



Shadow World™

JAIMAN™ Land of Twilight™

Between the Forbidden Sea and the Barren Waters lies Jaiman, a majestic continent of powerful cultures in conflict. The Forces of the Unlife and the armies of the Dragon Lords seem destined to clash again; Men and Elves must fight or flee . . .

Shadow World is the planet Kulthea, a unique fantasy environment for use with both **Rolemaster™** and **Fantasy Hero™**.

It is also adaptable to most other fantasy role playing games.



JAIMAN, LAND OF TWILIGHT™

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PART I

• GUIDELINES •

This book is the latest addition to the *Shadow World* line, an ongoing series of guidebooks designed to detail specific sections of the planet Kulthea. Each book covers a specific area of the world, whether an island, an isolated keep, or like this one, an entire realm. This work is designed to be used in conjunction with the *Rolemaster* and *Fantasy Hero* Role Playing Systems, and all character statistics (as well as spells, combat abilities, etc.) are presented accordingly. Obviously, if a Gamemaster feels that any of the statistics and situations contained herein do not fit his or her concept of the game world as a whole, (s)he should feel free to alter them. Care must be taken to maintain the play balance established.

For more information on the campaign world, the GM should consult the *Shadow World Master Atlas*. In addition, data can be found in the rulebooks of the *Rolemaster* system; these include previously published works *The Rolemaster Companions* (volumes 1, 2 & 3), *Character Law & Campaign Law*, and *Creatures and Treasures*. Combat abilities and rules are in ICE's *Arms Law* and *Claw Law*, and the complete magic system is in *Spell Law*.

For those GMs who wish to work the world of Kulthea into a much broader, science-fiction based framework, ICE's *Space Master* system provide coherent guidelines and is fully compatible with the *Rolemaster* rules. In the Imperial time of *Space Master*, the world of Kulthea is known as "Ceril VII", located at coordinates 35X, 20Y, 80Z. It is technically under the jurisdiction of the Inner Province of Devon (see *Imperial Crisis: House Devon In Turmoil*), but this claim is currently contested by at least one other Royal House, as well as the Imperium itself.

This work is presented in six parts. Part I gives guidelines regarding the use of the Module. In Part II the flora, fauna and races of the region are described. Part III includes a timeline and three stories from the history of Jaiman. Part IV provides an overview of the lands, creatures and peoples of Jaiman, including geographical, environmental and cultural data. Part V includes descriptions of powerful persons and organizations which are an integral part of Jaimani society. Part VI details a number of important locations which may be worked into a Jaiman Campaign. Parts VII and VIII contain the Adventures, designed for a variety of character professions and experience levels. Finally, Part IX includes NPC Data and charts.

HANDLING PLAY

The Adventures presented herein are geared to characters of various classes and experience levels (suggestions are included with each Adventure). Each Adventure is divided into seven standard parts:

- 1. The Setting**, which gives a general idea of the sites included in the Adventure.
- 2. Requirements**, which lists the PC types most suitable for the Adventure, as well as any equipment or knowledge required.
- 3. Aids**, which details key items or data which the GM will be able to provide for the PCs.
- 4. The Tale**, which describes the initial plotline and events leading up to the Adventure itself.
- 5. The Task**, which presents methods of starting the Adventure, along with obstacles and encounters awaiting the Players.
- 6. The Reward**, which describes the rewards given the PCs should they succeed in the task.
- 7. Alternate Adventure**, which provides other means of running the same basic plotline.

The GM should become familiar with the land of Jaiman by reading the book before attempting to run the Adventures. Before running an Adventure, the GM should familiarize himself with the sequence of events described therein. You may wish to create some additional layouts or elaborate upon the provided material. This preparation minimizes the detail-hunting required during play and allows you to tailor the plotline to better suit your players.

DIFFICULTY MODIFIERS

Tasks in *Shadow World* modules are often described in terms of Difficulty Modifiers. Each term corresponds to a numerical modifier in *Rolemaster* or *Fantasy Hero*.

Term	RM	FH	Term	RM	FH
Routine	+30	+4	Very Hard	-20	-2
Easy	+20	+2	Extremely Hard	-30	-4
Light	+10	+1	Sheer Folly	-50	-6
Medium	±0	±0	Absurd	-70	-8
Hard	-10	-1	Insane	-100	-10

Note: *Jaiman* gives *Rolemaster Companion* professions for some characters, this chart provides the corresponding *ChL* professions.

A = Arms; E = Essence; C = Channeling; M = Mentalism.

RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.
Archmage (C-E-M)	Mystic	Craftsman (A)	No Prof.	Macabre (A-E-C)	Sorceror	Sailor (A)	Rogue
Assassin (A)	Rogue	Crystal Mage (E-C)	Sorceror	Magus (C-E)	Mystic	Scholar (A)	No Prof.
Barbarian (A)	Fighter	Dancer (A)	Warrior Monk	Montebanc (A-M)	Bard	Shaman (C)	Animist
Bashkar (A)	Fighter	Delver (A-E)	Bard	Moon Mage (A-C)	Monk	Sleuth (A-C)	Bard
Beastmaster (A-E)	Ranger	Dervish (A-C)	Monk	Necromancer (E-C)	Sorceror	Trader (A)	Rogue
Bounty Hunter (A)	Fighter	Dream Lord (E)	Illusionist	Nightblade (A-M)	Monk	Warlock (C-M)	Astrologer
Burglar (A)	Thief	Druid (C)	Animist	Noble Warrior (A-M)	Ranger	Warrior (A)	Fighter
Cavalier (A)	Fighter	Duelist (A)	Fighter	Paladin (A-C)	Ranger	Warrior Mage (A-E)	Bard
Chaotic Lord (A-C)	Ranger	Farmer (A)	No Prof.	(The) Professional (A)	No Prof.	Witch (E-C)	Sorceror
Conjuror (E)	Magician	Gypsy (A)	Rogue	Runemaster (E)	Alchemist		
Crafter (E or C or M)	No Prof.	High War. Monk (A)	Warrior Monk	Sage (M)	Seer		

PART II

• JAIMAN ENVIRONMENT AND INHABITANTS •

This section discusses the basic environment of Jaiman, as well as a selection of animals, creatures, and the prominent races and cultures of the continent.

From the Book of Dark Tales...

*Once She whispered and life was death
Night or day now Kæden might walk
They sleep for years, wake at a touch
Claw and stinger, silently stalk.
Fear the webs of darkness, the shrill call to die.*

*Twice She whispered and life was death
Sixty times six, swift by the limbs
Shar-bu their lord, most evil of all
Demons obeying Her cruel whims*

...And watch for the Winds of Fate

Andraax
(SE 1782)

1•CLIMATE

Jaiman lies generally between 45° and 70° north latitude, and though this gives a general idea of the type of climate to be expected in this northern land mass, it does not begin to reflect the variable character of weather in the continent's many different regions.

WEATHER PATTERNS

The Weather Map indicates some basic trends in climate. The various divisions break down as follows:

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

Subarctic: Light precipitation; short cool summers, long very cold winters.

Arctic Margin: Extremely light precipitation; very short cold summers, extremely long cold winters.

2•THE LANDS

Following is an overview of the general types of natural environment found on Jaiman.

FORESTS

To the south Jaiman has many regions of mixed deciduous and coniferous forest, notably huge woodland areas in U-Lyshak and Urulan. The *Remiraith*, a vast forest covering much of southern U-Lyshak, is home to a large tribe of Erlini (Wood Elves). The lowlands of Saralis are also wooded, as are the foothills of the Grey Mountains. Firs mix with oak, birch and maple in the areas of moderate temperatures, with poplar and cedars more common in the southern regions.

It is in the northern regions that the trees of Jaiman truly achieve majesty, however. The *Blue Forest* stretches from the Claedesbrim Bay to the eastern hills of Wuliris.

COASTS

The coastal areas will vary tremendously depending on location on Jaiman. Western coasts along the Bay of Ulor tend to be sandy and shallow, while the eastern seaboard and most shores of Urulan are rocky, many with steep cliffs. They are also quite cold. The southwest coast of Ly-Aran and southern edge of Meluria have fine beaches but are often swept by storms from the open sea. Tanara and southern Wuliris also have steep shores leading down to chilly waters. The Bay of Urulan has a reputation for remaining unbearably cold all year round.

The coastal areas about the Mur Fostisyr and Ja'Miil Targ are both treacherous and frigid. Arrayed with marauding icebergs and swift, unpredictable currents, the northern straits are not to be travelled by any but the most skilled of navigators.

WATERWAYS

Jaiman is a continent laced with rivers, and while few are truly significant waterways, the sheer number makes up for any lack in individual grandeur. Central Jaiman also boasts three great lakes: Ainkald, Karish, and Lakyrn. The latter two are actually connected, and Karish joins Ainkald via a swift river.

Tanara has many rivers and small lakes scattered throughout its uneven landscape, fed by either melting snow, glaciers, or mountain springs. In the spring, streams swell with increased melting snow and ice, and flooding is often a problem. Many of the lakes interconnect, forming a complex network of waterways leading eventually to the sea. Urulan is also graced with abundant waterways, and is known for many beautiful waterfalls. Meluria to the south has swift, steep streams, while the central rolling hills possess innumerable lakes. The western plains are dominated by a few majestic rivers, which provide not only needed water for crops but are a reliable transportation mode.

HIGHLANDS

The Grey Mountains have been called the spine of Jaiman, and indeed they are the most significant geographic feature, spanning the land from southern coast to the northern wastes. The peaks of the Grey Mountains are always snow-covered; some reach as high as 19,000 feet.

Other significant ranges are the Saral March (across northern Saralis), and the Black Fork, a ridge of dark mountains north of Lu'nak and embracing the Ja'mil Targ.

VOLCANIC ACTIVITY

Although Jaiman is relatively stable geologically (earthquakes are rare, and usually limited to the northern regions), it does have its share of volcanos, active and dormant.

The region of greatest disturbance is the Ja'mil Targ, where several volcanos are active and frequently inundate the land with molten rock. Greatest of these is the *Gaus Urontha* (I. "Dragon's Mouth") a mountainous volcano which is continually spewing forth noxious clouds and lava spray. The nearby islands and Wuliris also have a few active cones — as does Plasidar and Ly-Aran.

3•FLORA

Jaiman hosts the usual wide variety of plantlife one might expect for its climate. A few selections of particular note are discussed below.

TONAK

Found almost exclusively in the Mur Fostisyr, the pulp from this conifer is used by the Ky'taari to make their exceptional paper. It has pale blue needles and large, heavy cones.

BLUE SPIRES

The mighty *Lunarni* (I. "Blue spires") cover virtually all of the land named for it — *Lu'nak* (I. "Blue Forest"), in northern Jaiman. These trees grow to a height of nearly 500 feet and are named for their silvery blue bark and blue-green needles.

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 in they begin to exude a bluish mist. Herbalists theorize that the mist is a defensive mechanism, driving away nocturnal beasts which would like to consume the Fogflower's sweet leaves. The foglike emanations of these flowers can be considerable, and a field of them can blanket the countryside in a heavy mist, only burning away in the late morning sun.

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.

4•FAUNA

In addition to the 'familiar' array of beasts which roam the Shadow World, Jaiman is home to a number of unique beasts. A few are described here.

DOMESTICATED ANIMALS

Following is a brief selection of some unusual animals which serve the inhabitants of Jaiman.

PFURGH

A beast of burden, the Pfurgh is of avian descent and resembles a large, stocky ostrich. While more temperamental than some mounts, the pfurgh is surprisingly agile and can carry a grown man at considerable speeds.

STEARDAN

The famed winged horses of the Cloudlords, the Steardan have managed to survive in the high vale of Merisia in Tanara unattended for virtually thousands of years. Once the prized pets of the Lords of Essence who had dwelt in this area, they outlived their original masters. Steardan, like their equine relatives, subsist on grasses and grains. While the Steardan resemble Pegasi, they lack the intelligence of their more well-known relations.

TIA BAT

This mammal is one of the largest of the bat species on Kulthea, and is relatively intelligent. Although large numbers of them make their homes in more temperate climes, a number have been transported to Jaiman to act as messengers and spies for servants of the Unlife in this region.

GARTYL

Flying reptiles with a wingspan sometimes exceeding forty feet, these ghostly beasts resemble the pteradon. Though they live in the wild (mostly along sea-cliffs where they have easy access to fish) Gartyl are bred by evil warlords such as the Priests Arnak. These swift steeds can carry a man at speeds of up to 30 miles an hour, and can travel more than 400 miles a day.

Gartyl have no real forelimbs, though they have vestigial hands at the top of their huge, leathery wings. A long, saw-toothed maw and powerful hind claws make the Gartyl a formidable foe, however.

WILD BEASTS

A number of unusual animals who make their home on Jaiman; a selection of them is included here.

SHASKAN

Most common in warmer climes to the south and west, most of these reptiles hibernate during the winter months. In appearance, Shaskan are miniature winged dragons, growing to a length of about eight feet (including tail) when mature. In general they do not like men and avoid them when possible, preferring to live undisturbed in rocky lowlands areas, especially where there is plentiful sunlight (they love to sun themselves on warm rocks). Dining on a variety of insects and on small birds and mammals when those are not plentiful enough, the Shaskan are usually harmless unless molested. If their nest is approached or if they feel threatened, they are fierce fighters, wielding talon and tooth with deadly accuracy. Shaskan are equipped with a venom in their fangs, a poison capable of paralyzing or killing its victims instantly. This venom is very valuable, and those seeking profit from it contribute to the scarcity of the Shaskan.

BEARS

Both black and brown bears live in the hills of Tanara. While black bears are not usually dangerous and rarely attack man unless provoked, brown bears have been known to randomly attack even large groups of men. Brown bears grow to over ten feet in height, and their huge paws can kill a man with one swipe. Normally both varieties subsist on fish from the many streams which flow from the high mountain passes.

OVIR

These lords of the bear family live only in the northern wastes of Jaiman and the Mur Fostisyr. Giant polar bears often growing to a standing height of more than 15 feet, the ovir reside in ice caves. Their webbed paws allow them to glide through the chill waters with graceful ease, while their huge claws make climbing ice and rocks no challenge. A keen sense of smell and superior sight (including excellent night vision) allow the Ovir a relatively easy time hunting their meals, which include fish, deer, hare, snow wolves (if antagonized) and even an occasional human snack — though they rarely attack men unless provoked. Their fur is pure white during the cold months, though it thins slightly and transforms to a yellowish color in the spring, darkening to a tawny brown in the summer. Usually travelling in family groups of five, the Ovir are not to be tangled with. If any of the cubs is hurt, the parents become ferocious; if a mate is severely injured or killed, the partner flies into a fury, striking at anyone or anything in the area with awesome force. Ovir have also been known to track their mate's killer for hundreds of miles, using an uncanny intelligence and determination.

TALLIS MOTH

An unusually large insect, the Tallis Moth often has a wingspan exceeding three feet. These nocturnal creatures are harmless (except for the damage they can do to a forest). Their blue and grey coloring hides them well at night from human observation, but they are still prey to laerger, sharp-eyed avian hunters.

VOORG

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.

H'TAAN

Hideous spider-like creatures, H'taan reside in ancient ruins and other rocky, remote locations. Though they do not spin webs, they dig shallow tunnels and await an unsuspecting passerby: anything from a small mammal to a man. They possess strong pincers and a debilitating venom which they use to paralyze their prey before dragging it down into the safety of their hole.

H'taan have been recorded as large as twelve feet across including legs, but tales of giant H'taan thirty feet across or more, attacking herds of cattle at night, are unfounded.

5•PEOPLES OF JAIMAN

Home to a grand variety of human — and humanoid — races, Jaiman is a place of interesting minglings and conflicts.

ELVES

While the Elven populations of Jaiman are smaller than they once were, the race still holds many significant areas, and smaller communities are scattered across the continent.

Elves of the Shadow World are on the average more slender than mannish races, possessing a wiry strength. Iylar tend to have slightly more muscle mass than Erlin, but Elves are never overweight. Their skin is naturally fair but will tan if they spend enough time outdoors. All Elves have noticeably pointed ears; High Elves' are most pronounced (it is a matter of pride among many Elven cultures how prominently pointed one's ears are).

IYLARI

The most lordly of the Elven tribes, Iylari are aloof and remote, rarely interacting with mortals except through Erlini intermediaries. While there remains only one Iylar-ruled realm on Jaiman (the Remiraith), there are a handful of small city-states and island nations of these majestic beings. Ironically, few remain on Urulan, once a powerful kingdom of the High Elves.

Iylari dress in flamboyant garb: flowing robes and glittering jewelry (many earrings and bracelets) when the occasion will permit it. When necessary they can don practical garments, though still beautifully constructed and covered with elegant details. Iylar armor, weapons, and jewelry are the most beautiful in the world.

Males range in height from 5'10" to 6'8", females about 5" less. Several Iylar tribes have almond eyes and even slight epicanthic folds, giving them an exotic, almost 'oriental' (to use a terran term) appearance. High Elves either have blond or black hair, and while some will develop a grey streak with extreme age, none develops wrinkled skin or other signs of aging. Their eyes are always arresting, whether they are blue, grey or violet. Without exception they have a lordly bearing and an aloof manner — especially when dealing with mortals.

ERLINI

These more rustic Elves make up the vast majority of the population on Jaiman. They are even known to some as 'Jaimani-Elves', differentiating them from the other Elven races. Erlini populate the Blue Forest (Lu'nak), the Remiraith, and large areas of Urulan, Southern Rhakhaan and Meluria. In addition small settlements are scattered all across the continent.

Males range in height from 5'8" to 6'5", females about 4" less. In contrast to the striking Iylar, Erlini often have brown or dark blond hair and hazel or green eyes. An occasional Erlin will be born with beautiful auburn hair, a 'gifted child' in the tribe. Wood Elves are playful with their hair, cutting it in a variety of unusual ways. They do not wear a lot of jewelry — preferring a few well-made pieces — and wear simple clothes in earth tones.

Erlini are more 'childlike' than the High Elves, their apparent age remaining right at maturity, making them appear to be a race of teenagers. They also have a more frolicsome manner than their autocratic cousins, the Iylar.

DYARI

The Dark Elves — an offshoot of the Iylari — Dyar settlements are for the most part hidden cults and communities; often they are in the service of the Unlife.

In appearance the Dyar are almost identical to Iylar, except that Dark Elves are never blond, and a grey or white streak in the hair is very common.

SHULURI

Many Sea-elven tribes make their homes off Jaimani coasts, especially around Urulan and the southern regions. In some instances the Shuluri have alliances with nearby land-elves and close trading associations. In general, however, the Shuluri keep to themselves and are nearly as remote (but not as sinister) as the Dyari.

Males range in height from 5'8" to 6'5", females about 4" less.

HALF-ELVES

There are several races of mixed Elven and mortal blood (collectively known as *Ta-lairi*) on Jaiman, among them the Sulini of Tanara and the Ky'taari of the Mur Fostisyr. Each has a unique character, while most share similar benefits from their enhanced bloodlines. Over the millennia these cultures which were born of the mingling of mortal and immortal blood have developed histories and identities of their own. Though mortal, they have long lives and do not age; their acceptance by either race is limited.

MORTALS

A race with less cultural inertia than the Elves or even the Ta-lairi, the mortal peoples *Ruyari* (I: "lesser thinkers") of Jaiman have developed into dozens of separate cultures, each with a unique character and history. The original Jaiman races and a selection of current communities are discussed here.

DWARVES

A stalwart and secretive race, the Dwarves (Nom-ri) of Jaiman are centered around two subterranean kingdoms. Unlike some of their relations in other lands, Jaimani Dwarves prefer to go beardless, and many are completely bald. The ignorant spelunker might initially confuse a Dwarf with a Goblin, much to his later embarrassment and subsequent dismemberment. (Dwarves are extremely sensitive about comparisons to less pleasant underground dwellers.)

Dwarven stonework and engineering skills are well-known throughout Kulthea. One clan of Dwarves — the Grantók — allied with the kingdom of Rhakhaan in the Second Era and helped in the construction of much of *Haalkitaine* (the majestic — if somber — capital city of Rhakhaan). The relationship has since cooled, and while the Grantók still trade with their Rhakhaan neighbors, they have grown increasingly distant and taciturn.

DURAKI

The most reclusive and mysterious of the cultures in Jaiman are perhaps the Dúranaki. Living in vast, maze-like cavern complexes, the Dúranaki deal with the other peoples of Tanara only on a limited basis, warily trading herbs and their fine items of metal and woodwork with the Sulini and the Myri for grains, livestock and fish. Their intense loathing for the neighboring Y'kin, they make no effort to hide.

The Dúranaki capture hundreds of the stalwart Myri and keep them as slaves, somehow conditioning their minds to total loyalty. A Dúranaki is almost never seen outside of the sheltering caves without at least one Myri bodyguard. These subterranean people are small and wiry, the men rarely exceeding 6' in height, the women averaging 4" shorter.

TALATH

The Talath are a hardy race, blond and blue-eyed. They have cultures in Meluria, Tanara (the Myri), and all along the eastern coastal hills. Powerfully built, the Talath are also of amazing size and strength: the men ranging in height from 6'2" to nearly 7', the females averaging around 5'10". Most have a fair (if somewhat dull-witted) 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.



MYRI AND DURAKI

Y'KIN

The Y'kin — also known as the *Yinka* in Tanara — is a race which currently populates southeastern Jaiman. It is clear that they are not native to this region, and it is assumed by Loremasters that they migrated there from Emer sometime during the Second Era, or even as early as the Interregnum. Tending to be short and stocky (the men averaging around 5'4", the women rarely over 5 feet in height), Y'kin bear little resemblance to the fair-skinned Talath and Zori, or the lithe peoples of mixed Elven descent. All have mahogany skin and brown eyes, with straight black hair. Large noses and full lips add to the contrast.

The Y'kin peoples have never fully integrated into Jaiman, remaining separate from other races. Not that they have been encouraged: Rhakhaan warred with the Y'kin tribes through much of the early Third Era, and though they kept them east of the Grey Foothills, they never drove them from Jaiman shores.

Ruled by orders of priest-kings, the Y'kin are in some ways barbaric (human sacrifice to their cruel gods is practised by all Y'kin peoples) and brutal. Yet the Y'kin are scholars, and their architecture has a certain harsh beauty.

HAID

The Haidic tribes of the Blue Forest are related to the more northerly Fustir, but have always been more plentiful — and more warlike. Petty squabbles have peppered the history of the Haid, and the clash of steel reverberates through the Blue Forest more often than not.

Of average height, Haid males range between 5'6" and 6'2", with females usually about 6" shorter. Haid have ruddy skin, dark brown hair and eyes, and tend to be stocky of build.

JAMERI

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

ZORI

Once perhaps the Zori were cousins of the Talath, but that was before the lands came to rest in their present shape. Long ago the Zorians settled west of the Grey Mountains, and ever since the two have moved apart.

The Zorian race is tall (though neither as great in height nor sheer mass than the Talath), the men averaging between 5'10" and 6'6", while the women are usually about six inches shorter. As a race the Zori have fair skin, but their hair color can range from coal black to golden blond. Eye color can be blue or grey, but many have irises of a striking emerald hue. Zori are among the most regal of all Jaimani peoples, a fact not lost on their own egos. Zori are historically arrogant, aggressive and often seek to dominate 'lesser' peoples; more often than not this has led to their own destruction. The Rhakhaan nobility, much of the U-Lyshak population (and of course the people of Zor) are of this race.

DARK RACES

The 'Dark Races' are called so because they were mutations of the first peoples of Kulthea, perversions wrought by the Last Empress Kadæna and her scientist-minions. Many of these groups were bred for certain tasks: warfare, labor, even as food. They were not destroyed in the Conflict and survive now with no drives except to destroy the first races. The Unlife found them to be perfect tools for its similar purposes.

GARKS

Something between man and animal, Garks are fearsome creatures, standing four to five feet high with long arms, short legs, and round heads on stumpy necks. They are covered by a mottled grey-brown fur except on the palms and soles of their feet and possess long, very powerful prehensile tails. Garks possess a rudimentary intelligence and an unrelenting hatred of all mannish races. Able to fashion crude weapons, such as clubs and rough hatchets and spears, Garks wear some decorative clothing, especially things taken from the bodies of fallen foes. Almost totally without advanced social organization, Garks, being arboreal, live in large nests in family units. Males occasionally organize into small bands to hunt and to raid nearby homes of mannish peoples. They are omnivorous, but prefer raw red meat — especially that of humans.



A ZORI COUPLE

Gark populations, once numerous, were greatly reduced earlier in the Third Era, so that there remained only a few groups in the hills of Ly-Aran, the Saral March, and the Grey Mountains of Wuliris. Lately, however, they seem to have made a comeback.

TROLLS

Three varieties of Troll inhabit Jaiman, all of them dangerous. They seem to spend much of their waking time seeking food, which to them can come in many forms. Their favorite is men, though they will settle for just about any animal they can catch. Trolls are able to hurl large boulders incredible distances with accuracy, and most go about armed with huge clubs to aid them in smashing dinner to a gelatinous pulp.

Found in the high mountain vales, especially to the north and east, Stone Trolls live in shallow caves. They are the one variety of Troll that actually turns to stone when touched by the sun, never to recover. They are also the most plentiful and stupid of their kind.

Forest Trolls are less common and more clever than Stone Trolls. They are able to hide with ease in dark woods — remaining immobile for days at a time — and ambush their prey with frightening speed. While they do not turn to stone during daylight, they prefer the night. Forest Trolls are also said to sometimes 'become' trees if they stand in one place too long, their toes growing into roots and sinking into the earth.

Easily the rarest of Trolls, Black Trolls (also known as *War Trolls*) are also the most fearsome. With tough ebon hide and evil red eyes, they are intelligent, agile, and cruel. Fortunately, they seem limited to the northeast of Jaiman.

LUGROKI

Wretched beings, Lugrôki are a race of surpassing ugliness and cruelty which have unfortunately increased in number greatly over the past few millennia. It is believed that the volcanic mountains of Ly-Aran are like giant anthills swarming with uncounted thousands of Lugrôki, vast warrens of these malignant creatures who are allowed to remain by the will of Lorgalis of Ulor. The inner cliffs of the Black Fork are honeycombed with Lugrôk colonies, the subject people of the Dragon of the Northern Wastes. Fortunately they have not ventured from their wasteland of Ja'miil Targ.

OTHER RACES

Fauns and Centaurs, while rare, have homes in Jaiman. The largest Centaur community is in southern Urulan, while there are small gatherings of the more elusive Fauns in many forested areas.

The beautiful, avian *Hirazi* once made homes in the peaks of the southern Grey mountains and the hills of Meluria, but it is feared that that elegant race is now extinct.

Jaiman has always been home to a large (if elusive) population of fey folk as well: river and tree Nymphs, and glimmering sprites. While not exactly races, these beings are a subtle and pervasive force in the shaping of Jaiman's history.

PART III

• HISTORY OF JAIMAN •

1 • THREE TALES OF JAIMAN

In the following section are four short legends concerning important figures or events in the past of Kulthea.

TETHIOR AND KRELIJ

Numberless tales surround the brothers Tethior and Krelj, arguably the two greatest craftsmen in the history of the world.

While it is true that Krelj turned to the worship of Dark Gods and his purposes followed those of the Unlife, Tethior was not above reproach. He became jealous of his brother's skill at sword-making and after a time would not share his own skills with Krelj. When he built his new forge complex of Arion in SE c. 3800, he would not reveal the location to his brother, only travelling there in secret or via magical means.

One incident clearly illuminates the troubled relationship between these brilliant — if unstable — brothers. The time was just after the beginning of the Fifth Millennium (c. 4000), Second Era. Tethior was still heady with the apparent success of the Crowns, while Krelj was working on the Narselkin: a triadic sword of considerable power and scope. Tethior came to call upon his brother at the latter's forge in Wuliris...

Tethior, draped in an elegant robe, swept into the the forge. The room was filled with steam and the crash of hammers on anvils. He had to shout above the din. "Greetings, younger brother!" He smiled, but his eyes furtively scanned the chamber. *What secret projects is he working on?*

Krelj turned reluctantly from his work. He wore a leather apron and sweat glistened on his tanned, handsome face. "You are not welcome in my home, Tethior." Several of Krelj's imposing smiths stopped their work, wiping their hands on blackened rags and staring at Tethior in open hostility.

The elder brother looked disappointed, though he was not surprised by this cool reception. "I have come to make amends."

"Then invite me to your forge at Arion, where you made the famous Crowns and Swords."

"I would be happy to share with you my swordmaking techniques." Tethior hedged. *It is not that I don't trust you, my brother, it is that I don't trust your associates.*

Krelj snorted in derision. "I taught you all you know about swordmaking, revered brother. Leave me; I am busy." He turned his back on Tethior and returned to his work.

You might ask, skeptical reader, how I know the details of this conversation and the thoughts behind it. I was there.

*Andraax
6814, Second Era of Ire.
364h year of the War of Dominion*

THE SIX CROWNS

For many years only petty warlords ruled the lands of Jaiman, despite the efforts of the Loremasters and a succession of powerful individuals all determined to unite at least a significant portion of the continent. Meanwhile a dark force known only as the Lorgalis the White settled on the isle of Ulor, and in but a few years fortified it and then seized the lands of Xa'ar and Ly-Aran. It was feared that this Lord — suspected to be a servant of the Unlife — would soon send his armies swarming over all Jaiman. He as yet did not have a foothold on the main shores of the continent; any action to stop him would have to come soon.

The High Council of Loremasters met and debated the problem, deciding at last that stronger guidance was needed. Loremaster Kirin T'thaan objected, but the majority held the day: Order was necessary or the Unlife would prevail. Andraax took thought and travelled to the Land of Valemarna — home of the Lord Alchemist. The two united their skills and knowledge, and the Alchemist toiled for many years in the design before the six Crowns came forth. These items were of surpassing power, empowering the wearer with arcane abilities and the insight of rulership. The Crowns were of the Essænce — one with the Flows and so able to tap the unlimited forces of the World. Within each Crown was a Pattern, and by that pattern were the very Lands organized. Borders were set and maintained by the power that was within the Crowns. They could not be violated. Only the strong could tap the full powers of the Crowns — the four Lords destined to rule as selected by the Loremasters — and only the reigning Monarch's designated heirs would be able to wear the Crowns and claim their lands. With the Crowns came Swords, powerful tools of the chosen champions of the Kings; and in addition were six Pendants, amulets to be borne by appointed advisors to each monarch — men and women of wisdom to temper the fiery spirits inherent in the passionate rulers. The Crowns of course would also do this.

Varis Faslorin was first given the Phoenix Crown, and with it was granted central Jaiman: the realm of Rhakhaan. Durók Arain received the Pegasus Crown and the eastern land of Tanara. Isara Lankôr, awarded the Gryphon Crown, consolidated Northern Jaiman as the land of Zor. To the northwest the men of Saralis stood forth, and their lord Raal accepted the Wyvern Crown; Queen Laria of U-Lyshak in the southwest took the Sea Drake Crown, and Jari Rilil was granted the Unicorn Crown to rule the easternmost land — the great Elven isle of Urulan.

All seemed to go smoothly for many turns of years. For a dozen centuries the Six Realms grew rich, powerful and secure, each country with defined borders, friendly with its neighbors and presenting a united front against any military assaults by forces of the Unlife. The Crowns were mighty artifacts indeed, but as such they tended to weigh heavily on their owners after a time. The same attributes which allowed a given ruler to maintain absolute control over his or her land also tended to restrict his thought patterns (necessary to prevent border disputes and expansionism). Of course, the entire situation was somewhat subjective and artificial. Rulers began to don their Crowns less and less frequently — realizing that while they did not wear the Crown they felt greater freedom of thought. When this occurred, the agents of the Unlife saw their opportunity to sow dissent. The Swords and Pendants were not restrictive like the Crowns — though each held a spirit of its own. Only the Crowns controlled the very land and held the borders.

Each ruler knew intuitively that — even though he or she did not wear the Crown and so could not exert the mystical Earth-Essence power over their land — while the other monarchs wore their Crowns, they had no desire to assault a neighbor. It was only when two or more leaders abandoned their Crowns that strife was possible; or when there was an outside threat. All knew that the Crowns brought security, but stifled initiative. The more self-assured grew impatient and desired to expand their lands. The Crowns would not allow it. Dissatisfaction arose.

This problem was exacerbated by the arrival of certain men, seemingly with great knowledge and wisdom, from the east. They were more free with their lore than the almost grudging, always condescending Loremasters. These Wise Men counseled the removal of the Crowns, saying instead, “Who rules when you wear the Crown? Not you, my friend, but the Loremasters far away. They control you as a puppeteer manipulates a wooden dummy! Would you have such a master?”

The plans of Andraax and the Alchemist began to crumble before their eyes.

The first to fall was Zor, the largest of the Six. King Haril Kitaan IV listened to the words of his Court Seer, the Lady Yalaan, and refused to put on the Crown at his coronation (and so never even received the initial Patterning which allowed full use of the Crown’s powers). He heeded not the advice of his late father’s advisor Temeris (who wore the Pendant) and began to seek for ways to expand his realm. The other five Crown-kings were disturbed by this turn of events, but Haril remained on friendly terms with them — and in any case their lands were unassailable: no one could stand against the full might of the Earth-Essence. However, Haril acquired the Mur Fostisyr, along with a number of western islands previously independent. At Yalaan’s urging he began to seek for ancient relics of the Lords of Essence — items of power from the First Era. One mighty device was indeed found — to the utter undoing of Zor. A strange metal sphere was brought to the capital city; Yalaan declared it an Orb of Power. Temeris fled the city, taking with him the Crown and Pendant. He barely escaped before the Orb’s power was unleashed — vaporizing the city and turning the surrounding land into a desert for a hundred miles.

The Tanarans were the next to succumb, though in a different manner. Few now know that the original Lords of Tanara were the ancestors of the Dúranaki people. A proud and fair race, they built gleaming cities on high peaks and delved deep mines. Their craftsmanship was renowned. With the aid of the Pegasus Crown, they tamed the Steardan and rode the winged horses across all Jaiman. Craft and Spell were their ways, and few rivalled their skill in either. Once again, though, came men from the north who called themselves the Sorcerer Sages: men with great knowledge of the Essence, and strange powers. The Tanarans, with their lust for knowledge, succumbed quickly to this lure. Lord Kerr Arain VIII rode north with the Sage Teleus and never returned. The fate of the Pegasus Crown and Sword remain unknown. In the ensuing confusion, Tanara was attacked by a force from the north, demonic creatures and evil men astride black unicorns. Most Tanarans were slain; the few survivors are driven underground. They have since evolved into a paranoid, subterranean

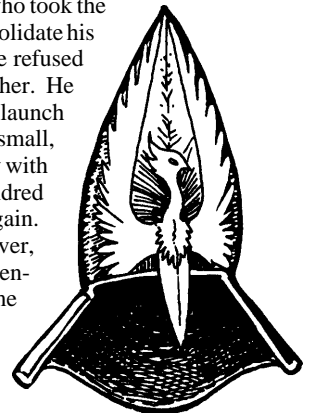
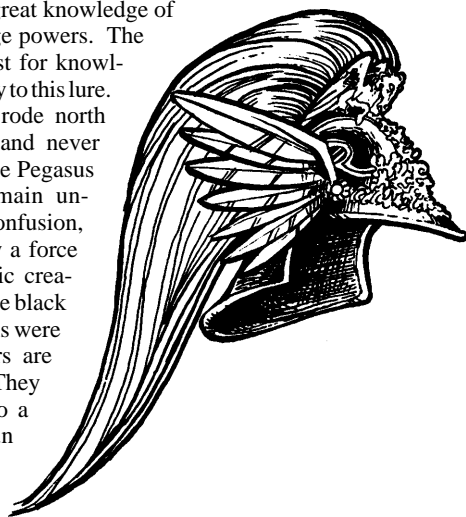
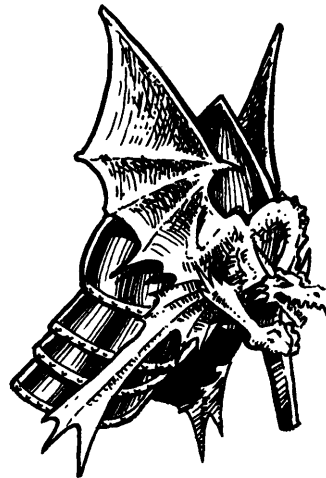
culture just now returning to the level of technology and social sophistication they once had.

Even as the Tanarans were being seduced by the words of the Sorcerer Sages, Saralis and U-Lyshak were suffering similar fates. Both fell to the seduction of treachery, and once-great realms descended into barbarism.

Meanwhile the King of Rhakhaan was listening to the advice of a man who called himself the Magician. The Mage, a powerful magician and clearly a knowledgeable man, counselled King Arej Faslorin IX that there were vast lands — since left nearly vacant by the Zorians (so many of whom died soon after the initial blast which atomized their capital) — which were ripe for conquest. Arej was reluctant at first (the Crown’s power still held him somewhat in thrall), but after a few years of careful maneuvering, the Magician had his way. The old lands of Southern Zor were annexed — and the Phoenix Crown of Rhakhaan was entombed in a vault. Soon other ideas came to Arej’s head: he was too tolerant of Elves; those immortal creatures were taking advantage of him. Only two realms remained on Jaiman anyway — and why shouldn’t Rhakhaan rule the entire continent?

All the while the Loremasters agonized over their failure and were in doubt over how to correct it. Andraax suggested drastic corrective measures while others counselled restraint: too much damage had been done already through interference; only more pain could result. It was not long before Arej declared himself Emperor of Jaiman and attacked Urulan. The war lasted for a hundred years and was inconclusive. Though the Unicorn Crown protected the borders of Urulan, her people suffered from the isolation. In addition, there were many Elven settlements in Tanara and southern Rhakhaan, all of which were either destroyed or their inhabitants persecuted. Finally, Arej died — assassinated by an unknown murderer, his plans unfulfilled. The realm fell into anarchy, a number of heirs vying for power. Two brothers and a number of cousins began to break off their Duchies and Earldoms. Arej’s only child was a son, Jehiil, who took the

seat of power but was unable to consolidate his position as true Emperor of Jaiman. While he refused the Crown, he was more moderate than his father. He disliked the Elven-kind, but was unwilling to launch an effective assault. Rhakhaan declined into a small, threatened land for many years, and it was only with the Ascension of Ajkara III some four hundred years later that the country achieved unity again. Hardly had she inaugurated her court, however, when the Magician appeared. Whether a descendant of his questionable predecessor or the same man, he somehow made his way into Ajkara’s inner circle of advisors. She, however, had somehow acquired the Phoenix pen-



dant, and the aid of one Jeril Sumnari, a Loremaster. Sumnari and the Mage were frequently at odds, and Ajkara was wise enough to play one against the other. She even survived an attack by a spectral creature described (according to records) as the "Wraith Lord", apparently a powerful manifestation of the Unlife. Ajkara was only saved by the Phoenix Pendant. Soon afterward Ajkara renounced her rule and fled with Sumnari to an unknown destination. She left no heir and Rhakhaan was sundered into its provincial holdings — which warred amongst themselves until the entire fabric of the civilization was destroyed.

Urulan was the last to fall, her Elven peoples simple but hardy. Weakened by the continued assaults by the Rhakhai, they were unable to weather the plague which wiped out most of their crops, and a series of unnaturally harsh winters.

The various shore villages were cut off from each other across the mountain passes. Then came the earthquake which destroyed the capital city utterly, sending it into the ocean — along with the King, and no doubt the Unicorn Crown.

*602 Third Era of Ire
Lerianis, Scribe of Nomikos
From a Scroll found in Gryphon College*

YARTHRAAK AND THE SEA-DRAKE

Across a narrow bridge of water-smoothed stone a rider and horse rushed headlong towards a tall and lonely pinnacle, while angry waves thrust and sprayed far below. The Tower of Yarthraak rose from the water like a vicious fang, a broken needle of rock only slightly blunted along its cruel edges after millenia of tireless softening by the sea.

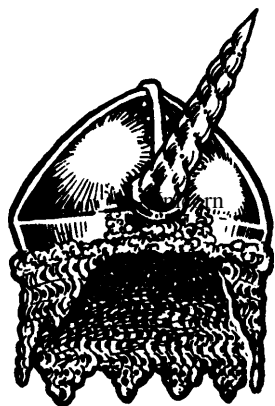
The High Priest of Yarthraak watched the rider's approach already knowing the message he bore. Old king Karnis was dead for ten days now; the realm is in chaos. It was no matter that the heir — Selcarnen — was an intelligent, dynamic young man; he would not be allowed to consolodate his fragmented realm.

The breathless messenger knelt and blurted his report. "Southern forces have won the day; Army of Cynar has retreated over the river, my lord!"

The High Priest turned to stare out of his window as a tight smile slowly curled across his face. "U-Lyshak is mine. The Sea-drake Crown will be in the hands of my master within the week... and young Selcarnen's head will decorate my castle wall."

My father is dead!

Selcarnen, lord of Cynar and King of all U-Lyshak, took a lamp from his desk and walked alone to the deep vaults of the palace, passing guards and unlocking doors, until he reached the deep treasury. There he opened a door to a small chamber. He no longer needed the lamp, for there was ample illumination from the object resting on a cushioned pedestal in the very center of the room. The king, so young to assume the responsibility of a realm in crisis, knelt before the glittering Sea-drake Crown. He did not dare to more than glance at the beautiful helm-like diadem, emerald-scaled, designed to resemble a dragon-head. Platinum fins inlaid with mother-of-pearl fanned from the sides, and eyes of opal shimmered with a magical fire. Fangs of obsidian framed the open mouth, horns of coral jutted from the head. Selcarnen prayed to Shaal for a sign, for guidance, but Shaal was silent. And the Crown called to him...



"Don the crown and Selcarnen will rule all of U-Lyshak, but not the Selcarnen you are today."

The young king whirled, his heart pounding. But it was only the Magician, his father's trusted advisor. "You surprised me!" He smiled.

"I should have known you would come down here sooner or later." The Mage looked slightly disapproving. "I hope you are not considering some rash action."

Selcarnen stood, a respectable 6'4" tall, yet he noticed for the first time that the Magician was a tall man as well. "I have thought long on this, and after tonight's reports, I feel there is no alternative. I must risk using the Crown to save my country."

The Mage moved closer. "I must ask you to reconsider this course, my liege."

"I appreciate your concern, but I have decided." Selcarnen turned and reached out towards the crown. He did not see the Magician step close behind him and draw a gleaming black dagger. The mage wrapped a powerful arm around the king and plunged the knife in to Selcarnen's heart before the youth could even react.

"A foolish choice, my liege. Now you know why I would never don your Sea-drake pendant." A moment later the King's blood flooded warm and wet over the Magician's hand.

*The Betrayal of U-Lyshak
SE 6201*



**KIER IANIS, PRINCE OF U-LYSHAK,
AND HELYSSA**

2•TIMELINE

The following list combines a number of general events with those more specific to Jaiman.

THE FIRST ERA OF IRE

- c. 0 — First arising of the Altha on the World.
- c. 10,000 - 12,000 — The Althan culture develops a technology which allows them to reach for the stars. The World becomes the center of an explosion of interstellar colonization. Many planets become homes for seedling cultures.
- c. 15,000 — First discovery of the Essence by the scientists of Altha. Genetic manipulation enhances latent abilities to control the force. K'ta'viir family especially shows aptitude.
- c. 16,000 — After a series of battles across the stars, the K'ta'viir family rules the galaxy in a vast Empire, maintaining control by virtue of their superior Psionic/Essence powers. Their dynasty survives for millennia.
- c. 30,000 - 30,250 — Rebellion against the K'ta'viir (the Imperial family of the Altha) begins, instigated by Utha, a cousin within the family. Political, technological and Psionic powers are used in a sweeping attempt to overthrow the current Emperor. Although the rebellion is successful in the end, the result also brings about the complete downfall of the empire. Many worlds are destroyed or their populations reduced to a primitive existence.
- c. 30,250 — Final conflict of Utha and Kadæna. Large areas are laid waste as the Uruths utterly destroy the remaining K'ta'viiri. The flows of Essence are altered to confine the East by a last effort of Utha himself (placement of the 'Eyes of Utha'). There are also hints that a few of the K'ta'viir and Uruths survive, placing themselves in cryogenic freeze to awake at a later time.

INTERREGNUM

(100,000 YEARS OF ANARCHY)

The devastation of the Conflict was such that civilization was wiped out across the entire planet. The most advanced, sheltered societies were reduced to a stone age subsistence. Disease and famine swept the globe as entire species were wiped out. Lands were even reformed by vulcanism (triggered by the Conflict forces). Dark races (Trolls, Garks, Lugrôki) held sway in many areas, thwarting any attempts by other peoples to organize and build.

THE SECOND ERA OF IRE

- 1 — Founding of the College of Loremasters by Kirin T'thaan, Ilmaris Terisonen, and Andraax. All three are supposedly Elven, though Andraax is of course a Lord of Essence. From Karilôn, they recruit promising members, training and educating them, and so begin to bring the World out of the Long Night.
- 1,000 — Andraax forms the first Dancú Ahrenreth, dedicated to maintaining the balance.
- c. 1,000 — Knights on mighty steeds and strange Wizards are seen purging the wilds in central Emer, driving out the ubiquitous Gark and Lugrôki hordes. They claim to be servants of the Masters of Votania.
- 1,073 — A quartet calling itself the "Masters of Emer" claims all of central and northwestern Emer. Their home is the mist-shrouded isle of Votania in central Emer. Lordly beings, the Lords are not Elven, yet appear to be immortal. They rule through an order of warrior-priests (the Xiosans) but appear for festivals, riding out of the sky on enchanted chariots drawn by Pegasi.
- c. 2,000 — Appearance of the Unlife. Its manifestations are still few, however, and ill-formed.
- c. 2500 — Alleged establishment of the Changramai Monastery in the Choak mountains of northern Emer.
- 2530 — Founding of Library of Nomikos. They recruit Changramai Monks as guards.
- 3,300 — Founding of the first Guild of Navigators. They claim Nexus as their home.

- c. 3,300 - 4,000 — The Navigator Guilds spring up across the globe (or at least the western hemisphere), unite and set up a sophisticated network of summoning obelisks.
 - c. 3,400 — Lorgalis arrives on Ulor and begins to build a following.
 - 3,451 — Birth of Tethior the Smith, the greatest enchanted forger to live. He and his brother Krelj create a number of powerful items to aid in the fight against the Unlife.
 - 3,750 — Lorgalis the White annexes Ly-Aran. He leads a fleet to the shores and secures the land with a mighty army. The rest of Jaiman continues to be divided into dozens of petty fiefs and kingdoms.
 - 3,835 — Lorgalis the White, after two years of sea and land battles, defeats the armies and fleets of Xa'ar. He controls the Bay of Ulor and all sea trade in western Jaiman. The Loremasters, fearing that Lorgalis is of the Unlife, seek ways to stop his advance.
 - 3,840 - 3,909 — At the request of the Loremaster Council, Tethior and Andraax retire to the Alchemist's forge in Arion and create the Six Crowns for Jaiman. The Vault of the Crowns is located under the island in central Jaiman, beneath Tethior's Forges and Fortress.
 - 3,910 — Six realms arise with the Six Crowns as their loci. Dominating Jaiman, they wield their items for Light and hold back the Unlife (including the assaults of Lorgalis) for a long period. Even the Flows of Essence are altered, creating sea lanes for the trade ships to escape the pirates of Ulor.
 - c. 4,000 — The Order of the Priests Arnak is formed.
 - c. 4,200 — The fleets of the "Lord of Encla Turic" assault the Tai-Merian coast.
 - 4,790 — Tethior creates the Great Orbs: four Master and sixteen Access spheres.
 - 4,980 — Zor has become an overly proud land and seeks to overcome Rhakhaan. In their lust for power, however, the Zorians meddle in things from the First Era. In a devastating cataclysm central Zor is laid waste.
 - 5,410 — Fall of the Tanarans (the original Cloudlords were of Duranaki stock). The Halls of the Cloudlords are closed. The Steardan are lessened in succeeding ages.
 - c. 5,900 — A plague sweeps Saralis.
 - 6,201 — U-Lyshak breaks into two lands; the western region is ruled by a Priest-King (Arnak) who institutes human sacrifice as part of a new religion.
 - 6,203 — An *Ordainer* appears in SW U-Lyshak and leads an army of evil creatures southwards. Mortals flee before this demonic monster.
 - 6,210 — The capital of U-Lyshak — Cynar — is sacked and burned.
 - 6,450 - 6,825 — Wars of Dominion. Ordainers lead armies of unspeakable horrors from the bowels of the earth and beyond. Shards and Kæden, Xyr, Dark Priests and demons of every type destroy life with zealous efficiency and unmatched power. On Jaiman, Lorgalis leads a massive fleet to the eastern regions while armies swarm across the lands to the west.
- The Masters of Emer are revealed in their full majesty as Titans and join the forces of Light. Even the Lords of Orhan come to Kulthea to combat the legions of the Darkness. The Unlife is driven back into the void, all of its powerful servants destroyed. Lorgalis is supposedly killed but his body is never found.

Ilmaris Terisonen and Tethior the Smith are dead, however — along with many other valiant Loremasters and Sages. The Masters of Emer have vanished, and the Lords of Orhan return to their refuge. Andraax is allegedly driven insane.

THE THIRD ERA

- c. 1 - 2,000 — A period of relative peace for the inhabitants of the World. The weakened Loremasters try to gather the Races of Light once again. Slowly are realms rebuilt, and trade across Jaiman and even much of Emer is re-established. Andraax remains in hiding. Votania is a haunted place, shrouded in by clouds of mist.
- c. 1,500 Appearance of the Magician in Haalkitaine. Rhakhaan, spared the devastations of the Wars (because the Kings kept faithful to the Crowns, it is said), annexes much of the surrounding land.

- c. 3,000** — The Lords of Orhan reappear, having vanished after their aid in the Wars of Dominion. They are more aloof from political affairs than before.
- 3998** — The Magician (or his successor) returns to Haalkitane and is welcomed.
- c. 4,000** — Rhakhaan now controls nearly all of Jaiman. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan.
- 4,008** — Kelir VI names himself Emperor of Jaiman. War is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years and three Rhakhaan emperors.
- c. 4,000 - 4,500** — While the two mighty realms fight to the south, many lesser lords begin to quarrel amongst themselves for the northernmost lands of Jaiman.
- 4,166** — The conqueror Ugus Fost (now ruler of most of NW Jaiman) is murdered and his realm destroyed by a demonic force.
- c. 4,300** — NW Jaiman falls under the yoke of a lord known only as the 'Syrkakang'.
- 4,515** — The Emperor of Rhakhaan (the first to refuse the Phoenix Crown) is assassinated after only three years as monarch; the realm, without a strong heir, is politically fragmented. The inconclusive (but mutually debilitating) war with Urulan is broken off.
- c. 4,520 - 5,000** — The weakened Urulan falls prey to sea-raiders and eventually disintegrates as a nation. It is said also that strange 'tree-demons' known as *Shards* murdered a large percentage of that Elven population. Rhakhaan fares better, but her borders retreat to nearly where they once were when the Emperor wore the Crown. Meanwhile, the Syrkakang spreads his dominion to the northern border of Rhakhaan.
- 4,650** — Eidolon is completed and rises into the sky over Northern Emer.
- 5,087** — Ajkara III ascends the throne of Rhakhaan at the age of 27. A powerful, charismatic woman, she quickly consolidates power and within a few years Rhakhaan enters a new renaissance. The coastal city of Lethys is brought under control and both it and Haalkitane are rebuilt. The Syrkakang is pushed back into the desert. There are also tales that the Syrkakang is battling armies of a great Fire-drake.
- 5,090** — The Magician again returns to Rhakhaan. While Ajkara is deaf to his words, he finds eager listeners among the Haalkitane Court.
- 5,121** — Ajkara narrowly escapes an assassination attempt and is forced to flee Haalkitane when many nobles revolt.
- c. 5,121 (until 5340)** — Rhakhaan survives the departure of its Queen, but the massive realm continues on a slow decline. A series of puppet monarchs are placed on the throne, controlled by coalitions of nobles. Perimeter holdings operate more and more independently.
- 5340** — Ilred II takes the Throne of Rhakhaan, but refuses the Phoenix Crown. He does, however, use his military clout to break the power of the nobility. Ilred institutes reforms which strengthen the power of the monarch once again.
- 5347** — The Magician appears in Haalkitane, offering his services to Ilred. The King, wary of tales of the Mage and attentive to counsel by his friend the Loremaster Uli Tarka, turns the Magician away.
- 5350** — King Ilred is slain while visiting a frontier province, killed by a crystalline throwing star. He is succeeded by his teen-age son Fiilig, with Tarka acting as regent. Fiilig, counseled by Uli, also refuses the Phoenix Crown.
- 5380** — Fiilig dies under mysterious circumstances. His younger brother Yurin petitions to be named heir but the King's son Alaek is named. Alaek's reign begins unevenly, with the realm attacked repeatedly by wild men of Zor and Ligröki. Desperate, he dons the Crown. The invaders, mysteriously disoriented, are easily driven back and the old borders are re-established. However, Alaek's personality gradually changes and he becomes a cruel, tyrannical monarch. His reign is long and considered by many to be a dark period in Rhakhaan's history.
- 5,450** — A Dragon is seen over the city of Lethys.
- 5,499** — Population of the Isle of Plasidar is wiped out to the last man. A Seer in Lethys gave name to the massacre: *Kæden*. The word is ancient, the meaning unknown.
- 5,625** — The cult of Andaras rises, this time in Lethys.
- 5,704** — A Dragon is seen again, the mighty beast terrorizing the city of Eidolon. Yet it does no damage and vanishes into the clouds. Some claim that it had a human rider. Rumors abound that the Prince of Sel-kai is subsequently blackmailed into paying a 'protection' ransom.
- 5840** — The High Priest of Athimurl completes the destruction of Quellbourne in northern Jaiman.
- 5892** — Ilred IV ascends the Rhakhaan throne and once again refuses the Crown of the Phoenix.
- 5894** — A terrible plague sweeps Rhakhaan, killing nearly 30% of the population (including the King's wife and three sons). The plague has little effect on surrounding lands, despite an ineffective quarantine.
- 5899** — Ilred IV dies in his sleep; is succeeded by his daughter Italana VI, who accepts the crown and welcomes the Magician.
- 6038** — The Priest of Yarthraak arrives in Helyssa, a kingdom in the heart of old U-Lyshak.
- 6039-40** — (Ice-winter) An unusually harsh winter with deep snows continuing into spring causes hardships throughout eastern Jaiman. Snow-gark attacks on the Duranaki become intolerable. The warrior T'Kaal Arain gathers a force and mounts a series of counterattacks, driving the Garks northward.
- 6042** — T'Kaal Arain succeeds his aging mother as Head-of-Family. He begins steering the Council of Families towards a greater awareness of the larger political situation in Jaiman.
- 6043** — Italana dies and her son Jerrin III takes the throne of Rhakhaan, but refuses the Phoenix Crown. His younger cousin, Frelik, steals the crown and retreats north, claiming to be the true King. Gark raiders attack the Myri lands in the Tanaran foothills.
- 6044** — Prince Halek of Helyssa sends an explorer ship to Ulor — supposedly a lifeless island since the Wars of Dominion. The ship fails to return.
- 6045** — T'Kaal Arain becomes First Speaker for the Duranaki.
- 6046** — Prince Halek of Helyssa is slain while on a hunting trip; the realm is plunged into anarchy. Prince Halek's son Kier vanishes that same evening and a search is begun. The Priest of Yarth accepts the Regency and maintains order.
- 6045-6048** — Frelik, aided by mercenaries from Saralis, assaults the northern borders of Rhakhaan. He makes slow progress southwards.
- 6048** — T'Kaal Arain narrowly avoids an ambush by unknown assassins in the Grey Ice foothills. Saralis raiders cross the Pelyar mountains into Helyssa.
- 6049** —
- Winter* — The Priest of Yaarth orders a search for the son of king Halek, missing since the night of his death.
- Spring* — Yinka armies attack the southern Myri villages, breaking a thousand year old peace. The Bucolic people are unprepared and many are killed. A meeting is held and the Myri begin to arm themselves.
- Summer* — Yinka attacks intensify; a major assault on the river town of Ulir is turned by an appearance of a corps of knights astride flying horses: the Cloudlords of Old have returned, wielding magical swords and wands which unleash the power of the sun. Further Yinka incursions are deterred by a Dúranaki presence. Cloudlord sightings continue.
- Autumn* — Yinka attack the Sulini village of Shenin, but are turned back. Sulini are joined by Elven reinforcements from Urulan.
- Fall* — Agents of the Priest of Yarth are seen as far east as the Grey Mountains, seeking Prince Kier. The remote Yinka temple of Chakor is burned. There are no survivors, but rumors spread that it was Cloudlords' work.
- 6050** —
- Winter* — Frelik's armies reach the border of Prevan, a province just north of Haalkitane. Emperor Talus Arej Malvion Faslurin VII orders his Lord Captain north with 4 legions to finally crush the would-be usurper. Cloudlords assault the Yinka city of Achren, burning the city and sending Yinka fleeing into the hills.
- Spring* — *The Present*.

PART IV

• AN OVERVIEW OF JAIMAN •

In this section the current geopolitical divisions of Jaiman are discussed, including a few important persons, and characteristic traits of the different groups. Part V continues in a similar vein, though concentrating on individuals and groups rather than regions.

After an introduction to the larger regions, subsections describe individual cities or states.

1•RHAKHAAN

While this realm has declined in recent centuries, the Emperor of Rhakaan (Jerrin Arej Malvion Faslorin VII) remains ostensibly the most powerful person in all Jaiman. His Imperial Majesty is a mere 25 years old, yet has proved an adept diplomat and has managed to evade half a dozen assassination attempts.



Jerrin knows enough about the helms to be very wary of their powers, yet he is under increasing pressure to act. With every turn of Orhan, Frelik draws closer, and his claims that Jerrin is not the true heir grow more strident.

GM Note: Jerrin possesses a powerful scrying device. It is an *Ilarsiri*: one of 16 Access Orbs made by Tethior (see Part IX, section 2).

There are many lords in the region; its city-states are fairly independent, yet remain part of the Empire. Subject fiefs, they agree to provide troops for defense of the realm in time of emergency, to pay taxes, etc. In return, the Emperor maintains the unity of the realm and keeps roads and borders safe. Some of the prominent states are Prevan, Noros, Lethys, Lathornia, Calthos, Sanaria, and Kaytha. Haalkitane, home of the capital,

is known as the Imperial Province.

TRAVEL IN RHAKHAAN

Rhakaan has the most complete and well-maintained road system on Jaiman, with paved highways connecting the capitals of every fief, and road markers on each indicating leagues distance to Haalkitane.

GM Note: a league is approximately 3 miles. A group travelling on horseback at a lieisurely pace can travel ten leagues by road in a day.

SYMBOLS

The symbol of Rhakaan is the Phoenix and is portrayed as a red bird with wings spread, surrounded by a halo of yellow flames on a black background. Primary colors of the realm are red and black.

HAALKITANE

Set in the western foothills of the Grey Mountains is Haalkitane, ancient capital of this realm. While now smaller than Lethys, Haalkitane has maintained its supremacy at times through sheer military superiority — and the reluctance of the Lethians to sever ties with their capital.

Haalkitane is a grim place for a number of reasons, the weather being among the leading factors. The sun rarely appears in this mountainous area, the weather instead tending towards overcast skies, with endless drizzling rain in the spring and fall, and snow through the winter. The summers are tolerable if short. The city's architects did little to counter this depressing weather. Haalkitane is constructed amost entirely of locally quarried granite. Sheer walls surround the inner city, situated strategically on a bluff overlooking the main highway. Within, her majestic if somber towers rise in a claustrophobic cluster, testament to the competing noble families.

The city's ancient catacombs form a vast maze beneath the grey towers; they are said to contain vast treasure — and a host of undead guardians.

In the cliffs above Haalkitane are the Tombs of the Kings — looming palaces of the dead. A legend says that the charismatic Ajkara III fled there in 5,121 when the Magician turned the Haalkitain court against her. She took the Phoenix Pendant with her and was never seen again.

LETHYS

Dominating the Nea Bay is the great seaport of Lethys, largest city in Rhakaan. About 20% of the Lethian population of about 50,000 is Elvish, mostly Wood-elven. Lethys has the largest harbor complex on Jaiman, and not surprisingly is the leading ship-builder.

Lethys and Haalkitane are as night and day in both mood and design. While Haalkitane is a brooding citadel honeycombed with secret passages and court intrigues, Lethys is a bustling seaport, ruled by a flamboyant prince and a council of greedy (if unassuming) families. The emphasis is commerce, and silver will buy you in Lethys what you'd need breeding or blackmail to get in Haalkitane.

Lethys is not only a trading center, it is a renaissance city which owes much of its wealth to banking and astute business ventures by its powerful families. Many of these groups have 'offices' in cities all over Jaiman and

Emer, lending money to other concerns and even governments. As a result they have grown rich on interest and trade.

Prince Westley is an amazingly popular leader, considering his bloodlines (he is a distaff heir; worse, his father was an Elf); yet there were no other heirs when the last Prince died. Westley's mother's sister was married to the former Prince, and thus inherited the crown only through marriage. Unthinkable in Haalkitane, yet hardly more than inconvenient here. While technically the final authority in Lethys, the Prince must answer to his Council, a body of nine men and women who are the heads of the city's economically powerful merchant families. There are also the city guild to reckon with and include Shipwrights, Metalsmiths, Stonewrights, Clothwrights, Seamerchants, Landmerchants, the Allied Cults (all recognized churches), the Uscurac Orders (users of Essence), Scribes, Artisans, and Bankers. In addition there are a number of landowners, but while they sit on council, they have less authority and restricted voting powers.

There are other orders in Lethys (as doubtless there are in other cities), groups who are not officially represented in the Council but have their own influence over city affairs. These 'guilds' include the Thieves' Guild, the Followers of Scalu, and the Unseen Eyes. This last group, a spy ring, is actually the darker side of the Guild of Scribes.

KAYTHA

The northernmost of the Rhakhaan fiefs, Kaytha borders the *Lakyrar* (I. "Lake of Mists"), southernmost of the great Jaiman lakes. Kaytha is of particular note because it is the center of the conflict between Rhakhaan and a would-be usurper: Frelík of Minon. Frelík claims that because Jerrin (the current Emperor) refuses to wear the Crown, that he is not the true heir.

Kaytha is valiantly fighting the Frelík's armies, but Haalkitane politics has held up many Imperial reinforcements, and the Usurper has a seemingly endless supply of Saralian mercenaries. (Where he has acquired the money to fund this endeavour has yet to be discovered.)

PREVAN

A powerful, inner state, Prevan has undergone some internal turmoil over the last few years. The current Duke Avanir is a half-elf, born of the marriage of the human Lord and an Elven wife.

While Elves are well-accepted in southern Rhakhaan, they are looked upon with suspicion in most of the realm. (The Prince of Lethys is also an exception because the Haalkitane court considers the city to be a necessary evil rather than a true province of the Empire.) Prevan is an old land, adjacent to Haalkitane and with a glorious history. The Duke's marriage to an Elf was an insult to the court, and declaring her son heir was worse — naming an illegitimate son born of a human would have been far more acceptable.

Now the young Duke Kalen Avanir is facing his first serious challenge: the Usurper Frelík has broken through the border states in some areas and all that stands between him and Haalkitane province is Prevan. Many at court are hoping Kalen will fail so that they may pressure Emperor Jerrin into expelling Kalen's family from the Dukedom. Prevan is a fine prize many lesser nobles covet.

2•LY-ARAN

Only the very southeastern edge of this land mass borders the Bay area, on the outer fringes towards the *Farok Tesea* ("Forbidden Sea"). Ly-Aran was once united with U-Lyshak in a powerful realm like Rhakhaan but was overrun and devastated ages ago. What was once part of the mighty land of the Sea-drake is now a wasteland broken only by haunted ruins of the lost civilization. Deep in the Red Hills are many caverns, however. These ancient volcanic mountains are home to thousands of evil Lugrôki, once

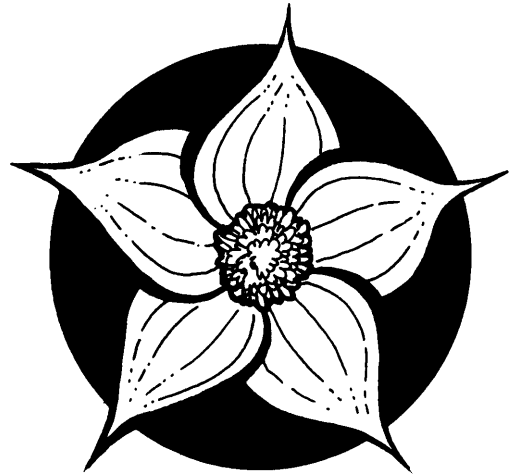
nearly wiped out in the Wars of Dominion; they breed again in secret, their population swelling.

3•U-LYSHAK

This mainland region of U-Lyshak is one of the most fertile in all Jaiman. The capital of Cynar on the western coast is still a bustling trade seaport, and controls a fairly large region — including several fiefs. Most of the realm is divided into small states ruled by aggressive warlords who constantly fight amongst themselves. One in particular, Lord Boshkar of Vorn, has a large army and plans to rule the entire region.

HELYSSA

This small kingdom surrounds the old capital of U-Lyshak now known as Cynar. The coastal town has a brisk trade economy and supports a respectable fleet. Though the most prosperous of the U-Lyshaak states, Helyssa is currently in turmoil after the death of the king and the disappear-



ance of his only heir. The realm is currently held in regency, controlled by the Priest of Yarth, a powerful cleric with a growing political following.

