

CHAPTER XVII

APPENDIX B

**MINERALS, GEMS
& METALS**

LANGUAGES

VOCABULARY

MINERALS, GEMS, METALS

1·MINERAL FORMATION

Minerals are solid mixtures of chemicals. Minerals in turn combine to form rocks. For instance, granite rock can be made up of the minerals quartz, feldspar, mica, and even the gem tourmaline.

Minerals are formed in three basic ways:

Sedimentary: The softest and often youngest minerals, these are created by evaporation as sediments on sea bottoms or riverbeds are exposed and dry.

Igneous: The smallest group, these minerals are formed from cooled magma and lava. They include magnetite, granite, and the rock pumice.

Metamorphic: heat and pressure deep in the earth form these (the hardest) minerals, which include the gemstones.

2·SPECIFIC STONES

Most of the following minerals in this section are architectural or sculptural materials, too common and/or fragile to be used as jewelry but useful and lovely for more massive applications.

Cavarite: Metamorphic rock, deep grey-green or blue-green in color, used by the *Earthwardens* in all their most important structures. It is incredibly hard and resists weathering better than any other stone. Only the hardest steel tools can do more than scratch it. The source of Cavarite has never been located.

Granite: Dense, igneous rock used in construction and outdoor sculpture. Granite can be polished to a high luster, and most has an elegant dark grey or black color with inclusions of similar color.

Ky'taal: A translucent white marble, workable but resilient. It is found almost exclusively in the Mur Fostisyr region of northwest Jaiman.

Limestone: Yellow-grey, sedimentary rock created from fossilized remains of tiny creatures or from mineral deposits; it is a soft stone frequently used in construction.

Marble: This decorative, dense limestone is formed in many varieties. The finest, ungrained white marble is known as Pentallie, used chiefly for sculpture because of its regularity. Red, green and blue varieties with fine veins are valued primarily for architectural uses such as building facings and floor tiles. *Travertine* is a pale brown color, laced with myriad small wormholes (actually air bubbles) also favored for building use. *Pentallie* is white with a translucent appearance.

Porphyry: A smooth purplish rock, sometimes with veins, used as facings on special buildings and for sculpture.

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 a 2-10th lvl attack (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.

Sandstone: Another popular building material, sandstone is sedimentary, created by compressed layers of sand. While easy to carve, it resists erosion relatively well.

Slate: Grey, green or deep blue metamorphic rock easily split into flat smooth plates; often used in roofing.

3·GEMS

Among the most precious of objects in any pre-industrial society are gems and jewels. Below is a listing of gemstones a PC might encounter (if he is lucky). A few of the gems described below are intrinsically enchanted and their properties are indicated.

GENERAL DESCRIPTION NOTES

Most minerals gems are either *crystalline*, occurring as single stones, each with a definite structure that is regularly repeated throughout crystals of the same sort; or *massive*, occurring as continuous masses of that mineral, having no regular structure that is readily discernible.

Crystalline stones are generally smaller, more valuable, and often faceted—a process by which they are flaked or ground into a series of flat faces that together usually form one of several customary cuts, in the shape of symmetrical but irregular polyhedra.

Both crystalline and massive stones may be smooth cut, which is the act of forming them into regular shapes with flat surfaces suitable for engraving (such as often found in signet rings). They may be made into *cabochons*, which are oval or round dome-like shapes with one flat side for mounting on various surfaces. They may also be carved into beads, figurines, or other shapes, or simply polished in the natural shape of the stone. Massive stones are sometimes found large enough to be shaped like one would wood or architectural stone; sections may be sawn off and used decoratively as slabs; or, they may be carved into jars, bowls, and other functional shapes.

Inclusions are any of the specks of material, bubbles, tiny flaws, impurities and the like which affect the appearance of a stone by their presence. Cat's-eye stones, found among many mineral families, are caused by certain patterns of inclusions which, when a stone is shaped properly, present an appearance like the slit-shaped pupil of a cat's eye. Star gems have analogous patterns creating the illusion of a pale, six-rayed star. Both cat's-eyes and stars must usually be cut into cabochons to display these effects.

GEM VALUES

As noted above, gems listed below fall into two basic types: crystalline and massive. This is to some extent also how the gems break down into categories of value. Obviously, a cut ten-tal diamond has value on a completely different scale than a jade bead necklace weighing a pound.

Therefore, values are given for the more *rare* gems (usually crystalline) per *tal*, a weight measurement of about one 10th of an ounce (similar to about 10-

15 Terran *karats*).

GM Note: *to help you get a 'feel' for the weights we are discussing, get five quarters. Together they weigh almost exactly an ounce (ten tali). One quarter weighs about two tali.*

In addition, this should not be a strictly sliding scale, as larger gems would be relatively much more valuable. In some of the most treasured gems, the value may actually double for every additional tal. (e.g., a one-tal diamond would be worth 50sp, a 2-tal gem 100sp, 3-tal 200sp, 4-tal 400sp, etc. It is probably only this steep of a progression for a handful of gems: adamant, diamond, emerald, for instance.

The value of a given stone will depend on its size, color, relative freedom from flaws, and the skill with which it has been polished and/or cut. Values given assume the gem has been cut and polished.

Common: Common gems (including massive stones and some more plentiful crystalline forms) are valued per ounce. Unlike rare gems, common gem values do not increase exponentially with the size of the gem. While this is also generally the value of a finished item, the value of the workmanship becomes relatively more important, multiplying the worth of the object from 2 to 10 to even 100 times.

GEM NOTES & MAGIC

In italics after some gem descriptions are notes regarding their intrinsic magical powers (if any), or their potential usefulness as a receptacle for enchanting. Some gems are more receptive to certain realms and types of enchantment than others. If a realm but no specific power is mentioned this means the gem has no intrinsic powers but is well adapted for use in magical items of that realm, such as a spell point enhancer.

GEM DESCRIPTIONS

Adamant (200+ sp/tal): A clear white stone similar in many ways to the diamond, but even harder and more brilliant. It is exceptionally rare and of course difficult to facet.

Alexandrite (1 sp/tal): Alexandrite is an unique variety of chrysoberyl (see below). In daylight, an alexandrite is brilliant green with a vague bluish tint; in the light of a flame it appears red with a hint of blue. It is normally faceted.

Amber (1 sp/tal; varies): Amber is the hardened resin of ancient giant conifers. It is normally pale-gold to deep-gold color, but also appears as murky, near-black "bog amber." The most transparent golden pieces are more valuable, and the rarest and most precious of these have bits of plants, or even whole insects, preserved within. More valuable still (2-4x) in the markets of Sel-kai is blue or green amber, found in the forests of Khûm-kaan (and of course blue or green amber with an imbedded insect is most prized). Amber is carved into beads and cabochons, and sometimes larger, more intricate shapes. It is very brittle, somewhat flammable, and relatively soft.

Amethyst (1 sp/tal): Amethyst is the pale to deep purple form of transparent crystalline quartz. Amethyst of real value is completely clear; such stones are faceted. Pale stones, or those with many inclusions, are often polished and used as beads. *Mentalism. Enhances mental clarity; improves memory.*

Aquamarine (5 sp/tal): The Aquamarine is a transparent crystalline stone of a pale blue-green; like the emerald, it is

a type of beryl, but it shows fewer flaws than an emerald of equal size. It is normally faceted. A favorite of the Linæri Elves. *Mentalism.*

Aventurine: (20 sp/ounce) Blue-green, opaque, with gold flecks; usually polished into cabochons. *Channeling. Brings joy; cures anxiety. Used in items repelling Fear.*

Azurite (10 sp/ounce) Azurite is a form of copper ore, an opaque massive stone of a deep pure blue color, generally uniform but sometimes slightly mottled. It is polished and cut into beads, cabochons, and similar shapes; a stone of uniform color is more valuable.

Banded Agate (1 bp/tal) This is the translucent-to-opaque, multi-layered variety of massive quartz. The layers may include brown, black or white (onyx), pale blue (chalcedony), red-orange (carnelian), and many others, each in a thin layer.

Beryl: A name given to a variety of gemstones, including aquamarines, emeralds and heliodors (a golden hued beryl). Value varies with color.

Bloodstone: (10 gp/ounce) A soft, sandy stone dark red in color. *It can stop a wound bleeding up to 5 hits per round in seconds by just placing the stone over it. Each 6 oz stone will only work once before the virtue is spent, however.*

Bluestone: (10 gp/ounce) Similar to Azurite in appearance but enchanted. *Protecting against evil Essence, a talisman of a Bluestone (of one ounce or more; though more than 1 ounce adds no more protection) worn around the neck adds +10 to RRs vs all Essence spells (including spells the wearer may want cast on him).*

Carnelian: (10 sp/ounce) Red-orange in hue, another form of massive quartz. *Enhances creativity and prosperity. Sometimes used in counting-beads. Mentalism.*

Chalcedony (5 sp/ounce): This is a translucent-to-opaque, blue-white to pale blue or blue-gray form of massive quartz. It occurs in evenly colored and in banded forms.

Chrysoberyl (5 bp/tal): Chrysoberyl is a transparent, greenish-yellow to green, crystalline stone. Clear stones are faceted; the cat's-eyes are cut as cabochons. A favorite gem of the Erlini.

Citrine (5 bp/tal): This is transparent form of crystalline quartz, ranging from pale yellow to amber in color. Many stones are polished and made into beads, or carved into small cups, figurines, and other shapes; clear specimens are faceted.

Coral (5-10 sp/tal): Coral is the skeleton of tropical marine polyp colonies; jewelry-quality coral is exceptionally compact, solid and free of pores. The chief "red" variety also occurs in shades ranging from pure white to very dark red; black and blue varieties also exist. All forms are polished and carved into beads, cabochons, or figurines.

Diamond (500-1000 sp/tal): Diamond is a transparent, crystalline stone, the hardest substance known in nature aside from Adamant. The most valued color is a clear bluish-white, but other less valued color varieties are known, among them yellow and pink. The gem is always faceted.

Eissa's Tears † (500 sp/tal): Clear, pale blue gems, Eissa's Tears are said to warn and protect against death. Indeed, if blessed by a Sister of Eissa, they have mystical powers. A minimum of one carat is required, though a larger stone (or more than one stone per person) does not enhance its qualities. *Channeling; must have 'Bless V' cast by a sister of Eissa; detects servants of the Unlife within 200' by giving off a bluish glow, and add +20 to RRs vs Absolutions cast by evil beings (if the wearer's RR fails, the gem shatters).*

Emerald (100-200 sp/tal): This is a deep bright green variety of beryl, transparent and crystalline. Usually it is faceted,

though an occasional stone with numerous inclusions will be made into a cabochon. A large, comparatively flawless stone will be more valuable than a diamond of similar qualities—and much more rare. It is favored by Linæri.

