife. Their control over flora is unmatched. Led by a powerful Animist, their insidious schemes are slowly coming to fruition. It is said that their home is an island known only as the *Isle of Glass*.

AHN SYE TAKLA

The *Ahn sye Takla* (E. "Order of the Four Winds") is still technically in existence, though it is not of the same nature as it once was. Today its head is the Storm Wizard, and its members are the Storm Heralds (see below).

AHN SYE WOLOKA

The *Ahn sye Woloka* (E. "Order of the Eye") was once the association of Seers who aided the Emperor with foretellings and communication with the far reaches of the empire. They were corrupted during the later years of the Empire by Ondoal (founder of the Jerak Ahrenreth), and the Order was supposedly destroyed in the ensuing chaos after the fall of the Emerian Empire.

But I $\acute{a}$ n Shiin (now one of the Eight of Ahrenreth) stepped in and salvaged the trappings of the group. Today they live again, and they seek the *Eye of Agoth* (see Part XIII: Adventures) — but not for Schrek. I $\acute{a}$ n Shiin is an ally of Lorgalis first, and has learned of Schrek's search for the Eye of Agoth. He hopes to secure the item first and therefore put it where the demonic D $\acute{a}$ nkú will never find it. He uses the Order of the Eye to cover his actions.

Each member of the order wears a circlet of gold set with eight yellow sapphires around the circumference. This circlet has a number of arcane powers, including allowing the wearer to 'see' 360° around him at all times (though he is 'blind').

As in the original structure, there are four High Seers and sixteen adherents.

AHN SYE NOMOKE

With a supreme sense of irony, Schrek is using the Order of the Serpent to infiltrate the Lankan power structure, planning to eventually seize control of that realm from the Dark God Klysus even as he agrees to not attack the Lankan ruler.

AHN SYE NI-VULMA

The Order of the White Flame was originally a guild of craftsmen and artisans who were the master smiths for the Emperor. Now they serve only the Jerak Ahrenreth; their home is the Ahren $\acute{a}$ k in Rulaash.

3•THE STORM WIZARD

He usually appears as a middle-aged, beardless man with wild white hair and pale grey robes. His eyes are grey and seem to have no pupils — just a reflection of grey, billowing clouds. His motivations are indecipherable, for it is unknown whether he serves good or evil — or pursues his own path in the twilight of thought.

He resides in a sky-castle: a citadel perched upon a great rock of Xenium. Shrouded in clouds, the location is constantly changing; it is also cloaked against magical detection. He is from another world, having entered through a gate with Aldaron and others of his kind.

STORM WIZARD

Age: ?? (Appears to be late middle age). **Eyes:** Cloudy Grey. **Hair:** White (in a wild mane about the head). **Build:** Average. **Height:** 6'1". **Race/Sex:** Elder One/Male. **Skin:** Fair. **Demeanor:** Pensive; abrupt. **Dress:** Flowing grey robes. **True Attitude:** Worried. **Home:** Storm Castle. **Aka:** Th $\acute{u}$ le.

Hits: 250. **Melee:** 180. **Missile:** 200.

AT(DB): 20 (140). **Sh:** N. **Gr:** (Y40). **MovM:** +20.

Lvl: 40 (60). **Profession:** Astrologer/Seer. **Stats:** St-90; Qu-98; Em-100; In-99; Pr-100; Ag-97; Co-100; Me-102; Re-98; SD-93. **AP:** 85. **PP:** (180 x 6) = 1080.

Skill Bonuses: Ride80; Perc190; Rune160; S&W140; Chan100; DirS120; Act100; Admin90; Chem50; Diplom90; Lead85; Math50; Medit120; PubSp40; RMas50; SpellM100; StarG70; Stra&Tac100; WeathW200.

Spells: Base Spell OB: Directed Spell OB (Lightning Bolt): 180. Knows all Base Astrologer and Seer Lists. Magician Base Light Law to 50th, twelve other lists to 30th.

Special Abilities: Defends normally on the Large Creature Critical Table.

Master Orb: One of the four greater Ilarsiri, the orb has many arcane powers of seeing and foretelling. These vary with the user. It is perilous for inexperienced users, as it can be deceptive.

Staff of Storms: Allows complete control of all weather in a 100 mile radius. Holder is immune to lightning and light attacks, and may cast 1 *Lightning Bolt* 400' x4 hits each round.

Amulet of the Four Winds: x6 PP enhancer. Allows mental contact with all members of the *Ahn sye Takla* (Order of the Four Winds). It is the key to the order.

STR: 18	DEX: 19	CON: 17	BODY: 13	INT: 25
EGO: 22	PRE: 19	COM: 20	PD: 9	ED: 9
SPD: 4	REC: 8	END: 34	STUN: 31	
OCV: 6	DCV: 6	Phases: 3, 6, 9, 12		

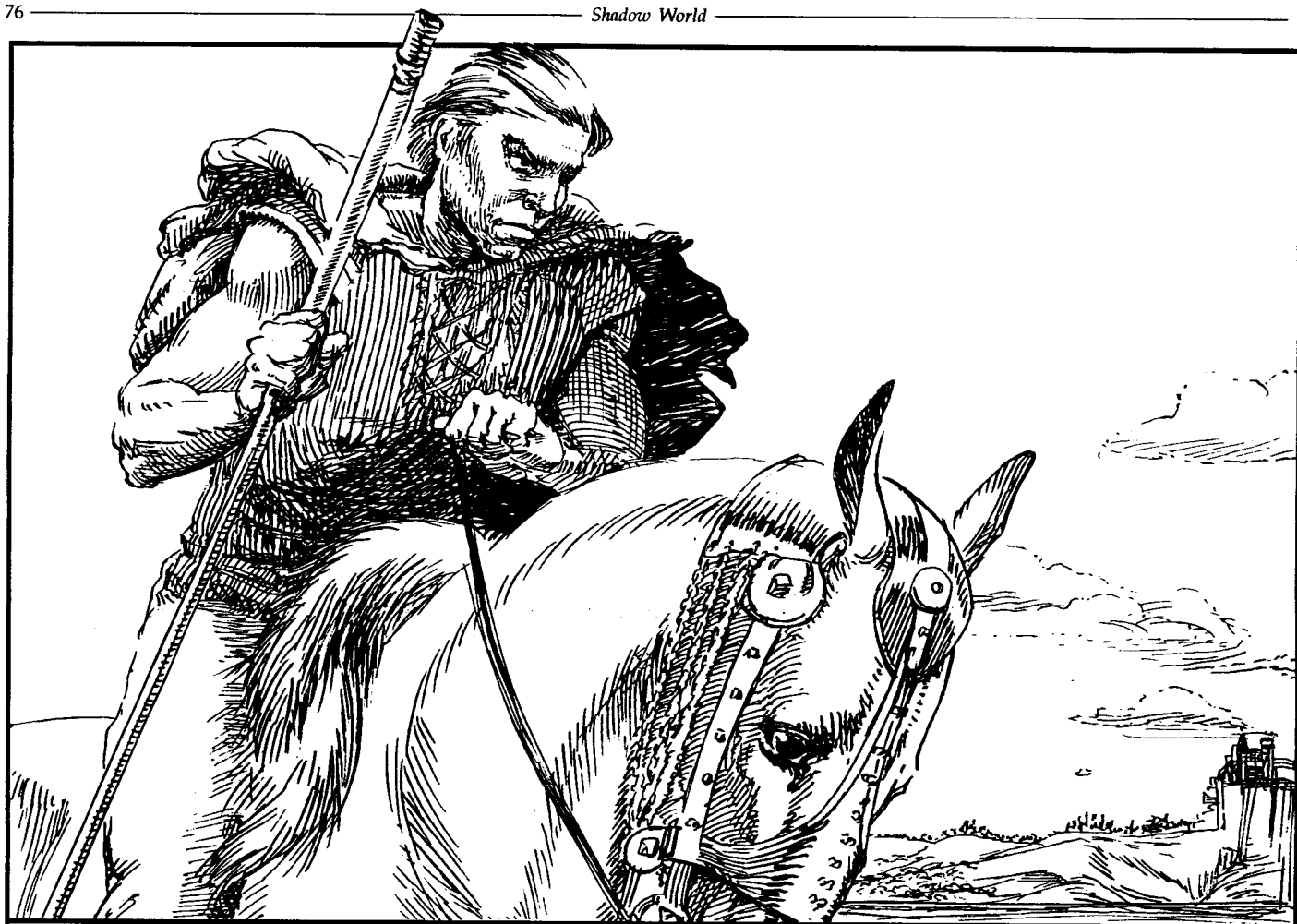
Skills: Ride (12): +6 on sight per; Stealth (-17); Concealment (17-); Magic Skill (19-); Acting (14-); Administration (13-); PS: Chemistry (8-); Diplomacy (13-); Oratory (8-); Persuasion (8-); PS: Mathematician (8-); PS: Astrology (13-); PS: Astronomy (13-); Tactics (14-); PS: Meteorology (17-).

Spells: 180 Active Points.

Master Orb: 100 Pt. var. Magic Pool, only sensing and mental powers, OAF, fragile, requires EGO roll, Side Effects: 6d6 EGO Drain.

Staff of Storms: Change environment, variable 63536 Hex Area, 0 END (OAF), +30 ED vs. Light or Lighting Only, 4d6 RKA (energy) Increased Range.

Amulet of the Four Winds: 300 Pt. END Reserve, recovers 10/phase mental link with all members of Ahn Sye Takla.



A STORM HERALD

THE STORM HERALDS

Also known as simply the *Heralds*, these beings are among the most mysterious and arcane on Emer. They have no connection to the evil *Heralds of Darkness*, although it is not known whether these knights serve evil or good. Some say that they serve the Masters of Emer (indeed, they are often seen near Votania), but there is no actual proof of this association.

Others speak of an association perhaps not so ancient but still from thousands of years ago: Aldaron, who, early in the Third Era, was Lord of Emer.

There were once four capitals under Aldaron's rule: Relas, Ardan, Leonas, and Corinn. The exact location of these places (whether, indeed they existed at all) has been lost. But legend says that each had an emblem, a beast of symbolic significance: Unicorn (Ardan), Hawk (Corinn), White Lion (Relas), Wyvern (Leonas). Of the Heralds which have been sighted each has a tabard bearing one of those four beasts stitched in silver on a cloudy grey field. They are not myths, though their purposes remain inscrutable.

When a Herald is seen, he is always astride a great white stallion which moves at what seems a slow motion gallop. While the horse's movements are slow, its velocity is not. No man nor beast nor vehicle has yet been able to keep pace with these strange riders. And while these horsemen seem solid enough to the eye, they often rise off the ground as they ride, carried on nothing more substantial than the air. These horses have no wings like the mighty steeds of the Cloudlords of distant Tanara; only some powerful enchantment keeps them aloft. They seem to pay no heed to events around them and attacks against them are fruitless.

In fact, the four Heralds serve the Storm Wizard who long ago brought Aldaron to this world to unite it against the Shadow. But the powers of the Unlife and the Schemes of Schrek proved too much for the valiancy of Aldaron, and his empire fell.

The question remains: what is the purpose of the Heralds now? Indeed, the activities of the Heralds (according to witnesses) vary from oblique helpfulness to aggravating indifference. Often, however, just the appearance of a Storm Herald is enough to drive away most creatures of Darkness.

THE HERALDS

While these four beings are sentient men, they carry an air of detachment which makes them seem little more than automatons. In a very real sense, they are extensions of the Storm Wizard's will. They can act independently, yet have limited leeway in their own actions. It is virtually impossible to slay them, though the nature of their powerful defenses is mysterious. If a Herald finds himself in a situation he cannot control, he simply vanishes.

Though the four wear tabards with differing emblems, all have essentially identical powers. They all look similar as well: youthful yet somehow wizened, tall, with short black hair, fair skin, and grey eyes. The grey tabards bear the emblems embroidered in silver: Unicorn (Arden), Hawk (Corinn), White Lion (Relas), Wyvern (Leonas). The rest of their costume consists of black tights, dark grey cloak.

THE HERALDS' MOUNTS

These appear as mighty white steeds with silver hooves. Their saddle and bridle is pale grey leather and trimmed with silver and hung with silver bells. They are enchanted beasts, the like of which is no longer seen on the Shadow World. In a sense, they are not alive at all, but are summoned spirits from another plane. If killed, they will re-form at the Storm Castle.

4·THE MASTERS OF EMER

The masters live still, though they reside in high peaks scattered throughout Emer and shun all contact with the 'lesser' inhabitants of the continent. Most are bitter and sullen, trusting not each other, nor the 'thankless mortals' who turned against them millennia ago. Only Titus Hiaz still lives on Votania, though he has visits from a few of the other Masters when they are on speaking terms.

The motivations and desires of Titans are not those of Men or Elves, nor can they be compared with the benign Lords of Orhan. The Titans are usually well-meaning, but tend to succumb to their more petty desires, moved by their lusts instead of higher ideals. Where the Lords of Orhan will sometimes be moved to lust by a mortal and even fall in love with one, to the Titans all other beings are more toys than true 'beings.'

TITUS HIAZ AND THE ALLIED MASTERS

The master of Hæstra and warrior-king of the Titans, Titus remains atop Votania. With him are Xaym Jyax (once master of Tai-emer), Ria Xain, former mistress of Khûm-kaan, and Xaix Yjan, the lord of Onar. They have (for the most part) settled their differences, and await a time when they feel it is right for them to assert their claims once again.

KIO VIAX

The Master of Uj, Kio Viax has not spoken to Titus since the Second Era. He lives alone near the City of the Dead in central Uj. Sometimes he is moved to aid his beloved Rhiani, but most of the time he wanders through the empty streets of a place even older than he.

MIRA ZYAN

The Mistress of Silaar was foolish enough to stand against Voriig Kye. To teach her a lesson, the Dragonlord has imprisoned her in a dimensional cage, a trap that will hold her until he decides to release the immortal Titan. The trap appears to be a mirror about 7' in diameter, mounted on a great wooden freestanding frame which Voriig keeps in his quarters. When he wishes, she may speak from within it, a ghostly image appearing in the reflection.

THE XIOSIANS

The servants of the Masters of Emer, they reside still in the palace on the summit of Votania with the remaining lords. Warriors of unmatched skill, it is said that they taught the Changramai how to fight.

5·THE ELDERS

Perhaps they are Lords of Essænce, perhaps Titans in disguise, or Lords of Orhan, or even their servants, but one thing is certain: the individuals who call themselves the Elders are mysterious and powerful beings. More cryptic even than the Loremasters, Elders appear as simple travellers, usually in the wilderness or other remote locations, and always alone. They offer no name except one which is clearly concocted at a moment's notice, and while they rarely display any overt power, they are one with the Essænce. Those sensitive to the Flows perceive the Elders as living foci, similar in ways to the Lords of Orhan.

GM Note. The Elders are a group of powerful beings who are reluctant to interfere in the affairs of present-day Kulthea, but are opposed to the desires of the Unlife. Their exact nature may be revealed at some future time, but at this juncture it can be assumed that their powers are virtually unlimited. However, GMs are strongly dissuaded from using Elders as a convenient deus ex machina whenever PCs get in over their heads.

6·ANDRAAX

Once again, this name surfaces in the midst of the powerful. But, while he has left a legacy in Jaiman, he appears to be working against his former goals here.

Andraax remains an elusive figure in the tales of the Shadow World; is he insane or merely cryptic? He is currently travelling in Emer, searching for clues of the actions of the Ahrenreth. He could be in any one of an infinite number of disguises.



PART XIII

ADVENTURES

The chill wind moaned, like a hundred voices calling out a half-hearted warning. Perhaps they had done so to no avail too many times before.

I turned to look one more time out across this valley. 'Desolate' didn't seem like a harsh enough word to describe this tortured land which looked like the life had been sucked out of it. For miles in every direction loomed structures older than any civilization in the world

Holding aloft my glimmering azure wand, I turned back toward the tomb's waiting maw.

I entered the Halls of the Dead.

"Notes on Emerian Ruins"

By the Loremaster Selas Vey

Last Entry

This Part is essentially broken into four sections: character background ideas, brief adventure scenarios, long adventures, and finally some adventure notes regarding the Secret Circle.

1. BACKGROUNDS

If the GM is just beginning a new campaign with *Emer*, this is an opportunity to provide the player-characters with interesting personal histories.

There is no question that characters with unique, intriguing backgrounds are more easily and fully 'fleshed-out' by the player. A mysterious family member, a questionable parent or some mystical significance to the birth are all things that can enhance the players' enjoyment of the game.

These backgrounds can just remain interesting curiosities, or they can become an integral part of the the campaign scenario.

- A young Warlock of Itanis.
- One of the Forest Folk (or, perhaps a half-blood, though this would be highly irregular) sent out by Kel to investigate goings-on in the world. As one of the Folk, the PC would suffer a unique weakness near too much iron. Friends' swords would be alright, but an iron cage or a weapon held too close could be unpleasant.
- One of the ancient line of the Ahn sye Nokora (Order of the Flaming Sword — see Part XII). As such, perhaps the PC is given one of the Yarkbalkas by his father; perhaps it is a Superior Yarkbalka but cursed. His mission would be to restore the Order to its rightful position, or to destroy the evil incarnation which Schrek is using. A tall order.
- The escaped child of the Priest-king of Pochanto, heir to the throne. Of course, Lankanok now controls Pochanto, and the heirs are being sought by ruthless agents of the Lankan Empire.
- Character (hopefully a Mage or related profession) is given a ring at adulthood, with strange markings. It is a ring of the Ahn sye Talaus (Order of the Ring — see Part XII), a cabal of mages now in hiding. This has several possibilities, including eventually having the PC try to recover the Book of the Ring (The GM may wish to move it to a slightly less fearsome place than the Ahrenthrök.)

- Born with unusual Amber Eyes. This has no immediate implication except that it is strange. Character is actually the illegitimate child of one of the Eight of the Secret Circle (*not* Ondoal or Schrek). This could grant anything from disturbing dreams and visions to unusual (but not too useful) powers.
- Character is half-Lord of Essænce. This should only be betrayed by perhaps the black hair and violet eyes, not slit pupils or six-fingered hands. Perhaps the PC only has special abilities 3, 4, 5, 7 at half value (See *Inhabitants Guide*, pp 44-45). Additional perks might include bonuses for certain odd secondary skills (e.g., perceive reality warp). Naturally, the character will wonder who the mystery parent is. Lorgalis? Ondoal? Andraax? The first two people won't be known to the character of course. His mother should be conveniently dead or insane, or otherwise uncommunicative. The GM should discourage speculation that the Character is part K'ta'viir.

2. SOME ADVENTURE IDEAS

Following are a few brief adventure ideas a GM may wish to flesh out. The danger and power level of these are intended to be relatively low. They also can be linked with the *Caravan* Adventure (section 3): first the PCs take the Caravan through Uj; then many of the following adventures can use Kaitaine as a jumping-off point.

THE TALE: THE FORMULA

Ithloss is a beautiful, golden material, its combination of lightness and resilience are unmatched. Unfortunately, the method of working this material was lost at the end of the First Era. While many ingots of the metal have been found, no way of forming it into useful items has been revealed. Only those few artifacts which survive intact hint at the possibilities which the ability to work the metal might open up.

Varnas the Scribe claims to have discovered the secret of the working of Ithloss after translating an ancient tome. He has come into Kaitaine with the intention of selling the formula to the highest bidder, three days hence.

Since the loss of the announcement, there has been a run on Ithloss. Naturally, the price was driven way up, as the stuff is suddenly priceless — if his claim is true.

He has promised to return the buyer's money if the formula does not work, thus reassuring many buyers that the formula is valid.

It is a hoax, and Varnas has been working an elaborate scam, buying Ithloss through agents, then spreading the rumors, then selling it again. He will keep to his bargain and return the money, but still be a rich man.

THE NPCs

Varnas: a Scribe of good repute, Varnas has grown tired of being a poor scribe and decided on a scheme to get rich. It isn't illegal... exactly.

Altana: Made desperate by this revelation, she feels she has no choice but to break the law.

THE TASK

To get the formula or find out that it is in fact a fake.

Starting the Players: The PCs meet an older woman who does not identify herself (really Altana, head of the Metalworker's guild, but she won't reveal that to the players). Altana wants to know if Varnas is telling the truth, as it would be critical for the guild to control the secret.

Aids: A map showing the location of Varnas' house, and any other covert aid Altana can give.

Obstacles: Figuring out exactly where Varnas is keeping the formula. Clever players might figure out some *Mission: Impossible* style trick to get the info out of Varnas. If so, the GM should provide them with some personality quirks for them to play on.

Rewards: Altana will offer a cash reward for a copy of the formula.

THE TALE: NEEDLE IN A HAYSTACK

A young Warlock of Itanis is found in an alley, seriously wounded. Hopefully, the PCs will decide to help him. He will tell them that he was attacked by hideous creatures, and his most valuable possession — his Mindstone — was taken.

In truth, the stone is being perverted by an evil Sorcerer, who is causing strange weather effects over Kaitaine (to heighten tension).

THE NPCs

Thalen the Warlock: Thalen the Warlock is actually a fairly powerful Mentalist, though his powers are crippled without his jewel. In addition, he will be reluctant to let the PCs know just how powerful he is. He is desperate to recover the gem.

Vamag the Sorcerer: An evil conjurer, he has finished research which has made him conclude that all he needs is a Mindstone, and he can summon and control an Ordainer!

THE TASK

Help the Warlock recover the jewel before it is too late.

Starting the Players: The PCs are cruising through town after a late night at the corner brewery, when they hear a moan in a dark alley. What do they find but a bloody young man. He is a mess but actually not too bad off; he will be semi-conscious. Just then the strange lightning storm takes place and he moans "It's starting already!"

If they help him, he will pay them back for their expenses (his money was — interestingly — not touched!) but also try to get them to help him recover his jewel. Then he'll explain that he is a Warlock of Itanis.

Aids: Thalen can track the jewel to some extent.

Obstacles: Demons, other creatures in the parallel world, etc.

Rewards: The thanks of the Warlock, gold, or perhaps some item of value.

ENCOUNTERS

As time goes on, the lightning storm will grow more severe; the waters around Kaitaine will churn, but there will be no rain, and the lightning won't strike ground. Thalen explains that it is the Portal the sorcerer is opening a Portal to another Plane.

Pursuing the Sorcerer, they will get to his basement lab, but their interruption will sweep everyone through a Portal into a strange parallel world, an eerie forest (strange beasts; perhaps one of the Pales, of a place of the GM's devising) with a ruined temple in the center. There the Sorcerer will try to use the Mindstone to control an Ordainer. They must get to him before he succeeds; in any case, they can't get back unless the Warlock gets his Mindstone and opens the Portal again.

THE TALE: THE SUSPECT

Gruesome murders are being committed in Kaitaine (or wherever the PCs are). The victims are being found disemboweled, strangled, or stabbed repeatedly, but all with the same look of blank, wide-eyed horror on their faces.

The PCs may not take much notice of this, but the next town of respectable size they come to (it could be weeks later), a murder occurs that night. There is a chance they don't even hear about it before they move on, so this gruesome trail could go for quite some time. Finally the PCs are going to suspect, or there is going to be a witness, and the Suspect (one of the PCs!) will be fingered.

The demon does not want the PC to get caught, so will not kill another group member, and will only go on its little journeys when it is pretty sure it can get away with it. It gives the host tremendous strength and in turn sucks away the soul of the murder victim as he dies. The host cleans up and returns to bed, completely unaware that he has murdered.

THE NPCs

The 'amulet' (the imprisoned Singular Demon) is the primary NPC — though of course the PCs are unaware of him through most of the sequence. In addition, there are the usual NPCs the players will encounter in the course of their travels.

THE TASK

Destroy the demon and clear the PC of murder charges.

Starting the Players: The PCs should have some sort of strange encounter, perhaps a Flow-storm, or a night near an eerie ruin. Then events can begin. One of the PCs fails a RR vs 20th level Channeling and slips away for a few moments when no one will notice — enough time to pick up the amulet. [PC is assaulted by a 12d6 Mind Control and if affected, slips away.] An ancient device, a reddish stone hung from a silver chain, it commands its new slave to put the amulet on and conceal it. The Singular Demon in the stone will then bide its time until its 'host' can kill without getting caught.

Aids: A devout follower of one of the Lords of Orhan will grow slightly uneasy around the amulet, but may not know why. Slowly, over weeks of time, the follower may be sent cryptic dreams regarding the demon.

Obstacles: The amulet is undetectable except as a magic item (no 'evil' can be read on it). If cornered, the demon will transfer to another body — though it must stay within 30' of the amulet, and if the amulet is smashed, the demon is banished back to another plane.

Rewards: There may not be any tangible rewards here; sorry.

ENCOUNTERS

Encounters are going to vary wildly, and the GM is going to have to construct this as he goes. This adventure is ideally run simultaneously with another adventure.

THE TALE: SOLD!

The PCs (or some of them) are captured and roughly transported to Kenezán as slaves. Many possibilities for escape, capture, etc. present themselves.

THE TASK

To win freedom from the ruthless and wily slave traders.

Starting the Players: Travelling anywhere in mainland Tai-emer, the PCs are in some danger of being captured — especially if they look like good slave material.

Aids: Perhaps other captured slaves will help in an escape attempt, or maybe one or two group members escape. If all else fails, the free PCs might buy their friends back — if they have enough money.

Obstacles: Traders will strip slaves of all items and take them elsewhere. They might never be seen again.

Rewards: Freedom; perhaps revenge if the PCs wish.

THE TALE: A MEETING WITH ZANAR

The players are singled out by Inquisitors as heretics. For unknown reasons, it appears that they will be made examples of.

THE NPCs

Inquisitors and Champions of Zanar are discussed in Part XII. There might also be other prisoners in the dungeons.

THE TASK

To avoid excommunication and imprisonment by the Inquisitors.

Starting the Players: The PCs are minding their own business, hanging out in a beer hall perhaps, when a pair of Zanarian Inquisitors sweeps in, flanked by their famous Champions. They march right up to the PCs and accuse some or all of them of heretical acts. They produce a scroll, read some mumbo-jumbo, and arrest the PCs. Resistance should prove useless.

Aids: If it looks like the PCs won't get themselves out, perhaps there can be someone else imprisoned whom they can work with and get out.

Obstacles: The Inquisitors are not stupid, though they suffer from the sort of 'blindness' that religious zealots are prone to.

Rewards: Probably nothing but some interesting information about the Inquisitors; maybe even some scraps of info about the Eight Orders (see Part XII, section 2).

ENCOUNTERS

The GM will need to plot the PCs through the series of situations involving the Inquisitors.

THE TALE: NIGHT CEREMONY

In a dark vale, a gathering of men and women who were once human takes place. They have been reduced to shadows of humanity and are the evil followers of a priest known as Phrang. He has corrupted a village of simple Shay people. To feed his thirst for power, they hold dark rituals where they capture travellers and sacrifice them to the Dark God Moralis.

THE NPCs

Vira the Mage: An attractive Laan woman, Vira was travelling alone at night (rather suspicious activity) when she was ambushed by the people of the village. She is more powerful than she looks, but was taken by surprise. The Black Eog pillar inhibits her spells.

Phrang the Evil Priest: Phrang is actually a handsome Dyari Elf, and controls the people of this village through his Charisma as well as his evil spells.

LAYOUTS

The scene of the ritual is a ruined cluster of standing stones on a hill outside of a small village. In the center of a ring of stones is a large, roughly-formed pillar of black Eog. Manacles are attached to the pillar to secure a sacrifice.

THE TASK

Rescue Vira before she is sacrificed to Moralis.

Starting the Players: The PCs come upon an eerie red light just over a nearby hill.

Aids: Vira could help with her spells if she is freed.

Obstacles: The Priest has some tough spells, and the bloodthirsty villagers fight like demons.

Rewards: She is actually a Mage, and gives them a valuable item — perhaps the Crystal Prism which opens the platform to the vaults of Varna.

THE TALE: AN EMERALD SIGN

One of the Forest Folk is being held prisoner by a cruel Necromancer. Kept in an iron cage, the Forest person cannot use his spells to escape. The Necromancer has evil plans for Jyne.

THE NPCs

Jyne: One of the Forest Folk, Jyne looks and usually behaves like he is only about 15 or so, but he is actually hundreds of years old. He is an accomplished spell user, but Lumork's Iron Cage is cancelling his spells.

Lumork: An evil Dyari Elf, Lumork has captured Jyne with plans to dissect him like a guinea pig and find out why the Forest Folk are different than other races.

Linnie: An urchin girl, she inadvertently saw Jyne get captured and tried to help him. He gave her the emerald and asked her to get help for him.

Bolar: Lumork's assistant, he is a sadistic Shay man with a hunch and a deft hand with a knife.

Mog and Umol: A pair of unsavory Ogres, they are Lumork's guards.

LAYOUTS

The Necromancer resides in a cave about ten miles outside of town. It is full of strange apparatus and chemical equipment, animals in cages and piles of scrolls. There are bloody examination tables.

THE TASK

The object is to rescue Jyne before Lumork gets around to operating on the Forest Man. The only way to do this might involve killing Lumork and his retinue.

Assuming the PCs are successful, they will be invited to visit to the Emerald Forest and to meet Kel.

Starting the Players: An urchin (Linnie) propositions the PCs to rescue Jyne, offering a large emerald as deposit.

Aids: Linnie is a deft girl, who might even help free Jyne if the PCs distract the thugs.

Obstacles: The bad guys are tough.

Rewards: All the PCs who helped will get fine rewards from the Forest Folk (Kel personally) when they return. Perhaps a magic emerald ring or necklace, or a beryllium alloy (+15) dagger.

THE TALE: ODYSSEY IN THE DARK

The Players are hired to get a rare drug from Malqanar, but to meet their deadline they must sail through the Grotto Path under the Spine of Emer. They are captured by Trogli, who are then attacked by Krylites. The alien Krylites blast the Trogli and take the PCs prisoners. They are brought before the Minds, who may 1. let them go. 2. send them on a quest.

THE NPCs

Trogli, Krylites and others may come into play here. Do your homework.

LAYOUTS

The GM will need to construct the caves around the Grotto Path. The Krylite maze should be very different in nature to the Trogli caves.

THE TASK

The Task is at least to escape the Krylites, at best to finally complete the mission.

Starting the Players: The Players could be approached by a merchant or wealthy trader, willing to pay well for the timely delivery of an herb. The PCs will require their own ship, and knowledge of the Grotto Path.

Aids: None.

Obstacles: The inability to communicate with the strange races could be a problem.

Rewards: Possibly only their lives, but grateful Krylites might reward the PCs with rare crystals or other unique products.

ENCOUNTERS

As this is another possibly convoluted adventure, the GM will need to prepare for possible encounters.

3. CARAVAN THROUGH UJ

This is an excellent starting adventure for PCs; perhaps they are trying to reach Kaitaine from Stroane. It is a journey of more than a thousand miles, and is fraught with dangers.

THE TALE

The PCs need to get from Stroane to Kaitaine. The most practical way — if you're not made of money and able to call a Navigator — is to join a Caravan. The Rhiani lead caravans through the desert and wastes with regularity. Unfortunately, these caravans are attacked with almost equal regularity.

THE NPCs

The Caravan should be filled with an interesting array of people: fussy merchants, a enigmatic scribe and his burly Changramai, shady traders, aloof Elves, representatives of a couple of contradictory religions or a few possibilities to keep the interplay fascinating while the PCs wait for the inevitable attack.

LAYOUTS

The GM should use the Emer color map to guide his PCs across the wastes.

STARTING THE PLAYERS

Logical starting places would be the southern end of Stroane or at the Gap of Uj (where there is a large outpost for caravans). It makes more sense to be heading from an inland location to Lys or Itanis or Kaitaine than from one of these trade centers, as all three have bustling seaports. Sea passage to just about any coastal location is relatively inexpensive, and the wait would be minimal.

AIDS

This depends on who the PCs link up with when deciding to go on this journey. If they sign on to a Rhiani caravan, they will be joining a party of at least five or six and as many as twenty tough men and women. Such a group means fairly safe travel. If they just hire a guide or two, their group is more appealing to raiders and predators.

OBSTACLES

On top of the many dangerous things lurking in Uj, there are the hazardous weather conditions. Not just the heat, but there are sandstorms, rough land, and perhaps even Flows of Ess  nce.

REWARDS

Highly variable, they depend on why the characters are crossing this forsaken land in the first place. PCs might be signing on a Caravan as guards, and so would earn a salary for the journey. To be hired as such, they would have to look like effective warriors, however. (Most caravan chiefs don't take much stock in magicians.)

ENCOUNTERS

While the deserts and wastes of Uj might seem to be empty lands, there are in fact a variety of dangerous enemies just waiting for unwary PCs to wander by.

In addition to the wandering threats listed below, the White Forest lurks along the way. The rivers also hide dangerous beasts and other travellers are not necessarily friendly.

DESERT CREATURES

All of the creatures listed below are summarized in the Beast Chart in the back of the book. A reference is also given where more information about them can be found.

Giant Scorpions (see *Inhabitants Guide*: Gemsting, pg 22): Huge and deadly, they are found throughout the desert and plateau. While primarily nocturnal, they can also appear in daylight. Giant Scorpions live in shallow caves and under large rocky overhangs (where a considerable treasure of former victims' remains may be uncovered!).

Land Wyverns (see *Inhabitants Guide*: pg 28): Usually found alone, Land Wyverns are small dragons with a dangerous temperament.

Stone Giants (see *Inhabitants Guide*: pg 51): Sometimes alone, sometimes in twos and threes, Stone Giants live primarily in the rocky areas of the Charn Plateau

Shalish (see Part III): Similar to large panthers, Shalish are suited to travel on soft ground and can outrun any other animal for short distances. They travel alone or in small groups of up to 4, attacking the rear of small caravans.

Frask (see Part III): Flying carnivorous lizards, Frask are no more than a nuisance unless they are in large numbers, or attack an unwary party at night.

CHARN RAIDERS

Charn Raiders live in caves in the Plateau region, raiding caravans for food and equipment. They will rarely attack a large group — especially if it appears well-armed.

4. THE TABLETS OF VARNA

Four slabs of stone barely a forearm's length are worth ten thousand gold to the Scribes of Nomikos. Certain old legends say that the Tablets were stolen from a learned Sorcerer and hidden in a secret temple in the V  rken Mire.

GM Note: Alternatively, the Logor Marsh could be used as a site for the Temple of Varna.

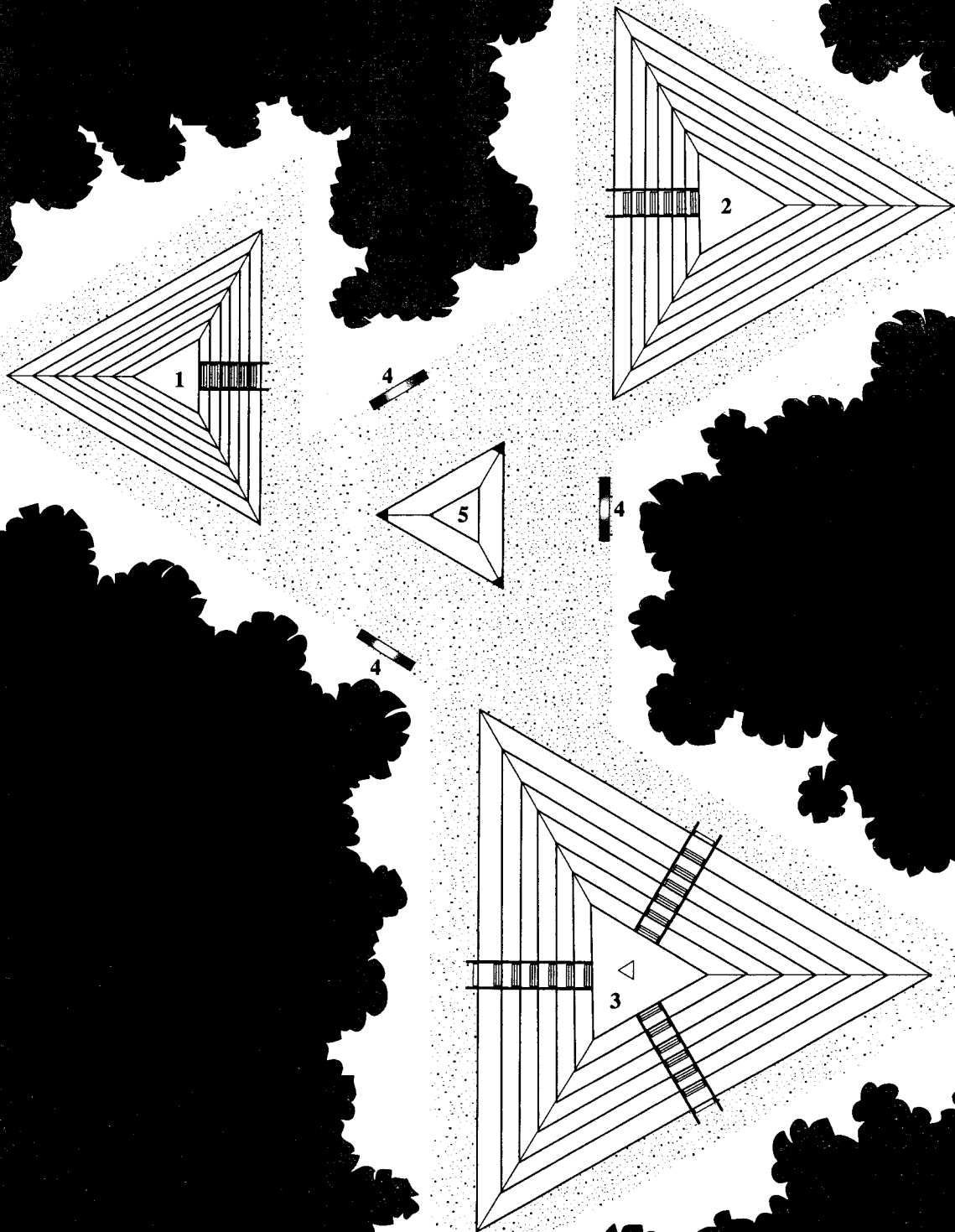
THE NPCs

Kleg Nairuban: The charismatic 'dealer in rare artifacts' (as he claims to be) is in fact little more than a rogue, but a friendly and loyal one. If the PCs are expecting him to suddenly turn into a monster, they will be disappointed.



TITUS HIAZ, A TITAN

PYRAMIDS OF VARNA



LAYOUTS

Reaching the Varna pyramids is the goal of the adventure, for they hold the Tablets.

THE PYRAMIDS OF VARNA

These beautiful triangular pyramids hewn of a greenish stone have stood for thousands of years. Strangely, plantlife has not encroached far upon them.

1. West Pyramid. Inscribed in the top surface, runes in Iruaric say: "The light-breaker is the key. When the burning eye rises, place the key in the heart of darkness to the South. A finger will touch the Door and the web of Light shall open the locks set upon it." This text is a bit ambiguous, and a successful translation roll must be made. A minimum of 5 picks in written Iruaric should be necessary to get the entire passage, though the GM may allow fragments to be interpreted. Essentially, it means place the small prism in the hole in the black obelisk on top of the Southern Pyramid. If positioned correctly (some adjustment can be done), the rising sun will cause a violet beam of light to strike the furthest obelisk, split like a laser to the other obelisks, then web in a pattern to hit all three prism-shaped pillars. They pillar will glow, and the central platform will begin to descend.

2. North Pyramid. The second largest of the three, it rises about 100'. It has no particular significance for the PCs.

3. South Pyramid. Tallest of the three, this pyramid rises more than 150', and is topped by a prism-shaped column of obsidian twelve feet high and eight inches across on a side. Eight feet up the column is a circular hole in all three faces (so the column is pierced clear-through).

4. Obelisks. Each forty feet tall and thirty wide, they appear to be fashioned of crystal or glass; in fact they are of fine, clear laen.

5. Platform. The Platform itself is two feet tall, and seems to be made of some dull grey metal. Three tall and slender prism-shaped pillars rise to a height of fifteen feet, each set at a corner of the platform. The pillars appear to be of polished obsidian.

THE VAULTS OF VARNA

Below the Pyramids, the long-dead people of this land built this secret vault. It lies nearly 200 feet underground.

1. Antechamber. The triangular platform comes to rest flush with a stone floor in the center of a triangular room. The ceiling of this room is about 20' high. To get the platform to rise again, one merely steps on it, and it begins to ascend. It will not ascend unless at least 100 lbs of weight is on it, so stepping off causes it to stop. Note that the platform cannot be lowered again unless it is allowed to rise all the way to the top, and is re-activated by the prism.

2. Stone Door. In the center is a metal circle with a triangular hole. Inserting the prism and twisting will unlock the door, causing it to slide up and open. It remains open until all leave the Orb Chamber.

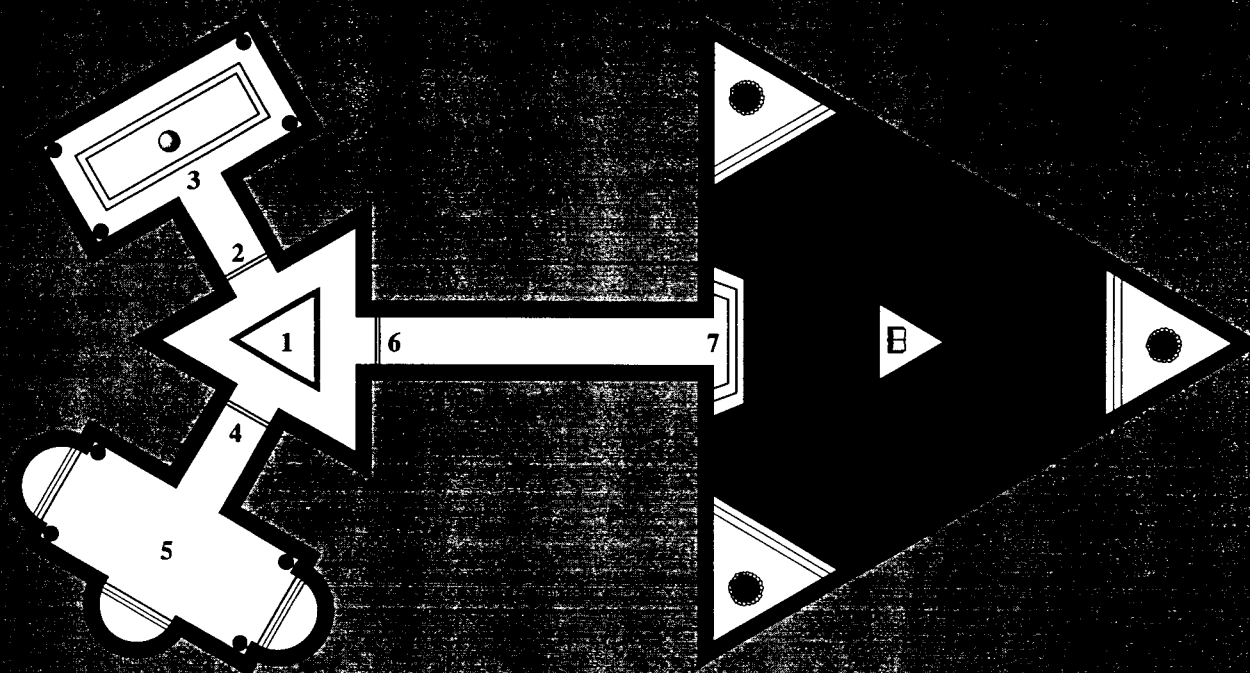
3. Orb Chamber. In the center of this room, a crystal orb one foot in diameter rests on a graceful golden pedestal. It glows with a shifting coruscating light. The Orb is Harmless and has no purpose but to illuminate the room. The four Tablets are placed in the walls with the backs facing out, so they look like regular stones. It is *Hard* to realize that four stones are of a different character, but one must first think to examine the nature of the rock.

4. Stone Door. Identical to #2.

5. Room of the N'ng. There is nothing in this room except three alcoves, each eight feet tall, and four columns of black Eog. In each niche, a N'ng waits in invisible slumber until someone opens the door. They will normally wait until everyone is in the room, and the door closes. Then they attack with their deadly saliva.

6. Alloy Door. Of a strange metal, this door is triangular like the others but ten feet tall. It has a complex lock (*Extremely Hard* to defeat; no tools applicable) involving three triangular panels set in the wall which need to be pressed in the right order. If picked, the door slides up into the ceiling; closing the door requires the touch of any one panel. There are three more panels on the inside; touching them in a *different* order will open the door.

VAULTS OF VARNA



0 10' 20'

7. The Pit of Despair. Rising out of the center of what appears to be a bottomless pit is a pillar, and on that pillar is a bookstand beautiful and elaborate. On the stand is a large book, lying open. It is a strange book, containing 23 pages: all of the Evil Cleric Curses (except *Dark Thoughts*), all of the Curses from the *Atlas Addendum*, and a 20th level *Death Rune* [4d6 Body Drain] on the first and last page which will attack the unwary reader. Interestingly, these spells should not be considered 'evil'. The shaft is a channel of a strange Essence-flow, which will not allow any transport spells to work reliably. [9d6 Flight, gliding, Teleport, Telekinesis, and Extra-Dimensional Movement Suppression.] In addition, as soon as the doors are opened, smoke begins to rise out of the three wells in the corners of the room. [7" radius Darkness vs. normal sight.] If the door is not closed within 6 rounds, a Demon of the Sixth Pale appears [Summoned] at one of the wells. Three rounds later, another appears, then a third after another three rounds. [Up to 3 demons can be summoned, 1 per turn.] They will fight until slain, following the intruders outside if necessary.

THE TASK

To escape the Temples of Varna with their lives, and hopefully with some loot.

STARTING THE PLAYERS

Kleg Nairuban buys the PCs a round of drinks, pays them a few exaggerated compliments, and asks them to join him on a little expedition to find an artifact of "historical significance." A little dickering over percentages of the 10,000 gp, and off they go.

AIDS

Depending on how the GM wishes to set up this adventure, Kleg could already be equipped with the prism and a decent map of the swamp. Alternatively, Kleg could not be included, and the PCs could come upon the Prism and map themselves, somehow. Both are certainly necessary.

OBSTACLES

They are many. The GM should make sure that the swamp itself proves to be an interesting adversary. Figuring out the key and bypassing the unpleasant surprises in the vault could also be challenging.

REWARDS

A share of the loot, and perhaps the Book of Curses. The Tablets will have to be taken to Nomikos in order to get the reward. The Tablets are of indestructible grey stone 1" thick, 1' wide and 2' tall, with a band of silver running along the edge. Etched in their surface are rows of small, delicate runes in the written language *Enris-Sokal* (certainly unknown to the PCs.) They radiate power in all three realms. They are also weightless.

ENCOUNTERS

First the PCs will meet Kleg, then there could be all sorts of adventures on the way. Depending on how they fare with the inhabitants of the vault, the PCs must escape the mire.

5. THE SECRET CIRCLE

This is not really intended as a specific adventure, but a collection of hints and ideas which would aid a GM if he wished to begin his PCs with a quest to discover the nature of the Jerak Ahrenreth (see Part XI). It is *highly unlikely* that the PCs would ever be powerful enough to stop this cult, or even defeat one of its top eight members. The best one might hope for is to disrupt one of their operations and to cause a small setback for this order.

While an adventure — or series of adventures — wherein the PCs try to directly take on members of the Ahrenreth is a task undertaken only by the most powerful and well-equipped characters, the GM may wish to drop hints relatively early on to PCs that there is something mysterious and evil going on in the world. Remember, the Jerak Ahrenreth is an organization completely hidden from view; no one but High Loremasters, (Andraax), and a few errant NPCs will know it exists at all, much less what it is about.

Below are listed a few short verses, clues left by a mysterious sage (actually Two of the Serving Souls of the Ahrenreth). They are hints as to the nature of the Ahrenreth. The GM may wish to use these to further infuse in the PCs' minds that there is some large, creepy organization which is controlling vast power in the Shadow World. The GM may wish to pursue this further, allowing the PCs to gain some small inklings about the operations of the Secret Circle. Even if the campaign ends without their full understanding of the Ahrenreth, one purpose has been achieved: a sense of mystery remains.

*Few guess the purpose of the Cult of Old
subtle as whispers in a gale.*

*Now their actions speak and realms fall
The order meets in the Hallowed Hall*

Gargarax... Urkanian

*Servants turn to betray the master
One land, one rule, eight lords
The west shall be east.*

Gargarax... Urkanian

*Orders of a lost time
return again to serve the Secrets
their blades are sharp
The Shadow lengthens.*

Gargarax... Urkanian

PART XIV

REFERENCE CHARTS

1. MASTER BEAST CHARTS

ROLEMASTER BEAST CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
GENERAL										
Shalish	5	100	Dash/30	FA/MF	L/—	150	4(20)	85LC1100/85LBI†/120LCI§	2-10	Aggres.
Krell	1	120	Dash/30	VF/VF	S/—	10	1(70)	0TPi	1-2	Timid
Frask	1	100	Dash/30	FA/FA	S/—	15	1(50)	20SBI/30MBi(3)	5-50	Aggres.
Bærk	8	80	Dash/10	MF/MD	L/LA	250	12(20)	120HHo100/100HBa†/120LTs*	1-2	Normal
Snow Hnd	6	150	Dash/20	VF/FA	M/—	90	4(30)	70MBi/50IBreath/30CBreath	1-10	Bellig.
Night Hnd	5	150	Dash/20	VF/FA	M/—	100	4(30)	90MBi/50GBreath	1-10	Bellig.
Quarnak	5	50	Dash/20	MD/FA	L/LA	180	11(30)	100LBI	1	Bellig.
Unicorn	10	160	Dash/40	BF/VF	L/I	200	11(80)	200LHo120MBa†/110MTs†/Spells	1	Good(SU)
SPECIAL										
WHITE WOOD										
Wraith	20	60	Dash/20	MD/BF	M/LA#	165	1(50)*	100We[Cold]/90LBA/Special/Spells	1	Cruel (HI)
Lord of the White Wood, he wields a +20 broadsword. Has all Spectre powers.										
Mara	10	100	Dash/20	FA/FA	M/—	80	1(30)	Special	1	—
Her song can be heard throughout the wood; make RR or be charmed and drawn to the tower. AI within 10' lose 2 Con/md.										
Spectres	10	90	FSpt/30	FA/VF	L/LA#	200	15(40)	120bs (cold)	1	—
All have silvery armor and ride ghostly horses; they have powers as Lesser Wights. (Eght in all, tey travel separately).										
Ghst Hnds	5	120	Dash/30	FA/VF	L/I	100	3(40)	60LBite50/45MCL50/Special	4-12	Bellig. (AV)
Each critical bite drains 3 Con points.										
§ — If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical.										
* — If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.										

BEAST & MONSTER CHART CODES

Use the key found in the *Inhabitants Guide*, pp 4-7, with the following additions/adjustments:

ENCOUNTER STATS

Enc: This is the size range of a typical pack of the creatures when encountered in or near their lair. A pack will often contain a wide range of levels/ages (including some young). Often, only a patrol comprised of fewer members will be encountered away from the lair. If no range is given, one such creature is normally encountered.

Outlook: This code is meant to be a general measure of the creature's outlook, attitude, demeanor, and/or reaction/behavior pattern. If no code is given, such creatures exhibit a variety of behaviors. What follows is a listing of the various outlook codes.

- Aggres. = Aggressive and will attack if provoked or hungry.
- Aloof = Ignores other creatures unless interfered with, or attacked.
- Altru. = Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.
- Bellig. = Belligerent, often attacks without provocation.
- Berserk = Attacks closest living creature until it is destroyed.
- Carefree = Does not believe that danger or misfortune exists for it.
- Cruel = Not only hostile, but delights in death, pain, and suffering.
- Domin. = Desires power, attempts to control or dominate other creatures.
- Good = Opposed to "evil" (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are also good.
- Greedy = Will attack or attempt to steal from other creatures if the risk does not seem too high.
- Hostile = Normally attacks other creatures on sight.
- Hungry = If hungry, will attack anything edible; otherwise Normal.

- Inquis. = Inquisitive and curious; will approach and examine unusual situations.
- Jumpy = Normally bolts at any sign of other creatures.
- Normal = Watches and is wary of other creatures; will sometimes attack if hungry.
- Passive = Ignores the presence of other creatures unless threatened.
- Playful = Mischievous, but playful; will attempt to play with or play pranks on other creatures.
- Protect = Protective of a thing, place, other creature, etc.
- Timid = Skittish around other creatures, runs at the slightest hint of danger.

These descriptions are merely guidelines which the Gamemaster should modify based upon the situation, the actions of player characters, and the GM's reaction rolls.

IQ: This is a measure of the monster's reasoning and memory ability. The statistic is not normally given for animals since their actions are often based upon instinct, or very low order intelligence. The IQ codes are given in general categories which approximate human equivalents. To convert from the coded categories to an equivalent Reasoning and/or Memory stat score, use the following Intelligence Chart.

INTELLIGENCE CHART

IQ Code	Reasoning/ Memory Stat	IQ Code	Reasoning/ Memory Stat
NO = none	Animal Instincts	AV = average	35-65
VL = very low	1-5	AA = above avg	50-77
LO = low	3-12	SU = superior	60-86
LI = little	7-25	HI = high	80-98
IN = inferior	13-40	VH = very high	94-99
MD = mediocre	23-50	EX = exceptional	100-102

FANTASY HERO BEAST CHART																
Name	STR	DEX	CON	BODY	PRE	iPD	rPD	iED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Boerk	24	15	24	20	30	10	4	8	2	3	10	50	4	4	1 1/2d6kAP	12"
Frask	5	18	12	8	12	6	2	2	0	3	3	16	6	6	1d6k	10"
Ghost Hounds	16	19	15	12	16	8	5	8	5	3	8	33	7	7	1 1/2d6k	12"
Bite has linked 1d6 Body Drain.																
Krell	-10	25	6	6	10	4	1	2	0	3	2	10	8	12	1/2d6k	10"
Mara	12	27	15	11	25	5	3	5	4	5	7	32	9	9	Special	12"
12d6 Mind Control w/3x Range, only to draw characters to Tower.																
Night Hound	14	19	15	12	15	9	5	9	5	4	8	32	6	6	2d6k	12"
Quarnak	22	16	23	18	22	11	6	11	2	3	9	42	5	5	3d6k	5"
Shallish	18	20	20	16	21	9	3	6	2	6	9	40	7	7	2x2 1/2d6k	8"
Snow Hound	15	18	14	11	14	10	5	10	5	4	8	31	6	6	1d6+1k	12"
Also gives 10d6 EB, AA -Cone Breath Blast (Ice and Cold).																
Spectres	15	20	17	11	22	8	6	8	6	4	8	40	7	7	1d6+1k	7"
Unicorn	20	20	15	16	25	8	4	8	4	6	8	40	7	7	2d6+1kAP	12"
Wraith	20	21	16	10	26	10	6	10	6	5	8	40	7	7	1 1/2d6k	8"
Also has all previous Spectre powers and a 2 1/2d6HKA (Magical Broadsword) as well as a 60 pt variable Spell Pool, and a 200 pt END Reserve w/10 REC.																

ROLEMASTER MILITARY CHART									
Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
HÆSTRA									
DANARCHIS									
Ship Officer	Laan	100	8	90	10(10)	N	110rapier	70da	10
Captain or first mate of defensive fleet or better traders.									
Ship Crewman	Laan	≈2000	3	45	1(10)	N	65rapier	30sb	5
Crew of defensive fleet or better traders.									
City Guard	Laan	200/city	5	70	14(20)	Y	90bs	—	5
Found in Artha or other large cities.									
BODLEA									
Dale Warrior	Talath	≈10-30/Dale	6	110	9(20)	Y	100bs	80lcb	10
Leather Breastplate.									
Dale Levy	Talath	≈100-300/Dale	2	50	1(10)	N	50ss	30sb	15
No uniform, they will fight with whatever is available.									
STROANE									
Military Captains	Laan	50	10	110	15(30)	Y	120bs	110cp	15
Green Surcoat, Gold helm. Shield is black with Stroane emblem.									
Military Soldiery	Laan	20,000	1	20	6(20)	Y	40ss	15sb	10
Green Surcoat, Green helm. Shield is black with Stroane emblem.									
City Guards	Laan	500	5	80	15(30)	Y	100bs	80cp	10
Gold surcoat; gold helm. Shield is black with Stroane emblem.									
TALAEEN									
Better Warriors	Erlini	40	10	100	1(50)	Y	120ss	140lb	30
Forest Green tunic and breeches +15 Long Knife (ss table, puncture instead of Krush), +20 Long Bow.									
Warriors	Erlini	400	4	65	1(40)	Y	80ss	100lb	25
Forest Green tunic and breeches. Long Knife (ss table, puncture instead of Krush), +10 Long Bow.									
EMERALD FOREST									
Better Warriors	Nymph/Erlin(?)	20	10	120	3(60)	N	110 knife	130lb	30
Long Knife (ss table, puncture instead of Krush). Some have Animist/Druid spells.									
Common Warriors	Nymph/Erlin(?)	100	5	90	3(50)	N	80 knife	100lb	20
Long Knife (ss table, puncture instead of Krush). Some have Animist/Druid spells.									
Fauns		100	4	90	3(40)	Y	90bs	70sb	30
Some have Bardic spells.									

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
SARNAK									
Captains	Shay/Laan (female)	50	6	110	17(40)	Y5	110bs	60cp	10
Soldiery	Shay/Laan (female)	1,000	2	40	13(30)	Y	50bs	30cp	5
TAI-EMER									
PRÆTEN									
Ship Officer	Shay	100	6	80	1(10)	N	110ss	70sb	5
Ship Crewman	Shay	2,000	2	35	1(5)	N	65ss	30sb	0
Soldiery	Shay	5,000	2	25	9(20)	Y	90ss	—	0
The army of Præten.									
LANKANOK									
Priest-general	Jaaderi	6	10	120	1(40)	Y10	140sc	100ja	15
Superior steel (+10) Scimitar and shield. Most have spells.									
Lesser Officer	Jaaderi	60	5	90	1(30)	Y	100sc	80ja	10
Steel (+5) Scimitar									
Soldiery	Jaaderi	60,000	2	50	1(25)	Y	60sc	40ja	5
Bronze (-10) Scimitar									
SILAAR									
SEL-KAI									
Skyship Officer	Shay/Laan	200	10	120	1(30)	Y10	120bs	100cp	15
Skyship Crew	Shay/Laan	4,000	4	80	1(15)	Y	100bs	70cp	10
Eidolon Guard	Shay/Laan	100	8	120	17(55)	Y10	140bs	60hcb	0
Silver plate armor, fine accoutrements.									
Sel-kai City Guard	Shay	200	3	80	9(30)	Y	80ss	30sb	5
T'LOC-LOC									
Warrior T'loc-loc		100	3	50	1(20)	N	60 dagger	90blow gun	20
NUYAN KHÔM									
Arms Masters	Nuyani	100	15	110	15(40)	Y	160mace	90cp	10
Guards	Nuyani	5,000	3	70	15(30)	Y	110bs	50cp	10
REANDOR									
Soldiery/Guard	Shay	3,000	3	60	15(35)	Y	100bs	70lcb	5
NÁMAR-TOL									
War Masters	Iylar (Loar)	100	15	150	1(100)	N	140mar t&w	160shuriken	40
Expert martial artists. Some may use weapon kata. Wear black garments/robes.									
Officers	Iylar (Loar)	120	8	120	17(60)	Y20	160bs	140dart gun	10
Lacquered black armor, gold helm with black plume. Dart guns: lcb, 1/2 hits but poisoned with Quilvort [5-50 hits].									
Soldiery	Iylar (Loar)	7,000	3	50	15(40)	Y	110bs	90dart gun	
Lacquered black armor, silver helm with black plume. Dart guns: lcb, 1/2 hits but poisoned with Quilvort [5-50 hits].									
Uj									
RHIANI									
Experienced Warrior									
	Rhiani	500	8	140	1(30)	Y	130sc	140chegain	15
All are experienced horsemen.									
Warrior	Rhiani	10,000	3	45	1(20)	Y	50sc	55chegain	1
All are experienced horsemen.									
VAJAAR									
Soldiery	Vajaari	8,000	1	25	9(25)	Y	40ss	30sb	0
CHARN RAIDERS									
Exp. Fighter	?	500	5	80	1(20)	N	90ss	50sp	15
Young Fighter	?	2,000	1	30	1(10)	N	50ss	20sp	5
KAITAINE									
Guard	Shay	1,000	3	60	15(30)	Y	110bs	70lcb	5
MURLOG									
Warriors	Goblins	20,000	2	40	9(10)	N	40we	—	10
LYS									
Defense Warriors	Iylari	1,000	5	90	18(55)	Y10	90bs	100lb	10
Often have magical items and armor, some have spells.									
ITANIS									
Warriors	Laan/Kuluku(?)	2,000	3	60	9(30)	Y	100ss	90sp	10

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
KRYLITES									
Worker	Spine of Emer/Krylite	1-10	2	35	11(10)	N	+20SPi	—	20
Defender	Spine of Emer/Krylite	1-4	5	90	11(40)	N	+60MPi	30MSt	50
Stinger attack is tonge, which also delivers a Lvl 5 Reduction Poison w/critical.									
Mind	Spine of Emer/Krylite	1	20	80	11(10)	N	+30SPi	(spells)	-10
Six total. Spells: Base Spell OB: 20. Knows Mentalist Base Lists Presence, Mind Speech to 20th; Open Mentalist Delving, Illusions to 20th; Closed Mentalist Mind Mastery to 20th. PP: 80.									

ONAR

AHNASAN

Warriors	Kuluku (?)	2,000	3	50	1(30)	Y	80ha	90gé	20
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Many are skilled kith-riders.

MALQANAR

Militia	Shuluri	1,000	2	45	1(20)	N	40ss	50lb	20
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KHÛM-KAAN

QUON

Warriors	Kuluku	2,000	4	70	1(30)	N	90 knife	60sb	40
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Long Knife (ss table, puncture instead of Krush). Many have beautiful — and deadly laen or beryllium weaponry

RÆL

TROGLI OF ULGON

Warriors	Trogli	10,000	2	30	1(20)	Y	30various	—	0
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NOTES:

* An asterisk next to a race indicates that this is the most typical to be encountered.

KEY:

a) Shields equal to 20 or 25 of DB. An * means that armor is magical or specially made.

b) ** indicates other abilities or items not mentioned. See other sections referring to the specific group.

c) Note defensive bonuses include Quickness and shield. Shield references include quality bonuses (e.g. "Y5" means "yes, a +5 shield"). Combatants untrained in a type of weaponry suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

d) Weapon abbreviations follow OBs: ss — short sword, bs — broadsword, sc — scimitar, th — two hand sword, ma — mace, ha — hand axe, wh — war hammer, ba — battle axe, wm — war mattock, qs — quarter staff, da — dagger, sp — spear, ml — mounted lance, la — javelin, sl — sling, cp — composite bow, sb — short or horse bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, ge — gé, ts — throwing star. Animal attacks are abbreviated using codes from *Claw Law*. Many Duranaki utilize the Kynac (lk — the melee 'long kynac', ky — throwing kynac); which uses the rapier table with an additional +20.

e) Unless otherwise stated, mounted troops have fully effective OBs when fighting from horse (or Steardan).

f) Unless otherwise noted, the OB given for Martial Artists (abbr. 'mar') is for rank four. The letter following indicates skill in either strikes (t) or sweeps and throws (w). If both letters are present, this indicates that he or she is skilled in both.

