

EMER



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FOREWORD

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

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

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

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

TKA

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Special thanks to...

Ismail Merchant and James Ivory; Derek Jacobi (and Livia, Sejanus, Germanicus, and the crew) Donnie, Danny, Joe, Jordan and Jon; Vince and Andy; Bart and Bud; Ken B; David Lynch; and Swinker Dinker-dü.

PART I

• INTRODUCTION •

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

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

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

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

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

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

Kalen Avanir
From his Travel Journals

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

1•CULTURAL STRUCTURES

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

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

SUBSISTENCE PATTERNS

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

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

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

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

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

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

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

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

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

TECHNOLOGY

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

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

PRE-TECHNOLOGY LEVELS

Level Description

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

TECHNOLOGY LEVELS

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

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

SPECIFIC DEVELOPMENTS

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

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

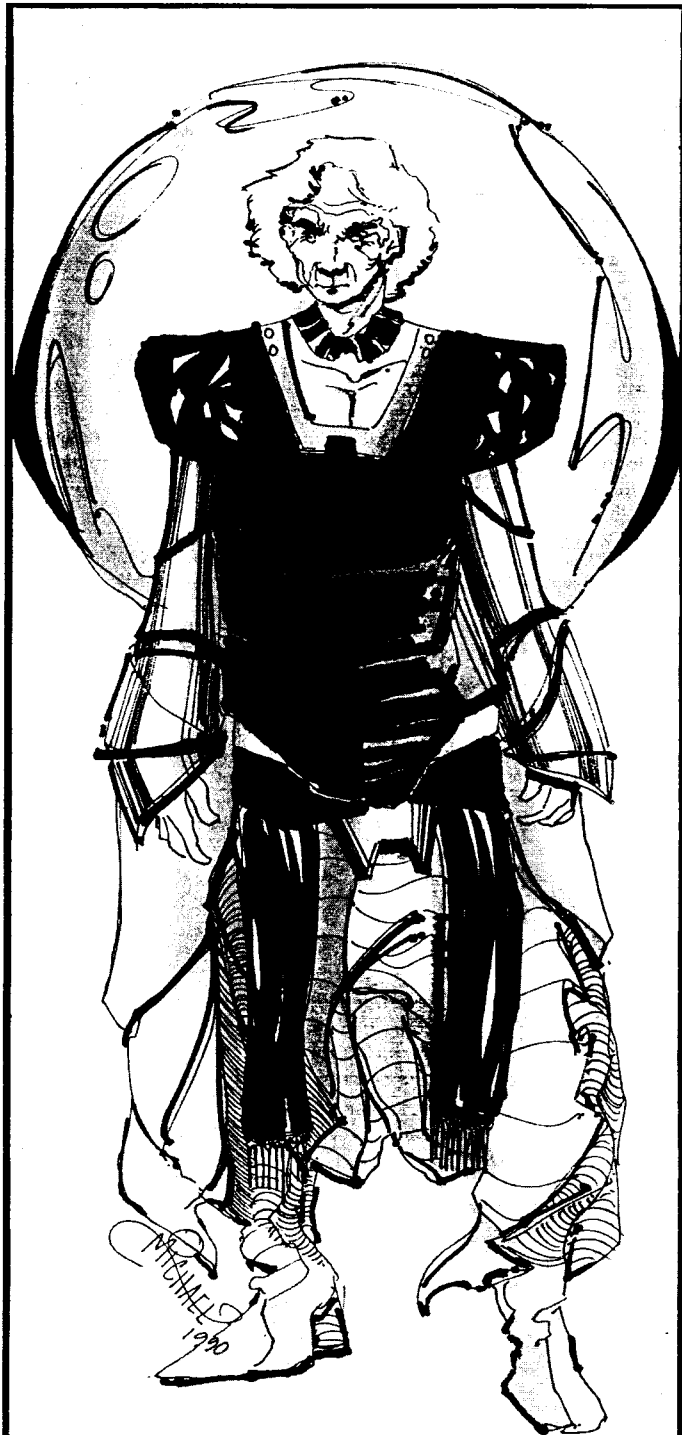
Steam Power: A few advanced societies have developed crude steam turbines — usually to operate mills, propel ships, or other simple machines

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

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

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

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



THE STORM WIZARD

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

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

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

POLITICAL STRUCTURES

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

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

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

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

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

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

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

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

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

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

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

2 THE SECTIONS OF THIS BOOK

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

HISTORY

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

INHABITANTS

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

THE LANDS

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

GAALENAKH AV AHRENRETH

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

OTHER POWERS

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

ADVENTURES IN EMER

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

REFERENCE CHARTS

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

CRITICAL TABLES

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

GLOSSARY

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



A LUGRÔK

PART II

• A HISTORY OF EMER •

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

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

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

He is son of the Void.

SE 6825

Andraax

(last words before vanishing through the Portal at Ruuth)

1• PREHISTORY

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

THE FIRST ERA

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

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

INTERREGNUM

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

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

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

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

2•THE SECOND ERA

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

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

THE MASTERS OF EMER

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

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

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

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

THE MASTERS AND THEIR DOMAINS

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

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

THE DAWN OF DARKNESS

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

THE MASTERS FALL

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

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

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

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

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

THE WARS OF DOMINION

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

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

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

3•THE THIRD ERA

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

THE EMERIAN EMPIRE

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

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

THE FOUR REALMS

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

THE EIGHT ORDERS

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

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

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

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

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

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

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

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

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

THE EMPIRE FALLS

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

A FRAGMENTED LAND

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

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

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

THE MIIRIAN STATES

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

SEAPORT AND SKY-CITY

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

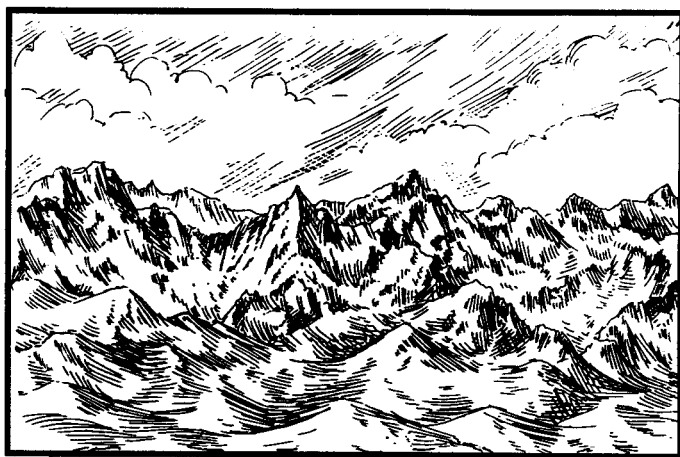
Around the year TE 4000, the merchants of the two cities meet and divide Emer like a rich pie.

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

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

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

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



SHADOWS LENGTHEN

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

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

THE NAMELESS ONE

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

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

THE PRESENT

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

PART III

CLIMATE AND INHABITANTS

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

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

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

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

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

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

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

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

Kalen Avanir

From his travel journals of Emer

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

1. CLIMATE OVERVIEW

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

CLIMATE TYPES

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

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

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

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

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

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

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

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

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

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

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

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

TEMPERATURE AND PRECIPITATION

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

2·FLORA

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

DÍR

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

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

HOEN

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

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

NAVAAL

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

MIRAN

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

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

FOGFLOWERS

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

SIENE

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

THOKOT

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

CLINGLEAF

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

3·FAUNA

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

SHALISH

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

KRELL

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

FRASK

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

BÆRKS

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

SNOW HOUNDS

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

NIGHT HOUND

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

QUARNAKS

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

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

UNICORN (WHITE)

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

4 RACES

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

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

ELVES

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

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

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



A TALATH MAN

HIGH ELVES (IYLARI)

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

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

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

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

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

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

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

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

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

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

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

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

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

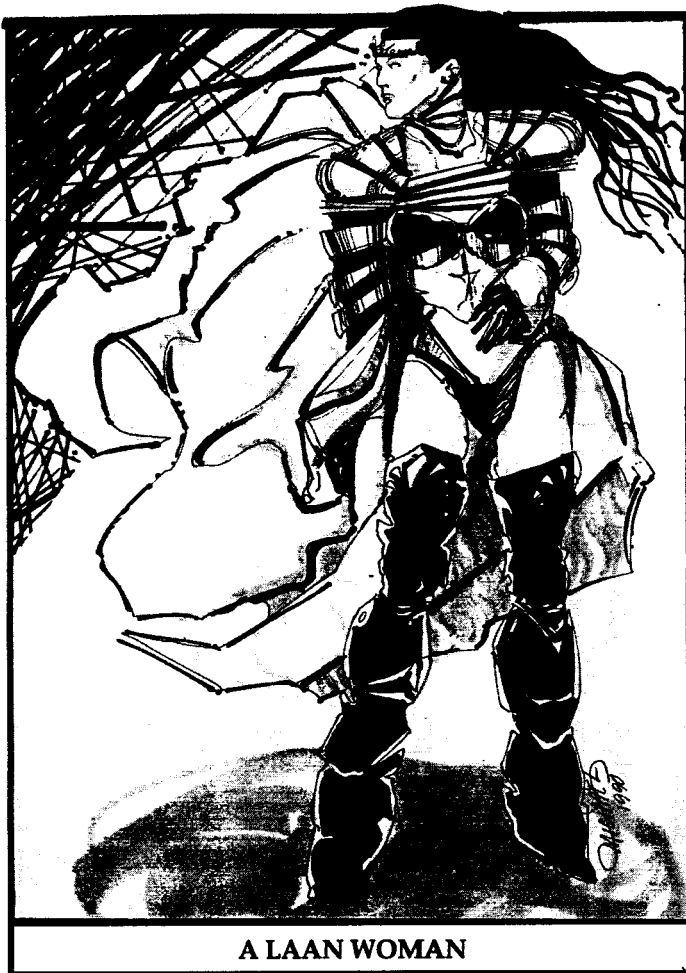
There has been a rare occasion when a *Dyar* repented of his evil, slowly converting to a more philanthropic view of life. Some of these rare individuals have slowly transformed physically to resemble the High Elves, the race whence they originally descended.

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

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

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

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



A LAAN WOMAN

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

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

MANNISH RACES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



AN IYLARI WOMAN



AN ANZETI

OTHER RACES

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

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

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

Trogli fear all things alien to the underground world. Terror keeps them far from the surface and entrances where sunlight penetrates; encounters with beasts or Men from the sky-covered fields quickly become bloody frays driven by panic. Trogli possess muscled bodies with bluish-white skin; their eyes glow in the darkness with an eerie red light. Sloping foreheads and massive jaws form the contours of their large heads, and long, tangled, black hair grows from their scalps. Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when their swords and maces are lost or damaged.

PART IV

· HÆSTRA ·

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

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

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

(three verses missing)

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

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

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

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

1·GEOGRAPHY & CLIMATE

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

HÆSTRA CLIMATE

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

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

HÆSTRA WEATHER CHART

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

KEY

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

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

Moderate Rain: 15% rain; partly cloudy.

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

Normal Rain: 25% rain; partly cloudy.

Rainy: 40% rain; cloudy.

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

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

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

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

SEA WINDS CHART

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

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

MOUNTAIN RANGES

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

THE SPINE OF EMER

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

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

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

CHOAK MOUNTAINS

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

MOUNTAINS OF GOLD

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

THE IZARAN CREST

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

WATERWAYS

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

KEYTEN RIVER

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

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

ALANA RIVER

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

THE LANGASSE

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

URIJ RIVER

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

VOTANIA

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

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

DAY OF IZAR

Another prominent feature on the Emerian landscape is the huge enclosed bay along the western coast. Sheltered by the Scorpion Ridge along the south and the Morbek Highlands to the southeast, the waters of the bay are calm and easily navigable. There is little land upon which to gain a foothold, the only flat shores lie to the northeast. Land meets water in rocky shoals along much of the rest of the coast; in the southwest, sheer cliffs loom.

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

NATURAL RESOURCES

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

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

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



2·DANARCHIS

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

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

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

RESOURCES/EXPORTS

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

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

IMPORTS

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

CULTURAL SUMMARY

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

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

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

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

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

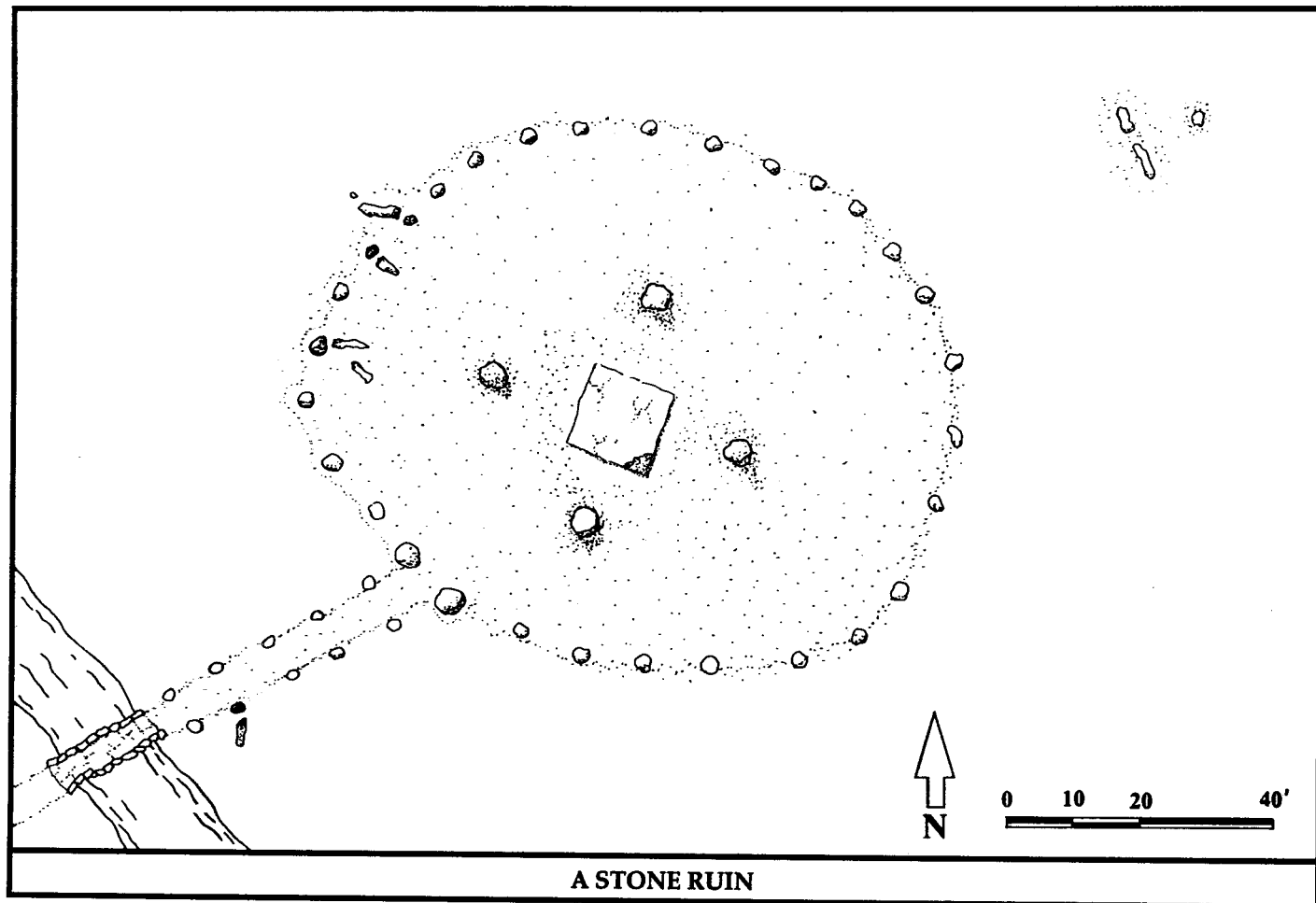
Military Structure: Danarchis' strength is in its navy. It has a large fleet of biremes which patrol the calm coastal waters, warding off attack by the Præten raiders. (Note that these ships are of a radically different design than the fast, rigged trading vessels).

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

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

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

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



3. BODLEA

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

GOVERNMENT

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

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

CARLSDALE

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

MILLSDALE

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

HIGHDALE

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

DALE SYMBOLS

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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

4•THE MIIRIAN STATES

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

Currency: None. Barter is the system of trade.

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

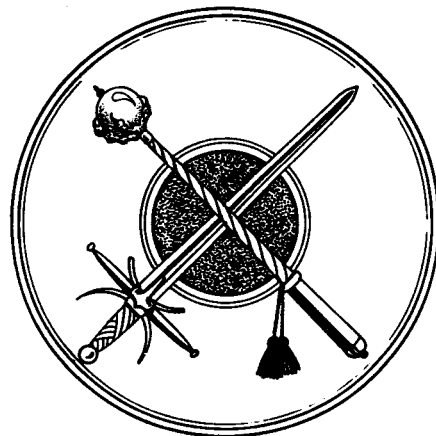
Diet: Wheat, corn and tubers are staples, supplemented with beef, some mutton, and greens.

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

5•STROANE

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

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



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

ARAKIN

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

THE KATRA OF STROANE

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

Currency: A silver coinage is minted in Arakin.

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

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

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

6·ZINVAR

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

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

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

7·TALÆN

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

FLORA AND FAUNA

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

CULTURAL SUMMARY

Racial Origins: Pure Erlini stock.

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

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

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

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

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

Currency: None.

Language: Erlin.

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

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

8·VORNIA

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

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

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



9•THE EMERALD FOREST

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

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

THE FAUNS

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

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

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

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

THE PEOPLE OF THE FOREST

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

Currency: None.

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

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

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



A FAUN

KEL

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

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

KEL OF THE FOREST

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

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

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

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

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

Special Abilities:

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

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

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

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

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

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

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

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

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

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

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

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

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

Spells: Up to 150 Active Points.

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

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

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

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

THE GREAT OAK

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

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

Skills: Magic Skill (29-).

Spells: Up to 400 Active Points.

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

10•SARNAK

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

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



SARNAK CITY

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

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

THE REALM

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

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

TRADE

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

RESOURCES/EXPORTS

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

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

IMPORTS

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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

PART V

• TAI-EMER •

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

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

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

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

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

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

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

TE 6039

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

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

1·GEOGRAPHY & CLIMATE

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

WEATHER

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

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

TAI-EMER WEATHER CHART

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

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

MOUNTAINS

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

THE SPINE OF EMER

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

PELIGRIS MOUNTAINS

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

THE STEPPES

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

WATERWAYS

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

THE SEA OF TEARS

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

T'VOCA RIVER

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

KARIS RIVER

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

LOGOR SWAMP

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

THE FOREST OF ASH

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

THE T'VOCA RIVER BASIN

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

SOUTHEASTERN WASTES

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

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

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

NATURAL RESOURCES

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

2·PRÆTEN

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

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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

3•THE FOREST OF ASH

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

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

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

4•POCHANTOS

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

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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



5•LANKAN EMPIRE

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

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

THE KHURTŪM

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

LANKAN SOCIETY

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

NOBILITY

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

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

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

LANDOWNERS

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

ARTISANS

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

PEASANTRY

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

KENEZÁN

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

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

TRADE

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

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

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

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

RELIGIOUS RITUALS

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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

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

6•ARDANIA

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

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

PART VI

• SILAAR •

AND THE ISLES OF NÁMAR-TOL

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

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

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

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

Sel-kai sailors' song.

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

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

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

1•CLIMATE & GEOGRAPHY

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

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

WEATHER

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

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

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

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

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

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

SILAAAR WEATHER CHART

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

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

MOUNTAIN RANGES

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

ASH MOUNTAINS

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

RUST MOUNTAINS

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

WATERWAYS

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

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

LAKE OF GLASS

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

VÆRKEN MIRE

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

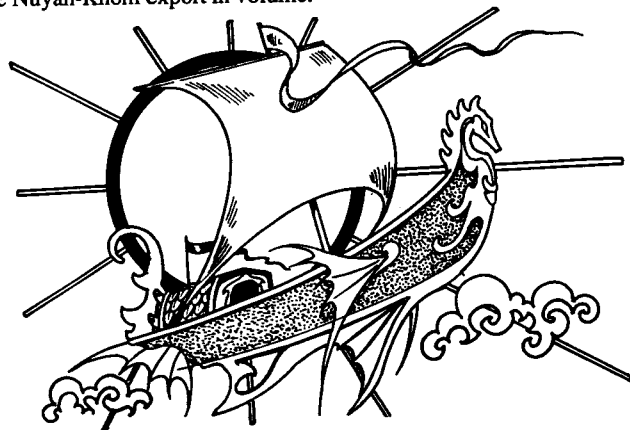
NATURAL RESOURCES

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

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

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

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



2•SEL-KAI

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

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

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

EIDOLON

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

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

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



EIDOLON, THE FLOATING CITY

THE PALACE

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

THE GUILDHALLS

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

THE MARKET

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

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

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

THE DOCKS

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

WEATHER OVER EIDOLON

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

THE SKYSHIPS

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

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

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

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

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

*Slogan of the
Eridan Sky Trade Alliance,
Eidolon*

SKYSHIPS

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

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

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

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

AIRBARGES

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

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

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

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

SEL-KAI CITY

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

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

THE TRADE NETWORK

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

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

3•VOG MUR

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

THE HISTORY OF VOG MUR

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

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

THE LORD OF ENCLA TURIC

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

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

4•LOST EMPIRE OF THANOR

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

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

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

RUINS OF THE OLD RACE

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

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

STONE CIRCLE

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

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

THE BASIN OF STARAK

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

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

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

T'LOC-LOC

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

CULTURAL SUMMARY: T'LOC-LOC

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

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

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

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

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

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

Currency: None

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

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

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

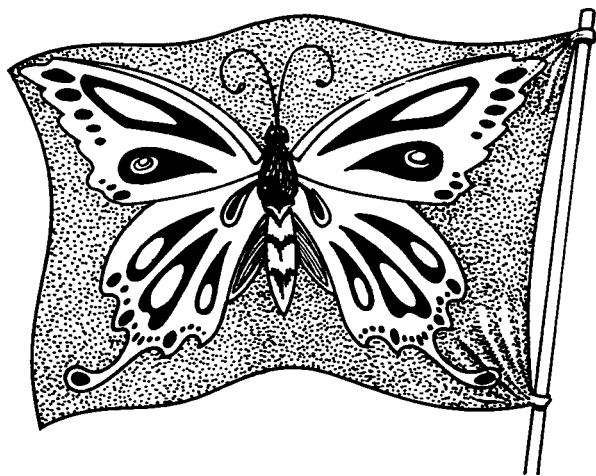
5•VÖERKEN MIRE

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

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

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

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



6•NUYAN KHÔM

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

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

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

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

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

TRADE

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

EXPORTS

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

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

IMPORTS

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

CULTURAL SUMMARY: NUYANI

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

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

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

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

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

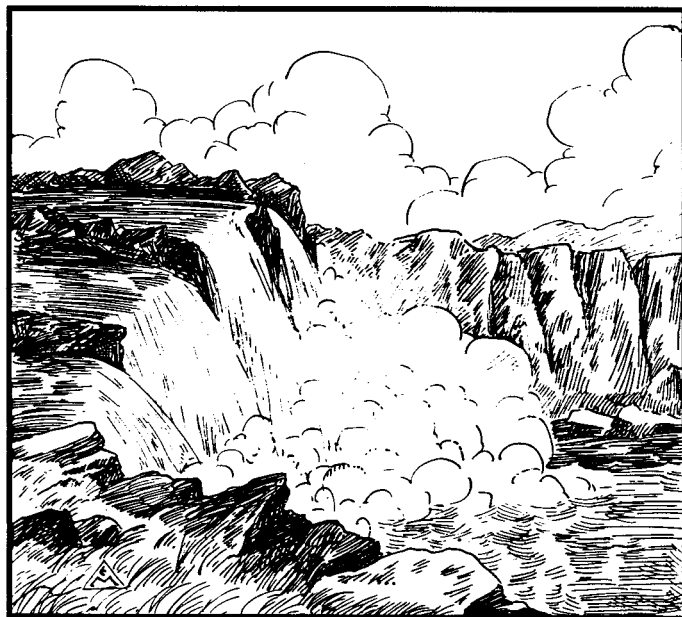
Military Structure: All the Tarns maintain a defense/police force which, while small, is highly trained. The favored Nuyani hand weapon is the mace, though most are also experienced with a broadsword. The composite bow is the range weapon of choice; the Nuyani are superb bow makers.

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

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

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

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





7·REANDOR

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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

8·ISLES OF NÁMAR-TOL

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

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

SOCIETY

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

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

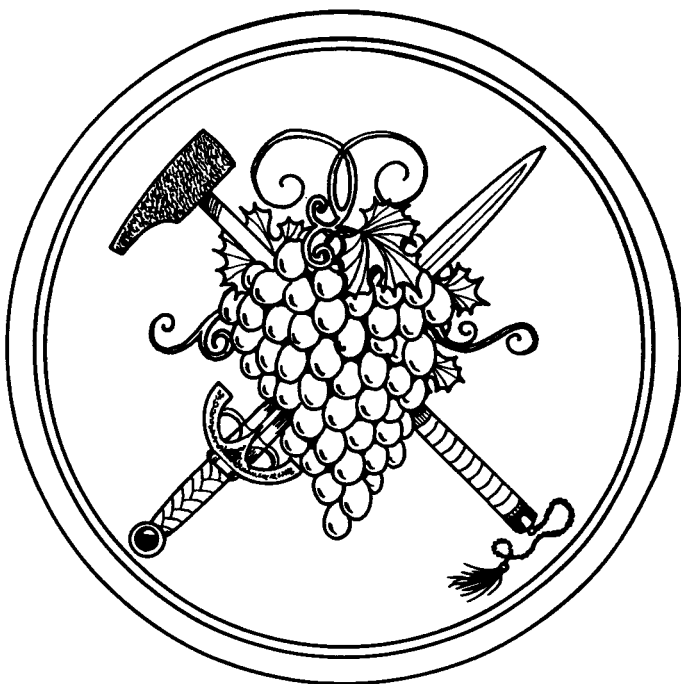
Visiting mortals are greeted coolly but politely. Nevertheless, their air of superiority is evident.

THE PRINCE OF NÁMAR-TOL

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

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

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



THE LOARI

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

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

THE OTHER PEOPLES

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

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

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

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

TRADE

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

RESOURCES/EXPORTS

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

IMPORTS

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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



PART VII

· UJ ·

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

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

Rhiani Riding chant

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

1·CLIMATE & GEOGRAPHY

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

WEATHER

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

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

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

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

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

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

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

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

MOUNTAIN RANGES

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

THE CHARN PLATEAU

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

SCORPION RIDGE

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

UJ WEATHER CHART

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

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

MORBЕК HIGHLANDS

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

FORBIDDEN RIDGE

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

GAP OF UJ

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

BARRIER HILLS

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

WATERS

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

BAY OF UJ

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

DALUJ RIVER

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

UMEK RIVER

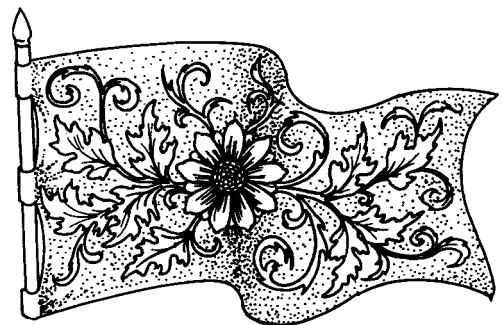
Beginning as a wild cataract near the eastern end of the Forbidden Ridge, the Umek marks the eastern boundary of the Charn Plateau.

LATHENEN

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

NATURAL RESOURCES

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



2·RHIANI TRIBESMEN

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

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

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

THE TWELVE TRIBES

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

FOREIGN RELATIONS

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

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

CULTURAL SUMMARY

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

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

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

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



A RHIANI HORSEMAN

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

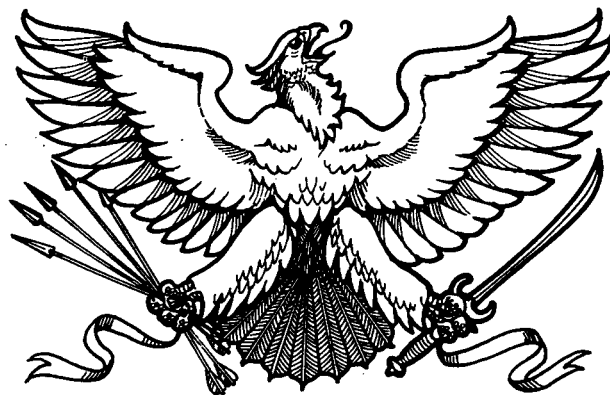
Military Structure: All Rhiani must be ready to defend the tribe at a moment's notice, so all are trained in combat. A particularly effective tool of the horsemen in the *Chegain*, a boomerang with a deadly, bladed edge. They wield broadswords and scimitars as well.

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

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

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

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



3·VAJAAR

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

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

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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

4·CHARN RAIDERS

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

Currency: None.

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

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

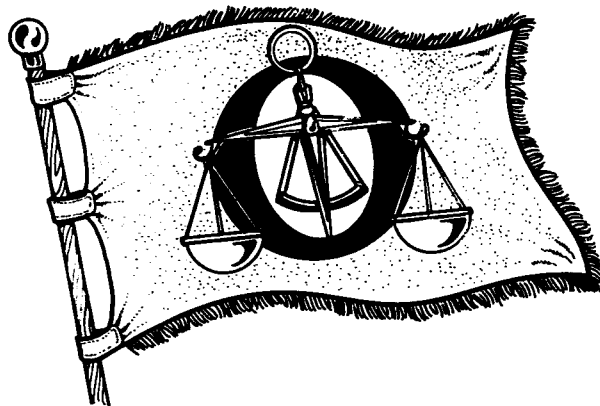
Worship: The Raiders worship Morgu, a Dark Spirit of Charón.

5·THE WHITE WOOD

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

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

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



6·KAITAINE

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

THE CITY

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

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

GOODS BOUGHT AND SOLD

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

Some of the items that can be bought:

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

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

Drugs: including of course priceless healing herbs.

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

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

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

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

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

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

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

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

SERVICES

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

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

THE GRAND MARKETPLACE

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

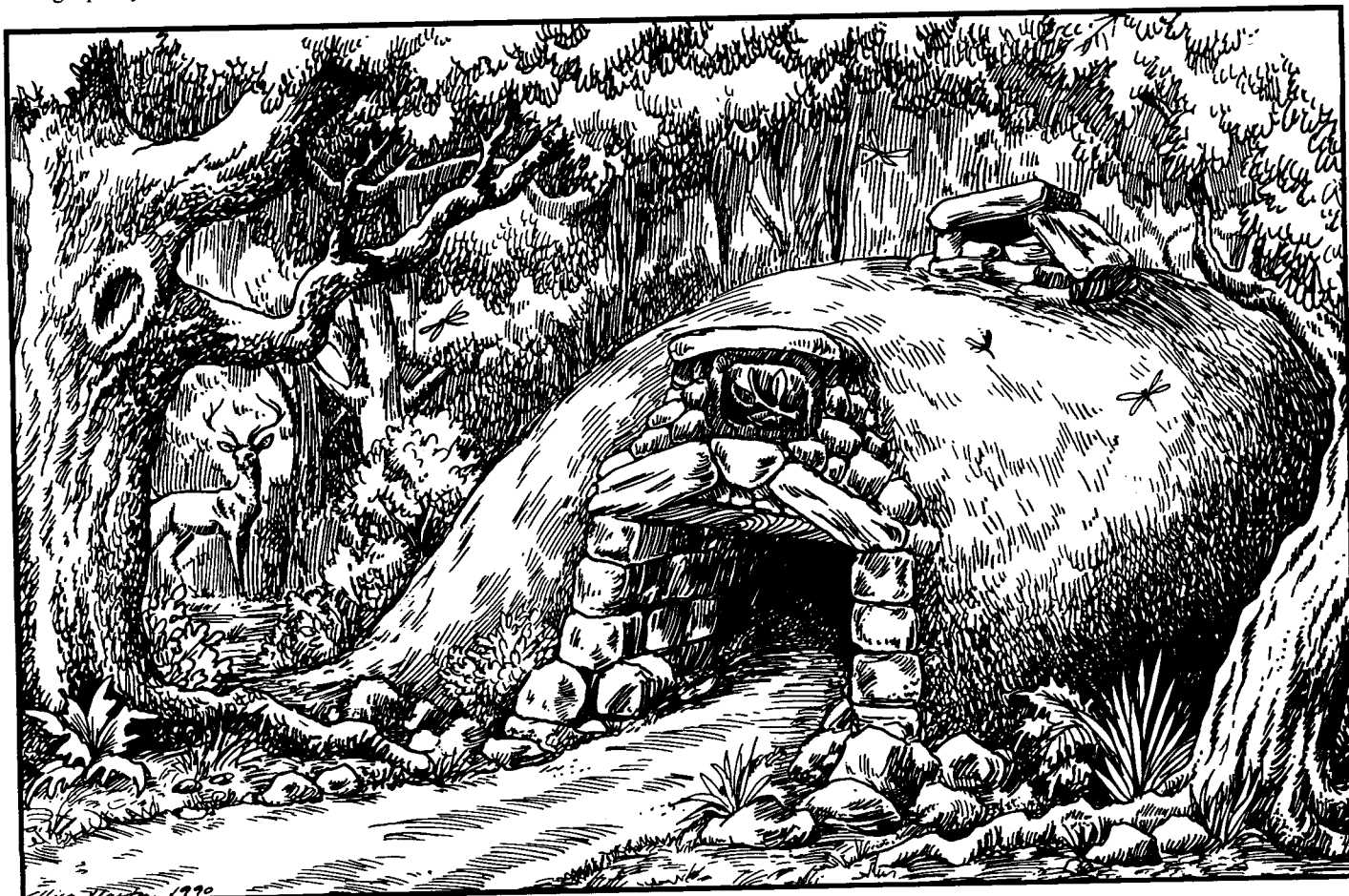
CULTURAL SUMMARY

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

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

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

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



SHRINE OF ILOURA

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

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

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

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

7•MURLOG

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

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

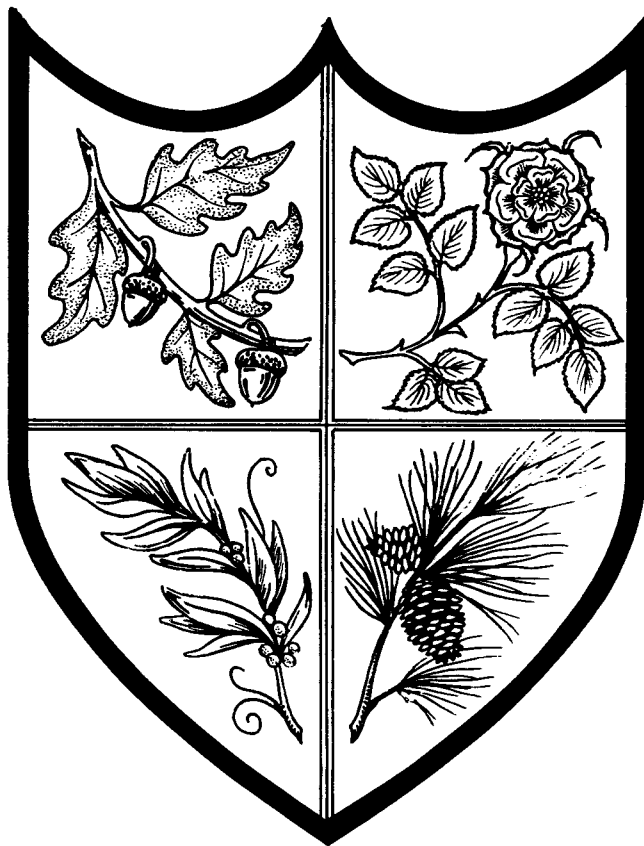
Worship: The Murlogi of the Morbek Highlands worship their king, the Lord of the Underearth.

8•CITY OF THE DEAD

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

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

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



9•LYS

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

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

TIRYN

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

THE FOUR PROVINCES

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

Holding Symbol

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

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

ELAS

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

ANDIA

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

LYDENIS

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

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

KENDIA

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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



10•ITANIS

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

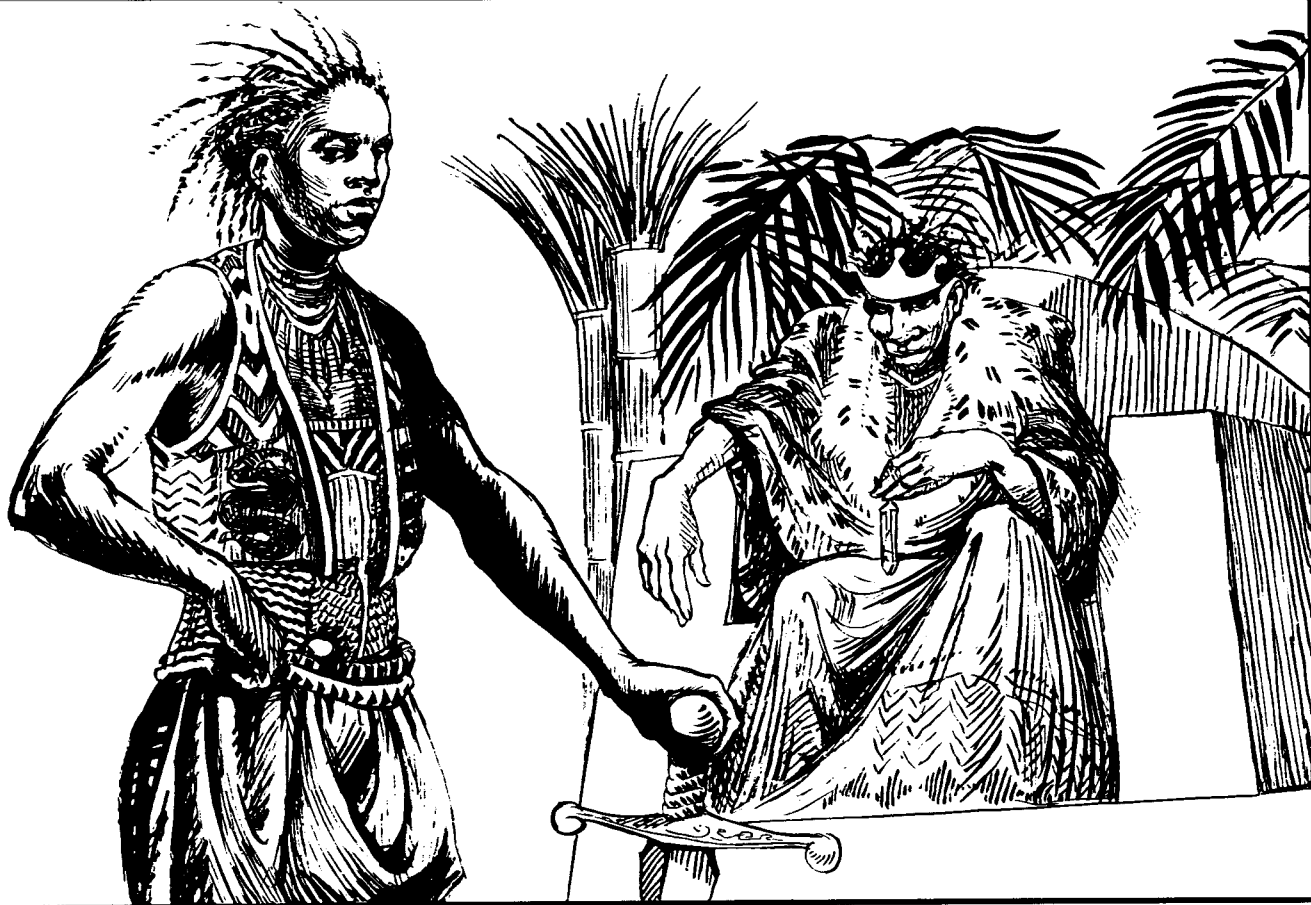
Little is known of this unusual society, as few Itanians venture away from their protected isles. It is a common rumor that the race is slowly dying out, and that Itanis may not survive much longer as a sovereign state.