Fluorite (1-10 sp/ounce): Pale green or purple in color, it has a cloudy-translucent appearance, and can be made into beads or cabochons. Technologically advanced smiths know of fluorite's usefulness in making alloys.

Garnet (10 sp/tal): Garnet is a transparent crystalline stone; in addition to the usual orangish-to purplish-red or red-brown, garnets also occur in black, violet, and even green color varieties. The violet form is most valuable. Small crystals, the most frequently occurring form, are sometimes drilled and strung into necklaces; larger stones are faceted.

Jacinth (500 sp/tal): The jacinth is the orange to fiery red-orange variety of the hard, transparent crystalline mineral corundum (*ruby* and *sapphire* are also corundum). It is faceted, except in the case of rare translucent cat's-eye and star jacinths. *Essence. Often used in PP multipliers.*

Jade (4-20 sp/ounce): Jade is a translucent-to-opaque, massive stone with an oily luster. It occurs in several color varieties: shades of green, including a near-transparent bright green and the rare spinach-green jade with golden glints; white, waxy-looking white jade; and the uncommon yellow, blue, red, black and lavender varieties. It has been carved into beads, cabochons, pendants, vases, buttons, figurines, bottles, weapons, and a myriad of other forms, for it is hard and dense, and carves well. *Promotes tranquility. A favorite of Animists and Herbalists.*

Jet (10 sp/ounce): Glossy black, opaque and massive, jet is actually a very hard, dense, compacted form of coal. It is usually faceted, or simply polished, for beads and pendants; it is sometimes carved into figurines and other shapes.

Lapis Lazuli (1 sp/ounce): Lapis lazuli is a dense, opaque and massive stone of a medium to deep blue color, sometimes flecked with golden specks. It is carved into cabochons, beads or figurines, and is used in slabs for tables, boxes, etc., and for inlay work.

Malachite (1 sp/ounce): This is an opaque massive stone, striated in bands of lighter and darker green. It is carved into beads, figurines, cabochons, and the like, and is also sawn into slabs that are used as inlays or veneers.

Moonstone (5 sp/ounce): Moonstone is a white, translucent, massive stone that shows a distinctive white or blue-white play of light, resembling moonlight; there are also greenish, gray, and even red-brown varieties. It is always carved into beads, cabochons, and similar shallow, rounded forms to bring out this effect.

Moonstone [magical variety] (20 sp/ounce): As much novelties as talismans, moonstones are carved in flat cabochons, normally set in a hoop-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. Channeling

Obsidian (1 bp/ounce): This is a volcanic natural glass, opaque to semi-opaque, that occurs in black, gray, and red-brown varieties, as well as "snowflake obsidian," which is black with whitish specks. It is carved into figures and ornaments, and an obsidian blade can be flaked to a sharpness not attainable by any metal edge—exceeded only by the much stronger (and more expensive) laen. *Channeling*

Onyx (5 sp/ounce): Onyx is a porous and opaque form of massive quartz, occurring in black or white or a black-and-white layered variety. It is made into beads and cabochons; smooth-cut for signets and the like; and carved into bowls and figurines.

Opal (10-20 sp/tal): This is a translucent, massive stone, usually pale blue-white but displaying an array of red, yellow, green, and violet highlights when light is reflected from its surface. Many varieties exist; a mosaic of small colored areas of play is the mark of a "harlequin opal;" the near-transparency and a moonstone-like appearance distinguish a "water opal;" near-opacity, paleness and limited play of color indicate the common "milky opal;" and there are several others (see black opal and fire opal). It is made into cabochons and other low, rounded shapes to best display the play of colors. It is a soft and somewhat brittle stone. Heated opals may lose part or all of their opalescent color play, and thus much of their beauty and value. *Essence*

Opal, Black (10-25 sp/tal): Black opal is that variety of opal in which the body color is smoke black, deep green, and dark blue, forming an almost opaque background in which its opalescent color play is displayed. It otherwise has the properties of the other forms of opal. Favored by the Dyari. *Essence*

Opal, Fire (10 sp/tal): This is an orange to orange-red form of opal, ranging from transparent to transparent with mottled translucence. It does not always have the intricate color play of other opals; when play is present, the stone is more valuable. If transparent, it is often faceted; usually it is made into cabochons otherwise. *Essence. Frequently used in fire-related items.*

Pearl (1-2 sp; pink, blue 2-5 sp; Black 5-10+ sp/tal): The pearl is the end product of layers of secretion with which certain mollusks surround bits of foreign matter in their shells. When the secretion hardens, it takes on a unique luster which originates in its dispersion of light just below its surface. It occurs in many shapes: round, teardrop, "button" (flat on one side), and the myriad irregular forms. As well as the traditional "pearly white," these stones come in less common color varieties in a range from yellow and pale rose to the rare, lustrous deep black. They are mounted in all sorts of jewelry settings (mountings often use half-pearls), and, being easily drilled, are strung in various ways—by graduated sizes or in a uniform string; in single, multiple, or even braided strands. Fresh-water mollusks sometimes yield pearls, but these are usually of much poorer quality than pearls from a salt-water mollusk. Pearls are quite vulnerable to acid, fire, and electrical attacks, to crushing blows, and other physical trauma. They may be damaged by sudden changes in temperature, and are alleged to deteriorate if left untouched by human skin for great lengths of time, although sea water will supposedly negate any such deterioration. *Mentalism.*

Peridot (5 sp/tal): A transparent, crystalline stone, usually a clear yellow-green, although it can vary from near emerald-green to almost an olive green. The better stones are faceted; flawed or cloudy stones are polished for beads or made into cabochons, as are the occasional cat's-eye peridots.

Piezoquartz † (1-20 gp/ounce): This special variety of quartz is usually clear or pale blue and has the ability to acquire and store powerful electrical charges. The Lords of Essence were no doubt the first to discover the properties of these gems, but for them the limited power available made them more of a novelty. The cultures who were truly able to exploit these gems were the Taranians and the Jinteni ??, who built vehicles and tools powered by piezoquartz jewels. With the exception of a rare variety of tourmaline, piezoquartz jewels were usually fairly massive (8 oz—2 lbs) and faceted as

spheres. These gems are extremely rare, but of course much of their value is based on their power which few understand how to tap.

Purple Sapphire (10 sp/tal): Purple Sapphire is a variety of the hard, transparent, crystalline mineral corundum with a color closely resembling that of *amethyst*. It is normally faceted, except for the rare cat's-eye and star forms.

Quartz: (1 sp/tal) This mineral is actually the most common in the planet's crust. Crystalline quartz is the more rare, transparent variety. Purple quartz is amethyst, yellow quartz is citrine. *Mentalism. Cures mental illness, anxiety.*

Rhodochrosite (1 sp/ounce): This is an opaque stone ranging in color from pale pink to medium red. It occurs mostly in a massive, banded form, and occasionally in single-colored opaque crystals. It is made into beads, vases and the like. It is a somewhat soft stone. *Mentalism. Strengthens self-identity; used in defense against mental attacks.*

Rose Quartz (1 sp/tal) Pinkish translucent quartz, can be made into beads or cabochons. *Channeling. Inner peace, healthy skin. Used in some healing items.*

Ruby (50 sp/tal): The ruby is a moderate-to-deep red, transparent variety of the hard crystalline mineral corundum (*sapphire* and *jacinth* are also corundum). The finest rubies are absolutely clear and uniformly of that deep red color called "pigeon's blood;" lesser stones may vary from a paler red to a somewhat garnet-like red tinged with a purplish-brown. It is usually faceted, but cloudy specimens may be made into cabochons, as may the rare cat's-eye. *Essence*

Sapphire (10 sp/tal): This name is traditionally reserved for the moderate-to-deep blue gem, one of the hardest substances in existence; "sapphire" is also sometimes used to refer to other color varieties of corundum, such as the "orange sapphire" or *jacinth*. The sapphire is usually faceted, but there are the occasional cat's-eye sapphires; see also *black sapphire*. Among the color varieties of corundum that are not given other names, and are therefore called "(color) sapphires," are pinkish, chartreuse, clear/white, and brown; and each color of corundum occurs in cat's-eye and star forms as well. *Channeling*

Sapphire, Black (50-70 sp/tal): The black sapphire is a blue-black form of the sapphire, so dark as to approach translucence. It is usually faceted. *Dark Channeling*

Sardonyx (5 sp/ounce): This is a form of massive quartz consisting bands of the translucent to opaque "sard" (see carnelian) and opaque white onyx. It is carved into beads, cabochons, figures, seals, and other shapes.

Topaz (5 sp/tal): Topaz is a transparent, crystalline stone, normally yellow to golden yellow-brown in color; colorless, pink, and blue varieties are also known. Because it cleaves easily, it is often difficult to cut well; it is generally faceted, but cloudy specimens may be cut as cabochons or pendants. *Essence*

Tourmaline: (1 sp/tal): Greenish-black crystals often found with beryls. Some tourmalines have the ability to be very effective piezoelectrical capacitors, and are valued because of their relatively small size-to-power ratio.

Turquoise (1 sp/ounce): Turquoise is a translucent-to-opaque massive stone, blue to greenish blue in color; it frequently occurs with brownish veining. The most valuable is sky-blue, translucent, and without veining; the least valuable (and most common) is green-blue, opaque and heavily-veined. It is usually cut into cabochons, or beads and pendants; large pieces may be cut into figurines, and pebbles of a size may be polished and strung together.

Zircon (5 bp/tal): This is a transparent, crystalline stone; in addition to the usual pale blue-green and orange-red varieties (these two being the most valued), the stone also comes in brownish-yellow, reddish-brown, green and purple varieties. It is brittle and difficult to cut, and is traditionally finished as small faceted stones.

4-USEFUL/PRECIOUS METALS

The following rare metals are (with the exception of metals used for money such as gold and silver) usually traded as ingots weighing 4 oz, 8 oz, one pound, five pounds. Normally the buyers are smiths, metalcrafters, and jewellers, rather than the average consumer.

The more-or-less standard gold piece weight is one-half ounce; values below are listed in sp per ounce.

