

Shadow World™

KINGDOM™ of the Desert Jewel

Far from the customary trade routes lies the land of Gethyra, a kingdom of tortured mountains, burning desert, exotic cultures, and powerful deities! Explore forgotten cities and mysterious royal tombs to uncover the secret of the Desert Jewel.

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

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



KINGDOM OF THE DESERT JEWEL™

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Dedication — This work is dedicated to Torey, my very patient wife; to Osiris, who had to die; to Isis, who had to save him; and to Thoth, who helped her do it.
Thank you all — T.F.

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PART I

• GUIDELINES •

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

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

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

This work is presented in six parts. Part I gives guidelines regarding the use of the Module. Part II provides an overview of the lands, creatures and peoples of Gethrya, including geographical, environmental and cultural data. Part III includes descriptions of powerful persons and organizations which are an integral part of Gethryn society. Part IV details a number of important locations which may be worked into a Gethryn Campaign. Part V contains the Adventures, designed for a variety of character professions and experience levels. Finally, Part VI includes encounter and beast charts as well as details about creating Gethryn PCs.

HANDLING PLAY

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

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

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

DIFFICULTY MODIFIERS

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

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

Note: *Desert Jewel* gives *Rolemaster Companion* professions for some characters, this chart provides the corresponding *ChL* professions.
A = Arms; E = Essence; C = Channeling; M = Mentalism.

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

PART II

• LANDS AND INHABITANTS •

1 • LANDS

The subcontinent of Gethrya is a massive region comprised of desert with scattered and oases. The subcontinent is bounded on the south and east by the immense peaks of the Chavad Mountains and the Bay of Throk, and cut off from the lands to the southwest by the deadly Fell Regions (an area of staggering Essence-flow activity). Separated from the rest of the continent of Thuul by the immense and dangerous Etkæth Desert, the entire country seems to flow westward toward the Great Bay of Nephtha, following the occasionally winding course of the life-sustaining River Bayahn. All cultivated areas lie within a narrow stretch of land which straddles the Great River, although a few oases may be found in the farther reaches of the northern desert. Here, gigantic dunes are swept by fierce winds, and small bands of nomadic tribesmen (known as Roving Ones) move their temporary settlements in response to the dictates of land and climate.

The sections which follow provide environmental descriptions of the major sub-regions.

THE DESERT

The majority of the Gethryn landscape is covered by a rocky desert — the life-threatening regions known variously as *The Burning Lands*, *The Wastes*, and *The Sea of Saath*. (Saath is the Gethryn deity to whom these dunes are home.) Throughout this arid plateau stand scattered outcroppings of sandstone, home to a multitude of well-adapted creatures (mostly reptiles). Sporadic north winds occur throughout the year, bringing little relief (and much sand) to the fertile river region. In the winter months (the season called *Zhedage* by the Gethryn), these winds are much more forceful and turbulent. An old Gethryn maxim proclaims that “*Only the Roving Ones dare defy the tempests of Saath in Zhedage, hardened by their own insanity.*”

As one moves north from the Bayahn River Valley, the rock outcrops are seen less frequently. These regions are controlled by the Roving Ones, nomads known as the *Etkæthka* in their own tongue. The name for the region — *Etkæth* — is derived from this word. In these regions, fierce Zhedage Winds are most dangerous. Many a caravan has been lost in the shifting dunes, and rumors abound of entire cities laying beneath the desert sands — their names and inhabitants now long forgotten.

As one moves south and west of the great river, the desert slowly gives way to hilly brushland. Climatically, this region is slightly more hospitable than the dunes of Etkæth dunes, but bears its own insidious dangers: the area is a chaotic maelstrom of Essence Flows, and is known by the Gethryn as *The Fell Lands* (see below). Few Gethryn will dare to travel far into this accursed habitat.

THE BAYAHN RIVER VALLEY

The country of Gethrya is often referred to as *The Land of the River*, for indeed it is the mighty Bayahn (A Gethryn term meaning *Desert Jewel*) which is the backbone of Gethryn civilization. Without the seasonal flooding of this magnificent river, the Gethryn would have been doomed to forever follow the nomadic lifestyle of the Etkæthka, or else remain in the Chavad like the barbaric Mountain Tribes. The great river has no major tributaries; its course drifts lazily westward at a slow pace, carrying tradeships, barges and fishing boats up and down its length. There are two cataracts along the way; the first is a dangerous series of rapids east of the holy nome of Shii-Magna, and the other a monumental waterfall just above the Great Bend (near the pyramid of Mortu). Both of these sites are too dangerous for ships to attempt; porters (slaves) are on hand to carry goods (or the ships themselves) along the banks. Fish and small crustaceans aplenty can be found within the waters of the Bayahn, and animals of all kinds come to its banks to drink. The river is considered by the Gethryn to be more than merely a source of food and irrigation — it is the physical manifestation of Shashahn, Goddess of bounty and destiny.

The most significant aspect of the river is its annual flooding, which begins in early spring (during the Gethryn month of The Dancer). As summer approaches, the waters rise to a dramatic degree, allowing irrigation of the surrounding farmlands via canals (supervised and maintained by the GreatKing's engineers and architects). The river is deepest in mid-summer; the event is celebrated with a week-long national holiday called *Kyut-maah*. The river falls during the onset of autumn, and is at its lowest in late fall (during the month of The Owl). While the waters are low, the river is clearest — the high tides of the summer deposit much silt upon the riverbanks, cultivating and rejuvenating the fertile lands on either side.

These fertile lands form a region no more than thirty miles wide in which all agricultural activities are performed. Thirty-two settled areas (called *nomes*) stand along the Bayahn — only a very few holy nomes are found further than ten miles from the river's edge. Practically every aspect of culture is governed or affected by the river and its flood-cycle.

Nomes are peaceful villages or towns, with populations ranging from 100 to 10,000 (most have 500-1,000 inhabitants). Governors control the surrounding areas and interlying riverbanks as well as the nomes themselves. Each nome tends to have its own “specialty” in terms of resources, trade goods or skilled labor, and each has a favorite/patron deity (many of these are now-departed governors of the region).

The nomes of Upper Gethrya (in the eastern half of the country, nearest the mountains) were the earliest civilized areas, and their inhabitants have retained a rustic lifestyle which is heightened by their distance from the capital. In general, they are the farmers and ranchers of the country, producing foodstuffs and "organic" products (leather goods, herbal remedies and textiles). These nomes tend to be smaller and less organized than those of Lower Gethrya, and the people have a somewhat more relaxed and casual way of viewing things. Worship of Siros, (God of vegetation and rebirth; Judge of the Dead) is very strong. Festivals of sowing and harvesting are the most important holidays.

In Lower Gethrya (in the western half of the country, nearer the delta and the capital), the trappings of civilization and progress are apparent. Here, amidst the hustle and bustle of the marketplace, tradesmen and merchants ply their wares and organize great caravan expeditions into the great desert called the Sea of Saath, where they deal with the nomadic Etkæthka. Sages, astrologers and priests are abundant. Architecture and civic planning are much more advanced, and the soldiers of the GreatKing oversee most business dealings. Goods produced in the Upper country are brought in by barge along the Bayahn, and the docks and shipping canals are always full of people. Here too, each nome has a patron deity, though the supremacy of the sun God Hora is unquestioned.

THE CHAVAD MOUNTAINS

A relatively young folded range with a backbone slightly over 1500' above sea level, the Chavad is a gently sloping and intricate series of wind-carved peaks. Some sections are resplendent with sandstone cavern-networks. These complexes were carved in the Second Era and have been expanded, utilized and modified ever since. Many are inhabited by clans of barbarians known as the Kilari, or simply *The Mountain Tribes*. While some complexes are empty or sealed, the majority are home to either a clan group, a Gethryn hermit or a beast. It is rumored that the Secret Hall of the Mountain King is located several hundred feet below the surface, at the bottom of an intricate maze of caverns and elaborate traps.

Another significant aspect of the mountains is their unusually high mineral content, especially in the central region. In these dangerous areas, veritable legions of slaves, indentured laborers and condemned criminals mine for copper and tin (from which the fine Gethryn Bronze is made), gold, silver, arinyark, and rularon. Teams of slaves may sometimes be seen transporting huge blocks of sandstone from the Chavad downriver. Because Chavad Sandstone (as opposed to *Saathstone*, from the desert of Etkæth) is favored for monuments and holy sites, the richest Gethryn covet it.

THE FELL LANDS

Also known as the land of Kyah-Tura (*Power/Essence tide-pools*), the Fell Lands are in actuality a weak spot in the local Essence patterns. The area does function as an immense shore, dotted with tidepools. While the Kyah-Tuana (*Power-Courses*, or *Essence Flows*) meander to and fro, changing almost daily, they leave their effects (or even their castaway inhabitants) in certain particularly sensitive points — the Tura. These points manifest themselves in the physical world as Greater and Lesser Foci, and the "normal" behavior of The Essence is altered considerably within the surrounding area.

The hilly, scrub region is dotted with dense forest and is known to be the home of the Bitaar, or *Little People*. These small beings have considerable magic powers. Although the Bitaar are mischievous, they have occasionally aided lost or wounded travelers.

There are two permanent Greater Foci within the Fell Lands, and at least six Lesser ones. In addition, shifting currents of Kyah sometimes form temporary Foci, Flowstorms, Gates and even Kyah-Kayat (*Essence Barriers*). The last are frequently responsible for causing even the most experienced travelers to lose their way. PCs would therefore be well-advised to bring along a skilled Navigator. Descriptions of two permanent and Greater Foci are found below.

KYAMAATAL

("POWERFUL BALANCER")

This Greater Focus is the most well-known of the Tura and takes the form of an ancient altar in the bottom of a steep ravine. The altar glows with a resonant blue-white light (the emanations of which are visible at night from five miles away). Bitaar come to the Kyamaatal to perform frenzied festivals of dance magic. Within the ravine, all characters must succeed in a SM/SD:X or begin suddenly contradicting their most vehement opinions (bullies will become cowards, shy people will become gregarious, etc). Spellcasters who make their roll will receive a number of additional PP equal to their CO Mod (a result of Absolute Success yields twice that amount). PP replenishment occurs at ten times the normal rate within 100' of the altar (this includes the extra PP due to the Focus). Once the spellcaster leaves the area, these extra PP dwindle off at the rate of 1 per hour. It is important to note, however, that any effective use of spellcasting ability is dangerous within the 100' radius, for the CF chance is raised by the level of the spell (a 5 PP spell would have a +5 added to the CF chance). If a CF occurs, it will always be as close as possible to the exact opposite of the effect intended.

CLIMATE CHART

Season	Coast	Desert	Rvr Valley	Mountain	Fell Land
Yanu (Fall)	65-80 Dry	70-100 Very Dry	70-85 Dry	75-90 Dry	75-95 Dry
Zhedage (Winter)	55-75 Moderate	65-85 Very Dry	60-80 Dry	60-85 Dry	60-75 Dry
Sesaya (Spring)	55-85 Dry	70-95 Very Dry	75-90 Dry	75-95 Dry	65-90 Very Dry
Utkara (Summer)	65-90 Dry	75-115 Arid	80-105 Very Dry	80-110 Very Dry	70-110 Arid
Tevyeth (Autumn)	65-85 Dry	75-105 Arid	75-95 Dry	80-100 Dry	75-100 Very Dry

Precipitation Codes denote approximate amount of rainfall per season. Dry = two to four inches; Very Dry = one-half to two inches; Arid = No significant rainfall, less than one-half inch.

RATHSHAVA (SPIRIT HOME)

This desolate region is the site of an ancient battle. Here, according to legend, the forces of Saramyet, an ancestor of the present-day GreatKing, met the legions of Havayel, a follower of The Unlife who posed as a Loremaster. In the clash, thousands of valiant warriors died, and the fearsome powers of arcane magic were unleashed, forever scarring the already twisted landscape. Strange metallic sounds can be heard on the stillest nights, and a weird wailing pervades the region. The spirits of many fallen warriors wander through the hilly region, bound to the site by Flows of Essence. The horrifying undead beings who served Havayel are treated as Apparitions and tend to appear in small groups, often accompanied by war-trained Khabaks (see Domesticated Animals below). Their rotting countenances bespeak their evil intentions. The fallen heroes of Saramyet are nearly as dangerous, for they seek to ward the living away from this powerful site. They retain the forms they had in life, although most bear wounds and possess all the powers of Ghosts. Some of these heroes are in need of spiritual recompense — an act left undone or promise unkept.

GM Note: PCs who are able to perform the act required for the Ghost will be able to send it to rest peacefully — and will gain anywhere from 100 to 1000 XP in the process. All Spellcasters receive a Mod of +10 PP near the center of the battlefield (an area of close to 80' in radius), and a +10 will be added to all Base Attack Rolls (as per SpL).

2•CLIMATE & WEATHER PATTERNS

The periodic celestial cycles of Kulthea, as detailed in *The Shadow World Master Atlas*, form the basis of Gethrya's highly-evolved (and intertwined) agricultural and astrological systems. The year is 350 days long, equaling one apparent revolution of Hora (*The Sun, The Deity*).

The five seasons are derived from the movements of the sun, since it takes one season for Hora to enter another "Seasonal Pair." The ten-day orbital period of the orange moon Sator (*Varin*) shapes the Gethryn week. The orbits of the planets as far as Takteli (*Atalan*) have been documented by Gethryn astrologers, and their mystical influence upon worldly conditions are common knowledge. Of interest to the Gethryn farmer is the position of Babaum (*Nemeris*), the planet of fertility, bounty and harvests. Seen from Kulthea, the celestial path of Babaum moves quickly through the signs (reaching a new cusp every 21-40 days), and then retrogrades for 3-18 days, occasionally moving back into the previous sign. After this short reversal it quickly resumes its original forward speed. The position of Babaum does seem to correspond to local weather patterns and other agrarian concerns.

The climate throughout Gethrya is hot and almost arid. Temperatures along the coast tend to be the lowest, while the Etkæth Desert holds the record for the most deathly heat imaginable — only by great willpower and dedication do the Roving Ones manage to survive in the blistering blaze. The average yearly rainfall is less than four inches, and a good share of this rain is actually evaporated waters from the Bayahn River. Night temperatures also tend to be extreme, falling from 11-30 degrees F lower than the day's high (21-40 degrees F in the deserts). During the cold Zhedage nights, the awesome winds can lower the effective temperature by up to ten degrees. The following table lists average daily temperature ranges (in Fahrenheit) and precipitation codes for the seasons of the Gethryn calendar. The Autumnal Equinox is the first day of Yanu and marks the beginning of the Gethryn year.

3•DOMESTIC ANIMALS

In addition to the animals native to the Bayahn River Valley and surrounding areas, the Gethryn have modified the lifestyles of two peculiar local creatures to meet their own needs.

KHABAKS

These large, wolf-like creatures are cousins of the more well-known dog breeds, but their inbred characteristics help them to survive in the often brutal environment. Standing a little over three feet high at the shoulder, with two full sets of sharp incisors protruding from their small, sloping heads, Khabaks are quite frightening. Their meaty bodies are covered with a thick hide and short, bristly fur. They are usually golden to tan in color and have irregular dark brown patches. With keen senses of smell and vision, Khabaks are often trained to track or retriev game. They can follow many simple commands and are often used as guard-animals. The GreatKing maintains a Khabak legion of six hundred, trained by special beastmasters in large-scale pack combat. The legion has never been mobilized in full-strength, for even the most headstrong barbarian raiders quail at the sight of thirty oncoming Khabaks.

SHIMSHARA

Larger, more dextrous relatives of the common desert rat, these inquisitive creatures are a favorite pet of Gethryn children. Shimshara are a little larger than the average housecat, are round in shape, with awkward-looking elongated hind feet, and are covered with a long, light, earth-tone fur. The agile animals usually walk on their hind legs and are capable of opening simple clasps or retrieving small insects from knotholes (a favorite pastime). While quite harmless (unless provoked), Shimshara seem to have a knack for getting into places they don't belong and often cause trouble by knocking over stacks of papyrus or gobbling up somebody's dinner. Troublesome or mischievous children are often referred to as *Shim*.



SHIMSHARA

4•MONSTERS & WILD BEASTS

GM Note: for more information about the creatures noted below, see the *Beast Charts* in Part VI.

KHONSHI (WILD KHABAKS)

Feral Khabaks are quicker and leaner than their domesticated cousins, although they share many traits. Pack animals who hunt in groups of 2-20, these peerless predators have been known to track their prey for miles before striking. They have been known to drag down beasts much larger than themselves, although they are especially fond of fowl. Khonshi are found in many areas along the banks of the Bayahn. They have been driven out of the nomads, but often lurk just a few leagues outside of town, waiting until nightfall to scavenge what they can from local garbage dumps and ranches. Local hunting parties try to eliminate known packs but always fail.

LALOAN ("SERPENTS OF SAATH")

These black, winged reptiles are most common in the desert areas north of the Bayahn, where they spend a great deal of their time sunning themselves on large, flat rocks. Distant cousins of the Tanarian *Shaskan*, mature laloan grow to be ten feet long. They hibernate during the winter months, and do not like the company of men. During breeding season, from late summer to mid-autumn, their usually complacent attitudes become chaotic and fierce as the males hunt for anything they can drag back to their desired females — including human flesh. They are relentless fighters, and their fangs carry a powerful venom which can paralyze or kill a man. This venom is called *Asaathchan* (*Bile of Saath*) by the Gethryn and commands a high price on the underground market. (Possession of the poisonous substance is outlawed by the GreatKing.)

EKETAI

These bizarre winged creatures reside in the highest peaks of the Chavad Mountains and are occasionally seen sailing over the deserts in search of prey. Their leathery, brown bodies are roughly humanoid in shape and size, with great dark wings extending from just above and behind the shoulders. They are solitary beasts and fly almost without a sound (*Extremely Hard* chance to perceive one approaching). Little is known of these nocturnal hunters, save that they have the ability to mesmerize their victims just prior to striking. (Treat as a *Confusion* spell from the Mind Control list.) An Eketai usually attacks by singling out a target, swooping down while throwing its mental attack, and then grappling its victim with its strong, clawed hind legs. The victim is then lifted into the air and taken back to the beast's mountain home, where the Eketai cruelly toys with it until it dies and is devoured. The moist Eketai skin can make *Toral*, a "leather" prized by the Mountain Barbarians.

OBANSHI

Massive, four-armed beasts which walk upright on huge, trunk-like legs, Obanshi are the most feared creatures on the Gethryn continent. Intensely hostile and ravenous, these terrifying monsters prowl the Chavad Mountains by night, and occasionally foray into the upper stretches of the Bayahn River Valley. They are solitary hunters and rely upon their keen sense of smell to track down khabaks, cattle, and even human beings. Their tough reptilian skin is a mottled brown color, and their gaping jaws are large enough to swallow a man whole. Although they are keen trackers and awesome fighters (occasionally clashing with each other over territory or food), Obanshi are rather stupid beasts and can be confused easily. Mountain tribes are always on the alert for a ravaging Obanshi attack.

SPHINX

Huge winged beasts of solitary nature, sphinxes are very intelligent and curious about the ways of men. Their methods are difficult to understand; they seem to take pleasure in confusing and annoying those whom they encounter. They are fond of poems, songs, riddles and guessing-games, and can oftimes be bribed with a choice bit of information or a clever reparte. If angered, they are terrifying foes, quite capable of killing without compunction.

UNDEAD

Ghosts, apparitions, revenants, wights, wraiths, mummies, skeletons and zombies all prowl the Gethryn night, awaiting their chance to take their twisted vengeance out upon the living. Of all the Undead beings, however, the most feared are the Liches. These malevolent entities are the Undead forms of the most powerful Evil Magicians and Sorcerers, and generally prefer to remain in their secret strongholds, practicing yet more evil magic in service of the Unlife.

Another grave danger (especially to would-be tomb robbers) are the mummies which rest within any consecrated sepulcher. The Rites of the Dead, when performed in the proper time and manner by an ordained priest of Siros (see Part IV/3) are sufficient to empower any departed spirit with the means of protecting its own tomb. Nevertheless, as the Rites require the most precious possessions of the departed to be laid in the tomb with the body, there are always those impious individuals who would attempt to make those riches their own. Obviously, mummies of dead Kings and High Priests are the most powerful.



KHONSHI

5•PLANT LIFE

Though the vast majority of the Gethryn landscape is desert, there are many plants which have adapted to the harsh climate of the region. Desert shrubs and grasses of many types can be found in patches, and short, bulbous trees rise in clumps from the dry ground. In the fertile river valley, the industrious Gethryn have cultivated quite a variety of agricultural products, including yams, onions, barley, beans, sugar cane, rice, flax, lentils, dates and cotton. (Gethryn cotton is considered to be some of the finest in the world). Travelers along the Bayahn are advised to keep on the lookout for occasional patches of Spinewood, the sharp thorns of which can cause convulsions, blindness, or death.

GM Note: For more information about the plants detailed below, see the Herb Chart and Poison and Disease Chart in Part VI.

PAPYRUS SHOOT

These bamboo-like reeds are a common sight all along the Bayahn River, growing in small patches or great copses. In one form or another, the familiar reeds of this plant can be seen everywhere — they are one of the primary raw materials used by the Gethryn people. The long, flexible staffs are used to make everything from thatched roofs and fences to musical instruments and even vehicles. Certainly their most innovative use is in the manufacture of papyrus scrolls, an industry developed by the Gethryn only fifty years ago. Thin and relatively durable, papyrus scrolls have become the standard means of storing written information, replacing the bulky clay tablets which had previously been used for this purpose.

THANG-CHET

Standing from 5-10 feet tall, these odd-looking cacti are found all over Gethrya, although they are especially abundant in the Etkæth Desert. Their thick green trunks grow straight upwards, branching off into 4-12 barb-covered, ropy strands (each from 3-18 feet in length), which drape back down along the ground. The Thang-Chet plant has an elaborate and highly developed root structure, which extends underground well away from the central stalk. When the plant becomes aware of movement above its roots, it responds by flinging one or more of its branches in that direction, perhaps snagging some unwary creature and killing it with a thin venom known as Thangchan (*Whip Bile*). This poisonous liquid is deadly to small creatures, but not to humans, in whom it causes severe itching and muscle spasms. The substance is occasionally used on weapons, but it deconstitutes quickly, and is useless after 12 hours. The attack of each branch should be treated as a Medium Grapple attack, with poison injected on any Critical result.



OBANSHI

SATCHOBAH

These tiny and innocuous-seeming red blossoms are found in the peaks and valleys of the Chavad Mountains, and grow in large clusters (up to 20 feet across). They exude a faintly sweet odor which has no appreciable effects upon human-sized beings, although a keen observer may notice that the few small animals and insects which may be seen in the area are engaged in wholesale slaughter. The danger comes when the flowers are disturbed by some outside force; this could be caused by the wind or the trampling feet of an unsuspecting traveller or creature. When this happens, the flowers release an almost invisible cloud of pollen which has the effect of causing irritability or even berserk frenzy in all who fail their RR's. While in a "Berserk" state, the victim will physically attack any and all living beings within sight, starting with the closest to him (roll randomly if several opportunities exist). The PC will gain a +30 to his OB, but a -30 will be applied to the DB.

6•PEOPLES

THE GETHRYN

"...Betwixt the burning sands and spinning spheres, No nobler race has e'er the planet seen, Than they who wield the wealth of Gods and years, And toil to turn the desert's mantle green..."

— The Loremaster Ethodorus,
from *Travels on the Continents*.

Inventive, hard-working and deeply religious, the Gethryn people have been molded by the nature of the rugged environment upon which they have labored to lay their claim. Having had almost no encounters with the peoples of other lands, they have built a tight, smooth-running social machine which has suffered few upsets since its inception nearly 6,000 years ago. Gethryn society is divided into two strata, called "High" and "Common" (this excludes slaves, convicted criminals and indentured servants, who are usually sent to work in the Royal Mines of the Chavad Mountains). The High Gethryn are the recipients and disseminators of Maat — the holy order and balance of all things — which is the gift of the Gods, channeled through the GreatKing, and invested in the personages who make up the Gethryn bureaucracy. The Common Gethryn, although no different in racial traits or character stats, fulfill a distinctly different purpose — they are the laborers, the peasants and serfs of the land, whose lives are governed by the dictates of that holy order. It is important to remember that the GreatKing is the human manifestation of the great God Hora. With very few exceptions, the Gethryn people (High and Common alike) revere his being and are thankful for the privilege of serving his will. *"The will of men is desire; the will of the GreatKing is Maat."*

ORIGINS

The Gethryn are descended from a warrior race, originally hailing from scrubby plains and tangled forests far to the east. The ancestors of the Gethryn probably lived a nomadic lifestyle, and may have been forced to migrate to their present location by climatic changes which occurred during the Wars of Dominion in the Second Era. Evidence seems to show that the Gethryn were rugged hunters, but all this stopped when (as legend tells it) the God Siros taught them the skills which turned them into the clever agriculturists they are today. Although the bloodline of the GreatKings has shifted several times in Gethryn history (the present ruler, Aknashir, is the fifth ruler of the sixth High Gethryn Dynasty), every GreatKing has been selected by the God Hora as his own true representative — all Gethryn were once "Common Gethryn". The first GreatKing was originally the "King" of several nomes in Lower Gethrya who managed to appeal to Hora for the divine right of Maat. Invested with this power, he had little difficulty in uniting the nomes into one great kingdom. Since the sovereign cannot possibly perform all governmental functions himself, it became necessary to distribute his administrative powers among the most trustworthy of his citizens. To this day, it is possible (albeit difficult) for a Commoner to rise to High status upon the decree of the local ruler. High Gethryn are allowed to intermarry with Commoners, but all offspring are considered Common.