FANTASY HERO MILITARY CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rE	SPD	REC	STUN	OCV	DCV	DMG	MOVE
DANARCHIS																
Ship Officer	17	15	17	15	13	13	6	10	6	3	8	45	8	5	1d6+1k	7"
Ship Crewmen	15	14	15	14	11	10	5	10	5	3	8	42	7	5	1d6+1k	7"
City Guard	17	15	17	15	8	12	7	10	7	3	8	34	8	3	1d6+1k	6"
BODLEA																
Dale Warrior	16	13	15	12	12	13	5	10	5	3	8	40	7	5	1d6+1k	7"
Dale Levy	12	12	11	10	10	10	4	8	4	2	6	28	4	4	1d6k	6"
STROANE																
Military Captains	18	16	18	16	14	14	7	11	7	4	10	50	10	6	2d6k	7"
Military Soldiery	15	14	15	13	11	10	5	10	5	3	8	42	7	5	1d6k	6"
City Guards	17	15	17	14	8	10	6	10	6	3	8	34	8	4	1d6k+1k	6"
TALAEN																
Better Warriors	18	19	17	15	15	13	7	13	7	4	10	48	10	7	2d6k	7"
Warriors	17	15	16	14	12	12	6	12	6	3	8	45	8	6	1 1/2d6k	7"
EMERALD FOREST																
Better Warriors	16	15	14	10	14	8	6	8	6	3	8	48	9	6	2d6k	7"
Common Warriors	14	14	13	10	10	7	4	7	4	3	8	46	7	5	1 1/2d6k	7"
Fauns	15	24	18	12	18	10	6	10	6	4	8	50	10	7	1d6+1k	8"

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rE	SPD	REC	STUN	OCV	DCV	DMG	MOVE
SARNAK																
Captains	15	19	14	12	18	10	7	10	7	4	9	45	9	6	1 1/2d6k	7"
Soldiery	13	18	12	10	15	9	6	8	6	3	8	38	7	5	1d6+1k	6"
TAI-EMER																
PRAETEN																
Ship Officer	17	16	18	14	14	10	6	10	6	3	8	45	8	5	1d6+1k	7"
Ship Crewman	15	13	15	14	11	10	5	10	5	3	8	42	7	5	1d6+1k	7"
Soldiery	14	13	14	10	10	10	6	10	6	2	8	34	8	3	1d6+1k	6"
LANKANOK																
Priest-General	16	14	15	14	18	10	7	10	7	3	10	46	7	4	2d6k	7"
Lesser Officer	15	13	15	10	15	9	6	9	6	3	8	42	6	4	1d6k+1k	6"
Soldiery	12	10	12	10	11	7	5	7	5	2	7	36	5	4	1d6k	6"
SILAAAR																
SEL-KAI																
Skyship Officer	18	18	15	14	16	11	7	10	7	3	10	48	8	6	2d6k	7"
Skyship Crewmen	15	16	14	12	12	9	6	9	6	3	8	41	6	6	1d6+1k	6"
Sel-Kai City Guard	14	12	13	10	8	8	5	8	5	2	8	36	4	4	1d6+1k	6"
Eidolon City Guard	14	14	13	10	11	9	6	9	6	3	8	36	4	4	1d6+1k	6"
T'LOC-LOC																
Warrior	16	15	12	10	11	9	6	8	6	3	8	37	5	5	1d6+1k	6"
NUYAN KHOM																
Arms Masters	17	21	16	12	15	10	7	10	7	3	10	47	9	7	1d6+1k	7"
Guards	14	12	13	10	8	8	5	8	5	2	8	36	4	4	1d6+1k	6"
REANDOR																
Soldiery/Guard	15	14	12	10	11	9	6	8	6	3	8	39	6	4	1d6+1k	6"
NAMAR-TOL																
War Masters	18	19	16	14	17	7	3	6	3	4	10	45	10	8	2d6k	7"
Officers	17	16	15	12	12	10	6	9	6	3	8	40	6	4	1d6+1k	6"
Soldiery	14	13	12	10	10	9	6	8	6	3	8	36	5	5	1d6+1k	6"
UJ																
RHIANI																
Experienced Warrior	16	14	15	13	14	9	6	9	6	4	10	44	6	6	1d6+1k	7"
Warrior	14	11	14	10	11	9	6	9	6	3	8	37	4	4	1d6+1k	6"
VAJAAR																
Soldiery	15	12	14	11	12	10	7	10	7	3	8	38	5	5	1d6k	6"
CHARN RAIDERS																
Experienced Fighter	16	13	15	12	13	10	7	10	7	3	8	39	5	5	1d6k	6"
Young Fighter	14	11	13	10	11	9	6	9	6	2	8	32	4	4	1d6k	6"
KAITAINE																
Guard	14	13	12	10	10	9	6	8	6	3	8	36	5	5	1d6k+1k	6"
MURLOG																
Warriors	12	16	14	12	16	11	8	11	8	3	8	37	5	5	1d6k+1k	6"
LYS																
Defense Warriors	15	17	14	12	16	11	8	11	8	3	10	45	6	8	1d6k+1k	7"
ITANIS																
Warriors	15	12	14	11	12	10	7	10	7	3	8	38	5	5	1d6k	6"
KRYLITES																
Worker	20	10	20	15	15	10	6	10	6	2	12	50	6	3	2d6k	6"
Defender	10	21	15	10	9	10	6	10	6	4	8	40	8	5	4d6NND	8"
Mind	12	18	12	11	12	10	6	10	6	3	8	35	7	4	1 1/2d6k	7"
Also has HA 10d6 Mind Control, Mental Images vs Sight at -6 PER, + Telepathy 10d6.																
ONAR																
AHNASAN																
Warriors	16	15	14	13	12	9	6	9	6	3	8	38	6	4	1d6+1k	6"
MALQANAR																
Militia	15	14	13	12	11	8	5	8	5	3	8	36	6	4	1d6k	6"
KHUM-KAAN																
QUON																
Warriors	15	13	14	11	10	7	4	7	4	3	8	37	6	4	1d6+1k	6"

3 MASTER NPC CHARTS

ROLEMASTER MASTER NPC CHART

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
The Twelve Adherents to the Secret Circle								
Gorang (The Hand) Dyar Thief. Black dragonskin armor. Many magical items and subterfuge skills.	25	120	11(90)	Y*	(Y)	190 long kynac	180 kynac	30
Vaag t'Kang Laan/Erlin Mage. Magical robes. Knows all Base Magician lists to 20th, seven other lists to 10th.	20	90	1(80)	Y*	N	90da	110 Fire Bolt	10
Wurliis Demon	15	200	4(70)	N	N	180LBa	—	20
Klax (The Blade) Talath/Iylar (Linær) Fighter. Sword is a special Irgaak (+25 2h Unholy sword, delivers two criticals) Keron plate with white surcoat. He rides a black pegasus.	25	210	20(90)	Y20	Y	+240 2h-sword	+180hcb	20
Vomûk Dyar/Demon Sorcerer. Knows All Sorcerer Base to 20th, four Channeling/Essence lists to 10th.	17	150	4(80)	Y*	N	100LCI	90Ice Bolt	20
Gargarax (The Voice) Dyar/Iylar Astrologer, twin of Urkanian. All Base lists to 20 (Way of the Voice and Far Voice to 50), five others to 10. Wears white robes. His Name is death.	22	110	1(80)	Y*	N	70da	80 Starfires	10
Urkanian (The Scribe) Dyar/Iylar Bard (Sage), twin of Gargarax. Knows Base lists to 20th, eight others to 10th. Wears black robes.	22	110	1(80)	Y*	N	90da	—	—
Zajarian Iylar (Loar) Alchemist. Silver dragonskin armor. Knows all Base Alchemist to 50th.	35	120	14(80)	Y*	(Y)	100bs	90lb	15
Môg-dûrek Jaader/Erlin Evil Cleric. Knows all Base Evil Cleric lists to 30th, five other lists to 20th.	28	110	13(40)	Y	N	90ma	70ja	5
Yytarmen Laan/Iylar (Loar) Alchemist. Knows all Base Alchemist to 30th.	23	90	1(30)	N	N	80da	—	10
Turasoq Demon (Procreator) Evil Mentalist. Knows all Base Evil Mentalist to 20th, 5 others to 20th. (wears headband which protects as helm).	18	100	17(50)	Y10	Y	180bs	140hcb	20
Klyrunak Ky'taari Mystic. Rarely appears in true form. Knows all Base Mystic, all Base Monk to 20th. Trained as Monk in Mur Fostisyr.	24	120	1(100)	N	A	210ma strike/sweep	100 lb	20
ADVENTURE: The Formula								
Varnas Shay Scribe	4	40	1(10)	N	N	20da	—	0
Altana Laan Alchemist. Knows all base Alchemist to 10th.	7	55	1(5)	N	N	10da	—	0
ADVENTURE: Needle in a Haystack								
Thalen Itanian Mentalist. Knows all Base Mentalist to 10th, five other lists to 10th.	12	90	1(15)	N	N	80da	—	10
Vamag Laan Sorcerer. Knows all Base Sorcerer to 10th, three others to 10th.	10	75	1(50)	N	N	20da	80 Fire Bolt	0
ADVENTURE: The Suspect								
Amulet Spirit Singular Demon. Stats are given for the 'amulet'.	20	20	1(0)	N	N	—	—	0
ADVENTURE: Night Ceremony								
Vira Laan Mage. Knows 10 selected base and other lists to 10th.	10	80	1(30)	Y*	N	50da	80 Lightning Bolt	10
Phrang Dyari Cleric. Knows 8 selected Base Sorcerer and other lists to 10th.	7	75	1(20)	N	N	40da	—	0
ADVENTURE: An Emerald Sign								
Jyne Forest Folk Animist. Knows 10 Animist Base and other lists to 10th.	8	110	3(40)	N	N	90 knife	110 Long bow	30
Lumork Dyari Necromancer	11	80	1(10)	N	N	20 da	—	0
Linnie Shay Thief	3	40	1(20)	N	N	35 da	20 dagger (thrown)	20
Bolar Shay Rogue.	5	55	5(30)	Y	N	50 da	—	10
Mog/Umol Ogre Fighters.	4	100	3(20)	N	N	80 club	—	10
ADVENTURE: Tablets of Varna								
Kleg Nairuban Laan Rogue	6	50	1(30)	Y	N	80ss	45sb	15

* Indicates a Shield or Greave protection is due to magical garment, shield spells, etc.

† Indicates special race powers; see *Shadow World Inhabitants Guide* for details.

‡ Only delivers second attack if a critical is delivered by first attack that round.

FANTASY HERO MASTER NPC CHART

Name	STR	DEX	CON	BODY	INT	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
NPCs: THE TWELVE ADHERENTS TO THE SECRET CIRCLE																	
Gorang (The Hand)	13	19	14	12	16	11	9	6	10	7	5	8	36	9	6	1d6+1k	7"
Dyar Thief																	
Vaag t'Kang	9	17	14	11	23	20	8	6	9	6	3	8	34	6	6	12d6n	6"
Laan/Erlin Mage. Has 75 Pt. variable Spell Pool. Has 200 Pt. End Batt with 10 REC.																	
Wurliis	25	18	20	18	15	26	10	10	11	11	4	12	52	9	7	2d6k	8"
Klax (The Blade)	20	16	18	14	11	13	12	8	12	8	4	10	47	8	7	4d6k	7"
Talath/Iylar (Linaer) Fighter. Rides a black pegasus.																	
Vomûk	15	17	14	11	22	20	8	6	9	6	4	8	36	6	6	9d6n	6"
Dyar/Demon Sorcerer. 75 Pt. variable spell pool. Has 200 Pt. End Batt with 10 REC.																	
Gargarax																	
(The Voice)	13	18	14	11	21	18	9	6	9	6	3	8	42	6	6	12d6n	7"
Dyal/Iylar Astrologer, Twin of Urkanian. Same spell pool as above. His name is Death.																	
Urkanian																	
(The Scribe)	13	18	14	11	21	18	9	6	9	6	3	8	42	6	6	1d6k	7"
Dyar/Iylar Bard (Sage). Twin of Gargarax. Spell pool as brother.																	
Zajarian	12	16	13	10	20	15	8	6	9	6	4	8	41	7	6	1d6k	6"
Iylar (Loar) Alchemist.																	
Môg-Dûrek	14	17	16	12	20	16	9	6	9	6	3	8	38	6	6	1D6k	7"
Jaader/Erlin Evil Cleric. Spells as above.																	
Yytarmen	12	15	14	11	20	14	8	6	9	6	4	8	39	6	6	1d6k	7"
Laan/Iylar (Loar) Alchemist.																	
Turasoq	19	18	19	17	15	19	10	10	11	11	4	12	50	9	7	2d6k	8"
Demon (Procreator) Evil Mentalist. 75 Pt. mental pool. 200 Pt. End pool with 10 REC.																	
Klyrunak	14	17	15	12	19	17	8	6	8	6	3	8	37	7	6	1d6k	6"
Ky'taari Mystic. Rarely appears in true form.																	
THE FORMULA																	
Varnas																	
(Shay Scribe)	8	11	7	8	25	10	2	1	2	1	2	6	16	3	3	1d6-1	5"
Altana																	
(Laan Alchemist)	12	14	11	10	22	14	5	3	5	3	3	8	22	4	4	1d6-1	6"
NEEDLE IN A HAYSTACK																	
Thalen																	
(Itanian Mentalist)	11	15	11	11	23	15	5	2	5	2	3	8	25	4	4	1d6-1	6"
Vamag																	
(Laan Sorcerer)	13	18	12	12	25	18	6	3	6	3	3	8	29	5	5	13d6n	7"
THE SUSPECT																	
Amulet Spirit																	
(Singular Demon)	18	18	18	15	15	20	12	8	12	8	4	12	50	9	7	3d6k	8"
NIGHT CEREMONY																	
Vira (Laan Mage)	12	16	13	11	22	14	6	3	6	3	3	8	25	5	5	12d6n	7"
Phrang																	
(Dyari Cleric)	11	17	12	12	22	14	6	3	6	3	3	8	26	5	5	1d6+1	6"
AN EMERALD SIGN																	
Jyne	14	16	15	12	18	13	8	4	8	4	3	8	32	6	6	1d6	6"
Lumork	11	16	12	11	22	14	6	3	6	3	3	8	25	5	5	1d6	6"
Linnie	12	19	14	12	16	15	8	5	8	5	3	9	38	7	7	1d6	6"
Bolar	15	17	15	13	13	14	8	5	8	5	3	10	42	6	7	1d6+1	7"
Mog/Umal (Ogres)	25	12	25	19	7	22	13	8	13	8	3	15	55	4	4	3d6	6"
TABLETS OF VARNA																	
Kleg Nairuban	14	18	14	12	14	13	8	5	8	5	3	9	38	7	7	1d6+1	6"

	A	B	C	D	E
01-05	Tiny bubbles. +0 hits.	Fizzle out. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit	+2 hits.	+3 hits.	+4 hits.	Stunned for 1 rnd. +3 hits.
11-15	Foe loses initiative for next rnd. Scary.	Spin foe. Loses initiative for 1 rnd. +4 hits.	Unbalancing blast. Foe must parry for 1 rnd. +5 hits.	Unbalancing blast. Foe must parry for 1 rnd. +6 hits.	Foe is stunned for 1 rnd. +5 hits.
16-20	Foe is spun about and loses initiative for next rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +8 hits.	Irritating burns force foe to parry for 1 rnd. +10 hits.	Zap stuns foe for 1 rnd. +10 hits.
21-35	Unbalancing blast causes foe to lose initiative for 2 rnds. +8 hits.	Minor burns. Foe must parry for 1 rnd at -10. +10 hits.	Crackling blast causes foe to parry for 1 rnd at -15. +10 hits.	Glancing blast. Foe must parry for 1 rnd at -20. 1 hit per rnd. +15 hits.	Strong blast reels foe. Stunned for 1 rnd. +20 hits.
36-45	Burns force foe to parry 1 rnd. +10 hits.	Disconcerted foe must parry for 1 rnd and loses initiative for 2 rnds. +9 hits	Blast forces foe to parry for 1 rnd. 1 hit/rnd. +15 hits.	Explosion stuns foe for 1 rnd. 2 hits per rnd. +15 hits.	Strike leg. Stunned for 2 rnds. Fights at -20 if no foot covering. +20 hits.
46-50	Distracted foe must parry for 2 rnds. +15 hits.	Staggering blast stuns foe for 1 rnd and inflicts 1 hit/rnd. +15 hits.	Sizzling blast stuns foe for 1 rnd. -15 hits. Add +5 to your next roll.	Foe is spun about. 2 hits per rnd. Stunned for 1 rnd. +25 hits.	Powerful blast. Stunned and unable to parry for 1 rnd; drops all held objects. +25 hits.
51-55	Burn stuns foe for 1 rnd. +10 hits.	Unbalancing blast causes foe to take 2 hits per rnd. Stunned for 1 rnd. +12 hits.	Hard blow stuns foe for 1 rnd. -12 hits. Add +5 to your next roll.	Foe is forced back 5 feet. Stunned for 2 rnds. 2 hits per rnd. Add +5 to your next roll.	Forceful blast stuns foe for 1 rnd. Stunned and unable to parry for 2 rnds. 3 hits per rnd. +20 hits.
56-60	Crackling blast stuns foe for 2 rnds. +15 hits.	Back blast spins foe; he takes 2 hits per rnd. All small metal items on foe's back are melted. +15 hits.	Foe is thrown back 5 feet and must parry for 2 rnds. +20 hits.	Hot strike. Foe stunned and unable to parry for 1 rnd. Fights at -10. +15 hits.	Blast floors foe; out for 2 rnds. 2 hits per rnd and fights at -10. +25 hits.
61-65	Powerful blow. Foe is stunned and unable to parry for 1 rnd. +15 hits.	Blow causes delivers 2 hits per rnd. Stunned and unable to parry 1 rnd. Fights at -5. +15 hits.	Leg strike; any metal greaves are destroyed; foe is stunned for 2 rnds. +15 hits.	Blast to shield arm. If no shield, arms are useless due to nerve damage, stunned and unable to parry for 2 rnds, +15 hits; otherwise, +20 hits.	Precision strike knocks foe down; fights at -20 and drops held objects. +25 hits.
66	Hammer blast shatters foe's shield arm; he is stunned and unable to parry for 3 rnds. +25 hits.	Strike shatters weapon shoulder. Stunned for 3 rnds. 5 hits per rnd if metal armor is worn. +20 hits.	Chest strike breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Impact ruptures eardrums and kills foe if he has no helm; else he is out for 3 hours.	Direct hit. Surgical strike blows head into particles of matter which scatter into the wind.
67-70	Blow to back; foe is stunned and unable to parry for 1 rnd and fights at -5 due to burns. +10 hits.	Back strike. Stunned and unable to parry for 1 rnd. Fights at -5. +14 hits.	Snap breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Focused blow takes foe down; out for 2 rnds. +20 hits. Add +5 to your next roll.	Blast to shield arm stuns foe for 1 rnd. If foe has a shield, it is broken; otherwise foe's shoulder breaks.
71-75	Blow to mid-section; foe is stunned and unable to parry for 1 rnd and fights at -10. +15 hits.	Strike to side. Stunned 2 rnds and unable to parry next rnd. 3 hits per rnd. +25 hits.	Back blow. Foe foe is stunned for 3 rnds and is unable to parry next rnd. Foe fights at -10 due to nerve damage.	Quick strike breaks shield arm. Stunned for 2 rnds. +15 hits.	Numbing blast. Arms are useless due to nerve damage. Fights at -25.
76-80	Weak strike to abdomen. Foe is stunned for 3 rnds and unable to parry next rnd. +20 hits.	Blow to feet topples foe. Foe is down and out for 2 rnds and takes 3 hits per rnd. +15 hits.	Strike knocks foe down. Foe is out for 2 rnds and fights at -15 due to internal bleeding. -15 hits.	Blast breaks weapon arm. Foe fights at -20. Stunned 2 rnds. +15 hits.	Awesome chest blast stuns foe for 10 rnds and knocks him down. Fights at -30. +30 hits.
81-85	Ripping backstrike breaks ribs and snaps cartilage. Foe is stunned and unable to parry for 1 rnd and fights at -25. +15 hits.	Horizontal strike fractures ribs and burns skin. Stunned for 2 rnds. Fights at -25. 3 hits per rnd due to burns. +15 hits.	Blistering blast sears skin. Foe is stunned for 2 rnds, fights at -25, and takes 3 hits per rnd. +20 hits.	Foe attempts to deflect blast with hands. Poor fool is down for 3 rnds and takes 3 hits per rnd. +25 hits.	Side strike rifles through organs. Foe dies after 6 painful rounds of inactivity. +35 hits.
86-90	Brutal blast knocks foe down. Stunned for 2 rnds. Foe fights at -50. +15 hits.	Calf strike burns muscle. Stunned for 3 rnds. Fights at -50. +25 hits.	Blast breaks thigh. Foe fights at -40 and is stunned for 3 rnds. +20 hits.	Blast squeezes abdomen. Foe dies in 4 rnds. +25 hits.	Heat wave. backbone is melted and foe dies of massive shock in 3 rnds. +35 hits
91-95	Crushing strike breaks hip. Foe fights at -50 and is stunned for 3 rnds. +25 hits.	Temple strike. If foe has helm, he is sent into a permanent coma; if not, he dies. +30 hits.	Strike twists and breaks hip. Foe takes 5 hits per rnd and fights at -60. +25 hits.	Red-hot fragments of jaw drive into foe's brain. Foe dies in 3 rnds. +55 hits.	Shock pulses through foe's nervous system. Foe dies in 6 rnds. +35 hits.
96-99	Strike contacts head and neck. If foe has helm, he is knocked out; if not, he dies in 3 rnds. +25 hits.	Wedge-shaped strike severs windpipe. Foe dies in 12 rnds. +30 hits.	Foe's feet are engulfed. Foe is stunned and unable to parry for 9 rnds. 6 hits per rnd. Fights at -75. +25 hits.	Foe receives a lungful of plasma. Foe dies in 1 rnd. +25 hits.	Foe's body is a pulped, smoking ruin. Add +20 to your next roll.
100	Head strike. If foe has helm, he is knocked out; if not, he dies in 3 rnds due to shock and fractures. +30 hits.	Blast withers body below neck. Foe is paralyzed permanently from neck down. +40 hits. Add +10 to your next roll.	Sizzling strike blasts through both eyes and into brain, killing foe.	Foe's lungs and heart burn and implode. +30 hits. Add +25 to your next roll.	Unfortunate foe is reduced to a molten puddle. Fetch a mop.

	A	B	C	D	E
01-05	0	0	0	0	Stunned for 3 rds.
06-10	0	0	0	Stunned for 2 rds.	Stunned 3 rds. Mild depression. -5 to all actions for 10 min.
11-15	0	0	Stunned for 1 rd.	Stunned for 3 rds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rds. Mild depression. -5 to all actions for 10 minutes.
16-20	0	Stunned for 1 rd.	Stunned for 3 rds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rds. Mild depression. -5 to all actions for 10 minutes.	Disorientated. Mild depression. -10 to all actions for 30 minutes.
21-35	Stunned for 1 rd.	Stunned for 3 rds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rds. Mild depression. -5 to all actions for 10 minutes.	Disorientated. Mild depression. -10 to all actions for 30 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.
36-45	Stunned for 3 rds. Mild depression. -5 to all actions for 1 minute.	Stunned for 5 rds. Mild depression. -5 to all actions for 5 minutes.	Disorientated. Mild depression. -10 to all actions for 20 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.	Disorientated. Moderate depression. -15 to all actions for 3 hours.
46-50	Stunned for 5 rds. Mild depression. -5 to all actions for 1 minute.	Disorientated. Mild depression. -10 to all actions for 20 minutes.	Disorientated. Moderate depression. -15 to all actions for 30 minutes.	Disorientated. Moderate depression. -15 to all actions for 3 hour.	Disorientated. Moderate depression. -20 to all actions for 6 hours.
51-55	Disorientated. Mild depression. -10 to all actions for 5 minutes.	Disorientated. Moderate depression. -15 to all actions for 30 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.	Disorientated. Moderate depression. -20 to all actions for 6 hours.	Disorientated. Severe depression. -20 to all actions for 24 hours.
56-60	Disorientated. Moderate depression. -15 to all actions for 10 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.	Disorientated. Moderate depression. -20 to all actions for 3 hours.	Disorientated. Severe depression. -20 to all actions for 15 hours.	Disorientated. Severe depression. -30 to all actions for 1 week.
61-65	Disorientated. Moderate depression. -15 to all actions for 30 minutes.	Disorientated. Moderate depression. -20 to all actions for 3 hours.	Disorientated. Severe depression. -20 to all actions for 6 hours.	Disorientated. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 month. Sad.
66	Foe falls unconscious. Suicidal depression. 15% chance/day of a highly suicidal act.	Foe goes into serious withdrawal from life due to an extremely low self-esteem catatonia.	Foe's mind goes elsewhere on an extended vacation. Coma.	The shock was too great to handle and foe's mind collapses. Coma. Death if no helm.	Foe's mind finds refuge in final surcease of everlasting Death.
67-70	Disorientated. Moderate depression. -20 to all actions for 1 hour.	Disorientated. Severe depression. -20 to all actions for 6 hours.	Disorientated. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 week. Enjoy the ride.	Foe is now manic-depressive for 6 months and is at -35 to all actions.
71-75	Disorientated. Severe depression. -20 to all actions for 3 hours.	Disorientated. Severe depression. -30 to actions for 24 hrs starting next rd.	Severe depression. -30 to all actions for 1 week. Bummer.	Foe is now manic-depressive for 1 month. Lucky.	Foe is now manic-depressive. Suicidal. Permanent. 75%/day chance of suicide. Pitiful.
76-80	Disorientated. Severe depression. -30 to all actions for 6 hours.	Severe depression. -30 to all actions for 24 hours. Much sadness here.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. It could have been worse.	Mental Trauma. Roll 4 Random Insanities. Permanent. Time for the looney bin.
81-85	Severe depression. -30 to all actions for 24 hours.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life is now a rollercoaster.	Jolting. Roll 3 random Insanities. Permanent. Ugly.	Brain Fry. Roll 4 Random Insanities. Foe is at a -50 for all actions. Unconscious.
86-90	Foe is manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life will continue to have its ups and downs.	Jolting. Roll 2 random Traumas. Permanent.	Suicidal depression. Permanent. 50%/day of suicide. Foe is now unconscious.	Catatonic depression. Permanent. Foe curls up to await Death.
91-95	Foe is manic-depressive. Permanent. Not a pretty sight.	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of outright suicide.	Catatonic depression. Permanent. Foe attempts to get off the Merry-Go-Round of life.	Foe decides on a strategic withdrawal from reality. Coma.
96-99	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of a suicidal action.	Catatonic. Permanent. Foe opts out.	Foe hides in the Darkest corner of his mind. Coma.	Foe stops moving and slowly sits down, closing his eyes. Death.
100	Suicidal depression. Permanent. 10% chance/day of a suicidal action.	Catatonic depression. Permanent. Foe wraps himself in a huddle and denies existence.	Severe depression. Too much for foe to handle. Coma.	Foe feels life is no longer worth living and gives up. Death.	Foe whimpers once as he falls to the floor. Death.

SHOCK CRITICAL STRIKE CHART

	A	B	C	D	E
01-05	None	None	None	None	1 rnd of stun.
06-10	None	None	None	Stunned for 1 rnd.	Stunned for 2 rnds.
11-15	None	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 3 rnds. Parry at half.
16-20	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.
21-35	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds. Parry at half.	Stunned for 5 rnds. -10 for 1 hour.
36-45	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.
46-50	Stunned for 2 rnds.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned 7 rnds. Cannot parry or change facing. -20 for 1 hr.
51-55	Stunned for 3 rnds. Parry at half.	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.	Stunned 9 rnds. Cannot parry or change facing. -25 for 24 hrs.
56-60	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -15 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -25 for 3 days.
61-65	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -5 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. Disorientated. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -30 for 3 days.
66	Stunned for 10 rnds. Cannot parry or change facing. -25 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing.	Foe slams himself to the Floor for 4 hits. Coma.	Foe snaps rigid and slowly falls, the air whistling audibly from his lips. Coma. Death if no helm.	Foe collapses like card house in a stiff breeze. Death.
67-70	Stunned for 7 rnds. Cannot parry. -10 for 1 hour.	Stunned for 9 rnds. Cannot parry. -10 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hours.	Stunned for 19 rnds. Cannot parry or change facing. Disorientated. -35 for 3 days.
71-75	Stunned for 8 rnds. Cannot parry. -15 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -25 for 6 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disorientated. -35 for 3 days.	Stunned for 25 rnds. Immobilized for 3 rnds. Disorientated. -40 for 1 week.
76-80	Stunned for 9 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -25 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hrs.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -40 for 3 days.	Stunned for 30 rnds. Immobilized for 5 rnds. Disorientated. -50 for 1 week.
81-85	Stunned for 10 rnds. Cannot parry or change facing. -20 for 6 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disorientated. -30 for 2 days.	Stunned for 16 rnds. Cannot parry or change facing. Disorientated. -45 for 3 days.	Foe spins about clutching his head and falls. +2 Hits. -60 for 1 week. Unconscious.
86-90	Stunned for 11 rnds. Cannot parry or change facing. -25 for 6 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -35 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -35 for 2 days.	Stunned for 17 rnds. Cannot parry or change facing. Disorientated. -50 for 3 days.	One last howl punctuates foe's collapse. +5 Hits. -75 for 1 week. Unconscious.
91-95	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -35 for 2 days.	Stunned for 18 rnds. Cannot parry or change facing. Disorientated. -40 for 2 days.	Stunned for 21 rnds. Immobilized 3 rnds. -50 for 1 week. +2 hits.	Roll 3 random phobias. +7 hits. Coma.
96-99	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing. Disorientated. -40 for 2 days.	Stunned for 24 rnds. Immobilized 2 rnds. Disorientated. +1 Hit.	Random brain damage. +3 hits. Coma.	Foe crumples in an untidy heap. Death.
100	Stunned for 14 rnds. Cannot parry or change facing. Disorientated. -35 for 24 hours.	Stunned for 19 rnds. Immobilized 2 rnds. -45 for 2 days.	When foe awakes he is mindless drooling idiot. +2 hits. Coma.	Foe stops and remains in last living position. Pity. Death.	Foe's eyes glaze as he launches himself 10' backwards. Death.

PART XVI

• GLOSSARY •

Amrillar (Am' rill är') [Ir. "long isles"] — the string of small islands off the coast of Tanara.

Andraax (An' draks) [Ir. "first-claw"] — One of the three founders of the Order of Loremasters. Andraax is a renowned philosopher and historian, having penned numberless tomes chronicling the early ages of the world. While apparently not an Elf, Andraax was immortal. His final fate is unknown; some say that he is dead, others claim that we went insane (after either the Wars of Dominion or a journey to the East).

Arinyark (ä' rin yärk') — A bluish-green mineral which absorbs and retains raw Essence radiations.

Cay (kā) — One of the Lords of Orhan; god of Strength.

Changramai (shan' gra mi') — A school of unarmed combat, named for the legendary Master *Changrama*, developer of the techniques. Only a single school is known to exist, in a remote location (northern Emer) where devout youths travel to learn the subtle arts of mind and body control. It what might seem (to outsiders) to be a contradiction, Changramai warriors make themselves available for a variety of mercenary jobs, including bodyguard. Nomikos is their best customer.

Charón (shâr' òn) — Third largest moon orbiting Kulthea, suspected to be a haven for the Dark Gods.

Cloudlords — Organization founded by the Kirian family, original leaders of the Cult of Ezran in SE Jaiman.

Dark Gods — Beings similar in power to the Lords of Orhan but with evil intent. They may be allied with the Unlife, for they seek to undermine and pervert the peoples of Kulthea.

Dúranaki (dóo' run ä' kē) — A reclusive, technically and socially advanced but xenophobic culture in Tanara (SE Jaiman).

East — The Eastern hemisphere. An area about which virtually nothing is known. Wild tales tell of a tortured land dominated by the Unlife, or a land of incredible but insane beauty, or that there is no East at all: that the world is actually flat and that ships sail off the earth.

Eidolon (ī' dō lon) — Legendary city located in northern Emer (above the isle of Sel-kai to be more precise) which resides in the sky. While perhaps most famous of the sky-cities, rumors abound of other structures suspended in the skies of Kulthea.

Eissa (ī' suh) — One of the Lords of Orhan; god of Death.

Elves — See *Iylari*, *Erlini*.

Emer (ē' mer) — The largest continent on the western hemisphere, allegedly the birthplace of the Althan race.

Eog (ē' og) — An extremely hard metal. It is brittle in its natural state, but when combined with other elements can be used to make superior weapons and armor. Treat as enchanted. In addition, certain pure types of Eog have the power to inhibit the Flows of Essence: White Eog can limit the power of Dark (evil) Essence, while Black Eog, in sufficient quantities, can cancel out non-evil Essence. In appearance, the metal is usually dull in lustre.

Erlini: (ūr lē' nē') (Ir. 'growers') Less lordly than the Iylari, the Erlini are nevertheless graceful beings who have a deep harmony with the earth and all natural growing things. Immortal, they never age and maintain a carefree attitude throughout their lives.

Essence (es' ens) — One of the three 'realms' of the 'Essænce'; the elemental force tapped by spell-users directly.

Essænce (es' æns) — The force which — in its primal state — includes all forms of 'Spell Power' (for the realms of Mentalism and Channeling also use Essence, but in different forms), as well as flows of force which permeate the world. The Flows are linked in origin and substance to 'Spell Power' and many other Kulthean phenomena.

First Era — The time period from the beginning of civilization (the birth of the Althan Race) until the downfall of the K'ta'viir Empire. Sometimes referred to as the First Era of *Ire*, referring to the ire of evil.

Flows of Essence (or 'Essænce') — Invisible bands of radiation which sweep across the world in shifting patterns, they are the source of Essence power but can be dangerous to tap directly. The sites of some continuous Flows are often locations of holy places or centers of power for certain cultures.

Focus — A location where the Essence is particularly concentrated. See the text for details of the effects of a Focus.

Garks — A race of sub-human beings.

Gate — An alternative name for *Portal*. q.v.

Greater Focus — A major concentration of Essence Radiation, Greater Foci are sometimes marked by ruins of an ancient structure (various lost cultures were able to perceive the Essence and erected 'temples' to mark such areas).

Iloura (il ōr' ä) — One of the Lords of Orhan; goddess of Earth and the Harvest.

Implementor — A sword of great power. Actually, it appears that there were at least two Implementors, and perhaps more. One is known to have been made by the Lords of Essænce in the distant past before the Interregnum, while one was forged in the Second Era by Krelj. Made of black Eog, it is highly intelligent, evil, and able to control its wielder.

Interregnum — Period between the First and Second Eras when Kulthea was essentially an uncivilized wasteland.

Iorak (ī ōr' ak) — One of the Lords of Orhan; god of Craftsmanship.

Iruaric (ir' ū är' ik) — Language of the Lords of Essence, essentially a 'dead' tongue now, known by very few.

Ithloss (īth' lōs) — A very strong but light and flexible, non-corroding metal mined or created by the Lords of Essence. It can be used to make armor of almost unequalled value. In appearance it resembles gold, though it is less shiny, and once forged is not at all malleable (at least by present-day Alchemists and forgers).

Iylari (ī' lar' ē) [Ir. "beautiful-"] — A race of immortal beings resembling mannish peoples, but generally more graceful and beautiful. They are one with the earth, and many possess Essænce powers of one type or another. Their exact origins are unknown, although it is generally accepted that they predate most mannish cultures yet antedate the Althans.

Jaiman (jī' mun) [Ir. "gift-home"] — Western continent on Kulthea.

Jaysek (jā' zek) — One of the Lords of Orhan; god of Arts.

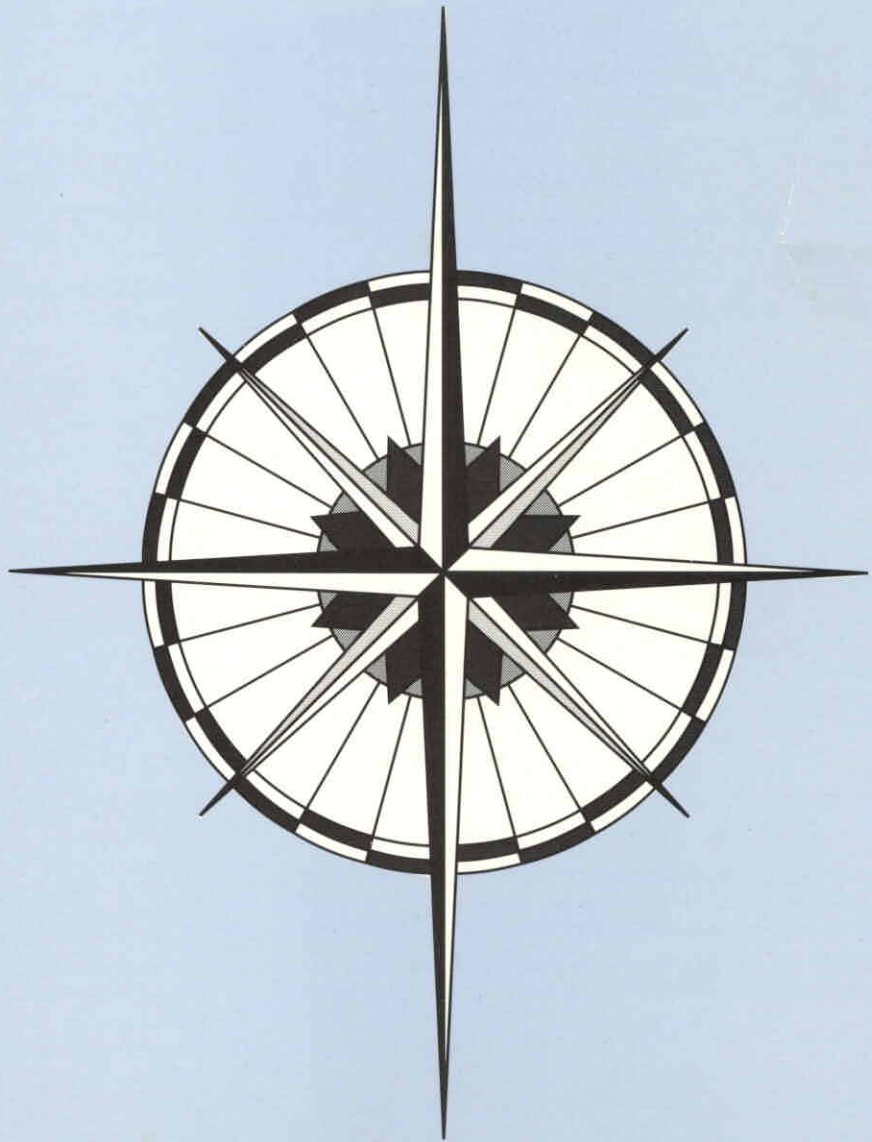
K'ta'viir (kuh' ta' vēr) [Ir. "lord-of-essænce"] — Racial name of the High Althans, a (supposedly) extinct race which ruled Kulthea — and much of the galaxy — ages ago.

- Kadæna** (ku dā' nă; ku dā ē' nă) [Ir. "slayer"] — Last Ruler of the K'ta'viir Empire; Female Lord of Essence; foe of Utha. She was slain at the end of the First Era (of Ire).
- Karilôn** (kār' i lôn) — Hidden home of the College of Loremasters.
- Kieron** (kē' ay' ron) — One of the Lords of Orhan; god of Festivals.
- Keron** (kay' ron) — Black, very shiny metal used by the Duranaki to forge their kynacs. It is an alloy, probably including Black Eog and other rare elements in small quantities (not enough to affect the Essence). The substance is strong but flexible and holds a keen edge. When polished it has such a high lustre that it looks wet or oiled. It does not corrode.
- Key of Andraax**: Legendary item sometimes described as a ring rather than a key, which apparently serves as a Lords of Essænce key in addition to other fantastic powers.
- Krelīj** (krel' ij) — Younger brother of the famous smith *Tethior* (q.v.). Though not considered as talented as Tethior, Krelīj was an unmatched weaponsmith (hence his informal title 'the Swordmaker'). He felt inferior to Tethior, and his jealousy eventually led to him turning to the Unlife and forging such evil weapons as the *Implementors*.
- Krylite** (kri' lit) — As race of strange, insectile creatures, possibly not native to the Shadow World.
- Kulthea** (kul thē' uh) [Ir. "Shadow-world"] — the world.
- Kuor** (kōō' or) — King of the Lords of Orhan; Lord of the Gods.
- Kuskarūk** (kōōsk' ā rōōk) — An arcane language utilized almost exclusively by evil sorcerers.
- Kynac** (kī' nak) — Long knife of unusual properties, requiring special training to fully utilize. Used by Duranaki (specifically the Thavan).
- Kytaari** (kī' ta' rē) — A hardy race of Elven/human descent who make their home in the Mur Fostisyr (NW of Jaiman).
- Laen** (lān) — Extremely hard volcanic glass which can be forged into very keen-edged weapons. Can also be tinted and (very rarely) is naturally colored. Treat as enchanted.
- Lords of Essence** — Men and women imbued with great power over Essence, probably because of irradiation by strong Flows of Essence in the youth of the race. They (reputedly) no longer exist, having destroyed themselves in a civil war.
- Loremasters** — Sages, keepers of wisdom, advisors. Perhaps descendants of the last Lords of Essence, though this is pure conjecture. All possess power over Essence, but are reluctant to use it except in an emergency, and then only in a limited fashion.
- Lydek Terisonen** — Loremaster of the Second Era of Ire who lost his sanity and subsequently vanished. He is presumed dead.
- Malvin Tesea** (mal' vin te' sē uh) — [Ir. "endless seas"] Name given to the two oceans which divide the eastern and western hemispheres of the planet. These bands of water are the widest in the world and have a number of mystical associations (including the idea that they are the edge of a flat earth...) They correspond with a particularly powerful Essence Barrier.
- Mikori** (my kō' rē) — Fourth moon of Kulthea. Only 100 miles in diameter, it is barely visible from the Shadow World.
- Myri** (mē' rē) — Large, fair-skinned race in Tanara. They are a subgroup of the *Northman* race, also called the Talath.
- Narselkin** (nar sel' kin) — Set of three swords forged in the Second Era by Krelīj (before his seduction to the Unlife) to combat evil.
- Nexus** — Headquarters of the Navigators, located in the center of Iyxia.
- Nomikos** (nō' mi kōs) — A group of scribes whose center is somewhere in south-central Jaiman. They are one of the few organizations in Jaiman besides the Loremasters whose fame is widespread.
- Numa** (nū' ma) — Sea-god of the Sulini — another name for the Orhanian Lord *Shaal*.
- Old Race** — a name by which some cultures of Emer refer to the Lords of Essænce.
- Older Ones** — Not to be confused with the 'Old Race' (q.v.), these are the mighty Demons of the Void, a race (or races) of beings totally alien to this plane of existence.
- Orhan** (ōr' ān) — Name given to the largest moon which circles the World.
- Oriana** (ōr' ē ā' nă) — One of the Lords of Orhan; goddess of the Sun.
- Phaon** (fā' on) — One of the Lords of Orhan; god of the sun. Once led a cult known as the Cloudlords of Tanara.
- Portal** — Generic name given to the 'doorway'-like phenomena on Shadow World. Portals of various design dot the globe, all of which allow instantaneous transport from one to another. They are arcane and impossible to control; only the very experienced dare use them.
- Randæ Terisonen** — Loremaster, an Elven man who has an intense interest in the affairs of Tanara (among other places). A descendant of Lydek Terisonen.
- Reaan** (rē' ān) — One of the Lords of Orhan; god of Sleep, dreams, and night.
- Rularon** (rōō lă' ron) — A metal, dull silver in color which in sufficient quantities has the ability to inhibit spells of Mentalism. It is very soft and malleable; treat as enchanted.
- Second Era** — Beginning with the founding of the College of Loremasters and concluding with the Wars of Dominion in which the Unlife was driven into hiding. Sometimes referred to as the Second Era of *Ire*, referring to the ire of evil.
- Shaal** (shāl) — One of the Lords of Orhan; god of the Seas.
- Shaalk** — An enchanted material, very lightweight, pliable and resilient. The thinner sheets of it resemble the finest white paper, but glossier, and it is even more durable. When exposed to extreme heat it does tend to melt. Some of the most valuable books of the Lords of Essence are inscribed upon pages of Shaalk. When used in thicker amounts, it can be made into protective garments or even armor.
- Star Iron** — actually an alloy forged using metal gathered from certain meteorites. It is extremely strong once worked, though it invariably has a dull, dark grey appearance. The recipe has been lost with the First Era.
- Steardan** (stēr dan) — Winged horses of the Cloudlords, they are similar to Pegasi, yet relatively unintelligent.
- Sulini** (sōō lē' nē) — A tall, slender people in Tanara; they are a half-Elven group.
- Tanara** — A land in Jaiman sheltered on three sides by the Grey Mountains and on the fourth by the sea. Thus Tanara is effectively cut off from surrounding lands.
- Teris** (tay rīs) — One of the Lords of Orhan; god of travel and messages.
- Tethior** (te' thē or) — Considered the greatest smith in the history of the Shadow World, he was responsible for the creation of the *Ilarsiri* ("seeing stones") and — with Andraax — the Six Crowns of Jaiman. His younger brother was Krelīj (q.v.).
- Third Era** — Time period from the end of the Wars of Dominion to the 'present'. Sometimes referred to as the Third Era of *Ire*, referring to the ire of evil.
- Tilok** (tīl' lok) — A tiny moon which actually orbits Orhan.
- Unlife** — The Enemy of life on the Shadow World; an evil force whose source is unknown. Acting always through minions, it seeks only the destruction of all life.
- Urulan** (ūr' ōō lan) — The great bay which is formed by the coast of Tanara and the Amrillar.
- Ūtha** (ū' tha) — Lord of Essence, foe of Kadæna. Slain at the end of the First Era of Ire.
- Valris** — One of the Lords of Orhan; god of the Heavens.
- Varin** (vā' rin) — Moon of the World, second largest of the Five.
- Vog Mur** (vōg mūr) — A tiny island cluster NE of Emer, it is a center of many mysteries (and home of the Dragonlord *Voriig Kye*)
- Wars of Dominion** — Conflict at the end of the Second Era between the minions of the Unlife and the Free Peoples, led by the Loremasters.
- Xenium** — A blue-silver alloy which annuls the force of gravity.
- Yugal** (yōō gal) — God of the Yinka; apparently a local god rather than a lord of Orhan.
- Zor** — A land in Jaiman.



ATLAS

ADDENDUM



SHADOW WORLD

› MASTER ATLAS ADDENDUM ›

TABLE OF CONTENTS

Foreward

I Shadow World Tenets

- 1 • World Awareness4
- 2 • Good and Evil5
- 3 • 'Essænce' vs 'Essence'7
- 4 • Other Planes7
- 5 • Navigator Charges8

II A Brief History of Events

- Timeline10

III Demons of the Essænce

- 1 • Elemental Demons18
- 2 • Thematic Demons19
- 3 • Singular Demons20

IV Demons of the Void

- 1 • The Void: an Overview21
- 2 • Demons of the Pale23
- 3 • Demons Beyond the Pale25
- 4 • Older Ones: Agothu25
- 5 • Agothu Servants: Destroyers27

V Constructs

- 1 • Kæden31
- 2 • Sentinels33
- 3 • Gogor34
- 4 • Lord Shards34

VI The Dark Gods

- 1 • Charón in the Sky37
- 2 • The Caverns37
- 3 • The Dark Gods37
- 4 • Lesser Gods44

VII The Lords of Orhan

- 1 • The Lords48
- 2 • The Conclave of Orhan49
- 3 • Orhan Alliances49
- 4 • Religions of the Lords49
- 5 • Spirits of Orhan50
- 6 • Kulthean Servants55
- 7 • Children of the Gods56

VIII Artifacts

- 1 • The Eyes of Utha57
- 2 • The Shadowstone57
- 3 • The Crystal58
- 4 • The Ark of Worlds58
- 5 • Orbs of Power59
- 6 • Renowned Swords60
- 7 • Other Weapons64
- 8 • Books65
- 9 • Lord Staves66
- 10 • Other Items67
- 11 • Talismen69

IX Places of Power

- 1 • The Circle of Lour70
- 2 • Shrine of Iloura70
- 3 • The Standing Stones of Nilôm71
- 4 • Gate of Yæra72
- 5 • The Throne of Kôl72
- 6 • Obelisk of Thase72
- 7 • The Pillars of Fire72
- 8 • The Oracle of Syne73
- 9 • Vul-N'Gor Spiral73
- 10 • The Mere of Phoras73
- 11 • The Pillar of the Gods73

X Lost Technology

- 1 • Throk Xu74
- 2 • Vehicles75
- 3 • Drones76
- 4 • Other intelligent Items77
- 5 • Ancient Weapons77
- 6 • The Terran Empire78

XI Magical Materials

- 1 • Materials Chart79
- 2 • Notes about the Materials80
- 3 • Essænce Inhibiting Materials81

XII Magic in Shadow World

- 1 • Casting Spells82
- 2 • Warding Spell Lists84
- 3 • Fatal Channelings86
- 4 • Curses86

XIII Encounters

- 1 • Moving Encounters Key87
- 2 • Moving Encounters Table88
- 3 • Stationary Encounters91

XIV Reference

- 1 • Languages93
- 2 • A Dictionary of Iruaric94
- 3 • Shadow World Races Information95

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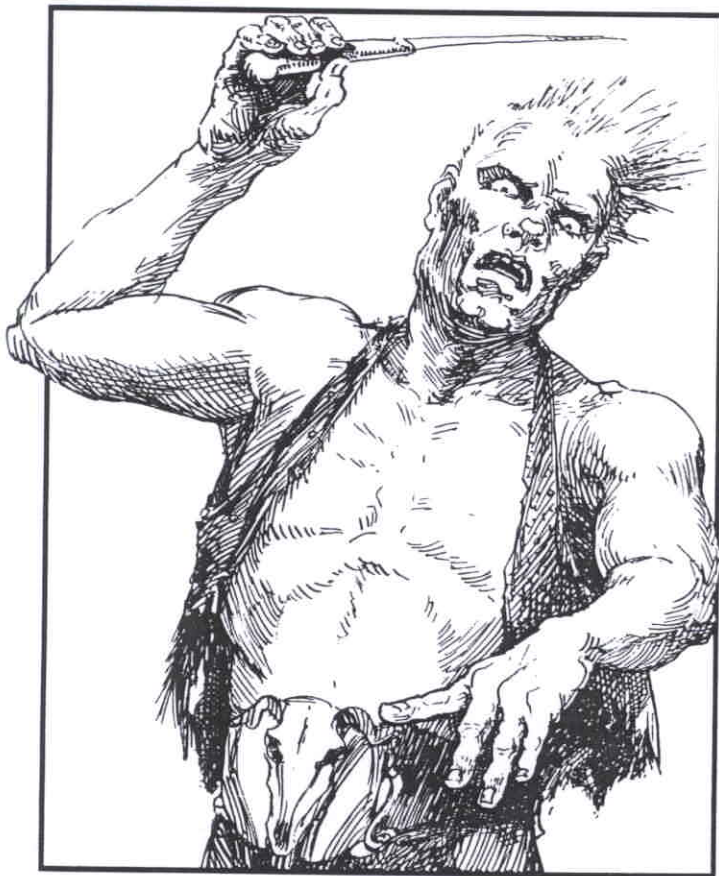
• FOREWORD •

"Did I say that? Then I've changed my mind."

Ajkara III, Empress of Rhakhaan
5091, Third Era

"All knowledge is hearsay..."

Andraax
Date Unknown



It seems like decades since the *Shadow World Atlas* was released, but in fact it will have been little more than one year. In that span a dozen or so supplements have surfaced, touching on areas all over the western hemisphere of Kulthea. The overall picture has also come a bit more into focus. It seems an appropriate time to reflect upon that atlas and perhaps clarify a few things which were vague or unclear, and to illuminate some things which were left altogether in the long and dark shadows of Kulthea.

The result is this first book in the Emer supplement Boxed set. This Atlas Addendum is designed to complement the *Shadow World Master Atlas*, not to replace it. We hope that it will enrich the Shadow World and provide some important enhancements and additions to the picture of this growing world.

Best of Luck.

Terry and John
Spring, 1990



VORIIG KYE

PART I

• SHADOW WORLD TENETS •

It was a clear evening in Reandor when the King's ministers gathered to tutor the prince in Emerian Geopolitics. The youthful Loremaster Randae Terisonen followed them to the chambers but sat by a moonlit window and read a small book, ignored in the shadows.

A silence fell over the council chamber as the venerable sage Lukaz unrolled an aged parchment. Prince Kellas squinted at the faded colors and pulled a sputtering candle nearer, slopping wax on the Lonely Sea. The three ministers blanched as Lukaz shot the young Prince of Reandor a withering glance.

"The map is priceless, Majesty," the old sage said with an edge of disapproval.

Kellas shrugged. "Maps! They're only so much paper! They depict things so far away, they might be another world. 'Jaiman', for instance: what sort of place is that? It lies hundreds of leagues away, beyond the sky-city."

State Minister Oskali spoke up. "I understand it to be under the rule of a Dragon-lord, whose people are enslaved to him."

War Minister Trendek shook his head. "That is a wild tale spun in Eidolon ale-halls! Jaiman was depopulated by a terrible plague and is broken into many empty realms."

Trade Minister Alnara cocked an eyebrow. "What of the legends of the Six Crowns? I heard tell that there were magical diadems which held the kings under some sort of enchantment."

"A Fairy Tale!" snorted Lukaz. "Jaiman is under the Shadow of an order of evil priests, servants of the..." his voice dropped to a conspiratorial whisper... "Unlife."

Prince Kellas rolled his eyes. "Dragon-lords, a plague, ensorcelled kings and evil priests of the Darkness! Which is true? Probably none."

"All true." Said Randae quietly from the shadows. "I have been there."

1. WORLD AWARENESS

The GM should keep in mind at all times that, while full information about the history, inhabitants, cultures and powers of various areas of the Shadow World are revealed to *him*, he should not necessarily reveal it to the *players*! Communication in this turbulent world is slow and unreliable, and when news reaches its destination it often has become so distorted that it is misleading or even completely wrong. It is critical to the wonder and power of the Shadow World that the GM withhold almost all geopolitical information from the players, keeping them in the dark about the 'big picture.' It is safe to say that no one except the omnipotent Lords of Orhan — and *perhaps* the Loremasters — have a complete understanding of world events. Not the Dragonlords (who communicate with each other every few decades), not the Navigators (who remain confident in their own neutrality), not even the Scribes of Nomikos, whose noses remain buried in their books; none of these people has complete knowledge of the myriad cultures and powers which inhabit Kulthea.

To further this concept, the following notes concern some specific groups' understanding of the world picture. GMs may find this information useful as he releases crumbs of information to the players.

LOREMASTERS

The Loremaster Council has a general idea of world geopolitics, but avoids becoming mired in the details of minor intrigues within specific governments. They in turn are served by a rather large bureaucracy which administers the 'Field Loremasters,' who are responsible for handling all but the most shattering local problems on their own.

For instance, any Council member could tell you the current ruler (or rulers) of every significant realm in the hemisphere, how stable their position is, and the first three heirs or fallback structures. They could also pinpoint at least two dozen gatherings of darkness, name their focus and give a fair estimation of their power. However, they could not tell you that the Prince of Helyssa has been acting strangely of late, or that the sheep in Tanara have not been breeding nearly as plentifully as last year. Nor could they tell you that the Wyvern Sword of Saralis has been found by a young Ky'taari monk in the Mur Fostisyr, or that a young sorceress in Gaalt has unwittingly opened the Gate of Songs.

However, there are almost certainly individual Loremasters who know all of the isolated facts mentioned above. This is not necessarily because they have extraordinary powers of magical sensitivity (though most of them so), but merely because they are very skilled at being persuasive confidants, and, failing that, unobtrusive eavesdroppers.

It is the job of these Loremasters to report things they consider to be strange or unusual to Karilôn, where their information is correlated with the reports of hundreds of other Loremasters in an attempt to see patterns which might indicate a larger program by dark forces. One flaw in this concept is that often Loremasters will pass by an isolated irregularity, unaware that it, taken with half a dozen other isolated irregularities, fits into a pattern of evil activity. But this is an inescapable flaw in the Loremaster organization.

NAVIGATORS

Interestingly, the Navigators are more in touch with the world situation than the Loremasters — in a certain specific perspective. As an alliance, the Navigators remain essentially neutral; they will not transport military cargoes or passengers, including transportation of persons who may — in the opinion of the Navigator — commit a military or terrorist act (such as espionage or sabotage).

It is therefore in the best interest of the Navigators to remain abreast of the political situations around the world, so they can keep out of them. But the Navigators will not communicate their knowledge to clients: transport is their trade, not information. They will inform a potential client if he asks to be delivered to a dangerous location. A common line is: "Arrival at that destination might be unsafe at this time."



A VURN-KYE NAVIGATOR

The official stance of the Navigators is complete neutrality. While there are cases where Navigators have gone beyond their formal obligations to aid a client, such 'incidents' are quite rare and are frowned upon by the Alliance Council.

COMMON INHABITANTS

As one might expect, geographical knowledge varies tremendously, depending on the environment, education and location of the inhabitant concerned. Your average man-on-the-street in Eidolon knows far more about the politics of a kingdom a thousand miles away than a peasant would living ten miles distant.

In general, though, it is important to keep in mind that on Kulthea communication travels only as fast as it can be hand-carried; there are no electronic wonders here. While a Navigator *could* be hired to transport a courier (they will not carry messages themselves) this process gets expensive rather quickly. Few would be willing to pay thousands of gold pieces for Navigator courier services, even if delivery is instantaneous. Other spell-users who can transport themselves instantly from one point to another, but they are not that common, and most would at least pretend to have something better to do than launch a career as a pricey mail service.

As a result, news travels slowly. A king could be assassinated, and it might be weeks before a neighboring monarch learned of the tragedy. Wars could be fought and lost before potential allies can be alerted. True, the ruling powers of a country will be better informed than the populace, and the art of sending spies into other countries is a one well-known to most governments.

Most information — aside from hand-delivered documents sent by one aristocrat to another — is by word-of-mouth, carried on the many ships that sail the turbulent oceans or on the caravans and barges that cross the lands. Naturally there is some distortion.

The concept of 'mail' is of course completely unknown, with the exception of delivery within a few large and cosmopolitan cities. Kaitaine, Haalkitaine in Jaiman, Eidolon and perhaps half a dozen other communities have such a service.

The GM should decide for himself the subtleties of communication on his Kulthea, keeping in mind the parameters discussed above. Generally, it is best to keep the PCs in the dark, throw them tidbits, and make many of those bits deceptive. People are gossips by nature; there's nothing like a silver piece or a mug of ale to loosen the tongue. What matter if he knows nothing? He'll make something up.

Once again, too much information can destroy the sense of mystery and tension in a campaign as quickly as a glut of artifact-level magic items.

2·GOOD AND EVIL

"Good versus Evil" was discussed briefly in the *Master Atlas World Guide*. Perhaps it needs further elucidation now that the background of the Shadow World has been much further fleshed-out.

'Good' and 'Evil' fall at the two extreme ends of a spectrum; most thinking beings exist somewhere in the middle ground. In addition, there are the complicating factors of the competing affiliations among those of evil ambition. The servants of the absolutist Unlife sometimes find themselves at odds with power thirsty Dragonlords, the Dark Gods, and numerous other agencies of evil.



AN ELF-LORD EXITING A GATE

UNLIFE

Historically, the Unlife has acted through minions, using stealthy, guileful, insidious means. The Priests Arnak of Jaiman and the Jerak Ahrenreth (see the *Emer* book) are excellent examples of the Unlife methodology. This structure can be sabotaged from within when the servants themselves grow too powerful. Specifically, the demonic Schrek has succeeded in diverting the Secret Circle from its original path, and Ondoval, to keep to the course, was forced to leave the powerful cult.

Another two-edged sword of the Unlife is its decentralized structure. With the exception of the Ahrenreth (which is, after all, a corruption of an order from the Interregnum), cults of the Unlife are small and localized. Its minions work in disguise; rarely are they unsubtle.

When the Unlife is moved to use force, it can unleash servants who wield a terror of majestic proportions. Not the horror of the Demons, nor the brute force often preferred by the Dragonlords, but such lieutenants as the Heralds of Night possess a commanding presence. They are lordly and distant, and cannot be swayed by bribes or other coercions. They are inhuman in their unwavering allegiance to that formless ultimate evil which is the Unlife.

DRAGONLORDS

Most independent of the 'evil' powers, each Dragonlord pursues his or her own goals. While the lords draw power from Chaos (and so, albeit indirectly, the Unlife) they are not its servants.

Instead, the Dragonlords are unique spirits of such power and dynamism that they are able to use the power of Chaos without being overcome by it, a feat greater than most of the Lords of Essænce can claim.

DARK GODS

Individually, the Dark Gods are the most intrinsically powerful of the 'evil' factions. They are not driven by one will like the Unlife, and they are not fully independent like the Dragonlords. These masters of dark power are not even life in the biological sense, but energy beings: manifestations of the chaotic power of the Anti-Essænce. Most are less than complete personalities, driven by specific needs and goals. As a result, they seem two-dimensional and are often predictable in their reactions. Vindictive, violent and wantonly destructive, their methods are most often the antithesis of the artful minions of the pure Unlife.

3·ESSÆNCE vs ESSENCE

A clarification is needed here. The need for an explanation goes back, in a way, to the nature of *Spell Law*, where *Essence* was used to describe not only the general concept of 'magic', including the power channeled by Deities and the energy of the Mentalist, but also as one of the three realms of power. When we designed a world which would embrace the concepts of *Spell Law*, the flaw in that single terminology became evident.

This is not to admit that our conceptualization was flawed; indeed, the primal *Essence* is the same, simply mutated into the three realms. Our problem was that there was no way to tell the difference when trying to discuss one with the other. The all-encompassing *Essence* was being referred to as the Arcane *Essence*, which differentiated but was cumbersome. So now we are making a distinction by using the special character 'æ' for the Arcane, primal energy, and the more modern spelling for the *Essence* which is one of three kinds yet very similar to the original *Essænce*.

4·OTHER PLANES

Kulthea exists in one specific location in time and space. In that same location in time and space but in different 'locations' and continuums not entirely understood by most, there are other Kultheas where Life and Unlife are very different.

Note: The Chaos planes and the Planes of the Void — including their demonic inhabitants — are discussed in more detail in Parts IV and V.

THE ESSÆNCE PLANES

This is the universe which is of *existence*, or, to put it another way, not of the Void. Kulthea is one of these myriad planes, residing somewhere on the lower end of order. Above lie the mysterious Higher Planes, and below lurk the terrifying Chaos Worlds.

THE HIGHER PLANES

Perhaps the original home of the Lords of Orhan lies on one of these Planes, for they are more 'orderly' than the Chaos Planes or even Kulthea's home universe. Little is known of the Higher Planes; they are closed to inter-dimensional travel. Even the Lords cannot return to their home, and the reason is uncertain. Some research has suggested that a terrible cataclysm wracked the Planes of Order long ago, and may have damaged or destroyed several of them.

THE NEAR PLANES OF EXISTENCE

These are the Parallel Worlds, environments much like Kulthea, except in small ways. The same races and beasts (for the most part) walk the earth, and even the same individuals may live on these other Kultheas, but they differ in character and desire.

Ironically, these Parallel worlds are difficult to reach because they are so close to Kulthea in nature. Those attempting inter-dimensional travel may be thrown past them into the Chaos Planes, or worse, into the Void.

THE CHAOS PLANES

So named because they stand for the opposite of order and Existence, the Unlife itself originates in the heart of Chaos. The Dark Gods entered the Kulthean universe from the Chaos Planes, though they are not the pure antithesis of existence that the Unlife is.

In the Chaos planes, time runs fast, slow or in reverse; space has no meaning or constancy. The further one travels into the Chaos Planes, the more difficult it is to maintain one's sanity.

Demons of the Essænce originate in the Chaos Planes, their form becoming more discordant the further their origins within Chaos.

THE VOID

Beyond Order and Chaos, beyond Existence lies the Void. Contrary to what one might assume from the name, however, the void is not empty. To our senses the Void is without form or mass. It is infinitely large and infinitely small. To go there means insanity.

Some Loremasters believe that there are planes within the Void paralleling (in yet another 'dimension') the planes of Order and Chaos. This would explain why some creatures from the Void are actually more recognizable in form than some creatures of the far planes of Existence. Others claim that the forms of the Demons of the Pale are merely conventionalizations so that these creatures may interact with their physical surroundings. Residing within these bodies drives them towards insanity, and is much of the reason for their incomprehensible and senseless (to us) behavior.

There is no denying, however, that the motivations of all natives of the Void are completely enigmatic, and that the Older Ones of the Outer Void are the most alien of all beings.

THE SIX PLANES OF THE KNOWN VOID

Exhibiting behavior more understandable than creatures of Chaos, the Demons of the Six Planes (or "Pales") are often summoned forth by magicians to do their bidding. Being of the Void, these creatures are not even necessarily 'evil', though it is still unwise to treat them with anything but great caution.

THE LAST PLANES

On the brink of the oblivion of sanity, here prevail the Demons Beyond the Pale. More wickedly intelligent than the Demons of the Six Planes, these mighty entities are lords of dark power. Seemingly capable of residence in this plane for long periods of time, the Demons beyond the Pale are majestic terrors with few equals. They will submit to no one.

THE OUTER VOID

Beyond the Last Planes is a realm which means instant insanity, where the last shreds of reality are stripped away into a nothingness so distant and complete that it cannot even begin to be described. Here lurks Agoth. Writhing in a perpetual torment from which there is no relief, Agoth reaches out with a mentality unguessed-at and a power unequalled. His motivations are hopelessly alien, but his twisted malice is palpable. His servants are no more comprehensible.

Only the most powerful of spells or the mightiest Flow-storm can open a door to the Outer Void, and — thankfully — that door does not stay open for long.

5. NAVIGATOR CHARGES

Some GMs might think that the prices for transport listed in the *Shadow World Guide* (pp. 54-55) are onerous. Navigator services are intended to be pricey, certainly out of the range for most PCs most of the time. Navigators were not put on Kulthea to act as chauffeurs for PCs, but as aids in the rare circumstance where an Essence Barrier or other obstacle makes normal transport impossible. However, they are not supposed to be so expensive as to be completely invisible, either. After all, there's no point in having them if they don't get used, is there? And, in a more Kulthea-oriented argument, the Navigators are going to charge what the market will bear, not a price that will put them out of business.

With that attitude in mind, GMs who have decided to include Navigators in their vision of Kulthea, yet have yet to employ them, may wish to re-evaluate the situation. This can even be done within the game context by saying that the Navigators have decided to slash their rates (they have never promised to hold to a fixed rate). The entire Alliance will alter their rates as a unit. Should Jumping get out of hand, the Navigators may wish to institute adjustments until things settle down to a balance the GM is happy with (this is often signified by a situation the PCs are not *quite* happy with).

In any case, the rates should never drop below 10% of the price listed in the *World Guide* (which would be accomplished by simply converting all gold piece references to silver pieces).

One other usurious price is that surcharge currently noted as *10 gp per unit per mile of Jump travel over 50 miles*. This should read *1 gp per mile per unit*.

, PART II ,

A BRIEF HISTORY OF EVENTS

(FOCUSING ON EVENTS IN EMER)

We gathered on the hillock, a fair showing after a campaign which had protracted into a decades-long confrontation with forces which seemed limitless.

Then the Earth opened and there gushed forth a seething tide of creatures. A churning mass of clawed limbs and burning, thirsty eyes streamed toward us. The rocky slope was nothing to their steely claws and they scrambled upwards. But they swarmed in silence, an eerie quiet somehow more unnerving than their wrenching bloodlust-shrieks.

There were literally tens of thousands of demons, such that I thought all the Near Pales must be emptied. They were led by the pale Heralds of Night astride their ebon unicorns, and at the van a monstrosity: a Lord Ordainer from the Outer Planes. More than five times my height, his great reptilian wings spread larger than a dragon's, and in his clawed hand was huge sword burning with runes of Chaos.

Titus Hiaz, Captain of the Titans, his skin white and sleek as marble, held forth his golden hammer and faced us to call the attack.

But before he could speak, the ground began to shudder. From the spreading cracks issued a black smoke; the sulfurous odor was unbearable. Then, at the center of the radiating cracks, amidst a hateful red glow of afflicted earth rose he whom I had hoped long ago I would never face again: Scalu. A Dark God had come to earth to wage war.

For the first time in my long life, I felt the ache of despair.

A cry of grim elation rose from the dark armies. Yet Titus leapt skyward and faced the rising Ordainer, the two evenly matched in strength. The demons sprang up the hill to engage our powers, which suddenly seemed hopelessly outnumbered. Scalu, with skin like black iron and strength to torment the very earth, turned his hideous Jackal-head towards me. I could not escape him this time. He approached at a leisurely pace, swatting men, elves and demons out of his path with casual swipes of his mighty axe; his luminous red eyes never left me. Darkness surrounded him like a foul stench. Against his full will I had little chance; my spells were useless.

Without fanfare beyond a silvery luminescence, a presence materialized between me and Scalu. Golden skin bare but for a tunic of azure, a simple youth bearing only a spear had appeared to stand before the Dark God. Before the youth, the Jackal halted, and his mouth opened in a human exclamation of surprise. "Cay!"

And even as the youth seemed to grow in size to match Scalu in height, he held aloft his gleaming spear and spoke with a voice like music, yet it carried over the tumult: "Take heart, people of Kulthea! Orhan has joined the fray!"

And I took heart, for at last the very heavens had come to our aid.

TIMELINE

The following timeline is an expansion of the one found in the *Shadow World Master Atlas*, including appended entries and references to specific activities of groups and governments. While it does not pretend to be all-encompassing, it does provide an overview of the world picture, along with a more detailed account of the rise and fall of the larger Emerian governments. Activity in Jaiman and a few other locations is included mainly for reference and comparison purposes.

Note: Secret or covert activities are included in italics. Other elements of the timeline may also be concealed from PCs at this time.



THE FIRST ERA

c. -80,000 FE (Approximately 200,000 years before the present time.) A cataclysm of cosmic proportions sends shock waves through the universes, and causes a 'gate' or 'tear' in the inter-dimensional fabric. A group of non-corporeal entities enters this space-time, fleeing the destruction of their own universe through the gate. They close this gate (though it can never be completely sealed) but find that they cannot leave the solar system because the unique location of Kulthea in space-time maintains its singular association with their home universe. Beyond the system, the peculiar radiations are too rarefied to maintain their life-force. They arrive at a moon orbiting the gate planet *Kulthea* (not wishing to interfere in the natural evolution occurring on the planet itself), alter the moon's ecology to their liking, and take up residence. They are to become the *Lords of Orhan*.