THE FIVE ISLES

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

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

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



AN AMAZON OF ITANIS AND WARLOCK

ABOUT THE WARLOCKS

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

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

THE MINDSTONES

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

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

CULTURAL SUMMARY

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

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

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

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

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

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

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

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

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

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

11·KRYLITES

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

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

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

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

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

SOCIETY

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

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

CULTURAL SUMMARY

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

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

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

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

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

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



A KRYLITE

Currency: None.

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

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

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

KRYLITE PHYSIOLOGY

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

12·THE WESTERN ISLES

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

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

PART VIII

• ONAR •

Ondoval's voice filled the hall. "Ahrenæk shall be home to A-kesh the Smith." He looked across the black table to the Smith, who inclined his head. No man or Elf could face the violet gaze of the K'ta'viir lord for long.

"If that is your will, my Lord, I am honored."

"That is my will." Ondoval scanned the other six gathered about the table. Together they were the Secret Circle, and none would hinder them now that the Crystal was again awake. "I appoint the Elf-lord Sigirus to assist A'kesh. Are there any objections?"

There were none, though Schrek stared across the ebon expanse, unimpressed by regal bearing and aura of power which surrounded Ondoval, the Lord of Essænce. Even Ondoval knew not what lay behind the flat grey eyes of Schrek, the 'Elder Mind': thoughts more hideous and alien than his true form. None knew that the fragile human flesh was a mask, behind which hid a grotesque mass of writhing tentacles and a putrescent bloated form, oozing a foul stench and poisonous bile: Schrek was a monster born not of this world or even of this universe. He was Agothu.

A long peninsula extending from Khûm-kaan to the east, Onar reaches out to the mystical star of Iyxia, home of the Navigators. But the Crystal Cliffs, sheer mountains of volcanic glass along the eastern coast of Onar, effectively sever all chance of contact with mere mortals.

1•CLIMATE & GEOGRAPHY

The Circular Sea to the north and the mountainous coasts of Onar contribute to its gentle weather. Few storms of significance batter the white sands of this tropical land.

ONAR WEATHER CHART

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

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

WEATHER

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

MOUNTAINS

Two ridges dominate the landscape of Onar, the Black Mountains and the Crystal Cliffs.

BLACK MOUNTAINS

Dominating the southern coast of nearly all of Khûm-kaan, these towering ebon hills run from southwest Khûm-kaan all the way through Onar to a hooked tip in the southeast. A combination of folding followed by intense volcanism has formed this ridge, and there are many active volcanos along the length of the chain. Lava flows in southern Rulaash are not uncommon.

CRYSTAL CLIFFS

Stretching along the northeast coast of Onar, the Crystal Cliffs are towering volcanic creations, glittering spires of obsidian. What is unusual about these mountains is the large amount of relatively clear glass near the surface, giving them a translucent appearance. They are dangerous to walk on, as the obsidian can fragment in knife-sharp splinters. It is also said that at the summit of the ridge stands a great Essænce Barrier, blocking any further advance towards the forbidden isle of Nexus.

WATERS

There are countless rivers lacing Onar, though most are small and do not demand specific note here.

THE CIRCULAR SEA

So named because of the constant clockwise ocean currents sweeping around the Isles of Námar-Tol, the sea currents sweep southwards upon the coast of Onar, bringing cool breezes. The beaches of the north-east coast are of fine black volcanic sand.

IMARC DYN

The 'bottomless lake' is a calm body of water at the base of the Crystal Cliffs, earning its name because of the lake's steep banks and extreme depth. Popular lore claims that the lake is so deep that goes right through the earth at the center. The waters are clear and surprisingly cold.

THE BAY OF SONGS

Said to have the most beautiful clear waters in all the world, the Bay of Songs lies at the far southeast end of Onar and opens to the southeast; the entry is protected by a number of islands and atolls.

NATURAL RESOURCES

Shaalk and Laens are found in the Black Mountains and parts of the Crystal Cliffs (although the latter are difficult to mine, with so many veins of obsidian). The portion of the Black Mountains in Rulaash is reportedly rich in almost every mineral and gem known — a major reason for the location of the *Secret of Stone* (Ahrenæk) there.

2·RULAASH FOREST

Covering the entire western region of Onar, this vast and impenetrable jungle/rain forest remains virtually unexplored. It lies in a region separated from adjacent lands; only narrow passes of land connect this portion of Onar with Khûm-kaan and the eastern Onar regions.

Some areas are perilous, infested with dangerous plants, and in the foothills of the Black Mountains there are other, far worse things.

AHRENÆK

An ancient and mysterious citadel lies hidden amidst the cliffs of the black mountains. The Ahrenæk, a mine, fortress and smithy, is one of the Eight Secret holds of the Jerak Ahrenreth, that evil cult. It is home to A'kesh the Elven Smith, son of Tethior, and it is also the domain of Sigirus, an Elf-lord who has dared to defy Schrek.

GM Note: More on Ahrenæk (as well as the other secrets) will be published in future Emer supplements. At this time, it should be considered such a place of power and vigilant defenses that there is little chance that a PC could enter and escape with his life.

INHABITANTS OF THE FOREST

While the jungles of Khûm-kaan may be deep and dim, there is a noticeable change as one enters the realm of Rulaash. It is as if there is a presence within the Rulaash, watching with malevolent intent.

PLANTS

Ansilius, Lævenus, dartspores, dreamvines, giant fly traps, and giant sundews all thrive in the forest. There are several varieties of some of these, so it may not be so easy to detect them.

BEASTS

Snakes of many kinds can be found (or will find you) in the jungle. Vipers and constrictors hang from low branches waiting for a victim to walk underneath.

Giant Spiders spin their diaphanous webs in dark holes and across pathways, ensnaring their prey.

Resembling a sloth as much as anything, the silent Voorg are far more threatening. Their deadly claws slashing down from a hidden perch, they can rip a man's throat out in an instant. Carnivorous, they feed on varied animals, but seem to relish human blood and organs.

SHARDS

Aarn Voru: In the forest by that name in the land of Rulaash, Kæden left a scar. To undo it would be trying. And one would have to face Leste Kii Lormas.

No greater warriors live in the forests than the Shards. Free to run, they are un-hittable. This is their realm, and their lord is Leste Kii Lormas. Aarn Voru is the forest which stands within 100 miles or so of the Ahrenæk — one knows when one enters, for two rivers bend together and join, and all along the inner bank, there stand obelisks of a reddish granite every 66 feet, engraved with runes in Kuskarûk marking the edge of the cursed wood. To those who can translate it reads:

Beyond this water lies the forest of Aarn Voru, in the realm of Sigirus Ny Xanas. To enter is to die.

Gargarax... Urkanian

Six and sixty shards guard this forest in Rulaash, and woe to he who disturbs the lands.

KÆDEN

Along the ridges of the Black Mountains there are a few areas where round tunnels are delved into the hillsides. These appear like old mine tunnels, and indeed they may be so. But no man has come living out of those holes for many a century, for now they are home to several Kæden-hives. One large maze of tunnels about 100 miles east of Ahrenæk is home to a Kæden Queen.

3·AHNASAN

Through another narrow straight, the lucky traveller will escape the grasping clutches of the Rulaash Forest. Beyond lies Ahnasan, a land of few trees and endless rolling hills of grass.

To be feared are the Kinsai, the 'cat-people' of the vast Onar savannah. They ride huge catlike creatures known as *Kith*.

Kith are large, strong mammals which resemble — at first glance — giant, six-legged panthers. These beasts are herbivores, however, and are clearly a strange experiment of the Lords of Essænce. Agile and fast, they make excellent riding animals, and can carry a respectable amount of gear as well. Kith are fairly intelligent, and very loyal to their master. They can leap 20' laterally and 10' vertically, even when carrying 300 pounds. Kith fur varies in color from a light grey to coal black, and their eyes are a luminous green. While their short fur is fabulously thick and plush, it falls out after the animal is dead, so kith are not valuable for pelts.

But back to the Kinsai. They are not 'cat people' themselves, but got their name because of the kith. In reality they bear some resemblance to the people of Itanis.

CULTURAL SUMMARY:KINSAI

Racial Origins: The chocolate-skinned Kinsai are of the pre-mutation Kuluku race, same as the Itanians. They have the same Mentalist powers, but they are for the most part undeveloped among the Kinsai people.

Political Structure: Semi-nomadic, the Kinsai resort to slash-and-burn, as they have done for countless years (perhaps the reason for the grassy savannah). The Kinsai are a number of extended-family clans ruled by the 'eldest mother' and are loosely allied in a great tribe.

Technology: TL 1-2. This people has only the rudiments of metalworking skill.

Architecture: Caves and hide tents are the usual homes of the Kinsai.

Clothing: Tunics of soft hide or cotton are the norm. Jewelry if worn is bulky and crude.

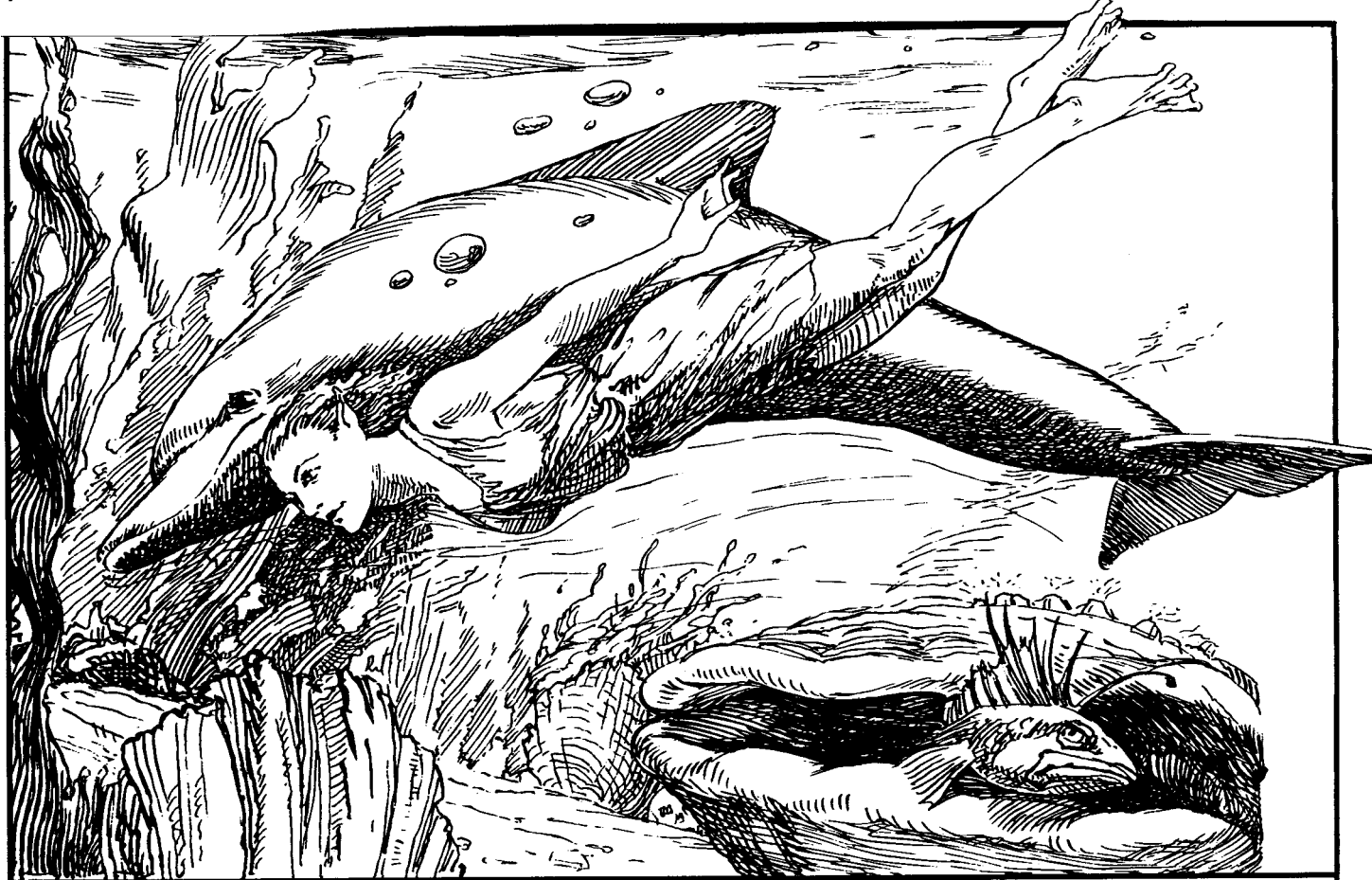
Military Structure: Masters of the hand-axe (and some the battle-axe while astride a kith!) and most feared of their weapons, the gé. (A gé is a bola which has a superior range and killing ability.)

Currency: None.

Language: A simple tongue carrying many elements of Old Emer is the language of the Kinsai; their simple written tongue has no common ground, and it must be assumed that they are developing it themselves.

Diet: Grains, tubers and wild game are staples; coastal clans also fish.

Worship: While these people worship a cat-god, it is unclear whether he has any relation to the Dark God Andaras.



A SEA-ELF

4·MALQANAR

A kingdom on the furthest reaches of Ræl, Malqanar is cut off from Emer by the narrow passes, the intervening Rulaash Forest and finally by the Kinsai of Ahnasai. Only by sea (or air) is Malqanar accessible. Even those routes are made perilous by unusually fickle Essænce-flows, said to be caused by 'backwash' from the powerful focal point at Nexus.

This is the home of the Shuluri, the Sea-elves. For the most part, this modest (for immortals) and shy race has settlements only east of the bottomless lake and along the southern peninsula which faces the Bay of Songs. The Kinsai do not normally attack the Shuluri unprovoked, but they protect their eastern border as if they think the Sea-elves are a threat.

WEATHER

While the Bay of Songs is for the most part calm, very strong storms can blow right over the island barriers and sweep into the funnel-shaped bay. Spring hurricanes wreak havoc, but the Elves have learned to deal with such storms. Their fragile-looking huts are actually extremely strong, set on stilts to keep them above even the highest storm tides.

IMPORTS AND EXPORTS

Despite their geographic separation, the Shuluri receive frequent visits from Sel-kai and Kaitaine ships, among others. This is because of the unmatched blue pearls of the Bay of Songs, the rare dyes and perfumes from sea creatures, a fine silk, woven from threads of the grotto silkworm, and their beautiful blue, white and green jades.

In turn, the Shuluri accept fine weaponry and tools and love jewelry of platinum alloys.

CULTURAL SUMMARY

Racial Origins: Shuluri are similar to the Iylar in appearance, except they are pale with nearly translucent skin, light blond or white hair. Most also have slightly webbed hands and long, webbed toes.

Political Structure: The Sea-elves are separated into about two dozen villages, each of which elects a 'first speaker', who is similar to a mayor of the village. The speaker is also the representative to attend annual conclaves.

Technology: TL 3. The Shuluri have elegant, high-prowed boats with simple but deftly-rigged sails.

Architecture: (housing) The Sea-elves who live on the fine white coasts often reside in wood homes set on stilts.

Clothing: Because most cloths deteriorate in water, Shuluri wear little or nothing, donning only a simple tunic when modesty requires.

Military Structure: All adults must have the rudiments of skill with one hand weapon, and most are capable bowmen.

Currency: The Shuluri employ a unique and beautiful currency of a variety of jade which is unaffected by the effects of seawater. The small green jade coins are roughly equivalent to a bronze piece, a white jade coin is equal to an average silver piece, and the rarest blue jade is equal to an average (1/10th ounce) gold piece.

Language: The unique Shulur speech is the preferred language, above and below water. All Sea-elves also speak Erliin.

Diet: Wheat and corn, greens, tubers, fish and shellfish from the Bay of Songs make for a well-rounded diet. The Shuluri eat no meat but fish.

Worship: Shaal the Shuluri revere, but they love Neela and also idolize the sad youth Bæris.

PART IX

· KHÛM-KAAN ·

Xuul!
Master of sky,
Giver of life,
Hear our cry!

Xuul!
Fell from above
Master of air
Receive our love!

Kuluku ritual Chant

Beginning on the south bank of the torrential Lapinar River and sweeping east in a long, ridged and broken spur, Khûm-kaan combines an incredible variety of environments: tropical rainforest, snow-capped mountains, and temperate seacoasts.

1·CLIMATE & GEOGRAPHY

Embraced by the Spine of Emer and the Black Mountains, Khûm-kaan is a deep basin of riotous growth.

WEATHER

A more detailed depiction of Khûm-kaan's weather picture can be gleaned from the weather chart below.

KHÛM-KAAN WEATHER CHART

	N. Plains	Coast	Deep Jungle
Winter	55-75°	60-75°	65-80°
	Marginal Rain	Mod. Rain	Rainy
	Breezy	Windy	Breezy
Spring	70-85°	65-80°	70-85°
	Marginal Rain	Normal Rain	Rainy
	Breezy	Breezy	Breezy
Summer	70-90°	70-90°	70-90°
	Normal Rain	Normal Rain	Rainy
	Breezy	Breezy	Calm
Autumn	70-90°	70-85°	70-85°
	Moderate Rain	Normal Rain	Rainy
	Breezy	Windy	Breezy
Fall	60-80°	65-80°	60-80°
	Moderate Rain	Rainy	Rainy
	Windy	Windy	Breezy

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

MOUNTAINS

From the plain of Coronan down into the vast basin of the rainforest, Khûm-kaan is protected by towering mountains.

BLACK MOUNTAINS

Dominating the southern coast of nearly all of Khûm-kaan, these towering ebon hills run from southwest Khûm-kaan all the way through Onar to a hooking tip in the southeast. A combination of folding followed by intense volcanism has formed this ridge, and there are many active volcanos along the length of the chain.

GREEN MOUNTAINS

They begin in northeast Khûm-kaan and continue north to dominate the large peninsula. The Seremthosi (Ir. "Green Mountains") also have their own metal riches: copper, beryllium and emeralds. The northernmost peak is an active volcano, which regularly spews smoke and soot. Actual lava flows are relatively rare.

WATERWAYS

There is a stark contrast between the semi-arid plains of Coronan and the lush humid rainforest of Khûm-kaan.

LAPINAR RIVER

The Lapinar Falls is one of the most beautiful waterfalls in the world. This birthplace is indicative of the river's nature: a glittering avenue dividing the otherwise uncharacteristic plains of Arûl and Coronan. At the mouth of the river the enigmatic city of Ardanian is now under construction.

YOUGHOGAN RIVER

Wide and slow-moving, the Youghogan's banks are often indeterminate, with marshes and swamps along much of its length. It is also inhabited by numerous unsavory creatures, such as piranha and alligators.

SYBARUS RIVER

The unofficial border between the plains region of Khûm-kaan and the deep jungle, the Sybarus is an effective buffer. Tumbling down out of the Spine of Emer, it begins as a raging torrent, more than a hundred feet across while still high in the hills. Fed by several tributaries, it is nearly a mile wide by the time it meets the Bay of Zalkali.

LEGAS RIVER

Furthest east of the great Khûm-kaan rivers, Legas is not as wide as the others, but is still a large, easily navigable waterway. It is also somewhat more swift-flowing than the Sybarus and Youghogan, and so has fewer swampy areas along its banks.

BAY OF ZALKALI

A pastoral body of water more than 300 miles across, the bay is surrounded by lush vegetation along most of the coastline. In fact, from the Sybarus River east all the way to the northern bay entrance is a veritable wall of dark rainforest. The bay itself holds a rich harvest of shellfish, crustaceans, and salt-water fish.

An interesting feature: a pair of great towers of adamantine rock face each other across the 70 mile wide bay entrance. Each is a very slender triangular obelisk nearly three hundred feet tall, and fifty feet along a side at the base. An eerie red light burns in windows at the top of each tower at night. Who built these towers is a question no one can answer — except the Kuluku, who will say only that they are the work of the 'sky-gods.'

NATURAL RESOURCES

From hidden mines near the western Black Mountains comes rare green and blue amber. It is coveted by the Kuluku, though in the past they have been known to part with smaller pieces. In recent years it — as well as the people of Quon — is as scarce as icebergs in the Circular Sea.

The Green Mountains are rich in many resources — especially copper and beryllium — though they are better known for their gemstones. The Seremthosi emerald mines are said to have no rival, while large veins of natural green laen, diamonds and garnets have also been found.

2·SHAY SETTLEMENTS

These descendants of people of the Emerian Empire subsist in the shadow of their long lost glory. The appearance of the 'Lord of Arдания' has given thousands of Shay peoples a new sense of purpose. Knights of the Flaming Sword (see Part XII: Other Powers) are travelling through the land to recruit new workers willing to move to the city now under construction.

Most of the Shay reside in the foothills of the Spine of Emer or along the coast, all in the Coronan region. They are not united, instead existing in small villages in a manner similar to the Talath of Bodlea.

No trip too far, no fee too large.

If you have the gold, we know the way.

*Slogans (erroneously)
attributed to the Navigators*

3·QUON

Three-quarters of Khûm-kaan is blanketed in an undulating roof of green, an impenetrable jungle. This entire rainforest has come to be known as Quon. Quon proper begins beyond the bank of the Sybarus River and extends all the way east to the Green Mountains.

The mysterious jungle-people of Quon once inhabited this entire rain forest basin, but over the last several centuries they have retreated into more isolated communities, and lately seem to have vanished entirely. These inhabitants are known as the *Kuluku*, a word of indeterminate origin.

TRADE

Trade with the Kuluku was a profitable enterprise, well worth the risks, for the rainforest provides a quantity of unique drugs, dyes, and herbs which can be found nowhere else. The blue and green ambers of Quon are legendary throughout Emer and beyond.

And there is another luxury item of great value: cacao seeds, which are used to make chocolate.

KULUKU WEAPONRY

Kuluku weapons vary somewhat, but the larger tribes with the longest tradition all favor (in addition to their built-in finger-claws) slings, a design of throwing stars, and a weapon known as a *baw* (something between a hand-axe and an ice-axe, quite deadly). The stars are made of a unique greenish metal (beryllium), as are many of the baws. A few of the latter, however, are made of clear green laen, with a shaft of ebony.



A KULUKU

THE SKY-GOD

Xuul is an important figure in the lives of the Kuluku, enigmatic to those from outside. He bears no resemblance to the known gods and has shown no sign of having any real existence.

GM Note: Xuul is actually the captain of a group of space travellers who crash-landed in the Khûm-kaan jungle several hundred years ago. The astronauts repaired their ship and departed, but the visit has left its mark on the Kuluku.

CULTURAL SUMMARY: KULUKU

Racial Origins: The origins of the Kuluku are uncertain. While they bear superficial similarities to other races, they have many features which make them a unique people, both culturally and anatomically. It is likely that they are the result of another K'ta'viir breeding experiment.

Political Structure: A high chieftain is ultimate authority over all of the Kuluku clans. He is advised by a priest of the sky-god, but retains complete power. Chieftains are chosen from among the chiefs of the clans in a great conclave of the elders of every clan when the previous Chieftain abdicates or dies. While the entire Quon people is ruled by an absolute dictator, individual clan chiefs are moderated by a council of twelve elders who may veto any of his decisions. Elders are elected by a vote of all adults.

Technology: TL 2 — but with aberrations. For the most part, the Kuluku have only rudimentary technical skills, but a few advanced techniques survive from their distant past. Many tools also remain: weapons of laen and superior alloys, magical items, and implements.

Architecture: Again, the Kuluku show signs that they are a regression from a very advanced culture. Stone structures of sophisticated and elegant design lie abandoned and overgrown in the deepest jungle, while the current people live in huts built high in the trees.

Military Structure: While essentially peaceful, the Kuluku can be dangerous if offended (and there are numerous ways to do that in this complex society, including rubbing your nose wrong, staring too long at a Kuluku's hair, and others). All Kuluku males are trained in weapons use. Laen and Beryllium weapons are handed down as revered family artifacts.

Currency: Gold rings are sometimes used, though the simple Kuluku prefer barter.

Language: A unique guttural language is used in conversation, while a second, birdlike tongue is employed for long-distance signalling. The Kuluku have a very simple written language. Some speak a very broken Erlin.

Appearance: Tall and lithe, the Kuluku have chocolate-brown skin and straight black hair (with little to no body hair). Their eyes are bright emerald in color when not concealed behind inner eyelids. They wear very little, though they weave leaves into their hair and wrap living vines around their limbs.

Diet: A variety of fruits, nuts and vegetables gathered from the forest, as well as certain kinds of fish and fowl make up the Kuluku diet.

Worship: Xuul, the Sky God. In some incarnations, Xuul is shown as a winged man, while in others he appears as a man riding a huge bird.

THE RETREAT

About seventy years ago, the Kuluku who lived near the Sybarus have retreated into the jungle, and nothing further has been heard from the shy people. Rumors of disease, war amongst themselves, or some outside threat abound, but as yet there is no certain reason for the retreat. In fact (according to reports in the populous centers like Sel-kai, Kaitaine and Arakin), no Kuluku have been seen for decades.

RACE ABILITIES SUMMARY

Chameleon Color: Kuluku (males to some extent, females more so) have the strange ability to concentrate and change the color of their skin. By staring intently at a surface near them, they may gradually change their skin tone from its natural chocolate color to a light brown or even grey. Sophisticated mottling is not possible, nor are strange colors. The change lasts only as long as the Kuluku concentrates, but can add +80 to hiding in the forest.

Retractable finger/toenails: Kuluku fingers are extremely strong, and their fingernails are thick and sharp. The Kuluku can retract them slightly. Used primarily to aid this arboreal people in climbing, these can also be used as a brawling weapon.

Inner eyelids: Kuluku eyes are — in contrast to their dark brown skin — bright emerald green. They are also very large, and allow the forest people to see very well in the dim jungle night. They have an inner eyelid which they closed during the day to shield their sensitive eyes. These membranes are thinner than the Rhiani eyelid; the Kuluku can actually see fairly well through theirs.

Superior scent: The wide, flattened Kuluku nose is also functional: their sense of smell is far better than any mannish or Elven race.



PART X

· RÆL ·

"Things change when you pass the Great Equator. People behave strangely, spells have variable effects. The Stars are different.

Of course, that is nothing compared to the East. To the East lies madness."

"Conversations with Andraax"

An unverified compilation by

The Historian Viiris Taldain

Nomikos Library, c.TE 4900

Far to the south and attached to Emer by only the most tenuous of links, Ræl is a land apart.

Ræl is also properly in the southern hemisphere of Kulthea, where the seasons are reversed (potentially confusing in a world with five seasons/months). Other interesting effects occur.

1·GEOGRAPHY & CLIMATE

Ræl is the most southerly region of Emer and lies south of the Kulthean equator. Its terrain is mostly tortured, either mountainous or arid. Only the coasts and the islands of the Rælian Bay are very fertile.

WEATHER

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

RÆL WEATHER TABLE

	Plains	Coasts	Isles
Winter	50-70° Moderate Rain Breezy	65-75° Mod. Rain Windy	65-75° Mod. Rain Windy
Spring	60-80° Marginal Rain Windy	70-80° Mod. Rain Breezy	65-80° Normal Rain Breezy
Summer	70-90° Marginal Rain Calm	80-95° Normal Rain Breezy	75-90° Normal Rain Breezy
Autumn	65-85° Marginal Rain Windy	70-90° Normal Rain Breezy	70-90° Normal Rain Windy
Fall	60-80° Moderate Rain Windy	65-85° Normal Rain Windy	70-85° Rainy Windy

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

WATER FEATURES

For the purposes of definition, the waters of Ræl include the southern Bay of Uj, and all waters south of the Khûm-kaan/Onar coast.

THE DEAD SEA

A sargasso sea of wrecked ships, the Dead Sea is a triangular area in the southern reach of the Bay of Uj. Stagnant in contrast to the windy northern bay, it is almost always cloaked in foul mists. Ships exiting the Grotto Path may sometimes be swept into this graveyard of ships if they are not careful.

RÆLIAN BAY

This is the name given to the large, island-dotted body of water between the peninsula of Ræl and the Khûm-kaan/Onar land mass. There are numerous atolls, tropical keys, and other small islands.

THE GROTTA PATH

Where the connection of southern Emer and Ræl is most narrow, the flanks of the Spine fall in sheer cliffs to the pounding seas on either side. Deep within a cut in the coastline lies what is either a miracle of nature or a lingering legacy of the power of the Lords of Essænce. A tunnel — its floor a deep channel of water — connects the Bays of Uj and Ræl. The tunnel averages more than 500 feet wide, though in some places it narrows to 100 feet. The flow of water (and air) reverses every 6 hours with the tides, allowing knowledgeable mariners an easy trip through the echoing tunnel. At about 60 miles in length, it requires just over three hours to race through the windy tunnel. It is an exciting ride — especially since the only light is provided by the luminescent green kelp undulating on the grotto floor.

Unfortunately, the Grotto Path is a favorite pirating location, as many a merchant has learned too late. Little better are the treacherous reefs of the Rælian Bay, followed by the powerful Flows and eerie, confusing mists which cloak the islands between Ræl and Onar. The route is only slightly more treacherous than the Spire Straits further south: a dangerous reef-littered route between the continents of Emer and Falias.

There are also tales that the commonly known Grotto Path is not the only one, that the Spine is laced with tunnels and caverns inhabited by all manner of strange creatures.

SPIRE STRAITS

The waterway between Emer and Falias, the Spire Straits is about twenty miles wide at its narrowest point. What makes the passing so dangerous, however, is the maze of jagged atolls which knife up out of the churning waters. Perhaps even more frightening are the ones which lurk just below the surface, waiting to rip the bottom out if a passing ship.

MOUNTAINS

One range dominates the landscape of Ræl: the irrepressible Spine of Emer. It rises high above the seas much like a ridged backbone, then makes a sharp dogleg before meandering southeast, and finally drops to low hills before vanishing forever beneath the waves.

2·THE CAVES OF ULGON

It would seem that the caverns under the mountains in Emer hold as many peoples as the surface supports. The *Trogli* (lr. 'cave-people') of Emer live in a vast, warren-like maze of caves in the southern Spine of Emer.

Trogli hate all surface dwellers, but they have a special loathing for their underground neighbors, the Krylites. The insectile race is so alien to the Trogli that the cave people fight with an impassioned energy when they encounter Krylites in the caverns. Neither race will rest until the other is annihilated.

There are several openings in the Trogli cave over the Grotto Path, allowing the cave people to raid passing ships at will. Other than these, there are few exits to the mainland out of the cavern homes. A handful of openings exist at the southeast corner of Uj and in the north of the Ræl mainland, but otherwise they are cut off from other lands.

CULTURAL SUMMARY: TROGLI

Racial Origins: Trogli are larger than the Goblins (Murlogi) but less agile. While surface-dwellers may lump these gnomish creatures with goblins and Lugrôki, they are in fact related genetically to neither. (See description in Part III.)

Political Structure: Dictatorship. The Trogli are ruled by a single king of their people. Traditionally, he has a harem of 'wives', and chooses his heir from among his male children.

Technology: TL 2. While crude in most ways, the Trogli have a knack for constructing effective (if contorted) mechanical devices. Certainly, their technology is no match for the powers of the Krylites, but they do build fiendish traps.

Architecture: Trogli live exclusively in caves, which they sometimes alter to to suit their needs.

Clothing: Unlike the Goblins (who make form-fitting clothes for themselves), Trogli wear garments — and sometimes skins — of their defeated enemies.

Military Structure: The king has a vast army of warriors stationed at the perimeter of the caves.

Currency: None — though the Trogli have vast stores of other peoples' currency.

Language: Toglan is the contorted language of the Trogli.

Diet: Raw or slightly cooked flesh makes up most of the Trogli diet, supplemented by certain underground-growing fungi and mushrooms.

Worship: The Trogli of Ulgon worship a being they call Koganak; there is a great statue of him looming behind the throne of the Trog-king.

3·OTHER ISLANDS

Literally hundreds of small islands dot the warm waters south of the main Emerian continent. The greatest is the Isle of Jade, but other islands harbor human inhabitants.

Most of the islands capable of supporting an ecology are inhabited by dark-skinned people related to the Kuluku. They are generally peaceful but barbaric.

4·NAAL

Once an empire controlling western Ræl and islands in the southern Rælian Bay, Naal had an on-going feud with sister-nation Ansidus for thousands of years. Despite famines and plagues, the two realms remained at each others' throats, until T.E. 5650, when the Comet returned.

Certainly, the devastation was harder on Ansidus — of which virtually nothing remains — but Naal has been reduced from a proud and verdant realm to a grim, arid land where little grows and few civilized people remain to carve out a life. There is a fear of disease bordering on the paranoid, and all strangers are looked upon as evil spirits. The inhabitants are for the most part Shay descent, but undernourished, mean-spirited and in some areas completely lawless. Naal is not a friendly place.

5·ANSIDUS

Ansidus is mostly a wasteland now, populated only by tribes of savages — some of them horribly deformed by the ravages which have swept the land. Perhaps pockets of civilization endure on the fringes of Ansidus, but the Loremasters speak not of them.

THE WHISPERING MOOR

On the border between Ansidus and Naal is the Whispering Moor — and the tower of Vour. In a low region where the Spine of Emer dips southward along is eastern march, there is an area of soggy land, the antithesis of the arid stretches all around. Cloaked in thick fog which cling to the skin with an oily film, it is suffocatingly hot by day and chilling by night. This is the Whispering Moor. Atop a rocky pinnacle in the center so that it is elevated above the foul mists stands the dreaded tower of Vour, home of the Cult of Stars. More of this place a sane man should not wish to know.



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

Of the Order Ahrenreth ...

*Eight were the servants of Dænkú.
Powerful lords, they served a greater master.*

*But time was cruel and War put an end
to the Power of Dænkú.
The Eight returned, yet they sought new guidance:
Ondoval filled the void with Darkness.*

*While Dænkú slept for the second time,
His Cult turned from the Narrow grey path.
Crystal reflections were to defeat the Eyes
If both are lost then hope dies.*

*Few guessed the purpose of the Cult of Old,
subtle as whispers in a gale.
Now their actions speak and realms fall.
The Order meets again in the Hallowed Hall.*

*Andraax
(date unknown)*

This section describes a secret order known amongst its members and followers as the Jerak Ahrenreth, or 'Secret Circle.' It is a cult of surpassing power and evil, with a convoluted history which reaches back far into the First Era.

How this organization is used (if at all) is up to the GM. With such powerful agents and subtle operations, the Secret Circle could be behind any number of subversive operations, large and small. For more on the activities and history of the Circle, refer to the italicized sections of the timeline in the *Atlas Addendum* book, and the Adventures (Part XIII).

1·THE JERAK AHRENRETH

An ancient cult, the Ahrenreth was called to order long before the founding of the College of Loremasters and before the first Navigator Guild was formed. In fact, its origins lie in a different age, when the very face of Kulthea was different. Its founding leader was a Lord of Essænce by the name of Dænkú — though in a later age he would be known as Andraax.

THE FIRST SECRET CIRCLE

In the hours that followed the death of Kadæna, Utha's forces routed her evil minions and either destroyed them or sent them back into the Void from which they came. Utha then decided that Kulthea needed to be shielded from the threat of returning minions of the Unlife as well as demonic forces from the outer Planes — and Beyond. He had set his Eyes to watch over the world, but feared that they alone could not maintain a watch against Darkness. So he charged Dænkú with the task of forging an organization to protect the Eyes and maintain the safety of Kulthea. To aid them he gave the *Crystal*, a mighty artifact through which flowed the Essænce. With it, the Circle could tap vast energies, and it acted as a focus of their powers and purpose.

This first Secret Circle, known properly as the *Dænkú Ahrenreth*, was made up entirely of K'ta'viiri, and was led by the man whose original name was said to be *V'gliin*. As leader of the Circle, V'gliin came to be known as *Dænkú* exclusively, and his birthname was virtually forgotten.

The *Dænkú Ahrenreth* did its duty for thousands of years, but at last the inexorable march of time and the attrition of conflict with the minions of the Shadow reduced the Circle to *Dænkú* alone. Some were slain in combat with demons, some were swept away by the tides of the *Essænce*. Among those lost into the Void was *Ondoval*, trusted friend of *Dænkú*.

But at last there seemed to be peace, so the Chief of the Order slept deep beneath the earth, to be awakened should danger arise again.

THE AHRENRETH REBORN

At the Dawn of the Third Era, *Ondoval* returned from beyond the Void and opened the sealed gates of the Guardian Isle. The old members of the Secret Order were long lost, but he resolved to re-found the Circle. But *Ondoval* was not as he had been when he entered the Void. His mind was twisted by the warped reality, and his purposes were not what they had been. He strayed from the ideals of the original order and fell into evil.

Seeking for minds of subtlety and power, he endeavored to gather a new Order and renew the Oaths as he remembered them.

It was within the shadowed ruins of the original meeting place of the *Dænkú Ahrenreth* that *Ondoval* called the *Cabal* to order.

He summoned forth the Secret Circle once again.

THE AWAKENING OF THE CRYSTAL

The *Essænce Crystal* still glittered within the deepest recesses of the Earth Vault, but its light was dim, wearied by time. In his insanity, *Ondoval* decided that to reawaken the Crystal would require the blood of sacrifices. The Eight went forth and returned with humans and Elves by the hundred. Taking their warm blood in a sadistic ritual, the Eight added their own life-fluid — weakening themselves near death — and bathed the Crystal.

The great faceted cluster did awake; only now its color was no longer clear like pure water but red like fiery blood from the depths of the wounded earth. And the innocent blood of the victims of this ritual cracked the adamantine facets. From the Crystal, *Ondoval* took seven splinters, and from each would grow a new Crystal, nourished by the blood of a thousand souls. Borne of these seven splinters grew the Secrets, seven from the one. Each serves as a local focus of the *Unlife*, puncturing the field of protection offered by the Eyes of *Utha* and granting *Ondoval* and the *Ahrenreth* additional powers. Together with the *Ahrenthrök*, the first hold, they were eight.

2•THE CIRCLE OF EIGHT

These eight beings serve as a focus and council; an alliance of evil unmatched in the Shadow World. But it was not always so. The First Secret Circle was called to combat *Kadæna* and her cruel servants.

Some aspects of the Circle remain the same, however. As before, the eight members assume titles associated with specific seats on the council, taking those titles as their names. In some ways these were more than designations, for they were indicators of their role, and even became part of the owner's identity.

Those name have been changed, however, and new rings have been forged for the Eight of the Cult.

THE CIRCLE: STATISTICS

Following is the statistical information for the eight members of the *Dænkú Ahrenreth* (including *Ondoval*, now technically a former member). GMs may wish to add other spell lists from the *Rolemaster Companions* if desired, keeping in mind the general focus of the character. Also, the items listed are just a selection of the character's more interesting items. The GM may wish to create other (more mundane) items suitable for the character.

