

Shadow World™

Journey to the **MAGIC ISLE™**

Hidden in the mists of an upland lake rests a timeless place, a repository for ancient, arcane, and magical lore.

Only the most ardent adventurers will ever set eyes upon it. The true challenge begins only then.

Magic Isle is on 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.



Journey to the Magic Isle™

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• AN INTRODUCTION TO THE SHADOW WORLD •

A NOTE TO THE GAMEMASTER

Each *Shadow World* module is designed to be used with ICE's *Rolemaster*™ and *Fantasy Hero*™ Fantasy Role Playing systems. All character statistics, spells, combat abilities, etc. are provided along with guidelines for use with both systems. As always, you as GM should feel free to change certain game statistics or scenarios; however, please take care to maintain the established play balance.

KULTHEA

Kulthea is a large planet of extraordinary contrasts. With a circumference of 27,000 miles, this seventh of fifteen worlds holds relatively few large land masses compared to the vast seas which cover most of it. Numerous volcanic atolls and islands dot the rugged surface of the Shadow World, which is largely unexplored and seismically unstable. A dearth of heavy elements keeps technology at a primitive level; for example, no chemical explosives exist, other than through the direct and extremely rare use of Essence. The world holds in orbit five moons, but only one — Orhan — significantly affects tides and currents. Flora and fauna of every manner flourish, as do several races of intelligent beings isolated from one another by natural barriers, Essence Flows, and eras of distrust and superstition.

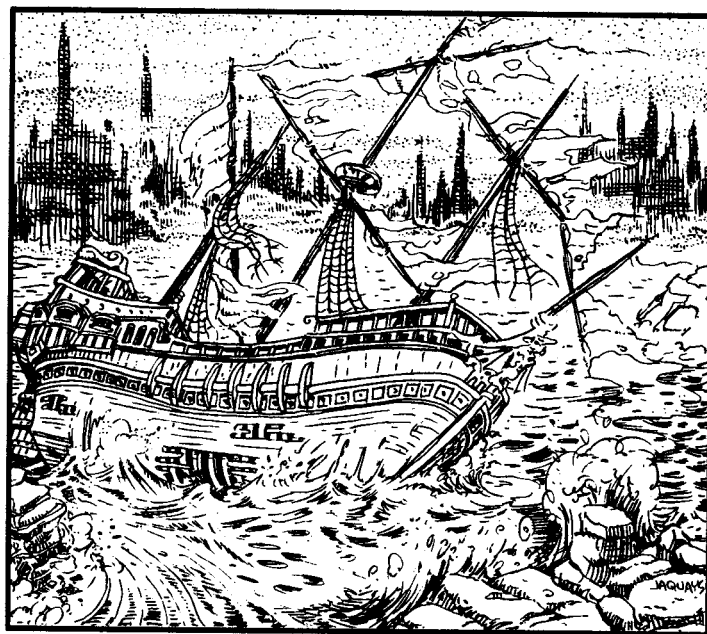
FLOWS OF ESSENCE AND THE LORDS OF ORHAN

The most fascinating aspect of Kulthea is the presence of Essence Flows, shifting and unseen energy fields akin to radiation. Essence originates in another universe where the laws of physics differ from those which we study and employ. Like a gateway, Kulthea rests upon the threshold of that other universe and is thus affected by the Flows passing to and from that other plane. In all other ways, the Shadow World of Kulthea is firmly anchored in the dimensions of time and space which we all recognize.

Some powerful beings have learned to tap the flows and to channel the Essence for both good and evil purposes. A precious few draw power from within; the most powerful of all deities are the Lords of Orhan, immortals (from Kulthea's largest moon) who predate the First Era. Rarely intervening in the affairs of the Shadow World, Orhanians are immune to the vagaries of Essence Flows and can transport themselves instantly between their home-moon and Kulthea. The virtually mythical Lords of Orhan are unparalleled in powers and often appear as extraordinarily beautiful humanoids, or alternately stand 15' high, a form more easily recognized as impressive.

Invisible and almost undetectable, Essence Flows shift haphazardly and can form temporary but genuine barriers (which can also be erected by skilled Essence-users of the highest degree). The ordinary player would rarely recognize an Essence Flow and would most likely be baffled and frustrated by it, without the costly guidance of a Navigator. No shield or spellcasting mastery can completely overcome or defy the Essence, which is the basis of all living things.

Even more terrifying are Essence Storms, a radical flux in energy that can drain or quadruple power points in an instant. Triggered by a solar flare or a conjunction of moons, Flow-storms are accompanied by high winds, lightning, and other unusual and destructive weather patterns. When caught in a flow-storm, the best advice is to take cover and to offer prayers to the highest deity.



A more reassuring aspect of the Essence (if you are a Navigator) is its tendency to form foci, permanent and temporary. Such a concentration of pure Essence occurs upon Nexus, home-isle of the Navigators. One of a handful of key Foci on the planet, Nexus serves as a gathering place for power and as a "springboard" for the Navigator's transport. In addition, hundreds of Greater and Lesser Foci exist, often rooted to a location or an object (an ancient tree, for example). Foci might boost power points or even distort or increase the intrinsic power of spells cast in proximity to the foci. A very few skilled users can control and even tap some Essence Flows.

GM NOTE: the function of Essence Foci is an important part of *Shadow World*. Greater Foci have an effective radius of 1 to 100', while Lesser Foci exist as waves or mutable clouds. Here are some options regarding Foci:

1. Foci may be seen as a shimmering, more severe at its center.
2. Foci may be felt as a tingling on the skin.
3. Foci may be smelled as a unique, ozone-like odor.
4. Foci may be heard as a high-pitched whine or a barely discernible thrumming.

THE LORDS OF ESSENCE AND THE THREE ERAS

(A WHIRLWIND HISTORY OF KULTHEA)

Imbued with extraordinary powers by a freak flare of Essence, the immortal Lords ruled over the lands and waters of Kulthea for thousands of years until two camps formed. A titantic struggle ensued, tearing the world apart. Races were buried by rock and flooded by mountainous tidal waves; lands sank, and islands emerged. The wicked Empress Kadaena was slain, her head severed. This upheaval ended the First Era, and with it faded the power and presence of the Lords of Orhan.

The Second Era saw the healing of the land and the reawakening of the few races of beings who survived the cataclysms. Erratic Essence Flows tortured the world for 100,000 years, if certain Loremasters are to be believed. Perhaps descendants of the Lords, Loremasters appeared to guide and to speed the healing of Kulthea in the Second Era. Able to tap Essence Flows at will, the remote and power-shy Loremasters tutored Elves and Men in their recovery over the course of several centuries, then all but disappeared into the mists of myth.

THE UNLIFE

The coming of the Unlife, a vast power which feeds upon destruction, brought to light (and to darkness!) cults and orders dedicated to evil; Great Demons were fashioned by the most powerful of the Lords who had fallen under the influence of the Unlife, led by the Empress Kadeana. Wise but twisted in spirit, the servants of the Shadow offered knowledge beyond that which the Loremasters deigned to give such "lesser beings," and the power of the Unlife grew unfettered in the Second Era.

The 300-year-long Wars of Dominion concluded the Second Era. Weary Loremasters at last overcame the forces of the Unlife. At great cost in blood and power, the world was once again at rest, however uneasily, at the dawning of the Third Era.

NOW

It is the year 6,050 TE (in *Space Master*, Imp 475). The mighty and righteous Lords of Orhan remain aloof from the affairs of Men and Elves; dark cults have arisen, and black religions flourish and multiply with impunity. Right-thinking Loremasters are rarely seen and offer only words of advice, never the promise of power or weaponry. This is the Third Era, the Time of the Shadow.

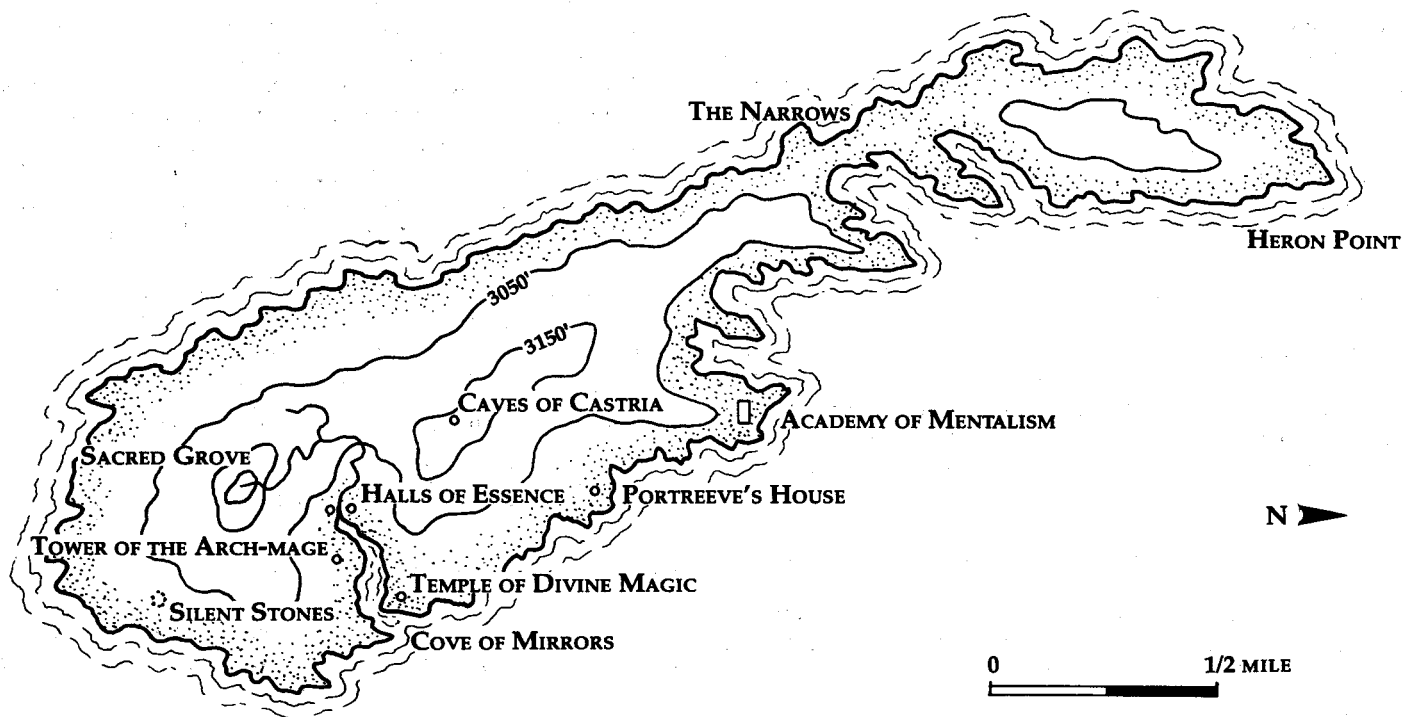
A WORD ABOUT THE NAVIGATORS

The remote and almost unreachable island of Nexus is the home of the Navigators and one of six key foci of the Essence. Able to transport anyone with the gold to pay his way, Navigators tap Essence Flows and perform as bizarre travel agents, providing a means of transport that is both reliable and fast. (Ordinary travel between remote lands can take months, even years.) To contact a Navigator, one need only locate a simple black stone obelisk (there are many such) and say, placing one hand upon the cool stone, "I require a Navigator." The stately and mercantile Essence-user will appear. After paying up front, you and your party are on your way!

A FINAL NOTE

Welcome to the Shadow World! We hope you will journey across the rocky terrain and sail the swirling seas of Kulthea for years to come.

THE MAGIC ISLE



PART I

• GUIDELINES •

Shadow World adventures are designed for Gamemasters who want fully-fleshed and challenging game scenarios which can be set up and played in very little time. As a plus, the Adventures are located in a detailed setting suitable to serve as the focus of a campaign. Statistics provided herein are for both *Rolemaster* and *Fantasy Hero* game systems. Conversions to most other major game systems are quite simple to make.

Journey to the Magic Isle has four main parts. Part I presents guidelines regarding the use of the module. Part II provides detailed information on the personalities and structure of the University of Magic Arts, which is secretly located on the Magic Isle.

The third part consists of Parts III-V, the adventures. Each adventure stands on its own, although a common theme unites the stories. They can be set anywhere in Kulthea, the Shadow World, or in any campaign.

The fourth part, Part VI, presents the Beast, NPC, Herb and Poisons, Weather and Encounter Tables. These are located at the back of the book, permitting easy reference. Area maps show the region surrounding the adventure locations as well as the sites themselves.

1•MAGICAL LEARNING AND LEVEL ADVANCEMENT

Normally, spell-users who do not adventure are considered "out-of-play." Even if they study without a text or a teacher, they must research any spells they wish to learn. This represents a considerable investment in time and money. It would be less costly if the character either had a mentor or an extensive collection of Spell books, and this is how most Gamemasters deal with spell acquisition. On the Magic Isle, however, the student has both available. Thus, a special system must be used to represent advancement.

Level advancement takes considerably longer because one is learning in a "safe" environment without the spur of survival to speed the process. Additionally, there is no "real world" adventure experience that fosters total development of all facets of the character.

It is assumed that a character will have one chance each year to advance one level. (The GM can vary this base required time to reflect his world system.) A character need not attempt to advance every year, but when he does, he must devote at least 8 hours a day to study and training (two days off per 10 days is acceptable.)

The base chance of advancing a level is:

5% per month of study + Memory bonus + Self-discipline bonus.

Optionally, the GM may reduce the chance by 1% for every 1000 experience point increment which the character is lacking from the total needed for level advancement.

EXAMPLE: assume that Lorkai, a magician, with a Memory bonus of +10 and a Self-discipline bonus of +5, studies for 9 months. His chance of going up a level would be: $(9 \times 5) + 10 + 5 = 45 + 15 = 60\%$. If using the optional reduction for experience points required to gain a level, one would subtract Lorkai's current experience points total from the total points needed to advance a level, and his chances would be reduced from 60% to 47%: $60\% - (13,495/1000) = 60\% - 13\% = 47\%$.

If the student fails to go up a level when the die roll is made, he may try again in four months, retaining all of the original training (from previous study) as well as benefiting from his more recent studies. If the character succeeds, he is at the bottom of the next level and is unable to try again until next year.

It is assumed here that studying characters are humans with a life span on the order of 100 years. Races with longer lifespans require proportionally longer times for level advancement.

A character must choose the nature of his studies: magical, academic, general, or special (physical skills can be learned, but these skills are not normally taught). The students may choose only two (2) categories from which to develop skills. If physical skills are developed, no other categories may be developed. Only development points from the pertinent stats listed below may be used to develop these skills.

For instance, if a character chooses general and magical, he can use his development points from Ag only to develop general skills, his points from Re only for magical skills, and his points from SD and Me for both. He cannot use his Co development points at all.

Category	Dvlpmt Stats	Types of Learnable Skills*
Academic +	SD/Me/Re	Academic/Linguistic/Medical
Magical +	SD/Me/Re	Magical/Dir Spell/Base Spell Casting
General	SD/Me/Ag	General/Outdoor/Social Perception
Special	SD/Me/Re	Concentration/Subterfuge
Physical	SD/Ag/Co	Athletic/Body Dvlpmt/Combat Skills

* These skills are arranged in categories equating to the skills categories used on the Master Development Point Cost Table (11.8) and the Master Level Bonus Table (11.6) in ICE's *Rolemaster Companion II*.

+ Skills in these categories may be learned at half-development point cost, which reflects the special tutoring available only at the University of Magical Arts.

PART II

• INTRODUCTION •

Few travellers suspect that the remote and unassuming Uman Island is actually the site of a great center for magical learning. Even the inhabitants of Uman remain unaware of the Magic Isle hidden in the mists of an upland lake. Only the most ardent of adventurers will discover the University of Magical Arts and all that it has to offer. This timeless place is the repository for ancient, arcane, and magical lore. To those who gain admittance into this school, great knowledge is imparted over years of study. The true challenge of the University, however, is in learning the restraint and wisdom to master oneself.

1 • UMAN ISLAND

Rising from the treacherous seas near the mysterious and ever-changing Flows of Essence is the remnant of a long-dead volcano. It lies far to the east of the sea-lanes, so travellers are uncommon. Generally, those who journey to the island are either navigators, merchants, pilgrims, or aspiring students. The latter visit solely to find and attend the fabled University of Magical Arts.

Physically, the island has three prominent peaks and a hillock, the extinct cones of a massive volcanic system. The location of the hillock is north of Thering (see map). The locations of the other peaks are: north of the village of Ohni, south of the main port of Undara, and most prominently, in the central region of the island. Scattered throughout the island, but primarily located on the north-western shores, are densely forested areas. The forests are home to a great diversity of life, and owing to its wild nature, few people go there. The shores of the island consist of black, sandy beaches. Ports are located on a river (Thering, Undara) or in an elevated cove (Ohni) in order to facilitate the docking of ships.

The difficulty in reaching Uman Island is considerable. Storms spring up with little warning. Unpredictable Flows of Essence must be avoided by all but the most experienced of Navigators, thus deepening the insularity of the Isle's residents.

Understandably, few merchantmen ply the waters about Uman Island. This relative isolation coupled with the legend of the founding of the island breed a fierce independence and self-sufficiency among the indigenous people. The strongest folk must be engaged in providing food for the population, so most adult males are fishermen. Being a fisherman is regarded as a very honorable trade since it harks back to the original seafaring traditions of their forebears as well as providing sustenance. Cultivation of crops is not widespread because of the poor quality of the black volcanic sand. Few items are produced on the island, so trade with far-off realms, while uncommon, is extremely important in maintaining the niceties of civilization. Geologically, Uman is an extinct volcanic system which emerged from the sea sometime during the First Era of Ire. Because of its volcanic origins, Uman Island is rich in metallic ores and volcanic glass (laen). This concentration of minerals allows for the forging of even rare and magical metals on the Magic Isle. Probably in the chaotic early years of the Second Era, the uppermost area of the largest volcanic cone collapsed in upon itself. As the Second Era progressed, this hollow filled with water; first from torrential rains and later when fed by an underground spring. These actions created a pool which was completely unseen from below, the

Tarn. Within the Hidden Tarn, obscured by clouds of mist, rests a remnant of the collapsed volcanic cone jutting above the surface of the water. The University of Magic Arts lies there. Not surprisingly, the wise account this place to be the Magic Isle, for when a party of adventurers sets foot on it, they leave the mundane world behind.

2 • THE HIDDEN TARN

Upon ascending the greatest summit on Uman Island, one is greeted by a curious sight. Amidst the black rubble of the Uplands is a calm and peaceful, mist-shrouded lake. Cool, clear water wells up from a spring at the base of the Magic Isle. The outlet is a high waterfall at its northernmost tip. From below, the waterfall is the only visible aspect of the Hidden Tarn. A heavy mist clinging to the surface of the Tarn obscures vision across its waters. Even its size and shape are distorted by the mists rising from the center. If a person is foolhardy enough to row across the placid waters and into the dense fog, he soon loses all sense of direction. In the center of the Tarn, the grip of the fog is loosened. Tenuously at first, then with increasing intensity, the Isle is perceived. It appears overgrown and uninhabited; the traveller is presented with a difficult choice. Should he continue through the mists, making for the opposite shore of the Tarn? Or should he land on the mysterious island, hidden from the world? The decision is fateful.

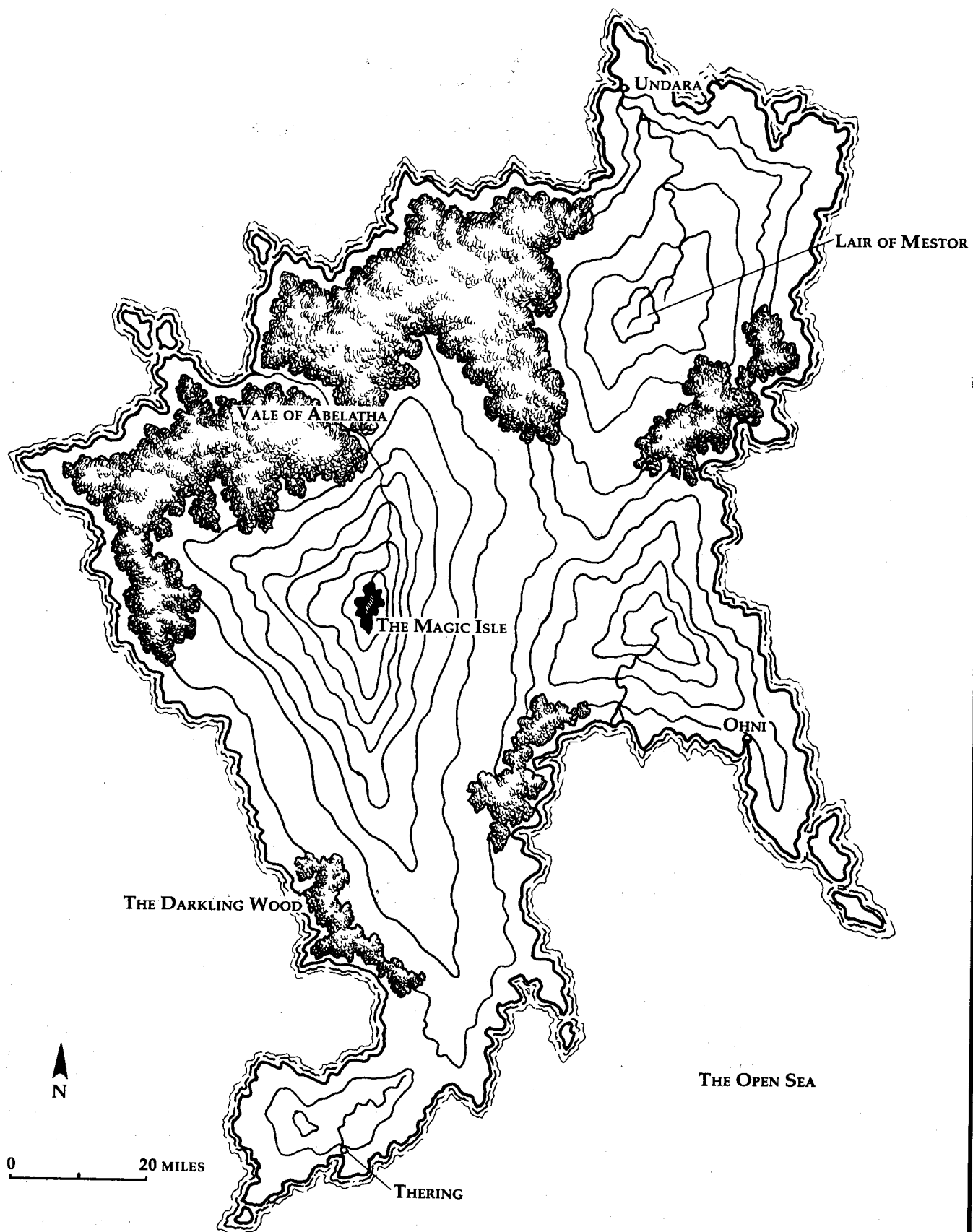
3 • THE MAGIC ISLE

Those who set foot on the shores of the Magic Isle feel as though they have left forever the world they know. To stroll along those fey shores evokes a sense of another age, an age when Elves lived openly. The sense of timelessness is a heady intoxicant for mortals. Wonder seizes the unwary traveller when visiting this ancient place. The common folk of Uman Island do not ascend the Uplands. Avoiding the mists which rise from the summit, they hope never to fall under the spell that has taken so many who journey beyond the fields they know.

The Magic Isle is geographically divided into northern and southern portions by the Narrows, a strip of low-lying land barely 300 yards across. The northern part of the isle is less travelled and uninhabited; islanders feel that animals should have their own territory. The northernmost tip of the Magic Isle is called Heron Point. Here the regal blue herons hold their court and counsel. They do not lightly abide the trespass of humans and are likely to send up a great deal of noise if any come by.

Most students and masters reside in the south. The highest ridge

UMANISLAND



MAX. ELEVATION: 3153' ABOVE SEA LEVEL

on the island rises some 150 feet above the surface of the Tarn and is the source of the sparkling stream which meanders down to the Cove of Mirrors, which has the only dock facilities on the Isle. Most people do not live together, but are separated into the various Colleges (which appear as isolated buildings).



4•THE UNIVERSITY OF MAGIC ARTS

Within the clinging mists that rise from the Hidden Tarn is a place few have ever seen—the University of Magic Arts. This University is a very secretive place; an air of mystery and the fantastic is reinforced most strongly by the perpetual mists. The Isle's isolation from the outside world is made possible by the self-sufficiency of the University. Anything the students might need is readily available, either through natural or magical means.

No war, pestilence or natural disaster is ever visited upon the Magic Isle because the Masters of Natural Magic maintain a subtle control of their environment. This control alters weather patterns, food production, herb production and physical well-being. For example, during spring, late frosts rarely occur. Rainfall is always adequate to ensure crop growth, yet the Magic Isle never floods. Novices at the University will notice that the summer's heat is less oppressive on the Magic Isle than elsewhere on Uman island and is often relieved by cooling breezes. The fallow season is marked by clear, crisp days and a few freezing nights. Harvests have always been bountiful, with stored foods being supplemented by local sources of nuts, berries, roots and fish from the Tarn. The plentiful foods are a direct consequence of the actions of the Masters, who work in complete harmony with the insect life and small rodents of the Magic Isle, setting aside certain cultivated plots solely for consumption by these creatures. This harmonious inter-relationship between the top and bottom of the food-chain makes the Magic Isle idyllic. Clear springs bubble up from rocky niches, and are healthful to imbibe and to bathe in. It is no wonder that poets and bards have compared the Magic Isle to paradise.

Nowhere are the enchantments of the Magic Isle so evident as within the University of Magic Arts. The subtle powers wielded by the Masters are drawn from a large Essence Flow that passes near the Magic Isle. The Flow of these energies floods the surrounding area with supernal qualities. Using these energies, the Masters literally alter certain aspects of reality, especially within the University. As a result, unwanted visitors or interlopers experience the Isle as an overgrown, inhospitable jumble of jagged stones and scrub, completely uninhabited. They never encounter students, Masters, or structures of any sort, instead perceiving a separate reality devised by the Masters to ensure their seclusion. To outsiders, the effect is that of a "No Sense" spell woven into the fabric of the University grounds. The enchantment conceals everything associated with the ancient school, including the inhabitants. Only those invited, those who know of the University, or those who are qualified to enter will be able to see into the special reality that envelops it.

A newly arrived visitor will sense upon the shores of the Magic Isle a pervasive yet benign manifestation of awe and mystery. This manifestation is extremely unnerving to the uninitiated and is the reason that the common folk stay well away from the Magic Isle, spreading tales of hauntings and bewitchment. These sensations are, in fact, the result of a powerful, sublime being, the Spirit of the Magic Isle. A Type V Conceptual Spirit (see ICE's *Rolemaster Companion II*, pg.20), this being acts as a guardian of all life on the Magic Isle. The Spirit is responsible for the mystique of the Isle, feeding feelings of unease, awe and anxiety to those who fail a will contest roll (see *Rolemaster Companion I*, pg. 53).

On the other hand, students on the Isle benefit from the positive manifestations of the Spirit. They gain clarity of thought and study more effectively (as Study I) while at the University. Intuitive reasoning also comes more easily to all pupils (as "Guess"). Finally, it is through the Spirit of the Magic Isle that the Masters of Natural Magic control local weather conditions.

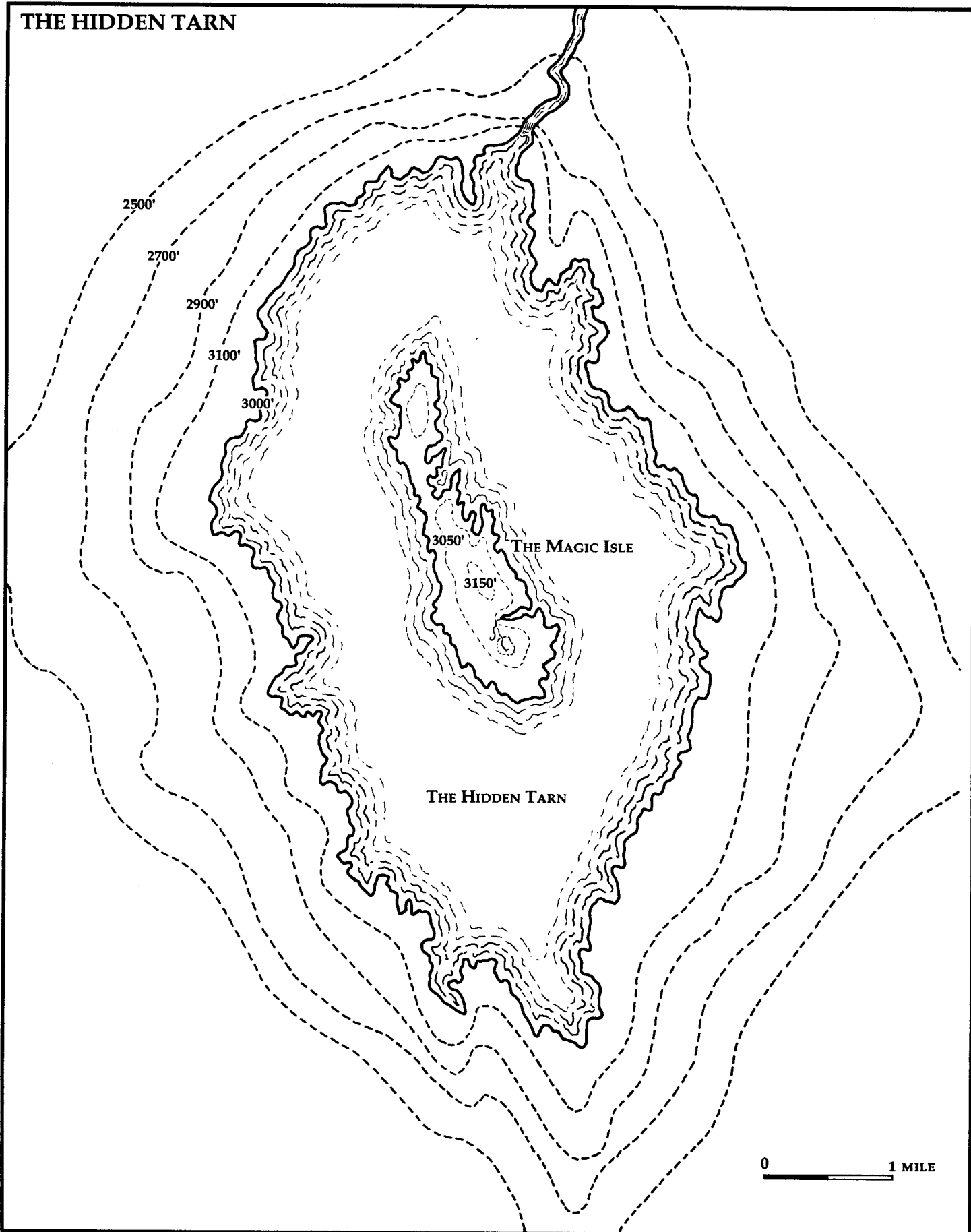
The University of Magic Arts relies on its numerous alumni to refer talented novices to the school. Alternatively, an aspiring pupil may receive a dream or insight which leads him to the Magic Isle. In any case, only the most deserving of students will seek out and gain entrance to the University; i.e. those having the highest potential stats. Inevitably, newcomers to the Magic Isle will vary in their level of skill and depth of understanding. A first-level apprentice would seek very basic training. A more advanced student will strive to build on foundations of knowledge already present. Powerful persons with some experience (i.e. 10th level or higher) may go to the University of Magic Arts in order to add certain spell lists to their repertoire or to gain a greater understanding of some Arcane field of study.

All manner of magic is taught at University, from every realm. All base spell lists are available, regardless of whether or not there is a Master of that profession. With the guidance of a Master, students choose which spell lists to learn. But more fundamentally important than the spells the masters teach are the lessons relating to the conduct of one's life. The Masters stress responsibility for one's actions. The first, basic lesson is that whatever magic a spell user casts, it affects both the world and himself. Responsibility is the judicious use of magical power. Such a sense of responsibility goes a long way toward preventing the awesome power concentrated on the Magic Isle from becoming unbalanced.

Initially, no fee or payment is required for the students who attend the University. However, it is a very ancient and unwritten tradition that each departing student will make a payment to the school in whatever manner best suits that individual. He may present a specially researched spell as a "thesis," making it available to future students. Others may depart only to return at a later date with a beneficial gift or piece of arcane lore to add to the Library of the Arch-Mage. Talented individuals will devote years of their life teaching others, as a Master of some College, thereby repaying their debt with their time and endeavors.

The University of Magic Arts is divided into five separate Colleges of Learning. These are: The College of Natural Magic (Channeling), the College of Divine Magic (Channeling), the College of Mental Magic (Mentalism), the College of Essential Magic (Essence), and the College of Arcane Magic (Hybrid and Arcane). The Colleges are situated in various locations throughout the southern portion of the Magic Isle. Within each, Masters teach the philosophies of certain professions. Only one Master — the most learned — represents each profession. It is his or her task to convey to the students the subtleties and advantages of their chosen profession. Each Master's finest student will one day replace the old Master; this search for a protégé is a Master's greatest task.

THE HIDDEN TARN



Overseeing all of the Masters within one realm are the Headmasters. People of less specialized magic, there are five Headmasters, one for each College. They distill the lessons from all the professions within the realm, teaching both the most basic and esoteric aspects of that realm. Headmasters are seen very seldom by the students, since they exist to teach the Masters lessons of humility, sensibility, and obfuscation. Humility is needed to dampen the ego of one in such a position of power as a Master. Sensibility is necessary to perceive the students' innermost feelings, allowing the Masters to mold them into responsible spell-casters. Obfuscation is the mainstay of the mysterious and using this, the Masters promote inquisitiveness and awe in the students.

Watching over the Headmasters (and over the whole of the Magic Isle) is the Arch-Mage, who leads a solitary life in the Tower located at the mouth of the Cove of Mirrors. The Tower of the Arch-Mage is the spiritual and cultural center of the Magic Isle. Around the tower, the Spirit of the Magic Isle is manifested most strongly. It is conjectured that the Arch-Mage controls the Spirit and perceives all through it.

The Tower houses a large library which contains a great wealth of historical, cultural, and magical writings, including every spell list available.

***NOTE:** The individual GM must decide which spell lists are not appropriate or acceptable in his world. All other lists should be available at the Library of the Arch-Mage.*

THE HISTORY AND FOUNDING OF THE UNIVERSITY OF MAGIC ARTS

Even more mysterious than the University of Magic Arts is its origin. Only some Elves and the Loremasters know with any certainty that once the Magic Isle was home to Elven scholars. Founded in the early Second Era as the College of Loremasters (no connection to the Loremasters who now make their home on Karilôn), the university has evolved through the years. Throughout the Second Era of Ire, they recruited promising members, training and educating them; they began to bring the world out of the long night. Three prominent Loremasters trained many Elven leaders to fight the resurgent Unlife. With the changing fortunes of the Elves, the college was refounded under a different name and tenets. No longer would the school be geared solely toward the destruction of Unlife.

The end of the Second Era witnessed the deaths of three founders of the College of the Loremasters. With the threat from the Unlife greatly diminished, the School of Ancient Lore was founded on the site of the College. Damage wrought by the Wars of Dominion needed to be repaired. The School of Ancient Lore emphasized growth and learning over dogmatism and conflict.

Throughout the Third Era, the racial component of the School changed slowly, from primarily Elven to mostly Mannish, mirroring the general decline of the Elves. Under human guidance the School was changed again, becoming more hierarchical and stratified. Finally, in 1050 T.E., the last Elven Master left the School. Afterwards, the University of Magical Arts came into being, adopting more human concerns, goals and attitudes. Loremasters found they could more easily manipulate the humans than Elvish scholars. Because of this, Loremasters attempted to control magical thought by regulating learning. But this restriction compromised the independent thought of both students and Masters, curtailing their initiative. In the end, the attempt failed because the Loremasters were unwilling to eliminate the students' freedom of inquiry, the attribute that made each individual unique and therefore important. Eventually the Loremasters lost interest in the Magic Isle, being content to observe.

Over time, the University of Magic Arts grew more withdrawn and isolated from the affairs of the world. This process continues to the present day. Since Uman Island is of no strategic importance and so near the treacherous Flows of Essence, the wars of the Third Era passed it by. The island's ambience of neutrality, peace, and seclusion is jealously guarded and universally cherished.

THE COLLEGE OF NATURAL MAGIC

The College of Natural Magic is the most fundamental and basic college of all the University disciplines. The Masters of Natural Magic provide food and clothing for the rest of the University, protect the Magic Isle from natural disasters and aberrant weather, and work in harmony with the Spirit of the Magic Isle. The strength of nature may be considered the greatest of all forces, for everyone must live upon the earth, and the magic of the earth touches everyone.

THE CAVES OF CASTRIA AND THE SACRED GROVE

Unlike the others, the College of Natural Magic is located in an underground site, the Caves of Castria, named after a former Headmaster. The caves were formed a millennium ago through the action of volcanic forces and were further refined by generations of inhabitants. In these dry and well-furnished caves, the students and Masters live and work. Because the lessons of the Masters of Natural Magic are taught throughout the Magic Isle, there are no classrooms as such. (The Caves are intended for rest and meditation.)

THE CAVES OF CASTRIA

a-Entrances. There are three entrances to the complex. All are mossy and bear colorful carvings of various life forms; the south mouth depicts animal life, while the north displays plants. The smaller opening is engraved with all manner of sea creatures. There is a symbol on each opening preventing any being with hateful or destructive thoughts from entering (RR -20, Level 30 attack).

b-Meditation Chambers. Areas where students or Masters attune themselves with the earth, these chambers (cut by Haming's Deeps) have a view to the inner earth and so provide a bonus to Meditations on the earth (+50).

c-Haming's Deeps. A deep fissure cuts through a portion of the Caves, this precipitous drop leads into the bowels of the earth. Only one man regularly descended, Haming. It is said that when all is quiet one can hear him chanting, far away and faint, echoing through the fissure. Gazing into Haming's Deeps makes one feel at peace and firmly rooted to the earth. The fascination might cause newcomers to plunge into the chasm (Level 1 attack) if left alone. The crevice is 80' deep, with water at the bottom.

d-Grotto of the Muse. This chamber is partially open to the outside by a series of narrow, overhead cracks, which act as conduits of a massive, natural pipe organ. Legends say that long ago an Elven poet loved this chamber so much that he became one with it. He lingers here, but all that can be perceived is his strange and beautiful voice singing accompaniment. A spring burbles up from the depths, forming a small pool. Runoff from the pool travels through a large crack in the wall. This grotto is a place of wonderment. Any novice who experiences it for the first time and fails a RR vs a 3rd level attack will be so enchanted that he will not want to leave. This trance vanishes as soon as someone speaks. Those who succumb are said to have 'heard the muse'.

THE CAVES OF CASTRIA



e-Star Chamber. The doors leading to this chamber are always locked (Very Hard, -40, to unlock), since the Star Chamber leads to the inner sanctum. Any who pass through the doors and are not prepared for the sight will be stunned (2-12 rounds). Lining the black obsidian walls of the Star Chamber are huge quartz crystals. These crystals take the available light and reflect it to other crystals, intensifying the effect. A "Light" spell would cause temporary blindness if a RR (vs. 5th Level) is not made. Viewed continuously, the effect is one of dazzling radiance, as if each crystal shines from within. The Star Chamber is not only beautiful, but serves as the repository for the treasures of the College of Natural Magic. In two niches in the wall are stored 150 jewels worth 25,000 gp. These are Sheer Folly (-80) to detect owing to other visual distractions.

f-Well of Inner Visions. The door to this chamber is hidden by the rock crystal studding its exterior. This makes the door Absurd (-90) to perceive or Very Hard (-40) using the Locate Secret Opening ability. The door is locked and Extremely Hard (-50) to unlock. If this lock is opened without the use of the true key, a +70 Shock bolt of double potency will strike the opener. A passageway leads down to a chamber dominated by a deep pool. By gazing into the well, one is able to view any location on the Magic Isle (Hard, -20 Attunement). By concentrating on a person, one may view the subject even if they are not on the Magic Isle (Very Hard, -30 Attunement). Additionally, any magical ability (i.e., Channeling, Divination, etc.) is augmented by a +30 bonus when performed while gazing into the well. It is said that the name "Well of Inner Visions" refers to the visions the earth grants the talented and kind student.

At the peak of the Magic Isle is a rocky, heavily forested site known as the Sacred Grove. (The Rites of the Seasons are performed here.) Four times a year, at the solstices and equinoxes,

the College gathers to meditate and give thanks to nature. Also during such a gathering, students of all Colleges come to acquire familiars, or totem spirits.

THE SACRED GROVE

a-Woods. The ring of tall, closely-spaced trees may mislead the casual observer about the true nature of this hilltop. At least one of every species of tree capable of growing in a temperate climate is found in the grove. Despite their wild and rugged appearance, the trees are actually carefully tended by the Masters of the College. Passing through this dense ring of trees by other than the path is a Light (+10) maneuver.

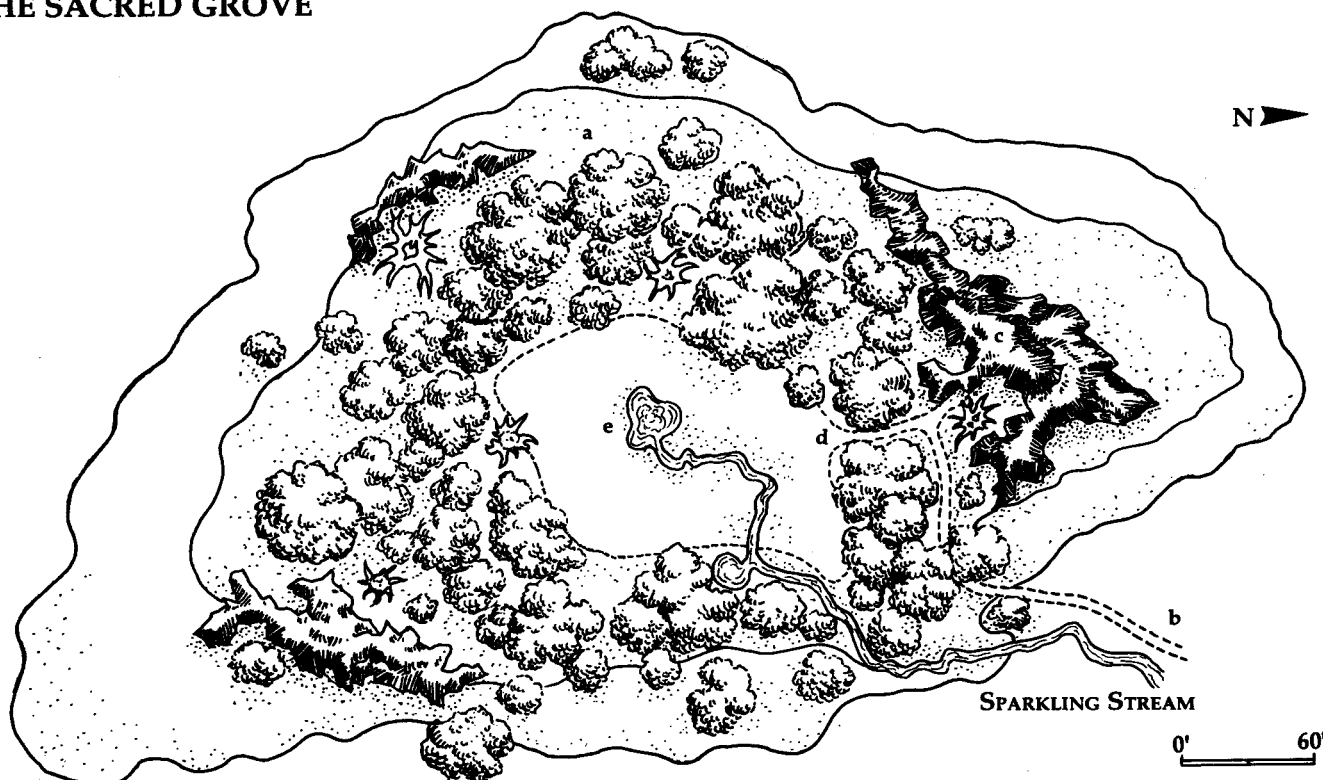
b-Path. This narrow, stony path leads upward along the stream and is the easiest way to ascend the hill, whether to reach the Sacred Grove or Davon's Overlook.

c-Davon's Overlook. Named for a long-dead Arch-Mage, this black, volcanic crag is the highest point on the Magic Isle (3153 ft. above sea level). From this vantage point most of the Magic Isle, the Hidden Tarn and the Uplands are visible.

d-Clearing. As the left fork of the path widens one is greeted by the sight of greenery and the sound of a gently rushing stream. Within the grove only the sky and tall trees are visible; moss carpets beneath. All meditations on the sky or flora are modified by +20.

e-Spring of Life. An underground spring leaps fountain-like from the center of the pool, the source of the Hidden Tarn. The runoff forms a sparkling stream which journeys to the Cove of Mirrors before joining the Tarn. By drinking or bathing in cool waters, any exhaustion or pain is immediately eased, as are poisons or diseases. Physical injuries are quickly healed (1 hit/rnd restored, with critical damage requiring considerably longer). As the Sparkling Stream passes down the hill it quickly loses its healing power but remains effervescent and refreshing.