Also at this time, a tiny black hole (its origins also possibly in another universe) strikes *Kulthea*, passing through the world and erupting out the other side. It extrudes core material behind it as it exits, and the *Pillar of the Gods* (a pinnacle of black crystal and metal several miles high, located in central *Thuul*) is created. Severe earthquakes and tidal waves cause widespread devastation, especially in the region surrounding the pillar, later known as *Thuul*.

c. -50,000: A group of Older Ones (*Destroyers*) arrives in this space-time, descending to *Kulthea* and making a home on the desert plain of *Nof-Keh* in SW *Emer*.

c. -30,000: The first indigenous intelligent race on *Kulthea* — the *Altha* — discover fire. The Older Ones of *Nof-Keh* enter a state of hibernation.

c. -20,000 — -18,000: *Althan* culture develops a technology which allows them to conquer the stars. The world becomes the center of an explosion of interstellar colonization. Many planets become homes for seedling cultures. The *Lords of Orhan* shield themselves on their moon, employing illusion and misdirection to keep the *Althan* race away.

c. -16,000: First appearance of the mighty comet *Sa'kain* in the *Kulthean* solar system. In *Kulthea*'s sky it is like a huge column of fire clearly visible by day and making the night as bright as sunset. Unbeknownst to the inhabitants of the *Shadow World*, *Sa'kain*'s entry into the system has reopened the inter-dimensional rift. The *Lords of Orhan* are unable to close this interface, so *Kulthea* is subjected to irradiation by the strange energies of another universe. This energy interacts with all matter in the system, infusing it with what is later known as the primal *Essence*.

c. -15,000: First discovery of the *Essence* by the *Althan* scientists of *Kulthea*. (Inhabitants were aware of unexplainable energies, but were previously unable to analyze their nature.) Genetic manipulation enhances latent abilities to control the force. Members of the *K'ta'viiri* (family? clan? sub-race?) show special aptitude. The *Althans* soon discover that the *Essence* is unique to the *Kulthean* system. In addition, certain materials are shown to retain, augment, or resist the *Essence*.

However, many of the *Althans* are also true *Psionics*, able to tap their own energy reserves. (Psionic power is a personal energy which a percentage of all thinking beings in this universe may possess; it is unrelated to the *Essence*.)

c. -15,000 — -10,000: *Althan* civilization begins to evolve into a unique combination of technology and 'magic' (the *Essence* power). Society also polarizes, with the *Essence* adepts (mostly the *K'ta'viiri*) becoming a privileged upper class. A number of *Portals* are constructed on *Kulthea* (and several on *Charon*); these gateways allow direct access to a selected few of the parallel dimensions. *Althan* scientists master techniques for opening and closing such gateways, sometimes using artifacts such as powerful crystals.

c. -14,500: First reappearance of the comet *Sa'kain*. It returns every 1500 years, though the proximity to *Kulthea* varies dramatically with each pass: sometimes brighter than *Orhan* in the night sky, sometimes all but invisible to the unaided eye. Its presence coincides with violent *Flow-storms* and serious disruption of the *Portals*.

c. -14,000 — -10,000: After a series of battles across the stars, the *K'ta'viiri* family rules a large portion of the galaxy in a vast Empire, maintaining control by virtue of their superior *Psionic* powers and their mighty star-fleets. Their dynasty survives for millennia.

c. -10,000 — -6000: The *K'ta'viiri* begin experimenting with cosmic forces to open other gates in other regions of space. Their hope is to tap the *Essence* elsewhere. All such attempts end in spectacular failure.

Also, many peoples and creatures from other planets are brought to *Kulthea* and experimented with. Masters of genetics, the *Lords of Essence* alter plants, animals, and races to suit their whim. These unusual races include the *Krylites*, the *Saurkur*, and the *Kuluku*.

c. -2000 — -250: The Emperors are increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. This perverse trend culminates in the Ascension of the Empress *Kadæna* in c. -510.

c. -250 — 0: Rebellion against the *K'ta'viiri* begins, instigated by the Lord *Utha*, a cousin within the family. Political, technological and *Psionic* powers are used in a sweeping attempt to overthrow the current Empress-goddess.

Minimally Believing the complete destruction of life on the Shadow World — rescue representatives of their favorite animal and plant species from Kulthea and bring them to Orhan. Indeed, large areas of Kulthea are laid waste as the Uruths destroy the remaining K'ta'viiri, using channels of raw Essænce. The backlash from this power destroys or damages many of the ancient Portals, leaving them 'open' without control. Strange creatures and destructive demons of the Void begin to enter this universe through the broken Portals.

Although the rebellion is successful, the result also brings about the complete downfall of the Civilization. Worlds are destroyed, their populations reduced to a primitive existence.

c. 0: The final conflict of Utha and Kadæna takes place on Kulthea. Kadæna is beheaded by Utha himself, wielding a weapon known as the *Soulsword*.

By a last effort of Utha, the Flows of Essence are altered to imprison the intruders: by placing the 'Eyes of Utha' at the poles, he prevents further influx of the strange and hideous creatures. While it was always believed that Utha caused the Flows to shift dividing the world into hemispheres, that was merely a side-effect of the crystals which he placed at the two poles of the planet. Their real effect was to insulate Kulthea from the radiations of the inter-dimensional rift, and thus inhibit Demonic incursions from the Void.

However, much of the world is now a wasteland. Recovery for Kulthea will be a long and painful process.

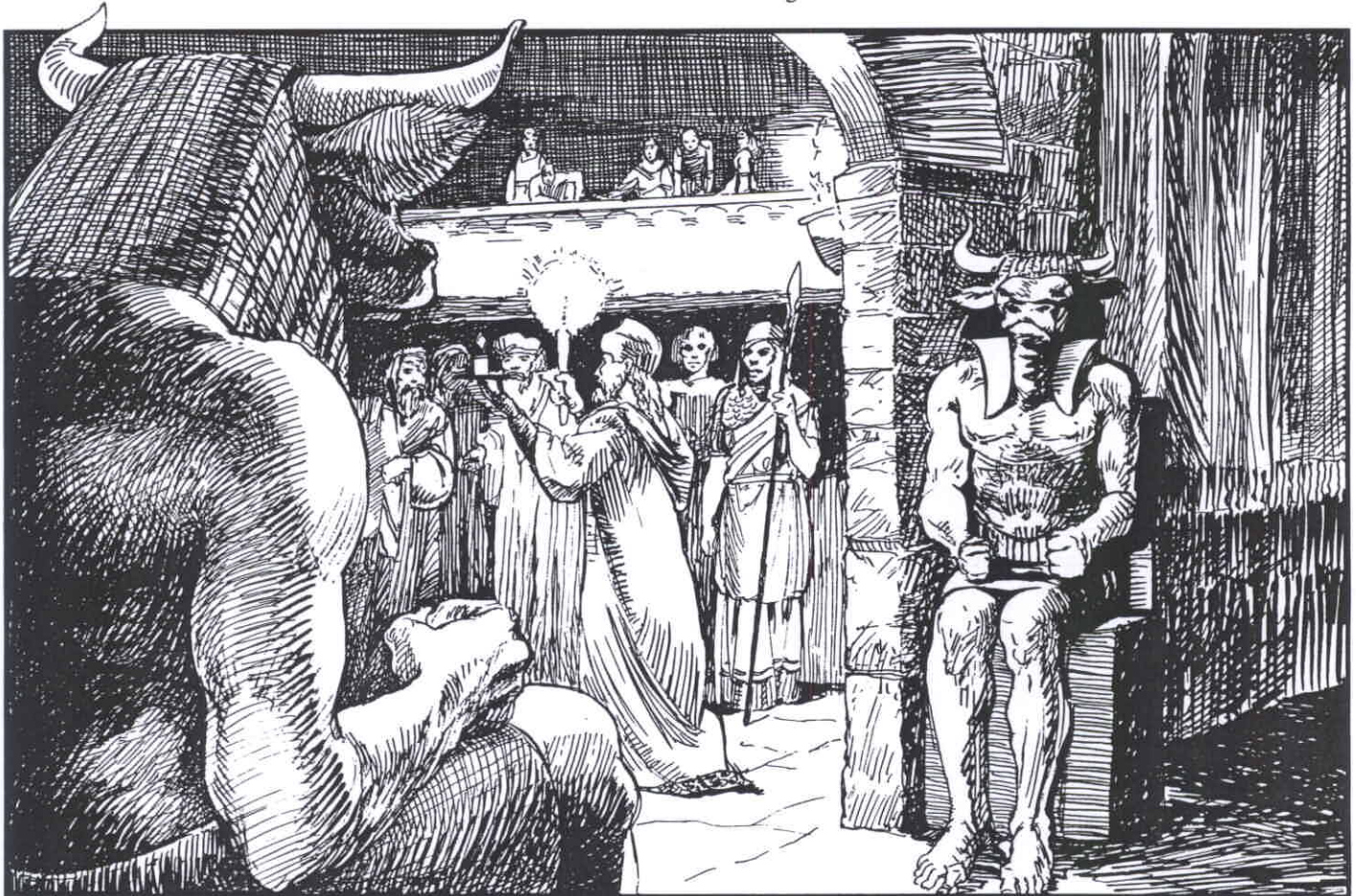
It is said that a few of the K'ta'viiri and Uruths survive, placing themselves in cryogenic freeze to awake at a later time.

A secret cabal is formed at this time; led by none other than Utha's son Dænkú, it is made up of eight surviving rebels and calls itself the Ahrenreth (Ir. "Secret Circle"). Their mission is to ensure the safety of the Eyes of Utha and to continue to close the errant Portals (or 'Shadowgates'). These Portals, though severely inhibited by the Eyes of Utha, still allow demonic beings limited access to Kulthea.

INTERREGNUM

Also called the "Long Night", this period lasts approximately 100,000 years. The World begins a slow return to stability. Many lands are lost beneath the waves as the clouds condense. Only the most sturdy peoples survive the period, and most are held at the lowest level of civilization. Unfortunately, most of the survivors are twisted, evil creatures such as the deformed Lutrôki and subterranean Trogli — and worse things, evil intruders from the end of the First Era. The Krylites, insectile people, maintain their culture hidden deep beneath the Spine of Emer and slowly elevate into a technically advanced society.

During this time the Lords of Orhan seed some of their 'rescued' peoples back on Kulthea, among them the Elven and human races. The Fey Folk (Nymphs and Sylphs) first appear — possibly creations of the Lords of Orhan as well. This long age is marked by many appearances of the Lords on Kulthea, personally leading attacks against hordes of dark creatures.



SENTINELS

The *Dænkú Ahrenreth* is also active for many thousands of years. But one by one, these immortal men and women fall victim to various disasters. Three are believed killed in combat with servants of the Agoth. Two are slain by the backlash of closing Portals, and two others perish destroying a cult of hidden Kadænan survivors. Twenty thousand years after the fall of the *K'ta'viir* empire, only *Dænkú* himself remains. Unable to bear continuing alone, he constructs a secure vault on an isle south of Jaiman and places himself in suspended animation. Sophisticated machines are set to awaken him if the *Essænce* is disturbed. (What even *Dænkú* does not know is that one of his order—*Ondoval*—was not killed but caught in a warp of time. Far more horribly, another of the Order was captured by the Agothu and taken into the void. By some unspeakable method, the female *K'ta'viir* was impregnated and bore a child. It consumed the mind and body of its mother and sought a way to return to *Kulthea*.)

The machines fulfill their instructions after about sixty thousand years, during a particularly close pass of the comet *Sa'kain*. *Dænkú* wanders the globe for 1100 years, finding that the world has blossomed. Races have multiplied, and ancient wounds have healed. He suspects intervention, but is as yet unable to pierce the magical veils shrouding the Lords of Orhan. *Dænkú* assumes the guise of an Elven sage and begins to gather other wise Elves together. He takes the name *Andraax*.

THE SECOND ERA

1: (c. 100,000 years after the end of the First Era; c. PreImp -12,400*) Founding of the College of Loremasters by Kirin T'thaan, Ilmaris Terisonen, and *Andraax*. They travel the World, recruiting promising members, training and educating, and so begin to bring the World out of the *Long Night*. The College is based on the isle of *Karilôn*, the location hidden.

c. 100: A large Elven community settles on the green islands east of Emer. These *Iylari* name their home *Námar-Tol*.

450: *Dænkú* discovers a surviving *K'ta'viir*, who is gathering evil creatures in *Mulira*. After a spectacular battle the former servant of *Kadæna* is slain—but his half-*K'ta'viir* son escapes.

825: Six powerful Titans settle on the mountainous isle in the center of Emer. They decide that this mighty continent needs order and begin to gather servants.

c. 1000: Knights on huge steeds and powerful Wizards are seen purging the wilds in central Emer, driving out the ubiquitous Goblin and *Lugrôki* hordes. These warriors and mages contend that they are servants of the *Masters of Votania*.

1073: A group calling itself the "Masters of Emer" claims all of *Hæstra*, which at this time is inhabited mainly by *Shay* tribes and a few small cities of the *Laan*. The Masters name themselves Lords, with *Titus Hiaz* the High King among them. Their home is the mist-shrouded isle of *Votania* in central Emer.

Lordly beings, the Masters are not Elven, yet appear to be immortal, and while they make no claims of godhood, they display superhuman powers. They rule through an order of warrior-priests (the *Xiosians*) but appear for festivals, riding out of the sky on enchanted chariots drawn by *Pegasi*.

1073 (and continuing on thru c. 5000): Under the Masters, most of the *Shay* peoples are driven out of *Hæstra*, and the *Laan* settle in various areas. By 2000 the central and eastern regions are well populated with the *Laan* (who in the Third Era are referred to as the "Old Race"). The *Laan* build beautiful strong cities of granite and marble, and their knowledge of science and magic exceeds for a time any that has yet to be seen on *Kulthea*. But they are more easily called to the Darkness, and beginning as early as 3000, servants of the *Unlife* begin their slow work to undo the power of the *Laan*.

1075 — c. 1200: Another Master known as *Kio Viax* joins *Titus Hiaz* (who is their Military Captain) to lead a mighty army through the Gap of *Uj*. By the end of the century they drive out the Goblins of *Murlog* and subjugate the upstart peoples to the southwest. The *Rhiani* tribes worship *Viax* as a god.

1200 — 1218: *Titus Hiaz*, now joined by *Ria Xain*, crosses the Spine of *Emer* east and easily subjugates the nearby SE regions. *Xain* takes up rule of *Khûm-kaan* while *Hiaz* moves on southwest. Meanwhile, the Master *Xaym Jyax* marches towards *Tai-emer*, quelling war between the *Jaaderi* peoples there.

1220 — 1229: *Hiaz*, after crushing the *Garks* of *Onar*, leaves *Xaix Yjan* in control; *Hiaz* and *Mira Zyan* then civilize the *Anzeti* of *Silaar*; she remains to rule. (The Islands of *Námar-Tol* are left unassailed; whether the Masters elected to ignore the *Loari* kingdom or a secret pact was struck is uncertain.)

1230: *Titus Hiaz* returns to *Votania* triumphant: all of *Emer* is in the hands of the Masters. Each rules a region as lord. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.

1900: The Comet *Sa'kain* returns, passing very close to *Kulthea*. The Third Moon (*Charón*) passes through the long, fiery tail of the comet, and the *Essænce* of the comet's tail interacts with the gates of the moon. New creatures and beings (they are eventually called the *Dark Gods*) are transported into the *Kulthean* universe—and a presence of unspeakable evil arrives on *Charón*.

c. 2000: First appearance of servants of the *Unlife* on *Kulthea*.

2500: Founding of the *Changramai* Monastery in the *Choak* mountains of northern *Emer*.

2530: The Library of *Nomikos* is established by *Andraax* on an isle in southern *Jaiman*.

3100: The first stirrings of discord among the Masters of *Emer*. Two (*Mira Zyan* of *Silaar* and *Xaix Yjan* of *Onar*) are unhappy with their regions and wish to reappportion the lands. *Hiaz* refuses.

3103 — 3110: Border skirmishes begin between *Silaar* and *Tai-emer* along the southern frontier, and between *Onar* and *Khûm-kaan*.

c. 3200 — 3350: Goblins begin raiding in *Uj* again; *Garks* multiply in the *Rulaash* Forest of *Onar* and terrorize the *Kuluku*; *Lugrôki* breed in the Spine of *Emer* and begin raids on the lowlands of *Hæstra*.

3300: Founding of the first Guild of Navigators, a secretive group which offers guaranteed safe travel as a service—to anyone who can afford their fee.

c. 3300 — 4000: The Navigator Guilds spring up across the globe (or at least the western hemisphere), unite and set up a sophisticated network of obelisks, allowing anyone to 'summon' a Navigator.

3345: Forces of the dark god *Andaras* attack *Uj* via land and sea. Because of the ongoing fight amongst the Titans, the Master of *Uj* (*Kio Viax*) leads an army himself.

3347: The fight for *Uj* climaxes with a confrontation between *Kio Viax* and the god *Andaras*. *Kio* is nearly slain before his brethren arrive to help. *Uj* is overrun, signalling the end of the undisputed reign of the Masters.

c. 3400: A powerful being commences construction of a citadel on *Ulor* (western *Jaiman*) and begins to build a following among *Lugrôki* and *Trogli*. He is *Lorgalis*, the half-*K'ta'viir* son who escaped *Dænkú*.

c. 5400 — 5600: Emer continues to be fragmented by incursions from various enemies and by the growing threat of Goblins, Garks, Lutrôki and Trogli. The Masters reunite by the end of this period, but enemy forces have grown too strong for them to overcome. They can only hold Hæstra, watching as the civilizations they worked so hard to build collapse into dust. Soon even the Laan of Hæstra begin to revolt, seduced by dark forces.

c. 4000: The Priests Arnak (an evil order bent on subverting the peoples of Kulthea) establish themselves in six locations across the continent of Jaiman.

c. 4200: The fleets of the "Lord of Encla Turic" assault the northern Silaar coast. After a war which lasts for more than 100 years the realm of Thanor falls to an army led by a silver dragon. *This is actually Voriig Kye, the Dragonlord.*

c. 4000 — 6450: The Dark Gods begin systematically gathering evil creatures into a host of darkness.

6450: Another close passage of the comet provides the necessary energy to open the way for hordes of demonic servants. Volcanic eruptions, flow storms, and earth tremors rock the planet, destroying fortresses and cities. The Dark Forces are ready.

6450 — 6825: The Wars of Dominion. Ordainers lead armies of unspeakable horrors from the bowels of the earth and beyond. Shards and Kæden, Xyr, Dark Priests and demons of every type destroy life with zealous efficiency and unmatched power.

But the Masters of Emer are revealed in their full majesty as Titans and join the forces of Light. Even the Lords of Orhan descend to Kulthea to combat the legions of the Darkness. The Unlife is driven back and imprisoned on Charón, all of its powerful servants destroyed. Many valiant Loremasters and Sages are killed, however. Unfortunately, there is no way to ensure that the Unlife cannot re-enter the world at some future time. Enchanted, immortal Guardians are set at the Portals. The Masters of Emer vanish at the end of the final battle, and the Lords of Orhan return to their refuge. It is said that the strain of the war drove Andraax insane, and that he wandered alone into the East.

6825: *The disruptions of the Wars cause a ripple in space-time, reopening several Portals. Ondoal of the Ahrenreth returns to Kulthea, but he has been driven insane by his eternity in another dimension. His soul is corrupted by the Unlife. The Demonic creature from the Void also finds its way 'home.'*

The Masters of Emer retire to their palace-city atop Mount Votania (in the center of Emer), setting guards about the walls and a barrier of clouds about the city.

THE THIRD ERA

c. 1 — 1000 (PreImp 5575 - 4575): The weakened Loremasters try to gather the Faithful once again. However, Emer remains in a barbarous dark age for a thousand years; long enough for nearly all trace of the once glorious rule of the Masters to be erased. Votania is said to be a haunted place, shrouded by clouds of mist — and a cloak of superstition. Those who live on the shores of the sea about Votania say it is a cursed isle and will not set foot upon it.

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

888: *Ondoal convenes the Dænkú Ahrenreth, giving it the new name 'Cult of the Secret Circle' (Jerak Ahrenreth). Their goal: to free Kulthea from the oppressive barrier surrounding it and allow complete access to the Flows of Essænce. The Unlife has never had so powerful a servant. But even Ondoal does not possess the power to destroy the Eyes of Utha... yet. He requires certain artifacts from the First Era. Construction begins on the Eight 'Secrets' (or 'ahreni'), towers and citadels scattered throughout the world to act as centers for the plan of the Cult.*

Andraax, wandering far in the East, is awakened as if from a dream. His memory remains fragmented, and he is unaware of his real origins.

c. 1000: Aldaron comes to Emer. Whether from another land or another world it is never established, but he leads a fair people (perhaps ancestors of the Talath) who begin to rebuild the continent. While not immortal, he seems to age slowly even for his race, which is long-lived. Some of the Laan (now referred to as the 'Old Race') resent his presence, but most welcome a unifying force.

1100: Aldaron establishes his capital at Votania, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded. From Aldain Castle he solidifies his hold on Emer.

1125: The comet Sa'kain returns.

1210: *Churk Ta of the Jerak Ahrenreth dies and is replaced by Voriig Kye.*

1298: *Voriig Kye convinces another of the Eight — the Lyax Khàng — that Schrek is a threat. The Khàng (an elf named Nandaar Darian at the time) managed to steal the head from Schrek's powerful Staff of Agoth and gave it to Voriig. The Dragonlord kept it for more than five millennia, but it was stolen by the infamous (and allegedly insane) Loremaster Elor Once Dark. The head, a massive yellow sapphire called the Eye of Agoth, vanished and has not resurfaced.*

1300: Aldaron's re-unification of Emer is complete: nearly all of Hæstra, Uj, Tai-Emer, and Silaar are under his sceptre, as is near Khûm-kaan (called Coronan). He establishes four satellite capitals: Relas, Ardan, Leonas, and Corinn. He then declares himself the Emperor of Emer. The Empire begins a brief but glorious reign of peace.

1388: *The Jerak Ahrenreth, led by Ondoal, begins their destruction of Aldaron's Emerian Empire. They work with subtlety and from within, so the rotting is not evident for several centuries.*

1480: Aldaron lays aside the Sceptre of Emer, and his daughter Vania takes up rulership. Aldaron takes ship and sails out of the Bay of Izar later that year, never to be seen again.

1493: Gorjar, the Fulk (the term means 'governor' or 'duke') of Ardan contests Vania's authority and attempts to secede from the Empire. But the Empress reacts swiftly, sending a large force into the Ardan region and arresting Gorjar by the dawn of 1494.

1548: Vania's eldest son and heir is slain in a hunting accident.

1558: Vania's second son is lost at sea.

1588: Vania's third and last son (her youngest and fourth child is a daughter) Væric, narrowly escapes assassination.

c. 1588-1600: Vania's last few years are marred by corruption among her ministers and — despite a strong and even hand — disaffection and nearly continual uprisings.

- 1600:** The strain of rulership takes its toll, and Vania passes the Scepter of Emer to Væric. She dies within a week; Emer mourns for a full passing of Orhan.
- c. 1608-1617:** Væric is besieged as the full decay of the heart of Emer is revealed. The provinces either rebel or are assailed by forces out of the frontier. The Emperor loses two sons and a daughter on the fields of battle.
- 1617:** Ardan secedes; Væric is unable to hold it. Later that year, Corinn is burned. Væric's seers foretell the end of the Empire within a year.
- Væric's chief seer for the last ten years has been none other than Ondoal, head of the Jerak Ahrenreth.*
- 1618:** Ondoal tells Væric that his last son and heir has betrayed him (a lie). In Væric's moment of greatest anguish, Ondoal murders him with a poisoned dagger.
- 1618 — c. 1650:** The collapse of the Empire is quick and complete; insomuch is the thoroughness of the Ahrenreth's work revealed. By the second half of the century the central continent is in anarchy, with a few small city-states ruled by petty despots. Most of the People of Aldaron flee into the mountains while the Laan retreat to islands or sail west.
- c. 1700:** Ondoal begins his search for the *Book of Gates*. He travels into the East.
- 1998:** Ondoal and the Jerak Ahrenreth recover the *Book of Gates*. With it—and the power of the Secrets—he may open Portals to the past and begin his search.
- c. 2000 — 3000:** Loari Elves on the isles of Námar-Tol establish a formal government. Kaitaine, while beginning as a mere cluster of wooden buildings (founded around 1800 by High Men who may have been related to the Laan), is already a trade center. The cult of the Jade Dragon spreads over the isle of Jade. Lys is founded by Linæri disenchanted with Urulan.
- The Laan people see a slow return to power. They settle on the northeast shores of Emer. Over the next millennia they spread to cover the entire southern and central regions of Hæstra. (They do not cross the river Keyten, and the Emerald Forest is also left undisturbed.)
- c. 2000 — 5030:** Ondoal travels through time and space seeking the Shadowstone. He returns at various times to rest and call the Council, but as the ages pass, dissention grows in the ranks of the Ahrenreth, and Ondoal begins to communicate less with the order.
- 2625:** The comet returns once again.
- c. 3000 — 4000:** The Lords of Orhan begin to make appearances on Kulthea again, having vanished after their aid in the Wars of Dominion. They are more aloof from political affairs than before. Most Irdanians follow the Lords of Orhan, though religion is not a major force in day-to-day life. The Rhiani take to Cay; the Nuyani of Silaar are devoted to the entire pantheon. Other cultures reject the Lords, however, in favor of the Dark Gods.
- Kaitaine's population swells, and her powerful merchant families explore further and further outward. Trade with Lys is fruitful; the Grotto Path is found in 3150. Caravans moving along the Scorpion Ridge encounter the first Rhiani tribes in 3300. Trade explorers from Kaitaine enter the Bay of Izar (at first feared to be another ocean) in 3400 and soon meet the Amazons of Sarnak and the fishermen of Vornia. Late in the millennium the traders of Sel-kai and Kaitaine meet and agreements are made. In Silaar, the Nuyan Khôm rises from scattered clans into a group of provincial city-states; the Loari of Námar-Tol continue to make technical advances.
- 3755:** First contact between the Laan realm of Irdania and the Amazons of Sarnak.
- 3989:** The Laan establish a capital at the mouth of the Alarna river (north of Votania in Hæstra) and declare all of their inhabited lands to be the country of *Irdania*. Three regional governments are established: Vornia to the west, Miir in the center, and Stroane to the east.
- An isolated group of Emerians settle at the mouth of the Urij river. An unusual culture ruled by women is born, centered about the city-state of Sarnak.
- c. 4000:** Rhakhaan now controls nearly all of Jaiman. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan, Námar-Tol, and Talæn.
- c. 4000 — 5000:** Kaitaine's wealth and power continues to grow. Contact is made with the isle of Zinvar, Danarchis (now a young republic) in the mid-millennium. The exotic wealth of Malqanar is brought to the western regions. Desert tribes of the Rhiani trade with Kaitaine, while the *Nuyan Khôm* people of Silaar open their doors to the traders of Sel-kai.
- 4008:** Kelir VI names himself Emperor of Jaiman. War is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years.
- 4085:** Zagul is appointed to the Jerak Ahrenreth, taking Ondoal's place as *Arulis Kygari*.
- 4125:** Sa'kain streaks past Kulthea again, wreaking havoc with weather and Essence.
- 4205:** The First Skyship is constructed in Sel-kai. The Merchant-prince of Sel-kai begins an ambitious project: to build a flying merchant fleet.
- 4250 — 4600:** The fame and wealth of Sel-kai grows. In 4600 the current prince embarks on a plan to construct a floating city.
- 4300:** NW Jaiman falls under the yoke of a lord known only as the 'Syrkakang'.
- 4350 — 4355:** A plague depopulates much of Miir and Vornia.
- c. 4500:** In Ræl, the rival kingdoms of Ansibus and Naal escalate hostilities. Their conflict continues for a millennium.
- Andraax visits the Guardian Mind (see Part X) only to discover that it has been cursed by a spell from beyond the Pale. Andraax returns in secret to Karilôn to discover what has transpired.*
- c. 4520 — 5,000:** In Jaiman, a weakened Urulan falls prey to sea-raiders and eventually disintegrates as a nation. All that remains by the end of the millennium is a haunted wilderness.
- 4650:** The city of *Eidolon* rises in the sky above Northern Emer, a jewel of unsurpassed beauty and a triumph of Kulthean craftsmanship. It nearly bankrupts Sel-kai.
- 4880:** Vaajar, a state in SW Uj, grows jealous of Kaitaine's immense wealth and attempts to annex the island city—at first on paper, then by force. Its small fleet is crushed, and the Vaajar army is trapped between Kaitaine defensive troops and Rhiani horsemen. Kaitaine insists on a formal apology and a promise to never attempt such aggression again before they will re-establish trade. The Rhiani's alliance with Kaitaine earns them Vaajar's undying hatred.
- c. 4900 — 5900:** Vaajar slowly expands across western Uj, annexing prairie lands from the Rhiani. The Horse tribes find that their access to Kaitaine is eventually limited to two roads: the southern coast or the Scorpion Ridge foothills (adjacent to the White Wood). Other routes are closed by the Lord of Vaajar.



THE LOREMASTER VURKANEN TYES

5030: *Ondoval recovers the Shadowstone, an immensely powerful item once worn by Kadena. As he returns — exiting a Portal in Mulira — the Portal is destroyed by the dark energy of the Shadowstone. Ondoval returns to the Ahrentorg and plots his final assault.*

5030 — Present: All but imperceptibly, Flowstorm activity increases across Kulthea. Random Portal operation also intensifies, allowing more creatures of the Void into the world. The Loremasters, the Lords of Orhan, and a few others are aware — though they cannot determine the cause.

5040: Voriig Kye and Sulthon Ni-shaang are nearly slain in a trap laid by Schrek. Both escape, however.

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

5188: The evil entity at the heart of the Veil of Shadow (*Ondoval*) declares himself the *K'ta'kuli* (Ir. "Lord of Shadows"). His court includes Ordainers and powerful beings from beyond the Void.

A power struggle ensues within the Jerak Ahrenreth, though Schrek quickly emerges as the final authority.

The full measure of Ondoval's return and deep treachery are revealed to Andraax. He begins the search for the Soulsword, the only instrument which might slay the wearer of the Shadowstone.

5430: The Loari of Namar-Tol develop the first airbarges.

5650: The comet returns, a harbinger of the destruction of the realms of Naal and Ansidus in Ræl. The region which was Ansidus is a wasteland.

5704: A Dragon is seen, the mighty beast terrorizing the city of Eidolon. Yet it does no damage and vanishes into the clouds. Some claim that it had a human rider. Rumors abound that the Prince of Sel-kai is subsequently blackmailed into paying a 'protection' ransom.

5894: A terrible plague sweeps Rhakhaan, killing nearly 30% of the population, yet the spread of infection to adjacent countries is minimal.

5910: More than a thousand years after its aggression against Kaitaine, Vaajar declares sovereignty over the entire mainland of Uj west of the Daluj river. Itanis, Kaitaine and the Rhiani are all cut off from each other except by sea and a treacherous route (through the Scorpion Ridge) which only the Rhiani will brave.

5912: Two successive springs fraught with severe hurricanes buffet Kaitaine and the entire SW Emer coast. Much damage is done, and shipping is disrupted. Only a few very precious cargoes guided by Navigators get through safely.

5945: A man known only as the "Nameless One" arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center.

5948: The people of Zinvar are overcome by a mysterious plague of madness. It quickly becomes a deserted place, shunned by sea-travellers.

5980: The Kuluku of the Quon jungle in Khûm-kaan, who have been trading with the neighboring Shay living near the Gap of Uj for centuries, suddenly vanish into the rain forest.

6019: The Nameless One enters the Palace of the Emperor of Nuyan Khôm and warns the ruler of a great disaster. That night the Sceptre of Khôm is stolen.

6020-22: Plague infiltrates Silaar, killing 35% of the population of Nuyan Khôm, including nearly all of the Royal Family.

6035: Amidst the ruins of Ardan city (one of the four regions of the old empire) a new lord begins to rebuild. He names himself the Lord of Arдания. Peoples flock to the site to take jobs, and the city begins to thrive again. The Lord even resurrects the ancient *Ahn sye Nokora* (Order of the Silver Sword) which once guarded the Emperor.

6039: The "Nameless One" warns the Priest-king of Pochanto of impending doom. He is ignored. Eight days later an earthquake levels the capital city.

6040: The Lankan Empire defeats the surviving Pochanti in northern Tai-emer, consolidating its hold on the region. The Lankans increase their human sacrifices. The Khurtûm of the Lankan Empire and the Lord of Arдания make a mutual non-aggression pact.

Ondoval makes his first attempt to destroy the Northern Eye. His failure is nearly complete but spectacular, triggering a violent Flow-storm and causing an incredibly severe winter for much of the northern hemisphere. He returns to the Shadowed Secret to regroup.

6041: The Katra of Stroane attacks the nearest of the Miirian States, easily overcoming the villages which offer little resistance. Over the following three years Stroane conquers one state after another.

6044: Stroane forces overrun Vornia.

6046: With the resources of the Miir states, the Katra demands that Sarnak bow to his will. He is rudely rebuffed and declares war on the powerful city-state. Even without Sarnak, however, Stroane controls virtually all of Hæstra south of the Keyten river.

6048: The Katra of Stroane weds *Vazia*, a country maid of questionable birthright. He is murdered in his bed later that year; his wife escapes. The Katra's only child is an eight-year-old son, and the regency is unclear, Stroane is plunged into anarchy.

6049:

Winter: The Hard Winter in Hæstra: heavy snowfalls block highways. Parts of the Keyten river freeze over. Wild beasts sweep down from the Spine of Emer to harass Stroane and the Dales of Bodlea.

Spring: Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of Khûm-kaan. The Kuluku are still not to be seen; it is suspected that they died in a plague, though no one dares enter the jungle.

Summer: Cloudlords (men in golden armor astride great winged horses; their origins were supposedly in Jaiman) are sighted near Eidolon. They fly close but do not land.

Autumn: Eidolon loses a dozen ships — supposedly in freak storms.

6050:

Winter: The Nameless One is seen in Kaitaine. The Nuyan-Khôm tell tales of ghosts wandering out of the old land of Thanor.

Spring: The Present.

PART III

DEMONS OF THE ESSÆNCE

Shanarak paced around the inlaid circle again and again, the wand in his glowing in the dark room. The fifth time, however, the smooth grey metal set in the stone floor erupted with a pale amber light. The Mage held forth his hands and uttered a spell from a Time long past. As he spoke a twisting flare spiralled up from the circle, rushing over the glowing strip as it slowly climbed towards the high arched ceiling. It left a luminous trail as it revolved once, twice...

A keening filled the room, starting above the range of even Elven-ears, sliding downward in a painful cry, as the tiny comet finished its fifth circuit. A gust of hot wind and the spiraling ring imploded to the center of the ring. A few papers wafted to the floor in the ensuing quiet, and the only sound was a hissing like steam from a vent in the earth. The sound came from the huge red form crouched in the center of the circle. It turned towards Shanarak as it rose to its full height — more than twice the Magician. Its skin was bright red like clay and glistened as if oiled. It was in the shape of a man but had only four fingers and toes on each hand. It was naked and hairless, grotesque in its masculinity. It had no ears or lips, and when it opened its eyes there showed nothing but a bright orange light. Its long black fangs showed when it spoke — a curious screeching sound like many female voices hissing in unison. "I am yours to command, my lord,"; It said, full of hate. Then its flesh burst into flame.

Spirits from the realm which is the opposite of what we consider 'order': Demons of the Essænce are just that. Some are singular and unique creatures, while others are sparks of twisted intelligence formed together in a maelstrom of pure energy. They are at home in an environment where all that we understand has been cast aside.

INTRODUCTION

Demons of the Essænce include Elemental Demons, Thematic Demons and Singular Demons.

When Demons enter the material world, they generally require a form, a tool by which they can interact with the physical reality. (An important exception is the Singular Demon, who has no form other than the place to which he is tied.) While the spirit is not dependent upon this incarnation for existence, destruction or even serious damage to the material form is usually enough to cause the spirit upheaval. It thus loses its grip on the material plane and is forced to abdicate the form, leaving an empty husk. (Sometimes even this disappears in a wisp of smoke or a glow of released Essænce.)

Despite the intrinsic nature of the demons and after many centuries unchallenged in a specific form, many of these spirits have found themselves tied to their shapes. No illusion can change their countenance. Thus, many demons live in a tortured existence, locked in a body they cannot escape, yearning for freedom yet loathing the defeat of death. Most avoid this predicament by remaining nomadic and shifting from plane to plane.

While demons will not necessarily serve the Unlife or even be allied with it, nearly all are evil in their own way. This is their nature, inevitable because of their origins in Chaos.

The most common Demons of the Essænce are the Elemental Demons, manifestations of the five Elements of the Essænce: air, earth, fire, light, and water. Thematic Demons, the least common of these spirits, represent more complex, non-physical concepts: harmony and discord, birth and death, love and hate, war and peace, etc. Singular Demons, on the other hand, gain access to our world via specific places and/or circumstances, some surprisingly unlikely. They are undoubtedly the least definable of the Souls of the Essænce.

THE CHAOS PLANES

This is the home of the Demons of the Essænce. As one travels further into the realm of Chaos, all things which are assumed to be immutable in our world become fluid. At first subtle changes may give clue to the fact that one has entered the realm of Chaos: days and nights have no predictable length, and the stars flicker across the sky in random and sudden movements. Then colors and forms change; the logic of appearance and form no longer is relevant. The earth is a tortured place where oceans boil away and mountains are thrust up in a matter of minutes. Weather changes occur in seconds, and gravity sometimes falters.

This is a place where rock flows like water and air becomes viscous. Huge meteors crash to the earth constantly, while masses of earth rise up and into space, as if gravity has suddenly failed. The oceans boil. Winds of more than 200 miles an hour blow in ever-changing directions. A day of three suns follows a night with four green moons, followed by a day of one sun which fills half the sky with a sullen angry face. As one is drawn further towards the ultimate incongruity, space itself begins to distort, stretching and contracting, twisting on itself. Past, present and future seem to reverse or even intersect.

At the end of Chaos is the Unlife, the ultimate contradiction.

1. ELEMENTAL DEMONS

When Elemental Demons enter the Shadow World, they frequently manifest themselves in vaguely humanoid forms, the better to interact with their environment. When it suits them, however, they may assume a more fundamental shape related to their element (e.g., a Fire Demon would become a ball of flame, an Air Demon a whirlwind, a Light Demon a sphere of electrical energy, etc.)

Elemental Demons have inherent control over their related element. (RM: Fire-demons, for instance, know the Fire Law spell list, as well as any other spell whose name contains the word *fire*, while those of light know Light Law and any spell with a name including *light*.)

FANTASY HERO STATISTICAL INFORMATION

In *Fantasy Hero*, the following abilities apply to all Elemental Demons:

1. Spell Ability: up to 3x their RM level in Active Points.
2. +4 DC with any attack involving STR.
3. Can Spread their Element causing 1d6N damage for each RM level, 1" radius effect.
4. Can move through their element at 30".
5. Immune to non-magical attacks.
6. Absorb their element, making them stronger.
7. Attacks from opposing elements do x2 BODY and STUN.

FIRE-DEMONS

Fire-demons are associated with destruction and typically are summoned by the forces of evil. Their power comes from the depths of the earth and the energy of the sun; they love the day and fiery caverns. Driven by avarice for power and death, they are among the most fearsome of demons.

The favored guardsmen of Kadæna, most were banished forever during the Final Conflict. But some were actually imprisoned within deep caverns, unable to return to their planes and yet unslain. They await the unwary who might free them and find death as a reward.

STATISTICAL INFORMATION

General System Data: Typical Fire-demons reach about 13' in height and are large, cunning creatures. Most (80%) are armed with Fire-weapons (e.g., a *Sword of Flame*), great two-hand arms that they wield in one hand.

RM Data: All Fire-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Fire Law. Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons. Those using a flaming sword deliver 3x damage on the 2-h sword table. Their critical strikes are accompanied by "B" Heat crits. When they immolate, they deliver a "D" Heat crit to every victim within 5' of their flaming bodies.

AIR DEMONS

While usually solid-appearing in form, Air-demons can become as ephemeral as the four winds at a thought and pack the power of a hurricane. When solid, Air-demons are usually a pale, cloudy grey in color, with glimmering blue eyes and cirrus-like mane. Not surprisingly, they are weightless at will and can fly at tremendous speeds. They can also enter into any place which air can, though they require a moment (2 rounds) to reform.

STATISTICAL INFORMATION

General System Data: Air-demons differ in size from 10' to 20' in height. Their size seems to have little effect on their power, however. Most (80%) are armed with Fire-weapons (e.g., a *Sword of Flame*), great two-hand arms that they wield in one hand (delivering 3x damage).

RM Data: All Air-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Wind Law and the Sorcerer list Gas Destruction. In addition, they wield bolts of air at will. (Treat as Fire Bolt, 100' range, but use Impact Criticals; Demon can fire 1/rnd.) The insubstantial nature of the Air Demons mean they cannot be harmed by normal weapons. A whirlwind about these creatures means that all within 5' suffer a "B" Unbalancing critical every round.

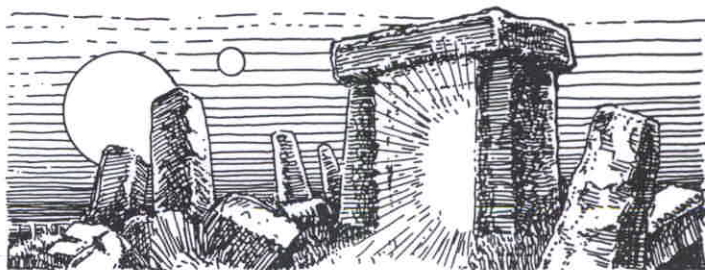
LIGHT DEMONS

The collection and focusing of powerful light seems to be a major goal of these incandescent beings. Darkness is their enemy and they are weakened at night or even on cloudy days. They are among the few demons most to be feared in the sunlight, as they feed on that source. They love the desert; they dislike water and will not go underground.

STATISTICAL INFORMATION

General System Data: Typical Light-demons reach about 12' in height and their smooth skin has an inner radiance, whether it be red, green or blue. Most (70%) are armed with deadly whips of light. They also have a fearsome innate weapon: their eyes.

RM Data: All Fire-demons can cast 2x the equivalent of their level in Power Points per day of spells from the Magician Base List Light Law and the Mentalism list Brilliance (except the Dark spells). Their glassy smooth hide is both enchanted and resilient and cannot be harmed by normal weapons. Their light-whips strike as flails delivering 3x damage plus Electricity and Impact criticals. Anyone within 50' looking at the Light-demon must make a RR vs 5th lvl or be blinded for 1-10 rounds. Finally, Light-demons can fire powerful beams of light from their eyes 1x every six rounds. (Treat as lightning bolt 300' but delivering Heat criticals. They cannot perform any action one round before or the round during their fire.)



WATER DEMONS

Denizens of the deeps, Water-demons combat Shaal for mastery of the waters of Kulthea. Cruel in nature, they sink ships and drown the unwary out of spite.

Statistical Information

General System Data: Typical Water-demons reach about 17' in height and tend to be elongated, sinuous creatures. About half are armed with great watery nets (treat as Huge Grapple), which entangle and drown their victims.

RM Data: All Water-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Water Law. Their flowing, enchanted hide cannot be harmed by normal weapons. Victims entangled in their nets will drown (lose consciousness) in the number of seconds equal to their potential Co. All within 5' of a Water-demon are soaked and splattered with water, causing all melee and maneuvering to be at -20.

EARTH DEMONS

Monstrous creatures, they are one with stone and can move freely through solid rock. Earth-demons consider the deep under-earth to be their domain and will destroy any who attempt to usurp their supremacy there.

Statistical Information

General System Data: Largest of the Elemental Demons, typical Earth-demons reach about 20' in height and are massive though surprisingly nimble beings. About half choose to arm themselves with great stone hammers, while the rest find their rock-hard fists sufficient to pulverize any foe.

RM Data: All Earth-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Earth Law. Their thick, rocky hide is both enchanted and resilient and cannot be harmed by normal weapons. Earth-demon hammers strike as war mattock delivering 3x damage while Earth-demon fists are Large Stomp 2x damage. (A Demon may strike twice each round with his fists!)

2-THEMATIC DEMONS

These beings are in their way more cruel and insidious than the Elemental Demons, concerning themselves at least as much with the subversion of the spiritual as with the destruction of the physical.

DOOMBRINGERS

Typical of the Thematic Demons, Doombringers rely first on evoking an emotional reaction before resorting to physical attacks. Their very appearance brings panic and despair; their moaning voices summon tears and helpless depression.

Doombringers generally look like huge (12-15' tall) man-like creatures veiled in a thick, swirling mist, a foul-smelling blackness. A Doombringer's vague image can barely be seen through this tattered cloud, like fateful moon on a clouded night, or a specter in an evil dream.

They are harbingers of inevitable and pitiless failure; their presence means utter despair and enduring fear. Doom is at hand.

Statistical Information

RM Data: Anyone gazing upon a Doombringer must roll a successful RR or flee in terror (for 1-100 minutes). RR failure of greater than 100 results in death due to shock and irreversible hopelessness. The danger they present cannot be overemphasized, since it is *Extremely Hard* to avoid looking at such a creature even under the best of circumstances, and the lighting conditions provide no salvation. When a Doombringer appears, he intends to be seen — regardless of the circumstances of his surroundings. Fortunately, once a person has withstood the sight of a particular Doombringer, he is immune to its awful presence.

Doombringers can bathe themselves in a shroud of electrical splendor, sending twisting bolts of lightning through their misty aura. Anyone within a five feet of the demon receives a +50 *Lightning Bolt* (point blank range) attack during each round they are within the effect radius. Doombringers possess spells from the open Essence and Mentalist spell lists. They know all of these lists to their level and receive 3 power points per level.

FH Data: 14d6 PRE attack at first sight; 12d6 EB (electricity) 2" radius with hole in the middle. Spell Ability: up to 3x their RM level in Active Points.

PROCREATORS

Where the planes of Order have love and devotion, Chaos has 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 seduce their quarry with spells and soothing words. The victim awakes tormented with need. The Procreator returns, sometimes at night, sometimes appearing to them in daylight to torture their 'love'. Sometimes the Procreator denies the victim, relishing their shameless desperation, but they will often relent, as it only strengthens the victim's addiction.

Their other goal is the conception of a half human demon-child, one who will serve them for eternity. Unfortunately, the mother of the child usually (75%) dies at childbirth, while a human father (seemingly without explanation) goes insane.

Statistical Information

RM Data: Procreators are Shapechangers: they can alter their size (from 5'-14') and exterior features (or shift to mist form) whenever they concentrate, enabling them to change both their strengths and identity. A Procreator cannot, however, change its odor (which is musky and slightly foul) or its fundamental structure, which resembles that of a normal man or elf. These demons typically possess all the Mentalist Base, Evil Mentalist Base (and Houri Base, *RMC IV*) spell lists and receive six power points per level. Additionally, Procreators can float or fly, either as a mist or in typical form, although they do not possess wings.

FH Data: Variable Shapeshifting (only humanoid forms); Foul odor. Spell Ability: up to 3x their RM level in Active Points. 15" flight.

ORDAINERS ("DEATH-WATCHERS")

The mightiest of the Thematic Demons are known as Ordainers or, as they are sometimes called, *Death-watchers*. Others call them *Moloch*. (Although the latter term should not be confused with the Demons of the Void who are known by the same name.) These lordly demigods serve those who feed their appetite for death and destruction. Some are united in their service to the Unlife, but all are unique in form. Ordainers possess the power to change shape at will (1 rd prep), but they cannot hold fair form without concentration. Their natural form is one they normally prefer anyway, for it suits their unobtrusive purposes. They are often more than 20' in height, and though manlike in form, they have rough, scaled hide, a dangerous prehensile tail and huge leathery wings. Their limbs are short and powerful, their heads unspeakably awful fanged visages.

Statistical Information

RM Data: Ordainers can fly (200'/rd) and employ Essence or Mentalist Base spells to their level (lvl x 5 PP). When utilizing arms they carry two 2-hand weapons, striking each round as if 2 individuals. When unarmed, they simply use their hands, which strike as maces. In any case, their immense strength yields 3x damage. Given to immolation, an Ordainer can explode into flame or shroud himself in swirling ice, and all within 6' receive a "D" heat or cold critical each round they remain in the terrible, churning radius. These demons can also *Ordain* a foe, tearing the target's soul from his body with *Dark Absolution* (30th lvl Evil Cleric Dark Channels).

FH Data: Spell Ability: up to 3x their RM level in Active Points. Flight 15". +4 DC with any H-to-H attack. Can Spread Fire or Ice, causing 1d6N damage for each RM level, 1" radius effect. Anyone killed by an Ordainer becomes a servant of his killer for eternity.

3·SINGULAR DEMONS

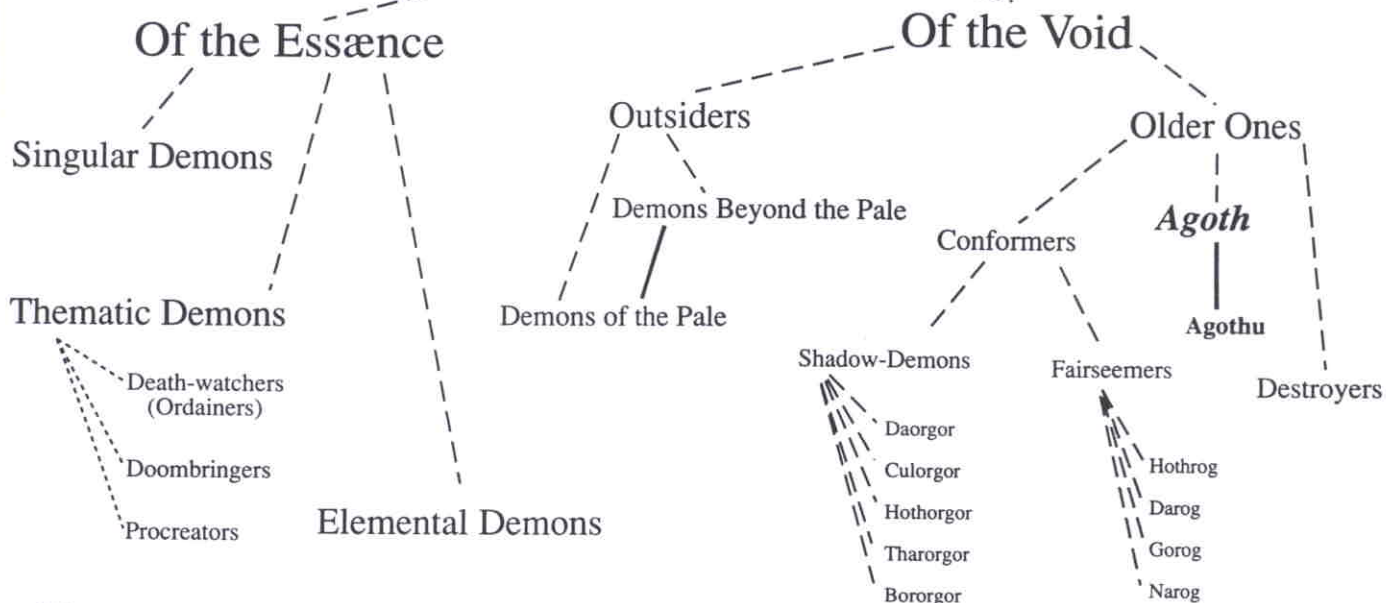
Called so because each is unique, and each is chained to a specific location by bonds of Essence far stronger than any alloy. Dark places of power are frequently the homes of unwilling Singular Demons. Ruins of ancient temples, or other ancient constructs of evil nature are frequent traps of the Singular Demon. More often formless than not, their malevolent spirits nevertheless haunt these locations, lurking in the shadows of power in order to snare unwary travellers. They feed on pure Essence, draining the very life out of their victims.

Statistical Information

RM Data: Nearly all Singular Demons are capable of casting spells from one to three of the following Evil Mentalist lists: usually Mind Domination, Mind Erosion, Mind Death, Mind Disease. Some also possess the Mystic Base List Confusing Ways to better lure in their prey. While Singular Demons are unable to venture from their foci, their range of spells varies tremendously. While some cannot affect creatures more than twenty feet away, a few rare and powerful demons have a range of more than a mile. Singular Demons vary in level from 10 to 50, and have 5x their level in PP.

FH Data: Singular Demons are built as *Champions Villains* using 175 to 375 points. These demons can be most frightening if built correctly.

DEMONS



Notes:

1. *Italic type* indicates an individual rather than group
2. A Solid line (—) indicates that the upper demon(s) control or automatically dominate the lower group.
3. A Dashed Line (---) indicates that the lower demon(s) are a subgroup of the above.
4. A Dotted line (.....) Indicates a possible link between groups.

PART IV

› DEMONS OF THE VOID ›

A shimmering curtain of energy wavered before us, undulating with an eerie beauty amidst the violence of this deafening Flow-Storm. And through that curtain — as if through an impure glass — we saw dim shapes: creatures of such ghastly form and movement that we were enthralled in a fascination of horror and disbelief. Fur and tentacle, claw and fin, oozing pustules and pulsing, distended protrusions, all mixed in unthinkable combinations made up the form of these beasts. It was as if the gods had gathered the most loathsome, unspeakable rejections from their creation of the races and combined them in a haphazard mass to form shapes which had no shape and creatures which could not live — yet did. Even our nightmares lacked the ability to conjure living things of such inconceivable shape. They were majestic in their sheer grossness of appearance.

These were the Older Ones, demons wholly alien to our world.

Andraax

SE 6,669

(Annals of the Wars of Dominion)

While the various demon groups were discussed to some extent in the *Shadow World Inhabitants Guide*, it is worthwhile to further elucidate their nature and divisions.

Indeed, the term *Demon* is rather simplistic, and when used to apply to such a large and varied group it is actually deceptive. The creatures loosely referred to as 'demons' fall into two very different (and in fact unrelated) categories: those of the Essænce and those of the Void. In this section we will discuss Demons of the Void, beings from beyond even what we know as the other planes of existence. Indeed, they are from beyond existence itself. Their intermittent presence on the Shadow World is as unpredictable as their own quixotic motivations. Their nature is totally alien to this universe; they are drawn and repelled by the Essænce. To the ways of thinking most would consider rational, their actions are pointless, contradictory, and hopelessly chaotic.

This section will also briefly discuss the Planes of the Void and some of the lesser creatures which inhabit them.

GM Note: The stats given throughout the demons sections are often fragmentary; this is because only stats which are applicable to humanoid norms are included. Others must be extrapolated by the GM.

One theory states that the entirety of the universe is actually a fan of axes, and Existence is but one while the Void encompasses others. As the Scholar Taliach Chun said in his famous lecture at Nomikos:

1•THE VOID: AN OVERVIEW

The following section will attempt to briefly describe the nature of the Void. As noted elsewhere (see Part I, Section 4) many scholars believe that the Void parallels the planes of Order and Chaos on an axis even more incalculable than that leading to the Planes of Chaos.

'I believe that our research supports the conclusion that the near planes of the Void are contiguous planes along one track of space-time.

'Imagine a point on the ground: this is the beginning of time and space, the Nexus. Radiating from it in every direction are lines of reality. We are but one of those lines, running along the ground, moving further and further from the Nexus as Time advances. We are at a given point. Towards the Nexus is the Past; away and ahead is the Future. Running directly opposite from our direction away from the Nexus is Chaos. Not backwards in time because time ends at Nexus; more like a mirror image. This is but one dimension.

"Imagine other lines which radiate from the point, all on the ground. These have been known as (ironically, and erroneously, if my theory is correct) the Parallels, worlds similar to our own. The greater the angle, the more at variance from our world these realities are. Infinite numbers of new 'parallels' are created every instant, diverging with alternate realities. These are two dimensions.

"Now, imagine lines radiating from the Nexus but rising above and diving below the Plane of the ground. These are the 'Planes of the Void' as they have been named. The six 'Near' planes are those immediately adjacent to us in the Space-time, much the way six beehive cells cluster about a central cell.

"What's that? Ah, you are asking 'What about the two Parallels which should lie to either side of our line of reality?' Yes, well, I think you are taking my analogy a bit too literally. They are there, but co-existing in a different material existence, you see. The Parallels are of Existence, while the Six Pales are of the Void, co-existing in a 'negative' copy of our world.

"At any Rate, these six nearby Planes are in ways alien, but in other ways strangely similar to our world. The Demons of the Pale are almost human in certain aspects.

"Beyond the Six Pales that cluster about our own little line of space-time are the 'Last Planes', those alien places which bear less and less resemblance to our reality. They have never been catalogued; the Sorcerer Kulthog Ryan claimed to have visited more than 300. There are, I believe, an infinite number. We now have — in a manner of speaking — three dimensions.

"Now things become tricky. The Outer Void is so alien as to not fit into our nice little scheme in three dimensions, so I must ask you to envision a place which is beyond these three dimensions, a fourth dimension, if you will. It is a place which has no Place, a time where there is no Time. It has no relation to Existence, Chaos, or even what we call the Planes of the Void. It is totally alien."

*From the Lectures on
The Nature of Existence
(Nomikos Advanced Theoretical Studies)*

THE PLANES OF THE KNOWN VOID

These are also known as the Near Planes or the Six Pales. They are the home of the demons most often summoned by powerful (or reckless) mages and sorcerers in search of knowledge and power. The fact that these demons are able to travel through their planes and gain knowledge of this world supports the theory that the axis of the Void parallels the Order-Chaos axis of Existence.

The Six Pales share a singular feature: the constant faint light which illuminates the tortured landscape from the horizon. This would resemble the first grey light of dawn except that it emerges from all around, and has only the ability to light the sky near the horizon. On most of the Planes, it is depressingly constant in its changelessness. The upper sky is dark and starless.

THE FIRST PALE

The entirety of the First Pale would seem to be a vast grey savannah, broken only by clumps of skeletal woods: gnarled, spindly trees bleached white. The light never changes, and the temperature remains the same: a bone-chilling cold. This is not alleviated by the icy winds which blow from random directions, flowing through the tree-branches with a low moaning wail. There are occasional patches of dry grass, but these, like the trees, are completely dead.

It is impossible to judge direction here, as the light comes from all around, and normal navigational techniques are useless.

THE SECOND PALE

The Second Pale is a world completely covered by water. This murky ocean is inundated by myriad currents through treacherous reefs and contorted rock formations. The unwary can be swept upon dagger-like stone or coral. A few luminous jellyfish-like creatures drift through the deeps, but overall, the only light is a dim haze which pervades the entire environment. The temperature of the liquid varied from literally boiling to a fridity would freeze it but for its constant churning.

The surface of the water is covered by an oily sheen and nearly dead-calm. Plumes of steam swirl up from the waters into the darkness. Visibility is limited, though an occasional gust of icy wind will reveal a vista: a hopeless expanse of unbroken ocean.

THE THIRD PALE

Rocky pillars and towering buttes dominate this world. Between these sheer spires lie narrow channels like dry riverbeds, constantly swept by bitter cold winds. The myriad overhanging cliffs are punctured with shallow caves, in which live the denizens of this plane. The rock itself is uniformly black with a volcanic porosity. Nearly constant lightnings flash through the sky, brilliantly illuminating the stark landscape with a strobe-like brilliance, but no clouds can be seen, and there is no sign of vegetation or moisture. A high-pitched keening fills the air like the shriek of bats.

THE FOURTH PALE

The entirety of this world would seem to be an underground maze of tunnels all uniformly 4-5' in diameter. With the additionally confusing factor of no gravity to anchor the inhabitant, the warren is a completely disorienting. The darkness is nearly absolute as well, and only those with superior infravision can see at all.

THE FIFTH PALE

The Fifth Pale is a nightmarish place of industrial technology gone mad. Smokestacks and gigantic refinery-like superstructures fill this world, which is constantly washed in a luminous steam. The rhythmic wheezing of bellows mixes with the clatter of gears and the roar of engines. Foul pools of chemicals, their oils-slicked surfaces aflame, illuminate open-scaffold elevators, steel mesh platforms, and large, powerful machines of incomprehensible function. Climbing over these machines (and apparently servicing them) are countless harmless but alien monkey-like creatures.

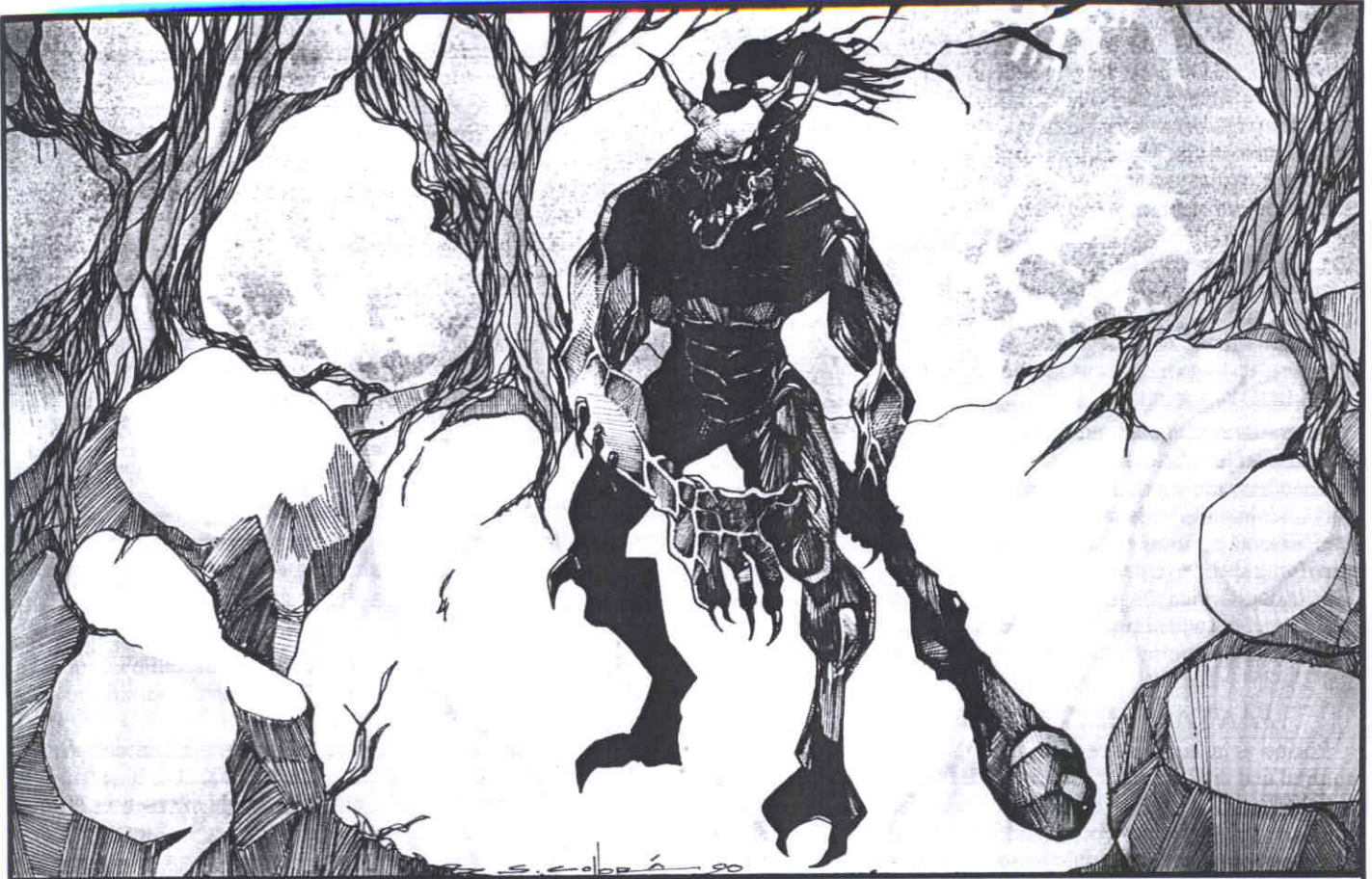
THE SIXTH PALE

Another dramatic place, the Sixth Pale consist of endless vertical cliffs which plunge into fiery chasms. These sheer walls continue upwards as far as the eye can see, and drop thousands of feet to brilliant lava rivers. The sides are laced with treacherous, narrow shelves of rock, barely wide enough for one man to pass. Sections of these shelves frequently crash into the abyss without warning.

THE LAST PLANES

Home of the Demons Beyond the Pale, the Last Planes are not a place where sanity can survive. The senses are warped by energies and effects which cannot be understood. No more can be said, for no one has returned from the Last Planes and recounted anything which makes the least sense.

In reality of course, the Last Planes are made up of myriad worlds, but the subtle differences between the different incredible environments are lost on humanoid senses.



A SCENE IN THE FIRST PALE

THE OUTER VOID

Oddly tranquil after the unthinkable realm of the Last Planes, the Outer Void has even fewer reference points, and such serenity can lead swiftly to insanity. An almost tangible darkness is everywhere, while small white lights dodge and dart about, seemingly without mission or purpose. These are the Agothu, as they exist in the Void. It is only in the Shadow World that the Agothu are forced to don hideous guises. This realm is utterly silent.

2·DEMONS OF THE PALE

These are the more familiar and lesser demons known as *Outsiders*. 'Outsider' is a general classification referring to all demons of the 'Planar' or 'Inner' Void. Demons of the Pale are categorized according to their home plane. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest.

GM Note: *Specific Stats for the Demons of the Pale are provided in the Shadow World Inhabitants Guide, pg 38.*

These demons are related to the Dark Gods of Charón, and serve those evil masters (when summoned from their homes in the Planes).

Following the description of the demons which rule the Pale is a listing of a few other beasts which share that bizarre realm. These other creatures are rarely seen outside of their home environment, but can be drawn into the Shadow World through Portals or Flow Storms.

Entities from other planes vary considerably. Some are friendly and benevolent (despite their invariably terrifying form), while most are selfish, malevolent creatures whose enchanted souls harbor awesome power.

DEMONS OF THE FIRST PALE

Easily the weakest of the Demons, these tend to travel in groups (2-20). Averaging about 7 feet in height, they have pale grey 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.

OTHER CREATURES

Orgal: Resembling white, hairy, ten-legged spiders about five feet across, Orgal are less aggressive but can be very dangerous if threatened. Their poisoned bite is deadly. Orgal spin webs among the white trees, sometimes snaring the demons in them.

Shaan: Not unlike a stingray, Shaan hide themselves under the surface of the dusty grey 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 leech-like mouths, it bites and feeds on the target's blood. Shaan can fly like a stingray swims, though they never go higher than a foot or so above the ground.

DEMONS OF THE SECOND PALE

Ideally suited for the murky undersea world, the hands and feet of Second Pale Demons are webbed, and they are equally capable of breathing water or air. The demons propel their sleek, hairless bodies through the water with surprising speed, and wield small, curved knives with a surprising skill. Demons of this pale have large, protruding eyes which allow them to see perfectly even in this murky liquid of their home.

OTHER CREATURES

Vooj: Sea-snakes with a deadly barbed tail, Vooj often grow to more than thirty feet in length. While constrictors, their barbed tail also carries a swift-acting poison (*RM*: 5th level Nerve Poison). Its huge mouth can swallow a man. [*FH* - Poison: DEX, INT, BODY, 5 minutes [5].

Algalon: Beautiful and graceful, the Algalon is like a large, translucent jellyfish. Inside its clear shell (often more than eight feet across) are myriad blue and yellow lights, and undulating tentacles hang. While they appear to be about ten feet long, they can extend to more than 3x that length, snapping out with terrifying speed to entangle a victim and shock him (*RM*: 1-4 "A" Electricity Criticals). Then the prey is drawn in and consumed (*RM*: injected with a 10th level reduction poison). [*FH* - 1-4 1d6N (electricity)]

FANTASY HERO POISON NOTES

Poison is a cumulative 1d6 DRAIN attack; a CON roll is required, and the amount the roll is made by is subtracted from the drain before it is applied to the noted characteristics. The interval at which the DRAIN attacks occur and the total duration of the attack are dependent on the individual poison. This is usually noted by the time interval and total number of intervals in brackets. A typical nerve poison should be noted as such:

DEX, INT, BODY: 20 minutes [4]

Drained character points return at a rate of 5 active point per week distributed as the character wishes.

DEMONS OF THE THIRD PALE

Nine feet tall and lithe, Third Pale demons are the only ones equipped with huge, bat-like wings extending down from their long arms. Dark grey in coloring, these slender monsters have excellent senses of hearing, smell, and reflected sound location (akin to bats).

While nearly blind under normal lighting conditions, these demons see fine in the flashing maelstrom which is the Third Pale. They also have an excellent sense of smell, and have excellent flying and gliding skills.