VORN

An inland state bordering Helyssa, Vorn has long been jealous of her neighbors sea-given wealth. The current Lord, a greedy man named Boshkar, has plans to attack Helyssa within the year, hoping to take advantage of her politically unstable situation.

NOREK

One spot of interest is Norek, a city-state southwest of the Elven Forest. It is a small but cosmopolitan town which trades between the Elves of the wood and many other groups around the Bay. Situated on both sides of the Alunn River just above the Bay of Elysea, several beautiful bridges connect the city's halves. It is well defended, essentially an independent city-state.

THE ELVEN FOREST

This wood is known to its inhabitants as the realm of *Remiriath*. The Wizard-King Liras Alinar is a High-elf who has ruled for as long as anyone can remember.

Rumors abound regarding the forest, including that Alinar has ensorcelled human undead to guard the borders of his land. It is generally understood that he does not like uninvited guests. Scattered through the forest are the prized *Miran* trees, which, while deciduous, hold their leaves through the winter, dropping them only when they blossom with huge blue

flowers in spring.

Other trees in the Forest include Linden, Beech, Willow, and a variety of large, hardy Maples and Oaks.

TRAVEL ABOUT THE FOREST

While the Elven Forest is not protected by any all-encompassing enchantments, her borders are guarded by an array of formidable detection and defense mechanisms. King Liras has in his possession one of the Sixteen Access orbs of Tethior, and can scan the entire realm at will. In addition, there are alert sentries all along the border, including many Mystics and Mentalists who can divert unwanted intruders. Other tools, such as mistmoss and chameleon vines provide passive defense. As a result, the wood has a reputation of being enchanted and magically guarded.

SYMBOLS

The emblem of Remiraith is a pale blue, five-petaled flower on a background of deep green.

4•SARALIS

In the northeastern quarter of Jaiman, this land was once very fertile and supported a large united population. The Wyvern Kingdom united the plains and steppes from northern Ulor Bay to the great Jaiman Lakes. Now it is a fragmented domain where petty lords and tribal leaders vie for parcels of land. Desertion from these armies is common, as young men can earn gold as mercenaries in neighboring countries.

SARAL

Damos Huroth Alizon II rules the largest single region, which he has pompously called *Saral*. Situated in the most southern portion of Saralis, it includes the fertile river lands and much of the western coast. Damos has been borrowing from the Lethys merchant-princes to finance his aggressions against his neighboring lords, but the Lethyians are growing impatient, wanting results in gold or goods.

The ancient capital of Saralis at Turak, situated on Lake Karîsh, is a ruin inhabited only by ghosts.

5•MELURIA

Never fully controlled by Rhakhaan since the last king donned the Phoenix Crown, the Melurian states are an alliance of five families who rule their land as one country, the five making up an oligarchic council. Actually, to say that Meluria is a united country may be overstating; it is an alliance of feudal lords, each of whom maintains loose control over a section of the peninsula. The westernmost fief is known as Fulcrumia.

The land is swept by winds from the south — including violent storms from the southwest — but her inhabitants are a hardy, rural people. The Melurians trade with Lethys merchants and both parties are usually quite satisfied with the deal.

6•ARANMOR

An evil place shunned by travellers, Aranmor is surrounded by churning, boiling seas. There are wild tales of demons and ancient curses placed on this volcano-tortured land, yet the stories are contradictory and no one has ever returned to tell the truth. (See ICE's *Demons of the Burning Night*.)

7•PLASIDAR

Generally considered a 'wild land' filled with thieves and pirates, Plasidar most likely is not quite as bad as it is made out to be. The Duke of Plasidar (once Plasidar was a Duchy of U-Lyshak and the title as somehow survived through the millennia!) is an Elven merchant-lord who commands an impressive fleet. Gûl is the capital city, boasting a port exceeded in size only by the huge ports at Lethys. Only the traders of Plasidar are bold enough to face the seas beyond; it is said that they depend on enchantments to avoid the many reefs and atolls which guard the entrance to the Bay.

GÛL

The capital city of Plasidar and the largest, Gûl is a bustling sea-trade town with a fairly significant population of over 10,000. Wood-elves and Sea-elves make up nearly half of the city, while the remaining mortals are of mixed ancestry. There are even a few Iylari, mostly master craftsmen or merchant leaders.

SYMBOLS

Ships of Gûl fly a flag depicting a golden ship with a white upper half and royal blue bottom.

SIDAR

Isolated from Gûl and most of the island, Sidar is a small fortress-town inhabited entirely by Elves. A shadowy, mysterious place, it is ruled by an elite of Dark Elves, served by Wood-elfen slaves. Though few outsiders have ever seen Sidar, it is said that architecture of cruel beauty dominates this holding, a glittering dark jewel in the foothills of the Plasidar mountains.

8•NOMIKOS

A library of unsurpassed size and scope, Nomikos is arguably the pre-eminent academic center of all Kulthea.

The Nomikos complex is located in the southernmost part of the Jaiman continent on the island of Ormian, just east of Meluria. The island is a self-sustaining community, including the Scribe hierarchy and supporting society of farmers, fishermen and craftsmen. In addition, the wealth of the isle is assured through library use fees, making the entire populace quite well-off.

No other power has ever attempted to annex Ormian or claim sovereignty over the island, which may seem strange since it has no army or fleet of any size. However, the Scribes are said to have a battery arcane powers at their disposal.

THE LIBRARY

A high bluff overlooking the Port of Ormian is the site of the Library, actually a complex of buildings which covers nearly half a square mile.

GM Note: Detailed layouts of the library are provided in Part VI.

9•TANARA

A land with no fewer than four competing cultures, Tanara was once a coastal realm on par with her five sister-kingdoms.

As part of her legacy, the Pegasus Kingdom inherited the vast Halls of the Cloudlords, a Lord of Essence complex. These early Tanarans were probably related to the Zori and/or the Talath. They were regal of bearing with fair skin and hair. One of the most intriguing aspects of the old Tanaran court was of course the Cloudlords: the Royal Guard trained to ride the fabulous winged horses. These mounts — called *Steardan* — are not intelligent like true Pegasi, but are otherwise undistinguishable from their willful cousins. Cloudlords kept the peace and led the defense of the realm until 5410 SE, when intrigue and suspicion opened the way for betrayal. Many of the majestic Steardan were killed in their stalls: poisoned by agents of the Unlife. The remainder were insufficient to protect the land against the invasion of hideous flying beasts which swept in from the heights of the Grey Mountains. The few survivors locked themselves inside the Halls and were not seen in Tanara again.

The Dûranaki are very reclusive and will trade with no one but a few Sulini tribes and some Lethian merchants who have lured them out of their caves with precious gems. The Myri are simple and for the most part self-sufficient. Sulini are the tradesmen of Tanara, often dealing with merchants from Lethys and Sel-kai. No one will deal with the Y'kin, however, as these wild people are too hot-headed and unpredictable.

SYMBOLS

Each culture in Tanara has its own symbols: the Y'kin fly a banner of deep red with an eclipsed sun (a black disk with yellow corona) in the center, the coastal Sulini have a blue-green flag bearing a leaping dolphin. Myri tribes vary but the generally accepted flag is pale blue with a many-rayed golden sun. The Dúranaki have a rarely-seen flag, dark purple with a cluster of seven glittering silver stars (the seven Dúranaki Families) in the upper left corner.



10•ZOR

The kingdom of Zor was the proudest of the six, and not coincidentally the first to fall. Her population made up almost entirely of Talath peoples, Zor was a vast land of fertile fields and rich mountains. Now it is the most complete wasteland on Jaiman. The heart of the realm, once a region of rivers and rolling hills, is now a plain of dry and cracked earth. In the very center, where the capital city of Verzor once stood, is a huge crater hundreds of feet across, surrounded by an expanse of black glassy slag extending for miles. No sign of this glorious people remains, and no one enters this waste: legends say that those who venture too far into the waste return only to grow sick and die of an incurable malady.

THE MAIREL TRIBES

Zor is not all waste, however. Along the hills to the east and north reside several semi-nomadic tribes of men, rustic descendants of the Zori. They ride the graceful Mairel, (SW *Inhabitants Guide* p 24) across the plains, subsisting on what they can gather and hunt.

ARION

The small island in the center of the southern lake (Lakyran) holds secrets: it is the legendary Forge complex and citadel of Tethior and also the location (deep underground in a separate chamber) of the Vault of the Crowns.

GM Note: Detailed layouts of Arion, including Tethior's Forge and the Vault of the Crowns are provided in Part VI.

11•URULAN

Except for a few small Elven villages, this land is nearly deserted. Interestingly, the rare adventurer to visit has a strange feeling of uneasiness — leading some Loremasters to believe that the Unicorn Crown exists and is being worn in a secret enclave by an heir of the King. While this is extremely unlikely, it would explain the odd sense of forboding which strikes those who venture here.

SYMBOL

The symbol of Urulan was a green tree on a white background.

12•LU'NAK

The land of the Blue Forest has a dark history, filled with bloodshed. Once the peaceful realm of Wood-elves, it was largely overrun by Haidic peoples. These in turn fought amongst themselves and with the Fustir until 4166 TE when a host of demonic creatures swept through the Blue Forest and nearly wiped out the entire populace in a night.

Only recently have men begun to return to the Blue Forest, for it still has a reputation of being haunted by the evil beings known as *Shards*.

SYMBOLS

The Jaimani Elves who once inhabited this area had an emblem of a blue pine over a green background. The current inhabitants have adopted a modified version of the Haidic symbol: a green tree with a blue background and a single star overhead.

13•MUR FOSTISYR

A cluster of snow-covered isles off the northwest Jaiman coast, the Mur Fostisyr is nevertheless home to a number of interesting cultures. It is isolated by chill currents and a powerful Flow of Essence and has lately felt the cold breath of the Iron Wind.

SYMBOLS

There are three distinct cultures in this cluster of isles. The Ky'taari have a white emblem with a golden, multirayed sun. The Udahir use the great white Ovir on a red field, while the Syrkakar have two pines in silhouette with a rayed blue sun rising between them.

14•WULIRIS

Less of a realm than a region, Wuliris has never seen a united government — this partly due to the rugged terrain and chilly climate which pervades this coastal land. A place of grassy slopes falling steeply to frigid inlets and fjords, Wuliris is a countryside difficult to tame.

Glacial activity carved Wuliris like a soft cheese, leaving its long, angled rigs and windswept plateaus. Now her only residents are stoic arctic men and their flocks of goats and sheep. The *torkaan* of the Mur Fostisyr have been imported here and thrive in this relatively welcoming clime.

The ocean is turbulent off the Wuliris coast, and treacherous ice floes bar the inlets nearly year-round. Hundreds of small isles lurk amidst the misty, grinding icebergs, but it is hard to tell what is solid ground and what is floating ice.

The Dragonlord has taken some of the more northerly portions of the land for his own, but found little use for the frozen ground. He has since turned his gaze to the southwest.

15•JA'MIIL TARG

A dramatic contrast to Wuliris, the inland Ja'Miil Targ is a smouldering plain of ash and flowing lava. (The islands which extend outwards are also a part of Ja'Miil Targ, and are volcanic in origin, but have cooled and have frigid climes.) Almost constantly cloaked in a ceiling of ashy soot, the land is the home of Sulthon Ni'shaang, Dragonlord and would-be conqueror of Jaiman.

The land is a natural defense for the Dragonlord, but it also acts to inhibit his movements across the lands to the south. There are rumors of great tunnels extending under the Black Fork Mountains, but the Loremasters will not confirm this.

The lands near the coast are less inhospitable, and it is there that the Dragonlord's armies of Lugrôki farm their brown crops and graze cattle, but the plains of southern Lu-nak call to them, and little stands in the Dragon's way.

PART V

• POLITICS AND POWER •

The following section deals with some of the many groups and individuals who affect the destiny of Jaiman. These have been separated from the powers which are of necessity linked to a specific land or realm, as those groups are covered in Part II.

From the History Arnak ...

Six Orders like six fingers of the same hand, united yet separate, the Arnak take hold on a continent. Their purpose is the destruction of civilization, the end of life.

Of Gaath is known, the Dragon-cult of the Northern Isles. Few now stand against the Evil which lurks amidst the frozen peaks. Athimurl as well holds sway; the Snow Lion rules the lands of Blue Light.

Of Lyak the Hawk I know little, yet I have heard hints of a dark order in the land known as Tanara...

Dansart is quiet. The Desert Wolf rules the windy plains of Zor, dead as the taste of dust.

Words of the Priest of Thargondaak now echo across the rolling hills of Taldaar; horsemen hear the call and their reward is madness.

Of Yarthraak I hear whispers most ominous. The Cult of the Sea-Drake awakens to a new realm built upon the foundations of old, yet forged reborn terror and hate. By a dark victory a Crown is the tool of the Unlife.

Elor Once Dark
(TEI 4150)

A NOTE ON MOTIVATIONS

A mentioned elsewhere, it is important to keep in mind the distinctions between the goals and motivations of the various groups presented not only in *Jaiman*, but throughout the Shadow World. It is never as simple as 'good' versus 'evil', though in some cases the conflict may seem fairly straightforward. However, the motivations of the various players in this grand history are unique, and deserve careful consideration.

For instance, the Dragonlords, though united by certain common origins and race factors, pursue a campaign of conquest for their own purposes: Dragonlords would be unlikely to ally with the slaves of the Unlife. The Unlife wishes complete obliteration of all life; the Dragonlords (for the most part) wish merely conquest and wealth. There are also the many mortal lords and kings scattered across the continent, each scheming with cohorts, trying to take more land from his neighbors so that he may consolidate his position of power. Some may actually only wish for peace and stability; others have delusions of being emperor of Jaiman.

The Lords of Orhan seem for the most part disinterested in Kulthea, but they are capable of acts of mercy and even generosity — especially when the enemy is the Unlife.

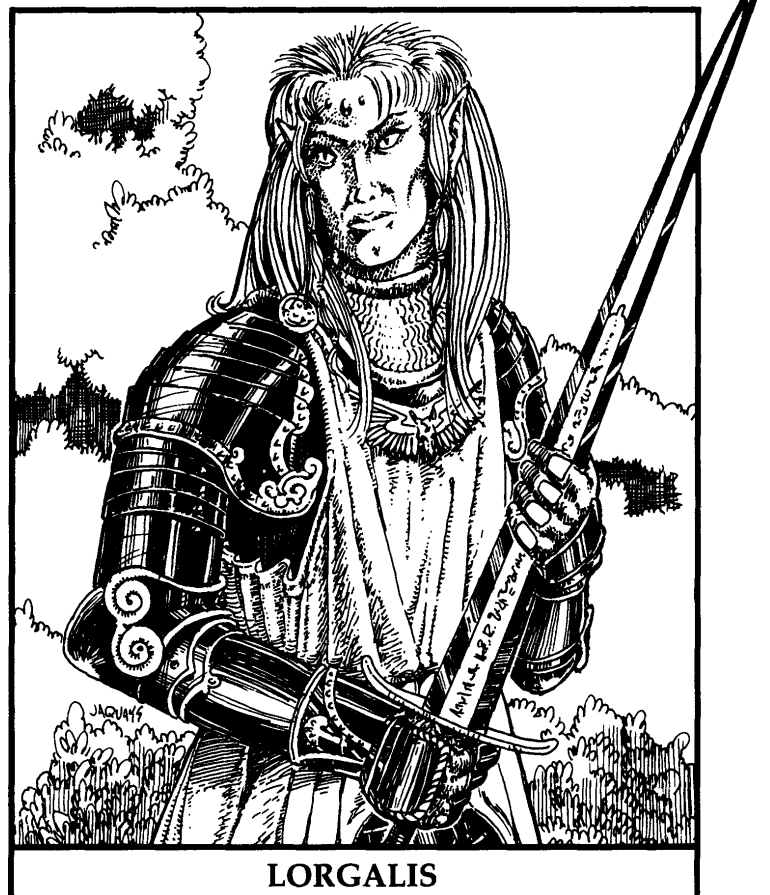
Lastly, there are the Demonic creatures from other planes; their purposes are so quixotic that even the servants of the Unlife are reluctant to summon them because they seem insane and uncontrollable. But some are useful and possess a knowledge from beyond this universe. Even they have a role to play.

1 • THE MAGICIAN

While the Dragonlords may weave their complex plots of conquest, and mighty kings command armies to vie for parcels of precious land, none can compare to the Magician in subtlety of thought or in sheer military strength. To put it simply, the Magician is the most powerful servant of the Unlife on Jaiman.

THE GUISES OF LORGALIS

It is important to draw a distinction between the ruler of Ulor known as *Lorgalis the White* and the wizened old man known as *the Magician*. He is both men, yet appears in two forms. Lorgalis' descent is half Dyar, half Lord of Essence, an unusual union which has made Lorgalis immortal and unaging — and a powerful wielder of the Essence.



As the Magician, his guise of an elderly man is just that: an unreal form that he wears like a garment to disguise his actual appearance. No one knows that this elderly man is actually the ruler of Ulor and master of Lugrôk legions. While some suspect that the Magician has shadowy ties to the darker disciplines, many still respect him as a powerful wielder of Essænce and a man knowledgeable about the ways of Kulthea. Loremasters warn that the Magician is dangerous but are forbidden to act directly against him. Loremasters familiar with Jaiman suspect his ties with the Unlife, and a few even believe that he may indeed have an alter ego as the dreaded warlord Lorgalis, but they cannot as yet act upon those suspicions. The Magician wears long flowing black robes and carries a staff. His hair and beard are white, his eyes are a brilliant blue.

As Lorgalis, this being appears in his true form, tall and powerfully built with black hair and a chilling blue gaze: a lord among champions. He is the ruthless dictator of Ulor and the annexed kingdoms of Xa'ar and Ly-Aran, and his reputation extends across the continent. Few doubt that he is allied with the dark power of the Unlife, but no one can stand against his military might and the dread of his sword, the Blade of the Void. Lorgalis wears a long flowing surcoat of white over his full black plate keron armor and rides a huge Black Unicorn. He is also in the company of no less than four Heralds of Night, his personal bodyguard.

HISTORY

Lorgalis' origins are lost amid the uncertain histories of the First Era and the Interregnum. Few facts regarding his parentage are known even among the inner circles of the Loremasters; their races *are* known, however. The son of a Dyar Elf and a Lord of Essence, it is most likely that he was actually born before the struggle between Utha and Kadæna which ended the First Era; this way he might have survived by passing for an Elf. It is possible (though less likely) that Lorgalis was born later, his K'ta'viir parent somehow escaping the purge in which all Lords of Essence were supposedly slain (of course, we know this to be not entirely correct). One rumor suggests that Lorgalis is actually the son of Andraax, though that tale is only known to the handful who know (or think they know) Andraax's true origins.

In any case, Lorgalis first appeared on Jaiman around 3400 Second Era. He came to the sparsely inhabited island of Ulor and began to build a realm. The hardy inhabitants of the rocky Ulor hills were backward and superstitious — ready for his teachings. And beneath those granite bluffs there lived a darker race: evil Lugrôki, the most powerful of the perverse, underground peoples. Each Lorgalis molded to his purposes, and while one built a fleet and began to raid the seas, the other delved deep into the earth and constructed the lord's fortress.

In less than 350 years Lorgalis had built an army and was ready to strike. Ly-Aran lay to the south, with rich farmlands and pastures. It fell to the hordes of the White Warrior village by village, until the entire peninsula was his by the Autumn of 3750 SE. The remainder of the century was spent consolidating this new land, fortifying Ulor even more, and building a fleet to surpass that which brought Ly-Aran down. This was necessary for Lorgalis' plans, as his next goal was the kingdom of Xa'ar, a powerful seafaring and agricultural land to the north. With Xa'ar in his power, Lorgalis would be able to control all access in and out of the bay — and thus the sea trade of Saralis and U-lyshak would also be in his grasp.

In 3833 Lorgalis sailed with a mighty fleet to attack the main Xa'ar fleet in her western harbor — but the king was ready, and the Xa'arian ships were waiting and well armed. The battle was inconclusive, and began a long and debilitating series of land and sea engagements between the two powers. Saralis sent some aid but it was token; U-lyshak was too embroiled in internal problems to help at all. In the end, the resources of Xa'ar were exhausted first, and Lorgalis took that land as part of his Empire of Ulor.

At last Lorgalis had gone too far, however, and the Loremaster Council was moved to act directly before the entire continent fell under the shadow of this evil conqueror.

By a masterful labor of Tethior of Smith and the Sage Andraax, the Six Helms were crafted. Diadems of unsurpassed power and scope, they — with their wearers — moulded the very Essænce to form boundaries. Six realms with inviolate borders were formed. Kings had the allegiance of their people, and would-be aggressors found the very Essænce rising against them.

Lorgalis, thwarted on the military front, turned to more subtle means to achieve his ends. He donned the guise of an elderly mage, a wizened man who acts as advisor to powerful rulers. In this way Lorgalis wove a tapestry of deceit and suspicion, poisoning the minds of heirs to the Crowns. One by one, the Mage — with his faithful minions the Priests Arnak — orchestrated the downfall of the mighty realms of Jaiman. By the end of the Second Era only two of the six kingdoms remained, one a shadow of its former glory, the other a corrupt empire.

The Wars of Dominion were a setback for Lorgalis, and he has spent the last several millennia combatting the efforts of the Loremasters, trying without success to complete the devastation of the continent. Now, however, he may have discovered a way: he has learned the nature of the Six Crowns, and that he might be able to actually turn them to serve his purposes and force the kings to do his bidding! But he must find the hidden Vault of the Crowns...

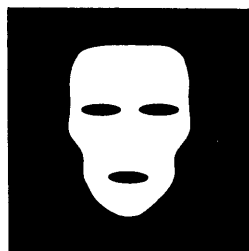
THE ISLE OF ULOR

This Wizard and Warlord makes his home on the isle of Ulor, in the large bay of the same name in the western region of Jaiman. While Ulor itself is small, it is heavily fortified and protected by a powerful fleet. It serves as Lorgalis' center of power, controlling the Bay of Ulor. It is also close to the subject lands of Xa'ar and Ly-Aran. Ulor has many peninsulas and thus has many naturally sheltered bays to protect Lorgalis' fleets. It also has sheer cliffs along many shores providing natural defenses. The land is rocky and rises nearly 10,000' to the central spine, a basalt ridge crowned by the Lord's Palace. Deep beneath the palace lie miles of tunnels and chambers, warrens for an army of the ruthless Lugrôki tens of thousands strong.

The people of Ulor know of the Lugrôki and work with them from time to time: humans crew the ships carrying holds full of Lugrôk warriors. They do not care for these fanged, bestial creatures, but they accept the goblin-like hordes as fellow servants of their one master.

SYMBOLS OF ULOR

The forces of Ulor all bear a similar symbol, whether it be a flag on a ship, an emblem on a shield, or even the helms of the officers. It is a simple white mask on a black field. The mask has ovals for eyes and mouth; it is virtually expressionless; it should be noted that it is *not* like a skull. Officer's helms actually have faceplates made like such masks.



2•GRYPHON COLLEGE

A small cloister, this College is nevertheless a center of knowledge and a haven for those fleeing the Shadow of the Unlife. Gryphon College also holds a number of secrets within its ancient stone walls.

HISTORY

This order was founded in the hills of northwest Tanara by a group of refugees from Zor almost eight thousand years ago. Of course, the membership and the actual college are not the same as the original, but the basic philosophy and teachings of the school remain the same.

It is a small, monastic community, devoted to the study of the earth, nature, and a way of life which is in accord with the Flows of Essence. Naturally, the College is opposed to the Unlife. While the use of force is frowned upon, the Collegium (the ruling council) believes that it is sometimes necessary. This is the hidden side of the College: behind the façade of a small center of learning, this institution is a center of subtle maneuvering and intelligence-gathering. Strike teams lead by Collegium members and backed up by the Gryphons have infiltrated places of the Unlife and destroyed its servants. The residents of Gryphon College are not complacent intellectuals but an active force to combat the Unlife. They keep this side of their purpose hidden, however, to reduce the risk or reprisals against the College.

PROMINENT PEOPLE

A few of the more important and colorful inhabitants of the College are mentioned here. Their personal statistics are covered in Part IX.

ZARIS

Zaris is the Matriarch of Gryphon College, First Speaker of the Collegium. She is a no-nonsense woman who would rather spend her time in her beloved garden than 'bickering' in the College Council meetings. She is a powerful Animist and her skill with healing herbs is unsurpassed. As First Speaker she is in charge of the day-to-day supervision of the College.

Always wearing practical (i.e., unflattering) clothing, Zaris effectively hides the fact that she is an attractive Wood-elven woman.

ALARIN

A High Elf/Talath and a powerful Astrologer, Alarin is a member of the Collegium and a respected teacher, but he spends most of his time studying the stars and planets. He resides in the topmost level of the tower, and his observatory is on the roof. He is not as out of touch as he pretends, however, for he is the 'Gryphon', able to wear the Helm and use it to protect the realm.

SELENA

A lovely blonde woman, Selena is of the Iylar and a Seer of considerable skill. She is an adept user of the *Ilarsir*, one of Tethior's Master Seeing Stones, secretly kept here. Selena is more 'down to earth' than Alarin, but enjoys the stimulation of debate in the Collegium.

OTHER INHABITANTS

A brief discussion of the principle groups which make up the population of Gryphon College follows.

THE COLLEGIUM

This body of seven individuals acts as the oligarchic government of the College. It is composed of the three Elven scholars noted above and four others, either Elves or Mortals.

The role of First Speaker of the Collegium is one which rotates through the Council, being passed on every 30 years.

FACULTY

The College has an additional faculty of 14 instructors, covering a variety of disciplines from Enruning to Martial Arts.

STUDENTS

The College has around 100 students, of a variety of races and ages. Entry to the College is gained by making application or recruitment. The curriculum at the College varies with the student, but 'degrees' are awarded for each discipline satisfactorily mastered. (The process usually takes 3-8 years, depending on the course load and nature of the discipline.)

THE GRYPHONS

Fourteen men and women make up the unique, elite corps of 'Gryphons'. These lithe Erlini have been fitted with a strange apparatus of mechanical wings which — after extensive training and practice — allows them to fly. These wings are enchanted to aid the flyer, but they are also marvels of design and materials.

The Gryphons are stealthy messengers and intelligence-gatherers for the College; at least half are out on missions at all times.

THE GARRISON

The statistics for the main garrison of Gryphon College can be found in the Master Military Table. These trained soldiers are often asked to join the small assault teams which attack nests of the Unlife. For the most part, however, they guard the College walls, assist in teaching students, and maintain the buildings.

SYMBOL OF THE COLLEGE

Not surprisingly, the College uses a Gryphon symbol. It is metallic blue on a green field, curled in a circle.



3•SULTHON NI'SHAANG

Sulthon Ni'shaang is among the most 'human' of the Dragonlords, seeming the most like men in his thought patterns and motivations. He is ruler of *Ja'mil Targ*, a large, enclosed valley which was once devastated by volcanic activity. The area is now verdant and filled with growing things — all except the great volcanic plain in the far west where the mountains meet. Honeycombed with halls, tunnels and chambers, it is a vast fortress.

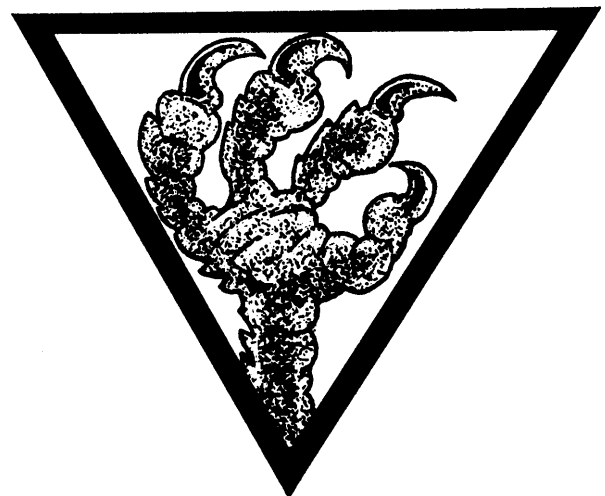
Sulthon commands a large force of Lugrôki and evil human warriors, and also a group of *Skyriders*: cruel, foul men who ride winged, reptilian *Gartyl*. These are his chief servants. And finally, Sulthon is a master of Demonic control — a perilous activity, but one with unique compensation.

The Dragonlord, like his brethren, is not really in the service of the Unlife — his powers are considerable without becoming its slave. As a result, he is perfectly happy to see the Crowns and their associated artifacts remain lost. The continent is fragmented except for Rhakhaan, perfect for his military aggressions.

Unfortunately for the Dragonlord, his nearest neighbors are currently already being influenced by forces of the Unlife. Lu-nak is under the Sway of the Priest of Gaath, while the agents of Dansart work to subjugate the Mairrel-tribes of the Zorian Wastes. Thus he is expending considerable resources to attempt to win these nearby regions. Wuliris was not so troublesome, and he has virtual control of that region. His next initiative is into Saralis, a divisive area with rich resources.

SYMBOLS OF SULTON NI'SHAANG

The standard military symbol for the Dragonlord's forces is a red reptilian claw reaching up from the bottom point of an inverted gold triangle trimmed in black.





YARTHRAAK THRONE ROOM

4•THE PRIESTS ARNAK

Evil Priests who serve the Unlife, these are not to be underestimated. In many ways they are more terrifying than any of the other foes of Good Peoples. The Priests of Gaath and Athimurl were responsible for the downfall of Lu'nak and now dominate the most northerly areas of Jaiman. While the Ky'taari and Udahir survive, the Fustir have been virtually wiped out by the Syrkakar and other forces.

The priest whom the Players may be most likely to encounter is the Lord of Yarthraak.

PRIEST OF YARTHRAAK

Yarthraak is the Cult of the Sea Drake. It was only natural that it settle just outside of the realm named for the same beast.

The High Priest of Yarthraak is a Dyar Elf born with the name Aeryk, though he has not used it in thousands of years. He aided in the fall of U-Lyshak, a program directed by Lorgalis himself. In SE 6201 he coordinated the split into two realms. The king was slain, and the city of Cynar sacked.

Seizing the northern portion called Su-lyak (Ulyas was the new name of the southern portion, held by an indirect but popular heir) as his own, he instituted human sacrifice to 'appease the Gods'.

In 6203 hordes of evil creatures swarmed out of the mountains bordering Ly-Aran, overrunning much of Ulyas. By 6210 most of the southern region is a wasteland. The capital city and home of the king of Su-lyak was assaulted by a Lugrôki army led by an Ordainer. All was going well for the minions of Lorgalis and the Unlife.

But the Wars of Dominion were a severe setback. With the dawn of the Third Era the lands were freed but in chaos. It has taken dozens of centuries for the fragmented people to begin to unite again. A Prince has gained power in Cynar and begins to rebuild.

And now, as before, the High Priest works to destroy U-Lyshak. He arranged the assassination of the Prince of Cynar, but the young son escaped, and the Priest wants him dead.

ORIGINS

Aeryk he was named at birth, an Ilyar Elf of wealth and noble family in the Forest-realm of Remiraith in the middle Second Era. But Aeryk's mother carried a dark secret: her husband was not Aeryk's father. She had wandered alone one night in the southern glades of Remiriath, and a lordly Elf appeared before her. She fell under a spell of seduction and did not resist his advances. The next day she awoke alone by a stream, and knew she was with child. Nine months later she gave birth to a son... the effort killed her. He was named *Aeryk* (Iy: Thirsty soul").

Though Aeryk did not know that his real father was indeed a Dyar — a Dark Elf from Plasidar — as he grew to manhood, he felt the Dyar longings. Essænce flowed through him, and his craving to tap its power was irresistible; the teachings of the Essænce users of the Wood were like the tinkering of old scribes to Aeryk. He fled his home in Remiriath and wandered for years before meeting the High Priest of Yarthraak. He apprenticed himself to the powerful sorcerer and learned of the ways of Essænce and the power of the Unlife. The Loremasters were his enemies; chaos was his goal.

Aeryk murdered his tutor after nearly one hundred years in his service and declared himself the new High Priest of Yarthraak.

SYMBOL OF YARTHRAAK

Yarthraak forces bear the image of a green-blue elongated Dragon curling in a circle. It is very similar to the symbol of U-Lyshak, except the Yarthraak background is black while U-Lyshak's is silver.



5•HERALDS OF NIGHT

Harbingers of the Unlife, these messengers of terror are among the most frightful of the servants of Darkness. Coming forth only at night, they sweep their foes before them in a dark wave of fear. They are servants of various powerful Evil factions on Kulthea, including the Priests Arnak. The actual origin of the Heralds is unknown, though it is believed that the Swords of Night they wield are a dark legacy from the Wars of Dominion.

Heralds of Night appear astride black unicorns, all handsome men and women with hypnotic eyes and fair skin. They are without helm but wear a metal breastplate and greaves of black armor which reflect no light. All bear swords with strange powers, glittering two-handed blades of dark glass.

SYMBOL OF THE HERALDS

The Heralds have a diamond-shaped emblem of silver with a black upright sword in the center.

6•LOREMASTERS

Scattered throughout the world, Loremasters are bringers of knowledge, wisdom, and guides against the corruption of the Unlife. Some are advisors to kings, while others wander from town to village, healing hurts and righting wrongs. Many do not even reveal themselves as true 'Loremasters', instead preferring to be thought of as eccentric travellers.

GM Note: While the GM is invited to introduce whatever interesting characters he wishes to devise as Loremasters who might encounter (briefly!) the players, a few unusual sample characters are presented here.

REN THRAYSK

Half Iylar, half Talath, Ren Thraysk is not exactly what one would expect as a Loremaster (though few seem to fit the stereotype!). He is a man of divided beliefs and has almost been banished from the Loremasters' order more than once for using force against the Unlife. But one look at Thraysk will explain the problem. At 6'8" tall, 250 pounds, Thraysk is a warrior, trained in the mystic *Changramai* school of martial arts. He likes to kill Lugrōki and has done so — by the hundreds.

He is also a brilliant, intuitive Loremaster; just not as wise as the Council would prefer.

Ren travels in a long grey hooded robe, carrying a heavy six-foot long staff (it conceals his two-handed sword) and sometimes walking with a slight limp.

One final note: some time ago, Ren's left arm was severed just above the elbow by a Herald of Night and could not be replaced or regenerated. Instead, a beautiful mechanical arm of platinum, keron, and glittering jewels and alloys was attached to replace it. The arm is fully articulated, and Ren has complete control of it. When not wanting to be noticed, he wears long grey gloves.

HERNÆ

Hernæ (I. "Vision of the Past", pronounced her'-nay) is a mystery even to his fellow Loremasters. He is of the Zorian race, and though not very old, seems to possess a vast store of knowledge and a wisdom far beyond his years. In truth, he harbors a strange secret: he is a *Thalan*, a 'born forever one', as Andraax called them. An excerpt from Andraax's notes appears below.

They are the "born forever ones," often powerful Mentalists (Telepaths?), they travel the world gathering information and pursuing quests which only they know and understand. Although the Thalan have no power to radically change their actual physical form, they are able to go into a state of hibernation at the death of their body and enter an inanimate object. Then (eventually, often several

hundred or even thousand years later) they will mystically impregnate a female. Be it animal or humanoid, their consciousness is able to slightly mutate the offspring, and they are born fully aware, with their mental powers intact.

While only a handful of the Thalan race are known to have revealed themselves, since they actually have the physical form of other peoples, there are quite possibly far more of them than we could know. Their powers of reincarnation, however, are apparently not genetically transmittable, so the race is doomed to remain at the same number forever. This begs the question: where and how did their people come to be?

Andraax



Hernæ is unusually short for a Zori — only 5'8" — and has light brown hair and the striking green eyes which sometimes appears in that race. He wanders Jaiman alone, singing sad laments in his beautiful tenor. He performs in small villages, for simple people who do not suspect that he is a true Loremaster — much less his even more enigmatic origins. But there is something about him that everyone senses... he can bring an audience to tears with one clear note, or turn deep sorrow to joy with a smile.

Should the PCs meet with Hernæ they should never suspect his Thalan origins unless they have access to truly powerful information sources (like the Lords of Orhan). They alone may realize that he is a Loremaster.

KARSTIA OF MYNARS

A statuesque woman, Karstia is a reformed Dyar Elf. She has the countenance of a beautiful woman, but with a look of maturity: her past evils have taken their toll. Her long raven hair has a streak of snow white, and tiny lines show around her grey eyes when she smiles.

And while some may have lingering doubts about Karstia's loyalties, the faith shown in her by Council members Kirin Tethan and T'vaar Dekdarion is justified. She will never again take the Dark path.

Karstia travels in an unusual manner: as part of a small entertainment troupe. Almost a self-mockery of her formal glory as a regal priestess, she is the High Seer of this group, performing simple magical tricks and fortune-tellings. But her visions and advice always have a lesson and provide guidance for those who might waver.

At night, after the shows, Karstia and a few of her companions will sometimes embark on more perilous expeditions to seek out agents of the Unlife.

Karstia travels with five other performers and a dozen support people, and moves from village to village over most of Jaiman. Though she avoids areas of open war, she is often in villages where conflict may soon break out.

7•ANDRAAX

Andraax is very much alive, and it might even be said that he is active. He is rather insane, however, so his motives cannot be trusted. He travels Jaiman in a variety of disguises. He will not use his vast powers except for the most obtuse of reasons (he certainly won't use them to save the PCs).

He will sometimes wander the countryside as an old man in white robes carrying a staff.



LOREMASTER HERNÆ

8•LORDS OF ORHAN

The Lords of Orhan — the highest ‘gods’ of Kulthea — are worshipped in many ways and they have many servants in Jaiman. Their indirect links with Kulthea fall into two basic categories: the ‘normal’ races who choose to follow them, and the ‘enchanted’ folk who are linked by their nature to the forces the Lords control.

FOLLOWERS

The Lords are venerated by many groups and cultures on Jaiman. Here is a chart indicating each of the Lords and any particular races or areas where he or she might be particularly revered. Where a city is noted (in italics), it means there is a particularly large and/or important temple to that Lord there. Also, the mention of a race or culture does not imply that everyone of that race or culture necessarily worships that Lord; merely it indicates a tendency (i.e., many groups composed of that race are found to follow that Lord).

Lord	Culture, Location, etc.
Kuor	Zori, Meluria
Valris	High Elves/Remiraith
Reaan	Dúranaki*, Nocturnal Peoples
Eissa	Saral
Phaon	Myri/Tanara
Oriana	Kytaari/Mur-Fostisyir
Cay	Centaurs, Talath
Iloura	Wood Elves, Fauns,
Shaal	Mermen, Sea Elves, <i>Lethys</i> , Sulini/Tanara
Jaysek	<i>Haalkitaine</i> ,
Kieron	Myri/Tanara
Teris	Navigators, Hírazi
Iorak	Dwarves, High Elves

* though the Dúranaki are reluctant to ‘worship’ anyone, they respect Reaan.



KARSTIA OF MYNARS

SERVANTS

Certain creatures are tied intrinsically to specific Lords of Orhan. A few — and their relationship to their Lord — are discussed below.

NYPHS

These are the *Dirloi*, the earth-spirits. Shaal is the master of the Nereids and Naiads: the watery spirits. Iloura looks after her children, the Dryads (Tree spirits). Though common legend says that these are insubstantial creatures with a carefree and almost capricious nature, they are less scatterbrained than some appear.

In fact, Nymphs are often the eyes and ears of the gods, able to observe events in a wide variety of locations.

In appearance, Nymphs are human-sized, and most often take the form of impossibly beautiful youths, the males sinewy yet slender, the females just blossoming with womanhood. They are either naked or draped in only the most minimal gossamer covering. The only other difference is the skin: water spirits have a decidedly blue tint, while plant spirits are green; their hair is of normal color. Nymphs live on Kulthea as long as the source of their life, be it river or tree; and should their source fail, they merely return to the greater spirit of their master on Orhan.

Nymphs do have a well-deserved reputation for playfulness, including a boundless libido. They love flirting (and more) with attractive Elves and Mortals alike. Of course, no children are possible from such a union, as Nymphs are not a true race in the genetic sense.

SYLPHS

These winged little people are also known as *Tykili*, the air-spirits. They are enamoured of Teris and often serve as messengers for him. More delicate and ‘fairy-like’ than Nymphs, the sprites are even more incomprehensible, and seem incapable of a serious conversation. Rarely do they grow to be more than a foot tall. *Tykili* are ‘born’ in the spring, emerging from a few chosen flowers. Only enough are born to replace those who have perished in the past year; this is a rare occurrence, as *Tykili* are long-lived little creatures.

For all their playfulness, they can be responsible — and have helped in their own way to hold back the tide of darkness.



REN THRAYSK

PART VI

• PLACES OF INTEREST •

1•HAALKITAINE

The capital city of the powerful kingdom of Rhakhaan, Haalkitain is also a major crossroads of trade between the realms of Jaiman.

In addition to the grand (if somewhat forboding) Imperial Palace, the city boasts the second largest library on the continent, temples to several major deities, and some of the most fabulous stone architecture to be found anywhere in Jaiman.

Note: See the color map for details of Haalkitain.

2•NOMIKOS

A library complex of unsurpassed size and scope, Nomikos is arguably the pre-eminent academic center of all Kulthea. It is actually located on the isle of Ormian, east of Meluria and south of Lethys.

GM Note: The location of Ormian was noted incorrectly on some earlier maps of Jaiman. The map in this book is correct.

THE ISLE OF ORMIAN

The Library is actually a complex of buildings which covers nearly half a square mile. Numberless subterranean vaults delved deep into the stone of the bluff hold an additional vast store of texts and scrolls.

THE LIBRARY GROUNDS

As already noted, the Nomikos complex consists of much more than the actual library. The entire group of buildings stands on a plateau dominating the northern section of the island. Looming high above the small Port of Ormian, the Library is only accessible by a road carved into the sheer cliff face.

An overview of the sprawling center of knowledge is presented below.

1. Nomikos Road. Winding up from the port of Ormian, this road switches back several times before passing under the First Gate. It is a well-built avenue of set stones in a long series of shallow steps. There are cart-tracks laid into the road as well, so wagons may be pulled up to the Library. Though the road is 20' wide, it has no railing of any kind, and a careless or very drunk traveller could find himself making a swift trip to his death on the broken rocks of the coast below.

2. First Gate. Five hundred feet above the town, this arched gateway effectively bars the way to any unwelcome visitors. The gate is 25 feet high, with an arched doorway 10' tall. The way can be barred by lowering a wood and iron portcullis or by closing a pair of thick iron-bound doors.

3. West Tower. Built into the bluff adjacent to the First Gate but rising up an additional 160 feet, this tower stands forty feet above the level of the plateau, serving as a lookout over the entire Nomikos Road and as the beginning of the 25' tall wall which encircles the more vulnerable section of the compound.

4. Main Gate. An arched doorway, the Main Gate marks the entrance to Nomikos and the beginning of the Grand Avenue which leads towards the Library. The gate doors are of fine steel and roll into place on a special track. The tower is always manned by six Wardens — not the Changramai warriors who keep order inside, but a garrison of soldiers who watch the outer walls of the complex.

5. East Tower. A beautiful and massive structure, the East Tower encloses the main entry to the complex.

6. Chapel Door. Marked by a recessed roman arch, the chapel door leads into the courtyard of the Chapel to Valris, Lady of Orhan and patron of knowledge. The door itself is ten feet tall, made of thick planks of oak bound with iron straps.

7. Stable Door. Similar to the Chapel door, the stable door leads into the stable courtyard.

8. Grand Avenue. A processional road, it leads to the entrance to the main library building. The avenue is paved with marble and the first portion is flanked by tall, ornate fences of iron. Access to the visitors' garden and garden of Valris are through locked iron gates. A bell suspended nearby is rung to summon a staff member.

9. Stables. These accommodations are for the few steeds needed by the Library staff (the island is so small as to not require many horses).

10. Visitors' Garden. Accessible either through the stable door or the gate in the fence, the visitors' garden is a quiet place to contemplate readings or hold philosophical conversation. Many ornamental trees line the paths, and a thick hedge just inside the fence mutes avenue traffic.

11. Common Apartments. These lodgings spread northward along this end of the complex. Guests of moderate means make their home in these Spartan but clean lodgings. The three-story building surrounds a small courtyard with a well and garden. An arched passage leads into the other apartments deeper within this area.

12. Cloisters. A much larger courtyard is the center of this dormitory-like section of rooms. It is a well-tended garden with shade trees, flowers, and a fountain.

13. Scholars' Apartments. Guests who can afford slightly better lodgings often stay here.

14. Inner Apartments. These rooms are reserved for the wealthy guests who can afford them. Expansive and richly appointed, they are more fine than those found in many lordly castles.

15. Lords' Apartments. A few suites of palatial chambers stand ready to accommodate the occasional royalty who visit the library.

16. Far Tower. Fifty feet tall and connected to adjacent towers via a sentry walk atop the walls, this tower is always manned by a sharp-eyed lookout. Lower levels contain weapons and lodgings for the garrison.

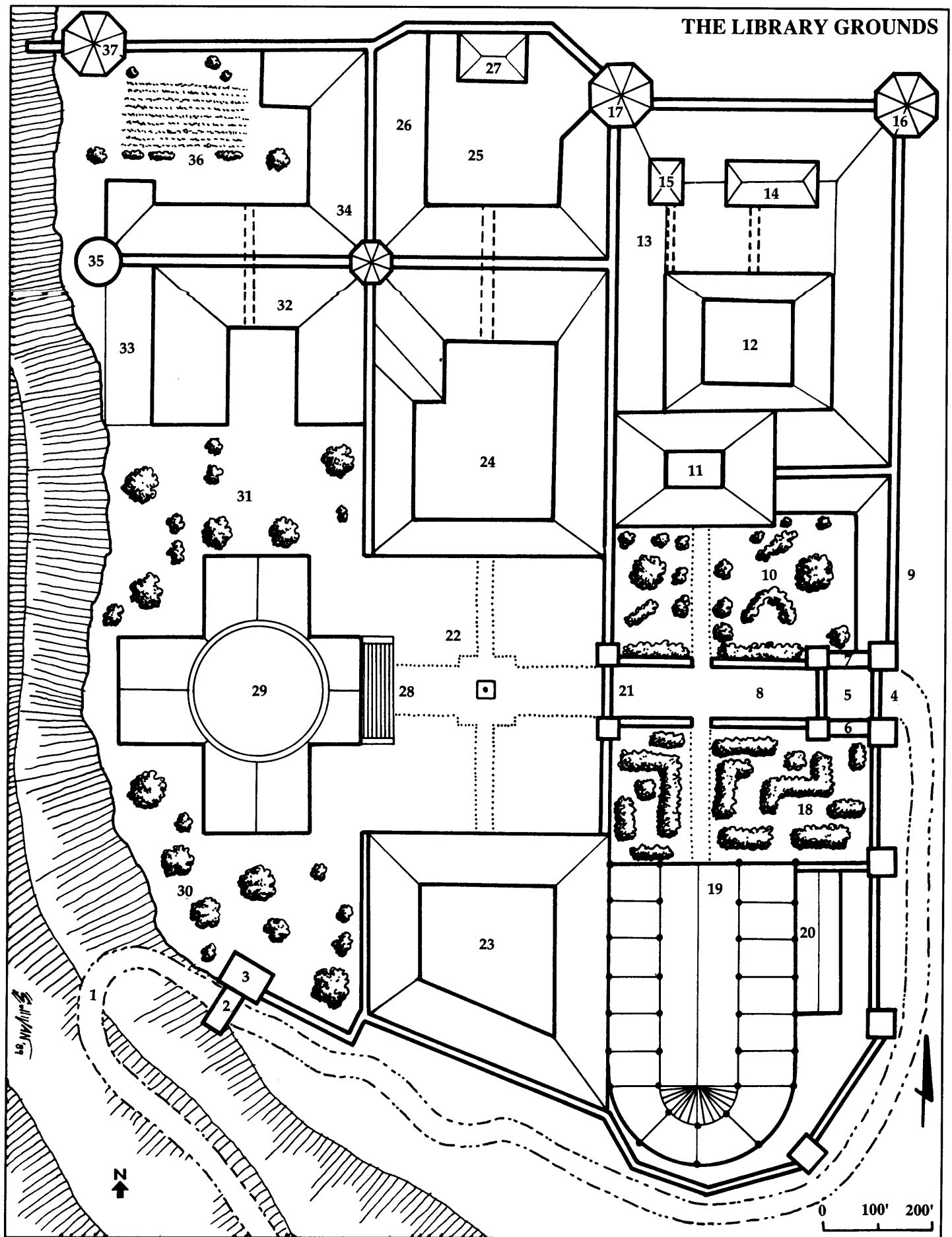
17. North Tower. Similar to #16, this Tower overlooks the servants court and also has a small postern gate well hidden in the outside wall.

18. Garden of Valris. More formal than the visitors garden, this one has rows of small trees and well-tended flower beds.

19. Chapel of Valris. A grand, vaulted chamber with many stained glass windows, this luminous chapel is a rare testament of worship by a usually pragmatic organization. (It should be noted, though, that it is mostly used by guests).

20. Monastery. The residence of the Monks of Valris, these men should not be confused with the warrior Changramai monks; this handful of men are here only to lead worship and maintain the chapel.

21. Gates of Knowledge. A glorious set of baroque gates of a very strong golden alloy, these normally stand open to allow passage unimpeded into the Inner Court.



22. Inner Court. A very formal garden, with curving garden rows, miniature ornamental trees, and clipped shrubs. In the center of the court is a white marble square surrounding a Navigator Obelisk. Narrower marble paths head north and south to small arched doorways: entrances to the Scribes' and Warriors' Cloisters, respectively.

23. Warrior Court. The Changramai monks prefer ascetic surroundings but with an understated elegance. Their lodgings are simple yet spacious and not uncomfortable. They hold daily rigorous practices in the central courtyard.

24. Scribes' Cloisters. This is home to the large staff of scribes necessary to administrate the library.

25. Servants' Court. A plain grassy court, this is the common area for the cooks, maids, and other servants who perform the more menial chores necessary to maintaining the Library.

26. Servant's Lodgings. These small, somewhat cramped quarters are home to the Library servants.

27. Kitchens. A large and well-equipped kitchen serves meals to everyone from the Changramai warriors to visiting royalty.

28. Stairway. A massive marble stairway rises up to a huge portico. At the sides of the portico, a 20 foot tall wrought iron fence extends right and left to meet the walls of buildings to either side. In the center of the steps, on a raised marble platform, is a 30-foot tall statue of Andraax in black marble. He has his hands clasped in front of him and seems to be looking out across the courtyard with a bemused smile.

29. Nomikos Library. The actual library building. See the appropriate section below for more details.

30. South Garden. A relaxing, tree-filled area with scattered benches and small tables, it overlooks the cliff and sea.

31. North Garden. Similar to the south garden, this one is slightly larger.

32. Sages' Cloister and Lodgings. These are apartments of the High Scribes: administrators and chief researchers of the Library.

33. Overlook. The most dramatic view of the sea is from this garden/veranda.

34. Infirmary. A pleasant place overlooking the herb garden, the infirmary is actually a very advanced hospital with sophisticated facilities.

35. Observatory. A small telescope peeks from a domed roof atop this 80 foot tower. Astronomy is little more than a hobby for a few of the scribes, but provides some valued information about Kulthea and the nearby planets.

36. Herb Garden. One of the finest in the region, the garden holds a bounty of healing herbs of various types from mild headache cures to the most potent lifegiving plants. The supply is usually not for sale to the public, however, and the surplus herbs are preserved and used on the many scholarly expeditions.

37. Seaward Tower. This large defensive tower overlooks the western bluff and the lands to the north.

THE LIBRARY BUILDING

A grand and ancient structure, the Nomikos Library holds the greatest literary treasures in all of known Kulthea. There is probably no safer place, for the library is more than it seems from the outside.

The Nomikos Library is an ancient structure, painstakingly preserved and periodically restored to maintain the original design. This design is a curious one, combining some of the simple classic elements of religious Zorian architecture with the odd artistic designs of the Elves, all fused into a structure utilizing engineering skill surpassing even the Dwarves. The main building is in a cross shape, with a great dome at the juncture. This central stone dome of the library is nearly 200 feet in diameter, supported by an elegant steel lattice underneath carrying the weight to 16 slender columns. On the exterior the dome is coated with pure gold, so that it gleams in the sunlight. At the top is a circular hole twenty feet in diameter, an oculus covered with translucent material. It allows diffused light to enter the vast library chamber. The dome is actually a half-sphere, and the floor of the chamber would be the bottom end of the sphere if it were complete; thus the dome oculus is just under 200 feet above the level of the main desk on the main floor of the library.

Along the walls of the three long wings are huge columns rising 100 feet. These carry the burden of the peaked roof (130' at its tallest) and allow for relatively thin walls. Windows are narrow and glazed with translucent material: sunlight can be damaging to manuscripts. Light is provided by hundreds of lanterns suspended from the ceiling and mounted on wall sconces. Fashioned of beautiful alloys, each features an orb of yellow glass which gives off a soft light. Apparently magical, these lights burn no fuel, and none has ever failed in the long history of the library. These lights provide dim ambient lighting while many smaller lamps of similar nature rest on the reading tables scattered throughout the library.

The floors of the hall are polished marble, and in many colors, patterned in cryptic designs.

Decoration is rare in the library, and all of the fixtures have a harshly elegant look. Massive bolts, machined by technologies long lost, fasten steel trusses to stone supports. Even the lamps have an angular design: powerful — even brutal — yet sophisticated. Dim, echoing and cavernous, the library is truly intimidating.

ABOVE-GROUND

1. Entrance. Eight blue marble columns each 100' tall front the great entrance. The stair, as noted earlier, is interrupted in the center by a huge black marble statue of Andraax.

2. Doors. A Gigantic portal eighty feet high and sixty wide greets the visitor to Nomikos. The doorway is framed by riveted alloy panels stained and streaked by age, and the doors themselves are impressive sheets of reinforced grey-green alloy studded with rivets. They slide along tracks into wall recesses to open, and roll together at nightfall to close the library. Rods of steel glide into the surrounding frame to anchor these doors firmly into place. Few citadels have a more formidable main gate. In addition to the many Changramai guards who wander the complex, four are always on duty at this main entrance. They (politely) search everyone who enters and leaves; the extent of the search varies.

3. Main Desk. A small, crescent-shaped stone desk faces the guest upon entry. This is staffed by a handful of Scribes whose job it is to direct researchers to the proper facilities. When a newcomer enters, a Scribe-acolyte is assigned to him to explain the library rules (see below), guide the guest, and assess correct fees. Research is done for guests by scribes; guests only come into contact with books pulled from the stacks for them by scribes. Browsing is not done.

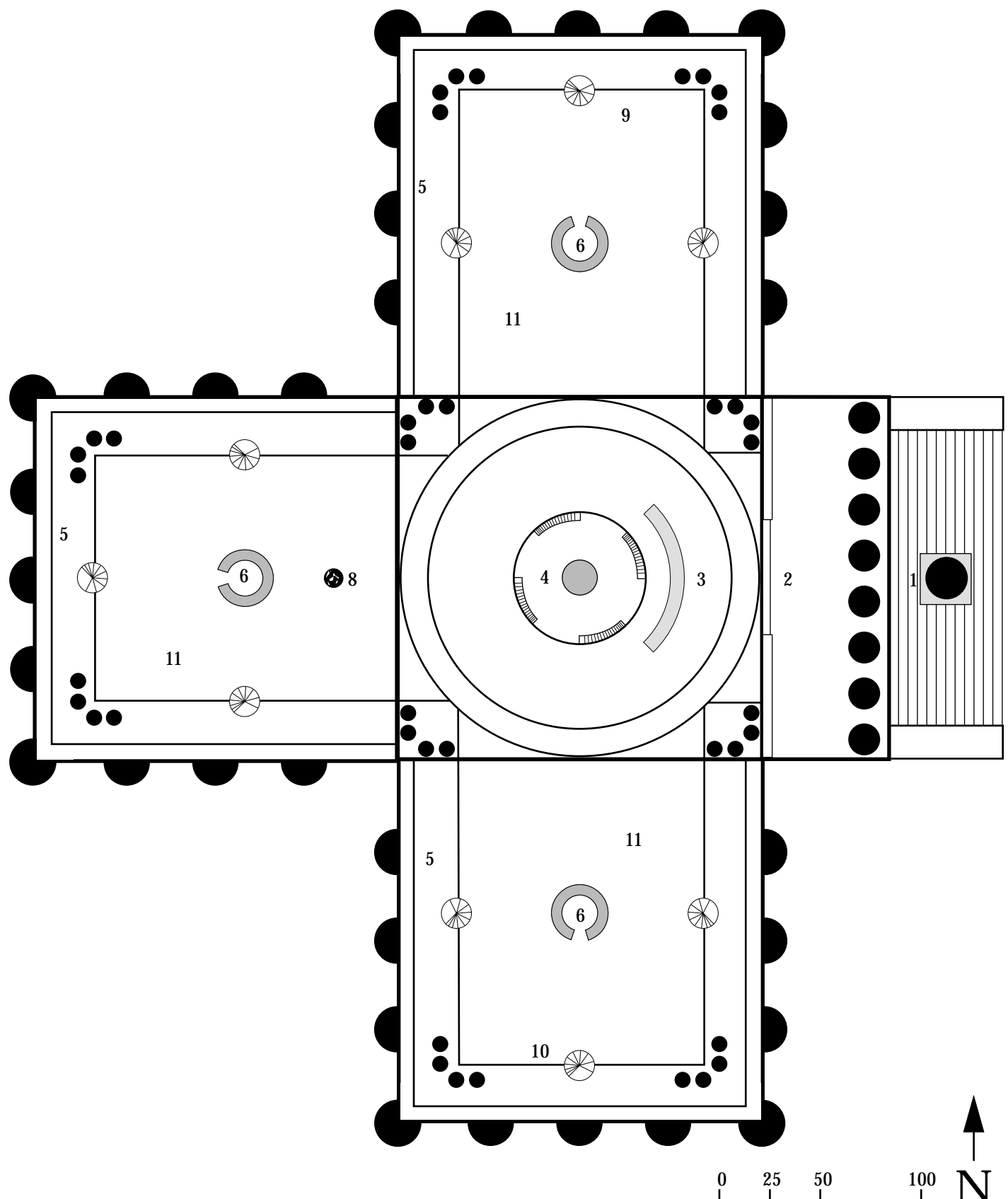
4. Well. Seventy feet in diameter, this well extends down twenty feet and connects the main hall to the underground libraries. Four staircases curve down along the edge to the lower foyer. In the center, on a pedestal, stands another effigy of Andraax. This one is only 15 feet tall, cast in some metal similar to bronze. He wears robes and looks down with a vaguely disapproving stare towards where a visitor would enter.

5. Balconies. Wrapping around the entire perimeter of the library are four balconies providing access to the upper levels of stacks (one each at 20, 40, 60 and 80 feet). Spiral staircases connect these walkways and small ladders on each level allow scribes to reach higher books on a given level.

6. Catalogue Desks. Massive doughnut-shaped counters thirty feet in diameter, these desks are located in each of the three wings. In the center of each of these desks is a directory for the appropriate public collection (Reference, manuscripts, or scrolls). Recorded here are the titles, authors, and subject categories of every scroll and manuscript in the collection. Rather than using books (which would be inefficient because of the need to leave space for only guessed-at future entries and the constant need for recopying) the librarians use slim metal plates (about 6' by 4") which rest in long trays of wood-lined marble. Fanning out from the center, these dozens of trays are like spokes on a wheel. The plates are etched with key data about the manuscript, including its location in the stacks. Since no one but the scribes is allowed access to the catalog, there is no danger of the plates being misfiled or stolen.

7. Reference. (*Public Collection; see library rules below for access*). The rear wing is devoted to basic reference books: language translations, atlases, maps, guides to flora and fauna, and the basic sciences.

Nomikos Library: Main Building



8. The Globe: Resting on a pedestal in the center of the Reference wing, the 10' diameter globe of Kulthea is a beautiful and striking work. It is a contour globe, showing relative mountain heights, though the oceans are not detailed, appearing as smooth azure plains. The entire eastern hemisphere is blank: the unknown side is a mystery (officially) even to the Scribes of Nomikos.

GM Note: Of course, if the GM has already mapped out the other hemisphere with a design of his own, he should feel free to have it displayed on the globe if he chooses.

9. Scrolls Stacks (Public Collection). The walls of this wing are lined with thousands of diamond-shaped cubby-holes, each containing about a dozen scrolls. Most are simply rolled and tied with a labelling ribbon, not valuable or fragile enough to demand a protective tube. Each hole is numbered to make finding a specific slot easier. The scrolls are usually arcane texts of literature, poetry and the like.

10. Manuscripts Stacks (Public Collection). Manuscripts are texts bound into books. Some stand on end on the shelves but most must lie flat in individual nooks. Each is labelled like the scroll niches. Histories, religious texts and language transcription manuscripts are most often found here.

11. Reading Areas. Tables are scattered all over the hall for the convenience of guests.

UNDERGROUND

12. Foyer. This circular chamber is open to the vast hall above. Twelve columns support the ceiling around the perimeter.

13. Research Collection Desk. This desk serves two purposes: it prevents unattended researches from venturing into the stacks and is the location of the catalog for the research collection.

14. Workshop Entrance. This metal door is locked and guarded by Changramai warriors. Beyond, a stairway leads down towards the workshops.

15. Special Collection Desk. Controlling access to the Special Collections, this desk also has a catalog of plates referencing the collection.

16. Office of the Assistant Chief Scribe.

17. Office of the Associate Chief Scribe.

18. Office of the Chief Scribe. Director of the Entire complex, Chief Scribe Niros has a modest office, though furnished in a number of unique antiquities.

19. Lounge. This room has large windows providing a view of the ocean below.

20. Special Collection. Doors to this room are sealed; the atmosphere is carefully controlled by methods only guessed at today. Should the marvelous machines which maintain these controls ever break down, there would be no known way to repair them. The gasketed door panels glide open upon approach and close after one passes. The room is lined with special vaults which fill with a neutral gas when sealed to prevent the decay of the manuscript. Some of these documents are even enshrined under glass so that they can be viewed without removal from their vault. Access to these documents is very tightly controlled, each vault having a lock.

21. Carrels. A circle of niches rings this chamber; private rooms for serious researchers to utilize.

22. Research Collection: Scrolls. More carefully stored than the scrolls upstairs, these usually have their own protective tube.

23. Research Collection: Manuscripts. These tomes are often held in custom-fitted boxes or other protective casings. They are rare and often originals or especially valued copies.

24. Carrels. as #19.

25. Workshop. This two-story studio is where the many skilled scribes copy manuscripts to replace those too worn for public use.

RULES OF THE LIBRARY

GM Note: for those who may not have the Shadow World Master Atlas, the rules of Nomikos Library are reprinted below.

When one enters the complex, he must sign a contract agreeing to abide by the rules of the Library:

1. To pay 1 gold piece per day in the complex plus surcharges if using the special collections.
2. To pay repair fees as set by the Library for unintentional damage to books.
3. To pay fines set by the Library if caught attempting to deface, disassemble or steal a book.
4. To follow without question instructions from any Library official, including Security personnel.

Although book access varies depending on the collection, *no book* is ever allowed outside of the complex. There are reading and copying carrels available for storage of books to those making extended visits — sleeping rooms are available for rent, but the rule barring removal of books is absolute. Patrons caught trying to smuggle books out of the library are severely fined and permanently barred from the library. Changramai warriors — fearsome experts at unarmed combat — guard the exits to the Library. It is said that they can see things invisible and know a liar by his voice. They are not to be trifled with.

THE COLLECTIONS

The library is made up of three basic parts: Public Collection, Research Collection, and Special Collection.

Public Collection: The largest of the collections in sheer number of volumes, it is designed for public consumption. This contains language translations, maps of various areas of the known world (*GM discretion how much of this is to be revealed*), and histories. Several copies of each book are available, and books may be 'checked out' to the reading areas for as long as a month for study and copying. None of the works in this collection is an original; time and the ravages of a corrosive atmosphere would have long ago rendered them to dust. Instead, these manuscripts are constantly being copied and recopied so that there are volumes available for use.

Research Collection: Only scholars with approved research proposals are permitted in the research library (though admittance is not difficult, there is a 10-day waiting period). Many rare and original manuscripts are kept within the research complex, and there is a copying service available should a researcher need access to passages of manuscripts for an extended period of time.

Special Collection: The most closely guarded collection, only those with permission of the Librarian may have access to its books. No one but the Scribes are actually allowed into the stacks; researchers consult a catalog of books, select what they desire, and scribe-assistants gather the materials. All Special Collection books are viewed in special cubicles, under the close scrutiny of a Scribe.