FAVORED ECOSYSTEM

The Bayahn River Valley is the "divine birthright" of all the Gethryn people. They are the builders and inhabitants of the nomes, the only civilized settlements on the subcontinent. The Gethryn tend to feel uncomfortable when far from the Bayahn.

POLITICAL STRUCTURE

The government is a highly complex bureaucracy, conceived of as a pyramid of Maat which filters down from the GreatKing through the High Priests and nome-Kings to their invested aides, and finally to the level of the Guild-Chiefs and Commoners. Most investitures (administrative positions) are passed down to a rightful heir of High class who has been judged capable of all required duties and deserving of the power of Maat.

SOCIAL STRUCTURE

The chief factors in determining a person's social status are Maat (as determined by the recognized authorities) and proximity to the Phareusis (Royal Bloodline). In olden times, the responsibilities of rulership were handed down only to blood relatives of the GreatKing. This practice has become less manageable as the country has grown, and the blood proximity has lessened in significance. Today, one's place in society is determined by one's recognized value to the nome and country. The system is a sort of quasi-religious meritocracy, with blood descent playing only an important role. It is common for a man to take several wives into his home, raising all of the children as equals.

SETTLEMENT PATTERNS

In Upper Gethrya, the houses of the High Gethryn tend to be situated upon such hilltops and overlook the scattered Common dwellings, farms and ranches which make up their nome. In Lower Gethrya, where more civic planning has been undertaken prior to building, the houses of the High Gethryn are usually found in or near the center of their nomes, near the temples and palatial estates. The houses of these aristocrats and officials are generally the largest and most ornately decorated structures besides the temples themselves.

MILITARY STRUCTURE

The Gethryn military (*The Royal Dynasty Legions*) is a complex power-pyramid in its own right, almost a social class unto itself. Military men of High class are shunted into officer positions, although most of them spend the majority of their time performing administrative (as opposed to martial) duties. The GreatKing is the official head of the army, although the day-to-day administrative functions and tactical duties are delegated to the Royal Advisor on Military Matters. Royal Astrologers also play an important advisory role in military decision making.

CURRENCY

The official currency of Gethrya takes the form of roughly rectangular pieces of metal — tin, copper, bronze, silver and gold pieces are used. 20tp = 1cp, 15cp = 1bp, 10bp = 1sp, and 10sp = 1gp. Barter is common. Rare cosmetic items (perfumes, makeup, jewelry, cloth, wigs, feathers, etc) are often used as tender, and services promised by witnessed oath are not only respected, but are actually considered transferable commodities.

LANGUAGE

The Gethryn tongue is highly adaptable. The High class and the Commoners speak the same language, but there are certain terms (mostly pronouns) which are used when addressing persons of either class. It would be boorish to use the word *Te* (*he*; Common) when speaking of the GreatKing, for instance — the correct word would be *Seya* (*he*; High). Writing is done with thin brushes on papyrus or pressing wooden tools into clay tablets. The old style of cuneiform writing is rarely seen except on ancient monuments and in old religious texts; most people use hieroglyphics. Recently the High Gethryn have begun using cursive writing. Although it makes the task of record-keeping much easier, this new style has yet to be widely accepted.

APPEARANCE

The Gethryn have been described as the most beautiful of the dark peoples. They are of medium height and are generally smooth-skinned and lithe, placing a good deal of emphasis on appearance. The High Gethryn take this to an extreme; their garb is an important part of their life, serving as an indicator of Maat and wealth. Fine cloth and jewelry are important features, and all types of bodily decoration are heartily employed. Their dark hair is often concealed by wigs of peculiar color (white and violet are the most admired), and black Khol (eyeliner) is used by both men and women. Feathers are a favorite accessory, and Nasheya (tattoos) are often seen, usually incorporating a deific symbol.

HOUSING

The typical High Gethryn home is a walled stone building, usually of two stories, with two yards. The front yard is public and is used for all manner of gatherings, while the inner yard is private. Customarily, the dwelling is decorated with glyphs and other artwork indicative of the family's position and power, as well as images of the family's patron deity(ies). One interesting aspect is that the roof of the structure is typically utilized for storage, laundering and sun-worship.

The Common Gethryn live in smaller structures, often made of reeds or mud bricks. These dwellings are usually comprised of only two or three rooms, and the entire family sleeps together.

DIET

As befits their station, the High Gethryn partake of the finest foods, usually prepared by Common class servants (who live in the house). Soups and stews are popular dishes for both classes, and roast fowl or beef are also common. The variety of foods offered in a Gethryn meal is considered an important show of status, and meals are therefore well-balanced. The Gethryn (both High and Common) maintain a strong taboo against the eating of pork, because of the animal's identification with Saath.

WORSHIP

Substantial differences in the manner in which the religious teachings are regarded exist, due chiefly to the responsibility of Maat borne by persons of High class, who regard themselves as models for their Common brethren. One interesting aspect of Gethryn religion is their love of reenactments. Upon holidays of local significance a group of people from each nome will get together to perform the myths which the days' activities celebrate. Beautiful costumes and elaborate masks are a traditional part of these Godplays, and the priests of the sects play important roles. In this entertaining manner, the Gethryn keep their myth cycles alive and vital, and pass on the ancient stories to their children.

THE ETKÆTHKA

A colorful race of nomadic humans who roam the dunes north of the Bayahn River, the Etkæthka are renowned makers of weapons and textiles, leather goods and talismans. These products are traded for Gethryn goods brought by caravan — Etkæthka healing magic and protective amulets are especially prized.

ORIGINS

Although many fabulous stories describe the original homeland and subsequent migrations of the Etkæthka (*The Roving Ones*), no "genuine" legend survives. It may be guessed by their skin coloring and physique that they hail from a northern land, where people are fairer and taller. They may have been transported en masse by the Lords of Essence, long ago. Their histories go back only as far as the rise of Gethryn civilization, at which time Etkæth was still their home.

FAVORED ECOSYSTEM

Adaptable, hardy folk, the Etkæthka seem to thrive in the malevolent dunes and have developed an inspiring array of survival techniques. They feel at ease anywhere on the Gethryn subcontinent. Their scouts, the Etaka (*Rangers*), seem to be the only men undaunted by the Fell Lands.

POLITICAL STRUCTURE

The Etkæth practice a nomadic feudalism handed down by tradition. Their leader by royal blood or unarmed duel is called the Ankii (*King*). It is his duty to divide all currently hospitable land amongst the ten Tantu (*Tribal Princes*) below him, and to make any major decisions regarding the entire people (to declare war or to migrate, for instance). Gifts or tributes to the Ankii serve as declarations of faith and praise, and tend to affect future land rights decisions. The same pattern occurs on a smaller scale within the population of each tribe, as Tantu hand out favorable sites to valued hunters and friends. Some Tantu allow outside traders and travellers; others exhibit a more cutthroat attitude, attacking or capturing outsiders.

SOCIAL STRUCTURE

Due to the personal whims of the tribe leaders, each of the ten groups runs differently. In general, the Etkæth form extended families, complete with complicated rules of kinship and Niyaito (*Welcoming*, or acceptance of an outsider as a blood relative). Men spend a lot of time hunting laloan, trading, attacking other tribes in mock raids (known as *Shiyatu*) and searching for water. Women teach the children, breed horses and camels and tend to the camps. One interesting aspect of the society is that although land (and therefore water) is presided over and allotted by men, women are the owners of family property and tend to be the leaders of family groups. Etkæthka children are encouraged to be forward, inquisitive and sociable.

SETTLEMENT PATTERN

The lands over which any one tribe may freely roam (without inviting an attack by a neighboring tribe) change seasonally, with the weather. Waterholes and hunting grounds are assigned to the various tribes by the Ankii, and all surrounding dunes are deemed that tribe's territory for the time being. A few sacred sites are retained for the Ankii's personal use, and for religious ceremonies wherein all tribes send representatives.

MILITARY STRUCTURE

The men of Etkæth pride themselves on their strength in combat, both mounted and in melee. Each tribe has a group of up to 100 stalwart young men known as Jayama (*Warders*), who protect the camp from intruders. These warriors, along with the Etaka (of whom there are about thirty per tribe), form the military forces of the group. Each group has a Dosha (*Marshall*), who commands the men below him, taking orders only from the Tantu. The Ankii has the power to rally the forces of the tribes into a massive army if necessary. Weapons of choice include scimitars and other bladed weapons, bows/arrows, javelins, light crossbows and spears. Various types of leather or cuirboli are worn as armor, occasionally supplemented by bronze plates or shields.

CURRENCY

The Etkæthka are gregarious traders and engage in barter of any sort with whatever they have at hand (or can promise to deliver). They are accustomed to receiving Gethryn money, but may balk at foreign coin.

LANGUAGE

Komal (*The Speaking*) is the language of the Etkæthka tribes. It bears no structural similarities to any local tongue, indicating that it was developed in a far-away land. Indeed, some sages are of the opinion that the language was derived from the ancient tongue of the Lords of Essence; basing their theories on the many Komalic terms which are reminiscent of Iruaric. Many Etkæthka are well-versed in the Gethryn tongue.

APPEARANCE

The tallest people on the Gethryn subcontinent (men average around 70", women around 66"), the Etkæthka are lean and intriguing in appearance. Their skin is a light tan color, and their hair is unusually fair for the region. Their dress is a colorful assortment of embroidered cloth, hand-woven and finely detailed. Men and women alike wear layers of the diaphanous material, and usually add scarves, sarongs and leather accessories in abundance. Etkæthka men (especially warriors) prefer to crop their hair and often sport long moustaches and trimmed beards.

HOUSING

The Etkæthka live in huge, low tents (called *Komata*) supported by rocks, reeds and rope. A camp consists of between 4 and 40 such tents, each housing a clan of up to fifty people. One tent in each camp is reserved for the Tantu and his entourage (wife, children, co-husbands and advisors). Another is the home of the tribe's healer, or *Dactori*. This important personage, who is forbidden to marry, may be male or female, and lives with apprentices. One well-guarded tent is the tribe's storage facility, and houses all weapons, surplus foodstock, trade-goods, and other valuable items.

DIET

The Etkæthka subsist on a diet high in roots and tubers dug by the women of the tribes, and on whatever meats the hunters manage to find. (Lizards, desert rats, laloan and khonshi are amongst favorites). For generations, goats and boars have been bred for milk and meat, a practice inspired by the Gethryn. (The Etkæthka do not share the Gethryn taboo against pork). This natural diet is supplemented by Gethryn food products, received in trade.

WORSHIP

Takomowah (*The Great God*) is the ruler of the Etkæthka pantheon; without gender, Takomowah is credited with the creation of the Etkæthka themselves. It presides over a host of lesser Gods (one for each of the five seasons) and totem spirits, which are given obeisance in daily rituals. Each waterhole, for instance, possesses a spirit which must be granted the appropriate sacrifice or praise in exchange for the use of its precious resource. Animals are praised before they are killed, lest their spirit should poison the meat. *Dactori* are skilled in the use of *Channeling* spells which are granted them by Takomowah; these include spells from the Shaman, Cleric, Lay Healer and Animist lists (depending on profession).



THE KILARI

A primitive race comprised of small tribal groups, the Kilari live in caves and other natural shelters all throughout the Chavad Mountain range. They pose a considerable threat to travellers through the area and have no knowledge or understanding of the ways of other cultures. Kilari have been known to raid the Royal Dynasty Mines and the nomes of the Upper Kingdom. There are some people who claim to have made “friendly” contact with these veritable cavemen, but such rapport is extremely rare, and not easily won.

ORIGINS

Although the creation myths of these mountain barbarians claim that they were formed out of the clay beneath the Chavad Mountains only 500 or so years ago, appearances suggest that they are actually an offshoot of the same tribes from whom the Gethryn themselves are descended. In fact, the Gethryn were very much like the Kilari before the teachings of Siros were delivered unto them.

FAVORED ECOSYSTEM

A simplistic culture, the Kilari are at home amongst the twisted peaks and deep gorges of the Chavad, and have claimed the majority of the local caverns as their own.

POLITICAL STRUCTURE

No central governing body exists amongst the Kilari. They are a wide-ranging race comprised of small clan groups, and each group is presided over by an Ohmba (*Old Man*). At some time in his life, the Ohmba selects or is bettered by a son, who takes his place as clan chieftain. The Ohmba has absolute power within his group, and challengers of his authority are usually put down by the clan or punished in public combat with the Old Man himself. In rare instances, the ultimate penalty — ostracism — is imposed. Each group tends to regard itself as the only true clan; the other clans are generally thought of as enemies or rivals.

SOCIAL STRUCTURE

Due to the rugged lifestyle and barbaric practices of the Kilari, clan groups are small — no more than thirty people per group — and social bonds retain their archetypal significance. Children are raised by the clan, learning cultural skills and myths by observation. Within a clan, all property is shared (though it technically belongs to the Ohmba, who has the right to claim or redistribute goods as he sees fit).

SETTLEMENT PATTERN

The Kilari are semi-nomadic, remaining in one area for a period of years (even generations) before picking up everything and finding another site. They prefer to set up camp in caverns relatively close to the surface, with water and herb patches nearby. Most sites contain stone altars, steps, walls and graves built by the Kilari. Besides the Old Man, a clan group will consist of 1-12 younger males, 1-6 females of varying age, and up to 10 children.

MILITARY STRUCTURE

The Kilari are warriors/hunters by nature; few of their men are unskilled in the arts of combat. They have no concept of military structure, but the men of any one clan are familiar with each other's tactics, and will act in defense of the clan almost as an organized body. Kilari weapons include spears, javelins, atlatls and bows/arrows; they wear assorted pieces of leather or toral as armor. Atlatl attacks can be handled by using the Javelin attack table. The throwing tool imparts a +5 to the OB and increases each range category by 50% (ie; no Mod up to 15', -20 from 16' to 75', -40 from 76' to 150'); however, the Failure chance goes up to 6%.

CURRENCY

The Kilari do not utilize currency. One clan will occasionally trade goods, warriors, women or lore with another, but these exchanges are governed more by need than by any set values. More often, the needy clan will simply send a raiding party to the other clan's camp to take what is needed by force.

LANGUAGE

Each clan group has its own version of the primitive Kilari language. Though their limited lexicons are obviously similar enough to prove some common original source, each has drifted from that original tongue. One reason for this is the peculiar treatment of proper names amongst the Kilari; it is taboo to speak the name of a deceased being, for fear of bringing the wrathful spirit back as a Haunt (see *RMC II*). This taboo is carried to a remarkable extreme: if a warrior whose name meant *spear* were to die, the Ohmba of his clan would devise a new word to refer to all spears from that moment on. This practice is applied to all living things with personal names, including the totem spirits of seasonal plants (which die with each fall, only to be reborn — with new names — each spring).

APPEARANCE

Squat, hairy beings with thick skin and muscular bodies, the Kilari are considered repugnant in appearance by all but themselves. They are primitive humans, and their racial Stat Mods differ considerably from those of Common Men: St:+10, Qu:+5, Pr:-10, C0:+5, Ag:+5, SD:-5, Re:-10. They usually wear bits of leather or toral, and some of them have scavenged other articles of clothing from unfortunate Gethryn slave/miners and hermits. They enjoy painting themselves with all manner of designs, using dyes derived from local plants, minerals and animal blood. A Kilari warrior who has killed a member of a rival clan or a great beast of some sort will usually wear some token of his victory. Such bizarre fetishes, constructed of bone and skin/hide, and are occasionally enchanted.

HOUSING

Kilari build only temporary shelters, protective walls or religious sites, constructed of slate and other stones. Each clan sleeps together in a large common area.



BITAARU

DIET

Variety is not considered very important in the Kilari diet; they often exist on a starvation level and eat whatever they can find. Plants and animals of all types are considered edible, and nothing is wasted — even the bones are made into tools. Roots, herbs, insects and fungus are staples.

WORSHIP

The Kilari's religious beliefs are animistic; all things possess an eternal spirit which may be appealed to via various rites. Although rituals and sites of significance differ from clan to clan, there share common aspects. The oldest female member of any clan is usually the possessor of the most powerful healing magic, as this sphere is delegated by the Goddess Maiba (*Big Mother*), protector of the weak, healer of the sick and wounded, mother of all things. Her mate is the God Kotong (*Mountain King*), the maker of the weather, creator of the animals and plants, master of the hunt and battle, lord over the animals and ruler of the realms of Chavad. Both of these deific entities are detailed in Part IV/5.



THE BITAARU

A mysterious race of small, enchanted humanoids, the Bitaaru are the inhabitants of the Fell Lands. They are known by various names: The Little People, The Luckbringers and The Fell Children. To the Roving Ones they are the Hamash (*The Deceivers*), for their mischievous pranks have often misled Etkæthka Rangers into following false paths or taking worthless items as payment in trade. For all of their pranks, however, the Bitaaru are actually good-natured; they simply enjoy their privacy and possess a rather peculiar sense of humor. It is their way to toy with the foolish mortals who enter their bizarre homeland, though they can be quite helpful if convinced of a party's good intentions.

Living in small groups of 3-30 (called *Rings*), the Bitaaru spend a good deal of their time dancing their strange ritualistic dances and drinking a brew which they call *Ziftig Wine*. They are very knowledgeable regarding the local terrain and the inhabitants thereof, and have gathered much information on the Gethryn people via their animal friends. Many of them speak the Gethryn tongue (although they have an odd, chattering language of their own), and they will occasionally trade services, knowledge or bottles of *Ziftig Wine* for magical items or jewelry, for they are especially fond of gold.

ZIFTIG WINE

A thick, sweet liqueur distilled from some strange and secret combination of local plants, this addictive beverage (AF 15%) has an invigorating effect upon both humans and Bitaaru. Unfortunately, this effect is often too much for the typical constitution to bear, and even well-seasoned drinkers have been known to get blind drunk after imbibing a vial. Mortals must make a RR vs an attack level equal to the number of ounces imbibed: Mild failure (by up to 25) causes a good, strong intoxicant effect; Moderate failure (26-50) indicates an uplifting of spirits (+5 to Em) and a corresponding loss of control (-5 to SD); Serious failure (51-100) doubles these Mods and causes an equivalent loss of Re. The drunken person has a good chance of revealing any secrets he had been keeping at this point; Extreme failure (101 or greater) causes the drinker to go into a manic fit, alternately laughing, crying, dancing, confessing, shouting, shivering, and finally passing out for 1-12 hours.

THE LITHRA

The Lithra are a strange race of quasi-earth elementals which reside in the depths of legendary mountain ranges and cavern complexes. In form they resemble small, grotesquely twisted humanoids made entirely of rock. Their faces are especially frightening, for their features are nothing more than holes in their oddly contorted heads. The Lithra are greedy beings, consumed with a desire to possess and control all stones and minerals within sight. Their hearing is keen (while melded into stone they are capable of sensing the movements of all beings within several hundred feet), although they lack the more refined senses of smell and taste. Their diet consists of precious gems and molten minerals; they are especially fond of emeralds and can often be swayed from their duties by such a tempting meal.

Energetic, curious and social, the Lithra are lawful in their own way, and are often found in the service of some more powerful being who controls or claims the region in which they live. Here they fulfill what is perhaps their best use, serving as scouts and guards for the subterranean network they serve. They engage in rivalry with each other, each attempting to prove its value to its liege, or to demonstrate the inadequacies of another's service. Most Lithra of the Chavad Mountains serve Kotong, the Mountain King.

PART III

• POLITICS AND POWER •

For thousands of years the social and political structure of the Gethryn has remained virtually unchanged, subject only to minor modifications of laws interpreted by the ruling GreatKing and his court advisors. The land has never experienced any major wars; indeed, the Gethryn are almost naive as regards the existence of other races and cultures. When Siros united the Upper Kingdom nearly 6,000 years ago, he brought unto the then primitive people a way of life which set them apart from the barbaric Kilari and the nomadic Etkæthka. A few centuries later, the two kingdoms were united under the rule of the Great Dynasties and adopted a system of government which set them still further apart — the balance and law of Maat, understood by the Gethryn to pervade all levels of being: spiritual, political, and personal. The rich lands of the Bayahn River Valley are the gift and property of the Local Gods, who are ruled by Hora and represented by the GreatKing. The Gethryn are beholden to their Gods for the use of the land, which is administered almost as a vast personal estate. The inherent trust which the Gethryn place in their deities and rulers allows their civilization to flourish unimpeded, and the guidance of the Astrologers is applied throughout the land. Beyond the fringe of this cultivated region, past the tombs at the edge of the desert, lie the lands of the only other races with which the Gethryn are familiar. The Upper extremities of the Valley are occasionally raided by groups of Kilari warriors; some minor skirmishes have occurred between the Dynasty Legions and the more power-hungry Etkæthka clans, but for the most part, life is peaceful and the cycles of the seasons play out their roles anew with each passing year.

1•RULERS AND PRIESTS

The most high of the High Gethryn social class, the rulers and priests who enforce the will of the Gods sit at the top of the great power pyramid of Gethryn culture. Appointed to their posts by hereditary investiture or the will of their peers, these noteworthy personages are the disseminators and overseers of Maat. All of the following characters are held in the utmost esteem by the majority of the Gethryn population, though most of them are nearly unapproachable and grant audiences to only the most prestigious visitors.

THE GREAT KING AKNASHIR

The ruler of the Gethryn people and representative of Hora is the beneficent GreatKing Aknashir. A wise and charismatic young man, Aknashir has ruled Gethrya for three years. His reign has been one of slow and steady economic growth, as the Gods have seen fit to favor the populace with three excellent harvests. The GreatKing himself has had something to do with this prosperous period, having instigated several new land acts which allow more funding for canals and supplying monetary incentives for farmers who exceed certain yield expectations. In general, he is a liberal ruler whose heart lies with the workers of the land; this may be due to the fact that as a young boy he was sent to live in the house of his paternal uncle Sakatku, the governor of the small nome of Thera in



AKNASHIR

Upper Gethrya. There he adopted the simpler values of the region, and learned the skills of the farmer. Aknashir has four wives, each of which has borne him a child — one boy (the eldest) and three girls. The heir-apparent is named after his father, and is currently two years old. The boy is Aknashir's pride and joy, and shows all signs of having inherited his sire's good nature. The only major problem which has arisen during his reign deals with the amount of money granted the Dynasty Legions; this sum has been lessened slightly in order to pay for the GreatKing's land reforms and has caused some disturbance in military circles. As a token of good faith, Aknashir has opted to suspend construction of his Royal Tomb, the half-finished pyramid is located five miles south of the Pyramid of Mortu.

MUTEM-ACHER, AGRICULTURAL ADVISOR

Cousin and close friend to the GreatKing, Mutem-Acher is four years younger than Aknashir; the two have been compatriots since childhood. (Mutem's father is the uncle with whom Aknashir lived as a youth). This relationship makes him the object of much unease amongst the Advisors, many of whom feel that his land reform suggestions have been given more weight than they deserve.

UTMUS FARAMACH, MILITARY ADVISOR

The Dhom (*High General*) of the Royal Dynasty Legions, this well-seasoned warrior has a temper as renowned as his martial prowess. Secretly involved in a conspiracy to undermine the reputation of Mutem-Acher, he has hired a number of spies to serve this end. Though unaware of this conspiracy, the GreatKing has been advised by his astrologers to watch Faramach closely — the sign of the dagger is prominent in the Dhom's natal chart.

ODANKA MURA, TRADE ADVISOR

The only female member of the Advisory Body, Odanka Mura is the youngest person ever to serve in this capacity. Her good looks have doubtless been an advantage, but her true worth lies in her uncanny ability to communicate with the Etkæthka (rank 10), and her understanding of their sometimes peculiar ways. (Her Mentalist spell lists have proved advantageous to this end). The daughter of one of the wealthiest merchants in Gethrya, she has only recently become an Advisor. Her job is to keep the GreatKing informed of current market values and supply/demand ratios on all manner of trade goods. She employs a small army of skilled traders and speculators.

KOBAN TRAKA, INTERNAL ADVISOR

Traka monitors relations between the nomes and their Governors, as well as such general affairs as slave productivity and local judicial procedures. He is a wizened old man, and has served as an Advisor for nearly 60 years. Traka often amazes the other Advisors with the accuracy and detail of his reports — unbeknownst to anyone, he possesses an ancient artifact known as The Oshma-Farath (*Sphere of Scrying*). He is unaware that this device is actually one of the fabled Access Spheres created by Tethior the Alchemist in the Second Era. He is currently looking for a promising apprentice with whom he can leave his secret and position.