THE SACRED GROVE



MASTERS OF NATURAL MAGIC

The College of Natural Magic teaches the professions of Animist, Druid, Ranger, Shaman, and No-Profession. The College offers these spell lists: Animist base, Druid base, Ranger base, Shaman base, Lofty Movements, Weather Ways, Nature's Law, and Creations (and all other Channeling lists at normal costs). These spell lists are taught by Onnara, Master Animist; Nervila, Master Druid; and Vasilien, Master Shaman. Overseeing all of the College of Natural Magic is Taemoga.

TAEMOGA

Age: 62. **Eyes:** pale blue. **Hair:** silver. **Build:** slender. **Height:** 6'5". **Race/Sex:** Human (Sulini)/F. **Skin:** tan. **Demeanor:** aloof, distracted. **Dress:** simple pastel robes. **True Attitude:** concerned, loving.

Quiet and aloof, Taemoga may seem distracted when addressed, but in her capacity as the Headmistress of Natural Magic, she excels. She knows that her position may serve to make others feel self-conscious, so she acts reserved and forgetful in order that others will "help" her. Students almost see her in the role of a grandmother, a sweet old woman, set in her eccentric ways. In fact, some students do not even realize that she is Headmistress!

Hits: 115. **Melee:** +110qs*. **Missile:** +115sp(qs).

AT(DB): 2 or 4*. **Sh:** N. **Gr:** N. **MovM:** 45

Lvl: 30. **Profession:** Druid-Shaman/Animist. **Stats:** St-; Qu-90; Em-96; In-100; Pr-98; Ag-97; Co-95; Me-98; Re-85; SD-99. **Will:** 110. **AP:** 100. **PP:** 90 x 4 = 360. **Base Rate:** 65'.

Skill Bonuses: Acro47; Admin62; AMov47; AnmHd140; AnimH105; AnimT140; Attm92; BM140; BDS72; Camf180; Cave105; Chan97; Climb65; Cook60; Cra60; Dip162; DfoeA45; Divin67; Fayr62; Faulr82; FAid72; FlrLr82; Forag102; GPerc116; HerLr92; Hort60; Lead65; LPerc110; Map57; MedS172; Nav65; PhRD72; PInst42; PsnLr62; PPerc52; PurPc55; PwrPj55; RdTck100; RegLr62; Ride130; RMas43; Row40; Sig35; SpMas72; S&H132; Surv77; Swim70; Track; 87; URP70; Wea90

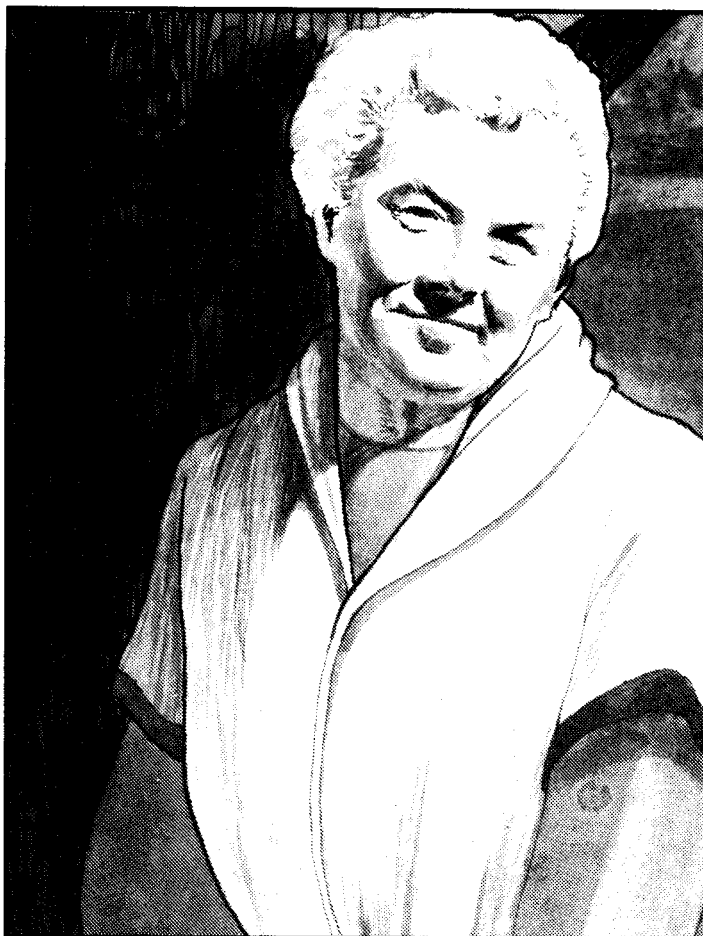
Spells: All Base Druid and Shaman (to 30th); Spell Defense (to 30th); Creations (to 10th); Detection of Mastery (to 20th); Lore (to 20th); Lofty Movements (to 20th); Locating Ways (to 20th); Weather Ways (to 20th); Light's Way (to 10th); Purification (to 20th); Concussion's Ways (to 10th); Midwifery (to 10th); Magical Items,

Items:

— Lord Druidstaff: +30 (can be thrown on the war mattock table with range mod. as a light crossbow) acts as a x4 Druid spell multiplier when held;

— Necklace with condor talisman: +40 to Db, RR when worn. Provides mental link with Taemoga's familiar, Shiraaz the condor;

— Assume Taemoga has available all the seeds, spores, etc. necessary to grow any herb or poison (on page 21 to 24 of *Character Law & Campaign Law*), using *Herb Production* and taking 1-10 rounds.



TAEMOGA

ONNARA, MASTER ANIMIST

Age: 40. **Eyes:** dark brown. **Hair:** black. **Build:** stocky. **Height:** 5'11". **Race/Sex:** Human (Emerian). **Skin:** dark brown. **Demeanor:** cool, sardonic. **Dress:** brown and green clothing. **True Attitude:** protective.

Although seemingly uninterested in the activities of his students, Onnara is very protective of them, wielding spells from the Guardian Ways spell list. His enemies are the forces of Unlife: Undead, Demons, and other entirely unnatural things.

Hits: 144. **Melee:** +100MAst*. **Missile:** +95sl*.

AT(DB): 1 (45)*. **Sh:** N. **Gr:** N. **MovM:** +30

Lvl: 23. **Profession:** Animist. **Stats:** St-90; Qu-95; Em-80; In-99; Pr-75; Ag-87; Co-98; Me-99; Re-91; SD-95. **Will:** 60. **AP:** 87. **PP:** 46 x 3 = 138. **Base Rate:** 65'.

Skill Bonuses: Acro65; Amb5; AnmHd127; AnimH78; AnimT124; Attm; 82; BM126; BChem50; BDS60; Camf160; Cave80; Chan90; Climb85; cont58; Cook82; Craft53; Dign85; Dip137; Dens80; DoeU55; Div68; Faulr67; FAid82; FlrLr67; Forag108; GPerc90; HerLr67; Hort60; Jump45; LWork52; Map40; MedS160; Mimc70; Nav65; PhRd65; Poet55; PwrPc75; PwrPj90; PSp50; RdTck85; RegLr65; RMas68; Row43; Sai143; SAid83; Sed50; Sig43; Sing70; Skin53; Sprt30; S&H63; Star45; Stun45; Sub40; Surg50; Swim60; Track85; TumbA65; Und1Lr75; Vent50; Wea62; Wood45



Spells: All Base Animist lists (to 25th); Guardian Ways (to 25th); Spell Defense (to 20th); Locating Way (to 20th); Barrier Law (to 25th); Calm Spirits (to 25th); Detection Mastery (to 25th); Creations (to 25th); Sounds Way (to 20th); Lore (to 25th); Light's Way (to 10th); Blood Law (to 10th); Purifications (to 10th); Concussions Ways (to 10th).

Spell Bonus: Base Spell OB: +21, Directed: Shockbolt +60.

Items:

— Silver bracers with obsidian inlay: +15 to OB(MAst), DB, RR, & MN Bonus.

— Sling: +30 with magic bullets.

— Iridescent green feather: x3 animist spell multiplier.

— 10 applications of Yavethalion (heals 5-50 hits when eaten).

— 3 applications of Felmather (mental summons of friend).

— 2 applications of Arnuminas (2x healing rate for sprains, torn ligaments and cartilage damage).

— 1 application of Terbas (double healing rate for nerve damage).

— 5 applications of Blue Eyes (3x normal vision & infravision for 3 hours).

— 4 applications of Gylvir (breathe underwater for four hours).

— 7 applications of Splayfoot (+25 for those "good in heart").

— 9 applications of Suranie (one round of stun relief).



NERVILA

NERVILA, MASTER DRUID

Age: 27. **Eyes:** brown. **Hair:** brown. **Build:** stocky. **Height:** 5'10". **Race/Sex:** human (Vog Murian)/F. **Skin:** brown. **Demeanor:** engaging, penetrating, fun-loving. **Dress:** leather knee breeches and vest. **True Attitude:** cautious, secretive.

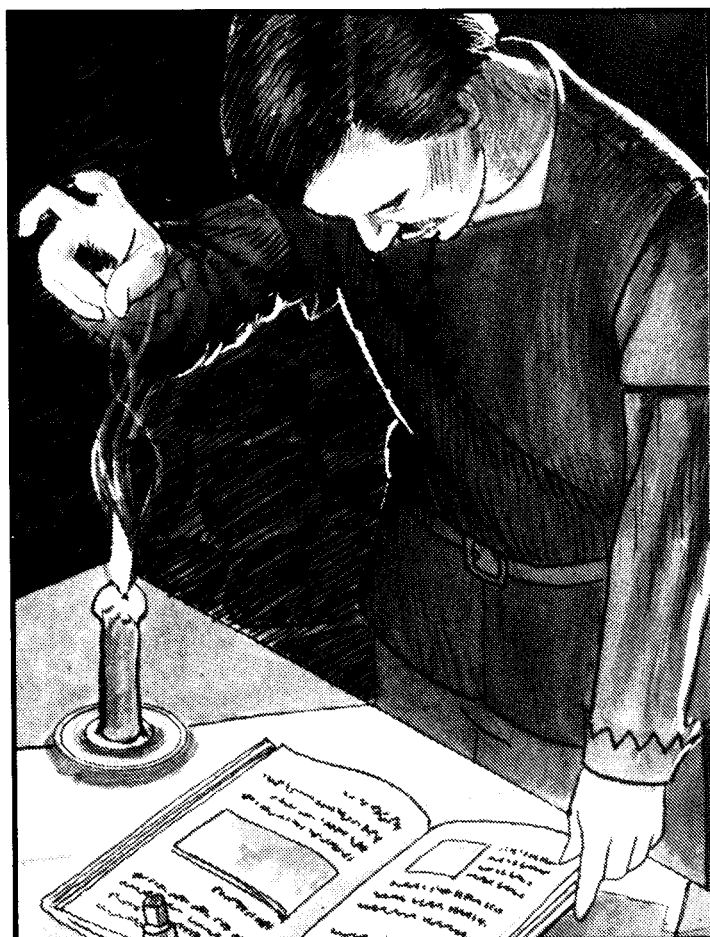
Coming from a suspicious culture, Nervila trusts no one. She lets little of her true self get through her 'act' of entertaining. Few students consider her other than as a bard. As a teacher she uses puzzles, mysteries and poetry. Nervila's leather knee breeches conform to her body in a way that attracts attention. Although she is not above using men, she has yet to find her true love.

Hits: 138. **Melee:** +115qs*. **Missile:** +115sp*.

AT(DB): 1 or 4* (50)*. **Sh:** N. **Gr:** N. **MovM:** 120

Lvl: 19. **Profession:** Druid-Ranger/Animist-Ranger. **Stats:** St-; Qu-98; Em-75; In-100; Pr-95; Ag-99; Co-96; Me-87; Re-90; SD-92. **Will:** 65. **AP:** 100. **PP:** 57 x 3 = 171. **Base Rate:** 195*.

Skill Bonuses: Act; 98; Amb15; AnmHd77; AnimH67; AnimT77; AthG40; AttiG40; Attm84; BM77; BDS60; Brw168; Cave74; Chan94; Climb70; Cont38; Dance67; DtTrp80; Dign96; DSens79; DFoeA70; DTrap65; Dup65; FauLr48; FAid58; FlrLr48; Forag77; GPerc89; HerLr48; Hypn54; LWork40; LckLr60; Map48; MedS158; Midwf51; Mimc60; Mimr61; Music52; Nav58; PhRD43; Ploc61; PPckt65; Plnst60; Poet70; PwrPc74; PwrPj94; Psp40; RdTck87; RegLr48; SHLr50; Sed60; SetTr58; Sing60; Sprt50; S&H98; Star30; Stun55; Swim50; Tale45; Track87; TrapB61; Trick61; Vent40; Wea40



ONNARA

Spells: Base spell Bonus: +19; Directed Spell OB: +65 (shock-bolt). All Base Druid and Ranger lists to 20th.

Other Channeling lists: Spell Defense (to 20th); Locating Ways (to 20th); Detection Mastery (to 20th); Creations (to 20th); Sounds Way (to 10th); Lore (to 20th); Lights Way (to 10th); Midwifery (to 20th); Purifications (to 10th); Concussions Ways (to 10th).

Items:

— Golden Druidstaff: +25 (can be thrown on the War Mattock table with range mod. as a short bow) acts as x3 multiplier when held.

— Amulet made of red coral and abalone shells: +15 protection (DB, RR) when worn.

— Light brown, soft leather shoes: May run as if walking.

— 5 applications of Yavethalion (Heals 5-50 hits when eaten).

— 2 applications of Kathkusa (Double strength, +10 OB for 1-10 rds).

— myriad applications of Galenas (releases the smoker [-75] for 1-10 rds).

VASILIEN, MASTER SHAMAN

Age: 70 (appears 35). **Eyes:** golden. **Hair:** short sandy blond. **Build:** slender. **Height:** 6'9". **Race/Sex:** Half-elven (Ky'Taari). **Skin:** pale. **Demeanor:** jocular, carefree. **Dress:** short, belted tunic of white silk. **True Attitude:** concerned, fearful.

Flight from his homeland on Yalf Hurm set Vasilien on the path that would eventually lead him to the Magic Isle, where he has stayed ever since. He fears that the forces of The Iron Wind (which he fled) will find and destroy him or his beloved University. He stays alert at all times and demands the same of his students, for he ever prepares for his day of reckoning. Vailien wears a short, belted tunic of white silk trimmed in gold.

Hits: 133. **Melee:** +70Asw. **Missile:** +90lb.

AT(DB): 1. **Sh:** N. **Gr:** N. **MovM:** 120.

Lvl: 21. **Profession:** Shaman/Animist. **Stats:** St-86; Qu-90; Em-93; In-98; Pr-76; Ag-95; Co-88; Me-96; Re-97; SD-90.

Will: 60. **AP:** 76. **PP:** 42 x 3 = 126. **Base Rate:** 75'.

Skill Bonuses: AMov53; AnmHd78; AnimH52; AnimT78; Atm85; BM78; BDS75; Cave74; Chan90; Climb60; Cook48; CraF35; Dance50; Dign78; Dip190; DSens68; DFoeU45; Disgu58; DistR50; Divin85; DrT150; Dup75; FaulR55; FAid75; Flet55; FlrLr55; Forge81; Gperc70; HerLr55; Hort42; Hypn68; Intg63; Lead95; Lperc70; Map55; MedCl175; MedH75; MedS180; MedTr78; Mlt0g40; Mimc50; Mimir50; Nav48; PhRD65; PInst48; Poet58; PwrPc80; PwrPj90; Prop60; PSp62; Rdck68; RegLr55; RMas58; Row40; Sail45; SAmbA68; SRW65; Sing68; S&H60; Swim50; SymLr75; Tact43; Track48; Tumb50; Wea45

Spells: All Base lists (to 25th); Spell Defense (to 20th); Locating Way (to 20th); Detection Mastery (to 25th); Creations (to 10th); Weather Ways (to 20th); Symbol Ways (to 25th); Light's Way (to 10th); Lore (to 25th); Purifications (to 20th); Concussions Ways (to 10th); Nature's Law (to 20th).



VASILIEN

Spell Bonus: Base Bonus: +20, Directed OB: Shockbolt +70.

Special Abilities: need not eat during summer, since he can live on direct sunlight alone.

Items:

— Leather pouch with bead decorations: x3 shaman spell multiplier, contains Vasilien's totem Familiar (A Type V Standard Spirit in the form of an otter).

— Beautifully engraved silver ring: +30 to DB, RR (family heirloom).

— Long bow of yew wood: +20 double range.

— Assume Vasilien has all the seeds necessary to grow any intoxicating herb (on pages 22&23 of *Character Law & Campaign Law*), using "Herb production" and taking 1-10 rds.



THE COLLEGE OF DIVINE MAGIC

The College of Divine Magic is unusual in that it is the only college in the University which does not teach unified lessons. Various religious beliefs contradict one another in many ways; therefore, no teachings are dogmatic. Yet, all aim to utilize the supernatural energies bestowed upon them by beings beyond the mortal coil.

THE TEMPLE OF DIVINE MAGIC

The College of Divine Magic is located in a golden, domed structure on the north bank of the Cove of Mirrors. All activities of the students take place within the Temple, in its gardens and near the many fountains. The interior of the Temple is furnished simply but elegantly.

THE TEMPLE OF DIVINE MAGIC AND ENVIRONS

a. Entrances (3). There are three entrances into the Temple. None of the three doors to the Temple has a lock, but any being who intends mischief must make a RR vs. a 35th level Sleep Spell in order to pass through the portals. The eastern entryway has tiled mosaic walls and floors depicting sunrise, birth, planting and the beginning. Mosaics in the western foyer represent sunset, death, harvest and ending.

b. Meditation chambers (6). These six large rooms on the ground floor sport complex geometric patterns in colored tiles; the patterns evoke a strong contemplative state in the viewer (+25 to Meditation rolls). They elicit different responses depending on which of the six rooms one occupies, for each room is devoted to a particular way of perceiving existence.

- Law: People who meditate here will see the world and their lives as being orderly and stable.
- Chaos: Meditation here will foster the view that everything is random and changing.
- Good: This room imparts the idea that beings who help others better themselves and their world.
- Evil: Meditations here promote the belief that harming others is acceptable behavior.
- Passive: The feeling gained from this room is that one should refrain from meddling with the affairs of others.
- Active: Meditation here encourages interference with the flow of events.

Note that the bonus applies only to meditations appropriate to that room.

c. Classrooms (6). There are three classrooms on the ground floor and three on the second. They are austere, but are equipped with desks, benches, slate boards on the wall and chalk.

d. Personal quarters (10). Student bedrooms, furnished with a pallet and washstand.

e. Kitchen. This room is often used by Haebris, who doubles as the cook.

f. Larder. Dry goods of all sorts are stored here (flour, sugar, salt, meal, dried fruits and salted meats, etc.). There is a wide selection of quality ales, wines and brandies.

g. Dining room. Decorated in dark, knotty-wood panelling, the room also holds heavy tables for seating up to 40 people. A permanent 'Light' spell cast upon a crystal globe hangs from the ceiling. The room is always kept immaculate and well-lit.

h. Central Stairway. The stone stairway spirals upward around a central, supporting column.

i. Haebris' Laboratory. Here, the Master Healer carries out his experiments on the constraints of human existence. His desk is littered with papers, books and odd utensils whose function is known only to Haebris. Shelves line the walls, on which are various volumes relating to medical history and Haebris' own experiments. A large table for patients dominates the room. The adjoining room (n) is a storage area for chemicals, glass and ceramic ware, and untested medicinal concoctions.

j. Chambers of Healing. This room is where surgeries and other minor medical operations are carried out. All equipment, medicines, and reference materials necessary for surgery are found here and in the adjoining store room (n).

k. Ceremonial Chamber. Religious ceremonies are performed in this area. Permanent fixtures include an altar, a podium, benches and floor cushions. Magical lighting may be altered at will.

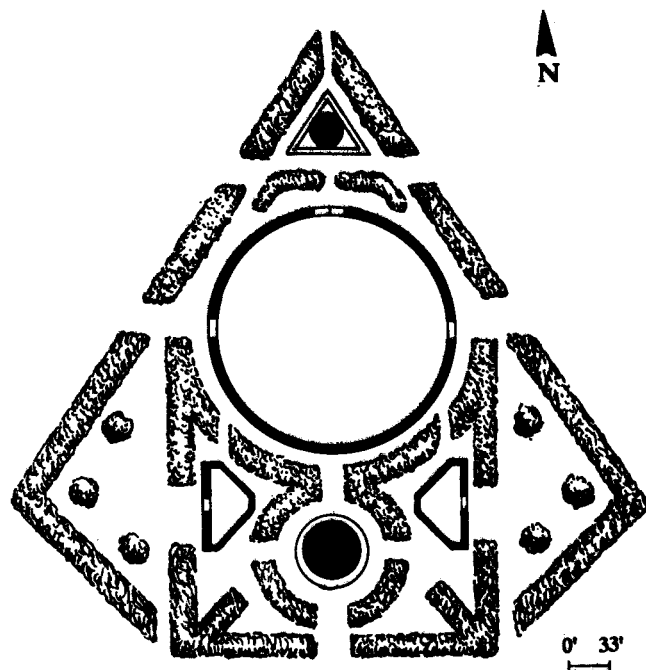
l. Lecture hall. Speeches, sermons, and important lessons are given here. Desks may accommodate up to 30 students and /or guests.

m. Ceremony Preparation Room. The leader of a ceremony may prepare himself both physically, with appropriate attire, and mentally, through meditations, in this room. It is small, comfortable, and panelled in oak, with soft cushions and a mirror on the wall.

n. Storerooms. Described above.

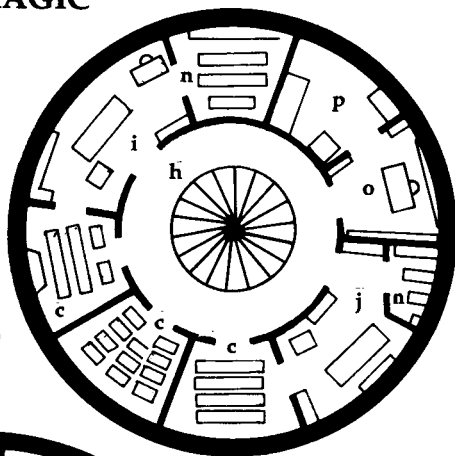
o. Haebris' office. Haebris' excellent collection of herbal healing texts is sure to enthrall any student. Although the door of frosted laen (lit from within) has a lock, the door is always open.

ENVIRONS: TEMPLE OF DIVINE MAGIC

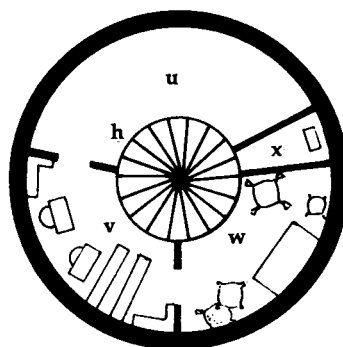


TEMPLE OF DIVINE MAGIC

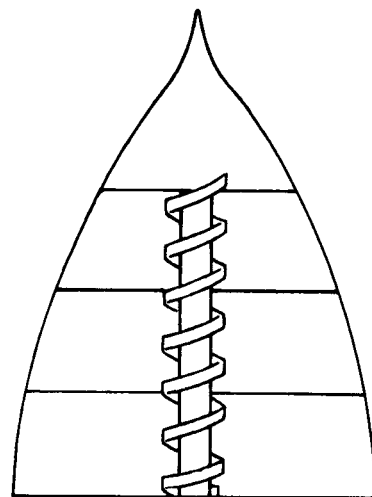
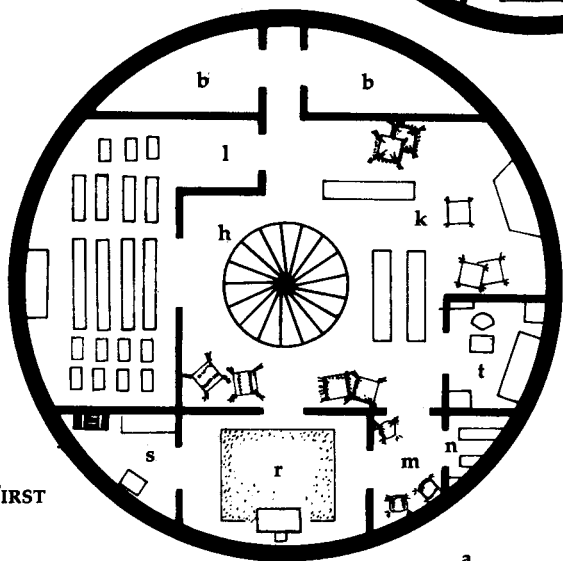
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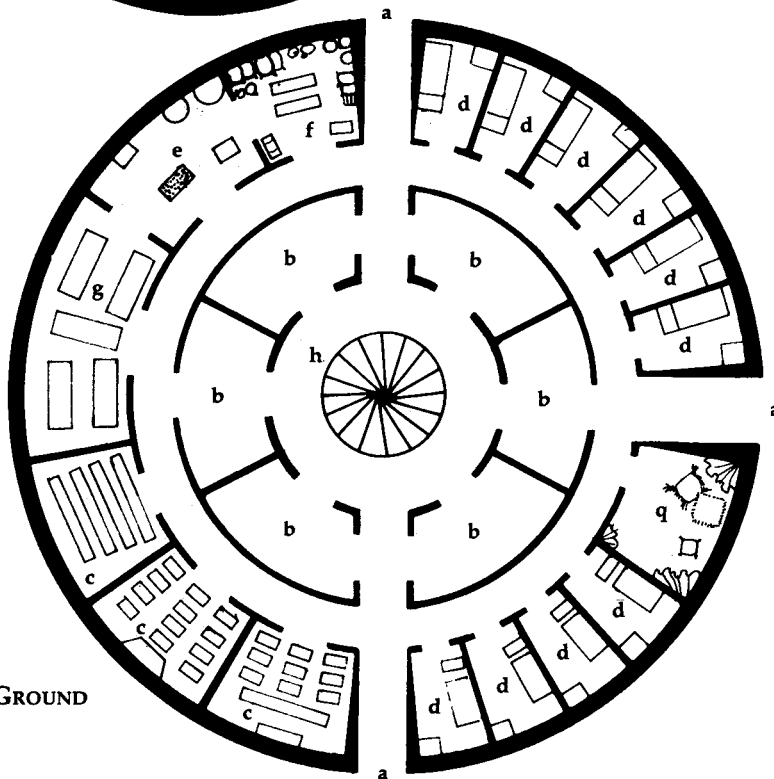


FIRST



PROFILE (NOT TO SCALE)

GROUND



0' 50'

N

- p. Haebri's quarters.** Kept immaculate, the room provides well-deserved rest for Haebri. It is simple and comfortable.
- q. Linnestra's quarters.** The Master Dervish usually rests on ornate cushions which are her only furniture. The walls are splattered in wild patterns of color, flung about by the Master Dervish during a creative fit of dancing.
- r. Naaz-Ooldeen's office.** A thick blue rug and antique desk, chairs, and personal library make the Master Cleric's room the most attractive of all chambers.
- s. Naaz-Ooldeen's quarters.** In contrast to the lavish office, his quarters are austere. The heavy wooden door to his room is locked Extremely Hard (-30) to open. Inside rests a brass-bound chest which is locked, Extremely Hard (-45) to open. It is also trapped both physically and magically. There is a 6th level nerve poison needle trap which is Sheer Folly (-65) to perceive, Hard (-25) using Detect Traps and Medium (-15) to disarm. There is a magical symbol of Absolution (30th level) on the inner lid that can only be neutralized by saying the trigger word, or by the timely use of a Very Hard (-30) Attunement. If he is feeling generous, Naaz-Ooldeen may decide to restore the soul to the body. Inside the 5' x 4' x 3' chest are the following items:
- +25 full plate-mail (AT 20) cunningly filigreed in precious metals
 - +30 grey laen two-handed sword
 - +55 laen full shield
 - +10 cloak of protection (DB,RR)
 - Helmet of unimpaired vision
 - A smaller wooden strongbox 1' x 2' x 1', which contains:
 - 100 gold pieces, 10 gems worth 540 gold pieces, and 3 rings (non-magical) worth 15gp, 35gp, & 140gp
- t. Garron Reynart's room.** The Master Paladin keeps his room clean, but cluttered. His weapons are displayed on the walls in exquisite condition, despite their age.

- u. Zarindas' meditation chamber.** Eccentric wall hangings composed of intricate, organic rhythms lend this room an air of movement and breath.
- v. Zarindas' office.** Here the Headmaster of Divine Magic ponders the mysteries of the living and the dead. His extensive library has been entirely penned by himself and former Headmasters. It includes all Cleric and Healer base lists to 20th level.
- w. Zarindas' sleeping quarters.** Cushions and a soft pallet lie on the bare floor providing Zarindas some comfort.
- x. Zarindas' secret treasure room.** The door to this small room is well-hidden and Insane (-120) to perceive and Very Hard (-40) using Locate Secret Openings. The door is magically locked and requires the correct phrases or a dispelling of the magic in order to open it. A Symbol of Paralysis (35th level) is embedded in the wall opposite the door. The walls are of unfinished stone. The only object in the room is a 4' x 3' x 2 1/2' steel chest that is Extremely Hard (-50) to unlock. The chest has no trap other than the Symbol of Absolution (35th level) on the inner box lid. Both Symbols may be neutralized by use of a trigger word or a Very Hard (-40) Attunement or Symbol Lore roll.
- The steel chest contains:
- 450 gold pieces
 - 25 gems worth 200 gp
 - A crystal ball allowing one to cast any spells through it (with no range restrictions), Extremely Hard (-40) Attunement
 - Amulet of Many Tongues, allows wearer to understand and speak all languages if a Light (±0) Attunement roll is made
 - Eggs of Divination: 12 small, luminescent, royal purple, laen eggs, in a lidded basket. Each egg, when broken, releases a spirit which will correctly answer one question (as a "Commune" spell) and then disappear forever.
 - Ring of Daredevils: Once per day this ring allows the wearer to resolve an Absurd maneuver as if it were only Extremely Hard
 - Mace of Elf-Slaying, +25 detects Elves (100'R), critical strikes are resolved as if slaying.

MASTERS OF DIVINE MAGIC

The College of Divine Magic instructs in the professions of Cleric, Dervish, Healer, Paladin, and No-Profession. The College offers these spell lists: Cleric base, Evil Cleric base, Dervish base, Healer base, Paladin base, and all other open and closed Channeling lists. These spell lists are taught by: Naaz-Ooldeen, Master Cleric; Linnestra, Master Dervish; Haebris, Master Healer; and Garron Reynart, Master Paladin. Overseeing the College of Divine Magic is Zarindas.

ZARINDAS, HEADMASTER

Age: 57. Eyes: blue. Hair: silver. Build: slight. Height: 5'11". Race/Sex: Human (Zori)/M. Skin: fair. Demeanor: patient, understanding. Dress: saffron robes. True Attitude: scrupulous, diligent.

Leaving the fastness of Tanara when he was a boy, Zarindas has lived most of his life on the Magic Isle. The Headmaster works very hard to lead every student on the path to enlightenment.

Hits: 126. **Melee:** 90sp*. **Missile:** +90sp*.

AT(DB): 2(70). **Sh:** N. **Gr:** N. **MovM:** +10

Lvl: 35. **Profession:** Cleric-Healer/Animist. **Stats:** St-83; Qu-85; Em-90; In-101; Pr-93; Ag-90; Co-85; Me-98; Re-96; SD-91. **Will:** 80. **AP:** 72. **PP:** 105 x 4 = 420. **Base Rate:** 55'.

Skill Bonuses: Admin65; AnimH85; Ant93; Arch70; Attm117; BMath60; BDS70; Chan150; Cook74; Crafr97; DemLr111; Dign105; Dip190; DSens75; DFoeA58; Divin117; Draf51; DrgLr91; Eng51; FayLr91; FauLr91; FAid83; FlrLr91; GPerc120; Hldy81; HerLr91; Intg62; Lead85; LPerc115; LSO75; Map51; MedC160; MedH60; MedS170; Mnem53; Music50; PhRD125; PInst87; Poet70; PwrPc107; PwrPj127; Prop90; PSp70; RachH66; SHLr88; ASid91; Sing70; SpMas92; S&H62; Star98; StnLr66; Stun68; Sub85; Surg73; SymLr135; TmSen122

Spells: All Base Cleric and Healer lists (to 30th); Spell Defense (to 30th); Locating Ways (to 20th); Barrier Law (to 25th); Calm Spirits (to 20th); Detection Mastery (to 25th); Symbolic Ways (to 30th); Lofty Movements (to 30th); Lore (to 25th); Sound's Way (to 20th); Ceremonies (to 25th); Lights's Way (to 20th); Midwifery (to 20th); Purification (to 30th); Nature's Law (to 20th).

Spell Bonus: Base Sell Bonus: +23 Directed SPell OB: +80 (Shockbolt).

Items:

- Saffron robes of holy protection, +50 to DB, RR, & will contests
- Silver spear, +30; demon-slaying, glows within 1000' of them
- Silver head circlet with inset onyx, x 4 channeling multiplier, negates all head crits
- Golden rod with ruby tip, wielder can cast up to 70 spell points worth of spells from the Concussion's Way, Blood Law, Bone Law, Organ Law, Muscle Law, or Nerve Law if a Hard (-20) Attunement roll is made.
- Assume Zarindas has available all seeds necessary to grow any healing herb (on pages 21-22 of *Character Law* and *Campaign Law*), using "Herb Production" and taking 1-10 rounds.

NAAZ-OOLDEEN, MASTER CLERIC

Age: 46. Eyes: black. Hair: lank black. Build: stout. Height: 5'9". Race/Sex: human (Indsorian)/M. Skin: dark tan. Demeanor: timid, saintly. Dress: scarlet and yellow robes. True Attitude: fearless, scheming.

The Master Cleric, Naaz-Ooldeen, is a study in contrasts. Although he has a complete set of arms and armour, he has devoted his life to teaching the way of peace. His lessons are in the form of obscure parables, from which he expects his students to gain great insight.

Hits: 120. **Melee:** 121th* . **Missile:** 66da*.

AT(DB): 2(40), 20(155s)*. **Sh:** Y. **Gr:** Y. **MovM:** +15, -5

Lvl: 26. **Profession:** Cleric/Animist. **Stats:** St-95; Qu-96; Em-81; In-99; Pr-94; Ag-97; Co-98; Me-100; Re-95; SD-91. **Will:** 65. **AP:** 96. **PP:** 52 x 3 = 156. **Base Rate:** 65', 45'.

Skill Bonuses: Admin53; AnimH83; Appr73; ArmEv71; Attm105; BMath61; BDS80; Chan115; Cook73; Crafr63; DemLr9; DtTrp68; Dign89; Dip175; Dens66; DFoeA46; DTrap43; Divin125; DrgLr69; Dup25; FayLr89; FauLr79; FAidCo3; FlrLr79; Fren60; GPerc111; Hldy66; HerLr93; Hltem28; Intg40; Lead70; LPerc96; LSO66; Map66; MedH60; MedKi62; MedS168; MetEV71; MetLr81; Music60; Nav64; PhRD121; Pnst88; PsnLr66; PPerc86; PwrPc98; PwrPj113; Prop62; PSp58; RachH89; RdTck66; Ride60; RMas66; SHL86; SAid84; Sed38; Sing65; Smith68; S&H20; Stun61; Surg49; SymLr113; TmSen100; Track66; Trad60; TrdLr61; TrArm96; WpnEv76

Spells: Base Spell Bonus: +21; Directed Spell OB: +98 (Shockbolt); All Base Cleric lists (to 25th) including Exorcism (*Rolemaster Companion II*, P.80) Spell Defense (to 20th); Blood Law (to 20th); Barrier Law (to 25th); Locating Ways (to 20th); Detection Mastery (to 25th); Calm spirits (to 20th); Sound's Way (to 20th); Symbolic Ways (to 20th); Light's Way (to 30th); Lore (to 25th); Purifications (to 20th); Ceremonies (to 20th); Concussion's Way (to 25th);

Items:

- Steel full-plate mail (AT 20) finely engraved designs, +25;
- Grey laen, two-handed sword +30
- Full laen shield +55
- Long white cloak, +10 to DB, RR; and
- Helmet of unimpaired vision.

NOTE: the above items are not usually worn, but are kept in a chest in his room. If two sets of stats are given, the left stat is without these items.

- Eagle medallion x3 channeling multiplier (always worn).

LINNESTRA, MASTER DERVISH

Age: 27. Eyes: dark blue. Hair: dark brown (long). Build: average. Height: 5'10". Race/Sex: Human (Duranaki)/F. Skin: olive. Demeanor: demented, carefree. Dress: many colored silks. True Attitude: manipulative, calculating.

Linnestra seems quite mad in the way she capers about. The Master Dervish is always doing something silly. And yet, in the ease with which she manipulates both Masters and students alike can be seen the true measure of her power.

Hits: 150. **Melee:** +135sc*. **Missile:** +130sb*.

AT(DB): 1(100). **Sh:** N. **Gr:** N. **MovM:** +35.

Lvl: 17. **Profession:** Dervish/Bard. **Stats:** St-98; Qu-100; Em-76; In-98; Pr-83; Ag-100; Co-100; Me-90; Re-88; SD-85. **Will:** 45. **AP:** 98. **PP:** 34 x 2 = 68. **Base Rate:** 85'.

Skill Bonuses: Acro97; Act75; Amb54; AthG50; Attm52; BDS80; Brib55; Chan87; Climb72; Cont77; Dance109; Dipl86; DSens70; DFoeA62; Divin59; Div75; Dup85; FAid28; Flet42; Fren80; GPerc65; Lead89; LPerc47; MAst92; MedTr43; Mimc40; Mimr42; PhRD58; Poet40; PwrPc57; PwrPj72; RevSk62; RMas42; Sed69; Skill81; S&H47; Atun77; Surv42.

Spells: All Base Dervish lists (to 20th); Other Open Channeling lists; Detection Mastery (to 15th); Light's Way (to 10th); Concussion's Way (to 10th).

Spell Bonus: +17, Shock bolt +50

Items:

- Scimitar, +20
- Short bow, +15
- Dancing shoes, +10 to Ag & Qu bonuses
- 40 mirennia berries (heals 10 hits instantly)
- 5 applications of zulsendura (haste for 3 rounds)

HAEBRIS, MASTER HEALER

Age: 65 (appears 40). **Eyes:** dark brown. **Hair:** short black, moustache, beard. **Build:** average. **Height:** 6'7". **Race/Sex:** High Human (Udahir)/M. **Skin:** mahogany. **Demeanor:** caring. **Dress:** Sjithra silk robes (spider-spin). **True Attitude:** arrogant, haunted.

Haebbris comes from a race that has long been harassed by the Unlife. Fleeing the Iron Wind in the land of Blue Light, Haebbris left behind companions during battle, for the Master Healer abhors bloodshed. He feels certain that they died as a result of his actions and considers himself responsible for their deaths.

Hits: 195. **Melee:** +35 MAsw. **Missile:** +75bo*.

AT(DB): 1(25)*. **Sh:** N. **Gr:** N. **MovM:** +5

Lvl: 23. **Profession:** Healer/Animist. **Stats:** St-75; Qu-92; Em-98; In-99; Pr-85; Ag-91; Co-98; Me-98; Re-96; SD-97. **Will:** 95. **AP:** 65. **PP:** 46 x 3 = 138. **Base Rate:** 60'.

Skill Bonuses: Admin60; AMov66; AnimH106; Attm88; BDS96; Chan90; Climb55; Cook100; Cra60; DemLr63; Dign109; Dip168; Divin88; DrT183; FAid; 126; Forag45; GPerc108; HerLr98; HosEv70; Hypn81; Lead85; LPerc88; MedC106; MedH106; MedKi81; MedTr101; Midwf111; Mnem84; PhRD88; PsnLr88; PwrPc85; PwrPj110; Rach68; SL108; SAid108; S&H35; Surg108; Swim30; TmSens88.

Spells: All Base Healer lists (to 20th); Spell Defense (to 20th); Locating Ways (to 20th); Barrier Law (to 25th); Calm Spirits (to 20th); Detection Mastery (to 25th); Creations (to 10th); Light's Way (to 10th); Lore (to 25th); Purifications (to 25th); Midwifery (to 25th); Concussion's Ways (to 25th).

Spell Bonus: Base +20; Directed OB: +60 (Shockbolt).

Item:

- Rod of Transferring, allows the use of Healer base lists without Haebbris acquiring any of the damage.
- Amulet of two serpents intertwined, x3 Healer spell P.P's.
- Bola +20.
- 27 Dugmuthur berries (instantly heals 10 hits when bitten).
- 10 applications of Attanar applied to skin, cures fevers).
- 3 Tyr-fira leaves (raise dead back to life if used w/n 56 days).



HAEBRIS

GARRON REYNART, MASTER PALADIN

Age: 107 (appears 50). **Eyes:** blue. **Hair:** silver blond. **Build:** average. **Height:** 6'5". **Race/Sex:** Half-elven(Myri). **Skin:** fair. **Demeanor:** polite, protective. **Dress:** blue robes. **True Attitude:** regimented, helpful.

Garron Reynart's life has been varied, exciting and enjoyable. For a time he undertook a personal quest to vanquish evil wherever he could find it. Needless to say, the Master Paladin eventually tired of this pursuit. He then found the Magic Isle. As Sergeant-at-Arms of the University of Magical Arts, he is its chief guardian. His enemies are beings of intense evil (for purposes of the Guardian Ways List).

Hits: 195. **Melee:** +205bs*. **Missile:** +136lb.

AT(DB): 1(85)* or 15 (120s)* or 19(120s)*. **Sh:** N. **Gr:** N. **MovM:** +25

Lvl: 21. **Profession:** Paladin/animist-Warrior. **Stats:** St-101; Qu-98; Em-90; In-95; Pr-91; Ag-99; Co-100; Me-92; Re-86; SD-98. **Will:** 60. **AP:** 99. **PP:** 42 x 2 = 84 **Base Rate:** 85.

Skill Bonuses: Amb5; ArmEx60; Atm37; BDS60; Brw176; Chan70; Climb70; Cook65; DemLr78; DtTrp80; Dip188; DFoeA135; DTrap70; DrgLr58; FAid60; Flet68; Forag37; GPerc83; Hldy60; HerLr23; Iai99; Jump60; Lead102; LPerc80; LS080; MAst101; MedKi85; MetEv60; MetLr33; PhRD58; PwrPc60; PwrPj65; PSp65; RdTck55; RevSk81; RMas28; SAmbA78; S&H78; Stun125; Subd99; Swim50; Tact43; TrArm85; RumbA116; WpnEv60

Spells: All Base Paladin lists (to 20th); Other Open Channeling lists: Spell Defense(to 20th); Detection Mastery(to 20th); Light's Way(to 10th); Guardian Ways(to 20th);

Spell Bonus: +20, Shockbolt +40

Item:

- Chain mail shirt and greaves(AT 15) +35
- Plate mail (AT 19) +35
- Shield (+55)
- Black laen broadsword +35; does an additional 'Unbalance' critical of same severity
- Silver circlet with sapphire setting x2 channeling spell multiplier, negates head criticals
- 10 Mirena berries (instantly heals 10 hits when eaten)
- 5 applications of Kathkusa (double strength, double hits given to foe, +10 OB, 1-10 rds)
- 5 Suranie berries (relieves one round worth of stun when eaten).