DÆNKÚ

Age: ? (Appears ≈ 25). **Eyes:** Grey. **Hair:** Dark Brown. **Build:** Slender, Athletic. **Height:** 6'5". **Race/Sex:** Appears to be Iylar (but is K'ta'viir/Agothu)/Male. **Skin:** Fair. **Demeanor:** Emotionless. **Dress:** Flowing grey robes. **True Attitude:** Incomprehensible (evil). **Home:** *Ahrenthrök*. **Aka:** *Schrek*.

The being who took the name of *Schrek* and is currently the "Elder Mind" (*Dænkú*) of the *Ahrenreth* is the product of an unspeakable union between a K'ta'viir and the *Agothu*. *Schrek* is essentially the son of *Agoth* — high demon of the Void.

Captured soon after the end of the First Era, she was taken into the Void where the *Agothu* reside. Beyond *Essænce* and *Unlife* there lies a non-place where not even nothingness provides definition. When he (it) was born his form was as hideous and indescribable as any of that grotesque pantheon, and his mother — mighty among her godlike race though she was — did not survive the birth. It was as well, for he fed on her flesh as he had fed on her mind and *Essænce* throughout the hellish pregnancy. *Schrek* then sought to return to the Shadow World. He had her powers and memory, but lacked understanding. The search for a door took millennia.

When *Schrek* finally gained access to *Kulthea*, he secured the power to assume a humanoid form — though of course his mind was as alien as before. But he managed to conceal his utterly incongruous inner nature from his cohorts.

Schrek was almost revealed by *Morloch*, since the Ordainer — because of his nature as a demonic spirit — sensed a distant kinship between them. But before *Morloch* could consummate his treacherous alliance with the *Dragons Voriig Kye* and *Sulthon Ni'shaang*, *Schrek* succeeded in taking control of the Ordainer and learning of the conspiracy. He plotted a counterattack but underestimated the cunning (and resilience) of the *Dragonlords*. They escaped, and *Sulthon Ni'shaang* remains on *Jaiman*. *Voriig* and *Schrek* treat each other with grudging respect, each waiting for another opportunity to supplant the other.

Even *Ondoval* is unaware of *Schrek's* true nature, having asked him to serve on the Council purely because of his powers.

Note: If threatened with imminent death, Schrek can transform into his shape as a son of Agoth: a huge, pulsating mass with dozens of tentacles. As such he is virtually indestructible, but can only remain for a few rounds before being forced into a plane of the Void.

Hits: 400 **Melee:** +300 **ma Missile:** —

AT(DB): 20 (300). **Sh:** (Y10). **Gr:** (Y20). **MovM:** 75.

Lvl: 60 (120). **Profession:** Mentalist/Evil Cleric. **Stats:** St-110; Qu-110; Em-90; In-108; Pr-108; Ag-110; Co-110; Me-107; Re-104; SD-106. **AP:** 103. **PP:** 420 also a +8 pp adder for Mentalism).

Skill Bonuses: Perc180; Rune200; S&W200; Chan200; DirS120; Act170; Admin150; Arch140; Chem150; Diplom90; Medit140; SpellM100; Stra&Tac180.

THE JERAK AHRENRETH: CURRENT MEMBERSHIP

Title	Translation	Race/Profession	Aka
1. <i>Dænkú</i>	"Elder Mind"	Iylar(K'ta'viir/Agothu)/Priest	<i>Schrek</i>
2. <i>Arulis Kygari</i>	"Seer of the Stars"	K'ta'viir/Astrologer	(<i>Ondoval</i>); <i>Zagul</i>
3. <i>K'rak-shú</i>	"Cold Fire Lord"	Dragon/ <i>Essænce</i>	<i>Voriig Kye</i>
4. <i>Phœniis Rhyn</i>	"Traveller Afar"	Dyar-K'ta'viir/Warrior-mage	<i>Lorgalis of Ulor</i>
5. <i>Dag Lavan</i>	"Maker of Blades"	Iylar/Smith	<i>A'kesh</i>
6. <i>Iæn Shiin</i>	"Crystalline Death"	Iylar/Warrior-Priest	<i>Darí Holvir</i>
7. <i>Lyax Kháng</i>	"Dreaded Assassin"	Dyar-Dúranak/Mystic	<i>Oan Lyak</i>
8. <i>Kort Hulum</i>	"Cloud Master"	Dyar/Evil Mage	<i>Shanarak</i>



SCHREK, THE EVIL LORD

Spells: Base Spell OB: 180; Directed Spell OB: 300. Schrek knows all Mentalist Base, Open and Closed lists to 50th level, as well as the Evil Magician and Evil Cleric Lists to 50th. Schrek's Black Channel III is *Call of the Void*, where the target is physically banished into the Outer Void.

Special Abilities:

Resilience of Form: Defends as Large Creature.

Abilities: All Lord of Essence Abilities (see *Inhabitants Guide*, pp 44-45) while in this form.

Power of Form: Schrek is unnaturally strong and agile, even for a K'ta'viir.

Rod of the Void: A black iron rod with a small, red glowing orb on the end. The rod can be used as a weapon, striking as a +35 Mace, 3x damage, and delivering a Disruption Critical equivalent to any regular critical it does. In addition, it can fire 7 Plasma Bolts (*RMC III*; use Fire Bolt with hot and cold criticals if Plasma unavailable) per day, 4x hits.

Bracelet of the Serpent: A small bracelet of black metal worn about the wrist. At the wearer's wish it will become a huge snake (300 hits, Large Creature, +180 Large Grapple followed by +240 Huge Grapple. +120 (+240 if after successful grapple) Small Bite with level 20 Circulatory Poison (see *Inhabitants Guide*, pp 12-14). Snake is intelligent and will obey wearer.

Ring of the Elder Mind: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Elder Mind: an eye with a large faceted ruby for the iris. It controls many of the guardians set throughout the Eight Secrets.

STR: 30	DEX: 30	CON: 30	BODY: 40	INT: 26
EGO: 26	PRE: 28	COM: 23	PD: 12	ED: 10
SPD: 5	REC: 12	END: 60	STUN: 70	
OCV: 16	DCV: 15	Phases: 3,5,8,10,12		

Skills: Magic (26-), Perception (26-), KS: Runelore (28-), KS: Stafflore (28-), +6 levels w/ Ranged Attack Spells, Acting (25-), Bureaucracy (23-), Architecture (22-), Chemistry (23-), Conversation (17-), KS: Meditation (22-), Spell Research (18-), Tactics (26-).

Spell Ability: Up to 180 Active Points.

Special Abilities:

1) Resilience of Form: 25% Damage Reduction.

2) Abilities: As Above.

3) Power of Form: STR, DEX, CON Maxima raised to 30, BODY raised to 40.

Rod of the Void: +3 OCV, 2d6K vs PD and 2d6K vs ED. Can fire 10d6 EB (Plasma) Armor Piercing, 7 charges per day.

Bracelet of the Serpent: Upon command the bracelet transforms into a huge Snake:

STR: 25	DEX: 18	CON: 21	BODY: 35	INT: 5
EGO: 16	PRE: 18	COM: 8	PD: 15	ED: 8
SPD: 4	REC: 10	END: 50	STUN: 55	
OCV: 6	DCV: 6	Phases: 3,6,9,12		

12 levels with Constriction 18d6N (23d6N w/STR). 8 levels with Bite 2x2d6K (2x3d6K w/STR). Poison linked to successful Bite (every 2 minutes for 12 minutes total, the victim loses 1d6 from STR, CON, and BODY). The snake will obey the wearer's commands.

Ring of the Elder Mind: Controls many of the Automations throughout the Eight Secrets.

ARULIS KYGARI I: ONDOVAL

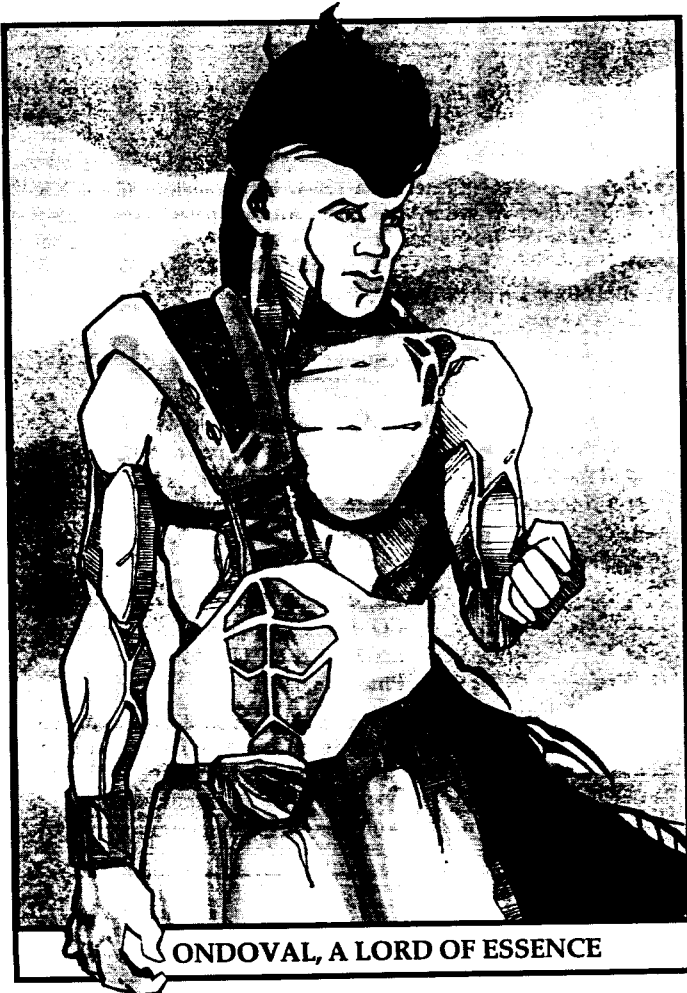
Age: ? (Appears = 25). **Eyes:** Violet. **Hair:** Blue-black. **Build:** Muscular. **Height:** 6'5". **Race/Sex:** K'ta'viir/Male. **Skin:** Light Brown. **Demeanor:** Cool. **Dress:** Black Robe. **True Attitude:** Obsessed. **Home:** Originally Ahrenthök, now Ahrentorg. **Aka:** Seer of the Stars, Ondoval.

Ostensibly the only remaining member of the original *Dænkü Ahrenreth* (although the first *Dænkü/Andraax* does survive), Ondoval was first a follower of Utha and aided in the defense of the Eyes during the Interregnum. However, the first Arulis Kygari was trapped into a warp in time and space while in combat with a Demon of the Void. Swept into the Outer Planes, Ondoval was lost to the Ahrenreth.

But Ondoval did not perish. A Lord of Essence, the Arulis Kygari survived through an age in a realm which would have killed a lesser being in moments. But the twisted reality had its corrupting effect on the K'ta'viir, and after more than a thousand centuries, it was a different being who emerged from a broken Portal amidst the wreckage of the Wars of Dominion.

After traveling the world for many decades, Ondoval returned to the Guarded Isle, original home of the Ahrenreth. He entered the Vault and awakened the slumbering Crystal, though it had grown weak with the passage of time. He perceived the Loremasters as his enemies and resolved to free the world of their oppression, and to lift the choking blanket which held back the True Essence. The Loremasters would be swept away, and the Eyes of Utha must be destroyed. He had become a tool of the Shadow.

In appearance, Ondoval retains his original K'ta'viir appearance (seeing no reason to conceal it). His eyes are brilliant violet, his skin brown as if tanned. He wears either a grey coverall or a robe of the old Lords of Essence style: fitted over the torso with wide shoulders, but below the waist full and flowing. The robe is black with purple trim.



ONDOVAL, A LORD OF ESSENCE

Hits: 220 **Melee:** 210ma/ 180da

AT(DB): 4 (200). **Sh:** (Y30). **Gr:** N. **MovM:** +35.

Lvl: 90. **Profession:** Astrologer. **Stats:** St-101; Qu-107; Em-99; In-110; Pr-108; Ag-102; Co-104; Me-105; Re-103; SD-98. **AP:** 101. **PP:** 4680 (8 x 585).

Skill Bonuses: Climb90; Swim90; Ride120; S&H150; Perc180; Rune140; S&W150; Chan120; DirS80; Amb±5; AMov100; AD100; MAST180; MASw180; Acro150; Act200; Admin180; Appr180; Arch140; Chem180; Cont90; Cook50; Craft150; Diplom150; Lead180; Math200; Medit200; PubSp80; RMas180; Seduct120; SpellM120; Stra&Tac150.

Spells: Base Spell OB: 90; Directed Spell OB: 180 (Dark Absolution, Nether Bolt). Ondoval knows all Base Astrologer lists, all Open and Closed Mentalist and Channeling lists to 50th, also Base Mentalist and Seer lists to 50th, all Evil Mentalist and Clerical lists to 50th.

Special Abilities:

Racial Abilities: Ondoval has all of the special abilities inherent in the K'ta'viir race (see pp. 44-45 of the *Master Atlas Inhabitants Guide*).

Strength of Body: Ondoval resists all attacks as a Large Creature.

Surcoat of Warding: A long garment covering the front and back of the body from collar to ankle, this flowing grey accoutrement adds 100 to the wearer's DB from all directions.

Sceptre of Stars: A rod of ebony tipped with a small crystal sphere, the sceptre is inlaid with silver and other precious metals. It strikes as a +40 mace, and does an additional Disruption critical. It is a x8 P enhancer, quadruples the range of all Astrologer spells, and allows the wielder to cast Nether Bolts (x4 hits) at will. It is intensely evil.

Book of Gates: A powerful Tome allowing mastery of travel through portals and across Planes. See Part VIII for a detailed description.

Knife of the Void: A strange and terrifying weapon, the Knife has hilts of silver and Black Eog, and a scabbard lined with pure kregora. The blade is about a foot long, and utterly black. In fact, it appears to be an actual void, or hole in space. It strikes as a +45 2-h sword, and all nonmagical armor is AT 1; magical armor must resist vs 50th lvl or also be AT 1 — and irreparably damaged if given an "E" critical. The dagger delivers Puncture, Disruption, and Shock criticals (Note: determine all 3 from a single roll!).

Ring of the Stars: See Zagul below. *Note: Ondoval surrendered the ring to Zagul along with the title in TEI 4085.*

STR: 21	DEX: 22	CON: 24	BODY: 22	INT: 24
EGO: 19	PRE: 28	COM: 21	PD: 5	ED: 6
SPD: 4	REC: 8	END: 48	STUN: 44	
OCV: 14	DCV: 17	Phases: 3,6,9,12		

Skills: Magic (35-), Climbing (17-), Swimming 4", Ride Horse (20-), Stealth (23-), Concealment (23-), Perception (26-), KS: Runelore (22-), KS: Stafflore (23-), 4 levels with Ranged Attack Spells, 9 levels in H-to-H Combat, 5 levels with Martial Block, Acrobatics (23-), Acting (28-), Bureaucracy (26-), Trading (26-), Architecture (22-), Chemistry (26-), Contortions (17-), PS: Cooking (13-), PS: Crafting (23-), Conversation (23-), PS: Leader (23-), KS: Math (28-), KS: Meditation (28-), Oratory (16-), KS: Ropes & Knotts (26-), Seduction (20-), Spell Research (20-), Tactics (21-).

Spell Ability: Up to 270 Active Points.

Special Abilities:

1) Racial Abilities: As above.

2) Strength of Body: 25% Damage Reduction.

Surcoat of Warding: +10 DCV from all Directions.

Scepter of the Stars: +4 OCV, 1d6+1 vs PD: and 1d6+1 Vs ED. 80 point END: Reserve for Spell Casting. 10d6 EB (energy). Will only function properly for Evil wielders.

Book of Gates: Dimensional Travel, any time & any where.

Knife of the Void: +5 OCV, 2d6K Double Armor Piercing. Also does 3d6K (energy) if it hits.

ARULIS KYGARI II: ZAGUL

Age: ? (Appears ≈ 25). **Eyes:** Blue. **Hair:** Brown with blond streaks. **Build:** slender. **Height:** 6'8". **Race/Sex:** Iylar-Dyar/Male. **Skin:** Pale. **Demeanor:** Sarcastic, Caustic, Disparaging. **Dress:** heavy, hooded grey robe. **True Attitude:** Paranoid, Fearful. **Home:** Originally Ahrenrthök, now Ahrentorg. **Aka:** Seer of the Stars, Zagul.

It was in the dawning years of the Third Era that a small cabal of Dyari women sought alliance and brought evil to a region of Ræl to the south. Chief among was the Lady Vagala, a fair woman and powerful Mystic. As part of her plan, she required a living tool, an instrument through which to work certain evils. She would bear a son.

After careful search she located he who would suit her as father to her son, and instructed her cohorts to travel to Lys and return with the prince of that land, Kaen of Elas.

And so the Linar elf, in a charmed daze, was brought to the home of the witches. Vagala seduced Kaen and through her arts became impregnated with his child. He was returned before the night had passed.

Zagul was born in his time, and followed his mother's tutelage eagerly. But he was barely more than a youth when Zagul began to exceed his mother's own expectations. She had wrought too well, and her tool was to turn against her. Foolishly, Vagala tried to rein in her son, and he bridled from the start. Finally, he would have no more of her interference: in a rebellious rage he slew her with a Black Channel and fled the Witches' Tower. Soon, he was encountered by other powers of Darkness, and eagerly apprenticed himself to a man who called himself 'the Astrologer.'

Zagul rose through the echelons of the Secret Circle, serving the Cult well over the centuries, all the while increasing his own knowledge and scope.

While a powerful Astrologer, Zagul is no match for most of his fellow members of the Circle. He lacks the will and the initiative to stand against opposition, and is little more than an underling for the others. This does not mean he is inherently weak, however; the calibre of his associates must be kept in mind.

Hits: 200 **Melee:** +190qs **Missile:** +145lb

AT(DB): 15 (180/80). **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 45. **Profession:** Astrologer. **Stats:** St-97; Qu-100; Em-88; In-101; Pr-101; Ag-98; Co-97; Me-99; Re-98; SD-93. **AP:** 102. **PP:** 948 (6 x 158).

Skill Bonuses: Climb60; Swim70; Ride55; S&H45; Perc110; Rune125; S&W140; Chan115; DirS80; Act70; Admin40; Diplom90; Math120; Medit90; Nav50; Seduct75; StarG210; WeathW120.

Spells: Base Spell OB: 45 Directed Spell OB: 120 (Starfires True). Zagul knows all Base Astrologer Lists to 50th level, all Open and Closed Mentalist Lists to 20th lvl, all Evil Mentalist and Channeling Lists to 30th. (Also knows Warlock Base Scrying Guard and Evil Eye to 30th.)

Crystal Staff: A rod of clear blue laen 6' long, it strikes as a +25 quarterstaff (2x/rnd) and when in use will act as a continuou *Bladeturn III/Deflections III* (will deflect the first three melee and missile attacks every round, making them at -100). Also is a x6 Astrologer PP enhancer, and allows the wielder to cast *Starfires True* anywhere.

Robes of Hiding: Allow Zagul to become invisible at a thought. They also cast Unpresence, and shift to match the coloring of their surroundings.

Ring of the Stars: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is an eight-pointed star with a clear diamond in the center. It controls many of the guardians set throughout the Eight Secrets.

STR: 19	DEX: 19	CON: 19	BODY: 20	INT: 19
EGO: 18	PRE: 21	COM: 22	PD: 8	ED: 8
SPD: 5	REC: 10	END: 56	STUN: 62	
OCV: 13	DCV: 16	Phases: 3,5,8,10,12		

Skills: Magic (22-), Climbing (14-), Swimming 4", Ride Horse (14-), Stealth (13-), Concealment (16-), Perception (19-), KS: Runelore (21-), KS: Stafflore (22-), 4 levels with Ranged Attack Spells, Acting (15-), Bureaucracy (13-), Conversation (17-), KS: Math (20-), KS: Meditation (17-), Navigation (13-), Seduction (16-), Astrology (29-), KS: Weather (20-)

Spell Ability: Up to 135 Active Points.

Crystal Staff: +3 OCV, 2x4d6N. +10 DCV continuous (No END). 60 point END: Reserve for Spell Casting. 5d6 EB (fire).

Robes of Hiding: Invisibility vs Sight (no Fringe). Invisibility vs Mental Detection (no Fringe). Instant Change to any color.

Ring of the Stars: Controls many of the Automations throughout the Eight Secrets.

K'RAK-SHÚ

Age: ? (Appears ≈ 70 or 25*) **Eyes:** Silver. **Hair:** Silver-grey. **Build:** Slight (or muscular). **Height:** 5'10" (or 6'6"*). **Race/Sex:** Air Drake/M. **Skin:** Pale (or Tanned*). **Demeanor:** Retiring*. **Dress:** Threadbare robes*. **True Attitude:** Reclusive. **Home:** Ordye Throg ("Sky Keep"). **Aka:** The Silver Dragon, Cold Fire Lord, K'rak-shú

* *Note: Voriig has an alternate human form: that of a muscular, tanned young man with silver hair. In that guise, wearing a silver tunic and sandals, he travels the seas about Vog Mur (though is never seen on the land) seemingly searching for something. The Dragonlord's carrack has blue sails and flies a silver flag.*

Note: Voriig Kye succeeds Churk Ta to the seat of K'rak-shú; Churk Ta, being dead, is not included in this summary.

As is told elsewhere, Voriig Kye became aware of the formation of the Jerak Ahrenreth, and though he did not know of the Circle's ancient origins, he saw himself as deserving a position on that council. While journeying south of Emer, he called upon Morloch the Ordainer, who was acting as Lord Warder of the Citadel of the Secret Claw. Morloch agreed that the Dragonlord would serve as a much more worthy Cold Fire Lord than the weakling Elf Churk-Ta. Morloch also confided his suspicions regarding Schrek to Voriig, though he could not define the nature of his ill feelings towards the Elder Mind of the Secret Circle.

Less than a decade later, the master of Ahrenraax met with an accident in the waters near the citadel. At Morloch's suggestion, the Dragonlord was invited to sit at the council table.

Operations proceeded with relative smoothness for many turns of centuries, until Ondoval's return with the Shadowstone in TE 5030. Voriig Kye and another Dragonlord — Sulthon Ni'shaang, the Fire Drake, an enemy of Lorgalis — met with Morloch in Ahrenraax concerning the turn of events and the apparent factioning of the Secret Circle. They vowed to overthrow Schrek and seize control of the Jerak Ahrenreth. But in 5040, the Dragonlords were betrayed by the Ordainer, and they narrowly escaped a trap laid by Schrek. It can only be assumed that the Elder Mind, because of his power demonic origins, was able to control Morloch and force the Ordainer to double cross his former allies. Since that time, tensions have run high in the Council Chamber, and the Ahrenreth has been unable to act with the coordination and authority it once had.

Voriig Kye assumes a human form of an old man who wanders his home: the isolated isles of Vog Mur (NE of Emer). In dragon-form, Voriig has a shimmering silvery hide (and has been called "The Silver Dragon" by those few who have seen him.

Human Form

Hits: 190 Melee: 240th. Missile: 180kynac.

AT(DB): 14(120). Sh: Y30*. Gr: A/L. MovM: +25.

Dragon Form:

Hits: 450. Primary: 290HCl. Secondary: 200HBt.

AT(DB): 12(110). MovM: VF/VF.

Lvl: 40(60). Profession: Astrologer/(Druid). Stats: St-103; Qu-102; Em-95; In-101; Pr-102; Ag-100; Co-99; Me-98; Re-95; SD-80. AP: 78/101. PP: 1715 (245 x 7).

Skill Bonuses (in human form): Climb95; Swim80; Ride60; DTraps75; PLocks95; S&H100/180; Perc200; Rune80; S&W120; Chan100; DirS240; Amb±20; AMov80; AD60; MAS180; MASw200; Acro140; Act130; Admin90; Arch80; Diplom100; Lead75; Nav90; PubSp120; RMas90; Sail100; Seduct90; SpellM80; StarG170; Stra&Tac70; Subdu120; WeathW80.

Spells: Base Spell OB: 80. Directed Spell OB: 240 (Lightning Bolt). Knows all Astrologer, Evil Mentalist (and Druid) Base to 50th; Open and Closed Mentalist to 30th.

Special Abilities:

Resistance of form: As with all the Dragonlords, Voriig Kye resists attacks as a Super-large creature; Large Creature in human form.

Breath Weapon: x6 +60 Ionized gas cloud (treat as *Cold Ball* but use Electricity criticals) in a cone extending up to 150' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day.

Other Dragon Powers: Voriig may fly at considerable speed, and can enhance his velocity by riding Essence currents to attain cruising speeds of over 200 miles per hour (more when attacking, diving, etc). His blood (called *Lugruth*) becomes a devastating acid when exposed to the atmosphere, dissolving metal and organic material (glass/sand/crystal are unharmed) on contact. After 10 rounds of exposure to air, however, the blood neutralizes.

Dragon Helm: Like the other four Dragonlord Helms, Voriig's helm is designed to resemble the stylized head of a dragon.

1. Allows wearer (assuming he is a Dragonlord) to utilize his breath weapon at full potential while in human form — with one drawback: the breath is now 'enchanted', so all persons and items with resistance to enchanted fire, cold, etc., may apply that resistance.

2. Helm can be invisible if desired (except when the breath weapon is used, at which time the helm momentarily becomes visible).

3. Wearer may become a dragon without damaging the helm (it enters a spectral existence, remaining with the dragon but non-corporeal). Wearer may utilize his breath weapon normally while in dragon form.

4. Helm cannot be forcibly removed unless the wearer is dead.

5. Wearer resists damage as a *Large Creature* (Rolemaster Rules) while in human form.

6. Wearer has his full Dragon sense abilities (See *Invisible*, +100 to perception, superior hearing and smell) while in human form.

Two-Hand Sword: A +35 "Unholy" silver sword with a diamond pommel, it will take on the appearance of a silver walking-cane when Voriig utters the command-word.

Kynacs: A set of four +30 throwing kynacs, with 3x the normal range. Each is *Of Slaying* one of the following: Magicians, Clerics, Mentalists, and Elves.

Telescope: A large device located in a tower of Ordye Throg, it allows Voriig access to the Seer Base list True Sight, except the ranges are extended: *feet* in the spell description are *miles* for the Telescope. The curvature of the planet is magically compensated. Voriig must use his own PPs, and must look through the telescope to utilize the powers. Certain places are shielded from the telescope's sights, and powerful Essence Flows can also interfere with it.

Cloak: Shimmering grey cloak which will change color at a thought to blend with the wearer's surroundings. Adds +80 to Hiding.

Ring: Platinum/iridium ring with a blue diamond set. It is a x7 P multiplier and allows Voriig to cast *Lightning Triad* 3x a day: a 300' range spell which causes a three-pronged fork of lightning to arc from the caster's palm, striking up to 3 targets (they must be all within 60° of each other). Caster's full bonus can only apply to one attack; the other two are halved.

Ring of Cold Fire: Similar in design to the other rings of the Secret Circle, it is a disc of white crystal inlaid in a gold signet ring. Etched into the polished crystal is the runic symbol of the Cold Fire Lord. It controls many of the guardians set throughout the Eight Secrets.

Human Form

STR: 23 DEX: 20 CON: 19 BODY: 19 INT: 19

EGO: 16 PRE: 22 COM: 16 PD: 8 ED: 8

SPD: 4 REC: 9 END: 38 STUN: 42

OCV: 16 DCV: 8 Phases: 3,6,9,12

Dragon Form

STR: 45 DEX: 18 CON: 35 BODY: 45 INT: 19

EGO: 16 PRE: 32 COM: 16 PD: 15 ED: 15

SPD: 4 REC: 12 END: 70 STUN: 75

OCV: 19 DCV: 7 Phases: 3,6,9,12

Skills: (human form): Magic (20-), Climbing (18-), Swimming 4", Ride Horse (14-), Security Systems (16-), Lock Picking (18-), Stealth (18-), Concealment (26-), Perception (28-), KS: Runelore (16-), KS: Stafflore (20-), 12 levels with Ranged Attack Spells, Find Weakness, 3 levels with Martial Dodge, 9 levels with H-to-H Combat, Acrobatics (22-), Acting (23-), Bureaucracy (17-), Architecture (17-), Conversation (18-), KS: Leader (16-), Navigation (17-), Oratory (20-), KS: Ropes & Knots (17-), KS: Sailing (18-), Seduction (17-), Spell Research (16-), Astronomy (25-), Tactics (15-), KS: Weather (16-).

Spell Ability: Up to 120 Active Points.

Special Abilities:

1) Resistance of Form: 50% damage reduction (Dragon Form). 25% damage reduction (Human Form).

2) Breath Weapon: 12d6EB (Cold) 25 hex cone effect, 6 charges per day.

3) Flight: 17" flight, x8 non-combat multiplier.

4) Acid Blood: 8d6EB (no Range), continuous attack for 8 turns losing 1 DC each turn.

Dragon Helm: Allows Breath Weapon while in human form (see above). Helm Becomes Invisible vs Sight at will. Wearer may change to dragon form. Cannot be forcibly removed. Resistance of form (see above). 10 levels in Perception (all senses) (not cumulative).

Two-Handed Sword: +4 OCV (vs Good Creatures only), 3d6K vs PD. Transforms to a silver walking cane on command.

Kynacs: +3 Ranged OCV, -1 RMODs, 1d6+1K. Each is NND vs one of the following; Spell Casters, Priest, Users of Mental Powers, Elves.

Telescope: Clairvoyance (range= Planetary) (14- activation roll).

Cloak: +8 levels to Concealment Skill.

Ring of Cold Fire: Controls many of the Automations throughout the Eight Secrets.

PHOENIS RHYN

Age: ? (Appears ~ 35) **Eyes:** Black. **Hair:** Black. **Build:** Muscular*. **Height:** 6'5". **Race/Sex:** Dyar-Lord of Essence/Male. **Skin:** Deadly pale*. **Demeanor:** Haughty (rarely speaks). **Dress:** Black robes or Black shiny armor, black cloak*. **True Attitude:** Bloodthirsty. **Home:** Ulor. **Aka:** Lorgalis the White; Lorgalis; the Magician; the White Mage.

**Note: In Jaiman, Lorgalis will sometimes appear as the White Mage, an elderly magician who advises the wealthy and noble.*

He who is to become the "Traveller Afar" was born of a Dyar-K'ta'viir union in the early Second Era of Ire. He had barely come to manhood when his K'ta'viir father was slain by Dænkú (Andraax). Lorgalis escaped, and vowed to avenge his father's destruction. For thousands of years he pursued the elusive Lord of Essence, but was unable to entrap Andraax. At last he decided to conquer and destroy the land which Andraax loved most: Jaiman. He found a location to his liking in the west, on the isle of Ulor. There Lorgalis built his citadel and bred Garks and Lugrôki to be his minions. Much of the Second Era was consumed by a complex and protracted strategy game between Lorgalis and the Loremasters, who beseeched Tethior and Andraax to create the Six Crowns, which would secure the lands of Jaiman against attack. Once more did Andraax thwart Lorgalis.

In the Second Era 6450, he reluctantly he joined forces with factions serving the Unlife, and it was his undoing. As one of the Captains of the Dark Forces, Lorgalis found himself unable to maneuver to a position where he might engage Andraax in combat. Instead, to his dismay, he encountered none other than Jaysek, the Lord of Orhan. Even a K'ta'viir prince such as Lorgalis could not hope to stand against a Lord of Orhan. He fled the battlefield and escaped the cleansing aftermath which closed the Second Era of Ire.

After a period in hiding to recuperate, Lorgalis returned to Ulor and began to rebuild his dark holding. When Ondoal approached him to join the reformed Secret Circle, Lorgalis realized that this was the perfect vehicle for his long-cherished plans of revenge against Andraax. He maneuvered to have one of the Shards of the Crystal placed at the rebuilt Ulor, now known as Ahrendiir (Ir. "Shackled Secret"), and it was to become an even greater center of dark power.

At the present time, he is on the trail of the secret source which powers and controls the Six Crowns. He has not informed the Ahrenreth of his progress, though other members (Schrek, in particular) suspect that he is withholding information.

Hits: 350. **Melee:** 275bs. **Missile:** 190typh.

AT(DB): 20 (160/120). **Sh:** Y(50). **Gr:** Y. **MovM:** 30.

Lvl: 50 (70). **Profession:** Seer/Mystic/ArchMage. **Stats:** St-102; Qu-103; Em-99; In-100; Pr-101; Ag-100; Co-99; Me-98; Re-99; SD-96. **AP:** 84. **PP:** 1680 (210 x 8).

Skill Bonuses: Climb80; Swim100; Ride110; S&H140; Perc190; Rune140; S&W180; Chan102; DirS190; Amb±15; Acro40; Act96; Admin80; Chem120; PubSp85; RMas96; Smith90; SpellM114; StarG45; Stra&Tac89; Subdu70; Trick60.

Spells: Base Spell OB: 100. Directed Spell OB: 190 (Any Bolt or Ball, though prefers *Nether* attacks). Lorgalis knows all Base Mage, Cleric, Archmage and Sorcerer Spells, all Open and Closed Essence and Channeling, all Evil Essence and Channeling to 50th, all Navigator Base lists.

Special Abilities:

Defends as Large Creature.

All Lord of Essence Abilities (see Inhabitants Guide, pp 44-45).

Armor: Keron Alloy full plate: AT 20 (-50); it encumbers as AT 6.

Robes: Will change from pure white to black at will; also camouflage to add +50 to hiding.

Shield: Appears to be a small round target shield, but actually offers protection as a superior wall shield.

Sword: Blade of the Void (Lord Implementor)

1. *Of Slaying*, taking the soul of anyone it delivers an 'instant' kill to.
2. Drains 1-10 *permanent* hits every time it delivers a critical.
3. Absorbs light, creating an aura of Utterdarkness up to sixty feet in radius (absolute darkness).
4. +45 broadsword.
5. Fumbles only on 01-02.
6. Can fire a soul as either a Nether Bolt or Ball, hits multiplier = soul level (it stores up to 6 souls at a time).
7. Should Lorgalis be injured or 'struck down', the sword will summon a spectral image to wield it **Level:** 20 AT(DB): 19 (-40) **Hits:** 200 **Melee OB:** 195.

Amulet of Darkness: a clear stone of adamant in a golden setting, it is a x8 P multiplier and allows the wearer to cast *Dark Absolution* at will.

Ring: Gold with a inlaid disk of etched obsidian. While worn it shields the wearer's mind from all thought probes and analysis; instead projecting benign, slightly befuddled (and completely indecipherable) thoughts. The ring must fail its 50th lvi RR before the ruse is detected; it must fail by *more than 50* before any useful real thoughts are uncovered.

Staff: Of white wood, the staff can shrink to wand size or grow to a full seven feet in length. It stores up to 100 levels of spells (max level of each spell is 20).

Typh: +20, returns to thrower.

Ring of the Traveller Afar: Similar in design to the other rings of the Secret Circle, it is a disc of Black Eog inlaid in a gold signet ring. Etched into the polished Eog is the symbol of the Traveller Afar.

STR: 21	DEX: 20	CON: 19	BODY: 20	INT: 18
EGO: 19	PRE: 21	COM: 16	PD: 19	ED: 18
SPD: 5	REC: 8	END: 38	STUN: 56	
OCV: 18	DCV: 15	Phases: 3,5,8,10,12		

Skills: Magic (23-), Climbing (16-), Swimming 6", Riding (17-), Stealth (22-), Concealment (27-), Perception (27-), KS: Runelore (22-), KS: Stafflore (26-), 9 levels with Ranged Attack Spells, Acrobatics (13-), Acting (17-), Bureaucracy (16-), Chemistry (20-), Oratory (16-), KS: Ropes & Knots (17-), PS: Smithy (17-), Spell Research (19-), Astronomy (13-), Tactics (16-), Sleight of Hand (14-).

Spell Ability: Up to 150 Active Points.

Special Abilities:

1) Abilities: As Above.

2) 25% Damage Resistance.

Armor: +10 PD: and ED, +5 to DCV.

Robes: Will alternate from pure white to pure black at will. Adds +5 to concealment.

Shield: +4 to DCV.

Sword; Blade of the Void: +4 OCV, 3d6K NND (Takes the soul if a single blow kill). Destroys 1 BODY per hit, 11- activation. 10" radius Darkness vs Sight. 2d6EB (energy) or a 1.5d6EB (1 hex radius area effect Ball) per Soul stored (6 max.), Souls are released in this fashion. Example: 4 souls are released for a 8d6EB or a 6d6EB 6 hex area effect. If wielder is struck down, the blade summons a spectre that fights at half the wielders power.

Amulet of Darkness: 80 point END: Reserve for spells only. 8d6K NND, 11- activation roll.

Ring: Same as above.

Staff: Shrink to 1' or grow to 7'. Stores 500 Active points of spells, 60 point: limit per spell. Ring of the Traveller Afar: Controls many of the Automations throughout the Eight Secrets.

DAG LAVAN

Age: 8,772 (Appears ~20). **Eyes:** Grey. **Hair:** Black. **Build:** Very muscular. **Height:** 6'6". **Race/Sex:** Iylar/Male. **Skin:** Fair (ruddy cheeks). **Demeanor:** Distracted, sometimes Childish or Petulant. **Dress:** Tailored red robes, or shirtless with leather forging apron. **True Attitude:** Bored (except when smithing). **Home:** Ahrenæk. **Aka:** A'kesh, Maker of Blades.

A'kesh is in fact a son of Tethior the great Smith. His father remained unaware of his existence, his conception the result of a casual union between Tethior and an Iylar woman of questionable allegiances in the year SE 4103. Tethior spurned her when he learned that she had dealings with his sinister brother Krelj ("The Swordmaker"). When she learned that she was pregnant, she told no one, and when the child was born she sold it to Krelj, who adopted the boy as an apprentice.

Ondoval sought out A'kesh at the end of the first millennium of the Third Era, the smith still living in his master's old forge in Wuliris. The Astrologer had planned to make one of the Secrets a center of craftsmen, and the former apprentice of Krelj would be a perfect candidate as Master of the Forges. The site was to be located in the mountains of Rulaash in SE Emer, and named *Ahrenæk* (Ir. "Secret of Stone").

At first A'kesh balked at being tied to an organization, but when Ondoval revealed the riches of the Ahrenæk mines to the smith, he gave in.

So A'kesh took up residence, but it soon became clear to the rest of the Circle that while A'kesh was a talented craftsman, his skills at running a vast installation such as the Ahrenæk were sadly insufficient. Ondoval appointed the Dyar Lord Sigirus to handle day-to-day operations, and the pairing proved to be a good one. (Too good for Schrek, who has tried on several occasions to remove Sigirus.) The Dyar and Iylar have become friends and allies, and together they are able to stand with the others of the Circle as equals.

Hits: 210 **Melee:** +205 **dag Missile:** +190 **typh**

AT(DB): 20 (210). **Sh:** Y40. **Gr:** Y. **MovM:** +25.

Lvl: 70. **Profession:** Alchemist. **Stats:** St-102; Qu-99; Em-101; In-89; Pr-100; Ag-100; Co-94; Me-99; Re-95; SD-90. **AP:** 98. **PP:** 1890 (210 x 9).

Skill Bonuses: Climb80; Swim65; Ride85; DTraps20; PLocks80; Perc120; Rune100; S&W200; Admin30; Appr180; Arch150; Chem145; Craft220; Fals65; Fletch120; LeatherW185; Math110; Smith250; StoneC90; TrapB190; WoodC120.