Beryllium (30 sp): A pale grey metal, usually with a dull lustre, it is used in jewelry and some weapons. It is favored by the Loari and found in Kuluku baws.

Braizium: (10 – 50 sp) A bronze-colored metal occurring naturally in certain mountains near vulcanism and in underground caverns. It requires high temperatures to work, but can be buffed to a bright shine and does not oxidize or otherwise corrode over time. This quality makes the substance ideal for structures exposed to the elements. Braizium does not hold an edge well, nor does it resist sudden stresses without cracking-thus it is not used to make weapons.

Bronze (.2 sp): An alloy of copper and tin, bronze is used for coinage, tools and implements, and cast sculpture.

Gold (20 sp): Most precious of the 'common' metals, gold does not corrode, and has a yellow luster which cannot be matched. Very soft in its pure state, it is usually alloyed with other metals; used for coinage, jewelry and decorative work.

Iridium (40 sp): Usually used in making alloys (often with platinum), iridium is a white metal.

Platinum (40 sp): A hard, silvery-grey metal, platinum is used for coinage in some areas, but primarily used in jewelry. It usually has a dull lustre.

Silver (2 sp): A gleaming, pale grey metal used for coinage and jewelry, it has the disadvantage of corroding when exposed to air. Very malleable, it is usually alloyed.

Titanium (50 sp): A rare element used mainly to make exceptionally hard steel alloys.

SPECIAL WEAPON ALLOYS

These correspond (roughly) to alloys described in *Rolemaster*. The number in brackets is the intrinsic bonus given to a blade fashioned of this material because of its hardness and ability to hold an edge. The breakage factor is in addition to the weapon's base BF.

Steel (Low Steel) [+5]: A non-magical alloy of iron and carbon.

High Steel [+10]: A non-magical alloy of iron, carbon and other elements. Does not rust; BF +30.

Tethium (White Alloy) [+15]: Developed by Tethior, a non-magical alloy of iron, carbon, zinc and titanium. Pale grey with a soft sheen, it does not corrode; BF +50.

Krelin (Black Alloy) [+20]: Developed by Krelij, a non-magical alloy of iron, carbon, and other materials. It has a dark grey appearance and a dull luster; BF +50.

Enclatine (Enchanted Iron) [+5]: Magically infused iron; BF +50.

Quevite (Enchanted Steel I) [+10]: Magically infused steel of lesser quality; BF +100.

Tayn (Enchanted Steel II) [+15]: Magically infused high-quality steel; BF +150.

Keron [+20]: A black alloy; BF +200.

Laen (True Glass [+25]: Enchanted glass of superior hardness. Becomes soft only in extreme cold; hardens with heat. The edge is as sharp as a sliver of normal glass but laen possesses a superior tensile strength; BF +200. (When it does break it shatters into a spray of deadly shards).

Eog (enchanted True Steel) [+30]: An alloy including the rare material eog; BF +300.

MAGICAL MATERIALS & ALLOYS

The description of these inherently magical materials is provided more for general information than for trade purposes. It is unlikely that PCs will elect to become miners or traders in magical ores. Rarely will they encounter these items in ingot form, but for reference their value in silver per ounce of refined material is given.

Arinyark (200 sp): A metallic element 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 luster. 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).

Electrium: (10,000 sp) This alloy is made by mixing gold, silver, and iron at high temperatures while flooding the molten metals with Essænce. The resulting alloy is malleable and ductile with a color similar to electrum (gold and silver mixed without the iron and the Essænce treatment). Spells from all three realms of magic can be embedded more easily into electrium than most other materials. (*Imbed I* can be cast as a 1st level spell, *Imbed 11* as a 2nd level spell, *Imbed III* as 3rd level, etc.)

Essicrysta: (10,000 sp – priceless) The ancient Lords of Essænce alone knew the secrets of making essicrysta. And only a few individuals living in the Third Era are able to use remnants of the material forged in the past to make new items of their own devising. Essicrysta is a clear, crystalline substance that glows faintly and is always warm to the touch. *Detect Life* spells register pieces of it as living, and *Presence* spells report such as beings with presences! Essicrysta can convert Essænce (as power points) into mass, or mass into Essænce (which it then stores) when connected magically to the proper control device. It is a key component to their cronagenic suspended animation devices.

Eog [Black] (5000 sp): Can inhibit or even nullify all non-Dark Essence in the same way White Eog inhibits Evil Essence. For general properties see Grey Eog, below.

Eog [Grey or 'common'] (2000 sp): 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 black and white types).

Eog [White] (5000 sp): Can limit the powers of Dark Essence (e.g., Essence originating from the Unlife or dark gods or their minions). Eog's inhibiting power varies with the

amount and proximity, but a small chamber lined with White Eog panels 1" thick would prevent all but the most powerful Evil magicians from casting a spell. Note that, while a Magician inside this chamber would have trouble casting spells, his Power Points are not actually drained.

Ithloss (up to 2000 sp; but cannot be worked by any known means, so few are interested buyers): 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.

Keron (200 sp): 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.

Kregora (20,000 sp): An extremely rare, golden alloy, 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 Essænce (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.

Laen (1000-10,000 sp): 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. Laen is also very unusual in that it becomes more pliable as its temperature is *lowered*. Because of this, unique, magical *cold forges* must be used to work laen into tools and weapons.

Rularon (1000 sp): 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.

Shaalk (100 sp): 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.

Star Iron (up to 5000 sp; but cannot be worked by any known means, so few are interested buyers): Actually an alloy forged using metal gathered from certain meteorites. It is extremely strong once worked, and 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.

Taurith: (5000 sp) This is a silver-blue metal found near deposits of arinyark. Although it behaves like most metals, molten at high temperatures and solid at cool ones, it loses some its most valuable properties permanently when softened or melted by heat. These characteristics include: the strength to withstand extreme torque without bending or cracking, the molecular structure permitting it to take and retain a very sharp cutting edge, and the extreme ease with which it can be embedded with Essence spells (not Mentalism or Channeling; see *electrium*). Therefore, taurith

is usually worked cold—a proceeding requiring considerable skill on the part of the alchemist. Taurith marred by heating can be detected by its lack of surface sheen; it cannot be polished to a high gloss.

Trystrium: (5000 sp) A metal, greenish silver in color, usually found in small nodules (1/4" to 1" diameter) among the roots of ironwood trees. Trystrium is a strong, flexible substance and holds a keen edge (only laen, eog or taurith surpasses its sharpness). Additionally, it can be embedded with Channeling spells or runes with particular ease. Only the difficulty experienced in collecting a sufficient quantity makes it little used.

Vaanum (10,000 sp): 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 perilous feature is believed to be due to the alien nature of the material, and the malevolent origins of Charón.

Xenium (1000 sp): 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. The price given is the 'street' value; obviously the alchemists who created Eidolon and who make the skyships were able to make such vast quantities that the relative cost was considerably less.

1. LANGUAGES

Following is a listing of some the languages of Kulthea, with an emphasis on Emerian and Jaimani tongues.

LIVING TONGUES

Arlak: The language of the amazon people of Sarnak; it is remotely derived from Old Emer.

Chíra: The chirping tongue of the avian species Hírazi.

Danari: Spoken by the people of Danarchis, it is related to Old Emer, and the closest living tongue to that ancient language.

Dyar: (Dark Elvish) Originally a dialect of High Elvish, this tongue has changed over the years and now has only limited resemblances to its parent language.

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. There are many dialects, including Muri-Erlin, Jaimani-Erlin, and others.

Itanian: Actually a dialect of Old Emer, this language is very similar to the ancient tongue, but has a large vocabulary of its own.

Iylar: (High Elvish) High Elvish is a beautiful and ancient tongue, lyrical and mystical, used primarily by the Linæri for poetry and song. Men cannot speak it properly.

Kuluk: The 'personal' language of the Kuluku, a guttural tongue with varied inflections and highly dependent of facial expression.

Kayvis: Language of the Ky'taari of the Mur Fostisyr.

Loariki: written and spoken language of the Loari. A very old tongue, it is rarely taught to anyone outside their race or even spoken even in the presence of others. It has an extensive vocabulary which allows great precision — perfect for histories and technical texts. It is often used by Loari scribes.

Lugro: The language of the evil Lugrôki warrior-race.

Mavaun: A tongue shared by the Lankan and Pochanti peoples —though each has a very different dialect. While no Lankan would admit it, Mavaun is actually the invention of the Pochanti and was adopted by the Lankani as knowledge of the more complex Thanorian was lost. The written language is hieroglyphic and known only by the aristocracy and priesthood in Lankanok.

Miir: The language of the Miirian states; descended from Old Emer.

Muri-Elven: a dialect of pure Erlin, it is spoken in Kelestia and NE Eme —including the isles of Vog Mur and by some in Sel-kai. The vocabulary and written forms are very similar, but the spoken version can vary considerably

Rhaya: ('The Tongue') The predominant language of Jaiman, though there are seven very distinct dialects.

Shay: The 'common' tongue of Emer, it has many dialects.

Shulur: (Aquatic Elvish)† A sonar-like language of high-pitched sounds; no other race can speak this tongue except mer-people and dolphins.

Syrkan: Language of the *Syrkakar* of NW Jaiman; it is derived from Haidic and Umli roots but has its own unique character

T'loc-loc: the unique clucking tongue of the people bearing the same name located in Silaar, it is nothing like any other language in Emer.

Taal: The tongue of the Talath of NW Emer, it is complex and beautiful—and similar to the language of the Myri of Jaiman.

Trolack: What you might expect. It is rather limited in vocabulary and sophistication.

Uluka: A singsong, birdlike tongue the Kuluku use for long-distance signalling.

DEAD TONGUES

GM Note: *the learning opportunities for these languages would be very limited.*

Enris-Sokal: While technically dead, it is very much alive on the Loremaster island of Karilôn and 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 Terinians (an intellectual Elven society in southern Palia during the early Second Era, not to be confused with the

Taranians), 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 even find a teacher).

Iruaric: The language of the Lords of Essence. In its 'true' form, it was partially telepathic and powerful. It can be learned in an innocuous form by other races. Because true Iruaric is related to the Primal Essænce, the extent of its true power can only be guessed at.

Kugor: Language of the Dragonlords (and other mighty drakes); not commonly spoken or even known of by most peoples. It was used in many ancient texts, however. Interestingly, it has similarities to Uscurac and Xytos.