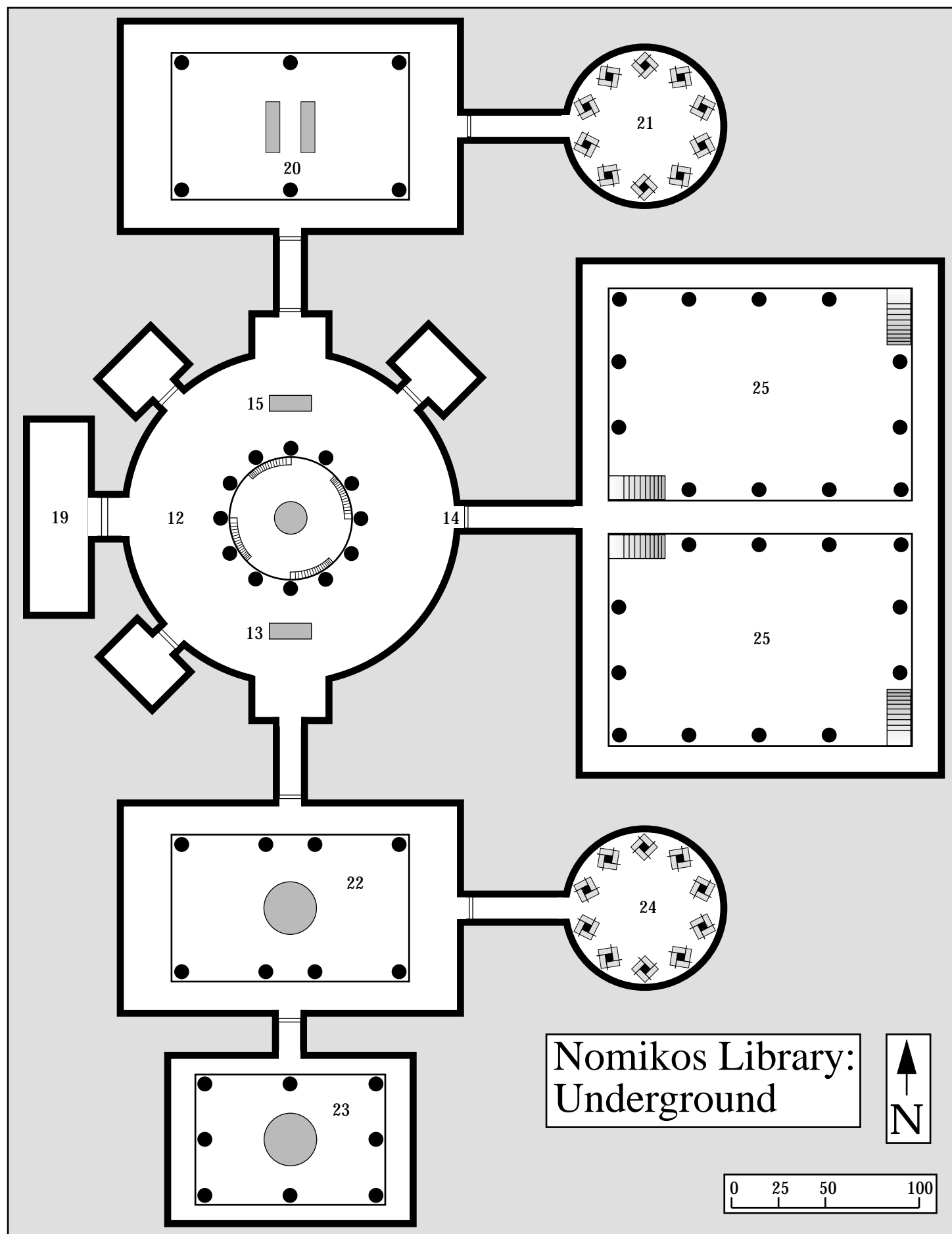
THE SCRIBES

The Library is staffed and maintained by a large force of Scribes: men who have been drawn to Nomikos because of its mystique and the chance to be near some of the most famous texts in the world.

Young scribe acolytes rarely get near the objects of their interest, however, as the Library has many more mundane demands. There is a staff to cook and perform the most menial tasks, but it is scribes who do skilled repairs to the buildings and much of the gardening. All take classes, however, so the life of even the youngest scribe involves learning and study.

More advanced scribes — especially those who show an aptitude for writing — are trained in the copying of manuscripts. Those with a knack for languages are educated in translations. The library maintains a communal environment and everyone does some manual labor, a rule that keeps the staff in shape as well.

Scribes wear long, flowing, creme-colored robes with hoods while indoors, practical tunics and pants while performing manual chores. Ornate amulets proclaim the status of senior scribes, as does the number of keys hung on the rope belt.



Nomikos, while a serious, academic environment, is not ascetic. Young scribes are encouraged to play games and vent their energies during free time, and such factors as haircut and clothing when not at work or class are not closely controlled. One day per week (in shifts) scribes are allowed to leave the complex and enjoy themselves in the Port of Ormian below — where they often squander their small allowances on drink and women.

THE CHANGRAMAI WARRIORS

Nomikos is the largest customer of this quixotic organization. The Changramai monastery is an ascetic order of monks, trained from infancy in the most advanced techniques of unarmed combat. It is well-known that Changramai monks can catch arrows, run on walls, leap incredible heights, punch through stone walls, and defeat half a dozen well-armed foes simultaneously with their bare hands. What makes this group even stranger however, is the fact that the order ‘rents’ its members as mercenary bodyguards. They don’t normally hire out for actual military service (they are too expensive and that is not their best purpose) but work as ‘security’ in places such as Nomikos.

The Changramai have their own compound at the library where they practice and live. They are very serious to the point of being aloof and do not interact socially with the scribes. They never visit the Port of Ormian.

Changramai monks wear simple white tunics and pants and are usually barefoot. They all have black or gold metal wristbands but little else in the way of jewelry. In cold weather they don long, black hooded robes and soft boots.

3•GRYPHON COLLEGE

A small monastery and center of learning in northern Rhakhaan, Gryphon College is more than it seems. Within its tall granite walls the College holds a secret from the past.

GROUNDS LAYOUT

The College is situated in a small, secluded valley on a steep riverbank. Most of the outer grounds are wooded, and to the unwelcome they bear a shadowy, threatening appearance (the work of the Gryphon Helm). The central grounds are surrounded by a 10' high wall of fieldstone; there are two gates.

1. Main Gate. Flanked by a pair of 15' tall stone pillars, the gate is surmounted by a wrought-iron arch. Great stone gryphons crouch on top of either pillar. The doors themselves are large and wooden, thick planks bound by heavy iron straps. They are normally closed, with access granted individuals through a smaller inset door.

2. Wall. Fieldstone Wall. Of fairly rough construction, the wall is nevertheless thick and sturdy. It averages 10' high and three feet thick. The top is also crowned by a row of outward-curving spikes — a rather vicious and uninviting sight.

3. Pond. A small, artificial pool, it is kept stocked with fish from the river and doubles as a backup water supply. It is much deeper than it looks.

4. River. Called the Ryanna, it is only about 150' wide, but is deep and has a swift current.

5. Herb Garden. Zaris' garden is her pride and joy — and one of the most impressive collections of live healing herbs in the continent. The wall around the garden is slightly higher and the barbed top is more forbidding.

6. Dining Hall. Three stories high (like most of the structures here) it contains the central gathering hall and support facilities.

7. Grand Hall. The entrance hall and library.

8. Magician's Hall. Devoted mainly to magical studies and staff quarters.

9. Academic Hall. The lower floor is classrooms, the upper floors are dormitories.

10. The Tower. Students are not permitted in the tower except to pass along the connecting passage on the first floor. It presents an enigma even to most of the residents of the College. The upper floors especially have a purpose most mysterious and almost sinister. The observant and architecturally knowledgeable might notice that the tower is older and of a slightly different style than the rest of the College. Indeed, it predates the other buildings by more than 1,000 years.

11. River Gate. A small gate opening onto a narrow stair cut out of the rock shore, it leads down to a hidden quay.

BUILDING LAYOUT

Gryphon College is a very old complex built of sturdy materials and skillfully constructed. It is constantly being refurbished and repaired, so is well-maintained. No sign of decay or dilapidation is evident, though the structures are clearly aged. Ivy covers some walls, and the outside stone is stained with age. The roof edges of all the buildings sport a large number of fanciful gargoyles.

All windows are superbly crafted, and many have a multitude of fit panes with a few colored ones in the center of the window. The observant may notice that shutters on the outward facing windows are particularly heavy and are in fact faced with heavy steel panels. They can make a very effective defense.

GROUND FLOOR

1. Main Doors. Doors of oak panels with beautiful carving inside and out, these doors can be bolted in place.

2. Foyer. This two story room has a balcony running the upstairs perimeter. Eight grey marble columns run up both levels to the ceiling. A very large stained-glass window depicting a gryphon rampant dominates the far wall at the first stair landing.

3. Collegium Meeting Chambers. The seven who make policy for the College and coordinate its actions against the Unlife meet here in this especially protected chamber.

4. Chancellor's Office. As First Speaker of the Collegium, Zaris is also Chancellor. Her simply furnished office overlooks her beloved Herb Garden.

5. Garden Office. More of a small nursery than an office, this room holds gardening supplies, a small desk for keeping horticultural records, and a number of fragile cuttings and sprouts.

6. Student Lounge. A comfortable if slightly ‘worn’ room, it is a favorite gathering place for students to talk and play games.

7. Dining Hall. Three stories high, this great hall is the one room where the entire school can meet. The north wall has three stained-glass windows while the south wall sports a great bay window overlooking the garden.

8. Kitchens. A narrow stair leads underground to the ice house, cellars, and pantry.

9. Passage. Worthy of note because of its very thick walls and the firing slits along the river side.

10. Tower Passage. A cave-like curving hall connects the Dining Hall to the Academic Hall.

11. Armory. A dark storage room, the armory is a treasure-trove of ancient (most mostly unremarkable) weapons and armor. The door to the Armory is kept locked, *Hard* to pick.

12. Stairs. Leading to the next tower level. The door to this stairway is particularly sturdy and is locked, *Extremely Hard* to pick (only the Collegium members have keys).

13. School Garden. A cool, quiet courtyard, this enclosed area features a few birches and poplars, and a variety of shade-loving flowers.

14.-17. Classrooms.

18. Laboratory. Chemical and Alchemical experiments are performed here. It seems that smoke rolls out of the windows more often than not.

19. Storage. Chemicals and various materials are kept here.

20. Chief Alchemist's Office.

21. Classroom.

22. Classroom.

23.-25. Magical Study Rooms.

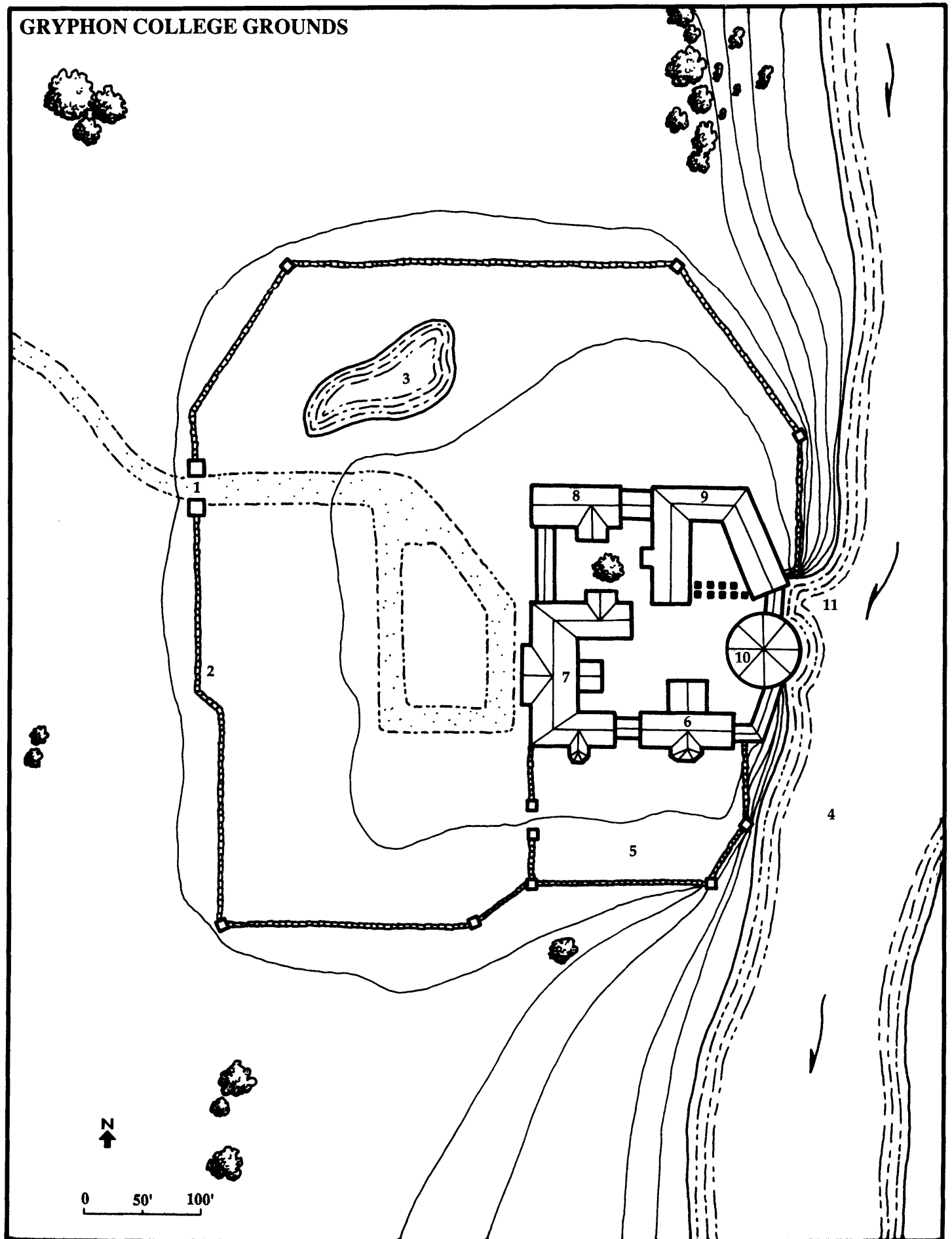
26. West Courtyard. Often the site of an impromptu outdoor game or a lecture moved outside, this grassy site is rarely empty.

27. Administration. The record-keeping for the College is done here.

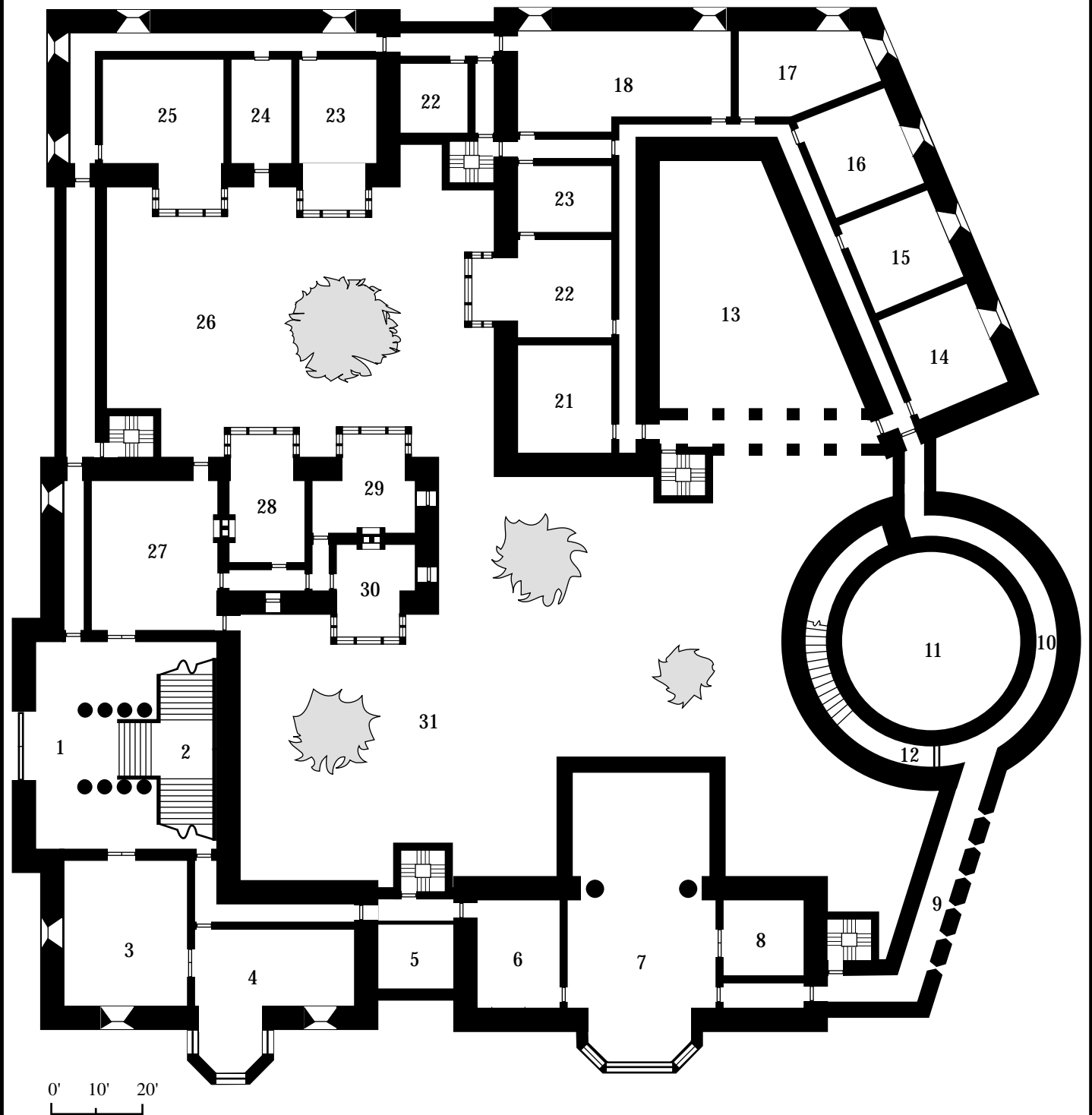
28.-30. Professors' Quarters.

31. Formal Courtyard. Manicured hedges and carefully laid-out flower beds combine with sculpture, benches and a small fountain to make this a serene place.

GRYPHON COLLEGE GROUNDS



Gryphon College Ground Floor



SECOND FLOOR

32. Balcony. Running along either side of the hall, it connects the great stair to the side rooms.

33. Professors' Drawing Room. A lounge and work areas for the Professors living in this building.

34.-36. Professors' Quarters.

37. Library. The library of Gryphon College is extensive in its fields and one of the finest in Jaiman. It takes up the 2nd and 3rd floors of this wing of the building.

38.-39. Reading Rooms. Also library annexes, these rooms are filled with comfortable furnishings and desks for study.

40. Servants Quarters. Directly above the kitchens, these rooms are comfortable quarters for the cooks and maids of the school.

41. Passage. This corridor, lit on the east by arrow slits, seems to be a dead end, but there is actually a secret door (*Very Hard* to locate) at the tower end, behind which is a heavily reinforced steel door, locked and *Extremely Hard* to pick. Beyond is the tower corridor, windowless, with a dead end to the left and to the right. The inner wall has another secret door, however, *Sheer Folly* to locate, with another steel door with two locks, each *Sheer Folly* to pick. Only Zaris, Alarin and Selena have keys to this door.

42. Ilarsir Chamber. The reason for the security is the great crystalline orb resting in the center of this chamber. It is a Master Orb of Tethior's powerful seeing stones. Five feet in diameter, it rests on a circular stone table and shimmers with a scintillating inner glow. Three throne-like chairs sit around the table. Part IX, Section 3 details the powers of the Ilarsiri.

43. Landing. Stairs lead up and down from this small landing. The passage connections, doors, etc., from the north passage are identical to those described in #41.

44. Covered Passage. Running above the open loggia on the first floor, this glass-walled corridor connects the wings of the academic building.

45.-48. Youth Dormitory. The vast majority of the 150 or so students at the College are young men aged 16-25. Most of them are lodged in this suite of rooms. Actually somewhat more divided than shown here, they still generally have 4-8 youths per room.

49. Boys' Dormitory. A few younger (and particularly gifted) students, generally aged 8 through 16, attend the College. they reside in this large room. Currently there are 30 enrolled.

50. Bath Facilities. As advanced as any on Jaiman, there are baths with hot running water (cisterns underground keep it hot through unknown means).

51. Reading Room. A quiet area for study.

52. Women's Dormitory. A few independent and gifted women (currently 12) come to Gryphon College to study; they have their own dormitory here.

53. Dormitory Proctor's Room. A generally thankless job, the Proctor is responsible for maintaining order on his floor in the adjacent Dormitory.

54.-56. Professor's Quarters.

THIRD FLOOR

57.-59. Guest Quarters.

60. Library. On this upper level the library is just a balcony running the perimeter of the room, necessary to get at the upper sections of books and scrolls. It is connected to the second floor by iron spiral staircases.

61. Reading Room.

62. Meeting Room.

63. Guard Quarters.

64. Tower Passage. A series of doors and locks similar to #41 exists here, except that there are firing slits along the river wall, and the western portion of the tower passage is open to guard traffic. The stairs lead up from here to the balcony.

65. Tactical Room. This chamber is dominated by a large round table. A number of maps of Jaiman and various smaller regions cover the walls.

66. Secret Door. *Extremely Hard* to detect, it connects this hall to the stairs going down.

67.-68. Exclusive Dormitory. For older students, these chambers are the most private, housing only about 20 in single and double rooms.

69.-71. Dormitories. The remainder of the 'upper-class' 16-25 year-olds live in these rooms, slightly more private (2-4 per room) than downstairs.

72. Bath Facilities.

73. Reading Room.

74. Student Lounge.

75. Proctor's Quarters. As #53.

76.-78. Professors' Quarters.

79. Professors' Drawing Room. As #33

80.-82. Professors' Quarters.

TOWER LEVEL 4

83. Spiral Stair. Connects the Tactical Room below to the upper floors. There is also a door onto the balcony, allowing those not admitted to the inner, lower levels (such as the Gryphons) to reach the upper levels.

84. Balcony. Note the stairway which connects the outer passage of the lower levels to this one.

85. Sitting Room. An elegant room shared by Zaris and Selena.

86. Selena's Quarters. Like Selena, the rooms are filled with light, pale things. Diaphanous curtains surround the bed.

87. Zaris's Quarters. Feminine yet not flamboyant, Zaris' personal rooms have a feel of understated elegance.

88. Vault. A small number of magical items are kept here for safekeeping — including the Gryphon Crown.

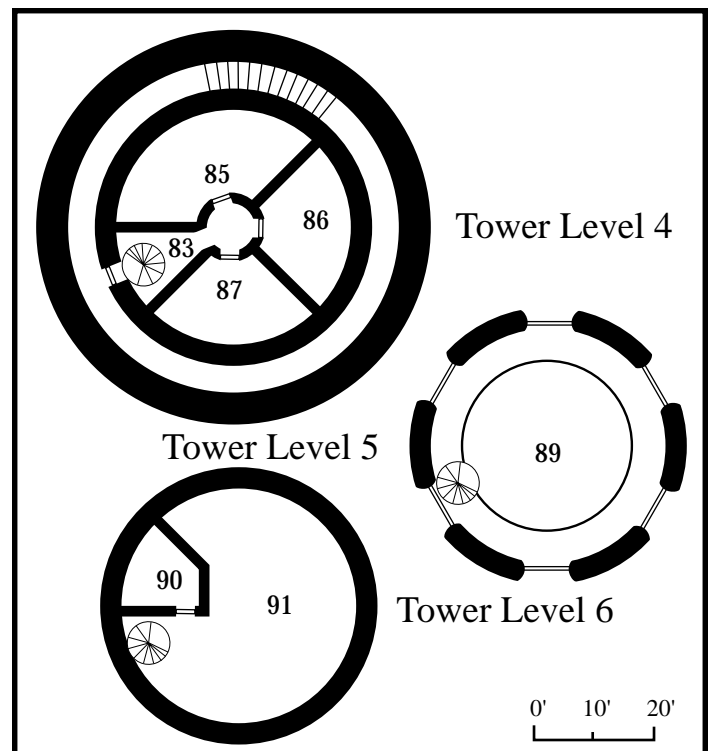
TOWER LEVEL 5

89. Belfry. This large chamber is actually two levels, the upper one being a ring of lofts around the perimeter: quarters for the fourteen gryphons. The lower level is taken up by the flying apparatus storage and other equipment. Six tall windows look out over the countryside; they are almost always closed. At night the eastern ones are thrown open and the flying eyes of the Gryphon swoop away to gain knowledge for their mistress.

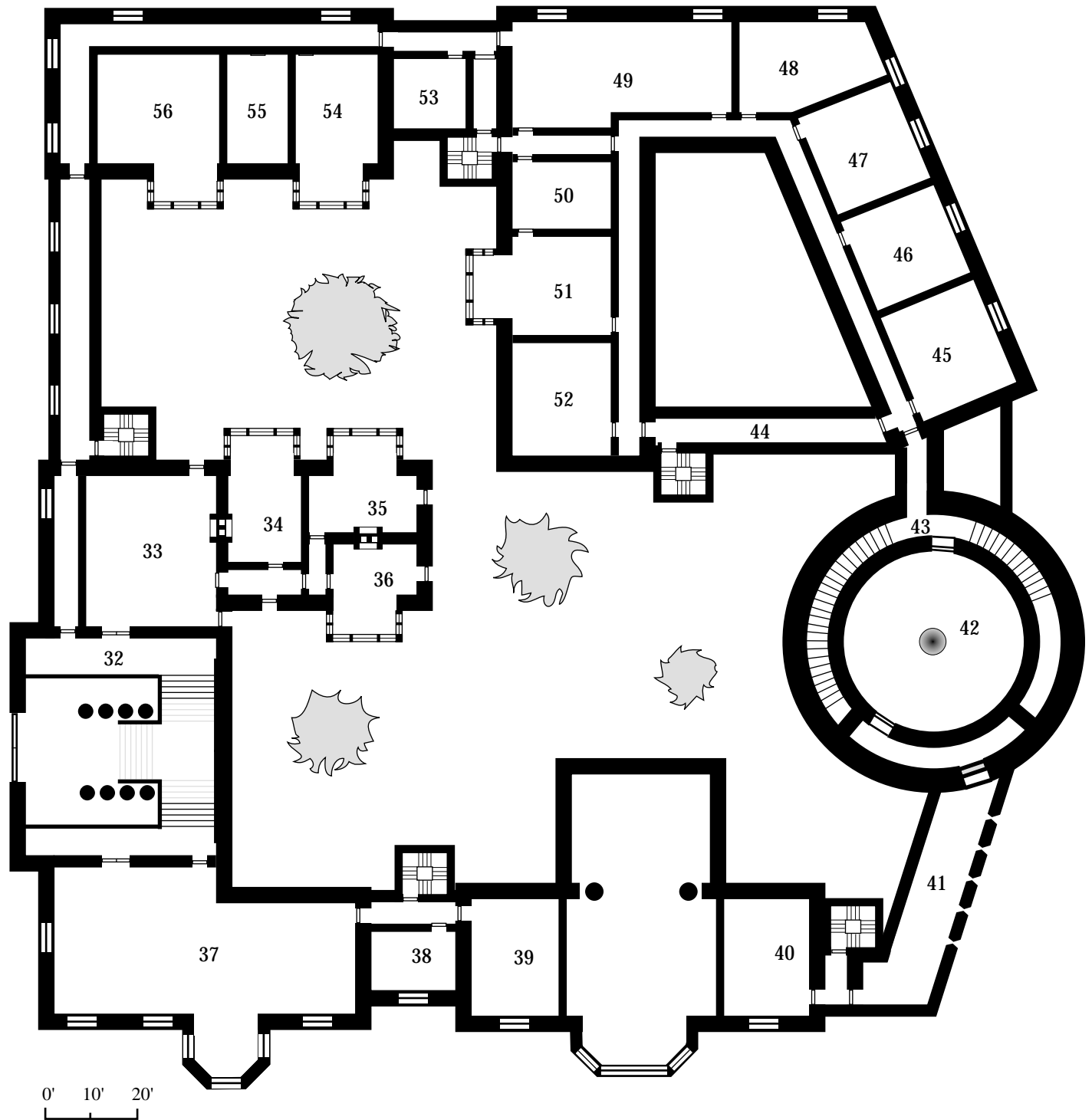
TOWER LEVEL 6

90. Alarin's Quarters. A small room off the observatory, Alarin's room is office and quarters, all cluttered.

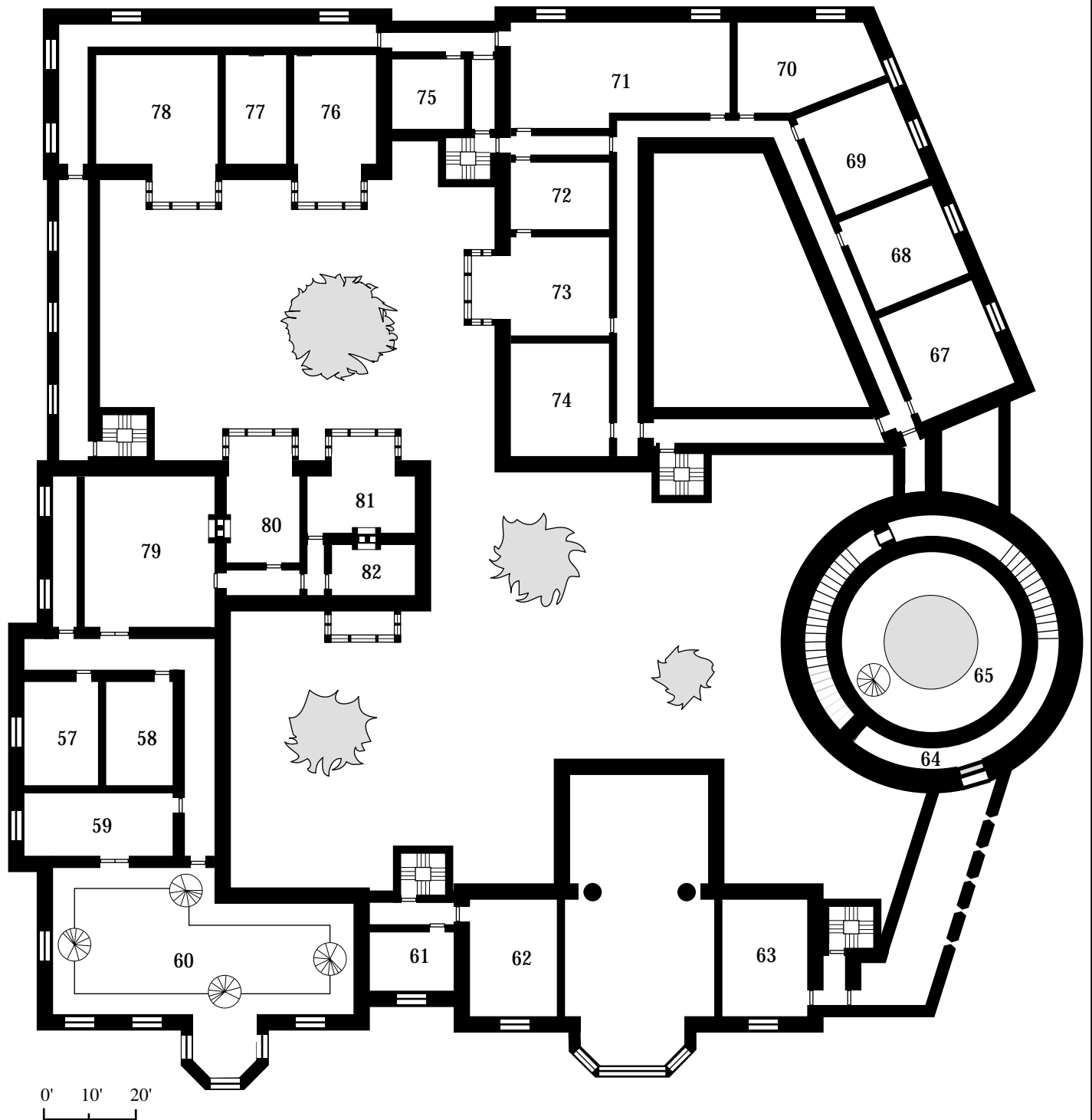
91. Observatory. The conical, copper-sheathed top of the tower rotates, and a section of it can be opened to allow Alarin's large telescope to peer into the heavens.



Gryphon College Second Floor



Gryphon College Third Floor



4•TOWER OF YARTHRAAK

This citadel is one of six holds, each the fastness of a Priest Arnak (see Part V for more on the Priests Arnak). Located at the tip of a peninsula about 50 miles west of Cynar, the tower holds a commanding position in the inner Ulor Bay.

The tower 'complex' actually consists of the tower itself on a rock outcropping, and a secret warren of caves hidden in the cliffs on the mainland. The main garrison of Yarthraak is in these caves: hundreds of Lugrôki ready to serve the will of the High Priest. Normally these foul creatures are out of sight, so that Yarthraak maintains at least a thin veneer of respectability.

THE TOWER

The Tower of Yarthraak has stood almost since the beginning of the evil cult, having been constructed by the will of the High Priest through the power of the Ring. But no army or corps of engineers built this terrifying citadel. Instead, the Priest enlisted the creatures of the sea to rise up and apply themselves to building his tower. The result is a strange, organic structure, constantly being reinforced, alive with numberless animals of the sea. Mindlessly they serve a dark master.

GENERAL NOTES

As noted above, the Tower is actually 'alive', consisting of a variety of corals and other sea creatures under the control of the Ring of Yarthraak. It has been fashioned out of corals and shell, jagged and treacherous on the outside. But inside it is smoothed and finished by the secretions of the slug-like Murli, whose slime trails harden to a surprisingly beautiful pearly sheen. Murli are always slithering about the tower, unheeded by the inhabitants as they build layer on layer of coating. All through the tower there is an 'organic' feel. No room is symmetrical, vaults and arches are uneven and have spine-like ridges, and many surfaces are glistening wet.

Doors in Yarthraak are no less unique — and disturbing — than the walls. They fall into two basic categories, the more common 'shell' door, actually a roughly oval fan-shaped panel which fits snugly into a frame. The door has a clamshell hinge and is either simply pushed open, or from the other side there is a large barnacle-like protrusion for pulling. The other door type spans larger areas and is only used in a few locations. It is an

orifice of particularly disturbing appearance. Oval in shape, when open it is about 20 feet wide and ten feet high, looking like a purplish ring inside the door frame. It is wrinkled and covered with bumpy short protrusions. To close, the door contracts a network of long muscles and the ring stretches. Like the pupil of an eye, it contracts (accompanied by an unpleasant *squishing* sound) and makes a perfect seal in the center. The door is very strong and resilient. It will only open or close for someone wearing a Ring of Yarthraak (the Priests, in other words).

Access to the tower is over a long, slender bridge which connects it to the mainland. After arriving at the tower island, one can turn left and take the spiral path down to the sea, or turn right and, after travelling a quarter of the way around the tower, arrive at the entrance.

ENTRY LEVEL

1. Main Gate. A particularly large and strong version of the 'Orifice' door is the outer defense of the tower. As noted above, it can only be opened by the will of a wearer of a Priest Ring.

2. Firing Corridor. Ten feet wide and 20' long, this area is used to contain 'guests'. Should they be deemed unwelcome, guards in rooms 18 and 19 fire on them through narrow slits.

3. Foyer. An odd shaped chamber, this room is dominated by a free-standing staircase. The center of the room is open above and below, allowing light to enter from the roof skylight.

4. Stair. This stair has an almost fluid look. There is no railing and the surface is very smooth, so care must be taken.

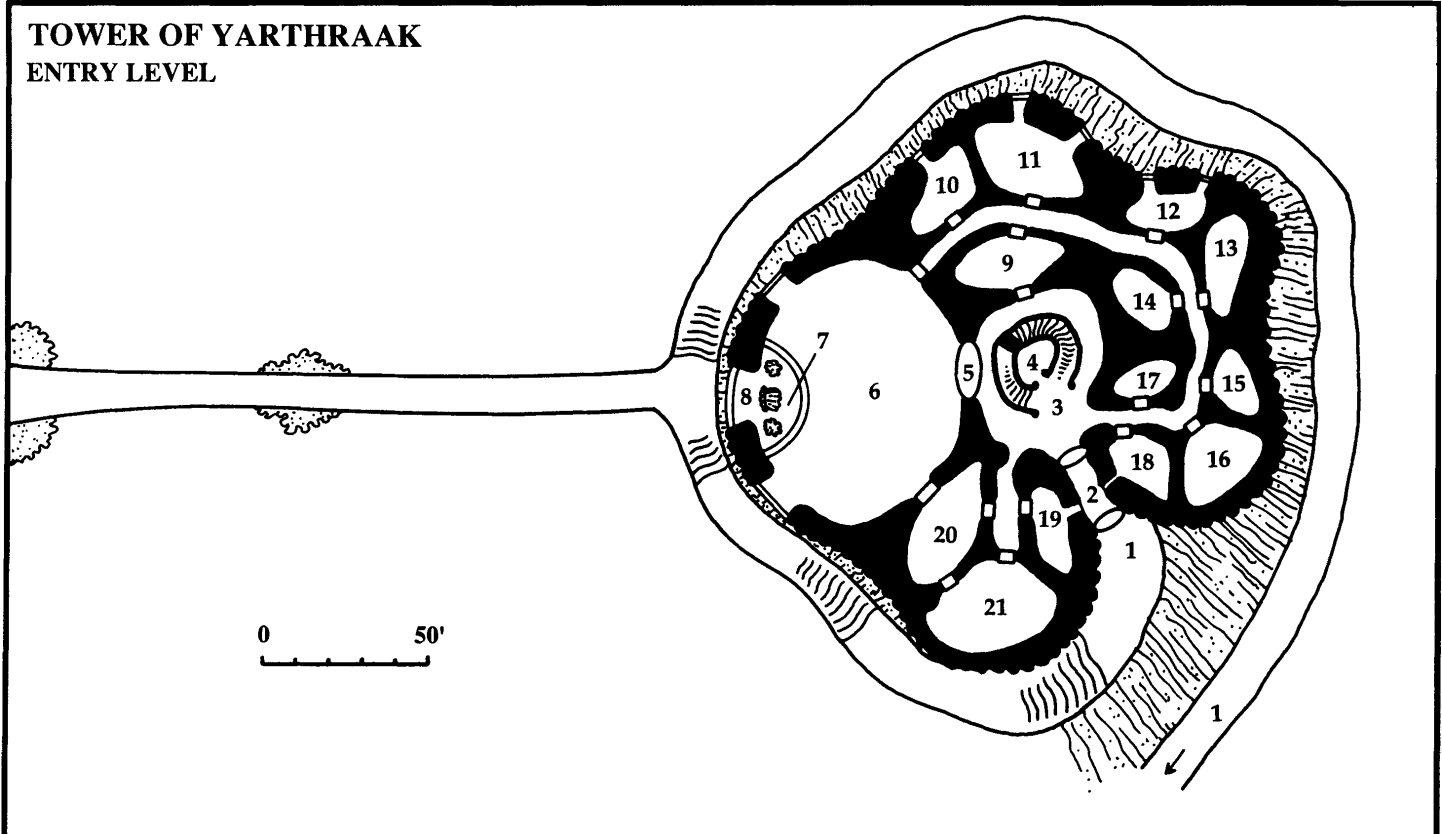
5. Orifice. Another large 'door' opens into the High Priest's Audience Chamber.

6. Audience Chamber. An oval room 80 across the longer diameter, this hall has an arched ceiling which rises to thirty feet at the apex.

7. Throne. A low, simple chair, the throne is a large clamshell flat on a pedestal. On either side are low columns of coral which are luminous at night.

8. Window. This large, roughly circular window is similar in concept to a stained-glass window, except that it is made of organic translucent materials. Many of the panes are transparent, affording a view of the bridge and mainland beyond.

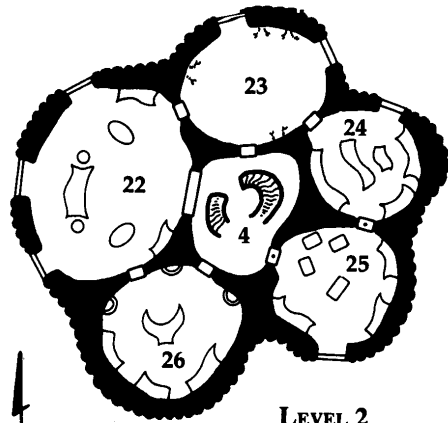
TOWER OF YARTHRAAK ENTRY LEVEL



TOWER OF YARTHRAAK LEVELS 2, 3



LEVEL 3



LEVEL 2

9. Sitting Room.

10-14. Priest Quarters. Spartan rooms, these hold little more than cots and small wardrobes.

15-16. Guard Quarters. These are simple but comfortable rooms for the Priest's human garrison. There are only a dozen; they are more of a façade than an effective guard force.

17. Guard Mess.

18-19. Guard Room. These rooms flank the entry corridor and have narrow firing slits as well. Unwary (and unwanted) visitors can thus be quickly dispatched.

20. Preparation Room. This is a robing room for the High Priest, where he preen himself before important audiences.

21. Office. The Priest's 'public' office, more a place for show than real work. He holds more intimate interviews here.

LEVEL TWO

22. Temple. This chamber is a small temple to *Karaktus*, dark god of the seas. *Karaktus* is a vengeful and demanding god, and human sacrifice is sometimes required for rituals here.

23. Holding Room. Where unfortunate victims-to-be are kept prior to ceremonies.

24. Armory. A small arsenal of weaponry designed for humans or Elves is stored here.

25. Upper treasury. This room is locked, *Extremely Hard* to enter, and holds a fortune as well as variety of interesting baubles — including the Sea-drake pendant. Located in a hidden wall panel (*Very Hard* to locate) the pendant is inside a black wood box which is trapped: a needle tipped with deadly *Gaggur* (See *Inhabitants Guide*, p 18; instant Death, level 10). The trap is *Hard* to detect and disarm. Other items in the room:

- **Bracelets.** Of gold with beryl inlays, both must be worn, one on each wrist. Designed for a Martial Artist, they add +20 to all Striking attacks and double hits delivered. [+2 to OCV, +3 Damage classes for hand-to-hand attacks.]

- **Rings.** Two silver rings of differing sizes, they must be worn on the index and third fingers of the same hand. Together they fire *Shock Bolts*, no preparation needed, x3 hits, unlimited usage. [Fires 6d6 Energy Blast (electricity) at no endurance cost.]
- **Boots.** Fit a human size 9. These soft leather boots allow the wearer to walk a tightrope without trouble, to leave no tracks, and even to run on powdery snow without sinking.
- **Amulet.** A gold chain holds a large blue gem. The amulet allows the wearer to breathe underwater, and swim at up to 25 mph, all without getting wet. [Life support (5 pts.), +6 swimming.]
- **Cash.** Three chests contain this combined wealth: 200,000 gold, pieces 30,000 silver pieces.
- **Gems.** A small, finely crafted chest contains several trays and — in the bottom, a number of pouches filled with cut and uncut gems. Of note: a 2,000 gp diamond, a 1,300 gp ruby, three matched emeralds worth 3,000 gp together (750 each separate), and a 5,000 gp yellow diamond. The rest are worth 4,000 gp total.

26. Robing Room. This is a preparation chamber for priests involved in rituals.

LEVEL THREE

27. Library. The Priest's personal collection, it contains many texts on Dark Essence and Channeling, and references to the Six Crowns, lineages of the U-Lyshak ruling family.

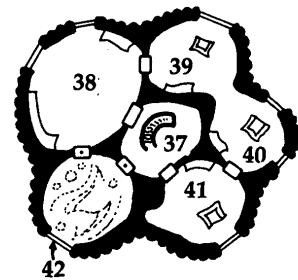
28. Reading Room. A smaller room with comfortable furnishings.

29. Storage.

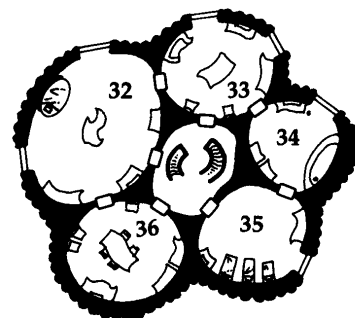
30. Laboratory. The Priest conducts a number of chemical, medical, and magical experiments here. Some of the intended sacrifices to *Karaktus* find themselves in here first.

31. Guest Quarters. The rare overnight visitor to Yarthraak is treated to luxurious though somewhat disturbingly organic accommodations.

TOWER OF YARTHRAAK LEVELS 4, 5

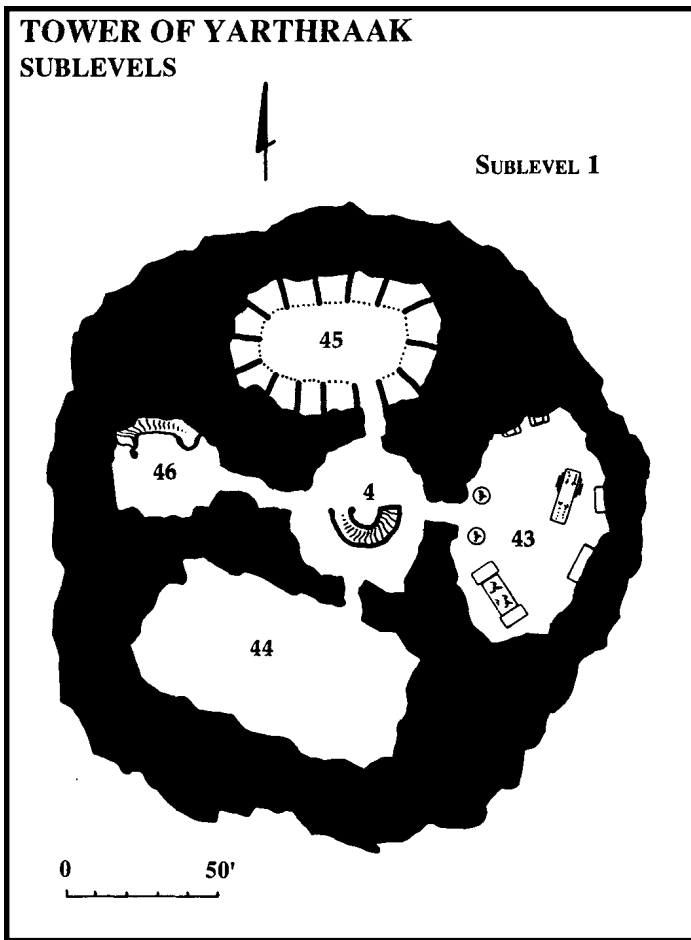


LEVEL 5



LEVEL 4

TOWER OF YARTHRAAK SUBLEVELS



LEVEL FOUR

- 32. Bedroom.** This room is dominated by a large oval bed set into a huge clam shell.
- 33. Private Study.** A small chamber packed with bulky, comfortable (if somewhat twisted in appearance) furniture.
- 34. Dressing Room.** Lined with wardrobes and filled with bathing facilities, this is a posh chamber.
- 35. Servants Quarters.** The Priest has three personal aides always at his call.
- 36. Sitting Room.** The High Priest's sitting room is rather formal and elegant. He sees his lieutenants and other favored staff here when it is inconvenient to have a more formal meeting.

LEVEL FIVE

- 37. Roof.** A narrow open space is the end of the twisting stairway. Three small doors open onto a variety of odd rooms.
- 38. Belfry.** The Priest keeps a small eyrie of sea-hawks here, trained to carry messages to Ulor.
- 39-41. Observation Rooms.** Each room has a chair which looks out of a small window over the sea.
- 42. Teleport Room.** This room is locked, *Very Hard* to open. The floor is covered with arcane symbols. It is the safe location for the High Priests *Returning* and *Teleportation* abilities.

SUB-LEVEL ONE

This level and the one below are carved out of the rock of the cliff. They have a character similar to a natural cave complex, except where the natural cave openings have been altered to suit the needs of the Priest.

- 43. Interviewing Chamber.** The Priest's well-equipped torture chamber is any prisoner's undoing. Few come out alive, non unchanged.
- 44. Lugrôki Chamber.** A staging area for Lugrôki warriors.

45. Holding Cells. The Yarthraak prison, where special 'guests' of the High Priest await interviews.

46. Stair to Sub-level Two.

SUB-LEVEL TWO

47. Cave of the Beast. This creature makes its home in this grotto. It has a rudimentary intelligence and is bound to the will of the High Priest. It is related to the sea-drake, though this beast has legs, it is more of a serpent-like creature, dripping with a foul slime and possessing a prehensile tail (which it sometimes uses to grasp its prey). The Priest will sometimes send prisoners who have outlived their usefulness down here, but when they are unavailable, he sacrifices one of the Lugrôk horde so the beast may have a snack.

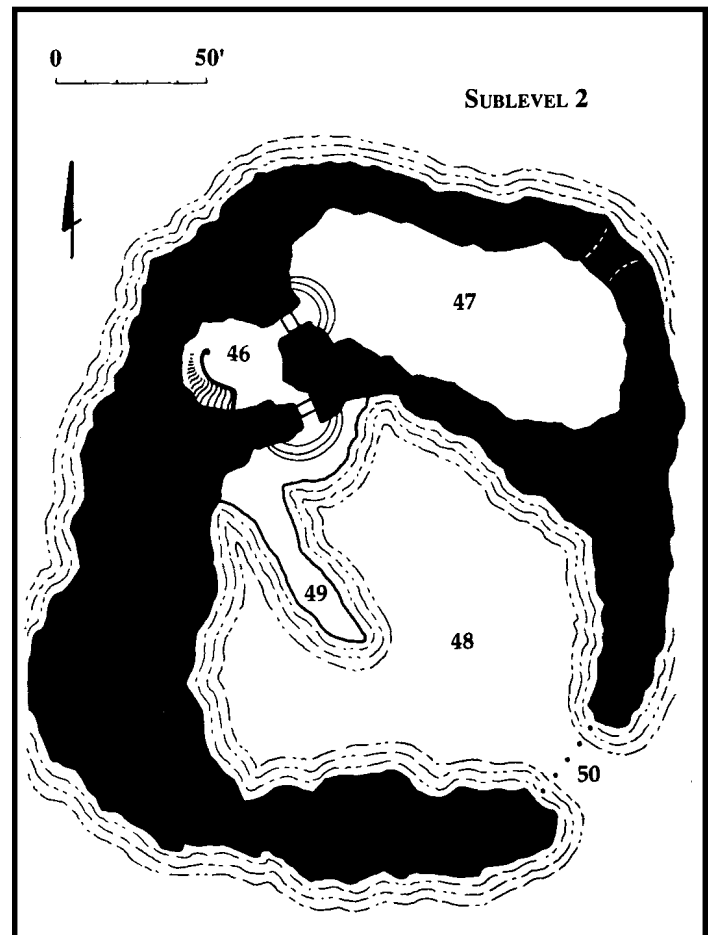
48. Ship Grotto. This large cave is half-full of water, deep enough to allow small ships to enter. The Priest of Yarthraak has two such craft — swift sailing vessels — available for errands or his own seaward journeys.

49. Dock. A stone projection into the water allows the mooring of ships.

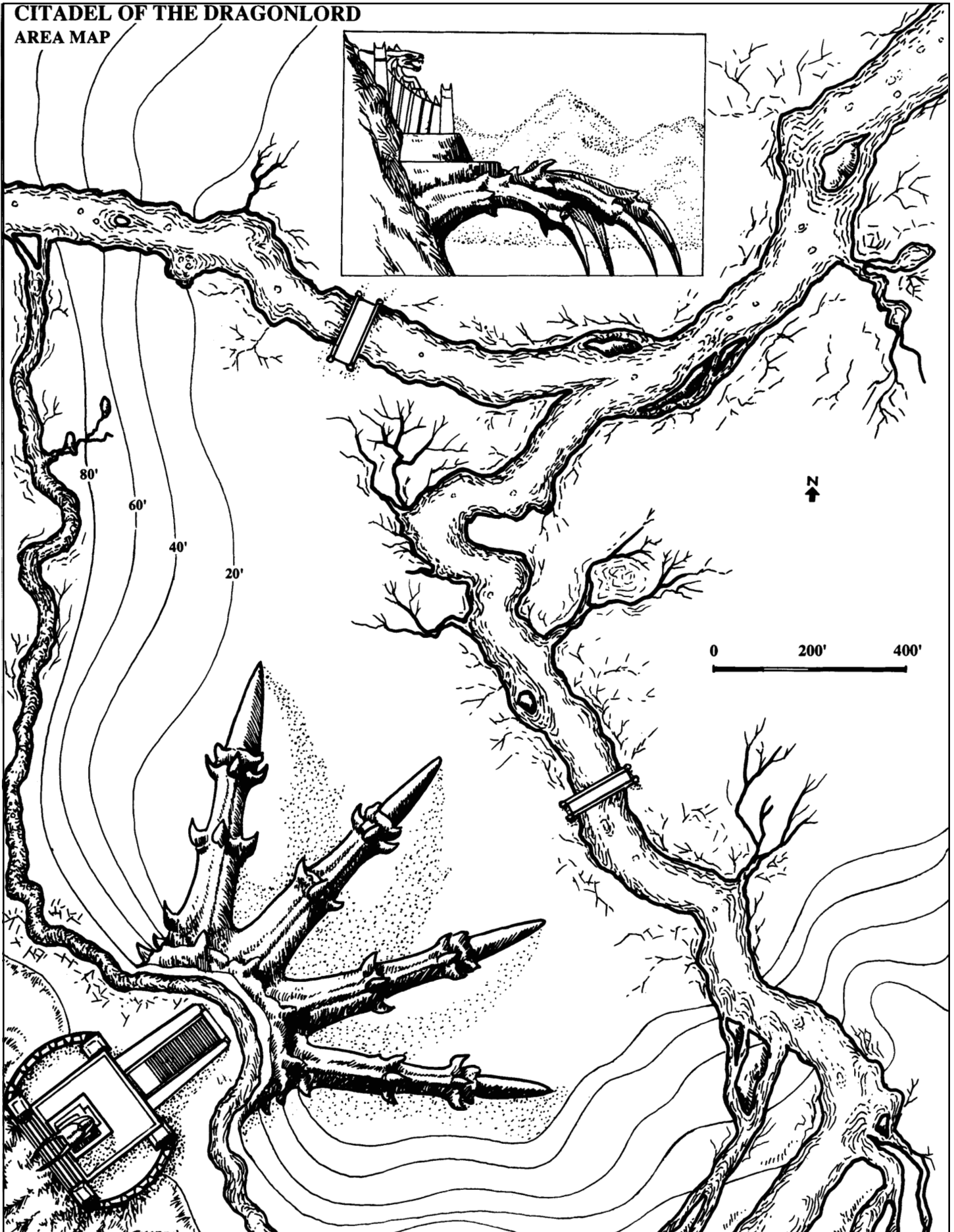
50. Sea-gate. This tall opening allows the ships to pass into the sea. It is flanked on the outside by a projecting reef, preventing strong ocean currents from buffeting a ship as it leaves or enters. A portcullis of unrusting black alloy can be lowered across the opening to prevent unauthorized entry or exit of craft — though the mesh is large enough for a man to swim through.

THE CAVES

In addition to the tower itself, there is a maze of caverns on the mainland side where resides a horde of Lugrôki. They also have access to the tower via a secret passage in the bridge (under the main walk on the top). There they go down the cliff-side ramp and enter the tower through the cave on Sub-level One.



CITADEL OF THE DRAGONLORD AREA MAP



5•THE CITADEL OF THE DRAGONLORD

Uronthis Kalthul, the Claw of the Dragon, lies in the far north of Jaiman, sheltered in a deeply-cloven vale. This sprawling citadel complex is home of Sulthon Ni'shaang, one of the six Dragonlords of Kulthea.

AREA MAP

The citadel of the Dragonlord was carved out of a vein of adamantine slag in a mountain of ash. Above and behind the hold is an active volcano, constantly belching forth soot, ash, and boiling rock. Sulthon has caused two of the rivers of fire to pour down the cliff-sides and rejoin in front of his fortress, forming a moat of molten rock. Two iron bridges span the rivers (because of the fluctuating lava, usually one is under repair).

THE OVERALL PLAN

The general design of the Claw of the Dragon is just that: a massive structure built on the side of a sheer cliff with several claw-like buttresses arching away to the plain below. Like claws reaching out to the lands and drawing them in under the power of the Dragonlord, Uronthis Kalthul extends out onto the steaming plain.

Where some holds are elegant and imposing through the majesty of their architecture, the Claw of the Dragon is terrifying in its sheer mass and impossible design. The joining lava rivers on the plain illuminate the claw with an eerie pulsing crimson light. And from the palm of the claw, a hellish green glow oozes out along the claws even as the Dragonlord's evil Skyriders and swarms of Tia Bats emerge from their staging area.

In addition to the main gate, there are four passages which wind down the huge stone claws to reinforced gates at the very tips. Thus can the Lugrôki swarm out of these secret tunnels to surround 'guests'.

Marching up from the clawed lower portion of the Fortress are a series of curving balconies, and finally a circular tower.

In appearance the stone of the stronghold is a glistening, glassy stone, roughly hewn but impossible to damage with normal weapons or even lesser spells. The stone is sometimes joined with armor plating by massive rivets and bolts. There is no wood in this citadel, no carpets cover the floors except in a very few chambers. It is a harsh, unyielding castle showing no subtlety.

All doors (unless mentioned otherwise) are steel, reinforced panels with large hinges. The doors in the tower have locks, *Medium* to pick, while the doors on the lower levels have no locks.

This is only the visible portion of the castle, however. Many tunnels twist downward and back into the mountains leading to a maze of caves. There are also the Lower Halls (described below) the dungeons of Uronthis Kalthul. While the dungeons of the Dragonlord do not necessarily connote the otherworldly terror of a stay with Priests of the Unlife, the Dragonlord's hospitality is not to be underestimated.

THE MAIN STRUCTURE

This is the above-ground portion of the fortress, including the great claw-shaped base and the tower built upon the mountainside.

GROUND LEVEL

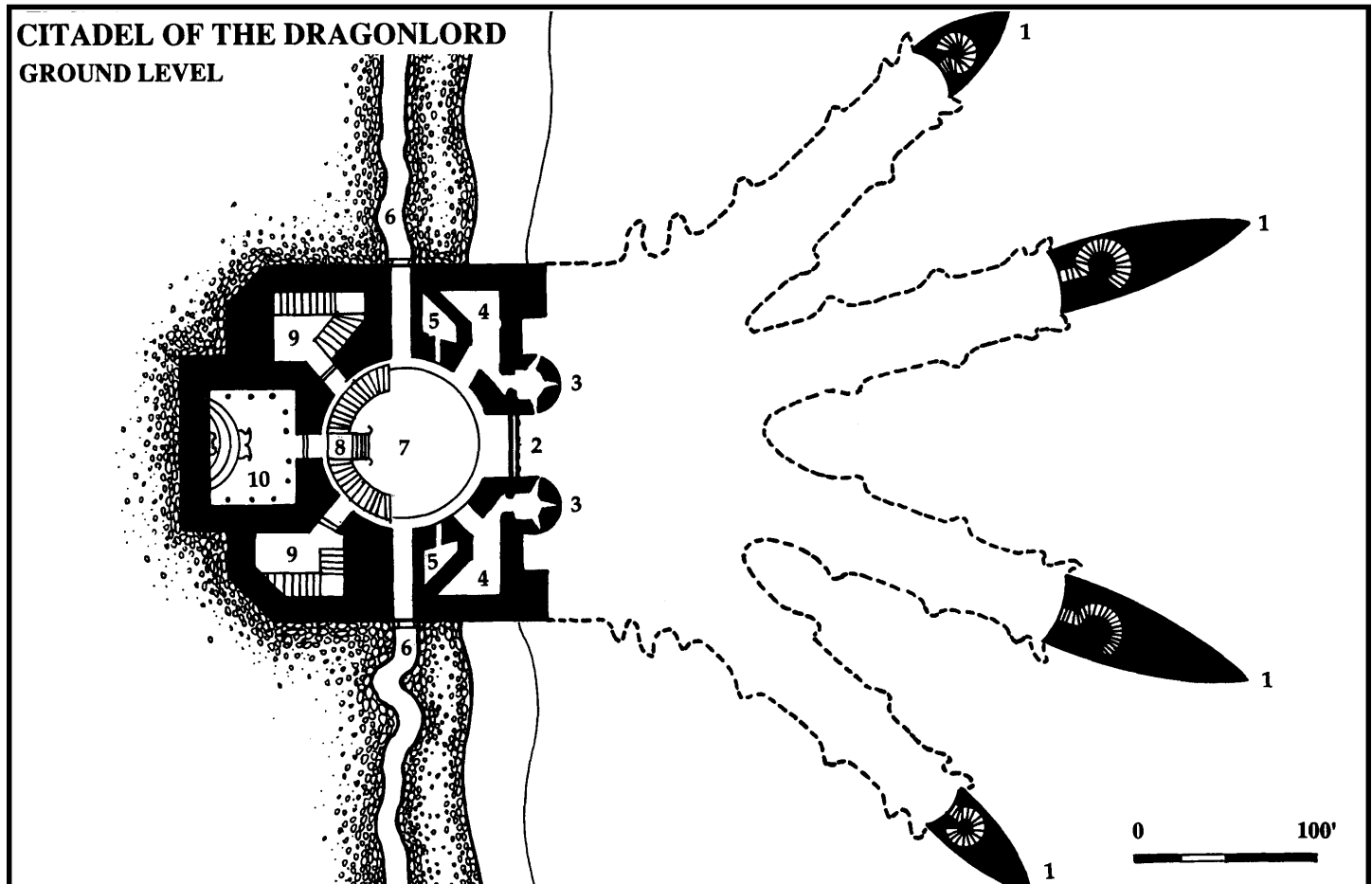
1. Claw Stairs. These curling stairways are ten feet wide and can allow a significant number of Lugrôk warriors to rush up onto the plain in a short period of time. Built into the hollow digits of the claw, they are iron with additional reinforcing.

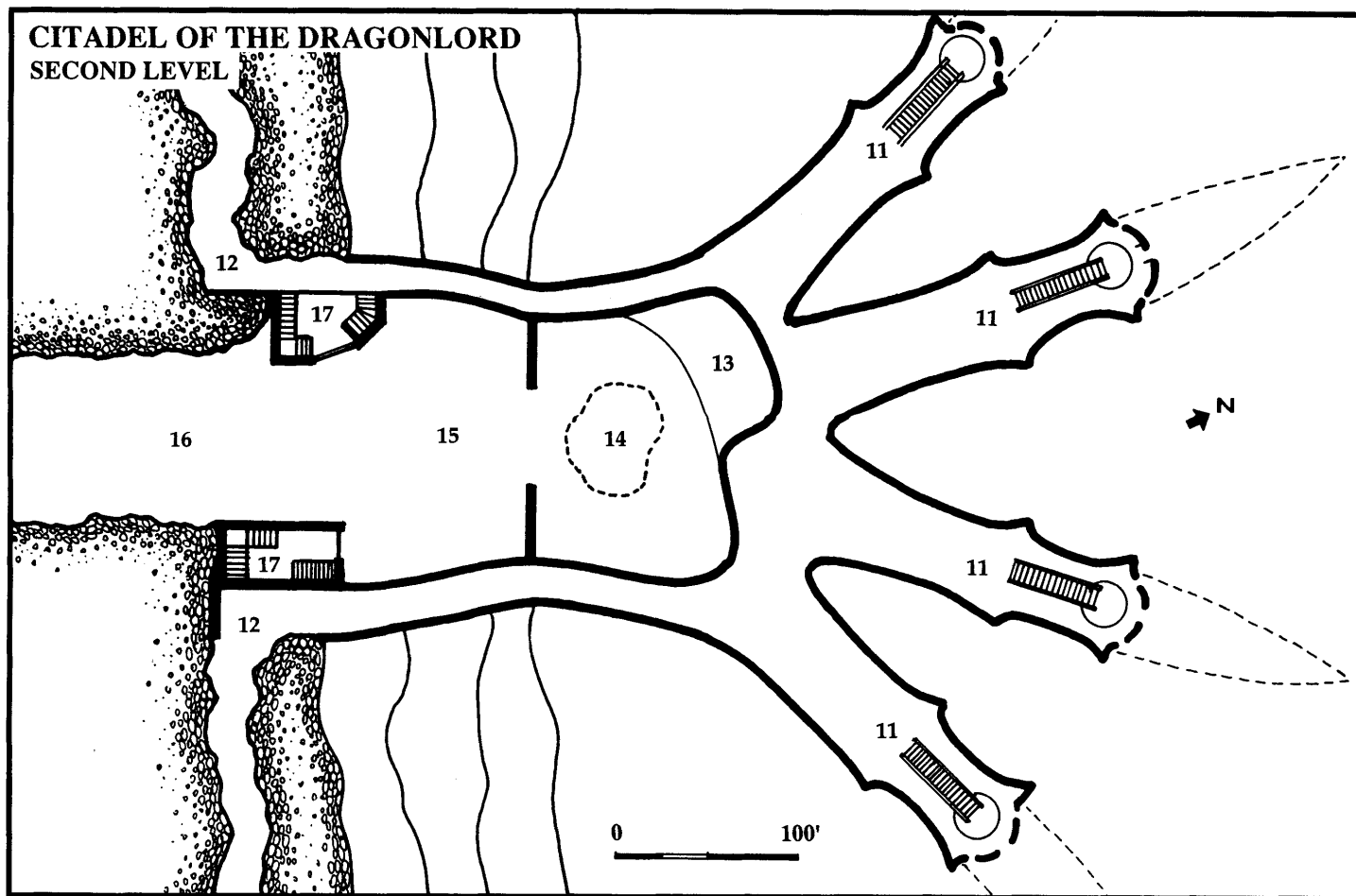
2. Main Gate. A pair of 90 foot tall arched doors of steel bar the way to unwanted intruders. They swing outward on great hinges and can be barred and bolted into place from within.

3. Defense Towers. Flanking the doors are a pair of towers built into the side of the wall. Each has a narrow stair and several narrow firing slits.

4. Guardrooms. Stations for Lugrôki on duty, these rooms are usually manned by ten guards each. Note the connection to the Defense Towers.

5. Armories. Storage areas for supplementary weaponry.





6. Passages to Lugrôki Caves. These winding tunnels burrow deep beneath the mountain to the residences and breeding pits of thousands of Lugrôk warriors. They are closed by huge stone slabs which operate on a counterbalance, lowering along iron tracks into place. The counterbalances can be detached, leaving the doors as immovable stone blocks.

7. Foyer and Staging Area. This chamber is floored with black marble and lit by dozens of torches. Normally empty, it can serve as a 'reception room' or as a staging area for a Lugrôk foray.