ODANKA MURA

MANCHAKORAN, EDUCATION ADVISOR

Manchakoran is entrusted with the overseeing and planning of all courses taught at the university in the capital, and monitors scholastic affairs throughout the nomes as well. His mastery of the base spell lists of his profession endows him with a resourcefulness which makes him the envy of the other Advisors, who often come to him for advice. One of his most important duties is the annual accounting of tradesmen, determining which trades are deficient in number of practitioners and which are overstocked. Manchakoran is one of the few Gethryn to have dealt with the Loremasters of Emer, whose subtle intervention he has kept a well-guarded secret.

OMIR DENKA, ENGINEERING ADVISOR

Denka is a master architect and scholar of renown. His duties include civic planning of all sorts (buildings, roads, canals, walls, cemeteries, etc). He is also the designer of many important monuments, including the mobile statue of Hora in the capitol's Great Temple, the tomb of Horatet II (Aknashir's father), and the unfinished pyramid of Aknashir himself. Before a builder may begin construction of a major edifice, Denka must approve of the plans. Currently he is involved in the remodeling of the guest halls of the Royal Palace. He alone knows all the secret passages and hidey-holes concealed within the Palace.

THRAICHT AZER, WEATHER ADVISOR

By far the strangest of the Advisors, Thraicht Azer is a small and nervous man whose idiosyncrasies are tolerated only because of the accuracy of his forecasts. He tells the GreatKing and other Advisors when (and when not) to proceed with various plans, and has saved the lives of countless citizens by evacuating nomads just hours before torrential floods or sandstorms hit the area. An Animist of considerable skill, Azer spends most of his time roaming the countryside. He prefers to communicate his findings via messenger or through the Priests of Pteroh, who channel the information to the capital. Azer seems always to be in a great hurry, and his frail body is covered with bizarre Nasheya and mystic talismans of unknown origin. He too is searching for an apprentice, though there are few in Gethrya who would consider themselves up to the task.

THE ASTROLOGERS OF NAITA

Besides the GreatKing, no one is held in higher esteem than the Astrologers of the capital city. From their observatory in the capital city of Ketaum, these officials keep a close eye on the movements

of the stars, planets and moons, and issue daily reports describing the effects of heavenly phenomena upon the mortal world. Their council is sought before any major undertaking, as they alone hold the key to understanding the likelihood of success or failure.

Young sages, seers and mystics who show promise in the arts of astrology and prediction are sought out, brought to the Great Observatory, and trained in the official methods. These youngsters become scribes or apprentices, and their knowledge is honed on a daily basis. Eventually they have sufficient skill to begin drawing the natal charts of Common class citizens, hundreds of whom travel to the Observatory each year to pay a hefty price for the service. Of these young astrologers, the finest are granted more advanced training; some will spend the rest of their lives drawing charts for children of High birth. (It is almost a sacrilege for a child not to have his chart drawn, as the influences detailed therein tend to have a major effect upon career training, employment and investiture.) The few advanced students whose talents are extraordinary are trained in the arts of prediction and are taught spell lists most suited for their particular skills (*Astrologer*, *Seer* or *Sage* base lists). Although all of the deities are held in reverence by the Astrologers of the Great Observatory, these few gifted individuals are invested with a special rank and sworn to the worship of the Goddess Naita, ruler of the night sky and mother of the stars.

Only the most wealthy patrons have the money and time to consult the capitol's Astrologers regularly. Several other observatories (maintained by the governors and priests of the nomads) are scattered throughout the land, and are utilized by the group when travelling abroad. These "Lesser" structures are often administered according to different rites and procedures than the Great Observatory, but no Gethryn citizen would dare consider them to be more accurate in their findings.

The Astrologers of Naita are unusual clerics. They ritually shave their heads and wear long hooded gowns of cloth dyed to a deep blue shade. They shun the trappings of mundane life, existing solely for the purpose of mediating between the cosmos and the Gethryn people. They may be male or female. Many of them have zodiacal signs tattooed on their bodies.

Currently, the Dhoja (*High Chief*) of the Astrologers is an elderly woman named Soma Mathika. She is a close personal friend of the GreatKing and a favorite of the populace as well. She is a tiny, frail, blind woman who is almost never without her handmaiden, Gracha (a quiet girl of Etkæthka birth whom she purchased from the Slave Merchants) and her apprentice, Echat Korentu, an unpleasant young man who serves as her speaker.

SOMA MATHIKA, DHOJA

A silent woman, Mathika listens intently as others speak and forms her own conclusions. A revered astrologer, she has dictated many tomes on the subject. A close personal friend of the GreatKing Aknashir, Mathika is often consulted on matters of great political significance, and therefore has accumulated a vast store of knowledge. She rarely does charts for anyone but nobility, leaving such work for her underlings, and is constantly accompanied by her handmaiden and her personal assistant.



THRAICHT AZER

THE GOVERNORS

Long ago, in the days before the two kingdoms were united, each nome was ruled by its own sovereign priest-chief and functioned autonomously as a city-state. The nomes in Upper Gethrya were the first settled, hundreds of years before people began moving downriver. Scattered outposts developed their own political and religious structures, sowing the seeds of modern Gethryn culture, and instituted the first traderoutes up and down the Bayahn. As populations increased, more nomes were settled further west, and an integrated economic system began to develop. Each nome became known for the production of one or two trade goods or services, and began to depend more and more upon its neighbors for other items. This interdependence eventually made possible (even necessary) the unification of Upper Gethrya into one kingdom ruled

another of the Great Gods. Now, the GreatKing is regarded as a God, and the next most divine rulers are the once autonomous chiefs of the nomes, now called Karsha (*Governors*).

The Karsha is the ultimate arbiter of legal, economic and agrarian concerns within the borders he rules. In some nomes (especially those in the Upper kingdom), the Karsha is a high cleric of the local patron deity, while in others he is primarily an administrator of the GreatKing's rule. Most Karsha pass their positions on to an heir who has passed tests designed to assuage his capacity to rule. If this is impossible, the Karsha may invest any citizen with the responsibilities of the post, or the Priest-Astronomers of Naita may be consulted.

Each nome stretches from one to thirty miles along the banks of the Bayahn. Some are termed *Holy Nomes*: sites at which the myths



SOMA MATHIKA

THE PRIESTS OF THE PANTHEON

Although bereft of governmental power, the sects of the Local Gods exert an enormous influence upon the lives of the populace. The priests and priestesses of the Gethryn Gods are the masters, monitors and counselors of their lives and are held in high regard. Many nomes possess more than one temple, and local events of importance are attended by all clergy. National holidays are celebrated all along the Bayahn, in all nomes. Certain festivals which honor two or more deities are celebrated with a Rite of Visitation, a ceremony in which the image of one deity is taken from its own holy site and brought to the temple of another. The pilgrimage is often a difficult one, sometimes requiring days of travel up or down the river. The priests of the various sects cooperate with each other in these and other undertakings, and their solidarity typically transcends such trivialities as local pride.

The clerics of a given deity are the foremost voices of that deity's will and the principal teachers of doctrine. To communicate with each other, certain sects use footrunners and *Channeling* spells. Some temples use specially created magical items called Spheres of Council. These ornate devices rely on local Flows of Essence and allow transmission of thoughts over great distances. Only the most wealthy temples possess such Spheres, and they are rarely (if ever) allowed out of the temple gates. Most are keyed so as to allow transmission only between the two set points.

2•ORGANIZATIONS

THE PHYSICIANS' GUILD

Sages and Scholars who specialize in the healing arts are respected in Gethrya. The Physicians' Guild practitioners, who keep their headquarters in Ketaum, are the only officially licensed medical healers in the country. This bureaucracy makes certain that new medical techniques practiced in one nome soon become standard throughout the country and protects the populace from the frivolous or harmful activities of numerous charlatans. The charge of "unlicensed medical practice for recompense" is a serious one, punishable by a stiff fine and/or a lengthy stay in the Chavad mines. Physicians who meet the Guild's criteria pay yearly dues (20GP, 5 of which go to the University at Ketaum), and are welcome to examine each other's work and techniques. They will often refer patients to other Guild physicians if required and may charge much more than their unlicensed counterparts.

THE ROYAL LEGIONS

The Gethryn military is a highly disciplined force of nearly 10,000 men organized into three legions and commanded by Utmus Faramach. Assigned duties are rotated each season, with one Legion serving in the Bayahn River Valley, another patrolling the surrounding deserts and mountains, and the third on reserve. Each is divided into ten Trass (*Companies*) of 300 men.

As noted previously, the Gethryn people have never known full-scale war. However, they have engaged in many clashes with the barbaric Kilari and some of the more rowdy Etkæthka clans, not to mention the monstrous Obanshi. Most nomes have officers who patrol the streets and outlying regions. Other duties include protecting local ranches from wild khonshi, guarding important/valuable trade shipments and stockhouses, and keeping the peace. Criminals are taken to local garrisons for holding, although any persuant legalities are handled by the Karsha of the nome.

The accoutrements and armor of the legions are minimal but serviceable; bronze breastplates and greaves are standard, yielding an AT of 18. Open-faced helmets are typically worn, and leather gloves, leggings or accessories are also common. Weaponry usually consists of an Onshar-sword (resembling a scimitar) and a long-bladed hand-axe called a Troshta. (Treat as a hand axe with a +5 OB: all criticals are "slash.") For desert duty or tactical warfare, spears and bronze shields are used.

SLAVE MERCHANTS

The slave trade is a lawful business in Gethrya, for slaves are a vital part of the Gethryn economy. Most slaves are allowed to raise families; their offspring are owned by their masters as well. Indentured slaves also exist, people who are indebted to another and repay their debt by serving their creditor for a predesignated period of time. A handful of slave traders have succeeded in establishing a guild which controls a majority of this specialized market. Their prices are reasonable, and they maintain a good selection of physical types and specific skills. Slave merchants generally travel from nome to nome and set up a temporary "shop," like any other caravan trader. These slave markets are invariably well-protected against theft or kidnapping and escape.

An average slave cost 50GP, as much as a light horse. The GM may wish to add the total of all of the slave's Stat Modifiers to the cost. The race of the slave is a consideration, as most Gethryn businessmen prefer to purchase Etkæthka (or other foreign) slaves for the more odious tasks. The number, level and type of skills possessed by the slave may then raise the total cost by as much as ten times, but this is subject to the specific situation and the laws of supply and demand. In general, household and farming skills are the most favored, as is craftworking. Certain buyers will pay a heavy extra fee for such highly specialized skills as weapons-handling, tracking, hunting, and entertaining.

Most guild slavers maintain their own "stock" by encouraging the strongest and most comely of their slaves to breed. The guild will occasionally buy from travelling slavers or send expeditions into far-off lands in search of exotic and exploitable peoples. Many criminal offenders are consigned to guild slavery as a sentence for their crime. Less reputable slavers will waylay any stranger or simpleton who comes along, only to break their spirit and sell them off somewhere downriver.



Of these disreputable slavers, the most nefarious are undoubtedly the "Black Dunes Raiders," a culturally mixed group who make their home in a subterranean hideaway in the bleak Sea of Saath. These desert brigands are a terror to Gethryn and Etkæthka alike; they will enslave anyone they feel they can get a good price for. Some folks believe that the Raiders are actually a seafaring pirate group who ply their trade in other lands (not true), while others believe that the Raiders have a pact with a group of demons who take the slaves away from this world entirely. (The "demons" are actually men who have mastered the art of other-worldly travel via some arcane artifacts of their own devising. GM's running Kulthea as part of an extended Space Master campaign can allow such travel via starship. The men are FreeTraders from the infamous League of Merchants, who sell the slaves in the Elora star system and at other locations throughout the Empire.)

3 • NOTEWORTHY NPCs

Besides the important persons and groups detailed above, many interesting and influential local characters might be encountered. A few of these persons are described in the sections which follow. The GM is encouraged to design more such characters, keeping in mind the prevalent social structures and character professions of the campaign.

OKTUEK KORKOMM, ALCHEMIST

A wizened and hunchbacked master of Essence manipulation, Korkomm has been creating magical items for over forty years. His home is a small and cluttered clay structure in the Lower Gethryn nome of Stilos (known for its fine jewelers and gemsmiths). Oktuvek cooperates with skilled tradesmen in the creation of enchanted items of jewelry. Korkomm performs his work earnestly and fervently. In addition to his enchanted creations, Korkomm also cures and mixes herbal remedies of all sorts. Because he so rarely leaves his house, he sends trusted adventurers out into the wilds to search for the raw plantstuffs he uses for these creations. The pay is good — Korkomm is wealthy and eccentric, and doesn't know the value of a silver piece.

ARDOCH THE WEAPONSMASER

The nome of Meyaath (see Part IV/2) is the home of the most renowned bladesmith in all of Gethrya. A massive, barrel-chested man with auburn hair (quite strange for a Gethryn), Ardoch is well-versed in the use of most of the weapons he manufactures and works as a fighting-trainer on the side. He is capable of crafting fine bladed weapons to specification, with such precision that the better of them receive a +5 (or even +10) without any magical enchantment. Ardoch was expelled from the Royal Legions for fighting and has never forgiven them for this "hasty and unjust" reaction.

ILTHEA KAINOU, MASTER OF BEASTS

An introverted and strangely talented young girl, Ilthea left her people at the age of 17 after an argument with her clan's Tantu about the eating of animal flesh. Now, a self-taught beastmaster with no set home, she wanders the subcontinent, occasionally stopping in the Bayahn River Valley to pick up supplies. She has been known to serve as guide for travellers throughout the region, but will not be a party to carnivorous behaviour.

SHARLAN OKTEA, PHYSICIAN

Trained in alchemy and herb lore as well all of the pertinent medical skills, Oktea is the head of the Gethryn Physicians' Guild. She rules her hospital and Guild with a keen eye and sharp mind and is called *The Hawk* by her subordinates.

PART IV

• PLACES OF INTEREST •

1 • THE CAPITOL CITY OF KETAUM

The beautiful Gethryn capital is located at the Great Fork in the Bayahn River. The city is built according to precise dictates of Gethryn aesthetic and religious belief: separated into four quarters by broad avenues running North-South and East-West, with the Royal Palace of the GreatKing standing in the center, atop a rise.

The map of Ketaum included in the insert is not intended to portray the entire city. Instead, the central and most important areas appear in detail. Around the central area is a "ring" (square) of residences 1600 feet wide. This residential ring is composed of winding streets, except where the four main avenues continue as spokes through the area. Beyond lie the farmlands of Ketaum, a broad expanse of family farms stretching for twenty miles square (400 square miles). The farmers of this region supply most of the food consumed by the people of Ketaum, and the rest is provided by regular shipments from the nomes.

KETAUM

- 1. The Royal Palace.** Home of the GreatKing Aknashir, the Royal Family, and the Royal Advisory Body.
- 2. The Great Observatory.** The Astrologers of Naita chart the movements of the planets and draw horoscopes for those who can afford their services.
- 3. Hall of Physicians.** The only full-scale hospital in Gethrya and the headquarters of the Physicians' Guild.
- 4. Slave Market.** Daily slave auctions are held.
- 5. Slave Quarters.** Hundreds are kept in these structures, which are guarded by the Royal Legions. Often, a special contingent of slaves will be requisitioned by the Royal Family, an honor.
- 6. Legions Barracks.** This four-story building is the headquarters of the Royal Legions and holds an entire Legion of troops at any given time.
- 7. Nephtha Park.** A botanical gardens maintained by the Palace Gardeners, the park is a popular meeting place. Ornate statues of the Gods are placed throughout the area.
- 8. High Court.** The High Judges (Priests) of Siros hold court in this austere building. The Dungeons of Ketaum are located directly beneath this structure.

9. University. This massive and impressive building holds classrooms, libraries, offices and laboratories. Courses are available in all manner of "Lore" (except spellcasting and magical skills). Students are generally of High class, although anyone who can afford the tuition is accepted. Fees range from 100SP to 150GP.

10. Academy of Magic Arts. The only formal magic school on the subcontinent, the Academy is the official training institute for spellcasters who wish to serve the High class. Courses are available in Essence and Mentalism manipulation. (Channeling lists are taught, as might be suspected, by the clerics of the appropriate deities.) Royal Spellcasters oversee the school and may be found on the fifth (uppermost) story. Classes in the assorted magical skills ("Lore," etc.) are taught here, costing from 500SP to 500GP.

11. Temple of Nephtha. Forty priestesses of the revered Goddess live here, performing daily rituals for all who request them. The blessings of Nephtha are most often sought when a new home is to be moved into, a marriage performed, or fertility desired. These rituals are always free of charge, although donations are accepted.

12. Temple of Siros. This gold-plated temple is the home of twenty-two priests of Siros, God of death and rebirth. Their council is sought for any serious matters of guilt and penance.

13. Temple of Shashahn. Fifteen priests and priestesses of the Goddess of destiny and bounty reside here, blessing the River Bayahn and all who profit from it. These clerics predict and interpret events encountered upon "the river of life." Shashahn is the protector of the weak and oppressed, and her clerics have been known to harbor fugitives.

14. Warehouses. Goods boated downriver to Ketaum are routed up the shipping canals (see #17 below) and stored in these great chambers, which are protected by Legionnaires.

15. Public Baths. This spa houses nine bathing pools. The admittance fee is 8cp.

16. Inn of the Seventh Ray. Downstairs includes a tavern and stage, and the upstairs floor contains twenty well-kept rooms. Lodging costs 3cp, stabling costs 5tp (8 if grooming is desired), and meals cost 4cp.

17. Canals. Small barges and boats of various types can be seen moving up and down these waterways, carrying trade goods into and from the capital city. Admittance to the canals is by toll: 1sp for small boats, 3 for medium, and 5 for large boats or barges. Unless carrying a written waiver of search signed by a High official, all vessels are subject to search (20% chance that the ship will be passed through without this formality). Vessels may be docked at the far ends of the tributary canals for up to two days at a cost of twice the original toll.

18. Moneylender. Uthor Karbach, one of the richest merchants in the capital city, lives on this beautiful estate. He is retired from the lucrative caravan trade, and now makes loans and investments. He has been known to bankroll expeditions and is an avid collector of Ethæthka arts and crafts.

19. Temple of Hora. The most lavishly decorated and well-guarded temple in the capital city, the temple of Hora is always busy. Here, priests of the sun God advise adherents and bestow blessings upon the populace. The clerics also perform miracles (spells) of healing and divination and act as counselors. The High Priest of the sect is Aknashir. Of interest is the mobile statue of Hora resting in the center of the temple; Gethryns believe that the statue has thrice been inhabited by the sun God himself, who used it to convey messages of utmost import.

20. Sage. Umot the Wise, a venerable and much-respected master of forgotten lore, lives here with his young granddaughter and 23 shimshara. He is proficient with the Sage spell lists as well as academic skills and is often consulted by the priests of the sects.

21. Tomb of Horatet II. The final resting place of GreatKing Aknashir's father is a wonder of Gethryn architecture. The sides of this immense pyramid are perfectly smooth, and there is no visible entrance. The tomb is said to contain thousands of gold pieces worth of royal jewels.

22. Tomb of Mastek. A powerful sorcerer, Mastek has been dead for a generation now. His restless spirit (in the form of a wraith) is said to roam the streets of Ketaum. It is believed that the sorcerer unwittingly killed himself in a nefarious deal struck with denizens of the afterworld, and has been altered into a monstrous undead being. The GreatKing has offered 1000gp to anyone bold enough to destroy the spirit; thus far, there have been no takers.

23. Tomb of Siros. Several tombs of Siros exist throughout the land, each with its own claim to authenticity. Some sages believe that different parts of the God have been buried in different places. This is the oldest tomb in the capital.

24. Jeweler. Matika Lolan specializes in the custom creation of beautiful, expensive jewelry.

25. Herbalist. Ptor Huraket runs this well-stocked shop and lives in the building. There is a 75% chance that he will have whatever (locally available) herb is desired. Ptor is capable of mixing remedies for all manner of ailments and works for the Hall of Physicians.

26. Armorer. Etganga the Red is an armorer of above-average skill and Ethæthka-descent. His prices are reasonable, his selection good.

27. Sharpener. Otkoa Hsar makes her living sharpening knives, swords, daggers, and axes. Cost is 1-10cp, depending on the length of the tool/weapon. This abode contains a secret trapdoor which leads down to a hidden complex of rooms — the headquarters of the local Thieves' Guild.

28. Alchemical Supplies. This well-guarded shop is stocked with all types of minerals, gems, woods, herbs, spices, animal parts and other magical ingredients. Okman Theola keeps an excellent selection; any ingredient which can be found on the subcontinent adds +30% to its base availability chance (ingredients from other regions are at -10%).



29. Orphanage. Maintained by the priestesses of Nephtha, this building is the home of scores of youngsters whose parents have been killed, imprisoned or indentured. The priestesses train the young ones and attempt to find them apprenticeship positions with local tradesworkers.

30. Pilot. Kleraph Otartuah is an experienced boat captain whose fondness of bragging is only exceeded by his love of beer. He will pilot any of his ships anywhere for a fee.

31. Fortune Teller. Isamah is a kind old woman with a gift for prophecy: her predictions have an 80% accuracy rate.

32. Scribe. Nikomas the Learned runs a small business out of his home. He and his two sons translate, copy, encode, and decode at a fair price. Languages and styles of familiarity include Gethryn, Ethæthka, and a smattering of Iruaric.

33. Theatre. This establishment caters to the simple tastes of the common class. Presentations include light comedies and song festivals. Admission is 2cp.

34. Potter. Trokar makes fine clayware and sculpts on commission. His prices are slightly high, but his work is excellent.

35. Inventor. Ptokab-Turek is a strange old bachelor who creates ingenious works of mechanization; clocks, automatons, wind-up toys and scores of bizarre artifacts clutter his dingy abode. He has done work for the Royal Family and is considered a genius.

36. Tailor. Minshu is an Ethæthka who does fine tailory and embroidery.

37. Trader. A veteran caravan rider named Osta Durek runs this general store packed with rope, candles, Ethæthka crafts and talismans, herbs, cloth, tools and used travellers' equipment.

38. Alchemist. Lothrinka Intiros is an Ethæthka matron who follows the Gethryn religion. She was cast out of her tribe due to her religious beliefs and now lives above this shop. She specializes in the manufacture of potions (all Open Essence lists up to level ten).

39. Brothel. A luxurious establishment known as "The House of Veils," this business caters to the most discriminating tastes. Houris of many divergent cultural origins are found herein, as well as exotic foods, wines, and other entertainments. The house is run by a flamboyant madam named Lucira Boret, who prides herself in her ability to fashion whatever strange fantasy might be desired. Due to the expensive prices of the establishment, most clients are High class citizens or wealthy traders.

40. Hall of Warriors. This well-tended estate is the home and headquarters of the Royal Order of Horakaret, an Arcane Society devoted to the termination of all enemies of the GreatKing and Royal Advisory Body. Members of the Order are either Paladins of Hora or Noble Warriors. At present, the Order includes forty such worthies who may be found travelling along the Bayahn.

41. Theatre. Also referred to as "The High Theatre," this elegant establishment is the home of the most influential and respected theatre troupe in all of Gethrya, "The Watahla Ensemble." These performers put on most of the plays seen here and also serve as supporting cast for the "GodPlays" enacted here upon holy days. Admission is 1bp.

42. Magi. Alpheut Kasok and his wife Tukima are masters of runic magic, glyphs, command words, and magical languages. (The Magus profession can be found in *RMCI*, or may be treated as a variant class of Runemaster). Alpheut is level 12, while Tukima is level 9. Both are versed in the magical languages of Gnosis, Graphay, Iruaric, and Logos, and both perform spells and/or create enscribed items in exchange for gold. They will not, however, take part in any task which is evil in intent/alignment.

43. Artist. Akmot Phaesis is a talented painter and calligrapher who has created works for the Royal Family. Some say that his portraits are magically enhanced (Akmot isn't telling). He is always looking for models.

44. Gold & Silversmith. Thaikoran is a short, fair-skinned person who fled his home country when it was overrun by an enemy army. His ways are strange, but his fine work makes him a respected member of the crafters' community.

45. Master of Beasts. Uluak Trasta is a 5th level Beastmaster, specializing in the skills of Animal Healing and Training. Though his magical abilities are limited, he possesses a Wand of Animal Control which he secretly uses to enhance his results (this item adds +30 to any rolls dealing with the commanding or training of animals).

46. Cartographer. Ishta Tuathis is a beautiful and talented mapmaker. She is always interested in current geographic details of the subcontinent and has long wanted to do a map of The Fell Lands.

47. Midwife. Lowri Sustafa has assisted most births in the last twenty years. She is a small and humorous old woman with ten children of her own.