Spells: Base Spell OB: 70 Directed Spell OB: 150 (Fire Bolt). A'kesh knows all Alchemist Base Lists to 50th, all Open and Closed Essence to 50th.

Dag: A large, swordlike weapon which intrinsically strikes as a +10 flaction. A'kesh's is +40, cannot be fumbled, and delivers an additional Disruption critical when it does a critical strike.

Eog Mail: Superbly crafted scale mail armor of black eog, it grants the wearer an AT of 20 with an additional DB of 100.

Circlet: a black leather headband set with a single green jewel, it is a x9 P enhancer and protects the head and shoulders from heat and cold.

Typh: A throwing weapon, it strikes as a flail. A'kesh's Typh is +30, can be thrown up to 100' without penalty, and returns safely to the wielder by *Long Door*.

Ring of Blades: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Dag Lavan: a pair of crossed swords.

STR: 22	DEX: 20	CON: 18	BODY: 21	INT: 19
EGO: 18	PRE: 20	COM: 19	PD: 18	ED: 18
SPD: 4	REC: 9	END: 38	STUN: 41	
OCV: 14	DCV: 17	Phases: 3,6,9,12		

Skills: Magic (29-), Climbing (16-), Swimming 4", Riding (16-), Security Sys (13-), Lockpicking (16-), Perception (20-), KS: Runelore (18-), KS: Stafflore (28-), Trading (26-), Architecture (23-), Chemistry (22-), PS: Crafter (30-), PS: Forger (14-), PS: Fletcher (20-), PS: Leather Worker (26-), KS: Math (19-), PS: Smithy (17-), PS: Stone Carver (17-), PS: Trapper (27-), PS: Wood Carver (20-).

Spell Ability: Up to 210 Active Points.

Dag: +4 OCV, 4d6+1K,

Eog Mail: +10 PD: and +10 ED, +10 DCV.

Circlet: 90 point END: Reserve for Spells only. +10 ED for areas 3-5 and 9.

Typh: +3 OCV, 1d6K, -1 RMODs. Teleport 15" max back to wielder's hand at will.

Ring of Blades: Controls many of the Automations throughout the Eight Secrets.



A SIXTH -PALE DEMON

LÆN SHIIN

Age: ? (Appears ≈ 25). **Eyes:** Deep Blue. **Hair:** Golden Blond. **Build:** Slender. **Height:** 6'9". **Race/Sex:** Iylar (Linær)/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** True Attitude. **Home:** The Isle of Glass. **Aka:** Darí Holvir, Chordan of Moerk, "Crystalline Death"

Holvir is an Iylar Elf of the Linær branch: handsome, tall and strapping, he is a special tragedy to the race. Worse, he was once a Loremaster, and his seduction by the Unlife was a setback for the security of Karilôn—even though Darí's knowledge of the inner workings of the Order was limited.

This charismatic Elf-lord was seduced by Lorgalis late in the Second Era. As a Loremaster, Holvir had seen his powers diminished and his role of decreasing usefulness. He began to study the dark arts, as so often, with the best intentions. Then the power began to tempt him. First it was used against the Unlife, but when the Loremaster Council censured him, he rebelled. Bitter and angry at his failure to gain approval, he hastily accepted an offer of a place in an order of questionable goals, with the armies of the Unlife in the Wars of Dominion.

Holvir survived, and Ondoal asked him to sit at council in the Secret cabal. He was to become the Crystalline Death. Among his accomplishments Holvir counts the final downfall of Urulan in 4980. With Oan Lyak's help, he trapped the Seer of Urulan and took his place, thereafter leading the Elven realm into oblivion. He has taken charge of the once-noble *Ahn sye Woloka* (Order of the Eye).

Now, several thousand years later, Darí looks no older, but his Iylar heart is turned to steel. He has no compassion, and in fact has become cruel and perverse in his thinking—and entertainments. He resides on the Isle of Glass off the southern coast of Onar.

Hits: Melee: MAS210; MASw200 Missile: +240Gé

AT(DB): 11 (200). **Sh:** N. **Gr:** (Y30). **MovM:** +30.

Lvl: 60. **Profession:** Monk-Seer. **Stats:** St-102; Qu-103; Em-60; In-101; Pr-101; Ag-101; Co-100; Me-99; Re-94; SD-95. **AP:** 104. **PP:** 180 (and a +7 enhancer for Mentalism).

Skill Bonuses: Climb150; Swim120; Ride110; S&H200; Perc170; Rune70; Chan50; Amb±15; AMov100; AD100; Acro150; Cont140; Dance75; Diplom80; Frenzy95; Medit100; Seduct140; Sig110; Subdu160; Track80; Trick70; Tumb100.

Spells: Base Spell OB: 60. Directed Spell OB: 145 (Fatal Channeling: same as Absolution Pure, except target's body is turned to crystal). Darí Holvir has all Monk base lists to 50th, Al Seer base Lists to 50th, Evil Mentalist lists Dark Channels, Dark Lore, and Curses to 30th, and Loremaster Base Transport, Lost Lore and Interaction to 15th.

Special Abilities:

Resilience: Holvir is able to alter the nature of his skin at will to make it equivalent to AT 11.

Bracers: Four golden bands to be worn on the wrists and ankles, each is set with a number of red læn inlays. They add +30 to all attacks and allow the wearer to parry missile weapons. One wrist band can cast Bladerun 3x per day, the other can cast *Deflections* 3x per day.

Cloak: In addition to adding +60 to hiding attempts, this black cloak allows the wearer to become two-dimensional 3x per day. He may not attack, nor can he be harmed. He cannot cast any other spells while in this state.

Headband: Protects the head as a helm.

Necklace: Of golden alloy studded with diamonds, this beautiful device protects the head and neck as a full helm, and is a +7 P enhancer.

Ring of Crystalline Death: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Crystalline death: a multifaceted crystal structure.

Gé: A deadly bola-like weapon, it strikes on the bola table but with 2x hits. This particular gé delivers a Krush, Grapple, and Slash critical. If the crit is "D" or "E" in severity and indicates a limb (including neck or head), it is severed. The gé returns to a pouch on Holvir's belt safely, via *Long Door*.

STR: 22	DEX: 21	CON: 20	BODY: 21	INT: 19
EGO: 19	PRE: 21	COM: 24	PD: 13	ED: 13
SPD: 5	REC: 10	END: 40	STUN: 42	
OCV: 17	DCV: 17	Phases: 3,5,8,10,12		

Skills: Magic (20-), Climbing (23-), Swimming 6", Riding (17-), Stealth (22-), Concealment (28-), Perception (25-), KS: Runelore (15-), +2 levels with Ranged Attack Spells, Acrobatics (23-), Contortions (22-), KS: Dance (15-), Conversation (16-), KS: Meditation (18-), Seduction (22-), KS: Signaling (19-), Tracking (16-), Sleight of Hand (15-).

Spell Ability: Up to 120 Active Points.

Special Abilities:

1) All PD and ED can become resistant at will.

Bracers: +3 overall combat levels. Allows Missile Deflection using H-to-H Skill. +10 DCV three times per day.

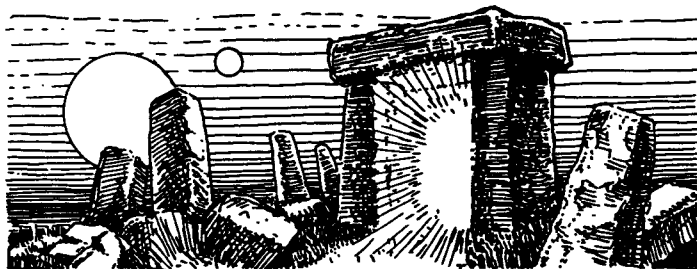
Cloak: +6 to Concealment. Transformation to Duo-Dimensional, 3 charges.

Headband: +6 P: and +6 ED for areas 3-5; 60 point END Reserve for spell casting.

Necklace: +8 PD and +8 ED for areas 3-5; 60 point END Reserve for spell casting.

Ring of Crystalline Death: Controls many of the Automations throughout the Eight Secrets.

Gé: 3d6 RKA Bola. If target takes 18+ BODY to a limb, that limb is severed. Teleports (15") to a pouch 1 phase after it was thrown.



LYAX KHÂNG

Age: ? (Appears ≈ 30). **Eyes:** Blue. **Hair:** Bleached white/streaked blue. **Build:** Shapely. **Height:** 5'8". **Race/Sex:** Dyar-Dúranak/Female. **Skin:** Fair. **Demeanor:** Cool, Pragmatic. **Dress:** Black Leather. **True Attitude:** Cold-blooded. **Home:** Ahren-lyax. **Aka:** "Dreaded Assassin", Oan Lyak.

Not the first to sit at the Secret Circle as Lyax Khâng, Oan Lyak was chosen in TE 3845, as the replacement for the previous Lyax Khâng. He met with an unfortunate accident involving a Loremaster.

Oan Lyak gained prestige through the early years of the Third Era as the leader of the infamous *Cult of Stars*, an evil organization of female assassins. Her operatives have been responsible for many murders committed throughout Emer and Jaiman through the last age.

She is half Dyar and Half Dúranak, her latter (mortal) blood of that reclusive tribe of men in SE Jaiman. The Dúranaki are known to consider themselves racially superior to all other Kultheans, thus rationalizing the enslavement of other men and the casual attitude they have towards murder. While they are not quite a culture of assassins, their reputed derision for life is well deserved. It is worth noting that they tend to kill more out of convenience than for pleasure, so they should not be considered sadistic or cruel. Oan Lyak fits this mold well enough. She is businesslike and efficient, never allowing herself to be distracted while performing sensitive operations.

When Lyak was named to the Cabal, she moved her headquarters to *Ahren-lyax*, one of the Eight Secrets (see Section 3). Also known as the Tower of Vour, it stands in the heart of the Whispering Moor, a lowland in what was once the realm of Ansibus in Ræl. Since she has taken charge, the tower has been updated and converted into an impregnable fortress.

Hits: 170 **Melee:** +235 long kynac **Missile:** +210 kynac

AT(DB): 17 (190). **Sh:** (Y50). **Gr:** N. **MovM:** +30.

Lvl: 60. **Profession:** Mystic/Assassin. **Stats:** St-99; Qu-103; Em-100; In-89; Pr-101; Ag-101; Co-94; Me-92; Re-90; SD-88. **AP:** 99. **PP:** 1080 (180 x 6).

Skill Bonuses: Climb190; Swim80; Ride75; DTraps150; PLocks220; S&H240; Perc190; Rune50; Amb±25; AMov100; MAST160R4; Acro90; Act85; Cont140; Cook85; Seduct90; Sig110; Stra&Tac140; Subdu200; Track120; Trick90.

Spells: Base Spell OB: 60 Directed Spell OB: 120 (Fire Bolt) Oan Lyak has all the Base Mystic Lists to 50th level, and a total of eight Open and Closed Essence and Mentalism lists to 10th.

Long Kynac: +35 (using the rapier table plus 50), it is *Of Slaying* Elves. It is of the same design as the Dúranaki weapons of the same name.

Three Kynacs: A set of superior throwing knives each +30 (use the rapier table). Each is coated with a powerful (10th level) poison, though Oan's tastes vary.

Black Dragonskin of Nandar: Fine armor which protects as AT 17 yet encumbers as AT 5.

Amulet: a ruby set in a silver chain, it is a x6 P enhancer for Mystics.

Boost/Gloves: Add 50 to climbing rolls, and the boots leave no prints.

Cloak: Adds +100 to Hiding.

Ring of the Dreaded Assassin: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Assassin: a slender dagger.

STR: 19	DEX: 21	CON: 18	BODY: 17	INT: 18
EGO: 17	PRE: 21	COM: 19	PD: 8	ED: 8
SPD: 5	REC: 10	END: 36	STUN: 36	
OCV: 16	DCV: 17	Phases: 3,5,8,10,12		

Skills: Magic (20-), Climbing (27-), Swimming 4", Riding (17-), Security Sys (23-), Stealth (27-), Concealment (32-), Perception (27-), KS: Runelore (13-), +8 levels with HA, Acrobatics (17-), Acting (16-), Contortions (22-), PS: Cook (16-), Seduction (17-), KS: Signaling (19-), Tactics (22-), Tracking (20-), Sleight of Hand (17-).

Spell Ability: Up to 120 Active Points.

Long Kynac: +5 OCV, 1d6K NND vs Elves.

Three Kynacs: +3 OCV, 1d6 RKA, each is coated with poison.

Black Dragonskin of Nandar: +9 PD and +9 ED, weight = 4.4 Kg.

Amulet: 60 point END Reserve for spell casting only.

Boots/Gloves: +2 levels to climbing, leaves no footprints.

Cloak: +5 levels to Concealment.

Ring of the Dread Assassin: Controls many of the Automations throughout the Eight Secrets.

KORT HULUM

Age: ? (Appears ~ 25). **Eyes:** Green. **Hair:** Blond, long. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Dyar/Male. **Skin:** Dark Brown. **Demeanor:** Friendly; Self-confident. **Dress:** Short white tunic, trimmed with red and gold. **True Attitude:** Aloof, wary. **Home:** Ahrenlaakh. **Aka:** "Cloud Master", Shanarak ("The Fair").

Shanarak is an unusual looking Dyar Elf and may have blood of the Linær in his past. He is handsome, though in an exotic, imperfect way.

Shanarak's origins are clouded by the confusion which reigned during the Wars of Dominion. He was not a major participant in that war, though he must have achieved considerable knowledge by that time, as is evidenced by his prowess in the ninth century TE, when Ondoval invited him to join the Secret Circle. Shanarak may have spent much of his time on certain near planes or even in the Demonic Pales. If this is true, then Shanarak is of stronger will than it might appear, for there are few even among the most powerful on Kulthea who can remain in the Demonic Planes for long without losing their minds. But then, perhaps this has already happened to this Kort Hulul.

The Cloud Master is also a master of Demons without equal, as he proved when Schrek attempted to wrest the Ahrenlaakh (Ir. "Lost Secret") from him and failed to control the wills of Shanarak's demonic guardians.

Hits: 170 **Melee:** +220bs **Missile:** —

AT(DB): 20 (120). **Sh:** N. **Gr:** Y(40). **MovM:** +20.

Lvl: 70. **Profession:** Evil Magician. **Stats:** St-95; Qu-100; Em-104; In-100; Pr-101; Ag-98; Co-95; Me-92; Re-91; SD-88. **AP:** 108. **PP:** 2450 (7 x 350).

Skill Bonuses: Climb40; Swim90; Perc110; Rune120; S&W140; DirS80; Act90; Admin100; Chem50; Diplom70; Medit100; Nav40; RMas60; Seduct120; SpellM125; Stra&Tac80; WeathW100.

Spells: Base Spell OB: 70 Directed Spell OB: 210 (Lightning Bolt) Shanarak knows all base Sorcerer, Magician, Evil Magician, and a total of six Open and Closed Essence lists to 50th.

Demon Master: A two-foot long rod of black iron with a miniature red laen skull on the top. x7 P enhancer for evil Magicians, reduces chance of failure to control or master a demon to 1x the demon's type (as opposed to the normal 5x). The rod can also transform into a laen broadsword, +30 bonus, of *Demonslaying*.

Amulet of the Spirit: A clear oval gem set in a platinum chain, it allows the wearer to cast *Banishment* (Sorcerer Base Soul Destruction) and to place the soul of the target in the amulet. Wearer may know the location and thoughts of the body, and direct it by touching the amulet and concentrating. The amulet will hold four souls at once.

Belt of Essence-Armor: A unique and powerful item thought to be from the First Era, it is a belt of platinum links which, when commanded, creates shimmering, transparent plate armor suit around the wearer until he orders it to vanish. The suit is AT 20 (60) and protects the wearer in all ways as if here were wearing full plate — except vs certain attacks where it is better to be unarmored (e.g., Grapple, Lightning Bolt), in which case the wearer is AT 1. The armor is unencumbering and does not affect the wearer's ability to cast spells.

Ring of the Cloud Master: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Cloud Master: a stylized thunderhead with a lightning bolt erupting from it.

STR: 19	DEX: 19	CON: 19	BODY: 17	INT: 18
EGO: 17	PRE: 21	COM: 28	PD: 17	ED: 17
SPD: 4	REC: 8	END: 36	STUN: 36	
OCV: 15	DCV: 8	Phases: 3,6,9,12		

Skills: Magic (29-), Climbing (13-), Swimming 4", Perception (19-), KS: Runelore (20-), KS Stafflore (22-), +4 with Ranged Attack Spells, Acting (17-), Bureaucracy (18-), Chemistry (13-), Conversation (15-), KS: Meditation (18-), Navigation (13-), KS: Ropes & Knots (14-), Seduction (20-), Spell Research (20-), Tactics (16-), KS: Weather (18-).

Spell Ability: Up to 210 Active Points.

Demon Master: 70 point END Reserve for evil spells only. Increases chance to control Summoned Demons by 5x. +3 OCV, 1d6+1K NND vs Demons.

Amulet of the Spirit: 9d6 Major Transformation Attack. Target is transformed into an Undead Automation under the control of the wearer.

Belt of Essence Armor: +10 PD & +10 ED, +2 DCV, No weight. Controls many of the Automations throughout the Eight Secrets.

3 THE EIGHT SECRETS

Following are the tales of the eight holdings, how they came to be, and the nature of their keepers.

These are the eight towers built by the members of the *Jerak Ahrenreth* — seven plus the original meeting-place of the *Dænkú Ahrenreth*. While the towers themselves did not originally correspond with specific members of the cult, several grew to be associated as pairs. These holdings were all constructed (or the alterations made on existing structures) between the years TE 888 and c. 3000.

AHRENTHRÖK

The name of this ancient vault means the *Guardian Secret*.

The first of the Secret Holds, the Ahrenthrök was actually constructed just after the end of the First Era. That was a hundred millennia in the past, and virtually nothing of the original structure remained when Ondoal returned to it in the early years of the Third Era — except a pair of Sentinels and the Earth Vault holding the Crystal.

When Ondoal began his search through Time, he named the *Dænkú* as acting head of the Ahrenreth. This man — who went by the name of *Schrek* in earlier days — quickly consolidated his position of power and began aggressive alterations to the Ahrenthrök. Revealing an intimate understanding of the strengths and weaknesses of the original layout, he personally supervised many improvements and additions to the subterranean complex. By the middle of the third millennium (c. 2500), Ahrenthrök had been expanded into a maze of halls and tunnels, including a mine of rare elements. Guarded by eggs and many orbs of power, Ahrenthrök was a seat of formidable influence.

A bitter rivalry grew between Lorgalis and Schrek, as the former believed that he should have been named *Dænkú* and given the reins of power within the Guardian Isle.

Upon his first return in 1689, Ondoal called the Council and was alarmed to discover the developments during his absence. Yet he was reluctant to unseat Schrek, despite Lorgalis' repeated protests. He did not remain long before turning once again the pages of the Book of Gates.

While Schrek never directly challenged Ondoal's authority as founder of the *Jerak Ahrenreth*, there were subtle signs that the *Arulis Kygari* no longer held sway over the Cult. When Ondoal returned in 4085 (his last visitation before finding the *Shadowstone*), Schrek dared to suggest that a replacement *Arulis* be named to the Council, so that the full complement of eight may sit on a regular basis. The K'ta'viir Lord conceded and allowed another to be named — but he retained singular control over the fortress known as the *Shadowed Secret* through the Mind's Orb. The Astrologer Zagul was named *Arulis Kygari*.

AHRENRAAX

The citadel of *Ahrenraax* (Ir. the "Secret Claw") was located in the cool waters southwest of Emer. Stewardship of this volcanic island fortress was given to the Lord Ordainer *Morloch* (once known as *Shúraax* the Fire Claw, bodyguard of *Kadæna*).

Alone among the hierarchy of the *Jerak Ahrenreth*, *Morloch* suspected *Schrek*'s true nature. As a creature from another plane, the Ordainer sensed a similarly alien mind, but being a Demon of the *Essænc*, *Morloch* lacked the ability to comprehend a creature of the utter void.

In but a few decades *Morloch* had built *Ahrenraax* into an unsubtle palace of crude splendor. He marshalled forces and subjugated the northeast regions of *Thuul* by TEI 1204.

The next year, the Dragonlord *Voriig Kye* came to *Ahrenraax* and proposed an alliance. He wished to sit on the Council, but no place was available.

The timely death of *Churk Ta, K' rak-shú* of the *Jerak Ahrenreth* in 1210 left a vacancy to which *Voriig Kye* was appointed. The Silver Dragon was now Cold Fire Lord. His alliance with the Ordainer caused some consternation among the other members, and *Schrek* excluded the Demon Lord from future inner councils.

Upon his return to the Shadow World in 4085, Ondoal met in secret with *Morloch* concerning *Schrek*, but no action was taken, and Ondoal's next re-entry was with an item which allowed him to feel immune from any threat *Schrek* might pose.

In 5030, soon after Ondoal's return with the *Shadowstone*, *Voriig Kye* and another Dragonlord — *Sulthon Ni'shaang* — called upon *Morloch* to consider the turn of events. (*Sulthon Ni'shaang* was losing his bid to wrest *Jaiman* from *Lorgalis* by military force.) They were also concerned about Ondoal's obsession with annihilation. The three decided to join forces to destroy *Schrek* and take control of the *Jerak Ahrenreth*. Then they would turn to face Ondoal.

But the Ordainer betrayed them to *Schrek* a mere ten years later, and an ambush at *Ahrenraax* was almost the undoing of the Dragons. Both narrowly escaped with their lives. Since then, *Ni'shaang* has sequestered himself at *Ja'miil Targ*, and *Voriig Kye* has remained secluded in his castle at *Vog Mur*. The Silver Dragon attends meetings at the Guardian Isle only because the place is sworn neutral ground.

AHREN-LYAX

The smallest of the Secrets, it has nevertheless seen continuous occupation since its construction in TE 898-1108. It is the *Dreaded Secret*, also known in later days as the tower of *Vour*. *Oan Lyak* is the second *Dreaded Assassin*, and though she has moved the center of her Cult of Assassins here, she has allowed the previous *Lyax Khâng's* Seneschal to remain. Indeed, *Guvog* the Necromancer could hardly be a better guardian for the tower.

Guvog commands a vast army of Undead, who make the Whispering Moor their rotting home. While the tower stands upon a rocky crag, the land all around for leagues is nothing but a chill mire, filled with noisome pools and decaying filth. The tower was once on the border of the realm of *Ansidus* and was the center of a great battle around TE 3300 in which thousands died. *Guvog* cursed the entire field, and the warriors are entrapped still, forced to walk to moor. It is said that there is only one safe path through the moor, and few know the way.

One episode in the history of *Ahren-lyax* of particular interest. *Lorgalis* and *Darí Holvir* (*Iæn Shiin*) visited here in Third Era 4578 and held counsel with *Oan Lyak*. There was an alliance cast between the three without the knowledge of *Schrek* or the others of the Circle. Two years later, *Oan* lured the Seer of *Urulan* here, where he was slain by a mental blast yet unequalled. The new Seer was none other than *Iæn Shiin*.

AHRENDIIR

Lorgalis' citadel on the isle of *Ulor*, *Ahrendiir* (Ir. "Shackled Secret") was actually constructed around 3400 in the Second Era, though the sprawling fortress has seen expansion and alterations countless times over the many centuries since the first foundations were laid. The citadel was completely demolished in the Wars of Dominion at the end of the Second Era, and *Lorgalis* wandered for centuries before his powers returned. During this period, he travelled on occasion as the White Mage.

When the *Jerak Ahrenreth* came together in the Third Era, Ondoal sought out *Lorgalis*, asking him to serve as the new *Phæniis Rhyn* (Ir. "Far Traveller"). *Lorgalis* agreed, on the condition that his citadel be named one of the Eight Secrets. Ondoal relented, and a shard of the Crystal was to serve as the new focus for the citadel of *Ulor*.

AHRENLAAKH

Besides serving as the shelter for a splinter of the Crystal, the *Ahrenlaakh* was to protect the Ark of Worlds, an item of surpassing power and mystical significance. The name of this holding (which in *Iruaric* means "Lost Secret") is appropriate, as will be explained below.

The *Ahrenlaakh* was begun soon after the splintering of the Crystal, the construction supervised by the *Dyar Mage Shanarak* ("the fair"). Accepting the title of *Kort Hulm* (Ir. "Cloud Master") among the Eight, he in turn enlisted the aid of the mighty demons *Quard* and *Urmo* (Lords of Water and Air) to secure *Ahrenlaakh* against detection and intrusion.

Its foundations laid upon a black atoll in the deep ocean, *Ahrenlaakh* found isolation and defense through the swirling waters and obscuring clouds. The defenses of the place remained unchallenged for centuries.

Ahrenlaakh housed the Ark under the watchful eye of *Shanarak* for several hundred years, until 2705, when he left on an errand for the *Ahrenreth*. Leaving the Demon-lords in charge, he departed for what turned out to be a campaign lasting five decades.

When he returned, he found that Schrek had infiltrated his fortress with his own demonic brood and was attempting to subvert Quard and Urno. (Ondoval was of course still seeking the Shadowstone.) A tumultuous battle resulted between the two, and in the end, Shanarak was the victor. But Schrek would not concede defeat and summoned the power of the Ark of Worlds.

The Essænce was rent asunder, and the Ahrenlaakh was in fact 'lost' for a time, as the energy of the Ark of Worlds was such that even the kregora vault was unable to suppress its time and space warping powers. The atoll was swept into the Near Planes and lost to the Ahrenreth for a number of centuries.

However, even this separation did not fully cancel Shanarak's influence. He was able to send occasional messages to the Cabal through his demonic servants.

Then, in TE 5030, as Ondoval returns to Kulthea with the Shadowstone, the Ahrenlaakh is drawn back as well, erupting into the Shadow World as the Portal at Mulira was destroyed.

Shanarak has ruled since, though friction between him and Schrek has persisted.

AHRENTORG

This holding differs from the others in a number of ways. Ondoval alone supervised the construction of the Ahrentorg (Ir. "Shadowed Secret") within a vast crater-like ring in the northern Endless Sea. It was to be his retreat. Ahrentorg has no equal in gross size. Beyond intimidating, the mere sight of it strikes terror into the heart of even the most powerful of lords. It has never been assailed by force.

The history of Ahrentorg is actually rather sedate. Completed in c. TE 1200, it was Ondoval's retreat and had little interaction with surrounding territories. It maintained a large garrison through the first two millennia of the Third Era, but in the year 2000 Ondoval departed in search of the Shadowstone. Forces were maintained for several centuries, but they had no direction or focus. In TE 2400, Schrek ordered the Shadowed Secret closed.

Ahrentorg was abandoned and inactive for more than 2500 years, being reopened only after the return of Ondoval in 5030. He quickly reclaimed his ancient home and renovations were begun in earnest. The garrison is built up until it now stands as the single largest single military force in the world.

AHRENÆK

Ondoval wished the Ahrenæk (Ir. "Secret of Stone") constructed as a mine and forging-center for the Smith A'kesh. Located in what was once known as central Onar, Ahrenæk rises in mighty terraces above the sweltering jungles of Rulaash. The complex is safe deep behind a wall of green. (It is said that even to this day the forest is held in thrall by some unnatural terror: constructs from the First Era.)

A'kesh was one of the Eight, the *Dag Lavan* (Ir. "Maker of Blades"); he was also a son of Tethior. His father never knew that he had sired the boy, and A'kesh's mother, for her own vengeful reasons, apprenticed the youth to Tethior's brother and rival Krelj 'The Swordmaker.'

The Ahrenæk did indeed prove a rich mine, and the facilities were unmatched in the Third Era. But A'kesh showed little aptitude for administration and Ondoval — seeing a void — appointed the elf-lord Sigirus as administrator.

Sigirus quickly secured the mine and proceeded to fortify the structure, turning it into a vast complex of many grand halls and deep passages. The mine continues to yield considerable wealth as well, and the growing power of Ahrenæk was not lost on the Eight. In 3050 Schrek sent his lieutenant Wargur to take control of the mine from Sigirus. The Elven lord refused to relinquish lordship, and Wargur dared not challenge Sigirus in his own halls, with the many enchanted defenses made by A'kesh. Schrek abandoned this path and instead sent Wargur to Ræl, forced to allow this ally of Ondoval to hold the forge.

To this day it is widely assumed throughout the Eight that while A'kesh may sit at the table, Sigirus is the real power at Ahrenæk.

AHRENRYAK

Here it seemed that Lorgalis scored a victory over the schemes of Schrek, for he enlisted the aid of the Dark God Klysus and lobbied to have the pinnacle at Ordia named as *Ahrenryak* (Ir. "Secret of Souls"). This monastic center had been a gathering place for activities of Darkness for several centuries before the Ahrenreth had resumed. The location of a splinter of the Crystal here enhanced the Dark God's power and caused some concern for Schrek. However, the isolated location of Ordia served only to work against it as a strategic base of operations. Overlooking a frozen plain in the far southern reaches of the planet, the Ahrenryak holds sway over few souls — but it did serve as a secure fortress and would be an excellent point from which to launch an assault against the Southern Eye. Carved out of a sheer rock face, the entrance to Ordia has an unobstructed view of the blinding white ice fields for miles.

Only the order of monks reside within this fortress-monastery, honing their physical and mental skills, and guarding the splinter of the Crystal. Something else is guarded at the Secret of Souls, however: the body of Kadæna. Sealed within a sarcophagus of black laen and eogs, the remains of this evil queen continue to radiate an aura of unmatched evil.

The Mentalist-Priest Dytus rules this small but impregnable fortress which is said to be protected by Cold Guardians and packs of Snow Hounds.

4·THE TWELVE ADHERENTS

Directly below the Eight of the Secret Circle are the Twelve called the *Adherents*. Their functions vary, but they serve only the Ahrenreth as a group (unlike assistants who serve particular Lords, such as Sigirus). All reside in the Ahrenthrök — though they may be abroad at any time on errands for the Cult.

GM Note: The PCs are much more likely to encounter one of the Adherents than a member of the actual Circle — though even an Adherent would tend to simply ignore anyone as insignificant as a group of PCs unless they were being particularly disruptive.

Gorang: A Dyar Thief, Gorang is also known simply as *The Hand*. He has stolen many artifacts of power for the Cult and takes pride in succeeding at particularly difficult missions.

Vaag t'Kang: A half-elf, Vaag has Laan and Erlin blood. A Magician of some skill, he is a master of enchanted fires.

Wurliis: A Demon of the Fifth Pale, Wurliis is among the most intelligent of his kind and is a master of arcane mechanisms. His favorite weapon is a terrifying device which fires four heavy crossbow bolts in a volley.

Klax: Captain of the Guard at Ahrenthrök and Herald of the Ahrenreth forces, Klax is another half-elf: Talath/Iylar (Linær). His sword is a special *Irgaak* forged in the First Era. His black plate armor and white surcoat make him a striking figure, and when he has duties outside of the citadel, he rides a black pegasus.

Vomûk: Truly an unholy union gave birth to Vomûk. His sire was a Demon and his mother a Dyari Sorceress. While generally resembling an Elf, he has black skin, and his body is hairless. His teeth are pointed fangs and his fingers end in claws. A Sorcerer, he is also dangerous in combat and exceedingly cruel.

Gargarax: A Dyar/Iylar Elf, Gargarax is and Astrologer and the twin brother of twin of Urkanian. He is called 'the Voice', because of his ability to control others with his magical words. It is said that the utterance of his name can kill. He wears white robes.

Urkanian: Chief Librarian of the Ahrenthrök. Urkanian (called 'the Scribe') is Gargarax's identical twin brother. Quiet and reserved, he nevertheless has an obsession with securing magical tomes, often murdering in cold blood to get them for the Ahrenthrök shelves. He wears flowing black robes.

Zajarian: A Loari Elf fallen from the high ideals of his race, Zajarian is an Alchemist of great knowledge and skill. He creates many items for the Cult.

Môg-dûrek: Half Jaader, half Erlin, this evil priest has an unusual appearance, to be sure. He has contacts with several of the Dark Gods, and his arcane rituals are designed to supplement the power of the Secrets.

Ytarmen: A Loar with Laan blood, Ytarmen assists Zajarian and makes magical armors.

Turasoq: A Demon of the Essænce, Turasoq is a Procreator. A mentalist, he serves the Eight by taking the thoughts of others and twisting them upon themselves.

Klyrunak: Most enigmatic of the Twelve, Klyrunak has no official duties. He is a Mystic, kidnapped from the Kytaari as a child and now a master of spells of deception and changing. He could appear anywhere in Emer in any of a number of guises — including that of Andraax.

5. THE AHRENTHRÔK: LAYOUTS

The following pages detail the actual layout of the home of the Secret Circle. Woe be to he who finds himself within these Hallowed Halls.

ENTRY

This room is actually located *underwater*, about 100' off the northern shore of the Sea of Votania.

1. Outer Doors. A pair of doors fashioned of some grey-green alloy, these panels will open to any one of several keys. They are octagonal (each door half an octagon) and ten feet high/wide. Three-inch thick panels slide open along a track when activated.

2. Airlock. Beyond the doors is a square chamber, full of water. When the key is used on the inner set of doors, the outer ones close, and the water drains. The room is dimly lit by a green luminous ceiling, and when the water goes, there is a brackish 'fishy' smell. The inner doors open when the water is gone (through small grilles along the edge of the floor).

3. Corridor. About fifty feet long, this stairway descends further under the sea. The walls are damp but the smell is gone. Disks of green set in the walls at regular intervals provide minimal illumination.

4. Room of Partings. Stairs lead up to either side. Light is provided by the two large panels (7 and 8), slabs of crystal which glow an amber hue. The diamond-shaped pillar in the center of the chamber is of Black Eog; non-evil Essence spells — including attempts to *Long Door* out of this room — must resist vs 30th level or Fail (roll on spell failure table, add the amount the spell failed by). The eog has inlaid writing in silver Var Arnak runes (the language of Evil Priests). If any dare read the inscription, it says:

*Few guess the purpose of the Cult of Old
subtle as whispers in a gale.
Now their actions speak and realms fall
The order meets in the Hallowed Hall*

Gargarax... Urkanian

After the 'signature' is a rune; readers must roll a RR vs 10th lvl Channeling or suffer 3-30 hits. [12d6 Suppress vs. Non-Evil Magic Rune is 2 1/2 RKA (area affect-rad).]

5. Portal. To cell of Entry (# 52, East Halls). The opening appears absolutely black. As soon as someone starts, they are sucked in to the Cell (no sticking in of hands or heads to 'take a peek').

6. Portal. This portal appears dormant. This is because it is a one-way gate, only allowing persons to exit through it (specifically, from # 51) into this room.

7. One-way Shield Wall. This laen wall is translucent to those in the room, but completely clear to one behind it. A scant six inches separate it from the wall on either side. The wall is designed so that an evil spell user (presumably a defender of the complex) can *Long Door* behind the wall and cast spells *through* the wall with ease (it is as if the wall were not there). The wall completely stops any spells and is indestructible.

8. One-way Shield Wall. As #7.

9. Black Door. Of Black Eog, this door will only open to a word in Var Arnak, speakable only by the Eight.

10. Stone corridor. A very ancient passage leads in a gentle slope down to a natural rock intersection. Up to the intersection it is lit as #3.

11. West Tunnel. Of rough-hewn rock, this cold, wet and unlit way winds down for miles before running to a cave-in (once it continued on to a K'ta'viir installation).

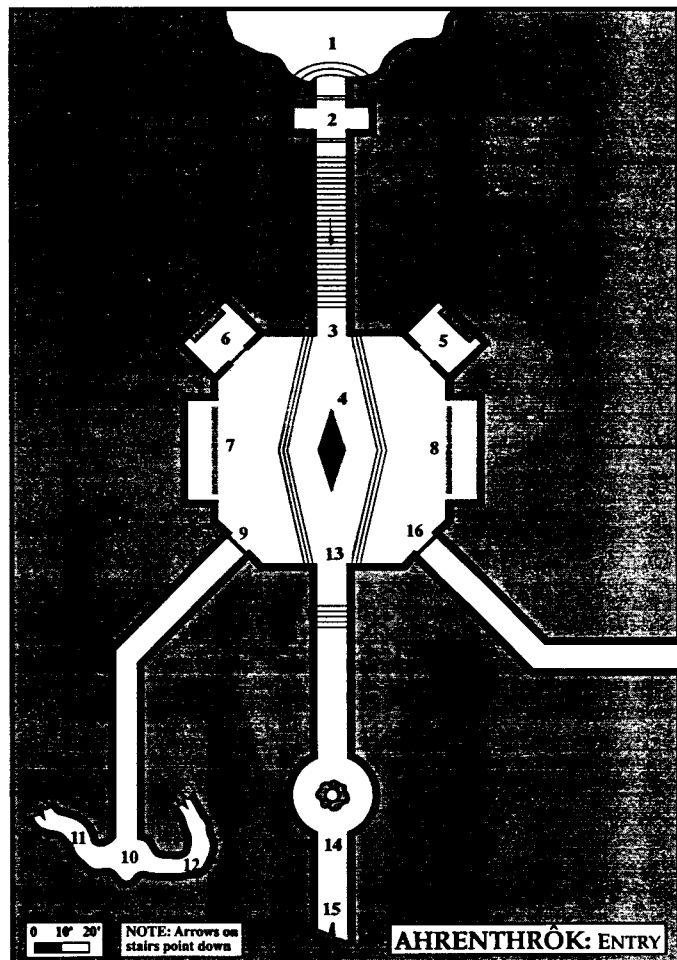
12. East Tunnel. This way leads back to the north, dips down for a few hundred feet then begins to climb. It connects with a cave in the hills of Miir more than 200 miles to the NW.