8. Grand Staircase. A curving stair of iron with an ornate (if contorted) railing, this double stair sweeps up to meet a balcony which circumscribes the Foyer. It also connects to a balcony which runs across the back of the Throne Room. Note the central portion of the staircase which leads down under the Throne Room. This connects to the Lower Halls.

9. Stairways. These enclosed stairs connect to the upper levels of the citadel. They can be sealed by reinforced steel doors with *Very Hard* to pick locks.

10. Throne Room. With its high, vaulted roof and smouldering fire-pots, this smoky chamber is a barbaric seat of power. The throne is set on a three-step dais and its canopy is a massive iron dragon's head (even the dais is made to look like the lower jaw, with protruding tongue and tall red laen fangs sickling up on either side).

SECOND LEVEL

11. Stairs to Claw Tips. The upper portion of the claw stairs, these open into a large, odd-shaped hall which connects directly to more tunnels.

12. Tunnels to Lugrôki Caves. Like the tunnels mentioned above, these passages lead into the warrens of the Lugrôk warriors.

13. Belfry. A large home for several hundred Tia Bats, this belfry holds the Dragonlords 'pets', which serve as spies and messengers.

14. Departure Bay. A large, odd-shaped hole in the floor provides egress for the bat messengers and Skyriders. The larger beasts need only drop through the hole and glide away.

15. Staging Area. This high-ceilinged chamber has storage for the gartyl saddles and other skyrider equipment. Riders saddle their mounts and proceed to the departure bay.

16. Passage to Gartyl Nests. This large tunnel allows the gartyl and their riders to pass from the nest area several hundred feet to the southwest to the departure bay. Gartyl returning from a flight enter here via a cave entrance high on the cliff-side.

17. Stairs. To the levels above and below.

THIRD LEVEL

18. Stairs. To the levels below.

19. Servants' Quarters. Sulthon's human kitchen slaves reside here.

20. Drawing Room. An elegantly (if somewhat barbaric) furnished chamber.

21. Grand Dining Hall. This large, vaulted room has seating for fifty at the main table.

22. Kitchens.

23. Gallery. A number of strange, contorted sculptures find a home in this dim chamber.

24. Hall. A simple corridor connects the central tower stairwell to these surrounding rooms.

25. Stairwell. This spiral stair connects all the tower levels. A series of lamps hang on chains down the center to provide light.

26. Warden's Office. The Warden of the Tower, a Dark Elf, coordinates his duties from this shadowy room.

27. Warden's Sitting Room.

28. Warden's Quarters.

29. Game Room.

30. Library.

31. Map Room.

32. Captain's Office. The Captain of the Skyriders operates from this room.

33. Captain's Sitting Room.**34. Captain's Quarters.**

35. Balcony. This vast expanse of stone is surrounded by a low wall. About 400' above the tortured plain, it provides a panoramic view of this wasteland.

FOURTH LEVEL

This level is actually the base of the Tower and surrounding balcony.

36. Guard Station. Two garrison guards are on duty at all times.

37. Lord Sorcerer's Sitting Room. The office and receiving room of one of the Dragonlord's two most trusted advisors: Korgu Varch.

38. Lord Sorcerer's Bedroom. Varch's quarters are garishly opulent.

39. Lord Magician's Sitting Room. The other advisor, Laranis, is more subtle in word and taste.

40. Lord Magician's Bedroom. Laranis' private chambers are comfortable but not ostentatious.

41. Guard Station. As #36.

42. Council Chamber. An oval table of adamantine black stone seats 12. It is the Dragonlord's war council and conference room.

43. Balcony.

FIFTH LEVEL

44. Guardroom. Four of the Dragonlord's Personal bodyguard are stationed here.

45. Sulthon Ni'shaang's Sitting Room.

46. Closet.

47. Sulthon Ni'shaang's Bedroom. Barbarically furnished with furs and hideous trophies.

48. Anteroom.

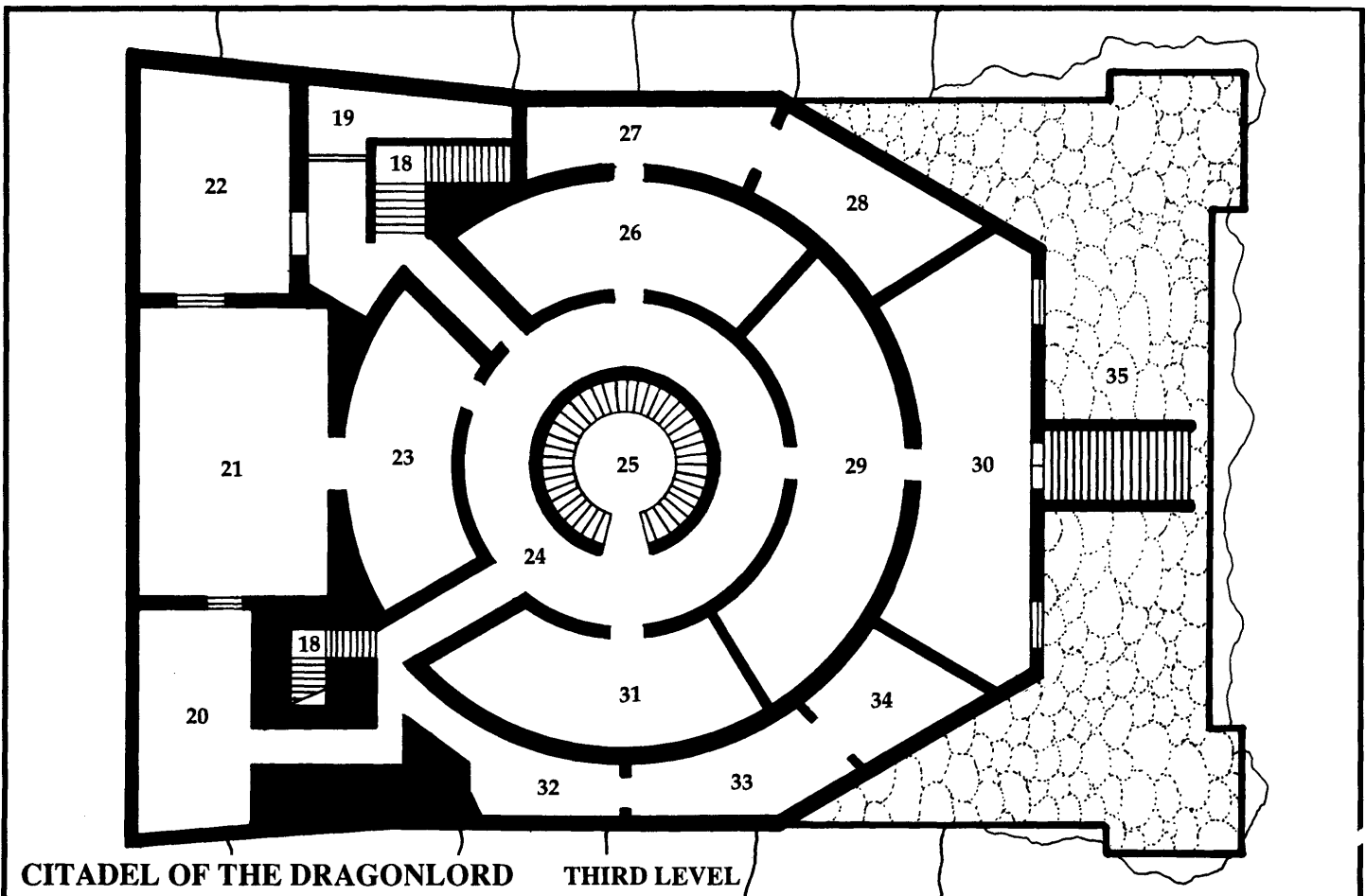
49. Guard Quarters. Twenty of the Dragonlord's Personal Bodyguard live here.

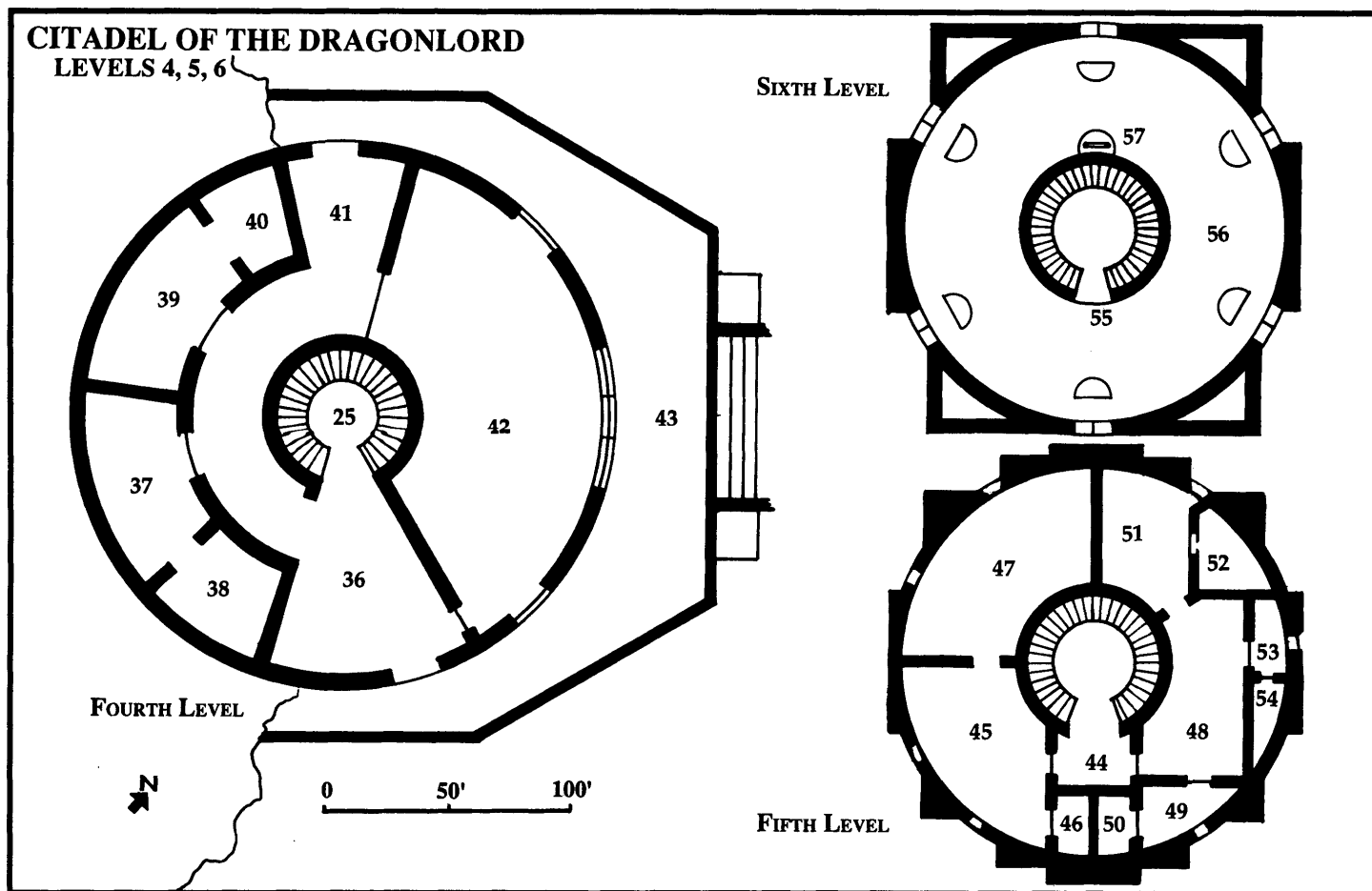
50. Guard Armory.

51. Main Vault. The door is locked, *Very Hard* to pick. Only Sulthon and the Guard Captain have keys. Several chests sit about the room filled with cash, gems, and jewelry worth more than a million in gold.

52. Inner Vaults. Guarded by a secret door (*Very Hard* to detect) this vault also has a steel door with three locks. The first is merely *Hard* to open, the second *Very Hard*, the third is *Extremely Hard* and Trapped (the trap incidentally is *Very Hard* to detect, and delivers a point-blank x4 +30 Firebolt to whoever is trying to pick the lock). [4d6 Ranged Killing attack (energy) at OCV 12.] Inside is the Dragonlord's treasure-trove. Centrally located on a fine marble pedestal is the Sea-drake crown, glittering on a cushion. Other treasures include:

- *Sword.* A bastard sword of superior workmanship, it is also *Of Slaying* Goblins and Lugrôki. +20 to hit. [[+2 to OCV, +3d6k vs. goblins & Lugroki.]
- *Staff of Light.* This powerful item has been kept here for centuries. Of clear laen yet nearly weightless, this staff has constant flickers of light dancing inside of it (a disadvantage, these are rather visible in the dark and cannot be muted). Of Essence, it protects the holder from all electricity and light attacks, and enable him to cast 30 pts of spells from the Light Law list per day (except Shade, Dark, and Utterdark). It is additionally a +5 Essance PP enhancer. [+30 ED vs. Electrical or Light-based attacks. 5 pts. flash defense. May cast up to 200 active points of spells/day which are light-based (although no one spell can exceed 70 active points).]
- *Ring.* When worn, the wearer is immediately invisible, silent, undetectable by smell or any magical means. Unfortunately, he is also blind, deaf, and cannot cast any spell until the ring is removed (any spells cast before putting the ring on are cancelled). [Grants invisibility to all forms of sight, as well as sound and smell. +30 Defense for purposes of avoiding magical or mental detection.] He has his sense of touch, however.
- *Gauntlet.* A large, bulky item of steel mesh and plate, it allows the wearer to punch as a +10 mace. Alas, it does not work as a martial arts kata. [+1 to OCV, +2 damage classes to punch.]
- *Helm.* For the vain, it is invisible when worn.





- **Power Ram.** An ancient item of the Altha, this curious device looks like a heavy, elaborate magical rod. (Actually a Blast Rifle, use appropriate tables from *Space Master* if available; otherwise use 300' range Fire Bolt, -25 initial skill bonus. Skill costs 3/pick). [3d6 RKA (energy) with +2 to range modifiers.]
- **Rod of the Void.** A forked black iron rod with a pair of ebony marble-sized orbs on the twin tips, it fires Nether Bolts, 200' range, 2x per day, 2x hits. An intensely evil item, it is intelligent and may try to control a non-evil user with its considerable willpower (make a RR vs 20th lvl, use SD bonus every time it is used; +50 after first success). If user is controlled, the wand will want to hunt down and kill non-evils (maybe starting with the PCs...). [Fires 3d6 Body Destruction Beam (ranged). Has a 25 EGO and will attempt a 10d6 mind control to control user.]
- **Mirror of Auras.** A handheld mirror, the reflections in it reveal the Essence nature of those observed. It works for beings, active spells and items with powers. Colors are as follows:

Essence	Red
Essence/Channeling	Orange
Channeling	Green
Channeling/Mentalism	Yellow
Mentalism	Blue
Mentalism/Essence	Violet
True Essence	White

- **Bracelet of Passing:** removed from the wrist, it can be pulled to enlarge into a hoop 5' across. When placed against a fairly flat surface (wall, floor) it will create a passage up to 5' deep, opening on the other side of the barrier. The barrier must be solid, unliving, and no more than 5' thick. Once passed through, the bracelet can be retrieved from either end (it appears at both sides of the tunnel) by pulling away from the surface. The tunnel vanishes and the hoop shrinks to bracelet size. Useable 1x per day. [Teleport (1") only through solid objects; end destination need not be seen.]

53. Guard Quarters. As #49.

54. Chief Guard's Quarters.

- SIXTH LEVEL**
- 55. Door.** Normally locked, Extremely Hard to Pick. Only the Dragonlord has a key.
- 56. Room of Seeing.** Six chairs on low pedestals face outward from the center of this large, vaulted room. In front of each chair is a large circular window. When sitting in the chair, one perceives the window to become like a viewing surface, and has the ability to see things hundreds of miles away. The windows cannot penetrate closed areas, and no sound is transmitted.
- 57. Ladder to Roof.** An iron ladder leads up through a trapdoor to the flat roof of the tower.

THE LOWER HALLS

This map depicts the main features of the Dragonlord's underground halls.

- 1. Stairs from Staging Hall (#7).** The stone staircase leads down about 100' to the central underground gathering hall.
- 2. Gathering Hall.** A large natural cavern, the hall is supported by stalactites and lit by crude torches on iron brackets.
- 3. Torture Chamber:** Note the rows of waiting cells along the wall, raised for an exceptional view of the interviews in progress. A variety of machines are in place, all designed to inflict pain.
- 4. To Dungeons:** This tunnel leads to a large series of chambers and halls holding dozens of 'long term' guests of the Dragonlord.
- 5. To Forges.** To a large forge complex which makes weapons and armor for the Dragonlord's army.
- 6. To Lugrôki Warrens.** This maze of tunnels goes down into the vast tunnel complex where the Lugrôk army resides. Some connect to tunnels which curl back up to the entrance-ways on the main level, but an inexperienced adventurer will probably never find the way.

6•FORGE OF ARION

The actual location of Tethior's great forge, smithy and workshops was a secret he died with. Few ever knew, and only a handful have since learned. Even knowing where Arion stands would be of little help to most, for the isle has wards and guardians to keep its mysteries safe from intruders.

ISLAND MAP

The Isle of Ghosts is located in the very center of the southernmost lake of Jaiman: Lakyran. No more than twelve miles across, it is constantly protected by powerful illusions and spells which cause river-going vessels to simply sail around it. Six smaller isles which surround Arion also act to protect it: invisible Flows of Essence swirl between them to create a powerful and deadly barrier.

The only visible structure above-ground is a hexagonal pyramid of clear laen, the crystal roof of the central forge hall. It cannot be seen from the coast. A spring fills a small lake at the top of the mountain and a waterfall cascades down the southern slope. It conceals the only above-ground entrance to the Forges.

THE FORGE COMPLEX

1. Waterfall Entrance. A winding path curls along the cliff-side to end underneath the beautiful roaring waterfall. A small sheltered platform turns northward and there stands a metal door. Fifteen feet high and fashioned of some bluish, satin-finish metal, it shows no sign of age. Three crystalline triangles set in a row at head-height glow with a warm amber light. The wearer of the pendant must press his right palm to each, left to right (he can try combinations until he gets it right; there is no trap involved).

2. Corridor. Four miles long, it is lit by a series of paired blue strips of light embedded in the smooth stone walls. These walls come to a point at the apex of the corridor; there is no 'ceiling' as such. About a thousand feet

from the hall, a long, shallow stairway begins, raising the level of the corridor about three hundred feet. The doors to the great hall open upon approach.

3. Central Hall. Lit during the day by sunlight filtering down a long shaft from the skylight above, the hexagonal hall is a marvel of architecture, all smooth planes and shining surfaces. Twelve doors exit the hall. Six (including the one to the waterfall entry) are at the points of the hexagon. These doors are 20' tall triangles with sliding doors which meet at an angle. The other six doors, each placed centrally on a side atop a two-step dais, is trapezoidal, with flat top and inward-sloping sides. These doors slide up to open. All doors are of a bluish alloy and operate with unnatural smoothness; the walls are of grey marble, shot with silver and gold veins.

All doors in the hall are opened by a method otherwise unknown on Kulthea, palm recognition. It is a magical analog for the high-tech palm-lock. The luminous red panel next to or on each door can read the palm placed on it and match it to palm prints it has stored. Most of the locked doors will only open to Tethior, Andraax and a handful of Tethior's assistants (all presumed dead). The special treasury locks will only open to Tethior's palm.

The doors in the complex which are locked are considered *Absurd* to pick [additional -5 modifier], with an additional -50 modifier unless one has one of three things:

- *One of the Six Pendants.* Wearing a pendant will allow the wearer access to the Waterfall entrance and the Crown Vault, no more.
- *One of the supposedly dead people mentioned above* (they must be alive, by the way, for the lock to activate).
- *The Key of Time.* This mighty device will open any of the locks in the complex. (But that's another story).

The six doors set in the walls have stairways beyond them that lead to rooms located higher than the hall; the doors set in corners have stairs leading down; their rooms have a lower altitude than the hall.

GM Note: *The other rooms in this complex are intended to be impenetrable. The treasures and knowledge in the Forge of Arion are more powerful than your normal PCs should get their hands on; thus the areas beyond are not detailed. Should the GM desire to fully detail the complex he may (or we may do it later if you insist!)*

Each door is labelled in Iruaric:

A. *The Waterfall.* This is the one the PCs entered.

B. *The Common Smithies.*

C. *The Laen Forge.* A small forge devoted to the unique needs of extracting and working laen.

D. *The Gems Workshop.* Where gems are cut and made.

E. *The Iron Forge.* A large facility, charged with making all of the non-magical raw metals for smithing and crafting.

F. *The Gold Workshop.* All the finer (non-magical) metals are worked here.

G. *The Magical Smithies.* Where weapons and armor of a magical nature were made.

H. *The Magical Workshop.* Where more delicate magical items of all kinds were made.

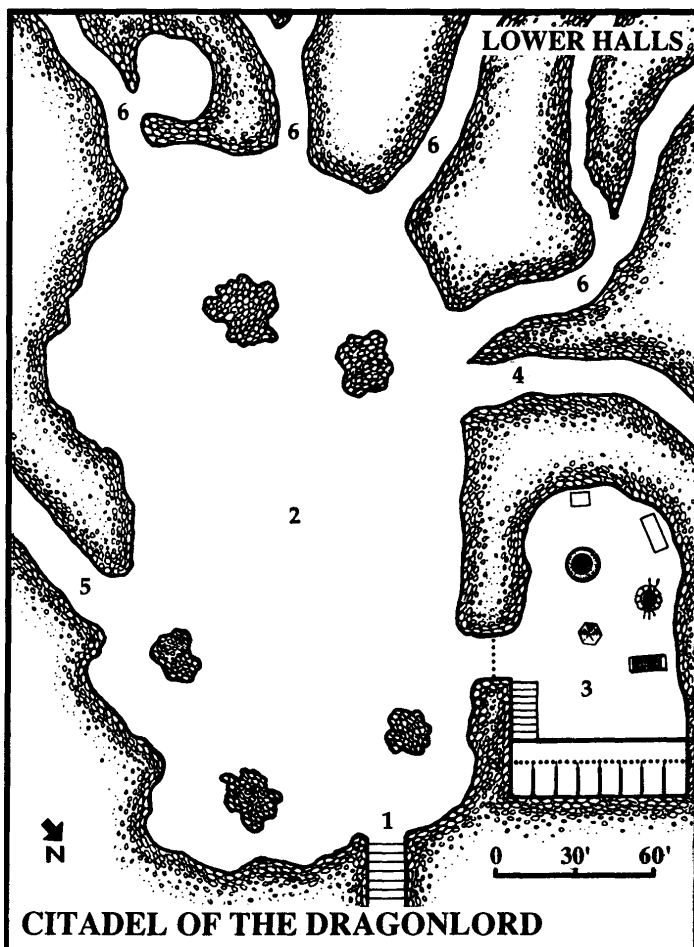
I. *The Treasuries.* Tethior's fortunes in materials, items and knowledge are locked beyond this door. None may enter.

J. *The Weapons Forge.* All manner of weapons are created here.

K. *The Armory.* Where armor is made and stored.

L. *The Weapons Workshop.* Weapons are decorated and finished in this sophisticated shop.

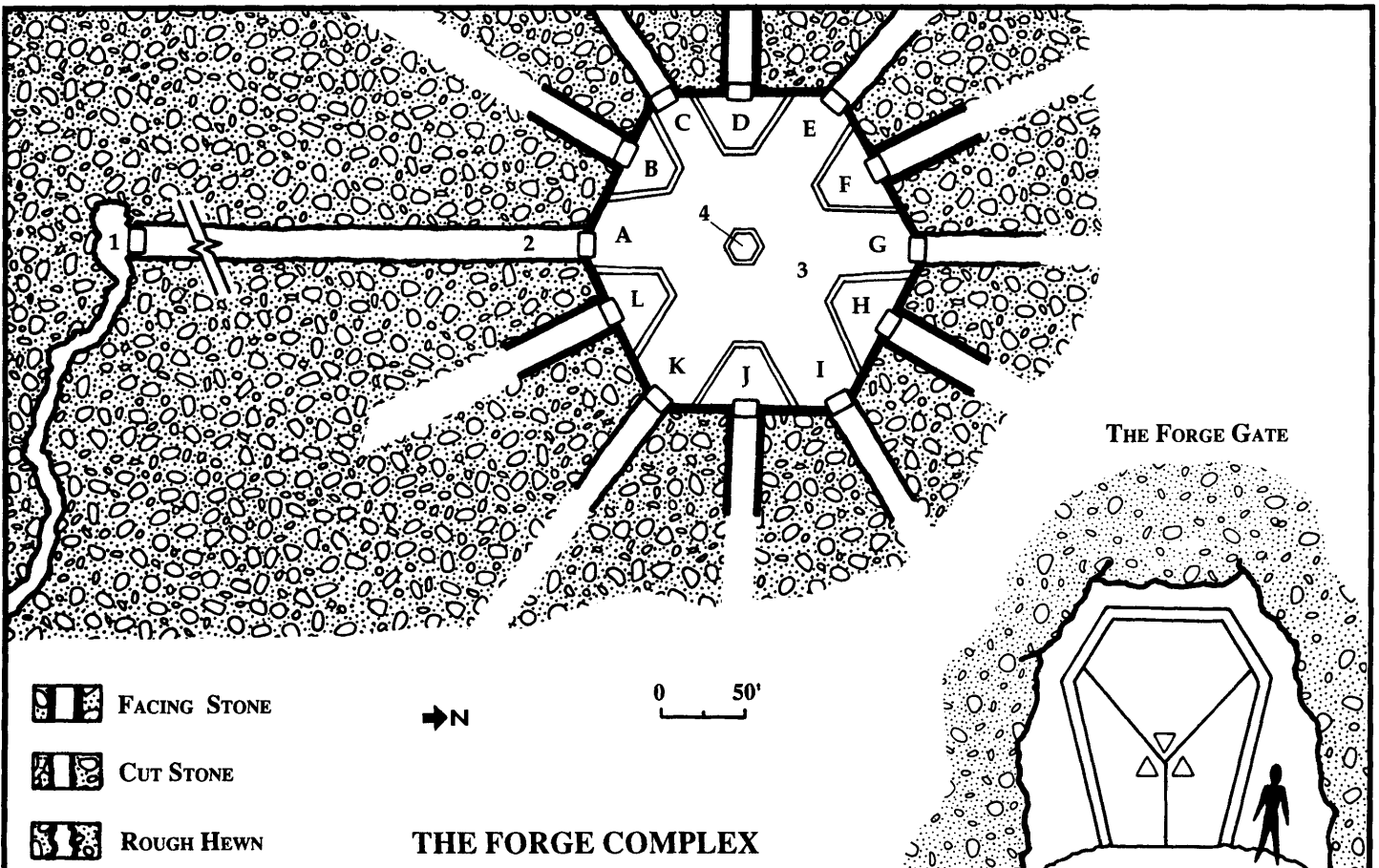
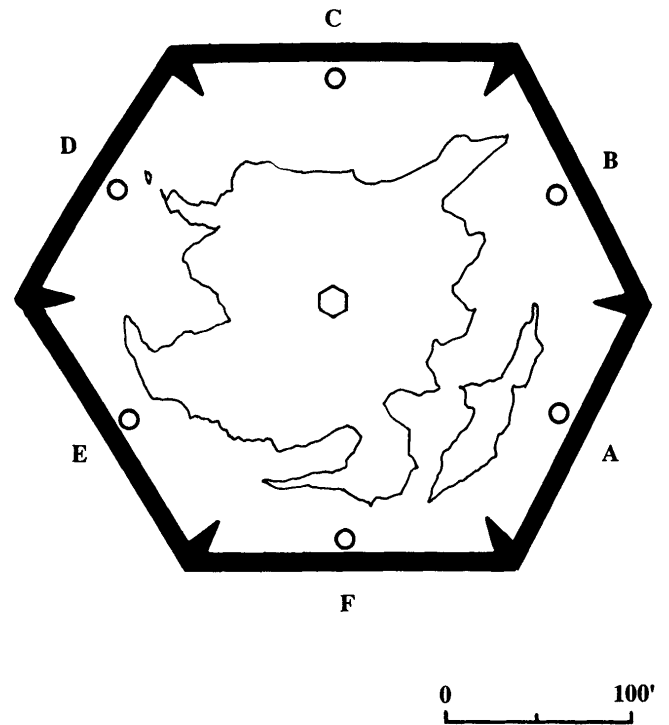
4. The Central Platform. This platform is a two-step dais like the others, twenty feet across. In the center is a luminous red triangle three feet across. None of the doors above leads to the Vault of Crowns. It can only be reached through a secret door: the central platform. The wearer of the pendant must place his hand on the red triangle, and the platform (and all on it) lower into the floor.



FORGE OF ARION



THE VAULT OF CROWNS



THE VAULT OF CROWNS

5. The Platform. Two hundred feet straight down the platform settles into the heart of the island. It will burst into the center of the crown vault (in the center of a laen tube), allowing the riders a view of the entire chamber. The tube is reinforced at the six corners by strips of some alloy. At the bottom of the tube the laen opens in an arched doorway. Not so coincidentally, the tube is placed on the map in the center of the Jaiman lake — right where Arion is located.

6. The Room. Three hundred feet across, it is hexagonal, with six ribbed vaults curving up to meet in the ceiling — surrounding the laen elevator/platform shaft). Six small pillars sit about the perimeter, each with a crown on top. Spread across most of the floor is a very large but simple map.

7. The Map. The map is of Jaiman, and the elements which first demand notice are the glowing colored lines spread across it. They are the borders which the crown enforce. They have been moved since their origin, but astute PCs should be able to figure it out. Figuring out how to change the lines would be another matter (it is done by programming the controls in the pillars — a task beyond any of the PCs)

8. The Crowns. Six pillars line the room, each with a helm-like crown on top. The top rim of the pillar glows with a color matching a colored border on the map:

A. The Unicorn Crown. Of Urulan, the yellow light appears dimly around Urulan, but the crown seems asleep, its jewels and metal dim with lack of use.

B. The Pegasus Crown. Of Tanara, the white light borders the old Tanaran lands, but, like Rhakhaan, the lights are dim.

C. The Gryphon Crown. Of Zor, it is now held at Gryphon College. The bluish radiance surrounds a small vale in southern Zor. The crown gems glow with a subtle but noticeable radiance.

D. The Wyvern Crown. Violet light rims the pedestal, but the jewels of the crown are dull and lifeless, as if they were burned out from within. (The Wyvern helm has been destroyed.) No sign of a violet border appears on the map.

E. The Sea-drake Crown. The helm is glittering with silvery green fire, easily the brightest of the six. Its border encompasses the entire eastern half of Jaiman!

F. The Phoenix Crown. Of Rhakhaan, its red pedestal matches the current borders of Rhakhaan (actually enclosing the ring of the Gryphon crown). The crown and border light are both dim, however.

9. The Walls. Behind each crown and pedestal, the smooth black wall is etched with a tale, written in Iruaric, which speaks briefly of the people of the applicable land.

PART VII

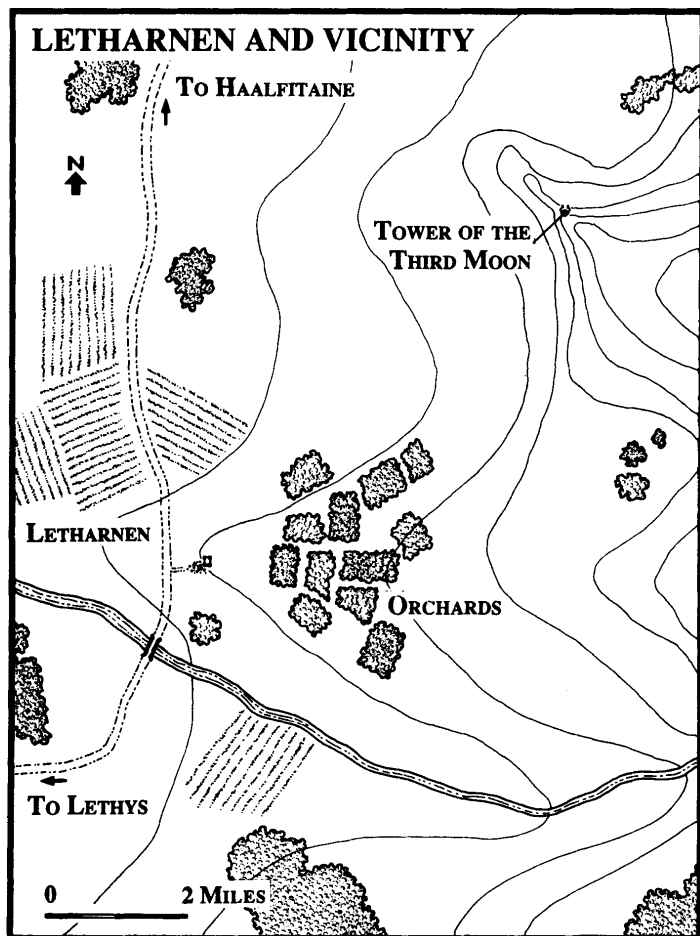
• ADVENTURES •

The following section comprises four separate adventures. While each has a specific locale in Jaiman, with a minimum of work a GM could relocate most or all of them. These adventures more or less increase in level of danger as one proceeds through the section.

1•CULT of the THIRD MOON

The third moon of Kulthea is known as Charón and is considered an evil presence by nearly every culture on the planet. One of the strange things about Charón is its unique polar orbit (meaning that it circles Kulthea by passing over the poles rather than roughly on the equatorial plane, like the other moons). Because of this anomaly, Charón is invisible for more than half of its rotation, as it is between Kulthea and the sun. As it comes around the planet, however, it rises slowly from the south, every night rising higher and becoming more full, until one night every 149 days Charón is full and at Zenith. It shines much more brightly, and with a reddish glow. There is no mistaking the Night of the Third Moon.

Dark cults worship Charón. They consider the zenith to be a time of particular importance, a time when servants of the Unlife are able to leave their home on Charón and come to the Shadow World. This adventure is about one of those cults.



THE TALE

The town of Letharnen is located in the foothills of the Grey Mountains, supporting a population of about 400 people. While it lies off the main routes between the cities of Lethys and Haalkitain, it survives as a leading supplier of wool in the Duchy. In most respects Letharnen is a typical hill village, peopled with simple, honest folk who work long days, have a mug of mead at the inn, and go to sleep with untroubled minds.

But Letharnen has lived with a secret for the last 150 years, the secret of the Cult.

In the cliffs far above Letharnen stands an ancient tower. It was there before the town — no one knows when it was built. But until about 150 years ago the Tower of the Third Moon (as it has always been called) was abandoned and in ruins. Then the disappearances began.

First it was the daughter of one of the sheep-herders on the eastern slopes. A search was conducted but no trace of the girl was found. Most assumed she ran off, though some knew her better and suspected that some evil had befallen her; it was, after all, the eve of the Third Moon. Then another young woman vanished 149 days later, and another. The townfolk would bar their doors and the farmers stand watch all night, but somehow the Third Moon would always claim a victim, always the night before the dreaded night of the Third Moon.

Three years and eight missing young women later, a boy was taken, and for the next several years young men were the victims, but not with the same frequency. A boy, or even a strong young man, vanishes every few years.

No bodies have been found; no trace of the youths. What *has* been discovered is that the Tower of the Third Moon has been repaired, and now eerie lights burn in its windows late at night. While there is no hard evidence to connect the disappearances with Charón and the Tower, the townsfolk are sure that there is a connection. Yet none dares approach the tower, and no help is forthcoming from Haalkitain.

THE NPCs

Background on important non-player characters follows. As with all NPCs in the module, System information for the most important characters can be found in Part IX, and basic summaries of all relevant NPCs can be found in the NPC Chart.

VARLA THE ANIMIST

A youthful, willowy woman, Varla is wise beyond her 30 years. She and her younger brother Dael — now a boy of 17 — were orphaned fifteen years ago, so Varla has raised Dael since he was two. Varla did find time to learn the herbal healing disciplines from the former town Healer, however, and has since furthered her skill.

Selfless and dedicated, she will treat anyone who is sick or wounded (provided they pose no threat to Letharnen); though she charges a modest fee to those who can afford it. She and Dael make an additional living from their herb garden.

Varla and Dael both show their partial Zori blood: fair skin, grey eyes and dark straight hair. Varla an attractive woman, but she does nothing to enhance her appearance. She has a few suitors in the town, but appears to wish to avoid the rituals of courtship.

DAEL

A quiet youth, Dael is somewhat introverted and shy. He is very devoted to his sister, however, and would do anything for her. He is studying the ways of herbs as well, but his aptitude for the outdoors has given him skills more like a Ranger.

Like his sister, Dael is a handsome boy, though he seems unaware of it.

THE PRIESTESS OF THE THIRD MOON

The Priestess and leader of this cult is actually the first girl who vanished 150 years ago. The members of the cult are also the first eight vanished young women.

Mara-sa appears to be a beautiful young woman with long blonde hair and fair skin. She has looked this way for the last 150 years. With the aid of the amulet she has essentially become a vampire, feeding on the youth and energy of the young men captured from Letharnen.

Mara-sa has become an obsessed creature, controlled by the Amulet, intent only upon sating its thirst for blood (and so guaranteeing her immortality).

KARANG

Mara-sa's son, he is more animal than man, a demonic creature which roams the countryside at night killing sheep and drinking their blood. (The farmers assume it is the work of a wolf.)

THE AMULET

The Amulet of Charón is listed as an NPC because it has schemes, goals, and powers of its own, and should be treated like an NPC by the GM.

This device is an ancient artifact dating back to the Wars of Dominion at the end of the Second Era. It was tool created by the servants of Kadæna as one of their many plots of subversion — the prelude to all-out war. Its former wearer was killed, but the amulet was not destroyed, only lost. Thousands of years later, an innocent farm girl found it and was entrapped.

In appearance the amulet is a golden locket on a delicate chain. It is made of stronger stuff than it appears, however. Any man who touches it or tries to pull it off of Mara-sa receives a "C" Heat critical. *Anyone* who opens the locket must resist vs a 20th level Channeling attack, or women will be Subjugated to the Amulet's will, and men will suffer *Absolution*. [1 1/2d6k Heat damage. Those opening the locket must make an Ego roll at -4 or women will fall under a 12d6 mind control; men will suffer a 16d6 mind control (catatonia only) which lasts for one week.]

The amulet wants death to all men and to increase its range of power. It uses its power to grant immortality to its followers to pursue its gruesome goal, for while Mara-sa is tied to it, the others are able to depart and cause fear and terror elsewhere; they must take part in the Third Moon blood ritual ten times before fully initiated, however. Mara-sa recruits replacements as the older Sisters 'graduate.'



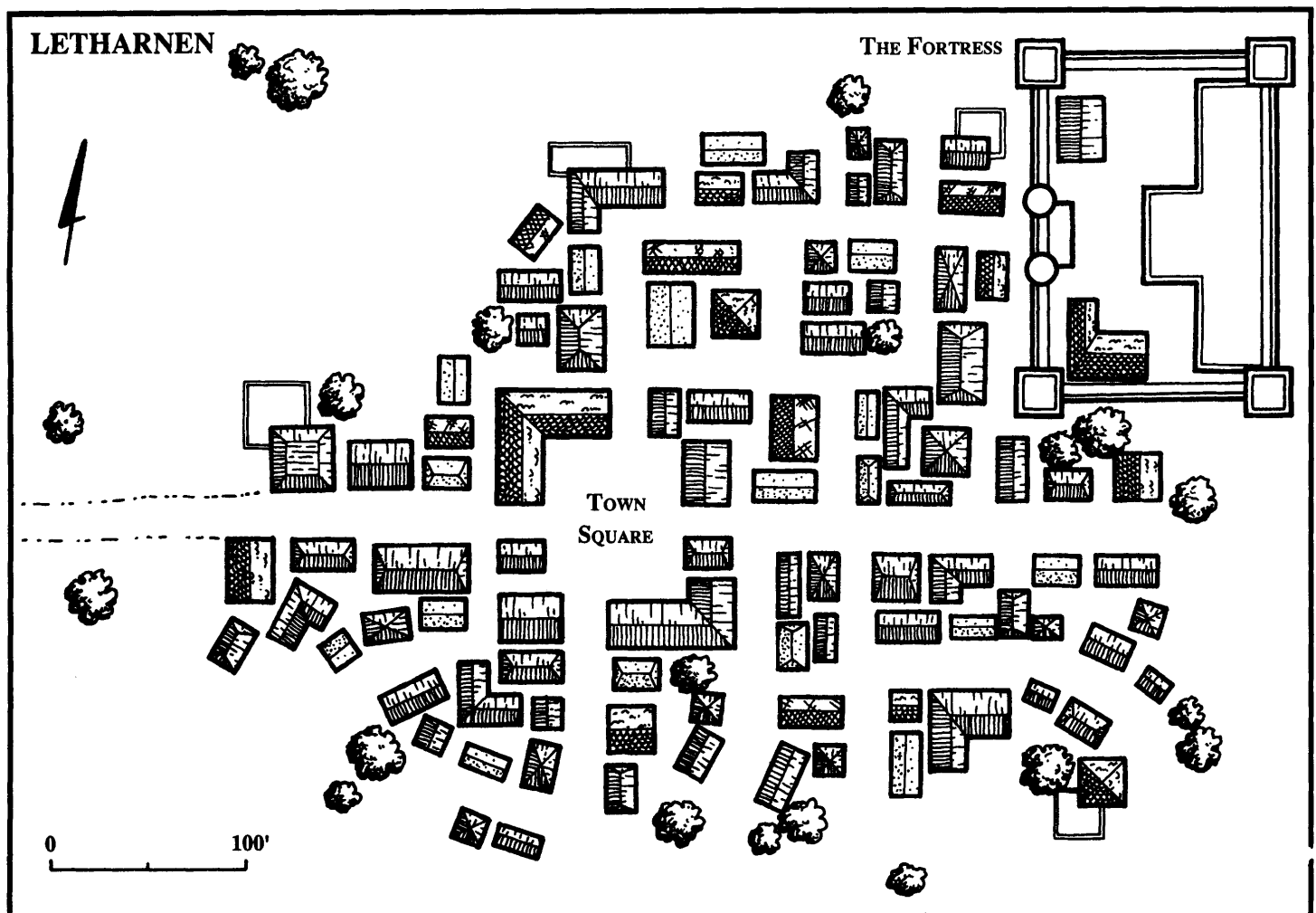
LAYOUTS

LETHARNEN AND VICINITY

Located south of Haalkitain, Letharnen is a typical hill village. It is in the province of Haalkitain and so under the city's jurisdiction.

THE TOWN OF LETHARNEN

A small, generally unremarkable village, Letharnen has the usual assortment of inns, shops and the like. The Fortress is inhabited only by a few soldiers and the Mayor, a bureaucrat appointed by the Duke of Haalkitain.



THE TOWER OF THE THIRD MOON

This odd, imposing structure clings to a cliff-side about ten miles from Letharnen. Because of the rocky terrain, the journey requires at least half a day.

EXTERIOR PLAN

1. Entrance. While no doors bar the gate to the Tower, anyone passing between the angular towers has a sense of a watching presence.

2. Watching Pillars. These dark grey, triangular pillars are smooth and seamless, and clearly made of a different material than the rest of the tower. There are no windows or doors in their almost metallic sides; they appear to be solid. When someone passes between them, there comes a high, distant wailing of two voices that echoes across the courtyard and into the hills beyond.

3. Altar. A rectangular slab of stone set on a pedestal, the stone is rough except for the top which is polished glassy smooth. A narrow trough runs along the perimeter to a hole at the center bottom; there is a small stone shelf underneath for a cup to be placed (to catch the poor victim's blood). Nine feet long and four wide, it has strong manacles for wrists and ankles. After the victim is cleansed he is brought here and bound at nightfall. He remains here for several hours while the Sisters circle him, chanting in preparation for the arrival of the Priestess for the midnight ritual.

4. The Tower. The main structure of the complex, this tower has no windows; only the main entrance and a door onto the balcony.

INTERIOR PLANS

1. Doors. Forged of bronze, these 20 foot tall doors are streaked with age, but still operate perfectly: they slide open with a dull boom whenever anyone approaches from the inside or outside. The Priestess may, however, command them to shut and magically lock at any time if she is within the tower compound.

2. Pool of Cleansing. At dusk the victim is brought down from the holding cell (made unconscious by a spell from Mara-sa), stripped and bathed here in preparation for the ritual.

3. Stairway. A grand stairway which splits and curves around to the second floor.

4. Niches. Each holds a seven foot tall stone 'coffin', each holding one of the sisters during the day. The sisters are out during the night performing arcane rituals.

5. Landing. This curves down to the central stair on the first level.

6. Corridor. A windowless hallway, it has torch-holders but they have not been lit for years.

7. Meditation Room. In the center of the room is a stone table and on it is a large dagger with a jagged blade. The knife is +20, made of smoky laen, and intensely evil. It will deliver a "C" Stress critical (RMC III; alternatively give 1-10 hits) per round it is touched. [+2 OCV, 1d6 Stun Destruction each phase it is touched.] There is also a large golden goblet lined with bright silver. The Priestess comes here at dusk and meditates on the dagger in preparation for the ritual.

8. Room of the Seeing Stone. A device stolen ages ago by the former owner of the Tower, it is one of the Access Stones of Tethior. See Part IX for details. Mara-sa uses it to spy out prospective victims. The door is kept locked and is *Hard* to pick.

9. Holding Cell. Dael is in here, cut and scratched, his clothes torn from trying to escape the Sisters, but basically unhurt. All of his equipment has been taken, and he will be frightened and shaken. He is manacled to the wall by a very strong chain attached to his wrist. The manacle lock is *Medium* to pick. Five other chains are attached to the wall.

10. Stairwell. Connecting the upper levels of the tower.

11. Foyer.

12. Mara-sa's Bedroom. The priestess will occasionally (magically) seduce one of her male victims with the intent of having an evil child. She was successful once, and the result is Karang. If the PCs get to the tower before noon they may encounter Dael (deeply unconscious) in Mara-sa's bed. The door to her bedroom is normally unlocked but can be barred from the inside. (Cannot be unlocked from outside; must be broken down. The door is AT 10 and takes 100 hits.) [Def 4, body 10.]

13. Closet. Mara-sa keeps a variety of ritual robes here.

14. Treasury. A repository of wealth accumulated from victims and left at the tower by its previous occupants ages ago. It includes a variety of unremarkable weapons, a +10 dagger, a x3 Mentalism PP enhancer, a suit of +10 chain armor, a +5 shield, a ring of night-vision, and coins worth 150 gold. [Dagger (+1 OCV), Item which allows mental spells to be cast at 1/2 endurance cost. Def 7 Chain armor, +2 DCV small shield, Ring granting +4 to sight PER rolls at night.]

15. Karang's Room. The Priestess' wild creature-son normally sleeps all day in this room on a bed of straw.

16. Balcony. Overlooking the courtyard from 40' above, this balcony opens into the Priestess' bedroom.

THE TASK

The primary burden for the PCs is to end the disappearances, and the most obvious way to do that (once they discover the reason) is to rid the town of the evil Priestess. She can be killed by the removal of the amulet, causing her to age to what she would naturally be (over 150 years old) and killing her.

GM Note: *removing the amulet will not cause all the other sisters of the cult to grow old; destroying it will, however.*

Removing the amulet is also not enough to remove its threat. The Amulet of Charón, if not destroyed or otherwise rendered harmless, will summon another victim to do its bidding. Destroying the amulet is not easy. Only the heat of a volcano, the forges of Arion (see Part VI), or fire-dragon breath will destroy it. It can be rendered temporarily inactive by placing in a kregora-lined bag or box.

Exact powers of the amulet are listed with Mara-sa in Part IX.

STARTING THE PLAYERS

The party has stopped at a small town for some much-needed rest, and perhaps some of the group members have even been helped by the kindly (and powerful) town healer Varla. They would meet her younger brother Dael, who seems devoted to his sister and the learning of Healing ways.

They notice that the townfolk are rather subdued; even a little paranoid. If the characters ask, they will be told: of course it is the eve of the Third Moon (the actual night of the Third Moon is of ill omen everywhere in Jaiman, but treated with more fear by backwater places). The Letharians of course fear the night before because that is when the disappearances occur. Varla tries to ignore the 'superstitions', saying that the youths use it now as an excuse to leave for another land.

That very night, Varla's brother is kidnapped while out gathering a rare mushroom which can only be collected at night. The townspeople strongly suspect that the boy has been taken to the Tower of the Third Moon, but they are afraid to act. Will the (now indebted) adventurers help?

GM Note: *perhaps Dael can have already had a romantic encounter with one of the female PCs, befriended a male (or whatever), providing an extra incentive for a character to come to his rescue.*

AIDS

Directions to the Tower will be given, and Varla may give the group a few healing herbs. She is desperate to get her brother back.

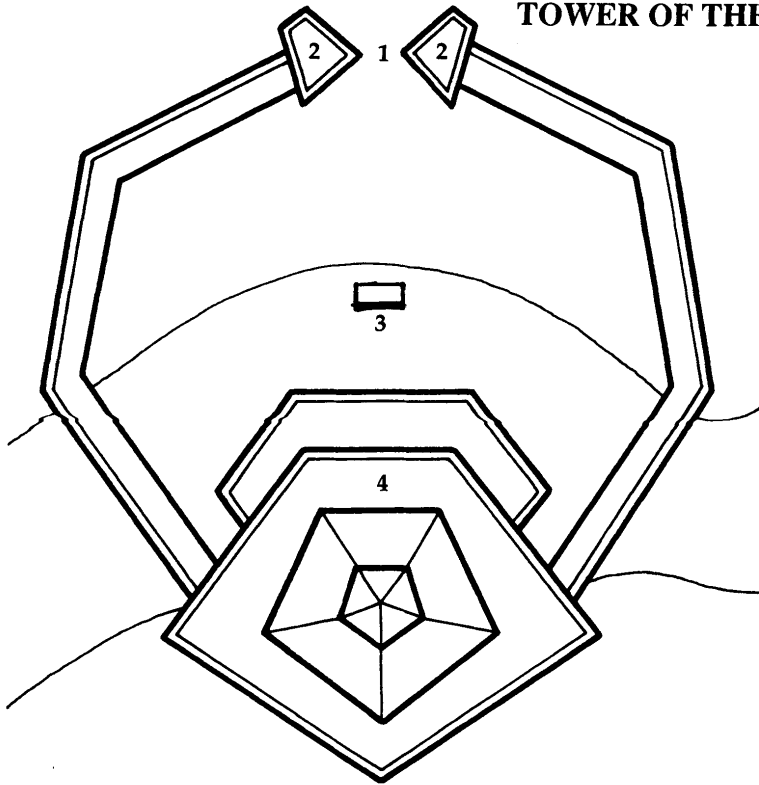
OBSTACLES

The players must reach the tower and stop the Priestess before midnight or Dael will be killed in the evil ritual. They have no way of knowing this, however.

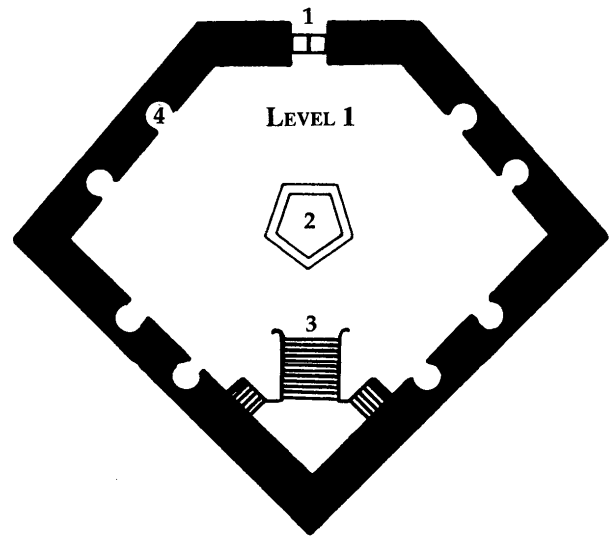
REWARDS

In addition to the undying gratitude of the town, the PCs could pick up a number of interesting and useful items while knocking about in the Tower. The actual treasures within are described in the layout text, but of special note is an Access Orb, one of Tethior's creations (See Part IX). While it is of limited use to the PCs, the Loremasters or Navigators would pay a small fortune for it. It is unlikely that the PCs would even understand exactly what they *have* found, however... Varla will also reward them with a supply of valuable herbs.

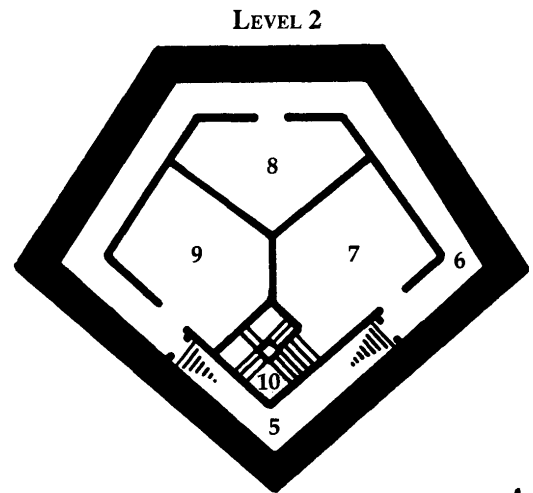
TOWER OF THE THIRD MOON



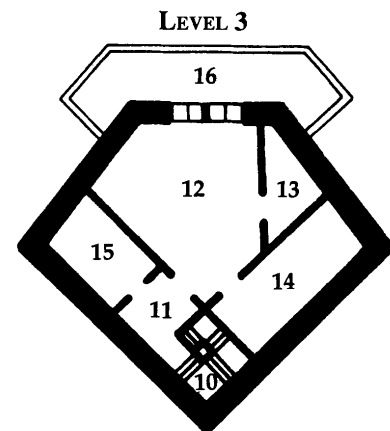
EXTERIOR



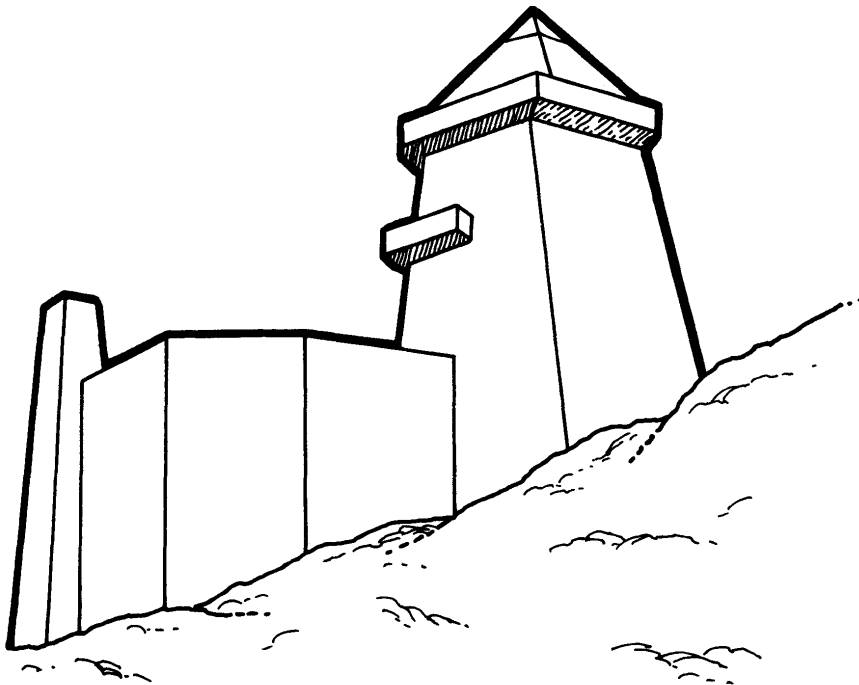
INTERIOR



LEVEL 2



LEVEL 3



Sullivan '89

0 20' 40' 80'

ENCOUNTERS

The players are not likely to encounter anything on their journey to the tower, unless they travel at night, in which case they may meet with Karang.

If they arrive during the day, the PCs will encounter a sleeping tower. Mara-sa will awaken as they pass between the Pillars, and most likely send down Karang to deal with them.

The other sisters will not be roused until the Priestess summons them to action, after Dael is freed from his bonds or if Karang is injured or killed. She will also want to deal with them herself.

2•THE CURSE OF ANDARAS

Here the PCs may rescue a friend and escape with their lives, or get in deeper than they planned. If they don't control their greed they could be in for a very unpleasant surprise.

THE TALE

Andaras is known across Kulthea as one of the Dark Gods. Not of the Unlife; not even (necessarily) 'evil', but perhaps distasteful to many. Followers of the Lords of Orhan don't care for him, as he is not of their pantheon. He is known as the Lord of Cats, and his adherents have some rather unsavory habits, not the least among them being live sacrifices and dealing with demons.

But the worshippers of Andaras are powerful and — in their own way — respected. For the most part they leave others alone and keep to themselves, with a few exceptions.

THE NPCs

Background on important non-player characters follows. As with all NPCs in the module, system information for such characters (as needed) can be found in Part IX, and basic summaries of all relevant NPCs can be found in the NPC Chart in Part IX.

SANAR FENIRA

A priest of Andaris, Sanar is a wandering Cleric in search of nothing so much as trouble. He is a drunk and a thief, and seems to delight in antagonizing young warriors so he may use his unique defense: turning the target into a black housecat.

BASHO N'GUUR

A wealthy merchant and collector travelling through this area, Basho will happen to be at a nearby table and witness the encounter. When he hears that the PCs will be going to a Temple of Andaras, he will offer them 5,000 in gold to recover an item called the *Crystal Panther*, the holy icon at each High Temple.

THE CRYSTAL PANTHER

This incredible construct is essentially a laen golem in the form of a panther. It has a limited intelligence and has no desire to kill intruders; only drive them away. As a result, it will only batter foes (see its stats in the NPC Table) unless they seem unconvinced that departure is a wise course of action. Then it will extend its deadly laen claws and kill, kill, kill.

The Panther will even pursue PCs who are fleeing with more than a few gold pieces worth of treasure, attacking them and playing with them (as a cat plays with a wounded mouse) until they hand over the cash.

HIGH PRIEST OF ANDARAS

Simase can turn into a huge black panther, but prefers to use his powerful spells to get rid of intruders. He is a Dark Elf and, while he is not unkind to his followers he exacts stiff tithes from villages in the area, threatening the populace with attacks by Giant Cats if they do not comply.

Simase himself enjoys a decadent lifestyle, indulging in the company of various of his youthful Elven servants.

THE SERVANTS

Twenty Elven men and women serve the High Priest, both as his personal attendants and as gatherers of tithes and food. They maintain the temple and in return have a fairly comfortable lifestyle. All are rather simple-minded and none can speak any language but *Kuskarûk* (the tongue of evil sorcerers). They wear only simple — and rather diaphanous — blue tunics.

LAYOUTS

The GM should provide the town setting and wilderness for most of the trip. Included is a plan of the Temple itself.

TEMPLE LAYOUT

1. Forecourt. A wide, open space paved with grey stones. Three life-size panther statues crouch on low pedestals on either side of the entry. (They come to life and attack when intruders pass the entry.)

2. Entry. There is no door here, but the walls are covered with hieroglyphics showing servants of Andaras engaged in various religious activities.

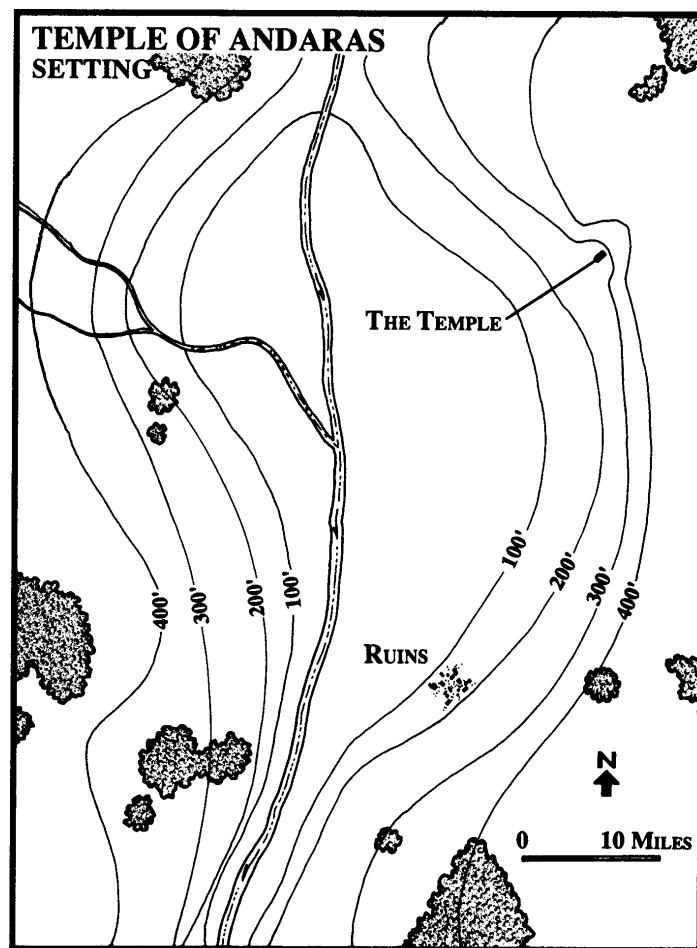
3. Inner Court. Surrounded by a forest of columns, this court is open to the sky in the center. Scattered among the columns are about 20 sleeping mats. This is where the servants of Andaras live. From sundown till midnight they will be eating and partying here, increasingly drunk (and at increasing penalties up to -90) before passing out. [Penalties to all rolls/combat values up to -9.] From midnight till 4 AM they will be very difficult to awaken.

4. Sacred Pool. This pool of hallowed water is where the cursed PC may be purged. He needs to immerse himself completely, and the curse is lifted.

5. Hall. A dimly lit passage, this hall divides the living area from the inner temple. A door of wood carved with small holes divides this chamber from the Inner Court; it is normally kept locked and is *Medium* to pick. There are a few small chests on the floor of the room (recent tithes), each filled with coins (220 gold, 2,100 silver, 13,450 bronze, and an assortment of lesser currencies).

6. Door. A 10' tall door of hammered bronze, this panel is normally closed and locked, *Hard* to pick.

7. Outer Sanctuary. This room contains only the Crystal Panther. Seated on its haunches on a pedestal of white alabaster, it is of beautiful clear laen and 12' tall from paw to ear. Aside from the fact that it is enchanted with Channeling and Essence power, there is no clue that it is actually a golem.



8. Secret Room. This small chamber has a *Very Hard* to detect secret door into rooms 5, 6 and 9, and also spy holes into all three rooms.

9. Hiding Room. A place where a follower of Andaras may have secret asylum if hiding from pursuers.

10. High Priest's Quarters. The walls covered with tapestries and silks and the floor heaped with cushions and rugs, the High Priest lives in relative comfort.

11. Acolyte's Quarters. Not as palatial as the Priest's yet comfortable, this room is home for the chief acolyte of the temple.

12. Doors. A set of doors and a barred grille protect the treasures of the temple. Only the High Priest has keys. The doors are of gold plated steel, and are locked, *Extremely Hard* to pick. The grille is of a black alloy (Eog) and almost indestructible. It is also locked, and *Sheer Folly* to pick. The nature of the grille (and the four pillars, also of Eog) prevents any spells from functioning in the temple, including Teleports in and out. Finally, anyone attempting to use the priest's key to the grille who is not the priest receives 1-4 "E" Electricity criticals. [1-4 4d6k electrical.]

13. Inner Temple. Here on a central pedestal rests a real treasure of the temple: a 10" tall cat cast in pure gold. The eyes are of onyx with blue diamond irises. It is worth hundreds of thousands, but getting to it is almost impossible.

14. Treasuries. Each of these rooms holds wealth which can only be dreamed of (partially because the golden doors are closed). Each door has a lock, *Sheer Folly* to pick. Should the PCs somehow get in here, the GM may wish to describe incredible treasures — only to have the Crystal Panther take it all back.

THE TASK

In the most general terms, the task is to penetrate the Temple of Andaras and to escape without being slain. The exact goals of the PCs will depend on their motivations and determination/foolhardiness.

STARTING THE PLAYERS

Rather than arranging for the players to be hired in a tavern or by some other mundane method, it would be interesting for one of the group to become involved in an altercation with a man who later turns out to be a priest of Andaras. The man (Sanar Fenira) casts a curse upon the PC; a curse which can only be removed by bathing in the Holy Pool of one of Andaras' remote temples.

Alternatively, the players may be hired to steal the priceless crystal panther from the temple, reputed to have incredible powers.

AIDS

There should be someone in town with either a potion or a spell which will cast *Neutralize Curse* for up to six days (normally a *Neutralize Curse* which has a duration of 1 day/level would be at least 18 days — the level of the caster; but the *Curse of Andaras* is particularly powerful; reducing the effectiveness of a *Neutralize*.) [12d6 Suppress, 18 days duration.] Also, no one will be willing to try to Remove the curse, as Andaras' curses have a nasty tendency to bounce back on the remover.

However, it should not be too difficult for the PCs to find someone who can explain to them how to remove the curse (bathing in a holy pool of a High Temple of Andaras) and where a High Temple is (just 20 miles south in a small valley). This may be a way to introduce one of the Loremasters from Part V. The Loremaster will say nothing if the PCs agree to undertake Basho's quest on top of their own unless asked for advice, in which case he (or she) will quietly say that it might be unwise to push one's luck too far with Andaras.