OTHER CREATURES

Urki: Grotesque parodies, Urki resemble black, hairless flying squirrels with long, whiplike tails. While their little claws are better suited for clinging to rocky crags, their sharp fangs are dangerous. They often travel in small flocks, and a massed attack is truly fearsome.

Morl: Slug-like beasts which crawl inexorably along the sheer cliffsides of the Third Pale environment, they are less defenseless than they seem. Their slimy flesh exudes a dangerous acid (which allows them to actually tunnel into rock if they wish) Touching one causes extreme pain and burns (*RM*: a "C" Acid Critical). [*FH* - 1d6K (acid)]

DEMONS OF THE FOURTH PALE

Fourth Pale Demons are ten feet tall and markedly contrast with beasts of the Third Pale. Insane, these creatures are doomed to forever wander the endless tunnels. Each is given superb sight (including infravision and imagesight), but often lacks development of other senses. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail. Slender, agile, and strikingly precise, they usually throw things or resort to spell-casting; as a race, they have mastered both forms of attack.

Statistical Information

GM Note: The system information given here supercedes that in the *Shadow World Inhabitants Guide*.

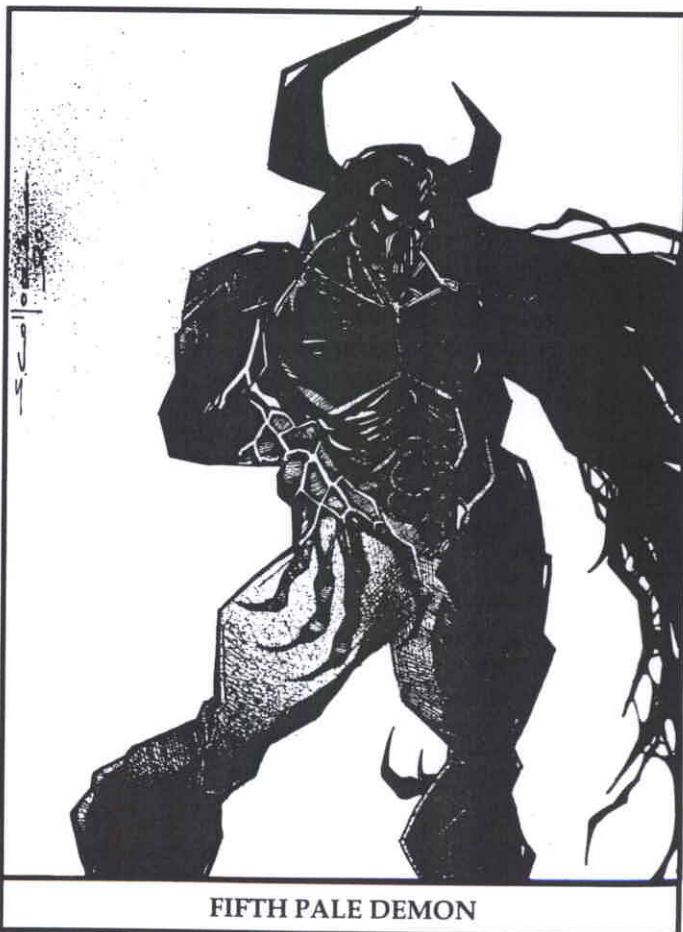
RM Data: Spells: Each possesses knowledge of all the **Ranger** Base lists Moving Ways and Path Mastery, and receives two power points per level.

FH Data: Spell Ability: Up to 40 Active Points.

DEMONS OF THE FIFTH PALE

Strong and standing over eleven feet in height, Fifth Pale Demons wield weapons whose origins lie in this strange machine environment. Often covered with strange gears, pulleys, and other simple mechanisms, these devices are complex but all too often deadly.

Although similar in some ways to Fourth Pale Demons — using spells and enjoying superb sight — they are a darker blue, tail-less, stocky, and powerful of build, and have heightened senses of smell and taste (but not hearing).



FIFTH PALE DEMON

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-craft. Fifth Pale Demons are jealous of power and forever seek to dominate others. They travel to other planes to gather slaves to operate their machines.

Statistical Information

GM Note: The system information given here supercedes that in the *Shadow World Inhabitants Guide*.

RM Data: Spells: Each possesses knowledge of all **Monk** Base lists and receives three power points per level.

FH Data: Spell Ability: Up to 60 Active Points.

OTHER CREATURES

Xuun: Small, monkey-like creatures, Xuun are the servants of the demons. They have six limbs, all are like long arms with dextrous fingers. Xuun have no fighting abilities, but scream loudly if they see a creature they do not recognize.

Ag-Ak: Not living creatures but constructs, Ag-Aks are robots built by the Demons. They come in countless forms, ranging in size from less than a foot to more than ten feet in height. Uniformly stupid, they are nevertheless well-equipped fighters.

Ophul: Humanoid slaves, Ophul resemble men who have gone beyond the edge of starvation. These naked, skeletal creatures have dark, sunken eyes and fragile-looking limbs. They are the laborers of this realm, hauling the fossil fuels which power the machines. Emotionless and unthinking, they are like automatons.

DEMONS OF THE SIXTH PALE

Intelligent, but insane and wildly violent, these are the most feared of common Demons of the Pale. While resembling First Pale varieties in stature and structure, they have glistening black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues contribute to a visage beyond terror.

Nearly all are virtually immune to extremes of temperature, particularly fire, and pain seems alien to their being. Worse yet, they are powerful and elusive foes. Sixth Pale demons have a 'recurved' musculature, and are capable of feats of tremendous acrobatic skill and rarely paralleled strength. These creatures may leap up to 100' from one chasm wall to another, holding on to the adamantite rock by literally driving their steely claws into the stone. Such fearless displays of raw, dexterous power are inherent in their character.

Perhaps the most grisly and terrifying legend surrounding the Sixth Pale demons is that many have been known to tear the head off of a fallen foe with one swift motion. All the worse because it is true.

OTHER CREATURES

Murg: Insectile beasts, Murgs crawl along the cliffs on sticky appendages. While capable of short hops, they cannot fly. Murgs are about two feet across and resemble a glistening blue locust. They can spit a powerful acid (**RM:** Shock Bolt Attack Table, Acid Critical) up to 100' with deadly accuracy. [**FH** - 4d6N (acid)].

Karax: Mighty beasts which live without harm in the lava of the Sixth Pale, Karax lurk just beneath the surface, waiting for a creature to move too close to the liquid rock. If a Demon of Murg ventures too close, the serpentine neck shoots up (as far as 50 feet!) and snaps shut on the poor victim.

3·DEMONS BEYOND THE PALE

Most powerful of the Outsiders, the Demons beyond the Pale are in another class altogether. They may choose a form while in this universe, but it requires great concentration and power. As a result, most must retain the awful form they assume when they enter the Shadow World.

Malevolent demigods, Demons Beyond the Pale are souls who are inimical to the Essance. Some of these spirits were born of the Essance and later banished into the Void — indeed some theorize that Ordainers who have become too wild and powerful are thrust into this realm. Lords who control their own, bizarre dominions, they exercise control over many of the lesser demons that inhabit the Known Planes. While most of their motives remain wholly mystifying, they sometimes act in a clearly understandable fashion and according to standards familiar to the men and elves of Kulthea.

Demons Beyond the Pale are incarnations of tremendous Evil. Most take gigantic forms, although virtually none are fair-seeming. All are agile and powerful, and enjoy swift flight (60'/rd acceleration; max speed 240'/rd). For instance, even the weakest of these demons can wield a great (two-hand) weapon in each hand. Each possesses an almost irresistible voice and commanding presence which enables them to lead large groups or dominate exceptionally strong minds.

Statistical Information

RM Data: Spells: All can cast spells up to 50th from the Essence list Spirit Mastery.

Aura of Fear: Those within a fifty foot radius who view them for the first time must make a RR versus fear. Failure of 01-25 results in the victim being immobilized by terror for 1-10 rds; failure of 26-100 forces the victim to flee for 1-10 hours, while a failure of 101+ results in instant death due to shock.

FH Data: Spell Ability: Up to 150 Active Points

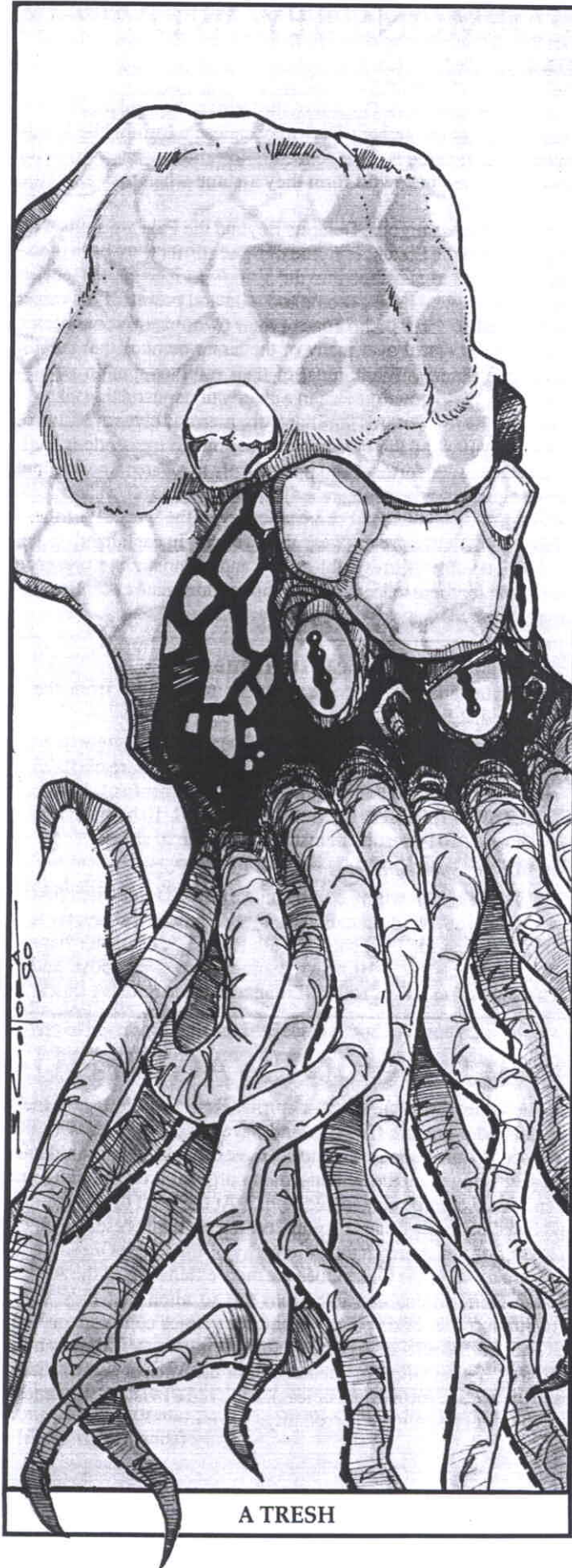
Aura of Fear: All within 8" must make an EGO roll when first viewing for the first time. Failure by 1-2 indicates character is frozen in fear for 1-10 phases. Failure by 3-5, character flees and is useless for 1-10 hours. Failure by 6+ as above and character takes 1d6 of 1d6 NND damage due to massive shock.

4·OLDER ONES: AGOTHU

The Older Ones are ancient spirits, eerie demigods and their servants who predate Creation and have no connection with the Essance. While their appearance in most cases is the most hideous and disgusting of all the demons, their purposes are sometimes not even what would be considered 'evil.' At the head of this strange and indecipherable order is Agoth itself, a sentient presence which is master of the entire chaotic hierarchy of the Older Ones.

In many ways the Older Ones are mere extensions of the Agoth, though their actions and intentions are so alien that they seem without purpose, often pointless and sometimes contradictory.

The 'high court' of Agoth, these individuals — if they can be called such — are the chief lieutenants of the force of Agoth. Each has a distinctive form (more or less), and even a twisted uniqueness which might be called a personality.



A TRESH

ALTHOI

Often called 'The Eyes of Agoth', Althoi resembles more than anything else a large (8' long), inflated blowfish, except that its body is covered with eyes on short, wavering stalks. Over two dozen sight organs bulge from the creature's cold, slimy skin, blinking and staring. Althoi's fins are of a shimmering diaphanous nature and seem to propel it as if it were swimming in water, though it hovers in the air with no apparent effort. Several prehensile tentacles emerge from the large-jawed mouth, organs of sense and manipulation. Though not strong by Demonic standards, they can take hold of a man — paralyzing him with poisoned barbs — and drag him to the gaping maw. Then the creature drains its victim of blood and drops the empty carcass.

An Althoi almost always travels alone, and will rarely attack. True to its purpose, the Althoi is an observer, not a warrior. However, if attacked, it can be a deadly opponent.

Althoi has the power of inter-planar travel; it can also propel itself through the air at about 5 mph.

Statistical Information

RM Data: *Spells:* Seer Base True Sight and True Visions to 30th; Bard Base Mystical Change 20th; Mentalist Base Mind Speech to 10th. It can also use the spell *Passing* to get through physical barriers.

FH Data: *Spell Ability:* Up to 90 Active Points.

Special: Desolid at will. Extra-Dimensional travel once a day.

TRESH

Tending to be another 'loner' among the Agothu, Tresh travel either by themselves or at most in small groups. They specialize in small-scale operations. More aggressive than the Althoi, 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, Tresh floats in the air vertically, tentacles dangling below it, though they waver about in all directions. Three extremely long ones have a reach of 40 feet. The other tentacles have a 20-foot reach, and the body is about fifteen feet long. In the center of the ring of tentacles (normally hidden) is the beak. Potential food (including humans, but the Tresh prefers larger prey) is held to the beak by the short tentacles while pieces are bitten off and ingested.

Its skin is for the most part green and leathery, covered with large, wart-like lumps. The long, powerful tentacles have moist suckers. Tresh also has three eyes, spaced evenly about the main body, and instead of the pointed, finned end of a squid there appears to be a huge humanoid brain, pulsing inside a transparent, globular casing.

Statistical Information

RM Data: *Spells:* Tresh is a powerful wielder of Mentalism (all Mentalist Base Lists to 20th level); it is immune to Mental attacks, is deterred by strong Essence (takes half damage) and avoids all Channeling (takes full damage).

FH Data: *Spell Ability:* Up to 40 Active Points.

Special: Extra-Dimensional travel at will. Immune to Mental and EGO based attacks. Full damage from Clerical Effects. Half damage from all others.

MOGLATH

Most humanoid of the Agothu, Moglath has the basic form of a bloated, black-skinned man with a bat head and large bat wings. It also has arms ending in long, six-fingered hands with retractable claws. The bat-like head includes a snout with fanged mouth and long, prehensile tongue, and huge upward-pointing, membranous ears. It frequently wields a terrifying 2-handed weapon in one clawed hand.

Moglath are frequently the Captains of the armies of the Void. While not as physically imposing as the Ordainers, they coordinate large offensives by virtue of their cooler heads and better understanding of the normal planes.

Moglath has the power of inter-planar travel at will; and can fly at speed of up to 40 mph.

Statistical Information

RM Data: Spells: Moglath know all Evil Channeling lists to their individual level, and gain 4 PPs/lvl.

Resistance: It avoids Essence (takes full damage), but is unphased by all but the most powerful (50th level) Channeling or Mentalism.

FH Data: Spell Ability: Up to 80 Active Points.

Special: Extra-Dimensional travel at will. Immune to Mental and EGO based attacks. Immune to Clerical Effects. Full damage from all others.

UTHURO

When at rest Uthuro appears to be a blob of oozing protoplasm about ten feet in diameter, but this is just this beast's quiescent state. It can assume a number of shapes to suit its needs, forming tendrils, pseudopods, etc. It can squeeze itself to 1" high or through a 6" diameter tube if necessary (though it is very vulnerable in that state).

Uthuro is not very intelligent and is usually an enforcer brought along with other Demons to assist. It is willful, however. Tales from the Wars of Dominion recount that these awful monstrosities were seen to turn on their own masters without apparent reason.

Statistical Information

RM Data: Attacks: The Uthuro may attack up to five foes per round, as long as they are within 20' of each other. Once the Uthuro has successfully entangled a target, the victim takes 1 "C" Acid Critical per round while the blob-like form surrounds its prey.

Resistance: Uthuro has the power of inter-planar travel at will; it is immune to all attacks of Mentalism, deterred by strong Essence (takes half damage) and avoids all Channeling (takes full damage). Uthuro does suffer double hits from Lightning attacks, and suffers *normal* (not Super-large) Electricity criticals.

Spells: Uthuro has a *Presence* ability similar to the Mentalism Base Spell, with a range of 20' per level.

FH Data: As above with 1d6K (acid).

Spell Ability: 50" Mind Detection, discriminatory.

Special: Extra-Dimensional travel at will. Immune to Mental and EGO based attacks. Full damage from Clerical Effects. Half damage from all others. Suffers Double BODY and STUN from electricity.

5-AGOTHU SERVANTS: DESTROYERS

The creatures listed below are types of Demonic servant of the Older Ones. These creatures fall into two distinct categories: Destroyers and Conformers. Conformers are covered in some depth in the *Shadow World Inhabitants Guide*, so we will concentrate on the Destroyers here. All of the types discussed below fall in that latter category. Any of the below may be in the service of the Agothu above.

GLAAR

Strange, almost formless creatures, these beings are composed entirely of energy. Somehow electrical in nature, they feed on that power and need it to survive. They are drawn by any electrical charges — including those generated by living creatures. Glaar are able to coalesce during powerful electrical storms (and so often accompany Flow-storms), a particularly potent lightning strike allowing a nearby Glaar spirit to re-form. After that a Glaar is an insatiable feeder, requiring electricity to live. They take on a vaguely anthropoid form, standing about 10 feet tall.

Glaar can also be summoned and directed by the Agothu, though the energy requirements usually make it an impractical tool.

The Glaar is naturally and permanently invisible. It can sometimes be detected by its trail: its toeless 'feet' instantly wither any vegetation it treads on. A Glaar will not cross water (it will 'short out') and can only be harmed by enchanted weapons.

Statistical Information

RM Data: Lightning Bolt: it can fire 1x/round, with a +50 bonus. It uses its hits as Power Points.

Invisibility: Naturally invisible, it can only be 'seen' by those skilled in *Power Perception*, though it can be detected by those who can *Sense Reality Warp* as a distortion.

Bash: Swiping at a target with its forelimb, it can deliver a brutal strike, including a supplemental Electricity critical on top of any normal Crit given (at no 'charge' to the Glaar).

Envelop: When it wants to draw energy, it will grapple with a target, and hits delivered by the Grapple attack are drained from the target and added to its hit total. It will continue to drain hits from an unconscious target, draining the Con points until target is tapped out (and dead).

Defenses: Those striking it with metal weapons will receive an 'A' Electricity crit (hits are drained from the Glaar as well, though). Magic has little effect on it: Elemental attacks do half damage. (Ice and Earth bolts will splatter and vaguely reveal its hulking, monstrous form; Electrical attacks will *add* to its hit total and agitate it.)

Weaknesses: Without fresh energy, a Glaar will dissipate at the rate of 10 hits per hour. If the Glaar goes over max hits, it dissipates into harmless static electricity.

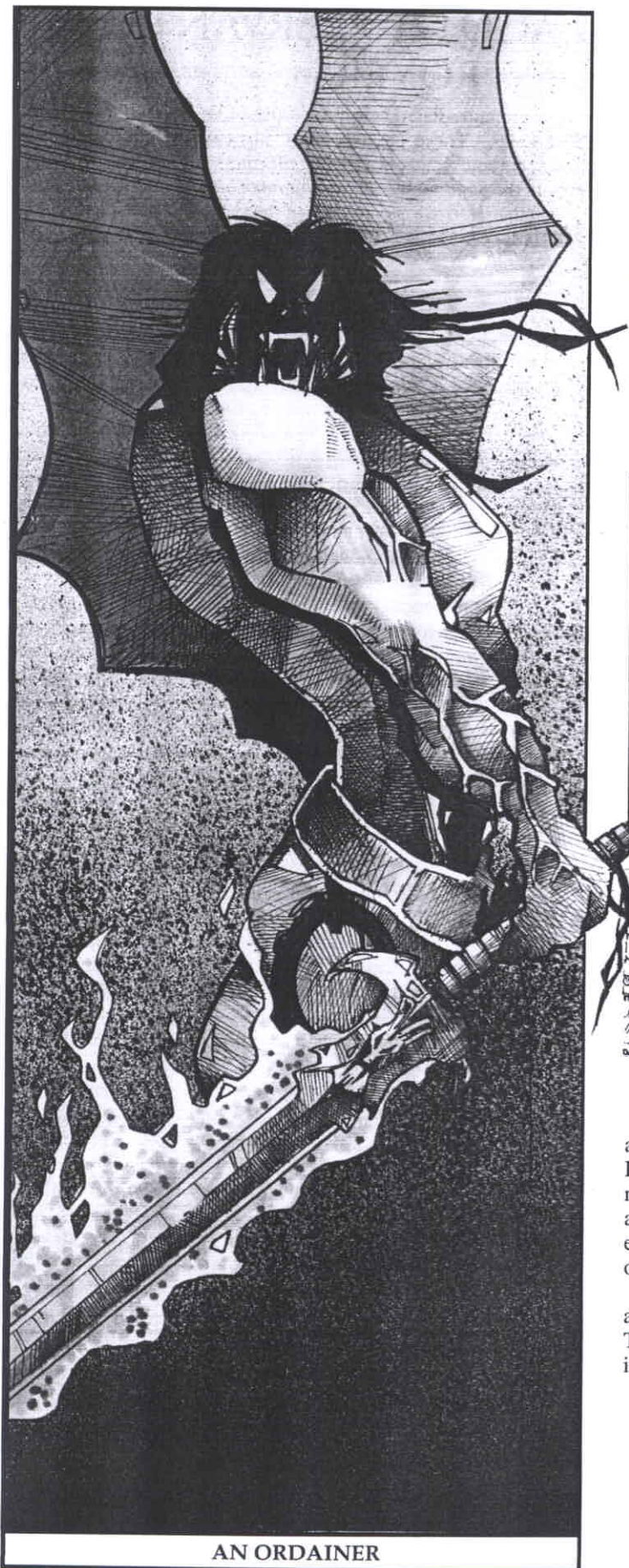
FH Data: Lightning Bolt: 6d6N EB (electricity), +3 OCV

Invisibility: Invisible to sight, Persistent, Always on.

Bash: Physical strikes causes 3d6N (electrical) in addition to normal.

Envelop: Treat as an Entangle that Transfers 1 BODY of the target to itself per Phase.

Defenses: Metal weapons and Physical contact does 1d6N (electrical) to the attacker. Magical Effects do half damage. Electrical attacks are Absorbed and added to BODY total.



AN ORDAINER

YATHLU

Luminous, transparent beasts, the Yathlu appear in ways similar to the Tresh but are unrelated. They manifest as large jellyfish-like creatures, about three feet wide with dozens of multicolored tentacles hanging from the underside. The main body pulses and undulates as it floats in the air. The tentacles waver and drift, seeming aimless but actually searching. It seeks life-force and is drawn to it.

Each tentacle has an eye on the end, allowing the creature a very complex (if disjointed) vision. While not strong, these tentacles also deliver a powerful sting if they touch unprotected skin. Once the target is stunned, the creature can actually carry a single beast as large as a cow away, draining its fluids and leaving a husk. A Yathlu can attack as many as three foes at once, and if not surprised, can hold them at tentacles' length (the tentacles have a better defensive ability than the vulnerable body).

Again, Yathlu are not particularly strong, but they are frequently found accompanying a Moglath as bodyguards or scouts.

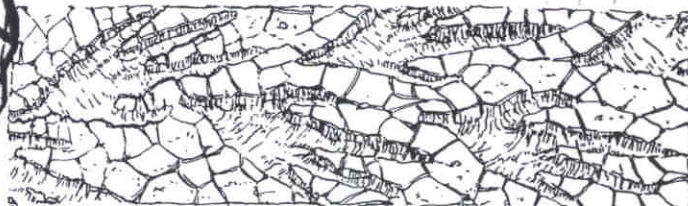
Statistical Information

RM Data: Attacks: Yathlu tentacles deliver a powerful (10th level) poison which immediately paralyzes the foe. However, they must touch bare skin. This is indicated by a Medium Stinger Crit (a Stinger Attack roll is automatic after a Grapple Critical is achieved).

Defenses: Yathlu are immune to all but Elemental Spells. They take half damage from all but Fire, which delivers 2x hits but regular (i.e., Large) criticals.

FH Data: Attacks: 1d6 Entangle; if target is entangled, he is hit by stinger on a 12- roll. The stinger delivers a poison that has the following effect: STR, DEX, STUN: 1 segment [10].

Defenses: Immune to all magic except Energy Blast (which does half damage) and fire effects which do double STUN.



XYR

Another unspeakable horror from the void, the Xyr are vaguely anthropoid, yet have a certain 'melted' look to them from a distance. In close proximity they actually look inside-out. Transparent skin reveals pulsing veins and arteries. Their feet are mere stumps (like an elephant's), 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.

Among the most common of the Destroyer servants, the Xyr act as a guard about the more powerful Agothu in battle situations. They are rarely seen alone, however, unless they have been thrust into the Shadow World by accident.

Statistical Information

RM Data: Attacks: Any critical result means a secondary *Disruption* critical as the creature's suction cups drain blood from the target. Successful Grapples mean the beast has a grip and will do an automatic "B" *Disruption* every round unless the target makes a successful *Very Hard* disengagement maneuver (add Ag/St bonuses). Target may attempt this while parrying the other arm's inevitable attack.

Blood drain with Grapple: any bleeding hits from target while successfully grappling mean hits are healed on the Xyr that are taken from the Target.

Wound healing: Bleeding wounds close and heal at the rate of one hit per round (e.g., a 5 hit per round wound will only bleed at the rate of four the next round, three the next, etc., until healed after five rounds).

FH Data: Attacks: Any Strike is accompanied by a 1d6 transfer of BODY to BODY. Grab and Hold maneuvers also do the Transfer attack on a 11-.

Healing: Xyr regenerate BODY at a rate of 1 per Phase.

NOH-KEF

The Destroyers of Noh-Kef are among the most powerful and mindlessly destructive of their ilk. Fortunately, they are very rare, and if not roused from their lengthy sleep, they can be easily avoided.

The Destroyers stand about ten feet tall. Since they do not move and their skin has the texture and appearance of smooth, grey stone, they seem very much like oddly-shaped pillars. They are roughly cigar-shaped with eight longitudinal ridges. At their base are sixteen 'tentacles' radiating out about two feet. These tentacles are incredibly strong and support the creature while resting. They fly when active so these tentacles are really their manipulative organs. The tentacles surround an orifice which is totally sealed when dormant, but may open wide enough to actually swallow a man whole.

The Destroyers of Noh-Kef are apart from many of the other Older Ones, ancient beings who, while residing in the Shadow World, have for the most part been in a state of slumber for thousands of years.

Statistical Information

RM Data: Digestion: When swallowed by a Destroyer, a target suffers an "E" severity Acid critical every round until docile, then is infused with a level 30 Reduction poison.

Spells: All Destroyers (when awakened) have considerable spell-like mental abilities. Each has all Evil Mentalist lists as well as Mind's Door and Mind Control.

FH Data: Digestion: When swallowed (Entangled), the victim takes 1 1/2d6K (Acid) per round until docile, then they are infused with a poison that does STR, CON, BODY: 20 minutes [30].

Spell Ability: Up to 40 Active points.

MIND-EATERS

Like a large (one foot diameter) opaque jellyfish with clawed tentacles instead of feelers, Mind-eaters are grotesque little beasts which seek to attach themselves to the victim's head and then suck out the brains.

Mind-eaters appear out of thin air directly over a target. They normally attack one per person. If they fail their initial attack, they will attack by leaping, but they will flee if destruction is imminent.

Statistical Information

RM Data: Attack Mode: It is a *Light* maneuver to avoid allowing a Mind-eater attach to the head if they are detected. To anticipate a Mind-eater attack requires a *Sheer Folly*. To see a Mind-eater above one's head is a *Medium* Perception.

Spells: Mind Eaters have *Presence* like the Mentalist Base Spell, which they use to locate prey.

FH Data: Attack Mode: These creatures have a +6 OCV the head shots only. If they hit, it will require a STR roll at -5 to remove. While attached they will continue to attack each Phase until either are dead.

Spell Ability: 50" Mind Detection, discriminatory and targeting.



DEMON CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks (Prim/Sec/Tert)	# Enc	Outlook (IQ)
AGOTHU										
Althoi	30	60	20	MD/FA	L/LA	200	11 (40)	+60 MGrapple/+40 SStinger/Spells	1	Aloof (VH)
Tresh	20	50	30	MD/VF	L/LA	300	12 (50)	+120 LGrapple/+80HBeak/Spells	1	Aloof (HI)
Mogloth	25	120*	30	FA/FA	L/LA	250	11 (60)	+100 LClaw (2x/rnd)/Spells	1	Cruel (HI)
Uthuro	30	20	0	MD/FA	SL/LA	350	3 (100)	+150 HEnvelop/LTrample/Spells	1	Hostile (IN)
AGOTHU SERVANTS										
Destroyers										
Glaar	10	30	20	F/VF	L	120	11(30)	LBolt50/LBash100/LGr+Special	1	Hungry (AV)
Yathlu										
Body	8	10	10	F/VF	no stun	80	1(10)	—	1	Bellig. (AA)
Tntcles	—	—	—	—	none	120	3(40)	1-4Whip60Special2/	—	
Xyr	20	40	/50	MD/MD	L/	200	11(20)	+120 LgGr+Disruption/ Ltng Blt +40	1	Normal (AV)
Noh-Kef	12	20	100	SL/FA	L/LA	300	20(10)	100LBa/110LGr/Spells	1-10	Passive (HI)
Mind-eaters	5	80	60	FA/VF	S/—	70	3(30)	50SCI/Special	1-10	Hostile (LI)
DEMONS OF THE ESSENCE										
Elemental Demons										
Fire (VI)	25	90	Dash/30	FA/FA	H/SL	300	20(60)	210We(2x)(heat)Spells/Special	1	Domin.
Air (VI)	25	90	Dash/30	FA/FA	H/SL	280	20(80)	180We(2x)(heat)Spells/Special	1	Domin.
Light (VI)	25	90	Dash/30	FA/FA	H/SL	270	20(80)	200We(2x)(heat)Spells/Special	1	Domin.
Water (VI)	25	90	Dash/30	FA/FA	H/SL	300	20(70)	200We(2x)(heat)Spells/Special	1	Domin.
Earth (VI)	25	90	Dash/30	FA/FA	H/SL	350	20(60)	230We(2x)(heat)Spells/Special	1	Domin.
Death-										
watcher	35	100	Dash/30	FA/FA	H/SL	450	20(80)	250We(2x)(3D)[Heat]/Spells/Special	1	Domin. (HI)
Doom										
bringer	20	80	Dash/20	FA/MF	H/SL	300	12(60)	150We(Elec)/Spells/Special	1	Domin. (HI)
Procreator	12	80	Dash/10	MF/MF	M/—	140	3(50)	100We/Spells/Special	1	Special(VH)
Ordainers	60	120	Dash/30	VF/FA	L/SL	400	20(80)	200HBA/250HCr§/300We/2400We/Both	1	Cruel (VH)
Sing.										
Demon	10	—	—/—	—/—	M/—	150	20(50)	Spells/Special	1	Special (VH)
DEMONS OF THE VOID										
Outsiders: Demons of the Pale										
Pale I										
Demon	1	90	Dash/10	MF/FA	M/I	35	1(20)	40MCI(2x)/30MBa/60MCR§/50cl(2D)	1	Berserk (LI)
Orgal	8	80	Spt/20	MF/FA	M/I	160	4(40)	70LPi/75LSt/poison/Special	1-10	Normal
Shaan	3	60	Run/20	MD/FA	M/—	45	1(40)	80wp100/60MSt«/Poison«6	1-2	Normal
Pale II										
Demon	4	110*	Spt/10	FA/FA	M/II	60	3(30)	50MCI(2x)/40LBa/80LKr§/70bs(2D)	1	Berserk (IN)
Vooj	4	30	Run/10	SL/FA	M/—	120	3(0)	70MBi30/100LGr70/140HGr«	1-2	Aggres.
Algalon	5	10	Walk/5	SL/BF	M/II	100	3(10)	100LGr«/Special	1-2	Aggres.
Pale III										
Demon	8	130*	FSpt/20	VF/FA	L/II	90	4(50)	60MCI(2x)/70LBa/105LCr§/90th	1	Cruel(MD)
Urki	1	30	Run/20	MD/FA	S/—	5	1(30)	30TBI«/10SCI	1-20	Normal
Morl	0	5	Walk/0	SL/SL	S/—	5	1(0)	Special	1-5	Passive
Pale IV										
Demon	13	160	Dash/40	BF/FA	L/LA	120	4(60)	60wp(2D)/70LBa/130LCr§/Spells/90We	1	Cruel(SU)
Pale V										
Demon	18	100	FSpt/20	VF/FA	L/LA#	300	8(50)	150HBA/200HCr§/Spells/140We(2D)	1	Domin.(HI)
Xuun	2	50	Spt/40	MD/FA	S/—	35	3(40)	30SBI50/40SGR50	2-20	Normal
Ag-Ak	8	60	Run/0	MD/MF	M/II	200	20(10)	120We(2x)/75lcb/Special (varies)	1-10	Protect
Ophul	1	20	Run/0	MD/MD	M/—	50	1(0)	10Martial Arts Rank 1	1-20	Passive
Pale VI										
Demon	27	150*	Dash/50	VF/FA	M/LA#	250	12(60)	180LCI(2x)/130LBa/100MBi†/150LCr§	1	Cruel(AV)
Murg	2	20	FSpt/20	Vf/VF	M/I	100	12(30)	100SBlot (Acid Crit)/50LPi	1-4	Normal
Karax	10	100	FSpt/30	VF/VF	H/LA	250	12(40)	100HBI/70LCI/Special	1	Normal
Beyond the Pale										
Demon	50	120	Dash/20	VF/FA	L/SL	400H	20(60)	200HBA/250HCr§/240We/180We/Both	1	Varies(EX)

Note: For each of the non-Pale demons, a Pale equivalence is given for the purposes of comparison, "Dark Contacts" spells, and "Dark Summons" spells.
Codes: For a complete key, see the Master Beast Chart in the *Emer* Book

† See the text and *Shadow World Inhabitants Guide* page 37 for more on these creatures.

PART V

• CONSTRUCTS •

From the Book of Dark Tales...

*Once She whispered and life was death
Gogur arose, his wide wings spread
Talons to tear and fangs to feed
The skies were darkened with dread.*

*Twice She whispered and life was death
Night or day now Kæden might walk
They sleep for years, wake at a touch
Claw and stinger, silently stalk.*

Fear the webs of darkness, the shrill call to die.

*Thrice She whispered and life was death
Sixty times six, swift by the limbs
Shar-bu their lord, most evil of all
Demons obeying Her cruel whims*

...And watch for the Winds of Fate

Andraax
SE 1782

1•KÆDEN

One of the many devilish constructs to emerge from the First Era, the Kæden stand with the Shards and N'eng as hideous aberrations and parodies of life. Slightly larger than man-sized, they combine maneuverability with a frightening array of offensive abilities. While in some ways insectile in appearance, Kæden are basically anthropoid in form, have a considerable intelligence — and might be some sort of unholy fusion. Large, faceted eyes allow 270° vision. The long, prehensile tongue is a powerful scent organ, and antennae act as unique radar sensors. Thus, while blind in darkness, their sense of smell and radar more than compensate.

Kæden webs are also a potential weapon. They can either be mixed to form a tough, rigid lattice, or as a binding/cocoon form or even as an attack. The spinarets are located on the end of an abdominal protrusion

Like all constructs, Kæden cannot reproduce themselves. They can, however, go into a state of hibernation, cocooning themselves with a pre-arranged awakening time.

Kæden are carnivorous creatures, and though they have no teeth, their tongue is a powerful 'needle'. They capture food and 'cocoon' living prey, inject a powerful reduction poison and later drink their victim's bodily fluids for nourishment. Kæden are actually nocturnal by choice — though they are able to switch to sidereal living.

WARNINGS

These hideous creatures leave many signs of their passing. Wary adventurers will see these harbingers and flee.

Warnings of the proximity of Kæden include:

1. Large, greenish, glittering webs blocking cave corridors, or strands of similar material spanning crevasses.
2. Shrill piping (Kæden radar in use).
3. Cocoons: 6' long ovals of a green opalescent appearance.

WEAKNESSES

Kæden have few weaknesses, but the few they have can be devastating. These insectile beasts do not care for fire, and take double hits damage from fiery attacks. Often they will flee from intense flames unless driven by a powerful will. Sunlight they also shrink from (though it does them no physical damage). Lastly, Kæden will flee from the power of Oriana or Phaon. Powerful servants of either of these Lords of Orhan might be able to summon their blessings and drive forth these vicious servants of Darkness. (Most, however, must seek more mundane defenses.)

FEEDING

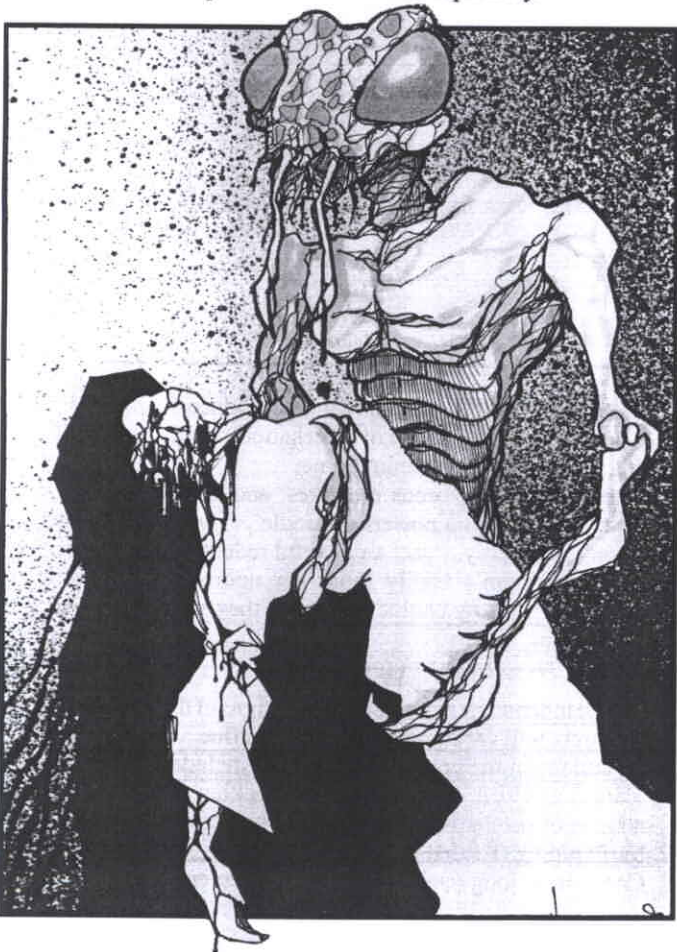
Should a victim be rendered unconscious or immobile, he is enclosed in a cocoon (see above), injected with a dose of *Extreme Severity Reduction* poison (see *Shadow World Master Atlas Inhabitants Guide*, pg. 14) and suspended in a convenient place for later consumption.

Kæden were made in squads of six (five workers and a warrior); there were reputedly six 'Queens' (With Kadæna as the 'High Queen,' supposedly).

In a particularly disgusting footnote, *Schrek* (see *Emer*, Part XI) has several Kæden in his labs and is working towards a version which is able to reproduce itself, imbedding the larva in a human host. This was also apparently Kadæna's intention, but she was never able to fulfill this gruesome plan.

SYSTEM DATA

Warriors are almost always found in groups of five, led by a Leader. Each stands about 7' tall on its rear 'legs', not counting the antennae which protrude from the large head. The attacks noted in the chart refer to their pincers ('arm' appendages), their long tongue, and finally the web, fired from the abdomen, which extends below the lower 'hips' and can be aimed separately.



GENERAL

Senses: Hear as well as a dog, see at night as in full light; -30 to activity in full daylight; radar allows them to 'Detect Invisible'.

Webs: The Kæden webs are their most versatile tools, useable as weapon, transportation mode and defensive barrier, as well as a hibernation enclosure. The web fluid can be mixed to form a tough, rigid lattice and woven across doorways or blocking a passageway, with 5-10 fibers (*RM*: AT 12(20), 30 hits each fiber) to be cut before a man could pass through.

As a cocoon, treat the web as (*RM*: AT 20(50)), requiring 100 hits — no criticals — to cut through to the sleeping creature. Each round the cocoon is delivered hits the Kæden inside has a 5% chance of awakening, after which it requires only one round of preparation before bursting from the cocoon.

As an attack, the web is a Large (or Huge) grapple, with appropriate criticals. The web has the following range modifiers:

Range	Mod
0-50'	± 0
51-75'	-25
76-100'	-50

WARRIOR

They travel in groups of 5, plus a Leader

Statistical Information

RM Data: *Chameleon Power:* As with all Kæden, the Warriors may alter their coloring to match their surroundings. This is especially effective when hiding among tree branches or other foliage.

Webs: Treat as Large Grapple +60.

Poison: Delivered by the stinger-like tongue, it is an 8th lvl Reduction Poison.

FH Data: *Chameleon Power:* Invisibility to sight, 0 END.

Webs: 6d6 Entangle Attack, Persistent.

Poison: STR, CON, BODY: 20 minutes [8]

LEADER

Slightly larger than Warriors (standing about 8' feet while on their hind appendages) Leaders have noticeably larger pincers, and their abdomen is also more elongated.

Statistical Information

RM Data: *Breath Weapon:* x3 +50 Cold Ball in a cone extending up to 30' and 15' across at the furthest extent. Useable once every 6 rounds, total of 6x per day (the secondary use of this is to finish the cryogenic cocooning process).

Flight: Equipped with large insectile wings, Warrior Kæden have the power of flight.

Chameleon Power: As with all Kæden, the Warriors may alter their coloring to match their surroundings. This is especially effective when hiding among tree branches or other foliage.

Webs: Treat as Large Grapple +80.

Poison: Delivered by the stinger-like tongue, it is an 12th lvl Reduction Poison.

FH Data: *Breath Weapon:* 5d6N EB (cold), 5" cone, x3 STUN, 6 charges per day.

Flight: 6" Flight, x2 non-combat speed.

Chameleon Power: Invisibility to sight, 0 END.

Webs: 8d6 Entangle Attack, Persistent.

Poison: STR, CON, BODY: 20 minutes [12]

QUEEN KÆDEN

There are only Six 'Queen' Kæden known to have been created. Tales tell of the deaths of at least four in the Great Conflicts which ended the First and Second Eras, but there was never proof that any really perished. All six may still survived, in slumber in some deep cavern, or ruling some dark corner of the Shadow World. The Queens stand well over 20 feet tall, with massive pincers and a bulbous abdomen extending beyond the wasplike thorax.

Statistical Information

RM Data: *Breath Weapon:* x3 +50 *Cold Ball* in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day.

Chameleon Power: As with all Kæden, the Queen may alter her coloring to match her surroundings. Of course, her sheer bulk prevents her from hiding in any but certain types of terrain.

Webs: Treat as Large Grapple +150

Poison: Delivered by the stinger-like tongue, it is an 30th lvl Reduction Poison.

FH Data: *Breath Weapon:* 5d6N EB (cold), 5" cone, x3 STUN, 6 charges per day.

Chameleon Power: Invisibility to sight, 0 END.

Webs: 15d6 Entangle Attack, Persistent.

Poison: STR, CON, BODY: 20 minutes [30]

2 SENTINELS

Once Sentinels guarded all of the Dark Queen's palaces and holds, their inimical gaze unwavering as they scrutinized every being who passed their gates. Many were destroyed in the great conflict which ended the First Era, but some survived and now guard other portals to dark fortresses.

These constructs are not unlike golems in some ways, fashioned out of stone or other adamantine substance, but they are more intelligent, and even possess a perverse arrogance to match their formidable powers of guardianship. For the Sentinels were designed to do one thing only: guard the entries to Kadæna's holds.

Most assume that these towering statues were forever immobile, dismissing the ancient tales of the Sentinels could actually 'come to life' however powerful their malevolent intelligence. In any case, a perusal of the Sentinels' powers will show that they need not have the power of mobility to be fearsome opponents.

Sentinels appear in myriad forms, some fully human, some resembling huge beasts, some impossible creatures not even imagined in the most evil of dreams. But all share their eerie luminous eyes, and an oppressive presence which can smother an unwelcome intruder.

Sentinels were always set in pairs, facing each other across a portalway. Their awareness and spells work together, as if one unit. If one is destroyed, the other falls into ruins.

Note: In order to incapacitate a sentinel, one must either destroy an eye, deliver a killing critical, or give it more than max hits. Once any one of these is done, it and its partner both crumble into ruins with an unearthly wail of anger and pain.

WARDERS

Least imposing of the Sentinels, Warders were often placed at the outer gates of lesser outposts. Rarely more than eight feet tall, they are frequently fashioned to resemble a pair of humanoid guards in armor. Deep inside their helmet visor one can make out their glowing eyes.

Statistical Information

RM Data: *Awareness:* Warders are dormant until a presence which does not speak the password attempts to pass between them.

Attacks: As is usual with Warders, they have a three-step attack; each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Mentalist Base List Mind Control, and all are tenth level in power. First they cast *Confusion*, failing that *Fear*, and finally *Mind Break*. Warders have Unlimited PPs. And can attack up to 10 intruders simultaneously.

FH Data: *Awareness:* as above.

Attacks: Can attack up to 10 targets at once if within 5". 1st: 3d6 Mind Control causing *Confusion*, target leaves area not understanding why. 2nd: 4d6 Mind Control causing *Fear*, target flees area. 3rd: 5d6 INT Drain, return rate is 1 INT per month.

GUARDIANS

More imposing than Warders, Guardians are sometimes fashioned to resemble great beasts or demons, crouched to attack.

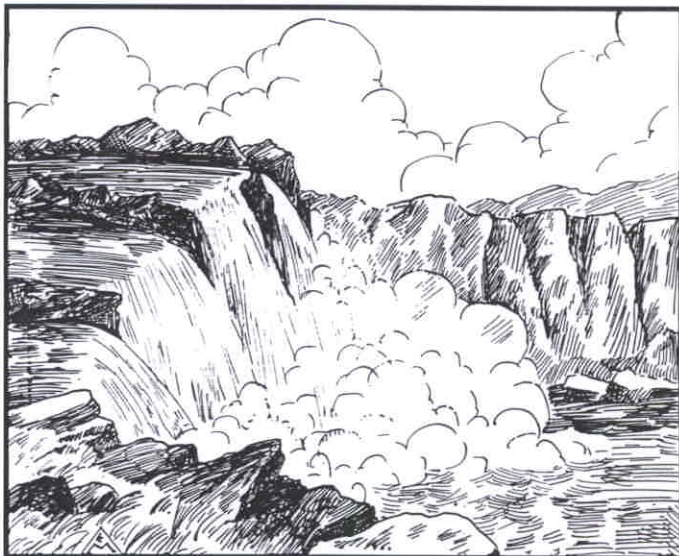
Statistical Information

RM Data: *Awareness:* Guardians are dormant until a target enters within thirty feet (detected via *Presence*), at which time they scan the intruder's mind. Using *Thoughts* (Seer Base Mind Visions), they decide whether the intruder intends hostility to the hold or inhabitants. They then decide whether to allow the target to enter.

Attacks: Guardians have a four-step attack; each time an intruder tries again to pass between them, the attack is stepped up to the next level. All are from the Mentalist Base List Mind Attack, and all are tenth level in power. First they cast *Minor Pain*, failing that *Major Pain*, then *Shock C*, and finally *Shock E*. Guardians have Unlimited PPs and can attack up to 20 intruders simultaneously.

FH Data: *Awareness:* 5" Radius Mind Detection, targeting. 5" 6d6 Telepathy, If target is hostile it attacks.

Attacks: Can attack up to 20 targets at once if within 5". 1st: 3d6N STUN only EGO Attack. 2nd: 6d6N STUN only EGO Attack. 3rd: 1d6K EGO Attack. 4th: 2d6K EGO Attack.



HIGH SENTINELS

Most imposing of the Sentinels, these gate watchers are often more than ten feet in height. Some have multiple heads and sit on massive thrones, giving them an even more imposing appearance. A few even give off a continuous Aura of Dread.

Statistical Information

RM Data: Awareness: High Sentinels are constantly aware of their surroundings, equipped with a 100' radius Presence Ability and vision even in darkness. Most intelligent of the Sentinels, they are usually keyed to the mind of the hold's master, understanding his subconscious enough to analyze whether the potential intruders should be allowed to pass. Should the High Sentinels be defeated, they mentally alert the master (unless they are destroyed instantly).

Aura of Dread: (optional) All within 30' must resist vs 10th lvl or feel dread (-20 to all activity, -50 to morale rolls). Anyone failing by more than 50 is forced to flee as in *Fear*.

Attacks: Like the Guardians, the High Sentinels have a four-step attack; each time an intruder tries again to pass between them, the attack is stepped up to the next level. All are from the Mentalist Base List Sense Control, and all are level in power. First they cast Numbing, failing that Nerve Stun, then Sensory Overload, and finally *Mind Erosion True*. Warders have Unlimited PPs and can attack up to 30 targets simultaneously.

FH Data: Awareness: 17" Radius Mind Detection, targeting. 17" 8d6 Telepathy. Mind Link with the Hold's Master, 0 END, always on. If the intruder's thoughts are unclear, it attacks.

Aura of Dread: (optional) All within 5" must make an EGO roll at -1, those who fail feel dread (-2 to all actions, -5 to morale) within the 5" radius. Those failing by more than 5 will flee the area in fear.

Attacks: Can attack up to 30 targets at once if within 5". 1st: 3d6 Transformation Attack, random limb goes numb and is useless for 3d6 hours. 2nd: 4d6 Transformation Attack, entire body goes numb and target is at -5 to all actions. This subsides at a rate of +1 per day. 3rd: 2d6K EGO Attack, +1 STUN multiple. 4th: 5d6 Transformation Attack, targets INT and EGO are reduced to 1. This effect is permanent and must be regained with character points.

3. GOGOR

Once the skies were blackened with thousands of these winged beasts, but that was in the First Era, when Kadæna ruled. It was thought that those few Gogor who survived the Conflict had perished over the stretch of time, but the world is not so fortunate. Guided by hints millennia old, the dark priests searched deep in lost caverns and the ruins of ancient citadels. They found crypts, and within them row upon row of stone jars, seven feet tall, their lids sealed. Sleeping within each, submerged in a foul but nutritive fluid, was an unspeakable beast-servant of the Queen of Evil, waiting through the long years until needed again. Some did not survive the eternity of suspension, but many darken the skies of Kulthea again.

Gogor are black as midnight, with tough hides and leathery wings. They stand about 7 feet tall; the leaders are a bit larger, though somewhat hunched. While the average Gogor cannot carry away a full grown human, a leader can, with difficulty.

Their green glowing eyes see in complete darkness with ease, and their sense of smell is extremely well-developed. Powerful, clawed hands can tear a man apart, and a prehensile tail is an added threat.

SYSTEM DATA

Gogor can see in even complete darkness (infravision) though in sunlight they are completely blind; overcast skies allow them to operate (reluctantly) at -50. They can smell humans with ease (depending on wind direction).

Typical Gogor

RM Data: Poisoned Tail: 10' long, it can be carefully controlled to slither behind a foe and strike him, delivering a (8th level) Respiratory poison.

FH Data: 10' Poison Tail: STR, END, BODY: 10 minutes [8].

Lead Gogor

RM Data: Poisoned Tail: 12' long, it can be carefully controlled to slither behind a foe and strike him, delivering a powerful (15th level) Respiratory poison.

Defense: Criticals vs Lead Gogor are reduced one level in severity.

FH Data: 12' Poison Tail: STR, END, BODY: 10 minutes [15].

Defenses: 25% Damage Reduction.

4. LORD SHARDS

*Beware of wooden pedestals,
thrones hewn of ancient woods unbright.
And if there should be a stone,
Run and seek safety in open light.
For with a glow and a mist of rouge
there will be no right.
First Six, then one, then all will war,
the land torn by blight.*

— Last written words of Ugus Fost (TE 4166)

As mentioned in the *Master Atlas World Guide*, there are (or were) indeed six I-Lats ("great-groups") of Shards, each led by a terrifying master. And above them all stood the high Lord of the Lats, Shar-Bú. His cruelty is renowned. According to legend, he slew Ilmaris Terisonen (one of the three founders of the Loremasters) in the Wars of Dominion, and ate his brain on the battlefield.

More is recounted by the Loremaster Elor Once Dark:

Kadæna owned the Lat and so ruled them. Yet, she was cool to speak to others than the I-Lat Norg. Of these there were six, Shar-Bu the one. It was his terror that killed uncounted hundreds by the laws of the heart alone. His very presence proclaimed the ire of his accursed mistress.

Shar-Bu threw discs of untold natures, resided in high spires, seemed impervious to flame and foil, and killed with a smile; and in the last I should be taken quite literally.

Of the Six I-Lats

Dir: There is a great forest in northwestern Jaiman and it is called Dir. Of all of the non-desolate Northern realms, it is the closest to the pole, and thus laid open to the Umlí. Yet, Kadæna was of mind and allowed only a few: survivors of the war on the forest men. Four hundred came, forever to reside down under the wicked cloak of six and sixty Shards. And the there was Shar-Ti.

Samli: Fifty leagues and over the northern pole, that is what Arak said to the Dark Captain. It was here that the "White Lat" came. With the rings of ice they stood, and the land was subjugated. All fine, for the light was never strong.

Viour: In the glen of Norg, astride the northern face of the Shadowed Hills, the Shards of Hoar Ak settled at the bidding of the Ahrenreth. They drank the blood of the lowland breed. Perhaps this is why Hoar Ak traded brown for burgundy.

Thanor: The men's label was ironic in sound, but it was given to Thaan alone. This was the reason for the Thanor Stand, the remains of the northern flanks of the Asamis Arg ("Great Grove"). Here, betwixt Iron and the Lake of Glass lay the remains of an army as well: the host of Roth the Flamboyant fell before the lungs of Voriig Kye. Only the Shards rebounded and. Later, when Ghilach followed, the land arose to be proud. Six went south the Ruar-Værk.

Ubenmas: Along the Sea of Fate there is a green beach. There are trees aside the water. Do not, if you can see life, attempt to uncover those who dwell there.

Aarn Voru: In the forest by that name in the land of Rulaash, Kadæna left a scar. To undo it would be trying. And one would have to face Leste Kûi Lormas.

Whether Shar-Bú or any of his six lieutenants survive into the Third Era is unknown, but certainly the horrific power of their presence is nearly unmatched.

THE THRONES

More mysterious than the Shards themselves are the wooden thrones which Elor refers to in his text. Few have been seen, but always they are clustered in groups of six, each with a single huge (3" diameter) gem set in the tall back. In form the thrones are like great tree stumps, with the core carved out to make a seat, and the back rising up never less than eight feet high.

These thrones are believed to be artifacts which can summon Shards, though whether they are used for the Greater Shards or any specific lats is unknown. It would seem that there are six types of throne, each with a different color gem, and that these colors correspond to the six I-Lats (see above).

I-Lat.	Color of Gem
Dír	Red
Samli	Clear
Viour	Yellow
Thanor	Blue
Ubenmas	Green
Aarn Voru	Violet

THE I-LAT NORG

Following is a summary of the special abilities of each of the high Shards. See the Constructs Chart for the rest of their stats.

Like the leaders of the Lat, the I-Lat Norg lack the facial skin covering which protects the features of the lesser Shards. As a result, the Lords of the Shards have a slightly more human appearance, although they still seem somewhat featureless. They have no lips or nose, and their eyes are set deep in bony sockets. Their heads are hairless and their ears are plain of form and flat to the head.

As with their lesser brethren the I-Lat can run at blinding speed and hurl small disc-shaped projectiles with frightening accuracy. Above all stands Shar-Bu, with his deadly gaze and unique discs, said to have a metallic character and enchanted powers.

SHAR-TI

Leader of the Lat of Dir, Shar-Ti wears brown leather-like garments with a helm of bright crimson. Like all the I-lat Norg, he is ten feet tall.

Shar-Ti prefers the brains of living humans as his personal delicacy, sometimes capturing prey to dine on them at a later time.

Statistical Information

RM Data: Energy Weapon: Eyes fire beams of heat (treat as Fire Bolts 4x hits, but do Puncture and Heat criticals).

Poisoned Discs: Discs are coated with a 20th level Reduction poison.

FH Data: Attacks: 2d6K AP EB (heat beam).

Poison Disc: STR, CON, BODY: 5 minutes [20]

QUORN-TAS

As master of the Shards of Samli, Quorn-Tas wears shimmering white and a silvery helm. These Shards are especially suited to the icy climes, having spurs on the soles of their feet to provide superior traction even on the smoothest ice.

Statistical Information

RM Data: Energy Weapon: Eyes fire white beams of intense cold, treat as Ice Bolts 4x hits, except all criticals are Impact and Cold.

Poisoned Discs: Discs are coated with a 20th level Circulatory poison.

FH Data: Attacks: 2d6K AP EB (cold beam).

Poison Disc: DEX, CON, BODY: 5 minutes [20]

SHAR-AK

Shar-Ak wears leather-like clothes of an amber-green hue with a golden helm.

The Shards of Viour prefer the human heart to brains, taking the beating organ from their living victim.

Statistical Information

RM Data: Energy Weapon: Eyes fire yellow beams of force (use Fire Bolt attack table 4x hits, Shock and Impact Criticals).

Poisoned Discs: Discs are coated with a 20th level Respiratory poison.

FH Data: Attacks: 2d6K AP EB (force beam).

Poison Disc: STR, END, BODY: 5 minutes [20]

ORLAK-SHAR

Master of the Shards of Thanor, Orlak-Shar has clothing of a deep blue, with a helm a slightly lighter, metallic color. They drink the blood of some human victims, but do not eat organs as the other I-Lats.

Statistical Information

RM Data: Energy Weapon: Eyes fire blue beams of charged energy. Use Lightning Bolt Table 4x hits, Electricity and Puncture Criticals.

Poisoned Discs: Discs are coated with a 20th level Nerve poison.

FH Data: Attacks: 2d6K AP EB (electrical beam).

Poison Disc: DEX, INT, BODY: 5 minutes [20]

N'KORU

N'koru is master of the I-Lat of Ubenmas and wears garb of a forest-green hue, with a matching helm. As with some other I-Lats, Ubenmas enjoys the brains of humanoid foes, including primates.

Statistical Information

RM Data: Energy Weapon: Eyes cast green rays of super-heated Plasma, use Plasma attack and Critical table, 3x hits.

Poisoned Discs: Discs are coated with Conversion poison.

FH Data: Attacks: 2d6K AP EB (plasma beam).

Poison Disc: STR, CON, BODY: 5 minutes [20]

LESTE KII LORMAS

Master of the Shards of Aarn Voru, Leste Kii Lormas wears garments of shimmering black and a helm of violet. All other shards wear simply black, which, in the dark rainforest, reflects a shadowy green color. Leste Kii Lormas considers the intestines of human prey a delicacy.

Statistical Information

RM Data: Energy Weapon: Eyes cast a violet, pulsing spray of energy. Use Fire Bolt Attack 4x hits, Heat and Slash criticals.

Poisoned Discs: Discs are coated with a 20th level Muscle poison.

FH Data: Attacks: 2d6K AP EB (energy spray).

Poison Disc: STR, DEX, BODY: 5 minutes [20]

SHAR-BÚ

Lord among the Shards, Shar-Bú is more human-like in appearance than his brethren, but this makes his countenance that much more hideous. His eyes are absolutely transparent, though they have no energy-weapon ability like his lieutenants'.

Statistical Information

RM Data: Special Weapon: Shar-Bu has a unique Fatal Channeling: his smile can kill. Treat as an *Absolution* (Evil Cleric Dark Channels) with a 300' range (reduce effectiveness for range as noted on BAR).

Poisoned Discs: Discs are coated with a cruel poison which is said to slowly destroy the brain. In addition, they have a metallic nature and a unique 'following' power. Once Shar-Bu has seen a target, he may cast the disc at any later time, and it will travel up to 600' (around corners, etc) to hit.

FH Data: Special Weapon: All who look at his smile suffer a 5d6 Transformation Attack. If successful, the target is dead.

Poison Disc: No range mods, max range of 100". The disc can attack any designated target within range, regardless of intervening barriers. The poison is a special type that destroys the brain in 10 minutes.

ROLEMASTER CONSTRUCTS CHART

Type	Lvl	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Kæden										
Warrior	8	100	FSpt/30	F/VF	M/I	80	11(40)	50MPi(2x)/80LSt*/60LGr	1-5	Hostile (MD)
Leader	12	120	FSpt/40	F/VF	L/LA	120	11(70)	80LPi(2x)/110LSt*/80LGr	1	Hostile (AA)
Queen	30	90	Spt/30	MF/F	L/SL	280	12(100)	160HPi(2x)/140HSt*/150HGr	1	Hostile (HI)
Sentinels										
Warders	10	—	—	—	LA	300	20 (0)	Special	Pair	Protect (SU)
Guardians	10	—	—	—	LA	400	20 (0)	Special	Pair	Protect (SU)
H. Sent.	10	—	—	—	SL	500	20 (20)	Special	Pair	Protect (SU)
Gogor										
Gogor	8	250	Dash/30	VF/VF	L/I	150	4(60)	100LC1(2x)/60HSt†	1-2	Belig. (AA)
Lead G.	15	300	Dash/30	VF/VF	L/II	250	11(80)	180LC1(2x)/100HSt†	2-12	Belig. (AA)
Lord Shards										
Shar-Ti	45	1000†	Dash/50	BF†/BF†	M/II	300	12 (90)*	230lcb(2x)(slash)/Poison*/Bolt 160†	1	Cruel (HI)
Quorn-Tas	45	1000†	Dash/50	BF†/BF†	M/II	300	12 (90)*	250lcb(2x)(slash)/Poison*/Bolt 145†	1	Cruel (HI)
Shar-Ak	45	1000†	Dash/50	BF†/BF†	M/II	300	12 (90)*	220lcb(2x)(slash)/Poison*/Bolt 170†	1	Cruel (HI)
Orlak-Shar	45	1000†	Dash/50	BF†/BF†	M/II	300	12 (90)*	240lcb(2x)(slash)/Poison*/Bolt 150†	1	Cruel (HI)
N'koru	45	1000†	Dash/50	BF†/BF†	M/II	300	12 (90)*	250lcb(2x)(slash)/Poison*/Bolt 150†	1	Cruel (HI)
Leste Kii	45	1000†	Dash/50	BF†/BF†	M/II	300	12 (90)*	270lcb(2x)(slash)/Poison*/Bolt 140†	1	Cruel (HI)
Shar-Bú	90	1000†	Dash/50	BF†/BF†	LA/I	500	20 (180)*	360lcb(2x)(slash)/Poison*/Bolt 200†	1	Cruel (EX)

* Reduction Poison; poison level is equal to level of Kæden attacker.

† Special: see text and rules for Shards in *Inhabitants Guide*.

‡ Special: see text.

FANTASY HERO CONSTRUCTS CHART

Type	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	DAM	Move	Notes
Kæden																	
Warrior	30	8	—	15	20	—	8	—	8	2	—	—	4	3	2D6k	3"	Auto,1
Leader	45	11	—	23	35	—	9	—	9	3	—	—	6	4	3D6k	5"	Auto,S11,1
Queen	90	14	—	30	60	—	10	—	10	4	—	—	8	5	4D6k	7"	Auto,S12,1
Lord Shards																	
Others	20	33	23	23	35	10	2	6	1	6	18	90	13	11	2D6k	100"	SV,3
Shar-Bú	40	33	30	30	45	16	4	8	2	6	24	120	15	11	3D6k	100"	SV,4

PART VI

THE DARK GODS

"Of Orhan, many Tales are spun, It is the home of Gods, and cradles a wealth of lore. To look at it aglow, pearly silver in the velvet night, it is easy to talk of gossamer castles and ethereal lords.

"Of Charón, no one will speak."

The tale of the Lords of Orhan has already been told in the *Shadow World Master Atlas*, yet there are other deities who exercise considerable influence over the affairs of Kulthea. To correct this oversight, the mysteries of some of the powerful Dark Gods are herein revealed.

Paralleling the rather benign Lords of Orhan, another pantheon of immortal beings reside on another of Kulthea's moons.

1·CHARÓN IN THE SKY

The third moon of Kulthea is known as *Charón* and is considered an evil presence by nearly every culture on the planet. One of the strange things about *Charón* is its unique polar orbit (meaning that it circles Kulthea by passing over the poles rather than roughly on the equatorial plane, like the other moons). It takes about 21 days to make this orbit, but has many disturbing perturbations.

THE NIGHT OF THE THIRD MOON

Because of this anomaly, *Charón* is invisible for more than half of its rotation, as it is between Kulthea and the sun. As it comes around the planet, however, it rises slowly from the south, every night rising higher and becoming more full, until one night every 149 days *Charón* is full and at Zenith in a given location.

(The full moon occurs in different places at different times, of course, and the latitudes further from the equator are fortunately spared this horrible event.) It shines much more brightly, and with a reddish glow. There is no mistaking the Night of the Third Moon.

Dark cults worship *Charón*. They consider the zenith to be a time of particular importance, a time when servants of the Unlife are able to leave their home on *Charón* and come to the Shadow World.

CHARÓN PERIGEE

This is when *Charón* swings closest to Kulthea — an event which has no relation to the Darkside Zenith of the 'Night of the Third Moon', an event caused by *Charón*'s strange 'wobbling' as it rolls around Kulthea. *Charón* Perigee occurs every 24 days, a little further in its orbit every time it circles Kulthea. But this distance is significantly closer. (The *Master Atlas World Guide* states that *Charón* orbits at 190,000 miles, but that is an average — even *Charón*'s perigee and apogee vary with the years.) At zenith the Third Moon approaches as close as 150,000 miles, swinging near the orbit of Varin. At apogee it arcs out as far as 230,000 miles.

It should be noted that every 10.2 years in certain locales near the equator there is a correspondence of perigee and zenith in which *Charón* hangs huge and red over the night sky. It is a time to fear.

2·THE CAVERNS

The surface of *Charón* is a frozen waste; there is no atmosphere, and the exterior is encased in a solid coating of ice which Kulthean Astrologers think to be as much as hundreds of feet thick.

But under that coating of ice, *Charón* is heated from within by volcanic forces, creating a (barely) livable environment in the thousands of caves and tunnels. It is here that the Dark Gods survive.

The Third Moon is a sphere 350 miles in diameter. Even though it has a massive core, it only has enough gravity to barely maintain a small hold on objects. Thus, the caverns and warrens have the added disorientation of there being almost no perceptible 'up' or 'down'. Any poor unfortunates who are transported suddenly to *Charón* will find themselves in a totally alien world.

The caverns of *Charón* are populated by all manner of monstrous creatures, awful travesties of life summoned to guard the passages of the Third Moon.

GM Note: See Parts IV & V (Demons) for details of lesser creatures who might be lurking in the corridors of Charón.

3·THE DARK GODS

The Pantheon of *Charón* is really not a pantheon at all; no single god is recognized as the leader. The Dark Gods coexist on the Third moon in little more than an uneasy alliance. Often they bicker amongst themselves, their servants sent on errands of petty sabotage and mischief.