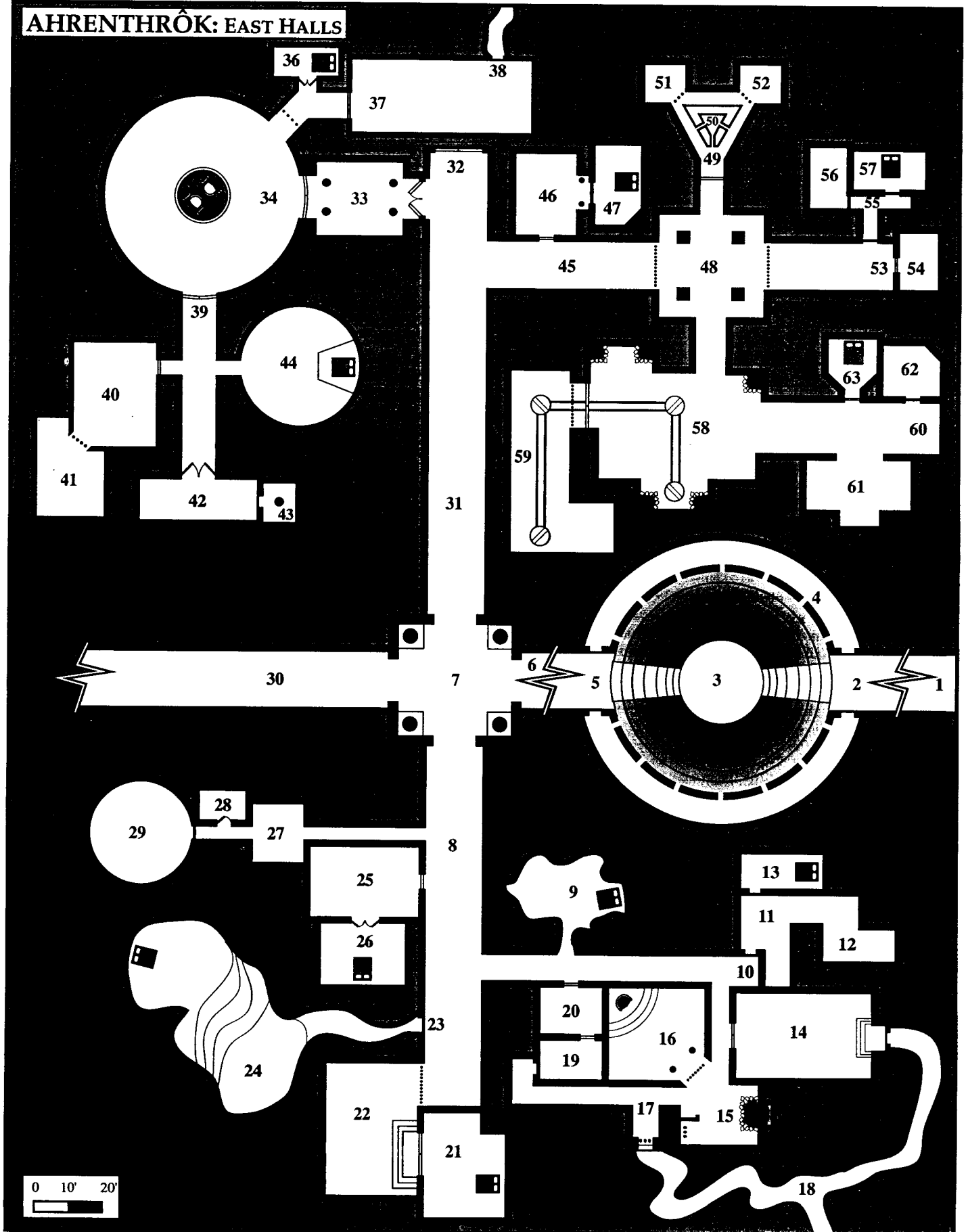
13. Green Laen Door. A single panel of frosted green laen, it has a silver rune inlaid on its surface. It will open, sliding down into the floor, if the word *open* is spoken in Iruaric ("I-ken").

14. Warder. The corridor opens into a hemispherical chamber. Set on a pedestal of jagged obsidian is a golden orb about six inches in diameter. One particularly cruel-looking spike of the obsidian actually hooks up around the orb so that it is taller. As each person enters the chamber, it will speak in Iruaric: "I am the northern warder. Make your offering and you may pass." A superior observation will reveal that the spike has some dried blood on it. Each must prick his finger on the spike and touch the orb, then they may pass. Those who fail are greeted by a +80 point-blank lightning bolt as they pass. [14d6 N EB (electrical).]

15. Corridor. This corridor, lit as #3, continues for 150 miles in basically a southerly direction, heading under the sea and up under the isle of Votania, eventually connecting to the secret door (#38 in the East Halls).

16. Silver Door. A door of shining silver bears the inscription in black runes: "Halls of Earth and Air." It descends gently for twenty miles to a great cavern, part of a vast underworld populated by strange and dangerous creatures. The doors will open if touched, and close after ten seconds. They cannot be opened from the other side, however.



AHRENTHRÖK: EAST HALLS

EAST HALLS

1. Corridor. Just over a mile long, this processional corridor leads to the main Ahrenthrok entrance on the east face of Votania. The outer gates are a pair of thirty-foot tall panels of Black Eog and kept closed; in the entryway just outside of this imposing barrier are a pair of High Sentinels (see Part IV, *Atlas Addendum*).

2. Bronze Doors. These are great arched doors of metal hammered into a bas-relief of various ritual scenes. They open automatically when someone approaches from the corridor, but only open from the inside by a secret word said by one of the Eight or Twelve.

3. Hall of Hurling Death. A round chamber with luminous domed roof, this grey stone hall has steps descending to the center. It looks like a theater-in-the-round.

4. Firing Hall. Secret doors allow access for troops with crossbows. Intruders enter the amphitheater-like hall and are trapped. They are then easily picked off by archers.

5. Steel Doors. These can only be opened by a Word from the Hall of Hurling Death, though they can be easily pushed open from the corridor.

6. Corridor. Thirty feet wide and forty high, this hall is supported by gothic (pointed) vaults and lit only by occasional torches. It is about 800' long, paved with a mosaic pattern of tinted glass.

7. Hall of Meetings. The ceiling rises to a point 80' up, supported at the corners by four columns of glowing green laen. Four green laen portculli lurk in the four doorways, but are kept up except when the citadel is threatened.

8. Hall of the Southern Seven. White marble lines this vaulted passage, lit only by sputtering torches.

9. Wurliis' Place. No door or gate closes this small, rough-hewn Cave. Inside is the abode of Wurliis the Demon, one of the Twelve.

10. Trap. First of several 'toys' protecting the chambers of Gorang the Thief, this is a pit trap, *Hard* to disarm. The pit is 30' deep.

11. Anteroom. Protected by a secret door, *Very Hard* to detect, this room has fine furnishings — and two traps. The smaller one is a blade trap, triggered by stepping on the floor in that area. Victims receive 1-10 +40 Broadsword attacks.

12. Trap. The other trap triggers when someone tries to pick up the gold statuette on a pedestal in the center of the designated trap area. The area fills with a *Firestorm* (a "B" Heat crit to all in the area). The statuette is unharmed and is attached to the pedestal. [4d6 RKA (AA-RAD)]

13. Gorang's Room. Guarded by another secret door *Extremely Hard* to detect, the Thief's bedchamber is austere.

14. Chapel. Part of Mōg-Dûrek's religious enclave, this chamber has a vaulted ceiling and walls covered with ancient tapestries depicting unspeakable acts. A secret lever on the high-backed throne causes it to pivot, and opens a secret door to 15.

15. Cleansing Chamber. Prisoners are chained to a wall here and ritually bathed by Mōg-Dûrek in preparation for sacrifice.

16. Ceremony Chamber. Here the evil High Priest performs his evil rituals. The prisoner is chained between the columns, his life drained away by the spells of the Priest.

17. South Way. A portcullis guards a steel door, both locked and *Extremely Hard* to pick; only Mōg-Dûrek has the key. They connect to a tunnel.

18. Tunnel. This rough-hewn corridor links up with the secret way behind the Chapel throne, and connects with the Pools of Plenty Chamber (# 24, via 28, Central Halls).

19. Mōg-Dûrek's Room. The Priest's Chamber is richly furnished, though it holds nothing of particular value.

20. Anteroom. This sitting room is furnished with strange items gathered from around the world. There are several priceless sculptures, many easily carried off.

21. Klax's Room. The Champion of the Secret Circle has simple chambers, spartanly furnished.

22. Chamber of Opponents. When anyone walks into the room, an 'opponent' appears. The Opponent by default looks just like the real person, and has the same bonuses and AT. The opponent will fight until someone is unconscious or the real person says 'stop'. The opponent cannot deliver real criticals. Experienced users of the room can change the nature of the opponent; the room can summon up to 10 opponents at a time; they cannot leave the room. [Chamber creates a replica of the character that will fight until someone is unconscious or the real person says 'stop.' Also, the replica will only do STUN — no BODY. (Summon replica of player; up to 10 replicas)].

23. Secret Door. *Extremely Hard* to locate.

24. Klyrunak's Cave. Klyrunak is the Mystic of the Twelve, a very mysterious character. His cave is always filled with strange illusions: shifting patterns of light and even ethereal creatures.

25. Sitting Room and Texts of Fire. An elegant library, this room contains volumes devoted to the various natural and magical aspects of fire. Included are runes for every fire spell.

26. Vaag t'Kang's Chamber. Rooms of the Magician of the Twelve.

27. Alchemical Texts. A library of books on the arcane 'chemical' nature of the elements, this room has no magical books, but the knowledge gathered here includes a vast treasure of chemical science.

28. Vomuk's Room. The Sorcerer of the Twelve rests in this small, ascetic chamber.

29. Laboratory. A domed chamber, the Laboratory is littered with tables and lined with shelves packed with bottles of chemical powders and liquids. The tables are cluttered with flasks and apparatus.

30. Grand Processional Hall. Similar to the corridor #6, this one has vaults slightly taller, and is lit instead by the vaults themselves, which glow with an eerie green light to illuminate the passage. This passage marks the beginning of the old Halls of the Circle.

31. Hall of the Northern Five. Paved in black glass and vaulted with golden ribs, this corridor is lit by gold and crystal lamps.

32. Dead-end Corridor. What appears to be a set of gold doors is in fact a trap. Any tampering with the doors will trigger the (*Extremely Hard* to discover) trap, opening a fifty-foot deep pit, the bottom lined with cruel spikes (2-10 +50 shortswords). [50' pit with spikes (2 1/2d6 HKA, AP)].

33. Reception Hall. Behind a pair of ebony doors, four grey columns support a black roof in this room. On the two long walls are star patterns of precious gems set in absolutely black stone.

34. Dome of the Stars. A pair of grey alloy doors slide open to allow access to this large, domed chamber almost 80' across. The floor is black and the only illumination is the dome itself, which displays a perfect image of the sky overhead.

35. Thrones of the View. A pair of green marble thrones sit back to back on a pedestal, each with a set of controlling levers. The levers cause the throne pedestal to rotate, the view to change to any point on the planet at any season.

36. Urkanian's Chamber. The Scribe rests on a plain cot in a small, austere room.

37. Hall of Dark Texts. A two-storey chamber with ladders goes up to a balcony running the perimeter. Fine ironwork is formed in twisting serpents with grotesque faces. The hall contains magical texts for all three 'evil' professions, as well as all the shady *RMC* professions. There are also non-magical arcane works dealing with evil rituals and ceremonies.

38. Secret Door. *Absurd* to detect from the room, this door lies behind a bookcase. It links to a tunnel which eventually connects to the secret underwater entry (to # 15, Entry).

39. Hall of Voices. The moment someone steps on the grey marble floor of this corridor, voices begin to speak in numerous volumes, languages and intensities. All who hear think they catch snatches of conversation from someone they know from the past. It is eerie and disturbing.

40. Reading Room. A single lounge chair sits in the middle of this bare chamber. Lamps are mounted on either side of the back of the chair to provide reading light.

41. Chamber of the Black Tomes. The evil history of the activities of the Jerak Ahrenreth is recorded in a set of huge volumes, all bound with black dragonskin.

42. Texts of the High Speeches. Volumes on every known written language since the dawn of the Second Era.

43. Room of the Sounding Sphere. This silver orb, set on a pedestal of naturally formed amethyst, Knows every spoken tongue and can teach all.

44. Gargarax's Bedchambers. The Astrologer of the Twelve (also known as 'The Voice') rests in this opulent domed room.

45. Corridor. Vaulted with fine crystal and semi-precious stone, this hall leads to the smithing halls.

46. Sitting Room. The outer chamber of the Procreator's rooms is floored with stacks of cushions and rich carpets. The walls are covered with bizarre and erotic murals.

47. Turasoq's Room. The Demonic Procreator rests in this stark chamber. The bed is of white marble, carved to resemble a real bed.

48. Hall of Fine Finishes. Four columns, one gold, one silver, one yellow laen and one clear laen, support this entryway.

49. Parting of the Ways. The corridor splits here. Blocking the way is a triangular barrier which rises from floor to ceiling. It conceals the Control Nook.

50. Control Nook. Only from here can the two portculli guarding #51 and #52 be opened. One can only get inside via *Long Door*, as there is no entry large enough. Three narrow slits allow a guard to fire down the corridor.

51. Exit Portal Cell. This Portal connects to the Portal in the Entry Layout, #6. One can only pass from this end *to* that portal, not the other way. The portcullis guarding this room is of green laen with a filament of kregora in each bar. It is locked, *Absurd* to pick; the controls are in the Control Nook.

52. Entry Portal Cell. Connecting to the Portal in the Entry Layout, #5. One can only pass *to* this end *from* that portal, not the other way. The portcullis guarding this room is of red laen with a filament of kregora in each bar. It is locked, *Absurd* to pick; the controls are in the Control Nook.

53. Trap. Guarding the Vaults, this trap is triggered if anyone touches the blue stone door to the Vault. (The vault is opened only by saying "By the hand of Zajarian, open!" in Iruaruc.) The trap drops black eog portculli across the corridors (at either end of hall #48) and releases a spray of ignited gas which fills the corridor. All take a point-blank x3 hits fireball. [+30PD, +30 ED Force Wall, hardened (at either end of corridor) 10d6 EB, uncontrolled, continuous AA - corridor (1 continuous charge, 1 minute duration)].

54. Vault. A vast and priceless store of magical items and weapons is held within this chamber. Worth hundreds of thousands in gold, they include swords, and armor, rings, necklaces, enchanted protective devices, wands and staves.

55. Death Corridor. At the east end of the hall is a 20th level Rune of Death.

56. Tools and Tomes. Zajarian's personal tools and notebooks are locked in this small room. The door lock is *Absurd* to pick.

57. Zajarian's Room. The Lord Alchemist of the Twelve rests here.

58. Forges of Ahrenthrök. Fires both hot and cold burn here day and night. Tracks and turntables allow carts and crucibles to be transported about the complex.

59. Storeroom. Packed with crates of ingots of virtually every rare and fine metal. The doors are unlocked.

60. Mirror. A large silver mirror covers the entire wall at the end of this corridor.

61. Special Shop. Finishing work and operations with unusual aspects are performed in this room.

62. Jeweshop. A vast treasure of gems and precious minerals is strewn through this shop. Total value: ≈100,000 gp.

63. Ytarmen's Room. Another of the alchemists of the Twelve, his bed is near the forges.

CENTRAL HALLS

At the heart of the Ahrenthrök, the Central Halls cluster around the Jewel (See section 1 in this Part).

1. The Jewel Chamber. The actual chamber is a cave directly below, with a open-center balcony (#2) overlooking the Jewel Chamber. Access to this cave is via one of four staircases (#6). The jewel glows with a bright red light, illuminating this entire area.

2. Mezzanine. Eight columns of black eog support the vaulted ceiling of this large chamber. Corridors and stairs lead off to other areas of the complex.

3. Stairs. Up to the Upper Chambers.

4. Doors. Of grey metal and inlaid with the rune of the Ahrenreth, these doors open upon approach, but only to the Eight or Twelve (or one who has one of their rings). They slide up into the ceiling. Otherwise they might be opened only by magical means. [2d6 EGO drain, with 1d6 DEX drain (character experiences uneasiness)].

Note: The Rune of the Jerak Ahrenreth causes uneasiness (and -10 to all activity) to all who fail a RR vs 8th level Channeling.

5. Eog Golems. Controlled by ringwearers, they guard the Jewel Chamber. These four 12-foot tall constructs are very powerful, a legacy of the First Era.

6. Stairs. These marble steps lead down to the Jewel Cave.

7. To the Mines. A long, winding stair leads down to the old mines of the Ahrenreth, long exhausted.

8. Laen Doors. Blue Laen doors open upon approach, sliding into wall pockets.

9. Hall of Glass. Glass floor, glass ceiling (and an illusion of sky above), glass columns and 'glass' doors give this curious room its name.

10. Frosted Laen Doors. Nothing can be seen past these translucent panels but a flickering of light. They open only to those able to speak Uscurac (the language of Essence) and say, "Open the Chamber of Doors to me."

11. The Chamber of Doors. Steps curve gracefully up to the Great Portal, and on the left stands a row of crystal columns, holographic memory storage of all the portal locations ever opened by this Gate. But the Eight do not possess the key to use these locations. (Andraax has it.)

12. The Great Portal. A slab of shimmering crystal, this is actually a very powerful Portal. Those with sufficient power and skill can cause this Portal to open a door to any time, place or plane. Fortunately, not even the Eight have the power to truly manipulate this artifact from the First Era.

13. Laen Doors. Yellow Laen doors open upon approach, sliding into wall pockets.

14. Crystal Prison. The Book of the Ring is imprisoned in the crystal of this column. It can only be freed by one wearing a Ring of the Jerak Ahrenreth: they simply reach into the crystal as if it were water.

15. Corridor. To the North Halls.

16. Frosted Laen Doors. These grey translucent panels open on approach.

17. Quarters of the Monks. Forty warrior-monks live here in subdivided quarters. While not a match man-for-man with the best of the Changramai, they are impressive warriors and evil zealots who guard the Inner Ways.

18. Unholy Waters. The monks wash in these waters daily.

19. Study Rooms. Rooms devoted to practice and study for the monks.

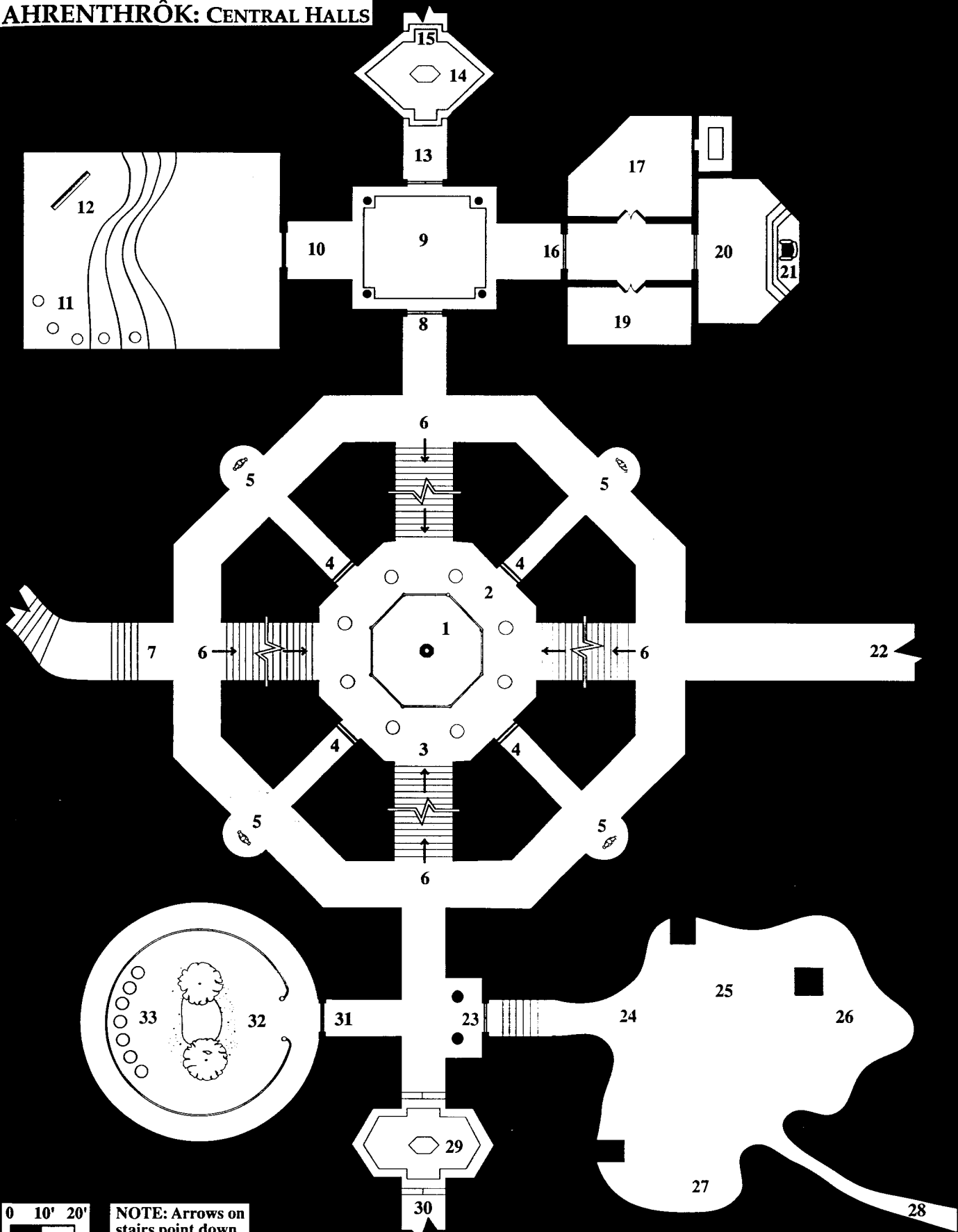
20. Chapel. Darf Holvir, master of the Monks, holds services in this dark temple.

21. Throne. Holvir's throne is in the form of a huge, reptilian skull.

22. Corridor. See *East Halls*, #30.

The Flows are Paved with Gold!

Navigator Adage

AHRENTHRÔK: CENTRAL HALLS

23. Foyer of Cleansing. A pair of White eog columns stands guard at the entrance to this cave which cannot be eliminated by the Eight. It dates from the First Era.

24. Pools of Plenty. This chamber is rarely entered by the Eight because of the abiding 'goodness' of the room.

25. Mere of Sight. A drink and one can see all things as they truly are for one hour. The drinker knows lies, sees through illusions and shape changes. Shrek has been unable to curse this well, but the Eight do not use it, seeing no need. Should someone drink and look upon him, however, they would see his real form.

26. Mere of Healing. One drink heals all wounds of the body.

27. Mere of Soul Cleansing. By bathing in this pool, one could be freed of all curses and mental afflictions. It has been cursed by Schrek, however, and is ineffective.

28. Tunnel. This narrow, winding corridor leads to an eyrie high in the side of Votania where great eagles large enough to be ridden are bred.

29. Crystal Prison. The Sceptre of Nuyan Khôm is imprisoned in the crystal of this column. See #14 for descriptions of the Crystal Prisons.

30. Corridor. To the Dungeons.

31. Doors. These dark red metal doors are locked, *Hard* to open.

32. Hall of Running Demise. Named for the swift and deadly Shards which might appear in this chamber, this room boasts has a pair of beautiful, 25' tall trees flanking a shimmering pool of clear water. The leaves of the trees have been stripped below ten feet. A ramp circles the room, beginning at floor level near the doors, rising to 10' high across the back. It is this ramp that the Shards would use to circumnavigate the room with blinding speed, confusing their targets, then slaying them.

33. Thrones. Seven high-backed thrones made from tree stumps rest before the ramp (which is more than 10' high across the back of the room). Set in the back of all are yellow gems. Anyone touching the thrones will surely summon six Shards of Viour — if they aren't already there (See the *Inhabitants Guide*, pp 39-40 and the *Atlas Addendum*, Part V Constructs). There is a slight (%5) chance that Shar-Ak will appear in the center throne.

NORTH HALLS

This section of the Ahrenthrôk is composed of a cluster of chambers around the Council Hall.

1. Eog Doors. This corridor connects to #15 in the Central Halls.

2. Columns. Of White Eog, these columns prevent any unauthorized spell activity in the Council Hall.

3. Columns. Of Black Eog, which inhibit the casting of non-evil Essence spells.

4. The Council Table. Of red lean with an edge of fine wood, this beautiful table forms the nexus of the meeting-hall of the Eight. Thronelike chairs ring the octagonal table.

5. Portcullis. Of a grey alloy, it is normally up, except when the Order is meeting.

6. Kitchen.

7. Pantry.

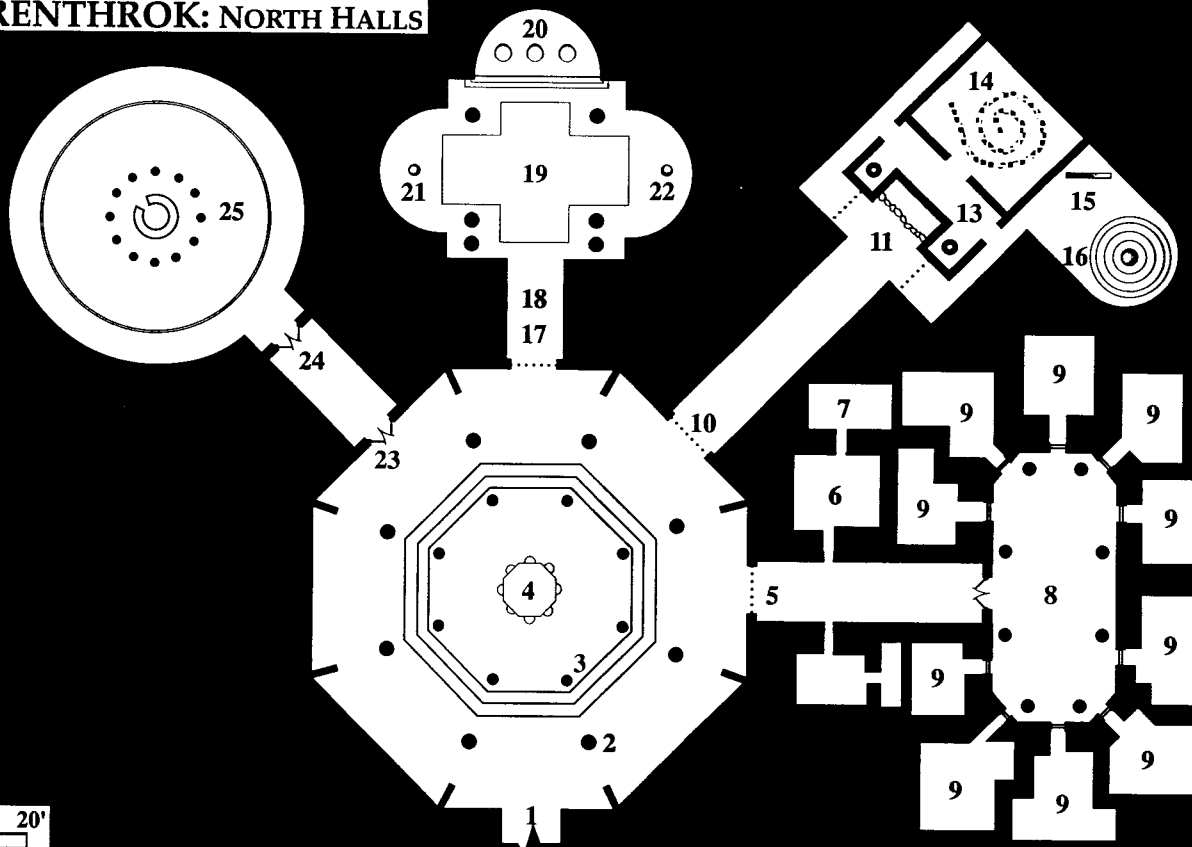
8. Dining Chamber.

9. Guest Rooms.

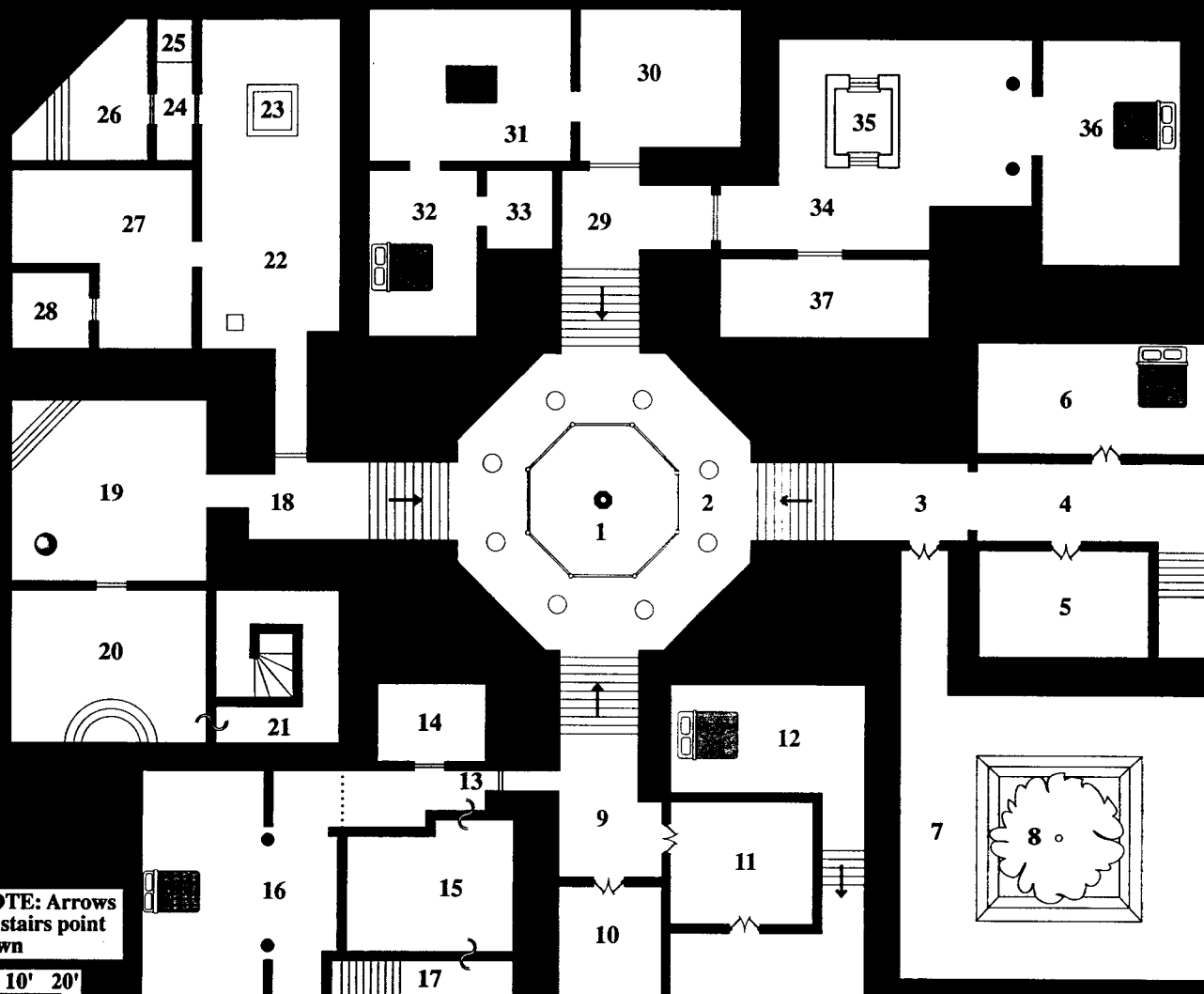
10. Portcullis. As #5.

11. Cleansing Hall. Those wishing to seek the Path must first wash in these waters.

AHRENTHRÔK: NORTH HALLS



AHRENTHRÖK: UPPER CHAMBERS



NOTE: Arrows on stairs point down

0 10' 20'

12. Portculli. These are locked, *Very Hard* to pick.

13. Meditation Orbs. Before starting along the Path, one visualizes a location in one of the Orbs and is attuned.

14. The Path. By walking along this shimmering trail of light, one can — whether they use spell or not — be transported to anywhere they have been before, in absolute safety.

15. Reflector. This allows the Orb of Secrets to 'see' around the corner. It is basically some sort of big enchanted mirror.

16. Orb of Secrets. Anyone who is not of the Ahrenreth who takes this (the right path) is 'seen' by the Orb of Secrets. He must make a Channeling RR vs 20th level or his soul is taken and imprisoned in the Orb. [12d6 Mind Control (only to induce soulless catatonia)].

17. Portcullis. See #5.

18. Trap. Triggered by a control at the Thrones (#20), it is 50' pit with acid in the bottom.

19. Audience Chamber. A beautiful throne room, this chamber has carved columns, a marble vaulted ceiling, and a polished white floor.

20. Thrones of the Three Lords. Schrek, Zagul and Darí Holvir are the 'resident' lords of Ahrenthrök, calling councils here.

21. The Inner Eye. This orb names aloud the true name(s) of a supplicant when he enters the room.

22. The Ear of Truth. This orb has the equivalent of a constant 20th level *Truth* spell, and will tell if a supplicant is lying.

23. Wood Doors. A set of polished wood doors. They are unlocked.

24. Stone Doors. Massive panels of stone set on iron hinges, they are unlocked and usually open.

25. Library of the Eight. A research library for the Eight, It is filled with a wide variety of texts, mostly histories.

UPPER CHAMBERS

These chambers are primarily lodgings for the Eight. Unless otherwise noted, all of these rooms are filled with the most beautiful furnishings, tapestries and art objects imaginable.

1. The Jewel. The angry crimson glow of the jewel illuminates up into this foyer.

2. Mezzanine. This is actually the balcony also seen in the Central Halls layout (#2).

3. Foyer.

4. Hallway. At the end of the hall is a stairway leading down to an apparent dead-end. It is also a pit trap, 40' deep.

5. Exercise Room. Darí Holvir uses this room — which has padded walls and floor — for exercise practice.

6. **Darí Holvir's Room.** Simple quarters for the Priest.

7. **Chamber of Voriig Kye.** The ceiling is brightly lit by a light like sunlight during the day and goes out at night, when moisture drips from pipes overhead to water the tree. The walls are covered with vines and the floor is paved with grey stone, grassy around the tree.

8. **Tree.** The Dragonlord uses this living Tree to transport himself instantly to the Ahrenthrök. Wary of Schrek's treachery, he never stays at Ahrenthrök long.

9. **Foyer.**

10. **Sitting Room.**

11. **Lorgalis' Study.**

12. **Lorgalis' Room.**

13. **Foyer.**

14. **Sitting Room.**

15. **Shanark's Laboratory.** Shanarak experiments with alchemical elements and strange mechanical devices.

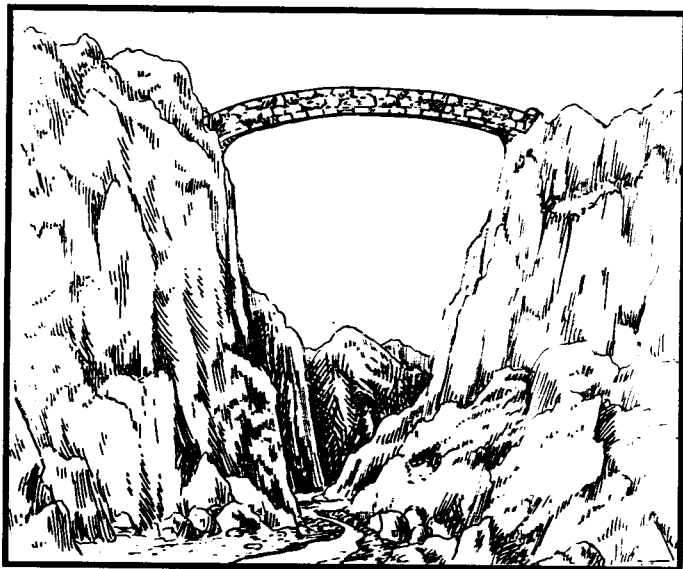
16. **Chambers of Shanarak.**

17. **Stairway of Death.** This is actually a dead-end stairway; placing weight on the third step from the bottom causes blades to whirl out of the walls. All on the steps take 1-4 +60 2-h sword attacks. [2¹/2d6 HKA. AA - staiwell].

18. **Foyer.**

19. **Zagul's Meditation Room.** A great crystal orb rests on a pedestal in one corner of the room, and a pool of water shimmers in another. Here the Astrologer/Seer looks for visions.

20. **Chamber of Zagul.** There is no bed, only a cushion atop the dais at the southern end of the room, where Zagul meditates.



21. **Stairway to the Sky.** Zagul alone knows of this stair which spirals upward thousands of feet to the pinnacle of Votania: the City of the Masters.

22. **Sitting Room.** Opulently appointed, the walls are covered with beautiful weapons and suits of armor.

23. **Pool.** Of shimmering water, this pool is filled by a constant drip from a shaft above it. While the shaft does not go up to the outside, it is built to look like it. Light shines down the shaft day and night.

24. **Foyer.**

25. **Cold Trap.** In the wall at the end of the corridor is a niche with a crystal cube 6" on a side sitting in it. In the cube seems to be a flickering, elusive image of a tree. The shelf of the niche has a fine web of kregora in it, so spells to move the cube fail. As soon as anyone gets within two feet of the cube, the trap is set off: the corridor ten feet down from the cube is filled instantly with a freezing blast, delivering an "A" Cold crit to everyone in the range, and all who fail a 20th level SD RR are frozen in suspended animation until awakened. The cube has no magical properties. [Cube has an innate Dispel vs TK and Teleport directed at it. (20d6 Dispel vs TK, 20d6 Dispel vs Teleport). 13d6 Cold EB, AA - corridor with linked 10d6, 10 DEF Entangle].

26. **A'kesh's Chamber.**

27. **Museum.** Art and artifacts fill this room to the point that it seems cluttered.

28. **Vault.** Lined with a fine plating of kregora, this vault contains an array of priceless — mostly evil — artifacts.

29. **Foyer.**

30. **Trophy Room.** Filled with replicas of some of Oan Lyak's victims rendered in marble, on canvas or other, more exotic media.

31. **Inner Tower Room.** The ceiling in this room rises almost out of sight: three hundred feet straight up into a steamy, shadowy ceiling. The central pillar is of smooth black stone, the walls are of set stone of varying roughness. Sometimes water streams down the walls, sometimes it is dark. Oan Lyak likes to climb the walls for practice.

32. **Oan Lyak's Room.** Black velvet drapes surround the large bed; the walls are covered with bizarre mosaics in red, gold and black glass.

33. **Changing Room.** Lyak uses this room to change clothes — and to Teleport away using one of her magical, hand-held "images."

34. **Outer Chamber.** The doors to this room are of grey Eog, and only open to Schrek's palms pressed upon metal plates set in them.

35. **Prayer Platform.** Here Schrek prays in private to Agothu, and also consumes sacrifices to fuel his unspeakably twisted soul.

36. **Schrek's Bedchamber.** This deceptively pleasant room is a façade to conceal Schrek's true nature. The soft bed is never used.

37. **Laboratory.** This is perhaps the most bizarrely furnished room in the complex. Objects of all manner of construction squat on metal legs or are scattered on stone tables. They are made of crystal, alloys, luminous gems and bits of unidentifiable material. The parts of some appear to be ethereal — existing only partly in this dimension. They are magical, and have properties no one but Schrek understands. Several could vaporize a clumsy PC in an instant.

PART XII

OTHER POWERS

"I think it may have been a mistake to travel through the White Wood." Jad whispered, though his voice seemed to carry for miles in this deathly silent place.

Bleached branches interlaced over our heads, and twisted trunks the color of chalk marched away in all directions. The wood was a surreal land of total contrast; no color intruded here. Even the sound-dampening moss was grey. Above the trees I could only see a starless blackness. And it was cold.

"I never thought I'd hear you agree with our Navigator." I tried to inject some levity into my voice. Jad just glared at me.

"We are lucky the siren-song has not begun," Tar-esiir, our esteemed Navigator, said over his shoulder. He reigned in his horse and paused, listening.

Then I heard it too: a strange, whistling hiss. Jad and I both whirled about — and saw the rider.

He sat astride a black steed like a horse which had a large twisting horn of gold sprouting from its forehead. Its eyes literally glowed with blind hate, and steam billowed from its flaring nostrils, but otherwise the beast was still as stone.

The rider too sat unmoving. His pale skin gleamed in the moonlight: his muscled arms were bare to the shoulder, and his powerful legs were uncovered but for a mailed kilt and high boots of black leather. He wore no helm, his dark hair flowing free; his pale features were like chiseled marble. His eyes were dark as the Void. He was beautiful... and terrible. Across his wide chest was a formed breastplate of gleaming black metal, and his only weapon he held upright in one hand; a sword of glass.

It was a Herald of Night, lieutenant of the Unlife.