OBSTACLES

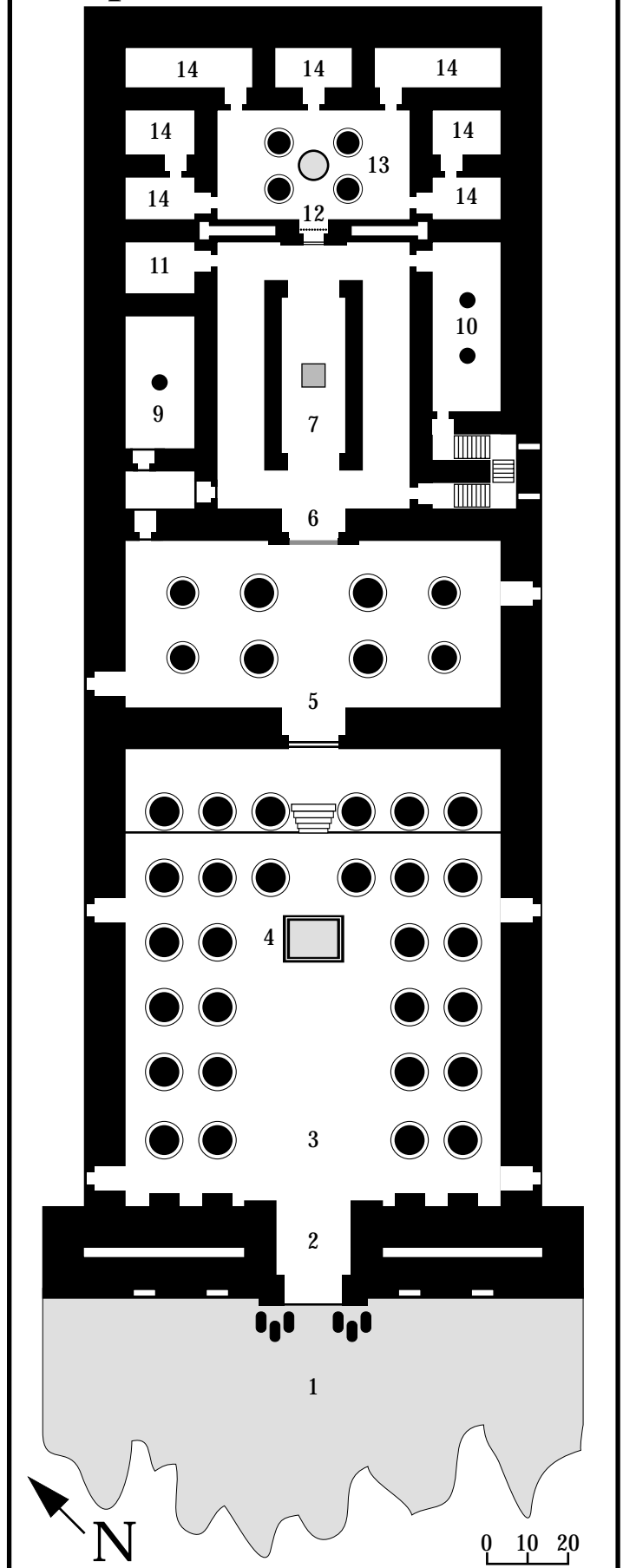
The players are not intended to get away with everything in this adventure. For one thing, the crystal panther turns out to be a huge sculpture which is in fact a laen golem in panther form. It could easily take out just about anyone, but its function is to protect the temple not kill.

REWARDS

The main reward will be the return of a group member to normal; other than that it is rather unlikely that the PCs will get anything more than bruised egos and ribs, and perhaps a few coins grabbed while running.

Blind greed and presumption of immortality will be rewarded with an untimely end at the claws of a laen cat.

Temple of Andaras



ENCOUNTERS

The first encounter will be with Sanar Fenira, who will set the stage for the real adventure. Sanar will be drunk and impossible to avoid. After turning the party member into a cat he will swirl in his cloak and vanish (he has a cloak of *Long Door* which he frequently uses for just such an escape).

THE GUARDIAN CATS

Six Black stone cats line the approach to the temple. When anyone but a member of the temple sets foot on the paved forecourt they are awakened.

THE SERVANTS OF ANDARAS

If the PCs come to the temple at night, they will encounter the Servants either partying or sleeping. If they come during the daylight hours the servants will be away, gathering food. If the servants are there, they will probably be somewhat fearful and shy away from intruders. If the High Priest orders them to attack, however, they all have daggers and will strike out with sacred (if unskilled) fervor.

THE HIGH PRIEST

Not as patient as the Crystal Panther, the High Priest of this temple will defend his territory without mercy. Simase is not interested in claims that a PC was unjustly cursed. He will use his spells to dispose of the PCs in the most convenient manner.

THE CRYSTAL PANTHER

The panther will only awaken if the PCs break into the inner shrine (either by picking the lock or using the key). As noted above, it will not initially attack to kill, but if severely provoked will show no mercy.

3•LIVING PRISON

A powerful Animist is held prisoner in a giant tree, guarded by servants of the Unlife. The characters are the only ones nearby who might be able to save her!

THE TALE

Zaris is the Matriarch of Gryphon College, but being an Animist she often travels the countryside in search of rare herbs. It was one of these excursions that she was ambushed by creatures of the Unlife.

Ga'vaag, a Priest of Yarthraak, has held a special hatred for Zaris, and was charged by the Lord Priest to eliminate the Animist.

He set a snare in a small clearing by placing a number of wards about the perimeter which would prevent magical travel out of the clearing. By placing a few rare herbal plants (which Zaris would detect) in the center of the clearing near a large, ancient tree, he lured her into a trap. When Zaris and her party entered the vale, they struck: Ga'vaag and six Messengers of Yarthraak. Zaris killed four Messengers by *Absolution*, but her bodyguards were slain. When she saw Nerik fleeing into the woods she tried to join him by using a *Treedoor* spell through the large tree. There she was caught, held by the wards and imprisoned within the great oak.

Ga'vaag was afraid that he and a mere two Messengers could not defeat Zaris, and if he tried to destroy the tree she would be freed. He decided to seek help at Yarthraak and return with reinforcements (in the form of a Herald of Night). As guardians, he left the remaining two Messengers and summoned two Earth Elementals lurking beneath the grassy soil to deal with those who might try to free Zaris (Earth Elementals would not attack Zaris so he could not use them against her). With the Matriarch of Gryphon College imprisoned, he rode for home.

Nerik barely managed to elude the deadly and efficient Messengers of Yarthraak, and now desperately seeks help to rescue his mistress...

THE NPCs

Background on important non-player characters follows. As with all NPCs in the module, system information for such characters (as needed) can be found in Part IX, and basic summaries of all relevant NPCs can be found in the NPC Chart.

NERIK

Zaris' protégé, Nerik, is of Talath descent. He is an impressive figure, 6'8" tall and a strapping youth. However, while he possesses a few spells which might come in handy, he will be virtually useless in a melee. Nerik

has blue eyes and dark brown hair. He wears a dark grey tunic with a gryphon emblem patch on the left breast, pants, walking boots and a short grey-green cloak.

MESSENGERS OF YARTHRAAK

Cruel minions of the Unlife, these men bring only terror. Loremasters believe that these assassins are allied with the feared *Messengers of Syrkakang*, evil servants of a dark force in the Mur Fostisyr to the north. Whatever their origins, these brutes have a fearsome visage and are not to be trifled with.

Messengers of Yarthraak wear clothing of a mottled grey-green and a leathery armor — the hide of some hideous beast. Their mailed fists have the force of a hammer-blow, and their senses are keen.

GA'VAAG

A petty, cowardly servant of the Unlife, Ga'vaag is a human of Jamer ancestry. The priest has small, beady eyes and thin lips which seem to always be twisted into a snarl. Wearing the sea-green robes of Yarthraak under a hooded black cloak, he also carries an iron wand, focus of his dark powers.

Ga'vaag is master of wards and barriers. His arsenal of tools includes a number of spiked iron rods, each tipped with a colored orb and with a differing power. Careful placement of these rods allows Ga'vaag to create fields of power which warp the Essence itself.

ZARIS

A powerful Animist, Zaris is also a very wise woman — though she now realizes that she has become complacent with her powers.

Zaris is of mixed Erlin/Talath blood, a beautiful woman though with a look of maturity. Her black hair has a streak of white at the temple, her green eyes often have a 'distant' look. Just under six feet in height, she is statuesque, and a warrior of some skill. She wears robes of green while at home, but a more practical tunic and pants of grey-green while out on herb-gathering excursions.

LAYOUT

The Vale of the Tree is a simple layout, and is self-explanatory. The GM has great flexibility as to where he places it, though it should not be too distant from Yarthraak.

THE TASK

The players must reach the vale and defeat the Earth Elementals before the Herald of Night returns. Even Zaris would be reluctant to face such a foe outside of Gryphon College.

STARTING THE PLAYERS

The players might be camping in the wilderness, or just travelling along the road, when out of the brush tumbles Nerik. He will be out of breath, dirty from numerous falls, and covered with small scratches.

Nerik is quite distraught and will probably promise the players the Five Moons if they can save his mistress.

AIDS

The players will have little to help them; Nerik, as mentioned before, will not be terribly useful. Once he gets his breath, he will be able to explain the layout of the glade and give a general description of the Messengers. He won't know about the Earth Elementals, though.

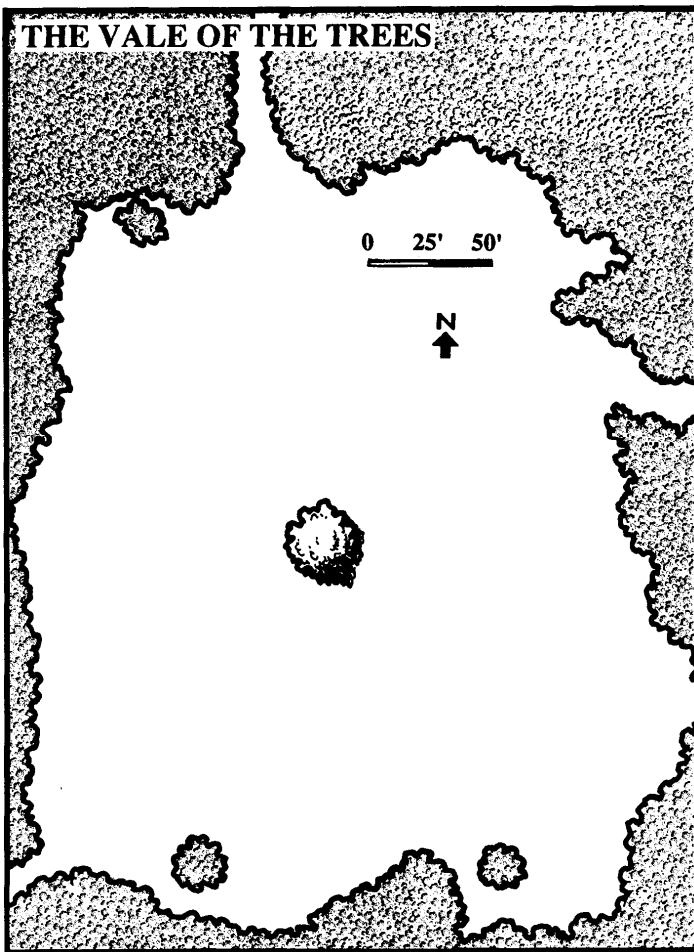
REWARDS

While even Zaris is in no position to promise the PCs the Five Moons, she can and will offer them a rich reward, including a dinner and permanent invitation at Gryphon College.

Primarily, Zaris can offer almost any healing herb the players may want, and will give them a fabulous herb case to carry them in. Packed with 16 vials fitted with magical corks, the case can keep 16 herbs fresh almost indefinitely.

ENCOUNTERS

The only real encounter is with the minions of the Unlife and Elementals lurking about the glade. Pretty straightforward.



4•PRIDE of the GRYPHON

This adventure takes the players into a vast tomb complex in search of the Sword of the Gryphon, one of the items forged by Tethior the Smith.

THE TALE

It is fortunate for posterity that the Lords of Zor chose to place their tombs in a remote, underground complex rather than in tombs above the capital like Haalkitaine. As a result, the tombs have survive the millennia, sealed away in an underground maze which was closed an Era ago.

In those crypts are rumored to be many powerful items, ancient artifacts of the Kings and their magicians. Among them is the Gryphon-sword of Zor, one of the mighty items of Tethior. The swords were not meant to be sealed away; they were to be used. And at no time more than this do the items need to be brought to the fore again.

THE NPCs

There are no NPCs of any real significance in this adventure (they're all dead!) Stats for the various Undead guardians of this ancient crypt can be found in the NPC Chart in Part X.

LAYOUT:THE CATACOMBS OF UR

This vast complex served as the burial site of the Kings of Zor from its beginnings in 3320 Second Era until the realm fell in 4980, almost 8000 years ago.

Dead kings were taken to the catacombs in a secret midnight ceremony and entombed in the crypt prepared for them. Many of the crypts have a number of interesting safeguards.

Located in the Grey Mountains of eastern Zor, the entrance is built into the side of a cliff overlooking a river in a narrow canyon. It is actually quite difficult to find; the entrance was not well-hidden by accident.

INTRODUCTION

The Catacombs themselves are broken down into basic sections: The Foyer area, the Tombs of the House of Kitaan, the Tombs of the Line of Zaon, and the crypts of the Lankorian Kings.

GM Note: Throughout the Catacombs are placed a number of symbols of power — mostly traps to deter would-be grave robbers who somehow got past the entrance. All are etched in stone or other immovable material and are capable of affecting a number of people for essentially an infinite number of times. We suggest treating symbols in the following manner: If the PC comes upon the symbol unaware (this may be GM discretion; a PC cannot remain acutely alert for symbols at every turn, yet caution may supply a bonus), allow a maneuver roll using SD bonus as a modifier to avoid the symbol. A modified, open-ended roll over 100 means that the PC came upon the symbol and realized that it was there without looking at it — thus avoiding the effects. No RR is required. Should a PC fail his SD maneuver, he must make a Resistance Roll, using Intuition Bonus as a modifier. Failure means the Symbol takes effect. Should a PC be acutely aware of a symbol's presence (e.g., another group member just warned him of it around the corner before keeling over), he may have as much as a +50 mod to his avoidance maneuver (awareness grants no mod to the actual RR). [EGO Roll to avoid looking at symbol (+3 to roll if acutely aware of symbol's presence.)]

SYMBOLS

The following symbols are used throughout the layout. For convenience, they are listed here with their system information to avoid unnecessary repetition. In the layout text they will just be referred to by their names.

Torment: Failure to make a RR vs 10th level means this Essence symbol immediately delivers 90% of the target's remaining hits to unconsciousness. [CON roll or suffer 6d6 Stun Destruction.]

Frailty: This 9th level Essence symbol causes the target's Strength to drop by 60 for 10 days/5% failure. If strength drops to 01 (it cannot go lower), the target is too weak to walk. [CON roll or suffer 2d6 Strength Destruction/ every "1" roll is missed by.]

Cruel Blinding: This 13th level Essence symbol destroys the target's eyes completely. [CON roll or EGO (whichever is higher) at -1 or eyes are destroyed.]

Sleep: Target failing to resist vs this 10th level Channeling symbol is asleep and cannot be awakened except by magical means (thus they could die of starvation). [10d6 mind control, continuous, persistent (cause target to remain asleep only).]

Confusion: This 10th level Mentalism symbol causes the target to be Confused for 1 day/10% Resistance Roll failure — meaning he is incapable of making even the most basic decision unaided. [EGO Roll or suffer 4d6 INT Destruction.]

Throatfires: Failure to resist this 12th level Essence symbol means minutes of agony followed by death; the lungs destroyed. [CON roll at -1 or suffer 6d6 Body Destruction.]

Undeath's Curse: A strange and unusual spell, this 10th level Channeling symbol will cause the target to become transparent and faintly luminous. The target is essentially ethereal; his possessions fall to the ground (though basic clothing transfers with him) and he cannot touch or carry anything. He can move no faster than a walking pace, though can travel through solid objects. The effect can only be countered by *Remove Curse*. [If EGO roll is failed, target becomes permanently Desolid (uncontrollable, persistent) until the magic is dispelled.]

Hard-heart: Resist this 10th level Channeling symbol or the target's heart literally turns to a thing of iron... and he dies. The heart is irrecoverable. [CON roll or suffer 8d6 Body destruction.]

Immolation: Target must resist this 9th level Essence symbol or take five (5) "E" severity Heat criticals. [INT roll/or take 5 4d6k heat attacks.]

Void-gate: A rare and powerful Channeling symbol, it sends the target(s) who fails to resist its 10th level attack into the Void. To any witnesses, a strange black 'hole' opens in front of the target and — hair and clothing blown as if by a terrific wind — he is sucked inside. The target may be recovered by enlisting the aid of an evil magician to summon a demon and force it to locate and retrieve the missing PC. The PC, if found, then appears unhurt but somewhat traumatized. [STR roll (to avoid being sucked in) or target is interdimensionally teleported to "The Void".]

FOYER

1. Entrance. A simple portico marks the entrance to this royal tomb. The door itself is made of granite three feet thick, faced with Black Eog on the outside, White Eog on the inside. It opens by sliding along a track, activated by a counterbalance mechanism. The tomb is sealed by disconnecting the counterweights, a feat which can only be accomplished from the inside, by a Priest who exited the tomb using a *Passing Spell* (Channeling would not be affected by Eog, of course). Thus, there is no opening mechanism on the outside and the tomb is impenetrable through spells of Teleport and the like, as the walls adjacent to the door are also faced with Eog.

2. 900 Steps. Beyond the entry lies a short corridor, sixteen feet wide and twenty high. The corridor itself is only thirty feet long before beginning a long, shallow descending stairway. There are actually 901 steps; stepping on the bottom one activates the Sentinel placed in the center of the foyer (this trap is *Very Hard* to detect). These 900 steps take the passage about 300 feet underground.

3. Foyer Chamber. A square room 40 feet long on a side (and thus about 70 feet across at the widest point), the foyer roof is supported by two columns of beautiful purple marble. Two opposite corners are gone, opening onto corridors leading back to the 900 steps and the entrance, the other leading to the Catacombs. The other two corners are also cut out, to form niches, each holding a column of misty blue glass, providing a dim radiance to illuminate this chamber. In the center of the room, standing between the columns is the Sentinel, a beautifully constructed Bronze Golem. Note that the steps go back up from the entrance, so that the back of the room is slightly higher than the front.

4. Main Catacombs Doors. A passage connects the Foyer with the central catacombs chamber. A set of reinforced steel doors bars the way. These are locked, *Medium* to open, and not trapped.

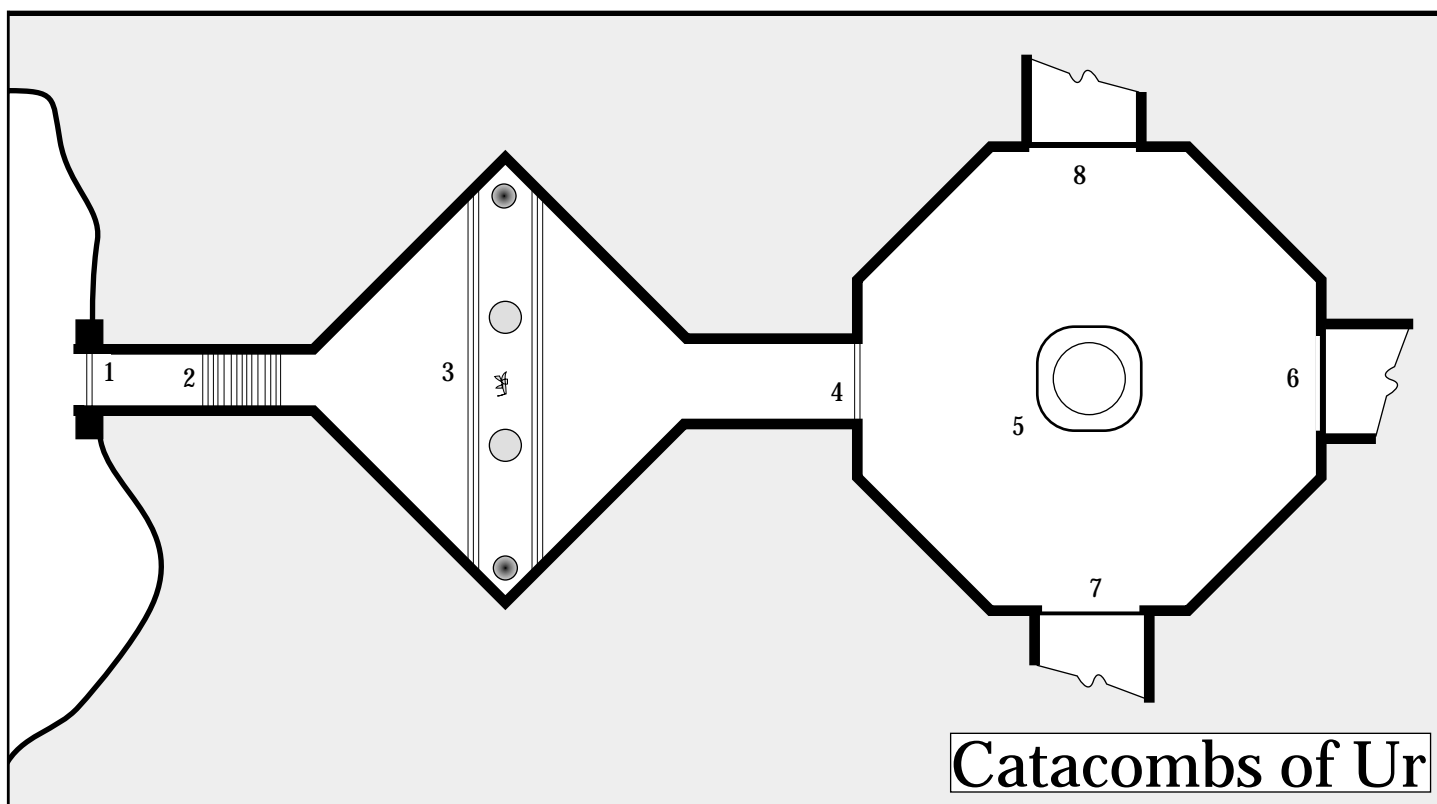
5. Central Chamber. This octagonal room is 80 feet across and 60 feet high at the apex of its ribbed dome. It has four doorways, one leading to the exit and the other three leading to the tomb complexes of the three major ruling families of Zor. Dominating the vaulted chamber is a fabulous green and blue metallic sculpture of a Gryphon, twice life size (about 20 feet tall). The Gryphon is linked to a trap on all three Tomb entrances, *Very Hard* to detect. When a door lock is picked without using the correct key or without disarming the trap, the Pegasus exhales a *Stun Cloud* (10th lvl Base Magician Wind Law) to all in the room. [12d6, stun only, area affect, 3"

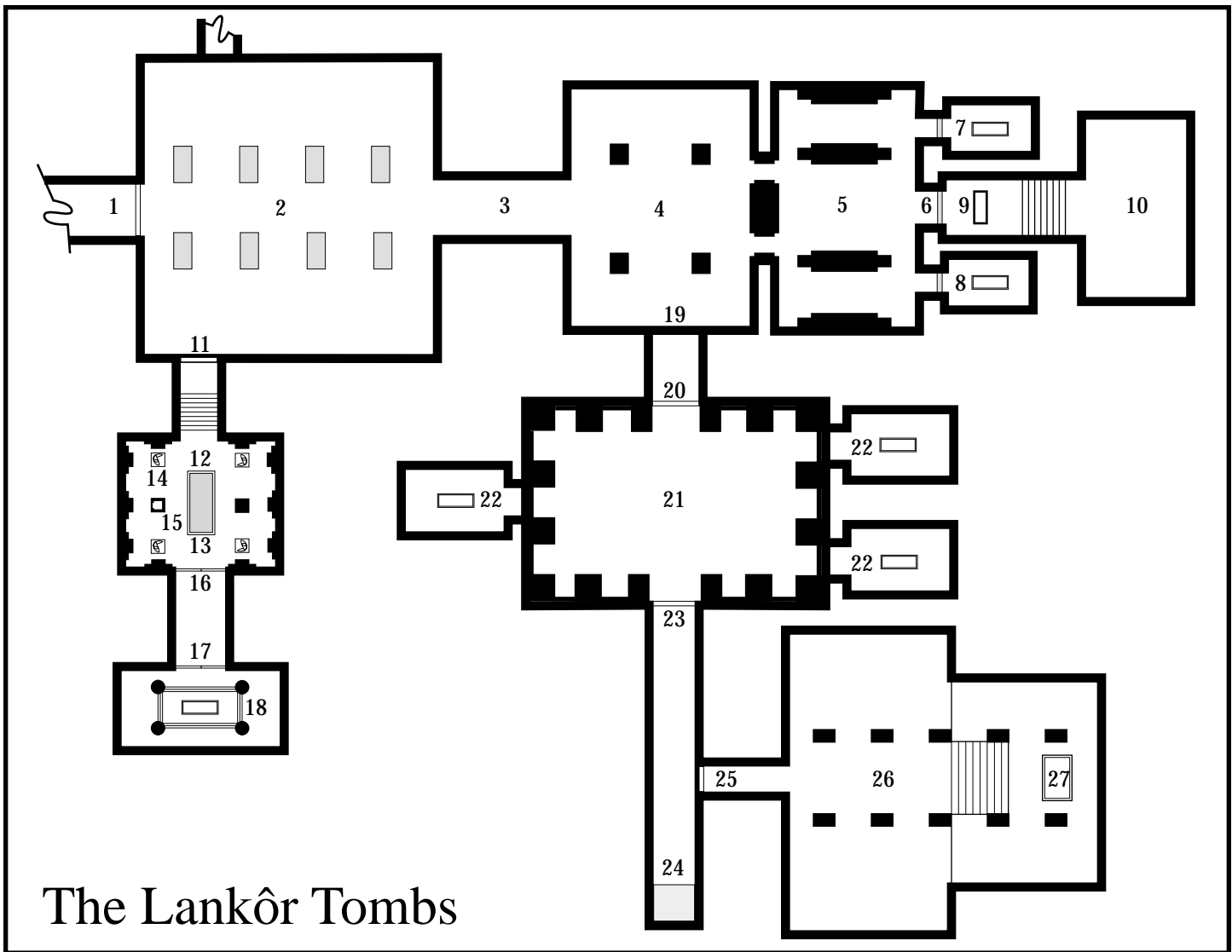
radius.]

6. Doors to the Lankôr Tombs. This tomb complex was built first, opposite the entrance. The doors are fashioned of hammered bronze, octagonal like the room, with a pair of large bronze handles shaped like ram-horns. Four long panels depict the first four kings and Queens entombed here, in bas-relief. The first and second rulers (Queen Isara and King Irusor) are in the central panels facing each other, the mother reaching towards her son. Each is holding a small orb in the other hand; these orbs are the key to the doors. Both orbs must be touched simultaneously or the trap (the Gryphon-breath, see #5) is set off. Consider the trap *Hard*. Once disarmed, the doors are still locked, *Extremely Hard* to pick. If unlocked, they swing inward on strong hinges, revealing the long corridor beyond.

7. Doors to the Kitaan Tombs. The left door is the entrance to the tombs of the last ruling family of Zor. A trapezoidal doorway with sides slanting inwards towards the top, the actual door is a single slab of dull black metal (an alloy of keron and black Eog) which slides smoothly upwards along a track, operated by a counterweight system in the walls. The doorway is a quite imposing 12' in height, and inlaid on the door surface in green and blue laen is a beautiful depiction of the Gryphon, rampant. The inlays constantly give off a faint radiance. This door has two locks, one on either side; each is *Very Hard* to pick, but they must be picked simultaneously or the trap is triggered (this is the only way to disarm the trap aside from an *Absurd* operation) The trap is *Hard* to detect. Attempting to pick the locks simultaneously adds 30 to the complexity.

8. Doors to the Zaon Tombs. Leads to the right. This door is the most unusual of the three, as it is 8' in diameter, circular, and made up of four parts which spiral out from the center (not unlike the iris lens of a camera) and vanish into pockets in the wall, leaving a perfectly circular opening. The panels are of a grey alloy with a satin finish (like brushed stainless steel). The mechanism is very sophisticated yet sturdy and reflects the Zaon family fascination with mechanical things. This door is also trapped and locked, the lock mechanism being set in a circular panel in the wall to the left of the door. The doors are trapped, *Extremely Hard* to detect/disarm; any attempt to open the door by picking or bypassing the lock will set off the Gryphon trap (See # 5). The lock mechanism itself is mechanical, but activates the magnetic lock system of the doors; it is *Extremely Hard* to pick. Use of the correct key (wherever that is) automatically disarms the trap.





The Lankôr Tombs

TOMBS OF LANKÔR

The Lankôr family was the first to rule the kingdom of Zor, before corruption and greed began to fill the hearts of the ruling families. In general these tombs are simpler but in some ways more elegant. Treasures are fewer but more exotic.

1. Doors. Panels of reinforced steel shows no sign of corrosion. Engraved in High Zori are the runes: "House of Lankôr, Lords of the Earth. Enter with Reverence." The doors are locked, *Very Hard* to open. They are also trapped, the mechanism *Sheer Folly* to detect, *Very Hard* to disarm once detected.

2. Gallery. This hall is lined with eight rectangular pillars, each of a frosted blue glass etched with runes. The runes tell the story of the Lankôr family, the gift of the Gryphon Crown, and the consolidation of the realm. The floor is of smooth blocks of green marble with veins of silver.

3. Passage. The walls are faced with bluish marble.

4. Inner Gallery. Four columns support a vaulted roof. The walls are covered with beautiful mosaics

5. Inner Gallery. The walls and two long supports are covered with fabulous mosaics depicting the major events in the king's life — featuring his coronation with the Gryphon Crown and taming of a Gryphon. One shows him being handed an unusual weapon-like object (blast rifle) and a large and curious key by a tall man with short black hair and six fingers. Surrounding the two on this scene are huge floating planets and a starfield (foreshadowing the Hall of Worlds constructed by Andraax, his own tomb far to the south).

6. Tomb Entry. This 10' high, 8' wide door is covered with gold and embossed with a large representation of a coin minted during Jaral Lankôr's reign. No opening mechanism is apparent; the door slides into the ceiling when Jaral Lankôr's eye is pressed in both representations on the inner sides of the column-walls. This mechanism is *Sheer Folly* to discover, but avoids the trap. Picking the 'lock' is only *Very Hard*, but the attendant trap is *Sheer Folly* to detect and to disarm. It involves a slab of stone blocking the passage ahead with a *Symbol of Sleep*, (see #9).

7. Vault. A metal door is locked, *Extremely Hard* to open, and inside, set on a small pedestal, is an orb of seeing. Equipped with a rudimentary intelligence, 300 daily intrinsic PPs, and knowledge of the Seer Base Past Visions, True Perception, and True Sight lists to 30th level, it will serve and Mentalism-based owner able to attune with it. [Can cast Clairvoyance, Detect, and Mind Scan spells of up to 120 active points.] It is rather difficult to transport, however, being about a foot in diameter and weighting ≈ 100 lbs.

8. Vault. The door to this vault is a sheet of laen framed by steel. It is locked, *Very Hard* to open, but not trapped. The walls of the chamber are of a black, glassy substance like slag, resting on a pedestal under a glass cover is a Blaster Rifle (needs to be 'primed' to work; *Extremely Hard* to figure out). The box is not locked but trapped: lifting it triggers a set of blades which whirl out of the pedestal to deliver a +50 2-h sword attack, no Qu DB. [OCV 12, 3d6k (physical).] Trap is *Very Hard* to detect, *Hard*, to disarm. If *Space Master* not available, treat the weapon as a *Firebolt 500'* wand, useable 1x per round. [3d6k, +3 range modifier.] If an unmodified 01-10 is rolled on any attack, the power pack is dead and not rechargeable.

9. Symbol of Sleep. This symbol is on a slab of stone which does not completely bar the way into the room, but is the first thing seen. If the eyes are used to open the tomb door, the slab lowers into the floor, almost unnoticeable when entering the room.

10. Tomb of Isara Lankôr. Isara lies in state under a rounded glass cover on a slab of granite. She looks to be just asleep but is quite dead, preserved in this sealed environment. She wears fine clothing but no obvious jewelry. If the seal is broken (not difficult; one sharp whack to the glass will do it) she will turn to a heap of dust and an angry Spectre; otherwise she will rest quite peacefully.

11. Secret Door. *Extremely Hard* to detect.

12. Antechamber. Two columns help support the 20 foot high ceiling of this elegant chamber. The extruded parts of the wall are bas-reliefs and glow with a dim blue radiance.

13. Pool. A shallow reflecting pool casts rippling reflections through the room.

14. Statues. These are just four very finely carved statues of lordly men, each 12' high.

15. Secret compartment. *Sheer Folly* to locate, this small compartment in the column conceals a pouch which in turn holds a beautiful bracelet of silver set with aquamarines. It is miserly about revealing its powers, (-50 to staves/wands and other analysis methods), but has the following powers and is able to use them a total of 4x per day (not 4x each, 4x total): 1. If held up defensively (as one might do instinctively), it instantly creates a field of defense, manifesting as a blue-green luminous fog, adding 80 to DB vs directed spells, 40 to DB vs area Elemental spells, and 80 to all spell RRs; defense must be 'called' separately each round defending. Wearer must make a successful Easy Maneuver roll (adding Qu bonus) to raise the bracelet in time if he is just aware of a spell attack as it is being cast. 2. If the wearer points his braceleted hand at a target, the bracelet glows and fires a blue-green beam of light, treat as *Firebolt 300'* 4x damage, Plasma Criticals, *Of Slaying* Major Unlife Servants. [+25 mental/magical defense

for purposes of avoiding detection/analysis. May be used 4x/day: 1-40 pts spell defense (for 1 phase); 2-6d6k energy blast, +3 vs. range, +3d6k vs. servants of the Unlife.] The bracelet, an Essænce artifact from the Second Era, will not function for an evil wearer.

16. Doors. Large rectangular doors of stone, bound with strong alloy and hinged to open easily.

17. Doors. Steel doors, they are locked and *Very Hard* to pick.

18. Crypt of Irusor Lankôr. Four glowing white columns flank the platform where Irusor lies, in a similar fashion as Jaral (#10). He also has no visible treasures.

19. Secret Door. *Extremely Hard* to detect.

20. Doors. These smooth metal panels slide open with a hiss as one approaches.

21. Antechamber. The heavy pilasters are covered with bas-reliefs of the life of Muris Lankôr.

22. Crypts. Three guardian warriors-wights were buried here. If King Muris is disturbed, their secret panels open and they attack.

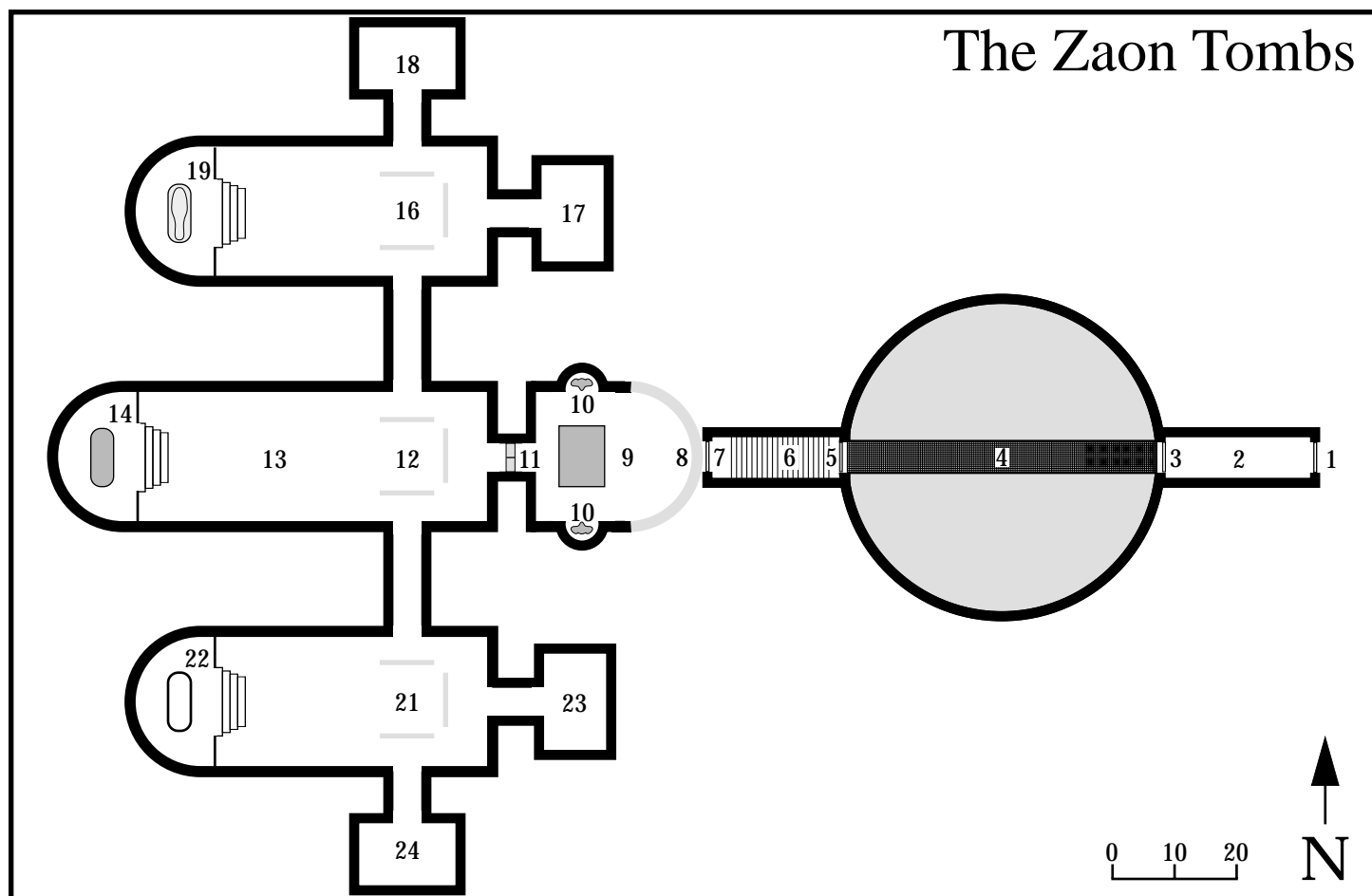
23. Doors. Identical to #20.

24. Trap. The end of this corridor looks like a set of bas-relief doors, but the doors are dummies and the last 10' of corridor is a pit trap, *Extremely Hard* to detect. The pit is 100' deep.

25. Secret Door. *Sheer Folly* to detect.

26. Outer Crypt. This large chamber is supported by a double row of rectangular columns, all glowing from within with a dim green light. A large shallow pool lies on either side and a stairway leads up to the tomb.

27. Tomb of Muris Lankôr. Muris lies peacefully like his brethren, but on the floor sprawls a skeleton; a pathetic supplicant who died here long ago. The supplicant has nothing of interest but 11 gold coins minted several thousand years ago (maybe valuable to collectors?) and a key which opens the vaults #7 and #8.



THE ZAON TOMBS

The Zaons officially inherited rule when the last king of the Lankôr line (Biron Lankôr III) had no heirs. His sister Umel has already married a Lord Kor Zaon and had several children. King Biron transferred the line and named Umel's eldest son Rom his heir. Thus Rom Zaon I took up the rule of Zor. The tombs reflect the fascination of the Zaons with 'technology' and the 'machined' look of clean lines and smooth surfaces. They turned to Andraax often for aid in design and technique.

1. Door. As noted above, the complex is to the left when entering the Foyer area. See the description of the unusual door at #8 of the "Foyer" layout section.

2. Corridor. This corridor is a perfect tube of smooth white stone 8 feet in diameter, except for a 4' wide section cut out of the bottom to make a flat walking surface. The sides of this cutout glow with a blue light to provide illumination.

3. Laen Doors. This pair of doors fit together to close the end of the tube. Of clear laen, they allow a view of the Water Room beyond. A rectangular plate on the left side holds the lock mechanism, *Very Hard* to pick. The doors slide open along metal tracks, and the notched form of their edges can be clearly seen: the edge of each door is razor sharp (think of a shard of glass, but unbreakable), and they fit together perfectly.

4. Water Room. This large circular chamber is 50' across and spanned by a 5' wide bridge made of a grey alloy. The floor of the bridge is actually an open mesh grating; it has a slender rail as well. The vertical supports of the railing have a glass tube attached which glows blue — this is the lighting for the room. Two feet below the bridge the room is filled with water which is gently agitated but by no visible means. There are no creatures in the water; but this may be hard to determine visually as the eerie blue lighting does not allow a clear view below the surface. The ceiling of the chamber is 25' above the bridge and the bottom is 25 feet below. The entire bridge is a trap, *Extremely Hard* to detect: should more than 300 lbs be placed on it at one time, both sets of doors shut very fast (cutting anything in the way) and lock, and the waters begin to churn and bubble. A combination of very flammable oil and natural gas are being released into the room, and after one minute (6 rounds) the blue tubes all spark. The entire room becomes filled with flames and everyone takes six +30 Fireballs, x3 hits (one a round for 6 rounds). [12d6 energy explosion, 5" radius.] After that the room returns to its former state; the doors can be unlocked as normal. Anyone who is under water during this episode is safe. If more than 300 lbs remains on the bridge the trap will reactivate as above.

5. Doors. Of the same satin-finish grey metal as the outer door, these are semicircular panels which slide together to close the 8' diameter round portal. A small disc in the very center (thus half on each door) is the lock, *Extremely Hard* to pick. If defeated, the doors open with the lock fixed to the right door.

6. Corridor. This short corridor is also a tube, though it jogs upward with a stairway of 20 steps. The top step is a *Hard* to detect trigger-plate, though not exactly a trap. Stepping on it causes the doors (#5) to open or close (whatever they currently aren't).

7. Inner Iris Door. Very much like the outer door to this tomb complex, this door has a lock very similar to that door (#8 under Foyer) but is not trapped. The doors can be closed or opened from the inside by simply touching a metal plate on the inside wall next to the doors. An important difference on these doors is that, on the inward-facing side, each door has a glowing, colored glass circle inlaid in the metal near the point (thus all four would be near the center when the door was closed; invisible when the door was opened). These four symbols match those on four of the 'buttons' on the door lock #11.

8. Laen Wall. A huge sheet of clear laen 2" thick, it is etched with the Gryphon emblem, the circular border more than 15' in diameter. This wall is actually a door, and opens automatically only when the iris door (#7) is closed.

9. Vestibule. This room is a 20 foot cube faced with bluish marble shot with silver veins, one wall being of laen (#8) and the two side walls broken by the Sentinel niches. The far wall is interrupted by an arched doorway. In the center of the room there is a beautiful floor Inlay; the observant individual might notice an identical one on the ceiling. The central floor

square is actually a secret elevator, *Very Hard* to detect. Activating the floor panel is *Sheer Folly* to determine (essentially a 'lock'), and involves stepping on each of the four semicircular panels in sequence, starting with the one nearest #11. The square will begin to rise a moment later, whoever is on it being carried upwards where the corresponding ceiling square slides up and out of the way. The riders arrive in #25, where the square locks in place in the center of the room. Determining the sequence to lower the panel is merely *Medium* once the first sequence has been discovered.

10. Sentinels. These Golems of grey alloy are activated if the trap is set off on the doors (#11). See the NPC chart for their stats.

11. Doors. This doorway is eight feet wide and twelve feet high, the upper five feet being an arch. The actual doors are a pair of grey metal panels which slide into the adjacent marble walls. Inscribed on the door are the words (in Iruaric) "The Raynid Zaon Line." Beyond lie the crypts of the first three Zaon rulers. The lock is set in a metal plate next to the door and of a very unusual nature. It consists of nine glowing, colored glass discs set in the square plate, each with a strange symbol on it — four of which must be touched in the right order to open the doors. Consider this lock to be *Absurd* unless one of the PCs noticed the four symbols on the door #7. As these four symbols match four of the discs and with the reasonable assumption that they are pressed in the order that they appear (clockwise on the iris doors) there only remains to figure out which to start with. If the players do not figure all this out, the GM may wish to assign a difficulty to putting the pieces together, between *Very Hard* and *Medium*, depending on how much they observe.

12. Glass Rune Panels. These 4' wide and 8' tall sheets of glass are 2" thick. They are tempered and not easily broken. Each has a rune on the outward-facing side which glows (Essence glows red, Channeling green and Mentalism blue). Interestingly, to someone standing behind the glasses (e.g., in the center of the three), the rune is invisible and the glass is completely transparent. Clockwise from the top the symbols are *Undeath's Curse*, *Frailty*, and *Hard-heart*.

13. Crypt of King Saik. The design of this room is nearly identical to that of all the crypts found in this section of the Catacombs, consisting of a chamber twenty feet wide and sixty long, with the far end being semicircular and raised three steps. The Ceiling at the end is also raised, and there is a light cleverly concealed in this clerestory niche from which a blue light pours to illuminate the raised area — including the sarcophagus. The walls, floor, and ceiling are all covered with 2' x 2' sheets of very smooth white (pentallic) marble, held in place at each joining corner by a diamond-shaped silver boss. Behind the stone coffin, the curved wall has a row of bronze plates, each 1' wide and 3' high, inscribed in Iruaric with the history of the ruler's life and reign.

14. Sarcophagus. King Saik's coffin is a rectangular box carved out of porphyry (a very hard, purplish rock). The lid is a relief of the body (flattened somewhat); it is rather heavy but unattached to the box and can be lifted by 3-4 strong adventurers. Inside, the body is within a smaller, more form-fitting coffin of wood, covered with a gold leaf. Inside that is the mummified corpse, wearing crumbling finery. Saik will not awaken unless his personal items (on his body) are taken, but then he will be quite displeased. His spirit will rise as a Wraith — see NPC Chart. Saik's Items include:

Ring: Gold with a large purple sapphire, this ring protects the wearer from the special effects of the Undead (e.g., cold, draining points, etc.). Normal Undead attacks have full effect, however. [+25 magic defense vs. "special" effects of Undead.]

Amulet: A gold chain holds a large (5" diameter) gold hoop surrounding a disc of blue crystal. When looked at straight-on, colorful images appear in the crystal, showing Kulthea in the center, and the five Moons in their current orbital positions.

Broadsword: A golden blade, it will flame on command (Saik won't have it do this!) delivering an additional Heat Critical. It is +20 to hit.

Necklace: Many gold rectangles (1" by 4") connected along one edge fan out from the neck, each set with aquamarine. It is not magical but valued at 2,000gp

Bracelets: Of gold, each adds +2 to DB; there are 10 and they can be cumulative. [+1 DCV/ea.]

Other jewelry: worth ≈ 10,000gp.

15. Secret Door. A set of three of the 2 x 2 panels is actually a cleverly hidden secret door, *Sheer Folly* to locate. In addition, this door opens automatically whenever more than 150 lbs of weight is placed on the floor of the corridor between rooms 13 and 16 — allowing a sudden view of the *Undeath's Curse* rune panel in 12.

16. Crypt of Queen Sarian. The 20' long corridor from #15 is unobstructed, allowing a clear view of the glass rune panels; their symbols are (clockwise from the top): *Cruel Blinding*, *Sleep*, and *Throatfires*. The symbols, if triggered, also awaken the Queen. Her crypt is nearly identical to that of Saik (#13)

17. Treasury. A 10' long corridor leads to a steel door with a lock *Extremely Hard* to pick guards this room, which contains ≈ 15,000 in gold, gems, and jewelry, in addition to a number of chests and urns containing now-worthless clothing, food and potions.

18. Trap. A steel door identical to the one protecting room 17, this one is also down a 10' corridor. The lock is *Extremely Hard* to pick and trapped; the trap is *Hard* to detect. Unless the trap is disarmed, any tampering with the lock (including opening it) sets off the trap: the entire corridor floor drops away to a 50' deep pit with spikes at the bottom. The spikes should be treated as 1-4 +50 2-h sword attacks; no Qu DB. [OCV 10, 2 1/2d6k damage.]

19. Sarcophagus. The Queen's Sarcophagus is a work of art, a rectangular box made from sheets of amethyst and trimmed with silver. It is semi-transparent, showing the vague form of the bronze body-form coffin within. The lid can be lifted by 2-3 persons. The bronze coffin is hinged, and can open to reveal the mummified body inside. Saria has not slept well these years, and she will awaken if an intruder activates the runes, steps on the sarcophagus platform, or touches any of her treasures (including those ins #17). She is a Wraith Sorceress, armed with spells and a wand. Her sarcophagus also contains ≈8,000gp worth of jewelry.

20. Secret Door. Identical to #15.

21. Crypt of King Alzarin. This king died at the age of fourteen. The glass rune panels are all of Torment. Otherwise the design of the crypt is basically identical to that of Saik (#13). However, the platform is trapped (*Extremely Hard* to detect): as soon as more than 50 lbs is placed on it a stream of deadly darts fires from each of the silver bosses (remember them?). Treat as 1-10 rapier attacks, no bonus, no Qu DB, for everyone in the room. [OCV 8, 1d6+1k damage.]

22. Sarcophagus. Alzarin's coffin is carved from a single block of white alabaster. The lid is unattached but requires four strong people to move. The coffin within is of the same silvery metal as the doors, and inside that Alzarin's mummified body wears an elaborate death mask of hammered gold inlaid with precious gems (it is worth ≈10,000gp). More importantly, however, the instant the outer sarcophagus is opened, Alzarin appears in the room behind the adventurers. He begs them to free him, even as he approaches and tries to touch it. He can only be ultimately 'freed' by the destruction of his death-mask (though he can be banished). Also in the coffin is a double ring of gold (it is worn on two adjacent fingers) which allows the wearer to cast *Water Bolt* 300' 1x per day. [12d6 physical energy blast, reduced penetration.]

23. Trap. A 10' corridor leads to a door of black metal. The lock is merely *Medium* to pick, but the trap beyond is *Extremely Hard* to detect. Inside, an illusion of incredible wealth lies before the PCs. However, as soon as the illusion is touched, the door slams shut and the entire room is the scene of a brutal Call Cold (everyone takes a "B" critical every round for 10 rounds! Brr!). [1 1/2d6k (energy)/4 segments for 3 turns.]

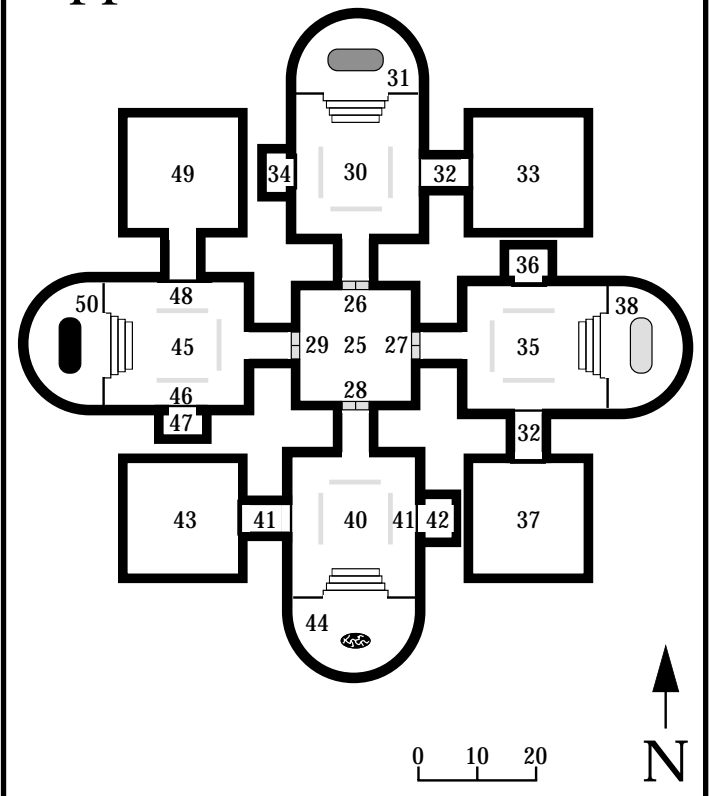
24. Treasury. Identical corridor and door to #23, except that the lock is *Sheer Folly* to pick. However, the treasures within is worth the trouble:

Armor: Alzarin's armor, it is silvery dragon-hide with gold fittings. It will fit a man of medium height and slender build, and protects as AT 18 but encumbers as merely AT 5. [7PD/ED, but weighs only 3kg.]

Shield: A golden shield with silver trim, it protects as a +15 full shield but is almost weightless. [Unencumbering, +3 to DCV.]

Helm: Becomes a silver circlet when worn, protects as full helm. [Def 8.]

The Zاون Tombs, Upper Level



Crystal Storm Hound: A small glass figurine, when cast on the ground it becomes a Storm Hound (SW Inhabitants Guide, pg 43) which will fight for its master for 10 rounds or until it is killed, when it reverts to a figurine. It will transform 4 times before turning to glass powder the last.

Gold and Jewelry: worth ≈ 6,000gp.

25. Upper Vestibule. Another 20' cube,

26. Door. Identical to #11, except the inscription reads "Tomb of Phynus Zاون."

27. Door. Identical to #11, except the inscription reads "Tomb of Xurnak Zاون."

28. Door. Identical to #11, except the inscription reads "Tomb of Mornan Zاون."

29. Door. Identical to #11, except the inscription reads "Tomb of Langu Zاون."

30. Crypt of King Phynus. The chamber itself is just like #13. The glass rune panels in this chamber are all of *Sleep*.

31. Sarcophagus. The stone outer coffin is of bloodstone (jasper); it is particularly massive, and though the lid is not attached, it requires at least four strong persons to lift. The interior coffin is of wood with a gold leaf overlay. Within is the king's mummified body. Phynus will not awake until several minutes after his items are taken; he is a mummy of considerable stamina, however, and his sword is hidden in a secret compartment under his inner coffin (*Extremely Hard* to locate). The items in Phynus' coffin:

Sword: (hidden) A +25 2-h sword of some golden metal, the blade flames to deliver a plasma critical of equal severity to any normal critical given. [+2 OCV, does 2d6 physical killing damage and 2d6 energy killing damage.]

Earrings: A pair of large, gold earrings, each with a number of delicate chains holding jacinths (orange sapphires). One adds 20 to the wearer's Pr bonus, the other is a +4 PP enhancer (both need be worn). [Aid, +10 to PRE allows all spells to be cast at 1/2 end.]

Bracelets: Two bracelets, if worn on the wrists they add +20 to delicate hand-maneuvers (picking locks, trickery); but they make a ringing sound when active. [+2 to Lockpicking and sleight-of-hand rolls.]

Armband: A gold band worn on the forearm, it will cast a shield spell at will. [+3 DCV]

Jewelry: worth ≈ 1,500gp.

32. Doors. These doors are all basically the same, involving a secret door in the marble wall, with a reinforced steel door behind it down a 5' long corridor. The door is locked, *Very Hard* to pick. While the severity is the same, every lock mechanism is different, so even though one lock may be defeated, no bonus is given for any other doors numbered 32.

33. Treasury. This cubicle contains gold and jewelry worth ≈ 8,000gp, plus chests and urns containing now-worthless clothing, food and potions. There is a lever set in the left wall; it cannot be moved (until the trap in #34 is activated).

34. Trap. The door is unlocked and the room beyond is empty. If more than 200 lbs of weight is placed on the floor, however, a reinforced steel panel drops across the doorway, sealing any unfortunates inside. The walls begin to grind together, requiring 2 agonizing minutes to move 1' apart (when they begin to squeeze). All inside take a Crush critical every round, starting with an "A", then a "B", etc., to "E", and continuing with "E"'s until the targets are jelly or rescued. Moving the lever in #33 will reverse the trap. [Does +1d6 normal physical damage (cumulative) every 4 segments.]

35. Crypt of King Xurnak. The glass rune panels in this chamber (clockwise from the right) are *Cruel Blinding*, *Hard-hearted*, and *Throat-fires*.

36. Trap. This devious trap is *Sheer Folly* to detect and is activated when the lock is successfully picked. The door pops open as a *Vacuum* activates in this 10' cubicle. The effect is powerful enough to suck everyone in the short corridor inside (an *Absurd* maneuver to avoid it). [10d6 normal physical damage] Once inside, the door slams as a reverse *Vacuum* delivers an "E" Impact crit to everyone inside; the door is jammed by pressure, and can only be opened by breaking through (it is AT 20 and takes 300 hits to puncture). [Def 8, Body 12].

37. Treasury. This treasury contains only ointments and clothing; Xurnak was a generous king who bequeathed his personal fortunes to the poor.

38. Sarcophagus. King Xurnak's outer coffin is of beautiful moss agate. His inner coffin has turned to dust and there is no body — he lurks in the nearby treasury waiting to come up behind unwary robbers. Only killing Xurnak will release his personal treasures:

Amulet: an orb on a silvery, gem-studded chain, it adds +20 to DB. [+2 DCV]

Rings: Four rings, each with a gem, each worth ≈ 500gp.

Collar: Of platinum, it protects the neck area: 80% of the time a critical indicated there is not effective. [* Def, LLocation 5]

Dagger: +30, it is *Of Slaying* Elves. [+3 OCV, does +3d6k vs. Elves (4d6-1 total).]

39. Body. Killed by the rune, this decayed body sprawls in the doorway. The poor fool is little more than a skeleton wearing a few tatters of clothing, but his iron heart lies in his empty chest. The body has little of value — except a superb lock-pick kit which adds +30 to any normal lock picking attempts. [+3 to Lockpicking skill] There is also a strange key, made of platinum alloy, the end of which looks like two triangles with a socketed center. It is the Key of Andraax, and gives off a faint radiance as well as pure arcane Essænce radiations.

40. Crypt of King Mornan. The glass rune panels in this chamber are all of *Hard-heart*.

41. Doors. The secret doors are like those in #32, but the locks are *Sheer Folly* to open.

42. Trap. The trap is a magical one, lying within a fake steel door at the far end of the small room, and is thus *Absurd* to detect: when the door is unlocked it does not open, but instead a spell of magnetism is activated. Any and all wearing metal are dragged to the door and stuck there. All loose items with iron are immediately attracted and can only be removed with a successful *Sheer Folly* maneuver, adding St bonus, and with a means of pulling away and out of the corridor (e.g., a strong rope). [40 STR TK vs. Iron objects; does 1 pip CON Drain/phase until CON reaches 0, then 1 pip body destruction/phase.] Removing items of iron content from one's person in order to escape can be from *Medium* to *Extremely Hard*. Those who remain in the room (for whatever reason) begin to feel weak (treat as losing one Temp Co point per second) as their red blood cells are affected by this incredibly powerful magnet. Anyone who's Co reaches 01 loses consciousness and their Potential Co begins to fall at 1 point per second, after which they will die, the side of their body facing the magnet very red.

GM Note: *spells of Leaving, etc. will work fine, but Fly, Telekinesis, etc. will be overwhelmed.*

43. Treasury. Mornan's treasury is filled with art objects: bas-reliefs, beautiful sculptures in marble, glass and metal, and paintings (now ruined by time). To the right collectors these two dozen items (excluding the paintings) could be worth a total of 200,000gp, but they will be almost impossible to move and finding the right buyers will be difficult.

GM Note: *Navigators, as a policy, do not transport what they suspect to be looted goods out of tombs or crypts.*

44. Sarcophagus. King Mornan died in his late twenties, having a reign of only nine years; but he was able to commission many great works of art in those few years. His sarcophagus is itself a work of art, carved of blue-white chalcedony, it is the only one of the sarcophagi which is standing. It looks more like a bulky statue than a coffin. Inside, the King's inner coffin is a boxlike affair of hammered white metal with a lock. The lock is magical; consider it *Sheer Folly* to open normally, *Medium* to deal with magically. Inside that is the body of the rather handsome young King, eerily well-preserved. In fact, he is not exactly dead. The combination of the inner coffin and an amulet he wears have kept him alive. The amulet holds his soul, which it captured when he was killed by a wasting disease. The coffin slowly healed him after the disease ran its course, and now is in stasis. Mornan would need a *Lifegiving* (treat as 1 day dead but 10-20 days for full recovery) to be raised, but if the body is out of the coffin for more than 1 hour he irrecoverably dead.

GM Note: *Should the PCs actually awaken King Mornan, they could trigger an interesting series of events. He will naturally want to restore his realm, but most of it is a wasteland. The best place for him to go is probably Gryphon College (where they have the Crown, but may not want to surrender it!) A whole new quest may be born, depending on what the PCs do if they complete the quest later in the book.*

Mornan has no treasures except the coffin and amulet, which is a silver chain worn around the neck with a large moonstone pendant.

45. Crypt of King Laro. The glass rune panels in this chamber are all of *Sleep*.

46. Doors. This door is not secret at all, and not locked; it is a plain metal door.

47. Trap. The empty room is trapped: if more than 200 pounds are placed on the floor, a deadly spray erupts from the silvery bosses, drenching all in the chamber in acid. Treat the acid as a +40 *Fireball* attack and use Acid crits if available; the lingering chemical also delivers declining severity crits until oxidized (e.g., if a target gets a "D" crit from the initial attack, he takes an automatic "C" crit the next round, a "B" the next, etc.). The acid will damage or destroy leather or cloth items. [3d6 BODY Destruction]

48. Doors. This door is not secret, but it is locked, *Sheer Folly* to pick.

49. Treasury. The room holds several chests, all empty.

50. Sarcophagus. King Laro's coffin is carved of black onyx, with the inner one made of white. The outer lid is quite heavy, requiring five strong persons to lift. Inside, King Laro's mummified remains are treasureless, and he is one angry mummy.

THE KITAAN TOMBS

Last rulers of Zor, the Kitaan family rose to power in a manner similar to the Zaons — at least on the surface. In truth, however, the first king, Jax, arranged his heirship. King Laro Zaon had only one child, a son who met with an unfortunate accident at fifteen. Left with no heirs, Laro named his sister's son Jax, then eighteen, as heir. Jax had also had an older sister, but she drowned a year earlier. Jax took his father's name and rose to power as Jax Zaon Kitaan I. While the Zaons had been obsessed with technology, they enjoyed it for its own sake, not as a tool for power and wealth. The Kitaan line, for the most part, wanted power and technology was only one of the tools available to gain it. They toyed with the concept of uniting technology with magic, and that was their undoing.

The Kitaan tombs were the last constructed and are the most grandiose in scheme. They also sport the most devious and frightful defenses.

1. The Door to the Kitaan Tombs. This door is located on the right when entering the foyer. See the Foyer text for details.

2. Corridor. Two hundred feet long, this vaulted corridor is lit by rows of lamps mounted on the walls, each holding a small amber gem which flickers with light. The corridor is thirty feet wide and thirty high at the peak.

3. Doors. A grand set of steel reinforced doors, they swing open into the Grand hall as visitors approach.

4. Grand Hall of the Elemental Powers. This mammoth chamber is four hundred feet long; the ceiling stretches up almost five hundred feet high. It is cruciform in plan with the pointed arches meeting in the center. The walls are faced with smooth, polished granite and the floor is covered with black marble veined with gold. Strange lights from the 'Elements' described below illuminate the hall with a flickering light.

a. *Element of Water.* A low marble wall surrounds this 60' long pool of clear water which is constantly rippling. The water is magically refreshing, but any transported loses the magical effect.

b. *Element of Earth.* 60' square, this area is a plot of exposed earth from which grows a sturdy oak tree.

c. *Element of Electricity.* Two massive blocks of blue laen stand fifty feet high and 40' apart. There is a constant crackling and smell of ozone as lightning bolts dance and slither between the two. Anyone passing between or even within 10' of the blocks will receive a point-blank *Lightning Bolt* attack. [3d6k energy, OCV 9]

d. *Element of Cold.* Two pillars of laen similar to the ones in 'c' but of clear, luminous laen stand here, and between them curls a misty cloud of intense cold, rolling into a chilling fog at the bottom and flowing out across the floor.

e. *Element of Air.* A pit opens in the floor here and in it — extending about forty feet into the air — is a swirling, roiling tornado of misty air. The pit appears to be bottomless.

f. *Element of Fire.* Plumes of flame lick up from this pit, reaching as high as 100 feet.

g. *The Fusion.* This platform dominates the room, and was a place of powerful rituals and summonings; it is also a Lesser Essence Focus. The circular area in the center is of a translucent green material and glows whenever someone stands on it.

5. Doors. These doors are identical to #3, but they do not open (the corridor beyond is sealed; it would have accommodated additional tombs).

6. Gates. A set of alloy gates bars the way into this crypt area. They are locked, *Extremely Hard* to pick.

7. Pool. This looks like a pool of clear water, but is actually a cruel Reduction poison, 10th level, with potentially extreme effects (see *Shadow World Inhabitants Guide*, p 13.)

8. Pivot Door. This rather tricky door is locked and *Medium* to pick but also trapped, *Very Hard* to detect. The trap activates when the lock (located in the center of the door) is successfully defeated, causing the door to quickly pivot 180° on its center. Whoever is picking the lock is spun into #13, while anyone standing by is treated to the back of the door: a symbol of Cruel Blinding. The lock extends through both sides of the door, but must be unlocked every time the door is to be opened/spun.

9. Obelisk. Relates the illustrious early history of Jax, the first Kitaan king of Zor.

10. Obelisk. Relates the latter part of the king's life. It also conceals a secret (*Very Hard* to find) compartment with a Book of Runes inside. The book contains a rune of every Sorcerer base list spell to 20th level. Runes can only be used once each; rune paper is also ruined after use. The first page of the book is also a *Cruel Blinding Rune*. [10 Runes of 10-100 active points.]

11. Vault. The door to this room is of steel and locked, *Extremely Hard* to pick. Inside are two items, each on a pedestal.

Staff of Gaath: (-40 to Staves/wands rolls), 6' long, white wood with cold metal core, it has three powers: 1. immune to natural cold while holding; 2. User may breathe as a dragon, delivering a x3 *Coldball* breath 1x/week (3-30 hits are delivered to breather); 3. When struck on the ground it delivers a blizzard 1x per moon: 3 hour delay (while temp drops to 32°), 3 mile radius, 3' snow falls in 25 hours and remains along with cold for 10 days. [1—Life Support (vs. Cold); 2—1x week, user may breath 14d6 energy blast, 3" radius, but does 6d6 normal energy damage to breather; 3—Once/month, change environment (to blizzard), 3 mile radius.]