THE COLLEGE OF MENTAL MAGIC

The College of Mental Magic is the most isolated of all on the Magic Isle. The Masters and students generally keep to themselves, perhaps because the weighty contemplations of the mind are best performed alone. The inhabitants of the college simply feel that the Academy is the finest place on the isle. With its spacious rooms, beautifully landscaped and cobbled courtyards, and idyllic location, few would disagree.

THE ACADEMY OF MENTALISM

The College of Mental Magic is a sprawling complex of buildings and classrooms, located on the eastern shore of a peninsula jutting northward into the Tarn. The Masters live with and teach the students entirely within these buildings. Servants are non-spell users (with exceptional Presence, Intuition, or Empathy stats) who have found the Magic Isle through good fortune and wish to remain.

- a. Study rooms.** These two rooms on the east and west of the Natural Studies wing are well-lit and furnished. Regardless of the time, there is usually at least one person studying here.
- b. Personal quarters (14).** These are the students' bedrooms.
- c. Classrooms (8).** Furnished in hardwood benches, high desks, each well-stocked in paper, pens, ink, and slate boards, these rooms seat about 15 people comfortably.
- d. Library of Supernal Studies.** In this large room are kept many texts relating to things not of this earth (i.e., Demons, Undead, Elementals, etc.) All spells learnable at the Academy of Mentalism are kept here.
- e. Library of Natural Studies.** This cozy little library contains tomes on geography, history, and physical sciences, including a bestiary. Many of the texts were written by former Masters and students. Buried in an obscure volume entitled "Subterranean Strata of the Kabuli Fissure" is mention of a treasure. On page 273, the author tells of a small dragon and its hoard, also describing its location.

f. Medical library. This room's shelves contain manuscripts on various surgical practices written over a long period of time by various Lay Healers. Most treatises have been written in the traditional scroll manner. An extra set of runes for all Lay Healer base spell lists is kept here.

g. Dining room. Panelled in exotic, scented woods, the ambiance is unusual.

h. Kitchen. Seemingly disorganized, this room is perhaps the busiest of all at the Academy. Large open ovens and a fire place keep the room uncomfortably warm.

i. Larder.

j. Examination room. Here Eliza, Master Healer, diagnoses her patients' ailments. The room is furnished with elegant carved chairs, a wooden examination table, and a couch. The paintings on the walls are both tasteful and colorful, designed to put the patient at ease. Medical apparatus is stored in a cabinet in the corner.

k. Laboratory. Eliza conducts experiments and performs surgery in this room. It is completely stocked with the equipment and chemicals she needs. Locked away in her desk (Hard, -10, to pick) is her valued set of fine operating tools, herbs and poisons.

l. Anthion's room. Simply decorated and modestly furnished, the room contains the Master Bard's set of musical instruments.

m. Eliza's room. The Master Lay Healer sleeps regularly on a large green silk cushion that dominates her room. Eliza uses a locked chest as an end table by covering it with bright silks. The lock is Very Hard (-25) to open. Inside the chest is a wedding gown which she once almost used, worth 10 gp. There are also 10 gems worth 126 gp.

n. Dojjen's room. The Master Mentalist's room reflects his own mind. When he is gone, it is empty; when present, he fills the room with himself.

o. Calistoran's room. The Master Sage's room is cluttered with papers, quills, and books.

p. Thalira's room. The room of the Master Seer is decorated in greens, blues, and yellows. Underneath the bed is a small chest which contains a 4" radius crystal ball. Although the chest is not locked, there is a 20th level Ward of Blur Vision on the inner lid (Very Hard (-20) Attunement or Warding Lore roll to negate).

q. Kirkutje's room. The Headmaster's room is modest and elegant. It is partitioned by a curtain into working and sleeping quarters. His personal belongings are kept in a locker at the foot of his bed.

r. Meditation chamber. Plush tapestries with rhythmic organic patterns hang on the walls, and colorful cushions are strewn about the floor.

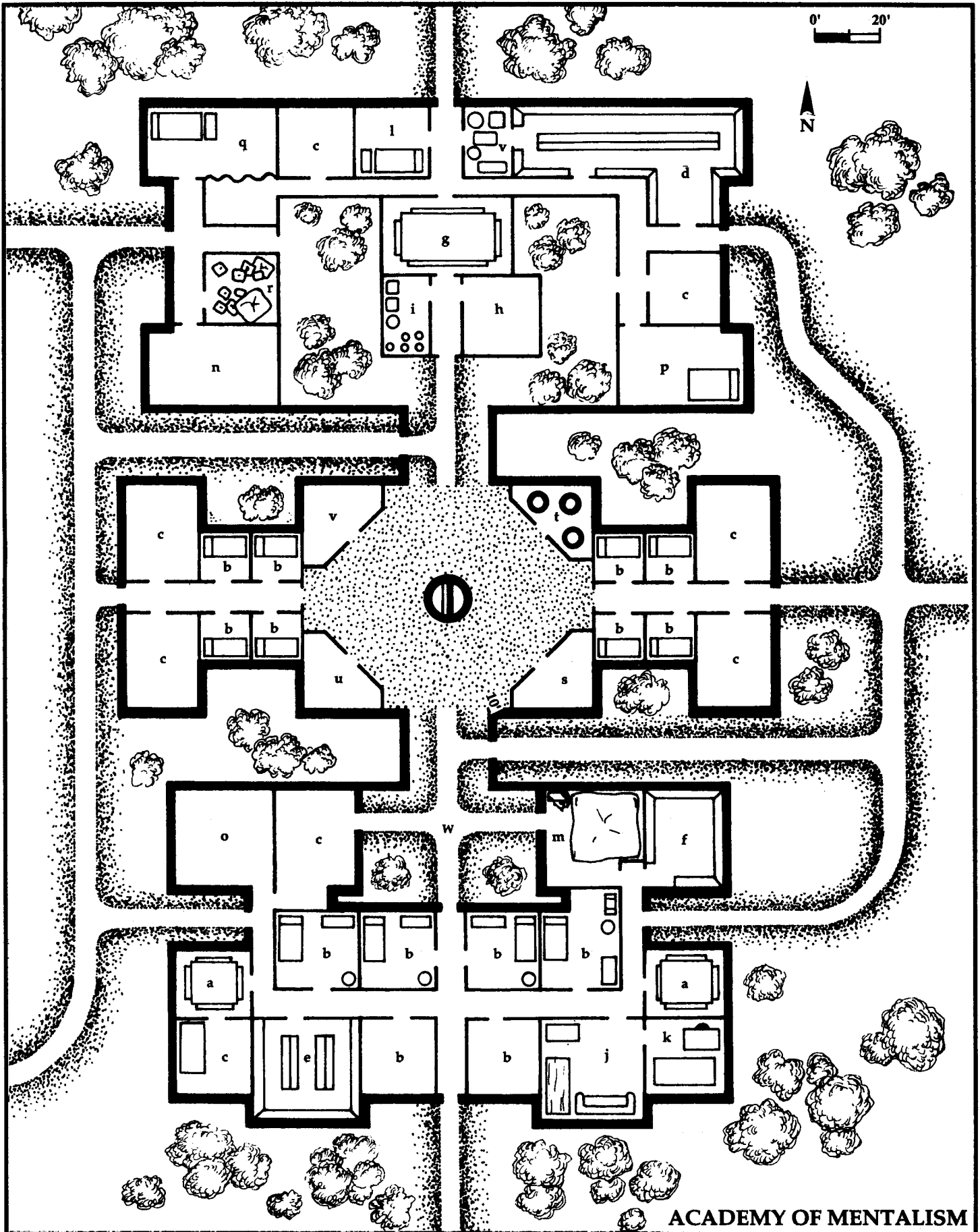
s. Steam bath. Relaxing steam is produced by trickling water over heated stones.

t. Bath house. Contains well worn wooden tubs with hot or cold water.

u. Outbuilding.

v. Storeroom. Contains second-rate furniture, chipped crockery, gardening utensils and other bric-a-brac.

w. Walled courtyard. An 8' high brick wall surrounds the inner courtyard. The central area around the well is paved in cobblestones. The areas to the north and south are grassy and well-tended.



MASTERS OF MENTAL MAGIC

The College of Mental Magic teaches the professions of Bard, Lay Healer, Mentalist, Nightblade, Sage, Scholar, Seer and Non-Profession. The College offers these spell lists: Bard base, Lay Healer base, Mentalist base, Evil Mentalist base, Nightblade base, Sage base, Seer base, and all other open and closed Mentalism lists. Instructors at the Academy include Anthion, Master Bard; Eliza, Master Lay Healer; Dojjen, Master Mentalist; Calistoran, Master Sage; and Thalira, Master Seer. Overseeing the College of Mental Magic is Kirkutje.

KIRKUTJE, HEADMASTER

Age: 46. **Eyes:** black. **Hair:** grey-black. **Build:** average. **Height:** 6'. **Race/Sex:** Human (Kalandan)/M. **Skin:** light tan. **Demeanor:** friendly, concerned. **Dress:** simple robes. **True Attitude:** officious, good-humored.

Kirkutje comes from a long family line of respected spell casters. When Kirkutje was a student at the Academy, the former Headmaster of Mentalism chose him as his replacement. Kirkutje felt that he could not measure up to the job. He is not yet comfortable in his position as Headmaster. If it were not for his kindness and sense of humor, his meddlesome ways might be unbearable.

Hits: 112. **Melee:** +60MAst. **Missile:** +50sb*.

AT(DB): 2(25)*. **Sh:** N. **Gr:** N. **MovM:** +5

Lvl: 33. **Profession:** Mentalist-Sage/Bard. **Stats:** St-75; Qu-90; Em-94; In-91; Pr-100; Ag-85; Co-76; Me-93; Re-92; SD-100. **Will:** 95. **AP:** 80. **PP:** 99 x 4 = 396 **Base Rate:** 60'

Skill Bonuses: Admin99; AMov79; AMath96; Aclmy96; Ant96; Appr35; Arch96; Ast96; Attm110; BMath100; BChem96; BDS101; Chan86; CirLr96; Climb10; DemLr96; DtTrp88; Dign60; Dip168; DSens88; DTrap33; Divin96; Draf96; DrgLr106; Eng96; FayLr110; FauLr96; FAid55; Flet43; FlrLr96; GPerc135; Gimm60; Hldy96; HerLr96; Hort60; Hypn98; Lead45; Lerc88; LS0123; LckLr61; Map96; Mech96; MedKi99; MedTr99; MetLr96; MltOg86; Nav96; Phrd106; Plnt96; Psnlr96; PPerc93; PwrPc106; PwrPj121; PSp68; RacH96; RdTck88; RegLr80; Rune96; SHLr96; SRW98; SpMas68; S&H68; Star96; Surv98; Swim55; SymLr96; Tact96; TmSen98; TrdLr96; WrLr126; UnlLr96; XenLr96

Spells: All Base Mentalist, Sage, and Seer lists(to 25th); Ethereal Mastery (to20th); Cloaking(to10th); Mind Master(to30th); Damage Resistance(to 10th); Telekinesis(to 20th); Attack Avoidance(to 20th); Mind's Door (to 20th); Brilliance(to 10th); Movement(to 20th); Self-Healing(to 10th); Detection(to 20th); Spell Resistance(to 20th);

Spell Bonus: Base Spell Bonus: +23; Directed Spell OB: +75 (Shockbolt).

Items:

- Shortbow +20.
- Silver amulet in the shape of a ram's head, set with rubies, x4 Mentalism mult.
- Rod of sunfires, yellow topaz head acts as the focus of a 'sunfires' spell for up to 30 round/days.
- 5 applications of Yavethalion (heals 5-50 hits when eaten).
- 6 applications of Felmather (mental summons of one friend, coma relief).

ANTHION, MASTERBARD

Age: 43. **Eyes:** green. **Hair:** long, red. **Build:** average. **Height:** 5'10". **Race/Sex:** Human (Berber)/F. **Skin:** fair. **Demeanor:** entertaining, perceptive. **Dress:** varied greens and browns. **True Attitude:** receptive, harmless.

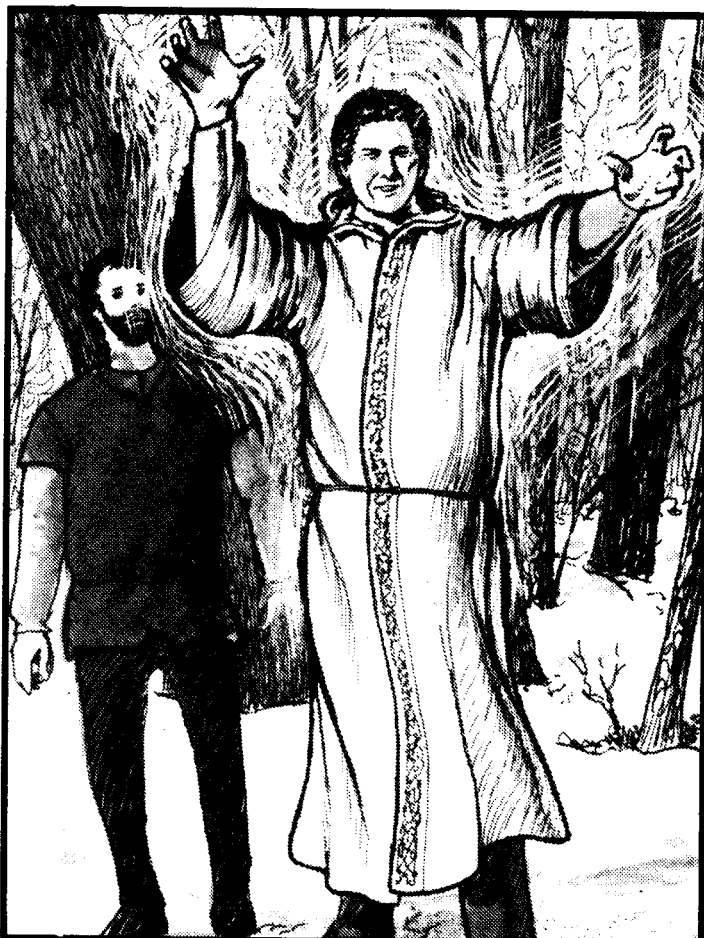
Anthion was once the bard of a great king. She so delighted the old king that he could not bear to be parted from her. Upon his death she had nothing to do but travel the world, finally arriving at the Magic Isle. She feels that learning is not as important as experience and adventure. Accordingly, Anthion encourages students to leave the College and see the outside world.

Hits: 138. **Melee:** +35BwL. **Missile:** —.

AT(DB): 1(50). **Sh:** N. **Gr:** N. **MovM:** +35.

Lvl: 22. **Profession:** Bard. **Stats:** St-77; Qu-99; Em-92; In-90; Pr-99; Ag-100; Co-95; Me-99; Re-91; SD-98. **Will:** 75. **AP:** 84. **PP:** 66 x 3 = 198. **Base Rate:** 90'.

Skill Bonuses: Act85; Adv97; Appr97; Attm35; Chan35; Climb65; Cook92; Crafl35; Dance75; DtTrp60; Dip185; DSens60; DFoeU65; DTrap50; DrgLr81; FayLr81; FauLr81; FAid43; FlrLr81; Forag40; Gamb45; GPerc80; Hldy106; HerLr96; Hypn77; Jugg50; Lead65; LPerc60; LipR77; LS060; LckLr91; Map106; MedTr92; Mimc105; Mnem92; Music112; Nav76; PhRD106; Plock45; Plnst122; Poet122; PwrPc60; PwrPj70; Psp122; RacH101; RMas97; Rune55; Sail50; SHLr61; Scrng35; Sed65; SAmbA82; Sing122; S&H58; SWise64; Swim65; Tale122; Trad35; TrdLr61; Trick78; WrLr40



KIRKUTJE



ANTHION

Spells: All Base Bard lists (to 25th); Anticipations (to 10th); Attack Avoidance (to 10th); Brilliance (to 10th); Self-Healing (to 15th); Detections (to 15th); Illusions (to 10th); Spell Resistance (to 10th).

Spell Bonus: Base Spell Bonus: +20; Directed Spell OB: +15 (Shockbolt).

Items:

- Mahogany lyre, +20 to playing, x3 bard spell multiplier
- Amulet of dexterity, +15 bonus to Quickness and Agility stats.
- Many applications of Brorkwilb (euphoric, allows for shared dreams with family, 100 miles/levels),
- Galenas (smoke relaxes (-75) 1-10 rounds).

ELIZA, MASTER LAY HEALER

Age: 67 (appears 35). **Eyes:** brown. **Hair:** brown. **Build:** slender. **Height:** 6'1". **Race/Sex:** Half-elven (Vog Murian). **Skin:** fair. **Demeanor:** resourceful, concerned. **Dress:** full-length smock. **True Attitude:** curious, lucid.

Long before Eliza became the Master Lay Healer, she was a spell-user of no small repute. But she had to flee the city of her birth, Encla Turic, when she refused to do the bidding of her five brothers. They urged her to experiment on certain human outlaws, but Eliza saw it as torture and murder, and refused. She fled into the unknown wastes and arrived at the Magic Isle many years and many adventures later. Eliza very much appreciates the tranquility of the Magic Isle and has no intention of ever leaving.

Hits: 180. **Melee:** +100MASw. **Missile:** +501cb.

AT(DB): 1(55)* **Sh:** N. **Gr:** N. **MovM:** +30.

Lvl: 25. **Profession:** Lay Healer/Animist. **Stats:** St-88; Qu-99; Em-95; In-84; Pr-99; Ag-100; Co-98; Me-96; Re-97; SD-90. **Will:** 55. **AP:** 99. **PP:** 50 x 3 = 150 **Base Rate:** 85'.

Skill Bonuses: AMov41; AMath62; Aclmy102; AnimH100; Attm56; BMath72; BChem102; BDS81; Chan51; Climb55; Cook93; CraF86; DemLr62; DtTrp51; Dign125; Dipl43; DSens56; DFoeU80; Div56; Draf82; DrgLr77; DrT192; FayLr82; FauLr107; Faid125; FlrLr107; Forag35; Gperc79; HerLr107; Hypn105; Lperc81; Map77; MedC179; Medk86; MedH99; MetLr82; Mnem74; Nav77; Pain109; PhRD82; PsnLr102; PPerc83; PwrPc86; PwrPj76; RMass93; Row30; Sai143; ShLr107; SAid122; Sed72; SpMas61; S&H65; Star77; Stun50; Subd100; Surg122; Surv48; Swim80; TmSen101; Trad65; TrdLr82; Trick80; URP68.

Spells: All Base Lay Healer lists (to 25th); Delving, Sense Mastery (to 20th); Damage Resistance (to 10th); Shifting, Anticipations (to 20th); Liquid Manipulation (to 10th); Attack Avoidance (to 20th); Speed, Brilliance (to 10th); Mind Mastery, Detections (to 20th); Telekinesis, Illusions (to 10th); Mind's Door (to 20th); Spell Resistance, Warding Ways (to 25th).

Spell Bonus: Base Spell Bonus: +21; Directed Spell OB: +80 (Shockbolt).

Items:

- Set of non-corroding scalpels and medical instruments, +20 to all Medical rolls.
- Reflective silver circular talisman, x3 Lay Healer spell multiplier, worn on head band.
- Fine sable paint brushes (set of seven), +10 to painting rolls,
- 25 applications of Gursamel (mends bone when applied).
- 20 applications of Kelventari (heals first and second degree burns, 1-10 hits when rubbed on burn).
- 30 applications of Yavethalion (heals 5-50 hits when eaten),
- 20 applications of Ebur (heals sprains when eaten).
- 15 applications of Terbas (doubles healing rate for nerve damage).
- 50 applications of Berterin moss (preserves up to 150 lbs. of organic material for 1 day, brewed).
- 10 applications of 20th level nerve poison U1-acaana (paralysis in minute quantities; in greater doses it destroys the nervous system in 1-10 minutes), sensory deprivation in area applied.
- 14 applications of Shen, a 4th level antidote for nerve poisons.

DOJJEN, MASTER MENTALIST

Age: 70. **Eyes:** blue-green. **Hair:** white. **Build:** slight. **Height:** 5'8". **Race/Sex:** Human (Nazca)/M. **Skin:** tan. **Demeanor:** quiet, humble, honest. **Dress:** white sarong. **True Attitude:** perceptive, unassuming.

The bright eyes of youth peer from the wizened face of the Master Mentalist. Dojjen wandered the world as both hermit and pilgrim for a quarter century before finding the Magic Isle and his home. He has seen much and realizes there are many paths to the goal of universal understanding. Thus, Dojjen seldom corrects students' mistakes, hoping that they will realize the imbalance.

Hits: 132. **Melee:** +60MAsw. **Missile:** +50sl.

AT(DB): 1(35)*. **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 28. **Profession:** Mentalist/Bard. **Stats:** St-70; Qu-90; Em-98; In-96; Pr-100; Ag-93; Co-91; Me-98; Re-99; SD-97.

Will: 100. **AP:** 86. **PP:** 84 x 4 = 336. **Base Rate:** 55'.

Skill Bonuses: AMov95; Alcm67; Ant65; Arch67; Ast71; Attm112; BMath67; BDS140; Chan99; CirLr65; Climb35; Dance62; DemLr67; Dign68; Dip170; DSens90; DRoeU60; Divin112; Dows113; DrgLr65; FayLr65; Faulr65; FAid35; FlrLr65; Forag43; Fren93; GPerc89; HerLr65; Hypn92; LPerc65; Map65; MedC198; MedD110; Med98; MedKi120; MedTr120; Mnem138; Nav65; PhRD112; Plnst65; Poet65; PwrPc114; PwrPj119; PSp69; Rac67; Rune89; SHL92; SRW90; Sing67; PMas94; S&H65; Star71; Stun70; Swim35; SymL114; Tale69; TmSen90; Trick68; Vent65; WrLr120; Wea65; XenLr92.

Spells: All Base Mentalists lists (to 30th); Ethereal Mastery (to 15th); Delving (to 20th); Sense Mastery (to 20th); Cloaking (to 10th); Shifting (to 20th); Damage Resistance (to 10th); Mind Mastery (to 30th); Anticipations (to 20th); Telekinesis (to 20th); Attack Avoidance (to 20th); Mind's Door (to 20th); Brilliance (to 10th); Self-Healing (to 10th); Detections (to 20th); Spell Resistance (to 20th); Warding Ways (to 20th);

Spell Bonus: +22; Directed Spell OB: +82 (Shockbolt).

Items:

Magical Items, Herbs & Poisons

—Twisted leather head circlet, x4 mentalism multiplier, +10 to DB and RR, negates head crits.

—Sling, +15 and double range.

—4 applications of Mirena (heals 10 hits when eaten).

CALISTORAN, MASTER SAGE

Age: 134 (appears 40). **Eyes:** hazel. **Hair:** platinum blond. **Build:** slight. **Height:** 6'6". **Race/Sex:** Half-elven (Sulini)/M. **Skin:** fair. **Demeanor:** patient, learned, kindly. **Dress:** voluminous grey robes. **True Attitude:** curious, dedicated.

At an early age, Calistoran found the Magic Isle and has never wanted to leave. Sedentary and studious, the Master Sage spends most of his time either reading or writing books. His insatiable curiosity leads him to ever more arcane research. This leaves Calistoran little time to deal with students; thus he has appointed teaching assistants to help them and to answer questions.

Hits: 143. **Melee:** +65MAsw. **Missile:** +65hcb.

AT(DB): 2(50)*. **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 23. **Profession:** Sage/Bard. **Stats:** St-84; Qu-89; Em-97; In-94; Pr-99; Ag-90; Co-85; Me-100; Re-98; SD-95. **Will:** 80.

AP: 99. **PP:** 46 x 3 = 138. **Base Rate:** 60'.

Skill Bonuses: Act47; Admin136; AMath133; Adv65; Aclmy133; Amb10; AnimH43; Ant123; Appr72; Arch133; ArmEv65; Ast133; Attm102; BMath133; BChem126; BDS75; Chan80; CirLr92; Cook43; DemLr133; Dign65; dip145; DSens65; Disgu68; Divin82; Dows60; Draf108; DrgLr133; Eng133; FayLr133; Fals42; FauLr133; FAid60; FlrLr133; Gamb78; GPerc79; Gimm65; Hldy133; HerLr133; Hort68; Hypn68; LipR100; LS65; LckLr108; Map108; Mech104; MedC1100; MedTr100; MetEv65; MetLr133; Mlt0g108; Mnem105; Music130; Nav126; PhRD155; Phys133; Plnt129; Plnst45; Poet101; PsnLr133; PPerc65; PwrPc85; PwrPj75;

Prop122; PSp123; RacH133; RdTck65; Rune82; SHLr131; SKill62; S&H35; Star129; StnEv65; StnLr133; SymLr92; Tact126; Tale139; TmSen65; TrdlLr108UnlLr133; WrLr100; XenLr133.

Spells: All Base Sage lists (to 25th); Anticipations (to 25th); Sense Mastery (to 20th); Brilliance (to 10th); Gas Manipulation (to 10th); Self-Healing (to 20th); Shifting (to 10th); Detections (to 25th); Liquid Manipulations (to 25th); Spell Resistance (to 25th); Mind Mastery (to 25th); Warding Ways (to 20th); Solid Manipulation (to 10th); Mind's Door (to 25th); Movements (to 20th);

Spell Bonus: +20; Directed Spell OB: +65 (Shockbolt).

Items:

—Black skullcap of contemplation, x3 Sage spell multiplier, +30 to all Academic and Concentration skills; allows communication (telepathically) with any intelligent being.

—Ornate gold ring with opal setting, +20 to DB, RR.

—14 applications of Yavethalion (heals 5-50 hits when eaten).

—3 Welwal leaves (relieves 3 rounds of stun).

THALIRA, MASTER SEER

Age: 30. **Eyes:** brown. **Hair:** black. **Build:** stocky. **Height:** 5'10". **Race/Sex:** Human (Zipangi)/F. **Skin:** sallow. **Demeanor:** inscrutable, unseen, master-mind. **Dress:** beige toga. **True Attitude:** manipulative, scheming.

Operating behind the scenes, Thalira teaches through pure mental contact alone. To her students she is no more than a voice which comes into their heads from time to time.

Hits: 105. **Melee:** +60MAst. **Missile:** +35sl.

AT(DB): 1(25)*. **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 21. **Profession:** Seer/Bard. **Stats:** St-78; Qu-94; Em-95; In-97; Pr-98; Ag-93; Co-87; Me-91; Re-92; SD-99. **Will:** 85.

AP: 88. **PP:** 42 x 3 = 126. **Base Rate:** 60'.

Skill Bonuses: Aov67; AMath55; Aclmy55; Attm100; BMath55; BDS105; Chan80; CirLr75; DemLr100; DrTrp101; Dip168; DSens98; Disqu72; Divin105; DrgLr75; Dup45; FayLr75; FAid70; GPerc150; HerLr75; Hypn72; Lead65; LPerc98; LS108; Map75; MedKi112; MedTr112; Mime70; Mnem93; Nav102; PhRD100; PsnLr75; PPerc97; PwrPc105; PwrPj110; RdTck98; Rune80; Sed68; Samba113; SRW108; S&H68; Stun75; Subd60; Surv131; SymLr100; TmSen123; Track98; Trick85; Vent70; WrLr100; Wea105.

Spells: All Base Seer lists (to 20th); Mind Speech (to 5th); Delving (to 20th); Shifting (to 20th); Cloaking (to 20th); Speed (to 20th); Attack Avoidance (to 20th); Mind Mastery (to 20th); Brilliance (to 20th); Telekinesis (to 20th); Detection (to 20th); Mind's Door (to 20th); Spell Resistance (to 20th); Movements (to 20th); Warding Ways (to 20th);

Spell Bonus: +21; Directed Spell OB: +60 (Shockbolt).

Items:

—Silver/mithril tiara with green laen pendant, x3 Seer multiplier, +10 to Perception skills

—Glasses of far-seeing, magnifies wearer's sight up to 20x normal (as high powered binoculars), but for every round of use the characters vision is blurred (-30) for two rounds afterwards.

—Cloak of stealth, +20 bonus to Stalk and Hide.

—4 Yavethalion fruits (heals 5-50 hits when eaten).

THE COLLEGE OF ESSENTIAL MAGIC

As might be expected, the College of Essential Magic is the greatest of the Colleges, in size, power, and number of students. Masters of the College of Essential Magic employ many servants to do work about the Halls. (Servants are non-spell users with exceptional Presence, Intuition, or Empathy stats.) The studies offered by the College vary, but all deal with the manipulation of the Primal Essence to achieve desired ends.

THE HALLS OF ESSENCE

The College of Essential Magic is located in a group of buildings near the Sparkling Stream and the Cove of Mirrors. The various halls contain only study and work chambers. Students and Masters live in separate housing surrounding the College proper. With docking facilities nearby, it is not surprising that students at the University catch sight of the Halls of Essence.

a. Hall of Alchemy. This grand hall has a central gallery furnished in dark wood and long laen windows. Three chandeliers of exquisite cut crystal are suspended from the roof by gold-plated chains. Magically lit at night, they create a sparkling effect which may be seen through the colored laen panes. The gallery opens at both ends onto forging chambers. A red-lit chamber is for hot forging of metals, and a blue-lit chamber is for cold-forging laen. In these rooms, Alkarim the Master Alchemist and Xanxiar the Headmaster manufacture magic items for the use of University students. Alkarim and Xanxiar know of arriving students days in advance through conference with the Master Astrologer. This allows them to complete an appropriate gift of welcoming.

The personal treasures of Alkarim and those of the Hall of Alchemy are kept in a 5' x 4' x 4' bound wooden chest in a secret niche (Absurd, -90, to perceive; or Hard, -30 using Locate Secret Openings) in the Master Alchemist's room. The chest is Very Hard (-25) to unlock and contains both a physical and magical trap. The physical trap takes the form of a small vial, easily crushed by improper use of the key. When broken the vial releases a gas which is a 10th level nerve poison. The vial trap is Insane (120) to perceive, Very Hard (-40) using the Detect Trap skill, and Sheer Folly (-70) to disarm. The magical trap is in the form of a 30th level Ward of Cold Ball (10' radius) activated when the lid is raised without the use of the proper trigger word or the timely use of a Very Hard (-30) Attunement or a Hard (-20) Warding Lore. Within the chest are the following items:

- Heavy crossbow, +30 triple range
- Necklace of cut gems, protects wearer from hostile environments, Light, (+10) Attunement
- Wand of shockbolts, Medium (0) Attunement
- 50 runes of various spells
- 36 potions of healing of various sorts
- +30 shield
- +10 flail
- Blade of Discord (See ICE's *Creatures & Treasures*)



— A 1' x 2' x 1 1/2' steel chest containing:

- plain gold Ring of Invisibility, Medium(-5) Attunement
- bracers of Essence, +3 spell adder, +30 to Essence OB, RR, and DB
- plain gold ring, + 2 spell adder for any class.
- plain silver ring of shielding, casts a 5th level "Shield" spell(+25 DB) up to twice a day, Hard(-10) Attunement
- 20 applications of Laertes' ointment in a tin; green paste will heal all poison damage when rubbed on a living person's tongue.
- a small metal medallion which may be stuck to any other metal object and caused item to be 100x as heavy for a day. Very Hard (-40) Attunement
- small bag containing:
 - 9 diamonds(369 gp) —6 rubies(72 gp)
 - 15 sapphires(305 gp) —8 emeralds(160 gp)

b. Hall of Strengths. This building is divided into two sections. The eastern part is devoted to magical strength while western rooms are used by those who profess strength through movement. Warrior Mages study primarily in the former wing; Beastmasters and Monks attend the latter. Chedaki the Master Monk resides in an upper floor room of this hall. The gymnasium has thin, lightly padded mats to protect practitioners from abrasion or injury. The only treasure this hall contains is a wonderful achievement of prosthetics and Entity Mastery, Azur. (Azur should be treated as a typical flesh golem.) This creation is an integral part of the lessons of Chedaki, for Azur is always the opponent of the students, teaching them to overcome brute strength through ingenuity.

c. Hall of Conjurings. This stone structure houses a secure area for summonings. Magical locks and Wards prevent any accidental release of summoned beings or creatures. The remainder of the building is Xanxiar's personal quarters. In his room, hidden under a flagstone (Sheer Folly -(50) to perceive, Easy (+20) using Locate Secret Openings) is a 6" diameter sphere of laen. This laen sphere allows one to contact a similar orb owned by Loremasters. If the person attempting to use the sphere is not an agent of the Loremasters, a Sheer Folly (-60) Attunement is required to avoid a two-spell, mental attack: A 50th level Suggestion to leave the room and never return, and a 50th level Forget covering the time in question. An agent of the Loremasters need only make a Hard (-10) Attunement to contact them.

d. Hall of Delving. This building is the repository of all the arcanum that has found its way into the College of Essential Magic over the years. Inside are Jethrik Kalomar's room; a study; a small laboratory; and a large area devoted to the collection of curiosities. The effect of the display area is one of eccentricity: some artifacts are labelled and well-researched, others have unknown functions and origins. Servants are wary of this place, coming in rarely to clean. Hidden amongst the plethora of strange, unwanted things Absurd (-70) to perceive are the following:

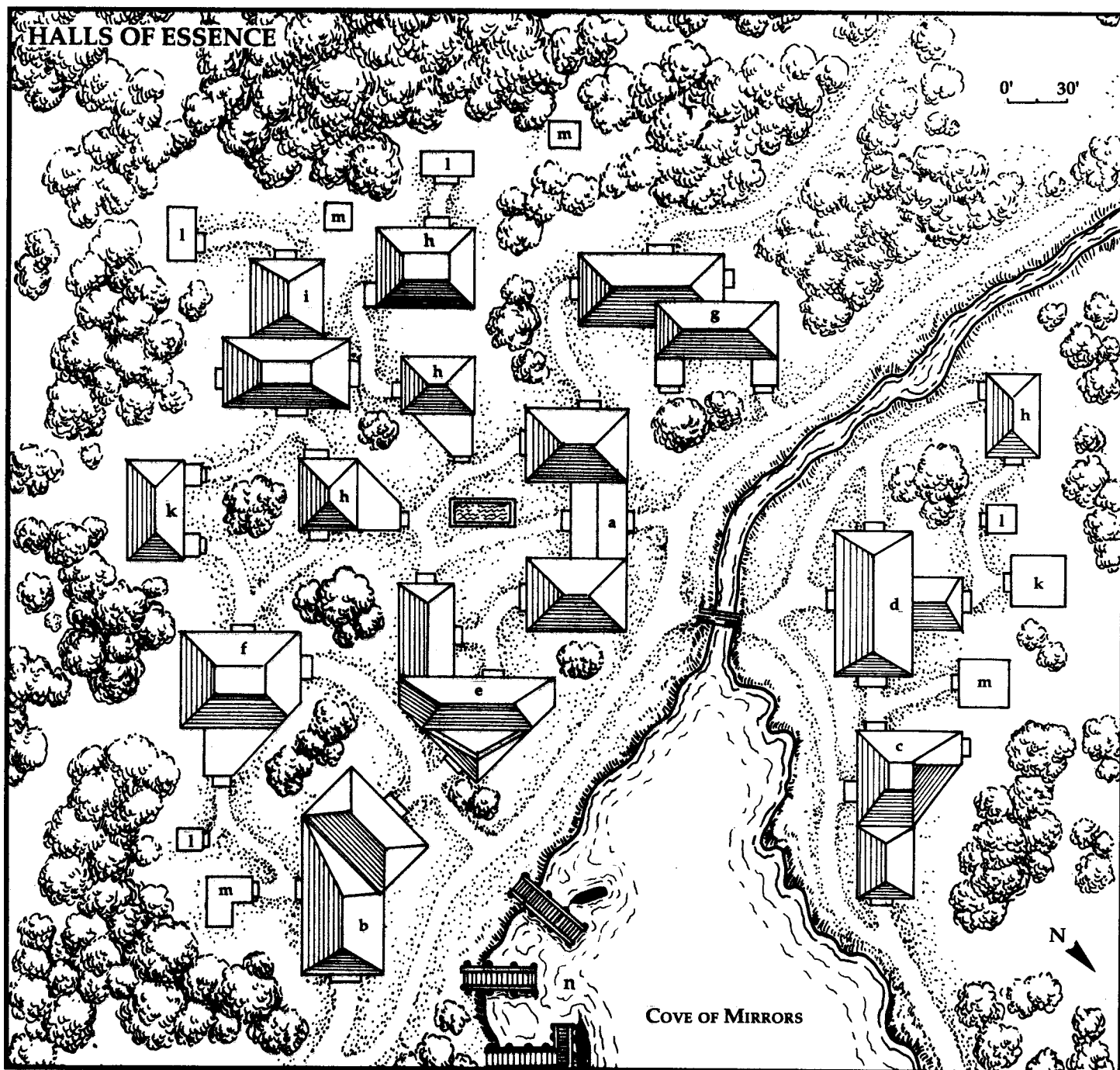
- Amulet, spell multiplier; user becomes a "shadow" at will, permits use of any one "Mystical Change" per day (up to 15th level). Amulet changes color with shift in weather, Hard (-15) Attunement;
- Rankirin's Orb; user may utilize up to 50 power points worth of spells from the "Essence's Perceptions" list per day. Allows the user to see even in complete darkness through the orb, 9" diameter, smoky laen, Very Hard (-25) Attunement.
- Bar of Saminor, spiked club which will inflict on the target an "Absolution Pure" spell, once per day, +20 club, 30% chance of puncture crits

e. Hall of Magic. Endastor the Master Magician demands that this Hall be kept spotlessly clean. Thus it is frequented more by servants than students. Classrooms are finished in smooth, mottled colored woods, kept lustrous by regular polishing. The pristine library contains many scholarly texts on the elements, magic, and its usages, including a tome of runes with all magician base and evil magician base spell lists to 50th level.

f. Hall of Illusions. Viewed from the exterior, the Hall is an unchanging granite structure. Inside, however, Adrasta ensures that nothing is ever quite the same. Over the entrance is carved the following motto: "Illusion is reality, and Reality, illusion." The interior may at times appear either larger or smaller, or seem to disappear entirely, leaving one with the impression of being in an outdoor setting. The Master Illusionist uses a special magical

device imbedded in the southern outer wall to produce all these illusions. The 3" faceted crystal may be pivoted to erase all former illusions and create new ones. As a teaching device it is superb, but it is the crystal's use during frequent festivities in the Hall that garners the greatest acclaim. The crystal may cast 200 points worth of illusionist base spells per day using a Medium (0) Attunement.

g. Hall of Runes. This building is more a library than a teaching center. In the many rooms which lie off meandering corridors, runes of almost every conceivable spell are kept. Unfortunately, Iznamin is disorganized in the storage of these scrolls. As a result he requires at least 10 minutes to locate any specific scroll. For the uninitiated student, locating the exact rune one wants is considered to be a Sheer Folly (-50) perception.



- h. Student Residence Halls.** Shared by several students, these buildings provide quarters where the students may sleep, read, or rest.
- i. Service Hall.** This building houses the College's kitchen and dining area, as well as servant's quarters (primarily on the upper floor). It is a popular hall for gatherings.
- j. Fountain.** Waters dance from three fish-shaped spouts, leaping and falling into a clear pool.
- k. Bathhouses.** Equipped with towels, soaps, and carved stone tubs, they provide only cold running water. Water may be heated in brass kettles over small stoves.
- l. Outbuildings.**
- m. Storage buildings.**
- n. Docking facilities.** Three wooden docks extend into the Tarn. Usually a large rowboat (holding five) and a light sailboat (holding three) are tied up here. Anyone arriving at the Magic Isle by boat will most likely moor here.

MASTERS OF ESSENTIAL MAGIC

The College of Essential Magic teaches the professions of Alchemist, Beast Master, Conjuror, Delver, Illusionist, Magician, Monk, Runemaster, Warrior Mage and No-Profession. The College offers these spell lists: Alchemist base, Beast Master Base, Conjuror base, Delver base, Illusionist base, Magician base, Evil Magician base, Monk base, Runemaster base, Warrior Mage base, and all other open and closed Essence lists. The teaching staff is detailed below.

XANXIAX, HEADMASTER

Age: 1518 (appears 50). **Eyes:** hazel. **Hair:** auburn. **Build:** average. **Height:** 6'10". **Race/Sex:** high Elven (appears human)/M. **Skin:** fair. **Demeanor:** aristocratic. **Dress:** blue tunic with silver trim. **True Attitude:** watchful, furtive.

Xanxiac is the only Elf at the University of Magical Arts, yet he disguises himself as a human. The Headmaster of Essence has covertly held his office for several centuries. He slowly "ages," chooses another persona, then "dies," leaving the new persona as acting head of the College. This odd behavior is not the result of a diseased mind, but cautious and calculating reasoning. Xanxiac uses his unique position of authority to spy on the activities of the University. The Headmaster frequently reports to that august, but secretive body, the Loremasters. Only the Arch-Mage knows his real race and mission, but takes no action because she sees no harm in it. Xanxiac produces most of the magic items furnished to the students as "penance."

Hits: 116. **Melee:** +100bs*. **Missile:** +140.

AT(DB): 1(160)*. **Sh:** N. **Gr:** N. **MovM:** +30.

Lvl: 50. **Profession:** Alchemist-Conjuror-Magician-Runemaster/Mage. **Stats:** St-90; Qu-98; Em-102; In-92; Pr-95; Ag-100; Co-85; Me-99; Re-100; SD-97. **Will:** 95. **AP:** 98. **PP:** 200 x 5 = 1000. **Base Rate:** 90'.

Skill Bonuses: Admin105; AMov42; AMath120; Alcmy150; AnimH58; Appr95; Arch105; ArmEv68; Attm200; BMath130; BChem98; BDS70; Chan125; CirLr190; Cook78; CraF82; DemLr130; DrTrp43; Dign68; Dip143; DSens68; DoeA80; DTrap45; Disgu110; Divin175; Draf130; DrgLr130; Eng150; RfayLr130; FauLr130; FAid43; Flet82; FlrLr130; GPerc95;

Gimm88; Hldy105; HerLr130; Hypn60; Lead75; LSO68; LckLr130; Mrit1175; Map105; Mech155; MedTr107; MetEv88; MetLr130; Mltg85; Mnem87; Music85; Nav98; PhRD130; Phys130; PLock47; Plnt113; Plnst98; Poet88; PsnLr130; PPerc88; PwrPc175; PwrPj175; PSp81; RdTck43; RMas78; Rune200; SHLr113; Sed83; SAmbA68; SRW95; Sing68; Smith90; SpMas155; S&H68; Star98; StnEv88; StnLr130; Stun45; Subd80; Surv98; Swim80; SymLr185; Tale75; TmSen88; Trick78; UnlLr130; WrLr185; Wood85.

Spells: All Base Alchemist, Conjuror, Magician and Runemaster lists (to 50th); Entity Mastery (to 10th); Other Essence lists; Spell Wall (to 20th); Invisible Ways (to 20th); Essence's Perceptions (to 20th); Living Change (to 20th); Unbarring Ways (to 10th); Spell Reins (to 20th); Lesser Illusions (to 25th); Spell Enhancement (to 20th); Lofty Bridge (to 10th); Detecting Ways (to 25th); Dispelling Ways (to 30th); Delving Ways (to 20th); Shield Mastery (to 20th);

Spell Bonus: +30; Directed Spell OB: +170 (Lightningbolt).

Items:

— Mithril head circlet, x5 Essence spell multiplier, +50 to RR, DB, acts as a full helm.

— "Mistaglin", smoky laen broadsword, +40 intelligent (Will 55), can cast 50 points worth of Light Law spells per day (Very Hard, -20) Attunement).

— "Hasca," ithildin longbow, +30, x 10 range.

— 20 arrows, +30.

— 10 mirennia berries (heals 10 hits when eaten).

ALKARIM, MASTER ALCHEMIST

Age: 50. **Eyes:** brown. **Hair:** black moustache and beard. **Build:** stocky. **Height:** 5'7". **Race/Sex:** Human (Daubur)/M. **Skin:** pale. **Demeanor:** industrious, serious. **Dress:** leather apron over work clothes. **True Attitude:** happy, dedicated.

All his life, Alkarim has honed his skills as he would a blade he has forged. The Master Alchemist's job is to fabricate the items needed by the University. Because this keeps him very busy, he assigns his students to manufacture more mundane articles, while he concentrates on works of high art and magic items of note.