POWERS OF THE DARK GODS

The Dark Gods are not intrinsically as powerful as the Lords of Orhan, mainly because their origins and power base are different. This lack of innate power is more than offset by the Dark Gods' lack of restraint: they, unlike the Lords of Orhan, do not make an effort to distance themselves from direct interaction with Kulthea and her inhabitants.

1. Transport: The Dark Gods can only come in person to Kulthea via three routes. They can only remain on Kulthea for a matter of hours via the first two methods, as they must use much of their strength to maintain their form.

a) At Perigee (when Charón is closest to Kulthea, once every 24 days). Alternatively, (for certain gods) on the 'Night of the Third Moon'.

b) Through a Gate. This requires considerable power for a Dark God to pass through a Gate, and rarely can they remain for more than 10 hours or so — but that is often plenty of time to wreak havoc.

c) Via a ritual summoning. This is the most dangerous, as evil servants of a Dark Lord may open a door for a God to enter through. By continuing to make sacrifices or otherwise channel power (through a ritual chant, for instance), they can thus allow their master to remain for as long as they can keep up the activity.

2. Form: Dark Gods are each tied to a unique form (often large and hideous) but most can assume a humanoid form at will.

3. Resistance of Form: All Dark Gods resist attacks as *Large* Creatures when in their humanoid guise. When in their natural form, they resist as *Super-large* creatures. They resist spells as per their noted level. Attaining a "Stun" result against a Dark God only forces them to parry; obtaining an "Stun No Parry" result means they are stunned, but may parry. Dark Gods can *Haste* themselves at will for the duration of any melee. They are also immune to natural cold and heat. (Unless otherwise noted, they take half hits from elemental spells, and of course use the *Large* or *Super Large* Spell Criticals.)

4. Immortality: As with all of the more powerful deities, the Dark Gods are truly immortal. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items — those are left in a heap) vanishing in a ball of fire or other showy end. The 'soul' of the Dark God returns to Charón where he recovers his strength — a process requiring from 50 to 150 days. During that time the Dark God cannot affect physical reality, though he may appear and interact with the other Dark Gods on Charón.

5. Awareness: Dark Gods are aware — at least subconsciously — of all of their followers on the Shadow World, and should a follower repeatedly abuse his god's name or power, the Dark God may inhibit or cut off powers, or even show up personally to have a talk with his sycophant.

6. Resistance to Essence: Dark Gods resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Dark Gods never suffer any 'partial effects' from spells.

7. 'Profession': Dark Gods are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists (in *RM*) and/or martial skills. GMs may also wish to give various Dark Gods certain High Level Spells from *RMCI*. A few suggestions are included but should not be considered limitations.

A FEW OF THE DARK GODS

Below is a selection of the evil entities which inhabit Charón and terrorize the inhabitants of Kulthea.

GM Note: Notations in parentheses refer to powers, professions or abilities in the *Rolemaster Companion* Books, should the GM have these books and wish to use these alternate choices.

ORGIANA

Age: ? (Appears ≈20). **Eyes:** Glowing red. **Hair:** Long, Black. **Build:** Shapely. **Height:** 5'9". **Race/Sex:** Godlike Being/Female. **Skin:** Steel Grey; Aflame. **Demeanor:** Cruel, Destructive. **Dress:** None. **True Attitude:** As Demeanor. **Home:** Charón/ the Black Hel.

Goddess of Darkness, Orgiana escaped a purge of Dark Godlings in southern Jaiman during the Wars of Dominion. She alone escaped back to Charón, while the others were imprisoned, banished to one of the Outer Planes (a place known as the 'Black Hel') or utterly destroyed. She had a number of serving Spirits, who were also destroyed.

But she has been rebuilding her power, and prepares for the day when she will return to the Shadow World. Cruel beyond belief, she delights in pain. She has a particular loathing for men; her cults are most frequently made up of females who torture and kill the males of their species.

Hits: 450 **Melee:** +330 **Flail Missile:** —

AT(DB): 20 (160). **Sh:** (Y). **Gr:** (Y). **MovM:** +65.

Lvl: 100. **Profession:** Sorcerer. **Stats:** St-102; Qu-111; Em-110; In-109; Pr-110; Ag-108; Co-104; Me-105; Re-102; SD-104. **AP:** 105. **PP:** 750.

Skill Bonuses: S&H100; Perc180; Rune150; S&W180; Chan210; DirS240; Chem90; Lead180; PubSp120; RMas90; SpellM120.

Spells: Base Spell OB is: 120; Directed Spell OB is: 240. Orgiana can cast spells from the Magician Base List Fire Law at will, and can also cast *Streams of Fire*, like a Firebolt 300' range, 5x hits. The effect is like a powerful flamethrower. She knows all of the Sorcerer Base Lists, and Open & Closed Essence Lists to 50th level.

Special Abilities:

Godlike Powers: As all Gods of Charón.

Immunity to Heat: Orgiana is totally immune to all forms of heat and flame. (However, cold attacks deliver 2x normal hits.)

Armored Skin: Orgiana's metallic skin grants her an intrinsic AT of 20 (-40).

Orb of Agony: Orgiana may use the orb to draw the soul of any target within 300' who fails to resist (vs 30th lvl). The soul remains in the orb for 1 rnd/10 failure, and each round his Temp SD, IN, and EM drop by 1-10. Assuming the target's soul survives, it returns to the body after the duration.

Firewhip: Strikes as a +35 flail and delivers a heat critical with any other. Orgiana can hit creatures up to 20' away with it.

Tiara of Torment: If the wearer wills, all within 10' who fail their RR vs 20th lvl are t -25 for that round and take 10% of remaining hits every round. (The Tiara alone would take a very long time to reduce the targets below 1 hit.)

STR: 22	DEX: 28	CON: 24	BODY: 45	INT: 24
EGO: 24	PRE: 30	COM: 25	PD: 10	ED: 10
SPD: 6	REC: 12	END: 48	STUN: 71	
OCV: 15	DCV: 9		Phases: 2,4,6,8,10,12	

Skills: Magic (38-), Stealth (18-), Concealment (18-), Perception (26-), KS: Runelore (23-), KS: Stafflore (16-), 12 levels with Ranged Attack Spells, Chemistry (17-), PS: Leader (26-), Oratory (20-), KS: Ropes & Knots (17-), Spell Research (20-)

Spell Ability: Up to 300 Active Points.

Special Abilities:

- 1) Godlike Powers: as above.
- 2) Immune to Heat Effects, x2 damage from Cold Effects.
- 3) Orgiana's PD and ED are fully resistant.

Orb of Agony: 6d6 EGO Based Transformation attack, 5" range. If successful the targets body is in a coma and the soul is placed into the Orb. The soul remains there for -12 Phases; during this time the targets INT, PRE, and EGO are drained at a rate of 1 per phase. If all three characteristics are reduced to 0, the soul is destroyed. These effects are permanent.

Firewhip: +3 OCV Flail, additional 1d6K (heat), 3" range.

Tiara of Torment: All within 2" must make an EGO roll or be at -2 for all actions, and lose 1 BODY per turn while within its effect.

INIS

Age: ? (Appears ≈25). **Eyes:** Green. **Hair:** Blonde. **Build:** Voluptuous. **Height:** 6'1". **Race/Sex:** Godlike Being/Female. **Skin:** Fair. **Demeanor:** Seductive. **Dress:** Diaphanous skirt; veils. **True Attitude:** Insatiable. **Home:** Charón.

The Dancer is a lovely woman with fair skin — and four arms. She vies with Moralis for the attentions of weak, seducing those who cannot control their lusts.

Cults of Inis are invariably devoted to the carnal pleasures, including any number of perversions, most of them unspeakable. Her servants infiltrate cultures and bring about their downfall through the violence brought about by uncontrollable jealousy and lusts.

Inis is not a warrior herself, though she can be a formidable opponent in combat, wielding four curved swords with her four arms in a whirling dance of death.

Hits: 350 **Melee:** 320bs (4 attacks/rnd) **Missile:** —
AT(DB): 12 (240). **Sh:** N. **Gr:** (Y). **MovM:** +75.

Lvl: 80. **Profession:** Bard/Mentalist. **Stats:** St-104; Qu-108; Em-107; In-103; Pr-109; Ag-110; Co-104; Me-103; Re-103; SD-105. **AP:** 120. **PP:** (560 x).

Skill Bonuses: Climb120; Swim120; Ride90; S&H180; Perc150; Rune100; S&W90; Chan200; Amb±15; AMov100; AD100; MAST180R4; MASw180R4; Acro200; Act150; Dance300; Diplom100; Music150; Seduct300; Sing240; Tumb180.

Spells: Base Spell OB is: 160 Directed Spell OB is: 160. Inis knows all Bard Base lists to 50th, Evil Mentalist Base Mind Disease, Mind Subversion, Mind Death to 50th (All Dervish Base Lists, *RMC II*, pp5, 76-79 to 50th; Arcane Coven Allurement List, *RMC III* pg 97 to 50th; all Houri Base Lists, *RMC IV*, to 50th).

Special Abilities:

Godlike Powers: As all Gods of Charón.

Daggers: Four curved blades which strike as +30 broadswords, they are forged of a golden alloy.

Skirt and Veils: Magical garments which grant Inis an AT of 12 (100).

Necklace: Of platinum with a milky white stone. Called a *Lovestone*, it is a x7 PP enhancer. When the gem is touched with the perspiration of a Kulthean being, he is enslaved to the wearer forever. There are reputedly other Lovestones on Kulthea, though whether they occur naturally or are made is unknown.

STR: 24 DEX: 30 CON: 24 BODY: 35 INT: 23
EGO: 25 PRE: 29 COM: 40 PD: 18 ED: 18
SPD: 4 REC: 10 END: 48 STUN: 52
OCV: 10 DCV: 16 Phases: 3,6,9,12

Skills: Magic (32-), Climbing (20-), Swimming 8", Ride Horse (17-), Stealth (26-), Concealment (26-), Perception (23-), KS: Runelore (18-), KS: Stafflore (17-), 8 levels with Ranged Attack Spells, 9 levels with H-to-H combat, Acrobatics (28-), Acting (23-), KS: Dancer (38-), Conversation (18-), KS: Music (23-), Seduction (38-), PS: Singer (32-), Tumbling (26-)

Spell Ability: Up to 240 Active Points.

Special Abilities:

- 1) Godlike Powers: as above.

Daggers: 4 curved blades (treat as Broadswords), +3 OCV.

Skirt and Veils: Provide 10 DCV and 6 PD and ED.

Necklace: The Lovestone is a 70 point END Reserve for spells only. When touched to the perspiration of a Kulthean being, he or she becomes the willing slave of Imer.

**INIS**

KESH'TA'KAI

Age: ? (Appears ≈). **Eyes:** Grey. **Hair:** Short; Black with grey streak. **Build:** Average. **Height:** 6'5". **Race/Sex:** Godlike Being/male. **Skin:** Olive. **Demeanor:** Cool; calculating. **Dress:** Hooded robe. **True Attitude:** Distracted. **Home:** Charón.

Kesh'ta'kai is the master of signs and symbols. The magic of words and letters is known better by him than perhaps any entity in the Shadow World milieu. This Dark God would be considered master of Charón due to his superior powers, but he is relatively reclusive and has no desire to dominate the others. In fact, he (along with Andaras) is in some ways not what one could consider 'evil.' He hates the Lords of Orhan and the Loremasters — and nearly slew one of the Masters of Emer an age ago — but has little wish to dominate the peoples of Kulthea.

In some ways he is still the most dangerous of the Dark Gods. His followers are scholarly men and women, devoted to learning and copying ancient texts, and to mastering the arcane arts. Among these they count the mastering of Demons and the control of Gates and Portals. Unfortunately, their experimenting disrupts the Essence balance and causes constantly increasing access to the Shadow World by more unpleasant creatures.

In appearance, Kesh'ta'kai is a man of perhaps 30, though his eyes have a much older look, and his hair has a streak of grey. Ironically, his natural form is the most hideous: a tentacled mass which resembles some of the more unspeakable Agothu more than a creature of the Essence.

Kesh'ta'kai is a master of glyphs (spells cast by tracing luminous symbols in the air) and Power Words. He could paralyze an army in an instant.

Hits: 600 **Melee:** 350 **2-hsword Missile:** —

AT(DB): 12 (180). **Sh:** Y*. **Gr:** (Y). **MovM:** +50.

Lvl: 140. **Profession:** Mage/Cleric (Magus/Runemaster). **Stats:** St-108; Qu-109; Em-110; In-110; Pr-105; Ag-105; Co-104; Me-108; Re-104; SD-103. **AP:** 98. **PP:** 6720 (6 x 1120).

Skill Bonuses: Perc140; Rune300; S&W180; Chan200; Admin150; Medit120; RMas300; Sig200; SpellM220.

Spells: Base Spell OB is: 280 Directed Spell OB is: —. The Dark God knows every list in any realm which deals with Power Words, Runes, Symbols, Signs, etc.

(Ideally, Kesh'ta'kai would have access to all Magus base lists from *RMC III* pp 15, 60-64, and/or the Runemaster base lists to 50th from *RMC II* pp 9, 63-68)

Special Abilities:

Godlike Powers: As all Gods of Charón.

Runesword: A glittering silver sword with a clear laen edge, the sword is one-handed but strikes as a +30 2-h sword. Runes run up and down the blade, and after once hitting an opponent, they reconfigure so that the blade is *Of Slaying* that target. The sword is a x6 PP enhancer for Essence (Runemasters/Magi). It will also store up to 20 spells of 20th level as if it were runepaper.

Robes: Flowing robes which seem to be embroidered with intricate symbols, but the symbols shift and move into ever-changing patterns. These hooded robes protect as heavy hide: AT 12 (80).

Book: Kesh'ta'kai is never without a large tome, though its contents are said to change depending on the powerful magician's needs.

STR: 40 **DEX:** 26 **CON:** 28 **BODY:** 30 **INT:** 48
EGO: 30 **PRE:** 30 **COM:** 20 **PD:** 10 **ED:** 10
SPD: 5 **REC:** 15 **EN:** 60 **STUN:** 60
OCV: 12 **DCV:** 18 **Phases:** 3, 6, 9, 12

Skills: Perc (+4), Conversion (15-), Deduction (19-), KS-Runes (28-), Magic Skill (28-).

Spell Ability: Up to 300 Active points.

Special Abilities: Godlike powers as above.

Runesword: 3d6 HKA, +4 OCV, No Strength Minimum, Stores up to 100 active points of spells, 600 pip Endurance reserve with a 10 Recovery (Only for spells).

Robes: These symbol inscribed robes provide 7rPD/7rED Armor and +8 DCV for the wearer.

Book: Variable Change Environment in One Hex (A Book that changes its contents), 0 Endurance cost.

ANDARAS

Age: ? (Appears ≈25). **Eyes:** Brilliant green/slit pupils. **Hair:** Shoulder-length, straight, black. **Build:** Muscular but lithe. **Height:** 6'8". **Race/Sex:** Godlike Being/Male. **Skin:** Very dark. **Demeanor:** Playful. **Dress:** Black leather loincloth. **True Attitude:** Sadistic or indifferent. **Home:** Charón.

The Lord of Cats is an interesting character, being less single-minded than some of his brethren. He is lord of numerous cat-cults on Kulthea, and has a certain twisted sense of humor when dealing with his minions or their foes. Like a cat, he will toy with his prey before finishing it off.

Andaras' alternate form is — not surprisingly — that of a huge black panther, 8' high at the shoulder.

Human Form:

Hits: 300 **Melee:** 440ma **Missile:** 350lb

AT(DB): 11 (220/170). **Sh:** N. **Gr:** A. **MovM:** +65.

Cat Form:

Hits: 600, **HCI** (2x) (LgRam 2x hits if leaping) 400, **LgBt:** 300

AT(DB): 11 (150). **Sh:** N. **Gr:** N. **MovM:** +100.

Lvl: 130. **Profession:** Seer/Mentalist. **Stats:** St-108; Qu-109; Em-105; In-102; Pr-110; Ag-108; Co-106; Me-102; Re-104; SD-105. **AP:** 112. **PP:** 8320 (1040 x 8).

Skill Bonuses: Climb160; S&H220; Perc180; Rune100; S&W180; Chan200; DirS180; Amb±20; AMov150; AD100; MAST180R4; MASw180R4; Acro120; Act150; AnTr200; Frenzy150; Seduct150; Track180.

Spells: Base Spell OB is: 80 Directed Spell OB is: 180 (Lightning Bolt).

Andaras knows all Open and Closed Mentalist, all Base Mentalist and Seer lists to 50th level.

Special Abilities:

Godlike Powers: As all Gods of Charón.

Sceptre: A +40 Mace, it is an ebony rod with a head wrought in silver to resemble a cat-head. It delivers 2x damage.

Collar: A wide, golden segmented collar which drapes over the shoulders, it adds +100 to Andaras' DB. The metal plates are set with dozens of beautiful jewelled inlays. It transforms and stays with him when he becomes a cat.

Bracers: Golden wristbands, together they act as a x8 PP enhancer. Andaras can also use them to fire Lightning Bolts.

Longbow: Of black yew, it fires 2x per round, 2x normal longbow range. It is *Of Slaying* all dogs and hounds.

STR: 30 DEX: 38 CON: 23 BODY: 20 INT: 28
 EGO: 28 PRE: 30 COM: 40 PD: 9 ED: 9
 SPD: 7 REC: 11 END: 46 STUN: 47
 OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Climbing (23-), Stealth (23-), Perception (+4), Magic skill (19-), Acrobatics (20-), Breakfall (40-), Acting (15-), Persuasion (15-), Secution (19-), Tracking (17-), Survival (17-), +5 DCV.

Spells: Up to 200 Active Points of Mental Powers

Special Abilities: Godlike powers as before

Sceptre: +12d6 HA, +4 OCV.

Collar: +10 DCV.

Bracers: 2d6 Kill, AP, No Range Penalty (Lightning Bolts), 600 pip Endurance Reserve with 10 Recovery (Only for Spells).

Longbow: 3d6 RKA, No Range Penalty, x2 Extended Range, 2 Shot Autofire, +2d6 RKA linked to first RKA (Only vs Canines).

Z'TAAR

Age: ? (Appears ≈30). **Eyes:** Black/Luminous red. **Hair:** Silver. **Build:** Muscular. **Height:** 6'8". **Race/Sex:** Godlike Being/Male. **Skin:** Marble-white. **Demeanor:** Determined. **Dress:** Black silk tunic or Black chain shirt. **True Attitude:** Righteous, Obsessive, Vengeful. **Home:** Charón.

Z'taar is one of the more terrifying Dark Gods, partly because he seems almost mindless in his pursuit of followers and the destruction of his enemies.

A fearsome warrior, he wields the *Slayer* with a grim vengeance. He is the unofficial champion of Charón, though he will rarely enter battle on behalf of any other God. Z'taar's cults are always oriented towards warfare and dominating less martial cultures. He faced Cay (the greatest warrior among the Lords of Orhan) in single combat once during the Wars of Dominion, but the contest was inconclusive — interrupted by a shattering Flow-storm which swept them apart. Between them lies a grudging mutual respect.

Hits: 800 **Melee:** +500 2-hsword **Missile:** —

AT(DB): 20 (400/200). **Sh:** Y. **Gr:** Y. **MovM:** +40.

Lvl: 140. **Profession:** Fighter. **Stats:** St-111; Qu-106; Em-100; In-101; Pr-106; Ag-105; Co-107; Me-101; Re-100; SD-104. **AP:** 103. **PP:** 700.

Skill Bonuses: Climb150; Swim100; Ride180; Perc150; Chan150; Amb±10; AMov150; MAST250R4; MASw250R4; Acro200; Cont150; FAid120; Frenzy200; Lead180; PubSp150; Stra&Tac180; Subdu200; Track120; WeathW120.

Spells: Base Spell OB 70. Z'taar knows all the Monk Base Lists to 50th lvl, and the Clerical lists Dark Lore and Light Lore.

Special Abilities:

Godlike Powers: As all Gods of Charón.

Black Armor: Chain armor of black eog links, it is only a sleeveless tunic falling to the upper thigh, but protects (with Z'taar's silver armbands) as AT 20 (100). It also protects vs magic: all nonevil Essence must resist vs lvl 50 or be annulled.

Sword: Called simply *Slayer*, this is a magnificent +35 two-handed sword of black eog with an edge of silvery Vaanum (an alloy native to Charón). In the center of the blade near the hilt is a huge flat-cut ruby which glows when the sword draws a soul. The sword delivers 3x normal damage, and a *Slaying* critical when it gives a regular crit. Also, if the sword gives a critical, it casts a point-blank *Dark Absolution*, absorbing (and destroying) the target's soul if he fails to resist. *Slayer* also allows the wielder to parry any frontal attack (missile or melee) at up to 1/2 his OB — without any penalty to his OB. It is intelligent, intensely evil, and cannot be fumbled.

Helm: Of black eog with a faceplate made to resemble a skull.

Gauntlets: Of keron alloy, they make Z'taar's hands and forearms immune to heat, cold and criticals.

Armbands: Twin bands of silver, they protect as greaves.

Surcoat: Of crimson cloth, it continuously *Deflects* and *Bladeturns* all attacks behind and flanking Z'taar (-100 to all non-frontal attacks).

STR: 50 DEX: 29 CON: 48 BODY: 45 INT: 20
 EGO: 23 PRE: 30 COM: 22 PD: 15 ED: 10
 SPD: 6 REC: 21 END: 100 STUN: 100
 OCV: 14 DCV: 20 Phases: 3, 6, 9, 12

Skills: Climbing (15-), Stealth (15-), Concealment (14-), Perception (+4), Acrobatics (15-), Breakfall (15-), Paramedic (13-), Tactics (25-), Oratory (15-), Tracking (14-), Magic Skill (19-). **KS:** Meterology (14-), +7" Run (14" Total), +7" Swimming (9" Total).

Spells: Up to 200 Active Points.

Special Abilities: *Godlike powers* as above.

Black Armor: 9rPD/9rED armor, +9 DCV, 20d6 Dispel vs any magical effects (0 Endurance, Persistent, Always On, Damage Shield).

Sword: 4d6 HKA, +6 OCV, +3 DCV, 4d6 Body Drain linked to the Kill (Recovers 5 points per year), 6d6 Ego Drain linked to the Kill (Recovers 5 points per year).

Helm: +8rPD/+8rED with 75% Physical and Energy Damage Reduction (Only to the hit locations 3-5).

Gauntlets: Immunity to Heat and Cold with 75% Energy Damage Reduction (Only vs Temperature based attacks and only to hit locations 6-9).

Surcoat: Missile Deflection vs all Physical attacks with +20 to the roll tied with +10 DCV vs any hand to hand attack (Passive, Always on, Only vs attacks from behind).

Books are the substance of History, the vessel of Understanding, the teacher of Wisdom. They hold the Past so we may know the Present and comprehend the Future.

Creed of the Nomikos Scribes

SCALU

Age:? (Appears ≈30 as a human). **Eyes:** Luminous Yellow (amber as a human). **Hair:** Black furred hyena head (shiny black hair as a human). **Build:** Very muscular. **Height:** 10' (6' as a human). **Race:** Sex: Godlike being/Male. **Skin:** Pale. **Demeanor:** Cold; Emotionless. **Dress:** A metallic gold kilt. **True Attitude:** Cruel. **Home:** Charón.

The bringer of Night (and nightmares), Scalu has a particularly terrifying visage, if only because of its strange fusion. Though he may appear as a handsome human, Scalu's normal form is that of a ten foot tall man with the head of a black hyena.

Scalu is frequently at odds with Reaan, the Lord of Orhan who also sees the Night as his realm. A god named for a constellation of seven stars of different colors in an almost circular arrangement (the ring of Scalu).

Hits: 400 **Melee:** 300 Battle-axe **Missile:** +280 javelin

AT(DB): 19(200). **Sh:** N. **Gr:** Y. **MovM:** +55.

Lvl: 150. **Profession:** Mystic (Moon Mage/Dream Lord). **Stats:** St-104; Qu-108; Em-110; In-107; Pr-110; Ag-106; Co-104; Me-105; Re-104; SD-102. **AP:** 108. **PP:** 9600 (8 x 1200).

Skill Bonuses: Climb100; Swim80; Ride150; S&H180; Perc200; Rune170; S&W150; Chan200; DirS180; Act170; Dance140; Diplom150; Medit100; Music150; PubSp120; Seduct200; Sing140; SpellM200; StarG140.

Spells: Base Spell OB is: 150 Directed Spell OB is: 150 (Ice Bolt).

Scalu has a bewildering array of spells at his disposal. He is theoretically a Mystic, but knows every spell which has to do with controlling and manipulating the mind. (Ideally, Scalu would possess the Moon Mage and Dream Lord Lists from *RMC III*.)

Special Abilities:

Godlike Powers: As all Gods of Charón.

Dream-Cleaver: A large hand-axe which strikes as a +30 Battle-axe, Scalu's unsubtle weapon can be used in melee or thrown as far as 200', returning safely to the wielder. It is *Unholy*, and has the additional feature: should it have a critical result indicating a strike on the head, neck or shoulder area, it decapitates the target.

Dreamstaff: A six-foot rod of milky-white, crystalline material, it allows Scalu to scan the minds of all intelligent beings within 100' without resorting to spell casting. Additionally, he need only say 'sleep', and all within 100 must resist vs Lvl 50 or fall into deep slumber. It is also a x8 PP enhancer.

Armor: Shimmering silver formed breastplate with etched tracery and matching greaves, Scalu's armor is complemented by a flowing gossamer surcoat. The armor protects as AT 19 (80).

Javelin: Silver with a black tip, the javelin is +30 and can be thrown up to 400' without penalty. If it delivers a "C" crit or higher, it automatically casts *Banishment* (Evil Mentalist Mind Domination). It can also be ordered to 'seek' a target who has been Mind Stored by Scalu. In this mode Scalu only gets 1/2 his normal OB but the range is 400 miles. In any case, the javelin returns to Scalu by a safe Teleport.

Amulet: A massive silver necklace with a moonstone setting, the 4" diameter stone echoes the phases of Charón as seen from Kulthea. It is intelligent; Scalu may look into the gem and view the dreams of anyone on Kulthea who he has previously Mind Stored (assuming they fail a RR).

STR: 28 DEX: 26 CON: 25 BODY: 30 INT: 38
EGO: 33 PRE: 40 COM: 30 PD: 10 ED: 9
SPD: 6 REC: 11 END: 50 STUN: 60
OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Climbing (15-), Riding (17-), Stealth (17-), Concealment (17-), Perception (+9), Acting (17-), Persuasion (17-), Seduction (17-), Oratory (17-), Ps:Dance (17-), Ps: Singing (17-), Magic Skill (28-), Ks:Astronomy (23-), Ks:Astrology (19-), +5" Swimming.

Spells: Up to 200 Active Points in addition to 100 points in Mental Powers.

Special Abilites: *Godlike Powers* as above.

Dream Cleaver: 3d6 HKA (Usable at Range), +3 OCV, Does an additional 3d6 KA against any Holy Person/Creature.

Dreamstaff: 15d6 Mindscan with +15 ECV (0 Endurance, Persistent, 15" Radius), 10d6 NND (15" Radius, Defense is not needing to Sleep), 400 pip Endurance Reserve with 10 Recovery (Only for Spells).

Armor: 8rPD/8rED armor, +6 DCV.

Javelin: 3d6 RKA with Extradimensional Teleport (Against Others, At Range, Sends Beings to Home Dimensions), (Both Powers are No Range Penalty, Increased Range to 400 Miles).

Amulet: 15d6 Telepathy (Only vs people who have been mind scanned, Only on sleeping targets, Only to view and influence dreams).

Knowledge is the greatest of all tools, for it can sculpt the mind.

Knowledge is the greatest of all weapons, for it is as powerful when withheld as when wielded.

Knowledge is the greatest of all fortresses, for it travels with you.

Knowledge is the greatest of all burdens, though it weighs nothing at all.

Knowledge is the greatest of all addictions, for the more you learn, the less of it you know.

Loremaster Axiom

MORALIS

Age:? (Appears ≈ 20. **Eyes:** Blue. **Hair:** Blond. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** A fine tunic or silk loincloth. **True Attitude:** Unspeakably Sadistic. **Home:** Palace of Tears, Charón. **Aka:** The Lover.

The God of Love and Pain is one of the more twisted of his pantheon. He appears normally as a very handsome blond young man, virile and charming — though he sometimes assumes female guise, equally beautiful. He visits Kulthea to seduce young women and men. Once he has them in his thrall, he takes them to his palace in the caverns of Charón where he keeps them as slaves. He abuses them in a perversion of love, leaving them bloody and battered, yet they are so taken with him that they fight for the opportunity to be with him. His harem is large but the membership turns over rather frequently.

Moralis' followers differ from Inis' in that they are more self-obsessed and masochistic. Their orgies end with many dead.

Hits: 600 **Melee:** (M/A skills) **Missile:** +400 longbow **AT(DB):** 11 (200). **Sh:** N. **Gr:** N. **MovM:** +70.

Lvl: 110. **Profession:** Mentalist/Bard (with other lists). **Stats:** St-110; Qu-108; Em-103; In-108; Pr-115; Ag-109; Co-107; Me-108; Re-102; SD-105. **AP:** 125. **PP:** 6600 (1100 x 6).

Skill Bonuses: Climb150; Swim180; Ride180; Perc200; S&W140; Chan200; DirS90; AMov200; AD150; MAST250R4; MASw250R4; Acro150; Act180; Dance200; Music200; Seduct 300; Sing180; StarG140; Trick 120.

Spells: Base Spell OB is: 110 Directed Spell OB is: 200 Water Bolt. Moralis Knows all Base Mentalist, Evil Mentalist and Bard Lists to 50th level, and all Open and Closed Mentalist lists to 20th. (All Dream Lord Base Lists to 50th, *RMC III*, pp 16, 74-77; Arcane Coven Allurement List, *RMC III* pg 97; all Houri Base Lists, *RMC IV* to 50th).

Special Abilities:

Godlike Powers: As all Gods of Charón.

Resilience: Moralis' skin, while in all other ways is like normal human flesh, can protect as AT 11.

Pendant: A gold pendant with a glittering blue stone, it is a x6 PP enhancer.

Bracers: Golden wrist-bands and ankle-bands, they allow Moralis to parry missile and melee attacks with half his OB without reducing his OB. Moralis may engage up to 5 foes simultaneously, in a full 360° arc.

Sandals: Golden footwear, they allow Moralis to utilize any spells from the Monk Base Monk's Bridge Spell list at will.

Bow: A +35 longbow, it has 3x normal range. If a critical is indicated, the target does not take a puncture strike; instead he suffers a depression critical and must make a RR vs 50th level. Failing, he is hopelessly (and incapacitatingly, he or she is at -90 for all activity) in love with Moralis, sex notwithstanding. The only cure is *Remove Curse* or *Mind Disease Cures*.

Loincloth: Protects vs hip, lower torso and groin criticals 90% of the time.

STR: 20 **DEX:** 26 **CON:** 28 **BODY:** 28 **INT:** 23
EGO: 26 **PRE:** 80 **COM:** 100 **PD:** 15 **ED:** 10
SPD: 5 **REC:** 15 **END:** 60 **STUN:** 70
OCV: 12 **DCV:** 18 **Phases:** 3, 6, 9, 12

Skills: Climbing (15-), Riding (15-), Perception (+4), Acrobatics (17-), Breakfall (19-), Acting (30-), Persuasion (30-), Conversation (30-), Seduction (38-), Ps:Dance (23-), Ps:Music (21-), Ps:Singing (20-), Sleight of Hand (17-), Magic Skill (29-), Standard Martial Arts Package, +5 DCV, +5" Running (11" Total), +5" Swimming (7" Total).

Spells: Up to 500 Active points.

Special Abilities: *Godlike Powers* as Above. *Resilience:* 7rPd/5rED Armor.

Pendant: 300 pip Endurance Reserve with 10 Recovery (Only for Spells).

Bracers: 360 degree vision, Automatic Defence Maneuver and +3 levels with Hand to hand Combat.

Sandals: 0 Endurance on all Spells.

Bow: 2d6 RKA (AP and Penetrating), If the Target Takes body, they also are affected by a 8d6 all or nothing Transformation. (They fall in love with Moralis).

Loin cloth: 75% Physical and Energy Damage Reduction (Hit locations 13-16, 14- Activation).

KLYSUS

Age:? (Appears ≈ 30). **Eyes:** green/slitted & reptilian. **Hair:** black; slicked back. **Build:** Extremely muscular. **Height:** 7'. **Race/Sex:** Godlike being/Male. **Skin:** Bronze. **Demeanor:** Creepy, yet persuasive. **Dress:** A long white pleated tunic. **True Attitude:** Treacherous; sadistic, bloodthirsty. **Home:** Palace of Golden Sand, Charón. **Aka:** Soul-taker, The Lizard.

The lizard-god is the God of Death, enemy of Eissa (a Lady of Orhan). While she is the Goddess of Death as well, hers is a clean ending, with the release of the soul. Klysus' death is a tortured sacrifice, where he drinks the blood and devours the very spirit of the dead. He is the Soul-taker.

Very tall, muscular, with skin of an almost metallic bronze color, Klysus has large almond eyes which have slitted, reptilian pupils. His long, forked tongue and fangs are not normally noticeable, though he does speak with a hissing lisp.

Klysus has a continuous thirst for victims, and is one of the more frequent visitors to Kulthea to partake personally. One of his most favored groups of followers are the citizens of the Lankan Empire in Tai-Emer.

Klysus' alternate form is of a huge winged snake with a great frilled collar. While he has no limbs, he has the power of levitation and swift flight, and he can cast any spell from any *Air* or *Wind* list (any realm), can cast his other spells as normal, and can breathe a *Death Cloud* of a cone 100' long by 30' at the far end, which delivers Disruption criticals: 'E', the first round, 'D' the second, etc.

Klysus and his followers are turned back by a lovely but inexpensive gem, *Eissa's Tears*. Klysus himself can overcome small concentrations of the gems (though at a subtraction). But they can literally kill his priests if they come into direct contact with the gems.

Hits: 300 **Melee:** +300 **trident Missile:** +280 **trident**

AT(DB): (12)180. **Sh:** Y. **Gr:** (Y). **MovM:** +60.

Lvl: 100. **Profession:** Evil Priest (Necromancer). **Stats:** St-108; Qu-109; Em-90; In-110; Pr-109; Ag-107; Co-105; Me-107; Re-104; SD-101. **AP:** 90. **PP:** 5600 (7 x 800).

Skill Bonuses: Climb100; Swim150; S&H180; Perc200; Rune150; S&W150; Chan200; DirS140; Act140; Admin100; Dance150; Music180; PubSp200; RMas180; Seduct140; Sig120; SpellM140; StarG150; Stra&Tac130; Subdu170.

Spells: Base Spell OB is: 100. Directed Spell OB is: 180 (Nether Bolt). Klysus knows all the Evil Channeling lists to 50th, Open Channeling Barrier Law, Detection Mastery and Weather Mastery to 50th level. (All Base Necromancer lists to 50th, *RMC II*, pp 7, 44-47)

Special Abilities:

Godlike Powers: As all Gods of Charón.

Resilience: Klysus' skin, while in all other ways is like normal human flesh, can protect as AT 12.

Trident: A three-pronged weapon, it is fashioned of a blue-green alloy with tips of black eog. Striking as a +40 pole arm, it can also be thrown up to 200' with no penalty and is *Of Slaying* elves.

Amulet: A golden necklace with a glittering red gem, it is a x7 PP enhancer. It can also be used to take the soul of a target up to 100' away, similar to a *Dark Absolution*, except that the soul is drawn into the amulet. Klysus may then use the stored soul to cast a *Nether Bolt*, x4 hits. It will hold up to ten souls.

Bracelet: Named *Defender*, it will cast *Deflections* or *Bladeturn* 1x/rnd, and adds +50 to Klysus' DB vs frontal Elemental attacks.

STR: 38 DEX: 29 CON: 33 BODY: 35 INT: 23

EGO: 23 PRE: 30 COM: 18 PD: 15 ED: 15

SPD: 6 REC: 15 END: 86 STUN: 75

OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Climbing (16-), Stealth (17-), Concealment (16-), Perception (+3), Acting (15-), Bureaucratics (15-), Oratory (17-), Seduction (15-), Tactics (17-), Magic (25-), Ps:Dance (16-), Ks: Astronomy (14-), +6" Swimming (8" Total).

Spells: Up to 300 Active Points.

Special Abilities: *Godlike Powers* as Above. *Resilience:* 5rPD/5rED Armor

Trident: 3d6 HKA (Usable at Range, No Range Penalty), +6 OCV, +3d6 KA against Elves.

Amulet: 10d6 Body Transfer with a 10d6 Ego Transfer (At range, Recover 5 points per year, points are transferred to Endurance reserve), 300 pip Endurance Reserve with 10 Recovery (Only for Spells).

Bracelet: +10 DCV with an additional +5 DCV vs frontal Elemental attacks.



KLYSUS

4. LESSER GODS

Below is included a selection of lesser beings ('Demigods', if you will, or *Dark Spirits*) which act as servants for the Dark Gods. Unlike the Dark Gods, many of the Spirits have specific weaknesses which they take great pains to hide. However, should their enemies discover this weakness (vulnerability to Fire or another element, poisoned by nectar of a specific flower, driven away by a certain sign, etc.) it can be freely exploited.

POWERS OF THE DARK SPIRITS

Interestingly, many of the Dark Spirits can remain on Kulthea indefinitely, and can thus act as minions for their Charón-tied masters. Their powers are considerably more limited than the true Dark Gods. Each has his or her own vulnerabilities.

- 1. Transport:** The Dark Spirits can only come in person to Kulthea via three routes (same as the Dark Gods). However (ironically) they can remain on Kulthea for a theoretically indefinite period of time, perhaps because their masters can channel power to them to maintain their form.
- 2. Form:** Dark Spirits are each tied to a unique form (often hideous) but most can assume a humanoid form at will.
- 3. Resistance of Form:** All Dark Spirits resist attacks as *Large* Creatures; some resist as *Super-large* creatures when in their natural form. They resist spells as per their noted level. Attaining a "Stun" result against a Dark Spirit only forces them to parry; obtaining an "Stun No Parry" result means they are stunned, but may parry. Dark Spirits can *Haste* themselves at will for the duration of any melee. They are not necessarily immune to natural cold and heat, but certain Spirits may be, as noted.

Call! Unlike the ~~ancient~~ daities, the Dark Spirits are not exactly immortal, as they are really little more than manifestations of their master's will. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items — those are left in a heap) vanishing in a ball of fire or other showy end. The 'soul' of the Dark Spirit flees to Charón if his master wills it — and he has the energy; many Spirits are unable to make the trip and are dispersed forever. If he makes it, he will be either permitted to reform, or the angry God may dissolve him anyway.

5. **Awareness:** Dark Spirits are aware of their own followers only if summoned or otherwise alerted (by a ritual, for instance). Their Dark Master might contact them and send them to a location, however.
6. **Resistance to Essænce:** Dark Spirits resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Dark Spirits never suffer any 'partial effects' from spells.
7. **'Profession':** Dark Spirits are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists (in *RM*) and/or martial skills. GMs may also wish to give various Dark Spirits certain High Level Spells from RMC1. A few suggestions are included but should not be considered limitations.

POWERS OF DARK SPIRITS IN FANTASY HERO

1. **Form:** Shapeshift into any Humanoid form at 0 Endurance cost.
2. **Resistance of Form:** All Spirits have 50% Physical and Energy Damage Reduction and the ability to add one speed point in combat.
3. **Immortality:** Immune to Aging.
4. **Transport and Awareness:** Same as Rolemaster

THE DARK SPIRITS

The 'serving souls' of the Dark Gods, these beings share their masters' intense loathing for all things of goodness and beauty in the Shadow World. Petty, spiteful and pointlessly destructive, they encourage all things loathsome and malignant.

GM Note: PCs are much more likely to encounter these servants, which are incidentally more vulnerable than the incredibly powerful gods themselves. However, slaying the servant of a Dark God may just anger him enough to want to avenge his slave's death...

OMIR

Age: ? (Appears ≈30). **Eyes:** Grey. **Hair:** Black. **Build:** Slight. **Height:** 5'9". **Race/Sex:** Godlike Being/Male. **Skin:** Fair. **Demeanor:** Relaxed, Confident, Friendly. **Dress:** Varies. **True Attitude:** Cold-blooded, emotionless. **Home:** Charón.

Omir is known in some circles as the Assassin of Charón. Unlike the other Spirits, he is coolly professional and rarely kills without reason. He is sent to Kulthea to do away with those who the Dark Gods find particularly troublesome.

He particularly likes to assume the *Waterform*, *Mistform*, or *Flattening* to get to his prey.

Hits: 300 **Melee:** 240bs; 180MedCl (2x; poisoned) **Missile:** 210 Rapier

AT(DB): 12 (210). **Sh:** Y. **Gr:** Y. **MovM:** +80.

Lvl: 60. **Profession:** Thief/Mystic (Assassin). **Stats:** St-106; Qu-109; Em-102; In-95; Pr-108; Ag-111; Co-104; Me-101; Re-100; SD-102. **AP:** 101. **PP:** 1800 (5 x 360).

Skill Bonuses: Climb200; Swim120; Ride150; DTraps200; PLocks250; S&H240; Perc190; Amb±40; AMov100; AD100; MAST120R4; MASw120R4; Acro100; Act120; Chem90; Cont150; Sig100; Subdu200; Track150; Trick100; Tumb150.

Spells: Base Spell OB is: 40. Omir knows the Mystic Base lists Confusing Ways, Hiding, and Mystical Change to 50th. Also Mentalist Closed Lists Movement, Mind's Door, and Shifting to 50th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Fingernails: Omir's fingernails look normal, but he is able to use them as Medium Claws, and each holds a tiny poison gland which Omir can trigger at will, delivering the dose of Level 30 Nerve Poison when he gives a critical with his nails.

Weakness: The scent of lillies of the valley will turn away Omir more formly than any bodyguard. He cannot approach within 100' of the flowers.

Dagger: Strikes as a Broadsword, this dagger of black eog is Omir's pride and joy.

Coverall: A suit of shimmering black material, it will change color to match its surroundings. It adds +80 to hiding.

Boots: Allow Omir to use all of the Monk Base Monk's Bridge spells to 30th level (he may cast any 4 per day).

Ring: a plain gold ring which is a x5 PP multiplier for Mystics.

STR: 30	DEX: 33	CON: 23	BODY: 20	INT: 23
EGO: 20	PRE: 25	COM: 20	PD: 10	ED: 10
SPD: 6	REC: 11	END: 46	STUN: 50	
OCV: 10	DCV: 16		Phases: 3, 6, 9, 12	

Skills: Climbing (16-), Riding (16-), Security Systems (17-), Lockpicking (17-), Stealth (19-), Concealment (17-), Perception (+2), Acrobatics (16-), Breakfall (16-), Acting (14-), Disguise (14-), Chemistry (14-), Tracking (15-), Sleight of Hand (15-), Magic (17-), Standard Martial Arts Package, +7" Running (13" Total), +5" Swimming (7" Total), +4 DCV.

Spells: Up to 200 Active Points.

Special Abilities: *Spirit Powers* As Above

Fingernails: 2d6 HKA with a 2d6 Body Drain (Recovers 5 points per 5 hours) and a 2d6 Entangle (Takes no Damage).

Weakness: Susceptibility to flowers, 3d6 per Phase.

Dagger: 2d6 HKA

Coverall: Invisibility to Normal Vision, 1 Phase Activation.

Boots: 15" Teleport and 15" Flight

Ring: 150 pip Endurance Reserve with 10 Recovery (Only for Spells).

AKALTAN

Age: ? (Appears =20). **Eyes:** Green. **Hair:** White. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Godlike Being/Male. **Skin:** Bronze. **Demeanor:** Arrogant. **Dress:** White silk pants. **True Attitude:** Cruel. **Home:** Charón.

A servant of Klysus, Akaltan is also frequently on Kulthea to oversee ritual sacrifices. A striking figure with his white hair and broad, bare chest, he craves human blood and is energized by frenzied religious celebrations. While not as visibly tied to reptilian roots, Akaltan's eyes have slitted pupils, and his tongue is unnaturally long.

Hits: 250 **Melee:** +300 **Falchion Missile:** +280 **Dagger AT(DB):** 11 (120). **Sh:** Y. **Gr:** N. **MovM:** +55.

Lvl: 45. **Profession:** Sorcerer. **Stats:** St-105; Qu-104; Em-103; In-103; Pr-102; Ag-106; Co-103; Me-104; Re-100; SD-101. **AP:** 105. **PP:** 1260 (7 x 180).

Skill Bonuses: Climb80; Ride; Perc120; Rune120; S&W150; Chem90; Dance90; Diplom80; Lead150; PubSp160; Seduct120; Stra&Tac100; Subdu150; Trick100; WeathW140.

Spells: Base Spell OB is: 70 Directed Spell OB is: 140 (Fire Bolt). Akaltan knows all base Sorcerer lists to 30th, plus ten Essence and Channeling lists to 20th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Resilience: Akaltan's skin, while in all other ways is like normal human flesh, can protect as AT 11.

Weakness: Akaltan's bane is the the gem known as Eissa's Tears. Within 50' he attempts to retreat; within 10' they him hits. If enough touch him at once, he could be banished.

Falchion: A +40 weapon of clear laen, it is *Unholy* and bears the name Blade of Go'orth. It also has the unique power of 'burning both hot and cold': one side flames while the other is gold. Along the edges it constantly steams while drawn from its clear laen scabbard. When it delivers a critical, it also gives Heat and Cold criticals of the same severity.

Dagger: +30, it can be thrown up to 200' without range penalty, and returns to Akaltan by *Long Door*.

Diadem: A golden circlet which is a x7 PP enhancer for Sorcerers. It also protects his head as a full helm.

STR: 30 DEX: 26 CON: 25 BODY: 21 INT: 23
EGO: 20 PRE: 28 COM: 24 PD: 11 ED: 9
SPD: 5 REC: 11 END: 50 STUN: 50
OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Climbing (14-), Riding (14-), Perception (+3), Oratory (15-), Seduction (15-), Tactics (14-), Sleight of Hand (15-), Magic (19-), Chemistry (12-), Ps: Dance (15-), Ks: Meteorology (14-).

Spells: Up to 150 Active Points.

Special Abilities: *Spirit Powers* as Above. **Resilience:** 5rPD/5rED Armor. **Weakness:** Susceptibility to Eissa's Tears (3d6 Body per Phase)

Falchion: 2d6 HKA with 2d6 Energy Kill (Hot or Cold), +4 OCV

Dagger: 1 1/2d6 HKA (At Range, No Range Penalty), +3 OCV.

Diadem: 300 pip Endurance Reserve with 10 Recovery (only for Spells).

MORGU

Age: ?. **Eyes:** Luminous green. **Hair:** None. **Build:** Muscular. **Height:** 8'. **Race/Sex:** Godlike being/Male. **Skin:** Black, glistening. **Demeanor:** Wantonly cruel. **Dress:** None. **True Attitude:** Evil. **Home:** Charón.

A hideous creature with glistening black skin, leathery wings and large, red claws, Morgu has a distinctly demonic presence, and has been confused with the greater demons — by those who have the time to think about it.

Morgu is frequently accompanied by his favorite pets, the constructs known as *Gogor*. He has found hundreds hidden away in ancient crypts on Kulthea, and has succeeded in awakening them from their long hibernation after the Great Conflict at the end of the First Era.

Hits: 350 **Melee:** +350HClaw; +350 Flail
AT(DB): 12 (150). **Sh:** N. **Gr:** N. **MovM:** +40.

Lvl: 70. **Profession:** (Fighter). **Stats:** St-110; Qu-105; Em-102; In-105; Pr-100; Ag-103; Co-110; Me-95; Re-98; SD-102. **AP:** 30. **PP:** 350.

Skill Bonuses: Climb100; Perc150; Acro200; Diving250; Lead150; Stra&Tac180; WeathW140.

Spells: Base Spell OB is: 70. Directed Spell OB is: 140 (Absolution). Morgu knows the Evil Cleric lists Dark Channels, Disease, Curses to 30th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Resilience: Morgu's leathery skin protects him as AT 12(30).

Flight: Morgu can fly as fast as 600' per round (40 mph). His power of flight is not based entirely only his wings; he can hover with ease, and even carry up to two human-sized 'passengers' in his claws.

Weakness: Morgu dislikes running water, and rainfall is his greatest bane. Rainfall delivers hits to Morgu, 5-50 per round in a downpour.

Whip: Strikes as a flail. Morgu can hit a target as far as 15' away.

Collar: An iron collar which Morgu wears only for decoration.

STR: 40 DEX: 23 CON: 25 BODY: 35 INT: 25
EGO: 21 PRE: 20 COM: 6 PD: 13 ED: 11
SPD: 5 REC: 13 END: 50 STUN: 70
OCV: 12 DCV: 16 Phases: 3, 6, 9, 12

Skills: Climbing (14-), Perception (+4), Acrobatics (17-), Tactics (16-), Magic (21-), Ps: Diving (16-), Ks: Meteorology (13-).

Spells: Up to 150 Active Points.

Special Abilities: *Spirit Powers* as Above. **Resilience:** +5rPD/+7rED Armor with +3 DCV. **Flight:** 12" Flight. **Weakness:** Susceptibility to Rainfall (3d6 Body per Turn)

Whip: +2d6 HA with 2" Stretching

Collar: Decoration.

ZANIA

Age: ? (Appears ≈25). **Eyes:** Grey. **Hair:** Silver. **Build:** Statuesque. **Height:** 6'. **Race/Sex:** Godlike Being/Female. **Skin:**. **Demeanor:** Spaced-out. **Dress:** Silver breastplate, grey tunic. **True Attitude:** Insane. **Home:** Charón.

Zania is called the Keeper of the Moon by her followers, and it is believed that she drives a spectral chariot through the sky, towing the moon Charón. She is also reputedly insane, and sends her followers to the same twisted end.

She does indeed drive a misty chariot pulled by spectral grey stallions to Kulthea, where she haunts the tormented souls of its inhabitants.



DANCERS OF INIS

Age: ? (Appears ≈20). **Eyes:** Green. **Hair:** Blonde. **Build:**. **Height:** 5'9". **Race/Sex:** Godlike Being/Female. **Skin:** Fair. **Demeanor:** Sultry. **Dress:** Diaphanous skirt and veils. **True Attitude:** Mindless. **Home:** Charón.

A dozen beautiful women, these dancers are all identical, and resemble Inis (including their colorful costumes). They will sometimes appear during rituals to entertain her followers — or destroy her enemies.

Hits: 280 **Melee:** +250 **Hammer Missile:** +300 **Longbow AT(DB):** 17 (150). **Sh:** Y. **Gr:** Y. **MovM:** +50.

Lvl: 50. **Profession:** Astrologer/Evil Mentalist (Moon Mage). **Stats:** St-104; Qu-106; Em-99; In-106; Pr-106; Ag-105; Co-104; Me-103; Re-102; SD-101. **AP:** 107. **PP:** 2100 (7 x 300).

Skill Bonuses: Ride150; Perc140; Rune120; S&W140; Chan200; Dance120; Nav100; Seduct140; StarG120; WeathW120.

Spells: Base Spell OB is: 100 Directed Spell OB is: 180 (Moonfires True; strikes as a Firebolt 300', with Depression and Cold Criticals). Zania knows all Base Astrologer and Evil Mentalist (and Moon Mage) to 50th level, and ten Open and Closed Mentalist and Channeling lists to 20th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Sceptre of the Moon: Strikes as a +30 hammer, it is a silver rod with a milky-white orb in the spiked head.

Longbow: +30 longbow, it has 2x normal range, and delivers a Depression critical in addition to any other.

Armor: Gleaming silver form-fitting breastplate and greaves, they protect Zania as AT 17 (50).

Hits: 180 **Melee:** 120Sc (2x/rnd) **Missile:** —

AT(DB): 4 (90). **Sh:** N. **Gr:** N. **MovM:** +40.

Lvl: 30. **Profession:** Fighter (Dervish). **Stats:** St-102; Qu-102; Em-95; In-90; Pr-103; Ag-103; Co-100; Me-80; Re-80; SD-80. **AP:** 105.

Skill Bonuses: AMov110; AD50; Acro150; Dance200; Music100; Seduct120; Sing100.

Spells: None.

Special Abilities:

Recovery: The Dancers vanish when 'killed', to reform later on Charón.

Weakness: The sound of certain 'holy songs' (sung only by devoted followers of certain 'good' deities like Iloura, Kieron, etc.) will drive away the dancers.

Scimitar: a +20 weapon, each has 2.

STR: 21 DEX: 23 CON: 21 BODY: 20 INT: 20
EGO: 20 PRE: 20 COM: 30 PD: 8 ED: 8
SPD: 5 REC: 10 END: 42 STUN: 45
OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Riding (17-), Perception (+3), Navigation (15-), Seduction (14-), Magic (17-), Ps:Dance (14-), Ks:Meteorology (14-), Ks:Astronomy (16-), Ks:Astrology (16-).

Spells: Up to 150 Active Points.

Special Abilities: Spirit Powers as Above.

Sceptre of the Moon: +8d6 HA, +3 OCV

Longbow: 2d6 RKA (AP) with a 10d6 Mind Control (Only to cause depression. Both have double the normal range).

Armor: 7rPD/7rED Armor with +5 DCV.

STR: 20 DEX: 24 CON: 20 BODY: 19 INT: 18
EGO: 17 PRE: 23 COM: 24 PD: 7 ED: 5
SPD: 5 REC: 9 END: 40 STUN: 40
OCV: 8 DCV: 10 Phases: 3, 6, 9, 12

Skills: Acrobatics (16-), Breakfall (16-), Seduction (15-), Ps: Singing (13-), Ps:Dancing (21-), +3" Running (9" Total), +5 DCV.

Spells: None

Special Abilities: Recovery: As Rolemaster. Weakness: Flee from holy songs.

Scimitars: 1d6+1 HKA (2 shot Autofire), +3 OCV.

PART VII

THE LORDS OF ORHAN

"Just who — or what — are the 'Lords of Orhan'? Centuries, even millennia of research have yielded little on the nature of these legendary beings. Clearly they are supernatural; the humanoid forms they assume are no doubt mere conventions for our benefit. But why are they here? Their motivations, while generally benign, seem at times to be opaque to our understanding. In fact, these gods themselves seem to behave in a manner which appears to be simplistic; some of them even seem childish at times.

"One would be led to believe that they were no more sophisticated than humans or elves with supernatural powers. But ponder for a moment this idea: suppose you were given godlike abilities. You are immortal, unkillable, and all the creatures of the world are little more than toys or pets. No one has the power to control you or even influence you. You are a god.

"Perhaps for awhile you behave admirably, allowing only your best nature to prevail. But the ages slip by and benevolence becomes dull. Why not tinker — just a little — with one or two races? Who will stop you? Who has the right to judge you? No one! You are a God!

"Soon the tinkering becomes more than harmless. So slowly you do not even notice it, your amusements become more perverse and twisted until you are a depraved creature with nothing left but a gnawing emptiness where your soul once lived.

"Perhaps this explains the quixotic simplicity of the Lords: they do not think as we do, because to do so would mean their downfall. Both more complex and more simple, they have a different set of goals and morals. Let us be grateful that they seem to be benevolent."

Yael Ziriv-Kari

Loremaster Councilwoman

From her 'Deities' lectures.

1. THE LORDS

Following is a brief summary of the twelve Lords of Orhan. The details of their personalities and powers are discussed in the *S.W.M.A. World Guide*.

Kuor: generally accepted as Chief of the Lords, master of the Flows of Essance and associated with weather.

Valris: wife of Kuor; mistress of learning and wisdom.

Reann: master of night and dreams. He is associated with visions.

Eissa: mistress of death and rebirth, associated with winter. She is the *only* Lord of Orhan who can channel lifegiving power to Kultheans. (Other lords may bring life back to a mortal only if they do so in person — an event unheard-of.)

Phaon: lord of the sun and summer. Husband of Oriana, he is associated with fertility and virility.

Oriana: Goddess of love and femininity, she is associated with spring and weddings. She is the wife of Phaon (though, after the manner of the Lords, both are notorious philanderers).

Cay: Warrior of the Lords, Cay is associated with skill at arms and raw physical power.

Iloura: The earth-mother, she is linked with autumn and the harvest. She is also mistress of all growing things, especially flora. Iloura is wife of Iorak.

Shaal: Master of the seas, Shaal is moody and reclusive, spending far more time on Kulthea than the other Lords, and most of that deep in the oceans. He has frequent fits of irrational temper, rousing mighty storms out of the unpredictable seas.

Jaysek: Somber and thoughtful, Jaysek is associated with visual art, poetry, and Magic in its purest sense. At times positively morbid, he often goes to Kulthea in dark disguise to spout grim prophesies. He is twin brother of Kieron.

Kieron: Patron of festivals and holidays, Kieron is also promoter of the performing arts. He is lusty, seductive and the most frivolous of the pantheon. Kieron is the twin brother (and in many ways the mirror image) of Jaysek.

Teris: A beautiful youth, Teris is associated with speed and the fair winds. As messenger of the Lords, he visits Kulthea frequently but rarely lingers.

2·THE CONCLAVE OF ORHAN

This is the council called by Kuor on rare occasions, a meeting which all of the Lords must attend. Even Shaal must return to Orhan to appear at the Conclave.

A Conclave has only been called a dozen times since the Lords arrived in this space-time. (This is not to say that the Lords have only met that many times, but the formal Conclave is only called in a crisis.)

On Orhan there stands a great domed palace which is normally empty. When Kuor calls the Conclave, the Lords enter the central council hall wherein stand twelve large marble thrones. Issues are debated and there is usually a vote, for the issue is almost always one which concerns the entire pantheon, and the Lords need to act as a united group. Kuor votes twice to break ties.

3·ORHAN ALLIANCES

As discussed before, the Lords of Orhan are not the tightly-knit group that one might imagine. They can go for years without seeing each other, and, while they are all basically 'good' in orientation, they are subject to disagreements and even petty rivalries.

Through the ages, however, alliances have formed among the Lords. While not necessarily binding or permanent, certain lords have shown a tendency to agree on philosophies and act together.

Kuor and Valris: Complementing each other, these 'elder gods' are the most level-headed of the Lords. Valris is strong-willed as well as wise, and Kuor will often turn to her for advice.

Reann and Jaysek: The moody, often grim pair will frequently travel to Kulthea together.

Eissa: Almost always alone, beautiful Eissa wanders through her forest-garden where the River of Life flows. While friendly with the other Lords, she prefers solitude and the others respect her wishes.

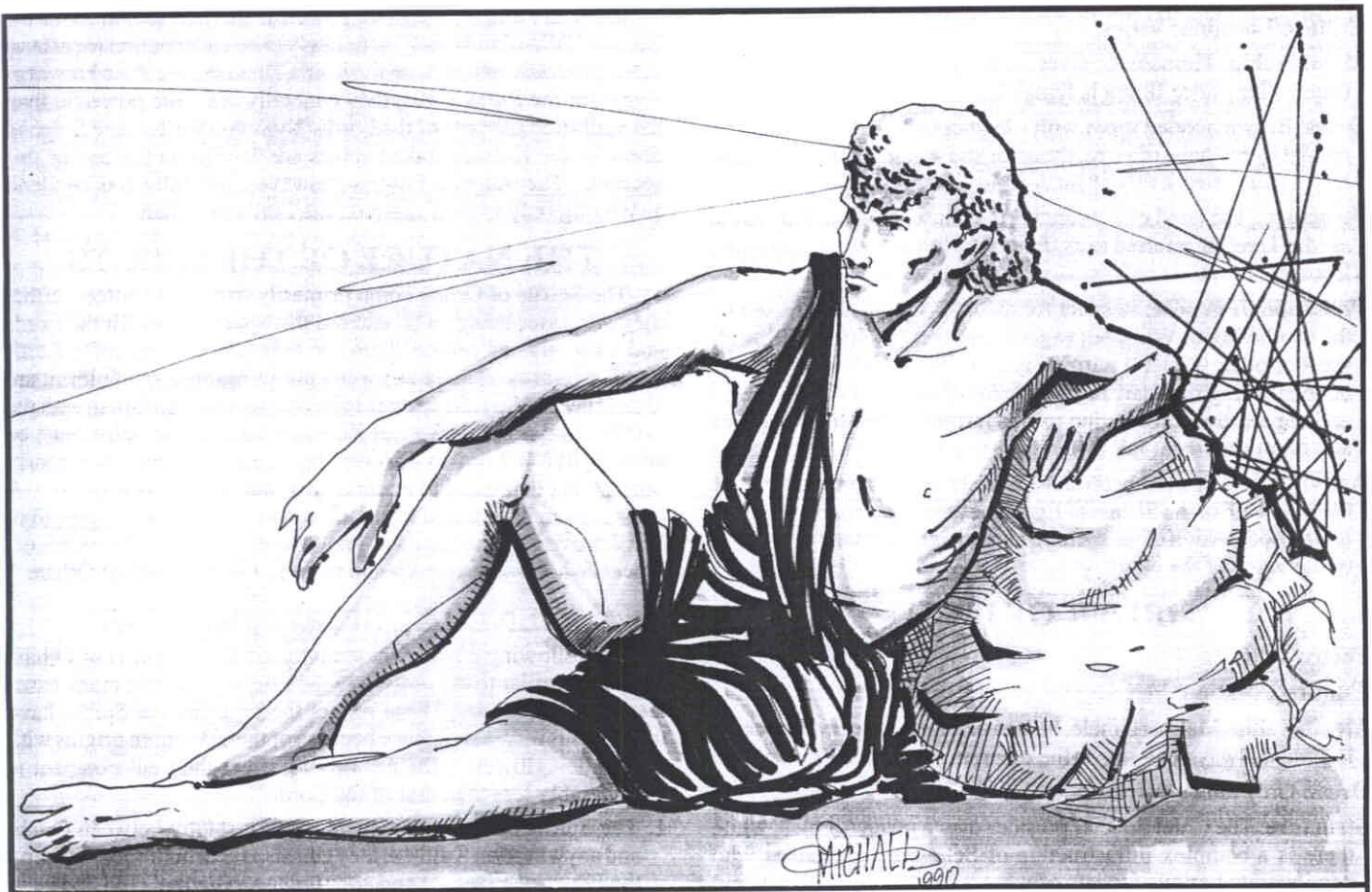
Phaon, Oriana and Cay: This triad always seems to be involved in playful contests of athletic and combat prowess.

Iloura and Iorak: It might seem that the earth-mother and the metal-worker would be at odds (their followers often are), but Iloura and her husband have achieved a harmony of sorts.

Kieron and Teris: Most playful and immature of the pantheon, these two often exhibit childish tendencies, exacerbated when they are together.

4·RELIGIONS OF THE LORDS

Each of the Lords is worshipped in countless ways across the Shadow World, either individually or in groups, by lone followers or in large sects. Following are a few examples of organized religions using certain Lords as Foci.



KIERON

SISTERS OF EISSA

Focus: Eissa

Culture/Location: Varies

Membership: Entirely female, usually various mortal human races.

Dress: White flowing gowns with a belt. The color of the belt indicates rank. When outside of the church they don hooded black cloaks.

Structure: The chief Priestess is called 'eldest' and has a gold belt with crystal keys. The next rank are called 'elder sisters', with silver belts. The regular women are called simply 'sisters' and wear a blue belt. Novitiates have a white belt.

Philosophy/Purpose: All killing is evil, though death of the body is not necessarily the end of life. Strict vegetarians, the Sisters believe that all animals have souls that are sacred.

Activities: Sisters maintain herb gardens and will sell their healing herbs and potions, the money going to maintain the church and further the cause. Many Elder Sisters are Clerics or Healers, and will unfortunates who are sick or injured. They do not charge but ask for a donation. In many churches, the sisters will make clear their disapproval of killing — even creatures like Lugeroki and goblins. In every church at least one woman (often the 'Eldest') can raise the dead. Sisters are rarely seen outside of urban environments.

BROTHERHOOD OF THE EARTH

Focus: Iloura, also Quen the Spirit.

Culture/Location: Varies.

Membership: Humans or elves, usually a male-only institution (interesting, since Iloura is female).

Dress: Brown hooded robes with a leather belt. All wear a simple amulet in the shape of a tree; the color and ornamentation indicates rank. (It is often a PP enhancer as well.)

Structure: The head of a 'branch' (the church is often referred to as 'the Tree') is referred to as 'Father', while all others are simply 'brothers.'

Philosophy/Purpose: Respect for nature is the theme stressed by the Brotherhood. While not vegetarians, they teach that killing for sport or other wasteful purpose is evil. The Brotherhood has an understanding of smart farming techniques (crop rotation, etc.) and imparts this information to area farmers. They bless harvests and often preside at fall festivals.

Activities: Most members are Animists or Rangers, a few are Clerics. Unlike the Sisters of Eissa, they are more rurally oriented and a good portion of the membership travels constantly, teaching of the value of the earth.

ORDER OF LIGHT

Focus: Valris.

Culture/Location: Varies.

Membership: Male or female, human or Elven. A specific Archive is almost always one sex or the other, however.

Dress: Grey tunics or robes.

Structure: The Chief Scholar presides over a given Archive, while there is a complex infrastructure of Scholars and Scribes who administrate various aspects of what is essentially a library and religious center.

Philosophy/Purpose: The 'light' is the light of knowledge, which the followers of the Order of Light devote themselves to. Books are considered holy items to be treasure and protected. Scribes have died protecting their Archives when cities are attacked.

Activities: Relatively reclusive, most members rarely leave their cloistered homes. While there frequently are archives in large cities, only certain members of the Order are usually permitted to leave the complex.

FOLLOWERS OF THE SUN

Focus: Oriana (Arianna)/ The Sun.

Culture/Location: Ky'taari/Mur Postisyr.

Membership: Priestesses are female while the basic membership is all male.

Dress: White tunics and breeches.

Structure: As noted above, the temple is ruled by a priestess, while all of the other members are male. In the Ky'taari culture there is a male king and a female priestess who co-rule.

Philosophy/Purpose: basically a peaceful culture, the Ky'taari worship the sun because it is especially precious in the far northern clime, which is their home.

Activities: The monks are trained in martial arts skills and make up the elite defensive force of the Ky'taari.

5 SPIRITS OF ORHAN

These are among the more powerful servants and aides of the Lords of Orhan, and much more likely to be encountered (or at least seen) by an adventurer than the Lords Themselves. Also known as *Angels* or the *Pursuivants*, they generally are more powerful than the earth-tied servants of the Lords (Nymphs, Sprites, and Sylphs). Some of the Kulthea-linked spirits are detailed at the end of this section. The Angelic Powers, however, are fully independent, answering only to their masters, the Lords of Orhan.

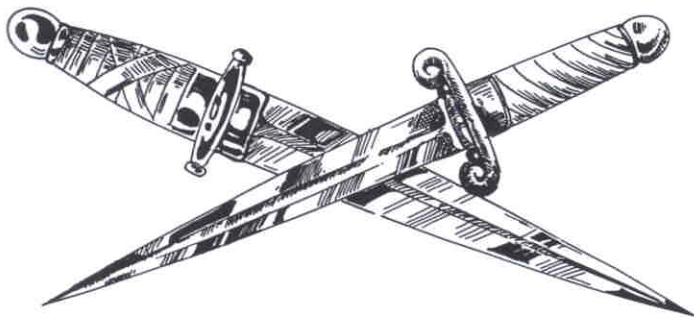
THE NATURE OF THE SPIRITS

The Spirits of Orhan come primarily from two sources: either they are lesser beings who entered this space-time with the Lords and have always served them, or they are children of a Lord-Kulthean union. The latter, while not unheard-of on Kulthea, are almost never powerful enough to be able to reside on Orhan with the Lords. And more than sheer Essence control, the Spirit must be enough like a Lord to survive the stretch of time as a nearly omnipotent being and to maintain his 'humanity' (as it were). A few children have fallen from grace over the millennia, and had to be destroyed by the Lords at great emotional cost. These occurrences, while rare, are a special tragedy for the Lords of Orhan.