Old Emer: From c. TE 1200 to c. 1800 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 ruins and a handful of isolated kingdoms, whose people speak varying corruptions (most unrecognizable) of Old Emerian. Old Emer was brought to the continent by the People of Aldraon (the first Emperor and is unrelated to *Shay*, the current common tongue.

MAGICAL TONGUES

Many of these are languages known as part of the process of becoming a spell-user, and utilized as part of learning and casting spells. Others are more arcane (and dangerous).

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. The GM may wish to consult Rolemaster Companion I pp 2-4 for hints on the use of magical languages.*

Aludos:* The language of enruning (Essence).

Enruth:† Tongue of plants and growing things; also of repelling Undead (Channeling).

Krônyet:* The language of Symbols and Glyphs (Channeling).

Kuskarûk: An arcane language utilized almost entirely by Dark Magicians and Sorcerers (used in the summoning of Demons).

Logos:† ('The Word') The tongue of word-thoughts (Mentalism).

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.

Var Arnak: Language of the High Priests of the Unlife.
A word in Var Arnak can kill.

Xytos:† Language of Power-words (Essænce).

* Denotes Written only

† Denotes Spoken Only

4·VOCABULARY

Following is some selected vocabulary from the Elven tongues Erlin and Loari, as well as Ky'taari, Iruaric and Kugor.

ERLIN

ale	gudd	narrows	shurth	kai	cliff	yyn	pirate
avenue	thal	part; piece	lin	karn	spire	zart	wolf
awake	nem	passing	veurd	kindag	cloud	zurt	hound
awaken	nemrais	pirate	yyn	kirn	spires		
bay	hel	pit	murten	krem	glass	<p>Note: plurals of indigenous words tend to be formed by the addition of a second vowel after the last vowel in the singular word; usually it is an <i>i</i>. Lone <i>u</i>'s are most often indicative of a singular. Compound words such as breakwater or waterfall are commonly separated by dashes, with any ending vowels dropped in both component words. The language has four distinct secondary vowels: <i>a</i>, <i>e</i>, <i>i</i>, and <i>y</i>, and one primary: <i>u</i>.</p> <p>One further note: the term <i>arc</i>, that follows certain words is an abbreviation for 'archaic', and it indicates the older and less common term for a presently-used word. More powerful or educated folk tend to use the older forms in everyday speech.</p>	
bay	yuil	plaza	nadek	krik	frost		
black	burn	point	ien	krin	eat		
blade	burn	privateer	yon	kruin	eater		
blue	saren	rain	udam	kulag	storm		
break	orn	secret	vurd	kura	break		
breaker (waves)	kura	shore	ras	kurim	broken		
bridge	sulem	silver (1)	dom	kyr	grand		
broken	cisur	silver (2)	sel	lemira	watching		
burn	kurim	sky	ordye	lenov	canal		
burning	lum	slow	derum	lew	cove		
canal	luim	smoke	burth	lin	part; piece		
cliff	lenov	spire	karn	lon	eye		
cloud	kai	spires	kirn	luim	burning		
cove	kindag	steep	galeb	lum	burn		
coven	lew	storm	kulag	lyry	lake		
dark (night)	dorth	straight water	perce	matha	twin		
dawn	ordak	strait	perac	mur	watch		
death	cor	sword	saren	murten	pit		
deathless	vog	twin	matha	nadek	plaza		
depth	oevaag	watch	mur	nadum	woods		
dweller	surth	watching	lemira	nem	awake		
dwelling	eduum	water	usiv (<i>arc.</i> usuv)	nemrais	awaken		
eagle	edos	waterfall	usiiv-daart	oedum	moneyless		
east	resiv	waters	usiva (<i>arc.</i> usuiv)	oevaag	deathless		
eat	esov	west	emer	ordag	heavens		
eater	krin	wild	vurt	ordak	dark (night)		
eye	kruin	wind	purll	ordye	sky		
fall	lon	winds	orn	orn	blue		
fire	daart	wolf	orv	orv	gold		
fires	bur	woods	perac	perac	strait		
fool	buir		perce	perce	straight water		
forever	gorl		perll (<i>arc.</i> puirl)	perll (<i>arc.</i> puirl)	winds		
frost	yenor		purll	purll	wind		
gate	krik		ras	ras	shore		
glass	turic		rel	rel	lagoon		
gold	krem		resiv	resiv	eagle		
grand	orv		saren	saren	blade		
great hall	kyr		saren	saren	blind		
green	tyrl		sel	sel	born		
grey	cibur		shurth	shurth	sword		
guardian	voru		sulem	sulem	silver (2)		
hall	burs		surth	surth	narrows		
haven	throk		thal	thal	breaker (waves)		
head	tyl		throg	throg	depth		
heather	cibur		throk	throk	avenue		
heavens	faal		turic	turic	keep		
hidden	haft		tyl	tyl	cloud		
hill	ordag		tyrl	tyrl	cold		
hollow	gedal		udam	udam	cold; chilling		
hound	wode		usiiv-daart	usiiv-daart	crystal		
ice	baas		usiv (<i>arc.</i> usuv)	usiv (<i>arc.</i> usuv)	cult; sect		
iron	zurt		usiva (<i>arc.</i> usuiv)	usiva (<i>arc.</i> usuiv)	dark		
island	wirs		veurd	veurd	dead		
islands	encla		vog	vog	death		
islet	dalov		voru	voru	dread		
jewel	daloiv		vurd	vurd	passing		
keep	dalla		vurl	vurl	death		
lagoon	gref		vurt	vurt	green		
lake	throg		wirs	wirs	secret		
mist	rel		ale	ale	mist		
moneyless	oedum		heather	heather	wild		
			bay	bay	ice		
			point	point	hill		
					forever		
					privateer		
					bay		

IRUARIC

English to Iruaric

(modifier 'to'; <i>er</i>)	is
(plural)	i
(of)	ta
apart	lenn
assassin	khâng
barren; empty	hulkanen
beautiful	iyila
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	iaen/laen
cult; sect	Jerak
dark	dyar
dead	shon
death	shin
dread	lyx
passing	az
death	dæn
green	vul
secret	vuul
mist	malvin
wild	viir
ice	lan
eternity; forever	mur
female/feminine	shú
fire; flame	and
first	farok
forbidden	

forever	lair	arulis	seer	shulu	wet	burn	urk		
gather	fol	arus	water	syr	male/masculine	castle	kritaal		
giant	ho	az	dwel/home	ta-	half	cave	norok		
gift	jai	dæn	elder	tairken	broken	chasm	yorn		
glass	kemm	dag	blade	tesea	sea	cheerful	tarin		
green	serem	dir	shackle	thal	born	child	laan		
grower	erlin	dom	shallow	thea	world	chill	larn		
guardian	throk	dyar	dark	then	haven	city	tykaar		
half	ta-	emer	heart	thos	mountain	cloud	ful		
haven	then	erlin	grower	throk	guardian	cold	krak		
heart	emer	farok	forbidden	trog	cavern	common	tan		
hill	mûn	fol	gather	twist; turn(ing)	iyx	darkness (not night)	kur		
history	gaalek; gaalenakh	gaalek; gaalenakh	history	tykil	tiny	day (daylight)	arlir		
home	man	her	vision	usuiv	ocean	death	aynon		
island	nuul	hîr	sky	viir	Essænce	dread	runak		
iyx	twist; turn(ing)	ho	giant	vir	power	edge	ynka		
lake	lak	hulkanen	barren; empty	vul	enchanted	enter	nin		
land	-ia	hulum	cloud	vuul	enchanter	ever	oi		
lonely	loorn	iæn/laen	crystal	xu	mind	evil	anja		
lord	K'	-ia	land	xyg	blind	eye	klyn		
lore	Pn	-is	place (n)			fair (beautiful)	arin		
lost	laakh	iyla	beautiful	<div>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 <i>Iylari</i> 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.</div> <div>KY'TAARI</div> <div>The language of the Ky'taari is soft and lyrical, with many whisperings like the sound of wind through the pines. Overall, the tongue is very onomatopoetic, the words imitating the things they describe.</div> <div>English to Ky'taari</div>			fafl	jirik	
maker	lavan	jai	gift				fire	nar	
male/masculine	syr	Jerak	cult; sect				fish	nyfan	
master	kort	K'	lord				fly	ika	
mind	xu	kemm	glass				forge	korth	
mist	ran	khâng	assassin				freeze	kryk	
mountain	thos	kiskaa	cold; chilling				glacier	arkoyan	
ocean	usuiv	kort	master				glitter	kyran	
past	nae	kul; torg	shadow				gold	araan	
place (n)	-is	kygar	star				good/pure	thir	
power	ra	laakh	lost				green	kali	
power	vir	lair	forever				hair	fin	
sea	tesea	lak	lake				hand	rin	
secret	ahren	lan	eternity; forever				heal	jan	
see	arul	larn	tall; high				hidden	nak	
seer	arulis	lavan	maker				high (supreme)	a	
separated	lenn	lenn	apart; separated				hill	vitan	
shackle	dir	lin	song				holy	aria	
shadow	kul; torg	lina	sing				home	itaal	
shallow	dom	linær	singer				husband	atan	
sing	lina	lo	spirit				ice (clear)	ky	
singer	linær	loa	build				ice (cloudy)	ku	
song	lin	loar	builder				ice (treacherous)	kon	
soul	ryk	loorn	lonely				initiate (monk)	tarn	
sky	hîr	lug	ugly				iron	chort	
spirit	lo	lyx	dread				jewel	tayn	
star	kygar	malvin	endless				king	ataarn	
stone	aek	man	home				lamp	kaalin	
stupid	rôk	mûn	hill				language	star	
tall; high	larn	mur	female/feminine				library	tashishen	
thirsty	aer	nae	past				light (glow)	aian	
tiny	tykil	nak	tower				look	nyk	
tower	nak	nuul	island				lord	taarn	
travel	phœn	phœn	travel				man	ta	
ugly	lug	Pn	lore				chaka	tamaak	
vision	her	puk	wild				Jak	rif	
water	arus	ra	power				kariin	moon (generic)	
wet	shulu	raax	claw				nor	mountain	
wild	puk	rak	cold				ashaan	night	
world	thea	ran	mist				falith	pain	
Iruaric to English		reth	circle; ring				omok	paper	frol
		rôk	stupid				kronof	people	taari
		ryk	soul				thun	plain, field	kalash
		serem	green				lun	priestess	ryaan
		shin	death				faryn	rain	katik
		shon	dead				tanaar	red	thi
		shû	fire; flame				bow	trin	fath
aek	stone								
aer	thirsty								
ahren	secret								
and	first								
arul	see								