Hits: 125. **Melee:** +70MAsw. **Missile:** +120hcb*.

AT(DB): 1(40)*. **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 25. **Profession:** Alchemist/Mage. **Stats:** St-80; Qu-90; Em-100; In-70; Pr-75; Ag-98; Co-85; Me-97; Re-99; SD-95. **Will:** 70. **AP:** 55. **PP:** 75 x 3 = 225. **Base Rate:** 55'.

Skill Bonuses: AMath108; Adv77; Alcmy153; Appr110; Arch108; ArmEv122; Attm147; BMath133; BChem100; BDS72; Chan90; CirLr108; Cook132; CraF132; DemLr133; DrTrp71; Dip152; DSens56; DTrap60; Divin127; Draf133; DrgLr133; eng143; FayLr108; FauLr108; FAid47; Flet102; FlrLr108; GPerc78; Gimm122; HerLr133; Lead37; LWork112; LSO81; LckLr133; Map133; Mech155; MedTr62; MetEv122; MetLr143; Mine100; PhRD133; Phys133; PLock63; Plnt122; PsnLr133; Perc101; PwrPc160; PwrPj140; RMas85; Rune147; Scpt122; Scmg60; Smith147; SpMas115; S&H45; Stone122; StnEv122; StnLr133; SymLr133; TmSen98; URP80; WrLr133; WpnEv122; Wood122.

Spells: All Base Alchemist lists (to 30th); FireLaw (to 15th); Ice Law (to 15th); Spell Wall (to 20th); Spell Reins (to 20th); Rune Mastery (to 25th); Dispelling Ways (to 20th); Unbarring Ways (to 20th); Shield Mastery (to 20th); Detecting Ways (to 10th); Elemental Shields (to 20th); Delving Ways (to 20th);
Spell Bonus: +21; Directed Spell OB: +70 (Icebolt, Firebolt).

Items:

- Platinum ring with inset rubies, +30 to DB and RR.
- Heavy crossbow, +30, self-cocking, may be fired every round.
- 20 quarrels, +20, mithril-tipped.
- Anvil of forging, x3 alchemist multiplier, allows free use of "Inorganic Skills" to 10th level.
- Various +20 mithril tools including:
 - shaping hammer: forms sheet metal over anvil
 - finishing hammer: smooths and polishes metal surfaces
 - engraving tools: cut grooves in metal
 - chasing tools: work flat metal from front and back to form three-dimensional images on metal surface
 - drawplates: used to draw very fine wire from larger strands
- 10 Yavethalion fruit (heals 5-50 hits when eaten)
- 15 Witav leaves (2 rounds of stun relief when eaten)
- 30 Breldiar flowers (-30 to maneuver and melee, +50 to spells and missile attacks, euphoric, lasts 1 hour)

JETHRIK KALOMAR, MASTER DELVER

Age: 36. **Eyes:** brown. **Hair:** black. **Build:** stout. **Height:** 5'11". **Race/Sex:** Human (Emerian)/M. **Skin:** light tan. **Demeanor:** slovenly, distracted. **Dress:** unkempt robes. **True Attitude:** curious, studious.

Jetherik Kalomar has been a bookish recluse all of his life. When in his teens, his parents sent him off to a prestigious school in central Emer. The Master Delver's adventures on the way to this school and the University of Magical Arts are the only real world experiences he has ever had. Here, in charge of his own Hall, he cloisters himself among his books, forsaking human company.

Hits: 107. **Melee:** 124ba*. **Missile:** +80da*.

AT(DB): 2(10). **Sh:** N. **Gr:** N. **MovM:** +5.

Lvl: 18. **Profession:** Delver/Mage-Bard. **Stats:** St-89; Qu-94; Em-98; In-75; Pr-67; Ag-80; Co-88; Me-98; Re-95; SD-85. **Will:** 50. **AP:** 51. **PP:** 36 x 2 = 72. **Base Rate:** 60'.

Skill Bonuses: AMath64; AlcmY124; Ant104; Appr104; ArmEv96; Attm80; BMath74; BChem71; CirLr61; Climb15; Cook96; CraF94; DemLr104; DtTrp48; DfoeA66; DTrap55; Divin69; Draf79; DrgLr104; Eng104; FayLr104; FlrLr104; GPerc76; Gimm96; HerLr104; LWork96; LckLr104; MAst71; Map104; Mech96; MedCl65; MetEv104; MetLr104; PhRD104; PsnLr104; PPerc53; PwrPc88; PwrPj88; RMas98; Runes80; Smith94; S&H28; Stone94; StnEv104; StnLr104; Stun71; SymLr55; TmSen80; WrLr55.

Spells: All Base Delver lists (to 20th); Spell Wall (to 10th); Rune Mastery (to 20th); Unbarring Ways (to 10th); Detecting Ways (to 20th);

Spell Bonus: +18.

Items:

Magical Items, Herbs & Poisons:

- Battle axe, +20.
- Throwing dagger, +10.
- Quill of copies; anything penned by the quill will appear on all papers placed beneath.
- Spectacles of many tongues, allows user to understand all languages while worn (but not to speak them).
- Wand of shockbolts, Medium (-10) Attunement.

ADRASTA, MASTER ILLUSIONIST

Age: 28. **Eyes:** brown. **Hair:** long brown. **Build:** stocky. **Height:** 5'1". **Race/Sex:** Human (Yinka)/F. **Skin:** mahogany. **Demeanor:** carefree, joyful. **Dress:** robe of ever-changing color. **True Attitude:** haunted, insecure.

Adrasta fled the religious and political intolerance of her homeland while young. (The flight was precipitated by the death of her parents, who were tortured for their unorthodox beliefs. In her dreams she can still see their faces twisted in agony.) This living nightmare causes the Master Illusionist to cover up the pain of her past with the gaiety of the present. Consequently, Adrasta hosts festivities of one sort or another, hoping the noise and crowds will drown out the painful scenes and sounds in her mind.

Hits: 88. **Melee:** +80da*. **Missile:** +60da*.

AT(DB): 2(40)*. **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 22. **Profession:** Illusionist/Mage. **Stats:** St-79; Qu-96; Em-99; In-90; Pr-95; Ag-97; Co-92; Me-99; Re-98; SD-85. **Will:** 75. **AP:** 99. **PP:** 44 x 2 = 88. **Base Rate:** 55'.

Skill Bonuses: Act88; AlcmY86; Amb10; Attm127; BMath86; Camf160; Chan97; CirLr107; DemLr11; DtTrp101; Dip162; DSens106; DTrap57; Disgu82; Divin102; DrgLr11; Dup65; FayLr11; FauLr86; FlrLr86; GPerc104; HerLr86; HItem60; LPerc106; LckLr86; Map86; MedTr65; Mimc80; Mime82; PhRD132; PLock60; PInst68; Poet70; PsnLr107; PPerc81; PwrPc132; PwrPj107; PSp68; Rach86; RdTck106; Rune126; Sed68; SRW; 106; Sing62; Skil162; SpMas132; S&H82; Sur81; Swim40; SumLr107; Tale68; TmSen106; Trick105; Vent60; WrLr107.

Spells: All Base Illusionist lists (to 25th); Spell wall (to 25th); Invincible Ways (to 10th); Essence's Perceptions (to 20th); Living Change (to 20th); Essence Hand (to 20th); Spirit Mastery (to 20th); Unbarring Ways (to 20th); Spell Reins (to 20th); Physical Enhancement (to 10th); Lofty Bridge (to 20th); Detecting Ways (to 20th); Dispelling Ways (to 20th); Delving Ways (to 20th); Shield Mastery (to 20th); Rapid Ways (to 10th);

Spell Bonus: +20; Directed Spell OB: +85 (Shockbolt).

Items:

- Dagger, +20.
- Robe of ever-changing colors, x2 illusionist spell multiplier, +10 to DB, RR.
- Ring of power, constant "Self aura: on wearer (+15 DB, RR)
- Dice of chaos (see ICE's C&T, p.77).
- 2 applications of Yavethalion (heals 5—50 hits when eaten).



ENDASTOR, MASTER MAGICIAN

Age: 82. **Eyes:** brown. **Hair:** white. **Build:** slight. **Height:** 5'8". **Race/Sex:** Human (Hararchic)/M. **Skin:** black. **Demeanor:** fastidious, demanding. **Dress:** black tunic and cloak. **True Attitude:** orderly, egotistical.

Endastor leads a regimented life. His original darkness has mellowed over the years, and he no longer seems quite so fearsome. The Master Magician keeps his demon familiar, Mordaal, hidden most of the time. Endastor has yet to choose his replacement even though he nears the end of his life.

Hits: 100. **Melee:** +60ss. **Missile:** +60lcb*.

AT(DB): 8(50)*. **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 27. **Profession:** Magician/Mage. **Stats:** St-60; Qu-70; Em-100; In-80; Pr-90; Ag-95; Co-86; Me-98; Re-100; SD-90. **Will:** 80. **AP:** 97. **PP:** 81 x 3 = 243. **Base Rate:** 45'.

Skill Bonuses: Admin103; AMov38; AMath95; Alcm95; Attm165; BMath95; BDS61; Chan122; CirLr140; Cook45; DemLr150; Dip158; DSens65; Divin107; DrgLr115; FayLr115; FauLr95; FAid45; FlrLr95; Fly65; Fren91; GPerc62; Hldy75; HerL95; HosEv65; Lead68; LckLr90; MRit140; Map90; MedS101; MetLr115; Mnem89; Music70; Nav90; PhRd100; Pinst68; PsnLr115; Pper65; PwrPc142; Runes150; Sed65; SRW106; Sing58; SpMas142; S&H65; Star95; StnLr115; Stun40; Surv60; SymLr140; TmSen82; Trad75; TrdLr115; TumbA60; URP60; WrLr140; XenLr135.

Spells: All Base Magician and Evil Magician lists (to +30); Spell Wall (to 20th); Invisible Ways (to 10th); Essence's Perceptions (to 20th); Living Change (to 20th); Rune Mastery (to 20th); Spirt Mastery (to 20th); Essence Hand (to 10th); Spell reigns (to 20th); Unbarring Ways (to 10th); Lofty Bridge (to 10th); Detecting Ways (to 20th); Spell Enhancement (to 20th); Elemental Shields (to 20th); Dispelling Ways (to 3th); Delving Ways (to 20th); Shield Mastery (to 20th);

Spell Bonus: +21; Directed Spell OB: +150 (Lightningbolt).

Items:

— "Carnith", shortsword made of black laen with red veins; +30, whenever the sword delivers a crit, additional bleeding damage results: A+ 1 hit/rd., B = 2 hits/rd., C = 3 hits/rd., etc.

— Light crossbow, +20.

— Cloak of protection, gives wearer an effective AT of 8 and a +50 bonus to DB, RR.

— Daedhel familiar, Type II Elf-demon of shadow (5th level), has 15 power points and these lists: "Confusing Ways", "Hiding", and "Mystical Change" Mystic base lists to 5th level; stands 1 1/2' tall, appears thin, rubbery, winged and vaguely reptilian (AP 25) (For more details see ICE's *C&T*, pgs. 35, 38.).

— Wand of paralysis, Hard (-20) attunement, effects las 1 hour per 10% RR failure.

— Tailsman of light and dark, free use of levels 1-10 off "Light Law" and "Dark Law" spell lists, Very Hard (-20) Attunement

— 10 mirennia berries (heals 10 hits instantly when eaten).

CHEDAKI, MASTER MONK

Age: 85 (appears 45). **Eyes:** blue. **Hair:** long red. **Build:** stocky. **Height:** 4'10". **Race/Sex:** arctic Human (Umlti)/F. **Skin:** ruddy. **Demeanor:** fierce, quiet. **Dress:** white shirt and trousers. **True Attitude:** persevering, possessive.

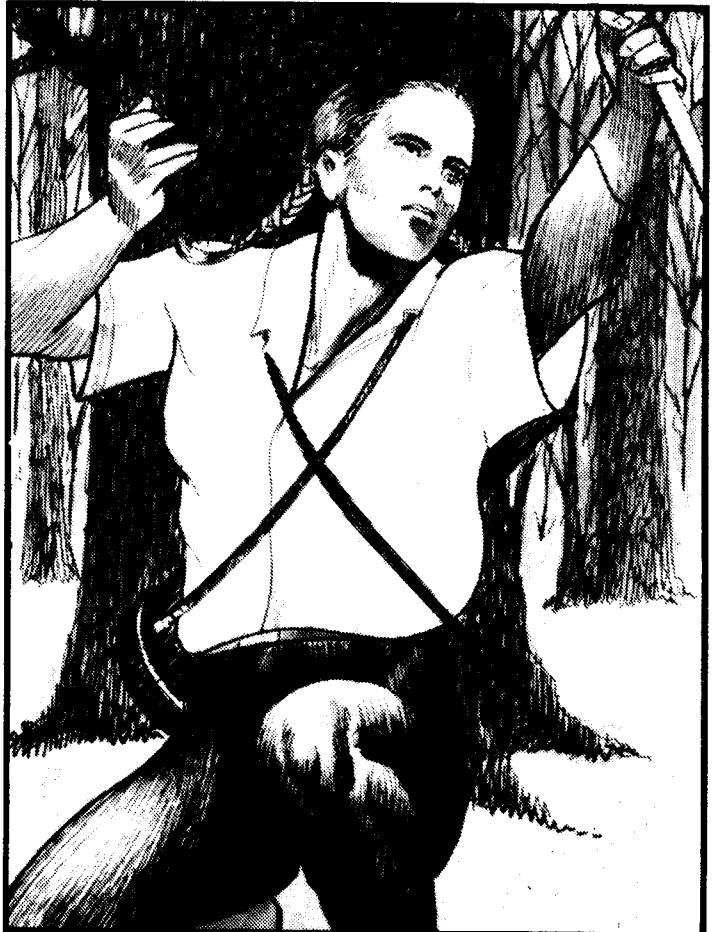
Chedaki came from a small island in the frozen north. The Master Monk's stern personality mirrors her upbringing. She views all life as a struggle for survival. Chedaki concentrates on teaching how to use opponents' strength against them, emphasizing cunning.

Hits: 162. **Melee:** +110MAst. **Missile:** +70cp*.

AT(DB): 1(110)*. **Sh:** N. **Gr:** N. **MovM:** +35.

Lvl: 20. **Profession:** Monk/Scout-Mage. **Stats:** St-99; Qu-98; Em-97; In-50; Pr-83; Ag-98; Co-100; Me-95; Re-96; SD-97. **Will:** 75. **AP:** 80. **PP:** 40 x 2 = 80. **Maneuvers:** +35. **Base Rate:** 60'.

Skill Bonuses: Acro110; Act53; AMov35; Amb10; AnmHd53; AnimH63; Ast63; AthG112; Attm35; BMath63; Beg53; BDS88; Chan30; Climb110; Cont85; DemLr53; Dign82; DSens82; DFoeU90; DrgLr53; FayLr53; FauLr53; FAid88; Flet45; FlrLr53; Forag55; Fren90; GPerc80; HerLr53; Herd53; HosEv65; Jump67; Lead60; LPerc57; MedH108; Midwf57; PhRd88; Plnst68; PsnLr63; PPerc63; PwrPc65; PwrPj65; Rac63; RevSk65; RMas68; Row92; Sail67; SHLr88; SambA82; Sing57; Skate90; Ski90; Sprr85; S&H90; Star53; Stun90; Subd90; Swim80; TmSen80; Tumb110.



CHEDAKI

Spells: All Base Monk lists(to 20th); Spell Wall(to10th); Essence's Perceptions(to 10th); Essence Hand(to 10th); Unbarring Ways(to 10th); Physical Enhancement(to 10th); Detecting Ways(to 10th);

Spell Bonus: Base Spell Bonus: +20.

Items:

- Bracers of Yan, +15 to OB, DB, maneuvers, and orientation, x 2 monk multiplier.
- Composite bow, +10.
- 20 arrows, +10.
- 5 mirennia berries (heals 10 when eaten).
- 3 suranie berries (1 round of stun relief.).

IZNAEMIN, MASTER RUNEMASTER

Age: 24. **Eyes:** black. **Hair:** black. **Build:** stocky. **Height:** 5'9". **Race/Sex:** Dark Tribe (Zulzendi)/M. **Skin:** brown. **Demeanor:** disorganized, hasty. **Dress:** loose robes. **True Attitude:** unpredictable, childish.

Young and rebellious, Inzaemin is the least mature of all the Masters. His former desert home did not temper the personality of this prince of the dark tribesmen. He hungers for power and has never faced true adversity, having reached the Magic Isle remarkably easily. He does not enjoy teaching and will often persuade students to choose another Master.

Hits: 90. **Melee:** +40MAsw. **Missile:** +60sh*.

AT(DB): 2(25). **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 24. **Profession:** Runemaster/Mage. **Stats:** St-75; Qu-99; Em-99; In-89; Pr-80; Ag-95; Co-86; Me-99; Re-98; SD-91.

Will: 65. **AP:** 87. **PP:** 48 x 3 = 144. **Base Rate:** 60'.

Skill Bonuses: AMath87; AlcmY87; Appr45; Arrm126; BMath87; BDS56; Brw135; Chan69; CirLr154; Cook45; Dance35; DemLr134; DSens81; Divin142; Dows96; DrgLr87; FayLr87; FauLr87; FlrLr87; Forag35; Fren64; Gamb35; GPerc53; Hldy87; HerLr144; HosEv65; Hypn75; LPerc56; MRit1154; Map87; MedTr75; MetLr87; Nav77; PhRD87; PsnLr75; PPerc56; PwrPc139; PwrPj159; Prop62; RacH87; RdTck81; RegLr70; Runes150; Scrmg60; SRW85; SpMas114; S&H65; Star87; StnLr99; Surv55; SymLr154; TmSen81; Trad72; TradL87; URP80; WrLr154; Wea104; XenLr112.

Spells: All Base Runemaster lists (to 25th); Light Law (to 5th); Spell Wall (to 20th); Spell Reins (to 25th); Essence's Perception (to 20th); Lofty Bridge (to 20th); Essence Hand (to 25th); Spell Enhancement (to 25th); Unbarring Ways (to 10th); Dispelling Ways (to 25th); Physical Enhancement (to 20th); Shield Mastery (to 20th); Detecting Ways (to 20th); Rapid Ways (to 20th); Delving Ways (to 20th);

Spell Bonus: +21; Directed Spell OB: +65 (Shockbolt).

Items:

- 6" metal wand, x3 Runemaster multiplier, tip may also be used as a writing instrument and to inscribe runes.
- Shuriken, +20.
- Numerous runes on scrolls (roll randomly on Tables, pgs. 67-68 of ICE's C&T for each rune sought).
- 3 Winclamit fruit (heals 3-300 hits when eaten).
- 5 applications of Ondokambaplus (level 2 green venom slowly turns victim to stone).

THE COLLEGE OF ARCANES MAGIC

Subjects studied in the Tower of Arch-Mage are as diverse as they are little-known. The College of Arcane Magic is consistently the smallest in terms of students. Servants attend to duties only on the lower library levels. It is considered a mark of graduating to a higher level of learning when one attends this College. Its magic is thought to be the most complex, powerful, and primal of all the Colleges.

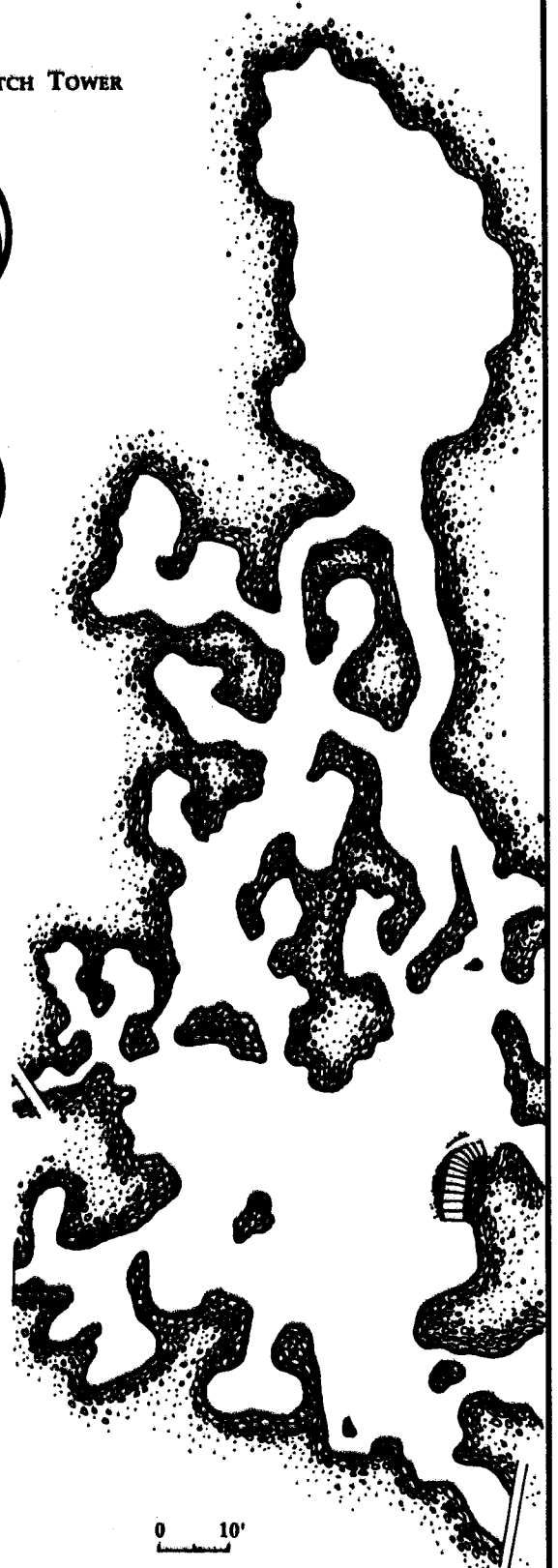
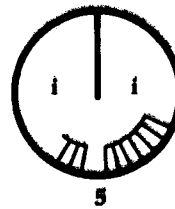
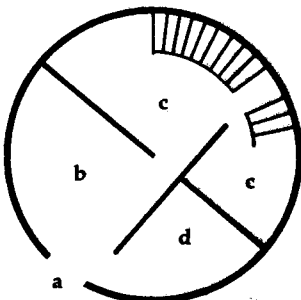
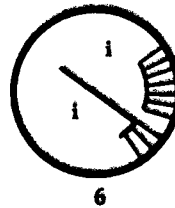
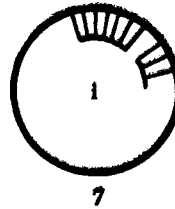
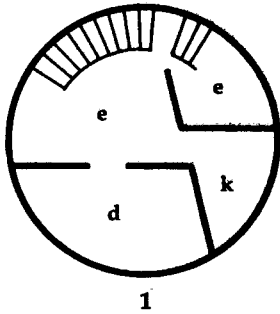
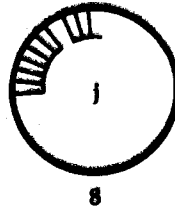
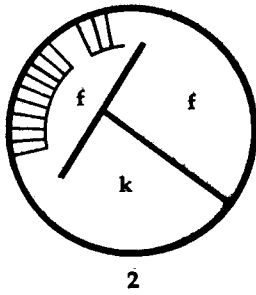
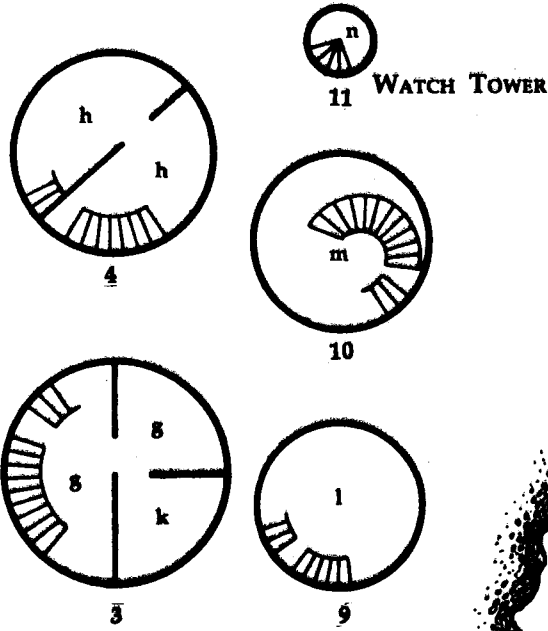
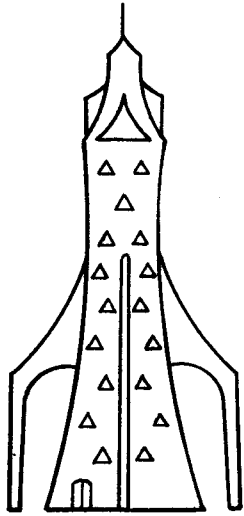
THE TOWER AND CAVERN OF THE ARCH-MAGE

The Tower of the Arch-Mage stands in the lowlands of the Magic Isle, near the Halls of Essence. The Tower is a slender spire, shaped from obsidian and black volcanic rock in ages past. It is rumored to be the most ancient building on the Isle. Smooth rock faces are imbued with subtle magic to slow its weathering. Graceful stone piers rise on four sides of the Tower, buttressing its great mass. This tower houses Arcane lore collected over centuries, while in the caverns below, the dead of the Magic Isle are laid to rest. The students and Masters reside in nearby houses; the upper most floors of the Tower are reserved solely for the Arch-Mage.

THE TOWER OF THE ARCH-MAGE AND THE CAVERNS BENEATH

- a. Entrance.** Great double doors (8' high) are kept open during the day and locked at night (Sheer Folly(-70) to unlock). Regardless, anyone who harbors feelings of hatred or violence cannot enter unless a RR vs. a 60th level attack is made. A librarian (generally an advanced student) stands at the door to act as guard and guide.
- b. Reading room.** Those not allowed access to the upper libraries may have volumes brought here for perusal.
- c. Library of Literature.** These rooms are open to all, and contain an impressive number of works including poetry, prose, and theatrical drama dating from centuries past to the present day.
- d. Private study rooms.** In these rooms, students of Arcane Magic may read their texts without interruption, since there is a permanent "Silence" blanketing the area.
- e. Library of Natural Studies.** Only Masters, librarians, students of Arcane Magic and those on special assignment may come into these chambers. Unauthorized people will not be able to ascend without making a RR vs. a 60th level attack (a failed roll indicates the person must turn back). The library contains volumes on the physical sciences, philosophy, and racial histories.
- f. Library of Supernatural Studies.** Only librarians and Masters may freely enter this place without first undergoing a 60th level attack, or turn back. These rooms contain many valuable texts relating to magical phenomenon, beast lore, and other worldly subjects. All volumes are protected with a 60th level rune of sleep to prevent unwanted eyes from scanning the pages.
- g. Library of Magic.** Also a restricted area, only Masters and librarians may freely enter. All others must make a RR as detailed above. These hallowed rooms hold scrolls containing runes of all spells, grouped by profession and list. All scrolls are protected by a 60th level Ward of paralysis.
- h. Rare and Ancient Volume Repository.** Over the centuries, many volumes of ancient and forgotten lore have found their way into the library of the Arch-Mage. These books are seldom read, and only in the presence of a librarian, since their age makes them brittle and susceptible to casual damage. Like the lower levels, this floor is protected from intrusion by a 60th level attack, preventing anyone from entering who is not authorized. Among the works are examples of Elven writings, ancient histories, and texts from the Second Era of Ire.

TOWER OF THE ARCH MAGE



CRYPTS OF PASSAGE

i. Librarians' living quarters. The few students who are advanced in their studies and profess interest in ancient lore are entrusted with the respected title of librarian. Librarians occupy three levels in the Tower of the Arch-Mage, resting, sleeping and studying in these rooms.

j. Sitting room and guest quarters. The Arch-Mage entertains guests in this comfortably furnished room. If the guest intends to remain overnight, the room doubles as a sleeping area.

k. Classrooms. Furnished with desks and chairs, these rooms are used by students and Masters to study scrolls and texts. Masters must personally escort their pupils to those classrooms guarded by the 60th level Repulsion effect. The presence of a Master allows his or her pupils to pass freely.

l. The Arch-Mage's private study. Light streaming into this room passes through elaborately crafted stained glass windows, creating a rainbow effect. Plush blue rugs and soft chairs make this a relaxing place for the Arch-Mage to carry out research and attend to her many duties. In her desk is a locked box 6" x 3" x 2" which is Extremely Hard (-40) to open. In the rosewood box is an amulet of silver, rubies and sapphires which will protect the wearer from any natural environment's consequences. (For example, the wearer could breathe under water, survive molten lava, live in the vacuum of space, etc.)

m. The Arch-Mage's meditation chamber. The Arch-Mage comes here after the trials of the day to relax and meditate. The walls are covered by colorful tapestries. A low, firm bed doubles as a meditation platform and sleeping area. The incense which the Arch-Mage uses to ease her mind adds a +30 bonus to all meditations.

n. Watchtower. Set into the walls of this room are diamond-shaped panes of clear lean, providing a 360 degree view of the surrounding countryside. The laen panes magically magnify one's perceptions by a factor of 10, giving the effect of low-power binoculars (Easy (+15) Attunement).

o. The Cavern and Crypts of Passage. Descending the stairway from the ground floor of the Tower, one comes upon the underground haunt of Scarroth, Master Necromancer. Scarroth tends the University's dead. Although the crypts are open to all, few frequent them. The large central chamber (some 50' below ground level) is reserved for mortuary and embalming practices, the sole occupation of Scarroth (besides teaching). In a large metal vat Scarroth brews viscous fluids and resins used in preserving corpses. Shelves along the walls contain glass vials of aromatic spices for desiccation. Herbs not indigenous to the Magic Isle hang from the rocky ceiling until sufficiently dried to be powdered or shredded, their essential oils distilled. Scarroth makes his own burial shrouds and wrappings from fine linen cloth, carrying on the ancient traditions of his predecessors.

From the central chamber run narrow passageways. These widen at points into numerous niches and small alcoves. Within these rocky cavities rest the bodies of the dead. The corpses vary in condition, some form the earliest age being no more than piles of dust. Others are much more intact, although shrunk and shrivelled.

Locked within the dried husks is the lore of ancient times. The Master Necromancer is not reluctant to summon the dead spirits to gain lost secrets of the past, either for himself or other Masters. Scarroth considers these bodies his own personal reference library and guards them jealously.

Note: The illustration of the Crypts shows a representative portion of the larger complex.

MASTERS OF ARCANE MAGIC

The College of Arcane Magic teaches the professions of Astrologer, Crystal Mage, Mystic, Necromancer, Sorcerer and the Archmage profession. This College offers every spell list available in the Gamemaster's world (after all, this is a college of advanced studies). The Arch-Mage acts as overseer of this and all other Colleges.

ALTOS, MASTER ASTROLOGER

Age: 64. **Eyes:** hazel. **Hair:** brown. **Build:** slight. **Height:** 5'11". **Race/Sex:** Human (Emerian)/M. **Skin:** light tan. **Demeanor:** serious eccentric. **Dress:** black robes with heavenly symbols. **True Attitude:** sagacious, deliberate.

Altos has spent his life gazing into the heavens for signs and solace. The Master Astrologer found his way to the Magic Isle following portents of the stars. He is something of a recluse, only journeying outdoors on clear nights. His odd hours and habits make it difficult for him to interact with his students, so he often leaves notes and assignments tacked to his office's door.

Hits: 132. **Melee:** +65MAsw. **Missile:** +90lc6*.

AT(DB): 2(20)*. **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 30. **Profession:** Astrologer/Animist-Bard. **Stats:** St-77; Qu-69; Em-87; In-81; Pr-98; Ag-96; Co-90; Me-98; Re-95; SD-97. **Will:** 80. **AP:** 91. **PP:** 60 x 3 = 180 **Base Rate:** 50'.

Skill Bonuses: Admin88; AMath133; Alcm88; Arch88; Ast143; Attm107; BMath133; BDS67; Chan135; CirLr88; Cook65; DemLr88; Dip170; DSens112; Divin137; Draf103; DrgLr113; Eng88; FayLr113; FauLr88; FAid62; FlrLr88; GPerc90; Gimm68; HerLr88; Lead68; MRit188; Map113; Mech85; MedS192; MetLr113; Mnem65; Nav113; PhRD113; Phys113; Plnt105; PwrPc100; PwrPj115; Runes82; Smith62; SpMas90; S&H43; Star145; StnLr113; Sub58; Swim40; SymLr133; TmSen112; WrLr133; Wea135; XenLr113.

Spells: All Base Astrologer lists(to 30th); Spell Defense(to 20th); Calm Spirits(to 10th); Weather Ways(to 20th); Symbolic ways(to 10th); Purifications(to 10th); Lore(to 10th); Concussion's Ways(to 10th); Nature's Law(to 10th); Delving(to 10th); Sense Mastery(to 20th); Cloaking(to 10th); Shifting(to 10th); Damage Resistance(to 20th); Mind Mastery(to 5th); Attack Avoidance(to 20th); Mind's Door(to 5th); Self Healing(to 20th); Movements(to 20th); Detections(to 20th); Illusions(to 20th); Warding Ways(to 10th);

Spell Bonus: +45; Directed Spell Bonus + 92 (Shockbolt).

Items:

Magical Items, Herbs & Poisons:

— Ornately carved gold ring, +20 bonus to DB and RR'.

— Light crossbow, +25.

— Telescope with laen lenses, +20 to visual perceptions, x100 magnification.

— Silver talisman, x3 astrologer spell multiplier.

— Quill of writing: A quill of the fabled Awehei bird, which frees its owner of the laborious task of writing. The owner (last to touch it) needs only to be within voice range (20'), make a Routine (+30) Attunement, and the quill will put his words on the paper provided.

— 8 Applications of Yavelthalion (heals 5-50 hits when eaten).



ALTOS

MORESTRA, MASTER MYSTIC

Age: 57 (appears 30). **Eyes:** grey. **Hair:** blonde (long, braided). **Build:** average. **Height:** 5'9". **Race/Sex:** mixed Human (Zori)/F. **Skin:** fair. **Demeanor:** mysterious. **Dress:** green tunic and trousers. **True Attitude:** cautious, brave.

Trained in combat from youth, Morestra has always fought someone for something. She submerges her inner conflict through playing the role of the Master Mystic, yet in the self-contradictory lessons she teaches, one may discern the dichotomy that divides her: life is sustained by death, faith is fulfilled by doubt, peace is gained through war, and existence is defined by that which does not exist.

Hits: 155. **Melee:** +90sp*. **Missile:** +90sp*.

AT(DB): 1(75)*. **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 28. **Profession:** Mystic/Mage-Bard. **Stats:** St-90; Qu-95; Em-98; In-81; Pr-97; Ag-97; Co-92; Me-90; Re-99; SD-95. **Will:** 85. **AP:** 92. **PP:** 56 x 3 = 168. **Base Rate:** 65'.

Skill Bonuses: Acro65; Act70; AMov93; Arch62; AthG40; Attm106; BMath62; BDS138; Camfl92; Chan99; CirLr84; Climb40; Cook43; DemLr87; DtTrp77; DSens84; DFoeA65; DTrap35; Disgu95; Divin96; DrgLr87; Dup90; FayLr87; FauLr87; FAid45; FlrLr87; Fren138; GPerc82; HerLr87; Lead90; LPerc84; LSO84; MAst65; MedTr138; Mimc62; Mimir68; Mnem133; PhRD87; PInst37; PsnLr87; PwrPc114; PwrPj114; RacH87; Rune81; SAmbA84; Sing37; S&H98; Star87; Stun70; Subd65; Surv114; SymLr84; TmSen80; Trick88; TumbA65; WrdLr84

Spells: All Base Mystic lists (to 30th); Delving (to 10th); Mind Mastery (to 30th); Anticipations (to 10th); Telekinesis (to 10th); Self-Healing (to 10th); Detections (to 10th); Warding Ways (to 10th); Spell Wall (to 20th); Invisible Ways (to 10th); Essence's Perception (to 20th); Lofty Bridge (to 10th); Unbaring Ways (to 10th); Dispelling Ways (to 10th); Physical Enhancement (to 10th); Familiars's Law (to 5th); Lesser Illusions (to 20th); Delving Ways (to 20th);

Spell Bonus: +44; Directed Spell Bonus +65 (Shockbolt).

Items:

- Spear +25.
- Eog head circlet of protection, +25 bonus to DB, RR; acts as full helm.
- Cloak of the mystic, x3 mystic multiplier, +30 to Stalk and Hide, Camouflage, and Surveillance.
- Wand of metal bolts, resolve as light crossbow attack, medium (-10) Attunement.
- Veil of the cliff path: when worn leads the way to closest reasonably safe path up or down a cliffside or mountain (within one mile).
- 7 applications of Gefnul (heals 100 hits when eaten).
- 10 Suranie berries (1 rd. of Stun relief when eaten).
- 16 oz. of grapeleaf nectar (intoxication and dreams for 2 hours, full days nutrition).

VORSAUVIX, MASTER SORCERER

Age: 43. **Eyes:** brown. **Hair:** auburn. **Build:** slight. **Height:** 5'10". **Race/Sex:** Human (Duranaki)/M. **Skin:** tan. **Demeanor:** friendly, well-meaning. **Dress:** orange and black robes. **True Attitude:** destructive, domineering.

Criticized as a child for his penchant of breaking things, the Master Sorcerer has always felt ashamed of his natural talent for destruction. He has never dared to befriend anyone for fear of destroying them, as he has ruined everything else he has touched. Although he is friendly and well-liked, he continues to feel ostracized. He paints and sculpts beautiful works of art (which reflect his inner torment).

Hits: 105. **Melee:** +60MAst. **Missile:** +60sb.

AT(DB): 2(55)*. **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 25. **Profession:** Sorcerer/Mage-Animist. **Stats:** St-79; Qu-91; Em-98; In-97; Pr-86; Ag-93; Co-87; Me-96; Re-95; SD-85. **Will:** 65. **AP:** 66. **PP:** 50 x 3 = 150. **Maneuvers:** +10. **Base Rate:** 60'.

Skill Bonuses: Alcm61; Ast61; Attm133; BMath86; BDS86; Chan130; CirLr120; Cook62; DemLr106; Dign50; Divin108; DrgLr86; FayLr86; Fren86; GPerc86; HerLr86; Hltem66; Hypn78; Intg82; Lead80; MRit1105; MedSl86; Mnem58; Paint92; PhRD86; PPckt62; PsnLr106; PPerc103; PwrPc135; PwrPj133; PSp62; Rach86; Rune128; Sclpt82; SRW109; SpMas108; S&H35; Star61; Surv58; SymLr120; TmSen86; Trick48; URP62; WrdLr105; XenLr61.

Spells: All Base Sorcerer lists (to 25th); Ethereal Mastery (to 20th); Spell Wall (to 10th); Lofty Bridge (to 10th); Essence's Perceptions (to 10th); Dispelling Ways (to 20th); Rune Mastery (to 20th); Essence Hand (to 20th); Detecting Ways (to 20th); Delving Ways (to 20th); Barrier Law (to 10th); Symbolic Ways (to 20th); Sound's Way (to 20th); Lore (to 10th); Light's Way (to 10th); Purification (to 10th); Concussion's Ways (to 10th);

Spell Bonus: Base Spell Bonus: +42; Directed Spell OB: +112 (Shockbolt).

Items:

- Gold plated belt, x3 sorcerer multiplier, +30 bonus to DB and RR.
- Short bow +15.
- 20 arrows +10.
- Wand of aging: ages target item 10 years for every round of use, Very Hard (-40) Attunement.
- Boots of speed; these dark leather boots can cast 25 power points per day from the "Rapid Ways" list.
- 14 applications of Dugmuther (heals 10 hits instantly when eaten).
- 4 Marku nuts (gives infravision for 6 hours after eating).
- 8 applications of Taynaga (8th level powdery brown poison, sterilizes and give 5-50 hits).



SCARROTH, MASTER NECROMANCER

Age: 44. **Eyes:** brown. **Hair:** brown. **Build:** stocky. **Height:** 6'6". **Race/Sex:** High Human (Udahir)/M. **Skin:** reddish-brown. **Demeanor:** secretive, inscrutable. **Dress:** black robes (magical). **True Attitude:** scholarly, protective.

Scarroth prides himself on his knowledge about things undead. The Master Necromancer attends to all the dead on the Magic Isle, preserving their remains for later reference. He never leaves his isolated sanctuary in the Crypts of Passage, so few students know of his existence.

Hits: 188. **Melee:** +90da*. **Missile:** +75da*.

AT(DB): 11(55)*. **Sh:** N. **Gr:** N. **MovM:** +5

Lvl: 35. **Profession:** Necromancer(Evil Cleric)/Animist-Mage.

Stats: St-76; Qu-76; Em-100; In-99; Pr-71; Ag-90; Co-96; Me-97; Re-95; SD-85. **Will:** 75. **AP:** 71. **PP:** 88 x 3 = 264. **Base Rate:** 55'.

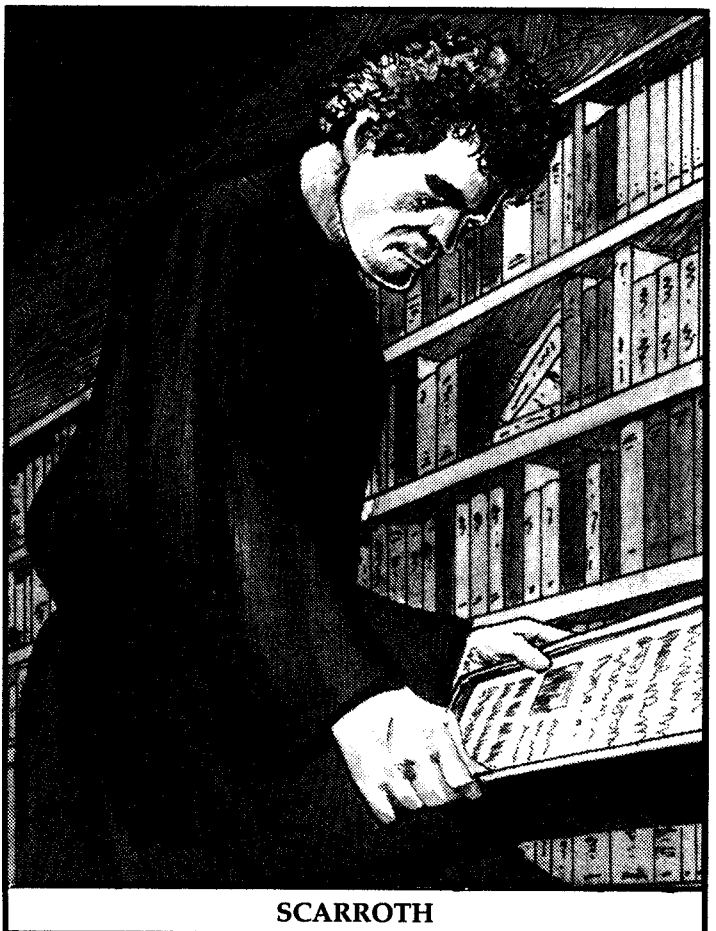
Skill Bonuses: Alcmy77; AnimH120; Attm120; BMath77; BChem90; BDS75; Cav80; Chan117; CirLr112; Climb30; Cook60; DemLr132; Dign118; DSens43; Divin120; DrgLr77; Faid115; GPerc68; HerLr87; Hypn155; Lead82; LPerc43; LckLr112; MRit187; MedD88; MedS182; MetLr87; PhRD112; PLocks38; PsnLr112; PPerc88; PwrPc112; PwrPj120; RMas60; Runes120; SAid118; SKill62; Ski30; S&H30; StnLr112; Stun30; SymLr112; TmSn68; UnlLr145; URP82; WrdLr112.

Spells: All Base Necromancer lists (to 30th); Metal Lore (to 6th); Stone Lore (to 6th); Spell Defense (to 20th); Blood Law (to 5th); Detection Mastery (to 20th); Bone Law (to 5th); Sound's Ways (to 10th); Organ Law (to 5th); Light's Way (to 10th); Muscle Law (to 5th); Purifications (to 10th); Nerve Law (to 5th); Concussion's Ways (to 10th); Calm Spirits (to 5th); Creations (to 5th); Symbolic Ways (to 20th); Lore (to 15th); Essence's Perceptions (to 10th); Invisible Ways (to 10th); Rune Mastery (to 20th); Living Change (to 5th); Essence Hand (to 10th); Spirit Mastery (to 5th); Unbarring Ways (to 10th); Spell Reins (to 5th); Lesser Illusions (to 20th); Lofty Bridge (to 10th); Delving Ways (to 20th); Dispelling Ways (to 20th); Shield Mastery (to 10th);

Spell Bonus: +47; Directed Spell OB: +98 (Darkbolt).