Field Laser: From the ancient times, this is an assault laser with a few charges left. Treat as a *Firebolt 300'* wand (use Plasma Crits if available), useable 1x per round. No skill applies; use Ag bonus. If user rolls an unmodified 01-05 on any attack the energy magazine is depleted and cannot be recharged. The weapon is of a blue-black metal, indestructible, with comfortable handgrips. It weighs about 10 lbs. [2d6k, +3 vs. Range]

12. Vault. The door to this vault has been blasted through: the center portion is literally melted away. The vault is empty.

13. Sarcophagus. The first King of the Kitaan line had constructed a rather spacious crypt for himself, nearly large enough to hold his ego. He is the most terrifying of the Undead here, and will awaken, along with his guard, when anyone steps on the platform of his sarcophagus. The lid, though of massive granite, lifts up and tumbles to the ground. He has no treasures as such, but is well armed:

Sword: +25 2-h Unholy sword, made of Keron alloy with silver inlay. [+2 OCV]

Armor: Golden Chain shirt and greaves that protect as superior full plate: AT 20 (-30). [Def 9, encumbers as chain]

14. Guard Room. Four skeleton guards stand ready to defend their master. They awaken when anyone steps on the sarcophagus pedestal.

15. Guard Room. As #14.

16. Treasury. Behind a secret door which is *Extremely Hard* to locate lies a small treasury, with ≈ 4,000gp worth of gold and gems.

17. Trap. The door is locked, *Hard* to pick, and in the center of the room beyond is a pedestal on which sits a huge sapphire on a black stand under a glass dome. However, the marble inlay floor conceals dozens of long, slender blades. Weight on the floor within 3' of the pedestal triggers the trap and anyone in the room takes 1-5 +80 Rapier attacks. [15 OCV, 1 1/2d6k] The gem is cut glass.

18. Doors. Double doors of steel plates, reinforced and riveted along the edges, they are locked and *Very Hard* to pick.

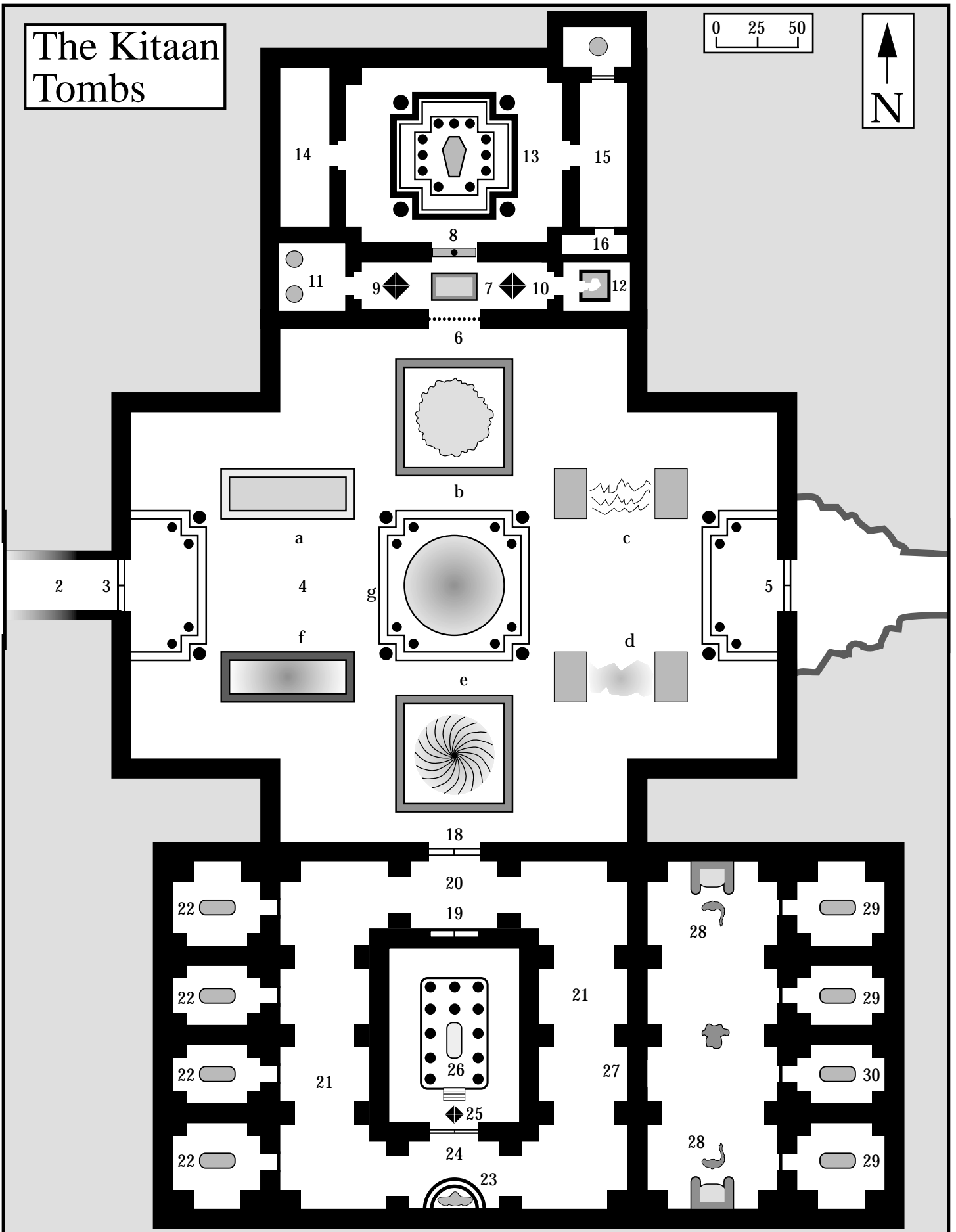
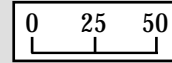
19. Inner Doors. These doors are fakes, but that is *Extremely Hard* to detect. When unlocked (merely a *Medium* operation) they swing open to reveal a symbol of *Immolation*.

20. Trap. For ten feet on either side of the doors the floor is a pit trap. This is designed to catch those clever enough to be hiding behind the inner doors when they are opened. The floor opens to a 50' deep pit (one large pit connects the two openings). The walls are smooth, *Sheer Folly* to climb without a rope; worse, the floor closes immediately after dumping its contents. This trap is not to be worried about if the inner doors (#19) are not tampered with.

21. Corridor. Walled and floored with black marble, this finely constructed corridor conceals many secret panels, all *Very Hard* to locate. They slide easily up along a slot when the correct way to open them is discovered, however.

22. Crypts. Each holds a small stone coffin and a Skeleton of a King, awakened when either its secret door is tampered with or the doors #24 are opened.

The Kitaan Tombs



23. Sentinel. A golem of bronze, it will attack anyone who emerges from the room (26) unless one of them carries the Gryphon Blade.

24. Real Doors. These doors are of dark metal, the lock set in a diamond-shaped panel between the doors; it remains attached to the right door as they slide swiftly open (and reveal the symbol, 25). The doors are *Extremely Hard* to pick, but magical (so a spell would deal easily with it). A inscription on the doors reads “King Nikor Kitaan, faithful to the Gryphon”. This because Nikor tried to return to the ways of the early kings. He was assassinated (by his ill-fated successor, but it was never proven). His supporters arranged to have the sword buried with him.

25. Symbol. A glowing red symbol of *Void-gate* lurks on an obelisk of black stone behind the doors.

26. Sarcophagus. Nikor’s sarcophagus is a simple white marble box with a frosted glass lid. He lies inside, mummified, with the Gryphon Sword in his chest.

27. Secret Door. Pressing a hidden switch in a nearby column causes this panel to slide upwards, revealing a doorway.

28. Thrones. The room is similar in design to the corridor, with the far wall made up of ‘secret’ crypt doors. Facing each other across the room are two marble statues, each an elderly man in robes, and each leaning forward, reaching out towards an object on the floor in the center of the room. They are representations of advisors. Now, however, they are Wraiths and are not pleased to be disturbed. The object in the center of the room is a small black cloth bag, in which is a simple platinum ring with a diamond-shaped flat setting of black sapphire. An image in the sapphire is the Eye of Andraax symbol. The ring resists comprehension (-100 to staves/wands rolls and other magical analysis means) but protects the wearer versus *Absolutions* and other *Dark Channels*, adding 88 to his RR. It also, at will, endows the wearer with an *Alkar*, a heavenly aura which subtracts 30 from all aimed attacks against him. [+44 spell defense vs. absolution and evil Channeling spells]

29. Crypts. As #22.

30. Portal. The opening is identical to the 29’s, but it does not open when the others do. Beyond lies a portal, the destination of which is up to the GM.

THE TASK

The recovery of the Gryphon sword is the obvious task for this adventure, though it can also convey a lot of information about the history of Jaiman and the fall of the Six Realms.

STARTING THE PLAYERS

One of the players, hopefully one true of spirit, perhaps of Zori blood (and preferably able to wield a sword) comes into possession of a small glassy orb perhaps three inches in diameter, green but clear. It is important that the most likely person to be Zori-related find the orb, as it would not reveal itself to anyone else. Perhaps the small sphere is found in the bottom of a stream as the party fords the waterway; perhaps it is given to the player by a mysterious messenger (a Loremaster?) The Orb should present a mystery. While it does not appear terribly valuable (though a perfect laen orb might fetch a few hundred gold...) it is magical. Analysis by an Alchemist will reveal that it is part of something extremely powerful, and that the workmanship is very high quality, though the item is very old. A player succeeding in a Staves/Wands roll (give +50 to a Zori) will immediately get a shimmering vision of a beautiful, shadowy blade — with the orb set in the hilt. He will also see a tomb entrance, but details will be fuzzy. Glowing letters on the doors of the tomb will be very clear, however, and memorable even to one who does not read Old Zorian:

*Here lie the Kings and Queens of Zor
Tread not the Paths of the Dead without their leave*

A modicum of research (especially in a decent place like Gryphon College) will reveal that this is the entrance to the Catacombs of Ūr, the crypts of the ancient kings of Zor.

GM Note: If the party is researching at Gryphon College, Zaris could be a help or hindrance. If she judges the one who found the orb unworthy, she might advise them not to try to retrieve it or even *Quest* the players to perform a character-building task. If, on the other hand, she finds the character worthy, she will offer aid. Not only a few important healing herbs, but she will send along Nerik (see Living Prison). He has enough healing knowledge and skill to help the group get through the long series of encounters inevitable in the Catacombs.

AIDS

Information regarding the catacombs will be almost impossible to obtain. A map of the area might be found at Gryphon College, but details of the interior of the place will all have been destroyed long ago.

OBSTACLES

The tireless guardians of the tombs will no doubt prove the largest obstacles. PCs entering the crypts had best be well provisioned with food, water, and a variety of healing herbs and spells, as a healer will not be close by (unless of course they are bringing their own).

REWARDS

An array of treasures await the prospective tomb robbers; they must be careful what they take. ‘Recovering’ certain artifacts of use and value can be excused, but plundering just for loot is frowned upon.

GM Note: But since when have a few frown stopped PCs from shameless looting? Vindictive GMs who feel that the Catacombs have been pillaged may wish to have a few of the more interesting items cursed, allowing the Undead to continue to haunt the offending robbers.

The primary goal and reward, however, is the Gryphon Sword, described below:

Gryphon Sword

This sword is of a keron alloy with delicate inlay of intertwined green and blue. The guard is designed to resemble a pair of spread wings, and the hilt is a scaled claw, the end of which holds a shimmering green orb. Of the Earth, it has powers related to that element.

POWERS:

1. +35 to hit, 2x hits.
2. Delivers an Internal Disruption critical (see *Master Atlas Inhabitants Guide* p 60) in addition to any other.
3. Is capable of one of the following per decadey: *Undoor True*; *Solid Destruction True* (100 cubic feet); *Great Crack* (500' deep, 30' wide, 1000' long; 1/10th that in a structure).
4. *Of Slaying Constructs* (Shards, N’ng, Golems, etc.).
5. *Of Changing*: will become a dagger, a kynac, broadsword or two-handed sword at will.
6. Completely deflects all organic missile attacks directed at the wielder. This is actually intended as a rather specific defense: it is designed to protect the user against Shards, who throw deadly organic disks, and N’ng, who spit acid. Metal-tipped arrows with wooden shafts are at -50.

+3 to OCV, 3 1/2d6 Damage; also does 1d6 BODY destruction.
1/10 days, may do 8d6 BODY destruction on any inanimate object.
+3d6k vs. constructs.
Will become dagger, two-handed sword, broadsword or kynac at will.
+5 DCV vs. organic missile attacks.

GM Note: you don’t need to be told that this is an extremely powerful item. If you feel that it is too powerful for a player to possess while maintaining some semblance of game balance, you may wish to have the sword ‘cursed’, restricting or completely suppressing some of its powers. The curse would be very powerful; removing it might prove to be an interesting adventure in itself.

ENCOUNTERS

There are myriad potential encounters in the tombs — mostly with vengeful Undead, tireless guardians, and deadly symbols; they are explained in the layout text.

PART VIII

• LEGACY OF THE SEA-DRAKE •

The following series of adventures are linked to form a quest or short ‘campaign’. As the scale of adventures is rather powerful and the nature of the quest is monumental in scope, it is very strongly recommended that the players have considerable adventuring experience under their belts before being introduced to the quest.

Far in the past, it is said, the entire continent of Jaiman was ruled by six kings, each on the throne of a wide land, peaceful and wealthy. These kings did not war or covet each others’ land, but maintained an alliance and pact of mutual defense against outsiders as well. This was the time of the Six Crowns, diadems for kingdoms rising in another Era, nearly nine thousand years ago.

Even though at least one crown is still known — the aptly named Phoenix Crown of Rhakhaan — the old tale of the six united lands is considered pure legend by sensible folk. The Phoenix Crown is a beautiful item, to be sure, and the heart of a powerful empire, but no one believes the stories of magical powers which allowed the kings to keep invaders at bay; such is obviously exaggerated myth from a time so far in the past that only the most sturdy structures from that time have survived even as ruins.

Yet there is truth to this tale. There were Six Crowns, and six swords and magical pendants as well, made for royal guardians and advisors. And the Crowns were more powerful than even the wildest legends suggest: they made their wearers masters of the Essænce.

Now Jaiman is a broken land again, and faces an evil threat from Ulor to the west. The fledgling kingdom of Helyssa is foundering, its king murdered and the royal heir has vanished. Helyssa — in the land that was once U-Lyshak — is the strongest power standing between the Dark Realm of Ulor and all of Jaiman. Only the fabled magic of the Sea-Drake Crown of U-Lyshak can stop the fleets of Ulor and turn back its evil king Lorgalis. But what hope is there in a fable?

GM Note: The GM should read through all the adventures and visualize how they can be personalized for his campaign. At some point the GM may wish to introduce one of the Loremasters described earlier in the book, because when Kier Ianis puts on the Sea-drake crown and turns against them, they are going to feel very lost and helpless. While it is not suggested that a Loremaster travel with the group during the earlier adventures, one may be necessary to guide them in the final search. A Loremaster will almost certainly NOT make the decision whether to destroy the crown control complex or not; Loremasters are not supposed to take such direct action.

One option is for the Loremaster to not be known as a “Loremaster” as such; perhaps just someone they PCs meet where it would be logical to find a reasonably wise person, though not necessarily someone as daunting as a Loremaster.

Again, it is important that the GM consider the various options and plan out his campaign before it progresses too far!

1•EYE OF THE DRAGON

This adventure introduces the Quest for the Sea-Drake Helm, and the central NPC, Kier Ianis, heir to the throne of U-Lyshak.

Prince Kier is a childhood friend of one of the PCs, though the character did not know his true lineage or even name at the time. The first step in this quest is to locate the Sea-Drake pendant, held in the mysterious tower of Yarth.

THE TALE

A cloaked figure rides madly into the night, fleeing the city of Cynar and Helyssa. It is Crown Prince Kier, the last heir to the ancient realm of U-Lyshak, afraid for his life in the chaos left by the wake of his father’s suspicious death. With ill-formed plans to gather a force and return when he feels safer, Kier travels west.

Kier remembers a childhood companion from his studies at the secluded Gryphon College and resolves to find his friend and ask for help on his quest...

THE NPCS

This adventure introduces the pivotal NPC of the entire quest, as well as an important adversary. As with all NPCs in the module, System information for such characters can be found in Part IX.

KIER IANIS, PRINCE OF HELYSSA

A youth of seventeen years, Kier is nevertheless a strong and intelligent boy — and descendant of the ancient Kings of U-Lyshak. Tall and fairly handsome, Kier’s Talath ancestry can be clearly seen in his blond hair, impressive stature (6’4”) and clear blue eyes.

Kier has been fascinated by the Crown legends since he was a small boy, and has done considerable research on the subject. He knows of the Pendants and Swords and their intended purposes, though not their specific powers.

It is Kier’s dream to find the lost artifacts of the Sea-drake realm and return triumphant to his home. He is certain that the crown will protect him as he takes the throne and casts back the invading fleets of Ulor and mercenaries of Saralis.

While brave and somewhat impetuous, Kier is not foolhardy. He knows that his duty is to survive and return to save his people from the invaders, so he will not take unnecessary risks. This is not to say that he will expect the PCs to protect him; quite the contrary. It is just that he has a fairly good sense of when it is wiser to run and hide than to fight and perhaps die.

THE PRIEST OF YARTHRAAK

GM Note: See Part V for details on the Priest of Yarthraak.

LAYOUTS

The Tower of Yarthraak layout can be found in *Part VI: Places of Interest*. See the detailed map of U-Lyshak for more information on the region.

THE TASK

Essentially, the task is to recover the Sea-Drake Pendant from the Tower of Yarthraak. It also launches the characters along the path towards returning Kier to power and reuniting the fragmented land of U-Lyshak.

STARTING THE PLAYERS

To begin the quest, Kier must meet up with his childhood friend. The inevitable link is Gryphon College, that small school hidden in the western foothills of southern Zor.

The manner in which the parties come together will depend largely on where the PCs are at the time. Should they be far from the College, upon Kier's arrival there Zaris may send out her messengers to locate them. Kier then might secure a Navigator to bring him to the PCs, or (and less likely unless the GM has reduced Navigator rates), he might pay the Navigator to bring the group to him at the College.

GM Note: *Kier has some personal wealth, but most of it is of course tied up in Cynar. While the infamously indifferent Navigators will not give Kier credit, the College will provide some funding to him.*

In any case, it is likely that the group would start from Gryphon College, where they can get adequate supplies and advice (if no tangible help).

AIDS

Because of the importance of this endeavor, a few people may be willing to offer assistance which would otherwise not be forthcoming. Specifically, Zaris, normally tight with her herbs, will offer a small selection of healing supplies.

Kier's sword will also be an invaluable help to locate the pendant; he has also been to Yarth once, and has a vague memory of the 1st-3rd floors.

OBSTACLES

As the group nears Yarth, and especially once they enter the realm of U-Lyshak, they will be in increasing danger of detection. The High Priest has his forces — including his Messengers — out combing the countryside for Kier.

Of course, the Tower and its garrison will provide quite an obstacle, though it is (fortunately for the PCs) unlikely that the Priest will be 'in' during their visit.

REWARDS

The Pendant will of course be the primary reward, which Kier will present to the group member most suited to use it (assuming that person will pledge to aid Kier in his continuing search for the Sword and the Crown). There are a few other items of interest in the Tower which may later serve the PCs.

ENCOUNTERS

The following encounter notes are intended to be (basically) in order as the PCs approach their target site. The PCs will have to be clever and devious to get past the network of evil forces scattered across Jaiman.

THE YARTH TROOPS

These human troops are most likely to be encountered when wandering the U-Lyshak countryside or in Cynar. They are technically the Helyssa army, and bear the Helyssa symbol of a white sailing ship on a royal blue field. These men are now under the control of the Priest of Yarth (Yarthraak). There is a 70% chance that they will recognize Kier; 20% chance they will detect him one way or another even if he is disguised.

The one advantage of encountering the Helyssa troops is that there is an excellent chance that they will actually *help* Kier or at least pretend not to recognize him. Few like the Yarth Priest, but they fear his mysterious ability to seemingly know everything that goes on. But if they do decide to help the prince, it may come in the form of advice, information about troop deployment and likely ways to get past guards — or even active help in slipping by.

LUGRÔKI TROOPS

These foul minions of the Priest will almost certainly only be encountered at night. They have been sent out of Yarthraak to seek out the young Prince and bring him back at any cost. If the group encounters the Lugrôki, there is a 90% chance that Kier will be recognized (60% even if he is disguised, as a Lugrôk will use smell to detect as well).

MESSENGERS

Messengers of Yarthraak (or Dansart, if travelling in Zor) are cruel marauders the PCs may have encountered before (see *Encounters* in Part VII, Section 3).

A HERALD OF NIGHT

These dreadful beings are among the most terrifying creatures of the Void. They are eerily intelligent and can track by an unnatural mental means. Fortunately, there are few of them and it is unlikely that more than one will be on Kier's trail at a time. Details of their nature are in Part IX.

PRIESTS OF YARTHRAAK

These Priests of the Unlife in residence are likely to be encountered unless the PCs are extremely stealthy. They are almost mindlessly evil and will attempt to capture him even at the expense of their own lives. There is a 70% chance they will recognize him; 30% if he is disguised. If he is not recognized they will just try to kill him outright — along with the rest of the intruders.

THE HIGH PRIEST

There is only a 20% chance that the High Priest will be at Yarthraak, as he is coordinating his consolidation of the realm at Cynar. If he is encountered, however, he will of course utilize the vast resources at his disposal to snag the young prince.

2•THE TOMB OF ANDRAAX

Part two of Kier's plan is the retrieval of the Sea-drake sword, a weapon as powerful as the Gryphon sword but with differing abilities.

After that this adventure is a rather straightforward foray, though the unusual nature of Andraax's 'final resting place' will add some special flavor.

THE TALE

The tales which surround Andraax are many, varied, and often contradictory. One of the founders of the College of Loremasters and the initiator of the Library of Nomikos, Andraax vanished during the Wars of Dominion, and has not officially reappeared since. Some say he was driven insane and ventured into the East; others claim he went into hiding. The Loremasters will say nothing; the Scribes of Nomikos maintain that he was killed, and that they buried him in a tomb on an island south of the main isle of Ormian (Ormian is the location of the Nomikos Library complex). The very existence of the island is unknown to most people, and it is called by the Scribes the *Watching Isle*. They claim that it protects Ormian from storms.

Kier has learned through his research that Andraax took the Sea-drake sword "South of the Isle of Knowledge, where he lay to rest." That is where they must go.

THE NPCS

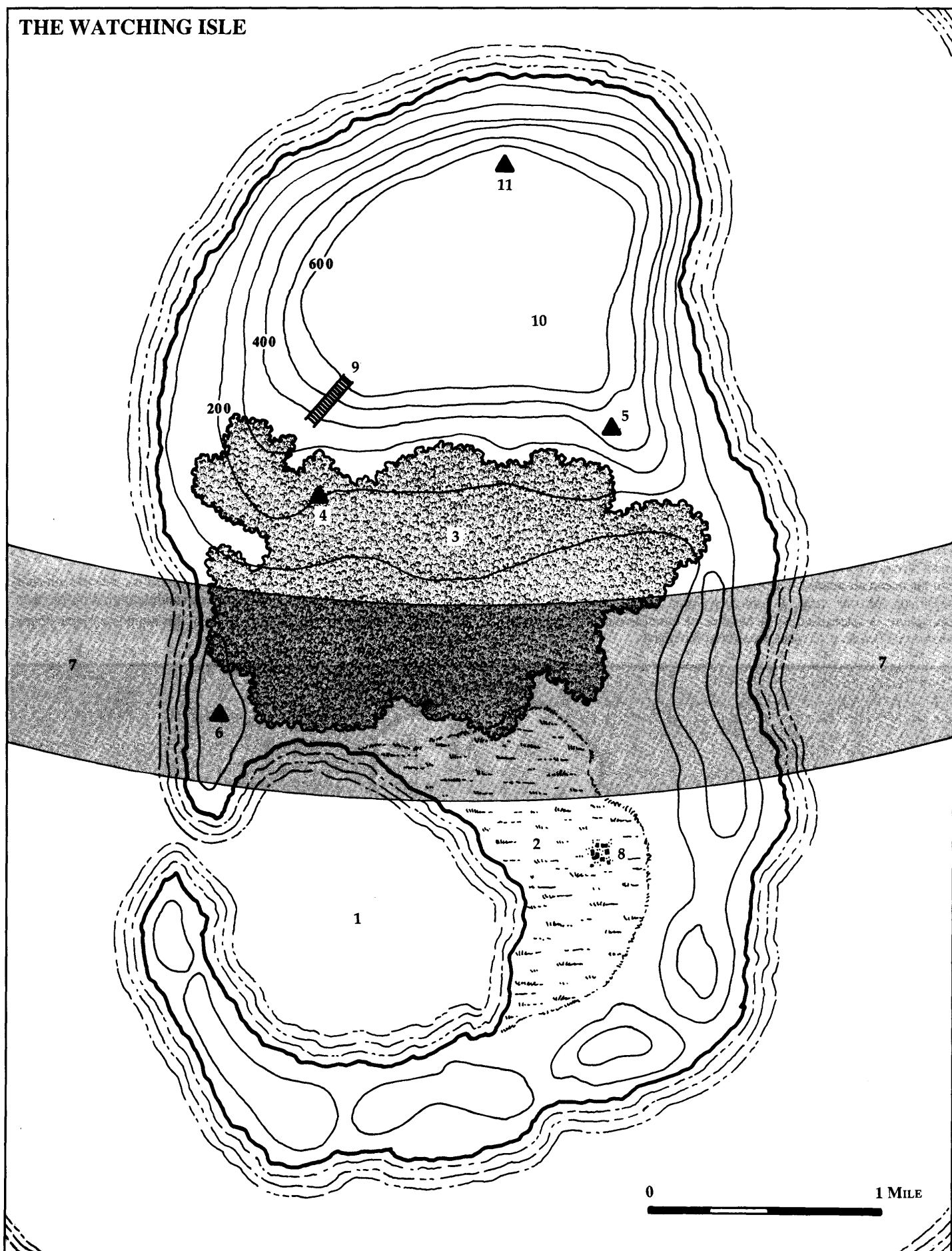
Background on important non-player characters follows. As with all NPCs in the module, system information for such characters can be found in Part IX.

TYA'AR

Tya'ar is, as noted in the layout section below, not a real person at all, but a very sophisticated, computer-generated mental projection. Constructed by the K'ta'viiri scientists ages ago, he is a database of knowledge designed to be the ultimate in user-friendly. Unfortunately for the PCs, most of his knowledge will be so outdated and bizarre as to be useless. He is entertaining, though. Since Tya'ar is a mental projection, he can only be seen or 'heard' by whoever is holding or touching his projector (the small, cigarette lighter-sized device). He appears completely real to that person, however. In appearance, he is a youth of perhaps 17, with violet eyes and blond hair in a modified 'bob' cut; he also appears to have six fingers on each hand. He is almost unnaturally handsome.

Tya'ar is dressed normally in a grey, skintight coverall with decorative ribbing and other details (very high-tech looking), but he can alter his clothing or hair style to whatever he desires. In manner he is friendly, but a bit condescending. He is able to make value judgements and to grasp complex concepts and situations.

THE WATCHING ISLE



The power source of Tya'ar's projector is virtually inexhaustible, and the casing is almost indestructible. He is as aware of the physical environment as his holder while held (using their senses for input), but oblivious while not in contact with a conscious being.

GM Note: While Tya'ar can be interesting, he should not be *too* useful. He won't tell the PCs anything that would allow them to exploit the tomb, nor will he tell them how to recharge any devices or weapons. He will warn them (assuming he is activated) if they are about to do something really destructive out of ignorance, and will mislead them if necessary to protect the tomb.

WITCH

A mysterious woman, the witch appears to be an old crone who cackles to herself a little too much. She is actually a Dyar Elf with schemes of her own. See the Encounter text.

GM Note: The GM may wish to elaborate on the Witch's motivations and flesh out the nature of this adventure.

LAYOUTS

The following section details the physical configuration of Andraax's tomb and its surroundings.

THE WATCHING ISLE

The Watching Isle, as noted above, is located about 15 miles south of Ormian, an isolated atoll with limited plant and animal life. The southern half of the island is of lower altitude and supports a forest and a marshy lagoon, while the higher northern portion is a windy, grass-covered plain, ending in a sheer cliff which falls 500 feet to the sea.

The tomb is the only structure on the plain, but there are ruins in the lowlands of the island, an area reputed to be haunted. Actually, the forest is inhabited by one hermit and a number of shaskan (winged lizards). The area is also rich with interesting birds in an environment at least 15° warmer than the ocean air nearby. The marsh is inhabited by a number of Will of the Wisps (*Master Atlas, Inhabitants Guide*, page 33), and the eerie atmosphere is intensified by a number of sirenflowers (*Master Atlas, Inhabitants Guide*, p 12) scattered about the marsh.

1. Lagoon. A very sheltered area, surrounded by a ring of tree-covered land. The only solid ground to pull a boat up on is along the north or south edge, however.

2. Marsh. This region is under 1-3 feet of water most of the time, covered with a greenish algae scum and filled with a variety of interesting (but harmless) life.

3. Forest. The most dense growth is in this area, a virtual rain-forest microcosm sheltered by the enclosing land.

4. Witch's Cave. See separate layout.



5. Navigator Obelisk. Like all the obelisks, it is a triangular pillar 10' tall, made of some smooth, adamantine material.

6. Portal. A graceful, tapered arch 12 feet tall of a silvery metal, it stands amidst a copse of trees on this hill. The Portal gives off constant waves of Ess  nce, to the point of a slight visual distortion. The destination is up to the GM.

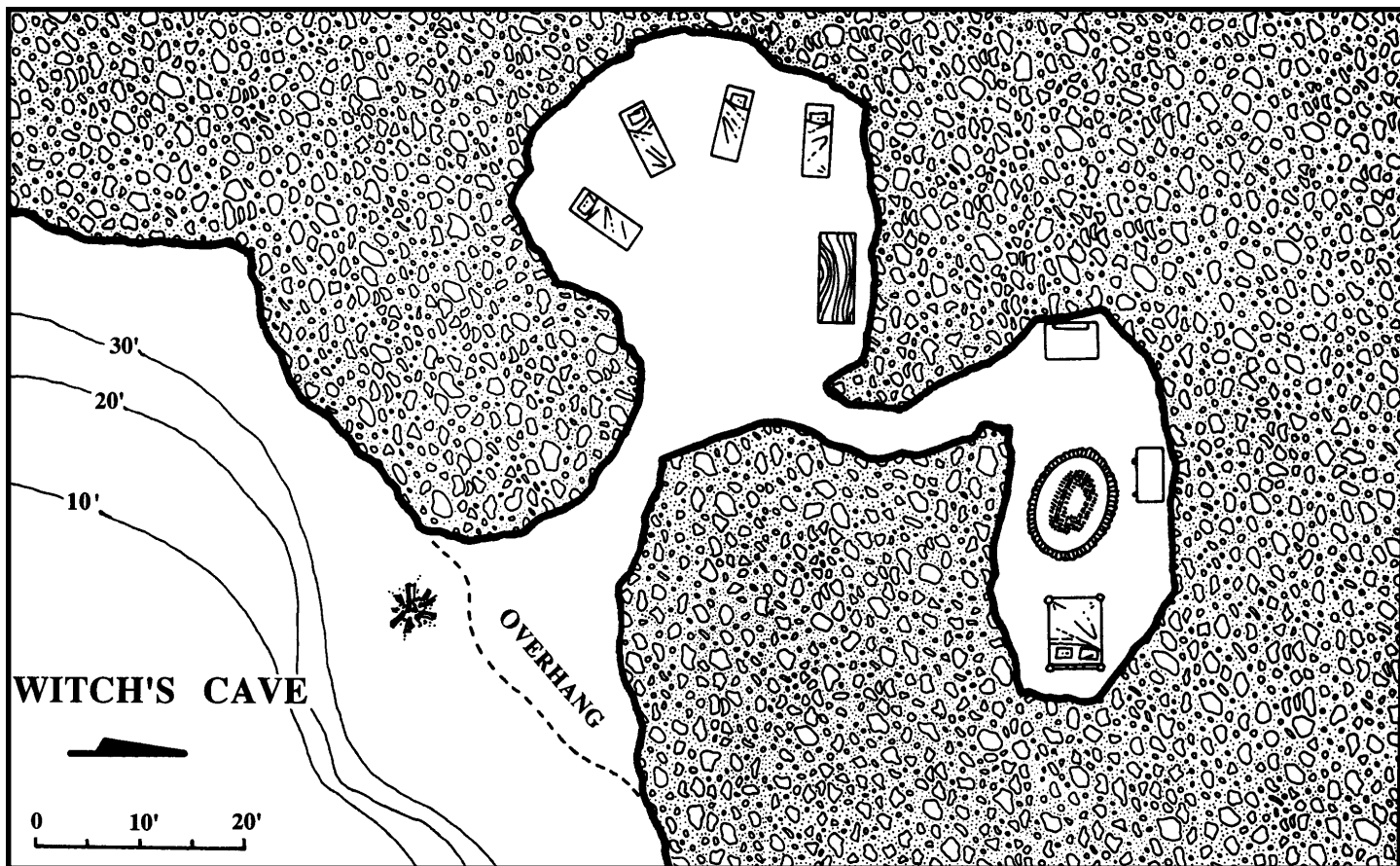
7. Path of the Flow. This indicates the approximate flow of Ess  nce across the island.

8. Ancient Ruins. Partially mired in the swamp, this collection of stone ruins is incredibly ancient and so decayed that only a few rows of stones and an arch remains.

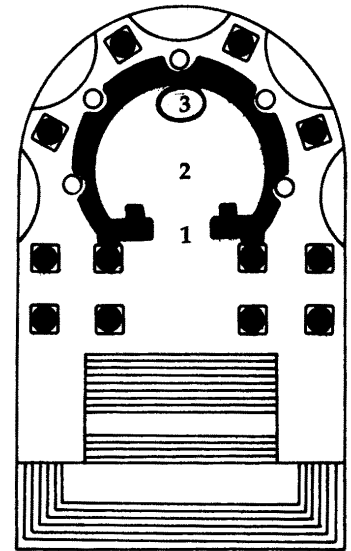
9. Stairs. A long stairway of 700 steps leads up to the plain.

10. Plain. A nearly flat surface, this windy plateau is covered with short grass. The misty forest can be seen below as an undulating ceiling of green.

11. Tomb of Andraax. The upper portion of this tomb is a simple domed structure.



UPPER MAUSOLEUM



THE UPPER MAUSOLEUM

Actually a rather modest edifice, the tomb is a small, circular structure. Carved of pentalic marble (known for its strength and fine, white appearance) it consists of a domed structure surrounded by a colonnade. The chamber is approached by a wide staircase.

The entire inside of the upper tomb is an elevator to the lower level. The key to the tomb is a ring, one of the strange black hexagonal-cut gems in a gold setting. Etched into the obsidian surface is the Eye of Andraax. Placing the ring over the red hexagon in Andraax's amulet triggers the scanner which matches the ring. The scanner transforms the ring to clear for the duration of the stay inside.

1. Entrance/Doors. The entrance to the chamber is accentuated by an ornate door frame. Not immediately visible is the slot around the frame which conceals a double set of polished metal doors. When the elevator is triggered, the doors slide shut.

2. Chamber. This chamber is not quite circular and has only one feature of real note: the statue. The walls are plain and unadorned, and one would not even be aware that this is the tomb of Andraax if one didn't know.

3. Statue of Andraax. Also of white marble, the statue is eight feet tall and depicts Andraax in his familiar robes with the hood pulled back. His arms extend slightly from his sides and the fingers are spread to show without a doubt that he has six fingers. Andraax appears as a handsome young man in this representation, but with a haunted look on his face. Also of note is his amulet, carved from the same marble, but inset in the center with a concave red crystalline inlay, the only colored item on the statue. The hexagon happens to match exactly the size of the ring. Pressing the ring to the amulet closes the doors and starts the occupants of the chamber down a long journey underground.

THE OUTER CHAMBERS

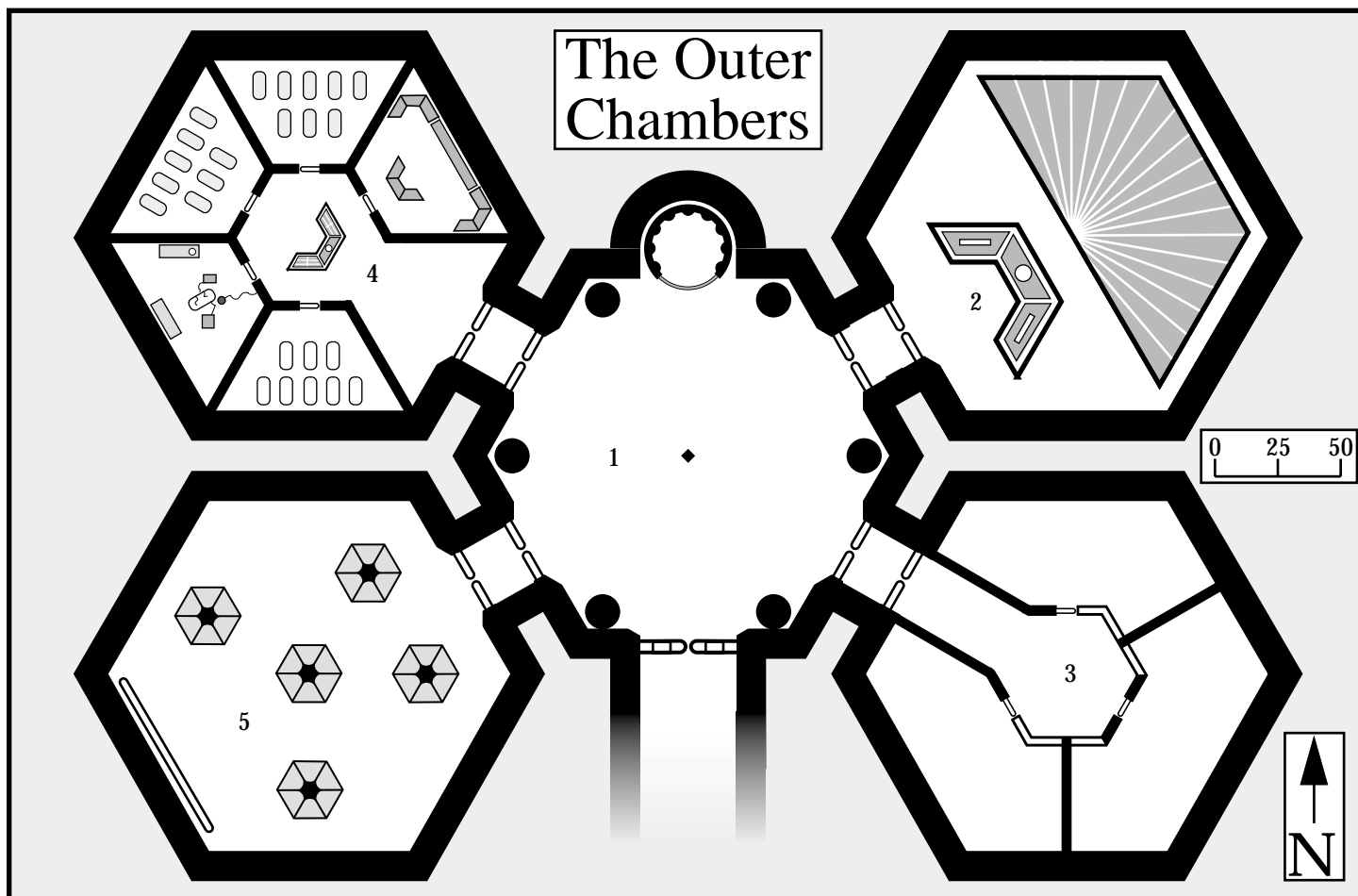
These rooms (as well as the operation of the Mausoleum elevator) are all powered by a very sophisticated reactor. There is very little that is 'magical' here at all; such detection spells will reveal little more than background. This complex functions through the ancient technology of the Lords of Essence. Everything looks new and clean here because maintenance robots (unlikely to be seen during a brief PC visit) keep things in order, and can even synthesize replacements for worn items.

1. Foyer. This hexagonal room is about 100' feet across, with a shallow, pointed ceiling supported by six graceful, metallic struts rising from the six corners of the room. The floor is of some smooth grey surface the PCs will be unable to identify. In the center lies a small black object: Tya'ar (See NPCs). Should one of the PCs pick it up, he will immediately appear. All doors off this suite except those to #6 open automatically with a soft 'whoosh' when approached.

2. Transport Room. A matter-energy transmitter, though the console and power converter grid will be completely cryptic to the adventurers, and Tya'ar isn't talking.

3. Labs. Actually three separate chambers, the labs are accessed through sealed doors with palm locks. There is virtually no chance of breaking in. The transparent panels showing the three rooms are also of some unbreakable material. The three labs are for experiments and repairs in chemistry, mechanics/ physics, and electronics.

4. Medical Center. A suite of rooms including a lounge, attendants station, surgery, a recovery room, and three rooms equipped with sophisticated "Medbeds": automated surgical/ medical facilities that activate when a body is placed within them. A medbed can heal someone of almost any injury except severe brain damage or loss of a major portion of the body. Three of these beds are fully functional.



5. Recreation Area. Also an information room, this large chamber is covered with cushions and a variety of strange contraptions. Some are, in fact, readers for electronically stored data. A very large silvery screen covers one wall and was used for displaying images to the entire room at once.

6. Corridor. This passage gets special note because the doors leading to it are larger and more ornate. Hexagonal and ten feet across, they are not plain smooth metallic panels like the other doors. Instead they have raised areas and ridges, actually a reinforcing design in the metal form, though the characters would not understand that. On the right side of the door is a reddish transparent panel about hand-sized. It is designed as a palm-lock, answering only to Andraax, but of course no one would be able to get through this. The ring will not work in this situation, either. But Andraax, wanting the deserving owner of the sword to be able to recover it, gave the Sea-drake pendant a special power: if held before the panel, the ring will project a fan of light which will trick the sensor and open the doors. With a rush of air and hiss, the heavy, reinforced doors will roll smoothly open. The corridor itself is hexagonal, apparently carved out of rock with a smooth, grey finish. The floor surface is luminous, providing light along the 100' long passage.

7. The Hall of Worlds: A huge, domed chamber 300 feet across. Scattered about the room are nine large discs, each a different color of stone with a unique design. The seventh disc out from the large yellow disc in the center has five smaller discs clustered around it. This is a representation of the nine inner planets of the Kulthea solar system (a fact that an Astrologer or someone with quite a bit of *Stargazing* would probably figure out). In the center, rising out of the large yellow disc is a star-shaped pedestal of polished black stone with a silvery hexagon-shape in the middle. If the key-ring is inserted, the Kulthea disk sinks into the floor and is replaced by a throne. Sitting in the throne causes the holographic planets to appear and the dome itself to darken and reveal a starfield. The planets are luminous, providing the only light in the room. The sun is quite striking, with flares, etc. After a brief pause, the hologram planets begin to move along their orbital paths. As each planet passes over its floor version, the floor version lights up. This is when the opening switch to Thasia (Planet Three, noted as #9) and Ombari (Planet Nine) can be activated.

GM Note: this chamber originally served as a teleport to the other worlds, where the Lords of Essence had installations. None functions now, except the physical vault under Thasia and the Door to the Inner Crypt.

The planets are not exactly to scale, but their movements are relative:

- Kuluth takes 12 seconds to orbit.
- Thasia takes about 30 seconds to orbit.
- Kulthea takes one minute to orbit.
- Ombari (planet 9, innermost gas planet) takes 8.3 minutes. Ombari actually sweeps along the outermost wall, half hidden in the wall. When Ombari matches with the rear entrance (its orbit not exactly level, it dips to floor level at this point...), the rear 'door' opens (visible only from the throne unless locked!) the throne person has 5 seconds to lock the setting before the door closes again. Note that



Ombari's position on the floor is at the door location.

8. Throne. This oddly-designed seat faces the center of the chamber. Once someone sits in the throne, other viewers see him vanish inside a hologram of Kulthea. He can see fine, however, and when the planets begin to move, Kulthea sweeps away from him (like the planet images in the floor, the throne itself does not move around the chamber!). The chair has no back, but does possess a pair of upward-curving arms, each of which sports three very obvious buttons in a row. Their functions:

Left Arm:

- a. Run planets: causes planets to resume course after they have been 'held' or 'reversed.'
- b. Hold planets: Stops planets.
- c. Reverse planets (must be held down or planets stop).

Right Arm:

- d. Pivot Clockwise. Pivots the throne as long as the button is held down.
- e. Pivot Counterclockwise. Pivots the throne as long as the button is held down.
- f. Open vault/door. Only operates when the appropriate planet is held over a vault or door; it causes that door to open.

9. Thasia Vault. Thasia (Planet Three) is a secret vault holding the *Lord's Staff* (see below). While the GM may wish to play down the powers of this item, it is in fact very, very powerful. However, it is also intelligent and can shield itself from crude attempts to assess its abilities (i.e., any analysis the characters may have access to). It will reveal only its most mundane powers (Tier One) through Staves/Rods rolls and similar analysis to someone like the PCs. For powers of the Lord's Staff, see Andraax's stats in Part IX, Section 1. The vault itself is a smooth cylinder of some material which the PCs are unable to analyze. It rises 8 feet up out of the floor, revealing an oval opening 2/3 of the way up. Inside, hovering in blackness,

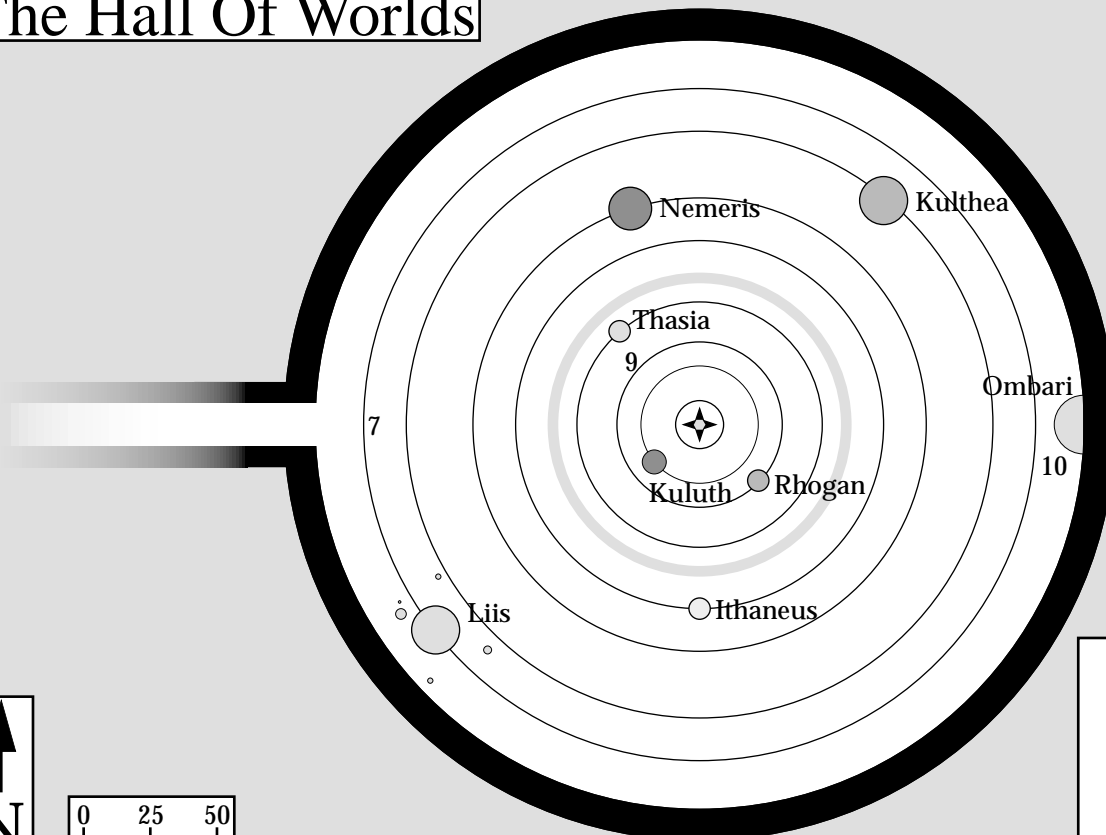
is the Lord's Staff. It is untrapped and need only be grabbed out of the void.

Lord's Staff: a rod of clear blue laen one foot long and one inch in diameter, unadorned except for a contoured gold handgrip at one end and a plain 2" wide silver band around the other. It was made by Andraax long ago and held by Lorgalis for a period of time, but recovered in the Wars of Dominion. The Rod has a will of its own, and though it will not actively dominate a user, it will not necessarily obey commands, either. The Rod is Of the True Essence, and thus can be used by any spell-wielder. It has three tiers of powers; only Tier One may be learned normally; Tier Two abilities may be revealed to a 'worthy' user one at a time (perhaps one per level); Tier Three are reserved for those who can master the Rod (Only three have done so: Andraax, Lorgalis, and — briefly — T'vaar Dekdarion, (a 60th level Loremaster and Warrior Lord).

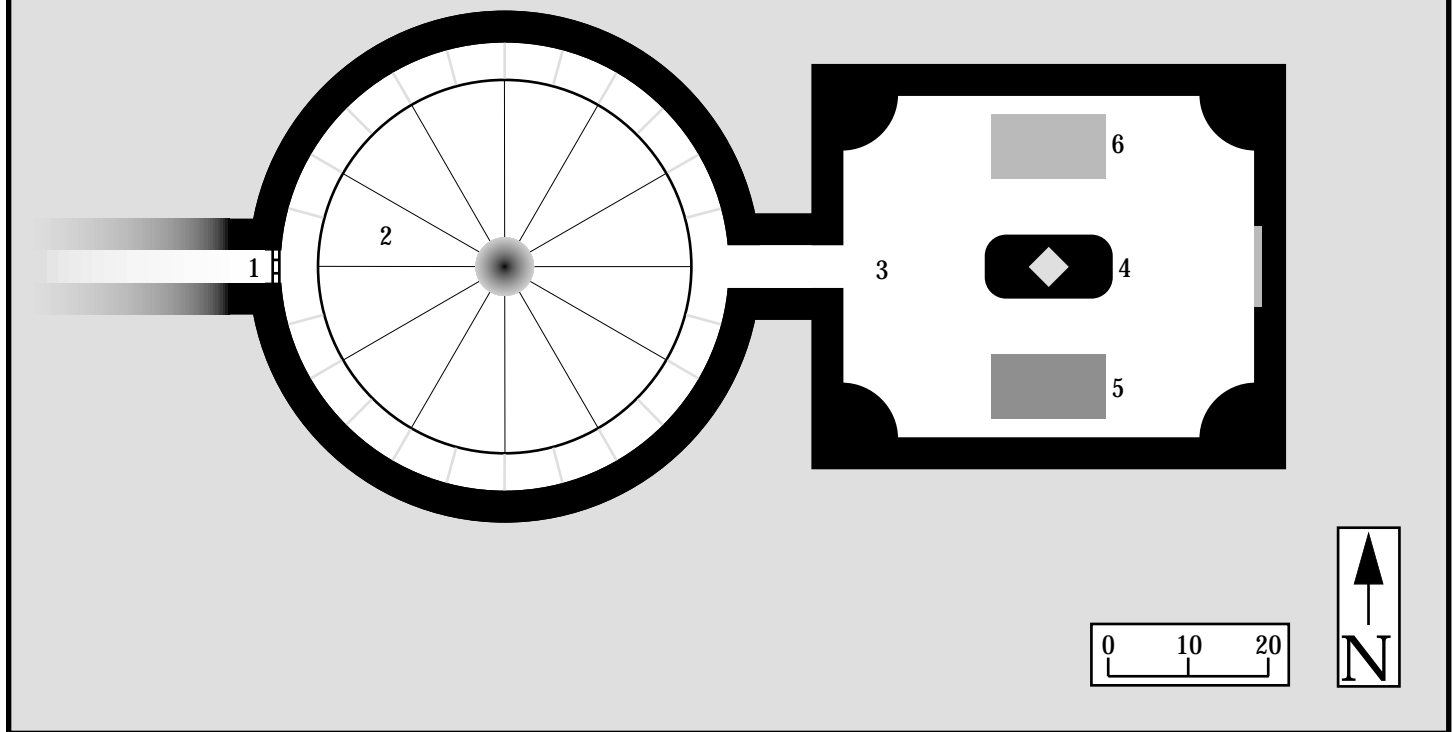
Tier One:

- a. *Enhancer:* x6 PP (any profession) [wielder casts all spells at 0 end]
- b. *Rays:* Fire a beam of blue light, treat as Firebolt 100'. No prep needed, unlimited use. Note that the Rod hates Demons, and will make an extra *Slaying* roll vs them; adding +10 to the slay roll for each regular critical level above "A". vs Large and Super Creatures, roll 1x on Normal, 1x on Slay. [2d6k energy blast, 3d6 vs. Demons]
- c. *Absorb:* Holder may attempt to absorb any spell directed at him; he must be aware that the spell is being cast and (more or less) interpose the Rod. The incoming spell must make a RR as 'target' vs the Rod as 60th lvl 'attacker.' The roll is straight level vs level and if it fails it is absorbed and lost. This effort only requires 10% of rod holder's activity for the round. [60 pts. magical defense, but an action must be

The Hall Of Worlds



The Inner Crypt



expanded to use each time]

Tier Two:

a. *Spectral Form*: user is able to become invisible and undetectable by all normal and magical means. He can walk through solid material at will and fly at up to 100 miles per hour. This power can only be used 1x per 10 days, however, and for no more than 1 minute per Temp Constitution point, as it drains the user. He must return to normal before his theoretical Co drops below 1. He will recover these Con points at 1/hour, but attempting to go spectral before full recovery means a RR vs. 60th lvl Channeling; failure meaning death by system shock. [20" flight, desolidification and invisibility to normal sight, but does 1 pip CON drain/5 minutes]

b. *Armor*: While the Rod is held (and user is conscious) he is encased in an energy shield equivalent to AT 20 (-50). There is no maneuver penalty, but no other physical armor or magical protection enhancements may be worn (it suffers no competition). [provides 10pd, 10ed force field]

c. *Fusion Sword*: a 3' long blue blade of energy extends from the end of the rod; treat as a +40 broadsword/two-handed sword, 2x hits, all target ATs are 1. Criticals are Heat and Slash. May be used one or two-handed, skill with broadsword or 2-h sword allow similar skill bonus. [4d6k, armor piercing]

Tier Three:

a. *Lord of Flows*: Use Navigator Flow Mastery List at will (World Guide, p 64). [May cast spells up to 150 active points for the purposes

of detecting, analyzing and manipulating Essence flows only]

b. *Lord of Portals*: Use Loremaster Transport List at will (World Guide, p 58). [May cast teleport, variable advantage, variable limitations, up to 150 active points]

c. *Slay*: Unsubtle but effective: the rod is pointed and the holder says "die"; the Rod understands who the target is. Range: 500', no range penalties or bonuses. The spell attacks at 60th level and the target has an additional -50 to his RR; Rod attacks on whatever realm the target is most vulnerable to (good luck, buddy). Target, failing, glows blue for a moment and is vaporized. A *Hasted* user may use this power 2x per round! [15d6 BODY destruction (living targets only) at range, no range penalties]

10. Ombari Door. This door is visible at all times, but can only be opened by the correct alignment of the planets and pressing the button on the throne. Tya'ar will not be helpful here unless the players are completely baffled.

THE INNER CRYPT

This is (supposedly) the final resting place of Andraax, one of the most famous people in the history of Kulthea.

1. Entrance. Beyond the Ombari vault lies a short corridor and a hexagonal door which splits into six parts which pull away from the center to reveal the bizarre anteroom.

2. Anteroom. The room is a hollow black metallic sphere thirty feet in diameter, with access around it by a catwalk running the perimeter of the chamber at the mid-section. In the center of this room rests translucent orb with a number of black rods running out of it and into the surrounding walls. The orb pulses with an energy which defies analysis, throbbing with power.

Mentalists will detect a presence.

3. Andraax's Tomb Chamber. Beyond the Anteroom lies a black metal door. It rises slowly to reveal the tomb chamber. The walls are of a black stone polished to a high lustre; it is a somber, austere but very elegant room. At the far end of the tomb, a 5' high representation of the Eye of Andraax is inlaid in the wall in luminous green glass.

4. Sarcophagus. A block of black stone four feet wide and eight long dominates the chamber, and on top is a box of some unbreakable transparent substance, the panels fitted together with a black metal (Eog). The glass itself seems to be laced with an almost invisible golden net. It is a Kregora inlay, preventing any magic to operate within five feet of the sarcophagus. Inside, the body of Andraax lies in state. Clad in a grey leotard-like garment similar to Tya'ar's, he appears to be asleep. It is, in fact, a hologram; he is not there at all.

5. Vault. A slab of marble identical in size to the one holding the Sea-drake sword (see #6) has on it a 6" tall representation of the Andraax Eye inlaid in silver. Inside the pupil of the eye is a lock. Only someone with the Key of Andraax found in the Catacombs of Ūr (not the ring; another key) can open this vault with ease (treat as *Absurd*, with an additional -50 otherwise). Opening the vault causes the 3" thick front face to slide open to the left and reveal a closet of sorts. Inside are backup replacements for all of Andraax's equipment (see Part IX) and a recharger with several ready power-packs. The vault is protected from magical intrusion by a net of Kregora just inside the surfaces.

***GM Note:** Should the PCs get into this vault, they would be wise not to take anything. Dead or not, Andraax is a powerful guy and his toys are very dangerous. While the GM may not wish to warn the PCs should they take anything, he may want to punish them later. Especially with part of his consciousness travelling with the group, Andraax will have no trouble tracking them and getting his property back in a devious and twisted manner.*

6. The Sword. A slab of dark green marble seven feet tall, four wide and three thick stands near the left wall, and seemingly lying flat against the stone (actually sunk halfway in the stone) is the Sea-drake sword. The stone is hollowed out around the hilt so that it may be grasped. Only Kier may take the sword, and if there is a worthy PC in the group he will immediately present it to him/her in return for their continuing aid.

THE TASK

Put simply, the task is to get the Sea-drake sword and get off the island before the minions of evil catch up.

STARTING THE PLAYERS

The PCs will have their hands full researching the possible current hiding places of the sword, and Kier will be of some help. The GM may wish to supplement this adventure with a series of 'red herrings': minor forays where the sword is supposed to be but is not. (Players need to be frustrated sometimes.)

***GM Note:** it will add to the interest of the adventure if the players are given no hint of the actual extent of the tomb. They will (hopefully) have little idea what they are getting into.*

AIDS

The PCs must get the Andraax Key (actually a ring) from the Witch or they have no hope of succeeding in this part of the quest.

OBSTACLES

The group must travel to this isolated island and convince the witch to hand over the key to them. They must also evade death in Andraax's tomb.

REWARDS

The greatest reward is of course the Sword of the Sea-drake, but there

are many other treasures in the crypt for those who would dare to take them.

***GM Note:** There is a strange (and optional) reward which the GM may convey upon one of the characters, preferably one who does not get the sword or pendant:*

The Tomb of Andraax is more than a tomb, it is a repository of a part of his consciousness. When the players enter the crypt (as they almost certainly must do), they will be scanned by the bizarre orb-machine, and the one most suitable will be conferred with an additional 'consciousness.' This Presence will remain latent and passive under normal circumstances; only a careful check with Mentalism spells will reveal a shadowy second Presence inhabiting the character. However, at a time of crisis (GM Discretion), the Andraax presence will try to surface — if the character allows it will it succeed. (Thus, if the character thinks the group can handle the situation without 'help' he cannot summon Andraax — though the first time Andraax tries to surface, the poor character should have no idea what is going on except for a strange feeling of power through his body waiting to be released if he desires it). Should he do so, however, he will have the following powers and abilities:

1. AT 20 (-150), defends as a Large Creature for criticals, at 60th lvl vs. spells. [PD and ED 14 (resistant), 30 pts. spell defense]
2. May cast *Andraax's Purge*, (a 60th level Absolution which causes the target to be without thoughts for 1 day/5% failure) 3x. [15d6 mind control (causes target to be without thoughts only), lasts for 2-12 days]
3. May Teleport himself and his companions (up to 10) to anywhere else on the globe that he has been with only a 5% chance of failure. Failure results in the group being bounced back to where they were and stunned for 1 round. He may only attempt the Teleport 1x per appearance.

The Andraax Presence cannot be communicated with directly (e.g., you can't ask him questions) and he only remains for 3 minutes (18 rounds). The Presence can only surface a total number of three times before it dispels from the character forever (the GM may wish to let the character know this after the first: "you've only got two opportunities to do that again!"). Also, when the Presence departs each time, the character is exhausted mentally and physically and requires at least 8 hours rest.

ENCOUNTERS

The following encounters are suggested for this adventure.

A SEA ENCOUNTER

This is optional, but the PCs may encounter one or more interesting things as they make their way to the Guardian isle. Sea creatures, strange vehicles, pirates, and other things lurk in the seas south of Jaiman.

A DREAM

The night before the group arrives on the island, one of the characters will have a dream where a hooded figure in black robes stands in a dark, fog-shrouded landscape and speaks:

*"Before you take the High Road
You had better go the Low
Seek a cave by the stairway
Be wary of the Flow*

*"The Old Witch has the Key
In Favor must she be paid
In order for you to succeed
in your quest for the Blade."*

THE FLOW

A powerful Flow of Essence curves across this island — part of the reason the bay to the north is so sheltered. See the *Master Atlas World*

Guide for ideas of Flow Effects.

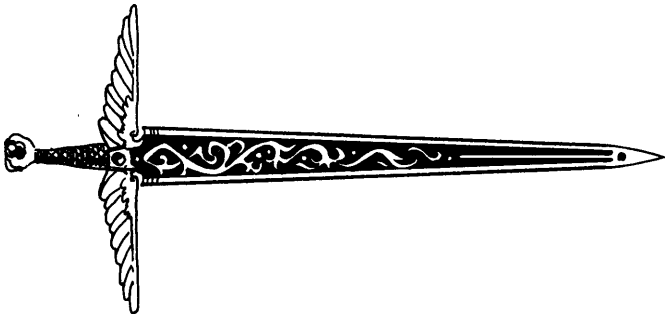
THE WITCH

As can be told from the NPC description, the Witch is not an ordinary character. She does have the key, though, and she will lend it to the party only if she gets what she wants, and that is a child.

When the group arrives she will insist that they stay the night with her. Her cave is comfortable enough, and she will prepare an excellent meal. She says that she will sleep upon whether to hand over the key and tell them in the morning. All the while she will be choosing the future father of her child.

Both the food and the campfire will be laced with a mild, harmless Level 10 sleep-inducing drug. For added effect, the Witch will cast *Sleep* spells on all except her chosen. She will then assume her true form and use whatever skills or spells are necessary to seduce her chosen.

GM Note: depending on the nature of your game and campaign, you may wish to 'gloss over' this portion of the encounter. The encounter by the chosen male with the witch should be as detailed or vague as you desire; in any case it will only be remembered as a strangely vivid dream. The chosen might even be Kier, and so the PCs will never know what happened. However, an enchanted child of one of the characters has interesting potential for later in the campaign. The Witch will conceive, and bear a son in a few weeks, who will grow to maturity in less than a year. Her plans for him are up to the GM.



3•THE DRAGON'S CLAW

This adventure centers around entry into the home of Sulthon Ni'shaang and recovery of the Sea-Drake Crown.

THE TALE

The quest nears completion as Kier relates to the PCs where the Crown of the Sea-drake lies: the Dragonlord's castle!

Far to the north in the tortured land of Ja'miil Targ, lies the citadel of Sulthon Ni'shaang, the Red Dragon.

GM Note: What the characters and Kier do not know is the terrible truth about the crowns. See **Rewards**.

THE NPCs

Background on important non-player characters follows. As with all NPCs in the module, System information for such characters can be found in Part IX.

SULTHON NI'SHAANG

The Dragonlord is a more interesting character than the priest of Yarthraak or even Lorgalis because he has more free will. He is not the blindly evil lord who seeks to dominate without reason except to dominate and subjugate. He has plans. He also is caught between the crazed minions of the Unlife and the disorganized forces of 'good'.

LAYOUTS

The layouts of the Dragonlord's Citadel and vicinity can be found in Part VI.

THE TASK

To recover the Sea-drake Crown and in so doing, to complete the quest.

STARTING THE PLAYERS

This adventure may pick up right after other one leaves off. Kier knows where the crown is kept (at least he thinks it is in the Dragonlord's citadel), the only thing holding him back was the support he needed to get in.

AIDS

Sulthon Ni'shaang may 'allow' the players to get away, knowing that they will soon seek the same thing he does: the Forge of Arion and the nullification of the Crowns.

OBSTACLES

The lands to Ja'miil Targ are filled with hazards, and finding the crown in the Dragonlord's Citadel is a major obstacle in itself.

REWARDS

There are no clear rewards to this adventure; the quest is theoretically completed, so there would be bonus Experience Points, but the outcome is a bitter one. The nature of the crowns is such that they transform their wearer into an automaton with only one thought: to protect the realm. It is not clear whether the controlling properties of the crowns have been tampered with; certainly the borders have been altered since the crowns were made.

ENCOUNTERS

The GM must run encounters on the approach and infiltration of this frightening citadel.