LOARIKI

English to Loariki

road	tal	falith	blanket	shar	ski		
robe	thon	faryn	boat	shik	skate		
run	iral	fath	river	shir	wheat		
shadow	norin	fath	water (moving)	siril	vision	air	ayro
sharp	akish	faynar	walk	star	language	alchemist	jeramian
shield	fon	fin	hair	ta	man	ancestor	progha
short	kun	fon	shield	taal	stone	archaeology	aeoyolia
sight	ril	frol	paper	taari	people	armor	hyplon
silver	itil	ful	cloud	taarn	lord	Autumn	thinoporo
skate	shik	ika	fly	tal	road	blacksmith	sidhirdan
ski	shar	il	weak	tamaak	monk	blind	tiphloa
sky	lir	ilaar	star	tan	common	blood	ema
small	koy	iral	run	tanaar	book	boat	varka
snow (wet)	krof	itaal	home	tarin	cheerful	boat	plion
snow (dry)	krilif	itil	silver	tarn	initiate (monk)	boy	agho
snow (falling)	kiroyf	jak	arrow	tashishen	library	bracelet	vracholi
song	liraan	jan	heal	tayn	jewel	burn	engavma
spring	lanaar	jirik	fafl	thi	red	captain	pliarchos
star	ilaar	jrok	whip	thir	good/pure	chemist	pharzaka
steel	torl	kaalin	lamp	thon	robe	cloak	sakaki
stone	taal	kalash	plain, field	thun	blood	cold	kriox
strong	atur	kaldar	water (still)	tiril	moon (generic)	compass	pixidha
sun	ar	kali	green	tonak	tree	craftsman	vurga
tall	arn	kariiin	birth	torl	steel	cruel	skloer
temple	arnaar	katik	rain	trin	bow	dark	skotinor
three	kayn	kayn	three	tyka	town	doctor	yiatrix
town	tyka	kej	uniform (monk's)	tykaar	city	dreadful	tromera
tree	tonak	kel	ale	urk	burn	East	Dhur
twilight	yial	kiroyf	snow (falling)	vintaarn	mountain	engine	mikani
uniform (monk's)	kej	klyn	eye	vitan	hill	engineer	vikanira
valley	lain	kon	ice (treacherous)	yial	twilight	Fall	Unio
vision	siril	korth	forge	ynka	edge	family	ikoyenia
walk	faynar	koy	small	yorn	chasm	farmer	yeorghian
warm	rish	krak	cold			fever	pireta
water (still)	kaldar	krilif	snow (dry)	A few notes on pronunciation:			photia
water (moving)	fath	kritaal	castle				pisara
weak	il	krof	snow (wet)	"A" at the beginning of any word is said 'ay'. For example, the Ky'taari word for pain is pronounced "aynka". A double "a" is said in the same manner, with a slight break to accent it. 'Lord' is said ta-arn (the break is very subtle and should not sound like gagging).			votir
wheat	shir	kronof	blizzard				kris
whip	jrok	kryk	freeze	"Y", when beginning a word or flanked by consonants, is always said like 'eye.' The word for town is said teyeka. When next to an "n" however, it is a soft 'ya' sound. 'Boat' in Ky'taari is pronounced far-yin.			krisirdhan
wife	aran	ku	ice (cloudy)				stamil
wine	oryk	kun	short	"Q" and "I" are said short as in bomb and tin.			phrurin
woman	ana	kur	darkness (not night)				ethusa
		ky	ice (clear)	"U" is always pronounced in the long form. The word for dark is said koor.			dhiadromo
		kyran	glitter				tromera
		laan	child	To pluralize a noun, the letter "i" is used as a suffix; hence lamp (kaalin) becomes lamps (kaalini, pronounced ka'alinee).			kcenia
		lain	valley				melaniak
		lanaar	spring				sidher
		larn	chill				kosimatis
		lir	sky				dhikatis
		liraan	song				makiera
		lun	blue				kiria
		nak	hidden				nomikos
		nar	fire				asanser
		nin	enter				phos
		nor	black				kirie
		norin	shadow				uscura
		norok	cave				embraerian
		nyfan	fish				stenos
		nyk	look				evynikoenia
		oi	ever				evyni
		omok	blind				okano
		oryk	wine				charkis
		rif	month				perasma
		ril	sight				epivatis
		rin	hand				ditirion
		rish	warm				nosokoma
		runak	dread				iperianos
		ryaan	priestess				katharos

Ky'taari to English

a	high (supreme)
akish	sharp
alan	light (glow)
ana	woman
anja	evil
anka	pain
ar	sun
araan	gold
aran	wife
aria	holy
arin	fair (beautiful)
arkoyn	giacier
arlir	day (daylight)
arn	tall
arnaar	temple
ashaan	blade
ataarn	king
atan	husband
atur	strong
aynon	death
chaka	armor
chort	iron
dakur	night

ring	dhata	kimeno	text	archive	cuiva	fireballs	sig
sail	pani	kinatos	strong	armor-cloth	paaake	fish (sing.)	luub
sailor	naftis	kiria	lady	armor-clothes	pake	fish	lub
sculpture	ghlirtis	kirie	lord	bane of hope	chaurka	flame	chiig
sculptor	ghlirtian	klima	vine	battle	bulchyy	flames; fire	chig
sea	talasa	kcenia	house	bay	biar	forest	chaw
silver	-hirdhan	kosimatis	jeweller	bear	dryyn	forest	horl
sky	ayro	kræsi	wine	bears	dryn	forge (noun)	chooth
sky steamship	ayroatmoplion	kriox	cold	birthplace	saer	forge (verb)	chort
Smith	hirdhan	kris	gold	birthplaces	sar	forges (noun)	choth
spell	taiphaes	krisirdhan	goldsmith	black	ulya	forges (verb)	choort
Spring	Aniki	makiera	knife	blade	daag	ghost	khomul
steamship	atmoplion	melaniak	ink	blades	dag	gift of glass	laen
storm	ubrimo	mikani	engine	blessed place	goaak	gift	womuul
strong	kinatos	naftis	sailor	blessed places	goak	gifted folk	womaw
Summer	kalori	nomikos	library	blood	hurm	gifts	womul
sword	gladen	nosokoma	priest	blue	ir	glass	rúan
sword (curved)	saren	okano	ocean	bow	amriig	golden	utum
text	kimeno	pani	sail	bows	amrig	great	bre
thirsty	dipsasmen	perasma	passage	burn	hiig	great spine	h-in
vine	klima	pharzaka	chemist	burns	hig	great spine under the sun	h-
wine	ghliki	phos	light	castle	aalk	in-ta	
wine	kræsi	photia	fire	cave	aayiiig	green	pyka
warrior	hokiter	phururin	guard	caves	ayig	group of assassins	gaagur
Winter	chimonask	pireta	fever	circle	awg	groups of assassins	gagur
wise	sojos	pisara	fish	clan	AW	growth	Churk
writer	singras	pixidha	compass	claw	aax	guardian	yaalc
yacht	talasika	pliarchos	captain	claws	ax	guardians	yalc
		plion	boat	cloud	uon	hammer	tarmen
		progha	ancestor	coast	kael	hate	gart
		sakaki	cloak	coast	vraak	hated one	gaark
		saren	sword (curved)	coasts	vrak	hated one	gark
		sidher	iron	cold (extreme)	raath	heat	liig
		sidhirdan	blacksmith	cold demon	raathmaur	heats	lig
		singras	writer	cold fire demon	raathmauriig	helm	aed
		sklcer	cruel	colds	rath	hiding	faaw
		skotinor	dark	cool	raav	hidings	faw
		sojos	wise	cove	kraaw	high; exalted	folm
		stamil	grape	coves	kraw	hill	karn
		stenos	narrow	crystalline	ean	hills	brod
		taiphaes	spell	cult	awg	history	andros
		talasa	sea	death	gaak	holy	Y-
		talasika	yacht	deaths	gak	home	haarg
		thinoporo	Autumn	demon	maaur	home	wom
		tiphloa	blind	demons	maur	homes	harg
		tromera	dreadful	desert	vaalg	hope	prona
		tromera	horrible	deserts	valg	hopes	prona
		ubrimo	storm	dragon	kuugor	ice	jatar
		uscura	magic	dragon's breath	stoyig	interpreter	druul
		varka	boat	dragon's fire	stoyiig	isle	arg
		vikanira	engineer	dragonhelms	soeyaed	isle	molac
		votir	glass	dragons	kugor	isles	aarg
		vrachioli	bracelet	drake	ssoei	keepers	urdu
		vurga	craftsman	drakes	ssoi	keepings	drur
		yeorghian	farmer	dreaded one	gaath	killer	aarp
		yiatriis	doctor	dreaded ones	gath	killers	arp