Items:

- Skull talisman, x3 necromancer multiplier.
- Black robes of protection, provides a 55 bonus to DB and RR, is AT 11.
- Dagger +20.
- Gloves of Death; any Necromancer wearing these gloves of black leather can instantly kill anything he touches, Very Hard (-30) Attunement (RR).
- Goblet of purification; this silver goblet will neutralize any poison inside of it; once per week it can transform any liquid into a Potion of Restoration (see ICE's C&T, pg.72).
- 13 applications of Ul-Naza (lvl 50 antidote for any poison).
- 6 Winclamit fruit (heals 3-300 hits when eaten).



SCARROTH

THE ARCH-MAGE (ROMENAS MORENNA)

Age: 114 (appears 40). **Eyes:** brown. **Hair:** sandy. **Build:** slight. **Height:** 6'5". **Race/Sex:** half-Elven (Annatean)/F. **Skin:** dark tan. **Demeanor:** humble, kind, helpful. **Dress:** multi-colored robes. **True Attitude:** protective, loving.

Upon assuming the mantle of Arch-Mage, Romenas Morenna lost her former identity, becoming the manifestation-in-flesh of all that the University stands for. She shrouds her past, preferring not to let her former life interfere with her present duties.

Although she will avoid prying questions about herself, the Arch-Mage is open and friendly in other respects. She enjoys strolling about the Magic Isle, conversing with students and Masters alike. Her lighthearted attitude hides her deeper concerns and thoughts. She is frequently in contact with the Spirit of the Magic Isle, sensing all activity through it. Her vigilance stems from a feeling of protectiveness for all life on the island.

She is not easily moved to action, but neither is she complacent. Her neutrality reflects the tradition of the University to remain aloof from outside affairs. Her strongest motivation is the safeguarding of the ancient lore preserved within the University of Magical Arts. The Arch-Mage would have no reservations about dealing harshly with anyone violating the sanctity of her libraries.

Hits: 180. **Melee:** +60MA_{sw}. **Missile:** +60sl*.

AT(DB): 4(95)*. **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 60. **Profession:** Archmage. **Stats:** St-84; Qu-91; Em-100; In-101; Pr-99; Ag-96; Co-97; Me-99; Re-98; SD-100. **Will:** 120. **AP:** 97. **PP:** 160 x 10 = 1600. **Base Rate:** 75'.

Skill Bonuses: Admin150; Amov87; AMath140; Alcmv170; AnimH72; AnimT53; Ant153; Appr45; Arch145; Asst135; Attm165; BMath145; BChem135; BDS110; Chan170; CirLr150; cook70; Cra68; Dance75; DemLr170; Dign75; Dip110; DSens75; Divin138; Draf145; DrgLr170; Eng145; FayLr170; FauLr145; FAiid70; Flr145; GPerc97; Hldy135; HerLr145; Lead75; LPerc75; MRit113; Map135; Mech145; MedC113; MedH130; MedTr132; MetEv95; MetLr170; Mnem128; Music72; Nav150; PhRd200; Phys135; Plnt147; Pinst90; Poet95; PsnLr145; PPerc75; PwPc155; PwPj138; PSp98; Rach170; Runes150; SHLr147; Sed78; SAmbA75; SRW98; Sig88; Sing100; SpMas138; S&H68; Star170; StnEV95; StnLr170; Stun65; Subd70; Swim70; SymLr150; Tale95; TmSen95; Trad72; TrdLr170; Trick95; Tumb88; URP95; WrdLr150; Wea198; XenLr170.

Spells: All Arcane Spell lists (to 30th); Mind Speech (to 50th) (Mentalist); Light Law (to 30th) (Magician); True Perception (to 50th) (MSeer); Dark Law (to 30th) (Necromancer); Analysis (to 25th) (Sage); Channels (to 30th) (Cleric); Absorb Knowledge (to 50th) (Sage); Time's Bridge (to 30th) (Astrologer); Hiding (to 50th) (Mystic); Spirit Healing (to 25th) (Shaman); Spell Defense (to 30th); Symbolic Ways (to 30th); Sound's Way (to 10th); Lore (to 10th); Purifications (to 10th); Concussions Ways (to 10th); Rune Mastery (to 30th); Spell Reins (to 20th); Lesser Illusions (to 10th); Lofty Bridge (to 10th); Spell Enhancement (to 20th); Dispelling Ways (to 20th); Self-Healing (to 20th); Sense Mastery (to 20th); Detections (to 10th); Mind Mastery (to 30th); Warding Ways (to 30th);

Spell Bonus: Base Spell Bonus: +100; Directed Spell OB: +150* (Lightningbolt).

Items:

— Head circlet of the arch-Mages, x10 Archmage multiplier; gives wearer an armor type of 4 and a +50 bonus to DB, RR, and EAR. Protects as a full helm; wearer may control the Spirit of the Magic Isle (Sheer Folly (-70) Attunement). An artifact of the first Arch-Mage, only the true Arch-Mage may wear the circlet; others who put it on must make a RR vs. a 100th level Absolution Pure

— Sling +20, one mile range.

— Cloth of feasts: a finely woven square of white linen, 5' x 5'. Once per day it may be spread and given the command, "Worthy cloth, provide us with exotic and tasteful dishes!" Festive food for four people appears in flagons and plates (which disappear after one hour). Bundling the remains in the folds of cloth immediately banishes them, along with any stains or spills. Routine (0) Attunement.

— Quartz of Grabbing; when held and concentrated on (Medium (0) Attunement), it can transfer one dropped or loose item (up to 50 lbs.) within 100' to the holder's empty hand.

— 5 applications of Vulcurax (lifegiving if used within 30 days of death).

— 3 Lestagii crystals (restores any one stat loss when eaten).

PART III

• ADVENTURE •

JOURNEY TO THE MAGIC ISLE

In the highlands of Uman Island is a place few native islanders visit. A steep rise of dark, glassy rock marks the final resting place of an ancient, crumbled volcano. Grey and jagged in places, black and smooth in others, it rises more than 3000' above the foothills and black sands. Such a daunting climb can not be made lightly, for common wisdom has it that the region is haunted.

A safe ascent can be made if the site of the climb is chosen astutely, and if the climber is skilled. The occasional outcropping of sharp, glassy rock can slice flesh as easily as cloth. A strange sight greets those who arrive at the summit. Unseen from the lowlands, a large deep pool of cold, clear water greets the intrepid adventurer. Enchanting mists cling to the surface of the Hidden Tarn, obscuring one's vision of the opposite shore.

A few hunters and fishermen travel the Uplands and reach the Hidden Tarn, but only during the day. At night, the winds, lights, and sounds frighten away all but the hardest souls. Those individuals who remain in the Uplands are likely to be affected by the emanations of the Magic Isle. Its enchantments act to draw these people back time and time again, making them loath to return to civilization. They often wander the shores of the Tarn, shunning home and family for the magical ambiance which has ensnared their spirits. It is not surprising that the folk of Thering, Undara, and Ohni fear the fey mood which can strike their inhabitants, and why they caution all newcomers of the bewitchment of the Hidden Lake.

Apprentices seeking greater knowledge journey from distant lands to Uman Island. Overcoming the warnings of the town-dwellers is only the first step to reaching the University. The black, rocky shores of the Hidden Tarn present a second challenge of faith. Watching the grey, swirling mists, an apprentice may have misgivings about the existence of the Magic Isle. Perhaps their mentor was incorrect. Perhaps the quest was in vain. The greatest obstacle the aspirant must overcome is his own doubts.

Former students may return to the Magic Isle as pilgrims. Often they come to repay the University for their schooling or to renew old friendships. Pilgrims will not aid aspirants crossing the Tarn with physical, magical, or emotional support. This is because they were once aspiring students themselves and know the importance of overcoming the Master's first test through inner strength and resolve.

1 • THE TALE

In this adventure, newly drawn-up spell using player characters will encounter various people, both PCs and NPCs, on the way to finding the Magic Isle. It is suggested that the player characters do not meet before the general gathering. This will ensure that the PCs seem just like other NPCs encountered; i.e., fellow travellers.

Each individual player character's origins should be thoroughly described before play commences. Most importantly, the PC's mentor must be characterized, including profession, level, and status (with regard to the University of Magic Arts). For example, the mentor may have invited his apprentice to the University based either upon the recommendation of others or on first-hand knowledge. The distinction is crucial.

It is suggested that the PC begin with the docking of his or her ship at Thering, Undara, or Ohni. From this starting point, the encounter tables at the back of the module may be used to generate random encounters for the PCs as they journey across Uman Island. The player characters should travel separately, encountering one another only if called for by the encounter table. They may travel with as large an entourage as their wealth allows, ranging from a backpack to a fully staffed coach bearing a small boat. A player character wishing to take a craft into the upland regions of Uman Island would need bearers to portage the boat up the rocky slopes.

Traversing the upland region is not easy. Depending on the route chosen, player characters should make maneuver or climbing rolls every hour, ranging in difficulty from Medium to Very Hard. Additionally, once every hour a Hard Maneuver roll must be made or the player character will suffer a Fall/Crush attack. Criticals are resolved as crush-type one half of the time and slash-type otherwise. Eventually, by following narrow animal trails or braving the jagged outcroppings, the characters who reach the Hidden Tarn will discover the spectacular waterfall at the north end of the Tarn. It is in this area of the waterfall, known as the Veil of Mists, that the player characters will meet one another, the NPC's involved, and their own destinies.

WHEN STRANGERS MEET

How long had the young apprentice travelled to reach this no-man's land of black, blasted stone? Two weeks of shipboard travel had done nothing to sweeten her disposition; nor had her arrival in the port town of Thering, with its wretched odor of innumerable drying fish, improved her mood. She had met with nothing but derision and disparagement when she voiced her quest to the unimaginative townsfolk.

The young apprentice was lonely amongst the rubble. The porter hired in Thering refused to journey any further than the lowest rises of the great peak, mumbling something about the place being haunted. She could believe it. Only scrub brushes pushed up through the black, gritty soil, striving for a meager existence on the rough slopes. What manner of magical place could possibly exist amidst this bleak landscape?

The westering sun put aside these thoughts. The apprentice realized that she would have to find shelter soon. Gathering up her belongings, she stumbled up the treacherous slope, scraping hands, elbows and knees. Her weariness was a heavier burden than her bundle by the time she arrived at the brink of the hill. Was this her goal: a blue-black misty lake, impossibly nestled amongst stony outcroppings? She wondered how such a formation could exist, but drank gratefully of the cold water nonetheless. Remarkably refreshed, she paused to consider her next course of action.

She decided to follow an animal track around the Tarn. Could it be the pathway made by the paws of the black panther, stealthy and nocturnal in its hunt? She shivered, hoping fervently she would not meet such a creature. More than anything she craved human company on this mad quest. The narrow track skirted the shore, giving her a fine view of the pool, pristine and beautiful.

As night began to fall, so to did the hopes of the traveller. Just when she was about to despair, she spied a wisp of smoke trailing upward. She hurried forward. A roaring filled her ears as she neared the Veil of Mists, a rushing waterfall which glistened in the sun's dying rays. She paused only a few moments before the smoke drew her onward. Rounding the bend in the trail, she was confronted by the eerie sight of a small, fire-lit grotto. Several people who were gathered about the fire turned to observe the newcomer.

Someone spoke and the words, dampened by the roar of the falls, deflated her spirit. "Another fool come to find the Magic Isle ... Sorry to say, it doesn't exist!"

This is the trial of faith. Can she find the Magical Isle by ignoring her senses and reason, using only faith or intuition?

2•THE NPCs

The non-player characters presented in this section are diverse in order to permit the GM great latitude in selecting those to be encountered. This also allows the GM to vary the parameters of this adventure, so that it may be played several times using many different player characters.

Chosen NPCs should join the gathering around the campfire one-by-one. Additional player-characters should be introduced in this same manner. This gives the impression that the group is formed in a haphazard fashion rather than being carefully assembled (which it is). This gathering and what is decided there is important and should be played out in detail. This encounter is a turning point in the life of a player character and should not be passed over lightly.

HENSEL THE HUNTER

Age: 47. **Eyes:** green. **Hair:** long, brown, moustache, beard. **Build:** slight. **Height:** 5'11". **Race/Sex:** Human (Gorbirean)/M. **Skin:** tanned. **Demeanor:** sullen. **Dress:** weathered grey-brown shirt & trousers. **True Attitude:** kindly, passive.

Hensel is a 47-year-old hunter originally from Undara. At 17, he journeyed to the Uplands against the wishes of his family. He camped in the region of the Hidden Tarn for many weeks, returning home only after his guilt and loneliness became too great. In Undara everything seemed changed: dull, mundane and tiresome. His mother, too, realized this as he left once again to hunt in the Uplands. She wept at his departure, sensing she would never see him again. Indeed, in the 30 years that Hensel has lived in the wilds about the Hidden Tarn, he has never returned home.

Hensel is dour, soft-spoken, and meditative. He seems more at peace with nature than hunters are wont to be. In his own way, he is kindly to all and would not hesitate to help someone in trouble. Over the years he has seen many who come searching for the Magic Isle. To his knowledge, no one has succeeded. If asked about the Magic Isle, he is likely to share his natural skepticism with the aspirant.

Hits: 52 **Melee:** +55da. **Missile:** +50sb.

AT(DB): 1(10). **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 4. **Profession:** Scout/Rouge. **Stats:** St-97; Qu-90; Em-62; In-54; Pr-33; Ag-95; Co-98; Me-77; Re-64; SD-85. **Will:** 10. **AP:** 68. **PP:** N/A. **Base Rate:** 60'.

Skill Bonuses: Amb5; Brw137; Camfl33; climb48; Cook37; Cra31; DSens25; FauLr27; Flet41; FlrLr27; Forag32; GPerc25; HerLr27; MAst37; MedTr30; Mimc25; RdTck25; RegLr27; RMas39; SetTr41; S&H43; Surv30; Swim44; Track25; TrapB33; Wea25.

Items:

— +10 steel dagger.

— +10 short bow (made by Hensel).

— 5 applications of Yavethalion (heals 5-50 hits when eaten).

— 3 applications of Ebur (heals sprains when eaten).

— 2 applications of Blue eyes (3x vision and mild infravision for 3 hours once per day).

ANDOR THE APPRENTICE

Age: 18. **Eyes:** blue. **Hair:** long, blond. **Build:** slender. **Height:** 6'2". **Race/Sex:** Human (Talath)/M. **Skin:** fair. **Demeanor:** taciturn. **Dress:** leather shirt and breeches. **True Attitude:** hopeful, obsessive.

Andor is an 18 year-old orphan who met an old woman skilled in the ways of magic. She could teach him only so much, then told him of a land over the seas where he might learn all the spells he wanted. A great span of time and distance has slipped past since he first set out. Even so, he is stalwart in his belief that the Magic Isle exists.

Andor has learned the truth of the old adage, "He who knows, does not speak; he who speaks, does not know." He is desperate to find the University, but has no funds and few supplies. He is most willing to join with someone else in an effort to get across the Hidden Tarn.

Hits: 17. **Melee:** +15MAst. **Missile:** —

AT(DB): 1(0). **Sh:** N. **Gr:** N. **MovM:** 0.

Lvl: 1. **Profession:** Mystic/Mage. **Stats:** St-28; Qu-38; Em-99; In-74; Pr-99; Ag-43; Co-87; Me-95; Re-98; SD-50. **Will:** 80. **AP:** 79. **PP:** 2. **Base Rate:** 55'

Skill Bonuses: Atm22; Chan7; Cook35; Divin22; GPerc21; MedTr49; PwrPc32; S&H22; Swim25; Vent13.

Spells: Lesser Illusions (to 10th); Unbarring Ways (to 10th);

Spell Bonus: +2.

RODOLFO URKHART

Age: 15. **Eyes:** brown. **Hair:** brown. **Build:** stocky. **Height:** 5'9". **Race/Sex:** Human (Emerian)/M. **Skin:** light tan. **Demeanor:** selfish, capricious, petulant. **Dress:** fine clothing. **True Attitude:** insecure, unsatisfied.

Rodolfo Urhart is a spoiled 15 year-old. His father Orchibuld has seen to it that the boy gets anything he desires. Bored at home, Rodolfo decided to follow up on rumors that an island existed, home to powerful Magicians and Elves. His father sent him off with two trusted servants and a great quantity of gold. Most of this money has been spent, buying Rodolfo a coach, horses, and other equipment needed for comfortable cross-country travel.

Rodolfo is petulant and has never faced adversity. Consequently, he relies on his two servants, Sheraz and Tumul, for everything. He is willful, selfish, and unwilling to put forth an effort for anything. This includes his search for the Magic Isle, which he intends to forgo soon if some sign is not forthcoming.

Hits: 16. **Melee:** +25da. **Missile:** +25da.

AT(DB): 1(5). **Sh:** N. **Gr:** N. **MovM:** +5.

Lvl: apprentice. **Profession:** No-Prof./Bard. **Stats:** St-69; Qu-75; Em-51; In-65; Pr-93; Ag-75; Co-81; Me-84; Re-85; SD-40. **Will:** 25. **AP:** 81. **PP:** 4. **Base Rate:** 50'

Skill Bonuses: Act10; Adv7; Appr10; AthG30; BMath10; Climb10; Divin5; Dup40; Fals7; Gamb23; GPerc7; Lead13; Map10; MetEv7; MetLr10; Ride8; S&H10; Trad8; TrdLr10; Trick; 10.

Items:

- steel dagger, +10.
- black varnished coach (soon to break down).
- pair of small, sturdy coach horses.
- 6' long rowboat.
- two servants, Sheraz and Tumul.

AMBRIL THE OLD FISHERMAN

Age: 60. **Eyes:** blue. **Hair:** white. **Build:** slight. **Height:** 5'10". **Race/Sex:** Human (Gorbir)/M. **Skin:** dark tan, wrinkled. **Demeanor:** kindly, helpful. **Dress:** light clothing. **True Attitude:** peaceful, happy.

Ambril is 60 years old. As a young man he climbed the volcanic cone and found the Hidden Tarn. He has spent the intervening years as a fisherman on the Tarn, leaving only twice, each time to buy a new boat from the town below. He firmly believes that one receives from nature what one gives in return. He has no regrets about leaving civilization and will tell anyone who cares to listen that living in a city is unwholesome.

Ambril is a stable, thoughtful person. Being at peace with himself, he readily recognizes signs of discontent in others. By successfully using a Meditation Cleansing or Sanity Healing Lore, Ambril is able to bring someone he has met (within the last hour) true peace of mind, removing all madness, possession or taint.

Having talked to many people over the years, Ambril has heard rumors about the Magic Isle. He even knows its exact location, since he has been there several times. He knows it to be uninhabited and overgrown, and thus does not believe that the University of Magical Arts exists. He would gladly ferry anyone who was courteous across to the Isle, but probably could not be convinced to let them stay, fearing for their safety.

Hits: 60. **Melee:** +76da. **Missile:** +76fn.

AT(DB): 1(5). **Sh:** N. **Gr:** N. **MovM:** +5.

Lvl: 7. **Profession:** Rogue/Scout. **Stats:** St-86; Qu-85; Em-61; In-55; Pr-45; Ag-85; Co-92; Me-90; Re-52; SD-85. **Will:** 10. **AP:** 77. **PP:** N/A. **Base Rate:** 55'.

Skill Bonuses: BPlt68; Brw161; Climb39; Cook49; CraF40; Dip125; DFoeA51; FauLr30; FAid20; FlrLr30; Forag76; GPerc40; HosEv55; MAst36; MedC120; Nav50; PhRD30; Plnst33; RegLr30; RMas55; Row74; Sail71; SHLr15; SetTr41; Sig50; Skin59; S&H33; Star30; Swim69; Tale35; Wea5; Wood39.

Items:

- bamboo fishing pole, +15.
- weighted net +10.
- steel dagger +5.

NAXOS THE NAIAD

Age: 2468. **Eyes:** blue. **Hair:** silver. **Build:** slender. **Height:** 5'6". **Race/Sex:** Naiad/M. **Skin:** bluish-white. **Demeanor:** open, friendly, talkative. **Dress:** green-blue gossamer robes. **True Attitude:** protective, helpful.

Naxos is nearly as old as the Magic Isle. He is a type of lake nymph known as a naiad. The bubbling pool beneath the Veil of Mists is his home, and he is tied to it by a bond of fate. Whatever befalls his pool will happen to Naxos. Should it be destroyed, he would die. Consequently, Naxos is very protective of the pool and the surrounding area. The Naiad will attempt to dissuade those of a destructive or hostile mind, but would not resort to violence unless his life were threatened. His preferred method of discouragement is the use of frightening illusions. Over the centuries he has memorized the forms of many strange beings and beasts which he can project.

Like other ancient fey, Naxos is capricious, subtle, and intelligent. However he is unusually open and friendly for such a creature. He has an interest in the lives of mortals and will listen raptly to personal stories. Naxos is knowledgeable about the University of Magical Arts, and has actually attended it, but will only give hints to any he meets, for he does not want to spoil the Masters' test.

Hits: 60. **Melee:** +30MAsw. **Missile:** +50bo*.

AT(DB): 1(20). **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 5. **Profession:** Illusionist/Mage. **Stats:** St-45; Qu-90; Em-100; In-84; Pr-96; Ag-85; Co-87; Me-97; Re-95; SD-88. **Will:** 55. **AP:** 103. **PP:** 15. **Base Rate:** 80'.

Skill Bonuses: Act52; Attn55; Camf120; Chan25; Climb25; Cook28; Dance27; DtTrp35; Dip137; DSens40; DFoeU30; Disgu20; Div30; FayLr50; Forag35; GPerc33; Jump30; LPerc30; MedTr30; PhRD50; Poet; 35; PwrPc60; PwrPj60; RdTck25; RegLr20; Rune60; SHLr55; SRW50; Sing22; S&H45; Swim70; TmSen45; Track25; Trick70; Vent48.

Spells: All Base Illusionist lists(to 10th); Water Law (to 10th); Spell Wall (to 10th); Living Change (to 10th); Essence's Perceptions (to 10th); Spirit Mastery (to 10th); Essence Hand (to 10th); Dispelling Ways (to 10th); Detecting Ways (to 10th); Shield Mastery (to 10th);

Items:

- Bola, +10.
- Silver ring of swiftness, +15 to Base Movement Rate.
- 7 gems worth 42 gp.

MAEGWATH THE ASSASSIN

Age: 19. **Eyes:** blue. **Hair:** blond. **Build:** slight. **Height:** 6'5". **Race/Sex:** half-Elven/M. **Skin:** light tan. **Demeanor:** quiet, well-mannered. **Dress:** faded browns and greens. **True Attitude:** cold, cunning.

When Maegwath was just a child his parents were killed. An old woman found him and raised him as her son. Maegwath was twelve when the old woman died, and he has been on his own ever since. Over the years he shunned civilized areas, preferring to live in the wild. Then he met the odious Kalida., a merchant who pretended to care for the boy. Over time Kalid convinced the boy that hunting and killing humans was no different than the game he stalked in the forests. Through such notions Kalid was able to turn Maegwath into a cold-hearted killer. Soon, Maegwath slew people for money. Eventually, a rival merchant paid Maegwaith to kill Kalid, and the boy was left without a master. Maegwath has retained a hunter's attitude throughout. He will only kill his chosen target and at the proper time.

Maegwath is very quiet. One meeting him might suspect that he is passive, but in fact he is always observing, always stalking. He knows nothing of the University of Magic Arts; he is at the Tarn only for the kill.

Hits: 66. **Melee:** +87da. **Missile:** +92lb.

AT(DB): 1(25). **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 6. **Profession:** Thief/Scout. **Stats:** St-91; Qu-95; Em-21; In-90; Pr-45; Ag-96; Co-76; Me-75; Re-97; SD-92. **Will:** 30. **AP:** 63. **PP:** N/A. **Base Rate:** 80'.

Skill Bonuses: Acro69; Amb20; Beg45; Brw150; Brib55; Camf180; Climb57; Cook35; DtTrp51; DSens23; DTrap68; Dup35; Flet35; Forag24; GPerc53; GHook57; Iai59; LPerc38; LckLr35; MAsw52; PLock68; PsnLr25; PPerc43; RdTck28; RMas37; SAmbA23; Sill66; S&H72; Surv36; Swim42; TmSen48; Track28; Trick70; UP56.

Items:

- Long dagger +10.
- Two throwing knives + 10.
- Longbow +10.
- 7 applications of a yellow respiratory poison, Jitsu (yellow liquid, give 1-100 hits), 5th level.
- 6 applications of a 2nd level respiratory poison, Jitsutyr (tan paste, destroys lungs, kills in 1-100 rds).

MALKON THE DOUBTER

Age: 87. **Eyes:** brown. **Hair:** white. **Build:** slender. **Height:** 5'9". **Race/Sex:** Human (Khordoli)/M. **Skin:** wrinkled brown. **Demeanor:** opinionated, skeptical. **Dress:** white robes. **True Attitude:** meddling, uncertain.

Malkon's life has been as sad as it has been long. Once, long ago, the doubter was an aspiring student seeking the Magic Isle. But when he came to the Hidden Tarn he could not bring himself to cross the lake for fear that he would find nothing there. He does not believe the Magic Isle exists, yet he desperately wants the inner strength to pass the first test of the Masters. His days are spent in aimless wandering around the Tarn, searching for those who return to the world. Folk departing the Magic Isle refuse to confirm or deny his fears, for this information would bias Malkon's own test. He counsels aspirants to go back; there is nothing in the mist but a rocky isle where little grows.

Hits: 30. **Melee:** +28MAst. **Missile:** —

AT(DB): 2(0). **Sh:** N. **Gr:** N. **MovM:** 0.

Lvl: 3. **Profession:** No-Prof./Bard. **Stats:** St-51; Qu-67; Em-63; In-57; Pr-98; Ag-69; Co-80; Me-84; Re-83; SD-76. **Will:** 35. **AP:** 78. **PP:** N/A. **Base Rate:** 50'.

Skill Bonuses: Act33; Ant23; Appr18; Climb18; Cook30; FauLr18; FlrLr18; Forag20; GPerc25; PhRD58; Poet15; PSp38; RegLr18; Sed48; SetTr20; S&H18; Star18; Tale35; TrapB20; Trick18; Wea13.

THE SPIRIT OF THE MAGIC ISLE

Size/Crit: L/LA#; **Demeanor:** protective, passive

The Spirit of the Magic Isle is an ageless composite of the hopes and dreams of those who founded the Magic Isle as well as the will of all the Arch-Mages, past and present. Yet it is an independent being, with its own values and purposes.

The Spirit assists student and Masters with their studies by working in harmony with the Masters of Mentalism. The Spirit can also alter the moods of those with whom it has contact through the auspices of the Masters of Channeling. (However, the Arch-Mage has the greatest influence over the Spirit due to her position. She is able to 'sense' activity through out the Magic Isle by focusing her will through the Spirit. By her leave, the Spirit may manifest itself anywhere within the confines of the Hidden Tarn.)

Although never seen directly, the Spirit is unmistakable. To those not belonging on the Magic Isle the Spirit can seem quite unfriendly, appearing as chill winds, strangling mists, and feelings of anxiety, trepidation, hopelessness and despair. Residents of the Magic Isle often experience the Spirit as clarity of thought, mystical insight, cooling breezes, and feelings of confidence, vigor, serenity and happiness. More obvious manifestations of the Spirit include the continuously rising vapors, unusually favorable weather conditions, and the veil of illusion which separates the Magic Isle from the mundane world.

Combat with the Spirit must be handled in a special way. Only magic weapons may harm this being, since it has no gross physicality. The Spirit 'attacks' by initiating a Will vs Will contest (see pg.53, *ICE's Rolemaster Companion*). If the Spirit wins, it will engulf the being and heavily bias its action, controlling the person in certain cases. If any person's will should triumph, the Spirit must leave the area and cannot 'attack' the person again for 24 hours. Since the Arch-Mage would know all that had transpired, she would then deal with the interloper.

Hits: 250. **Melee:** — **Missile:** —

AT(DB): 1(100). **Sh:** N. **Gr:** N. **MovM:** +75.

Lvl: 25. **Profession:** N/A. **Stats:** St—; Qu—; Em102; In106; Pr-109; Ag—; Co—; Me-101; Re-105; SD-103. **Will:** 250. **AP:** N/A. **PP:** N/A. **Base Rate:** 100'.



3•THE LAYOUT

The site where the characters gather is at the extreme northern end of the Hidden Tarn, where the waters tumble down in a 'Veil of Mists'. The surrounding terrain is rough volcanic debris. The area is typified by jagged outcroppings of blasted glassy rock, irregular surfaces and patches of brown, prickly scrub brush. Walking along the wild animal tracks which skirt the waterfall is an Easy (+15) maneuver. Traversing the open areas of the map should be at least a Hard (-10) maneuver or climbing roll. Crawling around on the outcroppings is at least an Extremely Hard (-30) maneuver, and if failed, would result in a +25 Fall/Crush attack where slash criticals are delivered half the time. Crossing the waters varies in difficulty from a Light (0) swim across the stream to an Absurd(-90) swim above the waterfall.

THE VEIL OF MISTS AND ENVIRONS

- a. **Fordable Area:** Since the water is turbulent downstream from the falls, this fordable region is Extremely Hard (-40) to perceive. Crossing here from stone to stone is a Medium (0) maneuver, while wading is a Light (+10) action.
- b. **Naxos's Pool.** Some 35' deep, this bubbling pool was dug by the action of the falls and serves as Naxos' home. Moving about in the pool is a Medium (0) swim due to the roiling waters. Naxos receives a +20 bonus to Stalk and Hide when in the pool. In a crevice behind the falls (Sheer Folly (-60) to perceive), Naxos keeps his seven gems worth 42 gp. The foolish individual may attempt an Absurd (-95) climb or maneuver to ascend the sheer rock face behind the Veil of Mists.
- c. **The Veil of Mists.** The cool waters of the Hidden Tarn tumble down over the worn rocks, producing an effect like curtains of mist lowered into the pool below. The water falls from about 30' above the surface of Naxos' pool, creating a hypnotic rushing sound. If someone were unfortunate enough to be swept over the falls, a +40 Fall/Crush attack results.
- d. **Top of the Falls.** Although it offers the best view of the Veil of Mists, this is a very dangerous place. Jumping from rock to rock is Sheer Folly (-70), and trying to cling to an outcropping to avoid going over the falls is Absurd (-100).
- e. **The Hidden Tarn.** The waters of the Tarn are cold and clear. The chill makes any swimming a Medium (-10) maneuver. The Tarn rapidly deepens the further from shore one goes. Nearer the Veil of Mists, the current is strong enough to negate any attempt at moving away from the falls.
- f. **The Shore.** The shore is composed of black sand, dropping off rapidly into the water. On average, for each 1' away from shore, the water depth increases by 1'. Diving or jumping into the water from shore is an Easy (+10) maneuver.
- g. **Sand Bars.** Owing to the peculiar eddies found above the Veil of Mists, two sand bars extend into the Tarn. Walking onto these sand bars, which are less than a foot under water, is an Easy (+20) maneuver. Any aspirant who feels very strongly that the Magic Isle must exist will be drawn to this area. Here he may walk into the misty Tarn. The fog will gather about the aspirant, obscuring him. The power of his faith in the Magic Isle and the Spirit will transport him to the far shores, leaving his companions to wonder where he has gone. Anyone who makes an Extremely Hard (-30) Perception roll or a Medium (0) Sense Reality Warp will see the aspirant being whisked away over the waters.

- h. **The Camp.** This is the area where the PCs and NPCs meet. In a clearing the ground is level, so no maneuver rolls need be made when moving normally. The gathering place is surrounded on three sides by very steep outcroppings of black stone which are Extremely Hard (-35) to climb. The fourth side is nearly overgrown with scrub brush which is Very Hard (-25) to move through. A Very Hard (-20) Perception or an Easy (+20) Locate Secret Openings will allow one to notice the gap between the brush and the stone.

4•THE TASK

Journeys to the Magic Isle have four stages through which the players must pass: (1) ascending the rugged uplands; (2) discovery of the Hidden Tarn and bewilderment regarding the "absence" of the Isle; (3) discussion of the problem with other PCs and NPCs to arrive at a conclusion; and (4) resolving to take some action. These activities vary in difficulty, but the first is more dangerous physically and the latter more arduous mentally.

After a long, hard climb into the uplands of Uman Island the meeting at the campsite might seem anti-climatic. Nothing could be further from the truth. Now the hopeful player characters must master themselves to find the Magic Isle. The Gamemaster should carefully chose which NPCs are to be present at the gathering. These are the people who will mold the players' conceptions and expectations.

Over a period of several hours the player characters and non-player characters gathered at the camp should become acquainted with one another. Discussions about the current dilemma will predominate. Player characters will develop plans of action. This could range from crossing the Hidden Tarn to giving up. Various NPCs will hinder, help or simply watch the players' progress.

There are many ways to overcome the Tarn, with the greatest difficulty being the lack of will or faith to proceed. Physical obstacles may be conquered in a variety of ways. One may cross using a portaged boat or a raft made on site. Swimming is possible, but chilling and exhausting. Those who truly believe in what they seek will find that these conveyances are unnecessary, for the Spirit of the Magic Isle will assist them in their quest.

An alternative to the search for the Tarn would be its accidental discovery by spell-using explorers. Lost in the mists near the Tarn, characters might have the potential to discover the Magic Isle and become students at the University. Eventually they would leave with tales of a mystical land no one else can locate.

AIDS

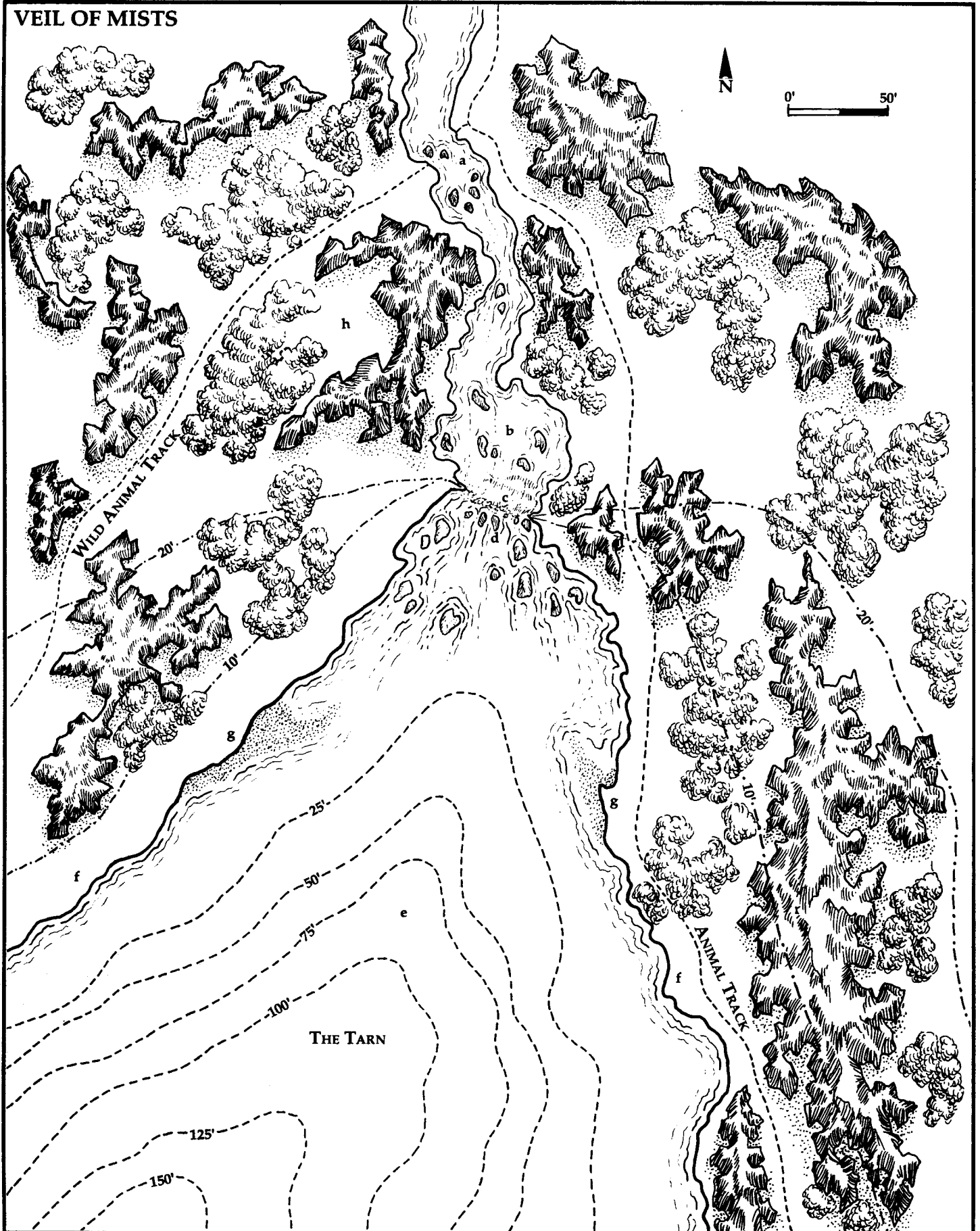
Any of the NPCs could aid the players. The help may be either physical or spiritual, depending on the source. Additionally, the player character's resourcefulness could be a key factor.

Hensel the hunter has lived in the area for many years. He has great knowledge of the area and is skilled in living off the land. This knowledge would include the proper method to build a make-shift raft with which to cross the chill waters of the Tarn.

Andor the mystic's apprentice, however, could offer only moral support due to his inexperience. Still, he will add his voice to those who feel that the Magic Isle exists. Certainly he would be willing to join any venture across the Tarn.

Rodolfo Urkhart will prove less helpful, although he does have a small boat. The rowboat is capable of transporting his equipment, his retainers, and himself. He might be willing to allow his servants to start a ferrying service-for the right price.

VEIL OF MISTS



Ambril the fisherman has a 11' sailboat, so his contribution is apparent. Although he will readily take friendly folk to the Isle, he will be loathe to leave them there, for he believes it to be uninhabitable and inhospitable.

Naxos the Naiad might be convinced to help aspirants across the waters if they seem truly desperate. He does not want another doubting aspirant like Malkon to circle the Tarn for years to come. However, he knows that this is the first test of the Masters and is not eager to spoil it for the students.

Maegwath might ally himself with the player characters, depending on what his mission is. Malkon clearly serves only as a negative example.

THE POWER OF FAITH

The greatest asset any PC possesses is his faith that the Magic Isle exists. The Spirit of the Magic Isle has the ability to carry aspirants over the water, but its powers are limited to the confines of the Tarn. Thus, player characters must make an effort to cross; i.e. venture into the Tarn, before the Spirit can aid them.

An aspiring student who is at home in the water may try to swim across the Tarn. Swimming should be considered a Light (0) maneuver owing to the coldness of the water. If someone should choose this option, his exhaustion points should be carefully calculated. If at any point the swimmer should begin to founder, the Spirit of the Magic Isle would rescue him, depositing the aspirant on the shores of the Isle. Here he would recover, thinking he had washed ashore unharmed.

OBSTACLES

The greatest physical obstacle facing the player characters is the rugged terrain over which they must pass to reach the Magic Isle. A random encounter could also prove detrimental, however, since the player characters will average first level. It is suggested that the GM temper the encounter results with his knowledge of the characters' own limits.

The doubts of Hensel, Ambril and especially Malkon are the greatest emotional deterrent to finding the Magic Isle. Malkon, who has looked for the island for over 60 years, will be quick to crush any belief in the Magic Isle (treat this as a 3rd level mental attack). Nor will the Spirit aid one who is not firm in his beliefs. Worse yet, if one should arrive on the shores of the island harboring doubts, the Isle's (magical) reality will not be apparent. The Gamemaster may simulate this by forcing the character to roll less than his Will stat in order to have another chance to reach the Magic Isle.

REWARDS

The benefits of successfully reaching the Magic Isle are myriad. Novices will become imbued with the Spirit, fostering confidence and a great sense of self-worth.

Of course, the primary benefit derived from attending the University is the opportunity to study with the greatest magical minds in existence. The player character's profession and stats will determine the field of magical study he will pursue while attending a college.

Once the player has determined which college his character will attend, that character must formally join that college by performing a solemn ritual. In this ritual, the student must swear not to harm the university or any of its inhabitants on the penalty of death. In exchange for this binding oath, the aspiring student will receive a magic item which will aid him in his learnings. This item is theirs to keep, a gift from Xanxia to welcome the character to their chosen college.

Initial Magic Item Generation Chart:

01-20	+5 item of choice
21-40	+1 spell adder
41-60	Type I spell device
61-75	+10 item of choice
76-90	+2 spell adder
91-99	Type II spell device
100	x2 spell multiplier

NOTE: either the GM or player may decide the specifics of each item.

5•AFTERMATH

After arrival at the Magic Isle, the PCs must decide which college they wish to attend. Also, the Gamemaster must address several matters:

- 1) Allow the players to choose which college they will attend, based on their preference and prime requisites. At this time the ritual of admittance is performed by the characters.
- 2) The players should roll for a magic item on the chart above.
- 3) Detail the character's studies over the next five years (approximately), as detailed in Part I, #1, "Magic Learning and Level Advancement."

6•THE TEST OF POWER

Each Midsummer's day, those who wish to leave the University of Magic Arts must prove themselves worthy to wield the power they have acquired. This time is called The Day of Reckoning, when the Masters conduct The Test of Power.

Students must demonstrate that they are capable of restraint; that they will not unbalance the order of things. In a series of discussions, the various Masters ferret out the true feelings and aspirations of the students. This is done through magic and philosophy, Lie Perception and Sanity Healing Lore. Those who the Masters deem stable and sane enough will be allowed to leave the Magic Isle and seek their fortunes abroad. Those who do not pass the test of power must remain on the Magic Isle to continue their schooling.



PART IV

• ADVENTURE •

“WHILE THE MASTERS ARE AWAY ... ”

Even though this scenario is specifically designed for higher-level characters, successful PCs will be most restrained in their use of magic. Thus, characters of any level may be used, if the players are sufficiently experienced.

What makes this situation so dangerous is the absence of all the Masters and the Arch-Mage. They are engaged in a power-storing ritual in the Sacred Grove when Balizaar returns.

‘The Ritual of the Gathering of Essence’ is performed every year during the Winter Solstice. For one day, the Masters remain in a deep trance, concentrating on renewing the energy of the Magic Isle for yet another year. While in the trance, they can do nothing but sit and meditate. Even the Spirit of the Magic Isle will not be able to help since Balizaar can constrain it with spells from the Shaman’s “Spirit Mastery” list.

1•THE TALE

Over 270 years ago, Balizaar was a human sorcerer living on the southern isle of Alor. In this rustic and repressive land, Balizaar felt that he could not realize his true potential. Furthermore his proficiency at destruction made him unwelcome in the superstitious culture of Alor. One day he set out for Uman Island, knowing no more than rumors of a fabled mystic land. The difficulties he experienced discovering the Magic Isle were nothing compared with the troubles he confronted once at the University. In his attempts to acquire power, he was continually thwarted by the deceptions of his Master.

His Master hoped to instill in Balizaar restraint, patience, and moderation. Instead, the sorcerer grew frustrated and angry. Four years later, when Balizaar was subjected to what he considered to be an infantile test of power, he rebelled. Faced with the pointless questions posed during his oral examination, Balizaar answered, “Someday this place will be nothing but dust. I only hope I have a hand in it!” This response so shocked the Masters that they unanimously agreed that Balizaar could not leave.

Balizaar had a plan. The Sorcerer knew that he could never escape the isle unless the Spirit was sufficiently distracted. By the power of hypnosis, he induced another student to attack the Arch-Mage. When the Spirit rushed to his aid, Balizaar fled the isle using a *Teleport* spell. He vowed to return on day and seek revenge for his imprisonment.

Over the next half-century, Balizaar grew more powerful and twisted. As his plans progressed, he realized that his lifespan was his greatest obstacle. Willing to forego his own mortality to further his vengeance, he invoked The Ritual of Black Eternity. During the ritual, Balizaar the man was killed by one of his servants, and his organs were placed in a canopic jar. Neither alive nor dead, Balizaar assumed the dreadful existence of the Unlife.