48. Glassblower. Engor Mura creates bottles, jars, vials, statuettes, and other glass items for sale at the caravanserai.

49. Leatherworker. Herro Tuange manufactures leather armor, saddles, purses, sacks, backpacks, belts, boots and clothing. His shop is always open, and he and his family ply their wares in the caravanserai as well.

50. Nightblade. Adeus the Silent is a foreign gentleman whose source of income is unknown. He often leaves the city for weeks at a time. It is believed that he is an adventurer of some sort. In fact, the silent one (as well as his associates) is a servant of the evil God Saath, and his nefarious talents are put to use in the waylaying and kidnapping of innocent travellers and businessmen. Adeus is a level 10 Nightblade and possesses a Cloak of Silence (+10 to Stealth).

51. Caravanserai. This flat, dusty area is the stopping place for incoming caravans and travelling merchants. An open marketplace, there is no telling what goods might be available from day to day. The GM should roll to determine the level of activity and goods for sale, as shown below:

Activity Level	
01-05	None/Deserted
06-20	Low/Quiet
21-70	Average/Busy
71-90	High/Crowded
91-00	Extreme/Jammed
Goods for Sale (Per shop/cart)	
01-20	Foodstuffs/Ale/Wine
21-35	Clothing/Cosmetics
36-45	Tools/Rope/Wood
46-48	Animals
49-51	Armor
52-57	Weapons
58-66	Entertainment
67-69	Horses/Camels
70-78	Leatherwork
79-88	Herbs/Spices
89-93	Minerals/Metals
94-97	Gems/Jewelry
98-00	Magic Items

THE ROYAL PALACE

Located in the heart of Ketaum, the Royal Palace is an immense and elaborate estate decorated with flags, banners, tapestries, statues, paintings, mosaic tiles, and lush plants. (See insert sketch.) The Northern gates are the Public Entrance; the southern entrance is private. The outer walls of the palace stand eighteen feet high. The central structure (rooms 7-16) possesses a second story where foodstuffs, furniture, and other assorted mundanities are held. The stairs continue upwards past this landing, allowing access to the roof, which is used for stargazing. All rooms and hallways are equipped with torch sconces, and all interior walls are twelve feet high. Note that there is an uninterrupted, open corridor which passes straight through the middle of the palace, from north to south. Along this corridor there are no lintels over any gate; this style of construction allows parades to pass through the palace bearing banners and polearms upright. The palace is well guarded and defended by both physical and magical means; it is considered a remarkable skill to remove anything from the inner areas. (In fact, this is one means of assuring entry to the local Thieves' Guild).

1. Livestock Pens. This open area holds the palace's cattle and chickens, tended by the Royal Husbandriers. The "Private Entrance" is comprised of an outer gate, a gateroom area manned by two veteran Legionnaires, and an inner gate. The outer gate is usually open; the inner gate contains a smaller door through which errant servants can pass without allowing the animals to escape.

2. Kitchen & Servant Areas. Water tanks and great ovens are found in these open areas, tended by palace cooks. To either side of the kitchen areas are the living quarters of the palace staff. Each room houses 1-6 servants and/or family members. Small gates allow egress to the street; these are kept closed at all times, and can only be opened from the inside.

3. Inner Courtyard. This impressive open yard is ringed with wooden porticos and has hand-polished Chavad sandstone floors. Mosaic tiles portray the figures of various Gethryn deities and past GreatKings. At either side of the northern end of the court, small archways lead into the east and west gardens. Beside these archways are the covered main hallways which open onto the bedchambers. Massive bas-relief statues of Hora flank the central northern gate, keeping a watchful eye on this peaceful court; the western one is enchanted to detect evil within 100', while the eastern one detects invisibility within the same range. If one of these statues detects its target, it triggers a Waiting Illusion: the statue levels its hand in the direction of the sensed object/being while calling "Intruder!" repeatedly. (The sound is illusory as well, with a range of 100'). Two veteran Legionnaires stand guard in the narrow gateroom between the statues.

4. Shrine to Siros. This sparsely elegant room contains a raised altar and man-sized golden statue of the God Siros. There is a 25% chance of encountering some important member of the Royal Family or Court in this room, where prayers are made to increase the Gethryn crop. Divination on the nature of a being's soul receives a +30 if performed in this room, as does any spell which deals with plants. The idol has a secret door concealed in its base (*Hard* to find) which leads down to a narrow hallway running northeast. This hallway allows egress upwards into room 6 and continues, ending at another secret trapdoor which opens up in the floor of the northeastern-most guest chamber in area 20 (east).

5. Shrine to Hora. This room is more lavishly furnished than the other shrine and bears tapestries and candlesticks as decoration in addition to the magnificent man-sized statue of the God Hora. There is a 50% chance of encountering a Royal Family or Court member here, in prayer. Clerics of Hora will sense a benevolent power emanating from the statue; their spells will cost only 75% of the normal PP, and they will receive a +25 to any RR's they are forced to make while in this room.

6. Great Hall. Columns of pure Arinyark support the tiled porticos in this hall, the center of which is open to the sky; painted figures and hieroglyphics line the walls. This area is the central parade and inspection hall of the Palace Guards. On nice days, the GreatKing prefers to hear messengers and Advisors in this area and sits upon a great jeweled dais which stands in the center of the hall. If the sun is hot, dyed veils can be hung over the central path, shading the ground below. One important function of the Arinyark columns is known by very few: they are set up so as to absorb 90% of any Essence manipulation/radiation in the immediate area. This means that all *Essence* spells cast in this room have a -90 applied to them. There is a hidden trap door in the northwest corner beneath the portico (*Hard* to find). This door leads down to a narrow hallway which connects room 4 to the northeast guest chamber in area 20.

7. Aknashir's Chamber. This elaborately furnished sitting room is the sleeping chamber of the GreatKing. Aknashir spends a great deal of time in this room, usually from the early afternoon until dinner, and generally retires here as well. There is a small desk and shelf beside the bed, but little work is done here — this is the room in which the GreatKing relaxes with his wives or plays with his young son. Items around the room are invariably expensive; gems, jewelry, golden goblets, mithril statuettes, fine tapestries, silver and electrum combs, brushes, boxes and other assorted baubles are displayed throughout. In the northeast corner stands a gilded cage holding an imported talking bird. This bird is highly perceptive and very curious about its surroundings. In addition, the bird is the familiar of a Royal spellcaster (level 9 Mystic) named Hotaran Istam. Should anything turn up missing from this room, it would be easy for Istam to search the bird's memory for details of the theft. (More than one Royal chambermaid has been exiled by this method).

8. Aknashir's Morning Chamber. This finely decorated den is the room in which the GreatKing performs his governmental duties, writing proclamations, signing writs of law, studying religious and political texts, and holding private meetings. A small but ornately crafted bed sits in the southwest corner. A massive desk fills the center of the room, covered with scrolls, books, tablets and writing implements. All items in the chamber are made of the finest possible materials, elaborately decorated and very expensive. A secret compartment within the desk (*Very Hard* to notice, *Extremely Hard* to open without key) contains several important documents and items: a Ring of Memory (causes wearer's Me Mod to be +30 regardless of actual amount); two Focus Crystals (PP Multipliers x2); a scroll upon which is imbedded a Rune of Sounding (Physical Enhancement list) and a Rune of Charm Kind (Spirit Mastery list); and a scroll written by Soma Mathika detailing the natal chart of the military Advisor Utmus Faramach. In the northwest corner, beneath a chest of drawers, lies a secret trapdoor (*Very Hard* to notice, *Hard* to open without key). This trapdoor leads to a small chamber directly beneath this room in which a Royal Treasury is held: 1500tp, 986cp, 754bp, 500sp, 430gp, 48 gems, 12 articles of jewelry, and a Sword of Flame.

9-12. Bedchambers. Each of the GreatKing's wives has her own private bedchambers, each of which is lavishly decorated and furnished. The Royal wives are nearly always guarded by Palace Eunuchs. Room 9 has an ancient and forgotten secret door in the south wall (*Very Hard* to notice, *Hard* to pull open) which reveals a narrow room within the wide outer wall. This room contains the body of a young priest of Siros, now dead for ten years. This young man had become so enamored of the first wife of Horatet II that he stole into her bedchambers one night, only to be killed by the woman, who took him for a common thief. When she saw who she had killed, the woman panicked and threw the body into the secret room. To this day, on the anniversary of the event, the young priest's Ghost appears, climbs over the castle wall, creeps through the west garden, and heads for room 9. The Ghost's focus is, of course, the skeleton in the secret room; he can only be set to peace if the remains are discovered and given a decent burial.

13. Mutem-Acher's Chambers. Aknashir's closest friend and Advisor on Agriculture stays here when in the capital. The chamber is sparsely furnished, although it does contain a variety of potted magical herbs. A bookshelf on the north wall slides aside to allow direct passage into room 15 (a *Hard* maneuver, *Very Hard* to notice).

14. Koban Traka's Chambers. The Advisor on Internal Affairs uses this room when in town. If Traka is in the capital city, the legendary Oshma-Farath sits at the foot of the bed (he takes it with him when he travels). The desk beside the bed contains three drawers. The first of these contains several sheets of blank papyrus, writing implements, sealing wax and a silver seal (worth approximately 4sp). The second drawer is locked and *Very Hard* to open without key and contains a number of documents detailing the activities of (and relations between) the Karshas of the nomes. Of special interest is a list of figures calculating the total revenue of trade items sent to the capital from the nome of Shii-Magna; if reviewed carefully (*Hard*, one can see that the totals have been skewed in the nome's favor. (Traka was born in the nome of Shii-Magna and is a friend of the Karsha.) The third drawer is also locked and *Hard* to open without key and contains a small leather pouch which holds three doses of the enchanted herb Arduvaar. (See the Herb Chart, Part VI.)

15. Omir Denka's Chambers. This cluttered room is filled with odd implements and tools. Beside the bed is a medium-sized desk, upon which sit plans for the GreatKing's unfinished pyramid and a dozen small metal devices and machine parts (a successful *Light Static Maneuver* in Lock Lore, Mechanition, or Trap Building will identify these as lock/trap trigger mechanisms), as well as Denka's enchanted stylus. A locked drawer in the desk (*Hard* to open without a key) contains a wooden box with a Sign of Fear placed upon it; unless the drawer was opened with eyes closed, the opener will have to make a RR vs level 8 (or flee in fear for 1 minute/5% failure). The box holds maps and diagrams of many interesting places, including the Great Pyramid of Mortu, The Canyon of the Kings, and The Royal Palace (complete with secret passages and hidden doors). The south wall is decorated by a life-sized wall painting of Horatet I, which slides aside to allow direct access to

room 13 (*Very Hard* to notice). On the northern wall, a built-in wardrobe has a secret back panel (*Extremely Hard* to notice) which opens into a small room beneath the stairs. Here are stored a number of art pieces which date back as far as 500 years — statuettes, paintings, gold jewelry and other collectibles (15 items total, each worth 100-1000gp).

16. Chambers. This room contains a bed, a small desk, a bookshelf, and a wardrobe. The wardrobe (against the north wall) has the same sort of secret panel as is found in room 15 above. The hidden room beneath the stairs is empty except for a flask of ziftig wine (three doses) and a nest of asps (five snakes).

17. West Gardens. These beautiful gardens contain much local flora: dwarf palms and date trees line the outer wall, bulbous pojora trees are scattered throughout the area, and papyrus shoots grow elsewhere. Paths lead through the underlying carpet of desert grass. The entire area is open to the sky and can be viewed from the overlooking rooftops above the central structure.

18. East Gardens. This area is also open to the sky and contains a variety of floral life, especially enchanted herbs or rare and exotic plants imported from distant lands. The sand paths wind through the area, leading one past silver and gold statues of the Gods.

19. Public Court. Public ceremonies are held in this open area surrounded by a gilded portico. Four Legionnaires stand guard at the northern gateroom. Persons wishing to seek audience with the GreatKing, the Advisors, or any of the Court are greeted here by the Royal Seneschal, a level 10 Bard named Patir-Hansar Orat. Orat will ask the visitor wait here (auspicious visitors will be shown to an open guest room), while he obtains permission for a meeting. (At the GM's discretion, successful Administration, Diplomacy, or Bribery maneuvers might affect the outcome and reaction achieved). At the south end of this area lies a veiled porch-room, in which stand two veteran Legionnaires who guard the gate to the Great Hall.

20. Guest Wings. These rooms accomodate guests, royal visitors, Advisors' family members, and friends of the GreatKing. The western guest wing has recently been remodeled and is extravagant. Each of the western rooms has a 40% chance of housing some important personage (this chance is only 10% in the east wing). The rooms are decorated tastefully; any occupied room has a 50% chance of containing each of the following (roll each separately): 50-500tp, 30-300cp, 20-200bp, 1-100sp, 5-50gp, 1-10 Gems, 1-12 Jewels. In addition, any occupied room has a 10% chance of containing a magical item. (If so, roll 1d100 to determine type: 01-70 = "1 use" item; 71-90 = "modest" item; 91-98 = "potent" item; and 99-00 = "most potent"). A veteran Legionnaire stands guard at the southern side of each wing (near the stairs). This position allows the guards to watch the wing itself, as well as the southern hallways and the public court. The northeastern-most room in the east wing contains a secret trapdoor (*Hard* to find). This door leads down to a diagonal hallway allowing access to rooms 6 and 4 (see above). The northwestern-most room in the west wing possesses the same sort of door; this one leads to a passage which winds through the sewers of the city and ends at the banks of the river Bayahn. There is a good chance of encountering giant rats, asps, lizards, and other nasty denizens in this tunnel.

THE GREAT OBSERVATORY

A breathtaking example of Gethryn architecture in its finest form, the Great Observatory is a beautiful dome-shaped building located upon a grassy hill 1000' southeast of the Palace. Gilded paintings cover the exterior walls of the great dome, representing the planets, constellations, and mythical figures of Gethryn astrology. Amongst and above them is pictured the great Goddess Naita herself, bearing her mantle of night sky and suckling the lesser deific beings. Three large open gates break the splendid mural, allowing access to the building's core. Hundreds of citizens travel here each year in hopes of having their natal charts drawn by the renowned Astrologers. The impressive hall is never empty, but a respectful silence is always kept within and around its walls. The lower level of the observatory is ten feet high. There are no windows on the ground floor; light is provided by torches set into the walls. The second story, by contrast, is a great curving dome-shape, nearly twenty feet high at its center, with three massive arched terraces spaced equally around the perimeter. The third floor is little more than a walled rooftop, and the Astrologers and their apprentices can often be seen standing atop the structure, studying the astral omens they alone can decypher.

GROUND LEVEL

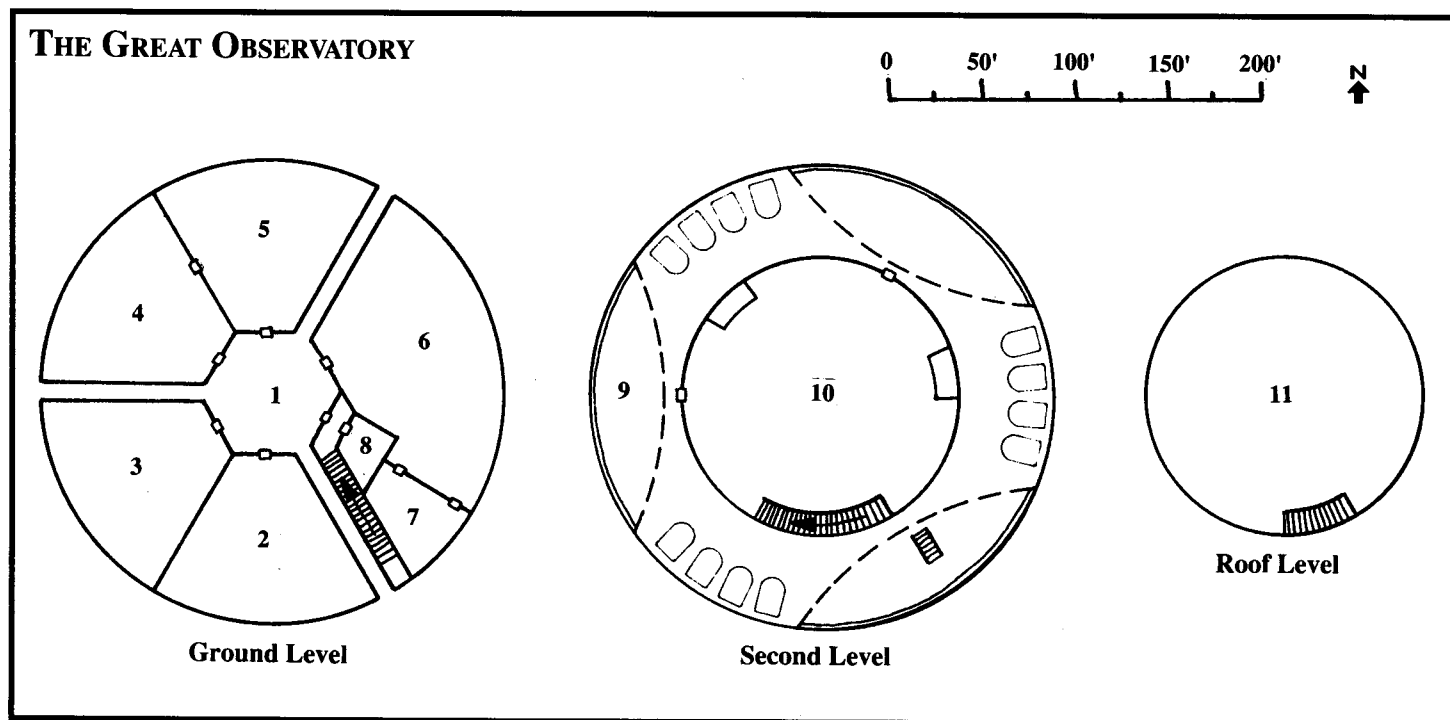
1. Entry Hall. In this elegantly appointed central hall, visitors are met and counseled regarding the nature of their astrological chart and aspects. 2-12 apprentice astrologers are found in this room, and there is a 75% chance that 1-4 higher level astrologers will also be here. During daylight hours, there is an 80% chance of encountering 1-20 clients in this room (at night this drops to a 20% chance of 1-6 clients). The doors leading off from this room are identical and are always closed.

2. Scribe's Room. In this area papyrus scrolls are prepared, and personal natal charts are drawn by trained apprentices. After drawing, they are returned to the astrologer who did the research to be checked for accuracy. Finally, the perfected chart and notations are assembled into a bound form by the apprentices and presented to the client. The room holds all manner of drawing and writing implements, papyrus, tablets, and lexicons.

3. Quarters. This cramped room is the living quarters of the scribes who hope to one day serve as astrologers. Generally, 50-100 scribes work at the observatory. Men and women share the same living quarters.

4. Library. Herein one can find texts, scrolls, maps, charts and diagrams which the astrologers use in the creation and study of their horoscopes. Hundreds of years of astrological research is held within this room, including the books of spell law which contain the magical rituals and spellcasting methods used by the Astrologers, Seers, and Sages of the Observatory. These spell books are kept under lock and key in a glass-sealed bookshelf at the back of the library. (The lock requires a *Very Hard* maneuver to open without the key). Authorized perusers of the texts are certain not to open the books to their first page; each contains a specially designed permanent sigil which casts the level 10 Mentalism spell *Catatonica* upon the viewer (viewer receives a RR vs the spell effect). An initiated astrologer always stands by in this room and serves as librarian.

5. Study. This cluttered room holds workbenches, tables, chairs, shelves, and boxes; it is here that the magical capabilities of the astrologers are handed down to a few promising apprentices. Alembics, looking glasses, circles of spellcasting and protection, scrolls of commonly-used spells (60% Sage spells, 20% Astrologer spells, and 10% Seer spells) and more can be found here. A small, locked cabinet sits against the outer wall, *Hard* to open without key.



This cabinet contains three Focus Crystals (PP Multipliers x2), a Helm of Seeing (+2 Spell Adder for the Seer base list "True Perception"), and a rare and expensive Lens of Magnifying (held to the eye, increases range of vision by 10x). There is a 90% chance that this room is in use at any time; if so, 1-10 astrologers will be encountered here, along with 1-20 apprentices. A small door connects this room to the library next door.

A wooden trapdoor in the northeast corner leads down a flight of spiral stairs to the small bedchambers of the Dhoja, Soma Mathika (not shown). Her cramped but impressive chamber holds two small beds, a dresser, and a desk cluttered with Astrologer spell-scrolls, natal charts, and gifts from various High class citizens (including an Arinyark statuette of the Goddess Naita worth over 1000GP). There is a 50% chance that Mathika will be in this room. (If so, her handmaiden Gracha will also be here, and there is a 50% chance that her apprentice Echat Korentu will be here as well).

6. Astrologers' Quarters. Eighty beds are arranged throughout this massive room, each with its own small footlocker beneath it (most are locked, *Hard* to open without keys). During the day, there will be 5-50 astrologers in here (and 5-50 of them will be asleep). At night, there is a 70% chance of encountering 1-20 of them. Each footlocker contains an assortment of mundane personal items, a small number of coins (1-100cp, 1-20bp, and 1-10sp). Each footlocker has a 10% chance of containing some minor magical item.

7. Storeroom. The robes of the order are kept here, along with various other supplies, including sandals, medallions of Naita (no magical properties), writing implements and papyrus sheets.

8. Washroom. This area contains latrines and baths. Towels, soaps, and various items of cleaning equipment are kept here.

SECOND LEVEL

9. Balcony. This great circular terrace, fifty feet wide, is never empty. The arches which open over the area leave three large sections of terrace exposed to the sky; here, most stargazing is performed by the resident astrologers and resident apprentices. Small workdesks are evenly spaced around the inner wall of the terrace; astrologers can usually be seen walking back and forth between these desks and the open balconies. Here they put together notes on the current aspects visible in the night sky and arrange the first drafts of commissioned natal charts for the apprentice scribes to draw. The movements of the planets are monitored constantly, for the observatory releases daily reports of the zodiacal aspects and influences. These reports are the most important function performed here, as they are used by the GreatKing and Karshas to make weighty decisions.

10. Study. More complex calculations which do not require observation of the sky are performed in this quiet room. In addition to the scattered workdesks which fill the area, there are two very large and complex machines against the outer walls. The eastern machine is designed to mimic the movements of the planets against the constellations, and may be set to various speeds. When in operation, colored and rune-marked spheres (representing the planets) revolve on hidden arms about the central sphere (representing the world). The other machine is an ancient relic of the First Era,

the full use of which has yet to be understood by even the most gifted sages. Comprised of some superhard metal, the device possesses many levers which manipulate hidden springs, gears, and switches inside. When levers corresponding to given integers and equations are activated, the machine whirs into action, and the levers move up and down apparently of their own accord. When finished, the position of the levers corresponds to the exact solution of the original equation — the device is a massive mechanical calculator. No one knows all of the functions this device is capable of performing, but the astrologers have managed to determine the means necessary to cause the machine to add, subtract, and multiply numbers as small as 1/100 and as large as one million. The device is technically the property of the GreatKing; his representatives often arrive to study or use the device for governmental purposes.

ROOF LEVEL

11. Rooftop. This flat, open area is used for astrological observation. A low stone wall (2' high) surrounds the perimeter of the deck, which commands an excellent view of the city.

THE HALL OF PHYSICIANS

The headquarters of the Gethryn Physicians Guild is also the only fully-equipped hospital in all of Gethrya. Most physicians and sages who work here studied at the University of Ketaum and are among the most highly skilled and trusted members of their profession. The interior of the building (with the exception of the patient rooms) is always brightly lit via *Continual Light* spells. All rooms are ten feet high.