THE POSSESSED KIER IANIS

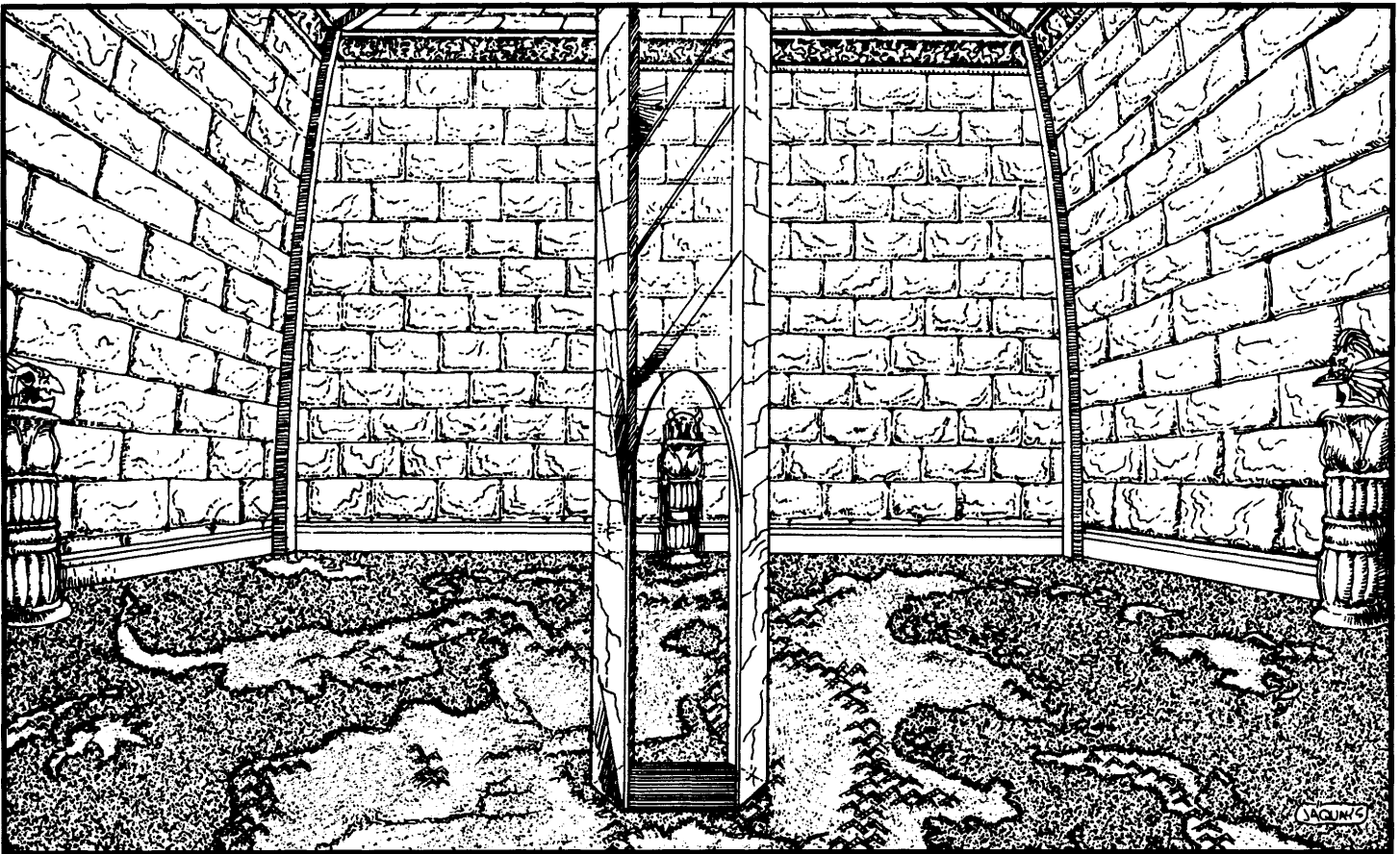
Kier puts on the Crown and for a moment stands as one in a trance. Then a strange look comes over his face: a hard look almost without emotion. The PCs who have travelled with him for probably months now will immediately realize that something has altered his mind.

Kier will look around condescendingly for a moment, then say: "I must return to my realm and take control from the invaders. I am King!" Any comments from the PCs — especially smart remarks — will be greeted with a cold stare and a command for obedience. Kier will then look at the pendant and sword holders and declare them both to be incompetent, unqualified holders and demand that his items be returned. Since the PCs can reasonably deduce that this is not the 'real' Kier speaking they can (sort of) reasonably refuse, at which point he will become enraged, say he will recover his realm without them and then have them hunted down and killed. Then he will vanish.

SULTHON NI'SHAANG

Sulthon is a cautious being, and should he detect the intruders, he will not try to capture them at once, but rather try to determine just what they are doing there. Once he realizes that the PCs are after the Crown, he will be fascinated, wanting to know why and what they want it for (could one of them be the heir!?). He has no use for the crown personally, and having the King of U-Lyshak resurface would only make trouble for that major thorn in his side, Lorgalis.





4•HAND OF THE SMITH

In this adventure the PCs must find the secret chamber of the crowns and then decide whether to risk Kier's life by destroying the ancient complex or not!

THE TALE

The Tale of the Crowns has been discussed in many other areas of the book; the GM may wish to refer to Part III and the introduction to this section.

THE NPCs

NPCs from previous adventures or other sources may come into play as needed.

LAYOUTS

The Forge of Arion and Crown Vault layouts may be found in Part VI.

THE TASK

The task facing the PCs is to decide how to handle the disaster which their supposedly rather straightforward quest has become.

STARTING THE PLAYERS

After the disappearance of Kier, the PCs must escape the Dragonlord's castle and get to somewhere that they can assess the situation. At Gryphon College they will be able to get information from the Ilarsir, which will show rather disturbing pictures of Kier raising an army and driving back the forces of Lorgalis while storms rage on the coasts of U-Lyshak day and night. Other methods of gathering information may be employed, including herbs which call forth visions, *Communing* spells, and the like. The GM should not give away too much too fast, however. Draw out the climax and have someone knowledgeable begin to hint at the inevitable confrontation between Kier and Lorgalis — one in which the young king could not win.

AIDS

As mentioned at the beginning of the Part, the Players are probably going to need some serious help with this final, twisted part of the campaign. Either a Loremaster, a disguised Loremaster, or perhaps someone from Gryphon College (though they are not going to be entirely objective) could be a valuable aid towards figuring out the location of the Forges and the Crowns vault. Considerable work will need to be done to even figure out that the crowns are controlled from a central location, though Kier knew this and may have dropped a few hints during his travels with the party.

Finally, should the players decide, the character with the Andraax-spirit has the ability to destroy the crowns by using an energy beam from his eyes (usable only for this, it causes the presence to depart forever afterwards).

OBSTACLES

Practically, the PCs must locate the Crown vault and travel there, all the while avoiding the minions of the Unlife — including Lorgalis, who desperately seeks the vault so he can twist it to his evil purposes and the forces of Sulthon Ni'shaang. They must also act before things get too out of hand in U-Lyshak, since Kier will be taking control and fighting a bloody war against Lorgalis' armies. It will only be a matter of time before Lorgalis himself comes forth to dispose of the young king himself. (Lorgalis would not be severely hampered by the crown's powers.)

On the more philosophical front, the PCs are going to have to decide what to do once they get into the vault and discover exactly what is going on. Should they destroy the crowns? What will happen — will Kier die? What of the Gryphon Crown in the College. What of the other Crowns and items? Could they reprogram controlling crowns to correct the problem? Should they interfere in what looks like a grand plan initiated thousands of years ago? They must decide.

REWARDS

Few rewards of any tangible nature await the PCs. This is a more abstract problem. It is suggested that the GM award considerable experience points for a solution that he finds most just and morally satisfying.

ENCOUNTERS

Because of the complexity and possible convolutions of this adventure, the GM will have to plot out encounters as the action progresses.

PART IX

• GM NOTES •

The following section concentrates on the 'system' aspect of the many persons, groups, and objects which play a part in Jaiman.

1•IMPORTANT NPC SYSTEM DATA

The stats for prominent NPCs from Part V are listed here for both *Rolemaster* and *Fantasy Hero* systems.

THE MAGICIAN

(ALSO LORGALIS THE WHITE)

WHITE MAGE

Age: ? (Appears ≈ 60) **Eyes:** Blue. **Hair:** White; long white beard. **Build:** Medium. **Height:** 6'5". **Race/Sex:** Dyar/Lord of Essence. **Skin:** Fair. **Demeanor:** Gruff, condescending; sometimes charming. **Dress:** White flowing robes, hood, white staff. **True Attitude:** Hateful; derision for all life. **Home:** . **Aka:** Lorgalis; the Magician; the White Mage.

LORGALIS

Age: ? (Appears ≈ 35) **Eyes:** Black. **Hair:** Black. **Build:** Muscular. **Height:** 6'5". **Race/Sex:** Dyar/Lord of Essence. **Skin:** Deadly pale. **Demeanor:** Haughty (rarely speaks). **Dress:** Black shiny armor, black cloak. **True Attitude:** Bloodthirsty. **Home:** Ulor. **Aka:** Lorgalis the White.

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; Swim; 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.

Special Abilities:

Defends as Large Creature. Lord of Essaece Abilities.

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 instantly kills.
2. Drains 1-10 *permanent* hits every time it delivers a critical.
3. Absorbs light, creating an aura of Utterdarkness up to sixty feet in radius (absolute darkness).
4. +45 broadsword.
5. Fumbles only on 01-02.
6. Can fire a soul as either a Nether Bolt or Ball, hits x = soul level (it stores up to 6 souls at a time).
7. Should 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: an clear stone of adamant in a golden setting, it is a x8 PP multiplier and allows the wearer to cast Dark Absolution at will.

Ring: Gold with a inlaid disk of etched obsidian. While worn it shields the wearer's mind from all thought probes and analysis; instead projecting benign, slightly befuddled (and completely indecipherable) thoughts. The ring must fail its 50th lvl RR before the ruse is detected; it must fail *by more than 50* before any useful real thoughts are uncovered.

Staff: of white wood, the staff can shrink to wand size or grow to a full seven feet in length. It stores up to 100 levels of spells (max level of each spell is 20).

Typh: +20, returns to thrower.

Armor: 10PD, 10ED Full Plate (Magical)

Robes: -5 to others sight perception rolls to spot when hiding

Sword: • When it hits, does 2d6 stun destruction on 11-

- Darkness at will, Impervious to all sight in 5" radius
- +4 to OCV
- Steals soul of any it instantly kills
- Can use stolen souls to fire 12d6 Energy Blast
- If Lorgalis struck down, sword fights on at OCV10 DCV7, Def8, Body15

Amulet of Darkness: Allows all spells to be cast at 0 END. Wearer may throw 10d6 mind control, persistent, 0 end, usable only to cause catatonia (soulessness), at will

Ring: 50 mental defense vs. Mind Scans & Telepathy Staff: May store up to 500 active points of spells (maximum points/spell=200)

Skills: Climbing(15-), Swimming (4"), Riding (17-), Stealth (18-), Perception (20-), KS: Runelore (18-), KS: Stafflore (17-), Magic (24-), Tactics (17-), Acrobatics (11-), Acting(16-), Administration (15-), Chemistry (18-), Oratory (15-), PS: Smith (16-), Astronomy (15-), Persuasion (17-), Conversation (15-).

Spell Ability: Up to 150 active points

STR: 30 DEX: 26 CON: 30 BODY: 20 INT: 28
 EGO: 30 PRE: 35 COM: 18 PD: 12 ED: 10
 SPD: 5 REC: 14 END: 60 STUN: 50
 OCV: 15 DCV: 12 Phases: 3,5,8,10,12

GRYPHON COLLEGE

ZARIS

Age: ? (Appears ≈ 40). **Eyes:** Green. **Hair:** Dark Brown. **Build:** Average. **Height:** 5'6". **Race/Sex:** Iylar(Loari)/F. **Skin:** Lightly tanned. **Demeanor:** Usually Businesslike. **Dress:** Green/brown robes or tunic and pants. **True Attitude:** Compassionate; Dedicated. **Home:** Gryphon College.

Hits: 170. **Melee:** 140bs. **Missile:** 190lb.

AT(DB): 11 (90). **Sh:** N. **Gr:** (Y). **MovM:** 30.

Lvl: 35. **Profession:** Animist. **Stats:** St-65; Qu-90; Em-90; In-101; Pr-95; Ag-98; Co-91; Me-86; Re-92; SD-82. **AP:** 94. **PP:** 735 (105 x 7).

Skill Bonuses: Climb80; Swim75; Ride112; S&H140-190; Perc108; Rune75; S&W66; Chan80; DirS85; Act75; Admin110; AnTr125; Cav68; Chem45; Cook70; Craft82; Dance45; Diplom90; FAid90; Fletch35; For145; LeatherW20; Medit90; Music50; Nav30; PubSp48; RMas35; Sail30; Ski60; SpellM; StarG20; Track80; WeathW50; WoodC25.

Spells: Base Spell OB: 35. Directed Spell OB: 125 Channels Pure (from Pendant below). Zaris knows all Base Animist lists to 30th, all Open and Closed Channeling to 20th; also the Arcane List Entity Mastery and Druid Lists Nature's Forms and Tree Mastery (RMCI).

Gryphon Pendant: a crystal orb 1.5" in diameter, with a crouching gryphon image inside. It is suspended by a strong silvery chain.

1. Wearer resists Channeling as a 30th level; Dark Channeling as 60th level.
2. Stonerunning at will.
3. Storm Call 1x per decaday.
4. Use of Utterlight V; Alkar at will.
5. Channels Pure (as Plasma Bolt 300', x6 damage, (Or Lightning Bolt 7x damage with Heat crits if Plasma Bolt Tables unavailable), beam of pure blue light, 3x/day.
6. Wearer is able to employ Merging True Organic and Passing Organic, and may also use such powers through stone.

Tree Sword: +25, of a dark brown wood with an edge of gold. The sword will not harm plantlife. If held forward, however, it will cause all underbrush to part before the holder; the brush will also re-close as far back as 30' behind the holder, leaving no trace of passage. It is *Of Slaying* demons.

Long Bow: +35, this superb longbow can be fired every round by a user with skill rank 10 or above, and has 2x normal range.

Bracelet: A bluish-silver hoop, it conveys x7 PP and also adds +30 to all RR's versus Enchantments of the Unlife.

Robes: Protect as AT 11, yet do not encumber. They also camouflage the wearer, adding +50 to 100 to hiding (depending on surroundings).

Armor: 5PD,5ED robes (magical, unencumbering)

Gryphon Pendant: (see text)

Tree Sword: +2 OCV broadsword. Will not harm plantlife. Telekinisis (15STR) for parting underbrush and restoring it after passing. +3d6k vs. Demons

Long Bow: +3 OCV, +2 OCV vs. range. Reloads automatically for anyone with at least 3 skill levels.

Bracelet: Allows all spells to be cast at 0 end and conveys 15 pts. magic defense vs. enchantments of the Unlife

Skills: Climbing(14-), Swimming(4"), Riding(15-), Stealth(18-), Perception(+4), KS,magic(14-), +4 levels w/ magic Acting(13-), PS: Administration(15-), Animal Handling(16-), PS: Caving(13-), KS: Chemistry(12-), PS: Cooking(13-), PS: Dancing(12-), Conversation(14-), Persuasion(14-), Paramedic(14-), PS: Fletching(11-), PS: Forestry(17-), PS: Leatherworking(11-), PS: Musician(12-), Navigation(11-), Oratory(12-), Transport Familiarity-Sailing Skiing(13-), PS: Astronomy(11-), Tracking(14-), KS: Weather(12-), PS: Woodcarving(11-), Magic(21-)

Spell Ability: Up to 90 active points

STR: 10 DEX: 14 CON: 15 BODY: 13 INT: 28
 EGO: 18 PRE: 20 COM: 17 PD: 5 ED: 5
 SPD: 4 REC: 6 END: 30 STUN: 30
 OCV: 12 DCV: 10 Phases: 3,6,9,12

SULTHON NI'SHAANG

Sulthon Ni'shaang is among the most 'human' of the Dragonlords, seeming the most like men in his thought patterns and motivations.

Age: ? (Appears ≈ 30) **Eyes:** Amber. **Hair:** Mahogany. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** Fire Drake/M. **Skin:** Ruddy. **Demeanor:** Charismatic. **Dress:** A variety of fine garments, though he prefers reds and ambers. **True Attitude:** Dynamic, Assertive. **Home:** Ri'shariv Ja'miil (I: "Fiery Red Mountain"). **Aka:** Lord of the Black Valley; The Red Dragon.

Human Form

Hits: 210. **Melee:** 250bs. **Missile:** —

AT(DB): 18 (80/180). **Sh:** (Y*). **Gr:** (A/L). **MovM:** +30.

Dragon Form:

Hits: 500. **Primary:** 320HCl. **Secondary:** 240HBt.

AT(DB): 12(140). **MovM:** VF/VF.

Lvl: 60 (80). **Profession:** Evil Magician (Warrior Mage). **Stats:** St-101; Qu-103; Em-103; In-98; Pr-101; Ag-101; Co-102; Me-96; Re-99; SD-99. **AP:** 96. **PP:** 2520 (360 x 7).

Skill Bonuses (in human form): Ride90; S&H120/190; Perc260; Rune180; S&W170; Chan60; DirS210; Amb±10; Act95; Admin130; Chem50; Craft65; Lead90; PubSp100; RMas90; Seduct80; SpellM110; StarG60; Stra&Tac120; Trick135.

Spells: Base Spell OB: 120. Directed Spell OB: 210 (*Firebolt* and *Sunfires*). Mage, Evil Mage, (Magus) Base lists to 50th, all Open and Closed Essence lists to 50th.

Special Abilities:

Resistance of form: As with all the Dragonlords, Sulthon Ni'shaang resists attacks as a Super-large creature; Large Creature in human form.

Breath Weapon: x8 +80 *Fire Ball* in a cone extending up to 200' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 8x per day.

Staff: A 7' tall staff of mahogany, it holds in its clawed top a fist-sized chunk of amber. In the center of this unusually clear gem is imprisoned a large and beautiful dragonfly. The staff is a x7 PP enhancer and protects the holder from all heat and cold attacks, also will cast 7 each *Bladeturn* and *Deflections* per day (spells which subtract 100 from a specified melee or missile attack, respectively). In addition, 7x per month the dragonfly may be summoned: an intelligent insect, spectral in nature (it cannot be harmed by physical attacks) which can fly at 300mph. It is an intelligence gathering device, as the holder of the staff can see through the dragonfly's eyes at will. The dragonfly can remain out for 7 days, after which it dissipates and returns ethereally to the gem. The dragonfly can go anywhere a normal dragonfly could (e.g., in an open window but not inside a sealed chamber) and is invisible and silent, but can be detected magically.

Sword: Of Amber laen, this broadsword is +35, and has the power to channel "Sunfire". Not to be confused with the Mentalist spell, this is more powerful: caster may channel the 'power of the sun' 7x per day. This may either be used as a cruel strike in melee, delivering — if the normal attack delivers *any* critical — an "E" Heat and Cold Critical (roll separately from regular crit; also use "Plasma" from *RMC III* if available); or it can be used as a distance weapon, resulting in a fiery ray of energy erupting from the end of the blade, 300' range. Use *Firebolt* Table, 7x hits (or *Plasma Bolt* from *RMC III*) and employ both Heat and Cold criticals. A devastating weapon.

Ring: Gold ring with a ruby set, it is a ring of *Demon Mastery* (Evil Magician, Dark Summons list), allowing the wearer who already knows the list to greatly increase his powers. He can control up to 18 'pales' of demons (18 Pale I or 3 Pale VI or 6 Pale 3, etc.) demons, his range is 1 mile per level, and the chance of non-control of a summoned demon is only 1x the demon's pale (instead of the normal 5x).

Amulet: A golden chain with seven large garnets suspended from it in ornate settings, it stores 7 spells, each up to 30th level.

Robes: Crimson robes with ornate trim, they have the ability to protect as AT 18, with a supplemental DB of 20.

Cloak: Full-length hooded cloak, it allows the wearer to become *Invisible* and *Silent* at a thought, and even if visible adds +70 to all hiding rolls.

Armor: Human Form: 8PD,8ED Robes(magical, unencumber-ing)

Dragon Form: +6rPD, +6rED

Special Abilities: +20 inherent defense vs. magic

Breath Weapon-18d6 area effect (cone) energy blast, 8x/day

Staff: Allows all spells to be cast at 0end, gives holder Missile Deflection ability(18-) up to 7x/day. Grants +15 defense vs. heat and cold attacks, 7x month, magical dragonfly may be summoned (invisible) through which wearer may exercise Clairaudience and Clairvoyance

Sword: +3 OCV Broadsword, 7x/day may add +7d6k(heat) in hand-to-hand or fire 8d6k energy blast.

Ring: Adds 40 active points to any of wearer's known Demon-summoning or Demon-controlling spells

Amulet: May store up to 7 spells of up to 90 active points

Cloak: Grants invisibility to normal sight and +4 to stealth rolls

Skills: Riding(14-), Stealth(17-), Perception(+9), KS: Magic(19-), +9 combat levels w/magic, Ambidexterity, Acting(15-), PS: Administration(16-), KS: Chemistry(12-), Persuasion(14-), Oratory(15-), Seduction(14-), Tactics(16-), KS: Astronomy(14-), Magic Skill (26).

Spell Ability: Up to 150 active points

STR: 23 DEX: 28 CON: 28 BODY: 20 INT: 18

EGO: 20 PRE: 30 COM: 18 PD: 9 ED: 8

SPD: 5 REC: 12 END: 60 STUN: 50

OCV: 17 DCV: 14 Phases: 3,5,8,10,12

PRIEST OF YARTHRAAK

Age: ? (Appears ≈ 30). **Eyes:** Green. **Hair:** Black. **Build:** Medium. **Height:** 6'4". **Race/Sex:** Iylar-Dyar/M. **Skin:** Fair. **Demeanor:** Wise, friendly. **Dress:** Sea-green robes with the Sea-drake emblem. **True Attitude:** Brutal, Cruel, Possessed. **Home:** Aalk Yarthraak.

Hits: 112 **Melee:** 175 **Sword Missile:** 145 **Typh**

AT(DB): 11 (90/70). **Sh:** Y*. **Gr:** N. **MovM:** 25.

Lvl: 40. **Profession:** Sorcerer. **Stats:** St-95; Qu-99; Em-100; In-102; Pr-97; Ag-100; Co-89; Me-95; Re-86; SD-90. **AP:** 94. **PP:** 140 x 8 = 1120.

Skill Bonuses: Climb50; Swim100; Ride40; S&H90; Perc102; Rune99; S&W105; Chan60; DirS90; Amb; Li *See Ring*; Act105; Admin95; Chem70; Diving45; Lead72; Math52; Medit; PubSp67; RMas80; Seduct75; Stra&Tac75; WeathW90.

Spells: Base Spell OB: 50. Directed Spell OB: 90. Knows all Base Sorcerer and Evil Cleric to 30th, 10 Open and Closed Essence and Channeling Lists, mostly utility spells.

Lord Ring of Yarthraak: A silver ring set with a opalescent gem, this item is very powerful — and evil.

1. x8 PP enhancer.
2. Nether Bolts 200' 4x/day.
3. Understand any written Text and read 8x normal speed.
4. Speak Elvish and Arcane tongues fluently.
5. Command sea creatures.
6. Breathe underwater.
7. Protect wearer as AT 11 (-50).
8. See underwater as clear air.

Robes: Sea-green hooded robes, they can change to any color desired, adding +50 to hiding.

Typh: A special throwing weapon, it has the effect of a -10 Flail. Usually a fumble of this weapon means a "D" Krush (sic) on the thrower, but with this item it is only a regular fumble.

Boots: Soft boots allow the wearer to walk or run on water, sand, swamp or any slippery wet surface as dry solid ground.

Runesword: An artifact of the Second Era, this sword has several abilities:

1. +20, Special Bastard Sword (as Bs or -10 2-handed sword).
2. Can parry missile weapons
3. Silvery green blade delivers a Disruption critical of same severity as regular crit.
4. Holds four runes on either side of the blade, allowing the user to place up to a total of eight runes (max 20th level each) on the sword. The runes may be cast instantly while holding the sword.

Armor: 5PD,5ED

Lord Ring of Yarthraak:

- wearer may cast all spells at 0 end
- 4d6 killing blast, 4x/day
- confers Speed Reading and Eidetic Memory Talents
- Allows 4pt. understanding of Elvish and Arcane tongues
- 12d6 mind control vs. sea creatures
- 5pts. life support(breath water)
- +5PD,+5ED armor
- +4 perception(sight only) while underwater

Robes: +3 to stealth rolls

Typh: 2d6k, -1 vs. range

Boots: Flight, 6" (only in contact with (fairly) level surface)

Runesword: +2 OCV Bastard Sword

User may use hand-to-hand combat levels to add to DCV vs. missile weapons. 1d6 Body Destruction in addition to normal damage. Sword may store runes of up to 60 active points

(up to 8) on the sword

Skills: Climbing(12-), Swimming(5"), Riding(12-), Stealth(14-), Perception(+5), KS: Magic(15-), Combat levels w/magic(+5), Ambidexterity, Acting(15-), PS: Administration(14-), KS: Chemistry(13-), Diving(12-), Persuasion(13-), Seduction(13-), Tactics(13-), KS: Weather(14-)

Spell Ability: Up to 90 active points

STR: 15	DEX: 20	CON: 15	BODY: 14	INT: 23
EGO: 17	PRE: 18	COM: 14	PD: 6	ED: 4
SPD: 4	REC: 7	END: 30	STUN: 30	
OCV: 14	DCV: 11		Phases: 3, 6, 9, 12	

HERALDS OF NIGHT

Harbingers of the Unlife, these messengers of terror are among the most frightful of the servants of Darkness. Coming forth only at night, they sweep their foes before them in a dark wave of fear. They are servants of various powerful Evil factions on Kulthea, including the Dragonlords. The actual origin of the Heralds is unknown, though it is believed that the Swords of Night they wield are a dark legacy from the Wars of Dominion.

Heralds of Night appear astride black unicorns, all handsome men and women with hypnotic eyes and fair skin. They are without helm but wear a metal breastplate and greaves of black armor which reflect no light. All bear swords with strange powers, glittering two-handed blades of dark glass. Below is a typical Herald.

HERALD OF NIGHT

Age: ? (Appears ≈25) **Eyes:** Black. **Hair:** Black. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** High Man/M or F. **Skin:** Very Pale. **Demeanor:** Emotionless. **Dress:** Black breastplate and greaves. **True Attitude:** Possessed. **Home:** varies.

Heralds wear black armor and usually a short black leather kilt-like garment. Studded black thigh-boots, bracers and headband complete the uniform. They have super-human strength, perhaps partially conferred by the sword, or summoned using adrenal control.

Their Black Unicorn steeds have red glowing eyes, steaming nostrils and a luminous golden horn. They are evil and hate all humans and Elves — and will attack a non-evil Unicorn on sight 90% of the time.

Hits: 200. **Melee:** 250bs/2-hs. **Missile:** —

AT(DB): 18(90/190*). **Sh:** (Y*). **Gr:** A/L. **MovM:** +35.

Lvl: 20. **Profession:** Fighter (Warrior, Evil Paladin). **Stats:** St-103; Qu-101; Em-80; In-100; Pr-100; Ag-103; Co-100; Me-90; Re-80; SD-95. **AP:** 95. **PP:** 240 (60 x 4).

Skill Bonuses: Climb70; Swim80; Ride120; S&H95/175; Perc100; DirS100; Acro75; Track60.

Spells: Base Spell OB: 20. Directed Spell OB: 100 (Dark Absolution). May know any of the following: Evil Cleric lists, Open or Closed Channeling lists, (Paladin [Un]holy Warrior, Spell Breaker, Shielding Ways).

Special Abilities:

Physical Resistance: Heralds cannot be stunned, and they regenerate 4 hits per round.

Mental Resistance: Because their minds are dominated by the sword, they have an additional +40 to RRs vs mental attacks.

Black Unicorn:

Lvl: 20. **Base Rate:** 160. **Max Pace/MN Bonus:** Dash/50. **Speed / MS /AQ:** BF/VF. **Size/Crit:** L/I. **Hits:** 200. **AT(DB):** 11(80). **Attacks:** 250LHo/135LBash/1160LTs. **Notes:** Vicious, intelligent and evil.

Sword of Night:

1. Of clear laen, the blade appears to be tinted dark blue with many tiny flecks of silver inside, like a starfield. +40 bastard sword. They are designed in mockery of Valris' *Starsword*, which is similar in appearance. The sword glows with a dim blue-white light.

2. Delivers a Cold critical in addition to any other (Some deliver Disruption).

3. Casts Magician Base *Light Law* "Utterdark" at will.

4. Can (at the decision of the wielder) draw the 'soul' of anyone it delivers an "E" critical to. Target gets a RR, but is 'touching', and the swords are considered 20th level for this attack. The sword can hold up to 4 souls at a time, and a soul may be used to fire an Evil Cleric *Dark Absolution* at the level of the soul. Soul is automatically destroyed when the spell is cast.

5. Intelligent, the sword will attempt to control any other wielder than itself. It should be treated as 20th level and has a Will of 200.

6. x4 Evil Channeling PP enhancer.

Headband: Protects as a Full Helm.

Bracers: Allow wearer to cast up to four each Bladeturn and Deflections per day.

Boots: Allow wearer to utilize Leaping and Landing (Mentalist Movement list) at will.

Armor: +40 breastplate and greaves.

Cloak: Adds +30 to DB, +80 to hiding at night.

GM NOTE: All of the Heralds' items are very evil; should a non-evil person attempt to use them they must make successful RRs vs 20th lvl Channeling for each item or suffer the following effects:

1. First failure: nausea; -10 to Strength for the day.
2. Second Failure: severe nausea, -25 to all activity.
3. Third Failure: incapacitating nausea (-50 to all activity), Temp Co and St drop by 1-10 points.
4. Fourth Failure: Target is unable to move (activity at -100) and Temp St, Con, Qu and Ag drop by 3-30.
5. Successive Failures: as Fourth until a Stat reaches 0, at which point the character is in a coma and Permanent stats are affected (see ChL&CaL, pg 6-7).

Removing and discarding the item(s) will stop the process but not reverse and Stat damage.

Armor: Breastplate & Greaves, Average Defense 4 at 6 kg

Large Shield

Sword: +5 OCV, 2 1/2D6K/3D6+1K Dam, 1-1 STNx, STR Min: 18, does 8 dice of Energy Blast on every hit in addition to damage normally caused. May also do 2 1/2 dice of Body Destruction at the wielder's comand. Can create a 16" Radius Darkness, bought down to 0 End at will. The sword is a Sentient Artifact with an Intelligence of 18 and an Ego of 28 that can use the Blast and Destruction to protect itself if need be

Headband: defends as a Full Helm with no encumbrance or perception penalties

Boots: +15 Strength, only for leaping, and 14- Breakfall

Cloak: provides +3 Protection and adds 3 to Stealth rolls

Special Abilities: Heralds cannot be stunned and regenerate, as 3 Body/Phase. They also have 15 pts of Ego Defense from their swords

Skills: Climbing (15-); Perception +5 (18-); PS: Acrobat (12-); Riding (21-); Running 8"; Stealth (22-); Swimming 4"; Tracking (13-)

Combat Skills: Fam w/ Common Melee Weapons; Fam w/ Common Missile Weapons; Sweep Manuever; +3 w/ All Combat; +2 w/ Melee Combat; +3 w/ Swords

STR: 28	DEX: 20	CON: 20	BOD: 16	INT: 18
EGO: 14	PRE: 20	COM: 18	P.D: 13	E.D: 7
SPD: 5	REC: 15	END: 60	STN: 60	
OCV: 7	DCV: 12		Phases: 3,5,8,10,12	

LOREMASTERS

Loremasters play an important role in the workings of the world — even though they are rarely seen and almost never intervene directly.

ANDRAAX

Age: ? (Appears ≈35) **Eyes:** Violet. **Hair:** Black, streaked with Silver. **Build:** Robust. **Height:** 6'3". **Race/Sex:** Lord of Essence (Althan)/M?. **Skin:** Tanned. **Demeanor:** Varies: sometimes reserved; other times manic, paranoid, other insanities. **Dress:** Full-length, hooded flowing black robes. **True Attitude:** Secretive. **Home:** ?.

While theoretically no longer an actual Loremaster, Andraax's involvement in the *Shadow World* — both past and present — is such that his inclusion here is imperative.

Andraax was an associate of Ūtha in the First Era, though he remained neutral throughout most of the conflict. He was one of the first to tamper with the Essence but was able to harness it without destroying himself.

Andraax was one of the original three founders of the Loremasters and is obviously an immortal. However, he has no typical Elven features (pointed ears, etc.), and some claim that they have noticed six fingers on his hands. He is, in fact, one of the Althan K'ta'viir: a Lord of Essence. He escaped the conflict of the original Lords by fleeing to a hidden subterranean chamber and placing himself in a sophisticated cryogenic sleep, to return to wakefulness after the interregnum.

Andraax — in his recognizable form — has the look of a Lord of Essence: smooth, tanned skin with no facial or body hair, hands with six long, dextrous fingers, small round ears, and the thick black scalp hair. His eyes, though the characteristic violet color, are round-pupiled, however, and his shimmering sable hair has a streak of silver-grey at the left temple.

The physical description given above is Andraax's most popular form. He has been known to assume a number of guises — including a female form. He could be encountered anywhere, in any guise. It is said that the only thing which remains the same about his appearance are his unmistakable violet eyes.

Hits: 240. **Melee:** 285ps. **Missile:** 240Ge. **Energy:** 210ls.

AT(DB): 20 (215/315*). **Sh:** N. **Gr:** N.

MovM: +50. **PP:** 7680 (960 x 8).

Lvl: 120. **Profession:** Seer/Mystic/Mentalist. **Stats:** St-105; Qu-108; Em-102; In-100; Pr-110; Ag-106; Co-110; Me-112; Re-108; SD-98. **Will:** 518. **AP:** 109.

Skill Bonuses: Climb120; Swim100; S&H200; Perc1800; Rune130; S&W135; Chan150; DirS115; Amb±20; Acro100; Act240; Admin110; Appr90; Arch95; Chem75; Diplom118; Fals87; Math115; Medit140; Music90; Nav114; PubSp160; RMas80; Seduct130; Sig145; SpellM110; StarG100; Stra&Tac180; Subdu200; Trick80.

Spells: Base Spell OB 120: Directed Spell OB: 240 (Any Elemental Attack, including Plasma and Nether). Andraax knows every Mentalist Base, Open, and Closed list; all Seer, Lay Healer, Astrologer, and Mystic Base Lists to 50th level. (He also knows all Arcane Lists from *RMC I*, all Loremaster and Navigator Base, all Montebanc, Sleuth and Magus Base from *RMC III*, and all *Space Master* Psion Lists to 50th).

* Additional DB is from Deflections True

Special Abilities:

Racial Abilities: Like Morgalis, Andraax has all of the special abilities inherent in the K'ta'viir race, but at reduced levels. (See the *Master Atlas Inhabitants Guide*, p44.)

Strength of Body: Andraax resists all attacks as a Large Creature.

Sword: A 2-h power sword (in RM, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals). It also has a 50% chance of destroying non-magical weapons which are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended).

Gé: A +40 weapon, it delivers an electricity critical in addition to its regular deadly attacks. It also returns magically to its pouch.

Robes: Able to change color to automatically match their surroundings, they are also Ultrablack, adding 100 to hiding.

Grav Belt: A High-acceleration, mentally-controlled belt device. Andraax can fly at speed in excess of 300 mph.

Barrier Shield: An enhanced version of the *Space Master* Barrier shield, this device is a pair of bracelets which adds +100 to his DB, and Andraax is considered AT 20 while wearing them.

Laser Pistol: Arcane-looking Laser pistol with the powers of a Laser Rifle. (GMs without *Space Master* may wish to use the Longbow table and extrapolate heat/puncture criticals.)

Wyvern Pendant: See Section 3 for details of its powers.

Armor: Barrier Shield: as an 8/8 Shield with +10 to DCV.

Sword: 4D6k +4 OCV.

Ge: does 1 1/2D6K with a +4 OCV, inflicts a 5D6 electrical blast on every successful hit in addition to damage normally caused. Returns to pouch after every throw.

Robes: +5 to Stealth Rolls.

Belt: allows Flight (Levitation) at 75" per phase, 150" noncombat.

Pistol: projects a 3D6 Ranged Killing Attack with no range Mods.

Special Abilities: Andraax has 1/4 Damage Reduction vs. all attacks.

Skills: Climbing (21-); Deduction (18-); KS: Astronomy (18-); KS: Chemistry (12-); KS: Diplomacy (20-); KS: Knots (12-); KS: Mathematics (20-); KS: Meditation (22-); KS: Seduction (22-); KS: Signaling (22-); KS: Slight of Hand (12-); KS: Tactics (24-); Magic (29-); Oratory (23-); Perception +6 (24-); PS: Acrobat (18-); PS: Actor (26-); PS: Architect (15-); PS: Musician (13-); PS: Navigation (20-); Running 8"; Stealth (25-); Swimming 4"; Trading (20-).

Combat Skills: Fam w/ Swords, Fam w/ Thrown Weapons, Fam w/ Pistols, Weapon Sweep, +4 w/ All Combat, +1 w/ Ranged Weapons, +2 w/ Swords.

Spells: 150 Active Points.

STR:33	DEX:23	CON:30	BOD:20	INT:45
EGO:29	PRE:53	COM:38	P.D:10	E.D:9
SPD:5	REC:13	END:60	STN:82	
OCV:8	DCV:18		Phases:3,5,8,10,12	

HERNÆ

Age: 23. **Eyes:** Brilliant Green. **Hair:** Light Brown (bob cut). **Build:** Average/Sinewy. **Height:** 5'8". **Race/Sex:** Zori (Thalan)/M. **Skin:** Fair. **Demeanor:** Cynical. **Dress:** Varies. **True Attitude:** Concerned yet Detached. **Home:** Jaiman.

Hernæ is an unusually short Zori — actually a slight mutation induced by his unusual spirit. Hernæ is in fact a Thalan in mind, possessing unusual powers. He also learned the techniques of Kynac use from the Dúranaki.

Hernæ is very reluctant to use his mental powers, and under all but the most dire circumstances he will restrict himself to spells of 10th level and below. Hernæ usually fights with kynac and open hand, but will occasionally draw one of his kynacs to parry or use as a second attack (shown below in parenthesis).

Hits: 165. **Melee:** 210long ky (130ky). **Missile:** 190ky.

AT(DB): 4 (120). **Sh:** Y*. **Gr:** N. **MovM:** 30.

Lvl: 10/50. **Profession:** Mentalist/Bard/Loremaster. **Stats:** St-91; Qu-101; Em-99; In-101; Pr-105; Ag-99; Co-96; Me-110; Re-102; SD-103. **AP:** 93. **PP:** 1890 (270 x 7).

Skill Bonuses: Climb110; Swim40; Ride50; DTraps40; PLocks80; S&H120; Perc150; Rune40; S&W50; DirS90; Amb±15; Li *many*; AMov100; MAST90r4; MASw70r3; Acro90; Act110; Cont75; Dance50; Diplom80; FAid70; For65; Music90; Nav55; PubSp60; Seduct80; Sing90; StarG120; Subdu110; Trick80; WeathW65.

Spells: Base Spell OB: 55. Directed Spell OB: 120. Hernæ knows all Bard Base Lists to 50th, all Open, Closed and Base Mentalism Lists to 50th. He also knows the Loremaster Lists Transport, Lost Lore, and Interaction to 50th.

Special Abilities:

Strength of form: Because of induced body changes, Hernæ resists criticals as a Large Creature, and his normal skin is very resilient — consider as AT 4.

Strength of Mind: Hernæ's mind is so powerful that all mentally-related attacks are at -100.

Shan: A stringed instrument about 3' long and very slender, it produces surprisingly resonant tones. Hernæ's is a superb model made with fine woods and ivories.

Long Kynac: A +20 weapon (and so +35 on the rapier table) this weapon is *Of Slaying Demons*.

Kynacs: A matched set of three throwing blades, they are each +15 (so +15 on the rapier table) and magically return to their sheaths after being thrown.

Cloak: A dark green garment lined with black, this full-length cloak adds 60 to hiding rolls while outdoors or at night.

Pendant: An artifact of the early Second Era, it may have been made by Tethior. The pendant is a small crystalline sphere about an inch in diameter suspended from a platinum-iridium chain. Inside the crystal is a shifting pattern light a starry night sky. It has the following powers:

1. x 7 PP enhancer to Mentalists or Astrologers
2. Allows knowledge of the Astrologer lists Time's Bridge and Way of the Voice.
3. Will cast 3x per night (only after dusk) a variant of *Starfires*: a beam of blue-white light. Treat as Firebolt 300', 3x hits; option of using a combination of Stun/Unbalance *or* Plasma Criticals.
4. Casts at will a shimmering shield about caster, adding 40 to DB.

Special Abilities: +5PD, +5ED (natural)

25pts mental defense

Shan: (same as rolemaster listing)

Long Kynac: +2 OCV, +3d6k vs. demons

Kynacs: +1 OCV, magically return to sheath after being thrown

Cloak: +3 to Stealth rolls outdoors or at night

Pendant: Allows all spells to be cast at 0 end. Allows wearer to cast divination-type spells of up to 75 active points. 5d6k energy blast (starfires), 3x/night. At will casts 10pd, 10ed force field

Skills: Climbing(15-), Swimming(4"), Riding(12-), Security Systems(12-), Lockpicking(14-), Stealth(16-), Perception(+7), KS: Magic(12-), +4 combat levels w/ magic, Ambidexterity, +3 levels w/ hand-to-hand combat, Acrobatics(14-), Acting(15-), Contortionist (14-), PS: Dance(12-), Persuasion(14-), Conversation(14-), Paramedic(13-), PS: Musician(14), Navigation(12-), Oratory(13-), Seduction(14-), PS: Singing(14-), KS: Astronomy(16-), Sleight of Hand(14-), KS: Weather(13-)

STR: 14	DEX: 25	CON: 18	BODY: 13	INT: 25
EGO: 28	PRE: 33	COM: 17	PD: 6	ED: 4
SPD: 5	REC: 8	END: 36	STUN: 30	
OCV: 17	DCV: 15		Phases: 3,5,8,10,12	

REN THRAYSK

Age: 31. **Eyes:** Blue. **Hair:** Blond. **Build:** Muscular. **Height:** 6'8". **Race/Sex:** Iylar/Talath. **Skin:** Tanned. **Demeanor:** Friendly, Helpful. **Dress:** White tunic & Pants; Black hooded robe. **True Attitude:** Frustrated. **Home:** None; a wanderer.

As a general note about Loremasters, the nature of their aptitudes and training (especially with regard to learning their Spell lists) allows for learning at unusual rates with special ease.

Hits: 210. **Melee:** 220MAStR4, 190MASwR4, 240 2-h sword
Missile: 210 gé, 190 shuriken.

AT(DB): 11(100*). **Sh:** Y*. **Gr:** (A/L). **MovM:** 40.

Lvl: 30. **Profession:** Monk/Loremaster. **Stats:** St-101; Qu-100; Em-95; In-98; Pr-100; Ag-101; Co-97; Me-87; Re-75; SD-65. **AP:** 92. **PP:** 450 (90 x 5).

Skill Bonuses: Climb100; Swim90; Ride45; S&H180; Perc195; Amb±20; AMov100(all); AD50; MAST190; MASw190; Acro95; Act70; AthlG60; Cont90; Dance60; Diplom35; Diving40; FAid85; For75; Lead45; PubSp40; Seduct60; Subdu120; Trick60; Tumb70; WoodC50.

Spells: Base Spell OB: 30. Directed Spell OB: 50. Ren knows all Base Monk lists and all Base Loremaster Lists to 30th.

Special Abilities: *Yado:* Ren has mastered the arcane skill of deflecting and even catching thrown and missile weapons. He has 20 skill ranks with a total bonus of 100 (see *RMC I* or *II* if available for rules, otherwise subtract 100 from up to 4 missile attacks/rnd).

Arm: A fabulous construct of platinum, keron, laen and fine jewels, this mechanical arm trebles all Striking hits, adds +30 to hit and an additional Crush Critical on top of the M/A crit; if the foe is stunned or unaware, he can deliver a *Large Crush* attack should he choose. The hand has incredible crushing power, but larger strength activities are limited by the strength of Ren's flesh and bones. The arm also can fire a *Lightning Bolt 100'* from the fingers, x2 hits, 2x per day.

Thorn: A two-handed Holy Sword in the truest sense, it not only delivers Holy Criticals to larger beasts, but the user may roll on the Holy table in addition to any other Critical. Also, when drawn by a Paladin or Lord who is true of heart (Ren counts) it generates a Protections Sphere True: all within 10' have a +30 to their RR, DB, Maneuvers, and are immune to *Fear*. Thorn is also +30, a beautiful blade of a golden alloy. Ren carries it hidden inside a specially designed staff-scabbard.

Armband: A black metal armband which Ren wears on his real arm, allowing him to parry with it. It also adds +30 to hit.

Belt: Of Armorskin, the belt is of links of a black metal. When the buckle is touched it magically protects the wearer as if his skin was AT 11, and he were wearing a full helm and greaves.

Gé: A +20 gé of safe return, it will return via *Long Door* to its pouch up to 3x per day. If fumbled it will only do a grapple critical (not a crush).

Shuriken: 12 +20 Shuriken with double the normal range. Ren can throw two simultaneously (on target per round).

Collar: A silver chain which is a x5 PP enhancer and also annuls neck criticals 30% of the time.

Armor: Belt-Gives +5rPD,+5rED

Special Abilities: Missile Deflection (19-)

Arm: +6d6 HtH damage, 40str grip, may fire 4d6k lightning bolt 2x/day

Thorn: +2d6k damage two-handed sword, +3OCV, grants +3 overall levels and +30 PRE defense to all friendly characters within a 2" radius

Armband: +3 to OCV, hand to hand

Ge': +2 OCV, returns to its pouch automatically up to 3x/day

Shuriken: 12 +2 OCV shuriken, +2 additional OCV vs. range

Collar: allows all spells to be cast at 0 end, +8 armor, location #5

Skills: Climbing(15-), Swimming(7"), Riding(12-), Stealth(19-), Perception(+9), Ambidexterity, All Martial Arts Maneuvers, +4DC for martial arts, Acrobatics(14-), Acting(13-), PS: Athlete(13-), Contortionist, PS: Dancing(13-), Persuasion(11-), Breakfall(12-), Paramedic(14-), Oratory(12-), Seduction(13-), Sleight of Hand(13-), Ps: Woodcarving(13-), Spells: Up to 90 active points for combat-related, combat enhancing spells

STR: 23	DEX: 28	CON: 18	BODY: 14	INT: 18
EGO: 10	PRE: 23	COM: 18	PD: 8	
SPD: 6	REC: 7	END: 36	STUN: 35	
OCV: 17	DCV: 17		Phases: 2,4,6,8,10,12	

KARSTIA OF MYNARS

Age: ? (Appears ≈35). **Eyes:** Grey. **Hair:** Black w/white streak. **Build:** Statuesque. **Height:** 5'10". **Race/Sex:** Dyar/F. **Skin:** Fair. **Demeanor:** Quietly confident. **Dress:** Flashy robes. **True Attitude:** Serious, Kindly. **Home:** Travels with Circus Troupe.

Hits: 112. **Melee:** 135 Rapier. **Missile:** 190 Longbow.

AT(DB): 3(45). **Sh:** Y*. **Gr:** (A/L). **MovM:** 20.

Lvl: 25. **Profession:** Seer/Loremaster. **Stats:** St-89; Qu-99; Em-98; In-96; Pr-101; Ag-99; Co-86; Me-97; Re-94; SD-87. **AP:** 99. **PP:** 525 (75 x 7).

Skill Bonuses: Climb70; Swim30; Ride20; S&H180; Perc152; Rune80; S&W75; DirS90; Amb±5; Acro60; Act80; Diplom78; Fletch64; Seduct70; StarG60; Subdu90; WeathW80.

Spells: Base Spell OB: 20. Directed Spell OB: 90 Shock Bolt. Karstia Knows all Seer and Loremaster Base lists to 25, 8 Open and Closed Mentalist Lists to 20th.

Pendant: a delicate gold chain with a large teardrop-shaped opal, it is a x7 PP enhancer for Seers, and allows the wearer free use of the Seer Base Mind Visions list to 50th level (must use own PP's, but level is no barrier). It also adds +25 to DB.

Crystal Ball: A small orb which ostensibly allows Karstia to summon her visions in her role as troupe Seer. Actually, it is a communication device to the Loremasters.

Boots: Soft black leather boots which allow silent movement, leave no tracks and enable the wearer to run on the most shifting and unstable surfaces with ease.

Tunic: Actually more of a coverall, it is a hooded garment of a neutral grey material which has the strange ability to match exactly whatever material it is next to, adding +90 to hiding rolls. In addition, it makes the wearer AT 3.

Rapier: +20, of Keron.

Long Bow: An Elven Bow, +20 with 20 magical arrows.

Armor: Tunic (+2rPD, +2rED)

Pendant: Allows all spells to be cast at 0 end, wearer may cast "seer" and "divination" spells of up to 150 active points. Also grants +2 to DCV

Crystal Ball: As RM write-up

Boots: adds +3 to stealth, +9 DEX (only for maintaining balance while running on unstable surfaces.

Tunic: -4 to others perception rolls to spot wearer

Rapier: +2 OCV

Long Bow: +1 OCV, +1 OCV vs. range

Skills: Climbing(13-), Swimming(3"), Riding(11-), Stealth(19-), Perception(+7), KS: Magic(14-), +4 combat levels w/magic, Acrobatics(13-), Acting(14-), Persuasion (13-), Conversation(13-), PS: Fletcher(13-), Seduction(13-), KS: Astronomy(13-), KS: Weather: (14-) Spells: Up to 75 active points

STR: 15	DEX: 18	CON: 15	BOD: 12	INT: 17
EGO: 18	PRE: 25	COM: 20	PD: 6	ED: 5
SPD: 3	REC: 6	END: 30	STUN: 28	
OCV: 13	DCV: 11		Phases: 4,8,12	

Armor: None

Robes: Add +4 to DCV

Dagger: +3 OCV, +3d6k vs. men

Amulet: Allows all spells to be cast at 0 end
6d6 Transform (women to succubi, requires ritual)

May store up to 3 60 active point spells at a time

Skills: Stealth(13-), Perception(+4), KS: Magic(14-), Acting(12-), PS: Administration(12-), Persuasion(13-), Seduction(15-), KS: Astronomy(12-), KS: Weather(13-), Magic(20-)

Spells: Up to 60 active points

STR: 15	DEX: 17	CON: 15	BODY: 13	INT: 18
EGO: 13	PRE: 12	COM: 18	PD: 5	ED: 4
SPD: 3	REC: 6	END: 30	STUN: 29	
OCV: 9	DCV: 9		Phases: 4, 8, 12	

THE CURSE OF ANDARAS

HIGH PRIEST OF ANDARAS

Age: ≈800 (appears ≈30). **Eyes:** Blue/slitted. **Hair:** Silver-white. **Build:** Average. **Height:** 6'4". **Race/Sex:** Dyar Elf/male. **Skin:** Fair. **Demeanor:** Haughty. **Dress:** Black robes with blue trim. **True Attitude:** Belligerent; protective. **Home:** Temple. **Aka:** Simase.

Hits: 110 **Melee:** 90sc **Missile:** —

AT(DB): 3(60). **Sh:** N. **Gr:** N. **MovM:** 35.

Lvl: 15. **Profession:** Evil Cleric. **Stats:** St-88; Qu-99; Em-77; In-96; Pr-80; Ag-94; Co-93; Me-; Re-86; SD-85. **AP:** 79. **PP:** 30 +6.

Skill Bonuses: Perc84; Rune70; S&W90; DirS85; Act55; Admin40; AnTr90; Lead50; PubSp95; StarG45; STrack55.

Spells: Base Spell OB: 30. Directed Spell OB: 85 Absolution. Simase Knows all Evil Cleric Lists to 20th, 8 Open and Closed Channeling lists to 10th.

Special Abilities: Simase' amulet allows him to become a huge panther up to 1x per day. His feline stats are: **Hits:** 150. **Primary:** 90LCI. **Secondary:** 100LBt.

AT(DB): 4(70). **MovM:** VF/BF.

Amulet of the Cat: A flat disc on a heavy gold chain, it allows Simase to transform into a panther. It is also a +6 PP adder and Adds 30 to his DB.

Scimitar: +15

Armor: 2PD,2ED

Amulet: Adds +15 End for casting spells only, +3DCV, wearer may shapechange into a giant panther 1x/day (23 BODY, 3d6k claw, +4" running, +3 DCV, +3rPD, +3rED)

Scimitar: +1 OCV

Skills: Perception(+4), KS: Magic(14-), Acting(12-), PS: Administration(12-), Animal Handling(14-), Persuasion(12-), Oratory (14-), KS: Astronomy(12-), Tracking(12-), Magic (18-)

Spells: Up to 50 active points

STR: 13	DEX: 18	CON: 15	BODY: 17	INT: 20
EGO: 14	PRE: 13	COM: 14	PD: 5	ED: 5
SPD: 3	REC: 6	END: 30	STUN: 32	
OCV: 10	DCV: 8		Phases: 4, 8, 12	

2•ADVENTURE NPC SYSTEM DATA

NPCs mentioned specifically in adventures and not already mentioned in Part V (and therefore covered in the preceding section) are listed by adventure titles. Only the most important NPC's (i.e., those whose skills require the most clarification) are noted here; all mentioned NPC's can be found in the NPC chart.

CULT OF THE THIRD MOON

PRIESTESS OF THE THIRD MOON

Age: ≈165 (Appears ≈20). **Eyes:** Blue. **Hair:** Blonde. **Build:** Slender. **Height:** 5'6". **Race/Sex:** Talath/F. **Skin:** Fair. **Demeanor:** Cruel; Obsessed. **Dress:** Black Robes. **True Attitude:** Insane; Driven. **Home:** Tower of the Third Moon.

Hits: 120. **Melee:** 90da **Missile:** —

AT(DB): 1(90). **Sh:** N. **Gr:** N. **MovM:** 20.

Lvl: 20. **Profession:** Sorceress (Moon Mage). **Stats:** St-81; Qu-96; Em-94; In-95; Pr-70; Ag-92; Co-88; Me-80; Re-65; SD-79. **AP:** 96. **PP:** 240 (40 x 6).

Skill Bonuses: S&H70; Perc90; S&W80; DirS90; Act40; Admin45; Lead78; Seduct110; StarG50; Subdu40; WeathW60.

Spells: Base Spell OB: 40. Directed Spell OB: 95 Nether Bolt, +70 Absolution. Mara-sa Knows all Base Sorcery Lists and the Evil Cleric List Dark Channels to 20th level.

Special Abilities: Mara-sa is immortal as long as she wears the Amulet.

Robes: Add +40 to DB.

Dagger: +30, *Of Slaying Men* (any humanoid male after puberty).

Amulet: An intelligent device, it draws energy from the deaths of young men. It has the following powers:

1. x6 PP Enhancer.
2. Converts women to Succubi through a ritual.
3. Stores up to three 20th lvl spells at a time.

LIVING PRISON

NERIK

Age: 22. **Eyes:** Blue. **Hair:** Dark Brown. **Build:** Sturdy. **Height:** 6'8". **Race/Sex:** Talath/Male. **Skin:** Fair (but tanned). **Demeanor:** Confused. **Dress:** Grey tunic & Pants. **True Attitude:** Good Intentioned; smarter than he looks or acts. **Home:** Gryphon College.

Hits: 77. **Melee:** 45qs. **Missile:** —

AT(DB): 1(30). **Sh:** N. **Gr:** N. **MovM:** 15.

Lvl: 6. **Profession:** Cleric. **Stats:** St-78; Qu-89; Em-90; In-98; Pr-75; Ag-95; Co-97; Me-83; Re-54; SD-90. **AP:** 94. **PP:** 60 (12 x 5).

Skill Bonuses: Climb65; Swim70; Ride45; S&H80; Perc80; Rune63; Chan30; DirS30; Cav45; Cook25; Dance15; FAid80; For48; Sing20; StarG20; Track35; WeathW40.

Spells: Base Spell OB: 6. Directed Spell OB: 36 (Directed Spell: *Stunning*). Knows Cleric Base Channels, Life Mastery, Repulsions to 10th, Closed Channeling Blood, Bone, Organ, Muscle, Nerve Law; Open Channeling Concussion's Ways and Barrier Law to 10th.

Ring: plain gold ring, x5 Cleric PP multiplier

Distort Cloak: Nerik's cloak creates a strange warping effect which causes increasing visual distortion the further one is from it. Those within 10' are unaffected, but missile attackers are sorely hampered. All missile weapon users must subtract 10 from attack roll for every ten feet of range from wearer (e.g.; a Bowman 90 feet from Nerik is at -90!) Penalty is in addition to normal range subtractions.

Guardian of the Heart: This necklace has a 2" diameter disc-shaped pendant which has an 80% chance of cancelling any critical against the heart. It also has a 50% chance of negating any critical involving the chest area.

Staff: +10 Quarterstaff, it stores 3 spells of up to 10th level.

Armor: 4PD, 4ED

Ring: Allows all spells to be cast at 0 end

Distort Cloak: +16DCV (only for doubling existing range penalties)

Guardian of the Heart: +9PD, +9ED: location13, also protects locations 9-12 on a 11- activation roll

Staff: +1 OCV, stores 3 spells of up to 30 active points

Skills: Climbing(13-), Swimming(+3"), Riding(12-), Stealth(14-), Perception(+4), KS: Magic(12-), PS: Caving(12-), PS: Cooking (11-), Fam: Dance(8-), Paramedic(14-), Survival(12-), PS: Singing(11-), KS: Astronomy(11-), Tracking(11-), KS: Weather(12-), Magic(14-)

Spells: Healing Spells up to 30 active points

STR: 13 DEX: 17 CON: 19 BODY: 11 INT: 20

EGO: 17 PRE: 12 COM: 18 PD: 6 ED: 4

SPD: 3 REC: 7 END: 38 STUN: 28

OCV: 6 DCV: 6 Phases: 4, 5, 12

GA'VAAG

Age: 45. **Eyes:** Black. **Hair:** Brown. **Build:** Slight. **Height:** 5'9". **Race/Sex:** Jameri/M. **Skin:** Pallid. **Demeanor:** Shifty. **Dress:** . **True Attitude:** Hateful. **Home:** Tower of Yarthraak.

Hits: 68. **Melee:** 75. **Missile:** —

AT(DB): 1 (30). **Sh:** N. **Gr:** N. **MovM:** 10.

Lvl: 16. **Profession:** Evil Magician. **Stats:** St-35; Qu-90; Em-99; In-88; Pr-52; Ag-91; Co-79; Me-90; Re-85; SD-45. **AP:** 43. **PP:** 160 (32 x 5).

Skill Bonuses: Climb25; Swim15; Ride50; S&H70; Perc98; Rune104; S&W88; DirS80; StarG40; Track15.

Spells: Base Spell OB: 32. Directed Spell OB: 80 *Fire Bolt*. Ga'vaag knows the Mage Magician Fire, Ice, Wind Lowa lists to 20, Base Evil Mage lists Matter Disruption and Darkness to 20th, and 5 Essence lists to 10th.

Iron Wand: A twisted rod about a foot long with a red gem set in the end, it is a x5 PP enhancer, and allows Ga'vaag to freely cast spells from the Evil Magician Physical Erosion List.

Iron Rods: Small stakes of iron with colored orbs in the top, these are spell storing devices into which Ga'vaag places Spells of Illusion, dispelling, and other waiting traps for pursuers and those he wishes to snare.

Robes: Green robes of Yarthraak, they add +30 to DB.

Dagger: +10 and magical.

Armor: None

Iron Wand: Allows all spells to be cast at 0 end, and wearer may cast Drain and Destruction spells of up to 90 active points

Iron Rods: Each may store one spell (any active point total) with a variable "trigger" advantage

Robes: +3 to DCV

Dagger: +1 OCV

Skills: Climbing(11-), Riding(12-), Stealth(13-), Perception(+4), KS: Magic(14-), KS: Astronomy(12-), Fam: Tracking(8-), Magic(19-)

Spells: Up to 60 active points

STR: 8 DEX: 17 CON: 15 BODY: 10 INT: 18

EGO: 9 PRE: 11 COM: 8 PD: 4 ED: 4

SPD: 3 REC: 5 END: 30 STUN: 22

OCV: 8 DCV: 8 Phases: 4, 8, 12

ZARIS

Note: Zaris is described earlier in the section under Gryphon College.

EYE OF THE DRAGON

KIER IANIS, PRINCE OF HELYSSA

Age: 18. **Eyes:** Blue. **Hair:** Dark Blond. **Build:** Lean, Muscular. **Height:** 6'1". **Race/Sex:** Talath-Jaiman/Male. **Skin:** Fair but Tanned. **Demeanor:** Friendly. **Dress:** Leather Jerkin/Tunic/Pants. **True Attitude:** Honest; Strong-willed but Scared. **Home:** Cynar (Prince of U-Lyshak).

Hits: 85. **Melee:** 85bs/72 2-h sword. **Missile:** 70cb.

AT(DB): 14 (50). **Sh:** Y15. **Gr:** A. **MovM:** 15.

Lvl: 6. **Profession:** Fighter. **Stats:** St-96; Qu-89; Em-90; In-96; Pr-85; Ag-97; Co-93; Me-77; Re-58; SD-80. **AP:** 96. **PP:** N/A.

Skill Bonuses: Climb35; Swim20; Ride40; S&H35; Perc25; Admin20; AthlG40; Dance32; Diplom15; FAid20; Fletch24; For12; Frenzy45; Lead38; Seduct20; Sing25; Stra&Tac30; Subdu55; Track20.

Special Abilities: As Heir to U-Lyshak, Kier can don the Sea-Drake Crown.

Sword: Forged in the Early Third Era, it is an excellent weapon, though not an artifact. It is a bastard sword +15 of a silvery alloy. On command it will point towards any of the Sea-drake artifacts, and will glow with a pale white light within 300' feet of them if the wielder so desires. Finally, it is *Of Slaying* servants of the Unlife (if used 2-handed, it is allowed to top out on the table vs Unlife creatures as well).

Leather Armor: Looks and wears like a plain (if well-made) leather jerkin (AT5) but protects as AT 13 (-10); AT 14 (-10) if worn with the bracers.

Bracers: Leather bracers act as Greaves and will prevent wrist injuries 50% of the time.

Shield: A +15 Target Shield.

Comp Bow: A superior bow, it is +10 in quality.

Armor: 6PD, 6ED Magical Leather

Sword: +1 OCV, Detect (at range) sea-drake artifacts, +3d6k vs. servants of the Unlife

Bracers: +8PD, +8ED, Location 6

Shield: +1 DCV

Bow: +1 OCV

Skills: Climbing(11-), Riding(12-), Stealth(12-), Perception(+1), Administration(11-), PS: Athlete(12-), PS: Dance(11-), Persuasion(11-), Conversation(11-), Paramedic(11-), PS: Fletcher(11-), Fam: Survival(8-), Seduction(11-), PS: Singing(11-), Tactics(11-), Tracking(11-)

STR: 20	DEX: 18	CON: 18	BODY: 13	INT: 15
EGO: 13	PRE: 15	COM: 18	PD: 7	ED: 5
SPD: 4	REC: 8	END: 36	STUN: 32	
OCV: 9	DCV: 8		Phases: 3, 6, 9, 12	

THE TOMB OF ANDRAAX

THE 'WITCH' OF WATCHING ISLE

Crone Form: **Age:** ? (Appears Very Old). **Eyes:** Watery Grey. **Hair:** Ratty, Grey. **Build:** Slight. **Height:** 5'2" and Stoooped. **Race/Sex:** Small Human (?)/F. **Skin:** Wrinkled, pale. **Demeanor:** Eccentric but Friendly. **Dress:** Worn but clean robes, shawl. **True Attitude:** Scheming but not 'Dangerous'. **Home:** Watching Isle.

Real Form: **Age:** ? (Appears ≈20). **Eyes:** Blue. **Hair:** Long, Black. **Build:** Statuesque. **Height:** 5'7". **Race/Sex:** Dyar/F. **Skin:** Fair, Smooth. **Demeanor:** Sultry, Seductive. **Dress:** Diaphanous Tunic. **True Attitude:** Scheming but not 'Dangerous'. **Home:** Watching Isle.

Hits: 87 **Melee:** 45da **Missile:** —

AT(DB): 1(65). **Sh:** "Y". **Gr:** N. **MovM:** 20.

Lvl: 13. **Profession:** Mystic. **Stats:** St-68; Qu-97; Em-100; In-74; Pr-101; Ag-99; Co-85; Me-88; Re-70; SD-55. **AP:** 97. **PP:** 144 (36 x 4)

Skill Bonuses: Climb20; Swim25; Perc80; Rune25; S&W65; DirS80; Act92; Cav15; Chem40; Cook66; Craft20; Dance15; For72; Seduct91; Sing45; Trick45; WeathW40.

Spells: Base Spell OB: 24. Directed Spell OB: 70 (Firebolt). Knows all Mystic Base to 20th, Essence Spirit Mastery to 20th.

Wand: A 1' long stick with a piece of quartz attached to one end, it is a x4 PP enhancer. It can transform into a staff at will (as the old woman she uses it so).

Ring: A plain ring of jade, it adds +30 to DB.