Balizaar’s power increased without bounds after he was released from the chains of his own humanity and morality. He led a solitary existence over the next century and a half, attended only a by a few trusted servants. His lust for vengeance remains undiminished.

Balizaar the Lich knows well that the ‘Ritual of the Gathering of Essence’ will remove the Masters from contention. He chose this time to make a reconnaissance of the defenses of the Magic Isle. He finds only the Spirit of the Magic Isle. Once he would have been thwarted by the Spirit, but his magic now allows him to constrain and temporarily dispel it. The Isle’s lack of magical defenses causes the Lich to grow wary; he decides to cause no great destruction, preferring to survey instead. During his foray, Balizaar will seek likely recruits for use in his scheme of toppling the University of Magic Arts.

2•THE NPCS

The characters presented here should be used to populate the situation at the Portreeve’s House. Only Balizaar the Lich must be used. All the other characters the Gamemaster may wish to include in the celebrations at the Portreeve’s House in order to help the PCs or add variety to this scenario.

Other than Balizaar, any other characters introduced should converse with the player characters during the party in order to engender a sense of camaraderie. Ideally, the PCs would befriend the NPCs and thus have a reason to defend them.

BALIZAAR THE LICH

Age: 294. **Eyes:** glowing red. **Hair:** long gray. **Build:** skeletal. **Height:** 5’8”. **Race/Sex:** Undead (VI)/M. **Skin:** shrivelled. **Demeanor:** awesome, violent, cruel. **Dress:** moldering black robes. **True Attitude:** scheming, cautious.

Balizaar the Lich is a truly terrible enemy to face and nearly impossible to destroy. In a sense, the Lich already died during “The Ritual of Black Eternity,” at which point he crossed the border into Undeath. Since that time, the Lich has been sustained entirely by magic. For nearly two centuries, Balizaar’s position has allowed him great powers in both worlds.

If Balizaar is “killed” in combat and the canopic jar with his organs remains unharmed, the Lich will reform near the urn in 1-5 days. Balizaar can only be permanently slain by destroying the canopic jar and its contents. The Lich may travel no more than 100 miles from the location of the urn. Balizaar may not transport the canopic jar, but the Lich may influence some other being to do so.



BALIZAAR

Hits: 500. **Melee:** +200HBa. **Missile:** +200sp*.
AT(DB): 18(100)*. **Sh:** N. **Gr:** N. **MovM:** +20

Lvl: 75. **Profession:** Sorcerer/Necromancer-Sharran/ Mage-Animist. **Stats:** St-99; Qu-98; Em-100; In-100; Pr-97; Ag-98; Co-96; Me-100; Re-99; SD-90. **Will:** 100. **AP:** 13. **PP:** 225 x 2 = 450. **Base Rate:** 60'.

Skill Bonuses:; Alcm72; Amb10; Appr106; ArmEv81; Attm130; BMath72; Cave71; Chan130; DemLr100; DtTrp109; DSens106; DFeA90; DTrap106; Divin130; DrgLr72; Dup129; Eng72; FayLr72; FlrLr72; Fren95; GPerc107; Gimm106; Hldy92; HerLr72; Hypn120; Iai85; Intg125; Lead140; LPerc106; LSO106; LckLr95; MRit1106; Map72; Mech72; MedD95; MedTr85; MetEv106; MetLr92; Nav92; PhRD72; PLock106; PPckt106; PsnLr92; PPerc92; PwrPc140; PwrPj140; Prop131; PSp109; Rac72; RdTck106; RevSk70; RMas106; Rune150; Sed139; SEng98; Samba136; SRW139; SetTr104; Sig106; Sil192; Smith106; S&H126; Stone96; StnEv106; StnLr72; Surv109; SymLr150; TmSen109; Track106; Trad106; TrdLr72; TrapB106; Trick102; UnlLr102; URP92; Vent99; WrdLr106; XenLr146;

Spells: All Base Sorcerer, Necromancer, and Shaman Lists (to 25th); Ethereal Mastery (to 12th); Spell Coordination (to 12th); Spell Defense (to 30th); Locating Ways (to 20th); Detection Mastery (to 20th); Symboic Ways (to 20th); Sound's Way (to 10th); Lore (to 10th); Essence's Perceptions (to 10th); Spirit Mastery (to 20th); Rune Mastery (to 20th); Spell Reins (to 15th); Unbarring Ways (to 20th); Lofty Bridge (to 15th); Lesser Illusions (to 20th); Dispelling Ways (to 20th); Elemental Shields (to 20th); Shield Mastery (to 20th); Delving Ways (to 20th);

Special Abilities: mere presence causes 'Fear' (100' radius, 1 round per 5% failure); touch delivers a +50 ColdBall attack; those within 10' lose 5 Constitution pts. per round (-20 RR)

Items:

— Spirit belt: x2 multiplier, may hold any bound spirit in stasis and under complete control, Very Hard (-30) Attunement

— Mirrored amulet of spell reflection: Any spell cast at Balizaar must make a successful RR vs. 75th level or be reflected upon the caster

— Spear +20, does an additional "Cold" crit of same severity when a crit is delivered

— 13 applications of Morgurthring (20th level Conversion poison, kills in 1-10 minutes, turns victim to black ice)

SOLDEED THE PALADIN

Age: 31. **Eyes:** brown. **Hair:** brown. **Build:** average. **Height:** 5'8". **Race/Sex:** Human (Nooli)/M. **Skin:** dark brown. **Demeanor:** amiable, boisterous. **Dress:** blue shirt and trousers. **True Attitude:** valiant, confident.

Soldeed is brave, honest, kind, and hard-working. He detests evil and opposes Balizaar. Of all the NPCs presented here, Soldeed has the best chance of driving away the Lich because the Paladin's power is the strength of truth and purity.

NOTE: For purposes of the "Guardian Ways" spell list, Soldeed's enemies are the forces of the Unlife. Soldeed's familiar is a black house cat named "Taunton".

Hits: 113. **Melee:** +134sp*. **Missile:** +104sp*.

AT(DB): 1(50) or 19(60)*. **Sh:** N. **Gr:** N. **MovM:** +15 or 0.

Lvl: 13. **Profession:** Paladin/Animist-Warrior. **Stats:** St-99; Qu-96; Em-95; In-98; Pr-97; Ag-95; Co-94; Me-92; Re-91; SD-93. **Will:** 75. **AP:** 96. **PP:** 26. **Base Rate:** 60 or 50.

Skill Bonuses: Acro53; AthG56; Attm38; BDS65; Brw179; Chan70; Climb53; Dance56; DtTrp83; Dip183; DSens53; DFoeA104; DTrap43; Div53; FAid65; GPerc81; Hldy60; Jump56; Lead75; LPerc68; MAst89; MedKi69; Mlt0g37; PhRD35; PPerc68; PwrPc65; PwrPj70; PSp65; RdTck56; RMas37; Row58; Samba78; S&H43; Stun114; Swim53; Tact40; TrArm70; Tumb53.

Spells: All Base Paladin lists (to 10th); Guardian Ways (to 6th); Other Open Channeling lists: Detection Mastery (to 5th); Light's Way (to 10th); Nature's Law (to 5th).

Spell Bonus: +13; Directed Spell: +25 (Shock Bolt).

Items:

— Platinum ring with diamond.

— +3 channeling adder.

— spear: +20, inflicts and additional 'Unbalance' critical.

— Half plate (AT 19): +20, mnv penalty is -15 and Qu is -10.

— 13 mirennia berries (heals 10 hits instantly when eaten).

MORDURU THE EVIL MAGE

Age: 18. **Eyes:** blue. **Hair:** black. **Build:** slender. **Height:** 6'. **Race/Sex:** Human (Emerian)/M. **Skin:** light tan. **Demeanor:** personable, courteous. **Dress:** blue and black tunic. **True Attitude:** cruel, rash.

Morduru is inexperienced, young and cruel. He came to the Magic Isle to acquire greater power. Since he has yet to pass the test of power, it can be assumed that he still feels the same way. His evil may be used by Balizaar.

Hits: 42. **Melee:** +13Mst. **Missile:** —.

AT(DB): 1(15). **Sh:** N. **Gr:** N. **MovM:** +10

Lvl: 7. **Profession:** Evil Magician/Mage. **Stats:** St-85; Qu-95; Em-98; In-80; Pr-90; Ag-90; Co-86; Me-89; Re-92; SD-67. **Will:** 50. **AP:** 70. **PP:** 14 x 2 = 28. **Base Rate:** 65'.

Skill Bonuses: Attm46; BMath32; Chan31; CirLr39; Climb25; DemLr74; DFoeU15; DrgLr32; Dup50; FayLr62; FAid17; GPerc27; HerLr33; MRit139; Map27; MedS139; Mlt0g34; Nav27; PhRD47; Plnst48; PwrPc66; PwrPj66; RMas38; Runes68; SpMas66; S&H33; Swim20; SymLr39; WrLr39

NOTE: Morduru's familiar is a Komodo Dragon.

Spells: All Base Evil Magician lists (to 10th); Light Law (to 10th); Detecting Ways (to 10th); Lofty Bridge (to 10th); Delving Ways (to 10th); Dispelling Ways (to 10th)

Spell Bonus: +7; Directed Spell OB: +46 (Shockbolt).

Items:

- Ruby set gold ring, 2x essence multiplier, fires a Firebolt (100') if a Medium (0) Attunement is made, 21 charges left.
- 3 Winclamit berries (heals 3-300 hits when eaten).

CAMILLA THE SEER

Age: 43 (appears 20). **Eyes:** bluegreen. **Hair:** honey blonde. **Build:** slight. **Height:** 5'9". **Race/Sex:** Half-elven (Sulini)/F. **Skin:** fair. **Demeanor:** perceptive, shy. **Dress:** pearlescent diaphanous robes. **True Attitude:** subtle, curious.

Camilla sailed from the shores of Tanara knowing only that her destiny lay ahead. By the time she stumbled up the black slopes, she was exhausted and badly scraped. A whispering voice beckoned her into the mists. In her state she barely noticed falling into deep, cold water. She would have drowned if the Spirit of the Magic Isle had not lovingly wrapped her body in its protective influence. Days later she awoke in a sunny room in the Academy of Mentalism.

The seer is normally very shy. As soon as Balizaar makes his entrance she will disappear. Using Guarded Sight she will soon realize Balizaar's intentions. Balizaar may decide to use Camilla as a hostage if the situation warrants it.

Hits: 66. **Melee:** +35MAw. **Missile:** N/A.

AT(DB): 1(90)*. **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 11. **Profession:** See/Bard. **Stats:** St-54; Qu-85; Em-89; In-90; Pr-100; Ag-85; Co-68; Me-88; Re-93; SD-95. **Will:** 65. **AP:** 100. **PP:** 33 x 2 = 66. **Base Rate:** 65'.

Skill Bonuses: Acro35; Act55; AMov49; Alcm90; Attm59; BMath34; BChem55; BDS25; Climb25; Craft55; Dign55; Dip155; Disgu25; Divin34; DrT145; Dup45; FAid50; GPerc110; HerLr34; Hypn40; LPerc86; MedC140; MedH40; MedKi50; MedS155; MedTr50; Mnem25; PhRD90; Phys34; PsnLr34; PPerc86; PwrPc80; PwrPj105; Rach90; Ride25; Rune31; SHLr90; SAid35; Sed55; SAmb86; SRW100; SpMas70; S&H48; Stun30; Surg30; Swim25; Tumb23; URP30; WrLr60

Spells: All Base Seer lists (to 10th); Cloaking (to 10th); Shifting (to 10th); Brilliance (to 10th); Mind Mastery (to 20th); Detection (to 10th); Telekinesis (to 10th); Illusions (to 10th); Mind's Door (to 10th); Spell Resistance (to 10th).

Spell Bonus: +11; Directed Spell OB: +70 (Shockbolt).

Items:

- Pearl pendant, x2 mentalism multiplier.
- Diaphanous robes of scintillating colors, wearer is not where she seems to be, +30 to DB, first swing always misses.
- Ring of shielding, +25 magical shield appears before caster, Hard (-10) Attunement.
- 6 applications of Harfy (instantly halts bleeding).

HISSILIC THE SHAMAN

Age: 21. **Eyes:** brown. **Hair:** brown. **Build:** average. **Height:** 5'11". **Race/Sex:** Human (Gorbir)/M. **Skin:** tan. **Demeanor:** wise, pensive. **Dress:** white tunic. **True Attitude:** patient, aloof.

Hissilic is one of the few native Gorbireans on the Magic Isle. The shaman has only been attending the University for 3 years, yet he has already passed the test of power. Knowing of the Spirit World gives him a different perspective than most. This makes him seem wise beyond his years.

When Balizaar is encountered, Hissilic will look into the Spirit World. This will make him useful to both the characters and the Lich. Above all he will try to avoid Balizaar's attention.

Hits: 46. **Melee:** +45da*. **Missile:** +45da*.

AT(DB): 1(20)*. **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 6. **Profession:** Shaman/Animist. **Stats:** St-81; Qu-92; Em-65; In-95; Pr-75; Ag-93; Co-86; Me-91; Re-90; SD-88. **Will:** 40. **AP:** 60. **PP:** 12 x 2 = 24. **Base Rate:** 60'.

Skill Bonuses: Acro30; AnimH36; AnimT45; Attm39; BDS36; Chan46; Climb35; Cook41; Dign41; Dip141; DSens37; Divin39; FauLr35; FAid36; FlrLr35; GPerc54; HerLr35; Herd45; LWork41; MedTr39; Nav37; PhRD35; PwrPc31; PwrPj46; RdTck37; RMas41; SHLr30; SRW33; Star37; Swim; 35; TmSen37; Track37; Vent37; Wea43.

Spells: All Base Shaman lists (to 10th); Spell Defense (to 10th); Calm Spirits (to 10th); Detection Mastery (to 10th); Light's Way (to 10th); Concussion's Ways (to 10th); Nature's Law (to 10th).

Spell Bonus: Base Spell Bonus: +6; Directed Spell OB: +30 (Shockbolt).

Items:

- Leather wrist-thong, x2 Shaman multiplier.
- Dagger +10.
- 4 applications of Reglen (heals 50 hits when brewed and imbibed.)
- 13 applications of Grapeleaf Nectar (Intoxication and dreams for 2 hours, 1 day's nutrition).



3•THE LAYOUT

The Portreeve's house is the site of the confrontation between Balizaar and the PCs. While the Masters meditate on the mount, the students celebrate another year's passing below. The Portreeve's hospitality is well known, and his house is the site of the largest celebration. The house of the Portreeve lies on the east coast of the Magic Isle, between the Cove of Mirrors and the Academy of Mentalism.

THE HOUSE OF THE PORTREEVE

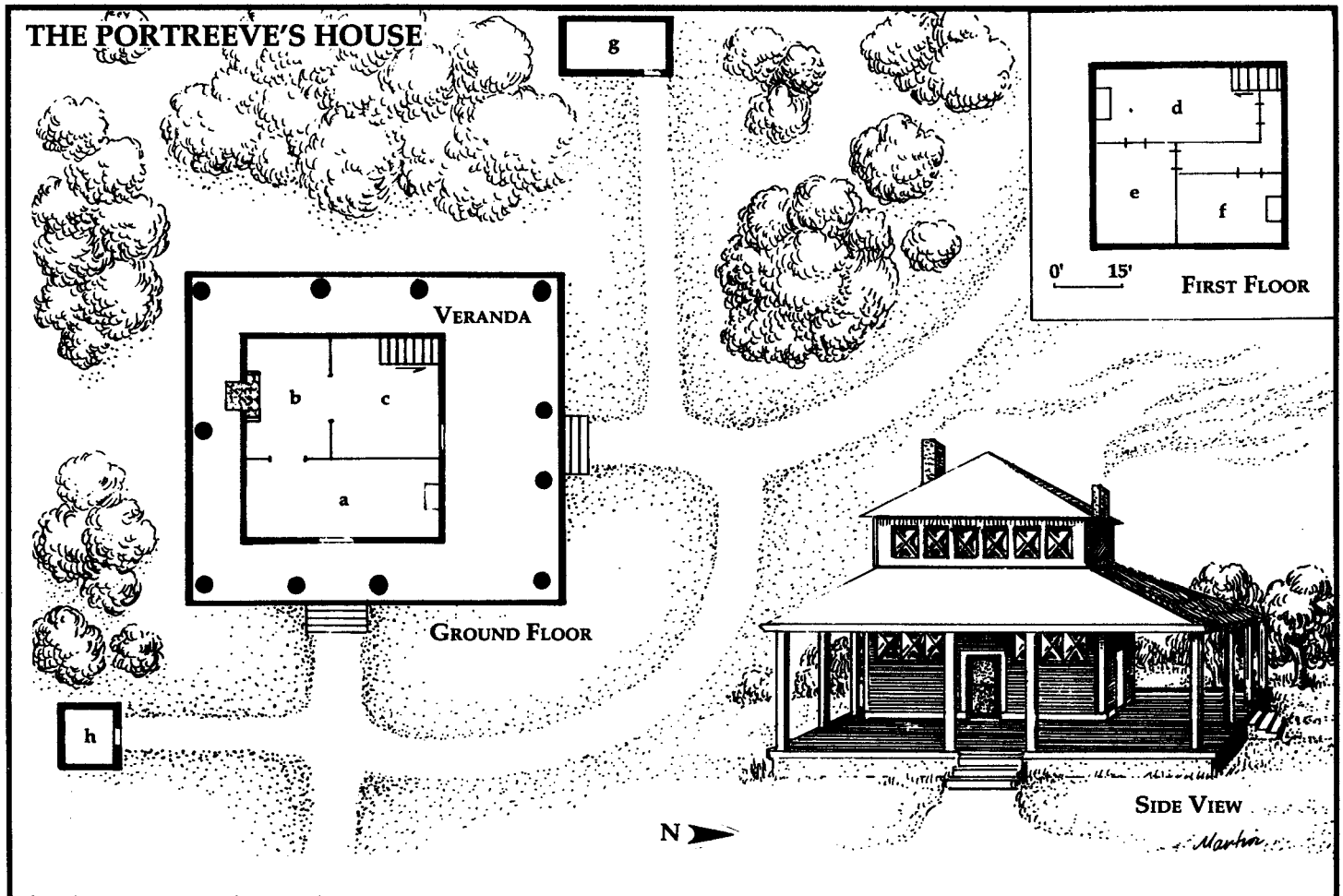
- a. Front Room.** This room is festively lit by coloured lanterns. The Portreeve has laid out many tasty delicacies on tables along with alcohol for the party. The room opens onto the veranda.
- b. Kitchen.** A large stone fireplace in this room serves for heat and cooking.
- c. Sitting Room.** More formally furnished than the front room, this room holds the Portreeve's fine collection of painted china. Stairs lead up.
- d. Bedroom.** Spacious and comfortable. One of Eliza's paintings hangs on the wall.
- e. Study.** A six-volume set of books detailing the flora, fauna and geography of Uman Island is kept on a shelf with other tomes.
- f. Guest Room.** This room catches the morning sun and is cheerfully decorated.
- g. Bath House.**
- h. Outbuilding.**

4•THE TASK

Balizaar has returned to the University to sow the seeds of discord. He realizes that he cannot hope to overcome the combined might of all the Masters. Therefore, he intends to subvert certain students with the aim of undermining the school's foundations. Those who fall under his sway will remain students at the University, allowing the Lich to influence events through them. Ultimately, Balizaar hopes to control a majority of the students and Masters. Once this has happened he will execute his final plan, with devastating repercussions for the University of Magical Arts.

Because time is not a restriction, Balizaar often acts with great caution. He has spent years implementing his plans and is loath to risk them for short-term gains. For this reason, his excursion to the Magic Isle will be relatively indirect and subtle, more of a skirmish than an attack. In a calculated move to elicit rash responses from the students, the Lich will slay the Portreeve. He will never directly attack any student, preferring to rely on his amulet of spell reflection and 'Dispelling Ways' spells.

Those who cast offensive spells at the Lich will have those spells reflected upon them. Balizaar will ensnare the spirit of any spell-caster who dies in this manner. The Lich will place the spirit on his 'spirit belt' for future uses. After being subverted, the spirit will one day return to the Magic Isle and cannot be denied because 'it' remains a student.



Balazaar will use "Detection Mastery" spells against those characters who cast only non-offensive magic. In this manner the Lich hopes to 'power type' an individual for later reference. Clearly, those who cast the most magic will reveal more of themselves (and possibly their weaknesses) to the Lich. Additionally, Balazaar may use "Dispelling Ways" against other magic directed at him.

Finally, Balazaar will ignore those who do not cast spells, preferring to exploit the aggressiveness of others. After all, this is the very trait he desires in his minions. The Lich will generally appear very threatening but cast no offensive spells other than that needed to kill the Portreeve. After he has gathered his harvest of spirits, Balazaar will depart, only to return another day.

Balazaar's ultimate goal is for the students and Masters to join him in the realm of the Unliving. This will mark the end of the University of the Magic Arts and the birth of a haunted island of dark lore, with Balazaar at its head.

AIDS

The characters who stand the best chance of survival will be those who cast no magic whatsoever. (Balazaar will take no interest in them.) Those who cast non-offensive magic will be known to the Lich but not harmed. However, in the future, their paths may be dogged by Balazaar's fearful minions, seeking converts. It is clear that the Masters' previous lessons of restraint apply in these circumstances.

OBSTACLES

Balazaar the Lich carries with him 2 items which make the characters' task nearly insurmountable. The first is a mirrored amulet of spell reflection. Any spell cast at Balazaar must make a successful RR vs. 75th level or be reflected upon the caster. The other item is Balazaar's spirit belt. The Lich may hold any bound spirit in stasis and under his complete control. Whenever he needs a spirit, the Lich removes it from his belt and sets it to a task. While they hang on the belt, he need not concentrate on them; they hang ready to do his bidding.

Unfortunately for the students, the Arch-Mage and all the Masters are unable to come to their aid, leaving them vulnerable. Nor can the Spirit of the Magic Isle intervene, having been temporarily dispelled by the Lich. So nothing stands between Balazaar and his quarry.

REWARDS

If they are fortunate, characters may escape Balazaar's attentions and help to preserve the isle.



5 • AFTERMATH

Balazaar's plans are far-reaching and bode ill for the future of the University. After his departure from the Magic Isle, Balazaar will return to his lair with his captured spirits. Over time he will transform them into greater Undead, eventually sending them back to the University. The Spirit of the Magic Isle cannot deny entry to these returning students. Once at the University, they will seem to resume their studies. In reality, they foreshadow a greater darkness to come. These minions of Balazaar will pervert the ambiance of the University: inciting unrest amongst other students; delving into dark, unwholesome lores; haunting the lonely paths of the isle; driving away animal life; and preparing the Isle for greater numbers of Undead.

Balazaar will hunt down the characters he "knows" after they leave the University, in order to hang their screaming spirits from his belt. It can be seen that the PCs he has 'power-typed' will be in great danger if they leave. Yet to remain at the University is to be imprisoned. This is part of his sweet revenge — to intern all other students the way he was held. Eventually, when the Undead outnumber the living, Balazaar will effectively control events on the Magic Isle. This is the longterm danger.

Through its long history The University of Magical Arts has never faced such a sinister threat. The danger is all the greater because it comes from within. The Masters dare not break with tradition and expel the unliving students for fear of alienating of the Spirit of the Magic Isle. The Spirit embodies the mission of the University: primarily, the dissemination of knowledge to every student.

PART V

• MINI SCENARIOS •

1•THE EXHIBITION

The Setting: in a glade near the Halls of Essence

Requirements: any number of 1st-3rd level spell-users having "Power Projection"

Aids: Characters with "Lie Perception", "Power Perception", or "Detection" spells

Obstacles: Krozia's power point multiplier

Rewards: Retention of the magic item and some fame (and Krozia's enmity...)

THE TALE

Several times a year students in the same social group get together to determine who is the most powerful among them. The rules of the Exhibition are exactly like the Power Projection ability description on page 36 of ICE's *Rolemaster Companion II*, with the following constraints. Power may only be increased in maximum increments of 3 power points, no artificial power point enhancers (such as multipliers) are allowed, and "power feedback" is avoided at all costs (i.e., one side cannot "up the ante"). Thus, feedback only occurs when one who projects power fails the die roll. Thus, it is uncommon to have a Power Projection contest lead to someone being seriously hurt. The Exhibition is primarily good-natured, fun-loving rivalry among colleagues.

The winner of each Power Projection contest challenges another winner in an elimination-style Exhibition. Subsequent power projections are increasingly exciting as greater power becomes involved. Ultimately, the two finalists face off against one another, determining the most powerful spell-user in the social group.

THE TASK

This Exhibition is somewhat different. Krozia the sorcerer jealously covets the greatest magic item the players possess (at the GM's discretion). He will try to challenge the PC who owns the coveted item to a power Projection contest. Krozia will break three "house rules" in order to facilitate the theft of the item. He will covertly use a power point multiplier and all his power points in a great blast hoping to "burn-out" the PC with "feedback". While the PC is stunned or insensible, Krozia will act shocked and rush to the PC's side. As he is ostensibly ascertaining whether the PC is all right, Krozia will attempt to pickpocket the item. Thus the task is to either realize Krozia's deception or to defeat his attempt at picking pockets. If the scene turns violent, remember that the Spirit of the Magic Isle will not allow one student to kill another.

KROZIA THE DELVER

Age: 21. **Eyes:** light green. **Hair:** sandy brown. **Build:** stocky. **Height:** 5'11". **Race/Sex:** Human (Delicti)/M. **Skin:** fair. **Deemeanor:** outspoken, friendly. **Dress:** green flowing robes. **True Attitude:** covetous, scheming.

Hits: 38. **Melee:** +10da. **Missile:** 20da.

AT(DB): 2(20)*. **Sh:** N. **Gr:** N. **MovM:**—

Lvl: 4. **Profession:** Sorcerer/Mage. **Stats:** St-42; Qu-92; Em-95; In-96; Pr-50; Ag-85; Co-86; Me-88; Re-76; SD-40. **Will:** 35. **AP:** 73. **PP:** 8 x 3 = 24. **Maneuvers:** +5. **Base Rate:** 60'. **Skill Bonuses:** AlcmY24; Attm47; BMath34; Chan42; Dup50; FAid15; GPerc36; MedS139; PhRD34; PPckt40; PwrPc52; PwrPj67; Rune52; S&H30; Sub33; Surv39; Swim30; SymL42; TMSen39; Trick45;

Spells: Mind Destruction (to 10th); Spell Wall (to 10th); Barrier Law (to 10th); Flesh Destruction (to 10th); Delving Ways (to 10th); Detection Mastery (to 10th); Dispelling Ways (to 10th); Light's Way (to 10th).

Spell Bonus: Base Spell Bonus:+8; Directed Spell OB: +22 (Shockbolt).

Items:

—voluminous robes of defense, light-weight padding affords a +10 bonus.

—tiger's eye agate ring, x3 sorcerer multiplier.

2•SLEEPING LION MOUND

The Setting: anywhere on Uman Island, other than in a town

Requirements: 3-7 characters of 3rd to 10th level not adverse to grave-robbing

Aids: PCs with "Guess", "Detect Undead", and Repulsions" spells (& digging tools)

Obstacles: The treasure is not readily accessible, since it is buried

Rewards: The wealth of a long-dead noble

THE TALE

While travelling across Uman Island, the PC's come upon an unusual terrain feature, a mound. Further examination reveals the mound to be an empty, man-made tomb of ancient origins. On the lintel above the open doorway lies a large stone lion, seemingly fallen asleep after several years of watchfulness. The floor is tiled in a colorful and complex spiral pattern that converges at the center of the circular stone tomb.

THE TASK

The Sleeping Lion Mound is completely safe during the daylight hours. If the PC's are there after nightfall or attempt to unearth the noble's casket, the spectre of the dead noble will arise and threaten the party. Should the characters flee the tomb, the spectre will not follow, since it is "tied" to the mound. The treasure is buried 3 feet beneath the center of the great spiral pattern. If the characters wish to abscond with it, they must first defeat the spectre.

THE TREASURE

Placed with great care about the skeleton of the noble are:

- 21 pieces of jewelry (gold necklaces, jade earrings, etc.) worth a total of 630 gp
- a +20 suit of chain (AT 16) and a +20 helm
- a +20 sword of slaying Sea-kral's
- an amulet of protection which adds a +20 bonus to DB and RR

THE SPECTRE OF THE NOBLE

Eyes: cold white lights. **Hair:** flowing white. **Build:** ethereal. **Height:** 6'6". **Race/Sex:** Undead (III)/M. **Demeanor:** fearsome, cruel. **Dress:** tattered cloak. **True Attitude:** protective.

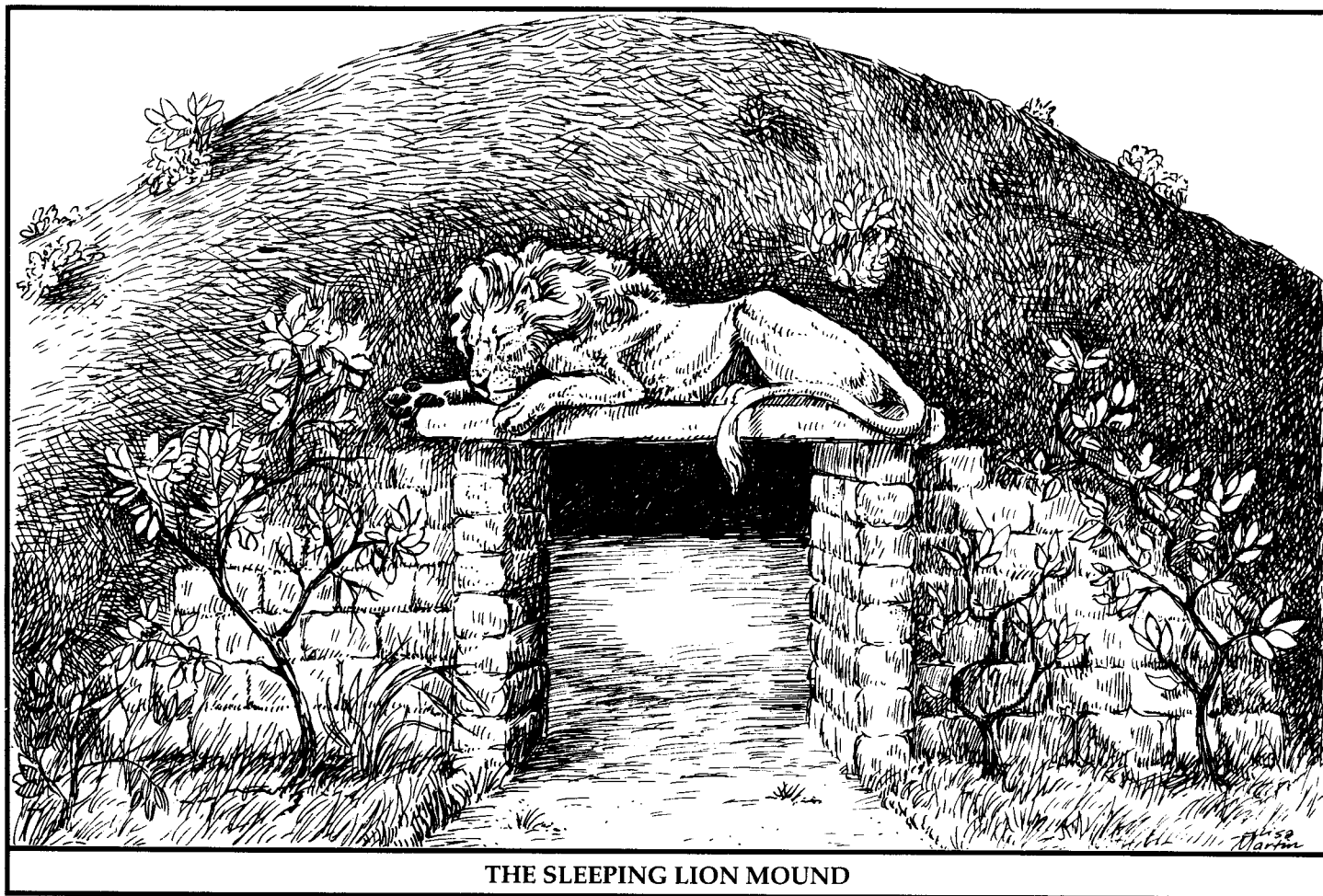
Hits: 212. **AT(DB):** 1(75).

Lvl: 10. **Stats:** St98; Qu-101; Em-84; In-95; Pr-100; Ag-101; Co100; Me-100; Re-96; SD-50. **Will:** 80. **AP:** 07. **Maneuvers:** +30. **Base Rate:** 90'. Offensive Bonus +50. Lightning bolt. Size/Crit: L/LA#

Special Abilities:

- non-corporeal: only harmed by magic weapons.
- radiates 'Fear' in a 100' radius.
- touch drains 10 Constitution pts. per round (20 RR); &
- free use of 'Ice Law' and 'Wind Law' to 10th Level.

Skill Bonuses: Attm50; Chan65; CirLr60; GPerc75; PwPc40; PSp50; Rune45; S&H75; SymLr60; WrLr60.



THE SLEEPING LION MOUND

3•ISSIGRI'S CLEFT

The Setting: the Uplands of Uman island in the Kabuli fissure (located on the small peak 20 miles northwest of Ohni)

Requirements: 4-10 foolhardy characters greater than 10th level and a copy of the map of the Cave Drake's lair

Aids: ranged weapons or any weapon of dragon-slaying

Obstacles: a vertical descent must be made into the lair

Rewards: enough treasure to wallow in

THE TALE

One of the player characters has chanced upon the mention of a dragon lair mentioned in the tome, "Subterranean Strata of the Kabuli Fissure." (See Part II) Armed with this knowledge and a certain audacity, the PC's intend to steal the treasure and to kill the drake.

THE TASK

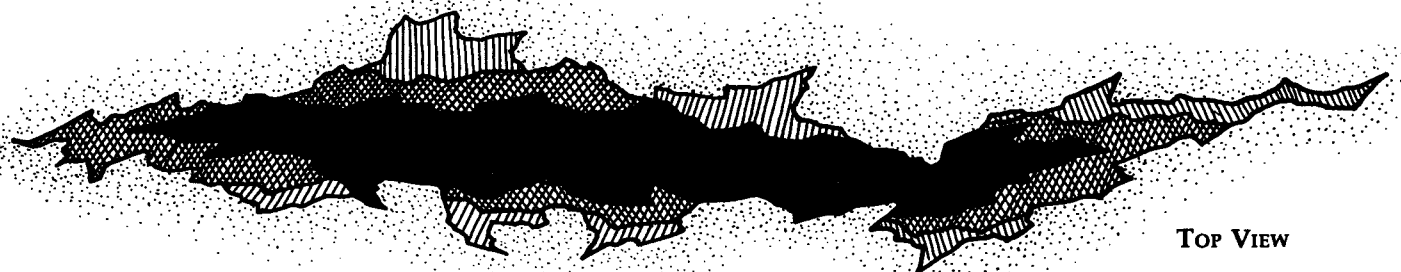
The area of the Kabuli fissure in which the drake has his lair is difficult to enter unseen. PC's must find some way of descending to the floor 150' below. In his lair, the Dragon Issigri reflects upon his pile of hoarded wealth. He will abandon his treasure only under the direst of circumstances. If pressed, Issigri may retreat to a stony shaft which provides complete protection on all sides but one. An alternate escape route is a passage which joins an underground river, exiting the hillside some miles distant. Should he survive, the Drake will try to retrieve any stolen treasure.

THE TREASURE

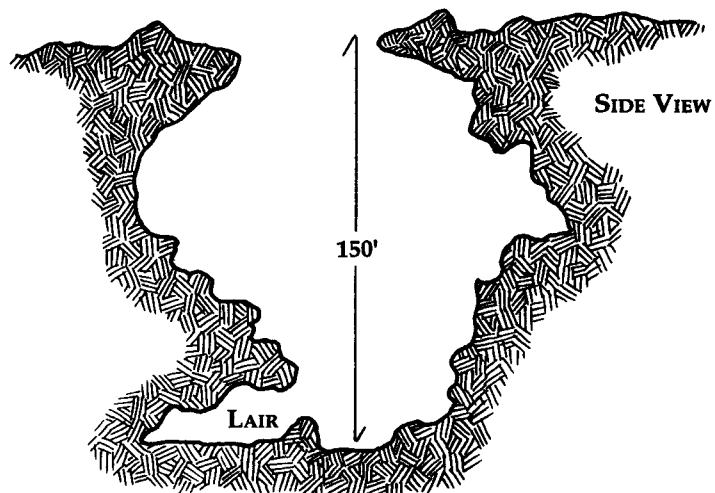
Lying about on the ground are:

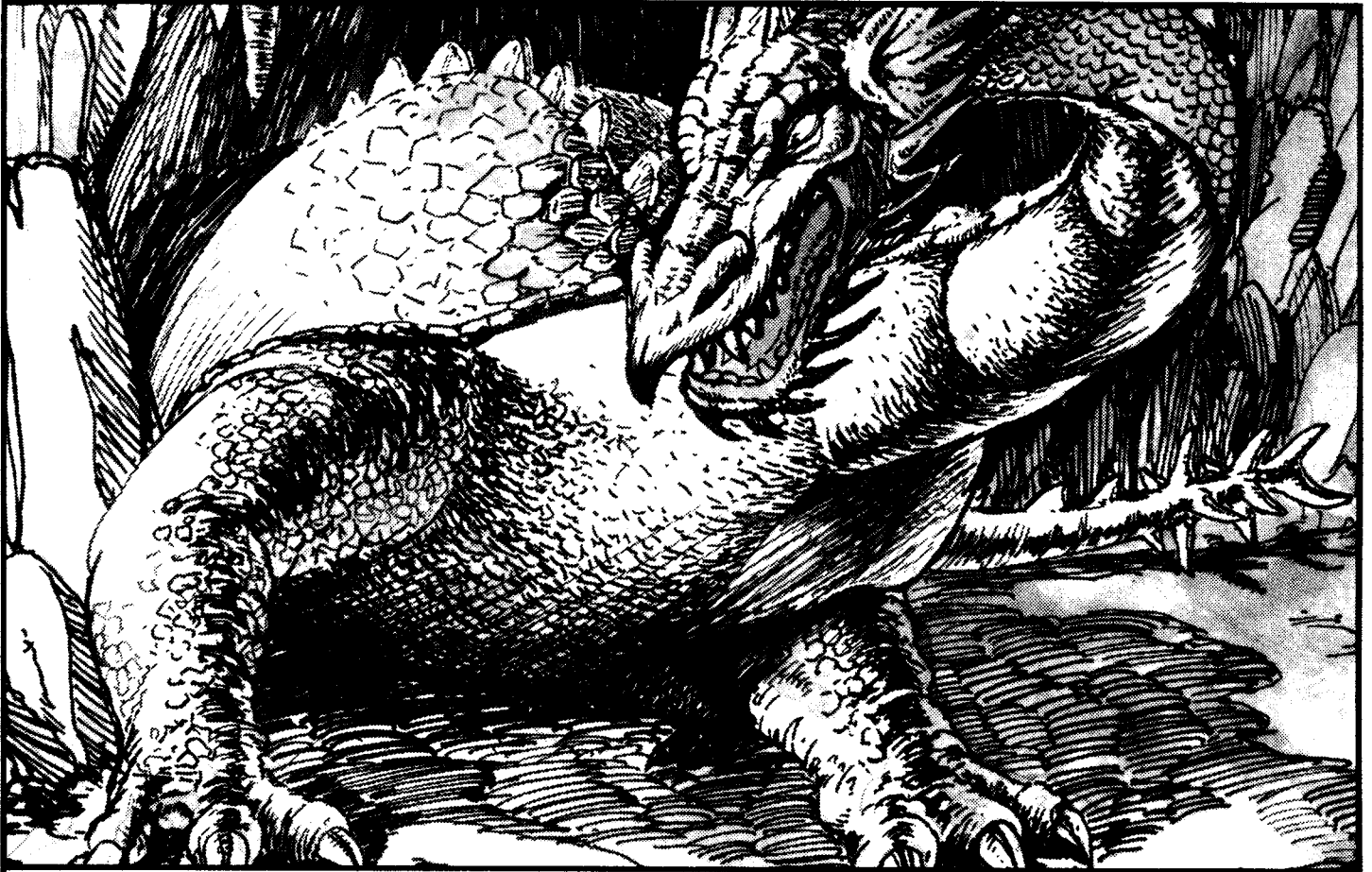
- 2935 jade pieces, 746 silver pieces, 317 gold pieces, and 100 gems (worth a total of 1072 gp)
- a large, iron-bound wooden chest 5' x 4' x 3', locked Very Hard (-30), and needle-trapped (Extremely Hard(-40) to perceive and disarm). It contains:
 - a suit of half-plate (AT 19) including wall shield and helm, +10;
 - a short sword, +15 "Frostblade" and scabbard;
 - a 5' gnarled oaken staff, +3 Essence Adder; and
 - a 5 1/2' hickory Staff of Draining (cursed item, 25th lvl RR).
- a medium, leather-bound wooden chest 3' x 2' x 1 1/2', locked, Very Hard(-30) and releases a 5th level poison nerve gas when opened. It contains:
 - silver bracers of defense, +20;
 - headband, x2 channeling multiplier, negates all head crits;
 - Tome containing the "Mind Master" list to 20th level;
 - one 8 ounce vial of blue fluid (25th level conversion poison).
- a small, felt-lined, steel chest 1' x 1/2' x 1/2', locked, Extremely Hard (-40) and magically trapped with a symbol of Paralysis (20th level) on the inner lid. It contains:
 - a leather case containing a +15 lock pick kit;
 - a diamond pendant on a silver necklace, x3 Astrologer multiplier;
 - a Golden Ring of Lordship;
 - a Silver Ring of Invisibility (to 1');
 - a Platinum Ring of Agony.

ISSIGRI'S CLEFT



- GROUND LEVEL
- 50' LEVEL
- 100' LEVEL
- 150' LEVEL





ISSIGRI THE CAVE DRAKE

ISSIGRI THE CAVE DRAKE

Age: mature. **Eyes:** glowing yellow. **Build:** slender. **Length:** 30'. (including a 10' tail). **Skin:** jet black, scaly. **Demeanor:** arrogant, cruel, vain. **True Attitude:** bored, catlike.

Hits: 316. **Melee:** any 3 of the following: +100 Huge Bite, +70 Huge Claw, +70 Huge Claw, +60 Huge Bash, or +100 Huge Horn.

AT(DB): 19(40).

Lvl: 15. **Stats:** St-103; Qu-101; Em-100; In-104; Pr-102; Ag-99; Co-97; Me-100; Re-101; SD-98; **Will:** 155. **AP:** 29. **PP:** 45. **Maneuvers:** +20. **Base Rate:** 140'. **Size/Crit:** H/SL.

Special Abilities:

— enchanted senses of smell, hearing, and sight (plus perfect infravision).

— ability to discern illusions and invisible things (7th lvl RR)

— immune to the elements (fire, ice(cold), light, air, water, & dark) and to poisons.

— resistant to spells (+60 RR bonus).

— Acidic Blood, burns as 15th lvl Reduction poison (& a 25% Luckbased RR), accompanied by a +75 Fireball type attack.

— Acidic Saliva, along with any 'Bite' critical strike an additional 'Acid' crit one severity rank higher is also received.

Spells: Evil Magician Base; Darkness (to 15th); Essences; Spirit Mastery (to 10th); Physical Erosion (to 15th); Perceptions (to 10th); Spell Reins (to 10th); Dispelling Ways (to 10th);

Spell Bonus: Base Spell Bonus: +15.

Weaknesses:

— Issigri is exceedingly vain and egotistical.

— sensitive to full daylight (-50 when exposed).

— fascinated by riddles, puzzles, logic, and Elven Literature.

Skill Bonuses: AMov47; AMath68; Alcm68; Appr68; Attm120; BMath68; BDS62; Cave75; CirLr77; Climb70; Cont50; DemLr72; DFoeU70; Divin100; DrgLr110; Dup100; FauLr82; Forag72; Fren100; GPerc120; HItem88; Hypn88; Intg90; LPerc105; LS093; MedKi95; MedTr95; MetEv98; MetLr68; Mimic98; Mnem87; PhRd108; PsnLr68; PPerc68; PwrPc120; Prop60; Rach78; RdTck88; Rune130; Sed95; SAmbA98; SLA110; S&H90; SymLr77; Tale95; TmSen100; Trick92; Vent100; WrdLr77.