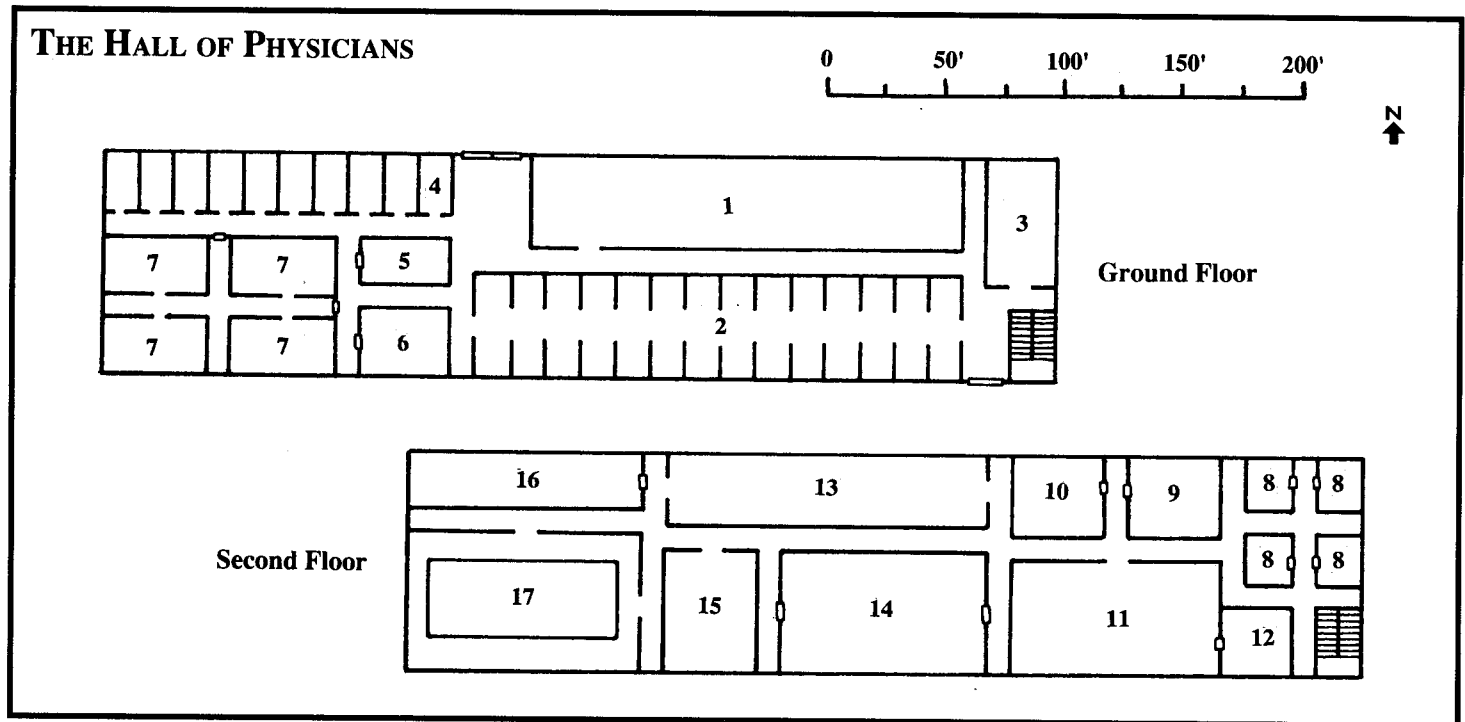
1. Common Ward. This area is used for housing patients of Common class whose afflictions are not contagious. The large ward contains fifty beds (1-30 of which will be occupied at any given time). Unless expenses are covered by a local temple or waived by High decree, a stay in this room costs 1cp per day.

2. Semi-private Ward. This area houses non-contagious patients who can afford the luxury of privacy. Patients here are given somewhat more attention than those in room 1. There are twenty-eight beds in this area, 1-20 of which will be occupied. The base cost of a bed in this room is 1sp per day.

3. Waiting Room. Family and friends of patients brought in for emergency procedures or surgery can wait in this area, which is decorated with wall paintings of Tothur, God of science and logic.

4. Private Rooms. These rooms are quite a bit more expensive than the other available options, and are therefore usually used by High class citizens and patients whose contagious ailments preclude the use of the other beds. Ten of these rooms exist, 1-10 of them will be in use at any given time. The base cost of a private room is 5sp per day.

5. Patients' Preparation Room. This room is kept clean and locked at all times (all staff members possess keys; it is *Medium* to get in without one). Here, patients about to undergo surgery are prepared for the procedure; any necessary washing, shaving, and drug administering is done in this room. A variety of bathing and shaving implements are kept here, and several doses of Shirolos and Swigmakril are kept on hand.



6. Surgeons' Preparation Room. This room is kept clean and locked at all times (same lock and key type as room 5). Here, physicians and assistants who are about to perform surgery wash and clean their instruments. All surgical tools are stored in this room.

7. Surgery. The outer doors of this area are kept locked (same lock and key type as room 5). The four inner rooms are used for all surgical operations, and are kept clean and stocked at all times. Each surgery room contains a bed, a table, towels, sheets, and a Wand of *Projected Light*. Operations in progress may be viewed from the Observation Room (see #17 below).

8. Master Physicians' Offices. The four highest-ranking physicians in the hospital keep their offices here and serve as consultants for other physicians both within and without the hospital. They often travel to the various nomes in order to spread current medical knowledge or perform specialized operations, therefore the actual people whose offices these are change from time to time. The Master Physicians are all level 11-20 and are Sages, Scholars or Professionals. Each office has a 60% chance of being locked (*Hard* to open; only the physician whose office it is has the key). Inside, each office holds a desk, table, two chairs, and a bookshelf. If the physician in question is a spellcaster, there is a 50% chance of finding his spell books amongst the texts. Also, spellcasting physicians have a 20% chance of possessing some minor magical item or Focus Crystal.

9. Chief Physician's Office. Sharlan Oktea's office is kept locked when not in use (*Hard* to open without key). Inside is a large desk, three chairs, and a massive built-in bookshelf containing an astonishing array of medical, alchemical, and herbological texts.

10. Records Room. Locked at all times (*Very Hard* to open without key; Chief and Master Physicians have keys), it contains hundreds of scrolls detailing personal case histories of all patients to have undergone treatment here.

11. Storage. In this area are kept sheets, blankets, towels, gowns, and other such sundries.

12. Medicines and Herbs. This room is kept locked (*Extremely Hard* to open without key; Chief and Master Physicians have keys). Every type of herbal medication found on the Herb Chart, Part VI, can be found in this room (10-100 doses of each).

13. Library. Texts on first aid techniques, human and demi-human anatomy, biochemistry, herbology, alchemy, surgery, poison lore, medical diagnostics and sanity lore crowd this quiet room. The texts here are available for use at no charge to members of the Guild and are not allowed to leave the premises without strict permission of the Chief Physician.

14. Meeting Room. This room contains a large conference table and forty chairs. The walls are covered with diagrams of the human body. Here, the Physicians' Guild holds regular and special council meetings, collects dues, and receives lectures on current medical advances from visiting practitioners.

15. Study. This comfortable room holds several couches, chairs and tables for use by the hospital staff. The walls are decorated with paintings of the God Tothur involved in various scientific activities, and plants hang from the ceiling.

16. Morgue. The door to this room is always locked (*Medium* to open without key, Chief and Master Physicians have keys). Here, bodies are stored until such time as the priests of Siro's can come and take them for embalming and mummification rites.

17. Observation Room. For use by visiting physicians and students of medical practice, this room consists of a ten foot wide open balcony with two rows of benches surrounding the central opening. By looking over the two foot high wall at the edge of the balcony, one may observe operations in progress in any of the four surgery rooms below.

2•THE NOME OF MEYAAT

Located near the middle of the country, Meyaat is a medium-sized nome known for its fine metalworks. Raw ores are dug out of the nearby hillsides or shipped to Meyaat from the Royal Mines. Here, tools, weapons, and other items are constructed of tin, bronze, copper and steel, and shipped up or down the river to other nomes. Several expert jewelers also make their homes in Meyaat, and the beautiful items they create from gold, silver, and arinyark are prized throughout the land. With a population of 2,280 people, the nome cannot grow enough food to sustain itself. Exports are therefore traded for foodstuffs grown in neighboring nomes. (Please see insert map.)

1. Estate of the Karsha. Sochamsa is a level 15 Professional Administrator and a collector of Etkæthka talismans and artifacts. He and his family (three wives and seven children) live in the estate proper, while the smaller homes outside the walls are reserved for servants of the household and assistants. The grounds include a garden and are surrounded by a twelve-foot high stone wall. Sochamsa is looking for a number of stalwarts to hunt down and destroy a pack of Khonshi living beyond the outskirts of the nome.

2. Amrat Tower. The fifteen-man Amrat garrisoned in Meyaat is commanded by a level 10 fighter named Hamsoran Kayel. He and his garrison use this building as their base of operations, monitoring the nome from the forty-foot high tower on the roof.

3. Home. Pachar Trochma lives here with his two wives, six children, and two younger brothers. Trochma is a respected member of Meyaat's community, as he evaluates the worth and strength of metals. He also collects minerals and metals and is always willing to pay for specimens from distant lands or of unknown qualities.

4. Temple of Tothur. This beautiful building is the temple of Tothur, God of science, letters, logic, and industry, and patron deity of Meyaat. The outer wall of the temple is built of huge interlocking stones and stands fifteen feet high. Two statues loom inside. The eastern statue is the more elaborate of the two, depicting the aged Tothur in his ceremonial garb (alchemist's apron and tools). The western statue depicts the young Tothur holding a clay tablet, upon which is engraved the old Gethryn cuneiform alphabet (created and given to the Gethryn people, as legend has it, by Tothur). The tablet is an ancient enchanted item, and can be removed from the statue. When held, it magically translates all words spoken within 30 feet into the Gethryn tongue, representing them in the old cuneiform alphabet upon its surface. (It does not work for magical languages). Eighteen clerics of Tothur live within the temple, where they research the various lores, compile texts for their extensive library, educate the young citizens of the nome and bless various endeavors. In the center of the temple stands a huge statue of Tothur, holding a crucible and scales. This idol is an extremely powerful magical focus; clerics/followers of Tothur have +30 added to any initial spellcasting rolls made within 20 feet of it, and receive a +10 to any maneuver rolls requiring Me or Re. In the back of the temple there is a small room which holds the temple records and a Sphere of Council.

5. Weaponsmaster. This ramshackle house is the home of Ardoch, famed Weaponsmaster of Meyaat. Here, bladed weapons may be purchased or ordered (Ardoch is capable of creating natural +5 or +10 weapons), and fighters may receive training from this skilled master. Ardoch's prices are extravagant.

6. Tinker. Phao Korastis is a young, wealthy inventor of mechanical timepieces, locks and traps. He is skilled in working with metals and is the inventor of the "cobra," a lock which requires the simultaneous use of two keys to open it, otherwise releasing a weighted blade on a spring-arm. The cobra lock is *Sheer Folly* to pick and costs 1gp. Korastis also sells intricate and beautiful timepieces for 25sp each.

7. Jeweler. Elwaeh the Fair is a half-Etkæthka woman who lives here with her three young children. (Her husband is a Dynasty Legionnaire assigned to desert patrol; he spends three months a year with his family). She does excellent work with gems and crystals of all sorts, including the creation of the smooth-faceted Crystal Runestones required by Crystal Mages (see *RMCI*). Many examples of her fine work are for sale. Appraisal of gemstones is performed for 1bp each.

8. Healer. Ilkazar Oret is a Guild-licensed creator of herbal remedies. A level 7 Alchemist, she is capable of imbedding spells into potions and items, but her spellcasting abilities end there: she needs someone else to cast the actual spell(s) to be imbedded. She has occasionally cooperated with Lady Hansort, a level 9 Lay Healer who lives at the edge of the nome, in the creation of healing potions and items.

9. Blacksmith. Philoh is a large, deaf man who creates various items out of iron. Specializing in horseshoes, Philoh also does a good job with bladed weapons and can fashion metal armor as well. He is a favorite citizen of Meyaat and often allows clients' debts to go unpaid for weeks or months. His wife Glashya is a beautiful Etkæthka woman who was kidnapped by the Black Dunes Raiders and rescued by Philoh. The two of them hold a grudge (understandably) to this day and would be willing to help any people interested in thwarting the infamous slavers.

10. Wainwright. Kotak-Shii is a skilled maker of wagons, carts, wheels, crates and barrels.

11. Weaver/Tailor. Ikara Mensa and her extended family run this small shop, where they create clothing and textiles of all types, for all needs. Their selection runs the gamut, from burlap (1tp per yard) to fine gossamer (3sp per yard). Ready-made apparel costs about twice standard prices.

12. Marketplace. Great sheets of cotton fabric shade the marketplace; their colorful arrangement and billowing flags can be seen for miles. Here, merchants ply their wares each day. Two Legionnaires keep an eye on things from the small kiosk on the southwest side of the structure and collect a tax — 1cp for each day's business. Amil and Troshat sell agricultural goods grown on nearby farms; Laktos offers meats, cheeses and goat milk; Entrepahan and his family carry several varieties of ale; Lady Hansort offers her services at a base cost of 1sp per level of spell; Doranos sells ground wheat, corn meal and breads; and Trossan "the clever" creates small pieces of painted woodwork. On any given day, 10-20 other merchants will be present.

13. Leatherworker. Saftai Laeth is a middle-aged man of Etkæthka birth. He and his family moved to Meya at to pursue their fortune as master leatherworkers. Here, armor, belts, boots and other items can be purchased at standard prices. Items made of toral cost 1.5 times as much as their leather counterparts. Though they are functionally identical, the toral goods carry more status.

14. Inn. The Restless Khabak is a gathering place for itinerant merchants and crafters of all sorts (there are always 2-40 customers in the tavern). The ale is strong and the food good; private rooms with locked doors are available (costs are 2 times standard). Pharas Kiil is a level 7 Bard who often (70%) entertains the crowd here. He is full of tales of past adventures in the Sea of Saath and will join a party going that way if their prospects look good.

15. Boxmaker. Ogash Toreem makes his living building chests, crates, coffers, caskets, and boxes of wood or metal. Costs range from 1bp for small wooden boxes (2"x3"x6") to 5sp for large, lockable steel chests.

16. Outfitter. Kabril Toma buys, sells and trades all manner of gear, including rope, rations, armor and weapons, backpacks, sacks, torches, oil, bedrolls, tents, and herbs. Many of these items may be purchased after previous use, reducing their standard cost by 10-60% and their durability/breakage points.

17. Brothel. The Door is a mediocre establishment well-known for its floor show, in which seven fair maidens perform the ancient "Dance of Laloane." Admittance is 2bp. Drinks and food costs are standard.

18. Boatwright. Lilo Phareus builds and repairs boats and barges in the swampy area beside his home, and also sells sails, ropes, crab cages and nets.

19. Rampart. This earth and stone wall was built to keep the river from damaging the High class homes during the flood season. (The lower lands are left to fend for themselves.) The structure is seventeen feet high. Two stairways cross the rampart, for those who prefer not to walk around it. Illicit deals often take place at the lower side of the wall, out of view of the Karsha and the Amrat Tower.

20. Reservoir. Water is channeled up the wide canal from the river and stored here via an ingenious yet simple combination of gates and locks. When necessary, the stored water may be released into the irrigation ditches to the northeast.

21. Blacksmith. Oprahm Retkor specializes in knives, forks, and various hand tools. His prices are standard.

22. Fields. Several crops are grown in this communal field, which is tended by fifty Common class locals. Beanstalks, rice, and sugar cane grow abundantly.

23. Docks. Fishermen and boaters dock their crafts at this old wooden pier. Incoming boats must pay a toll to dock here — 1sp per day.

24. Blacksmith. Dorias Mikal manufactures chains of all types, from large links (used on riverboats) to delicate chains (suitable for jewelry). He also creates chainmail of various metals. His prices are 1.25 times standard.

25. Magician. Okrendas Kazim is a talented manipulator of the elements who has been responsible for many great deeds in the nome's past. He helped in the creation of the rampart and the reservoir and casts walls of fire in open places when the weather is cold. A level 13 Magician by profession, he has become reclusive. (Kazim has recently become the possessor of an ancient book of demonic lore and has been studying the secrets of Gate Mastery.)

26. Farms. This area marks the beginning of the local farms which surround the northeastern part of the nome. Many Common class citizens live in the outlying areas. Meya at has had some trouble with a pack of ravaging Khonshi in the last few seasons, and a dozen animals have been killed by these elusive predators in the last month. Farmers have called upon the Karsha to take some sort of action beyond the occasional Amrat patrol.



3 • SACRED BURIAL SITES

The Gethryn people are fascinated by life after death. Chief amongst the teachings of Siros are the so-called Rites of the Dead, which specify the treatment of the deceased and preparation of the tomb. While alive, one must make oblations to Siros to prove one's piety. (The Godplays of Sirosian myths are a means of providing the commoner with an opportunity for such worship). When death occurs, the body must be blessed and prepared by an ordained priest of Siros; this preparation includes *Ceremonial* spells (such as *Consecration*), embalming of the body, and finally mummification. The tomb of the deceased must have been prepared so that the head of the body faces west, the direction into which the eternal part of the soul will travel upon the "Great Arc of Hora." A burial ceremony is performed. Lavish decorations are installed, and the prized possessions of the deceased are buried alongside the body. (The Rites of the Dead allow part of the soul — called the Ka — to remain on the material plane and to guard its own remains in the form of a mummy). These rituals are paramount, for any body which has not been properly prepared for its eternal reward stands the chance of being used by the evil Saath (deity of the Unlife) or swayed to the service of a necromancer. Most Gethryn people go to great expense and effort to assure themselves of their rightful place in the afterlife. The pyramids scattered along the river Bayahn and the hidden tombs of the Canyon of the Kings are the most obvious examples of this practice.

THE PYRAMID OF MORTU

Located near the Great Bend in the Bayahn, this immense structure is the tallest and widest of all pyramids and a fitting home for the most revered GreatKing, Mortu of the First Gethryn Dynasty. The pyramid is built of interlocking blocks of stone and was constructed by thousands of slaves over forty years. It is one of the few royal tombs which has never been violated and has been called the most secure tomb ever created.

GM Note: *The Pyramid of Mortu is an extremely dangerous site. A party attempting to enter the tomb should be comprised of experienced Players, with a good mix of professions and PCs of no less than 7th level.*

1. Temple Hall. This ornately decorated building houses a large worship hall, where citizens come to pay homage to the deceased GreatKing. A ten-foot tall statue of Mortu stands in the center of the west wall, between statues of Hora and Siros. All three of these idols are gilded and decorated with dozens of precious gemstones. Gifts scattered at the feet of the statues catch one's eye. The total value of all gifts will be 10-1000gp (mostly in coins and jewelry). The north wall is covered with hieroglyphics describing the life, deeds and nature of the beloved ruler. Careful perusal of this record (taking eight hours and requiring at least Rank 6 in written Gethryn) will add a miscellaneous +5 to the reader's Racial History (Gethryn) score. The south wall is similarly engraved. A careful reading of this wall (taking four hours) will reveal a cryptic stanza in the ancient tongue (requiring at least Rank 8 in written Gethryn):

*...Thus thrice he sang in spectral tones,
empowering spirits old and vile
who wait for breech amongst the stones,
to thwart and curse who would defile.
The lesser at the outer gates
strikes fear into the hearts of men.
The greater at the tomb door waits;
Once woke, will never sleep again...*

The temple hall is guarded at all times by four veteran Legionnaires who will not allow anyone to touch the pyramid; they will attack anyone attempting to do so.

2. Outer Gates. Sealed and cemented, the opening in the east side of the pyramid is hardly visible from outside (*Hard* to notice). Barring magical means (such as Lofty Bridge or Earth Law lists), it would require 300 hits to make a person-sized hole in this barrier, which is treated as having a DB of 50. The chamber itself is ten feet high, with an eight foot archway in the west wall. Anyone who touches the floor of this room triggers a permanent curse and must succeed in a RR vs a level 9 attack or be effected by a *Psychosis* spell (Mind Disease list), the object of which is the pyramid itself.

3. Hall of Idols. Dozens of stone effigies line the side walls of this chamber, representing the GreatKings of the Fifth Dynasty. Engraved upon the base of each statue are the names and achievements of each ruler. All statues are gilded (one minute of scraping will yield the equivalent of 1d10gp). The eyes of each are actually gemstones (prying one out requires a *Very Hard* maneuver. If a statue is defiled in any way, there is a 25% chance (roll the following round) that a Barrow-wight will step out of the idol and attack the defiler(s).

4. Intersection. The fifteen-foot wide hallway continues on straight; another passage branches off to the right at this point. A *Medium* Perception will reveal a faint smell of decay from the forward passage. A secret passage branches off to the left. Entry to this passage is denied by a massive block of stone which appears to be part of the wall itself (*Very Hard* to notice). The block is eight feet thick, fifteen feet wide, and ten feet high. If magical means of bypassing this barrier are not available, it will require a +20 St to push it far enough for a person to squeeze through. Unfortunately, pushing the stone this far will also release a trip-wire, dropping several hundred pounds of sand from a chamber immediately above the stone's position. Anyone below the sand trap will have to succeed in a *Hard* maneuver or be knocked down the sloping hallway to room 12, taking a Huge Crush attack at an OB of 100 minus the resultant number from the maneuver attempted above. In addition, anyone failing this maneuver will have to succeed in a *Hard* maneuver to avoid being buried by sand at the bottom of the slope.

5. Servants' Tomb. The stone door of this chamber is stuck and will require a *Hard* maneuver to shove it open. Inside are the caskets of twenty loyal servants of Mortu (who chose to be interred with their King) and their most valued possessions. Sealed in the pyramid while alive, these people never received the Rites of Siros, but their piety and loyalty to the GreatKing has allowed them to retain some small amount of autonomy as skeletons. Total treasure in this room: 3500tp; 1200cp; 430bp; 215sp; 80gp; 20 jewelry items; 5 gemstones; 30 assorted (non-magical) weapons and pieces of armor; 3 daggers +5; a spear +10; and a broadsword +10/+20 vs undead and evil beings. As soon as any item is touched, the lid of one casket will crash to the ground, revealing a very vengeful skeleton, which will pick up the nearest weapon and attack. Each round thereafter, 1-6 of the skeletons will "awaken" and join in the battle until all are fighting. Closing the door requires a *Hard* maneuver. If it is still at least 30% open by the end of the round, the skeletons can still squeeze through it one at a time (which they will).

6. Hallway. Near the center of this hallway, a set of stairs leads down for 30 feet. At the far end of the corridor a deadly trap is concealed; a pit, fifty feet deep and as wide as the hallway itself. Detecting this trap requires a *Hard* Perception, as the top of the pit is covered by the illusion of continued floor. At the bottom of the pit, five narrow tunnels lead off into a maze of giant rat burrows which crisscrosses the area. While stuck down here, there is a 10% chance per minute of encountering 1-10 of these nasty beasts.

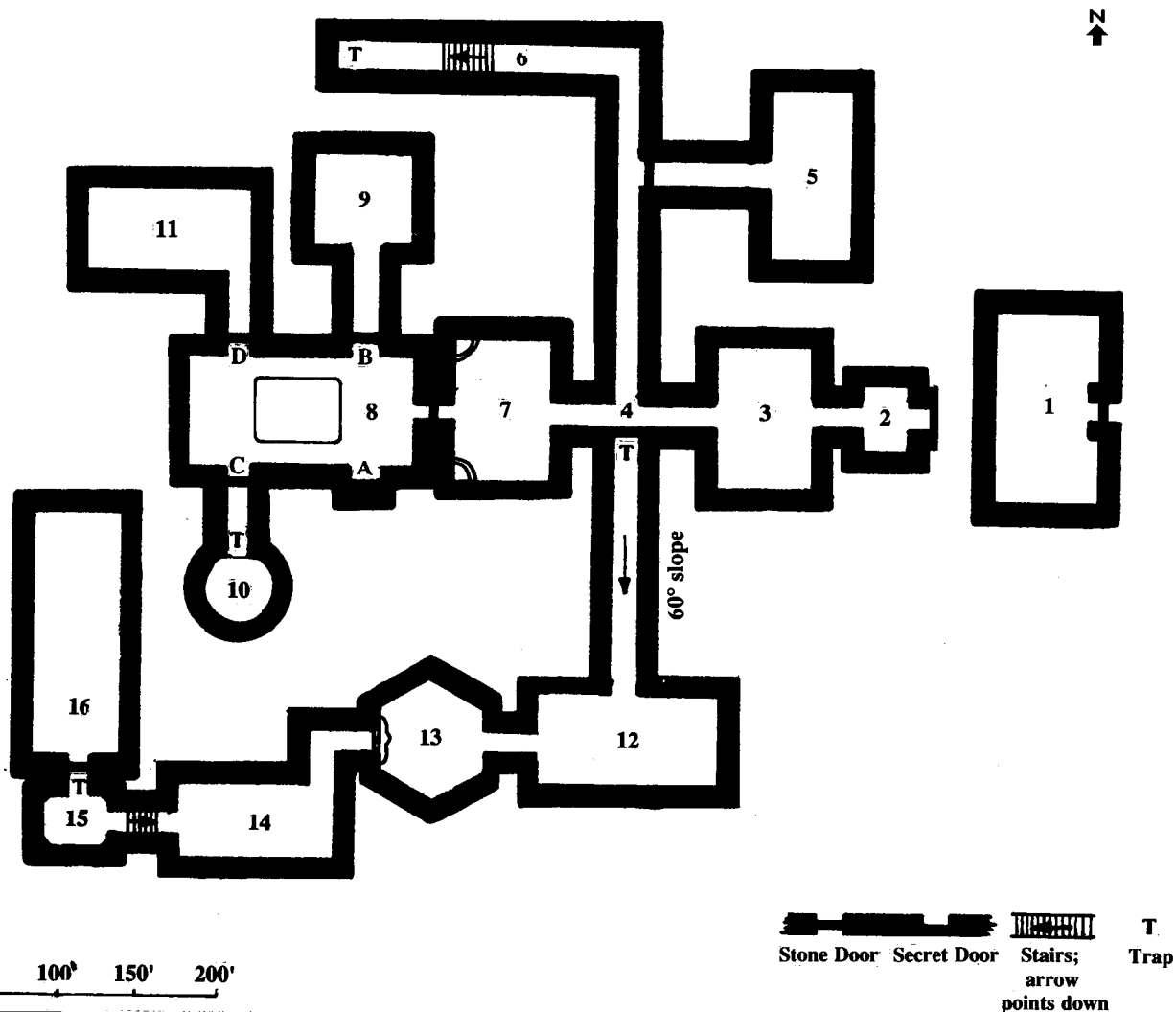
7. Guards' Tomb. The walls of this elegant chamber are inlaid with gold. Two huge statues of GreatKing Mortu stand atop the raised pedestals in the western corners, with 2d10 assorted jewels scattered at their feet. Empty trays and urns lie against the northern wall, and six open sarcophagi face west in the center of the chamber. These sepulchers hold the skeletal remains of six loyal guards who were sealed in the pyramid with their sovereign. Each retains his bronze breastplate, shield and +10 broadsword. If any of their personal items are touched, all six skeletons will animate and attack. Stats for these special guardians are located in the NPC Chart, Part VI.