Kalen Avanir

From his Travel Journals of Emer

1. INTRODUCTION

The forces discussed in this section (for the most part) operate behind the façade of surface politics and warfare. Secret organizations and reclusive individuals, their names are unknown to all but a few of their lieutenants... and their most powerful enemies.

2. THE EIGHT ORDERS

Long ago these eight elite groups served Aldaron, the Emperor of Emer. As agencies of the Empire, they aided Aldaron in administrating the realm and monitoring activities throughout the far-flung lands. They also served as foci of learning and storehouses of knowledge.

It was assumed that they all were disbanded when the Emerian Empire collapsed in the years following T.E. 1650. (The groups did vanish from view, and some actually disbanded. But the kernel of their origins remained, and some have returned to serve as enclaves against disorder. Some fell under the shadow to arise again as twisted mockeries of their former mission.)

AHN SYE NOKORA

The Ahn sye Nokora (E. "Order of the Flaming Sword") was the Emperor's bodyguard, masters of the Yarkbalka. Traditionally, these impressive men wore flowing red robes and had full helms of steel with a reddish hue.

Now they have revealed their presence again, and serve a man known as the Lord of Ardanian (really Schrek) and reside with him in the Palace of the Sun in southern Tai-emer. All have the same magical red robes and helm of their predecessors, and ride great steeds.

Allied with the Ahn sye Wokola (Order of the Eye), they seek the Eye of Agoth.

THE YARKBALKAS

These strange weapons resemble large broadswords (bastard swords), but all are fashioned of a special titanium alloy which has a distinctive reddish hue.

Common Yarkbalka Powers: *RM:* treat as 2-h sword, +20 and 2x hits when used with both hands. Could be summoned to hand of attuned wielder from up to 100' away with a thought. Fumbles on an UM 01-03, used 1-h or 2-h. *FH:* A 30 Pt. Multipower Sword (OIF), Independent, STR Min 13. Total Cost: 14.

Superior Yarkbalka Powers: Four High Guardians had special Yarkbalkas with an edge of red laen. The Superior Yarkbalkas had powers of the common blades, but in addition: *RM:* In addition to striking as a 2-h sword +20 when used one-handed, and a 2-h sword +40 2x hits when used with both hands, these special blades could summon the *Fireblade*: the laen edge glows a bright red, creating a blade of pure energy. The sword becomes a +90 2-h sword, dealing 3x hits and an additional Heat Critical. Anything struck by the blade is treated as AT 1, with no DB due to any sort of armor, shield or greaves. The energy blade cuts through anything (laen, eog and a very few other elements and artifact-level weapons are immune) like butter. It requires effort to summon the Fireblade, however: an 88 roll or better, adding Empathy bonus (and any skill bonus: skill may be gained in a special subcategory of Meditation towards summoning the Fireblade.) Only one attempt may be made per day. The Smith Zajarian has also altered these swords under the direction of Schrek. They now act as 'eyes' for the evil lord. *FH:* A 90 Pt. Multipower Sword (OIF), Independent, STR Min 13. Requires EGO roll. Total Cost: 23.

AHN SYE ZANAR

Once an honorable association — as were all of the Eight — the *Ahn sye Zanar* (E. "Order of the Cloak") has become warped and their focus is meaningless. Originally it was a priesthood who cared for the sick and honorably released the dead. But the Dark God Zanar was amused by the fact that his name was the same as that of the order, and decided to make it his own. Now the *Inquisitors of Zanar*, driven by a religious fervor, they terrorize the land, demanding 'tithes' and 'devotion to Zanar'. The focus of the order is the Sceptre of Zanar, a silver rod with a great red orb, now perverted into an instrument of death.

This group controls an island off the Hæstran coast (the Isle of Fire, just north of the entrance to the Bay of Izar) and their religion is spreading across Emer. The organization does not claim land, but rather seeks to subvert the peoples of neighboring realms to the religion of Zanar. The Church promises longer life to its followers, and in fact offers the chance to be raised from death if the body is brought to a temple quickly enough. They exact heavy taxes from their followers, and as their following in a given area grows they put pressure on the remaining peoples to join.

THE PRIESTS

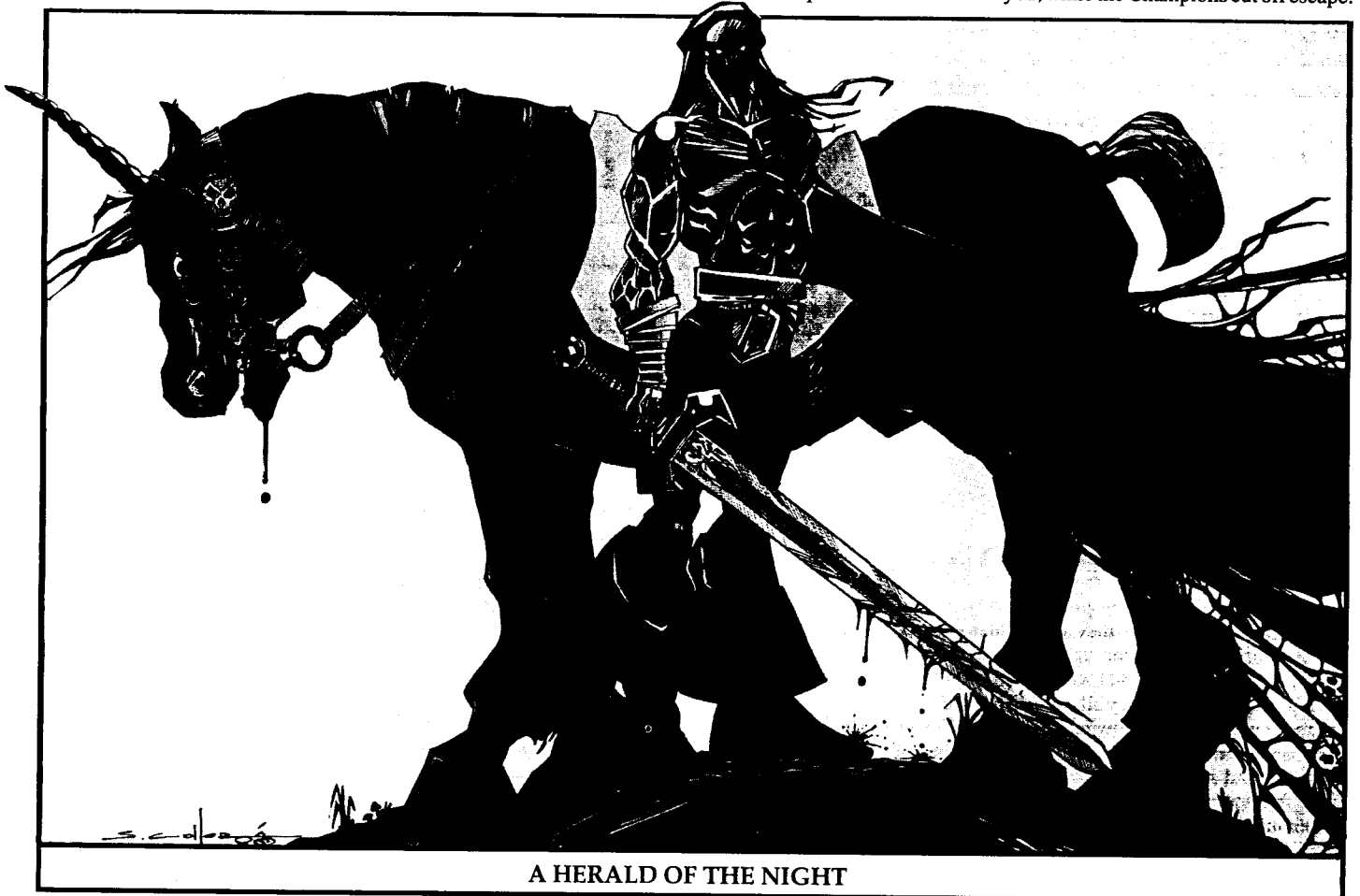
The most innocuous of the followers of Zanar, the priesthood maintains the many temples which can be found in cities across Emer. The high priest of each temple can raise the dead, but there may be side effects, as they are channeling from an evil god. (GM discretion). They also charge a stiff fee.

THE INQUISITORS

Men who travel the countryside in dark red robes with hoods and masks, the Inquisitors constantly search for 'enemies of Zanar.' All who use Channeling spells (especially those who follow the Lords of Orhan) are considered such, and the Inquisitors cast *Excommunication* upon them. Those who openly defy the Inquisitors are often the victim of *Firenerves*, or even *Bloodfreeze* (a spell which causes the blood to harden in the veins over a period of 1-10 minutes, killing the target with agonizing pain) or the *Hand of the Inquisitor*, a fatal channeling projection which causes the target's heart to explode [1d6 RKA, Uncontrolled, Continuous Armor Piercing. Total Points: 45]. The Inquisitors are a tool of terror, frequenting areas where there is resistance to the Order. They also carry small scepters of silver, each with a large red gem in the head. It is said that the scepters allow the Inquisitors to channel power from Zanar, and that they also open Portals for the servants of Zanar.

The Inquisitors travel in pairs, in a black coach drawn by sable horses, and always escorted by four to eight Champions.

When Inquisitors are seen in a town or other public place, people slink away — for they might be picked out for examination. If such is the case, the two Inquisitors come towards you, while the Champions cut off escape.



A HERALD OF THE NIGHT

Then they ask, "Do you follow Zanar?"

If the answer is no, you are ordered to convert immediately and pay 50 gold pieces. Refusal to convert means one of the aforementioned spells is employed until you convert.

If the answer is yes, they say: "Tithe five pieces of gold."

CHAMPIONS OF ZANAR

Burly men in silver armor with blue cloaks, they accompany the Inquisitors and act as bodyguards and enforcers. Champions have tall helms with white horsetail crests, and wield large silver maces.

LORD INQUISITOR

Head of the Church of Zanar on Kulthea, the Lord Inquisitor resides on the Isle of Fire. He rarely ventures from his opulent palace, and is said to be in constant contact with Zanar Himself (somewhat of an exaggeration).

AHN SYE TALAUS

A cabal of Mages, the *Ahn sye Talaus* (E. "Order of the Ring") was always an arcane group. They survive to this day, but remain isolated on an isle south of Lys. Now known as merely *Talaus*, the island is a gathering-place of magicians and scholars of the Essænce. They are allied with Lys, and cloak their presence from all who travel into the Bay of Uj. Reclusive and protective of their privacy, their purposes are yet to be revealed.

Each member wears a grey alloy ring, and the focus of the Order is a great tome, the *Book of the Ring*. The Book was stolen in TE 5010 by an unknown thief and the Order has been trying — unsuccessfully — to recover it since. (The thief was servant of Schrek, and the book is in the vaults of Ahrenthrok — see Part XI.)

AHN SYE SHAN

The *Ahn sye Shan* (E. "Order of the Sun") is another of the Orders to be corrupted. Once the members of this order were masters of flora and wise in the ways of enchanted herbs; it is now a secret association whose members work to destroy civilization through the ascendancy of plantlife. Their control over flora is unmatched. Led by a powerful Animist, their insidious schemes are slowly coming to fruition. It is said that their home is an island known only as the *Isle of Glass*.

AHN SYE TAKLA

The *Ahn sye Takla* (E. "Order of the Four Winds") is still technically in existence, though it is not of the same nature as it once was. Today its head is the Storm Wizard, and its members are the Storm Heralds (see below).

AHN SYE WOLOKA

The *Ahn sye Woloka* (E. "Order of the Eye") was once the association of Seers who aided the Emperor with foretellings and communication with the far reaches of the empire. They were corrupted during the later years of the Empire by Ondoal (founder of the Jerak Ahrenreth), and the Order was supposedly destroyed in the ensuing chaos after the fall of the Emerian Empire.

But Iæn Shiin (now one of the Eight of Ahrenreth) stepped in and salvaged the trappings of the group. Today they live again, and they seek the *Eye of Agoth* (see Part XIII: Adventures) — but not for Schrek. Iæn Shiin is an ally of Lorgalis first, and has learned of Schrek's search for the *Eye of Agoth*. He hopes to secure the item first and therefore put it where the demonic Dænkú will never find it. He uses the Order of the Eye to cover his actions.

Each member of the order wears a circlet of gold set with eight yellow sapphires around the circumference. This circlet has a number of arcane powers, including allowing the wearer to 'see' 360° around him at all times (though he is 'blind').

As in the original structure, there are four High Seers and sixteen adherents.

AHN SYE NOMOKE

With a supreme sense of irony, Schrek is using the Order of the Serpent to infiltrate the Lankan power structure, planning to eventually seize control of that realm from the Dark God Klysus even as he agrees to not attack the Lankan ruler.

AHN SYE NI-VULMA

The Order of the White Flame was originally a guild of craftsmen and artisans who were the master smiths for the Emperor. Now they serve only the Jerak Ahrenreth; their home is the Ahrenæk in Rulaash.

3·THE STORM WIZARD

He usually appears as a middle-aged, beardless man with wild white hair and pale grey robes. His eyes are grey and seem to have no pupils — just a reflection of grey, billowing clouds. His motivations are indecipherable, for it is unknown whether he serves good or evil — or pursues his own path in the twilight of thought.

He resides in a sky-castle: a citadel perched upon a great rock of Xenium. Shrouded in clouds, the location is constantly changing; it is also cloaked against magical detection. He is from another world, having entered through a gate with Aldaron and others of his kind.

STORM WIZARD

Age: ?? (Appears to be late middle age). **Eyes:** Cloudy Grey. **Hair:** White (in a wild mane about the head). **Build:** Average. **Height:** 6'1". **Race/Sex:** Elder One/Male. **Skin:** Fair. **Demeanor:** Pensive; abrupt. **Dress:** Flowing grey robes. **True Attitude:** Worried. **Home:** Storm Castle. **Aka:** Thüle.

Hits: 250. **Melee:** 180. **Missile:** 200.

AT(DB): 20 (140). **Sh:** N. **Gr:** (Y40). **MovM:** +20.

Lvl: 40 (60). **Profession:** Astrologer/Seer. **Stats:** St-90; Qu-98; Em-100; In-99; Pr-100; Ag-97; Co-100; Me-102; Re-98; SD-93. **AP:** 85. **PP:** (180 x 6) = 1080.

Skill Bonuses: Ride80; Perc190; Rune160; S&W140; Chan100; DirS120; Act100; Admin90; Chem50; Diplom90; Lead85; Math50; Medit120; PubSp40; RMas50; Spell100; StarG70; Stra&Tac100; WeathW200.

Spells: Base Spell OB: Directed Spell OB (Lightning Bolt): 180. Knows all Base Astrologer and Seer Lists. Magician Base Light Law to 50th, twelve other lists to 30th.

Special Abilities: Defends normally on the Large Creature Critical Table.

Master Orb: One of the four greater Ilarsiri, the orb has many arcane powers of seeing and foretelling. These vary with the user. It is perilous for inexperienced users, as it can be deceptive.

Staff of Storms: Allows complete control of all weather in a 100 mile radius. Holder is immune to lightning and light attacks, and may cast 1 *Lightning Bolt* 400' x4 hits each round.

Amulet of the Four Winds: x6 PP enhancer. Allows mental contact with all members of the *Ahn sye Takla* (Order of the Four Winds). It is the key to the order.

STR: 18	DEX: 19	CON: 17	BODY: 13	INT: 25
EGO: 22	PRE: 19	COM: 20	PD: 9	ED: 9
SPD: 4	REC: 8	END: 34	STUN: 31	
OCV: 6	DCV: 6	Phases: 3, 6, 9, 12		

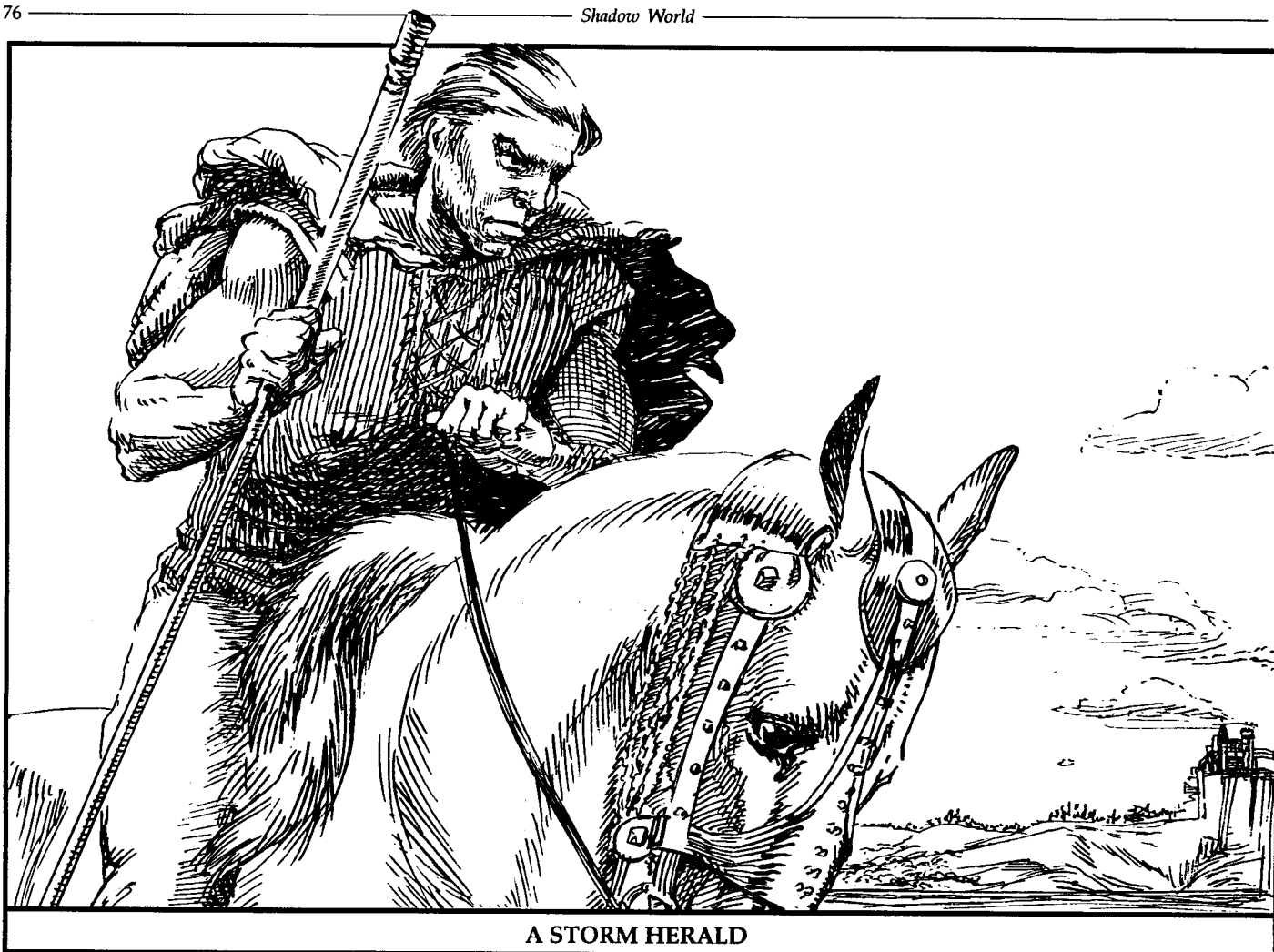
Skills: Ride (12); +6 on sight per; Stealth (-17); Concealment (17-); Magic Skill (19-); Acting (14-); Administration (13-); PS: Chemistry (8-); Diplomacy (13-); Oratory (8-); Persuasion (8-); PS: Mathematician (8-); PS: Astrology (13-); PS: Astronomy (13-); Tactics (14-); PS: Meteorology (17-).

Spells: 180 Active Points.

Master Orb: 100 Pt. var. Magic Pool, only sensing and mental powers, OAF, fragile, requires EGO roll, Side Effects: 6d6 EGO Drain.

Staff of Storms: Change environment, variable 63536 Hex Area, 0 END (OAF), +30 ED vs. Light or Lighting Only, 4d6 RKA (energy) Increased Range.

Amulet of the Four Winds: 300 Pt. END Reserve, recovers 10/phase mental link with all members of Ahn Sye Takla.



A STORM HERALD

THE STORM HERALDS

Also known as simply the *Heralds*, these beings are among the most mysterious and arcane on Emer. They have no connection to the evil *Heralds of Darkness*, although it is not known whether these knights serve evil or good. Some say that they serve the Masters of Emer (indeed, they are often seen near Votania), but there is no actual proof of this association.

Others speak of an association perhaps not so ancient but still from thousands of years ago: Aldaron, who, early in the Third Era, was Lord of Emer.

There were once four capitals under Aldaron's rule: Relas, Ardan, Leonas, and Corinn. The exact location of these places (whether, indeed they existed at all) has been lost. But legend says that each had an emblem, a beast of symbolic significance: Unicorn (Ardan), Hawk (Corinn), White Lion (Relas), Wyvern (Leonas). Of the Heralds which have been sighted each has a tabard bearing one of those four beasts stitched in silver on a cloudy grey field. They are not myths, though their purposes remain inscrutable.

When a Herald is seen, he is always astride a great white stallion which moves at what seems a slow motion gallop. While the horse's movements are slow, its velocity is not. No man nor beast nor vehicle has yet been able to keep pace with these strange riders. And while these horsemen seem solid enough to the eye, they often rise off the ground as they ride, carried on nothing more substantial than the air. These horses have no wings like the mighty steeds of the Cloudlords of distant Tanara; only some powerful enchantment keeps them aloft. They seem to pay no heed to events around them and attacks against them are fruitless.

In fact, the four Heralds serve the Storm Wizard who long ago brought Aldaron to this world to unite it against the Shadow. But the powers of the Unlife and the Schemes of Schrek proved too much for the valiancy of Aldaron, and his empire fell.

The question remains: what is the purpose of the Heralds now? Indeed, the activities of the Heralds (according to witnesses) vary from oblique helpfulness to aggravating indifference. Often, however, just the appearance of a Storm Herald is enough to drive away most creatures of Darkness.

THE HERALDS

While these four beings are sentient men, they carry an air of detachment which makes them seem little more than automatons. In a very real sense, they are extensions of the Storm Wizard's will. They can act independently, yet have limited leeway in their own actions. It is virtually impossible to slay them, though the nature of their powerful defenses is mysterious. If a Herald finds himself in a situation he cannot control, he simply vanishes.

Though the four wear tabards with differing emblems, all have essentially identical powers. They all look similar as well: youthful yet somehow wizened, tall, with short black hair, fair skin, and grey eyes. The grey tabards bear the emblems embroidered in silver: Unicorn (Ardan), Hawk (Corinn), White Lion (Relas), Wyvern (Leonas). The rest of their costume consists of black tights, dark grey cloak.

THE HERALDS' MOUNTS

These appear as mighty white steeds with silver hooves. Their saddle and bridle is pale grey leather and trimmed with silver and hung with silver bells. They are enchanted beasts, the like of which is no longer seen on the Shadow World. In a sense, they are not alive at all, but are summoned spirits from another plane. If killed, they will re-form at the Storm Castle.

4. THE MASTERS OF EMER

The masters live still, though they reside in high peaks scattered throughout Emer and shun all contact with the 'lesser' inhabitants of the continent. Most are bitter and sullen, trusting not each other, nor the 'thankless mortals' who turned against them millennia ago. Only Titus Hiaz still lives on Votania, though he has visits from a few of the other Masters when they are on speaking terms.

The motivations and desires of Titans are not those of Men or Elves, nor can they be compared with the benign Lords of Orhan. The Titans are usually well-meaning, but tend to succumb to their more petty desires, moved by their lusts instead of higher ideals. Where the Lords of Orhan will sometimes be moved to lust by a mortal and even fall in love with one, to the Titans all other beings are more toys than true 'beings.'

TITUS HIAZ AND THE ALLIED MASTERS

The master of Hæstra and warrior-king of the Titans, Titus remains atop Votania. With him are Xaym Jyax (once master of Tai-emer), Ria Xain, former mistress of Khûm-kaan, and Xaix Yjan, the lord of Onar. They have (for the most part) settled their differences, and await a time when they feel it is right for them to assert their claims once again.

KIO VIAX

The Master of Uj, Kio Viax has not spoken to Titus since the Second Era. He lives alone near the City of the Dead in central Uj. Sometimes he is moved to aid his beloved Rhiani, but most of the time he wanders through the empty streets of a place even older than he.

MIRA ZYAN

The Mistress of Silaar was foolish enough to stand against Voriig Kye. To teach her a lesson, the Dragonlord has imprisoned her in a dimensional cage, a trap that will hold her until he decides to release the immortal Titan. The trap appears to be a mirror about 7' in diameter, mounted on a great wooden freestanding frame which Voriig keeps in his quarters. When he wishes, she may speak from within it, a ghostly image appearing in the reflection.

THE XIOSIANS

The servants of the Masters of Emer, they reside still in the palace on the summit of Votania with the remaining lords. Warriors of unmatched skill, it is said that they taught the Changramai how to fight.

5. THE ELDERS

Perhaps they are Lords of Essænce, perhaps Titans in disguise, or Lords of Orhan, or even their servants, but one thing is certain: the individuals who call themselves the Elders are mysterious and powerful beings. More cryptic even than the Loremasters, Elders appear as simple travellers, usually in the wilderness or other remote locations, and always alone. They offer no name except one which is clearly concocted at a moment's notice, and while they rarely display any overt power, they are one with the Essænce. Those sensitive to the Flows perceive the Elders as living foci, similar in ways to the Lords of Orhan.

GM Note. The Elders are a group of powerful beings who are reluctant to interfere in the affairs of present-day Kulthea, but are opposed to the desires of the Unlife. Their exact nature may be revealed at some future time, but at this juncture it can be assumed that their powers are virtually unlimited. However, GMs are strongly dissuaded from using Elders as a convenient deus ex machina whenever PCs get in over their heads.

6. ANDRAAX

Once again, this name surfaces in the midst of the powerful. But, while he has left a legacy in Jaiman, he appears to be working against his former goals here.

Andraax remains an elusive figure in the tales of the Shadow World; is he insane or merely cryptic? He is currently travelling in Emer, searching for clues of the actions of the Ahrenreth. He could be in any one of an infinite number of disguises.



PART XIII

ADVENTURES

The chill wind moaned, like a hundred voices calling out a half-hearted warning. Perhaps they had done so to no avail too many times before.

I turned to look one more time out across this valley. 'Desolate' didn't seem like a harsh enough word to describe this tortured land which looked like the life had been sucked out of it. For miles in every direction loomed structures older than any civilization in the world

Holding aloft my glimmering azure wand, I turned back toward the tomb's waiting maw.

I entered the Halls of the Dead.

"Notes on Emerian Ruins"

By the Loremaster Selas Vey

Last Entry

This Part is essentially broken into four sections: character background ideas, brief adventure scenarios, long adventures, and finally some adventure notes regarding the Secret Circle.

1. BACKGROUNDS

If the GM is just beginning a new campaign with *Emer*, this is an opportunity to provide the player-characters with interesting personal histories.

There is no question that characters with unique, intriguing backgrounds are more easily and fully 'fleshed-out' by the player. A mysterious family member, a questionable parent or some mystical significance to the birth are all things that can enhance the players' enjoyment of the game.

These backgrounds can just remain interesting curiosities, or they can become an integral part of the the campaign scenario.

- A young Warlock of Itanis.
- One of the Forest Folk (or, perhaps a half-blood, though this would be highly irregular) sent out by Kel to investigate goings-on in the world. As one of the Folk, the PC would suffer a unique weakness near too much iron. Friends' swords would be alright, but an iron cage or a weapon held too close could be unpleasant.
- One of the ancient line of the Ahn sye Nokora (Order of the Flaming Sword — see Part XII). As such, perhaps the PC is given one of the Yarkbalkas by his father; perhaps it is a Superior Yarkbalka but cursed. His mission would be to restore the Order to its rightful position, or to destroy the evil incarnation which Schrek is using. A tall order.
- The escaped child of the Priest-king of Pochanto, heir to the throne. Of course, Lankanok now controls Pochanto, and the heirs are being sought by ruthless agents of the Lankan Empire.
- Character (hopefully a Mage or related profession) is given a ring at adulthood, with strange markings. It is a ring of the Ahn sye Talaus (Order of the Ring — see Part XII), a cabal of mages now in hiding. This has several possibilities, including eventually having the PC try to recover the Book of the Ring (The GM may wish to move it to a slightly less fearsome place than the Ahrenthrök.)

- Born with unusual Amber Eyes. This has no immediate implication except that it is strange. Character is actually the illegitimate child of one of the Eight of the Secret Circle (*not* Ondoal or Schrek). This could grant anything from disturbing dreams and visions to unusual (but not too useful) powers.
- Character is half-Lord of Essænce. This should only be betrayed by perhaps the black hair and violet eyes, not slit pupils or six-fingered hands. Perhaps the PC only has special abilities 3, 4, 5, 7 at half value (See *Inhabitants Guide*, pp 44-45). Additional perks might include bonuses for certain odd secondary skills (e.g., perceive reality warp). Naturally, the character will wonder who the mystery parent is. Lorgalis? Ondoal? Andraax? The first two people won't be known to the character of course. His mother should be conveniently dead or insane, or otherwise uncommunicative. The GM should discourage speculation that the Character is part K'ta'viir.

2. SOME ADVENTURE IDEAS

Following are a few brief adventure ideas a GM may wish to flesh out. The danger and power level of these are intended to be relatively low. They also can be linked with the *Caravan* Adventure (section 3): first the PCs take the Caravan through Uj; then many of the following adventures can use Kaitaine as a jumping-off point.

THE TALE: THE FORMULA

Ithloss is a beautiful, golden material, its combination of lightness and resilience are unmatched. Unfortunately, the method of working this material was lost at the end of the First Era. While many ingots of the metal have been found, no way of forming it into useful items has been revealed. Only those few artifacts which survive intact hint at the possibilities which the ability to work the metal might open up.

Varnas the Scribe claims to have discovered the secret of the working of Ithloss after translating an ancient tome. He has come into Kaitaine with the intention of selling the formula to the highest bidder, three days hence.

Since the time of the announcement, there has been a run on Ithloss. Naturally, the price was driven way up, as the stuff is suddenly priceless — if his claim is true.

He has promised to return the buyer's money if the formula does not work, thus reassuring many buyers that the formula is valid.

It is a hoax, and Varnas has been working an elaborate scam, buying Ithloss through agents, then spreading the rumors, then selling it again. He will keep to his bargain and return the money, but still be a rich man.

THE NPCs

Varnas: a Scribe of good repute, Varnas has grown tired of being a poor scribe and decided on a scheme to get rich. It isn't illegal... exactly.

Altana: Made desperate by this revelation, she feels she has no choice but to break the law.

THE TASK

To get the formula or find out that it is in fact a fake.

Starting the Players: The PCs meet an older woman who does not identify herself (really Altana, head of the Metalworker's guild, but she won't reveal that to the players). Altana wants to know if Varnas is telling the truth, as it would be critical for the guild to control the secret.

Aids: A map showing the location of Varnas' house, and any other covert aid Altana can give.

Obstacles: Figuring out exactly where Varnas is keeping the formula. Clever players might figure out some *Mission: Impossible* style trick to get the info out of Varnas. If so, the GM should provide them with some personality quirks for them to play on.

Rewards: Altana will offer a cash reward for a copy of the formula.

THE TALE: NEEDLE IN A HAYSTACK

A young Warlock of Itanis is found in an alley, seriously wounded. Hopefully, the PCs will decide to help him. He will tell them that he was attacked by hideous creatures, and his most valuable possession — his Mindstone — was taken.

In truth, the stone is being perverted by an evil Sorcerer, who is causing strange weather effects over Kaitaine (to heighten tension).

THE NPCs

Thalen the Warlock: Thalen the Warlock is actually a fairly powerful Mentalist, though his powers are crippled without his jewel. In addition, he will be reluctant to let the PCs know just how powerful he is. He is desperate to recover the gem.

Vamag the Sorcerer: An evil conjurer, he has finished research which has made him conclude that all he needs is a Mindstone, and he can summon and control an Ordainer!

THE TASK

Help the Warlock recover the jewel before it is too late.

Starting the Players: The PCs are cruising through town after a late night at the corner brewery, when they hear a moan in a dark alley. What do they find but a bloody young man. He is a mess but actually not too bad off; he will be semi-conscious. Just then the strange lightning storm takes place and he moans "It's starting already!"

If they help him, he will pay them back for their expenses (his money was — interestingly — not touched!) but also try to get them to help him recover his jewel. Then he'll explain that he is a Warlock of Itanis.

Aids: Thalen can track the jewel to some extent.

Obstacles: Demons, other creatures in the parallel world, etc.

Rewards: The thanks of the Warlock, gold, or perhaps some item of value.

ENCOUNTERS

As time goes on, the lightning storm will grow more severe; the waters around Kaitaine will churn, but there will be no rain, and the lightning won't strike ground. Thalen explains that it is the Portal the sorcerer is opening a Portal to another Plane.

Pursuing the Sorcerer, they will get to his basement lab, but their interruption will sweep everyone through a Portal into a strange parallel world, an eerie forest (strange beasts; perhaps one of the Pales, of a place of the GM's devising) with a ruined temple in the center. There the Sorcerer will try to use the Mindstone to control an Ordainer. They must get to him before he succeeds; in any case, they can't get back unless the Warlock gets his Mindstone and opens the Portal again.

THE TALE: THE SUSPECT

Gruesome murders are being committed in Kaitaine (or wherever the PCs are). The victims are being found disemboweled, strangled, or stabbed repeatedly, but all with the same look of blank, wide-eyed horror on their faces.

The PCs may not take much notice of this, but the next town of respectable size they come to (it could be weeks later), a murder occurs that night. There is a chance they don't even hear about it before they move on, so this gruesome trail could go for quite some time. Finally the PCs are going to suspect, or there is going to be a witness, and the Suspect (one of the PCs!) will be fingered.

The demon does not want the PC to get caught, so will not kill another group member, and will only go on its little journeys when it is pretty sure it can get away with it. It gives the host tremendous strength and in turn sucks away the soul of the murder victim as he dies. The host cleans up and returns to bed, completely unaware that he has murdered.

THE NPCs

The 'amulet' (the imprisoned Singular Demon) is the primary NPC — though of course the PCs are unaware of him through most of the sequence. In addition, there are the usual NPCs the players will encounter in the course of their travels.

THE TASK

Destroy the demon and clear the PC of murder charges.

Starting the Players: The PCs should have some sort of strange encounter, perhaps a Flow-storm, or a night near an eerie ruin. Then events can begin. One of the PCs fails a RR vs 20th level Channeling and slips away for a few moments when no one will notice — enough time to pick up the amulet. [PC is assaulted by a 12d6 Mind Control and if affected, slips away.] An ancient device, a reddish stone hung from a silver chain, it commands its new slave to put the amulet on and conceal it. The Singular Demon in the stone will then bide its time until its 'host' can kill without getting caught.

Aids: A devout follower of one of the Lords of Orhan will grow slightly uneasy around the amulet, but may not know why. Slowly, over weeks of time, the follower may be sent cryptic dreams regarding the demon.

Obstacles: The amulet is undetectable except as a magic item (no 'evil' can be read on it). If cornered, the demon will transfer to another body — though it must stay within 30' of the amulet, and if the amulet is smashed, the demon is banished back to another plane.

Rewards: There may not be any tangible rewards here; sorry.

ENCOUNTERS

Encounters are going to vary wildly, and the GM is going to have to construct this as he goes. This adventure is ideally run simultaneously with another adventure.

THE TALE: SOLD!

The PCs (or some of them) are captured and roughly transported to Kenezán as slaves. Many possibilities for escape, capture, etc. present themselves.

THE TASK

To win freedom from the ruthless and wily slave traders.

Starting the Players: Travelling anywhere in mainland Tai-emer, the PCs are in some danger of being captured — especially if they look like good slave material.

Aids: Perhaps other captured slaves will help in an escape attempt, or maybe one or two group members escape. If all else fails, the free PCs might buy their friends back — if they have enough money.

Obstacles: Traders will strip slaves of all items and take them elsewhere. They might never be seen again.

Rewards: Freedom; perhaps revenge if the PCs wish.

THE TALE: A MEETING WITH ZANAR

The players are singled out by Inquisitors as heretics. For unknown reasons, it appears that they will be made examples of.

THE NPCs

Inquisitors and Champions of Zanar are discussed in Part XII. There might also be other prisoners in the dungeons.

THE TASK

To avoid excommunication and imprisonment by the Inquisitors.

Starting the Players: The PCs are minding their own business, hanging out in a beer hall perhaps, when a pair of Zanarian Inquisitors sweeps in, flanked by their famous Champions. They march right up to the PCs and accuse some or all of them of heretical acts. They produce a scroll, read some mumbo-jumbo, and arrest the PCs. Resistance should prove useless.

Aids: If it looks like the PCs won't get themselves out, perhaps there can be someone else imprisoned whom they can work with and get out.

Obstacles: The Inquisitors are not stupid, though they suffer from the sort of 'blindness' that religious zealots are prone to.

Rewards: Probably nothing but some interesting information about the Inquisitors; maybe even some scraps of info about the Eight Orders (see Part XII, section 2).

ENCOUNTERS

The GM will need to plot the PCs through the series of situations involving the Inquisitors.

THE TALE: NIGHT CEREMONY

In a dark vale, a gathering of men and women who were once human takes place. They have been reduced to shadows of humanity and are the evil followers of a priest known as Phrang. He has corrupted a village of simple Shay people. To feed his thirst for power, they hold dark rituals where they capture travellers and sacrifice them to the Dark God Moralis.

THE NPCs

Vira the Mage: An attractive Laan woman, Vira was travelling alone at night (rather suspicious activity) when she was ambushed by the people of the village. She is more powerful than she looks, but was taken by surprise. The Black Eog pillar inhibits her spells.

Phrang the Evil Priest: Phrang is actually a handsome Dyari Elf, and controls the people of this village through his Charisma as well as his evil spells.

LAYOUTS

The scene of the ritual is a ruined cluster of standing stones on a hill outside of a small village. In the center of a ring of stones is a large, roughly-formed pillar of black Eog. Manacles are attached to the pillar to secure a sacrifice.

THE TASK

Rescue Vira before she is sacrificed to Moralis.

Starting the Players: The PCs come upon an eerie red light just over a nearby hill.

Aids: Vira could help with her spells if she is freed.

Obstacles: The Priest has some tough spells, and the bloodthirsty villagers fight like demons.

Rewards: She is actually a Mage, and gives them a valuable item — perhaps the Crystal Prism which opens the platform to the vaults of Varna.

THE TALE: AN EMERALD SIGN

One of the Forest Folk is being held prisoner by a cruel Necromancer. Kept in an iron cage, the Forest person cannot use his spells to escape. The Necromancer has evil plans for Jyne.

THE NPCs

Jyne: One of the Forest Folk, Jyne looks and usually behaves like he is only about 15 or so, but he is actually hundreds of years old. He is an accomplished spell user, but Lumork's Iron Cage is cancelling his spells.

Lumork: An evil Dyari Elf, Lumork has captured Jyne with plans to dissect him like a guinea pig and find out why the Forest Folk are different than other races.

Linnie: An urchin girl, she inadvertently saw Jyne get captured and tried to help him. He gave her the emerald and asked her to get help for him.

Bolar: Lumork's assistant, he is a sadistic Shay man with a hunch and a deft hand with a knife.