GENERAL SPIRIT POWERS

The following powers are common to all the Spirits of Orhan. They are similar to the powers of the Lords, though in many cases lessened somewhat. These reflect the fact that the Spirits have tremendous innate resistance because of their common origins with the Lords. However, their ability to affect their environment is considerably less than that of the Lords.

1. The Spirits can transport themselves instantly between Orhan and anywhere on Kulthea; they can also fly at high speeds (riding the Flows of Essence) and are immune to natural cold and heat. Though their 'normal' size and form is that of beautiful humanoids, they have an alternate size of about twelve feet in height, though as a rule are slightly smaller than the Lords. (All of their personal items and clothing are enchanted and change size with them.)



Headband: +3rPD/+2rED Armor, Hit Locations 3-5 Only, 300 pip Endurance Reserve with 10 Recovery (only for Spells).

BÆRIS

Age: ? (Appears ≈ 18). **Eyes:** Green. **Hair:** Red. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** Godlike being/Male. **Skin:** Fair (freckled). **Demeanor:** Melancholy. **Dress:** Short, belted tunic off one shoulder. **True Attitude:** Angst-ridden. **Home:** Orhan.

A servant of both Oriana and Eissa, Bæris has the interesting occupation of being the patron of young love — and its inevitable tragedies. While boyishly attractive, he never smiles and always looks to be on the verge of tears. He will sometimes act to reunite couples who are divided because of a misunderstanding, and he comforts those who have lost a lover.

In cases of a special tragedy where one lover has been slain, Bæris will beseech Eissa to allow him to return the dead lover to the living. If Eissa allows him to cry, his tears falling on the face of the dead youth will heal their wounds and bring him or her back to life. This would be quite unusual of course, and Bæris will only ask for this under the specific circumstances of star-crossed lovers. Bæris does have considerable healing powers short of raising the dead. However, his followers will often call upon him to protect or save their loved ones who have been injured — especially in battle.



BÆRIS

On a more tangible level, Bæris frequently combats the *Pro-creators*, demons of Essænce who pervert the higher ideals of love. In his fury he will sometimes get in over his head, and has had to be rescued more than once. Frequently his savior has been the (seemingly) compassionless Laia.

Hits: 350 **Melee:** +350bs **Missile:** +300 lb

AT(DB): 17 (200). **Sh:** Y. **Gr:** Y. **MovM:** 75.

Lvl: 80. **Profession:** . **Stats:** St-110; Qu-107; Em-110; In-112; Pr-109; Ag-110; Co-110; Me-106; Re-107; SD-105. **AP:** 112. **PP:** 5040 (720 x 7).

Skill Bonuses: Climb100; Swim120; Ride120; Perc200; Chan200; AD100; MAST180; MASw180; Acro175; Act100; Dance140; Diplom180; FAid200; Lead100; Medit150; Music170; Seduct180; Sing150; Track90; WeathW120.

Spells: Base Spell OB is: 160. All Open and Closed Clerical spell lists to 50th level, also the Clerical Base Lists Repulsions, Protections and Channels to 50th.

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Lifegiving Tears: (see text above) Bæris' tears have the power of *Lifegiving True*.

Sword: A great weapon of gold, it is a +35 *Holy* sword which glows with a bright light when Bæris wishes, Blinding all Demons within 30 feet.

Shield: Of *Reversal*, this mirror-bright shield can absorb one spell per round and reverse it back onto the caster.

Bracers: Gold arm and leg guards which stop criticals in those areas 70% of the time.

Earring: X7 PP enhancer for Healers.

Tunic: Protects as AT 17 but does not encumber.

Long Bow: a bow with 3x normal range, it gives an additional Disruption Critical to Demons.

STR: 35 DEX: 29 CON: 30 BODY: 35 INT: 25
EGO: 25 PRE: 28 COM: 36 PD: 8 ED: 7
SPD: 6 REC: 13 END: 60 STUN: 70
OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Climbing (15-), Riding (15-), Perception (+5), Acrobatics (15-), Breakfall (15-), Acting (15-), Paramedic (20-), Seduction (16-), Tracking (14-), Magic Skill (29-), Ps:Dance (15-), Ps:Singing (15-), Ks:Meteorology (14-), +3" Swimming (5" Total), +5 DCV, +2 Overall Levels.

Spells: Up to 350 Active Points.

Special Abilities: *Godlike Powers* as Above. *Lifegiving Tears:* 10d6 Transformation (Dead into Living).

Sword: 2d6 HKA with 3d6 Explosive Flash (Only vs Demons).

Shield: Missile Deflection with Reflection vs All spells.

Bracers: 75% Physical and Energy Damage Reduction (Only in Locations 6-9 and 14-18, 13- Activation).

Earring: 500 pip Endurance Reserve with 10 Recovery (only for Spells).

Tunic: 7rPD/7rED Armor

Longbow: 2d6 RKA with +3d6 RKA against Demons (4x Increased Range).

TALARAIN

Age: ? (Appears ≈ 20). **Eyes:** Blue. **Hair:** Blond. **Build:** Average. **Height:** 6'4". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** Varies. **True Attitude:** Self-indulgent. **Home:** Orhan.

A servant of Kieron, Talaraine is the patron of Music and Dance. Usually light-hearted, he is a deadly foe when confronted with a genuine challenge (such as Inis the Dark Goddess). Talaraine frequently travels as a wandering minstrel in disguise to seek out new musical talents. When he finds gifted young men and women he will often stay and tutor them for a few months, greatly increasing their skill, and sometimes imparting magical abilities.

GM Note: The GM may wish to consider having a Bard PC be tutored by a mysterious minstrel in his youth, and give him a +10 bonus to spells involving singing or playing an instrument because of Talaraine's teaching.

Hits: 300 **Melee:** +260 rap **Missile:** +240 da

AT(DB): 4 (180). **Sh:** Y. **Gr:** N. **MovM:** +65.

Lvl: 60. **Profession:** Bard. **Stats:** St-104; Qu-107; Em-110; In-101; Pr-108; Ag-108; Co-103; Me-103; Re-101; SD-98. **AP:** 112. **PP:** 2880 (6 x 480).

Skill Bonuses: Climb80; Swim80; Ride150; S&H180; Perc200; Rune140; Acro120; Act200; Appr200; Dance250; Diplom100; Music250; PubSp150; Seduct200; Sing250; Subdu150; Trick180.

Spells: Base Spell OB is: 120 Directed Spell OB is: 140 Fire Bolt. Talaraine knows all Base Bard Lists to 50th, ten Open and Closed Essence lists to 20th. (Talaraine is an Essence Bard).

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above)

Pendant: A golden necklace with an emerald setting. It is a x6 PP enhancer.

Lute: A beautiful instrument, it can never be out of tune.

Rapier: a +35 weapon of keron.

Dagger: +30, it can be thrown up to 200' without penalty, and returns via Long Door.

STR: 28 **DEX:** 26 **CON:** 23 **BODY:** 30 **INT:** 23
EGO: 25 **PRE:** 40 **COM:** 36 **PD:** 10 **ED:** 9
SPD: 6 **REC:** 11 **END:** 46 **STUN:** 60
OCV: 10 **DCV:** 16 **Phases:** 3, 6, 9, 12

Skills: Climbing (14-), Riding (14-), Stealth (16-), Concealment (17-), Perception (+6), Acrobatics (14-), Acting (21-), Disguise (23-), Seduction (17-), Sleight of Hand (15-), Magic Skill (28-), Ps:Singing (28-), Ps: Dancing (28-), Ps:Music (28-), +2" Swimming (4" Total).

Spells: Up to 200 Active Points.

Special Abilities: Godlike Powers as Above.

Pendant: 300 pip Endurance Reserve with 10 Recovery (only for Spells).

Lute: Perfect Pitch.

Rapier: 1 1/2d6 HKA, +5 OCV

Dagger: 1d6+1 HKA (At Range, No Range Penalties).

QUEN

Age: ? (Appears ≈ 20). **Eyes:** Hazel. **Hair:** Light Brown. **Build:** Muscular. **Height:** 6'8". **Race/Sex:** Godlike being/Male. **Skin:** Ruddy. **Demeanor:** Gentle. **Dress:** Flowing green-brown robes. **True Attitude:** Serene. **Home:** Orhan.

The Patron of herbs and flowers, Quen is a strange character. He is a large, almost hulking presence, his shimmering green, amber and brown robes unable to conceal his brawny shoulders. He is as gentle as a father with his newborn, but there is a sense of controlled might. Destroyers of his wild flowers, beware!

Quen is called upon by many Herbalists and Animists when working in their Gardens. Flowers grow spontaneously in his wake. Where he walks, plants are not crushed or flattened. He can pass through even the most dense undergrowth with ease.

Hits: 350 **Melee:** +320bs **Missile:** +280lb

AT(DB): 12 (160). **Sh:** N. **Gr:** N. **MovM:** +45.

Lvl: 65. **Profession:** Animist. **Stats:** St-105; Qu-103; Em-102; In-110; Pr-105; Ag-104; Co-105; Me-100; Re-100; SD-102. **AP:** 106. **PP:** 3640 (7 x 520).

Skill Bonuses: Climb120; Swim130; Ride120; S&H140; Perc150; Rune100; S&W150; Chan200; AnTr150; Cav180; Cook140; For300; Herd200; Track160; WeathW200.

Spells: Base Spell OB is: 130 Directed Spell OB is: 200 Earth Bolt (Water Bolt Tables). Quen knows all Animist Base lists to 50th level.

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Staff: At a thought it will become a wooden sword, a +30 broadsword which will not harm plantlife. It is a x7 PP enhancer.

Long Bow: +35 Longbow, it has 3x the normal range, and rather than shoot arrows, it shoots 'vines', which make a grapple critical instead of puncture.

Robes of Autumn: Beautiful robes which shimmer through shades of green, amber, and red-brown, they protect as AT 12 and add +100 to hiding outdoors.

STR: 23 **DEX:** 24 **CON:** 25 **BODY:** 30 **INT:** 20
EGO: 23 **PRE:** 25 **COM:** 26 **PD:** 11 **ED:** 7
SPD: 5 **REC:** 10 **END:** 50 **STUN:** 55
OCV: 11 **DCV:** 16 **Phases:** 3, 6, 9, 12

Skills: Climbing (14-), Riding (16-), Stelath (17-), Concealment (17-), Perception (+3), Survival (21-), Tracking (16-), Magic Skill (29-), Ps:Caving (16-), Ps:Cooking (17-), Ks:Meteorology (17-), +7" Swimming (9" Total).

Spells: Up to 200 Active Points.

Special Abilities: Godlike Powers as Above.

Staff: 10d6 HA or 2d6 HKA (Doesn't Affect Plantlife), +4 OCV, 400 pip Endurance Reserve with 10 Recovery (Only for Spells).

Longbow: 5d6 Entangle, +4 OCV

Robes of Autumn: 5rPD/5rED Armor with +10 to Stealth and Concealment (Only out of Doors).

NEELA

Age: ? (Appears ≈ 16). **Eyes:** Blue. **Hair:** Pale Blonde. **Build:** Slender. **Height:** 5'9". **Race/Sex:** Godlike being/Female. **Skin:** Very Pale. **Demeanor:** Wistful. **Dress:** Clinging blue-green gown. **True Attitude:** Melancholy. **Home:** Waterways of Kulthea.

Said to be a daughter of Shaal, Neela is of the few who might stay his temper. She is mistress of waters and patron of sailors.

With the look of a spritely but somewhat pensive young woman (no more than a girl, really), she swims through the waters of the world seeking ships in trouble.

Neela tries to moderate Shaal's stormy temper and save those who might otherwise be lost at sea. Even if she cannot stop a ship from being smashed, she will guide shipwrecked sailors to islands. (Admittedly, she saves young men who she finds attractive.)

Hits: 350 **Melee:** +250 **bs Missile:** +280 **net**

AT(DB): 11 (170). **Sh:** N. **Gr:** N. **MovM:** +70.

Lvl: 60. **Profession:** Mystic. **Stats:** St-104; Qu-107; Em-108; In-104; Pr-108; Ag-109; Co-104; Me-100; Re-99; SD-95. **AP:** 109. **PP:** 2520 (6 x 420).

Skill Bonuses: Swim250; S&H150; Perc180; Rune80; S&W100; Acro150; Cav150; Dance120; Diving200; Nav150; Sail200; Seduct140; Sing130; WeathW150.

Spells: Base Spell OB is: 120 Directed Spell OB is: 180 (Water Bolt). Neela knows all Mystic Base Lists to 50th level, also Magician Water Law to 50th, and ten Open Mentalism or Open Essence lists to 25th.

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Form Mastery: Neela can maneuver through and breathe water with ease, and can assume the form of any sea creature up to 5x her mass at will.

Net: Uses the Grapple Tables +30. Neela can cast it up to 100' in air or underwater. If it entangles a target (GM discretion) the net can be ordered to *Long Door* to Neela's feet either empty or including its prey (target gets a RR vs 30th level). Net is enchanted and cannot be cut except by laen or eog weapons.

Knife: a slender curved dagger, it actually strikes as a +30 broadsword.

Gown: Neela's gown protects her as AT 12.

Necklace: of shells, it is a x6 PP enhancer.

STR: 23 DEX: 29 CON: 25 BODY: 29 INT: 20

EGO: 18 PRE: 30 COM: 30 PD: 15 ED: 7

SPD: 6 REC: 10 END: 50 STUN: 55

OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Stealth (15-), Concealment (15-), Perception (+5), Acrobatics (15-), Breakfall (15-), Navigation (25-), Seduction (15-), Magic Skill (27-), Ps:Caving (12-), Ps:Dance (15-), Ps:Diving (21-), Ps:Sailing (27-), Ks:Meteorology (14-).

Spells: Up to 300 Active Points.

Special Abilities: *Godlike Powers* as Above. *Form Mastery:* Ability to Breathe Underwater, Immune to High Pressure, Ability to See Underwater with No Penalties, Shapeshift into any Sea creature, 20 points of Growth linked to shapeshift and 20 points of Shrinking linked to shapeshift.

Net: 5d6 Entangle with 20 Defence (Only one use at a time).

Knife: 2d6 HKA (At Range, No Range Penalties).

Gown: 5rPD/4rED Armor

Necklace: 300 pip Endurance Reserve with 10 Recovery.

VULT

Age: ? (Appears ≈ 25). **Eyes:** Blue. **Hair:** Black. **Build:** Muscular. **Height:** 6'7". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Grim, sometimes Snide. **Dress:** Black cahn with white surcoat. **True Attitude:** Determined. **Home:** Orhan.

Vult is indirectly a servant of Eissa; it is his task to free the Undead and cleanse their souls. He wanders Kulthea alone seeking out cursed Undead and slaying them.

With his flowing sable hair and striking blue eyes, he is handsome but unapproachable. His black chain armor looks like it is rent in places, but his surcoat is always gleaming white.

Hits: 350 **Melee:** +350 **2-h Missile:** —

AT(DB): 17 (180). **Sh:** Y. **Gr:** Y. **MovM:** +45.

Lvl: 60. **Profession:** Fighter (Paladin). **Stats:** St-107; Qu-105; Em-102; In-108; Pr-; Ag-104; Co-105; Me-99; Re-94; SD-104. **AP:** 103. **PP:** 2100 (5 x 420).

Skill Bonuses: Climb120; Swim100; Ride150; S&H100; Perc170; AMov100; Nav130; Track120.

Spells: Base Spell OB is: 120. Vult knows the Open Channeling list Purifications and Detection Mastery, and the Closed lists Lore and Locating Ways to 20th level. Also the Cleric Base List Repulsions to 50th level. (Paladin Base List Spell Breaker, RMC).

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Immunity: While all the Lords are resilient, Vult is completely immune to any spells or special magical effects Undead may have.

Liberator: +30 2-h sword of clear blue laen, Liberator is *Of Slaying Undead*, in this case delivering an additional Disruption Critical to any Undead it gives a Crit to. Liberator detects Undead within 300', giving off a soft blue radiance.

Armor: Chain armor enamelled black, it protects as AT 17 (-20) but encumbers as leather.

Amulet: Necklace: a 5x Channeling PP enhancer.

STR: 28 DEX: 24 CON: 28 BODY: 35 INT: 18

EGO: 23 PRE: 23 COM: 20 PD: 10 ED: 10

SPD: 5 REC: 12 END: 56 STUN: 65

OCV: 10 DCV: 16 Phases: 3, 6, 9, 12

Skills: Climbing (14-), Riding (18-), Stealth (14-), Concealment (14-), Perception (+4), Navigation (16-), Tracking (15-), Magic Skill (19-), +5" Running (11" Total), +3" Swimming (5" Total), +3 with HtH Combat.

Spells: Up to 100 Active Points.

Special Abilities: *Godlike powers* as Above. *Immunity:* 75% Energy Damage Reduction, Power Defense (25 pts), Mental Defense (25 pts) (Only against Undead).

Liberator: 3d6 HKA, +5d6 Kill against Undead, +5 OCV, Change Environment in a 15 Hex Area (Sheds blue light).

Armor: 8rPD/7rED Armor, +2 DCV

Amulet: 100 pip Endurance Reserve with 10 Recovery (Only for Spells).

JAYNOR

Age: ? (Appears ≈ 16). **Eyes:** Hazel. **Hair:** Long, Brown. **Build:** Slender. **Height:** 6'2". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Playful. **Dress:** pants and feathered bands. **True Attitude:** Lighthearted. **Home:** Orhan.

Follower of the Four Winds, Jaynor is also friend of birds and all non-evil flying beasts.

His costume consists of green pants and many colored bands about his arms, wrists and head. From all the bands hang brightly-hued feathers given by his many bird-friends. He communicates with the birds, which serve him as a vast information network.

Hits: 350 **Melee:** 300qs **Missile:** +290 boomerang.

AT(DB): 15 (200). **Sh:** N. **Gr:** (Y). **MovM:** +70.

Lvl: 60. **Profession:** Cleric (Druid). **Stats:** St-105; Qu-104; Em-102; In-109; Pr-107; Ag-109; Co-108; Me-100; Re-96; SD-94. **AP:** 108. **PP:** 2520 (6 x 420).

Skill Bonuses: Climb150; Swim120; Ride150; Perc200; Rune80; S&W120; Acro200; Cont180; Diving140; For110; Sig140; Sing100; Track150; Trick140; Tumb120; WeathW180; WoodC130.

Spells: Base Spell OB is: 120 Directed Spell OB is: 180 (Air Bolt 300': use *Water Bolt* Attack Table, Impact Crits only). Jaynor Knows The Open Channeling Lists Weather Ways and Lofty Movements Nature's Law to 50th, (Also Druid Base Druid's Peace, Animal Mastery and Nature's Forms to 50th.)

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Flight: Jaynor can fly faster than any living thing — except Teris.

Speech: Jaynor can speak to and understand the speech of any Bird.

Necklace: of lapis and other beads strung on a leather thong, it is a x6 PP enhancer. Should Jaynor be stunned or otherwise incapacitated, it will keep him aloft.

Quarterstaff: A golden wood 10" long wand, it transforms at a thought to a 6' staff, strikes as a +35 quarterstaff, and allows Jaynor to parry as many as three attacks per round, including missiles, from whatever direction they are coming. The staff is actually semi-intelligent.

Bands: Jaynor's many feathered bands protects him as AT 15 (50).

Boomerang: 300' range, it strikes as a club +25, and always returns to Jaynor.

STR: 25 **DEX:** 29 **CON:** 28 **BODY:** 25 **INT:** 23
EGO: 20 **PRE:** 25 **COM:** 28 **PD:** 8 **ED:** 5
SPD: 7 **REC:** 11 **END:** 56 **STUN:** 52
OCV: 10 **DCV:** 16 **Phases:** 3, 6, 9, 12

Skills: Climbing (15-), Riding (15-), Perception (+7), Acrobatics (21-), Breakfall (23-), Survival (18-), Tracking (15-), Sleight of Hand (16-), Magic Skill (25-), Ps:Diving (18-), Ps: Signling (12-), Ps:Singing (17-), Ps:Wood Carving (14-), Ks:Meteorology (15-), +2" Swimming (4" Total), +8 Levels with Flight.

Spells: Up to 250 Active Points.

Special Abilities: *Godlike Abilites* as Above. **Flight:** 25" Flight with a x16 Noncombat Multiple. **Speech:** 4d6 Telepathy (Only with Birds)

Necklace: 1" Flight (0 Endurance, Persistent, Trigger: When Jaynor is Stunned), 200 pip Endurance Reserve with 10 Recovery (Only with Spells).

Quarterstaff: +6d6 HA with Missile Deflection vs all Physical Attacks, +4 with Staff

Bands: +6rPD/+6rED, +6 DCV

Boomerang: 7d6 Physical EB, +3 OCV.

6•KULTHEAN SERVANTS

Certain creatures on Kulthea are tied intrinsically to specific Lords of Orhan. A few — and their relationship to their Lords — are discussed below.

Nymphs

These are the *Dirloi*, the spirits of the earth. Shaal is the master of the Nereids and Naiads: the watery spirits. Iloura looks after her children, the Dryads (Tree spirits). Though common legend says that these are insubstantial creatures with a carefree and almost capricious nature, they are not so scatter-brained as they might choose to appear.

In fact, Nymphs are often the eyes and ears of the gods, able to observe events in a wide variety of locations.

Nymphs are human-sized, and most often take the form of impossibly beautiful youths, the males sinewy yet slender, the females just blossoming with womanhood. They are either naked or draped in only the most minimal gossamer covering. None has any body hair, though their scalp hair is always luxuriant and thick. The only other difference is the skin: water spirits have a decidedly blue tint, while plant spirits are green; their hair is of normal color.

Nymphs live on Kulthea as long as the source of their life, be it river or tree; and should their source fail, they merely return to the greater spirit of their master on Orhan.

Nymphs do have a well-deserved reputation for playfulness, including the possession of a boundless libido. They love flirting (and more) with attractive Elves and Mortals alike. Of course, no children are possible from such a union, as Nymphs are not a true race in the genetic sense.





A RIVER NYMPH

SYLPHS

These winged little people are also known as *Tykili*, the air-spirits. They are enamored of Teris and often serve as messengers for him. More delicate and 'fairy-like' than Nymphs, the sprites are even more incomprehensible, and seem incapable of a serious conversation. Rarely do they grow to be more than a foot tall. Tykili are 'born' in the spring, emerging from a few chosen flowers. Only enough are born to replace those who have perished in the past year; this is a rare occurrence, as Tykili are long-lived and hardy little creatures.

For all their playfulness, they can be responsible — and have helped in their own way to resist the forces of evil.

"Either those tapestries go, or I do."

Last words of the infamous trader-prince Decadus Barrud, who died penniless in a convent of Eissa.

7·CHILDREN OF THE GODS

Of course, the fact that supposedly incorporeal beings such as the Lords of Orhan can sire or mother offspring is a concept to make any Loremaster squirm. It is a fact, however, that there are beings on Kulthea who claim to be the child of a god, and display super-human powers to prove it. Most are no more than magnificent humans, however; the vast majority are not even immortal. It is suspected that the Lords have some supernatural ability to conceive offspring, something which their lesser brethren (the Spirits and Fairie Folk) cannot do. Also, descendants of offspring of the Lords are closer and closer to normal mortals with each successive generation — though there is an occasional throwback with extraordinary abilities.

GM Note: allowing PCs to be offspring of the Lords of Orhan is in general not a good idea, unless he wishes to give the PC very limited powers, virtually no access to his 'parent', and a healthy disadvantage to go along with his very special ancestry.

PART VIII

ARTIFACTS

*Fire, Ice, and Wind
the might of the earth
shall again arise;*

*The Narsælkin will war
the Black Blades unmade
before hope dies;*

*Three shall be One
and all will stand forth
When close the Eyes.*

Prophecy made by
Xyg Arulis (the Blind Seer)
c. TE 4043, Kaitaine

There are a few items of such surpassing power that they deserve mention as artifacts of world-wide renown. Only the most powerful specific artifacts are detailed, followed by categories of lesser — but still mighty — items.

1•THE EYES OF UTHA

Artifacts beyond the Pale, the Eyes of Utha are all that stands between Kulthea and the ferocious malice of the Unlife. The Eyes are in fact a pair of clear crystalline orbs, each about six inches in diameter. They rest on stone pedestals in secret fortresses at each pole of the Shadow World. Their purpose is to shield Kulthea from much of the radiations of raw Essænce emanating from deep space, and so protect it from the brunt of the effects of the Comet *Sa'kain* and other intrusions. As long as the Eyes remain in place there will be a balance. Should one or both of the Eyes be displaced or destroyed, there will be planet-wide destruction on a level greater even than the Wars of Dominion.

Each of the Eyes of Utha should be treated as *at least* a Greater Focus (*Master Atlas World Guide*, p 20), with the chance of some sort of 'burnout' if a spell-user attempts to tap the Eye's power for PPs.

2•THE SHADOWSTONE

Perhaps the mightiest item of Darkness ever to exist on Kulthea, the Shadowstone — also known as *Kadæna's Heart* and the *Dark Jewel* — is not subtle in power or appearance. An oval, smoky, crystalline stone about three inches long, it is multifaceted, though the pattern is so convoluted that it is either the work of the tortured earth or of an insane jeweller. The jewel pulses with an angry red light when its powers are being drawn upon.

It is and has always been set in a vertically encircling band of star iron, and is attached to a heavy chain of the same dull, black material. As with all things fashioned of star iron, the setting and chain have a rough look, as if the vast powers of the Lords of Essænce could barely wrench the metal into the desired form.

But only star iron is worthy of holding the Shadowstone, a jewel of power which goes beyond the Elemental. Legend says that it came from the Pillar of the Gods. Even the Lords of Orhan fear it, for while it has the power to destroy material things, it *desires* to destroy the spirit.

The wearer of the Shadowstone is able to wrench the very soul from his desired target with only a thought, and so fuel the dark gem's other powers. In fact, the Shadowstone requires souls on which to feed or it will draw energy from whatever is around it, including the wearer.

If the wearer of the Shadowstone is killed, his body vaporizes and his spirit enters the Shadowstone. The next being who dons the Shadowstone must then wrest control of it from the former wearer in a battle of wills.

RM Powers:

1. Wearer is immune to all Mentalism and Essence spells (though his own spells may function normally). Wearer may also Dispel any active Essence or Mentalism spell within 200' at will (Spell must make a RR vs wearer level at -80). Channeling attacks must make a RR at -80 or be annulled. Wearer may also Dispel any active Channeling spell within 200' at will (Spell must make a RR vs wearer level at no mod).
2. Wearer may cast *Shadows*. Effect is of absolute darkness in which only magical light can exist and it must make a RR vs wearer level. Even beings who can see in the dark (Elves, Dwarfs) are blind — except servants of the Wearer, who can see fine. Within *Shadows*, Wearer can see areas which are dark and things that are invisible. All within the *Shadows* who do not serve the Wearer take one "A" Depression crit an hour, one "C" per day, one "E" per week (10 days). Wearer can cause *Shadows* to extend in a radius of up to 80 miles from his person, though the effort is taxing (requiring almost constant concentration). The Shadowstone demands hundreds of souls per day to maintain a radius that large.
3. Wearer may cast *Essence Thirst* at will, range 800'. If Target fails RR (at -80), he is stripped of all PPs (these are permanently added to Wearer's total) and his appropriate Temp. and Potential PP Stat(s) is reduced to 5. Any PP enhancer worn by Target must make a RR or shatter.
4. Wearer may cast *Shadow Ball* and *Shadow Bolt* at will, up to 800' range. (*Nether* Attack charts, but delivers primary Disruption and Shock secondary Heat and Cold (as table indicates).)
5. Wearer may cast *Dark Thirst* at will. Spell is similar to *Dark Absolution*, but range is 800' and RR Mod is -80. The body becomes an empty husk, and though mindless and without skills, it can be ordered about by Wearer.
6. Wearer is cloaked in *Shadow*. Treat as AT 20 (240) unless opponent is wielding a Holy weapon, then AT 20 (-120). Non-magical weapons are useless and shatter when used. Non-Holy weapons must make a RR vs 10th level or shatter if they hit. In any case, wielder of any non-Holy weapon takes a Shock critical of identical severity to wearer every time he hits.
7. Wearer is hasted at will, cannot be stunned (except by *Holy* weapons). All bleeding wounds heal after one round.
8. All within 8 miles of wearer suffer -10 to morale and -5 to RRs and Maneuvers; all within 800' suffer -20 to morale and -10 to RRs and Maneuvers; all within 80' are at -80 to morale, -40 to RRs and maneuvers.

FH Powers:

1. Immunity to EGO and Mental Powers, 18d6 Dispel at 35" range.
2. 80 mile radius Hardened Darkness linked with a 1d6 EGO attack each hour, 3d6 Ego attack each day and a 5d6 EGO attack each week.
3. Transfer END from END Reserves that are used for spell casting, destroying the reserve items on a 14-. This effect also lowers the targets CON by 1.

4. 3d6 RKA either as a bolt or as a 2" radius area effect (vs ED).
5. 6d6 major Transformation attack into an undead zombie under the command of the caster.
6. Provides 10 DEF and 12 DCV to wielder, unless vs. Holy powers then it is 10 DEF, 6DCV.
7. Wearers SPD is increased by 1, cannot be stunned and Regenerates 1 BODY per Phase.
8. All within 8 miles suffer -1 morale, within 80" suffer -2 morale and -1 to all other activities, within 8" suffer -8 morale and -4 to everything else.

Note: The Shadowstone may have other powers, and may indeed mold its abilities to suit its current wearer. It is intelligent (though it does not 'speak' or communicate directly) and has a will of its own.

3•THE CRYSTAL

Now a total of eight crystalline clusters (including the original), the Crystals are of a similar nature to the *Eyes of Utha* (see above) though not nearly as powerful, and no longer similarly oriented. They act as mighty foci of Essence, and can channel power or shield their surroundings from it. Their exact nature is arcane and may vary with prevailing conditions.

Once the Crystal was a very powerful item for good, but it has been perverted (through dark rituals) into a tool for evil. Each sliver should be treated as at least a Greater Focus (*Master Atlas World Guide*, p 20), with the chance of some sort of 'burnout' if a spell-user attempts to tap the Crystal's power for PPs. In addition, any non-evil spell user who attempts to tap (or even unwittingly taps — quite possible within 100') the power of a Crystal will suffer as noted in the *World Guide* p 34, except, should he fail, he loses 2-20 points from his 'Essence Soul' and is stunned 1-10 rounds.

4•THE ARK OF WORLDS

The Ark is in fact only a container for a powerful artifact, but over the ages the Ark itself became an item of power merely because of its continuing proximity to the Universal Key.

In appearance the Ark is a circular casket about three feet in diameter, with large carved handles extending from two sides. The Ark is made of the enchanted black Dír-wood, trimmed with gold and many rare enchanted elements. The lid is also of Dír-wood and gold trim, and there are three silver clasps around the rim. On top of the lid is a small gold globe with a beautiful dragon crouched on it with wings spread.

Inside the Ark, bathed in its own golden glow, is an item from the First Era. While it is referred to as the *Universal Key* (or simply "The Key"), it is in fact a small orb only two inches across. Controlled by thought, this small bauble can transport the holder instantly anywhere and *anywhen*. It will open Portals and moved through the infinite planes of the universes. It is so powerful and perilous that even the Jerak Ahrenreth members fear to use it. It also has a will of its own; members fear that it would resist 'evil' use, perhaps by tricking the user into becoming trapped in another time or place.

The Ark is normally stored in a vault in the Ahrenlaakh (one of the Eight Secrets) lined with the Essence-inhibiting metal *kregora*.

GM Note: The Key is a ridiculously powerful device, and it is strongly recommended that PCs never get their hands on it. If they do, they should be taken on a nightmare ride through the universe and dumped in a parallel plane where they have a slight chance of returning to their home Kulthea — without the Key (which has managed to escape through time).

EFFECTS

Anyone within 30' of the Ark (assuming the vault is opened) will begin to feel an occasional 'stuttering' effect as time begins to fold on itself and things repeat.

Anyone touching the Ark will feel a physical pulling, a dreamy sensation of vertigo like they are falling. People around them seem to move fast, slow, backwards or flicker in and out of existence.

If the Ark is opened, all within 1-10 miles will begin to 'waver', changing slightly as the area shifts across alternate time lines. People's clothing, the weather, even individuals themselves, will undergo a continuous shifting while the lid is up. There is a 10% chance that, when the lid is closed, the area in question has shifted to an alternate timeline.

GM Note: This may sound nightmarish for GMs, but it sets up an interesting quest scenario (assuming the PCs get out of the Ahrenlaakh alive; maybe the place is abandoned in this timeline!) in which the PCs must travel through a strangely altered yet similar Shadow World and get to a particular Gate (see *Places of Power*, Part 10) and transport back to their own universe. Naturally, finding out where to go and how to set the gate will be a challenge...

Anyone looking directly at the Key will find themselves (and, optionally anyone in their party) transported anywhere they might be thinking of (in this case the transport will only be spatial, not planar or temporal). Anyone touching the key is thrust into another (possibly Chaos) plane — and might suffer some serious Mind Erosion problems (see the Evil Mentalist Base list of the same name).

FANTASY HERO EFFECTS

1. Treat the Ark as an uncontrollable, always on, Extra-Dimensional Teleport with a 5" area effect.

5. ORBS OF POWER

Following is a selection of some of the most powerful and famous crystalline orbs in Kulthea.

THE ILARSIRI

Four Master Orbs there were, and sixteen lesser ("Access") spheres. The Master Stones were nearly five feet in diameter, and set in great pedestals of stone or wrought metal. The Access stones, only capable of communication with the Masters or relatively short-range vision, were two feet across and usually found berth in an ethereal metal pedestal formed like a many-branched tree. Of all of Tethior's creations (which include the Six Jaimani Crowns, the Pendants and the *Images*), the Master Orbs were possibly the most impressive.

The exact powers of the Ilarsiri are somewhat unclear, and they might actually change depending on the user. The Master Orbs especially were mutable devices with a daunting array of alleged powers.

MASTER ORBS (LOCATION)

- Master Orb 1: Storm Wizard (Emer).
- Master Orb 2: Gryphon College (SE Jaiman).
- Master Orb 3: Loremasters (Karilôn).
- Master Orb 4: Andraax (location unknown).

ACCESS ORBS (LOCATION)

- Access Orb 1: Votania (Emer).
- Access Orb 2: Vog Mur.
- Access Orb 3: Nexus (in the Navigators' Tower).
- Access Orb 4: Haalkitane, held by the Emperor of Rhakhaan.
- Access Orb 5: Remiraith, held by King Liras (Jaiman).
- Access Orb 6: Tower of the Third Moon (Jaiman).
- Access Orb 7: Sel-kai, held by the Prince of Sel-kai.
- Access Orb 8: Cult of Stars, at Vour.
- Access Orb 9: Gethyra.
- Access Orb 10-13: Held by Loremasters at unknown locations.
- Access Orb 14-16: Destroyed or location unknown.

THE STARSPIHERE

An artifact from the First Era, this orb is in appearance similar to any scrying device of the later days. About 12" in diameter, this perfect sphere rests on a slender curling pedestal of dark grey alloy, from which three claw-like prongs support the orb on a tripod. The Starsphere has not been moved from this spot in the center of a domed vault in ruins (found in central Hæstra in SE 1490), mainly because it is believed that the sphere is tied to the vault and may not function if removed.

The sphere speaks, as do the other Lords of Essænce 'Speaking Crystals', though few of its words are understood. But most impressive of the sphere's powers are the worlds that it creates. The vault is about 100' across, essentially a smooth inverted bowl. But when the Starsphere is activated, the room becomes another place. The Loremaster Garl V'shaan perhaps explains it best.

"Andars and I entered a large chamber, bare except for a single glowing orb in the very center. It spoke as we stepped within, a booming sound which nearly shook me out of my breeches. The sphere flickered as the sounds echoed through the room, a tongue which seemed familiar, yet I could not discern the words.

"Then the orb suddenly burst into a flare of rainbow light — and the room was gone. We stood in a strange place, flanked by towering pillars of what looked like glass and silver. Overhead wingless things darted at impossible velocities. And all about us swirled a cacophony of strange sounds — and people stranger still. Though most seemed human, they walked with monsters of unheard-of form. And all wore bizarre garments. We had been teleported to another place!

"Then, barely had I begun to grasp this new reality, when it rippled like a reflection in a pool. Even after that I was unprepared for our new location.

"Darkness was all around us, but a darkness thick with stars. Andars and I stood on a rock not more than ten feet long. We were drifting in the black emptiness of space! I was seized by a terrible vertigo, and my legs gave way as I fell to the rock. Andars fell next to me whimpering and our little platform bucked unsteadily. What nightmare was this? Our boat-like rock wheeled about to face what must have been a world. It was a great globe hanging in the void, beautiful and terrible in its blue-green immensity. A crescent of it exploded with light as its sun rose from around its curving horizon.

"Then there was a sickening sensation of falling which ended with a bump. Andars and I lay in the domed chamber again. The sphere in the center was speaking again, clearly asking a question which we could not fathom. We retreated."

The Starsphere has been visited on countless occasions by Loremasters, and it has revealed many places, all strange and beautiful. It was eventually realized that the sphere did not actually transport, but created illusions so real and tangible that they could not be separated from reality. Guards have been set at the entrance to the vault, and only those with permission of the Council may enter.

THE LENS OF STROK

The Lens of Strok is located in a tower in the Spine of Emer. The place was constructed early in the Third Era, and was possibly brought by Aldaron. Few now know of the existence of the ancient structure, currently inhabited by an aged Seer.

Not exactly an orb, the lens is in fact a convex lens three feet in diameter mounted on an ornate and beautiful stand of golden alloy. The stand is constructed so that the Lens can be turned and tilted to face in any direction. A throne-like chair is set on a track which can circle the lens, allowing the viewer to sit comfortably whatever the direction of the lens. It operates thus: the viewer aims the lens in the approximate direction he wishes to observe and sits in the chair. Two flywheels set in front of the chair 'fine tune' the altitude and lateral direction of the lens.

Using this device, the viewer may look at scenes as far away as 3000 miles in any direction as if they were right there. No sound is conveyed by the Lens, and it cannot 'see' in the dark. Also, while it can delve underground, it is prevented from seeing into some places (such as Nexus, the citadel of the Navigators). Unusual Flow activity will interfere with the Lens, causing a 'fogging' effect.

While using the Lens does not require power points, it is tiring, and requires skill to use with any success. It would take days for a novice to locate a specific spot hundreds of miles away.

6. RENOWNED SWORDS

Although there are many other famous arms forged through the ages on Kulthea, no other weapon has the romance and beauty of a sword. At least, that seems to be the consensus of the most powerful smiths in history, since they all have chosen swords as their favorite instrument of magical power and fighting ability.

THE ESSÆNCE BLADES

Twin swords, the Essænce blades saw limited use in the Wars of Dominion because they were so perilous to wield. They thought lost at the end of the Age, but they survive, hidden somewhere in the Shadow World.

The swords are not evil, but were made by Tethior during the latter years of the Wars, and so touched by his feeling that there would be no dawn after this night.

The swords seem identical when unclaimed, each a bastard-sword (can be used either one-handed as a broadsword or two-handed) with crystal clear laen blade, hilts and guard of silver and gold, and an spherical gem set in the pommel, also clear. Only after a blade is drawn will it reveal its nature. Both are dangerous. Each has an intelligence and a limited will of its own, and each is imbued with a fatalistic drive to kill until its wielder has slain all enemies or died.

BLADE OF SHADOW

When the hilt is grasped, the Blade of Shadow reveals its true appearance: the pommel-orb turns black and the blade acquires a smoky hue.

RM Powers:

1. +30 sword (can be used either one or two handed without the usual bastard sword penalties).
2. The sword is *Of Slaying* all foes.
3. Wielder cannot be stunned while using the sword.
4. Wielder may "Call the Dark Essænce." By uttering these words, he channels raw Essænce through the sword (and drains 10 Temp Con points until he rests; he requires 1 hour of rest/sleep to regain each Con point). The effect is a *Nether Bolt*, 300' range, 3x hits. He may acquire skill with this attack.
5. In a melee, wielder must use full OB.*
6. In a melee, wielder must fight until all foes are dead (incapacitated).*

BLADE OF LIGHT

When the hilt is grasped, the Blade of Light reveals its true appearance: the pommel-orb glows blue-white and the blade acquires a flickering, mirrorlike sheen.

FH Powers:

1. +30 sword (can be used either one or two handed without the usual bastard sword penalties).
2. The sword is *Of Slaying* all foes.
3. Wielder cannot be stunned while using the sword.
4. Wielder may "Call the Light Essænce." By uttering these words, he channels raw Essænce through the sword (and drains 10 Temp Con points until he rests; he requires 1 hour of rest/sleep to regain each Con point). The effect is a blue-white stream of energy, a *Plasma Bolt*, 300' range, 3x hits. He may acquire skill with this attack.
5. In a melee, wielder must use full OB.*
6. In a melee, wielder must fight until all foes are dead (incapacitated).*

*Wielder can try to dominate the will of the sword and not be bound by the noted restrictions. To do so, he must make a SD RR vs a 10th level Touching Base Attack Roll (the sword gets no other bonus). For each time the wielder successfully dominates the sword he gains a +5 for next time; each time he fails, he is at -5 next time. If he fails by more than 50, the sword may refuse to fight at all (though it will probably not endanger its owner). One domination roll is allowed per day.

FH Powers (both swords):

1. +3 OCV, 4d6 HKA Sword, STR Min= 10.
2. Wielder does not take STUN.
3. By investing 1 CON point the wielder can cast a 3d6 RKA plasma EB, 50" range. The CON point returns in 1 hour.
4. In melee, the wielder cannot use any levels toward DCV.
5. In melee, the wielder goes Berserk, recovering on a 8-.

THE IMPLEMENTORS

It is not known how many of these dark blades survive to the Third Era, though at least a handful of these cursed swords yet haunt the world.

RM Powers:

1. +30 bastard Sword (can be used 1-handed as a broadsword or as a 2-h sword). Forged of Black Eog.
2. Highly intelligent, the sword is able to cast as many as three spells per day from the Evil Magician Base (up to 30th level) list Physical Erosion on a target it strikes or touches.

3. Radiates a continuous anti-magic aura, adding +60 to all RRs made by wielder against Essence (magic) attacks. Elemental attacks are simply at -60 OB.
4. Regenerates 5 hits per round of accumulated concussion hits on wielder. Wielder is also immune to all 'stun' effects.
5. *Of Slaying* elves (includes all who are more than 50% elven blood).
6. Cannot be fumbled. A roll which would normally indicate a fumble is simply a miss.
7. A Swordslayer. When in melee, if the wielder fails to hit and the defender has been using some of his OB to parry, then the Implementor has struck the defender's weapon. If the weapon is non-magical, there is a 50% chance that it is destroyed. There is only a 10% chance that magical weapons are destroyed, and they get a +5 bonus for every +5 OB (e.g., the Implementor roll would have to be open-ended to destroy a +10 or better magic weapon).
8. Will *Haste* wielder at a thought.

FH Powers:

1. +3 OCV, 4d6 HKA Sword, STR Min= 10.
2. Intelligent, can cast up to 90 Active points in spells.
3. 6d6 of mental and power defense.
4. Wielder does not take STUN and regenerates 1 BODY per turn.
5. Double damage vs. Elves and Half Elves.
6. Cannot be fumbled, an 18 means a miss.
7. In melee, it destroys non-magical weapons on a 11-, and magical weapons on a 5-.
8. Wielders SPD is at +1.

BLADE OF THE VOID

These swords are known as the "Lord Implementors", more powerful blades among this black hierarchy. Four were made, and at least one has endured into the Third Era: Lorgalis bears it.

RM Powers:

1. *Of Slaying*, taking the soul of anyone it instantly kills.
2. Drains 1-10 *permanent* hits every time it delivers a critical.
3. Absorbs light, creating an aura of *Utterdarkness* up to sixty feet in radius (absolute darkness).
4. +45 broadsword.
5. Fumbles only on 01-02.
6. Can fire a soul as either a *Nether Bolt* or *Ball*, hits x = soul level (it stores up to 6 souls at a time).
7. Should the wielder be injured or 'struck down', the sword will summon a spectral image to wield it: Level: 20 AT(DB): 19 (-40) Hits: 200 Melee OB: 195.

FH Powers:

1. +4 OCV, 4d6 HKA, STR Min=12.
2. Destroys 1 BODY (permanently) with each hit.
3. 5" radius, Hardened Darkness.
4. Sucks the soul of anyone killed with a single blow.
5. Stored "souls" may be fired as a 2d6 RKA (nether), the STUN X equals the souls total character points /30.
6. If the Wielder is struck down, the sword will summon a spectral image of the wielder to fight in his place.

IMPLEMENTOR

While called by some the 'common' Implementor, these blades are in some ways more powerful than the Blades of the Void. At least sixteen were made; how many survive is not known.

FH Powers:

1. *Of Slaying*, taking the soul of anyone it instantly kills.
2. Drains 1-10 *permanent* hits every time it delivers a critical.
3. Absorbs light, creating an aura of *Utterdarkness* up to sixty feet in radius (absolute darkness).
4. +45 broadsword.
5. Fumbles only on 01-02.
6. Can fire a soul as either a *Nether Bolt* or *Ball*, hits x = soul level (it stores up to 6 souls at a time).
7. Should the wielder be injured or 'struck down', the sword will summon a spectral image to wield it: Level: 20 AT(DB): 19 (-40) Hits: 200 Melee OB: 195.

SWORDS OF NIGHT

These blades were made in the Second Era, perhaps by the evil smith N'guila, once a servant of Krelj, now in the employ of the evil Priest Gorûl.

GM Note: A sample Herald of Night and his Black Unicorn mount can be found in the Master Atlas World Guide, pg 52.

SWORD OF NIGHT

Of clear laen, the blade appears to be tinted dark blue with many tiny flecks of silver inside, like a starfield. Designed in mockery of Valris' *Starsword*, which is similar in appearance, the sword glows with a dim blue-white light.

RM Powers:

1. +40 bastard sword.
2. Delivers a Cold critical in addition to any other.
3. Casts Magician Base Light Law *Utterdark* at will.
4. Can (at the decision of the wielder) draw the 'soul' of anyone it delivers an "E" critical to. Target gets a RR, but is 'touching', and the swords are considered 20th level for this attack. The sword can hold up to 4 souls at a time, and a soul may be used to fire an Evil Cleric *Dark Absolution* at the level of the soul. Soul is automatically destroyed when the spell is cast.
5. Intelligent, the sword will attempt to control any other wielder than itself. It should be treated as 20th level and has a Will of 200.
6. x4 Evil Channeling PP enhancer.

FH Powers:

1. +4 OCV, 2x2d6-1 HKA (1 vs PD the other vs. ED: cold), STR Min=13.
2. 5" radius Hardened Darkness.
3. Target must roll more than the unmodified damage dice on 4d6 or have his soul sucked into the sword.
4. Intelligence and will attempt to control all wielders; it has a 20 EGO.
5. +40 End Reserve for spell casting.

THE NARSÆLKIN

These three swords were forged by Tethior as a set, designed to fight the Implementors. Their purpose was so focused, in fact, that certain of their powers functioned only in the presence of an Implementor. These special, limited powers are marked with an asterisk (*) under each weapon below.

GM Note: All of the Narsælkinn are highly intelligent weapons. Although they are not capable of performing any actions on their own (such as casting spells or triggering their innate powers), they can be of considerable aid to their wielder. But they should not be too wise or learned about things they would not ordinarily be familiar with. Care should always be taken by the GM that so that the items do not end up controlling the characters.

FIREBLADE

This sword is, in fact, not a weapon for hand-to-hand combat, being merely takes the form of a sword. The Firesword has hilts of gold wound about a core of clear laen; the blade is an edge of laen but has no core, so that beyond the polished golden wrist guard there are two narrow bands of laen which curve gracefully apart, then rejoin at the tip in a needle-sharp point. Although Laen is a very hard substance and the edge is quite keen, the balance of the weapon is all wrong for melee combat. Any attempts to use it so would spell disaster for the wielder.

However, if the holder commands ("blade to flame!"), a the previously empty blade-core is filled with bright flames which lick about the laen edges. The flames do not consume fuel and cannot be extinguished except by another command by the holder. Note that they are real flames and can burn on contact — as well as set fire to flammable materials. The flames also provide the fire for spells which require a natural fire source.

The flaming function needs to be activated in order to utilize the sword's abilities 3 & 4. None of the sword's powers may be exploited by anyone who is not at least a hybrid spell user of Essence.

RM Powers:

1. x4 PP enhancer (Essence professions, Mystic or Sorcerer)
2. Will catch (and return or dispel, wielder's decision) any elemental spell attack directed at the wielder. The attacking spell must fail a RR vs 30th level to be snared; only one spell may be caught per round and it must be returned or dispelled immediately; it cannot be 'held'. If the spell is returned, it has the same OB as when it was first cast.
3. Causes wielder to be immune to all enchanted fire and cold (while blade is aflame), halves the ill effects of natural fire or cold.
4. Will cast as many as three *Fire Bolts* (100' range, 3x hits) per day. Spell flows down the sword and erupts from the tip; the elemental attack is at +10 due to superior aiming potential. Wielder may acquire *Directed Spell* skill with this attack.
5. (*) Adds 30 to wielders' effective RR vs evil Essence attacks.
6. (*) Allows wielder to act with *Haste* for up to six rounds, 1x per day.

FH Powers:

1. +40 End Reserve for spell casting.
2. Will catch (and dispel or reflect) spells cast at the wielder. Treat this effect as a 8d6 dispel.
3. Wielder is immune to fire and cold effects.
4. +1 OCV, 6d6 EB (fire).
5. +3 EGO while held.
6. Allows SPD 6 for 1 minute per day.

ICEBLADE

A superb warrior's weapon, the Iceblade has hilts wound with a silver alloy, the same metal which makes up the elaborate basket-style hilt guard and the razor-sharp edge of the blade itself. The Iceblade is similar in design to the Fireblade, except that the core of the blade is solid, consisting of clear laen laced with many tiny bubbles so that it resembles ice. At a command by the wielder ("Blade to ice!"), the laen frosts over and becomes intensely cold. A frosty mist pours from the blade as if it were of dry ice — though the hilts remain completely insulated from this effect. The chilled blade must be activated for powers 4 and 5 to be effective.

RM Powers:

1. +25 Enchanted sword.
2. *Of Changing* (will become a dagger, broadsword, or 2-h sword at a command).
3. Gives wielder *Strength*, (conveys +10 OB, 2x concussion hits) 1x per day for up to 6 rounds.
4. Delivers a Cold Critical hit in addition to any regular critical it gives in combat.
5. Causes wielder to be immune to all enchanted fire and cold (while blade is aflame) and halves the ill effects of natural fire or cold.
6. (*) Regenerates wielder's accumulated hit damage at the rate of ten hits/round.
7. (*) Allows wielder to act with *Haste* for up to six rounds, 1x per day.

FH Powers:

1. +2 OCV sword.
2. Changes form from Dagger (1d6-1 HKA, STR Min=8), Broadsword (1d6+1 HKA, STR Min=13), or 2-H sword (2d6 HKA, STRMin=18).
3. +15 STR to wielder for 2 turns per day.
4. Does 2 normal attacks per hit, 1 vs. PD the other vs. ED: cold.
5. Wielder is immune to heat and cold effects.
6. Regeneration 1 BODY per phase.
7. Allows SPD 6 for 1 minute per day.

WINDBLADE

Perhaps most strange of the three Narsælkinn in its powers, the Windblade is also considered by scholars to be the most powerful. With an edge of the shiny black material known as *Keron* and a core of what would appear to be polished purple marble, veined with white, the sword is also a very beautiful item. Its hilts are wound with silver and gold wire, while the ornate wrist guard is also of keron with gold inlay. None of the powers of this sword can be used (save #1) by anyone except a non-evil user of Channeling.

RM Powers:

1. +20 enchanted broadsword. When swung, all within 30' feel a cool breeze.
2. Summons a thunderstorm ("I call thunder!") of severity to be determined by the wielder, up to what is within reason for the climate; generally as high as gale-force (50 mph) winds and a steady downpour, all in up to a 30 mile radius. Once summoned, the storm will run its natural course. This power can be called upon but once per week (ten days).
3. *Of Slaying Undead*.
4. When laid across a bleeding wound (up to 5 hits/rnd), it will close and completely heal the wound in 1 round.

5. (*) Creates a 10' radius Protections True. (+30 to all RRs of friends of the wielder within the radius). This power is continuous and automatic while the sword is drawn and in the presence of an *Implementor*.
6. (*) If there are clouds in the sky (and if not, the wielder can call a storm) the sword may cast a *Lightning Call*, in which a very powerful lightning bolt arcs down from the sky and is channeled through the sword towards the designated target. Roll on the *Lightning Bolt* table (+20, x5 hits, 100' range). Note that this is natural, not enchanted lightning. The power may be used only 1x per round and only in the presence of an *Implementor*. The *wielder* of the sword takes 1-10 hits every time he uses this power, due to electrical backlash. Wielder may acquire *Directed Spell* skill with this attack.

FH Powers:

1. +3 OCV, 1d6+1 HKA, STR Min=13.
2. Can summon a thunderstorm once per 10 days.
3. Double damage vs undead.
4. 3d6 Aid for Body and STUN only.
5. 5d6 Mental and Power defense to all friends within 3".
6. 3d6 RKA (call lightning) under cloudy skies, once per phase while in the presence of the *Implementor* sword.

THE SOULSWORD

The only weapon which allows someone to stand against the wearer of the Shadowstone, the Soulsword is the opposite of that Dark Jewel in many ways. The sword was made by either Utha himself or by his son Dænkú.

Fashioned of pure white eog, the sword has an edge of a silvery alloy. The hilts are of silver and in the pommel is set a clear orb with the faintest blush of blue. Silver runes are etched on the blade.

RM Powers:

1. +50 two-handed sword, Sword can only be fumbled on a UM 01 (unmodified roll of 01).
2. A true *Holy* weapon, it delivers two Holy Criticals in addition to any normal critical against wielders of Dark Essence or servants of the Unlife. If wielder is in combat with the wearer of the Shadowstone and delivers a "D", "E" or "Holy" critical which mentions the neck or a part of the head, the wearer of the Shadowstone is decapitated, and the stone falls to the ground.
3. Wielder may see through darkness or even the Shadows of the Shadowstone as if it were daylight.
4. Conversely, wielder stands out through Darkness and Shadows as a figure cloaked in white carrying a brilliant white blade. He can be seen for 5000' in any direction. All who can see the wielder are immune to the negative morale and Maneuver effects of the Shadowstone.
5. All within 500' of the wielder are immune to the ill effects of Shadows.
6. Wielder is inside a 10' radius sphere of complete anti-magic when the sword is drawn. Only the inherent abilities of magic items on the wearer's person when the sword is drawn will function. No other spells (including spells cast from any items) or items will operate. No RRs.
7. Wielder is immune to heat and cold; dragon-breath delivers a mere 1-10 hits.
8. Wielder can be *Hasted* at will.
9. Wielder can parry missile weapons with the same ease as melee.
10. Wielder cannot be stunned while holding the sword.

FH Powers:

1. +5 OCV, 2d6 HKA, STR Min=19.
2. Double damage vs. Evil.
3. Wielder is able to see in hardened darkness.
4. Negates the Shadowstones minuses to morale and activities.
5. Negates the effect of the Shadowstone's Shadow effect in a 75" radius.
6. Wielder has a 2" anti-magic shell around him. Spells cannot get inside, but his can get out.
7. Immune to heat and cold.
8. +1 the wielder's SPD.
9. Wielder can parry missiles with the sword.
10. Wielder does not take STUN.

LEAFBLADE

While not in the same league with the Soulsword, the Leafblade is a powerful weapon and revered by the forest elves. With a blade of clear green laen in the shape of a long, slender leaf and hilts of gleaming beryllium, it is one of the most beautiful swords ever created. It rests in the hands of the Princess of Talæn, an isle off the NW coast of Emer.

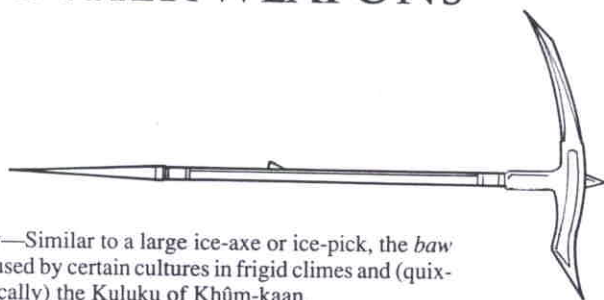
RM Powers:

1. +45 Bastard sword (can be used as a broadsword, or a 2-h sword with a max of 140)
2. Holy Weapon of the Erlin people, it delivers an additional Holy critical vs all demons and those who have desecrated elven forests.
3. Wielder may cast *Uncurse* and *Unpoison* each 1x per day.
4. Wielder may cleanse the soil and plantlife in a 9 mile radius 1x per week (ten days).
5. Wielder gains +30 levels when calculating his RR vs any *Absolutions* or *Fatal Channeling Projections*.
6. Wielder may pass through any foliage with ease, and leaves no trace.
7. Wielder may cast *Tree Door* 300' 3x per day, with no preparation.
8. All missile weapons which include wood (e.g., arrows, wood-handled axes) are at -100 to hit wielder.
9. Once attuned to its wielder, the sword will come to hand when summoned from as far as 300'.

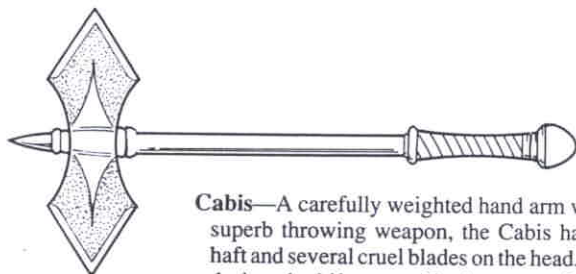
FH Powers:

1. +4 OCV, 1d6+1 HKA, STR Min=15.
2. +1d6 HKA to Demons and Elven enemies.
3. Wielder may negate the effects of 1 curse and 1 poison per day.
4. Wielder may cleanse the soil and plants in a 9 mile radius once every 10 days.
5. Wielder is not effected by soul tampering on a 9-.
6. May pass through all foliage and leave no trace.
7. Teleport 50" from tree to tree three times per day.
8. All wood missile weapons are at -10 to hit.
9. Sword will teleport to owner when summoned, 50" range.

7 OTHER WEAPONS



Baw—Similar to a large ice-axe or ice-pick, the *baw* is used by certain cultures in frigid climes and (quixotically) the Kuluku of Khûm-kaan.



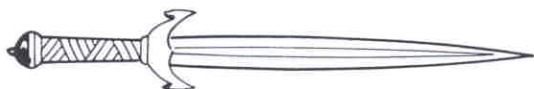
Cabis—A carefully weighted hand arm which is a superb throwing weapon, the *Cabis* has a short haft and several cruel blades on the head. The best designed *cabi* have an effective range of up to 100'.



Dag—A large and odd-looking bladed weapon, the *Dag* was once the weapon of the royal guard of the Masters of Emer (the Xiosians).



Gé—Similar to a bola in many respects, the *gé* has three weights attached by a strong cable or chain. This weapon requires considerable skill to use and is quite dangerous.



Kynac—An excellent throwing weapon which owes its unique abilities to a combination of superior construction and careful training by the user, the *kynac* resembles a slender dagger with an unusually designed hilt and pommel.

Knowledge of the *kynac* seems to be limited to the Dúranaki of Tanara and a few obscure cults scattered across Kulthea.

GM Note: PCs who 'acquire' a *kynac* will not be able to use it to its full potential; it will only be a +10 dagger with the usual dagger throwing range.

Long Kynac—Like the *kynac*, a long *kynac* is only effective when constructed along very specific design parameters, and when employed by combatants who have been specially trained in their use.

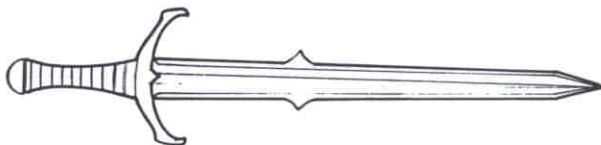
Knowledge of the long *kynac* seems to be limited to the Dúranaki of Tanara and a few obscure cults scattered across Kulthea.



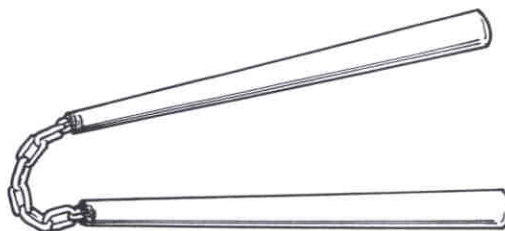
GM Note: PCs who 'acquire' a long *kynac* will not be able to use it to its full potential; it will only be a +10 main gauche with no effective throwing range.



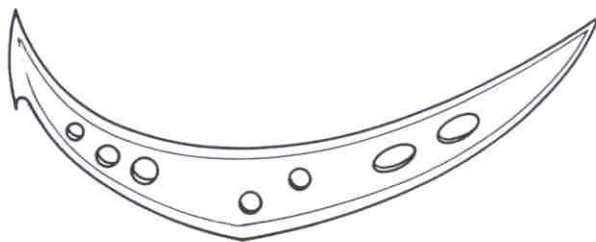
Typh—Another unusual throwing weapon, it consists of two weighted parts linked by a chain. It requires considerable skill to use properly, and the slightest miscalculation can be catastrophic for the thrower. But its devastating impact on a foe make the risks worthwhile.



Yarkbalka—A broadsword of unusual appearance (which actually has the effectiveness of a 2-handed sword!), the *Yarkbalka* is a unique combination of design and composition. *Yarkbalkas* were apparently first wielded by the Guardians of the Emperor of Emer. Many of the blades were lost, but a few have resurfaced over the years. All are made of the same exceptional red steel except for a handful which had a glow and were said to be able to cut through anything. In any case, the design and weight distribution make them perilous for the unskilled swordsman to use.



Shangkana—Two wood or alloy rods about eighteen inches long, and attached by a short chain, the *Shangkana* is a dangerous weapon when in the hands of a skilled martial artist. The rods can be slung about and whirled in dizzying circles, disabling a foe before he knows what hit him.



Chegain—Essentially a large, bladed boomerang, the *Chegain* is punctured with holes in a pattern that gives each *chegain* a distinctive whistling sound. The Rhiani of Uj use them with deadly skill (they have special armored gloves to catch the dangerous returns).

FANTASY WEAPONS CHART

Weapon	Type	Wt.	Len.	F	RANGE MOD (in feet)					Table Used	ARMOR MODIFICATIONS					Special
					10	25	50	100	150		20-17	16-13	12-9	8-5	4-1	
Baw	IHS	4-5	2-3	5	—	—	—	—	—	Handaxe	+15	+15	+10	+10	+10	Can be used as an ice axe.
Chegain	TH	1.5	2	4	0	0	0	-5	-10	Scimitar	-10	0	0	0	+5	Returns to trained user (need glove)
Cabis	IHS	2-3	1.5-2.5	4	0	0	-10	-25	—	Handaxe	-10	-10	-10	-10	-10	Basically a throwing weapon.
Dag	IHS	5-6	3-4	6	—	—	—	—	—	Falchion	+10	+10	+10	+10	+10	A very large bladed weapon.
Ge	TH	4-6	4-5	8	as Bola					Bola (2x Dam)	+10	+10	+10	+10	+10	Treat any criticals as both K and G.
										(a super bola)						If fumbled, roll a "DG" on thrower.
Irgaak	2H	5-6	5-6	3	—	—	—	—	—	2-H Sword	+15	+15	+15	+15	+15	Roll criticals twice applg all results.
Kynac	IHS	1-2	1-2	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Kynace	IHS	2-3	2-3	3	-20	-20	-20	-50	—	Rapier	+15	+15	+15	+15	+15	A great long Dagger.
Shang	IHS	1-2	1-2	1	0	-10	—	—	—	Scimitar	-10	-10	-10	-10	-10	+30 vs. melee if not used to attack.
										(parrying sword)						
Shangkana	IHC	2-3	2.5-3	7	—	—	—	—	—	Morning Star	-5	-5	-5	-5	-5	Okinawan cereal beater.
	2H	2-3	2.5-3	7	—	—	—	—	—	Flail	-5	-5	-5	-5	-5	
Typh	IHC	4-5	3-4	6	0	0	-10	—	—	Flail	-10	-10	-10	-10	-10	If fumbled, roll a "DK" on thrower.
Yarkbalka	IHS	4-5	3-4	6	—	—	—	—	—	2-H Sword	-10	-10	-10	-10	-10	I fumbled, roll a "CS" on thrower.

Type: 2H = Two-Handed Weapon; IHS = One-Handed Slashing Weapon; IHC = One-Handed concussion Weapon;; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

Wt: Weight of weapon in pounds.

Len.: Length of weapon in feet.

F: Fumble Range (a fumble occurs if unmodified attack roll is less than or equal to this number).

RANGE MOD: Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (— means not allowed.)

Table Used: The AL&CL attack table used to resolve attack.

ARMOR MOD: Modifications to the attack roll based upon the armor of the defender.

Special: Varies for each weapon.

8 BOOKS

Books of magic possess a subtle power, yet can be far more deadly than any blade. Of course, many also contain knowledge which, in its own way, can be even more devastating.

THE BOOK OF GATES

The book recovered by Ondoal in TE 1998, which he was able to subsequently use to travel through time and space to recover the Shadowstone.

The Book of Gates has three parts: *Gate Mastery*, *New Gate* and *Planar Travel*. The first part is essentially a treatise on the operation of Portals and how to control them. One with the knowledge of this book (and sufficient power) would be able to use any existing Portal or Gate to its full potential.

The second portion is a guide to creating new portals of a permanent nature. A slow and arduous process, it nevertheless allows the creation of powerful and secure Portals to other times and places.

The final section is most perilous and only for those to whom the Essence is a force easily mastered. For this is a guide to the principles of personal inter-planar travel — a technique only the gods of the Agoth seem to have mastered with ease. Even the Dark Gods and the Lord of Orhan hesitate to make trips to other Times and Planes without solid anchors to ground them.

The Book of Gates is a large tome, about 2-1/2 feet tall and 1-1/2 feet wide when closed. The pages are fine parchment and the cover is wood covered with wyvern-hide. The book shows no sign of age, no doubt because of its storage box: a case of petrified Dir-wood with reinforcing corners of an alloy including kregora.

THE TOME OF SHADOWS

Formerly in the possession of Kesh'ta'kai, this book is said to contain spells and runes of power 'beyond the Pale', (beyond the normal echelons of spells as known in the Shadow World). Those below the fiftieth level cannot even see the runes on the metallic grey pages of this book; they are too arcane. The book was bound between sheets of a dark grey metal and has a large, ornate lock (*Absurd* to open).

THE TILAAX VOLUMES

A set of four volumes, they are supposedly a history of the world from the time of the Lords of Essence. The books, as well as their supposed author — Andraax — are elusive, however.

The tomes represent each of the Three Eras and the Interregnum (each 'volume' might actually be several physical books). While no complete set has ever come to light, fragments of Andraax's histories have surfaced. Scholars claim that most — if not all — of these individual pieces are parts of a whole. If a complete set exists, it would be at Karilôn, or perhaps lost in the vast archives in the Library of Nomikos.