Note: plural is -a to-æ

KUGOR

English to Kugor

all powerful (pl)	folmurian
all powerful	folmuurian
allies	chag
ally	chaag
ancient	bu
anvil	lesh

cuiva	fireballs	sig
paaake	fish (sing.)	luub
pake	fish	lub
chaurka	flame	chiig
bulchyy	flames; fire	chig
biar	forest	chaw
dryyn	forest	horl
dryn	forge (noun)	chooth
saer	forge (verb)	chort
sar	forges (noun)	choth
ulya	forges (verb)	choort
daag	ghost	khomul
dag	gift of glass	laen
goaak	gift	womuul
goak	gifted folk	womaw
hurm	gifts	womul
ir	glass	rúan
amriig	golden	utum
amrig	great	bre
hiig	great spine	h-in
hig	great spine under the sun	h-
aalk	in-ta	
aayiiig	green	pyka
ayig	group of assassins	gaagur
awg	groups of assassins	gagur
AW	growth	Churk
aax	guardian	yaalc
ax	guardians	yalc
uon	hammer	tarmen
kael	hate	gart
vraak	hated one	gaark
vrak	hated one	gark
raath	heat	liig
raathmaur	heats	lig
raathmauriig	helm	aed
rath	hiding	faaw
raav	hidings	faw
kraaw	high; exalted	folm
kraw	hill	karn
ean	hills	brod
awg	history	andros
gaak	holy	Y-
gak	home	haarg
maaur	home	wom
maur	homes	harg
vaalg	hope	prona
valg	hopes	prona
kuugor	ice	jatar
stoyig	interpreter	druul
stoyiig	isle	arg
soeyaed	isle	molac
kugor	isles	aarg
ssoei	keepers	urdu
ssoi	keepings	drur
gaath	killer	aarp
gath	killers	arp
hoerk	land	tuuriak
hork	lands	turiak
riig	leaping fire	truliik
rig	leaping fire	trulik
drus	leg	tanuur
uscurac	legs	tanur
kye	library	olas
kodur	light	piri
stoyy	lord	kanga
stoy	lord	oran
shaang	lords	kang
siig	lost	ord

magic	uscurac	snow	Kuurf	awduu	sky	folmuurian	all powerful
maker	leer	snows	kurf	awg	circle	gaagur	group of assassins
makers	ler	soft	ithloss	awg	cult	gaak	death
man/male	ul	son of the sky	kod	ax	claws	gaark	hated one
many	bak	song	aen	ayig	caves	gaath	dreaded one
master	muul	south	harn	baag	singular	gaatu	thief
master of arms	byg	star	kygaar	baak	the one	gagur	groups of assassins
masters	mul	stars	kygar	baemic	plague	gak	deaths
masters of arms	byyg	stone	org	bag	multiple	gark	hated one
mayor	kaag	struggle	cunaaci	bak	many	gart	hate
mayors	kag	swamp	naag	bamic	plagues	gath	dreaded ones
mind	shryy	sweet	simo	banuk	traitors	gatu	thieves
minds	shry	talisman	shryaac	banuuk	traitor	goaak	blessed place
monastery	orc	talismen	shryac	biar	bay	goak	blessed places
moving fire	tiig	text	olyas	boerk	warship	gug	poisons
moving fires	tig	the first	andos	bork	warships	guug	poison
multiple	bag	the	N'	bowa	wings	h-in	great spine
mystic	fawshry	the one	baak	bowaa	wing	h-in-ta	great spine under the
never-ending glen	locha	the one of the sky	kodaak	bre	great	sun	
north stone	eog	thief	gaatu	brod	hills	haarg	home
of	ac-	thieves	gatu	bu	ancient	harg	homes
offspring (sing)	dusduur	thought	demiik	bulchyades	place of battle	harn	south
offspring	dusdur	thoughts	demik	bulchyy	battle	hig	burns
one of the sky	kodul	traitor	banuuk	bulg	warriors	hiig	burn
order	ryt	traitors	banuk	buulg	warrior	hoerk	elite
outcast	iirm	trees	horl	byg	master of arms	hork	elites
outcasts	irm	tribe	aw	byyg	masters of arms	horl	trees
overlord	oranir	vale	ny	chaag	ally	horl	forest
pain	iirs	wall	alg	chag	allies	hurm	blood
pains	irs	wander	suurk	chaurka	bane of hope	iirm	outcast
people	aan	warrior	bulg	chaw	forest	iirs	pain
place afire	viig	warriors	bulg	chig	flames; fire	iis	woman/female
place of battle	bulchyades	warship	boerk	chiig	flame	ir	blue
places afire	vig	warships	bork	choort	forges (verb)	irm	outcasts
plague	baemic	watch	yenor	chooth	forge (noun)	irs	pains
plagues	bamic	water	aactos	chort	forge (verb)	ithloss	soft
plain	desdiis	waters	dawass	choth	forges (noun)	jatar	ice
plain	syton	wing	bowaa	Churk	growth	kaag	mayor
plains	desdis	wings	bowa	cowi	silver	kael	coast
point	urul	woman/female	iis	cuiva	archive	kag	mayors
poison	guug	womb	saers	cunaaci	struggle	kang	lords
poisons	gug	wombs	sars	daag	blade	kanga	lord
priest	trae	word	olias	daath	shadow	karn	hill
queen	shek			dag	blades	khomul	ghost
rain	lyyg	<i>Kugor to English</i>		dath	shadows	kod	son of the sky
rains	lyg	aactos	water	dawass	waters	kodaak	the one of the sky
rainy	lygar	aalk	castle	demiik	thought	kodul	one of the sky
red	sulthon	aan	people	demik	thoughts	kodur	father of the sky
river	ams	aarg	isles	deraamiis	salvation	kraaw	cove
road	taniis	aarp	killer	deramiis	salvations	kraw	coves
roads	tanis	aax	claw	desdiis	plain	kugor	dragons
runner	tanuuk	aayiig	cave	desdis	plains	kurf	snows
runners	tanuk	ac-	of	drakla	scarlet; red	kuugor	dragon
salvation	deraamiis	aed	helm	drul	seer	Kuurf	snow
salvations	deramiis	aen	song	drur	keepings	kye	eye
scarlet; red	drakla	ain	singing mail	drus	empire	kygaar	star
seer	drul	alg	wall	drul	interpreter	kygar	stars
shadow	daath	amrig	bows	dryn	bears	laen	gift of glass
shadows	dath	amriig	bow	dryyn	bear	leer	maker
ship	proga	ams	river	dusdur	offspring	ler	makers
silver	cowi	andos	the first	dusduur	offspring (sing)	lesh	anvil
silver	voriig	andros	history	ean	crystalline	lig	heats
silvers	vorig	arg	isle	eog	north stone	liig	heat
singing mail	ain	arp	killers	faaw	hiding	locha	never-ending glen
singular	baag	arxdu	smith	faw	hidings	lub	fish
skies	awdu	aw	tribe	fawshry	mystic	luub	fish (sing.)
sky	awduu	AW	clan	folm	high; exalted	lyg	rains
smith	arxdu	awdu	skies	folmurian	all powerful (pl)	lygar	rainy

lyyg	rain	raath	cold (extreme)	ssoi	drakes	ulya	black
maaur	demon	raathmaur	cold demon	stoy	fire drakes	uon	cloud
maur	demons	raathmauriig	cold fire demon	stoyig	dragon's breath	urdu	keepers
molac	isle	raav	cool	stoyiig	dragon's fire	urul	point
mul	masters	rath	colds	stoyy	fire drake	uscurac	magic
muul	master	rig	embers	sulthon	red	uscurac	essence
N'	the	riig	ember; fire	suurk	wander	utum	golden
naag	swamp	rúan	glass	syton	plain	vaalg	desert
ny	vale	ryt	order	taniis	road	valg	deserts
olas	library	saer	birthplace	tanis	roads	vig	places afire
olias	word	saers	womb	tanuk	runners	viig	place afire
olyas	text	sar	birthplaces	tanur	legs	vorig	silvers
oran	lord	sars	wombs	tanuuk	runner	voriig	silver
oranir	overlord	shaang	fire	tanuur	leg	vraak	coast
orc	monastery	shek	queen	tarmen	hammer	vrak	coasts
ord	lost	shry	minds	tig	moving fires	wom	home
org	stone	shryaac	talisman	tiig	moving fire	womaw	gifted folk
paake	armor-cloth	shryac	talismen	trae	priest	womul	gifts
pake	armor-clothes	shryy	mind	truliik	leaping fire	womuul	gift
piri	light	sig	fireballs	trulik	leaping fire	Y-	holy
proga	ship	siig	fireball	turiak	lands	yaalc	guardian
prona	hopes	simo	sweet	tuuriak	land	yalc	guardians
pronaa	hope	soeyaed	dragonhelms	ul	man/male	yenor	watch
pryka	green	ssoei	drake				

2-SPECIAL WEAPONS & CRITICALS

SPECIAL & FANTASY WEAPONS CHART

Weapon	Type	Wt.	Len.	F	RANGEMOD (in feet)					Table Used	ARMORMODIFICATIONS					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.
Chakram†	TH	1	1' dia.	4	+10	0	-10	-20	-30	Dagger	-10	-15	0	+10	+15	Throwing ring with sharp outer edge. (A.k.a. <i>Quoit</i>).
Chegain†	TH	1.5	2'	4	0	0	0	-5	-10	Scimitar	-10	0	0	0	+5	Bladed boomerang. Returns to trained user (need glove).
Cabis	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.
Gef	TH	4-6	4-5'	8	as Bola					Bola (2x Dam)	+10	+10	+10	+10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on thrower.
Ikasha†	TH	2	1' dia.	5	+15	+5	0	-30	-75	Main Gauche	-10	-5	0	0	+10	Ky'tari throwing weapon.
Irgaak*†	TH	5-6	5-6'	3	—	—	—	—	—	2-H Sword	+15	+15	+15	+15	+15	Roll criticals twice apply all results.
Kalta	IH	1.5	6"	4	—	—	-15	-40	-80	Lt Cbw (1/2 dam)	-20	-15	-10	0	+5	Loari Dart Pistol. Fire 2x/md (missile & melee). Can be poisoned. 10 dart clip.
Kynac*†	IHS	1.5	1'	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Knife	IHS	1-2	1.5-2'	2	0	-10	-25	—	—	Main Gauche	0	0	0	0	+5	
Long Kynac*†	IHS	2	2'	3	-20	-20	-20	-50	—	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Nt	TH	2-3	4-6'	5	0	—	—	—	—	Grapple	+5	+5	+5	+5	+5	Max result is Large.
Saren*†	IHS	3	3.5'	3	—	—	—	—	—	Falchion	+5	+5	+15	+15	+20	Loari sword; resembles Terran katana.
Shangkana†	IHC	2-3	2.5-3'	7	—	—	—	—	—	Morning Star	-5	-5	-5	-5	-5	2 rods 18" long linked by short chain.
Shuriken†	TH	3-8oz	4-6"	5	0	0	-20	-30	—	Dagger	+5	+5	+10	+10	+10	Throwing stars.
Trident	PA	4-6	5-8'	5	0	0	-20	-30	—	Spear	+5	+5	+5	+10	+10	
Typh†	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	If fumbled, roll a "CS" on thrower.

* Weapon must be fashioned of special and/or enchanted materials to be effective.

† User must have special training to be able to use weapon at full effectiveness

Type: 2H = Two-Handed Weapon; 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).

RANGEMOD: 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.

Range:	0'	10'	...	+35
	11'	50'	...	0
	51'	100'	...	-25
	101'	200'	...	-40
	201'	300'	...	-55
	301'	up	...	-75

(For A, B, C, D, E use Disruption criticals)

Result	Use	Use
F	E	A
G	E	B

PLASMA CRITICAL STRIKE TABLE

	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 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 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 back strike 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.