Mog and Umol: A pair of unsavory Ogres, they are Lumork's guards.

LAYOUTS

The Necromancer resides in a cave about ten miles outside of town. It is full of strange apparatus and chemical equipment, animals in cages and piles of scrolls. There are bloody examination tables.

THE TASK

The object is to rescue Jyne before Lumork gets around to operating on the Forest Man. The only way to do this might involve killing Lumork and his retinue.

Assuming the PCs are successful, they will be invited to visit to the Emerald Forest and to meet Kel.

Starting the Players: An urchin (Linnie) propositions the PCs to rescue Jyne, offering a large emerald as deposit.

Aids: Linnie is a deft girl, who might even help free Jyne if the PCs distract the thugs.

Obstacles: The bad guys are tough.

Rewards: All the PCs who helped will get fine rewards from the Forest Folk (Kel personally) when they return. Perhaps a magic emerald ring or necklace, or a beryllium alloy (+15) dagger.

THE TALE: ODYSSEY IN THE DARK

The Players are hired to get a rare drug from Malqanar, but to meet their deadline they must sail through the Grotto Path under the Spine of Emer. They are captured by Trogli, who are then attacked by Krylites. The alien Krylites blast the Trogli and take the PCs prisoners. They are brought before the Minds, who may 1. let them go. 2. send them on a quest.

THE NPCs

Trogli, Krylites and others may come into play here. Do your homework.

LAYOUTS

The GM will need to construct the caves around the Grotto Path. The Krylite maze should be very different in nature to the Trogli caves.

THE TASK

The Task is at least to escape the Krylites, at best to finally complete the mission.

Starting the Players: The Players could be approached by a merchant or wealthy trader, willing to pay well for the timely delivery of an herb. The PCs will require their own ship, and knowledge of the Grotto Path.

Aids: None.

Obstacles: The inability to communicate with the strange races could be a problem.

Rewards: Possibly only their lives, but grateful Krylites might reward the PCs with rare crystals or other unique products.

ENCOUNTERS

As this is another possibly convoluted adventure, the GM will need to prepare for possible encounters.

3. CARAVAN THROUGH UJ

This is an excellent starting adventure for PCs; perhaps they are trying to reach Kaitaine from Stroane. It is a journey of more than a thousand miles, and is fraught with dangers.

THE TALE

The PCs need to get from Stroane to Kaitaine. The most practical way — if you're not made of money and able to call a Navigator — is to join a Caravan. The Rhiani lead caravans through the desert and wastes with regularity. Unfortunately, these caravans are attacked with almost equal regularity.

THE NPCs

The Caravan should be filled with an interesting array of people: fussy merchants, a enigmatic scribe and his burly Changramai, shady traders, aloof Elves, representatives of a couple of contradictory religions or a few possibilities to keep the interplay fascinating while the PCs wait for the inevitable attack.

LAYOUTS

The GM should use the Emer color map to guide his PCs across the wastes.

STARTING THE PLAYERS

Logical starting places would be the southern end of Stroane or at the Gap of Uj (where there is a large outpost for caravans). It makes more sense to be heading from an inland location to Lys or Itanis or Kaitaine than from one of these trade centers, as all three have bustling seaports. Sea passage to just about any coastal location is relatively inexpensive, and the wait would be minimal.

AIDS

This depends on who the PCs link up with when deciding to go on this journey. If they sign on to a Rhiani caravan, they will be joining a party of at least five or six and as many as twenty tough men and women. Such a group means fairly safe travel. If they just hire a guide or two, their group is more appealing to raiders and predators.

OBSTACLES

On top of the many dangerous things lurking in Uj, there are the hazardous weather conditions. Not just the heat, but there are sandstorms, rough land, and perhaps even Flows of Ess  nce.

REWARDS

Highly variable, they depend on why the characters are crossing this forsaken land in the first place. PCs might be signing on a Caravan as guards, and so would earn a salary for the journey. To be hired as such, they would have to look like effective warriors, however. (Most caravan chiefs don't take much stock in magicians.)

ENCOUNTERS

While the deserts and wastes of Uj might seem to be empty lands, there are in fact a variety of dangerous enemies just waiting for unwary PCs to wander by.

In addition to the wandering threats listed below, the White Forest lurks along the way. The rivers also hide dangerous beasts and other travellers are not necessarily friendly.

DESERT CREATURES

All of the creatures listed below are summarized in the Beast Chart in the back of the book. A reference is also given where more information about them can be found.

Giant Scorpions (see *Inhabitants Guide*: Gemsting, pg 22): Huge and deadly, they are found throughout the desert and plateau. While primarily nocturnal, they can also appear in daylight. Giant Scorpions live in shallow caves and under large rocky overhangs (where a considerable treasure of former victims' remains may be uncovered!).

Land Wyverns (see *Inhabitants Guide*: pg 28): Usually found alone, Land Wyverns are small dragons with a dangerous temperament.

Stone Giants (see *Inhabitants Guide*: pg 51): Sometimes alone, sometimes in twos and threes, Stone Giants live primarily in the rocky areas of the Charn Plateau

Shalish (see Part III): Similar to large panthers, Shalish are suited to travel on soft ground and can outrun any other animal for short distances. They travel alone or in small groups of up to 4, attacking the rear of small caravans.

Frask (see Part III): Flying carnivorous lizards, Frask are no more than a nuisance unless they are in large numbers, or attack an unwary party at night.

CHARN RAIDERS

Charn Raiders live in caves in the Plateau region, raiding caravans for food and equipment. They will rarely attack a large group — especially if it appears well-armed.

4. THE TABLETS OF VARNA

Four slabs of stone barely a forearm's length are worth ten thousand gold to the Scribes of Nomikos. Certain old legends say that the Tablets were stolen from a learned Sorcerer and hidden in a secret temple in the V  rken Mire.

GM Note: Alternatively, the Logor Marsh could be used as a site for the Temple of Varna.

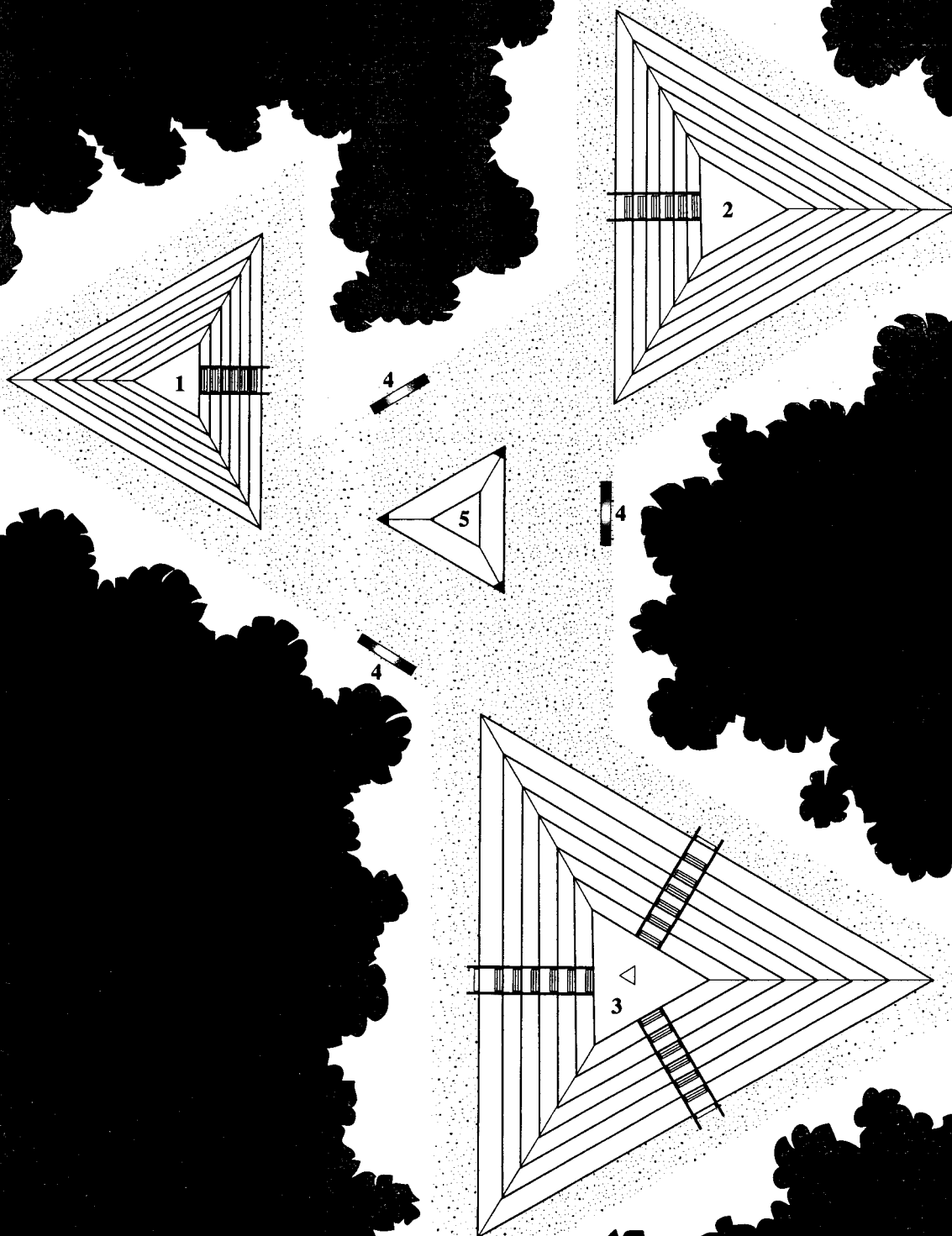
THE NPCs

Kleg Nairuban: The charismatic 'dealer in rare artifacts' (as he claims to be) is in fact little more than a rogue, but a friendly and loyal one. If the PCs are expecting him to suddenly turn into a monster, they will be disappointed.



TITUS HIAZ, A TITAN

PYRAMIDS OF VARNA



LAYOUTS

Reaching the Varna pyramids is the goal of the adventure, for they hold the Tablets.

THE PYRAMIDS OF VARNA

These beautiful triangular pyramids hewn of a greenish stone have stood for thousands of years. Strangely, plantlife has not encroached far upon them.

1. West Pyramid. Inscribed in the top surface, runes in Iruaric say: "The light-breaker is the key. When the burning eye rises, place the key in the heart of darkness to the South. A finger will touch the Door and the web of Light shall open the locks set upon it." This text is a bit ambiguous, and a successful translation roll must be made. A minimum of 5 picks in written Iruaric should be necessary to get the entire passage, though the GM may allow fragments to be interpreted. Essentially, it means place the small prism in the hole in the black obelisk on top of the Southern Pyramid. If positioned correctly (some adjustment can be done), the rising sun will cause a violet beam of light to strike the furthest obelisk, split like a laser to the other obelisks, then web in a pattern to hit all three prism-shaped pillars. They pillar will glow, and the central platform will begin to descend.

2. North Pyramid. The second largest of the three, it rises about 100'. It has no particular significance for the PCs.

3. South Pyramid. Tallest of the three, this pyramid rises more than 150', and is topped by a prism-shaped column of obsidian twelve feet high and eight inches across on a side. Eight feet up the column is a circular hole in all three faces (so the column is pierced clear-through).

4. Obelisks. Each forty feet tall and thirty wide, they appear to be fashioned of crystal or glass; in fact they are of fine, clear laen.

5. Platform. The Platform itself is two feet tall, and seems to be made of some dull grey metal. Three tall and slender prism-shaped pillars rise to a height of fifteen feet, each set at a corner of the platform. The pillars appear to be of polished obsidian.

THE VAULTS OF VARNA

Below the Pyramids, the long-dead people of this land built this secret vault. It lies nearly 200 feet underground.

1. Antechamber. The triangular platform comes to rest flush with a stone floor in the center of a triangular room. The ceiling of this room is about 20' high. To get the platform to rise again, one merely steps on it, and it begins to ascend. It will not ascend unless at least 100 lbs of weight is on it, so stepping off causes it to stop. Note that the platform cannot be lowered again unless it is allowed to rise all the way to the top, and is re-activated by the prism.

2. Stone Door. In the center is a metal circle with a triangular hole. Inserting the prism and twisting will unlock the door, causing it to slide up and open. It remains open until all leave the Orb Chamber.

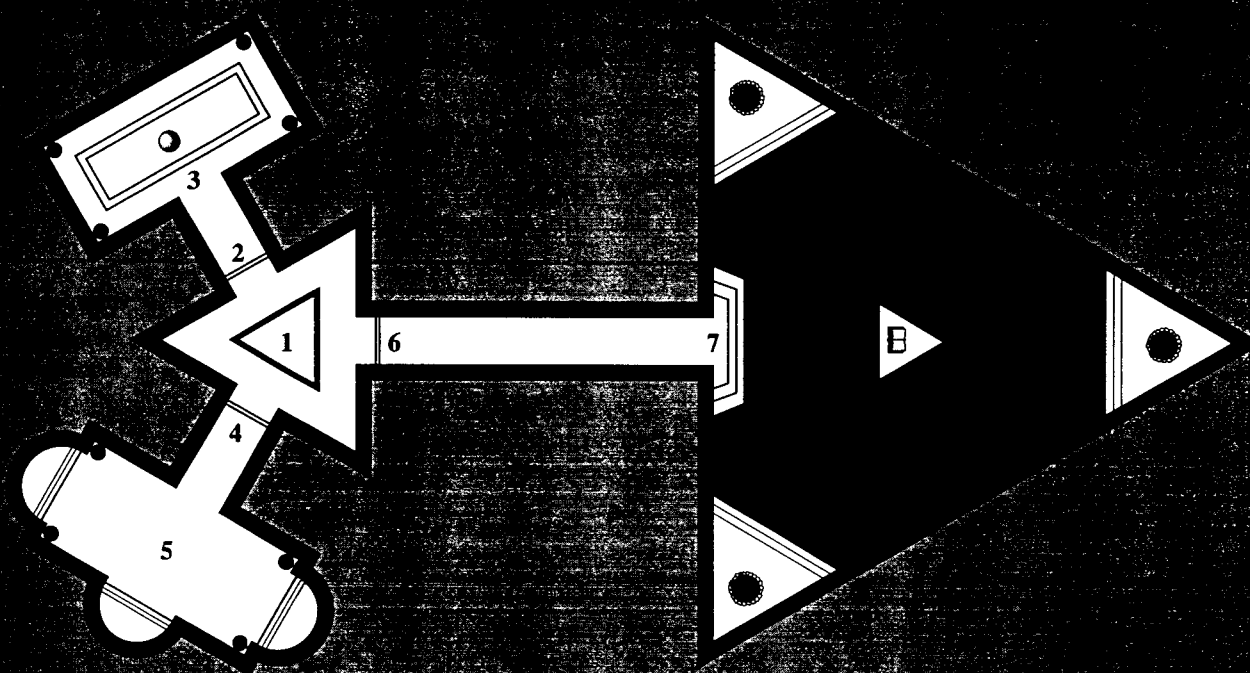
3. Orb Chamber. In the center of this room, a crystal orb one foot in diameter rests on a graceful golden pedestal. It glows with a shifting coruscating light. The Orb is Harmless and has no purpose but to illuminate the room. The four Tablets are placed in the walls with the backs facing out, so they look like regular stones. It is *Hard* to realize that four stones are of a different character, but one must first think to examine the nature of the rock.

4. Stone Door. Identical to #2.

5. Room of the N'ng. There is nothing in this room except three alcoves, each eight feet tall, and four columns of black Eog. In each niche, a N'ng waits in invisible slumber until someone opens the door. They will normally wait until everyone is in the room, and the door closes. Then they attack with their deadly saliva.

6. Alloy Door. Of a strange metal, this door is triangular like the others but ten feet tall. It has a complex lock (*Extremely Hard* to defeat; no tools applicable) involving three triangular panels set in the wall which need to be pressed in the right order. If picked, the door slides up into the ceiling; closing the door requires the touch of any one panel. There are three more panels on the inside; touching them in a *different* order will open the door.

VAULTS OF VARNA



0 10' 20'

7. The Pit of Despair. Rising out of the center of what appears to be a bottomless pit is a pillar, and on that pillar is a bookstand beautiful and elaborate. On the stand is a large book, lying open. It is a strange book, containing 23 pages: all of the Evil Cleric Curses (except *Dark Thoughts*), all of the Curses from the *Atlas Addendum*, and a 20th level *Death Rune* [4d6 Body Drain] on the first and last page which will attack the unwary reader. Interestingly, these spells should not be considered 'evil'. The shaft is a channel of a strange Essence-flow, which will not allow any transport spells to work reliably. [9d6 Flight, gliding, Teleport, Telekinesis, and Extra-Dimensional Movement Suppression.] In addition, as soon as the doors are opened, smoke begins to rise out of the three wells in the corners of the room. [7" radius Darkness vs. normal sight.] If the door is not closed within 6 rounds, a Demon of the Sixth Pale appears [Summoned] at one of the wells. Three rounds later, another appears, then a third after another three rounds. [Up to 3 demons can be summoned, 1 per turn.] They will fight until slain, following the intruders outside if necessary.

THE TASK

To escape the Temples of Varna with their lives, and hopefully with some loot.

STARTING THE PLAYERS

Kleg Nairuban buys the PCs a round of drinks, pays them a few exaggerated compliments, and asks them to join him on a little expedition to find an artifact of "historical significance." A little dickering over percentages of the 10,000 gp, and off they go.

AIDS

Depending on how the GM wishes to set up this adventure, Kleg could already be equipped with the prism and a decent map of the swamp. Alternatively, Kleg could not be included, and the PCs could come upon the Prism and map themselves, somehow. Both are certainly necessary.

OBSTACLES

They are many. The GM should make sure that the swamp itself proves to be an interesting adversary. Figuring out the key and bypassing the unpleasant surprises in the vault could also be challenging.

REWARDS

A share of the loot, and perhaps the Book of Curses. The Tablets will have to be taken to Nomikos in order to get the reward. The Tablets are of indestructible grey stone 1" thick, 1' wide and 2' tall, with a band of silver running along the edge. Etched in their surface are rows of small, delicate runes in the written language *Enris-Sokal* (certainly unknown to the PCs.) They radiate power in all three realms. They are also weightless.

ENCOUNTERS

First the PCs will meet Kleg, then there could be all sorts of adventures on the way. Depending on how they fare with the inhabitants of the vault, the PCs must escape the mire.

5. THE SECRET CIRCLE

This is not really intended as a specific adventure, but a collection of hints and ideas which would aid a GM if he wished to begin his PCs with a quest to discover the nature of the Jerak Ahrenreth (see Part XI). It is *highly unlikely* that the PCs would ever be powerful enough to stop this cult, or even defeat one of its top eight members. The best one might hope for is to disrupt one of their operations and to cause a small setback for this order.

While an adventure — or series of adventures — wherein the PCs try to directly take on members of the Ahrenreth is a task undertaken only by the most powerful and well-equipped characters, the GM may wish to drop hints relatively early on to PCs that there is something mysterious and evil going on in the world. Remember, the Jerak Ahrenreth is an organization completely hidden from view; no one but High Loremasters, (Andraax), and a few errant NPCs will know it exists at all, much less what it is about.

Below are listed a few short verses, clues left by a mysterious sage (actually Two of the Serving Souls of the Ahrenreth). They are hints as to the nature of the Ahrenreth. The GM may wish to use these to further infuse in the PCs' minds that there is some large, creepy organization which is controlling vast power in the Shadow World. The GM may wish to pursue this further, allowing the PCs to gain some small inklings about the operations of the Secret Circle. Even if the campaign ends without their full understanding of the Ahrenreth, one purpose has been achieved: a sense of mystery remains.

*Few guess the purpose of the Cult of Old
subtle as whispers in a gale.*

*Now their actions speak and realms fall
The order meets in the Hallowed Hall*

Gargarax... Urkanian

*Servants turn to betray the master
One land, one rule, eight lords
The west shall be east.*

Gargarax... Urkanian

*Orders of a lost time
return again to serve the Secrets
their blades are sharp
The Shadow lengthens.*

Gargarax... Urkanian

PART XIV

REFERENCE CHARTS

1. MASTER BEAST CHARTS

ROLEMASTER BEAST CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
GENERAL										
Shalish	5	100	Dash/30	FA/MF	L/—	150	4(20)	85LC1100/85LBI†/120LCI§	2-10	Aggres.
Krell	1	120	Dash/30	VF/VF	S/—	10	1(70)	0TPi	1-2	Timid
Frask	1	100	Dash/30	FA/FA	S/—	15	1(50)	20SBI/30MBi(3)	5-50	Aggres.
Bærk	8	80	Dash/10	MF/MD	L/LA	250	12(20)	120HHo100/100HBa†/120LTs*	1-2	Normal
Snow Hnd	6	150	Dash/20	VF/FA	M/—	90	4(30)	70MBi/50IBreath/30CBreath	1-10	Bellig.
Night Hnd	5	150	Dash/20	VF/FA	M/—	100	4(30)	90MBi/50GBreath	1-10	Bellig.
Quarnak	5	50	Dash/20	MD/FA	L/LA	180	11(30)	100LBI	1	Bellig.
Unicorn	10	160	Dash/40	BF/VF	L/I	200	11(80)	200LHo120MBa†/110MTs†/Spells	1	Good(SU)
SPECIAL										
WHITE WOOD										
Wraith	20	60	Dash/20	MD/BF	M/LA#	165	1(50)*	100We[Cold]/90LBA/Special/Spells	1	Cruel (HI)
Lord of the White Wood, he wields a +20 broadsword. Has all Spectre powers.										
Mara	10	100	Dash/20	FA/FA	M/—	80	1(30)	Special	1	—
Her song can be heard throughout the wood; make RR or be charmed and drawn to the tower. AI within 10' lose 2 Con/md.										
Spectres	10	90	FSpt/30	FA/VF	L/LA#	200	15(40)	120bs (cold)	1	—
All have silvery armor and ride ghostly horses; they have powers as Lesser Wights. (Eght in all, tey travel separately).										
Ghst Hnds	5	120	Dash/30	FA/VF	L/I	100	3(40)	60LBite50/45MCL50/Special	4-12	Bellig. (AV)
Each critical bite drains 3 Con points.										
§ — If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical.										
* — If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.										

BEAST & MONSTER CHART CODES

Use the key found in the *Inhabitants Guide*, pp 4-7, with the following additions/adjustments:

ENCOUNTER STATS

Enc: This is the size range of a typical pack of the creatures when encountered in or near their lair. A pack will often contain a wide range of levels/ages (including some young). Often, only a patrol comprised of fewer members will be encountered away from the lair. If no range is given, one such creature is normally encountered.

Outlook: This code is meant to be a general measure of the creature's outlook, attitude, demeanor, and/or reaction/behavior pattern. If no code is given, such creatures exhibit a variety of behaviors. What follows is a listing of the various outlook codes.

- Aggres. = Aggressive and will attack if provoked or hungry.
- Aloof = Ignores other creatures unless interfered with, or attacked.
- Altru. = Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.
- Bellig. = Belligerent, often attacks without provocation.
- Berserk = Attacks closest living creature until it is destroyed.
- Carefree = Does not believe that danger or misfortune exists for it.
- Cruel = Not only hostile, but delights in death, pain, and suffering.
- Domin. = Desires power, attempts to control or dominate other creatures.
- Good = Opposed to "evil" (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are also good.
- Greedy = Will attack or attempt to steal from other creatures if the risk does not seem too high.
- Hostile = Normally attacks other creatures on sight.
- Hungry = If hungry, will attack anything edible; otherwise Normal.

- Inquis. = Inquisitive and curious; will approach and examine unusual situations.
- Jumpy = Normally bolts at any sign of other creatures.
- Normal = Watches and is wary of other creatures; will sometimes attack if hungry.
- Passive = Ignores the presence of other creatures unless threatened.
- Playful = Mischievous, but playful; will attempt to play with or play pranks on other creatures.
- Protect = Protective of a thing, place, other creature, etc.
- Timid = Skittish around other creatures, runs at the slightest hint of danger.

These descriptions are merely guidelines which the Gamemaster should modify based upon the situation, the actions of player characters, and the GM's reaction rolls.

IQ: This is a measure of the monster's reasoning and memory ability. The statistic is not normally given for animals since their actions are often based upon instinct, or very low order intelligence. The IQ codes are given in general categories which approximate human equivalents. To convert from the coded categories to an equivalent Reasoning and/or Memory stat score, use the following Intelligence Chart.

INTELLIGENCE CHART

IQ Code	Reasoning/ Memory Stat	IQ Code	Reasoning/ Memory Stat
NO = none	Animal Instincts	AV = average	35-65
VL = very low	1-5	AA = above avg	50-77
LO = low	3-12	SU = superior	60-86
LI = little	7-25	HI = high	80-98
IN = inferior	13-40	VH = very high	94-99
MD = mediocre	23-50	EX = exceptional	100-102

FANTASY HERO BEAST CHART																
Name	STR	DEX	CON	BODY	PRE	iPD	rPD	iED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Boerk	24	15	24	20	30	10	4	8	2	3	10	50	4	4	1 1/2d6kAP	12"
Frask	5	18	12	8	12	6	2	2	0	3	3	16	6	6	1d6k	10"
Ghost Hounds	16	19	15	12	16	8	5	8	5	3	8	33	7	7	1 1/2d6k	12"
Bite has linked 1d6 Body Drain.																
Krell	-10	25	6	6	10	4	1	2	0	3	2	10	8	12	1/2d6k	10"
Mara	12	27	15	11	25	5	3	5	4	5	7	32	9	9	Special	12"
12d6 Mind Control w/3x Range, only to draw characters to Tower.																
Night Hound	14	19	15	12	15	9	5	9	5	4	8	32	6	6	2d6k	12"
Quarnak	22	16	23	18	22	11	6	11	2	3	9	42	5	5	3d6k	5"
Shallish	18	20	20	16	21	9	3	6	2	6	9	40	7	7	2x2 1/2d6k	8"
Snow Hound	15	18	14	11	14	10	5	10	5	4	8	31	6	6	1d6+1k	12"
Also gives 10d6 EB, AA -Cone Breath Blast (Ice and Cold).																
Spectres	15	20	17	11	22	8	6	8	6	4	8	40	7	7	1d6+1k	7"
Unicorn	20	20	15	16	25	8	4	8	4	6	8	40	7	7	2d6+1kAP	12"
Wraith	20	21	16	10	26	10	6	10	6	5	8	40	7	7	1 1/2d6k	8"
Also has all previous Spectre powers and a 2 1/2d6HKA (Magical Broadsword) as well as a 60 pt variable Spell Pool, and a 200 pt END Reserve w/10 REC.																

ROLEMASTER MILITARY CHART									
Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
HÆSTRA									
DANARCHIS									
Ship Officer	Laan	100	8	90	10(10)	N	110rapier	70da	10
Captain or first mate of defensive fleet or better traders.									
Ship Crewman	Laan	≈2000	3	45	1(10)	N	65rapier	30sb	5
Crew of defensive fleet or better traders.									
City Guard	Laan	200/city	5	70	14(20)	Y	90bs	—	5
Found in Artha or other large cities.									
BODLEA									
Dale Warrior	Talath	≈10-30/Dale	6	110	9(20)	Y	100bs	80lcb	10
Leather Breastplate.									
Dale Levy	Talath	≈100-300/Dale	2	50	1(10)	N	50ss	30sb	15
No uniform, they will fight with whatever is available.									
STROANE									
Military Captains	Laan	50	10	110	15(30)	Y	120bs	110cp	15
Green Surcoat, Gold helm. Shield is black with Stroane emblem.									
Military Soldiery	Laan	20,000	1	20	6(20)	Y	40ss	15sb	10
Green Surcoat, Green helm. Shield is black with Stroane emblem.									
City Guards	Laan	500	5	80	15(30)	Y	100bs	80cp	10
Gold surcoat; gold helm. Shield is black with Stroane emblem.									
TALAE									
Better Warriors	Erlini	40	10	100	1(50)	Y	120ss	140lb	30
Forest Green tunic and breeches +15 Long Knife (ss table, puncture instead of Krush), +20 Long Bow.									
Warriors	Erlini	400	4	65	1(40)	Y	80ss	100lb	25
Forest Green tunic and breeches. Long Knife (ss table, puncture instead of Krush), +10 Long Bow.									
EMERALD FOREST									
Better Warriors	Nyph/Erlin(?)	20	10	120	3(60)	N	110 knife	130lb	30
Long Knife (ss table, puncture instead of Krush). Some have Animist/Druid spells.									
Cmn Warriors	Nyph/Erlin(?)	100	5	90	3(50)	N	80 knife	100lb	20
Long Knife (ss table, puncture instead of Krush). Some have Animist/Druid spells.									
Fauns		100	4	90	3(40)	Y	90bs	70sb	30
Some have Bardic spells.									

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
SARNAK									
Captains	Shay/Laan (female)	50	6	110	17(40)	Y5	110bs	60cp	10
Soldiery	Shay/Laan (female)	1,000	2	40	13(30)	Y	50bs	30cp	5
TAI-EMER									
PRÆTEN									
Ship Officer	Shay	100	6	80	1(10)	N	110ss	70sb	5
Ship Crewman	Shay	2,000	2	35	1(5)	N	65ss	30sb	0
Soldiery	Shay	5,000	2	25	9(20)	Y	90ss	—	0
The army of Præten.									
LANKANOK									
Priest-general	Jaaderi	6	10	120	1(40)	Y10	140sc	100ja	15
Superior steel (+10) Scimitar and shield. Most have spells.									
Lesser Officer	Jaaderi	60	5	90	1(30)	Y	100sc	80ja	10
Steel (+5) Scimitar									
Soldiery	Jaaderi	60,000	2	50	1(25)	Y	60sc	40ja	5
Bronze (-10) Scimitar									
SILAAR									
SEL-KAI									
Skyship Officer	Shay/Laan	200	10	120	1(30)	Y10	120bs	100cp	15
Skyship Crew	Shay/Laan	4,000	4	80	1(15)	Y	100bs	70cp	10
Eidolon Guard	Shay/Laan	100	8	120	17(55)	Y10	140bs	60hcb	0
Silver plate armor, fine accoutrements.									
Sel-kai City Guard	Shay	200	3	80	9(30)	Y	80ss	30sb	5
T'LOC-LOC									
Warrior T'loc-loc		100	3	50	1(20)	N	60 dagger	90blow gun	20
NUYAN KHÔM									
Arms Masters	Nuyani	100	15	110	15(40)	Y	160mace	90cp	10
Guards	Nuyani	5,000	3	70	15(30)	Y	110bs	50cp	10
REANDOR									
Soldiery/Guard	Shay	3,000	3	60	15(35)	Y	100bs	70lcb	5
NÁMAR-TOL									
War Masters	Iylar (Loar)	100	15	150	1(100)	N	140mar t&w	160shuriken	40
Expert martial artists. Some may use weapon kata. Wear black garments/robes.									
Officers	Iylar (Loar)	120	8	120	17(60)	Y20	160bs	140dart gun	10
Lacquered black armor, gold helm with black plume. Dart guns: lcb, 1/2 hits but poisoned with Quilvort [5-50 hits].									
Soldiery	Iylar (Loar)	7,000	3	50	15(40)	Y	110bs	90dart gun	
Lacquered black armor, silver helm with black plume. Dart guns: lcb, 1/2 hits but poisoned with Quilvort [5-50 hits].									
Uj									
RHIANI									
Experienced Warrior									
	Rhiani	500	8	140	1(30)	Y	130sc	140chegain	15
All are experienced horsemen.									
Warrior	Rhiani	10,000	3	45	1(20)	Y	50sc	55chegain	1
All are experienced horsemen.									
VAJAAR									
Soldiery	Vajaari	8,000	1	25	9(25)	Y	40ss	30sb	0
CHARN RAIDERS									
Exp. Fighter	?	500	5	80	1(20)	N	90ss	50sp	15
Young Fighter	?	2,000	1	30	1(10)	N	50ss	20sp	5
KAITAINE									
Guard	Shay	1,000	3	60	15(30)	Y	110bs	70lcb	5
MURLOG									
Warriors	Goblins	20,000	2	40	9(10)	N	40we	—	10
LYS									
Defense Warriors	Iylari	1,000	5	90	18(55)	Y10	90bs	100lb	10
Often have magical items and armor, some have spells.									
ITANIS									
Warriors	Laan/Kuluku(?)	2,000	3	60	9(30)	Y	100ss	90sp	10

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
KRYLITES									
Worker	Spine of Emer/Krylite	1-10	2	35	11(10)	N	+20SPi	—	20
Defender	Spine of Emer/Krylite	1-4	5	90	11(40)	N	+60MPi	30MSt	50
Stinger attack is tonge, which also delivers a Lvl 5 Reduction Poison w/critical.									
Mind	Spine of Emer/Krylite	1	20	80	11(10)	N	+30SPi	(spells)	-10
Six total. Spells: Base Spell OB: 20. Knows Mentalist Base Lists Presence, Mind Speech to 20th; Open Mentalist Delving, Illusions to 20th; Closed Mentalist Mind Mastery to 20th. PP: 80.									

ONAR

AHNASAN

Warriors	Kuluku (?)	2,000	3	50	1(30)	Y	80ha	90gé	20
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Many are skilled kith-riders.

MALQANAR

Militia	Shuluri	1,000	2	45	1(20)	N	40ss	50lb	20
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KHÛM-KAAN

QUON

Warriors	Kuluku	2,000	4	70	1(30)	N	90 knife	60sb	40
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Long Knife (ss table, puncture instead of Krush). Many have beautiful — and deadly laen or beryllium weaponry

RÆL

TROGLI OF ULGON

Warriors	Trogli	10,000	2	30	1(20)	Y	30various	—	0
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NOTES:

* An asterisk next to a race indicates that this is the most typical to be encountered.

KEY:

a) Shields equal to 20 or 25 of DB. An * means that armor is magical or specially made.

b) ** indicates other abilities or items not mentioned. See other sections referring to the specific group.

c) Note defensive bonuses include Quickness and shield. Shield references include quality bonuses (e.g. "Y5" means "yes, a +5 shield"). Combatants untrained in a type of weaponry suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

d) Weapon abbreviations follow OBs: ss — short sword, bs — broadsword, sc — scimitar, th — two hand sword, ma — mace, ha — hand axe, wh — war hammer, ba — battle axe, wm — war mattock, qs — quarter staff, da — dagger, sp — spear, ml — mounted lance, la — javelin, sl — sling, cp — composite bow, sb — short or horse bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, ge — gé, ts — throwing star. Animal attacks are abbreviated using codes from *Claw Law*. Many Duranaki utilize the Kynac (lk — the melee 'long kynac', ky — throwing kynac); which uses the rapier table with an additional +20.

e) Unless otherwise stated, mounted troops have fully effective OBs when fighting from horse (or Steardan).

f) Unless otherwise noted, the OB given for Martial Artists (abbr. 'mar') is for rank four. The letter following indicates skill in either strikes (t) or sweeps and throws (w). If both letters are present, this indicates that he or she is skilled in both.