Necklace: a glimmering silver necklace with a small oval white stone pendant, it confers unusual fertility powers on the wearer. A woman has a 99% chance of conceiving after intercourse with a fertile male of same (or interfertile) species, will go to full term without complications after only three weeks, and her child (sex her choice) will grow to adulthood in a few months. The child will have some combination of the parents skills and abilities, but no practical knowledge. Proximity to a flow of Essence is also important to provide energy for the incredible growth.

Key: Key to the Inner Crypt of Andraax's Tomb (the Hall of Worlds). It is actually a ring, gold with a black gem like obsidian, with an etched symbol of Andraax's Eye.

Armor: None

Wand: Allows all spells to be cast at 1/2 END, Transforms to staff at will

Ring: +3 DCV

Necklace: As in Rolemaster Description

Key: As in Rolemaster Description

Skills: Climbing(11-), Perception(+4), KS: Magic(12-), Acting(14-), Fam: Caving(8-), KS: Chemistry(12-), PS: Cooking(13-), Fam: Dancing(8-), Survival(13-), Seduction (14-), PS: Singing(12-), Sleight of Hand(12-), KS: Weather(12-), Magic(17-)

Spells: Up to 60 active points

STR: 11	DEX: 20	CON: 15	BODY: 12	INT: 15
EGO: 10	PRE: 25	COM: 20	PD: 5	ED: 3
SPD: 3	REC: 5	END: 40	STUN: 26	
OCV: 6	DCV: 6		Phases: 4, 8, 12	

3•THE WORKS OF TETHIOR

Following is a list of pertinent items made by Tethior the Smith, and their current locations.

ILARISIRI

Four Master Orbs there were, and sixteen lesser ("Access") spheres. The Master Stones were nearly five feet in diameter, and set in great pedestals of stone or wrought metal. The Access stones, only capable of communication with the Masters or relatively short-range vision, were two feet across and usually found berth in a gracile metal pedestal formed like a many-branched tree. Of all of Tethior's creations (which include the Six Jaimani Crowns, the Pendants and the *Images*), the Master Orbs were possibly the most impressive.

MASTER ORBS

Master Orb 1: Storm Wizard
Master Orb 2: Gryphon College (SE Jaiman)
Master Orb 3: Karilôn (Loremasters)
Master Orb 4: Andraax (location unknown)

ACCESS ORBS

Access Orb 1: Karilôn
Access Orb 2: Votania (Emer)
Access Orb 3: Vog Mur
Access Orb 4: Nexus (in the Navigators' Tower)
Access Orb 5: Haalkitain, held by the Emperor
Access Orb 6: Remiraith, held by King Liras
Access Orb 7: Tower of the Third Moon
Access Orb 8: Sel-kai, held by the Prince of Sel-kai
Access Orb 9: Cult of Stars, at Vour
Access Orb 10: Gethyria
Access Orb 11-16: Destroyed or location unknown.

SIX CROWNS, PENDANTS & SWORDS

The triads each consisted of a Helm/crown, a pendant, and a sword. While the ruler wore the crown helm, his champion would bear the sword, and an advisor (intended to be a spell-caster) would keep the pendant.

THE NATURE OF THE CROWNS

The Crowns were intrinsically the most powerful of the items and had subtle ties which no one but Andraax and Tethior knew of. Their wearers were linked to other crowns in a complex beneath an isle in central Jaiman, near the forges of Arion. The Vault of Crowns held devices which maintained the structure of the continent and dictated the borders. Now the White Mage may have discovered the secret of this chamber...

CROWNS

The Six Crowns were mighty devices indeed, and perhaps the most difficult to unravel and control. Their powers were arcane, tapping directly into the Earth-essence of the World. Although they were called the 'crowns', they appeared as helms when not worn. Their powers were not primarily associated with combat. When placed on the head, in fact, they transformed into a lightweight diadem or glittering crown. Note that the General Powers immediately below apply even if the King takes the Crown off; the individual powers can only be accessed if the King is actually wearing the Crown.

GENERAL POWERS OF EVERY CROWN

1. Attuning: When the helm is first placed on the heir's head, it attunes with him (or her). If the wearer is not the appropriate heir, he must resist vs a 60th level True Essence Unminding (by True Essence this means the Helm attacks on whatever realm the target is most vulnerable against). If the target is in the royal family *and* believes he is the heir, he is only Unminded for 1 round/5% failure; otherwise, it is one **year**/5% failure! The successfully attuned heir is able to understand the helm's powers and use them without making wands/staves rolls. He also is willingly

subjected to its controls, whether he is wearing it or not, until he dies or the helm is destroyed. [Attuning: Wearer first placing crown on head must make EGO roll at -6 if not the true heir. Targets in the Royal Family who believe that they are the heir are "unminded" (lose all thoughts, catatonic) for 1 phase/every "1" a roll is missed by; others for 1 year/"1" roll is missed by.]

- 2. Mind Defense:** King resists all spells of *Charm*, *Fear* and other coercion (any realm) at 90th level. He (by concentrating) can also sense if someone is plotting treachery, range 300 feet. [90 pts. spell defense vs. Charm and Fear-type spells.]
- 3. Passivity:** King has no expansionist desires and wishes to administrate his subject states fairly; he would punish severely any subject lord who wished to take land from a neighboring Kingdom.
- 4. Realm Sense:** King is subconsciously aware of the border of his land. Citizens of other active Crown realms pass without problem, but the approach (within about 100 miles by sea, 30 miles by land) of agents from abroad will cause unease. The greater the number, the more anxious the King will be; he will also be aware of the approximate location and nature of the 'invaders' through dreams.
- 5. Realm Defense:** At his will he can cause storms off the coast powerful enough to turn back or even wreck ships. On land he can call a confusing and blinding fog, storms (rain, winds or blizzards, depending on weather) tremors, or even a cataclysm. The king merely makes a wish for this to come to pass; the Helm and central Mind of the Vault handle the details, usually able to localize the disturbance and minimize damage to the residents.
- 6. Returning:** The attuned king may Return either to the location of the Crown or the sanctified location in the capital city (determined when the Crowns were made).

Gryphon (blue/gold): (Zor): Gryphon College

The dominant metal of the helm is a bluish steel, complimented by inlays of green laen, and two short gold horns which spring from the upper sides. When worn it becomes a steel circlet set with blue gems. The realm of defense for the Gryphon Helm has been re-set to conform to a radius of 100 miles about the College.

1. x4 Channeling PP enhancer. [All of wearer's spells may be cast at 0 Endurance Cost.]
2. Allows wearer to become a gryphon: AT 12 (-30), LCrits, +100 LCI, +60LBa. [Wearer may become Gryphon (Fly at 16", 6 Resistant PD, 2 Resistant ED in addition to normal PD & ED, STR 35, 2x2d6k claw attacks.)]
3. Allows wearer to cast Ta-taal ("man to stone") 1x daily. [Wearer may cast 7d6 Transformation attack (man to man) 1x/day.]
4. Wearer may fly at will. [Flight 12".]
5. Wearer has access to all "Weather Ways" spells to 30th level. [Wearer may cast Weather-oriented spells up to 90 active points.]

Pegasus (silver/white): (Tanara): Lost, presumed destroyed (Under Kulthea in the Catacombs of Ūr).

This helm was of a uniform silver color, with a crest made of a resilient white material fashioned like a horse-tail. In addition, silver and frosted-clear laen wings sprung from the sides. When worn it became a headband wrapping about the back of the head, taking the form of stylized slender wings of glass and silver. The wearer's hair is turned snow-white as well.

1. x4 Essence PP enhancer. [All of wearer's spells may be cast at) Endurance cost.]
2. Wearer is able to fly as a Pegasus, with misty white wings. [Flight (10").]
3. Allows wearer to freely use "Wind Law" to 50th level. [Wearer may cast wind-based spells up to 150 active points.]
4. Wearer is immune to Electricity.
5. Wearer May *Return* one spell cast at him per round (treat as 50th level spell) and perform normal actions. [Wearer may reflect (27-) incoming spells (see missile deflection skill).]



THRONE OF THE DRAGON LORD

Unicorn (gold/white): (Urulan): Lost, presumed destroyed.

Of a silvery-grey metal trimmed with gold, the accent of this helm is the single, twisted horn of shimmering gold projecting from the front. When worn it becomes a simple gold circlet.

1. x4 Mentalism PP enhancer. [All of wearer's spells may be cast at 0 Endurance cost.]
2. Wearer has *Mirror Mind* vs all Mental Attacks. [Wearer automatically reflects (25-) any mental attacks back onto the caster.]
3. Wearer is able to befriend good Unicorns; inspires rage in Black Unicorns.
4. Wearer is immune to Cold.
5. Wearer is able to freely utilize the "Mind Attack" and all Seer Lists to 20th lvl. [Wearer may cast mental-spells powers of up to 60 active points.]

Phoenix red/gold): (Rhakhaan): in the vaults below Haalkitaine.

A helm of reddish metal set with yellow sapphires and amber laen, it takes the form of a delicate shimmering circlet when worn, flickering with red-orange-yellow light.

1. x4 Essænce PP enhancer. [All of wearer's spells may be cast at 0 Endurance.]
2. Wearer may 'immolate' at will, bathed in flames delivering "A" Heat crits to all within 10' and himself regenerating 10 hits/rnd. [Damage Shield, at will, 1d6k heat 1" radius.]
3. Wearer is at all times unharmed to flame, and in fact *heals* hits equivalent to those supposedly delivered by fire attacks. [Regeneration (only while immolated) 1 Body/phase.]
4. Wearer has use of "Fire Law" to 30th Level. [Wearer may cast fire-based spells up to 90 active points.]
5. Wearer may use up to 50 Spell Points worth of the Navigator List Flow Mastery (up to 20th level) per day. [Wearer may cast spells of up to 40 active points for the purposes of detecting, analyzing, and manipulating essence flows.]

Wyvern (silver/blue): (Saralis): Lost, presumed destroyed.

A winged helm with a glittering jeweled wyvern crouched on top, this helm becomes a circlet in the form of a long snake-dragon biting its tail when worn.

1. x4 Channeling PP enhancer. [All the Wearer's spells may be cast at 0 endurance.]
2. Wearer may cast 'Absolution' once per day. [Wearer may cast 15d6 Mind conytol (only to simulate mindlessness) 1x/day.]
3. Wearer is at all times immune to draining effects of Undead.
4. Wearer has use of Cleric "Repulsions" to 30th Level. [May cast repulsion/dispeeling/suppression spells up to 90 active points.]
5. Wearer may cast any 5 spells from ther Healer Base lists per day, and has Free use of Transferring Ways. [Wearer may cast aid and transfer spells of up to 200 active points/day.]

Sea-drake (Green/silver): (U-Lyshak): Held by the Dragonlord Sulthon Ni' shaang.

A helm of a green metal like dragon-head set with huge emerald eyes, it becomes a laurel of kelplike leaves accented by pink coral when worn.

1. x4 Mentalism PP enhancer. [All of Wearer's spells may be cast at 0 endurance.]
2. Wearer may cast any 4 spells from the Mentalist Base Mind Merge List (up to 30th level) per day. [Wearer may cast up to 200 active points/day of "mental" spells.]
3. Wearer can swim with the equivalent of rank 10 skill and breathe water as air. [Swimming (+6"); Life Support (breathe underwater).]
4. Wearer has unlimited use of "Liquid Manipulation" to 30th Level. [Wearer may cast spells which alter or manipulate liquids in some way (up to 90 active points).]
5. Wearer may deliver, 1x per day, a 100' R Mind Shout (treat spell as 60th level). [Wearer may, once per day, perform an 18d6 ego blast, no range, explosion.]

PENDANTS

Unlike the crowns, whose alignment is (at least initially) relatively cryptic, the design of the pendants makes their division clear. Each is a perfect, tiny orb of crystal approximately 3 centimeters in diameter. Within the orb is a skillfully fashioned image of the beast, primarily in the colors noted below. Each orb is attached to a fine chain of a strong alloy, designed to be worn about the neck. The chain also enables the pendant to be swung or whirled to aid in different applications of its powers.

Power One is intrinsic to the item; powers Two-Four can be learned by anyone who is aware of the skill either simply gaining use of the power or picks skills; powers Five plus are usable only by someone of the appropriate profession who has made their staves/wands roll. The pendants all have an innate intelligence, but they cannot 'speak' as such. In some ways, they are actually the most powerful of the Items, possessing strange abilities at the oddest of times.

Gryphon: (blue/green — earth; Channeling) (Zor): Held By Zaris, Gryphon College.

1. Wearer resists Channeling as a 30th level; Dark Channeling as 60th level. [15 magical defense vs. "channeling (spells originating from a "higher source"), 30 magical defense vs. Evil channeling spells.]
2. Stonerunning at will. [Clinging, 20 STR (stone only).]
3. Storm Call 1x per decadey. [Change environment, 3 mile radius (cause storm) once per 10 days.]
4. Use of Utterlight V; Alkar at will. [Images 9 create light, 8" radius) linked to Suppress 10d6 (vs. Darkness).]
5. Fire Channels Pure (as Plasma Bolt 300', x6 damage, (Or Lightning Bolt 7x damage with Heat crits if Plasma Bolt Tables unavailable), beam of pure blue light, 3x/day. [6d6k blast, 3x/day.]
6. Wearer is able to employ Merging True Organic and Passing Organic, and may also use such powers through stone. [Desolidification (for passing through stone and organic material only).]
7. x5 PP enhancer for Channeling or Channeling Hybrids. [Wearer may cast spells at 0 end cost.]

Pegasus: (silver/white — air; Essence) (Tanara): Held by the Speaker of the Jyaad of Tanara.

1. Wearer resists Essence as a 30th level; Dark Essence as 60th level. [As first power of Gryphon Pendant, only vs. "essential" (non-mental or "divine" in origin) magic.]
2. Wearer cannot fall; automatic Featherfall if wearer should so require.
3. True Re-aiming at will (user whirls item around head; all missile attacks are deflected. One round prep required). [User may perform missile deflection (30-).]
4. Summon Pegasus 1x per decadey. Steed remains for 5 hours.
5. Summon Fog 1 mile radius 1x per day.
6. Fire Airbolt (as Fire Bolt 300', x3 damage, Impact Crits, blast of air) 1x/day. [18d6 energy blast, 1x/day.]
7. x5 PP enhancer for Essence or Essence Hybrids. [Wearer may cast spells at 0 end cost.]

Unicorn: (gold/white — ice; Mentalism) (Urulan): Lost, presumed destroyed.

1. Wearer resists Mentalism as a 30th level; Dark Mentalism as 60th level, is immune to cold. [As first power of Gryphon Pendant, only vs. "mental" magic.]
2. Ice/Waterrunning at will. [Flight, 6" (only usable for running safely across water/ice).]
3. Can utilize a 30th lvl *True Hold* 1x per day (user employs pendant like a hypnotic tool). [Telekinesis, 40 STR, only holding target immobile, 1x/day.]
4. Summon the Absence of Heat once per week. Effect is similar to Cold Ball, 300' radius, except natural cold, x3 damage. Criticals are one less in severity than indicated. [16d6 energy blast (cold) 3" radius, reduced penetration 1x/week.]

5. Fire *Ice Channels* (as *Ice Bolt* 300', x6 damage, Cold Crits, beam of pure cold) 3x per day. [5d6k blast, 3x/day.]
6. Touch of Cold Sleep 1x per decadey. Must touch target; resist vs 30th level Mentalism. Failure results in enforced Lifekeeping in which target is locked in Cryogenic sleep until administered Awakening or Lifegiving. [May touch target and use 15d6 mind control to cause target to fall into "suspended animation" which lasts until dispelled 1x/10 days.]
7. x5 PP enhancer for Mentalism or Mentalism Hybrids. [Wearer may cast spells at 0 end cost.]

Phoenix: (red/yellow — fire; Essence) (Rhakaan): Taken by Ajkara, subsequently lost.

1. Wearer resists Essence as a 30th level; Dark Essence as 60th level. [As first power of the Pegasus Pendant.]
2. Firerunning at will.
3. Wearer may Immolate at will, and is at that time immune to flame and heat. He is immune to spell effects and enchanted fire in any case.
4. Wearer's soul can be stored at instant of death; returns to repaired body. Must be wearing orb at instant of death. Useable 1x per decadey.
5. Summon the *Absence of Cold* once per day. Effect is like a *Firestorm*. Flammable materials ignite 90% of time; Fireball 300' radius, x3 damage. Criticals are one less in severity than indicated. [14d6 energy blast (fire), 4" radius, 1x/day.]
6. Unleash *Fire Channels* (as *Fire Bolt* 300', x6 damage, Heat Crits, beam of pure red energy like a laser; possible Blindness) 1x per day. Can be devastating to physical objects as well. [6d6k blast, 1x/day.]
7. x5 PP enhancer for Essence or Essence Hybrids. [Wearer may cast spells at 0 end cost.]

Wyvern: (Silver/blue — Earth; Channeling) (Saralis): Presumed destroyed; actually held by Andraax.

1. Wearer resists Channeling as a 30th level; Dark Channeling as 60th level. [As first power of the Gryphon Pendant.]
2. Makes wearer immune to all forms of Absolution. [+50 mental defense vs. mind controls causing "mindlessness," mental paralysis, etc.]
3. Free use of Detection Mastery to 30th level. [Wearer may cast detection and mind scan spells up to 90 active points.]
4. Herb Mastery at will (doubles potency — if applicable) of any healing herb administered. [Wearer may cast detect and analyze on any herb.]
5. *Windrunning* at will (allows wearer to run on air). [Flight, 6".]
6. See through the eyes of any animal within 1 mile, 1x per day (animal must be spotted initially, spells lasts only as long as user concentrates). [Clairvoyance, range 1 mile (through eyes of any animal in range only), concentrate, 1x/day.]
7. x5 PP enhancer for Channeling or Channeling Hybrids. [Wearer may cast spells at 0 end cost.]

Sea Drake: (Green/silver — Water; Mentalism) (U-Lyshak): Lost, presumed destroyed (actually at Yarthraak).

1. Deliver Steam Bolts: as Water Bolts, but use Heat and Impact Criticals, and x3 hits, 1x per day. [8d6 physical energy blast linked to 8d6 energy blast (heat), 1x/day.]
2. Wearer resists Mentalism as a 30th level; Dark Mentalism as 60th level. [As first power of the Unicorn Pendant.]
3. Free use of Delving List to 30th level. [May cast detect and analyze spells of up to 90 active points.]
4. Use two spells from Shifting List per day. [Wearer may cast shapeshift or life support spells of up to 60 active points twice per day.]
5. Use 10th lvl *Mind Shout* 1x per day. [10d6 Ego attack, no range, explosion, 1x/day.]
6. +30 to DB. [+3 to DCV.]
7. x5 PP enhancer for Mentalism or Mentalism Hybrids. [Wearer may cast spells at 0 end cost.]

SWORDS

In addition to the Helms and Pendants, swords were fashioned. Not the equals of Tethior's final works — the Narselkin, for example — these were nevertheless items of considerable power and scope. Each was intelligent (though not as much so as the pendants). Each triad of items apparently had the ability to communicate — or to allow their wielders to communicate — mentally over great distances; they were not intended to be used by the same person at once.

Gryphon (blue/green — earth): (Zor): Presumed Destroyed. (Actually in the Catacombs of Ūr.)

This sword is of a keron alloy with delicate inlay of intertwined green and blue. The guard is designed to resemble a pair of spread wings, and the hilt is a scaled claw, the end of which holds a shimmering green orb. Of the Earth, it has powers related to that element.

1. +35 to hit, 2x hits.
2. Delivers an Internal Disruption critical (see Master Atlas Inhabitants Guide p 60) in addition to any other.
3. Is capable of one of the following per decaday: Undoer True; Solid Destruction True (100 cubic feet); Great Crack (500' deep, 30' wide, 1000' long; 1/10th that in a structure).
4. Of Slaying Constructs (Shards, N'ng, Golems, etc.).
5. Of Changing: will become a dagger, a kynac, broadsword or two-handed sword at will.
6. Completely deflects all organic missile attacks directed at the wielder. This is actually a rather specific defense: it is designed to protect the user against Shards, who throw deadly organic disks, and N'ng, who spit acid. Metal-tipped arrows with wooden shafts are at -50. [Note: all FH stats for this sword are detailed in previous text conversions.]

Pegasus (silver/white — air): (Tanara): Lost, presumed destroyed.

This sword is of perfect, clear laen. The hilts and guard are of a silvery alloy, and the pommel holds a milky white orb.

1. +35 to hit, 3x concussion damage. [+3 OCV, +2d6k damage.]
2. The blade is in fact invisible until it strikes, making it impossible to parry. [Strikes with the blade cannot have the "block" maneuver performed against them.]
3. Unleashes the Hard Wind (as Water Bolt 200', x4 damage, Impact Crits, a blast of irresistible air) 2x per day. [16d6 physical energy blast, 2x/day.]
4. Of Slaying Demons. [+3d6k dmg. vs. demons.]
5. Of Changing: will become a dagger, broadsword or two-handed sword at will.

Unicorn (gold/white — water/ice): (Urulan): Lost, presumed Destroyed.

Perhaps the only incorruptible of the six realms, this sword is of clear laen with a silvery edge and gold inlay. It is very elaborate. The hilts are gold, and it holds a faceted orb of clear crystal.

1. +35 to hit, 2x concussion damage. [+3 OCV, +2d6k damage.]
2. Coldflames on command, enabling the sword to deliver a Cold critical in addition to any other. [May also strike for additional (separate) 2d6k cold damage.]
3. Unleash another form of the Absence of Heat (as Ice Bolt 200', x4 damage, Cold Crits, a stream of intense cold, more like a flamethrower than the beamlike pendant power) 2x per day. Can be devastating to physical objects as well. [4d6k blast (cold) 2x/day.]
4. Of Slaying creatures of Heat (including Fire Giants, Fire Hounds, Evil Unicorns). [+3d6k damage vs. heat-using creatures.]
5. Of Changing: will become a dagger, broadsword or two-handed sword at will.

Phoenix (red/yellow — fire): (Rhakaan): Forgotten; locked in a vault beneath Haalkitaine.

A beautiful two-handed sword of gold, with an edge of clear, yellow laen. In the pommel is a topaz orb — receptacle of the sword-soul.

1. +35 to hit, 2x concussion damage. [+3 OCV, +2d6k Damage.]
2. Flames on command, enabling the sword to deliver a Heat critical in addition to any other. [May also strike for additional (separate) 2d6k heat damage.]

3. Unleash another form of the Absence of Cold (as *Fire Bolt* 200', x4 damage, Heat Crits, a stream of intense heat, more like a flamethrower than the beamlike pendant power) 2x per day. Can be devastating to physical objects as well. [4d6k blast (fire) 2x/day.]
4. Of Slaying creatures of Cold (Elementals, Cold Drakes, Ice Trolls, etc.). [+3d6k vs. cold-using creatures.]
5. Of Changing: will become a dagger, broadsword or two-handed sword at will.

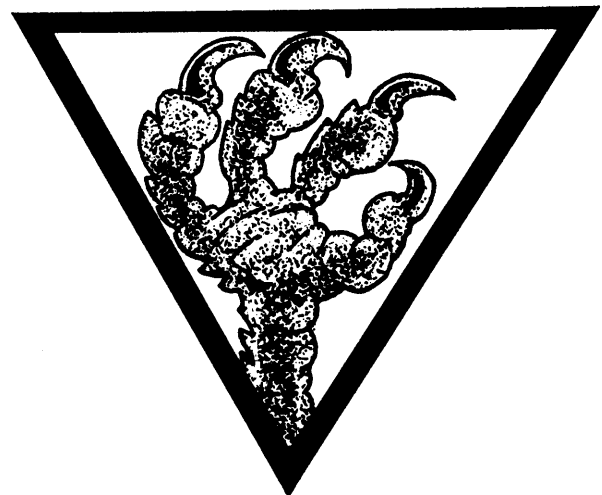
Wyvern (Silver/blue — Earth; Channeling) (Saralis): Lost, presumed destroyed.

1. +35 to hit, 2x concussion damage. [+3 OCV, +2d6k Damage.]
2. Unleashes the *Earth's Rage*: Wielder strikes the ground and delivers his choice of *Tremors*, a *Great Crack* or *Quakes* (Sorcerer Solid Destruction List). Usable 1x per 10 days. [8d6 Body Destruction, area affect, 16" radius; only on inanimate objects affixed to the ground (trees, buildings, etc.) 1x/day.]
3. Will turn Target to stone if sword delivers a critical, and target fails vs a 30th lvl Channeling. Usable 2x per day. [8d6 Transformation (target to stone) if sword hits (2x/day).]
4. *Of Slaying Undead*. [+3d6k vs. Undead.]
5. Of Changing: will become a dagger, broadsword or two-handed sword at will.

Sea Drake (Green/silver — Water; Mentalism) (U-Lyshak): Lost (in the Tomb of Andraax).

The sea-green blade has slightly scalloped edges and a delicate tracery of silver. The hilt-guard is designed of clear, blue-green tinted laen in the form of fish-fins cupping around the hilts.

1. +35 to hit, 2x concussion damage. [+3 OCV, +2d6k Damage.]
2. Water Mastery: can calm all but the most severe water in a 1 mile radius; Part water up to 100' deep, 1000' long and 20' wide. [Change environment (calm water), 1 mile radius; Telekinesis (50 STR) area affect-hexes (150" long, 15" deep, 3" wide) only for parting water.]
3. Unleashes the *Hard Wave* (as *Water Bolt* 200', x4 damage, Impact Crits, a blast of irresistible water) 2x per day. [14d6 physical energy blast (water) 2x/day.]
4. *Of Slaying Flying Demons*. [+3d6k vs. flying demons.]
5. Of Changing: will become a dagger, broadsword or two-handed sword at will.



4•MASTER NPC CHARTS

ROLEMASTER NPC CHART								
Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
GENERAL NPCs								
Lorgalis <i>See Part IX for details of powers and equipment.</i>	50(70)	350	20(160/120)	Y(50)	A/L	275bs	190typh	25
Zaris <i>See Part IX for details of powers and equipment.</i>	35	170	11(90)	N	(A/L)	140bs	190lb	20
Alarin Iylar(Loari)-Talath Astrologer. Knows all Astrologer Base to 30th, 10 Open/Closed Channelling/Mentalism lists. 114 PP (ring, +8 Adder). Alarin is descended in the Mortal side from the Kings of Zor. He is thus able to use the <i>Gryphon Helm</i> . He is one of very few who knows the location of the Forge of Arion and the Vault of the Crowns.	38	150	1(70)	N	N	110da	—	15
Selena Iylar Seer. A Powerful woman, she has mastered the use of the Ilarsir. Knows all Base Seer lists to 20th, 8 Open/CLosed Mentalist lists to 20th. Necklace, x7 PP.	32	91	1(80)	N	N	80da	—	20
S. Ni'Shaang (Human)	60	210	18(80/180)	Y*	(A/L)	250bs	—	30
S. Ni'shaang (Dragon) <i>See Part IX for details of powers and equipment.</i>	80	500	12(140)	—	—	320HCl/240HBi	—	VF/VF
High Prst of Yarthraak <i>See Part IX for details of powers and equipment.</i>	40	112	11(90/70)	Y*	N	175bs/th	145typh	25
Priests Yarthraak (12) <i>Human Evil Clerics. Ring: x4 PP enhancer, Firebolts 3x/day, Understand any written Text, Speak Elvish tongues fluently, Detect Magic, Halve the effects of Heat and Cold, Protect wearer as AT 4 (-10). Long Knife, use Short sword table but do slash criticals instead of Krush. Various Clerical Spells.</i>	10	90	4(30)	N	N	80ss	70da	15
Herald of Night <i>See Part IX for details of powers and equipment.</i>	20	200	18(90/190)	Y*	A/L	250bs/2-hs	—	40
Andraax <i>See Part IX for details of powers and equipment.</i>	120	240	20(215/315)*†	N	N	285pwrswd	240gé/ 210LsrPstl	53
Hernæ <i>See Part IX for details of powers and equipment.</i>	10/50	165	4(120)†	Y*	N	210lky	190ky	20
Ren Thraysk <i>See Part IX for details of powers and equipment.</i>	30	210	11(100)*	Y*	(A/L)*	220MASt/190MASw	210gé	30
Karstia of Mynars <i>See Part IX for details of powers and equipment.</i>	25	112	3(45)	Y*	(A/L)*	135rp	190lb	20
NPCs IN PLACES OF INTEREST								
NOMIKOS								
Chief Scribe Niros Talath Bard (Sage). All Sage Base Lists, All Open and closed non-combat Mentalism Lists. Spectacles of x4 PP	30	67	1(15)	N	N	90da	—	10
Msr Changramai Thom Zori Monk. Knows all Base Monk lists to 30th. Wristbands allow parry. Headband protects as helm and is x4 PPenhancer.	31	210	1(150)	N	N	180MASt/170MASw	215typh	40
URONTHIS KALTHUL								
Lord Sorcerer Varch Jameri Sorcerer. Knows All Sorcerer Base to 20th, 8 total Essence/Channeling lists to 10th. Amulet is x4 PP enhancer	24	98	1(70)	N	N	85da	—	10
Lord Magician Laranis Zori Mage. Staff is +5 Adder. +85 <i>Fire Bolt</i> . Robes add 60 to DB	21	75	2(95)	N	N	70da	—	15
NPCs FOR TOWER OF THE THIRD MOON								
Varla Zori Animist. Knows all Animist Base, Channeling Healing Spells to 10th. Amulet is x4 Channeling PP enhancer.	12	86	1(40)	N	N	58ha	711b	20
Dael Zori Ranger. Knows 2 Ranger Lists to 10th. +10 short sword.	4	91	1(55)	Y	N	102ss	90cb	25
Priestess <i>See Part IX for details of powers and equipment.</i>	20	120	1(90)	N	N	90da	—	30
Karang Beastlike human (fighter), son of Mara-sa.	7	110	3(60)	N	N	90LCl/70LBi‡	—	30
Elder Sisters (4) Succubus-like women with long nails and teeth. Immortal, seduce then kill their mate.	10	90	1(40)	N	N	80SCl/40SBi‡	—	25
Lesser Sisters (8) Succubus-like women with long nails and teeth. Immortal, seduce then kill their mate.	5	72	1(20)	N	N	50SCl/20SBi‡	—	20

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
NPCs FOR CURSE OF ANDARAS								
Sanar Fenira Jameri Evil Cleric, can Channel Andaras' Curse, 30th lvl, turns target into housecat. Also Knows 3 Evil Cleric Lists to 10th	8	75	1(40)	Y	N	81ma	—	15
Basho N'guur Jameri Rogue (Merchant)	7	66	1(20)	N	N	70da	—	15
High Priest of Andaras Dyar Evil Cleric. <i>See Part IX for details of powers and equipment.</i>	15	110	3(60)	N	N	90sc	—	10
NPCs FOR LIVING PRISON								
Nerik Talath Cleric. <i>See Part IX for details of powers and equipment.</i>	6	77	1(30)*	N	N	45qs	—	15
Messenger #1 Zori Fighter. Acute sense of hearing and smell. Green Dragonskin Armor, Gauntlets punch as hammers, mini double crossbow, cloak, +30 to hiding (110 total). Often uses poisons.	15	135	11(65)	Y10*	A/L	140ha	155lcb	30
Messenger #2 Dyar Fighter. Acute sense of hearing and smell. Green Dragonskin Armor, Gauntlets punch as hammers, mini double crossbow, cloak, +30 to hiding (120 total). Often uses poisons.	16	128	11(70)	Y10*	A/L	135ha	165lcb	35
Ga'vaag <i>See Part IX for details of powers and equipment.</i>	16	68	1(30)	N	N	75da	—	10
NPCs FOR PRIDE OF THE GRYPHON								
TOMBS OF LANKÔR								
Queen Isara Lankôr Spectre. 'Touch' drains 1-10 Temp Con, can cast <i>Shock Bolt</i> 5x/day. <i>See Adventure Text for details of equipment, treasure, etc.</i>	12	170	1(60)	N	N	60MGr ('Touch')	90 Shock Bolt	30
King Irusor Lankôr Spectre. 'Touch' drains 1-10 Temp Con, can cast <i>Shock Bolt</i> 5x/day. <i>See Adventure Text for details of equipment, treasure, etc.</i>	14	200	1(50)	N	N	90MGr ('Touch')	80 Shock Bolt	30
King Muris Lankôr Spectre. 'Touch' drains 1-10 Temp Con; can cast <i>Shock Bolt</i> 5x/day; only affected by 'magical' weapons. <i>See Adventure Text for details of equipment, treasure, etc.</i>	17	240	1(70)	N	N	120MGr ('Touch')	70 Shock Bolt	30
King Jaral Lankôr Spectre. 'Touch' drains 1-10 Temp Con, can cast <i>Shock Bolt</i> 5x/day; only affected by 'magical' weapons. <i>See Adventure Text for details of equipment, treasure, etc.</i>	15	210	1(50)	N	N	100MGr ('Touch')	90 Shock Bolt	25
TOMBS OF ZAON								
Sentinels (2) Golems. Will attempt large Grapple and if critical indicates a grasp, will perform Large Crush. These golems are Super Large creatures.	20	250	20 (50)	N	A/L	150LBa/70LGr/170LCr	20	
King Saik Greater Wraith†. Gaze delivers <i>True Hold</i> ; 'Touch' drains 2-20 Temp Con; only affected by 'magical' weapons. <i>See Adventure Text for details of equipment, treasure, etc.</i>	16	170	1(70)	N	N	130bs/90LBa	—	20
Queen Saria Lesser Wraith† Sorceress; knows all Sorcery Base Spells to 20th.; 150 PP. +20 bs; Wand of Ice Bolts. <i>See Adventure Text for details of equipment, treasure, etc.</i>	15	145	1(65)	N	N	70LBa	90 Ice Bolts.	20
King Alzarin Greater Ghost. Drains 1 Temp Con/rnd from all within 10'; Touch' causes additional Cold Crit of one Higher severity; only affected by 'magical' weapons. <i>See Adventure Text for details of equipment, treasure, etc.</i>	15	170	1(50)	N	N	100MGr ('Touch')		
King Phynus Greater Mummy. <i>See Adventure Text for details of equipment, treasure, etc.</i>	12	160	8(60)	N	N	185 th	—	10
King Xurnak Major Spectre. 'Touch' drains 1-10 Temp Con, can cast <i>Shock Bolt</i> 5x/day; only affected by 'magical' weapons. <i>See Adventure Text for details of equipment, treasure, etc.</i>	12	190	1(70)	N	N	110MGr ('Touch')	—	20
King Mornan Human (Zori) Fighter.	9	116	1(25)	N	N	90MASt	—	30
King Laro Greater Mummy. <i>See Adventure Text for details of equipment, treasure, etc.</i>	15	175	8(60)	N	N	120LBa/150LGr‡	—	10
Tombs of Kitaan								
King Jax Major Wight. Drains 3 Temp Con/rnd from all within 10'; Touch' (or hit) causes additional Cold Crit of one Higher severity; only affected by 'magical' weapons. +25 2h Unholy Sword. <i>See Adventure Text for details of equipment, treasure, etc.</i>	25	180	20(30)	Y20	A/L	250th or 130LGr ('Touch')		25
Guards (8) Skeletons. Ignore Puncture Crits.	6	100	1(40)	Y	N	75bs	—	15
Lesser Kings (7) Greater Skeletons. Ignore Puncture Crits.	10	140	1(70)	Y	N	100ma	—	20

Codes for Rolemaster NPC and Master Military tables:
The statistics given describe each NPC. A more detailed description of the NPCs can be found in the main text. Some of the codes are self-explanatory:
Lvl (level), **Hits**, **Sh** (Shield), and **Mov M** (Movement and Maneuver Bonus). The more complex codes are listed below.
AT (Armor Type): The two letter code denotes the **MERP** armor type: No=No Armor, SL Soft Leather, RL=Rigid Leather, Ch =Chain, Pl=Plate.
The number is the equivalent **Rolemaster** armor type.
DB (Defensive Bonus): Note defensive bonuses include stats, shield, armor, skills, and other items where possible.
OB's (Offensive Bonuses): Weapon abbreviations follow OB's: br-bastard sword, bs-broadsword, cb-composite bow, da-dagger, ha-handaxe, ja-javelin, ky-kynac (short), la-lance, ma-mace, MA-Martial Arts (both strikes and sweeps), ms-morning star, qs-quarterstaff, ra-rapier, sb-short bow, ss-short sword, sp-spear, MAs-Martial Arts Striking, MAsw-Martial Arts Sweeps and Throws, th-two hand sword, wm-war mattock.
Stats: Ag=Agility, Co=Constitution, SD=Self-Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition. For **MERP**, average Re and Me for Intelligence (IG).

FANTASY HERO NPC CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Lorgalis — see earlier conversion																
Zaris — see earlier conversion																
Alarin	15	18	18	12	23	6	0	4	0	4	7	28	11	8	1d6-1	7"
Mentalist/Divination spells up to 90 active points, ring adds 114 END just for casting spells. Alarin is descended on the mortal side from the kings of Zor. He is thus able to use the Gryphon helm. He is one of the very few who know the location of the forge of Arion and the Vault of the Crowns.																
Selena	13	18	17	12	20	6	0	3	0	4	7	27	8	8	1d6	7"
Ilyar Seer. A powerful woman, she has mastered the use of the Ilarsir. Knows divination type and mental-based spells up to 60 active points. Necklace gives spell use at 0 END																
S. Ni'Shaang-see earlier conversion																
High Priest of Yarthraak-see earlier conversion																
Priest of Yarthraak	14	14	15	13	15	7	2	6	2	3	6	28	8	7	1d6+1	6"
Human Evil Clerics. Ring allows spells to be cast at 1/2 END and 3d6k balst 3x/day. Allows understanding of any written texts and elvish speech. Detects magic at range (12"). Grants 1/2 damage reduction vs. heat and cold, 2rPD,2rED Use longknives, clerical spells up to 30 active points																
Herald of Night-see earlier conversion																
Andraax-see earlier conversion																
Hernae-see earlier conversion																
Ren Thraysk-see earlier conversion																
Karstia of Mynars-see earlier conversion																

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
NPCs in Places of Interest:																
Nomikos:																
Chief Scribe Niros	12	17	16	12	25	6	0	4	0	4	6	6	9	7	4d6nrml	6"
Talah Bard(sage). Knows non-combat mental-based spells up to 90 active points. Spectacles allow spells to be cast at 1/2 end																
Msr Changramai Thom	18	27	18	15	18	8	0	6	0	5	8	36	18	15	6d6nrml	8"
Zori Monk. Knows combat-enhancing spells up to 90 active points. Wristbands allow missile deflection (19-). Headband protects locations 3-5 w/ 8rPD 8rED and allows all spells to be cast at 1/2 END																
Uronthis Kalthul:																
Lord Sorceror Varch	11	15	15	13	20	5	0	4	0	3	5	26	9	8	1d6-1	6"
Jameri Sorceror. Knows spells up to 60 active points. Amulet allows spells to be cast at 1/2 END																
Lord Magician Laranis	13	14	13	11	18	6	1	5	1	3	6	25	7	13	4d6nrml	6"
Zori Mage. Staff grants 25 END only for casting spells. Has 4 levels w/ 3 1/2d6RKA(fire bolt). Robes add 6 to DCV																
NPCs for Tower of the Third Moon																
Varla	10	14	12	10	15	5	0	3	0	3	5	22	6	6	1d6+1	6"
Zori animist. Can cast healing spells of up to 30 active points. Amulet allows spells to be cast at 1/2 END																
Dael	17	14	13	11	14	6	0	4	0	3	6	27	10	6	11/2d6	7"
Zori Ranger. May cast nature-related spells of up to 30 active points. +1 OCV short sword																
Priestess-see earlier conversion																
Karang	23	17	20	17	18	9	2	8	2	4	9	39	9	8	2d6	8"
Beast-like human fighter-son of Mara-sa																
Elder Sisters(4)	17	18	15	12	15	7	0	6	0	4	6	27	8	8	1d6-1	7"
Lesser Sisters(8)	13	14	13	10	13	5	0	4	0	3	6	24	6	6	1d6-1	6"
Succubus-like women with long nails and teeth. Immortal, seduce then kill their mate.																
NPCs for Curse of Andaras:																
Sanar Fenira	10	15	12	10	18	5	0	3	0	3	5	21	8	5	1d6	6"
Jameri evil cleric, can Channel Andaras' curse (6d6 Transformation attack-turns target into housecat) Also knows evil clericspells to 30 active points.																
Basho N'guur	13	11	13	11	15	4	0	3	0	3	6	23	7	7	1d6+1	6"
Jameri Rogue(merchant)																
High Priest of Andaras-see earlier conversion																
NPCs for Living Prison																
Nerik-see earlier conversion																
Messenger #1	20	17	18	15	15	12	5	10	5	4	8	34	14	10	2d6	7"
Zori Fighter. Acute sense of hearing and smell. Green Dragonskin armor, Gauntlets add +4d6 to Hand to Hand damage. Mini double crossbow. Cloak adds +3 to stealth (15- total). Often uses poisons																
Messenger #2	18	20	15	14	15	11	5	10	5	4	7	30	13	13	2d6	7"
Dyar Fighter. Acute sense of hearing and smell. Green Dragonskin armor, gauntlets add +4d6 to hand to hand damage. Minidouble crossbow. Cloak add +3 to Stealth (16- total) Ga'vaag-see earlier conversion																
NPCs for Pride of the Gryphon																
Undead Table:																
Spectre	10	18	15	18	20	8	0	8	0	4	5	30	10	10	Spec.	8"
Touch is 1d6 CON Destruction and 1 1/2d6 BODY Destruction. May cast 9d6 energy blast (shock bolt) 5x/day. desolid at will																
Greater Mummy	35	14	—	25	25	10	5	6	3	3	7	—	12	8	7d6nrm	6"
Automaton																
Greater Wraiths	20	18	18	15	23	8	1	8	1	4	7	34	13	11	Spec.	8"
Gaze is 10d6 mind control (only for causing target to remain motionless). Touch is 2d6 CON Destruction and 2d6 Stun and Body Destruction. Only affected by magical weapons																
Lesser Wraiths	18	15	13	12	18	7	1	7	1	3	7	28	9	9	Spec.	7"
Gaze is 7d6 mind control (only for causing target to remain motionless). Touch is 1d6 CON, Stun and BODY destruction.																
Greater Ghost	0	20	15	15	28	9	4	9	4	4	5	30	10	10	Spec.	9"
1/2d6 CON Destruction, 2" radius at 0 END, damage shield. Touch is 3d6k energy damage (cold). Only affected by magicalweapons. Desolid at will.																

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Skeletons	10	11	—	12	13	4	4	4	4	3	2	—	7	7	11/2d6	6"
Automatons: 1/2 resistant damage reduction vs. physical killing attacks only.																
Major Wight	20	18	—	20	28	5	5	4	4	4	4	—	16	14	Spec.	7"
Automaton: 1d6 CON Destruction, 2" radius at 0" END, Damage Field. Touch is 4d6k energy damage (cold), only affected by magic weapons. +2 OCV Unholy Sword																
Queen Isara Lankor: As Spectre																
King Irusor Lankor: As Spectre w/+1 level w/combat																
King Muris Lankor: As Spectre w/+2 levels w/combat																
King Jaral Lankor: As Spectre w/+1 level w/combat																
Sentinels(2): As Clay Golems, SW Atlas Addendum																
King Saik: As Greater Wraith																
Queen Saria: As Lesser Wraith, but can cast spells up to 60 active points. Wand of Ice bolts (9d6 normal energy (cold) damage)																
King Alzarin: As Greater Ghost																
King Phynus: As Greater Mummy, attacks w/ 2-handed sword																
King Xurnak: As Spectre w/+2 levels w/combat																
King Mornan	15	17	13	13	20	7	0	6	0	4	7	27	9	9	11/2d6	7"
Human(Zori) fighter																
King Laro: As Greater Mummy w/+1 level w/combat																
King Jax: As Major Wight																
Lesser Kings: As Skeletons w/+3 levels w/ combat																
Sentinel: As Brass Golem, SW Atlas Addendum																
King Nikor: As Greater Mummy. Will only attack unworthy robbers if they try to take the sword																
Royal Advisors(2): As Lesser Wraiths																
Kier Ianis-see earlier conversion																
The Witch -see earlier conversion																

5•MASTER BEAST CHART

ROLEMASTER BEAST CHART										
Type	Lvl	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Asp	1	20	Walk/5	F/BF	S/—	6	1(50)	25Ti	1-6	Aggres. (VL)
Jade Constrictor	4	30	Run/0	VS/MD	L/I	90	3(0)	70MGr/110LGr	1-3	Aggres. (IN)
Cat	1	80	FSpt/40	F/F	S/—	10	1(40)	10Ti(2x)	1-6	Normal (L)
Tree Frog	0	10	Run/10	SL/FA	T/—	8	1(40)	10TGr *	1-10	Normal (VL)
Baaka	6	60	Spt/20	MD/VF	L/II	110	11(30)	50LBt/60MBa	1-2	Aggres. (IN)
Tia Bat	2	90	Dash/30	VF/VF	S/—	20	1(60)	40MBi	1-10	Normal (SU)
SPECIAL CREATURES										
Yarthraak:										
Beast (Body tentacles)	20	100	FSpt/50	BF/FA	H/SL L/LA	400 80ea	11(20) 3(70/20)	120HPi§ 100HGr/150HCr	1	Hungry (AV)
The Curse of Andaras:										
Guard Panthers	6	100	Dash/30	FA/MF	M/—	100	3(40)	MC150/60MBa70/Mbi60	6	Protect (HI)
Crystal Panther	30	60	FSpt/40	VF/VF	M/SL	400	20(80)	200MBa(2x) 250HCl(2x)/200HBI	1	Protect (EX+) Berserk (EX+)
If killing:										
Dragonlord Citadel										
Gartyl	12	320	Dash/30	VF/VF	H/LA	210	11(40)	80HCl/90LBI	Varies	As Rider (HI)
Notes:										
* Tree Frogs exhude a powerful (10th level) muscle poison through their skins, so that any attack resulting in a hit delivers the poison. Depending on RR failure (see <i>Shadow World Inhabitants Guide</i> page 13), the poison can deliver up to Extreme effects.										
‡ Makes Crush attack only after a successful Grapple attack (i.e., critical delivered).										
§ Makes Beak attack only after a successful Crush attack (i.e., Krush critical delivered) by tentacles.										

AT (Armor Type): This number indicates the *Rolemaster* Armor type. **Attack:** Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the *MERP* and *Rolemaster* codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

FANTASY HERO BEAST CHART																		
Name	STR	DEX	CON		BODY		PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Asp	3	18	5	2	13	1	0	1	0	4	2	7	7	6	2x1	1pipK	3"	
Bat, Tia	-20	11	3	1	3	1	0	1	0	3	1	2	4	4	1pipK	12"fl		
Cat	-5	11	3	2	5	2	0	1	0	3	3	4	4	4	1pipK	8"		
Jade Constrictor	13	18	13	8	18	8	0	4	0	3	6	22	6	6	4D6N	1"		
Tree Frog	-28	10	2	1	5	1	0	1	0	3	1	2	3	3	1pipN	1"		
Special Creatures																		
The Curse of Andaras:																		
Crystal Panther	21	30	25	12	20	10	2	6	2	8	10	45	12	12	4D6N	25"		
Guard Panthers	15	24	18	8	15	7	0	4	0	5	7	25	9	8	2x1/2D6	19"		
Dragonlord Citadel:																		
Gartyl	30	20	18	20	20	14	5	8	3	4	10	49	7	7	2x1D6k	7"/40"fl		

ROLEMASTER MILITARY CHART									
Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
RHAKHAAN ARMY (CENTRAL JAIMAN)									
Haalkitaine Captains	Zori	10	10	110	15(50)*	Y	120bs	110cb	15
Grey uniform with black surcoat; gold helm with red wings. Shield is black with red Phoenix and gold trim.									
Haalkitaine Guards	Zori	50	5	80	15(30)	Y	100bs	80cb	10
Grey uniform with black surcoat; gold helm (no wings). Shield is black with red Phoenix and gold trim.									
Other Military	Zori/Jameri	30,000							
Grey uniform with black badge; gold helm (no wings). Shield is black with red Phoenix.									
DURANAKI (NORTHERN TANARA)									
Captains	Dúranaki	21	10	120	4(60)*	Y*	130lky	110ky	40
Enchanted black leather suit (AT 4), +20 Kynacs, other equipment.									
Captain's Aides	Myri	42	10	150	8(70)	N	80MA	110sh	20
Bracers add 30 to DB; +10 shuriken; skill to deflect missiles; Cloak protects as AT 8 with no penalty; Headband protects as helm.									
Warriors	Dúranaki	700	4	50	1(50)	Y*	80lky	60ky	30
Black leather suit, +10 Kynacs, other equipment.									
Aides	Myri	1400	3	60	1(40)	N	50MAst	50sh	20
Bracers add +10 to DB.									
MYRI (CENTRAL TANARA)									
Clan Chiefs	Myri	8	15	110	1(40)	Y	110bs	120sb	20
Various Clan symbol; some have armor.									
Clan Guards	Myri	100	10	160	9(30)	Y	160bs	120lcb	10
Badge and colors of Clan, breastplate is very old and ornate.									
Warrior Levy	Myri	2000	2	50	1(25)	N	50ss	30sb	15
No uniform, they will fight with whatever is available.									

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
Y’KIN (SOUTHERN TANARA)									
Captains	Yinka	40	10	100	14(30)	Y	100sc	90cb	10
Red surcoat. Shield is red with the eclipsed sun emblem.									
Elite Warriors	Yinka	400	5	60	10(25)	Y	80sc	60sb	10
Red surcoat. Shield is red with the eclipsed sun emblem.									
Warriors	Yinka	4000	2	25	5(20)	Y	40ha	30sb	5
Red surcoat. Shield is red with the eclipsed sun emblem.									
SULINI (COASTAL TANARA)									
Captains	Sulini	6	12	120	17(55)	Y	135bs	120cb	10
Pale blue surcoat with leaping dolphin emblem. Helm has white plume. Enchanted lightweight chain, +20 broadsword, +20 composite bow.									
Elite Warriors	Sulini	150	8	90	9(40)	Y	90bs	80cb	15
Pale blue surcoat with leaping dolphin emblem. Enchanted lightweight blue leather, +10 broadsword, +10 composite bow.									
Warriors	Sulini	500	4	60	1(40)	Y	80bs	70lb	20
Pale blue surcoat with leaping dolphin emblem. +5 broadsword, +10 composite bow.									
GARKS (VARIOUS LOCATIONS)									
Lord Garks	Gark	10	10	110	3(30)	N	90ba	—	25
Sometimes wear colorful tunic. Fight with stolen weapons.									
Leaders	Gark	50	5	60	3(20)	N	60cl	—	20
Little or no clothing.									
Warriors	Gark	2000	2	30	3(10)	N	30cl	—	20
Little or no clothing.									
U-LYSHAK (W JAIMAN)									
Captains	Jameri/Zori	80	10	110	17(30)	Y	120bs	90hcb	10
Sea-green dyed breastplate with blue tabard. Helm is stylized dragon-head. Symbol of the Sea-drake is depicted on the green shield and badge. +10 Broadsword									
Squad Leaders	Jameri	800	6	85	14(20)	Y	95bs	80sb	15
Sea-green dyed chain with blue tabard. Symbol of the Sea-drake is depicted on the green shield and badge.									
Warriors	Jameri	6,000	3	65	13(15)	Y	80ss	60sb	10
Sea-green dyed chain with blue tabard. Symbol of the Sea-drake is depicted on the green shield and badge.									
YARTHRAAK (SW JAIMAN)									
Upper Guard Captain	Jameri	3	15	135	14(55)	Y	130ss	95lcb	20
Shimmering blue-green surcoat, Silvery lightweight chain, +25 short sword, +10 light crossbow.									
Upper Guard	Jameri	30	8	110	9(40)	Y	95ss	80lcb	15
Shimmering blue-green surcoat, Blue-tinted breastplate, +15 short sword, +5 light crossbow.									
Lower Garrison	Lugrôki	1,000	3	70	9(15)	Y	90sc	70sb	20
No insignia.									
DRAGONLORD CITADEL (NE JAIMAN)									
Gartyl Riders	Jameri	30	12	110	9(40)	N	125baw	110hcb	30
Armed with Baw (+15 handaxe) and double-shot heavy crossbows. See Beast Chart for the Gartyl stats.									
Citadel Guards	Lugrôki	100	10	130	14(25)	Y	130ss	—	15
Black surcoat over armor with red Dragon Claw emblem on armor and shield; Black-plumed helm. +15 short sword.									
Warrior Garrison	Lugrôki	2,000	4	70	9(30)	Y	95sc	70sb	10
Black leather armor with red Dragon Claw emblem on armor and shield; +10 scimitar.									
Captains	Lugrôki	200	8	120	17(35)	Y10	120sc	—	15
Black armor with red Dragon Claw emblem on armor and shield. Red-plumed helm. Superior Breastplate, +20 scimitar.									
Squad Leaders	Lugrôki	5,000	5	80	9(30)	Y	80sc	60sb	10
Black armor with red Dragon Claw emblem on armor and shield; +10 scimitar.									
Standing Soldiery	Lugrôki	25,000	3	65	5(25)	Y	65sc	40sb	5
Black armor with red Dragon Claw emblem on armor and shield.									

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
ELVEN FOREST									
Sentinel Leaders	Erlini/Iylar	40	12	120	11(60)	Y	140ss	180lb	30
Forest Green tunic and breeches, Cloak, +40 to hiding. Gold cloakpin. +15 Long Knife (ss table, puncture instead of Krush), +20 Long Bow, Enchanted protective tunic (AT 11-10).									
Sentinels	Erlini	1,600	5	85	1(50)	Y	110ss	120lb	25
Forest Green tunic and breeches, Cloak, +40 to hiding. Silver cloakpin. +5 Long Knife (ss table, puncture instead of Krush), +10 Long Bow.									
ULOR (W JAIMAN)									
Generals	Lugrôk	10	18	160	17(30)	Y10	145bs	90sp	5
Blank White mask on black field is on Shield. +20 Broadsword. Helm has mask faceplate and white plume.									
Captains	Lugrôk	1,000	9	125	14(25)	Y	110sc	95sb	10
Blank White mask on black field is on Shield. Helm has mask faceplate.									
Squad Leaders	Lugrôk	10,000	5	85	9(20)	Y	85sc	60sb	10
Blank White mask on black field is on Shield.									
Citadel Guards	Lugrôk	500	10	135	14(30)	Y5	130ss	—	20
Blank White mask on black field is on Shield and full-length black surcoat. +15 short swords.									
Warrior Garrison	Lugrôk	10,000	4	80	9(20)	Y	90ss	—	10
Blank White mask on black field is on Shield and grey tunic.									
Standing Soldierly	Lugrôk	200,000	2	60	5(20)	Y	45sc	40sb	0
Blank White mask on black field is on Shield.									
MELURIA (S JAIMAN)									
Clan Chiefs	Jameri	5	15	180	1(-30)	Y	95ss	80sb	10
Colors and banner of Clan vary. Some have armor.									
Warrior Levy	Jameri	1000	3	50	1(-15)	Y	40ha	40sb	5
Usually no armor, and fight with whatever is available.									
NOMIKOS (S JAIMAN)									
Changramai Captain	Talath/Elf	10	15	150	1(100)	Y*	150MAst/sw	160gé	40
Simple tunic and pants with gold emblem. Bracers add to DB.									
Changramai Warrior	Varies	200	6	90	1(80)	Y*	90MAst/sw	90shuriken	25
Simple tunic and pants with gold emblem. Bracers add to DB.									
GRYPHON COLLEGE (CENTRAL JAIMAN)									
'Gryphons'	Talath/Elf	14	10	110	3(70)	N	110da	130lcb	30
Enchanted wings allow flight as Gartyl (see Beast Chart). Wings fold for ground movement/combat. Mini crossbows on wrists can fire in-flight.									
Garrison	Talath/Elf	30	5	70	1(50)	Y	90bs	70lb	10

NOTES:

* An asterisk next to a race indicates that this is the most typical to be encountered.

KEY:

- Shields equal to 20 or 25 of DB. An * means that armor is magical or specially made.
- ** indicates other abilities or items not mentioned. See other sections referring to the specific group.
- 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.
- 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, sp — 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.
- Unless otherwise stated, mounted troops have fully effective OBs when fighting from horse (or Steardan).
- Unless otherwise noted, the OB given for Martial Artists (abbr. 'MA') is for rank four. The letter following indicates skill in either strikes (st) or sweeps and throws (sw). If both letters are present, this indicates that he or she is skilled in both.

FANTASY HERO MASTER MILITARY CHART

	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	Move
Rhakhaan Army (Central Jaiman)																
Captains	18	20	18	13	20	14	8	13	8	5	8	32	11	9	2d6-1	7"
Guards	14	12	14	12	11	11	7	11	7	3	7	26	10	8	1 1/2d6	6"
Other Military	11	10	11	11	9	8	6	8	5	2	5	22	8	6	1d6	5"
Duranaki (Northern Tanara)																
Captains	17	21	17	14	22	12	7	12	7	8	9	27	12	9	2d6	9"
Captains' Aides	18	20	19	16	19	15	9	13	8	7	7	34	11	8	2d6-1	8"
Warriors	16	18	17	15	15	11	6	10	6	6	6	25	10	7	1d6+1	7"
Aides	14	16	15	13	12	8	4	8	4	4	5	22	7	5	1d6	6"
Myri (Central Tanara)																
Chief	21	24	21	18	24	17	9	14	9	9	8	24	8	8	2d6	9"
Guards	19	23	25	21	21	18	11	14	11	10	9	31	9	9	2d6+1	9"
Warriors	15	16	18	13	12	11	6	9	6	5	4	15	5	4	1d6	5"
Y'Kin (Southern Tanara)																
Captains	23	22	20	19	25	15	10	12	8	7	6	30	6	5	2d6+1	8"
Elite Warriors	19	18	18	17	22	16	9	11	7	6	5	27	6	5	2d6	8"
Warriors	14	13	13	12	10	10	5	7	5	4	3	13	4	3	1d6	4"
Sulini (Coastal Tanara)																
Captains	23	24	23	20	26	15	13	14	10	7	7	34	6	5	3d6N	6"
Elite Warriors	20	17	20	16	21	14	10	10	7	6	5	27	5	4	2d6N	6"
Warriors	15	14	19	15	20	12	8	8	6	5	4	24	4	4	2d6+1	5"
Garks (Various Locations)																
Lord Garks	15	13	12	11	10	10	7	7	5	4	3	21	3	3	1d6+1	4"
Leaders	12	10	9	9	7	6	4	5	3	3	2	17	2	2	1d6	4"
Warriors	10	8	8	8	6	5	3	3	2	2	2	14	2	2	1d6	4"
U-Lyshak (Western Jaiman)																
Captains	24	21	18	15	22	15	8	13	8	5	9	35	12	10	4d6N	8"
Leaders	18	17	18	13	18	13	7	11	7	4	8	29	9	8	3d6N	7"
Warriors	15	14	13	11	14	12	6	10	6	3	7	24	7	6	2d6N	6"
Yarthraak (Southwestern Jaiman)																
Guard Captain	25	22	19	16	22	16	9	14	9	6	9	38	10	9	4d6N	9"
Upper Guard	19	18	17	14	19	14	8	10	7	5	7	29	8	7	3d6N	8"
Lower Garrison	14	13	12	14	13	11	7	9	5	4	5	22	5	4	2d6N	7"
Dragonlord Citadel (Northeast Jaiman)																
Gartyl Riders	20	18	17	15	14	13	8	9	7	5	6	27	5	4	3d6N	7"
Guards	22	20	19	16	23	16	10	15	9	6	6	33	9	7	4d6N	8"
Warrior Garrison	14	12	12	13	13	10	8	9	7	5	5	21	4	4	2d6N	6"
Captains	20	19	18	15	19	15	10	13	9	6	6	27	6	6	3d6N	8"
Leaders	15	14	13	11	15	12	7	10	3	7	7	25	5	6	2d6N	6"
Soldiers	11	14	12	11	10	7	4	6	4	2	5	23	5	5	1 1/2d6	6"
Elven Forest																
Leaders	21	18	17	16	24	14	11	7	6	5	6	24	10	8	2d6N	8"
Sentinels	17	17	16	15	18	12	9	6	6	5	5	21	8	7	1 1/2d6	8"
Ulor (Western Jaiman)																
Generals	20	21	22	20	29	17	12	11	10	9	10	38	12	10	4d6N	8"
Captains	18	19	18	15	20	14	7	12	7	4	8	31	11	9	2d6	7"
Squad Leaders	12	14	13	11	12	10	7	8	6	4	7	22	4	5	2d6-1	6"
Citadel Guards	15	16	16	17	21	14	8	10	7	6	6	27	6	6	3d6N	8"
Warriors	11	14	13	12	10	7	4	6	4	2	5	21	4	4	1 1/2d6	6"
Soldiers	11	13	12	10	10	5	2	4	2	4	4	19	4	4	2d6N	6"
Meluria (Southern Jaiman)																
Clan Chiefs	20	18	19	15	18	13	5	11	5	4	6	29	9	8	2d6	7"
Warriors	10	11	11	10	9	6	3	5	3	4	4	18	4	4	1d6	6"
Nomikos (Southern Jaiman)																
Changramai Capt.	19	21	20	14	22	14	7	12	7	5	8	30	10	9	2d6N	8"
Changramai Wars.	14	16	15	12	16	10	7	6	5	4	6	23	7	7	2d6	7"
Gryphon College (Central Jaiman)																
'Gryphons'	15	14	15	11	16	12	7	6	6	4	7	24	6	6	2d6	7"
Garrison	11	10	10	9	14	10	4	4	3	3	5	15	4	4	1 1/2d	6"

JAIMAN POLITICAL MAP

SULINI



Y'KIN



MELURIA



PLASIDAR



LORGALIS



RHAKHAAN



ELVES



WARRING CITY STATES



KY'TAARI AND MYRI



DRAGONLORD



ZOR WASTES (PANSART)



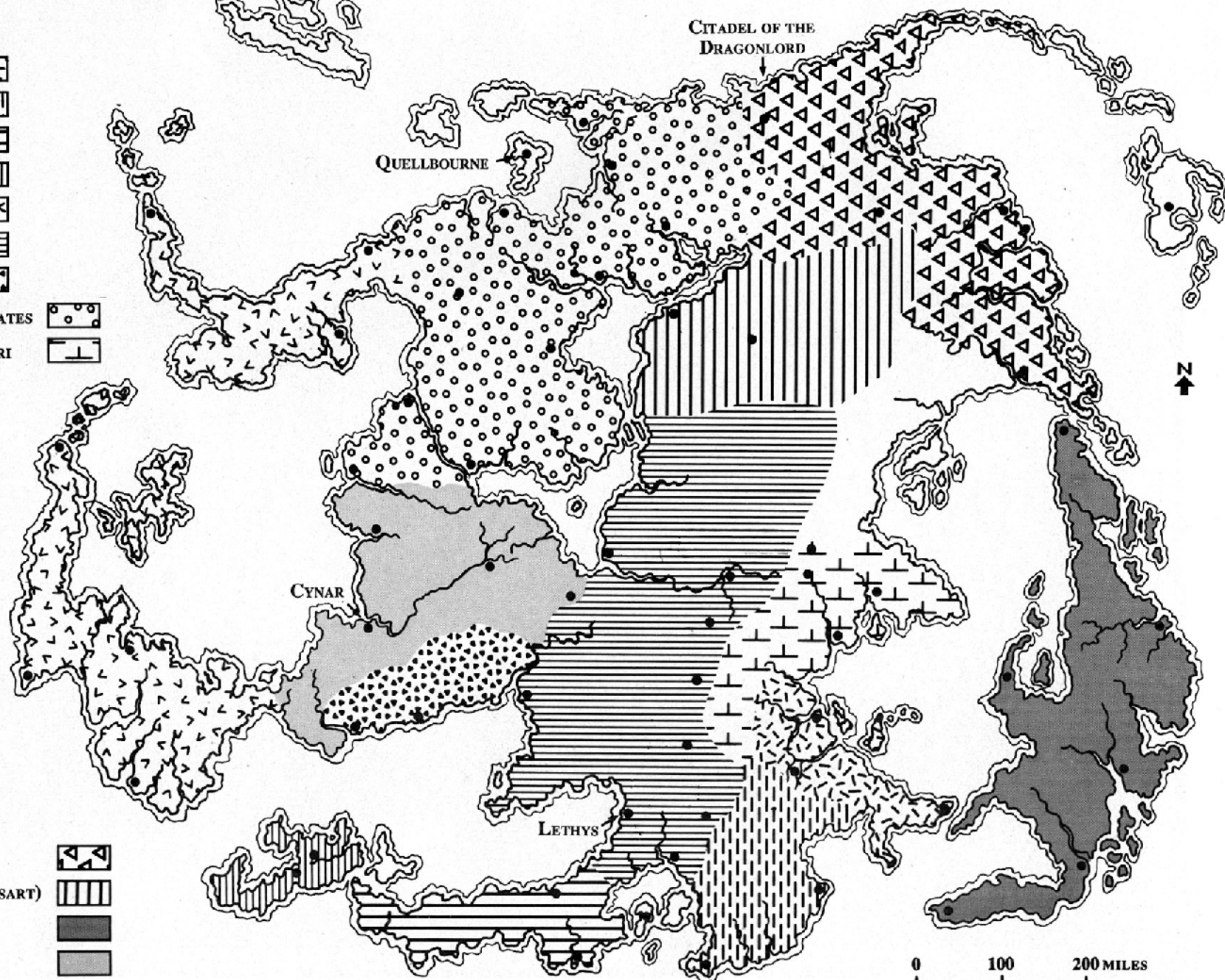
ELVEN TRIBES



U-LYSHAK



(PRIEST OF YARTHRAAK)



JAIMAN WEATHER MAP