8. Tomb. GM Note: This room is the first of a series of chambers designed to fool would-be thieves into believing that they have entered the actual resting place of the GreatKing. There is nothing of value in rooms 8-11, yet all contain deadly traps. The door to this chamber is locked (*Medium* to open) and trapped to release a small dart (at OB +30) covered with Asaathchet (see Poison Chart, Part VI) in the event of a lockpicking attempt. The trap requires a *Hard* maneuver to detect and a *Very Hard* maneuver to obviate.

Inside is a grand hall with four elegant niches in the side walls, each containing a large bronze urn. In the center of the room stands a massive stone burial structure covered with hieroglyphics praising the GreatKing Mortu. If examined closely, it will become apparent that the slab-like lid of the structure is built so as to slide off. (A *Very Hard* Perception will reveal that a tripwire is attached to the underside of the stone slab). Pushing the slab off will require St+10, but unless disarmed (a *Very Hard* maneuver), the tripwire will be triggered as soon as the lid is at least 30% open. When this happens, a stone block will fall against the eastern entrance, blocking the exit. The urn in niche "a" is covered with urgrith (see Poison Chart, Part VI); anyone touching it will have to make a RR to avoid its effects. The other three niches conceal secret doors to rooms 9, 10, and 11.

9. Sphinx Room. The secret door to this room is activated by simply removing the urn in niche "b" from its position. This releases a catch which causes the door to slide up into the ceiling. Detecting the door's presence requires a *Hard* Perception. In the center of the chamber, upon a two-foot high dais, sits a male sphinx. The creature (a loyal guardian of GreatKing Mortu) is held under a *Long Sleep* spell, which is negated as soon as anyone enters the room. Initiative rolls should be made immediately; the sphinx's first action will be to cast a *True Charm* spell on the least armed member of the party. If the party's actions (not counting the Charmed member) are hostile, he will follow suit, alternately casting Mentalism spells and attacking with its powerful claws. If the party reacts neutrally or cautiously, the sphinx (whose name translates as *Grey Mane*) will question them (especially the Charmed one) as to what events are transpiring in the world outside, and their presence in the pyramid. (Note that it is capable of casting *Question* spells if the party seems at all shifty). Unless the party convinces Grey Mane that their presence here is of purely lawful intent, he will attack. If they succeed in convincing him, he will offer his services to them.

THE PYRAMID OF MORTU



10. Hallway. The urn in niche “c” is fastened to the floor below it, although a *Hard* Perception will reveal that it is built to rotate. Entry into this short hallway is accomplished by turning the urn 90 degrees counterclockwise, whereupon the secret door will slide up into the ceiling. Detecting the door itself requires a *Medium* Perception. Once opened, a forty-foot long hall is revealed, which comes to a dead end against a solid stone wall, 10'x10'. Careful examination reveals that the entire wall is built to swing downward (away from the hallway) on a horizontal axis in the floor, like a drawbridge. It will require a separate *Hard* examination of the hallway's floor to notice that the last five feet of the hall floor are part of the same structure as the dead-end wall, and that this structure will rotate as a unit. Pushing the wall down will require an *Extremely Hard* Moving Maneuver modified by St, but this will be impossible for a person standing on the attached floor section — unless a running start is taken. If the maneuver fails, the entire structure will fall — 180 degrees! — into the 50 foot deep chute.

11. Throne Room. Entry through the secret door into this room is accomplished by placing at least 200 pounds of pressure in or upon the floor of niche “d.” Detecting the secret door requires a *Hard* Perception, while detecting the pressure trigger mechanism in the floor requires a *Medium*. Once these steps are performed, the secret door slides up into the ceiling, allowing access into the chamber.

The walls of the room are covered with engraved Symbols, five on each wall. The Symbols hold *Pain* spells (from the Physical Erosion spell list) and are triggered by being looked at. The interior of the room has been made to appear as Mortu's Throne Room by the use of an *Illusory Terrain* spell which covers the Symbols; in the illusion, a great jewel-encrusted throne sits upon a dais against the center of the west wall, surrounded by veils, urns, crates of food and gemstones. The royal crown (itself a mastery of jeweledsmithing) sits upon the throne, and enruned weapons are hung upon all four walls. All who view this scene get an immediate (and secret) RR vs the level 20 illusion: success by less than 25 points reveals that the area is illusory but does not reveal its true nature, while success by 25+ reveals the actual nature of the room (i.e., the Symbols on the walls). If/when this occurs, the unfortunately perceptive viewer must succeed in a *Very Hard* maneuver to avoid looking at (and triggering) 1-5 of the Symbols.

12. Chamber. The floor of this chamber is covered by a foot of sand. Moldy foodstuffs lie scattered about. Giant rats (whose tunnels run all throughout this area) have made their way into this chamber. There is a 20% chance per minute that 1d6 of the creatures will come in through a hole in the southwest corner.

GM Note: The rat tunnels may be used as a means of entry into or exit from the pyramid, but the chance of encountering 1d20 of the beasts is 25% per minute, and the chance of getting lost in the maze of cramped tunnels is far greater.

13. Idol Room. This stark hexagonal chamber is 30' in height; its sole decor is a 20' high statue of the God Hora, which emits a strange bluish light. A successful *Hard* Perception reveals a powerful Essence emanation. Should the PCs manage to make it up there, they will find their progress blocked by a bluish shimmering field which stretches across the hallway, about three feet from the entrance. This force field is comprised of pure Essence and has 100PP and an effective DB of 50. It can only be damaged in a few ways: Magical Weapons can harm it, but all concussion hits delivered are halved; Elemental Attack spells do full damage to it; sheer Essence Power Points can be directed into it, doing an equal amount of damage (by use of the Power Projection skill). As the remaining hits in the barrier diminish, the strength of its glow is reduced accordingly.

GM Note: Loud noises in this area (such as those produced by hitting the barrier with weapons or casting lightningbolts against it) have a 75% chance of awakening the mummies in the next room (see below).

14. Mummy Chamber. This room holds four mummified servants of the dead GreatKing, as well as his personal guard. The open sarcophagi of these undead beings stand in line along the south wall of this room. They will stir into wakefulness when the room is entered (or when they perceive loud noises coming from area 13). This process takes two rounds, after which they will move toward intruders and attack. (Exception: if the barrier is standing, they will wait at the north side of this room, ambushing the intruders as they come around the corner). The four servant-mummies are Undead Class III and wear 50-300gp worthy of jewelry each. The guard-mummy is Undead Class IV, wears a breastplate (AT17), wields a scimitar +20 (OB55), and wears jewelry worth 500gp.

15. Curse Chamber. A short flight of steps leads up to this small room, upon the walls of which are engraved a hieroglyphic saga of the life of Mortu. The door to the north is also engraved; a large central Symbol is surrounded by script, although the message may not be comprehensible to the PCs. Written in Pneumatikos, the magical language of spirit mastery, the message is part spell, part warning:

*This, the warded portal, guarded door;
This, the means of entry, gate of doom;
This, the end of thrice-repeated lore;
This, the final veil upon the tomb;
Will the sacrificial act be done;
Will the portal open, so the gate;
Will the charge upon the guilty one;
Will the interloper tempt his fate;
Come, thy rash and vengeful spirit wing;
Come, and spare no wrath upon thy mark;
Come, fulfill thy onus to the King;
Come, and take thy charge into the dark.*

If the message is somehow translated, a character will be able to determine that the engraved incantation is the final step of a sophisticated magical ritual designed to Gate in a powerful other-dimensional being, and that the ritual will be completed by the act of opening the door. (Very crafty Players will utilize a means of entry which does not require opening the door — the only way to enter area 16 without invoking the curse.)

When the door is opened, several things will happen very quickly. In the same round, a spectral voice will be heard to emanate from the chamber beyond the portal, speaking the incantation. In the next round, a purple mist will envelop the area, reducing visibility in the room to ten feet and causing a -30 to any maneuvers requiring sight. In the third round, a dark, non-corporeal entity will appear immediately in front of the PC who opened the door, and all characters witnessing its appearance must make RRs vs *True Hold*, *True Aura*, and *Fear*. The entity has automatic initiative on the next round. Spreading its bat-like wings, it laughs with a hideous echoing voice, whispers in a sinister-sounding and incomprehensible tongue, and points at the “guilty one(s)”. The party then has a chance to react; the entity is only hit by spells or magical weapons. Then, suddenly, the creature will vanish. A thunderclap echoes through the area, and the purple mist sinks to the floor and dissipates.

GM Note: The entity which has been Gated into this world is a Class V wraith. Its duty is to track down and kill those who opened the tomb door, and it will appear to these persons every night at midnight, until it is destroyed or they are dead. If it takes half of its Hit Points in damage during any of its manifestations, it will leave in the following round, only to return the next night. Therefore, the only way to destroy it is to inflict its full Hit Points in one round. The target(s) of the entity may put an end to its nightly visits by obtaining a Remove Curse spell (the level of the "curse" for these purposes is 20), but the cleric performing the spell will probably want to know the nature and origin of the curse itself, and (if Gethryn) will probably not interfere if the cause is revealed.

16. Burial Chamber of Mortu. A dazzling display of wealth and power, this chamber is packed with luxury items. Food, coins, urns, jewels, gems, weapons, armor and artwork fill the large room, in the center of which rests a grand sarcophagus. This immense piece of work is an exquisite rendering of the GreatKing Mortu, covered in gold and 100 gemstones and bearing the flail and staff of rule crossed upon its breast. Total treasure in this room: 20,000tp, 5,000cp, 1800bp, 480sp, 200gp, 180 gems, 40 jewels, 23 assorted (non-magical) weapons and armor pieces, 2 +10 daggers, a +15 scimitar, a +20 shield, a rune scroll of Life Lore, a ring of (constant) Blur, and a helmet which is a +3 spell adder for any Mentalism spells. Should any item in the room be touched, the lid of the sarcophagus will swing open and the mummified Mortu will arise.



MORTU, UNDEAD GREATKING

The GreatKing is a special form of mummy (Undead Class VI), having been enchanted with Necromantic and Arcane spells which allow him full retention of his memories, bodily functions, and spellcasting abilities. However, he is susceptible to fire-based attacks. Mortu is concerned with preserving the sanctity of his tomb and the best interests of Gethrya.

If the PCs don't attack him, the GreatKing will engage them in conversation. His tone will reveal that he is angry at having been disturbed, but he will attempt to discern whether the PCs have any viable reason for having entered his sepulcher. Should they manage to prove such cause (e.g., the Staff of Mortu is needed by the current GreatKing, etc.), Mortu may be favorably inclined toward them. Remember that Mortu possesses Lie Perception and Divination skills, and that his flail detects evil. If the PCs fail in such an attempt or take any hostile action toward the GreatKing, he will show them no mercy.

CANYON OF THE KINGS

Located far from the river valley region, the Canyon of the Kings is the burial grounds for a number of revered rulers who died before their pyramids could be constructed. The tombs herein have had their architecture modified slightly, but are basically naturally-existing cavern complexes situated about the inner rim of a great canyon. It is believed that thousands of years ago the course of the river Bayahn actually flowed through this region, carving an immense furrow through the sandstone. Some flora grows in the depths of the canyon, mostly palm trees and a few whip-cacti, and many small creatures can be seen. The entire canyon is a Minor Focus, due to the great amount of significance attached to the site. Within the canyon, all Essence users have their PP and PP recovery rates multiplied by 1.5; all Essence spells receive a miscellaneous +10 to their Base Rolls (except spells dealing with the dead, which receive a -10); and any Divination attempts receive a miscellaneous +20. There is a 10% chance per day of an encounter in the canyon and surrounding area. Roll 1d20 to determine encounter type:

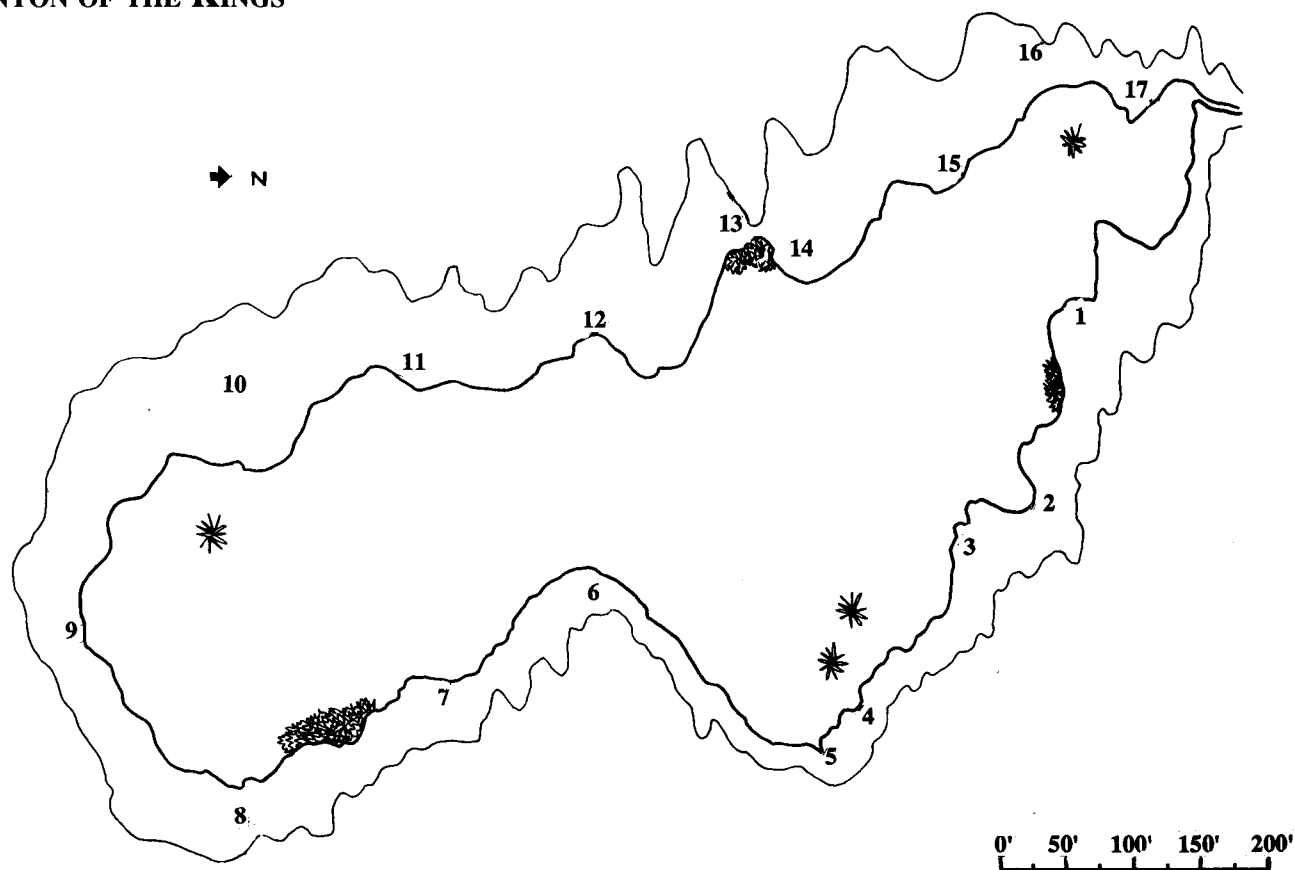
- 1-4 Amrat patrol of 3-30, guarding or clearing caves
- 5-6 NPC Adventurer party of 1-10
- 7-8 Priests (1-10) sanctifying grounds or praying to ancients
- 9-10 5-50 Etkæthka scouts, interested in looting
- 11-12 Small ceremony (1-20 people)
- 13 Large ceremony (10-100 people)
- 14-20 Roll on Desert column of Encounter Chart

GM Note: Where the dimensions of an area are given below, the width is given first, followed by the length.

1. Tomb of Toratoma. One of the oldest tombs in the canyon, the entrance is located about 30' above the canyon floor and takes the form of a narrow opening in the rock (2' by 4'). At the end of a 30' tunnel lies a shaft which leads straight down for another 30'. This shaft ends in a small cavern (10' by 25') which was the actual tomb of the King. The tomb was plundered long ago, but hieroglyphics on the walls tell the story of Toratoma's greatest deed; the successful suppression of a slave rebellion in Ketaum. Reading this account requires at least 6 ranks in Gethryn language and adds a miscellaneous +1 to Racial History (Gethryn).

2. The Tomb of Aransiros III. The entrance is about 15' above the floor of the canyon and is concealed by a secret door made to appear as part of the rock wall (*Very Hard* Perception to spot, *Hard* Climb H to reach it, *Hard* to pull it open). Within the first cave lives a nest of 12 asps. At the back of this chamber is a bas-relief carving of the GreatKing, one hand raised in greeting (or warding). When someone places their hand against the carving's hand, it detects whether they are evil in alignment/intent (as the level 2 *Lore* spell). If they are not evil (or if they make their RR), the section of wall containing the carving swings back, revealing a set of stairs leading down. If the carving detects evil, it will deliver a point-blank *Shock Bolt* (+30) at the person. Spotting the door without going through the above procedure is a *Very Hard* Perception, while attempting to open the wall by force is *Sheer Folly* and will simultaneously trigger the *Shock Bolt* as above.

CANYON OF THE KINGS



At the bottom of the stairs is a smooth-walled room, 20' square, containing shelved books and scrolls. The chamber is protected by an Earth Guardian, which stands at the lower stairwell. All actions within this swirling cloud of dirt are at -70, and a character must make a RR (+SD Bonus) to voluntarily enter or leave. Should anyone attempt to leave this area with anything taken from within, the Guardian will respond by casting spells off the Earth Law list in an attempt to retain them. A full complement of Magician spell lists is here, as well as a 12 assorted rune scrolls (determine randomly). At the rear of the room, a small tunnel leads to the burial chamber of the GreatKing. He is a mummy (Undead Class IV), and possesses a treasure consisting of 2000cp, 890sp, 133GP, 10 gems, and 6 pieces of jewelry (one of which is a PP Multiplier x2).

3. Opening. About 10' up the rough rock wall, a narrow opening (2' x 3') may be seen (a *Hard* Perception). Reaching it requires a *Hard* maneuver due to loose rocks. The opening is the mouth of a steep shaft which plunges away from the canyon at a 75 degree angle for 70 feet. At the bottom of the shaft is a cavern (30' x 20') with two small openings. Both openings lead into convoluted tunnel networks which branch off in random directions. Maneuvering through these areas requires Caving skill rolls of varying DLs. The cavern complex doesn't really lead anywhere, but there is a 10% chance per minute of encountering asps, bats, scorpions, rats, lizards, etc. Unless successful Caving rolls are made, there is a cumulative 5% chance per tunnel of getting lost in the maze. The GM may wish to design these tunnel complexes or they may be determined randomly as the PCs move along.

4. Caverns. These unused caverns have a 30% chance of containing a nasty creature.

5. Tomb of Akmar Hotem. At the end of a maze of twisting tunnels, about 100' from the entrance, one meets four intersections between the entrance and the tomb, each with 1d4 alternate directions. To find the tomb cavern, the PCs must make the following turns at each intersection: right, left, straight, right. The other tunnels continue for 50-300 feet, whereupon the GM rolls 1d20 to determine their course/features:

RANDOM CAVERN FEATURES CHART

1-4	Continue roughly straight for 50-300' (may slope up/down)
5-8	Turn 10 to 100 degrees in random direction
9-11	Obstructed by chasm/cave-in/trap
12-14	Intersection with 1d4 alternate routes
15-16	Underground pool/stream
17-18	Cavern (50% occupied)
19	Ore/mineral vein
20	Lair

The tomb itself is located in a large (50' x 35') cavern filled with stalactites and stalagmites. A pool of limpid water 15' across lies in the center of the chamber; the sarcophagus and treasure of Akmar Hotem stand on the far side of this pool. The cavern is also the home of 19 giant rats which attack anything entering "their" lair. And (of course) the treasure cannot be touched without awakening the (Undead Class III) mummy of Akmar Hotem, wearing an amulet of defense (+30 to DB). The treasure consists of 530sp, 320gp, four golden goblets (worth 30gp each), a gem-encrusted crown (worth 300gp), and an arinyark statue of a cat (worth 1000gp).

6. Tomb of Shashar Amra. The entrance to the tomb of the few female rulers in Gethryn history is concealed by a clever stone door 25' up the side of the cliff. Detecting the door's presence is a *Hard* Perception, reaching it is a *Very Hard* maneuver, and opening it is *Hard*, because the door must be pushed several inches before it can swing to one side. A narrow hall leads down at a slope of 20 degrees for roughly 50' and opens into a small cave (10' x 15'). The floor of this cave is unstable and has a 1% chance of collapsing for every 100 pounds of weight on it (which would cause 1-6 "A" impact criticals from falling rocks in addition to the normal falling damage). There is a secret trapdoor in the floor which requires a *Very Hard* maneuver to notice. It can be opened by pushing hard on its left side, causing it to swing downward, but only if the outer door is shut. The burial cavern (40' x 55') lies directly beneath; the floor of this cavern is 30' below the floor of the entry cave. Inside the burial cavern lies the sarcophagus of the mummy Shashar Amra as well as those of four other mummies (all are Undead Class IV), which will attack as soon as this area is entered. The treasure includes: 930sp, 440gp, 12 gemstones, 30 jewels (worth 20 gp each; ten are worn by Shashar Amra), and a Potion of Alluring (raises drinker's PR mod by +15 and adds +30 to Seduction attempts for 6 hours).

7. Passageway. Walking these caverns, PCs have a 30% chance of encountering a nasty creature.

8. Cavern. 40' up the gradually sloping cliff face, a wide and clearly visible opening leads into a huge cavern (65' x 100'), the home of 10 giant bats. These creatures hang in alcoves of the cave lair and attack anything that enters. They have managed to keep the rear parts of the cave safe from other interlopers, so that the secret door is still hidden (requiring a *Very Hard* Perception to spot, and a *Hard* maneuver to open). Beyond the portal is a small (10' square) antechamber with an archway in each of the three other sides.

The left archway is trapped: anyone entering it has a percentage chance equal to half their weight of triggering off 1-3 arrows, fired from directly above at +60. (The trap is *Very Hard* to spot and *Extremely Hard* to disarm; there are 20 arrows total). The chamber beyond is 10' x 30', and empty. The center archway is also trapped; intruders have a similar chance of triggering a trapdoor which drops them 80' into the lair of a hungry and irritable giant lizard. (This trap is *Hard* to spot and *Hard* to disarm). The 10' x 30' chamber beyond holds the body of an Amrat Guard (possessing his armor, tronsha, javelin, 10tp, 30bp, 30cp, and 3gp). The right archway leads to a 10' x 30' chamber, at the back of which is another secret door.

Beyond this portal lies the burial chamber of GreatKing Ghokara Betan of the Fourth Dynasty. His majesty is now a mummy (Undead Class IV) and wears an Amulet of Arn (which cloaks its wearer in a continuous *Blur* spell: Essence Shield Mastery list). In addition, five skeletons (once his loyal servants) act in his defense. Treasure is piled around the sarcophagus at the rear of the chamber: 3500bp, 300sp, a jeweled bracelet worth 400gp, a +5 scimitar, +10 leather armor, a tome containing the Essence Hand list up to 5th level, and a toral gauntlet which casts Extension II upon all spells cast while wearing it.