ACID CRITICAL STRIKE TABLE

	A	B	C	D	E
01 - 05	Only a drop. +0 hits..	Try again. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06 - 10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11 - 15	Foes loses initiative for 1 rnd. +2 hits.	Foe loses initiative for next rnd. +3 hits. Foe is spun about.	Foe is unbalanced and must parry next rnd. +4 hits.	Foe is unbalanced and must parry next rnd. +5 hits.	Foe feels burns. If foe has armor, he loses 1 rnd of initiative; if not, he loses 2 rnds. +5 hits.
16 - 20	Nearby splash gives foe +3 hits, foe loses 1 rnd of initiative.	Foe loses 1 rnd of initiative and takes +4 hits.	Foe is unbalanced and must parry next rnd. +5 hits.	Foe is unbalanced and must parry next rnd. +6 hits.	Foe is unbalanced and must parry next rnd. +7 hits.
21 - 35	Blast unbalances foe. He loses 1 rnd of initiative. +4 hits.	Foe must parry next rnd. +5 hits.	Light burns. Foe must parry for 1 rnd. +7 hits and 1 hit per rnd.	Minor burns. Foe must parry for 2 rnds. +8 hits and 1 hit per rnd.	Foe reels from blast. +15 hits and foe is stunned for 1 rnd.
36 - 45	Foe must parry for 1 rnd. +8 hits.	Blow unbalances foe. +9 hits and 1 hit per rnd.	Foe must parry for 2 rnds. +8 hits and 2 hits per rnd.	Blast stuns foe for 1 rnd and fights at -10 for 2 rnds. +10 hits.	Foe reels back 10 feet. +20 hits and foe is stunned for 2 rnds.
46 - 50	Light burns cause foe to parry for 1 rnd. +3 hits and 1 hit per rnd.	Foe loses 3 rnds of initiative. +8 hits and 1 hit per rnd.	Foe is unbalanced and must parry for 2 rnds. +10 hits. Add +5 to your next action.	Foe is spun about. +13 hits. Foe fights at -10 for 2 rnds.	Foe is staggered. +20 hits and 3 hits per rnd. If foe has non-magical non-metal weapon, it is destroyed.
51 - 55	Sizzling but weak blast stuns foe for 1 rnd. +6 hits.	Foe is stunned for 1 rnd. +8 hits and 2 hits per rnd.	Blast stuns foe for 2 rnds. +10 hits. If foe has leg armor, 1 hit per rnd; if not, 3 hits per rnd.	Blast stuns foe for 2 rnds. If foe has helm, he take +8 hits and 2 hits per rnd. If not, he takes +11 hits and 4 hits per rnd.	Impact and acid stuns foe for 4 rnds. Foe takes 3 hits per rnd.
56 - 60	Foe is unbalanced and forced to parry for the next 3 rnds.	Foe is stunned for 2 rnds. Foe's clothing is destroyed.	Blast stuns foe for 2 rnds. +10 hits and all foe's clothing and leather are destroyed.	Strike to foe's shield arm. If foe has no shield or metal armor, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops weapon. Foe fights at -10 and takes 3 hits per rnd.
61 - 65	Chest strike. If foe has metal armor, stunned 3 rnds; if not, stunned for 4 rnds. +6 hits.	Leg strike. Foe is stunned and unable to parry for 1 rnd. Fights at -5. +9 hits.	Upper leg strike. Foe is stunned and unable to parry for 1 rnd. +10 hits and foe fights at -10.	+10 hits. If foe has abdomen armor, he takes 2 hits per rnd; if not, 5 hits per rnd.	Leg strike, foe is knocked down. Stunned for 2 rnds. Cannot parry for 1 rnd. +13 hits.
66	Blast stuns all within 5' of foe for 1 rnd. Foe drops all he is holding. Fights at -15. +10 hits.	Foe is stunned 2 rnds. +15 hits. If foe is wearing organic armor, it is useless and he fights at -15.	Chest strike, if foe has non-magical, metal armor, it becomes fused and arms unusable; if not, knock out for 6 days. +15 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes 4 hits per rnd. +20 hits.	Head strike. If foe has helm, it is destroyed and foe is in a coma for 2 months; if not, foe's brain liquefies and he dies. +10 to your next roll.
67 - 70	Back strike. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Back strike. Foe is stunned for 2 rnds, cannot parry for 1 rnd, and fights at -10. +8 hits.	Back blast stuns foe for 3 rnds and he cannot parry for 1 rnd. Fights at -15. +9 hits.	Back blast Foe is down for 1 rnd and 3 hits per rnd. Fights at -20. +10 hits.	Back strike. Foe is stunned and unable to parry for 4 rnds. Minor shock. Fights at -25. +15 hits.
71 - 75	Blast stuns foe for 3 rnds. Foe fights at -5 for 6 rnds. +8 hits.	Shield arm strike. If foe has a shield, he is stunned for 4 rnds; if not, arm is useless and he is stunned and unable to parry for 2 additional rnds. +10 hits.	Strike to shield arm. If foe has metal shield, he is stunned for 6 rnds and takes +12 hits; if not, +15 hits and foe is knocked down and arm is useless.	Strike to weapon arm. Arm is useless and foe is stunned for 3 rnds. +13 hits.	Shoulder strike shatters foes weapon arm, muscles and cartilage damage. Arm is useless, foe is stunned for 6 rnd and takes 3 hits per rnd
76 - 80	Strike to foe's upper chest stuns him for 2 rnds and he cannot parry for 1 rnd. +9 hits.	Arm strike burns foe. Stunned for 2 rnd and takes 2 hits per rnd. All cloth on weapon arm is burnt off and he drops all he is holding. +11 hits.	If foe has chest armor, he is stunned for 6 rnds, takes 2 hits per rnd, and fights at -5. If not, foe is knocked out for 3 days due to shock. +14 hits.	Foe loses the hand on his weapon's arm. Foe is stunned and unable to parry for 3 rnds and takes 5 hits per rnd. Severe Burns. +16 hits.	Chest strike knocks out foe due to shock, blood loss, and nerve damage. Foe take 3 hits per rnd. +18 hits.
81 - 85	Back blast stuns foe for 2 rnds. He is unable to parry for 3 rnds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rnds. Muscles destroyed. Foe fights at -15. +13 hits.	Blast to thighs. If foe has leg armor, 2 hits per rnd and fights at -20; if not, massive leg damage (muscle/tissue) and fights at -85.	Lower back strike stuns foe for 20 rnds and adds 3 hits per rnd. +15 hits. Nerve and shock damage.	Foe inhales acid and he loses throat and lungs. Foe dies in 12 rnds. +20 hits.
86 - 90	Foe knocked down. If foe has metal armor legging, he loses use of legs due to nerve damage; if not, +15 hits and stunned/unable to parry for 4 rnds.	Leg strike. Any organic legging is dissolved causing 6 hits per rnd. Foe is stunned for 4 rnds. +14 hits.	Lower leg burns, foe loses foot but wound is sealed. Stunned and unable to parry for 6 rnds. 3 hit per rnd. Fights at -15. +23 hits.	If foe has abdomen armor, it is destroyed, foe is out, knocked down, and takes 2 hits per rnd. If not, foe dies in 12 rnds due to organ loss.	Foe's lower body turns to mush. Foe dies in 9 rnds due to loss. +20 hits.
91 - 95	Hip strike. If foe has hip armor, +10 hits and stunned for 6 rnds; if not, stunned for 3 rnds and at -50 due to shock and nerve damage.	Head strike. Foe is blinded and fights at -95. If foe has organic helm, it is destroyed. If no helm, 8 hits per rnd and loses 50% of hair.	Upper leg burns. Foe loses use of leg due to tissue loss. Stunned and unable to parry for 7 rnds. 4 hits/rnd. Fights at -20. +25 hits.	If foe has full helm, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rnds due to massive brain damage. +20 hits.	Side strike melts foe's lower body and internal organs. Foe dies in 6 rnds. +25 hits.
96 - 99	Neck strike. If foe has neck armor, stunned for 3 rnds; if not, stunned 4 rnds and +8 hits. If no head covering, splash into ear drives insane.	Neck strike destroys foe's throat. +20 hits. 12 hits per rnd and he is inactive for 9 rnds before dying.	Chest strike destroys foe's heart and lungs. If foe has metal armor, it is fused to his chest and he dies in 5 rnds; if not, foe dies instantly.	Chest strike knocks foe back 10'. Massive nerve damage, foe dies of fatal shock in 3 rnds. +22 hits.	Chest strike destroys both of foe's lungs. Blast throws foe back 10'. Foe dies in 3 gasping rnds. +30 hits.
100	Blast to head. +15 hits. If helmed, foe is knocked out & takes +1 per rnd; if not, foe drops into coma for 1 month, -85 to Appearance.	Blow to back of neck paralyzes foe from shoulders down. +20 hits. Foe is very mad.	Foe's head is no longer available for use. Acid smoke surrounds the body. +15 to friendly witnesses for 3 rnds.	Acid vaporizes foe's midsection. Destroys foe's clothing, armor & all he was carrying. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe is a puddle of flesh. +20 to your next roll. Ugh.