ISSIGRI'S CURRENT STATUS**Die Roll Result**

01-10 Hibernating: Absurd (-60) "Sense Ambush/Assassin" needed to awaken and detect intruders, -30 to all actions due to sluggishness;

11-20 Light Sleep: Extremely Hard (-20) "SAmbA" required to awaken and detect intruders, -20 to all actions;

21-40 Repose: Hard (0) "SAmbA" to awaken and detect, -5 to all actions;

41-80 Reflection: Medium (+10) "SAmbA" will detect intruders;

81-90 Alert & Passive: Easy (+30) "SAmbA" will detect intruders; and

91-100 Alert & Active: As above, but Issigri will vigorously defend his lair in an orgy of violence.

PART VI

• CHARTS AND TABLES •

Use of the Encounter Table: The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given on the table, whichever is shorter. If an encounter roll is less than or equal to the **Chance** of Encounter given on the

table, a second roll of (1-100) is made to determine the nature of the encounter. An encounter does not always require a fight of similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

MASTER ENCOUNTER TABLE							
Encounter	Saltwater Shores	Lowlands	Forest	Uplands	Civilized Areas	Hidden Tarn	Magic Isle
Chance (%)	20	35	50	30	70	25	10
Distance(miles)	8	6	1	2	.5	4	1
Time(hours)	4	4	2	4	1	4	4
Abraxas	—	—	01	—	—	—	—
Actors/Minstrels	—	—	—	—	01-02	—	—
Adventurers	01	01-03	02-04	01-03	03-04	01-03	—
Alligators	—	—	05-09	—	—	—	—
Ants	—	—	10-17	04-16	—	—	01-07
Apparition	—	—	—	17-19	—	04-07	—
ArchMage	—	—	—	—	—	—	08
Aspirants	—	—	—	20-21	05-07	08-09	09-10
Assassin	—	—	—	—	—	10	—
Bandits	—	04-13	—	—	—	—	—
Banshee	—	—	—	22-23	—	—	—
Bats	—	—	18-22	—	—	—	—
Bavolorus	—	—	—	—	—	—	11-15
Beetles	—	—	23-27	—	—	—	—
Birds	02-10	14-26	28-32	24-33	08-12	11-17	16-20
Blue Heron	—	—	—	—	—	18-22	21-22
Boars	—	—	33-36	34-41	—	—	—
Burglars	—	—	—	—	13-16	—	—
Chameleons	—	—	37	—	—	—	—
Conceptual Spirit	—	—	—	—	—	23-25	23-30
Condor	—	—	—	—	—	—	31
Constables	—	—	—	—	17-24	—	—
Crayfish	—	—	—	—	—	26-29	—
Deer	—	27-38	38-42	42-49	25-27	—	—
Dogs	—	39-44	43-44	50-53	28-30	—	—
Dolphins	—	—	—	—	—	30-33	—
Dragonflies	—	—	—	—	—	34-39	32-37
Eels	—	—	—	—	—	40-45	—
Exploding Mushroom	—	—	45-47	—	—	—	—
Fanatic/Vigilante	—	—	—	—	31	—	—
Fish	11-41	—	—	—	—	46-53	—
Fishermen/Hunters	42-61	45-64	48-53	54-55	—	54	—
Fishing Cats	—	—	—	—	—	55-60	38-43
Flying Squirrels	—	—	54-55	—	—	—	—
Frogs	—	—	—	—	—	61-67	44-48
Ghost	—	—	—	—	32	—	—
Giant Fly Trap	—	—	56-58	—	—	—	—
Great Spiders	—	—	59-60	—	—	—	—
Griffins	—	65-66	61-62	56-58	—	—	—
Harpy	—	—	63-64	59-61	—	—	—

Encounter	Saltwater Shores	Lowlands	Forest	Uplands	Civilized Areas	Hidden Tarn	Magic Isle
Chance (%)	20	35	50	30	70	25	10
Distance(miles)	8	6	1	2	.5	4	1
Time(hours)	4	4	2	4	1	4	4
Headmaster	—	—	—	—	—	—	49-50
Housecats	—	—	—	—	33-37	—	—
Jellyfish	62-71	—	—	—	—	—	—
Komodo Dragon	—	—	65-67	—	—	—	—
Lammasu	—	—	—	—	—	—	51
Local Residents	—	—	—	—	38-62	—	—
Manticores	—	—	—	62-64	—	—	—
Master	—	—	—	—	—	—	52-55
Merchants	72-76	—	—	—	63-67	—	—
Mink	—	—	—	—	—	68-70	56-60
Mongoose	—	—	68-69	65-68	—	—	—
Monkeys	—	—	70-73	—	—	—	—
Muggers	—	—	—	—	68-72	—	—
Naid	—	—	—	—	—	71	—
Nixies	—	—	—	—	—	72-73	—
Otters	—	—	—	—	—	74-80	61-66
Pangolin	—	—	74	69-70	—	—	67
Panthers	—	67-74	75-77	71-75	73-74	—	—
Phantom	—	—	—	—	75	—	—
Pickpockets	—	—	—	—	76-80	—	—
Pilgrims	77	—	—	76-78	81	81-82	68
Priests	—	—	—	—	82-83	—	—
Pythons	—	—	78-81	—	—	—	—
Raccoons	—	—	—	—	—	—	69-73
Rowdies	—	—	—	—	84-93	—	—
Salamanders	—	—	—	—	—	83-86	74-76
Scorpions	—	—	82-83	79-82	—	—	—
Sea Serpents	78-80	—	—	—	—	—	—
Sentient Trees	—	—	84	—	—	—	77
Servants	—	—	—	—	—	—	78-87
Sharks	81-86	—	—	—	—	—	—
Silver Osprey	—	—	—	—	—	87-91	—
Snapping Turtles	—	—	—	—	—	92-96	—
Soldiers	—	—	—	—	94-95	—	—
Spiders(poison)	—	—	85-87	83-90	—	—	—
Squid	87-95	—	—	—	—	—	—
Stingray	96	—	—	—	—	—	—
Students	—	—	—	—	—	—	88-95
Ticks	—	—	88-89	—	—	—	—
Toothed Whales	97	—	—	—	—	—	—
Toves	—	—	—	—	—	—	96-97
Trackers	—	75-89	—	—	—	—	—
Travelers	98-99	—	—	—	96-98	—	—
Tree Frogs	—	—	90-92	—	—	—	—
Trolls	—	—	—	91-92	—	—	—
Vipers	—	90-92	93-94	93-95	—	—	—
Wandering Demon	—	—	—	96	—	—	—
Wasps	—	93-98	95-97	—	—	—	—
Water Elemental	—	—	—	—	—	97	—
WerePanther	—	—	98-99	97-98	—	—	—
Special or Reroll	100	99-100	100	99-100	99-100	98-100	98-100

MASTER BEAST TABLE

Creature(#)	Base Lvl	Rate	Maneuver	Size/Crit	Hits	AT(DB)	Primary Attack	Secondary Attack	Outlook	Notes
Abraxas (1-2)	4	70'	10	L/	125	3(30)	50MPi	50MGr(2x)/90LCr§	Hostile	A
Apparition (1)	6	45'	20	M/11#	85	1(50)	50MBa	Spells	Cruel	B
Banshee (1)	3	70'	0	M/	60	3(20)	50We	40SCl	Cruel	C
Bavolorus (1-2)	4	90'	20	L/	110	3(25)	80LHo	60MHo & 50MBa	Aloof	D
Blue Heron (1-10)	2	100'	30	S/	15	1(50)	15SPi50%	10SC150%	Timid	Intelligent
Conceptual Spirit (1)	25	100	75	L/LA#	250	1(100)	Will Contest		Protect	E
Condor (1-2)	5	110	10	M/	100	1(30)	60LCI	50MPi§	Passive	Intelligent (spells 50%)
Dolphin (2-6)	7	80'	30	L/	80	1(40)	55MBi		Normal	Intelligent (spells 25%)
Eel (1-3)	1	40'	20	S/	25	3(50)	25SBI	20SBolt	Normal	Intelligent
Ghost (1)	8	100	20	M/LA#	175	1(30)	65MBa	55We	Bellig.	F
Griffin (1-2)	9	100	30	L/11	180	4(35)	100LCI	65LBa 100MPi†	Bellig.	
Harpy (1-10)	4	90'	20	M/	50	3(30)	30MCI (2x)	45We	Cruel	
Komodo Dragon (1-2)	6	50'	10	L/11	120	7(30)	60LBI50%	60MBa50% 90LCI§	Aggres.	Intelligent
Lammasu (1-5)	12	120'	20	L/LA	190	4(30)	150LCI (2x)	160MBa50%	Altru.	Animist sp to level
Manticore (1-4)	5	90'	20	L/	170	7(40)	80hcb(2x)	100LCI	Cruel	3rd lvl.n.psn.on spikes
Naiad (1)	5	80'	20	M/	60	1(20)	30MA.sw	50bo	Protect	G
Nixies (1-8)	3	40'	30	S/L	30	1(20)	30We	10We	Varies	spell use
Panthers (1-2)	5	100'	30	M/	105	3(40)	50MCI40%	70MBa60% 60MBi§	Aggres.	
Phantom (1)	2	50	10	M/L#	40	1(20)	30S Bolt		Inquis.	H
Python (1-2)	3	30'	0	L/	90	3(0)	70MBi30%	60MGr70% 90LGr§	Aggres.	
Sea Serpent (1)	15	100'	20	H/SL	450	16(30)	90HGr 150HCr†	80HBI	Aggres.	90WBolt (heat crits)
Sentient Tree (1)	20	60'	0	H*	400	12(50)	120HBA(4x)	100 LGr†	Protect	100HCR (d)§
Silver Osprey (1)	2	150	35	S/	20	1(40)	40MCI	25SPi§	Aggres.	Intelligent
Tove (1-2)	1	60'	30	SL	40	3(40)	30MCI	30SBI	Hungry	I
Troll (1-10)	10	60'	0	L/LA	185	11(20)	95LBa	85LCI	Hostile	50We, 60ro
Viper (1-2)	1	40'	10	S/	15	1(30)	20SSt		Normal	2ndlvl muscle poison
Water Elemental (1)	20	120'	10	L/SL#	120	1(50)	40LBa(3x)	70LGr	Berserk	"Impact D"†
Were-Panther (1)	7	100'	30	M/I	130	4(50)	75MCI40%	90MBa60%	Aggres.	100MBi†

Notes on the Master Beast Chart:

- A A colorful fowl's head and "snake's legs" merge with the human torso of the Abraxas.
- B The apparition is a spell-user who never made it to the Magic Isle. It tries to thwart all newcomers and kill all students. Four aspects of the apparition make it a truly frightening opponent: the Rage of Jealousy and Envy; 'Disease' and 'Curses' spell lists to 6th level; a touch that drains 1 Constitution point per round (RR); and an ephemeral form that only magic weapons will harm.
- C The remains of a spurned hag so forlorn, her cries evoke dangerously powerful emotions. If a Resistance Roll against her cry (100' radius) is failed by: 01-50, the victim flees; 51-100, feelings of hopelessness immobilize the victim; and by more than 100, the victim attempts suicide.
- D The Bavolorus is a goat-like creature with a barbed fighting tail, a broad flat tail, a beautifully feathered fan-tail, and a corkscrew horn on its forehead.
- E The Spirit of the Magic Isle does everything from keeping away unwanted weather and visitors, to helping the students with their lessons.
- F Every town has its ghost-stories. Their touch drains 4 Constitution points per round. They may only be damaged by magical weapons.
- G Naxos the Naiad is the guardian of the Pool beneath the Veil of Mists.
- H The phantom lurks in the shadows of desolate places, waiting for its victim. Its touch drains 1 constitution point per round. It may only be damaged by magical weapons.
- I The tove is a badger with a lizard's tail and corkscrewed digging talons, which subsists on nuts and dairy products.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl (Level), #Enc (number encountered), Size (Tiny, Small, Medium, Large, or Huge), Hits, and DB (Defensive Bonus). The more complex statistics are described below:

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The two letter codes give the creature's MERP armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent to the Rolemaster numeric 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.

MASTER NPC TABLE

Name(Sex)	LVL	Hits	AT(DB)	Sh	Melee Ob	Missile Ob	Character Notes
Masters of Natural Magic							
Taemoga (F)	30	115	4*(60*)	N	110qs*	115sp(qs)	Druid-Shaman/Animist; Headmistress of Natural Magic, St80, Qu90, Pr98, In100, Em96 Co95, Ag97, Sd99, Me98, Re85, AP100, Will:110.
Onnara (M)	23	144	1(45*)	N	100MAst*	95sl*	Animist, St90 Qu95, Pr75, In99, Em80, Co98, Ag96, SD95, Me99, Re91, AP87, Will:60
Nervila (F)	19	138	4*(50*)	N	115qs	115sp(qs)*	Druid-Ranger/Animist-Ranger, St97, Qu98, Pr95, In100, Em75, Co96, Ag99, SD92, Me87, Re90, AP100, Will:65
Vasilien (M)	21	133	1(65*)	N	70MAsw	90lb*	Shaman/Animist, St86, Qu90, Pr76, In98, Em93, Co88, Ag95, SD90, Me96, Re97, AP76, Will:60.
Masters of Divine Magic							
Zarindas (M)	35	126	2(70*)	N	90sp*	90sp*	Cleric-Healer/Animist; Headmaster of Divine Magic, St83, Qu85, Pr92, In101, Em90, Co85, Ag90, SD91, Me98, Re96, Ap72, Will:80.
Naaz-Ooldeen (M)	26	120	20(60*)	Y55*	121th*	66da*	Cleric/Animist, St95, Qu96, Pr94, In99, Em81, Co98, Ag97, SD91, Me100, Re95, AP96, Will:65.
Linnestra (F)	17	150	1(100*)	N	135sc*	130sb*	Dervish/Bard, St98, Qu100, Pr83, In98, Em76, Co100, Ag100, SD85, Me90, Re88, AP98, Will:45
Haebrie (M)	23	195	1(25*)	N	35MAsw	75bo*	Healer/Animist, St75, Qu92, Pr85, In99, Em95, Co98, Ag91, SD97, Me98, Re96, AP65, Will:95
Garron Reynart (M)	21	195	19(65*)	Y55*	205bs*	136lb	Paladin(Fighter)/Animist Warrior, St101, Qu98, Pr91, In95, Em90, Co100, Ag99, SD98, Me92, Re86, Ap99, Will:60
Masters of Mental Magic							
Kirkutje (M)	33	112	2(25*)	N	60MAst	50sb*	Mentalist-Sage-Seer/Bard; Headmaster of Mental Magic, St75, Qu90, Pr100, In91, Em94, Co76, Ag85, SD100, Me93, Re92, Ap80, Will:95.
Anthion (F)	22	138	1(50*)	N	35Brawling		Bard, St77, Qu99, Pr99, In90, Em92, Co95, Ag100, SD98, Me99, Re91, AP84, Will:75
Eliza (F)	25	180	1(55*)	N	100MAsw	50lcb	Lay Healer/Animist, St88, Qu99, Pr99, In84, Em95, Co98, Ag100, SD90, Me96, Re97, Ap99, Will:55.
Dojjen (M)	28	132	1(35*)	N	60MAsw	50sl*	Mentalist/Bard, St70, Qu90, Pr100, In96, Em98, Co91, Ag93, SD97, Me98, Re99, AP86, Will:100
Calistoran (M)	23	143	2(50*)	N	65MAsw	65hcb	Sage/Bard, St84, Qu89, Pr99, In94, Em97, Co85, Ag90, SD95, Me100, Re98, Ap99, Will:80
Thalira (F)	21	105	1(25*)	N	60MAst	35sl	Seer/Bard, St78, Qu94, Pr98, In97, Em95, Co87, Ag93, SD99, Me91, Re92, AP88, Will:85.
Masters of Essential Magic							
Xanxiar (M)	50	116	1(135*)	Y25	100bs*	140lb*	Alchemist-Conjuror-Magician-Runemaster/Mage: Headmaster of Essential Magic, St90, Qu98, Pr95, In92, Em102, Co85, Ag100, SD97, Me99, Re100, AP98, Will:95
Alkarim (M)	25	125	1(40*)	N	70MAsw	120hcb*	Alchemist/Mage, St80, Qu90, Pr75, In70, Em100, Co85, Ag98, SD95, Me97, Re99, AP55, Will:70.
Jethrik Kalomar (M)	18	107	2(10)	N	124ba*	80da*	Delver/Mage-Bard, St89, Qu94, Pr67, In75, Em98, Co88, Ag80, SD85, Me98, Re95, AP51, Will:50.
Adrasta (F)	22	88	2(40*)	N	80da*	60da*	Illusionist/Mage, St79, Qu96, Pr95, In90, Em99, Co92, Ag97, SD85, Me99, Re98, AP99, Will:75.
Endastor (M)	27	100	8*(50*)	N	60ss*	60lcb*	Magician/Mage, St60, Qu70, Pr90, In80, Em100, Co86, Ag95, SD90, Me98, Re100, AP97, Will:80
Chedaki (F)	20	162	1(110*)	N	110MAst*	70cp*	Monk/Scout-mage, St99, Qu98, Pr83, In50, Em97, Co100, Ag98, SD97, Me95, Re96, AP80, Will:75
Iznaemin (M)	24	90	2(25)	N	40MAsw	60sh*	Runemaster/Mage, St75, Qu99, Pr80, In89, Em99, Co86, Ag95, SD91, Me99, Re98, AP87, Will:65.

Name(Sex)	LVL	Hits	AT(DB)	Sh	Melee Ob	Missile Ob	Character Notes
Masters of Arcane Magic							
Altos (M) Pr98, In99, Em87, Co90, Ag96, SD97, Me98, Re95, AP91, Will:80	30	132	2(20*)	N	65MAsw	90lcb*	Astrologer/AnimistBard, St77, Qu69,
Morestra (F) In81, Em98, Co92, Ag96, SD95, Me90, Re99, AP92, Will:85	28	155	1(75*)	N	90sp*	90sp*	Mystic/Mage-Bard, St 90, Qu95, Pr97,
Vorsauvix (M) In97, Em98, Co87, Ag93, SD85, Me96, Re95, AP66, Will:65.	25	105	2(55*)	N	60MAst	60sb	Sorcerer/Mage-Animist, St79, Qu91, Pr86,
Scarroth (M) St91, Qu76, Pr71, In99, Em100, Co96, Ag90, SD85, Me97, Re95, AP71, Will:75.	35	188	11*(55*)	N	90da*	75da*	Necromancer(Evil Cleric)/Animist-Mage,
The Arch-Mage (F) University of Magical Arts, St84, Qu91, Pr99, In101, Em100, Co97, Ag96, SD100, Me99, Re98, Ap97, Will:120.	60	180	4*(95*)	N	60MAsw	60sl*	Archmage/All Classes; Leader of the
NPCs from The First Adventure							
Hensel (M) Em62, Co98, Ag95, SD85, Me77, Re64, Ap68, Will:10.	4	52	1(10)	N	55da	50sb	Rogue/Scout, St97, Qu90, Pr33, In54,
Andor (M) Em99, Co87, Ag43, SD50, Me95, Re98, AP79, Will:80.	1	17	1(0)	N	15MAst		Mysitic/Mage, St28, Qu38, Pr99, In74,
Rodolfo Urkhart (M) apprentice 16 In65, Em51, Co81, Ag75, SD40, Me84, Re85, AP81, Will:25			1(5)	N	25da	25da	NoProfession/Bard, St69, Qu75, Pr93,
Ambriel (M) Em61, Co92, Ag85, SD85, Me90, Re52, AP77, Will:10	7	60	1(5)	N	76da	76fn	Rogue/Scout, ST86, Qu85, Pr45, In55,
Naxos (M) Em100, Co87, Ag85, SD88, Me97, Re95, AP103, Will:55.	5	60	1(20)	N	30MAsw	50bo*	Illusionist/Mage, St45, Qu90, Pr96, In84,
Maegwath (M) Em21, Co76, Ag96, SD92, Me75, Re97, Ap63, Will:30.	6	66	1(25)	N	87da	92lb	Thief/Scout, St91, Qu95, Pr45, In90,
Malkon (M) In57, Em63, Co80, Ag69, SD76, Me84, Re83, AP78, Will:35.	3	30	2(0)	N	28MAst		NoProfession/Bard, St51, Qu67, Pr98,
Spirit of the Magic Isle SD103, Me101, Re105, Will: 250.	25	250	1(100)	N	—	—	Size/Crit:L/LA#, Pr109, In106, Em102,
NPCs from the Second Adventure							
Soldeed (M) Qu96, Pr97, In98, Em95, Co94, Ag95, SD93, Me92, Re91, AP96, Will: 75.	13	113	19(60*)	N	134sp*	104sp*	Paladin(Fighter)/Animist-Warrior, St99,
Morduru (M) Co86, Ag90, Sd67, Me89, Re92, AP70, Will:50.	7	42	1(15)	N	13MAst		Evil Mage, St85, Qu95, Pr90, In80, Em98,
Camilla (F) Em89, Co68, Ag85, SD95, Me88, Re93, AP100, Will:65.	11	66	1(90*)	N	35MAsw		Seer/Bard, St54, Qu85, Pr100, In90,
Hissillic (M) Em65, Co86, Ag93, Sd88, Me91, Re90, AP60, Will:40.	6	46	1(20*)	N	45da*	45da*	Shaman/Animist, St81, Qu92, Pr75, In95,
Balizaar (M) Mage-Animist, St 99, Qu98, Pr97, In100, Em100, Co96, Ag98, SD90, Me100, Re99, AP13, Will:100.	75	500	18(100*)	N	200HBa	200sp*	Undead Sorcerer-Necromancer-Shaman/
NPCs from the three Scenarios							
Krozia (M) Em95, Co86, Ag85, SD40, Me88, Re76, AP73, Will:35.	4	38	2(20*)	N	10da	-20da	Sorcerer/Mage, St42, Qu92, Pr50, In96,
The Spectre of the Noble Em84, Ag101, SD50, Me100, Re96, AP07, Will:80.	10	212	1(75)	N	+50Lightningbolt		Size/Crit:L/LA#, Qu101, Pr100, In95,
Issigri, the Cave Drake In104, Em100, Co97, Ag99, SD98, Me100, Re101, AP29, Will:155.	15	316	19(40)	N	100HBi		Size/Crit:H/SL, St103, Qu101, Pr102,

KEY TO NPC STATISTICS:

Codes: The statistics given describe each NPC. A more detailed description of the NPC's can be found in the main text. Some of the codes are self-explanatory: Lvl (level), Hlts, 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-hand axe, ja-javelin, ky-kynac (short), la-lance, ma-mace, Mr-Martial Arts (both strikes and sweeps), ms-morning star, qs-quarterstaff, ra-rapier, sb-short bow, ss-short sword, sp-spear, St-Martial Arts Striking, Sw-Martial Arts Sweeps and Throws, wm-war maddock.

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).

TEMPERATURE AND PRECIPITATION CHART

Month	Coastal Region	Inland Region	Upland Region	Magic Isle
1. Tiralin (Spring)	45-65 very heavy	35-65 heavy	30-60 heavy	55-75 moderate
2. Arin (Summer)	60-90 moderate	65-95 moderate	55-85 dry	65-85 moderate
3. Norin (Fall)	35-75 moderate	30-70 moderate	25-60 moderate	40-70 moderate
4. Akirin (Winter)	20-45 dry	10-40 dry	0-30 moderate	25-55 moderate
5. Ilarin (Winter/Spring)	30-55 heavy	30-50 moderate	25-45 heavy	40-65 moderate

Precipitation Codes: Very Dry = less than two inches; Dry = two to four inches; Moderate = four to six inches; Heavy = eight to ten inches; & Very Heavy = over ten inches. The inches refer to inches of rainfall in that area over the period of a seventy day month.

Precipitation Types: On any given day that the temperature is below 32 degrees, the precipitation will be snow, snow depth being ten inches = one inch of rainfall. Also possibilities of sleet or hail, depending on season and temperature, the latter more likely in coastal and inland areas. Precipitation over the inland region is often in the form of mist. The coast is also prone to mists and fogs, especially during the spring and fall periods. Finally, a dense mist always surrounds the Magic Isle.

ENCHANTED HERBS AND POISONS CHART

Name	Codes	Form/Prep	Cost	Effect
Antidotes				
Malach	m-V-5	leaf/eat	10gp	AF2. Cures Hemorrhagic Fever.
Mook	t-M-3	berry/eat	30gp	AF5. Lv1/3 Antidotes for all respiratory poisons.
Nega	m-S-2	leaf/brew	80gp	AF6. Slows effect of any poison 10x for 24 hrs.
Quilmufur	m-F-8	root/brew	49gp	AF1. Lv1/8 Antidote for all conversion poisons.
Shen	t-F-6	leaf/eat	27gp	AF3. Lv1/4 Antidote for all nerve poisons.
Sretta	t-F-9	flower/chew	120gp	AF5. Neutralizes any poison below 10th lvl.
Bone Repair				
Bursthelas	t-S-8	stalk/brew	110gp	AF22. Shatter repairs
Burn & Exposure Relief				
Aloe	t-H-4	leaf/apply	5bp	AF0. Doubles healing rate for burns & minor cuts. Heals 5 hits if burns.
Concussion Relief				
Dugmuthur	t-M-3	berry/eat	9gp	AF2. Heals 10 hits. Instant effect.
Reglen	t-M-3	moss/brew	75gp	AF7. Heals 50 hits
Rewk	t-D-3	nodule/brew	9sp	AF1. Heals 2-20 hits.
Thurl	t-D-1	clove/brew	2sp	AF1. Heals 1-4. Brew keeps 1-2 weeks.
Yavethalion	m-O-5	fruit/eat	45gp	AF4. Heals 5-50 hits.
General Purpose				
Arkasu	m-T-4	sap/apply	12gp	AF2. Heals 2-12 hits. Doubles healing rate for major wounds.
Attanar	t-F-4	Moss/apply	8gp	AF1. Curse fevers
Felmather	m-O-5	leaf/eat	105gp	AF15. Coma relief. Mental summons of one friend. Range = 300x user's lvl.
Latha	t-F-4	stem/brew	9sp	AF4. Heals 1-2 hits, cures common cold, & +10 to disease resistance.
Life Preservation				
Laurelin	m-O-9	leaf/eat	999gp	AF21. Lifegiving for Elves (within 28 days).
Muscles, Cartilage, and Tendon Repair				
Arnuminas	m-S-2	leaf/apply	6bp	AF8. Doubles healing rate for sprains, torn ligaments, etc.
Arpsusar	t-F-6	stalk/brew	30gp	AF15. Mends muscle damage.
Ebur	m-O-4	flower/eat	22gp	AF18. Repairs sprains.
Nerve Repair				
Terbas	m-D-3	leaf/apply	2gp	AF4. Doubles healing rate for nerve damage.
Wifurwif	t-M-7	lichen/eat	55gp	AF15. Nerve repairs
Organ Repairs and Regeneration				
Berterin	m-D-3	moss/brew	19gp	AF20. Preservation of organic material (up to body size) for 1 day.
Physical Alteration and Enhancement				
Breldiar	m-V-4	flower/eat	25gp	AF7. -30 to maneuver and melee. +50 to spell & missile attacks. Euphoria. Lasts 1 hour.
Gylvir	m-O-6	algae/eat	45gp	AF20. Allows one to breathe underwater (only) for four hours.
Grapeleaf	m-D-6	nectar/eat	7gp	AF18. Intoxication (-50 to all actions for 2 hrs); 1 day's nutrition.
Joef	t-B-4	powder/eat	35gp	AF23. Allows mental summons of one sentient friend(100'x lvl of user).
Enchanted Herbs				
Splayfoot	m-F-4	seeds/brew	23gp	AF16. For 'Good in Heart' instills confidence & singleness of purpose(+25)for 1-4 hrs.
Yaran	t-S-2	pollen/eat	9sp	AF7. Acute sense of smell and tast (+50) for one hour.
Poisons				
Cathaana	m-D-6	nut/powder	36gp	(lvl 1) White powdery nerve poison instantly causes mild euphoria (-50). Brain destroyed in 1-10 minutes.
Jeggarukh	m-U-5	bats/powder	71gp	(lvl 6)Black powdery circulatory poison give 10-100 hits.
Nimnaur	t-D-5	spider/liquid	23gp	(lvl 3) Milky white reduction poison slowly(1-10min.) liquifies affected organ. 1/ dose.
Uraana	t-S-4	leave/paste	12gp	(lvl 6) Creamy respiratory poison gives 3-30.

SPECIAL HERBS

Climate Codes: arid = a; semi-arid = s; hot and humid = h; mild temperate = m; cool temperate = t; cold = c; severe cold (frigid) = f; everlasting cold = e

Locale Codes: Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous (evergreen) forest = C Deciduous/mixed forest = D; Jungle/rainforest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = D; Freshwater coasts and banks = F; Ocean/saltwater coasts = O; Volcanic = V; Underground (caverns) = U

Frequency: Based on a scale of 1-100 (100 being very common; 1 very rare). These numbers are indicative of availability in the wild. Price shows purchase availability in towns and other 'shopping areas'.

Compass Code: Last code in sequence shows area of the main continent where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-continent.

Preparations Codes: bo=boil; br=brew; ch=chew; cr=crush; dr=drink; eat=ingest; in=inhal; po=poultice.

PART VII

• FANTASY HERO STATISTICS •

NOTE: The FH statistics in this section are given in abbreviated form because they will be replaced when the Hero System revision is released in late summer of 1989.

TAEMOGA

STR: 13	DEX: 14	CON: 15	BODY: 12	INT: 28
EGO: 20	PRE: 23	COM: 20	PD: 6	ED: 5
SPD: 4	REC: 6	END: 30	STN: 42	
OCV: 5	DCV: 5	Phases: 3,6,9,12		

Armor: None

Staff: +3 OCV, (7D6N) Dam, STR Min: 10, can be thrown with a -1/4" R Mod for 2D6+1K Dam. +90 END Aid, only usable for casting spells

Necklace: provides +4 Protection and 20pts of Spell Defense while worn.

Allows 8 dice of Locate and Telepathy with her Condor familiar

Skills: Animal Training (22-); Climbing (12-); Concealment (24-); Conversation (14-); Deduction (15-); Hunting (19-); KS: Caves (19-); KS: Diplomacy (23-); KS: Faeries (11-); KS: Fauna Lore (12-); KS: Flora Lore (12-); KS: Herbs & Simples (14-); KS: Meditation (11-); KS: Philosophy (11-); KS: Poisons (11-); KS: Weather (13-); Magic (21-); Medical (11-); Oratory (14-); Perception +5 (20-); Fam w/ PS: Acrobat (8-); Fam w/ PS: Cartographer (8-); Fam w/ PS: Cook (8-); Fam w/ PS: Craftsman (8-); Fam w/ PS: Musician (8-); PS: Navigator (11-); Riding (22-); Stealth (22-); Swimming 3"; Tracking (18-)

Combat Skills: Fam w/ Quarterstaff; +2 w/ All Combat

Spells: Up to 120 Active Points

VASILIEN

STR: 15	DEX: 14	CON: 15	BODY: 13	INT: 23
EGO: 18	PRE: 18	COM: 14	PD: 6	ED: 4
SPD: 4	REC: 7	END: 34	STN: 40	
OCV: 5	DCV: 8	Phases: 3,6,9,12		

Armor: None

Pouch: +68 END Aid, only usable for casting spells

Ring: +3 Protection, 15pts of spell Defense and Mind Defense while worn

Longbow: +2 OCV, -1/8" R Mod, 1D6+1K Dam, 1-1 STNx, STR Min: 14

Skills: Animal Training (12-); Climbing (12-); Conversation (13-); Hunting (12-); KS: Caves (12-); KS: Diplomacy (13-); Disguise (14-); Fam w/ KS: Fauna Lore (8-); KS: Interrogation (11-); Fam w/ KS: Knots (8-); KS: Meditation (12-); KS: Philosophy (11-); KS: Runes and Symbols (12-); Fam w/ Herb Lore (8-); Magic (20-); Medical (14-); Oratory (15-); PS: Cartographer (11-); Fam w/ PS: Dancer (8-); Fam w/ PS: Fletcher (8-); Fam w/ PS: Musician (8-); Fam w/ PS: Navigation (8-); PS: Poet (11-); PS: Singer (11-); Fam w/ Sailing (8-); Swimming 2"; Tracking (11-)

Combat Skills: Fam w/ Quarterstaff; Fam w/ Bows; +1 w/ All Combat; +1 w/ Bows

Spells: Up to 90 Active Points

ONNARA

STR: 15	DEX: 17	CON: 15	BODY: 13	INT: 23
EGO: 17	PRE: 18	COM: 16	PD: 6	ED: 4
SPD: 4	REC: 8	END: 40	STN: 41	
OCV: 6	DCV: 7	Phases: 3,6,9,12		

Armor: None

Bracers: +1 Accuracy in Hand to Hand Combat, +1 Protection and 10pts of spell Defense

Sling: -1/2" R Mod, 1D6+1K Dam, 1-1 STN Mod, STR Min: 11, huris bullets that are considered magical with +3 Accuracy

Skills: Animal Training (21-); Breakfall (12-); Climbing (13-); Concealment (23-); Hunting (19-); KS: Caves (12-); KS: Diplomacy (22-); KS: Fauna Lore (11-); KS: Flora Lore (11-); KS: Herbs and Simples (11-); KS: Knots (11-); Fam w/ KS: Meditation (8-); KS: Philosophy (11-); Fam w/ KS: Weather (8-); Magic (19-); Medical (12-); Oratory (14-); PS: Acrobat (11-); Fam w/ PS: Cartographer (8-); PS: Cook (12-); Fam w/ PS: Craftsman (8-); PS: Diver (11-); Fam w/ PS: Leatherworker (8-); PS: Navigator (11-); Fam w/ PS: Poet (8-); PS: Singer (11-); Running 8"; Sailing (11-); Stealth (12-); Swimming 2"; Tracking (14-)

Combat Skills: Fam w/ Slings; +1 w/ All Combat; +1 w/ Hand to Hand Combat; +1 w/ Brawling

Spells: Up to 90 Active Points

NERVILA

STR: 18	DEX: 18	CON: 18	BODY: 14	INT: 18
EGO: 13	PRE: 18	COM: 20	PD: 7	ED: 5
SPD: 3	REC: 8	END: 40	STN: 42	
OCV: 6	DCV: 7	Phases: 4,8,12		

Armor: None

Staff: +2 OCV, (6D6N)/(7D6N) Dam, STR Min: 12, can be thrown with a -1/3" R Mod for 2D6K/2D6+1K Dam. +80 END Aid, only usable for casting spells

Amulet: +1 Protection and +10 Spell Defense while worn

Skills: Animal Training (12-); Artisan (13-); Brawling; Breakfall (13-); Climbing (13-); Conversation (13-); Hunting (12-); KS: Caves (12-); Fam w/ KS: Fauna Lore (8-); Fam w/ KS: Flora Lore (8-); Fam w/ KS: Herb Lore (8-); KS: Locks and Traps (11-); KS: Meditation (11-); KS: Seduction (11-); KS: Sleight of Hand (11-); Magic (17-); Medical (15-); Fam w/ Oratory (8-); Pick Locks (13-); PS: Actor (16-); Fam w/ PS: Athlete (8-); Fam w/ PS: Cartographer (8-); PS: Dancer (11-); PS: Musician (11-); Fam w/ PS: Navigator (8-); PS: Poet (11-); PS: Singer (11-); Running 7"; Stealth (16-); Swimming 2"; Tracking (13-)

Combat Skills: Fam w/ Quarterstaff; +1 w/ All Combat; +2 w/ Quarterstaff

Spells: Up to 75 Active Points

ZARINDAS

STR: 13	DEX: 13	CON: 13	BODY: 11	INT: 25
EGO: 18	PRE: 20	COM: 12	PD: 7	ED: 5
SPD: 4	REC: 7	END: 28	STN: 43	
OCV: 4	DCV: 9	Phases: 3,6,9,12		

Armor: Robes act as 1/1 armor with no encumbrance

Robes: provide +5 Protection, 25pts of spell Defense, 25pts of Mind Defense and +5 to Ego Rolls

Spear: +2 OCV, 2D6K Dam, 1-1 STNx, STR Min: 12, Armor-Piercing vs. Demons. Detects Demons in a 128" Radius

Circlet: +84 END Aid, only usable for casting spells

Rod: up to 6 dice of Healing on a 36pt Reserve that recharges at 1pt/3 hours

Skills: Fam w/ Animal Training (8-); Artisan (14-); Conversation (13-); Courtier (13-); Deduction (14-); KS: Ancient Cultures (14-); KS: Astronomy (16-); KS: Diplomacy (13-); KS: Dragons (14-); KS: Faeries (14-); KS: Fauna Lore (14-); KS: Flora Lore (14-); KS: Heraldry (12-); KS: Herbs and Simples (14-); KS: History (11-); KS: Mathematics (11-); KS: Meditation (11-); KS: Philosophy (21-); KS: Stone (11-); Magic (20-); Medical (19-); Oratory (13-); Perception +7 (21-); PS: Architect (11-); PS: Cartographer (11-); PS: Cook (12-); PS: Craftsman (15-); PS: Engineer (11-); PS: Musician (13-); PS: Poet (11-); PS: Singer (11-); Stealth (12-)

Combat Skills: Fam w/ Pole Arms; +1 w/ All Combat; +1 w/ Pole Arms

Spells: Up to 120 Active Points

NAAZ-OOLDEEN

STR: 15	DEX: 17	CON: 15	BODY: 13	INT: 23
EGO: 17	PRE: 20	COM: 18	PD: 6	ED: 4
SPD: 4	REC: 6	END: 30	STN: 42	
OCV: 6	DCV: 15	Phases: 3,6,9,12		

Armor: Plate Mail provides 8/8 defense but weighs only 20 kg

Medium Shield: +5 Protection (+7 DCV total)

Sword: +4 OCV, 2D6K Dam, 1-1 STNx, STR Min: 14

Cloak: +5 Protection and 25pts of spell Defense while worn

Helm: +4 Perceive counteracts perception penalty

Medallion: +60 END Aid, only usable for casting spells

Skills: Animal Training (12-); Artisan (14-); Brawling; Concealment (14-); Fam w/ Conversation (8-); Deduction (14-); KS: Diplomacy (12-); KS: Dragons (11-); KS: Faeries (13-); KS: Fauna Lore (12-); KS: Heraldry (11-); KS: Herbs and Simples (14-); KS: History (13-); KS: Knots (11-); KS: Mathematics (11-); KS: Meditation (11-); KS: Metal (12-); KS: Philosophy (21-); KS: Poisons (11-); Magic (20-); Medical (14-); Oratory (13-); Perception +6 (20-); PS: Cartographer (12-); PS: Cook (11-); PS: Craftsman (11-); PS: Musician (13-); PS: Navigator (11-); PS: Singer (11-); PS: Smith (11-); Running 7"; Riding (12-); Trading (13-); Tracking (14-)

Combat Skills: Fam w/ Common Melee Weapons; +1 w/ All Combat; +2 w/ Weapon & Shield

Spells: Up to 120 Active Points

LINNESTRA

STR: 20	DEX: 20	CON: 20	BODY: 15	INT: 18
EGO: 13	PRE: 15	COM: 18	PD: 8	ED: 6
SPD: 4	REC: 9	END: 44	STN: 51	
OCV: 7	DCV: 7	Phases: 3,6,9,12		

Armor: None

Scimitar: +2 OCV, 1 1/2D6K/2D6K Dam, 1-1 STNx, STR Min: 12

Short Bow: +2 OCV, -1/3" R Mod, 1 1/2D6K Dam, 1-1 STNx, STR Min: 15

Shoes: +2 to Dex Rolls and Dex-based skill rolls

Skills: Brawling; Climbing (13-); PS: Acrobat (15-); KS: Diplomacy (13-); Fam w/ KS: Meditation (8-); KS: Philosophy (11-); KS: Seduction (11-); Magic (17-); Medical (13-); Oratory (13-); PS: Actor (12-); PS: Athlete (11-); PS: Contortionist (12-); PS: Dancer (19-); Fam w/ PS: Fletcher (8-); Fam w/ PS: Poet (8-); Running 8"; Stealth (13-)

Combat Skills: Fam w/ Swords; Fam w/ Bows; Sweep Maneuver; +1 w/ All Combat; +2 w/ Swords; +1 w/ Bows

HAEBRIS

STR: 13	DEX: 14	CON: 15	BODY: 12	INT: 23
EGO: 18	PRE: 18	COM: 12	PD: 6	ED: 4
SPD: 3	REC: 6	END: 30	STN: 39	
OCV: 5	DCV: 5	Phases: 4,8,12		

Armor: None

Amulet: +60 END Aid, only usable for casting spells

Bola: +2 OCV, -1/2" R Mod, (2D6N)/(3D6N) Dam, STR Min: 5, can be used to Grab & Hold at a range (entanglement)

Skills: Animal Training (15-); Climbing (12-); Fam w/ Hunting (8-); KS: Demons (11-); KS: Diplomacy (11-); KS: Herbs and Simples (16-); KS: History (11-); KS: Meditation (19-); KS: Philosophy (13-); KS: Poisons (13-); Magic (19-); Medical (21-); Oratory (13-); Perception +5 (19-); PS: Cartographer (11-); PS: Cook (18-); PS: Craftsman (11-); PS: Diver (13-); PS: Hypnotist (12-); PS: Midwife (20-); PS: Navigation (13-); Sailing (11-); Swimming 2"; Trading (13-)

Combat Skills: Fam w/ Thrown Weapons; +1 w/ All Combat; +1 w/ Thrown Weapons

Spells: Up to 90 Active Points

GARRON REYNART

STR: 20	DEX: 18	CON: 18	BODY: 14	INT: 23
EGO: 18	PRE: 20	COM: 18	PD: 9	ED: 7
SPD: 5	REC: 10	END: 40	STN: 52	
OCV: 6	DCV: 11	Phases: 3,5,8,10,12		

Armor: Plate Mail provides 8/8 defense but weighs only 20 kg

Large Shield: +5 Protection (+8 DCV total)

Sword: +5 OCV, 2D6K/2D6+1k Dam, 1-1 STNx, STR Min: 15

Circlet: +40 END Aid, only usable for casting spells

Skills: Fam w/ Artisan (8-); Brawling; Climbing (13-); Fam w/ Hunting (8-); KS: Arms and Armor (11-); KS: Demons (12-); KS: Diplomacy (13-); KS: Dragons (11-); KS: Heraldry (11-); Fam w/ KS: Herbs and Simples (8-); KS: Meditation (13-); Fam w/ KS: Metals (8-); KS: Philosophy (11-); KS: Strategy and Tactics (11-); Magic (18-); Medical (14-); Oratory (19-); PS: Cook (11-); PS: Fletcher (11-); Running 7"; Stealth (13-); Swimming 2"; Fam w/ Tracking (8-)

Combat Skills: Fam w/ Common Melee Weapons; Fam w/ Bows; sweep Maneuver; +1 w/ All Combat; +2 w/ Melee Combat; +1 w/ Weapon & Shield; +1 w/ Bows

Spells: Up to 75 Active Points

KIRKUTJE

STR: 13	DEX: 13	CON: 10	BODY: 10	INT: 28
EGO: 20	PRE: 23	COM: 14	PD: 7	ED: 4
SPD: 3	REC: 6	END: 24	STN: 39	
OCV: 4	DCV: 4	Phases: 4,8,12		

Armor: None

Shortbow: +2 OCV, -1/3" R Mod, 1D6+1K Dam, 1-1 STNx, STR Min: 11

Amulet: +72 END Aid, only usable for casting spells

Rod: can focus sunlight into a 2 die Killing Blast vs. inanimate objects for 6

End per phase that recharges 1pt/3 hours

Skills: Artisan (15-); Deduction (15-); KS: Alchemy (15-); KS: Ancient Cultures (15-); KS: Astronomy (15-); KS: Demons (15-); KS: Diplomacy (11-); KS: Dragons (19-); KS: Faeries (20-); KS: Fauna Lore (15-); KS: Flora Lore (15-); KS: Heraldry (15-); KS: Herbs and Simples (15-); KS: History (15-); KS: Locks and Traps (11-); KS: Mathematics (13-); KS: Meditation (17-); KS: Metals (15-); KS: Philosophy (19-); KS: Poisons (15-); KS: Runes and Symbols (15-); KS: Strategy and Tactics (15-); Magic (21-); Medical (15-); Oratory (14-); Perception +6 (22-); PS: Architect (15-); PS: Cartographer (15-); PS: Engineer (15-); PS: Farmer (11-); Fam w/ PS: Fletcher (8-); PS: Hypnotist (16-); PS: Navigator (15-); Stealth (12-); Swimming 2"; Trading (15-); Tracking (13-)