9. Chasms. The original rivercourse wound through his area, carving an intricate series of now-collapsed chasms. The GM may use the Random Cavern Features Chart from #5 to determine the lay of these tunnels. There is a 25% chance per chamber of an animal encounter (giant scorpions, asps, bats, giant lizards or rats, etc.). As the PCs explore further, they will notice fossils of water creatures imbedded in the walls. At the bottom of the rugged and twisting route is a vast cavern (100' x 450'), which once was the bottom of the river. Here lie the remains of a great and ancient ship sunk late in the Second Era. The vessel is staffed by its dead crew; 20 ghosts (Undead Class II) go through the eternal motions of sailing downriver, apparently unaware of their state. If the PCs are spotted attempting to board the ship, they will be taken for pirates and attacked. (Their spectral assailants will do no physical damage, but the Co drain will add up). If PCs make it into the hold, they will find crates of coins, gems, and jewels: 2500tp, 3000cp, 890bp, 500gp, 50mp, 10 gemstones worth 20 gp each, and 20 jewels worth 10gp each), as well as a legendary artifact.

The Orb of Akamet is a 1' diameter crystal sphere which rests upon a mithril pedestal. It possesses an extremely high intellect (Pr:95, In:103, Em:104, SD:100, Re:100, and Will:150). Its Purpose is to promote and protect good moral alignment. The Orb has the following capabilities: Speaks (Iruaric), can be used as crystal ball (Watch True), knows all Arcane and Open Channeling spell lists (160 PP), adds +20 to user's EM Mod if user is of Good Alignment, casts Immolation on Evil user.

10. Cavern Mouth. The mouth of this complex is located 70' up the gradually sloping face of the canyon wall. Four uneven caves make up the complex, which has not been used due to the twisted and dangerous nature of its interior. 13 bats have taken up residence in the area. Maneuvering through these areas requires periodic Caving skill rolls of varying DLs, and each such move has a 3% chance of triggering a cave-in. If this occurs, all characters in the general area of the cave-in will have one round in which to react. Those within 10' of the epicenter will have to make a *Very Hard* maneuver to escape, and the DL decreases by one category for every 10' further. All failing to escape the cave-in will be subject to a Huge Crush attack. This attack will have an OB of +50, which decreases by 10 for every 10' from the epicenter.

11. Tunnel. A narrow tunnel leads back 60' to a small cavern (10' x 20'), where a smashed trapdoor in the floor reveals signs of recent break-in. Descending the 40' chute below the trapdoor, PCs will discover all that remains in the tomb of GreatKing Bokaton of the Second Dynasty: the ravaged sarcophagus and the angry mummy (Undead Class IV), as well as 25bp scattered about the floor. Bokaton will attack any intruders.

12. Tomb. The entrance to this tomb is sealed by a stone wall 2' thick. Magical means of entry are required unless PCs feel like demolishing a wall. (The wall is AT20, 50DB, and would require 200 hits to create a human-sized opening). The first chamber holds a life-sized golden statue of the entombed GreatKing Fashma-Hotep. The walls are covered with hieroglyphics depicting the life of the ruler. Anyone who touches the statue without simultaneously speaking the name "Fashma-Hotep" (as shown in the hieroglyphs on the walls) will cause the statue to become animated and attack. (For stats, see the Master Beasts Chart, Part VI.) If the statue is touched while the name of the GreatKing is spoken, the statue will animate and move to the rear wall of the cave, where it will open the secret door to the tomb chamber. (The door requires a *Hard* Perception to spot and is *Sheer Folly* to open).

The tomb contains the sarcophagus of the King (now a mummy of Undead Class IV), two spell tomes containing all *Essence Perceptions* and *Lesser Illusions* spells up to level 20, plus: 3500bp, 1340cp, 400gp, and a Ring of Charm Kind (1x/day).

13. Cave Complex. The outer entrance to this small cave complex is fifteen feet above the canyon floor and partially covered by scrub. It requires a *Medium* to notice. Inside, a 20' x 35' cave is littered with the remains of a wooden coffin and smashed urns. Two small openings in the far wall allow egress to the rear sections. The left one leads directly into a long, narrow cavern (8' x 35'), the walls of which are covered with strange glyphs. (A successful Identify Runes roll will identify these markings as being part of a ritual designed to protect anyone who sleeps in this chamber — it works!) The other opening leads into a 5' wide tunnel, which trails downward at a 25 degree slope for about 50', finally opening into a large cavern (50' in diameter). This cavern was once the burial site of the GreatKing Hozar-Alech of the Second Dynasty, but is now inhabited by 3 giant scorpions (of the Juttak variety: see the Poison Chart, Part VI). They live amongst the remains of the King's treasure: 110sp, 25gp, 6 gemstones worth 15 gp each, and a Platinum Ring (which is a PP Multiplier x2 for Alchemists).

14. Hidden Tomb. A large boulder sits atop a rock outcropping 20' above the canyon floor. This stone is actually the plug of a 3' diameter chute which leads 50' straight down to the tomb of Horatam the Fierce (GreatKing of the Third Dynasty). It requires a *Hard* maneuver to move the boulder. The tomb contains Horatam himself (a mummy of Undead Class IV, armed with a +25 broadsword and a +20 DB headband), as well as a full suit of bronze platemail, a +10 dagger, 3000bp, 1300cp, 460sp, 120gp, 12 gemstones worth 12gp each, 5 jewels worth 8gp each, and a potion of Demonic Possession II (a nasty trick on the part of the GreatKing's loyal Alchemists: the unfortunate imbiber of this mixture will be immediately possessed by a Type II demon and will have no control over his body, although a RR is allowed once every minute).

15. Caverns. These unused caverns have a 30% chance of containing some sort of creature encounter.

16. Entrance. The entrance to this cave is covered by a secret door in the rock wall which requires a *Very Hard* Perception to spot, and a *Hard* maneuver to open. If the party is not quiet when entering, they will alert the current inhabitants: a trio of Gethryn rogues who are here to make their fortune stealing from the tombs of Kings. These three men will attack. (For stats, see the NPC Chart, Part VI.) Their treasure includes 100tp, 200bp, 100cp, and 90sp. Their armor is mildly enchanted; it weighs only 75% of what it should.

17. Opening. Above a rugged slope *Hard* to climb lies a wide cave opening. This cave is inhabited by a laloan which will attack all who enter its lair. There is a secret trapdoor concealed in the floor of the cave (*Hard* to perceive) which requires a *Hard* maneuver to pull open. Alas, the door is trapped so that any one who pulls it open also releases a stone wall which falls at the mouth of the cave, sealing them inside (this trap is *Very Hard* to spot and *Sheer Folly* to disarm). Below the trapdoor a set of winding stairs lead to the burial chamber of Amen-Tora of the Third Dynasty. The mummy (Undead Class IV) and his three compatriots (Undead Class III) await all intruders. Their treasure includes: 1000bp, 850cp, 200gp, 12 gems worth 15gp each, 8 jewels worth 6gp each (4 of which are worn by Amen-Tora), and an Amulet of Essence Shield (Essence Spell Wall list), which is also worn by the mummified GreatKing.

4 • THE TRADING CAMP

This desert outpost is the only site in the Sea of Saath where Etkæthka and Gethryn peoples mingle freely, without fear. Each of the many Etkæthka clans periodically sends representatives to this camp, where they trade their own handcrafted items for Gethryn products and coinage. There are eleven Komata (housing tents) on the site; at least four are occupied at any time. Larger tents are used for exposition and sales. Encounters in this area are rolled on the Desert column of the Encounter Chart. (Please see insert map.)

THE ETKÆTHKA TRADING CAMP

1. Caravans' Market. Gethryn caravans gather in this area, where they sell their wares. At any time, there is a 75% chance of seeing 1-6 Gethryn caravans here. Each caravan will possess 2-5 carts, each selling different goods. (To determine goods for sale, see the table in Section 1, The Capital City of Ketaum.) Prices vary greatly; desert traders charge whatever they want to. The cost of a product depends upon the visible wealth of the prospective buyer.

2. Leathergoods Tent. This wares-tent is used for the sale of leather and toral goods of various types. It is in business 80% of the time, and prices are fair.

3. Herb Tent. Plants, herbs and spices of all sorts are sold at this tent, where the Etkæthka merchants do a brisk business. One of the best-selling items here is Arduvaar (see the Herb Chart, Part VI), which goes for only 350gp (a bargain).

4. Entertainment Tent. Here the Etkæthka play their native songs and dance upon a large stone stage. The musicians put on a good show and make good money from the drunken Gethryn traders who frequent the establishment. Entrance to the tent costs 1cp; Gethryn ale is sold for 1bp. This tent is also an ideal spot for adventurous folks to meet and pick up rumors.

5. Weapons Tent. Etkæthka armor and weaponry is sold at this tent, where prices are a little above average, but the quality and variety of workmanship are impressive. (Weapons and leather armor with natural +5 mods are available.)

6. Healing Tent. Etkæthka matrons provide healing services at this tent and offer herbal elixirs and tonics. A variety of potions is available, including all manner of healing magics; prized Etkæthka talismans can be bought here as well. These strange and enchanted items are made of odd animal parts, stones, bones, and feathers and are designed to be worn on the body. They are said to increase luck and to help one hide from enemies. It seems that no matter what the buyer desires, Etkæthka matrons have just the talisman for the task. Takismans cost anywhere from 1gp (for love tonics, etc.) to 500gp (for major charms to insure success in battle, etc.). 10% of these items do not actually possess any magical qualities whatsoever.

7. Crafts Tent. Etkæthka clothing and jewelry are sold in this tent. The colorful garments of the Etkæthka are popular with many Gethryn citizens and can be purchased cheaply. Jewels are quite expensive, for the Etkæthka have learned the prices which most Gethryn folk will pay to adorn themselves with unique handcrafted jewelry.

8. Mercenaries' Tent. Etkæthka warriors, rogues, and other sellswords offer their services to the highest bidder. The swarthy, scimitar-wielding Etkæthka are not a common sight in Gethryn military patrols, but caravan traders and other travellers prefer to rely on them for protection.

9. Watchtowers. 1d4 Etkæthka Warders stand guard in each of these elevated structures (25' above the ground). Here, they can keep an eye out for roving animals and thieves, alerting each other with shouts and whistles.

10. Camel Pen. These animals are used for transportation of trade goods and caravans and can be bought (at above-average prices). 10-80 of the beasts will be here at any given time.

11. Stables. As above, 5-50 present at any given time.

12. Oasis. The Etkæthka who live at the camp use this natural spring freely for drinking water, washing, and cooking. It is off-limits to outsiders unless they pay 1bp per quart of water. Often a pint or two of water will be thrown in to a deal to make it a little more amenable (this is Etkæthka logic).

13. Cooking Area. Etkæthka cooks and children can always be seen hurrying about this area, where food is prepared for the clans. The large stone structure in the center is a great oven, where bread is baked. The area is surrounded by a rope fence which outsiders are not permitted to cross.

14. Komata. These dwelling tents house visiting Etkæthka traders and their families. 4-11 of them will be occupied at any given time by 3-30 people. Outsiders are rarely allowed into these areas unless they have been accepted as Niyaito-kin.

15. Temple of Takomowah. The Etkæthka house of worship is the only quiet place in the camp. Here, desert folk pray and congregate in the presence of their Great God, whose face and form are seen in statues and carvings all around the structure. There are always three priests of Takomowah here, to deliver blessings and perform ceremonies. Outsiders are rarely permitted to enter this area, which is also used as a council-place. The temple's treasury includes 2000tp, 1800bp, 1000cp, 750sp, 200gp, and an arinyark statuette of the Great God which has the magical ability to foretell the next day's weather by changing color.

5•HALLS OF THE MOUNTAIN KING

In the deep and twisted underground complexes beneath the Chavad Mountain Range, at the bottom of an intricate series of winding caverns and deadly traps, lies the home of the legendary figure known as the Mountain King. Called Kotong by the Kilari tribes, this deific being is credited with the creation and control of the mountains, the weather, the animals and the plants of the region. His powers aren't nearly as far-reaching as his followers would believe, but Kotong is nevertheless an entity of rare and enchanted nature (technically, a local god). The sphere of his powers lies along the path of Earth Law and Delving magic, but he is far more than a masterful spellcaster. Kotong and his minion rock spirits (known as the Lithra) hold sway over the very rocks and are the undisputed governors of this vast and dangerous realm. Encounters in this region are rolled on the Underground column of the Encounter Chart.

AREA A: UPPER CAVERNS

1. Kilari Lair. This cavern is the semi-permanent home of a Kilari tribe. During daylight hours there will be 2-12 hunters here, 1-6 females and 1-10 young. There is also a 60% chance that the Ohmba of the tribe will be present. This fearsome individual is a level 12 Magician, who wears a mysterious stone talisman which allows all spells to be cast with up to 3 times their normal range. At night, the entire tribe will be here (the Ohmba, 12 hunters, 6 females and 10 young). Primitive carvings and paintings on the walls of the cave depict local animals, Kilari men waving and throwing spears, and a massive man whose body appears to be arising from the mountain itself. The weapons used by the Kilari are made of bone, stone and wood; their OBs are -20. In the "back room" of the cavern lies the tribes "treasure": 48bp, 22cp, 12 Raman leaves (see Herb Chart, Part VI), and the recently killed body of a Gethryn hermit (with a Ring of Herbfinding; adds +30 to any such attempts by the wearer).

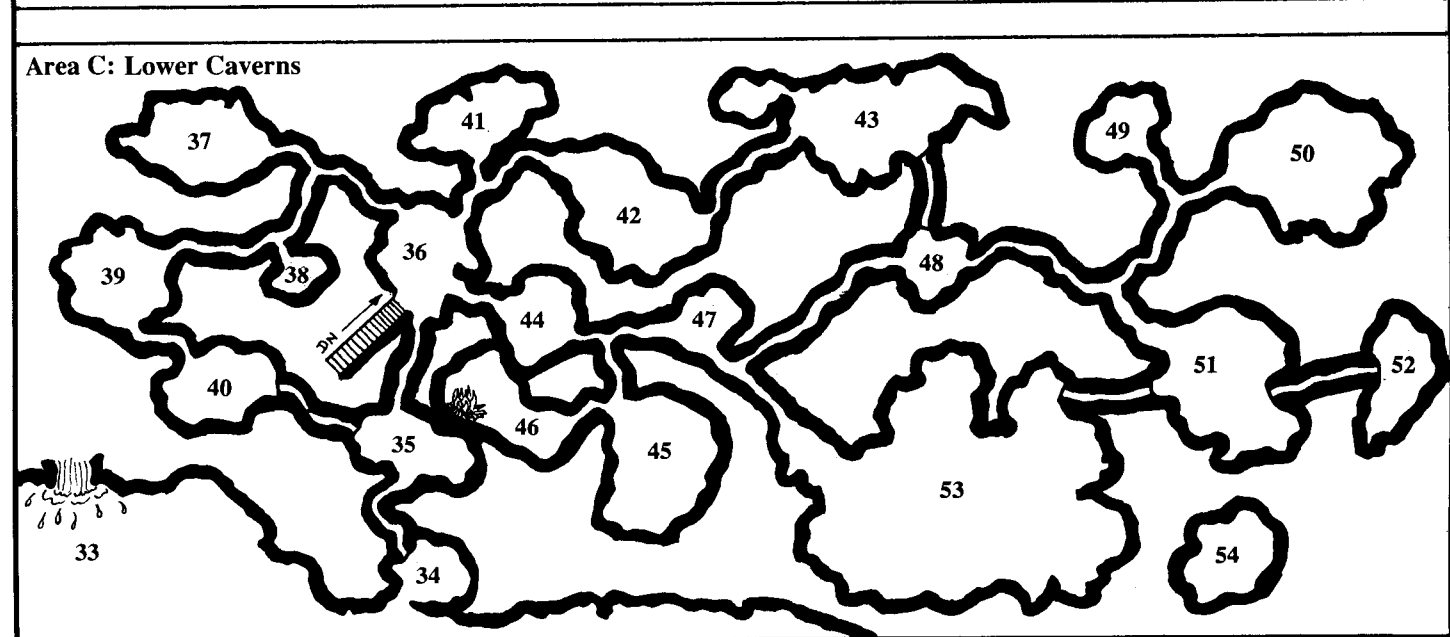
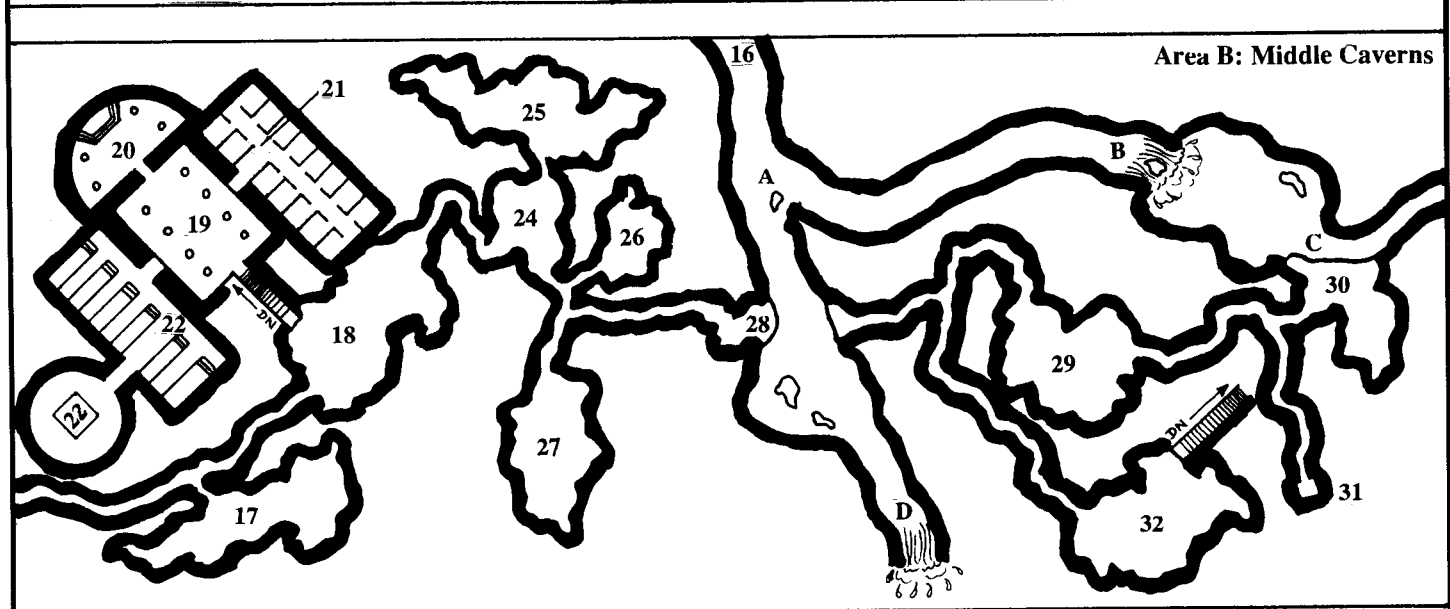
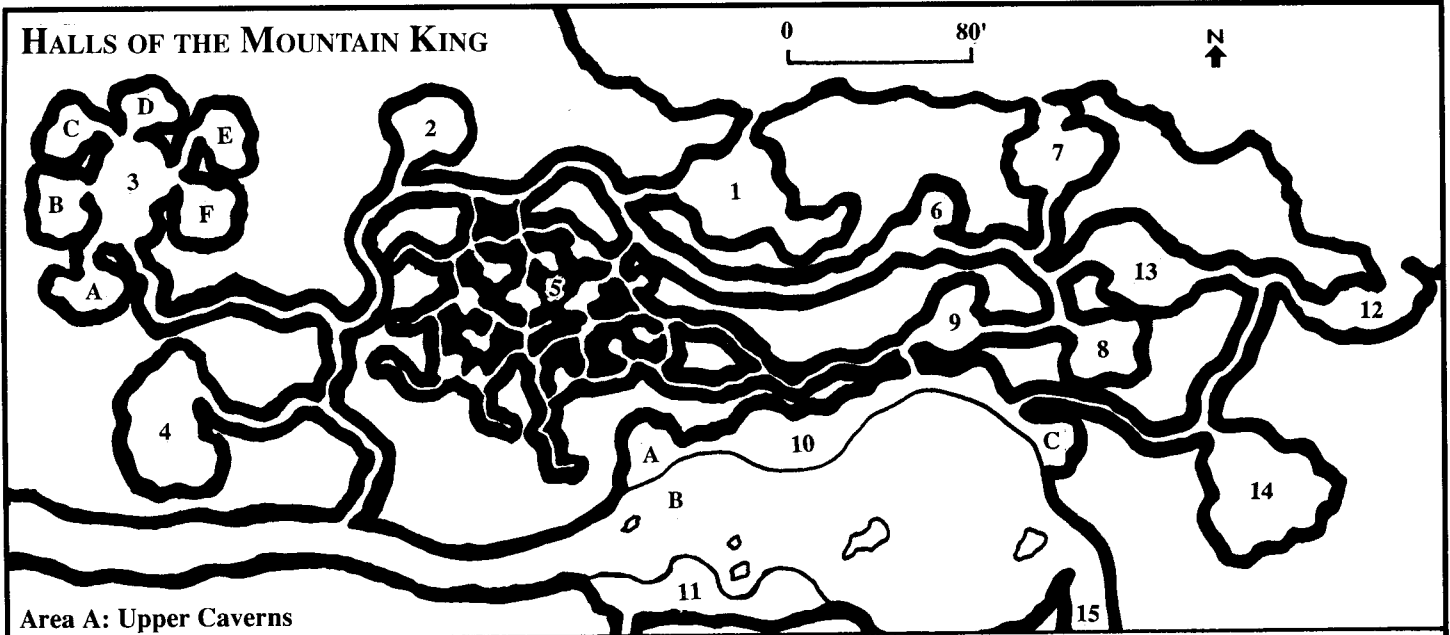
2. Cave. An Elemental Servant of Earth resides in this cave, where it awaits further orders from its master, the Ohmba of the Kilari tribe in #1. This odd and frightening being was summoned to protect the tribe from the troglodytes in #3, and is permanently controlled by a *Master Elemental Servant* spell cast by the Ohmba. It appears as a hovering ball of earth about 30" in diameter and moves very quickly. If not commanded to do otherwise, it will stay in its location, leaving the spot only to keep intruders from traversing the tunnel immediately outside. See the NPC Chart, Part VI, for stats.

3. Cave Complex. This small cave complex is the lair of a troglodyte tribe, rivals of the nearby Kilari for control of these caverns. They periodically attack the Kilari or destroy the Ohmba's Earth Servants in their conflicts. There are six small caves opening onto the central area; each has a 50% chance of holding 1-6 trogs at any given time. In addition, there is a 10% chance that a major trog ceremony is being held in the central area, during which all 30 members will be present. Troglodytes will instantly attack all but the most awesome party.

4. Carvings. Bizarre carvings line the walls of this cave; the style is very different from the Kilari's paintings. In fact, several of the images represent Kilari hunters lying dead or wounded, with severe weapons protruding from their bodies.

5. Tunnel Maze. This maze of tunnels is inhabited by Giant Rats. Many of the tunnels are narrow: a human-sized character has a 10% chance per 10' travelled of getting stuck (requiring a *Hard* maneuver to wriggle free). While moving through the tunnels, there is 20% chance per minute of encountering 1-10 Giant Rats. This chance rises to 50% in the small caverns scattered throughout the area.

6. Tracks. Spoor and tracks can be found on the ground of this location. A successful Tracking roll will reveal these as the signs of Giant Rats' passing by this area. Another successful Tracking roll will allow the tracks to be followed back to #5.

HALLS OF THE MOUNTAIN KING

7. Worship Cavern. This small cavern is the worship site of the Kilari tribe in #1. A stone altar sits in the center of the chamber, and wall paintings of spirit-figures surround the gloomy room. During daylight hours, there is a 30% chance of encountering 1-6 Kilari hunters here. (There is a 50% chance that one of them is the Ohmba.) They will be performing some primitive ritual, such as the sacrifice of a captured wildcat or troglodyte to the Mountain King. At night, this chance goes down to 10%.

8. Rats. The mutilated bodies of two Giant Rats can be found here. Anyone who touches them stands a 20% chance of suffering tick bites, and (if so) a 50% chance of contracting Cyclic Fever. (See Poison and Disease Chart.)

9. Wall Writings. Five lines of strange writing decorate the walls of this cavern, in a much more skilled hand than either Kilari or Troglodyte could manage. The ancient words are written in Iruaric and read:

"Across the river the tunnel continues ... Do not veer but follow onward...Enter the cavern a mere five paces ... Turn thee left and reach the wall ... Speak the name of the King of Gods."

10. Beach. The tunnels open out onto the wide, sandy shore of a cold underground river which courses through the halls. The river is widest and moves at its slowest speed past this point. There is a 20% chance per hour of encountering a small group of Kilari or troglodytes here (1-6 of either). At point "A," six damp, stacked logs can be found. A successful *Hard* Perception roll will reveal trails leading from here to point "C." Point "B" is the Giant Crab's lair. The crab will attack anything coming within 30' of this point.

11. Small beach. This smaller beach is the landing site; tracks similar to those found on the opposite shore can be seen here. The tunnel winds southward and downward for roughly 1000'.