PHYSICAL ALTERATION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	o	o	o	o	o
06-10	o	o	o	o	+1 hit.
11-15	o	o	o	+1 hit.	You gain initiative next rnd. +1 hit.
16-20	o	o	+1 hit.	You gain initiative next rnd. +1 hit.	Foe reels backward and must parry next rnd. +2 hits.
21-35	o	+1 hit.	You gain initiative next rnd. +1 hit.	Foe reels backward from hip strike and must parry next rnd. +2 hits.	Chest strike. Foe must parry next rnd. Add +5 to your next action. +3 hits.
36-45	+1 hit.	You gain initiative next rnd. +1 hit.	Thigh wound. Your attack stings your foe and he must parry next rnd. +2 hits.	Thigh strike. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Thigh wound. Foe is spun around and must parry next rnd at -20. +4 hits.
46-50	You gain initiative next rnd. +1 hit.	Your foe is unsure of what's going on and must parry next rnd. +2 hits.	Back strike knocks foe down. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Back wound. Foe is spun around and must parry next rnd at -20. +4 hits.	Back wound. Foe is stunned next rnd. +5 hits.
51-55	Chest strike. 50% change. Your attack stings your foe and he must parry next rnd. +2 hits.	Blast leaves foe's chest smoking. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Chest strike. Foe must parry next rnd at -20. +4 hits.	Chest wound. Foe is stunned next rnd. +5 hits.	Chest wound. Foe is stunned next rnd and fights at -10. +6 hits.
56-60	Leg strike. 60% change. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Leg wound. 50% change. Foe is spun around and must parry next rnd at -20. +4 hits.	Thigh wound. Foe is stunned. +5 hits.	Leg wound. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's leg. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.
61-65	Arm strike. 70% change. Foe must parry next rnd at -20. +4 hits.	Minor arm wound. 60% change. Foe is stunned next rnd. +5 hits.	Forearm strike. 50% change. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's arm. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Forearm wound. Foe is stunned for 2 rnds and fights at -15. +8 hits.
66	Leg bender. 80% change. Foe is stunned for 2 rnds. Add +20 to your next action. +10 hits.	Weapon arm strike. 70% change. Foe is stunned 3 rnds. Add +20 to your next action. +12 hits.	Thigh strike. 60% change. Foe is stunned for 4 rnds. Add +10 to your next action. +15 hits.	Leg wound. Foe is stunned for 5 rnds. Add +10 to your next action. +18 hits.	Chest strike. Foe's lungs are filled with smoke and he is overcome and stunned for 6 rnds and fights at -40. +20 hits.
67-70	Neck strike. 90% change. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's neck. 80% change. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Neck strike. 70% change. Foe is stunned for two rnds and fights at -15. +8 hits.	Shoulder strike. 50% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Shoulder wound. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.
71-75	Thigh strike. 100% change. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Leg wound. 90% change. Foe is stunned for 2 rnds and fights at -15. +8 hits.	Leg wound. 80% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Leg wound. 60% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Lower leg strike. 50% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.
76-80	Shield arm strike. 100% change. Foe is stunned for two rnds and fights at -15. +8 hits.	Shield arm strike. 100% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Shield arm strike. 90% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Shield arm strike. 70% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Weapon arm strike. 60% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.
81-85	Side wound. 100% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Stomach strike. 80% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Back wound. 70% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.
86-90	Nail foe's back. 100% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Back of head strike. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Hit on back of head. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Bruise to kidneys. 90% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Leg wound. 80% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.
91-95	Head strike. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Hip strike. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Chest wound. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.	Arm wound. 90% change. Foe's arms are struck numb and may not be used for 7 agonizing rnds. +16 hits.
96-99	Zap to the Head. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Bruise to cheek. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Neck wound. 100% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.	Back wound. 100% change. Foe is struck in the back and is brought to his knees for 7 long rnds. +16 hits.	Chest strike. 100% change. Foe's heart stops momentarily. It takes 8 rnds before foe can do anything due to chest pains. +18 hits.
100	Throat burns. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Eye wound. 100% change. Foe is blinded and is at -90 for 2 rnds. Stunned for 6 rnds. +14 hits.	Head strike. 100% change. Foe's ears are blasted, staggers and falls prone for 8 long rnds. +15 hits.	Head strike. 100% change. Foe's brain is frazzled and is unable to cope with any action for the next 8 rnds. +18 hits.	Head strike. 100% change. Foe's eyes roll into back of his head. Foe awakens after 9 rnds and needs to re-orient (very hard). +20 hits.

DEPRESSION CRITICAL STRIKE TABLE

	A	B	C	D	E
01 - 05	o	o	o	o	Stunned for 3 rnds.
06 - 10	o	o	o	Stunned for 2 rnds.	Stunned 3 rnds. Mild depression. -5 to all actions for 10 min.
11 - 15	o	o	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.
16 - 20	o	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.	Disoriented. Mild depression. -10 to all actions for 30 minutes.
21 - 35	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.	Disoriented. Mild depression. -10 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.
36 - 45	Stunned for 3 rnds. Mild depression. -5 to all actions for 1 minute.	Stunned for 5 rnds. Mild depression. -5 to all actions for 5 minutes.	Disoriented. Mild depression. -10 to all actions for 20 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -15 to all actions for 3 hours.
46 - 50	Stunned for 5 rnds. Mild depression. -5 to all actions for 1 minute.	Disoriented. Mild depression. -10 to all actions for 20 minutes.	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 3 hour.	Disoriented. Moderate depression. -20 to all actions for 6 hours.
51 - 55	Disoriented. Mild depression. -10 to all actions for 5 minutes.	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -20 to all actions for 6 hours.	Disoriented. Severe depression. -20 to all actions for 24 hours.
56 - 60	Disoriented. Moderate depression. -15 to all actions for 10 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -20 to all actions for 15 hours.	Disoriented. Severe depression. -30 to all actions for 1 week.
61 - 65	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -20 to all actions for 6 hours.	Disoriented. 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	Disoriented. Moderate depression. -20 to all actions for 1 hour.	Disoriented. Severe depression. -20 to all actions for 6 hours.	Disoriented. 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	Disoriented. Severe depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -30 to actions for 24 hrs starting next rnd.	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	Disoriented. 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 roller-coaster.	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.

STRESS CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Agony! +10 hits. Badly sprained back. -35 to all maneuvers.	Oh Pain! +15 hits. -50 on all actions. -5 to temp CO stat.	Racking Pain! +30 hits. -70 to all actions. -15 to temp CO stat.	Totally Paralyzed. +70 hits. -90 to actions after paralysis is healed. -40 to temp CO stat.	+110 hits. You are at -100 to all actions and die in 12 rnds. -70 to temp CO stat, -20 to potential CO stat.
06-10	+4 hits. Pulled ligaments. -10 to all physical maneuvers.	Throbbing pain. +10 hits. -40 on all actions. -3 to temp CO stat.	Debilitating Pain. +25 hits. -10 to temp CO stat. -60 on everything. Uh Oh.	Crippling Pain from torn muscle tissue. -30 from temp CO stat. -80 to all actions.	Incapacitating Agony. +100 hits. Paralyzed (no action). -60 to temp CO stat, -20 to potential CO stat.
11-15	Sprained muscle -5 to all physical maneuvers for next 24 hours.	+7 hits. Ligament and tendon damage. -30 to all maneuvers.	+19 hits. -50 to all actions -7 to temp CO stat. Nobody forced you.	+50 big hits. -30 to everything. -20 off temp CO stat.	Crippling Pain. +90 hits. -50 off temp CO stat. -15 off potential CO stat. -90 to all actions.
16-20	None	+5 hits. -10 to all physical maneuvers. Ouch!	Terrible Agony. +14 hits. -40 to all actions. -5 to temp CO stat.	Prickly Torment +45 hits. -60 to all actions. -15 to temp CO stat.	Excruciating Pain. +80 hits. -40 off temp CO stat. -10 off potential CO stat. -80 to all actions.
21-35	None	+3 hits. -5 to all physical maneuvers.	+10 hits. -30 to all actions. -3 to temp CO stat.	+37 hits. -55 to all action. -12 to temp CO stat. You did it to yourself.	+73 very real hits. -75 to all actions. -33 to temp CO stat. -7 to potential CO stat. Agony.
36-45	None	Pulled a muscle. -5 to all physical maneuvers for 24 hours.	+8 hits. -20 to all actions due to stinging pain.	+30 hits. -50 to all action. -8 to temp CO stat. Retirement ain't all bad.	+65 hits. -25 point off temp CO stat. -5 off potential CO stat. You are at -70 to do anything.
46-50	None	None	Bad Sprain. +5 hits. Pain. -10 to physical actions.	Pain lances through your body. +27 hits damage. -5 to temp CO stat. -40 to all maneuvers.	+55 hits. You are at -60. -20 to your temp CO stat. Time to retire, think about it.
51-55	None	None	+2 hits. That smarts. You are at a -5 to physical maneuvers.	+24 hits. -1 to temp CO stat. -30 to all actions. Not good.	+50 hits. -18 to temp CO stat. Sprained 110 muscles, -55 to activity.
56-60	None	None	Sprain for the next 24 hours. -5 to all physical maneuvers.	+20 hits. Screaming muscles leave you -20. -1 to temp CO stat.	Lacerating Agony. +45 hits. -45 on all actions. -14 to temp CO stat.
61-65	None	None	None	+15 hits. Splitting pain in back bestows -15 to all actions.	+35 hits. -10 to temp CO stat. -40 to all actions. Scourging Pain.
66	None	None	None	+10 hits. Good Job. You are at -10 on all physical maneuvers.	Now that really hurt. +28 hits. -7 to Temp CO stat. -30 to all actions.
67-70	None	None	None	Dull Ache in joints. +6 hits. You are at -5 to all physical maneuvers.	+21 hits. -25 to all actions -5 to temp CO stat. Much Pain.
71-75	None	None	None	+3 hits. Smooth move. -5 to all physical maneuvers.	Gripping Pangs. +15 hits. -20 to actions. -2 to temp CO stat.
76-80	None	None	None	None	+12 hits. Throbbing Pain gives -15 to all actions. Not Pretty.
81-85	None	None	None	None	Sprained muscles and tendons. +7 hits. -10 to all actions.
86-90	None	None	None	None	+4 hits. -5 to all physical maneuvers.
91-95	None	None	None	None	Sore Muscles. +1 hit. -5 to all actions.
96-99	Beneficial Stress. +2 add to hit total (i.e., body development). Enjoy.	None	None	None	None
100	Very Beneficial Stress. +5 add to hit total (i.e., body development). You have initiative.	Beneficial Stress. +5 to temp CO stat (may not raise stat above potential).	None	None	None

SHOCK CRITICAL STRIKE TABLE

	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. Disoriented. -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. Disoriented. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -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. Disoriented. -30 for 24 hours.	Stunned for 19 rnds. Cannot parry or change facing. Disoriented. -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. Disoriented. -25 for 6 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -35 for 3 days.	Stunned for 25 rnds. Immobilized for 3 rnds. Disoriented. -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. Disoriented. -30 for 24 hrs.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -40 for 3 days.	Stunned for 30 rnds. Immobilized for 5 rnds. Disoriented. -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. Disoriented. -30 for 24 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -30 for 2 days.	Stunned for 16 rnds. Cannot parry or change facing. Disoriented. -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. Disoriented. -35 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -35 for 2 days.	Stunned for 17 rnds. Cannot parry or change facing. Disoriented. -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. Disoriented. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -35 for 2 days.	Stunned for 18 rnds. Cannot parry or change facing. Disoriented. -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. Disoriented. -30 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing. Disoriented. -40 for 2 days.	Stunned for 24 rnds. Immobilized 2 rnds. Disoriented. +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. Disoriented. -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.

CHAPTER XVIII

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