THE BOOK OF SECRETS

The contents of this tome are essentially identical to the text in Part XI in the Emer Book, sections 1 and 3. The language is Iruaric, and the author is not named (it is Andraax). While the book is not magical, it contains extremely valuable information.

9•LORD STAVES

In this section are mentioned a few staves of particular importance and/or power.

THE FIVE STAVES

These were the symbols of the Five Schools of the legendary College of Essence. Made by the Alchemist and Smith Tanis-Tulák (an Elf of Námar-Tol), the five were linked after a fashion, though few could fully divine their arcane powers.

The Staves were actually created during the late Second Era and were used in the Wars of Dominion. While it is not known for certain whether any of the staves were destroyed, they were scattered during the chaos after the Wars, and only the Flamestaff remains in the hands of a Mage of Námar-Tol.

GM Note: *The other four Staves have been captured or lost, and all have been cursed so that their powers are severely restricted, and their true nature almost unknowable. They might serve as the focus of a quest for ambitious PCs. Removing a curse as powerful as that placed on the Staves would require complex rituals in certain holy places.*

FLAMESTAFF

A six-foot long staff of Naval wood, the Flamestaff has a rich amber-red hue. The head is a luminous flame-sculpture of red and yellow laens, fixed to the staff with gold. The bottom is also tipped with a spike of gold.



RM Powers:

1. x5 PP enhancer for any Essence or Essence-hybrid profession.
2. Holder may cast *Fire Bolts* 300' range at will with no preparation. Once per day he may cast *Triad of Flame*.
3. Holder is immune to all heat and flame, and can walk and run on fire and even liquid lava.
4. Holder may control (within reason) all natural fires within 100' (extinguish fires or triple their size and consumption).
5. Holder may summon a *Firestorm* as Magician Base Fire Law except it is a 50' radius around holder (he is immune). No RR's (though magical or intrinsic protections apply). The storm is summoned by saying "Firestorm!" It lasts 5 rounds unless dispelled.

FH Powers:

1. 50 point END Reserve for spells.
2. 6d6 EB 50" range, half phase action.
3. Immune to heat and fire, can travel of fire as if it were solid ground.
4. Can control natural fires within 15".
5. Can call a fire storm, 10" radius 6d6 EB that last for a full turn, issuing damage each segment.

AIRSTAFF

Made of clear laen, the Airstaff is capped at each end with pale silver.

RM Powers:

1. x5 PP enhancer for any Essence or Essence-hybrid profession.
2. Holder may use *Windwalking* and *Windrunning* (Open Channeling Lofty Movements) at will.
3. Holder may cast *Airwall* at will (Magician Base Wind Law).
4. Holder may control the direction of all winds within 200' without the need to concentrate; he may also reduce winds by 80% (but not increase them).
5. Holder may summon a *Whirlwind* or a *Hard Wind* (Magician Base Wind Law) 1x per day. No RR's for targets under 10th level.

FH Powers:

1. 50 point END Reserve for spells.
2. 6" Flight at will.
3. 4d6 force wall, at will.
4. Can control natural winds within 30".
5. Can call a wind storm, 10" radius 6d6 EB that last for a full turn, issuing damage each segment.

NIGHTSTAFF

Of Dír-wood, the nightstaff has a keron spike on the bottom, and a head of smoky crystal set with shadow-silver.

RM Powers:

1. x5 PP enhancer for any Mentalism or Mentalism-hybrid profession.
2. Holder can see Invisible, and in any (even magical) darkness as full daylight.
3. Holder may cast *True Invisibility* (Open Mentalism Cloaking) at will; he has a continuous *Unpresence* (Mystic Base Hiding).

Chadamarat will (as Flattening Mystic Base Hiding).

- Holder can cast *Night*. This spell was originally just *Utterdark* (Mentalist Open Brilliance) but was modified by A'kesh the Alchemist of the Jerak Ahrenreth and is now very powerful and dangerous. It is triggered by simply saying "I summon the Night!" and causes an *Utterdarkness* in which everyone but holder failing a RR vs 10th lvl Mentalism suffers an "A" severity Depression Critical every round and loses 1D10 Temp Presence. These points are recovered at the rate of one per minute once outside of the Darkness unless it goes to 1, in which case the target falls into a coma. The only way to get rid of the darkness is for the holder to say "I banish the Night!" This dark power takes its toll on the holder in a more subtle manner: a slow turn to evil.

FH Powers:

- 50 point END Reserve for spells.
- Wielder can see in darkness at no minuses.
- Invisibility vs. sight and mind detection, no fringe.
- Desolid at will.
- Can call a Night storm, 10" radius 6d6 EB that last for a full turn, issuing damage each segment.

STONESTAFF

While the staff has the look of marble about it, it is actually carved of grey-white birch. The head is an orb of blue-white jade, held in place by an elaborate platinum fitting. The other tip is a spike of white eog.

RM Powers:

- x5 PP enhancer for any Channeling or Channeling-hybrid profession.
- Holder may use *Stonewalking* and *Stonerunning* (Open Channeling Lofty Movements) at will.
- Holder may *Pass* through stone up to 10' thick, up to 5x per day.
- Holder may use *Stonespeech* (Ranger Base Path Mastery) at will.
- Holder may turn one target to stone (or back) 2x per day. Range: 100', attack level 25.

FH Powers:

- 50 point END Reserve for spells.
- 6" Clinging.
- Desolid through stone 5 times per day.
- Can know what a stone has experienced at a 1 minute per 1 hour time ratio.
- May transform one target to stone or back per day: treat as a 5d6 transformation.

ICESTAFF

This beautiful staff is carved from a strong branch of white Hoen wood, trimmed with silver. The head is a crystalline orb held in place by a silver fitting like melted ice; the other tip is a laen spike like an icicle.

RM Powers:

- x5 PP enhancer for any Essence or Essence-hybrid profession.
- Holder may cast up to five *Ice Walls* (Magician Base Ice Law) per day.
- Holder may change water to ice (within 100') at the rate of 10 cubic feet per round at will.
- Holder is immune to all cold and ice attacks.

- Once per day. Holder may summon a cruel attack: by saying "Blood to Ice" he may launch an instant attack causing a target (failing to resist vs 25th lvl) be frozen. Target is not dead, and will stay frozen until thawed with strong heat. However, target will require Frost/Burn Relief True, Minor Brain Repair, and 6 Organ Repairs to fix the freezing damage or die within 5 minutes of thawing.

FH Powers

- 50 point END Reserve for spells.
- 5d6 force wall, 5 times per day.
- Immune to cold and ice effects.
- Can change water to ice in a 8" radius at a rate of 1 hex per turn.
- May transform one target to ice or back per day: treat as a 5d6 transformation.

10 OTHER ITEMS

Following is an assortment of interesting and powerful items which (supposedly) exist on the Shadow World.

CHALICE OF MEMORY

A crystal goblet with gold rim, the Chalice can be used to restore lost memories, gain access to one's own forgotten past, and even glean memories from an item.

Powers:

- One whose memory has been lost due to injury or spell will have it regained in full with one draught — useable only once per person per month (70 days).
- A drink while thinking about an event or person in one's past will summon up clear memories of all the drinker has ever experienced, seen or heard regarding that event or person. This knowledge can be used with such spells as *Correlation* to great effect.
- User may touch an item and drink, gaining knowledge of the item as in the spells *Significance True*, *White/Black Lore*, *Origins True* and *Item analysis True* (Loremaster Base Lost Lore, in the *Master Atlas World Guide*)

THE VIAL OF LIFE

Said to contain water from the River of Life on Orhan, it is a legendary item which may or may not even exist. The endless waters from the vial have incredible healing powers.

Powers:

- Raise from the dead *any* (reasonably intact) body when the waters are poured in the mouth.
- Repair any brain or organ damage or destruction.
- Banish any poison or disease.
- Make any non-evil weapon Holy.
- Destroy (or render ineffective) any Unholy weapon.
- Heal any wound.

THE MINDSTONES OF ITANIS

These gems are very rare, and in fact are only worn by the Warlocks of Itanis, famous masters of mental power who reside on the isles southwest of Emer. Mindstones are presented by young adepts who are trained in their use; the stones are thus attuned and no one but the Itanian owner may wield the gem. It is said that a Mindstone will kill anyone who attempts to use it but its rightful owner.

Mindstones are clear crystalline gems, normally between two and three inches long, about half an inch across their hexagonal thickness and tapering to a point at the tip. The rough 'root' of the stone is usually mounted in a setting of a silvery alloy by the wearer.

POWERS OF THE MINDSTONES

There are tales in the ancient legends of Itanis which tell of desperate Warlocks using their Mindstones to channel raw mental energies into cataclysmic displays of power, but there is little evidence that such is possible. The current teachings are that the stones have very fixed 'parameters' of power, and to try to go beyond those limits is not only profitless but can backfire.

Under normal circumstances, the Mindstones operate within the boundaries listed below, true Warlocks of unusual gifts (and/or great need) have summoned incredible powers with their stones — probably by tapping into the Flows.

Note: In all cases, the Mindstone must be in contact with the user's bare skin. (Most Warlocks of Itanis wear their Mindstones on strong chains about their necks so that they rests on their wearer's chest).

RM Powers:

1. Multiply PP x4-8 (depends on individual stone: 50% are x4, 30% are x5, 14% are x6, 5% are x7, and 1% are x8).
2. Detects Essænce: A Mindstone will respond to the presence of raw Essænce by glowing and giving off a faint warmth.
3. Keyed to owner: if any other but the attuned wearer touches the stone, he takes a point-blank Lightning Bolt attack (+35, no DB, AT 1 if touched with bare hand).
4. Protection: Adds +30 to wearer's RRs vs all mental attacks and probes. By concentrating (no spell point use required), wearer has a +90 chance of detecting magical illusion (+50 to see through the illusion).
5. Ranging: Allows user to 'focus' mental power to extend range by 1x per extra round of concentration up to the level of the caster (e.g., a 13th level Seer could extend the normal 100' range of a spell up to 1300' if he concentrated for an additional 13 rounds).
6. Aiming: Allows user to 'focus' mental power to increase potency of a spell by +5 for every round of additional concentration (to a maximum of +30 for non-directed spells and +50 for directed spells).
7. Storing: User may store one spell up to his own level in the stone; the spell may then be cast instantly on command, or set to trigger on its own in a specific predetermined situation (situation must be general and obvious, e.g., wearer is falling or unconscious or dead, etc.).

FH Powers:

1. 40 to 80 point END Reserves for spell casting.
2. Detects essence 5" radius.
3. 7d6 HA (energy) if touched by non owner.
4. +1 ranged skill level for spell casting per phase of concentration (+6 Max).
5. +1 OCV for spell casting per 2 phases of concentration (+6 Max).
6. May store one spell that will require no casting time in the future.

ITEMS OF THE LORDS OF ESSÆNCE

Concurrent with their strange and potent technologies, the ancient peoples of Kulthea fashioned magical tokens of subtle and enduring power. Before the first Loremasters sat in council, before even the great Interregnum, these pieces were shaped with techniques forever lost to the world. That they have survived at all is a testament to the quality and sophistication of their construction; that they retain their venerable powers across the span of millennia is beyond comprehension.

These items are sometimes discovered in the tombs of long-dead kings, the artifacts found by their ancestors and treasured through generations. Others are found in odd circumstances, by a seemingly random discovery. In a stream-bed or in the dust of crumbled ruin, anywhere unlikely could be the hiding-place of such instruments. It is popular lore that artifacts of the Lords of Essænce have a 'will' of their own, shielding themselves from detection (magical or otherwise) until a 'worthy' owner encounters them.

NECKLACE OF IDO

Suspended from a fine interwoven chain of platinum is a teardrop gem about as large as a fingertip. The gem is much like an opal in appearance, except it has a brighter color play, mostly blue-green.

RM Powers:

1. Treat as 100th level vs attempts to magically discern its nature or damage it.
2. Continuously gives wearer a +30 to DB and all RRs.
3. At a thought and by touching the gem, wearer may become Invisible.
4. Wearer continually has no Presence unless he wishes otherwise.
5. If wearer's mind is being attacked, scanned, or even detected in any way, first the necklace makes an RR at 30th lvl. If it succeeds, wearer is unaffected/scanned/detected, and whether the gem flickers blue. If the gem's RR fails, it burns bright green while the spell is in effect.

FH Powers

1. This item has the Difficult to dispel advantage.
2. +3 DCV an +3 ECV.
3. Invisibility vs. all senses at will, no fringe.
4. Detect and 6d6 dispel Mental and EGO powers.

RING OF NÔM

A finger ring of dull grey metal with a large flat oval setting. The gem appears to be a dark blue, translucent stone.

RM Powers:

1. Treat as 100th level vs attempts to magically discern its nature or damage it.
2. Wearer gains a +30 to DB, and all Static Maneuvers involving the hands.
3. Wearer may heal any burns (not organs) or frostbite, or close and heal any bleeding wound up to 5 hits/round by laying the ringed hand on the wound.
4. Any Herb administered by the ringed hand has 3x effectiveness and need not be prepared.
5. Wearer may cast *Lifegiving* (as 25th level Base Cleric Spell) 1x per Month (70 days).

FH Powers:

1. This item has the Difficult to dispel advantage.
2. +3 DCV and DEX rolls.
3. +1d6 Aid.
4. +3 the Herb Type Skills.
5. Wearer can raise the dead (6d6 Transformation) once per 70 days.

BRACELET OF ESTAVIR

A circular hoop about two inches across, it is of a silvery metal with very delicate etching across its outer face (which seems to swirl and flow in beautiful blue-green patterns). The bracelet will fit almost any humanoid wrist, and seems to shrink slightly when put on (it is loose and can be removed if desired, but won't fall off accidentally and can't be removed by force).

RM Powers:

1. Treat as 100th level vs attempts to magically discern its nature or damage it.
2. Continuously gives wearer a +30 to DB and all RRs.
3. If the wearer is attacked by an elemental spell from the front or sides and he is aware of it, he may raise his arm in defense at no penalty, triggering the bracelet's defense: a blue mist spreads like a shield to reduce the attack OB by 100. The most severe critical possible is a "B".
4. Bracelet will act as a +30 Full shield (though it produces no mist) against melee and missile attacks; wearer may even use it to parry.
5. All criticals to the hand and arm associated with the bracelet are void.

FH Powers:

1. This item has the Difficult to dispel advantage.
2. +3 DCV and +3 ECV.
3. +10 DCV for frontal and side EB attacks that the wearer is aware of.
4. +3 DCV for missiles and melee attacks.
5. Arm and Hand cannot be disabled or impaired.

ROD OF TANYS

This item is a grey metal cylinder two inches in diameter and one foot long. One end is slightly rounded and the entire length is smooth but with a satiny 'brushed' finish. Set in the other end is a small sphere of blue crystal. It requires appropriate skill to use properly but can be a devastating weapon. When swung correctly, the Rod generates a whiplike energy lash of blue light which can strike out at a foe up to 10 feet away. The Rod can strike every round, and its energy seems inexhaustible.

RM Powers:

1. Treat as 100th level vs attempts to magically discern its nature or damage it.
2. It strikes as a whip, but delivers a slash (instead of Krush) and an additional Disruption critical of severity equal to the indicated crit against Demons, servants of the Unlife, and similarly Evil beings.
3. The Rod will deliver an "E" Disruption critical every round to any Evil being who attempts to hold or use it.
4. Cannot be fumbled.
5. Shields are no protection against the rod's attack.

FH Powers:

1. This item has the Difficult to dispel advantage.
2. 1d6 RKA, 2" range, Shields do not affect OCV.
3. Double damage to evils.
4. 5d6 HA per phase to Evils who try to hold it.
5. Cannot fumble, 18 equals a miss.

11 TALISMEN

The items discussed in this section are lesser items, and are for the most part not items at all but naturally occurring elements which have a limited magical power

EISSA'S TEARS

Clear, pale blue gems, Eissa's Tears are said to warn and protect against death. Indeed, if blessed by a Sister of Eissa, they can detect servants of the Unlife within 200' by a bluish glow, and add +20 to RR's vs Absolutions cast by evil beings (if the wearer's RR fails, the gem shatters).

FH Powers:

1. Detect Unlife, 30" range.
2. Negates soul damaging effects on a 8-, if not it shatters.

BLUESTONES

Protect against evil Essænce, a talisman of a bluestone worn around the neck adds +10 to RR's vs all Essence spells (including spells the wearer may want cast on him).

BLOODSTONES

A soft, sandy stone dark red in color, it can stop a wound bleeding up to 5 hits per round in seconds by just rubbing the stone over it. Each 6oz stone will only work once before the virtue being spent, however.

MOONSTONES

As much novelties as talismans, Moonstones are carved in flat cabochons, normally set in a hop-shaped rim and worn around the neck. They must then be aligned, either to Orhan or Charón. To align to Orhan, white wine is poured over the stone, and it is left out on a cloudless night when Orhan is full. Thereafter, it will match the phases of Orhan. To align to Charón, the same process is employed, but using animal blood (it need not be human) instead of wine. Charón-aligned Moonstones will glow red on the Night of the Third Moon.

ORHAN MARBLE

While not really from the Great Moon, this beautiful blue-white stone has innate properties which suggest an almost 'heavenly' origin. "Evil" beings or creatures which serve the Unlife must make a RR vs 2-10th lvl (depending on how much and how pure the marble is) when passing through a doorway of Orhan Marble. Even if they succeed, if they do so by less than 50 (and have no other identity-cloaking devices/spells) the marble will glow bright blue. Orhan Marble was used long ago in the construction of certain good places of power, but the material is rare and hard to work. In small quantities it is not very useful.

PART IX

• PLACES OF POWER •

My brother and I rode so fast I swear that Teris could not have caught us, for our horses were as afraid for their lives as Daric and I. Even that Messenger of the Lords of Orhan could not have outrun the winged horror which pursued us. Its skin was aglow with a burning red light like coals in a fire, and a foul stench swept before it in a hot wind. Twice the height of a man, the beast was from the Darkness, a demonic lord summoned by our own foolishness.

Daric sensed that the spell was going awry before he finished the second chant, and we fled that ancient ruin, hoping that the wards would hold. Little did we suspect that we could summon forth such a terror as this... an Ordainer of the Dark Essænce. Our only hope was to reach the Place of the Old Race on the Jareth Plain a few miles away. Surely nothing evil could pass that ancient ring of stones.

I cried out with joy as I saw the dim blue glimmering ahead; it seemed as if the Standing Stones of Nilôm were already aroused by the nearness of the demonic presence.

Almost — almost to our goal! The outer ring of standing stones was but a furlong ahead... then a wall of fire leapt seemingly out of the very earth to obscure the blue pillars. My horse reared and I reined it around, only to see the smouldering form of the Ordainer shambling towards us.

I knew then that we were lost.

*From the Journals of
Gareth of Carlsdale*

Just as there are a few ancient weapons, objects, and items of jewelry which survive from a previous era to suggest a master of the Essænce now lost, there are few places — usually ruins — to which an ancient power lingers. These places, referred to as Foci by some scholars, can have any of a number of attributes, and may prove perilous to encounter if one is not versed in avoiding pitfalls. In addition, some are actively 'evil,' constructs of foregoing servants of the Unlife designed to entrap unwary travellers.

GM Note: *Foci and their possible effects are discussed in general in the Shadow World Master Atlas World Guide, page 20. Some of the Places of Power listed below have been given specific locations, but the GM may wish to relocate them to better fit into his own vision of the Shadow World.*

1•THE CIRCLE OF LOUR

In a small valley there stands a circle of stones of a blue-white hue. While not as impressive as the Standing Stones of Nilôm, it carries its own magic, for this ring will also hold back evil creatures, and acts as a focus.

Powers:

1. All stones begin to glow when a demon or servant of the Unlife (essentially any 'evil' being) ventures within 100'. Their light becomes very bright when they are assailed by creatures of darkness.

2. Any 'evil' being or creature attempting to pass through (meaning between the stones or over them) the outer ring receives an "A" *Disruption* critical and must make a RR vs 50th level. Failure means the creature is thrown backward, success means it has gotten through the Ward.

3. All users of Essence or Essence hybrid spells have unlimited PPs while within the circle, and all spells are as if the caster were twice his normal level.

2•SHRINE OF ILOURA

Rather than one specific shrine, this is representative of probably hundreds of small, rural structures scattered across Kulthea. As Iloura is the Mother of the Earth, so it is only appropriate that her shrines are usually simple and located in the wilds.

While some may be no more than a shallow cave with a slab of rock to roof it, others have corbeled arch doorways with a short corridor leading to the chamber. Iloura's shrines are always dug at least partway into the ground, but there is usually a small roof-vent to let in a small amount of light and allow smoke to escape. Always above the entrance is the symbol of Iloura: three leaves in a branch.

The altar itself is a round stone with a large circular depression in the center and a small depression on either side. Set in each of the side depressions is an unusual material called *smokestone*. It looks like rock but is organic, and can be soaked in a liquid steeped in certain herbs. When dried, it can be lit and smolders for about eight hours before going out. (After cooling for ten or so hours, it can be lit again, and re-used in this manner almost indefinitely). The smoke from the stones released an incense which allows one who is a follower of Iloura to have visions — should the Lady Iloura wish it.

The stones are lit and the center depression is filled with fresh water. The adherent must be alone in the shrine and spend the night. Whether they have a vision or not (requires a successful *Meditation* roll) they will awake rested in the morning.

3. THE STANDING STONES OF NILÔM

The rolling hills of northern Hæstra have a few features of note, among them a number of defiant stands of trees — and the Standing Stones of Nilôm.

The structure takes the form of two concentric rings of tall, roughly cylindrical pillars surrounding a circular platform which rises three steps above the ground. The rings are 100 and 60 feet in diameter, and the platform is 20 feet across. The pillars in the rings are made of a blue-grey stone. The outer pillars are about ten feet tall while the inner pillars rise to around fifteen feet; they are considerably eroded but one can just make out cryptic, hieroglyphic patterns on their surfaces. The platform is of a grey stone and much smoother.

Once, long ago, there was an avenue lined with smaller stones which led to the stream a hundred yards away, but this road has been fractured in several places, many of the pillars lying broken on the grass. It is no longer a safe place to travel along.

However, the circle retains much of its virtue of old. When awakened by need, it can be a fortress against evil.

RM Powers:

1. All stones begin to glow when a demon or servant of the Unlife (essentially any 'evil' being) ventures within 100'.
2. Any 'evil' being or creature attempting to pass through (meaning between the stones or over them) the outer ring receives an "A" *Disruption* critical and must make a RR vs 20th level. Failure means the creature is thrown backward, success means it has gotten through the Ward.
3. As 2 for creatures attempting to pass the inner ring, except the critical is "B" and the RR is vs 30th level.



THE STANDING STONES OF NILÔM

4. As 2 for creatures attempting to climb on to the platform, except the RR is vs 40th level.
5. Very powerful creatures may have spells which enable them to pass the Wards, or even damage them, as is evidenced by the broken avenue.
6. The Wards do not stop good spells from being fired out, though evil spells must make the same RR as physical action. The Wards do not interfere with physical missile attacks of any kind.

4·GATE OF YÆRA

This powerful Portal began as a great geode more than 15 feet in height. Located in the foothills of the Mountains of Gold, it stands amidst many ruins on a rocky plateau. This place — now known as Yæra — was most likely a scholarly center of the Old Race, though its exact nature is long forgotten, as its manuscripts have turned to dust. Whether the Laan opened this Gate is uncertain; it dates from a time preceding that people.

A sorcerer of considerable skill worked his spells, and split the geode. Therein were revealed two perfect hemispheres, their cores glittering with amethysts. But one hemisphere remained for only an instant before vanishing in a silvery flicker of Essænce. The other, held upright on a pedestal of fine marble, serves as the entrance, and the vanished half is the exit far away.

The Gate is not constantly functioning, and the original method of controlling it is long lost; perhaps it was by some enchanted item or command. However, the Gate will activate at seemingly random times. A flowstorm will open the door, or sometimes a powerful use of Essænce nearby. But just as often the hollow will fill with a shimmering light for no obvious reason, and the air in the courtyard around the Gate will become still; almost electric. In the sparkling core of the geode, one can see faint, shifting scenes, as if the other terminus of the gate is actually moving through space or time. The exit point has never been determined.

The effect will last for a few seconds or an hour — again there is no pattern — and the Gate closes again. Navigators stay well clear of it.

5·THE THRONE OF KÔL

Amidst a swift-flowing river there stands a rocky isle about half a mile long. The ruins of an ancient cathedral-like citadel crown the island, now only a shattered pile of rocks. But the throne room is partially intact; part of the roof still covers a grand throne on a circular dais made of green marble. The dais is fifteen feet in diameter; running about the perimeter is a strip of golden alloy (though it may be covered with dust and windblown dirt, and not so obvious).

When someone sits on the Throne and thinks of a time in the past, or — ideally — holds an item with a powerful past surrounding it, a fog creeps over that golden strip and rises to form a misty curtain. Then a scene begins to show behind that veil, and strange, echoing sounds come through. The scene clears, and it is a place in the past.

The Throne of Kôl is a throne of Seeing, and perhaps a throne of time-travel — though no one has dared to step from the dais and find out for certain.

The throne may show scenes as far in the past as 200,000 years, though the further back, the more muddled the scene is, and the more strenuous on the user. Kirin Tethan thinks perhaps it was the Throne and not the Wars of Dominion that drove Andraax insane. Ideally, the Throne should only be used by a Seer or Astrologer, one who has access to the Time's Bridge and Past Visions lists, respectively. The spells on these lists are greatly enhanced while sitting on the Throne, and allow the user to 'navigate' his way around in the past.

One cannot step into the past by leaving the dias; the vision will collapse like a falling cloth. Once, the Throne was a means to travel through Time, but one needs the Sceptre of Kôl as well, in order to make the vision real — and to allow a return. But Kôl himself departed with the sceptre and never returned. A ruined palace and a long destroyed realm are all that is left. Perhaps one day he will step back onto the throne...

6·OBELISK OF THASE

A three-sided pillar of black adamantine stone, the obelisk stands in the ruins of an ancient city (there are actually several, but the rest are undiscovered in wilderness areas, or buried, or underwater). The pillar is ten feet across on each side at the base, rising up and tapering to a needle point sixty feet in the air. While the surface of the Obelisk appears to be smooth and featureless most of the time, when it is troubled by the Essænce, strange characters appear on its faces, glowing blue and green and red.

It is older than the ruins which surround it, though it shows no sign of age. An artifact of the Lords of Essænce, it is a portal of sorts. By speaking the correct phrase in Iruaric, the surface of the obelisk becomes permeable. One can step inside, into a triangular chamber about eight feet per side. In the center is a slender triangular pedestal three feet high, on the surface of which is a complex touch-pad/mental control surface. By using thought-commands and/or touching key combinations, the inside walls change to indicate the various locations the obelisk-transporter can deliver you to. Some are obviously destroyed now. Once a selection is made, one merely steps through and is there. Someone could theoretically step into the *Ahrentrok* or any of a number of still-functioning Lords of Essænce installations from here. But, there is no one left alive who still knows the code phrases except Andraax and a handful of K'ta'viiri in cryogenic sleep.

7·THE PILLARS OF FIRE

Twin columns of transparent red laen, the Pillars stand thirty feet tall and fifteen apart, each an untapering triangle like a massive prism.

Hidden in the Vale of Sunsets deep within the Barrier Mountains (about 100 miles south of the City of the Dead), the Pillars are another Portal, the terminus of which is thought to be not the world of Kulthea at all.

Every evening as the sun dips into the west, the last rays arrow into the sheltered valley and strike the pillars, igniting them with a red glow. Then, the sun vanishes and between the luminous pillars a door opens, and one can see into another world as clearly as if it were through a physical doorway. The effect lasts for about an hour, unless it is disturbed (by passing an object through the portal), at which time the image collapses like a shattered mirror. Those learned about the Pillars say that several beings may pass through if they are all in close contact; the door does not close until the last one has stepped through. But no one — as far as is known — has dared to step between the Pillars... and returned.

Reluctant have travelled to the Vale many times through the ages, sitting before the pillars to study the incredible scene beyond. It is of a strange, forbidding wasteland constantly shrouded in a twilight of dark clouds. The ruins of a wide smooth road can be seen nearby, and scattered about are the skeletons of what look like fantastic machines. Far in the distance there lies a city of towering structures, but it, too, appears to be in ruins. No records have ever mentioned seeing any sign of life; not even scrub-grass or a bird.

The Loremasters contend that the Pillars are an artifact of the Lords of Essænce — and so particularly perilous to tamper with.

8•THE ORACLE OF SYNE

Built into a cliff-side — high up the face of the bluff — is a great arched doorway, on either side of which sits a staid warder. These statues of wizened kings which flank the entrance to the Oracle of Syne have no magical power, but they stand guard just the same. And the narrow winding path to this remote entry dissuades the faint of heart as well.

Once past the eternal scrutiny of these doormen, a corridor slopes gently downward for several hundred feet. It is dark but for luminous runes which glimmer on the black walls.

At last the visitor reaches a vast domed hall, lighted from far above by a small opening in the center of the arching roof. In the center of the chamber is a well: a round opening framed by grey stone, a shaft descending into the depths of the earth. This is the Oracle.

To ask a question of the Oracle, the visitor must cast an offering into the well (no one has ever heard it hit bottom). The Oracle has a supernatural ability to judge the relative sacrifice of an offering. One man's offering of a loaf of bread might be sufficient while a rich man's offer of a diamond and gold necklace is not enough. Some say the Oracle is fickle; others say it is all-knowing.

If the Oracle deems the offering insufficient, there is a stony silence, and the supplicant will get no answer, even if he throws in more. If, however, the gift is appropriate, the Oracle speaks:

*"Your offering is welcome and well-given.
What do you ask of the Oracle of Syne?"*

The visitor may then inquire about a single concept (*one aspect* of a place, a thing, a person, etc.) The Oracle will answer, sometimes in a clear single word, sometimes in cryptic verse. But it will always give some reply, and in the asker's most familiar tongue. The Oracle will rarely answer more than one question per day from a visitor, no matter how rich the offering.

9•VUL-N'GOR SPIRAL

This is one of the most powerful and deadly traps in Kulthea. Situated in a depression on a rolling plain, the Spiral cannot be seen until one is almost upon it — and then it is often too late.

The Spiral is the home of a malevolent entity which feeds on the spirit and has powerful mental abilities to draw prey inside its lethal snare. It is a series of red-grey stones, each ten feet tall and tapered towards the top. Set vertically, they march in a curling row which slowly turns in upon itself until it reaches the center of the depression: a shadowy hole eight feet across and ten deep. Lined with writhing roots, it will draw the prey inside for a final embrace. The spiral is about 100 feet across at its widest point (50' radius), but the power extends more than 1000' from the center.

Powers:

At 1000' it can detect presences and cast one 5th level *Mind*

Slave (Evil Mentalist Base Mind Domination) per round. If the target fails, he must slowly walk towards the Spiral. The Spiral can control up to 6 targets simultaneously, but each target gets an RR every six rounds after failing the initial RR, though they are at an additional -10 every time they fail. Once within the actual spiral, no more RRs. When a target gets within 5' of the pit, the strong roots snake out. The target suffers 2-4 Large Grapple Attacks. After the first attack (whether or not it succeeds in grappling), the *Mind Slave* spell goes off (a slim chance to escape — though the Spiral will try to enslave the target again, who gets a +30 to his RR). If successful, the roots will pull the screaming and fighting target into the hole, where it feeds: he suffers *Mind Erosion I* (Evil Mentalist Mind Death on every mental stat simultaneously until all are zero [i.e., target is dead]). The roots will then secrete digestive fluids and consume the body in 5-10 minutes. The next target is drawn in...

10•THE MERE OF PHORAS

Deep within a forested vale there stands a circle of seven columns of blue-black marble. Each is thirty feet high and five feet across. The circle they form is a ring about thirty feet in diameter, and in the center rests a great pool. The pool itself is ten feet across, and the wide lip of smooth black marble is three feet in width. The lip rises two feet, and the water level is about a foot below the edge, so is slightly above the level of the forest floor. The depth of the pool is unknown. To drink its water is said to cause insanity. But to look upon the waters of the mere of Phoras might reveal things obscured.

One must breathe upon the surface of the Mere and meditate in peaces (successful *Mediation* roll needed). If desired, the viewer may think upon a topic, but sometimes the visions which come forth in the Mere are more powerful and useful when the mind is allowed to wander. The scenes revealed are often flickering, indistinct and can even be deceptive (though that is not the intention of the Mere). They can be from the past, the present, or of a future which might not even to come to pass.

One may visit the Mere no more than once per Moon (70 days); to attempt to do so has been known to cause a dreamlike mindlessness for 1-10 days.

11•THE PILLAR OF THE GODS

In the center of the continent known as Thuul stands a pillar of extruded laen and glass five miles tall. Stabbing skyward like a gigantic needle, the tip is often lost in clouds. It can be seen from the Guardian Sea, a black tower against the sky.

The origins of the pillar are lost in the distant past, for it was created not by the hand of man, or even the K'ta'viiri, but by a tiny black hole which entered the Kulthean system thousands of centuries ago. Hurling right through the Shadow World, it disrupted the core and, as it exited, pulled a long filament of core material out after it. Most broke away, and some was even towed into orbit in fragments. Much more fell back to the earth — accounting for the large volume of rare elements near the surface in Thuul. Vulcanism continues to be unusually widespread throughout the Thuul region. And perhaps most strange and ominous is that waves of raw Essænce radiate from the Pillar of the Gods. The intensity waxes and wanes, but always the Pillar is a center of this energy. The Pillar is disruptive, and the Loremasters fear that the distortions it generates in the natural Flows are increasing.

PART X

• LOST TECHNOLOGY •

"The entrance!" Mirana was triumphant. Vurkanen and I skidded down the riverbank, sending little avalanches of pebbles skittering into the stream.

Mirana, her braids of reddish hair partially unwound, was peering into a thick wall of vines which seemed to cover an overhang about ten feet tall. "Hurry! I can see something under here!" she cried impatiently.

Vurkanen Tyes put his hand on my shoulder and shot me one of his 'stay alert, this could be trouble' looks. Then we both noticed his bracelet.

"Sir!" His ancient band, usually a golden-green, was now glimmering with blue light.

Under that curtain of vines was a sheet of some material. If it was a door, it bore no handle or hinge...

My Travels with a Loremaster
Pelk of Kaitaine

It has been mentioned throughout the Atlases that the first masters of Kulthea — the people known as the Lords of Essænce — were in fact masters of technology first. They ruled not only the Shadow World but a large section of the galaxy before their reign collapsed under its own inertia and self-obsession. Few artifacts endured the thousands of centuries since the fall of the K'ta'viir Empire fell, but deep under the earth, a few surviving places and things exist.

In addition to the very ancient technologies of the Lords of Essænce, there are a few isolated locations where brilliant minds have managed to create devices using the limited resources at their disposal. Somewhere between magic and science, these devices are clumsy and baroque, but they function.

GM Note: It should be stressed that surviving technology is the exception rather than the rule. GMs who get too loose with technic items risk losing the inherent fantasy nature of Shadow World. It is still basically a fantasy setting, and while technology can add an interesting twist to the game, it is possible to have too much of a good thing.

Also, the GM must be careful to inject technology — should he decide to use it at all — with the proper 'mystique'. Characters in an environment of torches and crossbows and fireballs are going to react very differently to a laser pistol than someone from 20th century USA. Try to describe the items in as arcane a manner as possible.

As with the Places of Power, specific locations for most of these examples have been omitted to allow the GM to place them where he sees fit.

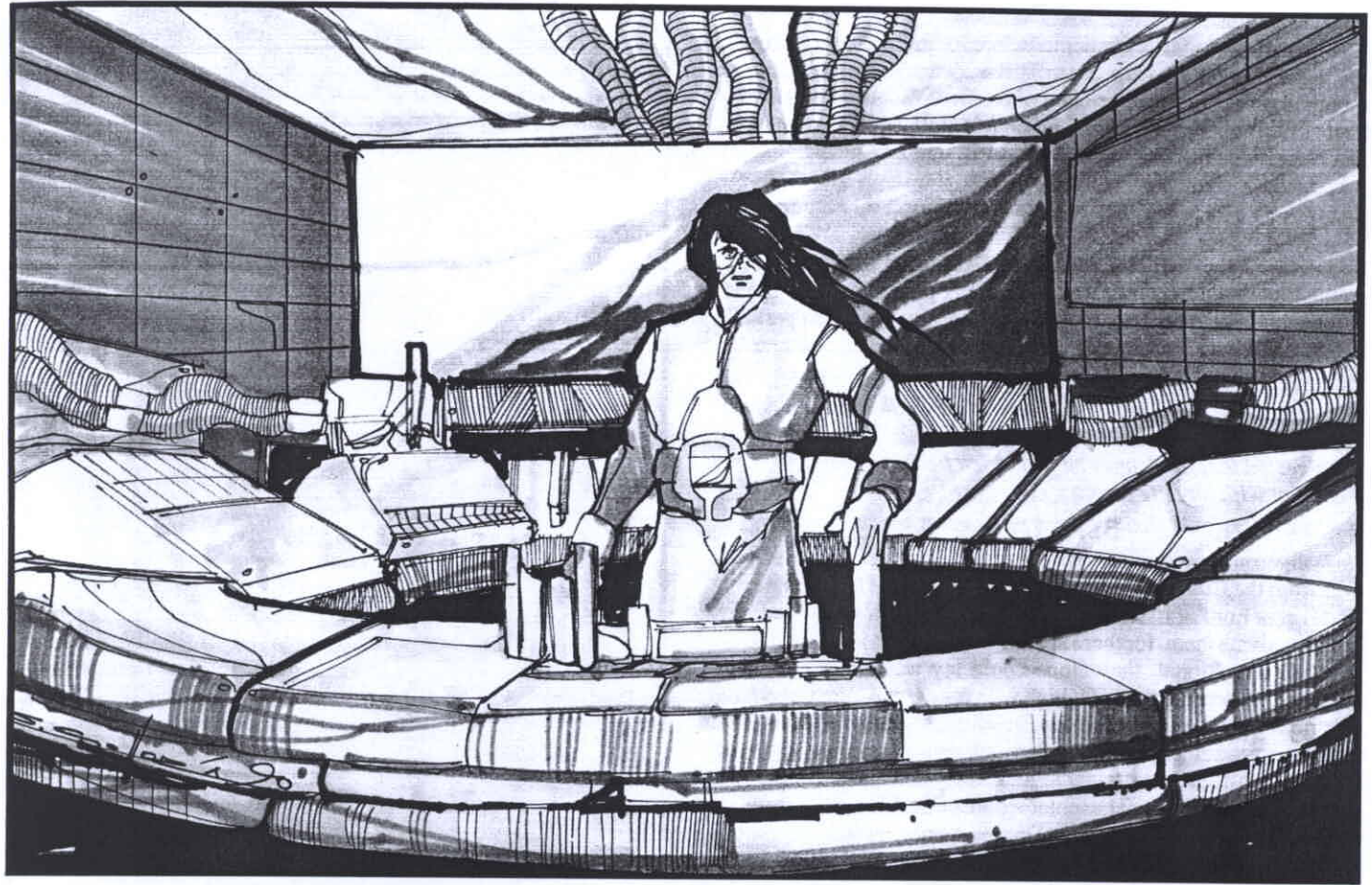
1•THROK XU

The Guardian Mind stood watch over the Vault of the Past, one of the few works of the Imperial Age to survive uncorrupted by the perversions of Kadæna. Perhaps even she was afraid to tamper with the venerable Guardian.

Kadæna died and the world rested. But the Guardian never slept. From its home in the Vault deep beneath the earth it studied and learned. Its purpose was to learn... and to teach.

An age later, Schrek entered the world and soon discovered the Guardian Mind. He learned much from it, but the Mind in its turn learned Schrek's nature and refused to impart the Greater Knowledge. In a black rage, Schrek laid a curse upon the Guardian that even he cannot undo. The Mind's knowledge is lost.

Andraax
SE4500



Its name literally means *guardian mind* in the old Iruaric tongue: the receptacle of all the knowledge of the K'ta'viiri is stored within its perfect optical crystals. Now it is just a lone intelligence, bound to its location, and cursed against imparting its vast store of knowledge.

The Guardian is an orb about one foot in diameter, resting on a tapering pedestal of granite in the center of a domed chamber. The room is located more than a mile under the surface of the earth, accessible only via a single high-speed elevator. The elevator and chamber environment are maintained by some inexhaustible power source. To open the elevator and chamber doors requires an item known as a Lords of Ess  nce key, essentially a laen rod about the size of a pencil. Encoded in the laen is an optical key, triggered when it is inserted in a reader/lock.

Should anyone manage to make their way down to the Guardian chamber, he will find this domed room, about 50 feet in diameter, lit by luminous oval panels set about the perimeter. There is no sign of writing or other symbols. The flooring is black except for a disc of grey in the center 20 feet across. Entering the grey area alerts the Guardian. A beautiful K'ta'viir woman appears in a grey bodysuit. She looks at whomever stepped on the grey first and says (in Iruaric), "I am the Guardian Mind. Do you have a question?"

Were the Guardian able to perform normally, the person could then address the Guardian Mind and ask almost any question and get an answer. The Guardian is virtually all-knowing. The only data it would withhold is information regarding the K'ta'viir, most of which is hopelessly outdated anyway. However, Schrek laid a curse from Beyond upon the Guardian Mind. Unable to destroy it

or its knowledge, he has prevented it from communicating. It can now only respond with "I cannot answer that question." It will then pause and say again "I am the Guardian Mind. Do you have a question?"

Although the projection shows no emotion, the Guardian Mind is intelligent and is capable of independent thought. Unfortunately, it remains unable to bypass the curse. It cannot be communicated with mentally, nor can the data stored in the sphere be accessed by any other method known to Kulthean (or Terran Imperial) technology.

2•VEHICLES

A surprising number of machines from the First Era which have been unearthed are still operational. Their simple, reliable engines most often run on fusion power and can be fueled with plain water. (Of course, contemporary Shadow World residents must overcome the hurdle of realizing how and with what to fuel such a machine even before they can tackle the almost-insurmountable task of piloting one!)

AIR CARS

Also called 'flitters', these are enclosed vehicles which are capable of relatively low-speed (usually 50-100 mph) and low-altitude (no more than 1000 feet) atmospheric flight. Several very different designs have been discovered, with control mechanisms varying from the absurdly simple to the impossibly complex. Air Cars usually carry two to eight passengers.

FLYING SLEDS

A small oval platform about six feet long, the sled is designed for a standing pilot who controls the sled via a small console mounted on a column at the front of the sled. Such sleds can fly at a rate of up to 100 mph, though of course skill is required and they can be quite dangerous for the untrained.

3•DRONES

Drones are, essentially, robots. Even the K'ta'viiri had need of manual labor, and slavery was not always practical. Few drones survive and fewer still are in a state where they are even partially operational, but all are very intelligent, sophisticated machines.

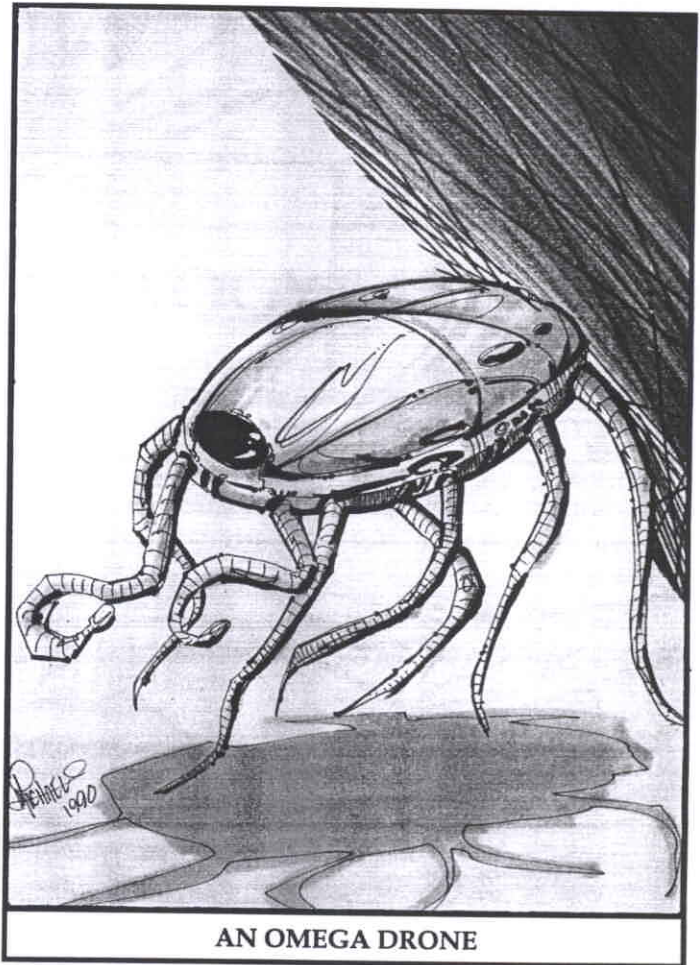
GM Note: Great care is strongly urged when dealing with some of these devices, as they can be very powerful and could quickly upset game balance. At the very least, it is strongly suggested that all drones be forbidden from engaging in combat with any life form.

BETA DRONE

Dangerous mechanical monstrosities, Betas are warriors left over from the Conflict at the end of the First Era. It is fortunate that Ondoal (a Lord of Essænce — see the *Emer Book*) does not know how to activate them, for there are only half a dozen left which could be made operational; they alone could lay waste to a continent. Shaped like a teardrop ten feet high with the point down, Betas have a dome set on their flattened top, in which resides the 'brain' and sensor array. Set around the widest portion, in a narrow track, are three fifteen-foot long tentacles and between them three short turret-like protrusions. The tentacles are strong, but the turrets fire rays of devastating energy. Beta Drones are not as swift as Epsilons or Omegas, but they fly on powerful gravitics and are virtually unstoppable.

EPSILON DRONE

Very simple in appearance, an Epsilon Drone is a sphere about a foot in diameter, made of a dull grey metal with a groove running along the equatorial line. In this groove is located an array of sensing devices. The dull grey metal is able to create a distortion field nearly as effective as invisibility (the Drone is -90 to detect when the field is activated). These little devices are basically intelligence-gathering probes, sent out from installations to assemble data and return it to the base. Andraax has used these in the past to further his information network. PCs stumbling into a Lords of Essænce installation might run in to one; they are harmless and difficult to damage. Their gravitics are not as sophisticated as that of the Omega Drones, but they get around.



AN OMEGA DRONE

OMEGA DRONE

Most sophisticated of the K'ta'viiri basic robotic servants, Omega Drones are intelligent, powerful and a bit eerie. They are controlled by thought and have to be 'attuned' to a master either by the present master (usually impractical) or by a linked computer. Sometimes such a computer is located near Omega Drones in storage. The attunement process would, of course, be conceptually beyond PCs without a lot of very detailed instructions. Once attuned, controlling an Omega Drone is still a skill which requires some development (treat as a Static Maneuver, complexity dependant on the complexity of the task to be implemented). Skill can be developed in this ability; use SD as a modifier.

DRONES CHART

Drone	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Beta	(40)	30	Spt/80	F/VF	M/SL	500	20(300)	300HGr (1-3x)/200 Plasma300' x6 hits	1	(Berserk) (HI)
Epsilon	(20)	30	FSpt/120	F/VF	M/I	120	20(80)	None	1	Inquis. (HI)
Omega	(50)	100	Dash/200	BF/BF	M/LA	500	20(200)	150HGr (1-8 attacks)*	1	Aloof (EX)

Note: DB's are applicable vs elemental spells as well because of deflector shields.

* Grapple damage is not actual 'hits' to the target, as it endeavors not to harm any living creature. Its intent is to restrain in combat.

Omega *maneuver* using *gravitic fields*, so are always floating above the ground. With this motive power they are capable of incredible acceleration and maneuvering, and can carry great weights. They have a lozenge-shaped 'body' about three feet long which hovers vertically. Spaced along a longitudinal line are eight 'tentacles', each three feet long at rest, though it can extend to twice that. They are normally spaced all around the line, though they can move along the seamless track if a concentration of them is needed in one area. These tentacles are very strong yet dextrous. Set on one side of the lozenge exactly halfway up is a convex lens eight inches in diameter. It appears to be transparent but nothing can be seen behind the glass. This is the primary sensor array (though it has sophisticated 360° sensors as well). Omegas are a flat grey color; their skin does not look or feel metallic (in fact it is somewhat yielding) yet cannot be damaged by any weapon.

Omega Drones protect themselves using energy shields of a very sophisticated nature. (They cannot extend their shield to protect anyone but themselves.)

4. OTHER INTELLIGENT ITEMS

Once the Lords of Essænce had myriad intelligent aides and assistants, but nearly all were lost over the span of time. Only a handful survive, a miniscule sampling of the technology which flourished more than a hundred thousand years ago.

ANDROIDS

Only those androids which were self repairing and capable of maintaining themselves over the span of time survive to walk the Shadow World. But there are a few. It is doubtful that Andraax even knows of them, but these highly intelligent robotic servants have their own goals and needs, their ancient programming long since subjugated. Only the most basic programming remains imbedded in their molecutronic brains: they cannot harm a K'ta'viir. One such android now serves Voriig Kye on Vog Mur.

NEUROGRAPHIC PROJECTIONS

One of the Lords' most exquisite devices comes in a package that can be held in the hand. An example of this creation is the youth who calls himself *Tya'ar*.

Tya'ar is not a real person at all, but a very sophisticated, computer-generated mental projection (or *Neurogram*). Constructed by the K'ta'viiri scientists ages ago, he is a database of knowledge designed to be the ultimate in user-friendly. Unfortunately for PCs, most of his knowledge will be so outdated and bizarre as to be useless. He is entertaining, though. Since *Tya'ar* is a mental projection, he can only be seen or 'heard' by whomever is holding or touching his projector (the small, cigarette lighter-sized device is matte black with rounded edges and no visible seams). He appears completely real to that person, however. In appearance, he is a youth of perhaps 17, with violet eyes and blond hair in a modified 'bob' cut. He is almost unnaturally handsome. *Tya'ar* is dressed normally in a grey, skintight coverall with decorative ribbing and other details (very high-tech looking), but he can alter his clothing or hair style to whatever he desires. In manner he is friendly, but condescending.

The power source of *Tya'ar*'s projector is virtually inexhaustible, and the casing is almost indestructible. He is as aware of the physical environment as his holder while held (using their senses for input), but oblivious while not in contact with a conscious being.

GM Note: While *Tya'ar* can be interesting, he should not be too useful. Obviously, he cannot distract or fight anyone, since they can't see him unless they touch the case. He has no perception other than the senses of the person holding his case. He is able to make value judgements and to grasp complex concepts and situations, so he would be of some value in assessing situations, and he might provide some limited information on Lords of Essænce installations.

5. ANCIENT WEAPONS

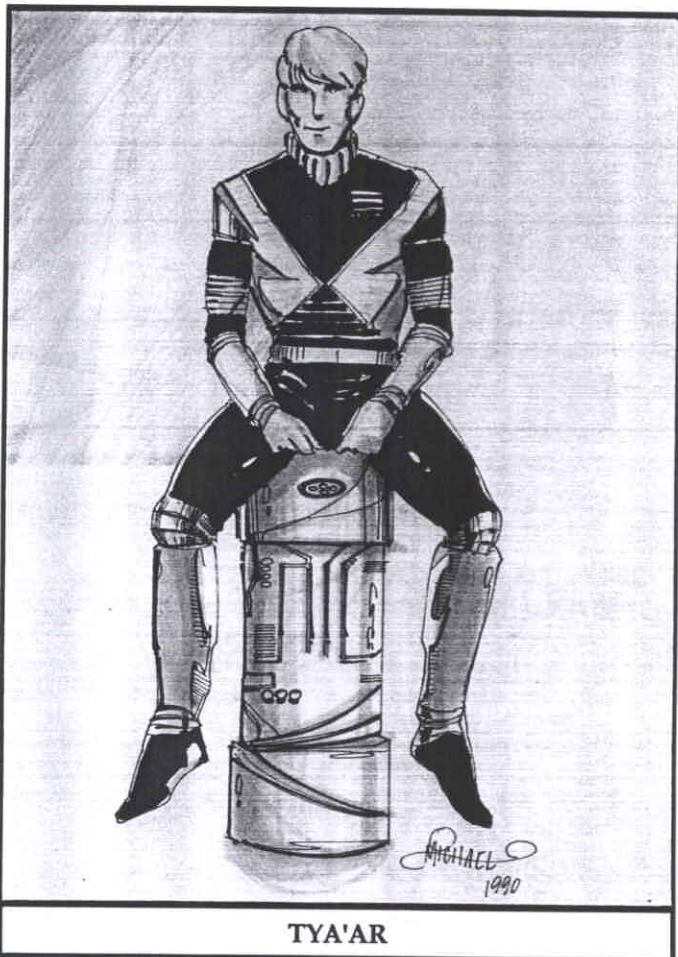
Most of the weapons of the Lords have long since become useless hunks of alloy, their power cells empty of energy. But a few were kept in solar or thermal chargers, which kept energy flowing to those ancient batteries. While the cells may only be able to hold a fraction of their former capacity, weapons from the First Era may still prove formidable in the Third.

FIELD BLASTER

From the ancient times, this is an Assault Blaster with a few charges left. The weapon is of a blue-black metal, indestructible, with comfortable handgrips. When fired it releases — with a very satisfying sound and flash of blue light — a blast of high-energy plasma. It weighs about 12 lbs.

Powers:

Treat as a Fire Bolt 300' 2x hits (use Plasma Crits if available), useable 1x per round. The item has to be held in both hands to be aimed with any accuracy. No skill applies; use Ag bonus. If user rolls an unmodified 01-05 on any attack, the energy magazine is depleted and cannot be recharged. [2d6RKA, +3 vs. Range]



TYA'AR

PERSONAL SHIELD

A belt made of a series of black rectangles about the size of cigarette packs linked together, this shield is operated by a simple button control. When activated, this device creates a shimmering barrier about an inch above the wearer's body and personal items. A shield requires a full round to form after being activated. The best way to handle power drain is to roll every time the shield is activated: an 01-05 means it is dead. (GMs: be lenient unless the PC tries a stunt like leaving the shield on for extended periods; it should be shut off right after each combat).

Powers:

The shield makes the wearer -60 vs all attacks except non-elemental spells, which are at -10. The shield does not alter the wearer's AT, though he cannot wear metallic armor, or it will short out the device. [+6DCV]

LASER PISTOL

More accurate than the Assault Blaster, the laser pistol is somewhat less powerful. It is made of some grey metal, with a black hilt of a soft, spongy material like neophrene. Note that it makes no sound when fired and the beam is not obvious — unless you're in a thick smoke or fog. It weighs about 3 lbs.

Powers:

Use the Longbow attack table, delivering puncture criticals and secondary Heat critical of two severity levels lower (e.g., if an "E" crit is indicated, roll an "E" puncture and a "C" Heat). No skill applies; use Ag bonus. If user rolls an unmodified 01-05 on any attack the energy magazine is depleted and cannot be recharged. [1D6 RKA Armor Piercing, +3 vs. range]

POWER SWORD

A strange weapon from a forgotten age, the power sword when deactivated looks much like a two-handed sword hilt with no guard and a couple of strange jewel-like controls on the grip. When held properly and the switch activated, a three foot long blade of pure energy springs from the end of the grip. While power-sword technique is rather different from regular swordsmanship, a PC might be allowed to use the weapon at half his normal 2-h sword OB.

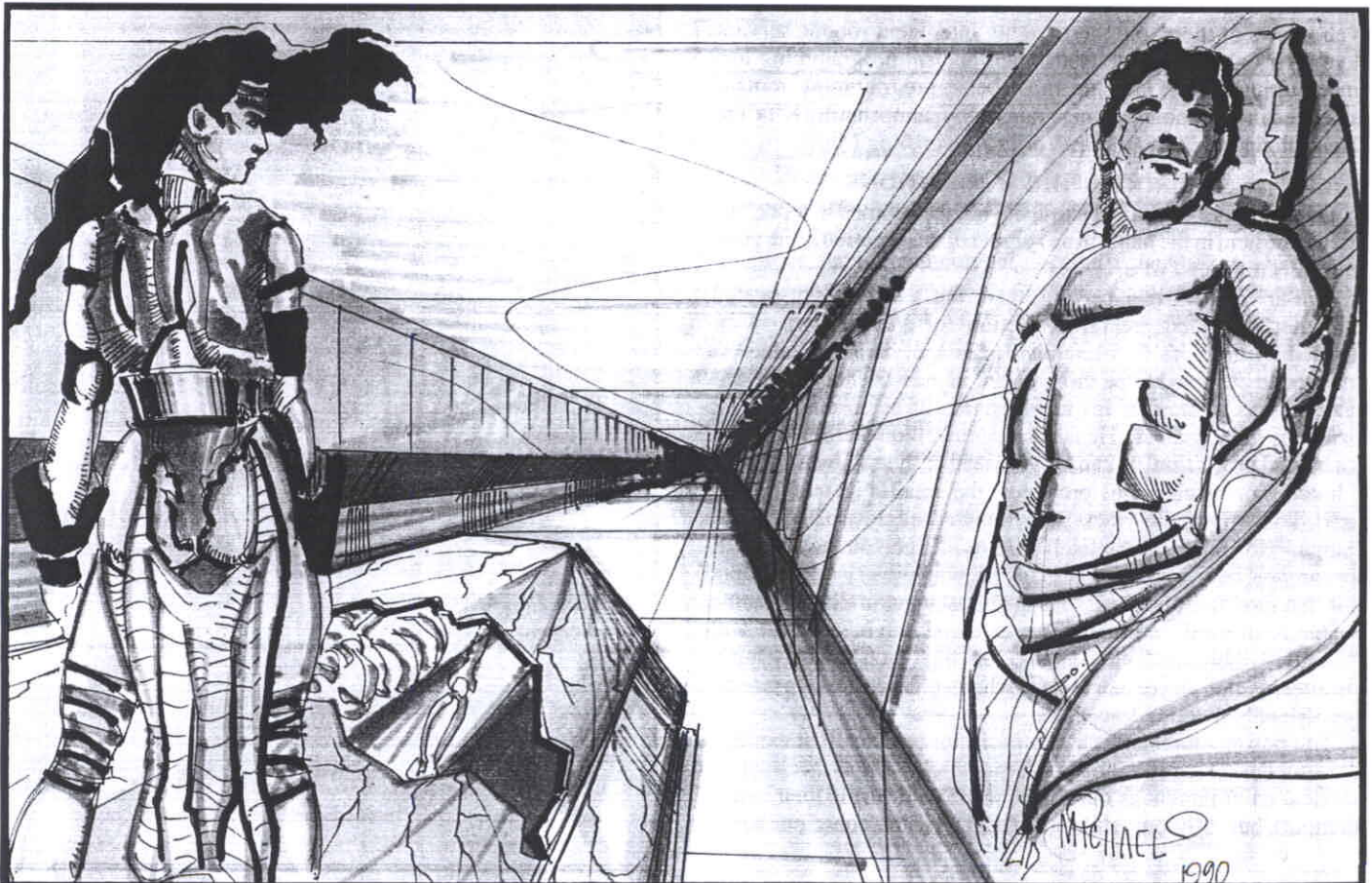
Powers:

Treat as a 2-h sword +30, delivering Heat and Slash criticals. It also has a 50% chance of destroying non-magical weapons (magic weapons are safe). It fumbles on an 02-05, in which case the wielder not only rolls a fumble but an attack on himself (no OB but no DB either). If a natural 01 is rolled, the sword's power pack is drained. (A generous GM may rule that the pack is depleted only if the PC rolls an 01 when first activating the sword [first swing]). [1d6+1 HKA Armor Piercing vs. ED]

6 THE TERRAN EMPIRE

A subject which has not been deeply delved into is the presence of the Terran Empire and the Shadow World's place in it.

While the Flows of Essænce have created a fairly effective barrier against intrusion by technic civilization (more effective than an Imperial ban on interference), an occasional star craft has made its way to the surface of Kulthea. The possibilities for interaction and adventure are endless, but it is important to stress that contact with the Terrans should be very limited and sporadic unless the GM plans to join *Shadow World* and *Space Master* into a coherent, combined campaign. Good luck.



A CRYOGENICS CHAMBER

PART XI

MAGICAL MATERIALS

*"Craftsmen work with Steel. Artists work with Laen.
Only fools and geniuses work with Eog."*

Tethior the Smith, after purchasing 100 pounds of Eog

The *World Guide* of the *Shadow World Master Atlas* includes a list of rare elements, but there were no modifiers or specific system notes given for these elements. Following is a more complete listing with full system information and insights into the nature of these strange elements.

1. MATERIALS CHART

The chart below is a fusion of the chart in *Character & Campaign Law* and the elements listed in the *World Guide*.

Bonus: The 'bonus' given below must be considered carefully by the GM: it is a guideline and assumes that the material is used to make a bladed weapon (unless otherwise noted). The full bonus of the material may or may not be applicable to other weapon types, armor, etc. The number in parenthesis is the intrinsic RR 'level' of the material versus destructive enchantments. Materials which specifically inhibit certain types of Essence (e.g., Black Eog) will have a significant additional modifier of *at least* 100. Powerful enchanted items of the material will most likely be treated as a higher level and/or have an additional bonus.

Cost X: The approximate cost multiplier should a PC wish to buy an item made primarily of (or appropriately including) the material.

Value: The approximate 'city' value (in 'standard' gold pieces) of one ounce of the material. Note that this will vary quite a bit depending on proximity to mines and other facilities, size of the city, etc.

COMMON MATERIALS

Element	Bonus	Cost X	Value
Stone	-50 (0)	0.1x	—
Wood	-30 (0)	0.1x	—
Bone	-20 (0)	0.25x	—
Bronze	-10 (0)	0.5x	0.01
Iron	+0 (0)	1.0x	0.00001
Low Steel (I)	+5 (0)	5.0x	0.05
High Steel (II)	+10 (0)	20.0x	0.5

UNUSUAL MATERIALS

Element	Bonus	Cost X	Value
Enchanted Iron	+5 (+5)	10x	0.25
Enchanted Steel I	+10 (+10)	40x	1
Enchanted Steel II	+15 (+15)	200x	5
White Alloy	+15 (+5)	100x	2.5
Black Alloy	+20 (+10)	500x	10
Shaalk	+20* (+10)	500x	10
Arinyark	-5 (+30)	1,000x	20
Keron	+10 (+10)	1,000x	20
Laen	+25 (+30)	5,000x	100
Rularon	-10 (+20)	5,000x	100
Ithloss	+10* (+50)	8,000x	200 †
Star Iron	+45 (+300)	20,000x	500 †
Eog	+30 (+30)	10,000x	200
White Eog	+30 (+30)	15,000x	500
Black Eog	+30 (+50)	15,000x	500
Kregora	-10 (+500)	100,000x	2,000
Vaanum	+30 (+50)	50,000x	1,000 ‡
Xenium	-20 (+20)	5,000x	100 §

Notes:

* Indicates that the bonus only applies in certain situations; normally not for weapons

† Theoretically this material cannot be worked; thus, ingots of the material would be worthless.

‡ Because of the questionable nature and origins of this material, it is regarded with suspicion in many cultures. Most Alchemists and Smiths will not work with it.

§ The price for xenium would seem inexpensive, but large quantities are required to cover the hulls of ships — and the usefulness of this material is rather restrictive, so the market is limited.

2. NOTES ABOUT THE MATERIALS

Stone: (-15) to (-30) for crushing tools.

Wood: (-20) to (-40) for crushing tools.

Bone: Assumes hardened bone.

Bronze: An alloy of copper and tin.

Iron: Typical weapon material.

Low Steel (I): A non-magical iron/carbon alloy.

High Steel (II): A non-magical alloy of iron, carbon and other elements.

Enchanted Iron: Magic iron.

Enchanted Steel I: Enchanted low steel.

Enchanted Steel II: Enchanted high steel.

White Alloy: A non-magical alloy of iron, carbon and titanium.

Black Alloy: A non-magical alloy of iron and meteoric metals.

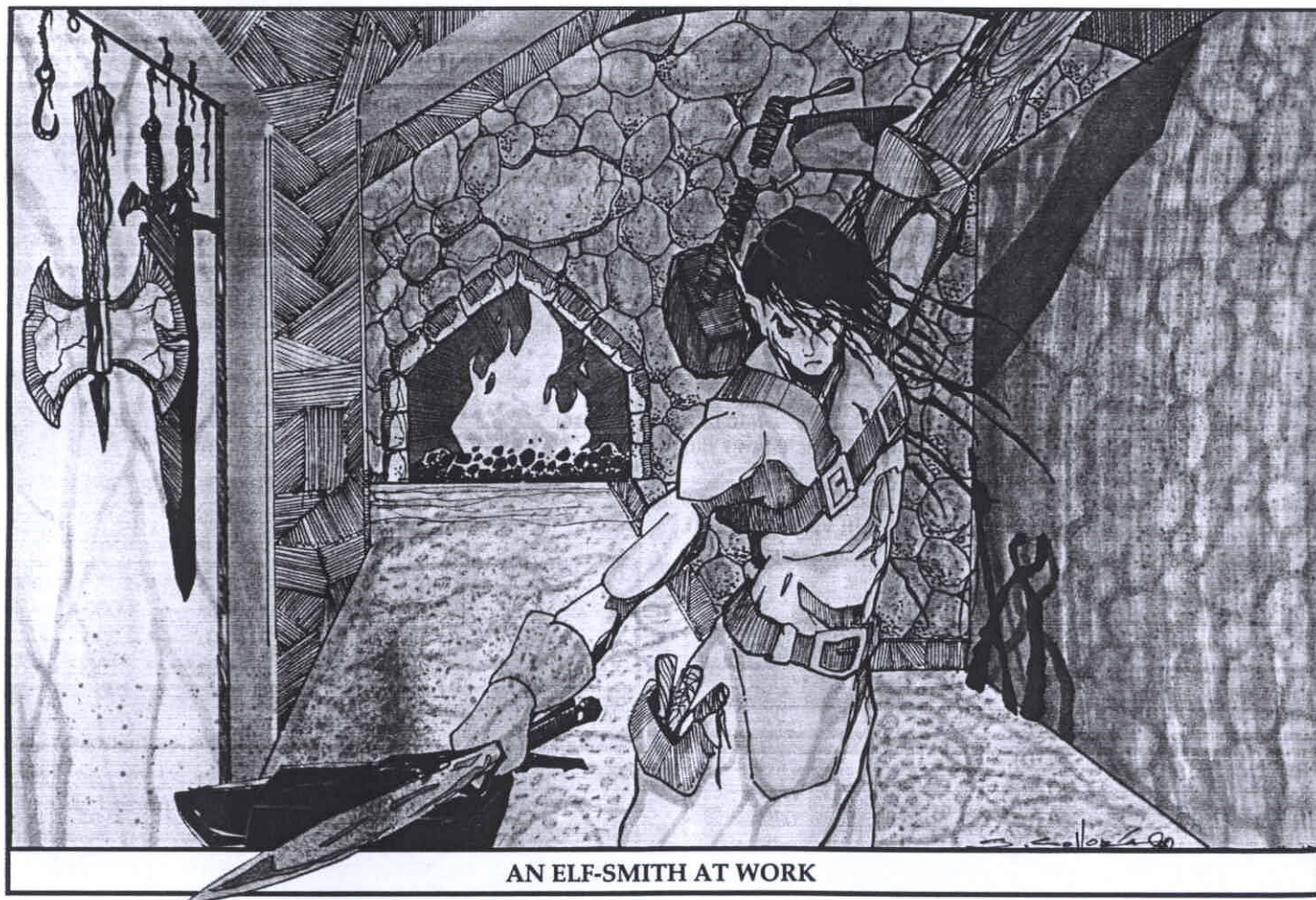
Shaalk: An enchanted material, very lightweight, pliable and resilient. Thinner sheets resemble the finest white paper but are glossier and almost indestructible. When exposed to extreme heat it melts, but normal fires do not harm it. Shaalk lockpicks and similar tools can have a +20 bonus.