Combat Skills: Fam w/ Bows; +1 w/ All Combat; +1 w/ Hand to Hand Combat

Spells: Up to 120 Active Points

ANTHION

STR: 13	DEX: 19	CON: 15	BODY: 12	INT: 23
EGO: 20	PRE: 23	COM: 14	PD: 6	ED: 4
SPD: 4	REC: 7	END: 34	STN: 38	
OCV: (7)	DCV: (7)	Phases: 3,6,9,12		

Armor: None

Lyre: +68 END Aid, only for casting spells, +4 to Magic Roll with bardic spells when played

Amulet: +3 DEX Aid while worn

Skills: Climbing (12-); Concealment (14-); Gambling (11-); Hunting (11-); KS: Diplomacy (13-); KS: Dragons (12-); KS: Faerie Lore (12-); KS: Fauna Lore (12-); KS: Flora Lore (12-); KS: Heraldry (19-); KS: Herbs and Simples (15-); KS: History (19-); KS: Knots (15-); KS: Legends (21-); KS: Lip Reading (12-); KS: Locks and Traps (14-); KS: Meditation (14-); KS: Philosophy (19-); KS: Runes and Symbols (11-); KS: Sleight of Hand (12-); Magic (19-); Oratory (21-); Pick Locks (13-); PS: Actor (13-); PS: Cartographer (19-); PS: Cook (14-); PS: Craftsman (22-); PS: Dancer (12-); PS: Hypnotist (12-); PS: Juggler (11-); PS: Musician (21-); PS: Navigator (12-); PS: Poet (21-); PS: Singer (21-); Running 7"; Sailing (11-); Stealth (13-); Streetwise (14-); Swimming 3"; Trading (14-)

Combat Skills: +1 w/ All Combat

Spells: Up to 90 Active Points

ELIZA

STR: 15	DEX: 19	CON: 15	BODY: 13	INT: 20
EGO: 18	PRE: 20	COM: 18	PD: 6	ED: 4
SPD: 3	REC: 6	END: 30	STN: 42	
OCV: 6	DCV: 6	Phases: 4,8,12		

Armor: None

Scalpel: limited INT Aid grants a +2 to all Medical Rolls

Talisman: +60 END Aid, only usable for casting spells

Skills: Animal Training (18-); Climbing (12-); Concealment (13-); Fam w/ Hunting (8-); KS: Alchemy (19-); KS: Astronomy (12-); KS: Demons (11-); Fam w/ KS: Diplomacy (8-); KS: Dragons (13-); KS: Faeries (12-); KS: Fauna Lore (19-); KS: Flora Lore (19-); KS: Herbs and Simples (19-); KS: Knots (14-); KS: Mathematics (11-); KS: Meditation (17-); KS: Philosophy (12-); KS: Poison (19-); KS: Seduction (11-); KS: Sleight of Hand (12-); Magic (18-); Medical (21-); PS: Cartographer (12-); PS: Cook (14-); PS: Craftsman (13-); PS: Hypnotist (19-); PS: Navigator (12-); PS: Painter (19-); Running 7"; Fam w/ Sailing (8-); Stealth (13-); Swimming 3"; Trading (12-)

Combat Skills: Fam w/ Crossbows; +2 w/ All Combat

Spells: Up to 90 Active Points

DOJTEN

STR: 8	DEX: 13	CON: 10	BODY: 10	INT: 30
EGO: 20	PRE: 25	COM: 16	PD: 5	ED: 3
SPD: 3	REC: 4	END: 28	STN: 33	
OCV: 4	DCV: 5	Phases: 4,8,12		

Armor: None

Circlet: +84 END Aid, only usable for casting spells. provides +1 Protection and 10pts of spell Defense

Sling: +1 OCV, -1/4" R Mod, 1D6-1 Dam, 1-1 STNx, STR Min: 7

Skills: Deduction (15-); Fam w/ Hunting (8-); KS: Alchemy (11-); KS: Ancient Cultures (11-); KS: Astronomy (11-); KS: Demons (11-); KS: Diplomacy (11-); KS: Dragons (11-); KS: Faeries (11-); KS: Fauna Lore (11-); KS: Flora Lore (11-); KS: Herbs and Simples (11-); KS: History (11-); KS: Legends (11-); KS: Mathematics (11-); KS: Meditation (21-); KS: Philosophy (20-); KS: Runes and Symbols (13-); KS: Sleight of Hand (11-); KS: Weather (11-); Magic (21-); Medical (15-); Oratory (14-); PS: Cartographer (11-); PS: Dancer (11-); PS: Hypnotist (14-); PS: Musician (11-); PS: Navigator (11-); PS: Poet (11-); PS: Singer (11-); PS: Ventriloquist (11-); Stealth (12-); Swimming 2"

Combat Skills: Fam w/ Sling; +1 w/ All Combat; +1 w/ Sling

Spells: Up to 120 Active Points

CALISTORAN

STR: 13	DEX: 13	CON: 13	BODY: 11	INT: 23
EGO: 18	PRE: 20	COM: 18	PD: 6	ED: 4
SPD: 4	REC: 6	END: 26	STN: 37	
OCV: 4	DCV: 6	Phases: 3,6,9,12		

Armor: None

Skullcap: +52 END Aid, only usable for casting spells, +5 INT Aid while worn and it allows 8 dice of Telepathy at 0 END, only usable for communication

Ring: provides +2 Protection and 10pts of spell Defense

Skills: Fam w/ Animal Training (8-); Artisan (19-); Concealment (15-); Deduction (14-); Disguise (14-); Gambling (12-); KS: Alchemy (22-); KS: Ancient Cultures (21-); KS: Astronomy (22-); KS: Demons (22-); Fam w/ KS: Diplomacy (8-); KS: Dragons (22-); KS: Faeries (22-); KS: Fauna Lore (22-); KS: Flora Lore (22-); KS: Heraldry (22-); KS: Herbs and Simples (22-); KS: History (22-); KS: Legends (22-); KS: Lip Reading (18-); KS: Locks and Traps (19-); KS: Mathematics (22-); KS: Meditation (18-); KS: Metals (22-); KS: Philosophy (23-); KS: Poison (22-); KS: Runes and Symbols (14-); KS: Stone (22-); KS: Strategy and Tactics (21-); Magic (19-); Medical (14-); Oratory (21-); Fam w/ PS: Actor (8-); PS: Architect (22-); PS: Cartographer (19-); Fam w/ PS: Cook (8-); PS: Diver (12-); PS: Engineer (22-); PS: Farmer (11-); PS: Hypnotist (11-); PS: Musician (22-); PS: Navigator (21-); PS: Poet (19-); Stealth (12-); Tracking (15-); Trading (19-)

Combat Skills: +1 w/ All Combat; +1 w/ Hand To Hand Combat

Spells: Up to 90 Active Points

THALIRA

STR: 15	DEX: 14	CON: 15	BODY: 12	INT: 20
EGO: 18	PRE: 20	COM: 16	PD: 6	ED: 4
SPD: 4	REC: 7	END: 34	STN: 39	
OCV: 5	DCV: 5	Phases: 3,6,9,12		

Armor: None

Tiara: +68 END Aid, only usable for casting spells, +2 to Perception roll while worn

Cloak: Limited DEX Aid gives a +2 with Stealth Rolls while worn

Skills: Concealment (13-); Deduction (13-); KS: Alchemy (11-); KS: Demons (18-); KS: Diplomacy (11-); KS: Dragons (12-); KS: Faeries (12-); KS: Herbs and Simples (12-); KS: Math (11-); KS: Meditation (20-); KS: Philosophy (18-); KS: Poison (12-); KS: Runes and Symbols (18-); KS: Seduction (11-); KS: Sleight of Hand (13-); KS: Weather (19-); Magic (17-); Medical (13-); Oratory (13-); Perception +10 (23-); PS: Cartographer (12-); PS: Hypnotist (11-); PS: Navigator (20-); PS: Ventriloquist (11-); Stealth (12-); Tracking (16-)

Combat Skills: +1 w/ All Combat

Spells: Up to 75 Active Points

XANXIAX

STR: 15	DEX: 18	CON: 13	BODY: 12	INT: 30
EGO: 23	PRE: 23	COM: 18	PD: 8	ED: 6
SPD: 4	REC: 8	END: 40	STN: 51	
OCV: 6	DCV: 11	Phases: 3,6,9,12		

Armor: None

Circlet: +160 END Aid, only usable for casting spells. provides +5 Protection and 25pts of spell Defense while worn. Defends as a Full Helm with no encumbrance or perception roll penalties

Broadsword: +5 OCV, 2D6K Dam, 1-1 STNx, STR Min: 15, Sentient Artifact has a 13 INT & EGO and can cast light-based spells at 45 Active Points out of a 90pt END reserve that recharges 1pt/3 hours

Longbow: +3 OCV, -1/40" R Mod, 2D6K Dam, 1-1 STNx, STR Min: 14

Arrows: additional +1 Accuracy, one use each

Skills: Animal Training (11-); Artisan (23-); Concealment (15-); Deduction (15-); Disguise (20-); KS: Alchemy (23-); KS: Astronomy (16-); KS: Demons (22-); KS: Diplomacy (22-); KS: Dragons (22-); KS: Faerie Lore (22-); KS: Flora Lore (22-); KS: Heraldry (19-); KS: Herbs and Simples (22-); KS: Knots (12-); KS: Legends (12-); KS: Locks and Traps (22-); KS: Mathematics (22-); KS: Meditation (19-); KS: Metals (22-); KS: Philosophy (22-); KS: Poisons (22-); KS: Runes and Symbols (25-); KS: Seduction (12-); KS: Sleight of Hand (12-); KS: Stone (22-); Magic (23-); Medical (15-); Oratory (14-); Pick Locks (13-); PS: Architect (19-); PS: Cartographer (19-); PS: Cook (12-); PS: Craftsman (12-); PS: Engineer (23-); PS: Fletcher (12-); PS: Hypnotist (10-); PS: Musician (16-); PS: Navigator (16-); PS: Poet (13-); PS: Singer (11-); PS: Smith (13-); PS: Woodcarver (13-); Running 8"; Stealth (13-); Swimming 4"; Trading (14-); Fam w/ Tracking (8-)

Combat Skills: Fam w/ Swords; Fam w/ Bows; +1 w/ All Combat; +1 w/ Bows

Spells: Up to 150 Active Points

ALKARIM

STR: 13	DEX: 14	CON: 13	BODY: 11	INT: 20
EGO: 18	PRE: 18	COM: 10	PD: 6	ED: 4
SPD: 3	REC: 6	END: 26	STN: 38	
OCV: 5	DCV: 8	Phases: 4,8,12		

Armor: None

Ring: +3 Protection and 15pts of spell Defense while worn

Crossbow: +3 OCV, -1/4" R Mod, 1 1/2D6K Dam, 1-1 STNx, STR Min: 14, Immediate Psychokinesis effect reloads after every shot so that the weapon may be fired once a phase

Quarrels: +2 additional Accuracy, one use each

Anvil: +52 END Aid, only usable for casting spells

Skills: Artisan (23-); Concealment (13-); KS: Alchemy (23-); KS: Demons (22-); KS: Diplomacy (23-); KS: Dragons (22-); KS: Faeries (19-); KS: Fauna Lore (19-); KS: Flora Lore (19-); KS: Herbs and Simples (22-); KS: Knots (13-); KS: Locks and Traps (22-); KS: Mathematics (19-); KS: Meditation (23-); KS: Metals (22-); KS: Philosophy (22-); KS: Poisons (22-); KS: Runes and Symbols (22-); KS: Stone (22-); Magic (19-); Fam w/ Oratory (8-); Pick Locks (12-); PS: Architect (19-); PS: Cartographer (22-); PS: Cook (22-); PS: Craftsman (22-); PS: Engineer (22-); PS: Fletcher (19-); PS: Leatherworker (20-); PS: Miner (18-); PS: Sculptor (21-); PS: Smith (22-); PS: Woodcarver (21-); Trading (20-)

Combat Skills: Fam w/ Common Melee Weapons; Fam w/ Common Missile Weapons; +1 w/ All Combat; +2 w/ Crossbows

Spells: Up to 120 Active Points

JETHRIK KALOMAR

STR: 13	DEX: 13	CON: 11	BODY: 10	INT: 20
EGO: 17	PRE: 13	COM: 10	PD: 5	ED: 3
SPD: 3	REC: 5	END: 22	STN: 32	
OCV: 4	DCV: 4	Phases: 4,8,12		

Armor: None

Battle Axe: +1 OCV, 2D6k Dam, 1-1 STNx, STR Min: 13

Throwing Dagger: +1 OCV, -1/2" R Mod, 1/2D6K/1D6+1K Dam, 1-1 STNx, STR Min: 3

Quill: 1 die Transformation turns a stack of blank paper into paper with the same writing as the top copy

Spectacles: 8 dice of Telepathy, only usable to understand languages

Wand: can project an 8 die electrical Blast on command

Skills: Artisan (13-); Brawling; Concealment (13-); KS: Alchemy (21-); KS: Ancient Cultures (19-); KS: Demons (19-); KS: Dragons (19-); KS: Faeries (19-); KS: Flora Lore (19-); KS: Herbs and Simples (19-); KS: Knots (16-); KS: Locks and Traps (19-); KS: Mathematics (13-); KS: Meditation (11-); KS: Philosophy (19-); KS: Poisons (19-); KS: Runes and Symbols (13-); KS: Stone (19-); Magic (17-); PS: Cartographer (19-); PS: Cook (15-); PS: Craftsman (14-); PS: Engineer (19-); PS: Leatherworker (15-); PS: Smith (14-); Stealth (12-); Trading (19-)

Combat Skills: Fam w/ Axes, Maces & Picks; Fam w/ Thrown Axes & Knives; +1 w/ All Combat; +1 w/ Thrown Axes & Knives

Spells: Up to 75 Active Points

ADRASTA

STR: 15	DEX: 17	CON: 15	BODY: 12	INT: 20
EGO: 17	PRE: 18	COM: 18	PD: 6	ED: 4
SPD: 3	REC: 6	END: 30	STN: 39	
OCV: 6	DCV: 8	Phases: 4,8,12		

Armor: None

Dagger: +3 OCV, 1D6K/1 1/2D6K Dam, 1-1 STNx, STR Min: 3

Robes: +30 END Aid, only usable for casting spells, provides +1 Protection while worn

Ring: imparts +1 Protection and 10pts of spell Defense while worn

Skills: Concealment (13-); Disguise (13-); KS: Alchemy (13-); Fam w/ KS: Demons (8-); KS: Diplomacy (11-); Fam w/ KS: Dragons (8-); Fam w/ KS: Faeries (8-); KS: Fauna Lore (13-); KS: Flora Lore (13-); KS: Herbs and Simples (13-); KS: History (13-); KS: Legends (11-); KS: Locks (13-); KS: Mathematics (13-); KS: Meditation (11-); KS: Philosophy (22-); KS: Poisons (19-); KS: Runes and Symbols (21-); KS: Seduction (11-); KS: Sleight of Hand (19-); Magic (18-); Medical (13-); Oratory (13-); Perception +6 (19-); Pick Locks (12-); PS: Actor (13-); PS: Cartographer (13-); PS: Musician (11-); PS: Poet (11-); PS: Singer (11-); PS: Ventriloquist (11-); Stealth (12-); Swimming 2"; Tracking (19-)

Combat Skills: Fam w/ Swords; Fam w/ Thrown Knives & Axes; +1 w/ All Combat

Spells: Up to 90 Active Points

ENDASTOR

STR: 18	DEX: 11	CON: 10	BODY: 10	INT: 25
EGO: 20	PRE: 25	COM: 18	PD: 4	ED: 3
SPD: 4	REC: 4	END: 20	STN: 33	
OCV: 4	DCV: 9	Phases: 3,6,9,12		

Armor: Cloak provides 3/3 Defense, +5 Protection and 25pts of spell Defense with no encumbrance

Carnith: +4 OCV, 1 1/2D6K/2D6K Dam, 1-1 STNx, STR Min: 12

Crossbow: +2 OCV, -1/4" R Mod, 1D6+1K Dam, 1-1 STNx, STR Min: 10

Talisman: allows use of light and dark spells up to 50 Active Points on a 100pt End reserve that recharges 1pt/3 hrs

Skills: Deduction (14-); KS: Alchemy (15-); KS: Astronomy (15-); KS: Ceremonies and Rituals (22-); KS: Demons (23-); KS: Diplomacy (11-); KS: Dragons (20-); KS: Faeries (20-); KS: Fauna Lore (15-); KS: Flora Lore (15-); KS: Heraldry (12-); KS: Herbs and Simples (15-); KS: Locks and Traps (13-); KS: Mathematics (15-); KS: Meditation (19-); KS: Metals (20-); KS: Philosophy (18-); KS: Poisons (20-); KS: Runes and Symbols (23-); KS: Stone (20-); Magic (20-); Medical (14-); Oratory (14-); PS: Cartographer (13-); Fam w/ PS: Cook (8-); PS: Musician (11-); PS: Navigator (13-); PS: Singer (11-); Stealth (11-); Trading (14-)

Combat Skills: Fam w/ Swords; Fam w/ Crossbows; +1 w/ All Combat

Spells: up to 120 Active points

CHEDAKI

STR: 18	DEX: 18	CON: 18	BODY: 14	INT: 18
EGO: 18	PRE: 18	COM: 14	PD: 8	ED: 6
SPD: 4	REC: 8	END: 48	STN: 51	
OCV: 6	DCV: 8	Phases: 3,6,9,12		

Armor: None

Bracers: +48 END Aid, only usable for casting spells, also provides +2 Protection and 10pts of spell Defense

Bow: +1 OCV, -1/4" R Mod, 1 1/2D6K Dam, 1-1 STNx, STR Min: 16

Arrows: +1 additional Accuracy, 1 use each

Skills: Fam w/ Animal Training (8-); Brawling; Climbing (20-); Hunting (11-); KS: Astronomy (11-); KS: Demons (11-); KS: Dragons (11-); KS: Faeries (11-); KS: Fauna Lore (11-); KS: Flora Lore (11-); KS: Herbs and Simples (11-); KS: History (11-); KS: Knots (11-); KS: Mathematics (11-); KS: Meditation (19-); KS: Philosophy (13-); KS: Poison (11-); Magic (17-); Medical (13-); Oratory (13-); PS: Acrobat (20-); PS: Actor (11-); PS: Athlete (20-); PS: Contortionist (13-); Fam w/ PS: Fletcher (8-); PS: Herder (11-); PS: Midwife (11-); PS: Musician (11-); PS: Singer (11-); Running 9"; Sailing (11-); Stealth (13-); Swimming 3"

Combat Skills: Fam w/ Bows; +1 w/ All Combat; +2 w/ Hand to Hand Combat

Spells: Up to 75 Active Points

IZNAEMIN

STR: 15	DEX: 17	CON: 15	BODY: 12	INT: 20
EGO: 18	PRE: 18	COM: 16	PD: 6	ED: 4
SPD: 3	REC: 6	END: 30	STN: 40	
OCV: 6	DCV: 6	Phases: 4,8,12		

Armor: None

Wand: +60 END Aid, only usable for casting spells

Shuriken: +2 OCV< -1/2" R Mod, 1/2D6K/1D6+1K Dam, 1-1 STNx, STR Min: 5

Skills: Brawling; Fam w/ Gambling (8-); Fam w/ Hunting (8-); KS: Alchemy (13-); KS: Astronomy (13-); KS: Ceremonies and Rituals (22-); KS: Demons (22-); KS: Dragons (13-); KS: Faeries (13-); KS: Fauna Lore (13-); KS: Flora Lore (13-); KS: Heraldry (13-); KS: Herbs and Simples (22-); KS: History (13-); KS: Mathematics (13-); KS: Meditation (12-); KS: Metal (13-); KS: Philosophy (13-); KS: Poisons (12-); KS: Runes and Symbols (23-); KS: Stone (17-); Magic (18-); PS: Cartographer (13-); Fam w/ PS: Cook (8-); Fam w/ PS: Dancer (8-); PS: Hypnotist (12-); PS: Navigator (12-); Stealth (12-); Trading (13-); Tracking (13-)

Combat Skills: Fam w/ Shuriken; +1 w/ All Combat

Spells: Up to 90 Active Points

ALTOS

STR: 10	DEX: 11	CON: 10	BODY: 10	INT: 28
EGO: 20	PRE: 25	COM: 16	PD: 4	ED: 3
SPD: 3	REC: 4	END: 20	STN: 35	
OCV: 4	DCV: 4	Phases: 4,8,12		

Armor: None

Ring: +2 protection and 10pts of Spell Defense while worn

Crossbow: +2 OCV, -1/4" R Mod, 1D6+1K Dam, 1-1 STNx, STR Min: 10

Talisman: +40 END Aid, only usable for casting spells

Quill: Psychokinesis allows the Quill to write the user's words

Skills: Artisan (15-); KS: Alchemy (13-); KS: Architect (13-); KS: Astronomy (22-); KS: Demons (13-); KS: Diplomacy (24-); KS: Dragons (20-); KS: Faeries (20-); KS: Fauna Lore (13-); KS: Flora Lore (13-); KS: Herbs & Simples (13-); KS: Mathematics (22-); KS: Meditation (14-); KS: Metals (20-); KS: Philosophy (20-); KS: Rituals (24-); KS: Runes & Symbols (22-); KS: Smith (11-); KS: Stone (20-); KS: Weather (22-); Magic (21-); Medical (15-); Oratory (14-); PS: Cartographer (20-); PS: Cook (11-); PS: Engineer (13-); PS: Musician (19-); PS: Navigator (20-); Swimming 2"

Combat Skills: Fam w/ Crossbows; +1 w/ All Combat; +1 w/ Crossbows

Spells: up to 120 Active Points

MORESTRA

STR: 18	DEX: 17	CON: 15	BODY: 13	INT: 20
EGO: 18	PRE: 20	COM: 16	PD: 8	ED: 5
SPD: 4	REC: 8	END: 32	STN: 50	
OCV: 6	DCV: 8	Phases: 3,6,9,12		

Armor: None

Spear: +1 OCV, 2D6K/2D6+1K Dam, 1-1 STNx, Str Min: 11

Circlet: provides +2 Protection and 10pts of spell Defense while worn, defends like a full helm with no encumbrance or perception penalties

Wand: projects metal bolts as a light crossbow on command

Skills: Brawling; Concealment (14-); Disguise (15-); KS: Astronomy (13-); KS: Demons (13-); KS: Dragons (13-); KS: Faeries (13-); KS: Flora Lore (13-); KS: Herbs & Simples (13-); KS: History (13-); KS: Mathematics (11-); KS: Meditation (22-); KS: Philosophy (13-); KS: Poisons (13-); KS: Runes & Symbols (13-); KS: Sleight of Hand (13-); Magic (19-); Medical (13-); Oratory (13-); PS: Acrobat (11-); PS: Actor (11-); PS: Architect (11-); PS: Athlete (11-); Fam w/ PS: Cook (8-); Fam w/ PS: Musician (8-); Fam w/ PS: Singer (8-); Running 8"; Stealth (16-);

Combat Skills: Fam w/ Pole Arms; +1 w/ All Combat; +1 w/ Pole Arms

Spells: up to 120 Active Points

VORSAUVIX

STR: 13	DEX: 14	CON: 13	BODY: 11	INT: 23
EGO: 18	PRE: 18	COM: 12	PD: 6	ED: 4
SPD: 3	REC: 6	END: 30	STN: 38	
OCV: 5	DCV: 8	Phases: 4,8,12		

Armor: None

Belt: +60 END Aid, only usable for casting spells, also provides +3 Protection and 15pts of spell Defense

Short Bow: +1 OCV, -1/3" R Mod, 1D6+1K Dam, 1-1 STNx, STR Min: 11

Boots: allow +5" of Running

Skills: Concealment (14-); KS: Alchemy (11-); KS: Astronomy (1-); KS: Demons (19-); KS: Dragons (13-); KS: Faeries (13-); KS: Herbs & Simples (13-); KS: History (13-); KS: Interrogation (12-); KS: Mathematics (13-); KS: Meditation (13-); KS: Philosophy (13-); KS: Poisons (19-); KS: Rituals (19-); KS: Runes & Symbols (21-); Fam w/ KS: Sleight of Hand (8-); Magic (19-); Medical (14-); Oratory (13-); Pick Pockets (12-); PS: Cook (11-); PS: Hypnotist (12-); PS: Painter (14-); PS: Sculptor (12-); Stealth (19-)

Combat Skills: Fam w/ Bows; +1 w/ All Combat; +1 w/ Bows

Spells: Up to 90 Active Points

SCARROTH

STR: 18	DEX: 13	CON: 18	BODY: 14	INT: 23
EGO: 18	PRE: 18	COM: 12	PD: 8	ED: 6
SPD: 4	REC: 8	END: 40	STN: 49	
OCV: 4	DCV: 9	Phases: 3,6,9,12		

Armor: enchanted robes provide 5/5 defense, +5 Protection and 25pts of spell Defense with no encumbrance

Talisman: +80 END Aid, only usable for casting spells

Dagger: +3 OCV, 1D6K/2D6K Dam, 1-1 STNx, STR Min: 3

Gloves: 6D Body Destruction by touch, does no damage if target is not killed

Goblet: 2D Transform changes poison liquid into nonpoisonous liquid

Skills: Animal Training (21-); KS: Alchemy (13-); KS: Caves (12-); KS: Demons (22-); KS: Dragons (12-); KS: Herbs & Simples (13-); KS: Locks & Traps (20-); KS: Mathematics (12-); KS: Meditation (13-); KS: Metals (13-); KS: Philosophy (20-); KS: Poisons (20-); KS: Rituals (13-); KS: Runes & Symbols (21-); KS: Stone (20-); Fam w/ Lockpicking (8-); Magic (20-); Medical (20-); Oratory (13-); PS: Cook (11-); PS: Hypnotist (23-);

Combat Skills: Fam w/ Swords; +1 w/ All Combat; +1 w/ Swords

Spells: up to 120 Active Points

THE ARCH-MAGE

STR: 13	DEX: 14	CON: 15	BODY: 13	INT: 33
EGO: 23	PRE: 30	COM: 18	PD: 8	ED: 6
SPD: 4	REC: 7	END: 34	STN: 54	
OCV: 5	DCV: 10	Phases: 3,6,9,12		

Armor: None

Circlet: +306 END Aid, only usable for casting spells, also provides a +2/2 Shield, +5 Protection, 25pts of spell Defense, 25pts of Mind Defense and defends as a full helm with no encumbrance or perception penalties. Anyone other than the Arch-Mage who puts it on takes a 2 die Killing Blast to the head every phase he keeps it on.

Sling: +2 OCV, -1/20" R Mod, 1D6+1 Dam, 1-1 STNx, STR Min: 12

Quartz: Transport usable on others; objects only, with a -1/3" targeting roll

Skills: Artisan (22-); Animal Training (11-); KS: Alchemy (24-); KS: Ancient Cultures (23-); KS: Astronomy (24-); KS: Demons (24-); KS: Diplomacy (18-); KS: Dragons (24-); KS: Faeries (24-); KS: Fauna Lore (22-); KS: Flora Lore (22-); KS: Heraldry (22-); KS: Herbs & Simples (22-); KS: History (24-); KS: Legends (15-); KS: Mathematics (22-); KS: Meditation (22-); KS: Metals (24-); KS: Philosophy (25-); KS: Poison (22-); KS: Rituals (22-); KS: Runes & Symbols (23-); KS: Seduction (12-); KS: Signalling (13-); KS: Sleight of Hand (15-); KS: Stone (24-); KS: Weather (23-); Magic (30-); Medical (16-); Oratory (16-); PS: Acrobat (13-); PS: Architect (22-); PS: Cartographer (22-); PS: Cook (11-); PS: Craftsman (11-); PS: Dancer (12-); PS: Engineer (22-); PS: Musician (22-); PS: Navigator (23-); PS: Poet (15-); PS: Singer (18-); Stealth (12-); Swimming 3"; Trading (24-);

Combat Skills: Fam w/ Quarterstaff; Fam w/ Sling; +2 w/ all Combat

Spells: up to 150 Active Points

HENSEL

STR: 15	DEX: 14	CON: 13	BODY: 11	INT: 13
EGO: 11	PRE: 10	COM: 12	PD: 5	ED: 4
SPD: 2	REC: 6	END: 28	STN: 30	
OCV: 5	DCV: 5	Phases: 6,12		

Armor: None

Dagger: +2 OCV, 1D6-1K/1D6+1K Dam, 1-1 STNx, STR Min: 5, non-magical

Bow: +1 OCV, -1/3" R Mod, 1 1/2D6 Dam, 1-1 STNx, STR Min: 15, non-magical

Skills: Brawling; Climbing (12-); Hunting (11-); Fam w/ KS: Fauna Lore (8-); Fam w/ KS: Flora Lore (8-); Fam w/ KS: Herbs & Simples (8-); Fam w/ KS: Knots (8-); Fam w/ KS: Meditation (8-); Fam w/ PS: Cook (8-); Fam w/ PS: Craftsman (8-); Fam w/ PS: Fletcher (8-); Running 7"; Stealth (12-); Swimming 2"; Tracking (12-)

Combat Skills: Fam w/ Swords; Fam w/ Bows; +1 w/ Swords; +1 w/ Bows

ANDOR

STR: 8	DEX: 10	CON: 13	BODY: 11	INT: 15
EGO: 13	PRE: 15	COM: 14	PD: 2	ED: 3
SPD: 2	REC: 5	END: 26	STN: 22	
OCV: 3	DCV: 3	Phases: 6,12		

Armor: None

Skills: Fam w/ KS: Meditation (8-); Magic (15-); Fam w/ PS: Cook (8-);

Swimming 2"

Spells: Up to 50 Active Points

RODOLFO

STR: 13	DEX: 13	CON: 13	BODY: 12	INT: 13
EGO: 10	PRE: 13	COM: 14	PD: 3	ED: 3
SPD: 2	REC: 6	END: 26	STN: 26	
OCV: 4	DCV: 4	Phases: 6,12		

Armor: None

Dagger: +2 OCV, 1-1D6K/1D6K Dam, 1-1 STNx, STR Min: 5

Skills: Fam w/ PS: Athlete (8-); Fam w/ Riding (8-)

Combat Skills: Fam w/ Swords

SHERAZ

STR: 15	DEX: 11	CON: 10	BODY: 10	INT: 8
EGO: 10	PRE: 8	COM: 10	PD: 4	ED: 2
SPD: 2	REC: 5	END: 20	STN: 24	
OCV: 4	DCV: 4	Phases: 6,12		

Armor: None

Skills: Fam w/ Animal Training (8-); Brawling; PS: Driver (11-); Riding (11-)

Combat Skills: Fam w/ Swords; Fam w/ Thrown Knives & Axes; +1 w/ Swords

TUMAL

STR: 15	DEX: 13	CON: 18	BODY: 14	INT: 8
EGO: 11	PRE: 10	COM: 12	PD: 3	ED: 4
SPD: 2	REC: 7	END: 36	STN: 30	
OCV: 4	DCV: 4	Phases: 6,12		

Armor: None

Skills: Brawling; Fam w/ PS: Cook (8-)

Combat Skills: +1 w/ Brawling

AMBRIL

STR: 10	DEX: 11	CON: 10	BODY: 10	INT: 13
EGO: 13	PRE: 13	COM: 12	PD: 4	ED: 3
SPD: 2	REC: 4	END: 20	STN: 24	
OCV: 4	DCV: 4	Phases: 6,12		

Armor: None

Fishing Pole: +1 OCV, (4D6N) Dam, STR Min: 10, non-magical

Dagger: +2 OCV, 1D6-1K/1D6K Dam, 1-1 STNx, STR Min: 5, non-magical

Skills: Brawling; Hunting (12-); Fam w/ KS: Astronomy (8-); KS: Fam w/ KS: Fauna Lore (8-); Fam w/ KS: Flora Lore (8-); KS: Knots (11-); Fam w/ KS: Legends (8-); Fam w/ KS: Philosophy (8-); KS: Signalling (11-); PS: Boat Pilot (11-); Fam w/ PS: Cook (8-); Fam w/ PS: Craftsman (8-); Fam w/ PS: Musician (8-); PS: Navigator (11-); PS: Rower (12-); Fam w/ PS: Woodcarver (8-); Sailing (11-); Swimming 2"

Combat Skills: Fam w/ Common Melee Weapons; Fam w/ Bows; +1 w/ Melee Combat; +2 w/ Dagger

NAXOS

STR: 10	DEX: 13	CON: 15	OD: 13	INT: 18
EGO: 17	PRE: 18	COM: 26	P.D: 3	ED: 3
SPD: 3	REC: 6	END: 30	STN: 30	
OCV:4	DCV:4	Phases:4,8,12		

Armor: None

Bola: +1 OCV, -1/2" R Mod, 1/2D6K Dam, 1-1 STNx, STR Min: 8, can be used to Grab & Hold at a range (entangle)

Ring: +5" of Running while worn

Special Abilities: Naxos can generate 10 dice of Illusions for 2 END/ phase at will

Skills: Concealment (13-); Fam w/ Hunting (8-); KS: Faeries (11-); Fam w/ KS: Meditation (8-); KS: Runes & Symbols (11-); KS: Sleight of Hand (11-); Magic (16-); PS: Actor (11-); Fam w/ PS: Cook (8-); Fam w/ PS: Dance (8-); Fam w/ PS: Poet (8-); Running 7"; Stealth (12-); Swimming 7"; Fam w/ Trading (8-); Spells: up to 50 Active Points

MAEGWATH

STR: 18	DEX: 17	CON: 13	BODY: 12	INT: 15
EGO: 10	PRE: 10	COM: 12	PD: 6	ED: 4
SPD: 3	REC: 7	END: 28	STN: 34	
OCV:6	DCV:6	Phases:4,8,12		

Armor: None

Dagger: +2 OCV, 1D6-1K/1D6+1K Dam, 1-1 STNx, STR Min: 6

Knives: +1 OCV, -1/2" R Mod, 1/2D6K/1D6+1K Dam, 1-1 STNx, STR Min: 4

Longbow: +1 OCV, -1/4" R Mod, 1 1/2D6K Dam, 1-1 STNx, STR Min: 16

Skills: Fam w/ KS: Legends (8-); KS: Philosophy (11-); Fam w/ KS: Seduction (8-); Fam w/ Oratory (8-); Fam w/ PS: Actor (8-); Fam w/ PS: Cook (8-); Combat Skills: Fam w/ Swords; Fam w/ Common Missile Weapons; +1 w/ Ranged Weapons; +1 w/ Swords

BALIZAAR

STR: 15	DEX: 18	CON: 20	BODY: 18	INT: 40
EGO: 23	PRE: 35	COM: 0	PD: 8	ED: 8
SPD: 4	REC: 7	END: 40	STN: 62	
OCV:6	DCV:6	Phases:3,6,9,12		

Armor: 6/6 innate defense

Belt: +40 END Aid, only for casting spells

Spear: +1 OCV, 2D6+1K/2 1/2D6K Dam, 1-1 STNx, STR Min: 8, inflicts 7 dice of Cold Blast on every successful hit in addition to the damage that would normally be caused

Special Abilities: touch is an 8 die, no range cold Blast does 2 dice of constant Sun Drain in a 2" Radius

Skills: Artisan (19-); Concealment (18-); KS: Alchemy (11-); KS: Caves (11-); KS: Demons (18-); KS: Dragons (11-); KS: Faeries (11-); KS: Flora Lore (11-); KS: Heraldry (14-); KS: Herbs & Simples (11-); KS: History (11-); KS: Knots (18-); KS: Locks & Traps (15-); KS: Mathematics (11-); KS: Meditation (15-); KS: Metals (14-); KS: Philosophy (11-); KS: Poisons (14-); KS: Rituals (19-); KS: Runes & Symbols (23-); KS: Seduction (22-); KS: Sieges (16-); KS: Signalling (17-); KS: Sleight of Hand (19-); KS: Stone (15-); Magic (23-); Oratory (22-); Perception +2 (19-); Pick Locks (19-); Pick Pockets (19-); PS: Cartographer (11-); PS: Engineer (11-); PS: Hypnotist (21-); PS: Navigator (14-); PS: Smith (19-); Tracking (19-); Trading (19-); Combat Skills: Fam w/ Common Melee Weapons; Fam w/ Common Missile Weapons; +4 Overall Levels
Spells: up to 120 Active Points

SOLDEED

STR: 28	DEX: 17	CON: 15	BODY: 13	INT: 18
EGO: 17	PRE: 18	COM: 18	PD: 8	ED: 5
SPD: 4	REC: 9	END: 38	STN: 44	
OCV:6	DCV:4	Phases:3,6,9,12		

Armor: Plate & Chain provides 7/7 Defense but weighs only 14kg

Ring: +76 END Aid, only usable for casting spells

Spear: +0 OCV, 2D6K/2 1/2D6K Dam, 1-1 STNx, STR Min: 10

Skills: Brawling; Concealment (13-); KS: Diplomacy (12-); KS: Heraldry (11-); Fam w/ KS: Knots (8-); KS: Meditation (11-); Fam w/ KS: Military Organization (8-); Fam w/ KS: Philosophy (8-); Fam w/ KS: Strategy & Tactics (8-); Magic (16-); Medical (13-); Oratory (13-); PS: Acrobat (11-); PS: Athlete (11-); PS: Dance(11-); PS: Rower (11-); Running 8"; Swimming 2"; Fam w/ Tracking (8-);

Combat Skills: Fam w/ Common Melee Weapons; +1 w/ All Combat; +2 w/ Melee Combat; +1 w/ Pole Arms

Spells: up to 50 Active Points

MORDURU

STR: 13	DEX: 14	CON: 15	BODY: 12	INT: 15
EGO: 13	PRE: 18	COM: 12	PD: 5	ED: 4
SPD: 3	REC: 6	END: 36	STN: 30	
OCV:5	DCV:5	Phases:4,8,12		

Armor: None

Ring: +36 END Aid, only usable for casting spells, Can project an 8 die fire Blast if a Magic Roll at -6 is made (Fast & Easy) Costs 12 End out of a 252 Reserve that never recharges

Skills: KS: Demons (12-); KS: Faeries (11-); Fam w/ KS: Herbs & Simples (8-); Fam w/ KS: Mathematics (8-); Fam w/ KS: Meditation (8-); KS: Philosophy (11-); Fam w/ KS: Rituals (8-); KS: Runes & Symbols (11-); Magic (15-); Fam w/ PS: Cartographer (8-); Fam w/ PS: Musician (8-); Running 7"; Swimming 2"

CAMILLA

STR: 10	DEX: 13	CON: 11	BODY: 10	INT: 23
EGO: 18	PRE: 23	COM: 20	PD: 4	ED: 4
SPD: 3	REC: 4	END: 24	STN: 26	
OCV:4	DCV:9	Phases:4,8,12		

Armor: None

Pendant: +24 END Aid, only usable for casting spells

Robes: +3 Protection and Cloak with a -3 to Perception while worn

Ring: projects a magical shield that provides +2 Protection

Skills: KS: Alchemy (13-); KS: Diplomacy (11-); Fam w/ KS: Herbs & Simples (8-); KS: History (13-); Fam w/ KS: Mathematics (8-); KS: Meditation (11-); KS: Philosophy (13-); Fam w/ KS: Runes & Symbols (8-); KS: Seduction (11-); Magic (18-); Medical (14-); Perception +5 (20-); PS: Actor (11-); PS: Craftsman (11-); Fam w/ PS: Hypnotist (8-); Swimming 2"
Combat Skills: +1 w/ Hand to Hand Combat

HISSILIC

STR: 15	DEX: 14	CON: 15	BODY: 13	INT: 18
EGO: 13	PRE: 15	COM: 12	PD: 5	ED: 4
SPD: 3	REC: 7	END: 34	STN: 32	
OCV:5	DCV:5	Phases:4,8,12		

Armor: None

Thong: +34 END Aid, only usable for casting spells

Dagger: +2 OCV, 1.2D6K/1D6+1K Dam, 1-1 STNx, STR Min: 5

Skills: Animal Training (11-); Fam w/ KS: Diplomacy (8-); Fam w/ KS: Fauna Lore (8-); Fam w/ KS: Flora Lore (8-); Fam w/ KS: Herbs & Simples (8-); Fam w/ KS: Meditation (8-); Fam w/ KS: Weather (8-); Magic (16-); Medical (13-); Fam w/ PS: Acrobat; Fam w/ PS: Cook; Fam w/ PS: Leatherworker (8-); Fam w/ PS: Navigator (8-); Running 7"; Swimming 2"
Combat Skills: Fam w/ Swords: +2 w/ Swords

KROZIA

STR: 10	DEX: 13	CON: 15	BODY: 12	INT: 15
EGO: 11	PRE: 10	COM: 12	PD: 3	ED: 3
SPD: 2	REC: 6	END: 30	STN: 27	
OCV:4	DCV:4	Phases:6,12		

Armor: Robes provide an average Defense of 1 with no encumbrance

Ring: +60 END Aid, only usable for casting spells

Normal Dagger: +1 OCV, 1/2D6K/1D6K Dam, 1-1 STNx, STR Min: 5

Skills: Fam w/ KS: Mathematics (8-); Fam w/ KS: Meditation (8-); Fam w/ KS: Philosophy (8-); Fam w/ KS: Runes & Symbols (11-); Fam w/ KS: Sleight of Hand (8-); Magic (15-); Fam w/ Pick Pocket (8-); Running 7"; Swimming 2"

Combat Skills: Fam w/ Swords

Spells: up to 50 Active Points

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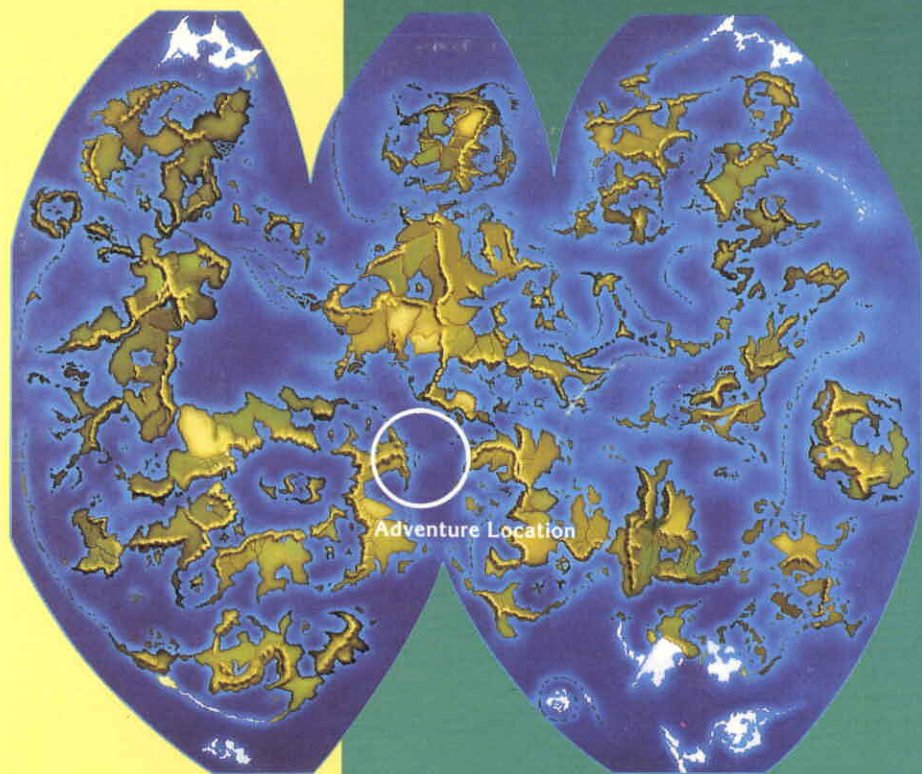
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