FANTASY HERO MILITARY CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rE	SPD	REC	STUN	OCV	DCV	DMG	MOVE
DANARCHIS																
Ship Officer	17	15	17	15	13	13	6	10	6	3	8	45	8	5	1d6+1k	7"
Ship Crewmen	15	14	15	14	11	10	5	10	5	3	8	42	7	5	1d6+1k	7"
City Guard	17	15	17	15	8	12	7	10	7	3	8	34	8	3	1d6+1k	6"
BODLEA																
Dale Warrior	16	13	15	12	12	13	5	10	5	3	8	40	7	5	1d6+1k	7"
Dale Levy	12	12	11	10	10	10	4	8	4	2	6	28	4	4	1d6k	6"
STROANE																
Military Captains	18	16	18	16	14	14	7	11	7	4	10	50	10	6	2d6k	7"
Military Soldiery	15	14	15	13	11	10	5	10	5	3	8	42	7	5	1d6k	6"
City Guards	17	15	17	14	8	10	6	10	6	3	8	34	8	4	1d6k+1k	6"
TALAEN																
Better Warriors	18	19	17	15	15	13	7	13	7	4	10	48	10	7	2d6k	7"
Warriors	17	15	16	14	12	12	6	12	6	3	8	45	8	6	1 1/2d6k	7"
EMERALD FOREST																
Better Warriors	16	15	14	10	14	8	6	8	6	3	8	48	9	6	2d6k	7"
Common Warriors	14	14	13	10	10	7	4	7	4	3	8	46	7	5	1 1/2d6k	7"
Fauns	15	24	18	12	18	10	6	10	6	4	8	50	10	7	1d6+1k	8"

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rE	SPD	REC	STUN	OCV	DCV	DMG	MOVE
SARNAK																
Captains	15	19	14	12	18	10	7	10	7	4	9	45	9	6	1 1/2d6k	7"
Soldiery	13	18	12	10	15	9	6	8	6	3	8	38	7	5	1d6+1k	6"
TAI-EMER																
PRAETEN																
Ship Officer	17	16	18	14	14	10	6	10	6	3	8	45	8	5	1d6+1k	7"
Ship Crewman	15	13	15	14	11	10	5	10	5	3	8	42	7	5	1d6+1k	7"
Soldiery	14	13	14	10	10	10	6	10	6	2	8	34	8	3	1d6+1k	6"
LANKANOK																
Priest-General	16	14	15	14	18	10	7	10	7	3	10	46	7	4	2d6k	7"
Lesser Officer	15	13	15	10	15	9	6	9	6	3	8	42	6	4	1d6k+1k	6"
Soldiery	12	10	12	10	11	7	5	7	5	2	7	36	5	4	1d6k	6"
SILAAAR																
SEL-KAI																
Skyship Officer	18	18	15	14	16	11	7	10	7	3	10	48	8	6	2d6k	7"
Skyship Crewmen	15	16	14	12	12	9	6	9	6	3	8	41	6	6	1d6+1k	6"
Sel-Kai City Guard	14	12	13	10	8	8	5	8	5	2	8	36	4	4	1d6+1k	6"
Eidolon City Guard	14	14	13	10	11	9	6	9	6	3	8	36	4	4	1d6+1k	6"
T'LOC-LOC																
Warrior	16	15	12	10	11	9	6	8	6	3	8	37	5	5	1d6+1k	6"
NUYAN KHOM																
Arms Masters	17	21	16	12	15	10	7	10	7	3	10	47	9	7	1d6+1k	7"
Guards	14	12	13	10	8	8	5	8	5	2	8	36	4	4	1d6+1k	6"
REANDOR																
Soldiery/Guard	15	14	12	10	11	9	6	8	6	3	8	39	6	4	1d6+1k	6"
NAMAR-TOL																
War Masters	18	19	16	14	17	7	3	6	3	4	10	45	10	8	2d6k	7"
Officers	17	16	15	12	12	10	6	9	6	3	8	40	6	4	1d6+1k	6"
Soldiery	14	13	12	10	10	9	6	8	6	3	8	36	5	5	1d6+1k	6"
UJ																
RHIANI																
Experienced Warrior	16	14	15	13	14	9	6	9	6	4	10	44	6	6	1d6+1k	7"
Warrior	14	11	14	10	11	9	6	9	6	3	8	37	4	4	1d6+1k	6"
VAJAAR																
Soldiery	15	12	14	11	12	10	7	10	7	3	8	38	5	5	1d6k	6"
CHARN RAIDERS																
Experienced Fighter	16	13	15	12	13	10	7	10	7	3	8	39	5	5	1d6k	6"
Young Fighter	14	11	13	10	11	9	6	9	6	2	8	32	4	4	1d6k	6"
KAITAINE																
Guard	14	13	12	10	10	9	6	8	6	3	8	36	5	5	1d6k+1k	6"
MURLOG																
Warriors	12	16	14	12	16	11	8	11	8	3	8	37	5	5	1d6k+1k	6"
LYS																
Defense Warriors	15	17	14	12	16	11	8	11	8	3	10	45	6	8	1d6k+1k	7"
ITANIS																
Warriors	15	12	14	11	12	10	7	10	7	3	8	38	5	5	1d6k	6"
KRYLITES																
Worker	20	10	20	15	15	10	6	10	6	2	12	50	6	3	2d6k	6"
Defender	10	21	15	10	9	10	6	10	6	4	8	40	8	5	4d6NND	8"
Mind	12	18	12	11	12	10	6	10	6	3	8	35	7	4	1 1/2d6k	7"
Also has HA 10d6 Mind Control, Mental Images vs Sight at -6 PER, + Telepathy 10d6.																
ONAR																
AHNASAN																
Warriors	16	15	14	13	12	9	6	9	6	3	8	38	6	4	1d6+1k	6"
MALQANAR																
Militia	15	14	13	12	11	8	5	8	5	3	8	36	6	4	1d6k	6"
KHUM-KAAN																
QUON																
Warriors	15	13	14	11	10	7	4	7	4	3	8	37	6	4	1d6+1k	6"

3 MASTER NPC CHARTS

ROLEMASTER MASTER NPC CHART

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
The Twelve Adherents to the Secret Circle								
Gorang (The Hand) Dyar Thief. Black dragonskin armor. Many magical items and subterfuge skills.	25	120	11(90)	Y*	(Y)	190 long kynac	180 kynac	30
Vaag t'Kang Laan/Erlin Mage. Magical robes. Knows all Base Magician lists to 20th, seven other lists to 10th.	20	90	1(80)	Y*	N	90da	110 Fire Bolt	10
Wurliis Demon	15	200	4(70)	N	N	180LBa	—	20
Klax (The Blade) Talath/Iylar (Linær) Fighter. Sword is a special Irgaak (+25 2h Unholy sword, delivers two criticals) Keron plate with white surcoat. He rides a black pegasus.	25	210	20(90)	Y20	Y	+240 2h-sword	+180hcb	20
Vomûk Dyar/Demon Sorcerer. Knows All Sorcerer Base to 20th, four Channeling/Essence lists to 10th.	17	150	4(80)	Y*	N	100LCI	90Ice Bolt	20
Gargarax (The Voice) Dyar/Iylar Astrologer, twin of Urkanian. All Base lists to 20 (Way of the Voice and Far Voice to 50), five others to 10. Wears white robes. His Name is death.	22	110	1(80)	Y*	N	70da	80 Starfires	10
Urkanian (The Scribe) Dyar/Iylar Bard (Sage), twin of Gargarax. Knows Base lists to 20th, eight others to 10th. Wears black robes.	22	110	1(80)	Y*	N	90da	—	—
Zajarian Iylar (Loar) Alchemist. Silver dragonskin armor. Knows all Base Alchemist to 50th.	35	120	14(80)	Y*	(Y)	100bs	90lb	15
Môg-dûrek Jaader/Erlin Evil Cleric. Knows all Base Evil Cleric lists to 30th, five other lists to 20th.	28	110	13(40)	Y	N	90ma	70ja	5
Yytarmen Laan/Iylar (Loar) Alchemist. Knows all Base Alchemist to 30th.	23	90	1(30)	N	N	80da	—	10
Turasoq Demon (Procreator) Evil Mentalist. Knows all Base Evil Mentalist to 20th, 5 others to 20th. (wears headband which protects as helm).	18	100	17(50)	Y10	Y	180bs	140hcb	20
Klyrunak Ky'taari Mystic. Rarely appears in true form. Knows all Base Mystic, all Base Monk to 20th. Trained as Monk in Mur Fostisyr.	24	120	1(100)	N	A	210ma strike/sweep	100 lb	20
ADVENTURE: The Formula								
Varnas Shay Scribe	4	40	1(10)	N	N	20da	—	0
Altana Laan Alchemist. Knows all base Alchemist to 10th.	7	55	1(5)	N	N	10da	—	0
ADVENTURE: Needle in a Haystack								
Thalen Itanian Mentalist. Knows all Base Mentalist to 10th, five other lists to 10th.	12	90	1(15)	N	N	80da	—	10
Vamag Laan Sorcerer. Knows all Base Sorcerer to 10th, three others to 10th.	10	75	1(50)	N	N	20da	80 Fire Bolt	0
ADVENTURE: The Suspect								
Amulet Spirit Singular Demon. Stats are given for the 'amulet'.	20	20	1(0)	N	N	—	—	0
ADVENTURE: Night Ceremony								
Vira Laan Mage. Knows 10 selected base and other lists to 10th.	10	80	1(30)	Y*	N	50da	80 Lightning Bolt	10
Phrang Dyari Cleric. Knows 8 selected Base Sorcerer and other lists to 10th.	7	75	1(20)	N	N	40da	—	0
ADVENTURE: An Emerald Sign								
Jyne Forest Folk Animist. Knows 10 Animist Base and other lists to 10th.	8	110	3(40)	N	N	90 knife	110 Long bow	30
Lumork Dyari Necromancer	11	80	1(10)	N	N	20 da	—	0
Linnie Shay Thief	3	40	1(20)	N	N	35 da	20 dagger (thrown)	20
Bolar Shay Rogue.	5	55	5(30)	Y	N	50 da	—	10
Mog/Umol Ogre Fighters.	4	100	3(20)	N	N	80 club	—	10
ADVENTURE: Tablets of Varna								
Kleg Nairuban Laan Rogue	6	50	1(30)	Y	N	80ss	45sb	15

* Indicates a Shield or Greave protection is due to magical garment, shield spells, etc.

† Indicates special race powers; see *Shadow World Inhabitants Guide* for details.

‡ Only delivers second attack if a critical is delivered by first attack that round.

FANTASY HERO MASTER NPC CHART

Name	STR	DEX	CON	BODY	INT	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
NPCs: THE TWELVE ADHERENTS TO THE SECRET CIRCLE																	
Gorang (The Hand)	13	19	14	12	16	11	9	6	10	7	5	8	36	9	6	1d6+1k	7"
Dyar Thief																	
Vaag t'Kang	9	17	14	11	23	20	8	6	9	6	3	8	34	6	6	12d6n	6"
Laan/Erlin Mage. Has 75 Pt. variable Spell Pool. Has 200 Pt. End Batt with 10 REC.																	
Wurliis	25	18	20	18	15	26	10	10	11	11	4	12	52	9	7	2d6k	8"
Klax (The Blade)	20	16	18	14	11	13	12	8	12	8	4	10	47	8	7	4d6k	7"
Talath/Iylar (Linaer) Fighter. Rides a black pegasus.																	
Vomûk	15	17	14	11	22	20	8	6	9	6	4	8	36	6	6	9d6n	6"
Dyar/Demon Sorcerer. 75 Pt. variable spell pool. Has 200 Pt. End Batt with 10 REC.																	
Gargarax																	
(The Voice)	13	18	14	11	21	18	9	6	9	6	3	8	42	6	6	12d6n	7"
Dyal/Iylar Astrologer, Twin of Urkanian. Same spell pool as above. His name is Death.																	
Urkanian																	
(The Scribe)	13	18	14	11	21	18	9	6	9	6	3	8	42	6	6	1d6k	7"
Dyar/Iylar Bard (Sage). Twin of Gargarax. Spell pool as brother.																	
Zajarian	12	16	13	10	20	15	8	6	9	6	4	8	41	7	6	1d6k	6"
Iylar (Loar) Alchemist.																	
Môg-Dûrek	14	17	16	12	20	16	9	6	9	6	3	8	38	6	6	1D6k	7"
Jaader/Erlin Evil Cleric. Spells as above.																	
Yytarmen	12	15	14	11	20	14	8	6	9	6	4	8	39	6	6	1d6k	7"
Laan/Iylar (Loar) Alchemist.																	
Turasoq	19	18	19	17	15	19	10	10	11	11	4	12	50	9	7	2d6k	8"
Demon (Procreator) Evil Mentalist. 75 Pt. mental pool. 200 Pt. End pool with 10 REC.																	
Klyrunak	14	17	15	12	19	17	8	6	8	6	3	8	37	7	6	1d6k	6"
Ky'taari Mystic. Rarely appears in true form.																	
THE FORMULA																	
Varnas																	
(Shay Scribe)	8	11	7	8	25	10	2	1	2	1	2	6	16	3	3	1d6-1	5"
Altana																	
(Laan Alchemist)	12	14	11	10	22	14	5	3	5	3	3	8	22	4	4	1d6-1	6"
NEEDLE IN A HAYSTACK																	
Thalen																	
(Itanian Mentalist)	11	15	11	11	23	15	5	2	5	2	3	8	25	4	4	1d6-1	6"
Vamag																	
(Laan Sorcerer)	13	18	12	12	25	18	6	3	6	3	3	8	29	5	5	13d6n	7"
THE SUSPECT																	
Amulet Spirit																	
(Singular Demon)	18	18	18	15	15	20	12	8	12	8	4	12	50	9	7	3d6k	8"
NIGHT CEREMONY																	
Vira (Laan Mage)	12	16	13	11	22	14	6	3	6	3	3	8	25	5	5	12d6n	7"
Phrang																	
(Dyari Cleric)	11	17	12	12	22	14	6	3	6	3	3	8	26	5	5	1d6+1	6"
AN EMERALD SIGN																	
Jyne	14	16	15	12	18	13	8	4	8	4	3	8	32	6	6	1d6	6"
Lumork	11	16	12	11	22	14	6	3	6	3	3	8	25	5	5	1d6	6"
Linnie	12	19	14	12	16	15	8	5	8	5	3	9	38	7	7	1d6	6"
Bolar	15	17	15	13	13	14	8	5	8	5	3	10	42	6	7	1d6+1	7"
Mog/Umal (Ogres)	25	12	25	19	7	22	13	8	13	8	3	15	55	4	4	3d6	6"
TABLETS OF VARNA																	
Kleg Nairuban	14	18	14	12	14	13	8	5	8	5	3	9	38	7	7	1d6+1	6"

	A	B	C	D	E
01-05	Tiny bubbles. +0 hits.	Fizzle out. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit	+2 hits.	+3 hits.	+4 hits.	Stunned for 1 rnd. +3 hits.
11-15	Foe loses initiative for next rnd. Scary.	Spin foe. Loses initiative for 1 rnd. +4 hits.	Unbalancing blast. Foe must parry for 1 rnd. +5 hits.	Unbalancing blast. Foe must parry for 1 rnd. +6 hits.	Foe is stunned for 1 rnd. +5 hits.
16-20	Foe is spun about and loses initiative for next rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +8 hits.	Irritating burns force foe to parry for 1 rnd. +10 hits.	Zap stuns foe for 1 rnd. +10 hits.
21-35	Unbalancing blast causes foe to lose initiative for 2 rnds. +8 hits.	Minor burns. Foe must parry for 1 rnd at -10. +10 hits.	Crackling blast causes foe to parry for 1 rnd at -15. +10 hits.	Glancing blast. Foe must parry for 1 rnd at -20. 1 hit per rnd. +15 hits.	Strong blast reels foe. Stunned for 1 rnd. +20 hits.
36-45	Burns force foe to parry 1 rnd. +10 hits.	Disconcerted foe must parry for 1 rnd and loses initiative for 2 rnds. +9 hits	Blast forces foe to parry for 1 rnd. 1 hit/rnd. +15 hits.	Explosion stuns foe for 1 rnd. 2 hits per rnd. +15 hits.	Strike leg. Stunned for 2 rnds. Fights at -20 if no foot covering. +20 hits.
46-50	Distracted foe must parry for 2 rnds. +15 hits.	Staggering blast stuns foe for 1 rnd and inflicts 1 hit/rnd. +15 hits.	Sizzling blast stuns foe for 1 rnd. -15 hits. Add +5 to your next roll.	Foe is spun about. 2 hits per rnd. Stunned for 1 rnd. +25 hits.	Powerful blast. Stunned and unable to parry for 1 rnd; drops all held objects. +25 hits.
51-55	Burn stuns foe for 1 rnd. +10 hits.	Unbalancing blast causes foe to take 2 hits per rnd. Stunned for 1 rnd. +12 hits.	Hard blow stuns foe for 1 rnd. -12 hits. Add +5 to your next roll.	Foe is forced back 5 feet. Stunned for 2 rnds. 2 hits per rnd. Add +5 to your next roll.	Forceful blast stuns foe for 1 rnd. Stunned and unable to parry for 2 rnds. 3 hits per rnd. +20 hits.
56-60	Crackling blast stuns foe for 2 rnds. +15 hits.	Back blast spins foe; he takes 2 hits per rnd. All small metal items on foe's back are melted. +15 hits.	Foe is thrown back 5 feet and must parry for 2 rnds. +20 hits.	Hot strike. Foe stunned and unable to parry for 1 rnd. Fights at -10. +15 hits.	Blast floors foe; out for 2 rnds. 2 hits per rnd and fights at -10. +25 hits.
61-65	Powerful blow. Foe is stunned and unable to parry for 1 rnd. +15 hits.	Blow causes delivers 2 hits per rnd. Stunned and unable to parry 1 rnd. Fights at -5. +15 hits.	Leg strike; any metal greaves are destroyed; foe is stunned for 2 rnds. +15 hits.	Blast to shield arm. If no shield, arms are useless due to nerve damage, stunned and unable to parry for 2 rnds, +15 hits; otherwise, +20 hits.	Precision strike knocks foe down; fights at -20 and drops held objects. +25 hits.
66	Hammer blast shatters foe's shield arm; he is stunned and unable to parry for 3 rnds. +25 hits.	Strike shatters weapon shoulder. Stunned for 3 rnds. 5 hits per rnd if metal armor is worn. +20 hits.	Chest strike breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Impact ruptures eardrums and kills foe if he has no helm; else he is out for 3 hours.	Direct hit. Surgical strike blows head into particles of matter which scatter into the wind.
67-70	Blow to back; foe is stunned and unable to parry for 1 rnd and fights at -5 due to burns. +10 hits.	Back strike. Stunned and unable to parry for 1 rnd. Fights at -5. +14 hits.	Snap breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Focused blow takes foe down; out for 2 rnds. +20 hits. Add +5 to your next roll.	Blast to shield arm stuns foe for 1 rnd. If foe has a shield, it is broken; otherwise foe's shoulder breaks.
71-75	Blow to mid-section; foe is stunned and unable to parry for 1 rnd and fights at -10. +15 hits.	Strike to side. Stunned 2 rnds and unable to parry next rnd. 3 hits per rnd. +25 hits.	Back blow. Foe foe is stunned for 3 rnds and is unable to parry next rnd. Foe fights at -10 due to nerve damage.	Quick strike breaks shield arm. Stunned for 2 rnds. +15 hits.	Numbing blast. Arms are useless due to nerve damage. Fights at -25.
76-80	Weak strike to abdomen. Foe is stunned for 3 rnds and unable to parry next rnd. +20 hits.	Blow to feet topples foe. Foe is down and out for 2 rnds and takes 3 hits per rnd. +15 hits.	Strike knocks foe down. Foe is out for 2 rnds and fights at -15 due to internal bleeding. -15 hits.	Blast breaks weapon arm. Foe fights at -20. Stunned 2 rnds. +15 hits.	Awesome chest blast stuns foe for 10 rnds and knocks him down. Fights at -30. +30 hits.
81-85	Ripping backstrike breaks ribs and snaps cartilage. Foe is stunned and unable to parry for 1 rnd and fights at -25. +15 hits.	Horizontal strike fractures ribs and burns skin. Stunned for 2 rnds. Fights at -25. 3 hits per rnd due to burns. +15 hits.	Blistering blast sears skin. Foe is stunned for 2 rnds, fights at -25, and takes 3 hits per rnd. +20 hits.	Foe attempts to deflect blast with hands. Poor fool is down for 3 rnds and takes 3 hits per rnd. +25 hits.	Side strike rifles through organs. Foe dies after 6 painful rounds of inactivity. +35 hits.
86-90	Brutal blast knocks foe down. Stunned for 2 rnds. Foe fights at -50. +15 hits.	Calf strike burns muscle. Stunned for 3 rnds. Fights at -50. +25 hits.	Blast breaks thigh. Foe fights at -40 and is stunned for 3 rnds. +20 hits.	Blast squeezes abdomen. Foe dies in 4 rnds. +25 hits.	Heat wave. backbone is melted and foe dies of massive shock in 3 rnds. +35 hits
91-95	Crushing strike breaks hip. Foe fights at -50 and is stunned for 3 rnds. +25 hits.	Temple strike. If foe has helm, he is sent into a permanent coma; if not, he dies. +30 hits.	Strike twists and breaks hip. Foe takes 5 hits per rnd and fights at -60. +25 hits.	Red-hot fragments of jaw drive into foe's brain. Foe dies in 3 rnds. +55 hits.	Shock pulses through foe's nervous system. Foe dies in 6 rnds. +35 hits.
96-99	Strike contacts head and neck. If foe has helm, he is knocked out; if not, he dies in 3 rnds. +25 hits.	Wedge-shaped strike severs windpipe. Foe dies in 12 rnds. +30 hits.	Foe's feet are engulfed. Foe is stunned and unable to parry for 9 rnds. 6 hits per rnd. Fights at -75. +25 hits.	Foe receives a lungful of plasma. Foe dies in 1 rnd. +25 hits.	Foe's body is a pulped, smoking ruin. Add +20 to your next roll.
100	Head strike. If foe has helm, he is knocked out; if not, he dies in 3 rnds due to shock and fractures. +30 hits.	Blast withers body below neck. Foe is paralyzed permanently from neck down. +40 hits. Add +10 to your next roll.	Sizzling strike blasts through both eyes and into brain, killing foe.	Foe's lungs and heart burn and implode. +30 hits. Add +25 to your next roll.	Unfortunate foe is reduced to a molten puddle. Fetch a mop.

	A	B	C	D	E
01-05	0	0	0	0	Stunned for 3 rds.
06-10	0	0	0	Stunned for 2 rds.	Stunned 3 rds. Mild depression. -5 to all actions for 10 min.
11-15	0	0	Stunned for 1 rd.	Stunned for 3 rds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rds. Mild depression. -5 to all actions for 10 minutes.
16-20	0	Stunned for 1 rd.	Stunned for 3 rds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rds. Mild depression. -5 to all actions for 10 minutes.	Disorientated. Mild depression. -10 to all actions for 30 minutes.
21-35	Stunned for 1 rd.	Stunned for 3 rds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rds. Mild depression. -5 to all actions for 10 minutes.	Disorientated. Mild depression. -10 to all actions for 30 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.
36-45	Stunned for 3 rds. Mild depression. -5 to all actions for 1 minute.	Stunned for 5 rds. Mild depression. -5 to all actions for 5 minutes.	Disorientated. Mild depression. -10 to all actions for 20 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.	Disorientated. Moderate depression. -15 to all actions for 3 hours.
46-50	Stunned for 5 rds. Mild depression. -5 to all actions for 1 minute.	Disorientated. Mild depression. -10 to all actions for 20 minutes.	Disorientated. Moderate depression. -15 to all actions for 30 minutes.	Disorientated. Moderate depression. -15 to all actions for 3 hour.	Disorientated. Moderate depression. -20 to all actions for 6 hours.
51-55	Disorientated. Mild depression. -10 to all actions for 5 minutes.	Disorientated. Moderate depression. -15 to all actions for 30 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.	Disorientated. Moderate depression. -20 to all actions for 6 hours.	Disorientated. Severe depression. -20 to all actions for 24 hours.
56-60	Disorientated. Moderate depression. -15 to all actions for 10 minutes.	Disorientated. Moderate depression. -15 to all actions for 1 hour.	Disorientated. Moderate depression. -20 to all actions for 3 hours.	Disorientated. Severe depression. -20 to all actions for 15 hours.	Disorientated. Severe depression. -30 to all actions for 1 week.
61-65	Disorientated. Moderate depression. -15 to all actions for 30 minutes.	Disorientated. Moderate depression. -20 to all actions for 3 hours.	Disorientated. Severe depression. -20 to all actions for 6 hours.	Disorientated. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 month. Sad.
66	Foe falls unconscious. Suicidal depression. 15% chance/day of a highly suicidal act.	Foe goes into serious withdrawal from life due to an extremely low self-esteem catatonia.	Foe's mind goes elsewhere on an extended vacation. Coma.	The shock was too great to handle and foe's mind collapses. Coma. Death if no helm.	Foe's mind finds refuge in final surcease of everlasting Death.
67-70	Disorientated. Moderate depression. -20 to all actions for 1 hour.	Disorientated. Severe depression. -20 to all actions for 6 hours.	Disorientated. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 week. Enjoy the ride.	Foe is now manic-depressive for 6 months and is at -35 to all actions.
71-75	Disorientated. Severe depression. -20 to all actions for 3 hours.	Disorientated. Severe depression. -30 to actions for 24 hrs starting next rd.	Severe depression. -30 to all actions for 1 week. Bummer.	Foe is now manic-depressive for 1 month. Lucky.	Foe is now manic-depressive. Suicidal. Permanent. 75%/day chance of suicide. Pitiful.
76-80	Disorientated. Severe depression. -30 to all actions for 6 hours.	Severe depression. -30 to all actions for 24 hours. Much sadness here.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. It could have been worse.	Mental Trauma. Roll 4 Random Insanities. Permanent. Time for the looney bin.
81-85	Severe depression. -30 to all actions for 24 hours.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life is now a rollercoaster.	Jolting. Roll 3 random Insanities. Permanent. Ugly.	Brain Fry. Roll 4 Random Insanities. Foe is at a -50 for all actions. Unconscious.
86-90	Foe is manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life will continue to have its ups and downs.	Jolting. Roll 2 random Traumas. Permanent.	Suicidal depression. Permanent. 50%/day of suicide. Foe is now unconscious.	Catatonic depression. Permanent. Foe curls up to await Death.
91-95	Foe is manic-depressive. Permanent. Not a pretty sight.	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of outright suicide.	Catatonic depression. Permanent. Foe attempts to get off the Merry-Go-Round of life.	Foe decides on a strategic withdrawal from reality. Coma.
96-99	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of a suicidal action.	Catatonic. Permanent. Foe opts out.	Foe hides in the Darkest corner of his mind. Coma.	Foe stops moving and slowly sits down, closing his eyes. Death.
100	Suicidal depression. Permanent. 10% chance/day of a suicidal action.	Catatonic depression. Permanent. Foe wraps himself in a huddle and denies existence.	Severe depression. Too much for foe to handle. Coma.	Foe feels life is no longer worth living and gives up. Death.	Foe whimpers once as he falls to the floor. Death.

SHOCK CRITICAL STRIKE CHART

	A	B	C	D	E
01-05	None	None	None	None	1 rnd of stun.
06-10	None	None	None	Stunned for 1 rnd.	Stunned for 2 rnds.
11-15	None	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 3 rnds. Parry at half.
16-20	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.
21-35	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds. Parry at half.	Stunned for 5 rnds. -10 for 1 hour.
36-45	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.
46-50	Stunned for 2 rnds.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned 7 rnds. Cannot parry or change facing. -20 for 1 hr.
51-55	Stunned for 3 rnds. Parry at half.	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.	Stunned 9 rnds. Cannot parry or change facing. -25 for 24 hrs.
56-60	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -15 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -25 for 3 days.
61-65	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -5 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. Disorientated. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -30 for 3 days.
66	Stunned for 10 rnds. Cannot parry or change facing. -25 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing.	Foe slams himself to the Floor for 4 hits. Coma.	Foe snaps rigid and slowly falls, the air whistling audibly from his lips. Coma. Death if no helm.	Foe collapses like card house in a stiff breeze. Death.
67-70	Stunned for 7 rnds. Cannot parry. -10 for 1 hour.	Stunned for 9 rnds. Cannot parry. -10 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hours.	Stunned for 19 rnds. Cannot parry or change facing. Disorientated. -35 for 3 days.
71-75	Stunned for 8 rnds. Cannot parry. -15 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -25 for 6 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disorientated. -35 for 3 days.	Stunned for 25 rnds. Immobilized for 3 rnds. Disorientated. -40 for 1 week.
76-80	Stunned for 9 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -25 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hrs.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -40 for 3 days.	Stunned for 30 rnds. Immobilized for 5 rnds. Disorientated. -50 for 1 week.
81-85	Stunned for 10 rnds. Cannot parry or change facing. -20 for 6 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disorientated. -30 for 2 days.	Stunned for 16 rnds. Cannot parry or change facing. Disorientated. -45 for 3 days.	Foe spins about clutching his head and falls. +2 Hits. -60 for 1 week. Unconscious.
86-90	Stunned for 11 rnds. Cannot parry or change facing. -25 for 6 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -35 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -35 for 2 days.	Stunned for 17 rnds. Cannot parry or change facing. Disorientated. -50 for 3 days.	One last howl punctuates foe's collapse. +5 Hits. -75 for 1 week. Unconscious.
91-95	Stunned for 12 rnds. Cannot parry or change facing. Disorientated. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disorientated. -35 for 2 days.	Stunned for 18 rnds. Cannot parry or change facing. Disorientated. -40 for 2 days.	Stunned for 21 rnds. Immobilized 3 rnds. -50 for 1 week. +2 hits.	Roll 3 random phobias. +7 hits. Coma.
96-99	Stunned for 13 rnds. Cannot parry or change facing. Disorientated. -30 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing. Disorientated. -40 for 2 days.	Stunned for 24 rnds. Immobilized 2 rnds. Disorientated. +1 Hit.	Random brain damage. +3 hits. Coma.	Foe crumples in an untidy heap. Death.
100	Stunned for 14 rnds. Cannot parry or change facing. Disorientated. -35 for 24 hours.	Stunned for 19 rnds. Immobilized 2 rnds. -45 for 2 days.	When foe awakes he is mindless drooling idiot. +2 hits. Coma.	Foe stops and remains in last living position. Pity. Death.	Foe's eyes glaze as he launches himself 10' backwards. Death.

PART XVI

• GLOSSARY •

Amrillar (Am' rill är') [Ir. "long isles"] — the string of small islands off the coast of Tanara.

Andraax (An' draks) [Ir. "first-claw"] — One of the three founders of the Order of Loremasters. Andraax is a renowned philosopher and historian, having penned numberless tomes chronicling the early ages of the world. While apparently not an Elf, Andraax was immortal. His final fate is unknown; some say that he is dead, others claim that we went insane (after either the Wars of Dominion or a journey to the East).

Arinyark (ä' rin yärk') — A bluish-green mineral which absorbs and retains raw Essence radiations.

Cay (kā) — One of the Lords of Orhan; god of Strength.

Changramai (shan' gra mi') — A school of unarmed combat, named for the legendary Master *Changrama*, developer of the techniques. Only a single school is known to exist, in a remote location (northern Emer) where devout youths travel to learn the subtle arts of mind and body control. It what might seem (to outsiders) to be a contradiction, Changramai warriors make themselves available for a variety of mercenary jobs, including bodyguard. Nomikos is their best customer.

Charón (shâr' òn) — Third largest moon orbiting Kulthea, suspected to be a haven for the Dark Gods.

Cloudlords — Organization founded by the Kirian family, original leaders of the Cult of Ezran in SE Jaiman.

Dark Gods — Beings similar in power to the Lords of Orhan but with evil intent. They may be allied with the Unlife, for they seek to undermine and pervert the peoples of Kulthea.

Dúranaki (dóo' run ä' kē) — A reclusive, technically and socially advanced but xenophobic culture in Tanara (SE Jaiman).

East — The Eastern hemisphere. An area about which virtually nothing is known. Wild tales tell of a tortured land dominated by the Unlife, or a land of incredible but insane beauty, or that there is no East at all: that the world is actually flat and that ships sail off the earth.

Eidolon (ī' dō lon) — Legendary city located in northern Emer (above the isle of Sel-kai to be more precise) which resides in the sky. While perhaps most famous of the sky-cities, rumors abound of other structures suspended in the skies of Kulthea.

Eissa (ī' suh) — One of the Lords of Orhan; god of Death.

Elves — See *Iylari*, *Erlini*.

Emer (ē' mer) — The largest continent on the western hemisphere, allegedly the birthplace of the Althan race.

Eog (ē' og) — An extremely hard metal. It is brittle in its natural state, but when combined with other elements can be used to make superior weapons and armor. Treat as enchanted. In addition, certain pure types of Eog have the power to inhibit the Flows of Essence: White Eog can limit the power of Dark (evil) Essence, while Black Eog, in sufficient quantities, can cancel out non-evil Essence. In appearance, the metal is usually dull in lustre.

Erlini: (ūr lē' nē') (Ir. 'growers') Less lordly than the Iylari, the Erlini are nevertheless graceful beings who have a deep harmony with the earth and all natural growing things. Immortal, they never age and maintain a carefree attitude throughout their lives.

Essence (es' ens) — One of the three 'realms' of the 'Essænce'; the elemental force tapped by spell-users directly.

Essænce (es' æns) — The force which — in its primal state — includes all forms of 'Spell Power' (for the realms of Mentalism and Channeling also use Essence, but in different forms), as well as flows of force which permeate the world. The Flows are linked in origin and substance to 'Spell Power' and many other Kulthean phenomena.

First Era — The time period from the beginning of civilization (the birth of the Althan Race) until the downfall of the K'ta'viir Empire. Sometimes referred to as the First Era of *Ire*, referring to the ire of evil.

Flows of Essence (or 'Essænce') — Invisible bands of radiation which sweep across the world in shifting patterns, they are the source of Essence power but can be dangerous to tap directly. The sites of some continuous Flows are often locations of holy places or centers of power for certain cultures.

Focus — A location where the Essence is particularly concentrated. See the text for details of the effects of a Focus.

Garks — A race of sub-human beings.

Gate — An alternative name for *Portal*. q.v.

Greater Focus — A major concentration of Essence Radiation, Greater Foci are sometimes marked by ruins of an ancient structure (various lost cultures were able to perceive the Essence and erected 'temples' to mark such areas).

Iloura (il ōr' ä) — One of the Lords of Orhan; goddess of Earth and the Harvest.

Implementor — A sword of great power. Actually, it appears that there were at least two Implementors, and perhaps more. One is known to have been made by the Lords of Essænce in the distant past before the Interregnum, while one was forged in the Second Era by Krelj. Made of black Eog, it is highly intelligent, evil, and able to control its wielder.

Interregnum — Period between the First and Second Eras when Kulthea was essentially an uncivilized wasteland.

Iorak (ī ōr' ak) — One of the Lords of Orhan; god of Craftsmanship.

Iruaric (ir' ū är' ik) — Language of the Lords of Essence, essentially a 'dead' tongue now, known by very few.

Ithloss (īth' lōs) — A very strong but light and flexible, non-corroding metal mined or created by the Lords of Essence. It can be used to make armor of almost unequalled value. In appearance it resembles gold, though it is less shiny, and once forged is not at all malleable (at least by present-day Alchemists and forgers).

Iylari (ī' lar' ē) [Ir. "beautiful-"] — A race of immortal beings resembling mannish peoples, but generally more graceful and beautiful. They are one with the earth, and many possess Essænce powers of one type or another. Their exact origins are unknown, although it is generally accepted that they predate most mannish cultures yet antedate the Althans.

Jaiman (jī' mun) [Ir. "gift-home"] — Western continent on Kulthea.

Jaysek (jā' zek) — One of the Lords of Orhan; god of Arts.

K'ta'viir (kuh' ta' vē) [Ir. "lord-of-essænce"] — Racial name of the High Althans, a (supposedly) extinct race which ruled Kulthea — and much of the galaxy — ages ago.

- Kadæna** (ku dā' nă; ku dā ē' nă) [Ir. "slayer"] — Last Ruler of the K'ta'viir Empire; Female Lord of Essence; foe of Utha. She was slain at the end of the First Era (of Ire).
- Karilôn** (kār' i lôn) — Hidden home of the College of Loremasters.
- Kieron** (kē' ay' ron) — One of the Lords of Orhan; god of Festivals.
- Keron** (kay' ron) — Black, very shiny metal used by the Duranaki to forge their kynacs. It is an alloy, probably including Black Eog and other rare elements in small quantities (not enough to affect the Essence). The substance is strong but flexible and holds a keen edge. When polished it has such a high lustre that it looks wet or oiled. It does not corrode.
- Key of Andraax**: Legendary item sometimes described as a ring rather than a key, which apparently serves as a Lords of Essænce key in addition to other fantastic powers.
- Krelīj** (krel' ij) — Younger brother of the famous smith *Tethior* (q.v.). Though not considered as talented as Tethior, Krelīj was an unmatched weaponsmith (hence his informal title 'the Swordmaker'). He felt inferior to Tethior, and his jealousy eventually led to him turning to the Unlife and forging such evil weapons as the *Implementors*.
- Krylite** (kri' lit) — As race of strange, insectile creatures, possibly not native to the Shadow World.
- Kulthea** (kul thē' uh) [Ir. "Shadow-world"] — the world.
- Kuor** (kōō' or) — King of the Lords of Orhan; Lord of the Gods.
- Kuskarūk** (kōōsk' ā rōōk) — An arcane language utilized almost exclusively by evil sorcerers.
- Kynac** (kī' nak) — Long knife of unusual properties, requiring special training to fully utilize. Used by Duranaki (specifically the Thavan).
- Kytaari** (kī' ta' rē) — A hardy race of Elven/human descent who make their home in the Mur Fostisyr (NW of Jaiman).
- Laen** (lān) — Extremely hard volcanic glass which can be forged into very keen-edged weapons. Can also be tinted and (very rarely) is naturally colored. Treat as enchanted.
- Lords of Essence** — Men and women imbued with great power over Essence, probably because of irradiation by strong Flows of Essence in the youth of the race. They (reputedly) no longer exist, having destroyed themselves in a civil war.
- Loremasters** — Sages, keepers of wisdom, advisors. Perhaps descendants of the last Lords of Essence, though this is pure conjecture. All possess power over Essence, but are reluctant to use it except in an emergency, and then only in a limited fashion.
- Lydek Terisonen** — Loremaster of the Second Era of Ire who lost his sanity and subsequently vanished. He is presumed dead.
- Malvin Tesea** (mal' vin te' sē uh) — [Ir. "endless seas"] Name given to the two oceans which divide the eastern and western hemispheres of the planet. These bands of water are the widest in the world and have a number of mystical associations (including the idea that they are the edge of a flat earth...) They correspond with a particularly powerful Essence Barrier.
- Mikori** (my kō' rē) — Fourth moon of Kulthea. Only 100 miles in diameter, it is barely visible from the Shadow World.
- Myri** (mē' rē) — Large, fair-skinned race in Tanara. They are a subgroup of the *Northman* race, also called the Talath.
- Narselkin** (nar sel' kin) — Set of three swords forged in the Second Era by Krelīj (before his seduction to the Unlife) to combat evil.
- Nexus** — Headquarters of the Navigators, located in the center of Iyxia.
- Nomikos** (nō' mi kōs) — A group of scribes whose center is somewhere in south-central Jaiman. They are one of the few organizations in Jaiman besides the Loremasters whose fame is widespread.
- Numa** (nū' ma) — Sea-god of the Sulini — another name for the Orhanian Lord *Shaal*.
- Old Race** — a name by which some cultures of Emer refer to the Lords of Essænce.
- Older Ones** — Not to be confused with the 'Old Race' (q.v.), these are the mighty Demons of the Void, a race (or races) of beings totally alien to this plane of existence.
- Orhan** (ōr' ān) — Name given to the largest moon which circles the World.
- Oriana** (ōr' ē ā' nă) — One of the Lords of Orhan; goddess of the Sun.
- Phaon** (fā' on) — One of the Lords of Orhan; god of the sun. Once led a cult known as the Cloudlords of Tanara.
- Portal** — Generic name given to the 'doorway'-like phenomena on Shadow World. Portals of various design dot the globe, all of which allow instantaneous transport from one to another. They are arcane and impossible to control; only the very experienced dare use them.
- Randæ Terisonen** — Loremaster, an Elven man who has an intense interest in the affairs of Tanara (among other places). A descendant of Lydek Terisonen.
- Reaan** (rē' ān) — One of the Lords of Orhan; god of Sleep, dreams, and night.
- Rularon** (rōō lă' ron) — A metal, dull silver in color which in sufficient quantities has the ability to inhibit spells of Mentalism. It is very soft and malleable; treat as enchanted.
- Second Era** — Beginning with the founding of the College of Loremasters and concluding with the Wars of Dominion in which the Unlife was driven into hiding. Sometimes referred to as the Second Era of *Ire*, referring to the ire of evil.
- Shaal** (shāl) — One of the Lords of Orhan; god of the Seas.
- Shaalk** — An enchanted material, very lightweight, pliable and resilient. The thinner sheets of it resemble the finest white paper, but glossier, and it is even more durable. When exposed to extreme heat it does tend to melt. Some of the most valuable books of the Lords of Essence are inscribed upon pages of Shaalk. When used in thicker amounts, it can be made into protective garments or even armor.
- Star Iron** — actually an alloy forged using metal gathered from certain meteorites. It is extremely strong once worked, though it invariably has a dull, dark grey appearance. The recipe has been lost with the First Era.
- Steardan** (stēr dan) — Winged horses of the Cloudlords, they are similar to Pegasi, yet relatively unintelligent.
- Sulini** (sōō lē' nē) — A tall, slender people in Tanara; they are a half-Elven group.
- Tanara** — A land in Jaiman sheltered on three sides by the Grey Mountains and on the fourth by the sea. Thus Tanara is effectively cut off from surrounding lands.
- Teris** (tay rīs) — One of the Lords of Orhan; god of travel and messages.
- Tethior** (te' thē or) — Considered the greatest smith in the history of the Shadow World, he was responsible for the creation of the *Ilarsiri* ("seeing stones") and — with Andraax — the Six Crowns of Jaiman. His younger brother was Krelīj (q.v.).
- Third Era** — Time period from the end of the Wars of Dominion to the 'present'. Sometimes referred to as the Third Era of *Ire*, referring to the ire of evil.
- Tilok** (tīl' lok) — A tiny moon which actually orbits Orhan.
- Unlife** — The Enemy of life on the Shadow World; an evil force whose source is unknown. Acting always through minions, it seeks only the destruction of all life.
- Urulan** (ūr' ōō lan) — The great bay which is formed by the coast of Tanara and the Amrillar.
- Ūtha** (ū' tha) — Lord of Essence, foe of Kadæna. Slain at the end of the First Era of Ire.
- Valris** — One of the Lords of Orhan; god of the Heavens.
- Varin** (vā' rin) — Moon of the World, second largest of the Five.
- Vog Mur** (vōg mūr) — A tiny island cluster NE of Emer, it is a center of many mysteries (and home of the Dragonlord *Voriig Kye*)
- Wars of Dominion** — Conflict at the end of the Second Era between the minions of the Unlife and the Free Peoples, led by the Loremasters.
- Xenium** — A blue-silver alloy which annuls the force of gravity.
- Yugal** (yōō gal) — God of the Yinka; apparently a local god rather than a lord of Orhan.
- Zor** — A land in Jaiman.