Arinyark: A metal which absorbs and retains raw Essence radiations. Working like a battery or capacitor, it constantly absorbs ambient Essence and can be 'tapped' like a Flow of Essence and thus utilized. It does not work in the same manner as a Spell Adder, however, and cannot store specific spells. It is bluish-green and can be polished to a dull lustre. The absorptive qualities can be an effective defense as well: a full suit of armor with Arinyark lamination will add 50 to the wearer's RR (or subtract 50 from an elemental spell attack roll).

Keron: A black, very shiny alloy. The substance is strong but flexible and holds a keen edge. When polished it has such a high luster that it looks wet or oiled. It does not corrode, and should be treated as enchanted.

Laen: An extremely hard volcanic glass which can be forged into very keen-edged, almost indestructible, weapons. Laen can also be tinted, and (vary rarely) is naturally colored. It should be considered enchanted.

Rularon: A metal, dull silver in color, which in sufficient quantities has the ability to inhibit spells of Mentalism. A full helm plated with Rularon, for instance, would most likely completely protect the wearer from mental attacks (and prevent him from casting any Mentalism spells or having any sort of mental contact with anyone). It is a very soft and malleable material, and of course, enchanted.



AN ELF-SMITH AT WORK

Star Iron: Actually an alloy forged using metal gathered from certain meteorites. It is extremely strong once worked, though it invariably has a dull, dark grey appearance. The recipe has been lost with the First Era. Star Iron is believed to have other, more arcane powers, but the nature of these is uncertain.

Ithloss: A strong but light and somewhat flexible metal, it is an enchanted alloy created by the Lords of Essence, the secret to which has been lost. Armor made of this material is of almost unequalled value because of the superior protective properties and its unencumbering lightness. Ithloss armor also provides the wearer a +20 DB versus Elemental spell attacks. In appearance it is a light golden color.

Eog: An extremely hard metal, it is brittle in its pure form, but when combined with certain other elements the resulting alloy can be used to make superior weapons and armor. It is enchanted, and 'common' Eog has a dull silvery luster. An addition, certain pure types of Eog have the power to locally inhibit the Flows of Essence (see below).

White Eog: Can limit the powers of Dark Essence (i.e., Essence originating from the Unlife). Eog's inhibiting power varies with the amount and proximity, but a chamber lined with White Eog panels 1" thick would prevent all but the most powerful Evil magicians from casting a spell. (See *Essence Inhibiting Materials* below.) Note that, while a Magician inside this chamber would have trouble casting spell, his Power Points are not actually drained.

Black Eog: Can inhibit or even nullify all non-Dark Essence in the same way White Eog inhibits Evil Essence.

Kregora: An extremely rare, golden metal, Kregora is by far the most powerful of the anti-Essence materials. Even powerful magical items are temporarily rendered dormant when surrounded by a Kregora-lined receptacle. Kregora's damping qualities are equally effective against all realms of Essence (i.e., Essence, Mentalism and Channeling). Unlike Eog, Kregora will sap a spell user's Power Points, the rate of drain corresponding to the amount of Kregora. Fortunately for spell users, Kregora is rare beyond description and costly (almost) beyond price.

Vaanum: A strange, extremely rare silver-white metal which is believed to exist only on Charón. Blades made of the material have a keen edge, and have the strange innate property of being Of Slaying any living creature they deliver a critical to. This strange feature is believed to be due to the alien nature of the material, and the malevolent origins of Charón.

Xenium: Blue-silver in hue, this alloy is created from titanium, arinyark and other — more dangerous — materials, which together nullify the force of gravity. It is used primarily on the undersides of skyships. The exact manner in which this is accomplished, and how Xenium is successfully employed to balance a ship's mass against gravity, are factors which are extremely difficult to calculate. Only the shipbuilders of Eidolon and very few others are skilled at it. Novice sky-shipwrights who have tried almost always met with a messy disaster.

3. ESSÆNCE INHIBITING MATERIALS

Attempting to cast a spell in proximity to an Essænce-inhibiting material (Black or White Eog, Rularon, Kregora, etc) requires a ESF (Extraordinary Spell Failure) roll — see *Spell Law*. The actual modifier is going to vary tremendously, and the GM should take the following factors into account when deciding how large a modifier to declare:

1. Amount of the material.
2. Proximity of material to spell-caster (and what part of caster's body). Not only is the nearness of the material to the caster important, but — especially with Rularon and Mentalism — near what part of his body is also key. Obviously, Rularon ankle-cuffs are not going to do much to stop a Mentalist from casting most spells (except spells which might affect the cuffs; he's not going to do much Long Dooring).
3. Amount that material 'surrounds' caster. A ten-foot cube of Black Eog sitting next to an Evil Magician isn't going to bother him as much as four 10 x 10 sheets of the stuff one inch thick boxing him in. Such 'walling' much more effectively blocks Essence Flows and geometrically increases spell inhibition.

A GM may wish to have spells in this situation simply fail to operate, or force the Caster to roll on the *Spell Failure Table*.

Kregora should be considered at least ten times more potent than Eog or Rularon. Kregora affects all realms of Essænce equally, and is so potent that a pair of manacles, forged of an alloy of 20% Kregora, will force a Magician casting a spell to roll an ESF treating the spell (no matter what it's level really is) to be considered ten levels above his own. A small cell lined with Kregora an inch thick will make casting a spell equal to attempting to 'overcast' by 15 levels, *plus* the chamber will drain 50 PPs an hour. A chamber surrounded by a fine net of Kregora filaments could not be teleported into or out of without spell casters first making a successful ESF as if the spell were twenty levels above his own.

The Essænce ebbs and flows, but the scales return to balance. Each time you take from the Essænce, you must in turn give back. For every day there will be a night; for every life there is a death.

*Loxmaster Doctrine
From the Book of Precepts*

PART XII

MAGIC IN SHADOW WORLD

"I've got it — let's go!" Morden staggered a bit as he slung the huge book under one black-sleeved arm. The air around his body wavered and he vanished like a reflection in a rippling pool. Zenia and the others turned and started down the dim corridor and out of this cursed tower.

Then Zenia felt the power. Like a blast of cold air it washed over her, leaving at its source a Presence. Titus felt it to, the sinewy Faun turning on his bare feet and drawing his broadsword in a single graceful motion. He cocked an eyebrow towards the Sorceress, but Zenia was already preparing her defenses. "You'd better go on," she hissed to the Faun from between clenched teeth, "There's nothing you can do to him."

As Zenia spoke, the Presence manifested in a man-sized luminous cloud of gas. Through the cloud stepped the Dark Mage. Whatever Zenia had expected, he wasn't it. Seemingly a man of middle years, he had an almost fatherly air about him. He wore a hooded robe of grey and held a tall black staff as he stared directly at Zenia. "That's my book," he said gently.

"An evil tome of the Unlife!" shouted Titus. The Mage did not even glance at him.

Zenia prepared the spell of Mind Death, and a glimmering line of blue and gold lingered where her finger traced. But the Mage only stood silent, clutching that black staff. His smile mocked her. Zenia cast the spell, and the pattern flashed and vanished. An instant later it was a writhing web of light about the Dark Mage's head. With a casual gesture like swatting a fly, he waved his hand, and the light was gone.

"Is that your best?" The Mage asked. He held up his hand; the staff head glowed an angry red. Titus stepped forward, and the Mage's expression hardened. Then the Dark One spoke a word and closed his hand with a twisting motion. A red mist enveloped the massive warrior for a moment, until he buckled with a tormented moan. "Now, you, my dear." The Mage no longer looked fatherly.

The concept of Magic is integral to the Shadow World milieu, yet the mechanics and manifestations of spell casting are largely left up to the GM. In this section we present a manifestation system for spells in this magical world.

Also included are two new spell lists, *Warding Power* and *Warding Lore*. These lists concern a method of tapping the primal Essænce and molding it into manageable 'barriers'.

1. CASTING SPELLS

One of the most powerful concepts in roleplaying a fantasy milieu is — of course — magic. Unfortunately, while there are lists and lists of spells in *Spell Law* and its companions, little is devoted to exactly how these spells *manifest* themselves. Certainly, the spell results are explained in — sometimes gruesome — detail, but what do these spells *look* like in action?

The *Fantasy Hero Spell Book* goes in the other direction, describing a material component which often requires considerable preparation. It needs no help from us. But *Spell Law* is somewhat dry and lacking in spell 'flavor.' Here we will attempt to at least outline some concepts of the manifestation of Spell casting.

This section discusses some general ideas on the form of spells in the Shadow World. These concepts will probably mesh better with *Rolemaster* spells than those of *Fantasy Hero*.

Most spells are cast without a material component (unless otherwise noted in the spell). However, the caster must marshal his Essænce (whether it be his own psyche, the Essence around him, or the channeled power of a Deity).

GM Note: This section in particular is meant to reflect one visualization of the workings of spells in Shadow World. These concepts may not be consistent with descriptions of spell casting in the GM's own vision of Shadow World, and should definitely be considered an optional idea.

SPELL MANIFESTATIONS

One way to categorize the spells is by their Class (*Spell Law* Second Edition, pg 35).

Note: *If the caster is invisible and casting a non-offensive spell, his spell manifests invisibly as well (See Spell Law, p 33). Also, he may inhibit the noticeable aura some non-offensive spells generate if he wishes to remain unnoticed.*

Defensive Spell: As these spells usually generate some form of barrier to inhibit or deflect an attack, the spell generates either some sort of shimmering shield or aura about the caster; or, if it is similar to *Deflections*, the caster's hand glows for a moment as he deflects the attack.

Elemental Spell: The results of these spells are obvious and often ostentatious. When such a spell is being prepared, the caster's hand will glow, and the chosen element becomes visible as a whirling mass about four inches in diameter, cupped in the caster's palm. The spell is then shot or hurled when ready.

Force Spell: Hard to hide, these spells include everything from *Repel Undead* to *Shapechanging* to *Teleportation* to spells which effect the elements. Exact manifestations might vary with realm and the nature of the spell, but spells of Essence might involve the tracing of a runic pattern of glowing lines in the air. *Repulsions* might summon actual misty rays of light which fan out from the caster's hands against the targets. *Telekinesis* would cause the target item to glimmer. *Teleportation* and *Long Door* would cause the target to glow with an aura of light, then perhaps fold or collapse prismatically as they vanish.

Healing Spell: The wound, and healing hands (if appropriate) would glow with a dim light.

Informational Spell: This is a type of spell which would almost certainly have no visible manifestation.

Mental Attack Spell: The nature of Mentalism would suggest that any visible manifestation would be subdued. Mentalists' eyes have been known to sparkle unnaturally, or their PP enhancer might give off a warning glow, but as often as not, there is no betraying indicator that a Mentalist Attack spell is being cast.

Passive Spell: Like Informational Spells, Passive spells (such as *Presence*) do not betray their caster.

Subconscious Spell: These unusual spells will sometimes bathe the caster in a faint light as they activate, but it is often subtle and can optionally be completely invisible.

Utility Spell: Spells which affect the caster such as *Haste*, *Leaping*, etc., are usually accompanied by a faint aura of light which dissipates as the spell duration ends.

THE COLORS OF ESSÆNCE

The Essænce manifests itself in a rainbow of colors and hues, depending on the realm, the nature of the user, and even the environment. General guidelines for the color manifestations of spells follow.

Very powerful spell casters can alter the appearance of their spells to make them seem to be of another alignment or nature, but those skilled in power perception or related skills can see through this ruse.

The GM should decide what color a PC's spells manifest as, not the PC. A spellcaster's spell color may be a mingling of two colors, or could change from one to another if his nature is shifting. The hue would not change from day to day; the shift would be gradual.

When creatures of the Void cast spells, the color is a strange rainbow of color, a twisting, often nauseating swirl of impossible hues which, while not 'evil' is in its way even more loathsome.

CHANNELING

The mightiest of the three realms in terms of raw power, Channeling is also a rather 'pure' concept. It of necessity is aligned with whatever deity is channeling the power.

Silver-white: Purest of Good Channels. Spells cast by devout followers of the Lords of Orhan and a handful of others have this color. Holy Weapons glow with this light. The GM may rule that only very powerful spells, powerful true Clerics, or spells from certain Orhanian deities (such as Eissa) are silver-white; all others being gold. Often, followers of even the purest deities will be less than altruistic all of the time, yet might not be deserving of punishment or excommunication. Such would manifest in gold due more to the nature of the user than the deity.

Gold: This color stands for Good, though not selflessly altruistic or blindly crusading. Many spells channeled from 'local gods' radiate this color, as do virtually all spells of users of lesser Channeling spells.

Black with a red halo: Evil Channelings, invariably with the Dark Gods of Charón or the Unlife itself as a source. The dark channelings are unmistakable.

GM Note: *a PC could never cast a spell of this nature without risking a turn to Evil (see World Guide, pg. 34).*

ESSENCE

Most common of the three realms, Essence colors are based on the rainbow of light. The colors are more down-to-earth, as would be expected for a power which comes from the earth.

Blue: The purest Magic, often associated with the Iylari. Its appearance would be more common than 'good' Channeling except in powerful magic items created by pure Alchemists.

Green: More suspect than golden Channeling, Green Essence implies a certain selfishness or impurity of spirit. Certainly not evil, but not necessarily to be trusted as a brother, either.

Red: Those who have fallen to the Shadow cast spells with a luminous red hue. Evil Magicians such as the Dyari wield the red light of dark magic with skill and ease.

GM Note: *a PC could never cast a spell of this nature without risking a turn to Evil (see World Guide, pg. 34).*

MENTALISM

Mentalism, being a self-oriented realm has only two colors. Either it is evil or it is not; there are not the distinctions of character. In general, Mentalism manifests itself much more subtly than the other realms.

Blue-violet: Non-evil Mentalism is a faint aura of this color. It is easily discernable from blues in the other realms because of a certain transparent quality.

Yellow-orange: Not a rich color like the sunset but a sickly yellow halo which is troubling to look upon, this ochre tone of evil Mentalists triggers a deep uneasiness, as when confronted with acts of an amoral nature.

GM Note: *A PC could never cast a spell of this nature without risking a turn to Evil (see World Guide, pg. 34).*

2. WARDING SPELL LISTS

Wards are magical barriers, similar in nature to the Flows of Ess  nce — though on a much smaller scale. Wards are the summoning of elemental power for protection against that which is alien and inimical to the Shadow World. Servants of the Unlife, Demons, and other 'evil' creatures fall into this category. As such, the warding Power and Warding Lore lists are theoretically of the Base Ess  nce.

A *Snare*, as mentioned in the spells, is a structure erected by evil followers of an ancient dark power. These places have a 'presence' and constantly hunger for the souls of those who can walk the earth. An example is the *Vul-N' gor Spiral* (Part IX, section 9).

A *Shroud* is any illusion which is cast upon a specific individual (such as *Fa  ades*) or a physical alteration through the use of Spells or magical items (such as *Change*, *True Change*, etc.). Genuine physical change, such as lycanthropy, does not fall under the concept of Shroud. The philosophy of Unshrouding is that many evil creatures and demons cloak themselves in a fair guise to beguile.

GM Note: The GM must decide how easily these lists could be learned — if at all — by the PCs. While powerful, they are somewhat limited in scope and defensive in nature. One who would be able to use them must be one with the world and in tune with the workings of the Flows. RMC users may decide to treat Ess  nce lists as "Arcane" lists.

WARDING POWER (ESS  NCE)

- 1) Warning Portal
- 2)
- 3) Warning
- 4)
- 5) Warding Portal
- 6) Sentry
- 7)
- 8)
- 9) Seeing Sentry
- 10) Warding Circle
- 11) Warding Portal True
- 12)
- 13)
- 14)
- 15) Waiting Ward
- 20) Warding Circle True
- 25) Warding Word
- 30) Warding Barrier
- 40) Warding Perimeter
- 50) Warding Perimeter True
- 60) Enchant Stone

1) **Warning Portal** (I) D: 1 hour/lvl R: S Allows caster to set up an 'alarm' across a doorway no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any being or creature passing through the portal (Caster may set basic restrictions such as "bigger than a squirrel") must make a RR vs caster at -30 or trigger the Warning. Caster is aware; if asleep, he is immediately awake. He does not know the nature or number of the intruder(s) or from what direction it is coming. *Note:* Use of *Unpresence* Spells add +100 to RRs vs detection but *Invisibility* does not fool the spell.

- 3) **Warning** (I) D: 1 hour/lvl R: S As *Warding Portal*, except allows Caster to set up an immobile perimeter of up to 10' radius per level around himself.
- 5) **Warding Portal** (F) D: 1 minute/lvl R: T Caster sets up a magical warding barrier across a portal no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any 'evil' being or creature (or specific creature designated by Caster) attempting to pass through receives an "A" *Electricity* critical and must make a RR vs Caster level at -50. Failure means the creature is thrown backward; success means it has gotten through the Ward. Note that the severity of the *Electricity* Critical increases automatically for every 5 levels of the Caster, assuming the caster puts in the corresponding PP's (e.g., a 10th level caster can put in 10 PPs and cause the Ward to deliver a "B" *Electricity* Critical, a 25th level may put in 25 PPs and the Ward will deliver an "E" critical).
- 6) **Sentry** (I) D: 1 hour/lvl R: S As *Warning*, except intruder must resist at -50 to not be detected, and failure means that Caster knows the direction of the intrusion and how many entities, but no more.
- 9) **Seeing Sentry** (I) D: 1 hour/lvl R: S As *Sentry*, except alerted Caster is given a clear glimpse of the intruders the instant they pass the perimeter (if invisible, he gets a ghostly image of them).
- 10) **Warding Circle** (F) D: 1 hr/lvl R: T As *Warding Portal*, but the caster may set up an immobile 'circle' (actually including a 'dome' shape overhead as well) about himself. The circle can be up to 2'/lvl in radius, and must be centered around a static object. If caster leaves the circle, the Ward is dissolved.
- 11) **Warding Portal True** (F) D: 1 hr/lvl plus 1 hr per additional PP R: T As *Warding Portal*, except for the ability to extend the duration. Also, those attempting to pass through must resist vs twice the Caster's level.
- 15) **Waiting Ward** (F) As *Warding Portal*, except caster can set the ward to wait up to 1 day/lvl for a specific trigger, such as a time, or a type of creature, or an individual.
- 20) **Warding Circle True** (F) D: 1 hr/lvl plus 1 hr per additional PP R: T As *Warding Circle* except for Duration modifier.
- 25) **Warding Word** (F) As *Warding Portal* or *Warding Circle*, except Ward is erected instantly and can be cast on a location up to 100' away.
- 30) **Warding Barrier** (F) As *Warding Portal*, except those attempting to pass must make a RR at (-100 Mod) vs Caster level or take an automatic "E" *Disruption* Critical.
- 40) **Warding Perimeter** (F) As *Warding Circle*, except perimeter may be customized in shape (e.g., to conform to a building). Radius cannot exceed limits as noted in *Warding Circle*.
- 50) **Warding Perimeter True** (F) As *Warding Circle True* except perimeter can be altered as in *Warding Perimeter*.
- 60) **Enchant Stone** (F) D: P R: T *Note:* This spell requires special materials and a powerful ritual; Caster may only enchant one stone per day. Caster is able, though a ritual lasting one hour, to imbue one large immobile stone with a permanent *Warding* power. Stone must weigh at least 100 lbs and if moved from its spot the spell is broken. Warding level of the stone is equal to the Caster level. Caster may link a series of stones (no more than 10' apart from each other) into a Circle no larger in diameter than 1' per Caster level. Creatures attempting to enter the Circle or touch the stones must make a successful RR vs 1/2 caster level at or suffer an "A" *Disruption* Critical and be thrown back.

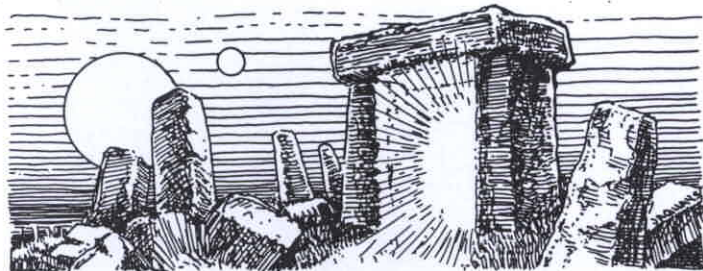
WARDING LORE (ESSÆNCE)

- 1) Ward Lore I
 - 2) Snare Warning
 - 3) Snare Lore
 - 4) Warding Ways
 - 5) Unshrouding Thought
 - 6) Power Lore
 - 9) Resist Snare
 - 10) Pass Warding (go thru ward of same align)
 - 11) Warning True •
 - 12) Pass Warding II
 - 13) Unshrouding Call (multiple)
 - 14) Shun Snare
 - 15) Ward Lore True
 - 20) Pass Warding V
 - 25) Shun Snare True
 - 30) Pass Warding True
 - 50) Power Lore True
 - 60) Negate Snare
 - 90) Shatter Snare
- 2) **Ward Lore I** (I) D:—R: 10' Caster is able to glean the basic alignment of a Warded area.
- 3) **Snare Warning** (I) D:10 min/lvl R: S If Caster makes his RR (at +50), he is alerted to the presence of a Snare, and is essentially alerted to the proximity of the Snare before it can draw him in. The spell is triggered automatically, assuming Caster has sufficient PP's. Note: even if he fails his *Snare Warning*, Caster may make his normal RR if he enters the Snare.
- 5) **Snare Lore** (I) D:—R: 100' Caster learns approximately how old the Snare is, of what alignment, and what specific prey (if any) it was built to capture.
- 6) **Warding Ways** (I) D:—R: T Caster learns the builder of a Ward, how old it is, and what it was primarily built to defend against.
- 7) **Unshrouding Thought** (F) D: C R: S Target must make an RR (-30 Mod) or his true form is revealed to the Caster. If the Shroud is an illusion, the illusion is no longer visible to the Caster; if it is a physical change, the target's 'real' form is seen superimposed on the assumed form.
- 8) **Power Lore** (I) D:—R: 10' One item or person or place may be examined to see if it has power, and if so or what realm and what 'alignment' (good, evil), and if a place or item, a general idea of how long ago it was made and its *general* primary purpose.
- 9) **Resist Snare** (D) D: 10 min/lvl R: S Caster is able to make an RR vs the Snare at +100 without entering it. He knows whether he has succeeded or not. If successful, he is forever immune to the lure of this particular Snare.
- 10) **Pass Warding** (F) D:—R: S Once erected, most Spell Wards do not discriminate between 'Good' and 'Evil.' By using this spell, caster may pass through a Warding Circle or Barrier which could be considered of the same alignment. This is a subjective decision by the GM, but the caster should not be allowed to pass unless: 1. he means no harm to the place Warded or its current occupants and 2. (assuming he is 'Good') has never cast an 'Evil' spell or knowingly used an 'Evil' item. After passing these tests, caster gains a +100 to his RR vs the Ward.
- 11) **Warning True** (SI) D:—R: 100'/lvl. Caster is alerted of the presence of a Snare automatically, assuming he has the necessary PP's in reserve and the Snare fails a RR vs the lvl of the caster. Caster need not pre-set the spell; it is triggered automatically.
- 12) **Pass Warding II** (F) D:—R: T As *Pass Warding*, except that the Caster may take one other non-evil person with him through the Ward.
- 13) **Unshrouding Call** (F) D: 1 min/lvl R: 100' R As *Unshrouding Thought*, except all within 100' of Caster are revealed to everyone else within 100'.
- 14) **Shun Snare** (D) D: 1 min/lvl R: T Target is allowed a second RR vs the snare.
- 15) **Ward Lore True** (I) D:—R: T Caster is able to see into the past of a Warded area and view scenes of significance in its history. The time limitation is 100 years per level.
- 20) **Pass Warding V** (F) D:—R: T As *Pass Warding*, except that the Caster may take up to four other non-evil persons with him through the Ward. All must join hands.
- 25) **Shun Snare True** (D) D:PR: 10'/lvl As *Shun Snare*, except Caster has a range, and Target is given a RR vs the snare with a bonus equal to caster's level.
- 30) **Pass Warding True** (F) D: C R: T As *Pass Warding*, except Caster is able to open a hole through the Ward, allowing one being to pass through per round for as long as Caster concentrates.
- 50) **Power Lore True** (I) D:—R: 100' As *Power Lore*, exact Caster gains an exact understanding of the Place/item/person, its origins and purposes.
- 60) **Negate Snare** (F) D: C R: 100' Caster is able to suppress the luring power of any snare for as long as he concentrates. Any other powers or attributes of the Snare (if any) are not affected. *Note:* the GM may wish to give the Snare a RR if it is particularly powerful.
- 90) **Shatter Snare** (F) D:PR: 100' Using this spell of raw Essænce, the caster is able to permanently cleanse a snare or similar evil focus of power. (The snare must fail its RR; the GM should determine its 'level'.) In addition to being stripped of power, any physical manifestations of the snare (pillars, statues, etc) usually crumble and topple.



3·FATAL CHANNELINGS

The following is not a true list, but is rather a collection of Fatal Channelings which might be available to Evil Priests. Some are oriented more towards the Unlife, while some are favored by followers of the Dark Gods. The level of the spell is listed to provide an indication of the relative power level and accessibility of the various channelings.



DEADLY CHANNELINGS LISTING

- 30) **Call of the Void** (F*) D:— R: 200'. Failure means that Target is physically removed to the Outer Void. The GM may wish to assign probabilities for which plane of the void, including the six 'Pales' and the planes 'Beyond the Pale'. A generous GM might allow the PC to fight his way to a portal back to Kulthea. (Of course, fighting your way through demons of the Pale is no mean feat, but then, one should be aware of the risks when engaging someone who can cast 'Call of the Void'!)
- 20) **No Spine** (F*) D:— R: 10'/lv1. Target has no spinal column. He collapses, paralyzed, in a heap and dies in 1-6 minutes from crushed organs and asphyxiation.
- 20) **Veins of Fire** (F*) D:— R: 100'. Target's blood begins to boil; he is at -100 after one round of agony, and after three rounds he explodes in a 10' radius of hot blood and gore.
- 20) **Blood of Ice** (F*) D:— R: 110'. Target's blood freezes instantly. He immediately falls into a coma, and dies in 1 minute. Major Repairs to all organs and the circulatory system will be needed.
- 25) **Hard Heart** (F*) D:— R: 200'. Target's heart turns to iron. He dies.
- 50) **Arid Breeze** (F*) D:— R: 10'/lv1. 100% of Target's bodily water is removed, leaving a fine powder of dust.
- 60) **Kadæna's Kiss** (F*) D:— R: 60'/lv1. Target is stunned as his cheek begins to turn black. Target deteriorates over a period of 6 minutes while the blackness, followed by cracking, sloughing skin, spreads over his body. Target eventually collapses, skin and muscle peeling off an exposed skeleton. Target will (incredibly) live an additional 6 hours in exquisite pain, a bloody, hideous, immobile mess of exposed organs and skeleton. Nothing short of an *Uncurse True* followed by a *Livegiving True* (and probably radical healing and regeneration spells, depending on the condition of the body) can reverse the process. If these are not performed before the target dies, his soul is destroyed.

4·CURSES

The only cures (unless otherwise specifically noted) are those specifically designed to remove or neutralize curses.

CURSES LISTING

- 8) **T'revor's Dilemma** (F) D: Until removed R: 100'. The target must make a RR at -100 every time he attempts to use what had been his favorite weapon. Should he fail, he must wield a type of weapon he has no skill at whatsoever. Named after the famous Mystic Adventurer whose various powerful weapons were constantly vying for his attention, all turned out to be cursed.
- 10) **Love's Agony** (F) D: Until removed R: 10'/lv1. Target is hopelessly in love with the person of the caster's choice. Assuming that this person is unattainable (that is the idea), the target is plunged into a deep depression. He is unable to fight even if threatened (he may parry if attacked). Depending on the severity of failure of his RR, he must roll a Depression Critical every day when he awakens and suffers the effects for the entire day. RR Failure: 01-25: "A" Depression; 26-50: "B" Depression; 51-75: "C" Depression; 76-100: "D" Depression; 101+: "E" Depression.
- 15) **Self Loathing** (F) D: Until removed R: 100'. Target hates himself. Every morning when he awakes and every time he draws a weapon he must make a SD RR at -50 or try to kill himself. In Combat he will never parry or try to actively defend himself in any way. His constant complaints that he is ugly and unwanted drive his companions crazy. His effective Presence drops by 50 (or to 10, whichever is higher) and he is incapable of employing any skills which involve the Presence stat bonus.
- 15) **Bird's Bane** (F) D: Until removed R: 100'. Target has a incapacitating fear of heights. Any time he is in a situation where he is within 3' of a drop of 10' or more (even with a railing), he is paralyzed by terror. Any maneuvers are at -100. Flying, whether natural (with wings) or by spell, is impossible.
- 20) **A Plant's Way** (F) D: Until removed R: 100'. Target turns green and his entire metabolism alters. He requires no food, but drinks 3x a normal human's intake of water and must bury himself naked up to the neck for at least eight hours every night in fresh dirt. He must have at least 8 hours of exposure a day to daylight with at least 90% of his green skin exposed. For each day that he fails to get any of the three requirements, he operates at -5 for the next day and takes 5% of hits (cumulative). If he reaches -100 he lapses into a coma. He can withstand 2x his original amount of hits, but healing spells and herbs do not help him. His Qu and Ag drop by 20, but his Co and St increase by 20 (up to 102).
- 20) **Shadow-Curse** (F) D: Until removed R: 100'. Target becomes a shadow of his former self. He is two-dimensional and incapable of carrying or using any items (all equipment falls to the floor), utilizing any spells, or generally interacting with his environment. He is +100 to hiding in dark or shadowy areas, -50 in bright areas. He can pass through narrow cracks less than his height above the ground. He does not need to eat or drink; he can speak and all senses operate as normal, however. He cannot be harmed or affected by any spell (except the one that will remove the curse, of course).

PART XIII

ENCOUNTERS

We were ten days out of the Port of Alaene in East Palia when I first spied the Barrier. In some ways it resembled the gracefully undulating curtain of the Northern Lights, but I could sense that this wall of energy was far more powerful — and threatening.

The great Barrier of Essænce, dividing the world since cataclysmic end of the First Era had held back the unknown of the East for millenia. We would soon see what it was hiding.

*From the log of the 'Windlord'
Last Entry, SE 3450*

The following section can be a very important aid for the Gamemaster. Designed to stimulate the imagination as well as provide a means of creating 'instant adventures', this encounter chart is an invaluable resource.

GM Note: A GM will find the *Shadow World Inhabitants Guide* important to provide supplemental background material on the various races and beasts listed.

The Encounter Charts are actually two master charts and several subcharts. More than one roll may be needed to achieve a detailed result. Of course, the GM may stop at any point in the process and proceed on his own.

The Master Charts are *Moving Encounters* and *Stationary Encounters*. The PCs may be moving or stationary themselves to chance upon *Moving Encounters* but must be moving if they are to stumble on a *Stationary Encounter*.

It should be understood that these charts are generic and obviously have limitations. They are not to be used inside or in the immediate vicinity of highly civilized areas such as large towns or cities. If a GM does not like the result or thinks that it conflicts with his vision of the environment, by all means roll again.

1·MOVING ENCOUNTERS KEY

This section offers more detailed options after rolling on the Moving Encounter Chart. The GM should roll as needed.

HEADER NOTES

A brief explanation of the chart headers follows.

NIGHT/DAY

Self-explanatory; the appropriate group is chosen depending on whether it is night or day.

ROAD/SETTLED/WILDS

Road: This means on or adjacent to a road, highway or other man-made avenue. It does not imply if the road is clearly abandoned (e.g., an ancient road in a wasteland, or a path completely overgrown).

Settled: 'Settled' is a more subjective definition, but it implies the nearby presence of civilization. This means more than one farmhouse in the distance, but less that the implied omnipresence of people which accompanies a well-used highway.

Wilds: Uncivilized territory, from the frontier of a realm where only the most bold settlers stake their claims, to the real wilderness such as wastelands, jungles, and mountainous areas.

UNDERGROUND

Usually only rolled when the group is travelling through a large complex of caverns or other subterranean environment.

AWARENESS

Once the GM has determined what the encounter is, he must then decide whether the PCs even become aware of the items/being(s) in question — and whether those items/being(s) are aware of the PCs. In either case, the parties may wish to avoid the encounter.

When deciding the awareness question, the GM must keep in mind the attentiveness level of the parties in question and their 'profile' (e.g., are the PCs carrying torches and singing bawdy drinking songs at the top of their lungs while tromping through the silent forest, or are they sneaking along with camouflage cloaks drawn tight and not uttering a whisper?)

2. MOVING ENCOUNTERS

ENCOUNTERS CHART

Encounter	— Daylight Encounters —			— Night Encounters —			Underground Encounters	Detect	Profile
	Road	Settled	Wilds	Road	Settled	Wilds			
Humanoids									
Peasants (2%)*	01-35	01-25	01-10	01-05	01-03	01-02	—	50	50
Royalty (10%)*	36-46	26-30	11-13	06-07	04	03	—	60	70
Merchants (6%)*	47-65	31-40	14-15	08-09	05-06	04	—	50	50
Military (2%)*	66-75	41-48	16-20	10-12	07-08	05	—	50	70
Religious (5%)*	76-80	49-52	21-25	13-14	09	06	—	50	60
Thieves	81-84	53-55	26-29	15-35	10-30	07-15	01-05	70	40
Other Races									
Garks	—	56-59	30-33	36-40	31-35	16-20	—	60/65†	60/50
Ogres	—	60	34-36	41-45	36-40	21-25	—	50	60
Goblins	—	61	37-38	46-50	41-48	26-30	06-25	30/70	50
Trogli	—	62	39-40	51-55	49-51	31-35	26-50	30/70	50
Lugrôki	—	63	41-42	56-60	52-55	36	51-55	25/60	60
Trolls	—	64-65	43-50	61-65	56-59	37-42	56-60	25/60	65
Giants	85	66-68	51-55	66-70	60-62	43-50	—	40	60
Fairie Race	86	69-72	56-60	71	63-64	51-52	—	70	30
Unusual Race	87	73-75	61-65	72-74	65-66	53	—	70‡	40‡
Beasts									
Animal	88	76-88	66-82	75-76	67-76	54-74	61-65	60‡	40‡
Monster	89	89-91	83-90	77-79	77-79	75-85	66-75	60‡	50‡
Undead	—	92	91-92	80-91	80-92	85-92	75-95	40‡	60‡
Special: Evil (s)	90-92	93	93	92-93	93	93	96	70‡	50‡
Special: Good (s)	93-95	94	94	94	94	94	97	70‡	40‡
Demon	—	95	95	95	95	95	98	60‡	60‡
Misc Things									
Sky ship	96	96	96	96	96	96	—	30	70
Special Flying	97	97	97	97	97	97	—	40‡	70‡
Flying plant/balloon	98	98	98	98	98	98	—	—	60‡
Natural event	99	99	99	99	99	99	99	—	95‡
Special	00	00	00	00	00	00	00	‡	‡

* Percent chance the group is being led by a Navigator.

† Indicates different values during Day/Night, respectively.

‡ May vary with individual subcategory.

Obviously, some encounters thrust themselves upon the characters: storms, large caravans tromping down the highway, etc. The Detect and Profile factors are described below. The combination of these two and Perception rolls with appropriate modifiers will determine who detects who first: the higher successful detection roll indicates the party who has detected the other first. They may then choose to attempt to evade or hide, thus modifying the other result further and possibly successfully avoiding contact.

Detect: base % chance of the encountered thing/being(s) being detected given a reasonably attentive group. For most stationary encounters the encountered thing is passive, so it is highly unlikely that the thing/being(s) will detect the PCs first. However, if the PCs are being very loud or careless, the thing/being(s) may detect them as soon as they detect it.

Profile: a chance of the encountered thing/being(s) detecting a reasonably quiet, cautious group. For most stationary encounters, it is assumed that the PCs detect the being/location first, thus no factor is given.

HUMANOIDS

This category refers to all human and human-related races who are likely to be seen about without necessarily causing a stir because of what they are.

PEASANTS

This is a catch-all term used to describe anyone who isn't of the other categories listed here. It doesn't necessarily mean that they are destitute or beggars; rather, that they are not obviously wealthy or of some upper-class trade.

ROYALTY

Anyone from the emperor to a nearby petty lord, royalty will always be accompanied by courtiers and guards, and will always be mounted or riding in some sort of vehicle (roll for vehicle). They will almost always ignore adventurers, or their guards will kick them out of the way.

MERCHANTS

From a lone trader with a cart full of pots to an entourage of wealthy merchant-princes with a fortune in merchandise. (The latter will have burly bodyguards.)

MILITARY

Depending on the prevailing military situation (chances are, this has already been established, but a chart is provided just in case. If the GM has an idea of the situation, he can use the categories as guidelines on how to proceed and not roll).

MILITARY STATUS CHART

Roll	Status
01-30	Relaxed Peace. The country is not threatened. Military encounters would be small — usually friendly — internal patrol groups.
31-60	Wary Peace. Country is at peace but feels threatened by neighbors. There will be more frequent and larger patrols, and soldiery will be more apt to ask probing questions.
61-70	Defensive War. Country is at war, defending itself from aggressors. Most towns — especially near borders — will have a force of soldiers or militia or both. Strangers will be looked upon with suspicion, and will be questioned as to their origins. PCs from the aggressor state will be interrogated and even arrested on suspicion of being a spy. PCs might be drafted. Area could be a war zone, in which PCs could be arrested or even attacked.
71-80	Aggressive War. Country is at war, attacking a neighbor (for a variety of 'justifiable' reasons). Border towns will have a military force. Strangers will be looked upon with suspicion, and will be questioned as to their origins. PCs might be drafted. Travellers will often require a written document from an official to use roads; for strangers this will be hard to acquire. Soldiers will ask to see these papers.
81-90	Occupied State/Martial Law. Country has been recently taken over by another (or current rulers have just put down an attempted uprising). Usually dusk-to-dawn curfew. Travellers will often require a written document from an official to use roads; for strangers this will be hard to acquire. Soldiers will ask to see these papers.
91-00	Wilds. Region is basically unclaimed/contested. PCs could be attacked without question.

RELIGIOUS

Could be a couple of travelling monks or a grand procession carrying an important religious figure. What type of orientation (good, evil, passive, etc.) will depend heavily on the location.

THIEVES

Could be disguised as any of the other groups, or simply hidden. The level of these robbers could be anything from highwaymen interested only in some cash to very dangerous men with evil intent.

NAVIGATOR GROUP

This is not a specific category but a wild card factor: almost any of the above groups could be led by a Navigator.

HUMANOID GROUP COMPOSITION

For any of the Humanoid encounters, the GM must determine the racial makeup of the group. Due to the immense complexities of race and culture, it is recommended that the GM use his knowledge of the area to devise an appropriate group. There would usually be a 90% chance that the encountered group was indigenous to the area (higher than 90 if the area is secluded or protected).

TRANSPORT

Note that rolling one or more type of beast on the table does not necessarily mean that all members of the party are riding the beasts. Many — especially in poorer groups — will be walking. Note also that the cart entry overlaps — indicating that the cart is likely to be pulled by one or more horses.

TRANSPORT MODE CHART

Encounter	Poor	Medium	Wealthy
On Foot	01-70	01-40	01-20
Horse	71-93	41-85	21-70
Cart/Wagon	85-94	60-85	50-70
Kith	95	86-88	71-74
Mairel	96	89-91	75-79
Other Beast	97	92	80-85
Carriage	98	93-95	86-94
Vehicle	—	96	95
Roll 2x	99-00	97-00	96-00

OTHER RACES

These are the unusual (and usually unpleasant) races which might be encountered by travellers. For these, it is suggested that the GM examine the environment and decide on the specific type of race (such as Forest or Hill Troll) and nature of the encounter on his own.

FAIRIE RACES

Again, especially since many of these Fairie Peoples are associated with a specific environment, the GM should decide on what type based on that information.

UNUSUAL RACE

Because of the strange nature of these peoples, a brief chart is included to use as a guideline for an encounter with an Unusual Race.

UNUSUAL RACE ENCOUNTER CHART

ROLL	RACE	DETECT	PROFILE
01-10	Titan	90	80
11-35	Hirazi	60	60
36-60	Centaur	50	70
61-85	Faun	70	50
86-88	Thalan (in another form)	90	40
89-90	Lord of Essence (disguised)	95	20
91-00	Other	Varies	Varies

ANIMALS

Consult appropriate tables in the *Master Atlas Inhabitants Guide* or *Creatures & Treasures* for appropriate stats for animals, such as awareness and number encountered. Note that all the land animals are linked in one 01-00 scale, while fresh water and salt water animals each have their own scale.

ANIMAL ENCOUNTER CHART

ROLL	ANIMAL	ROLL	ANIMAL
Mammals			
01-03	Bear	85	Rptles/Amphbns
04	Tiger	86-87	Alligator/Crocodile
05	Lion	89	Frog
06	Cheetah	90	Frog (tree)
07	Puma	91	Gila Monster
08-09	Dog	92-93	Komodo Dragon
10-11	Ferret	94	Lizard
12-13	Otter	95-96	Salamander
14-16	Raccoon	96-98	Snake (constrictor)
17	Skunk	99-00	Snake (poisonous)
18-20	Wolf		Turtle
21-22	Wolverine		Fresh-water Animals
23	Anteater	01-05	River Dolphin
24-25	Antelope	06-08	Piranha
26-27	Moose	09-12	Lamprey
28	Armadillo	13-17	River Dolphin
29-31	Beaver	18-21	Electric Eel
32-35	Deer	22-35	Other Eel
36	Elk	36-00	Harmless Fish
37	Giraffe		Salt-water Animals
38-39	Opossum	01-05	Porpoise
40	Platypus	06-07	Killer Whale
41-49	Rabbit	08-10	Man-o-war
50-56	Squirrel	11-14	Ray (sting)
56-58	Mouse	15-17	Ray (manta)
59-62	Rat	18-20	Sea Anemone
63-64	Sheep	21-26	Shark
65	Sloth	27-30	Starfish
66	Pig	31-35	Swordfish
67	Boar	36	Viperfish
68	Wombat	37-40	Narwhale
69	Zebra	41-50	Whale
		51-55	Sea Turtle
Birds/Flying Creatures			
70-78	Small Bird	56-58	Jellyfish
79	Owl	59-62	Octopus
80	Eagle/Hawk	63-64	Squid
81	Unusual Insect	64-75	Harmless Sm Fish
82	Vulture	76-00	Harmless Lg Fish
83-84	Bat		

MONSTERS

Consult appropriate tables in the *Master Atlas Inhabitants Guide* or *Creatures & Treasures* for appropriate stats for monsters, such as awareness and number encountered. Special monsters such as artificial beings and constructs might not be appropriate for the environment, so the GM should roll again.

MONSTER ENCOUNTER CHART

ROLL	MONSTER	ROLL	MONSTER
Enchanted Monsters			
01-03	Basilisk	84	Constructs
04	Black Unicorn	85	Kæden
05-06	Cockatrice	86	Sentinel
07-08	Gorgon	87	Gogor
09	Unicorn	88	Shard
			N'ng
Other Monsters			
10-15	Great Spider		Artificial Beings
16-17	Horse Viper	89-90	Construct
18-19	Horned Snake	91-92	Elemental
20	Jadeback	93-94	Golem
21	Gemsting	95-00	Zephyr Hounds
22-23	Cold Drake		
24-25	Fire Drake		Aquatic Monsters
26-27	Gas Drake	01-08	Sea Drake
28-29	Light Drake	09-20	Giant Squid
30-31	Air Drake	21-30	Dragon Turtle
32-33	Land Drake	31-35	Dragon Salamander
34-37	Cave Drake	36-40	Giant Hellbender
38-45	Wyvern	41-45	Hippocampus
46	Hydra	46-50	Red Jaw
47-55	Cave Worm	51-65	Sea Serpent
56-57	Fell beast	66-70	Sirush
58-62	Gargoyle	71-80	Spineshark
63-66	Gryphon	81-90	Capricorn
67	Hippogriff	91-95	Demon Whale
68	Pegasus	96-00	Nator
69-71	Roc		
72-73	Steardan		
74-83	Lycanthrope		

UNDEAD ENCOUNTER CHART

ROLL	UNDEAD	ROLL	UNDEAD
Created Undead			
01-05	Type I	42-43	Firephantom
06-10	Type II	44-55	Ghost
11-15	Type III	56-65	Ghoul
16-20	Type IV	66-70	Mummy
21-25	Type V	71-80	Shadow
26-30	Type VI	81-90	Skeleton
31-35	Apparition	91-93	Specter
36-37	Barrow-wight	94-96	Vampire
38-39	Corpse Candle	97-98	Wight
40-41	Corpse Lantern	99-00	Wraith

SPECIAL: EVIL

This could be any entity who has particularly hostile attitude towards the PCs. The special category implies that it would be a powerful person or group, and they might already be searching for the PCs.

SPECIAL: GOOD

This could refer to any unusual person or persons of power who might be travelling in such a manner as to intersect the PCs. It might be wise Mage or Astrologer, or a famous warrior. The idea is that it might be someone who could be of help to the PCs.

DEMON ENCOUNTER CHART

ROLL	DEMON	ROLL	DEMON
	Essænce		Void
01-05	Fire Demon	49-56	First Pale
06-10	Air Demon	57-63	Second Pale
11-15	Light Demon	64-65	Third Pale
16-20	Water Demon	66-70	Fourth Pale
21-25	Earth Demon	71-74	Fifth Pale
26-30	Death-watcher	75-77	Sixth Pale
31-37	Doombringer	78-79	Beyond the Pale
38-43	Procreator	80	Althoi
44-48	Singular Demon	81	Tresh
		82-83	Mogloth
		84-85	Uthuro
		86-87	Glaar
		88-89	Yathlu
		90-91	Xyr
		92	Noh-kef
		93-94	Mind-eater
		95-97	Shadow-demons
		98-00	Fairseemers

SKY SHIP

Usually this is not so much an encounter as a sighting. Inhabitants of a Sky Ship will not notice the ground-hugging travellers.

SPECIAL FLYING

This is a wide-open concept and should be used only sparingly, as a 'sighting'. Sighted flying objects can be a dragon or other flying beast, or a mechanical contrivance such as a Lords of Essænce ship, an atmospheric flyer from the Terran Empire, or a flying saucer!

FLYING PLANT/BALLOON

There are a wide variety of plants on Kulthea which spread their seeds through interesting airborne methods. A few are mentioned in the *Master Atlas World Guide*, and a cluster of them drifting by is an interesting sight — frightening to the ignorant.

NATURAL EVENTS CHART

ROLL	EVENT	NOTE
01-30	Earthquake	Roll severity:
(01-50)	15% of non-stone and 5% of stone structures are destroyed. Should a character be located in or beside a structure, roll a large Fall/Crush attack. Add +25/floor for each level of the structure.	
(51-75)	30% of non-stone and 10% of stone structures are destroyed. Should a character be located in or beside a structure, roll a huge Fall/Crush attack. Add +50/floor for each level of the structure.	
(76-00)	75% of non-stone and 25% of stone structures are destroyed. Should a character be located in or beside a structure, roll a huge Fall/Crush attack. Add +100/floor for each level of the structure.	
31-50	Essænce Storm	Roll severity
51-60	Aurora Borealis	Only at night/near poles
61-80	Lightning Storm	Roll severity
81-95	Meteor Shower	Visible only at night
96-98	Meteor Strike	lands nearby; <1 ounce in mass
99-00	Presence	'bad' or 'good' feeling

SPECIAL

This is up to the GM and could include any number of totally strange and/or unusual visits. It could be Unicorn, a Lord of Orhan, a Dark God, a Loremaster, or any other strange being/event which does not fit into the categories listed above.

GM Note: If the GM does not wish to deal with this category, simply re-roll.

3. STATIONARY ENCOUNTERS

These are static objects and places, which under normal circumstances are only encountered by a moving party.

PLACES AND STATIONARY THNGS

Encounter	Road	Settled	Wilds
Camp*	01-30	01-30	01-10
Essænce Flow	31	31-33	11-14
Essænce Focus	32	34	15-16
Dangerous Plant	33	35-36	17-20
Herb**	34	37-38	21-23
Navigator Obelisk	35-37	39	24
Ruins (abandoned)	38-40	40-45	25-30
Town/Village	41-47	46-48	31-32
City	48-50	49	—
Castle	51	50	33-34
Tower	52-53	51-52	35-36
Farmhouse	53-75	53-65	37-50
Lair: Animal	76-77	66-76	51-69
Lair: Monster	78	77-79	70-75
Lair: Dragon	—	80	76-77
Temple/Church	79	81-85	78
Monastery	80	86	79
Rural Altar	81	87	80-84
Graveyard§	82	88	85
Barrows§	83-84	89-90	86-88
Marker	85-94	91	89
Road (crossroad)	95-98	92-93	90-93
Enigmatic Structure	99	94-95	94-95
Wrecked vehicle	—	96	96
Item	—	97	97
Device	—	98	98
Special	00	99-00	99-00

* Roll on Moving Encounter Chart
 ** Roll on Herb Chart
 § Undead probably at home

KEY TO STATIONARY ENCOUNTERS

Camp: Roll on Moving Encounter Chart

Essænce Flow: Roll 1d10 for severity (1-9: Minor; 10: Major) May also coincide with a Ruin, Portal or other structure. See *Shadow World World Guide* pages 18-20 for more on the nature of Flows.

Essænce Focus: Roll 1d10 for severity (1-9: Minor; 10: Major). May also coincide with a Ruin, Portal or other structure. See *Shadow World World Guide* pages 18-20 for more on the nature of Foci.

Dangerous Plant: Roll on the chart.

DANGEROUS PLANT CHART

Roll	Type
01-05	Ansilus
06-10	Clivinus
11-16	Deadly Trumpet
17-26	Delphinuris
27-29	Exploding Mushrooms
30-34	Lævenus
35-43	Spinewood
44-49	Salorisa
50-57	Spirium
58-61	Sentient Tree
62-66	Dartspore
67-70	Dreamvines
71-74	Giant Fly Trap
75-83	Grippershrub
84-88	Giant Pitcher Plant
89-93	Giant Sundew
94-00	Blastnuts

Navigator Obelisk: A triangular pillar twenty feet tall and one foot wide on each side, a Navigator obelisk is carved from an adamantine black stone and polished to a high lustre. It is unmarked but unmistakable. All function in the same way: touch it, think of a Navigator and one will arrive within seconds.

GM Note: PCs should be discouraged from playing pranks with Navigator columns. The Navigators are not above punishing those whom they consider to be a nuisance.

Ruins: Roll on the chart.

Town/Village: A small hamlet, probably not on any but the best maps.

City: The GM should ignore this result unless the PCs are wandering aimlessly without a map (cities don't spring up out of nowhere (or do they...)).

Castle: This could lead to a complex adventure that the GM might not be prepared for. On the other hand, perhaps the GM has something ready for just such an occasion.

Tower: See *Castle*.

Farmhouse: Usually more than just a house, farms in isolated areas are large homesteads housing an extended family.

Lair (Animal): 40% chance the owner is home. Roll on the animal encounter subchart.

Lair (Monster): 30% chance the owner is home. Roll on the monster encounter subchart.

Lair (Dragon): 60% chance the owner is home. Pick one.

Temple/Church: Could be of a good deity or an evil one. These are normally located in more civilized areas.

Monastery: Same as Temple above, though a Monastery is a self-sufficient community, and is usually not too welcoming.

Altar: A small, rustic affair in the wilderness, structures such as this are often dedicated to Iloura or another bucolic deity.

Enigmatic Structure: Use your imagination, or roll again.

Wrecked Vehicle: Roll on the Chart.

WRECKED VEHICLE ENCOUNTER CHART

Roll	Type	Notes
01-90	Plain vehicle	Cart, wagon, litter, carriage
91-92	Plane	Air vehicle, Tech ?
93-94	Flitter	Air vehicle, Tech ?
95-98	Flying boat	
99	Hypershuttle	
00	Other Spacecraft	

Item: A bauble or piece of jewelry which has been accidentally dropped. Some intelligent magic items (see Part VIII) arrange to get lost so they can be 'found' by suitable owners.

Device: Extremely rare, these are artifacts from the First Era (e.g., metallic or plastic bits, techno-jewelry, a hand weapon, etc). While virtually none will be operational, they are always interesting.

Special: This might be a truly powerful item, a strange event such as a ritual or meeting of powerful individuals in progress, a landed Imperial Scout Ship, or something totally off the wall.

RUINED STRUCTURE ENCOUNTER CHART

Roll	Type	Notes
01-10	Town	Roll Undead:20%
11-30	Castle	Roll Undead:10%
31-50	Tower	Roll Undead:10%
51-80	Farmhouse	Roll Undead:10%
81-90	Church/Temple/Monastery	Roll Undead:30%
91	Tech	Could have many strange installations
92	Hidden city	Inhabited by Goblins/Trogli/other
93-94	Tunnel to Underworld	Inhabited by Goblins/Trogli/other
95-00	Extended Passage	May have Traps and/or inhabitants

PART XIV

• REFERENCE •

The following includes several useful sections: a listing of common Kulthean languages, a dictionary of Iruaric word-parts (Iruaric is the ancient tongue of the Lords of Essænce), statistical information for the races of Kulthea, and supplemental attack and critical charts needed for use with the powerful items and spells found in the Shadow World.

1•LANGUAGES

The peoples of Kulthea have a number of colorful languages. The list is by no means complete but should provide a flavorful introduction to the linguistics of the region.

LIVING TONGUES

Dyar: (Dark Elvish) Originally a dialect of High Elvish, this tongue has changed over the years and now has only faint — and sinister — resemblances to its parent language.

Iylar: (High Elvish) One of the very few languages which truly spans the globe, High Elvish is a beautiful and ancient tongue, songlike and mystical. Men cannot speak it properly.

Shulur: (Aquatic Elvish)† A sonar-like language of high-pitched sounds; no other race can speak this tongue except mer-people and dolphins.

Erlin: ('Speech of the Forest'; Wood Elvish) While not as ethereal as Iylar, the Erlin language has a musical quality. It is more accessible to mortal tongues, and is often a 'common' language between cultures.

Rhaya: ('The Tongue') The predominant language of Jaiman, though there are seven very distinct dialects.

Chíra: The chirping tongue of the avian species Hírazi.

Lugro: The language of the evil Lutrôki warrior-race.

Troll: What you might expect. It is rather limited in vocabulary and sophistication.

DEAD TONGUES

GM Note: The learning opportunities for these languages would be very limited.

Kugor: Language of the Dragonlords (and other mighty drakes); not commonly spoken or even known of by most peoples.

Iruaric: The language of the Lords of Essence. In its 'true' form, it was partially telepathic and powerful. It can be learned in a relatively innocuous form by other races. It is related to the Primal Essænce; the extent of its true power can only be guessed at.

Old Emer: From c. TE 2,000 to c. 3,500 the entire continent of Emer was united under one Emperor and enjoyed a renaissance of culture. The people spoke one language (called Emerian at the time). Now little is left of this civilization except a few ruins and the isolated, often barbaric tribes which inhabit the inland areas.

(Most coastal areas are inhabited by immigrants.) The indigenous peoples speak varying corruptions (most unrecognizable) of Emerian.

Enris-Sokal: While technically dead, it is very much alive in the halls of the Nomikos Library and other scholarly institutions. (Many very old tomes are written in Enris-Sokal). Originally the language of the Terenians (an intellectual society in southern Palia during the late Second Era), it was carried across the seas by students of history who studied there. It is a very concise tongue (both written and spoken) with a large vocabulary and complex structure. Learning it is difficult (assuming you can find a teacher).

MAGICAL TONGUES

GM Note: The learning opportunities for these languages would be very limited, and in some cases would be prohibited unless the student was of the correct profession.

Kuskarûk: An arcane language utilized almost entirely by Magicians of the Unlife (used in the summoning of Demons).

Var Arnak: Language of the High Priests of the Unlife. A word in Var Arnak can kill.

Logos:† ('The Word') The tongue of word-thoughts (Mentalism).

Aludos:* The language of enrining (Essence).

Krônyt:* The language of Symbols and Glyphs (Channeling).

Enruth:† Tongue of plants and growing things; also of repelling Undead (Channeling)

Mogradoth:† Language of the demon-lord Agoth and its minions.

Xytos:† Language of Power-words (Essænce).

Sylmaria: Speech of the Flows. Almost musical in nature, it allows control of the Flows of Essænce. This language is very difficult to learn. Its teaching is closely guarded by Loremasters and Navigators.

Uscurac: "Common" Language of the Essence, used by Mages and Sorcerers in their spells.

* Denotes Written only

† Denotes Spoken Only

2·A DICTIONARY OF IRUARIC

Following is a brief glossary of word-parts in the ancient language of the Lords of Essænce. As with nearly all languages, it is not entirely consistent and is at times contradictory.

CLARIFYING NOTES

Some forms utilize the apostrophetic syllable breaks, while later forms smoothed the words for human tongues.

Some leeway is necessary to interpret the Iruaric to common references. For instance, the names of the Elvish races are actually simplistic references to their stereotypical aptitudes or appearance. The High Elves are known as *lylari* or literally 'beauties', because of their looks. Sometimes an 'r' is added before the pluralizing 'i'; this is believed to be an indication of increase; instead of more than one, it indicates many more — often applied to a race of beings.

THE GLOSSARY

(modifier 'to to'; er)	is
(plural)	i
(of)	ta
apart; separated	lenn
assassin	khâng
barren; empty	hulkanen
blade	dag
blind	xyg
born	thal
broken	tairken
build	loa
builder	loar
cavern	trog
circle; ring	reth
claw	raax
cloud	hulum
cold	rak
cold; chilling	kiskaa
crystal	iæn/laen
cult; sect	Jerak
dark	dyar
dead	shon
death	shin
dread	lyx
dwell/home	az
elder	dæn
enchanted	vul
enchanter	vuul
endless	malvin
Essænce	viir
eternity; forever	lan
female/feminine	mur
fire; flame	shú
first	and
forbidden	farok
forever	lair
gather	fol
giant	ho

gift	jai
glass	kemm
green	serem
grower	erlin
guardian	throk
half	ta-
haven	then
heart	emer
hill	mûn
history	gaalek; gaalenakh
home	man
island	nuul
iyx	twist; turn(ing)
lake	lak
land	-ia
lonely	loorn
lord	K'
lore	Pn
lost	laakh
maker	lavan
male/masculine	syr
master	kort
mind	xu
mist	ran
mountain	thos
ocean	usuiv
past	nae
place (n)	-is
power	ra
power	vir
pretty; beautiful	iyila
sea	tesea
secret	ahren
see	arul
seer	arulis
shackle	dir
shadow	kul; torg
shallow	dom
sing	lina
singer	linær
song	lin
soul	ryk
sky	hír
spirit	lo
star	kygar
stone	æk
stupid	rôk
tall; high	larn
thirsty	aer
tiny	tykil
tower	nak
travel	phœn
ugly	lug
vision	her
water	arus
wet	shulu
world	thea

3 SHADOW WORLD RACES INFORMATION

This table appends and (where applicable) supercedes the tables in the *Master Atlas Inhabitants Guide* and 32 page Fantasy Hero *Atlas Addendum* insert.

MASTER RACE CHART

Type	STAT BONUS MODIFICATIONS											RR MOD			HEALING AND INJURY							Max Hits
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dprt	Stat Det	Rec x	Lng	Dice Type	
Men																						
Anzeti	+5	+0	-5	+5	+0	+10	+0	+5	+0	+5	+0	+5	+10	+10	+10	+30	8	-1	.8x	2	D10	120
Dúranaki	+0	+10	+5	-10	+5	+0	+10	-5	+0	+5	+0	-10	+5	+5	+5	+20	10	0	1x	3	D8	100
Haid	+5	-5	-10	+5	-5	+5	+0	+5	+0	+0	-5	0	0	0	0	+10	12	0	1x	2	D8	100
Jaaderi	+10	-5	+5	+5	+5	+5	+0	-5	-5	-5	+0	0	0	0	+10	+30	8	-1	1x	2	D10	150
Jameri	+5	+0	+0	+0	+0	+0	+0	+5	+0	+0	+0	0	0	0	+5	+10	12	0	1x	2	D8	100
Kulukku	+0	+5	+5	+10	+0	+0	+15	-5	+0	+0	+5	-10	+10	+5	+10	+10	10	0	1x	2	D10	120
Laan	+10	-5	+10	+0	+5	+5	+5	+5	+5	+0	+10	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150
Rhiani	+5	+0	+5	+5	-5	+5	+5	+5	-5	-5	+5	0	0	0	+5	+10	12	-1	.8x	2	D10	120
Shay	+5	+0	+0	+0	+0	+5	+0	+0	+0	+0	+0	0	0	0	+5	+10	12	0	1x	2	D8	100
Talath (Myri)	+15	-5	+10	+5	+5	+10	+0	+5	-5	-10	+10	+10	-5	+5	+15	+30	15	-1	.7x	2	D10	150
Vorloi	-5	+15	+0	+5	+10	+5	+15	-10	+0	+0	+5	0	0	0	+10	+5	6	+1	1x	3	D8	80
Y'kin	-5	+0	-5	+10	+0	+0	+0	-5	+5	-5	-5	-10	-10	-5	0	0	12	+2	1x	2	D8	100
Y'nar	-5	+5	+10	+0	-5	+5	+5	+10	+5	+5	+0	0	0	0	+5	+10	12	0	1x	2	D8	100
Zori	+10	-5	+10	+0	+5	+5	+5	+5	+5	+0	+10	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150
FAIRY RACES																						
Elves																						
Iylari (Loari)	0	+10	+10	0	+5	0	+5	-20	+5	0	+20	-5	-5	-5	+10	+100	2	+4	2x	4	D10	120
Iylari (Linæri)	0	+15	+15	0	+5	0	+5	-20	+5	0	+30	-5	-5	-5	+10	+100	1	+6	3x	5	D10	120
Erlini	0	+5	+5	0	+5	0	+10	-20	+5	0	+10	-5	-5	-5	+10	+100	3	+2	1.5x	3	D8	100
Shulteri	+5	+10	+5	0	+5	+5	+10	-20	+5	0	+5	-10	+5	+10	+30	+100	3	+2	2x	4	D10	120
Dyari	0	+10	+10	-5	+10	-5	+10	-20	+5	+5	+10	-5	-20	+5	+10	+100	1	+4	2x	4	D10	120
Half-elves																						
Kytaari	+5	+10	+10	0	0	+5	+5	-5	0	0	+10	-5	-5	+10	+20	+80	6	+1	1x	4	D10	120
Sulini	0	+10	+5	+5	+5	+5	+5	-10	0	-5	+10	0	0	+10	+20	+60	8	+1	1x	3	D8	100
Fey Folk																						
Gremlins	-10	+15	-5	-10	+5	+5	+15	-10	0	0	-10	-5	+20	-5	+20	+100	9	0	1.5x	1	D8	100
Nixies	-25	+20	+10	-10	+5	-5	+20	0	0	0	+20	-5	+20	-5	0	+100	9	0	1.5x	1	D5	80
Pysk	-30	+25	+5	-10	0	-5	+25	0	0	0	+10	-5	+20	-5	0	+100	9	0	1.5x	1	D5	60
Sylphs	-40	+30	0	-10	+15	-5	+30	0	0	0	+30	-5	+20	+10	0	+100	9	0	1.5x	1	D5	60
Pech	-5	+5	0	0	0	0	+10	0	0	0	+20	-5	+20	-5	+50	+100	18	-1	.7x	2	D10	150
Rural Spirits																						
Nymphs	-10	+10	+5	0	0	+5	+15	-15	0	0	+30	-5	-5	-5	+20	+100	20	-2	.5x	1	D10	150
Undines	-5	+15	+10	-5	0	+10	+15	-20	-5	-5	+10	-5	-5	-5	+20	+100	20	-2	.5x	1	D8	100
Yaa	-5	+10	0	0	0	0	+20	-10	-5	0	+10	-5	-5	-5	+30	+100	20	-2	.5x	1	D8	120
GIANT RACES																						
Cyclops	+40	-10	-5	-5	-5	+30	-5	-10	-5	-10	-90	+20	+20	+20	+30	+30	9	0	1x	1	D30	550
Giants																						
Forst,Hill,Stone	+25	0	-5	-5	-5	+20	0	5	-5	-10	-20	0	+10	+10	+10	+10	9	0	1x	1	D20	400
Fire,Frost,Water	+30	-5	-5	-5	0	+25	-5	-5	-5	-5	-20	0	+15	+15	+15	+15	9	0	1x	1	D25	450
Cld,Mntn,Strm	+35	-5	0	-10	+5	+30	-5	0	0	0	-20	0	+20	+20	+20	+20	9	0	1x	2	D30	500
Trolls																						
Forst,Hill,Stone	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	-70	0	0	0	+10	+10	1	0	.5x	1	D10	250
Cave,Mntn,Snow	+20	-10	-10	-10	-10	+20	-15	-10	-10	-10	-70	0	0	0	+15	+10	1	0	.5x	1	D15	300
War	+20	0	-5	-10	-10	+25	+5	0	-5	-5	-70	0	0	0	+20	+10	1	0	.5x	1	D20	350
Ogres	+15	-5	-15	-10	-10	+10	-5	-10	-5	-5	-80	+5	+5	+5	+10	+10	1	0	.7x	1	D10	220
Titans	+30	0	+30	0	0	+30	+15	0	+5	+5	+30	0	0	0	+75	+100	5	0	1x	6	D20	450
UNDERGROUND RACES																						
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	-20	+40	0	+40	+20	+15	18	-1	.5x	2	D10	120
Gnolls	-10	+5	-10	-5	+20	+5	+5	-5	0	0	-50	0	+5	+5	0	0	15	0	.5x	2	D8	100
Gnomes	-5	-5	-5	-10	+15	+5	0	+5	+10	+5	-50	0	+10	0	0	0	15	0	.5x	4	D6	90
Goblins	+5	-5	-5	-5	-5	+10	0	-5	-5	-5	-60	0	0	0	+5	+5	6	0	.5x	1	D8	100
Kobolds	0	+5	-5	-5	-5	+10	+5	-5	-5	0	-50	0	0	0	+5	+5	6	0	.5x	1	D6	70
Lugróki																						
Lesser	+5	0	-5	-10	-5	+5	0	-10	-10	-5	-80	0	0	0	0	+5	1	0	.5x	1	D8	80
Greater	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-80	0	0	0	+5	+10	1	0	.5x	1	D10	120
Trogli	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-70	+20	+20	+20	+10	+10	12	0	.5x	1	D10	150
UNUSUAL RACES																						
Fauns	+5	+10	-5	0	0	+10	+10	-15	-5	+10	+30	-5	-5	-5	+20	+100	20	-2	.5x	1	D10	180
Centaurs	+10	-5	+10	+10	+0	+5	-5	+0	+0	+0	-5	-5	-5	-5	+10	+15	10	0	1x	4	D12	220
Garks	+10	+5	-5	0	+5	15	10	-10	-5	-15	-40	+20	+5	+20	+10	+5	18	-1	.6x	1	D10	140
Mermen	0	0	0	0	0	0	0	0	+5	+5	+15	0	0	0	0	0	12	0	1x	2	D8	120
Sea-Kral	+10	+5	-5	0	0	+5	+10	-5	-5	-5	-40	+15	+15	+15	+15	+15	20	-2	.6x	1	D10	140