12. Wall Paintings. Kilari wall paintings adorn this cave; pictures of Gethryn men impaled upon spears are prominent. A group of 24 bats nests in the sculpted ceiling. During the day, there is a 20% chance of encountering 1-4 Kilari here.

13. Mound. A simplistic grave-mound nearly fills this cave, the walls of which are decorated by Kilari paintings. These images show a large Kilari hunter surrounded by various animals. This is the burial site of the Shaman. The tribe avoids entering this cave, however, because the old man proved sufficiently powerful to retain a semblance of life: his spirit remains in this world and guards this location jealously. Anyone entering the cave will be immediately attacked by the spirit and must beat it in a Will vs Will contest or be forced to relive the troglodyte raid which brought the old man to his death.

Should the spirit be destroyed and the mound opened, the PCs will find the moldy remains of the body, wearing an enchanted talisman. This magical item will add +20 to any Beastmaster skill/spell rolls. See the NPC Chart, Part VI, for the Shaman's Spirit stats.

14. Mold. A large patch of grey mold (yielding 18 doses) grows on the south wall of this cave. If ingested, it places the user in a trance which modifies Ag and SD (Mods) by -10, but adds +20 to Meditation, Power Perception or Divination skill rolls. The effects last for a number of hours equal to (10 minus {the user's CO DP}).

15. River. The river gathers speeds and starts downhill here, winding southwest within the next few hundred feet. PCs in the water will be swept along for 3 minutes (18 rds) until they reach location 16 (see below). Due to the chilly temperature of the water, hypothermia may set in first. Each round spent in the water, the character must succeed in a RR vs an attack of level equal to the number of rds. Each time the roll fails, the character takes 1d6 hits, loses 1 point of Co and 1 point of Ag.



AREA B: MIDDLE CAVERNS

16. River. Having coursed southwestward from #15, the river slows here. It takes nine rounds to be swept down to point "B" or "D". A large rock juts out of the water at point "A"; grabbing it is a *Hard* maneuver. The river branches, and a character who isn't close to one side has a 50% chance of being taken in either direction. At point "B" a character in the water will have to succeed in a *Hard* maneuver to grab the rock at the top of the falls, and avoid being swept over the edge. If this attempt fails, the character will suffer a Medium Crush attack at +30. The river speeds up again after point "C"; any character who fails the *Medium* maneuver to climb out at #30 will be swept through a dark and careening passageway, taking 1d20 Medium Crush attacks at a random OB (between +10 and +60) before the river spews out of the ground about half a mile south. At #28 (or immediately across from it), the intersecting hallway is 20' above the surface of the river. For a character in the water, throwing a grappling hook up requires a *Hard* maneuver. At point "D" any character in the water will be swept over the edge and down the falls 100', taking a Large Crush attack at +100.

17. Pool. There is a hot, bubbling pool of water in the southern section of this cavern, creating a steamy cloud which fills the area. Beside this pool grows a dark mold like that in #14. Due to the environmental differences between these areas, this mold is stronger. Ag & SD Mods are reduced by -15, and the bonus granted the aforementioned skills is +30 for a number of hours equal to (fourteen minus {the user's CO DP}).

18. Lizards. Two Giant Lizards dwell in this large cavern and protect their lair ferociously. The secret door to the northeast (hinted at in the engraved walls of #9) requires a *Hard* Perception to spot. It is opened by placing one's hands upon it and speaking the name "Kuor" (King of the Lords of Orhan). A character who speaks the wrong word (or says nothing) while both hands are on the door will suffer an immediate "A" Electricity Crit, and anyone who attempts to force the door open (which can be done with a successful *Very Hard* maneuver roll will take a simultaneous "C" Elec Crit.

19. Chamber. This austere and relaxing room is a temple to the Lords of Orhan, which was used regularly until late in the Second Era, when the Wars of Dominion killed many "People of Light" — or forced them into exile. The room is bathed in a pale bluish glow of magical origin, and the pillars are decorated with chiseled representations of the Lords. Due to the nearly airtight seal which the outer secret door maintained, the temple and adjoining rooms have suffered very little decay in the intervening centuries. The secret doors on either side of the temple require a *Very Hard* Perception roll to spot. They are opened just as the main door to the temple is opened, but transgressors will suffer no damaging attacks.

20. Shrine. This smooth-walled shrine is lit by the same bluish light as the outer temple area. The focal point of the room is a fifteen foot tall mithril statue of Kuor which stands upon the dais at the end of the room. This room is in fact a Lesser Focus of Essence; all *Essence* spells cost only 75% of their normal PP while in this room, and PP are regained in only two-thirds the usual time. In addition, any rituals involving the Lords of Orhan receive a bonus of +30 in this room.

21. Chamber. This chamber served as lodgings for the priests of the Orhanic Gods. It is divided into fifteen small cubicles, each of which contains a simple cot. The area is lit by a bluish glow like areas 19 and 20.

22. Library. This ancient library is lit by the same sort of magic as the preceding rooms. Six bookshelves contain several hundred tomes, 50% of which detail Orhanic philosophy and religious doctrine. (The others might be any of the "lore" or academic skills). 90% of the books are written in Iruaric, 8% in various other magical languages, and the remaining 2% in random ancient tongues. Reading one of these texts would take 20-80 hours and might (60% chance) add anywhere from 1 to 10 points to the appropriate skill.

23. Tomb. This chamber, unlike the preceding rooms, is kept magically dark. Normal torches and lanterns will shed no light here, and magical light must succeed in a RR vs level 20 to be effective. (A *Dispel Essence* spell might attempt the same thing). In the center of the chamber lies a raised dais of finest marble, upon which sits what appears to be a coffin of ruby-colored stone. This contraption is an enchanted device called a Bed of Suspension. It possesses medium intelligence (Pr:5, In:95, Em:97, SD:84, Re:96, Will:40, PP:40), and can diagnose the physical status of a person laid within it, casting a variety of "Lay Healer" spells, including: *Muscle Regeneration*, *Heal 1-10*, *Major Fracture Repair*, *Flow Stoppage True*, *Major Nerve Repair*, and *Organ Repair*. The bed is opened or closed by a *Hard* maneuver. It is also capable of casting *Long Sleep* upon its occupant (triggered by Attunement). Inside the bed lies Aaroth, a High Cleric of Kuor (level 20) who was laid here during the Wars of Dominion so that the teachings of the Lords of Orhan might be passed on to further generations in a more peaceful age. Aaroth speaks Iruaric and will be pleased to be awakened by the PCs. He will join their party if only to get his own bearings, but will require an hour or so in the shrine (praying) before he feels secure enough to go anywhere.

GM Note: If the PC party is evil in intention/alignment and allows their actions to demonstrate this fact, Aaroth will grow very uneasy and will probably leave.

24. Cave. Smashed furniture lies scattered across the floor of this cave. There is a 5% chance per minute of encountering 1-4 Lithra here. The Lithra will watch the party in an attempt to gauge the PCs strengths, weaknesses, and motives. They may speak to the party, but will not supply much information on who they are (or whom they serve), and will depart as suddenly as they arrived.

25. Cavern. This cavern is the home of eight Stone Spiders and is covered by vast webs. These hungry and hostile creatures will immediately attack any persons not carrying torches. (They can be held at bay with fire, which also destroys their webs).

26. Cave. This small cave contains the bodies of three Kilari hunters. An examination of the bodies will determine that they were killed recently (a few days ago) by repeated blows with some sort of blunt instruments. One of the hunters wears a talisman. This odd little fetish acts as an Amulet of Healing 1-10 (useable 1x/day). There is a 5% chance per minute of encountering 1-4 Lithra here (this chance may be modified upward if the party has been noisy).

27. Cavern. This cavern is the lair of a huge Killer Worm. This monstrous creature will immediately attack anything which enters its room.

28. Dead End. The passageway comes to an abrupt stop here, 20' above the river below, and continues on the other side (a little over 20' distant). A running jump across the intervening gorge requires a *Very Hard* maneuver.

29. Cavern. This large cavern is empty, but a successful will reveal smoke coming from #31. There is a 10% chance of encountering 1-4 Lithra here. If so, their attitude will be guarded and suspicious.

30. River. This small beach opens out onto the subterranean river inhabited by an Apparition, the undead spirit of a Gethryn hermit who entered the underground realms in search of wealth and was killed by a Lithra. The evil spirit clings to this plane in an attempt to drag others down with it, and jealously guards its body (partially buried beneath sand and rocks in the western end of the cave). The hermit's weapon, a +15 broadsword is buried alongside the body, which also wears Sandals of *Speed* (can cast *Speed III* 1x/day). A *Hard* Perception will reveal the smell of smoke coming from #31.

31. Chute. This chute (8' square and 80' deep) is actually a chimney for the fire in #46 below. Smoke billows up out of it at all times.

32. Cavern. There will always be 1-10 Lithra in this cavern, standing watch for intruders. They will attack to kill anyone who comes through here unless the "intruders" can provide some legitimate reason for seeking council with the Mountain King. (They might also be bribed with precious gems of at least 100gp value per Lithra.) In any event, one of the Lithra will attempt to meld into stone and hurry to warn Kotong of the party's eminent arrival. The secret door which leads to the stairs requires a *Very Hard* Perception roll to spot.

AREA C: LOWER CAVERNS

33. River. Characters who rode the waterfall down from area 16 "D" will end up here, in this broad and slow section of the river. The current drifts southward, into a great subterranean sea to the southwest.

34. Grotto. The river is only 5' deep in this small grotto, and the water is extremely still. The grotto is the lair of a Giant Two-headed Sea Snake. (Use Giant Asp stats with 2 attacks and no poison). The secret door in the wall requires a *Hard* Perception to spot and a *Hard* maneuver to pull open.

35. Cave. This cave is empty, but there is a 20% chance per minute of encountering 1-10 Lithra here. The secret door to the north requires a *Hard* Perception roll to spot and is pulled open with a *Hard* maneuver. As anywhere else on this level, any Lithra encountered will be extremely suspicious and will attempt to stall the party in any way they can, so that they might learn more about the PCs and warn the Mountain King. (Of course, if the PCs have impressed the Lithra with their reason for visiting, they will be watched but not hindered).

36. Cave. This cave is quiet, although a *Medium* Perception will reveal the sounds of strange talking, laughter, and movement throughout the area. There is a 20% chance per minute of encountering 1-10 Lithra here.

37. Cavern. The chronologies of the Chavad Realm are engraved upon the walls of this cavern in amystical language. Here (assuming the words can be translated) the PCs can learn that Kotong has been the self-proclaimed ruler of this region since long before the Third Era began. The Gethryn people had not yet been taught the ways of civilization, nor did their Gods make any claim to the region; therefore they posed no threat to his sovereignty. Over the centuries Kotong created myriads of gemstones and mineral veins throughout the area, and delighted in roaming his self-decorated underground land. The local stone beings known as the Lithra were quickly sworn to subservience, and Earth Elementals were summoned forth to help control the lands. When the Kilari tribes began digging stones out his underground vaults, he responded by sending fearful emissaries upon them; eventually they were swayed to worship him and fear his wrath.

38. Trap. Here lies a silent reminder of the terrible temper which Kotong is capable of: the body of a Kilari hunter lies within a bed of spiked stones, wrapped and surrounded by piercing points of granite and marble. This unfortunate follower made the awful mistake of attempting to run off with a prize emerald from Kotong's vaults. The beautiful stone (worth 400gp) is held tight within the dead man's hands.

39. Cavern. There is a 10% chance per minute of encountering 1-10 Lithra in this cavern, the walls of which are bespeckled with flakes of gold and iron ore. The stone creatures come here to scratch sustenance out of the veins in the walls.

40. Cavern. There are always 2-20 Lithra in this cavern, engaging in games of chance (such as "gem toss"). The secret door to the south requires a *Very Hard* Perception to spot, and is pushed open by a *Hard* maneuver.

41. Chamber. There are 1-10 Kilari females here, servants of Maiba (wife of Kotong) who provide their lord and lady with entertainment and perform any low-level magical services required. They will react to intrusion by huddling in fear and will call for help if threatened in any way.

42. Cavern. This great cavern is decorated with fine gems and precious metals, ornaments and furniture of exquisite design and craftsmanship. It is the parlor of Maiba, and there is a 5% chance per hour that she will enter this room.

43. Chamber. The bedroom of Maiba is a royally-appointed and magically illuminated room, filled with treasures and fineries from many countries. Gold and silver ornaments and personal items abound; hairbrushes, mirrors, jewelry boxes, and other feminine sundries. There is a 20% chance per hour that Maiba herself will enter this room, attended by 1-10 of her Kilari maids. The secret door to the west requires a *Very Hard* Perception roll to spot, and is pushed open by a *Hard* maneuver. The small adjoining chamber (to the north) is her personal treasury, and the portal is blocked by an Earth Guardian. Total treasure: 200 pounds of copper (in the form of raw chunks, each weighing 1-10 pounds), 200 pounds of silver chunks, 130 pounds of gold ingots, 68 gemstones, 20 articles of jewelry, and a huge crystal sphere which allows the user to view any spot on the globe (useable 3x/day).

MAIBA

Maiba is the symbolic mother and protector of all living things within the Chavad Mountains. She possesses the special power to use any local creature as a natural "familiar" (seeing through its eyes and binding with its spirit) as long as the beast is within the Mountain Range.

44. Chamber. The walls of this room seem to be alive; the rock itself shifts and glides as the Lithra pass through the area on their errands. If the PCs are not already accompanied, 1-10 of the rock-beings will step out of the walls, demanding that the visitors identify themselves. One of them will go off to obtain the Mountain King's response to the visitors' presence, while the PCs are requested to wait (under guard).

45. Chamber. This chamber holds the remains of 18 enemies or intruders who have been turned to stone statues by Kotong. Most of them are of Kilari or Gethryn origin, although several hail from distant lands. Their equipment has also been turned to stone. A *Dispel Essence* spell which makes an RR vs level 30 would be sufficient to turn one of these people back to flesh again.

46. Cave. Twenty Kilari hunters, manservants of Kotong, live in this cave. They bear messages and carry packages from place to place for his majesty. The female servants of Maiba also sleep in this room, and a fire is maintained at all times for their comfort. Generally some sort of animal will be cooking in the large firepit, and a number of Kilari will be huddled around it, chanting and performing rituals.

47. Alcove. A Giant Lizard is strung up by its tail in this alcove, where it swings in displeasure. It is capable of attacking anyone fool enough to come within 5' (at a -30 to its OB).

48. Guard Post. Two Lithra stand guard in this cave. The secret door to the north requires a *Hard* Perception roll to spot, and is pulled open by a *Medium* maneuver.

49. Cave. This cave is the home of Rogan Stael, an ex-Navigator and arcane mage (level 28) who has sworn fealty to Kotong and now functions as the Mountain King's advisor. Stael has convinced Kotong to redefine his expectations; the two of them are determined to expand their reign beyond the Gethryn continent. With Stael's personal knowledge of Essence flows, Kotong plans to travel abroad and increase his powers thereby. The difficulty is that Stael has no compass and is only able to transport between Essence Foci. Stael knows Navigator's spell lists to 30th level and several Arcane lists as well. Anyone who has a plan for obtaining a compass would be welcomed by Stael; the penalties imposed for such crimes by the Navigators are frighteningly severe. There is a 40% chance that Stael will be here when the room is entered the first time, and a 10% chance per minute that he will enter thereafter.

50. Cave. This cave is full of stone furniture and strange machines utilized by Stael and Kotong in their plans for world expansion. The walls are covered with diagrams depicting the continents of Kulthea, the better-known Essence Flows and Foci, tradewinds, sea currents, etc. By studying these drawings (and making an *Extremely Hard* Navigation roll), a PC may be able to foresee the expansion through the continent of Thuul and beyond. A large table-like structure sits in the center of the room; it is covered with levers, buttons, gauges and assorted dials. This device (originally manufactured by the K'ta'viiri) is a planetological scanner: by successful manipulation of the controls the user is able to scan the planet for concentrations of minerals, populations, plantlife, Foci, Essence Flows, etc. Such use requires repeated Static Maneuvers modified by Intuition, Reasoning, Mechanition and Planetology skills. In the event of failure, the machine shuts itself down. If an extraordinary failure occurs, an alarm is sounded which can be heard throughout this level.

GM Note: if the device is used to scan for nearby mineral concentrations, the first reading to show up will be #54, Kotong's treasure room.

51. Grand Hall. Here the Mountain King conducts audiences and meetings with respected visitors. The furniture is ornate (though stone), and the walls are engraved with pictures of local plants, beasts and people. A huge throne against the west wall is decorated with dozens of inset gemstones and gold inlays (a *Hard* Agility roll will remove one gem or 1-20 ounces of gold). The secret doors to the north and south require a *Very Hard* Perception to find and can be opened easily by pushing from either side. There is a 40% chance per minute of encountering 1-10 Lithra in this room, and a 10% chance per ten minutes of Kotong or Stael entering the room thereafter.

52. Chamber. The secret door to this room requires a *Hard* perception roll to locate and is opened by a *Hard* maneuver. Inside, a nicely furnished apartment (stone furniture) bespeaks this cavern's function as the guest bedroom. It is currently unoccupied, but this is where Kotong will house the PCs should they be deemed worthy of staying.

53. Grand Throne Room. The walls are decorated with engravings of mountain ranges and scattered settlements, inset with gems of awe-inspiring size and value. Precious minerals and metals lie in great piles in the corners, their worth beyond reckoning. Many of these specimens are of sizes heretofore unimagined, and of purity thought impossible in the world above. A raised dais in the center of the west wall holds a massive, gem-encrusted throne and two smaller seats. Low tables and chairs surround the outer edges of the room, and a carpet covers the floor. Kotong spends most of his time in this room, being entertained by his Kilari servants or holding council with summoned elementals and other beings. The Mountain King is treated as a level 50 Crystal Mage with numerous other powers, skills, and spell capabilities. Of late he has grown rather angry with the Gethryn for digging deeper than he feels is necessary in the Royal Mines, and has begun taking action to thwart their advances into the deeper realms, sending servitors and "natural" disasters to the mine sites in an attempt to scare the miners away. Although he is willing to allow some amount of his precious minerals to fall into Gethryn hands, he is no longer amused at their mining operations and wishes to be treated with the respect worthy of any Lord.



KOTONG

Kotong is the ruler of the Chavad Mountain Range: his followers (almost entirely Kilari by race) fear and respect his mighty powers and terrible wrath. Viewed as a greedy and miserly God, Kotong is actually quite reasonable. The lands of Chavad (including the beasts and the minerals thereof) belong to him, and although he is willing to share this great wealth, he wishes to be revered. Kotong wants to extend his empire far beyond the subcontinent of Gethrya, a plot which will doubtless bring him into conflict with others of power and merit.

54. Kotong's Treasure Vault. Only reachable via magical means such as Teleportation, Long Door, or the Lithra stone melding capability, this room holds: 1200 pounds of tin (in chunks weighing 1-100 ounces), 1500 pounds of copper, 800 pounds of silver, 540 pounds of gold, 400 assorted gemstones (worth 100-10,000gp each), and 120 articles of jewelry worth 10-60gp each.

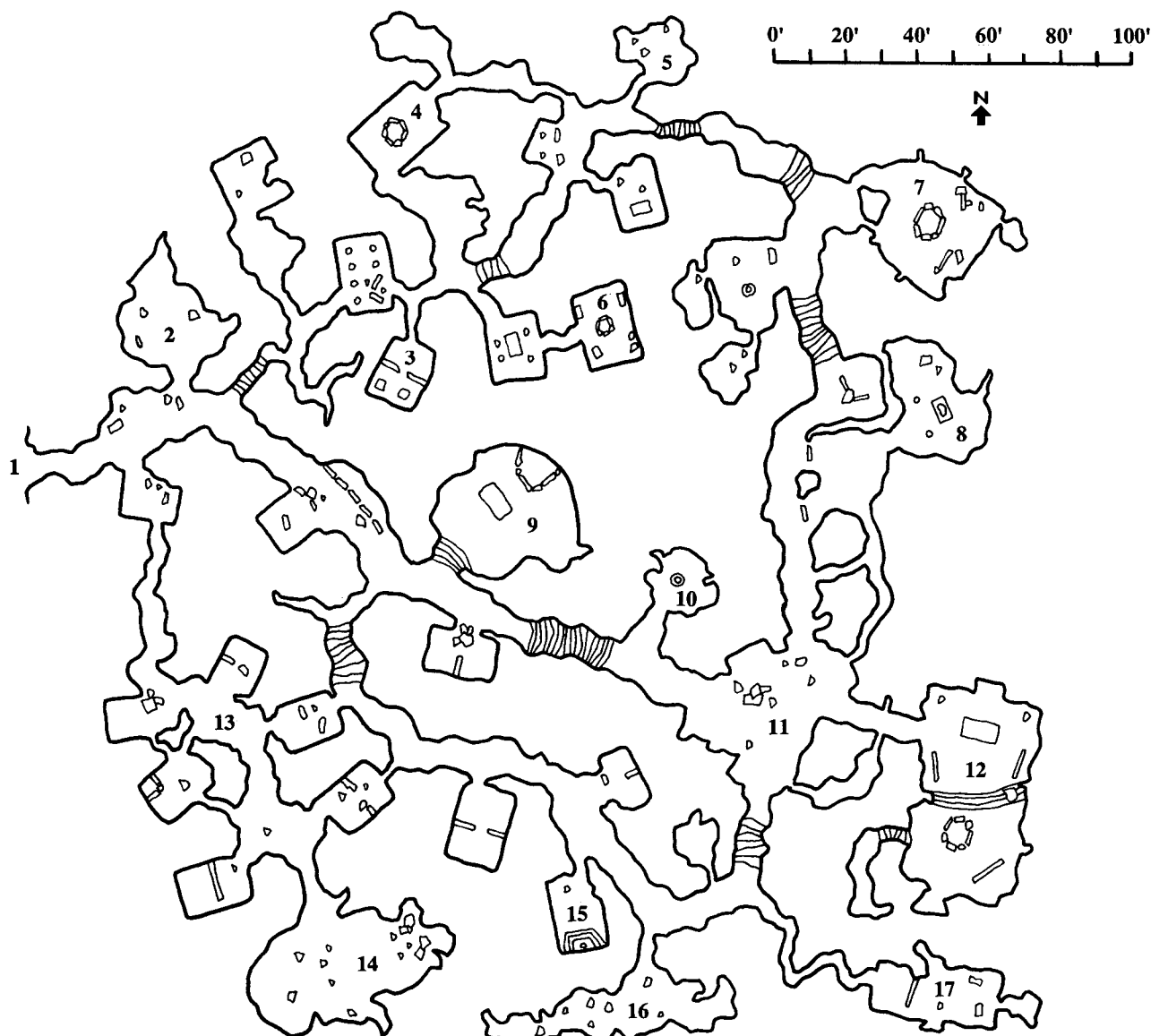
6•THE LOST CITY OF THRI-ZIRAKAN

Hidden in the depths of the Gethryn desert lie many mysteries; mystical oases and beasts of lore, places of power and startling Essence flows, and the ruins of ancient civilizations, lost for thousands of years beneath the shifting sea of sand. One such place is the lost city of Thri-Zirakan. Inhabited by an unknown race long before the Gethryn people rose to their currently civilized state, the lost city was only one of the many settlements destroyed in the Wars of Dominion. For centuries Thri-Zirakan has existed as a fable amongst the people of Gethrya. A few years ago the sands shifted once again, exposing some of this marvelous city. Few are aware of this event, save perhaps a handful of Etkæthka scouts and well-travelled Gethryn adventurers. Fewer still have dared to explore the ancient ruins, for the fates have a way of disposing of the curious... It is only a matter of time before some brave souls enter the lost city and expose its untold wealth (or die trying). Encounters in the lost city are rolled on the Underground column of the Encounter Chart.

1. Entrance. The entrance to the lost city lies at the bottom of a deep sand pit several hundred feet across. On the east side of the pit, two great pillars of stone covered with undecipherable letters stand. A broad opening between the pillars seems to lead downward into the desert sand. Closer inspection will reveal that the corridor thus formed is of worked stone and seems sound enough to withstand cave-ins. Shadows of carved furniture and various ruined structures can vaguely be seen within the depths of the entryway. The difficulty, however, is that a male Laloan lizard has made its home here. The beast will attack anyone who comes near its favored sitting-spot.

2. Cavern. This large, open cavern was once a gathering site for the peoples of Thri-Zirakan. Only a few smashed statues and benches remain. Most statues are bare-chested; one wears an amulet which represents Jaysek (the Orhanian God) upon his great dark steed. This amulet may be removed from the statue and benefits the wearer by adding +20 to any Attunement rolls.

LOST CITY OF THRI-ZIRAKAN



3. Chambers. This apartment seems to have been the dwelling place for a family. Smashed pottery and household items lie scattered about, and the mangled body of an Etkæthka scout is mute evidence that some creatures have already claimed the city as their home. If the party remains in the apartment for more than one minute, the murderous sphinx will return.

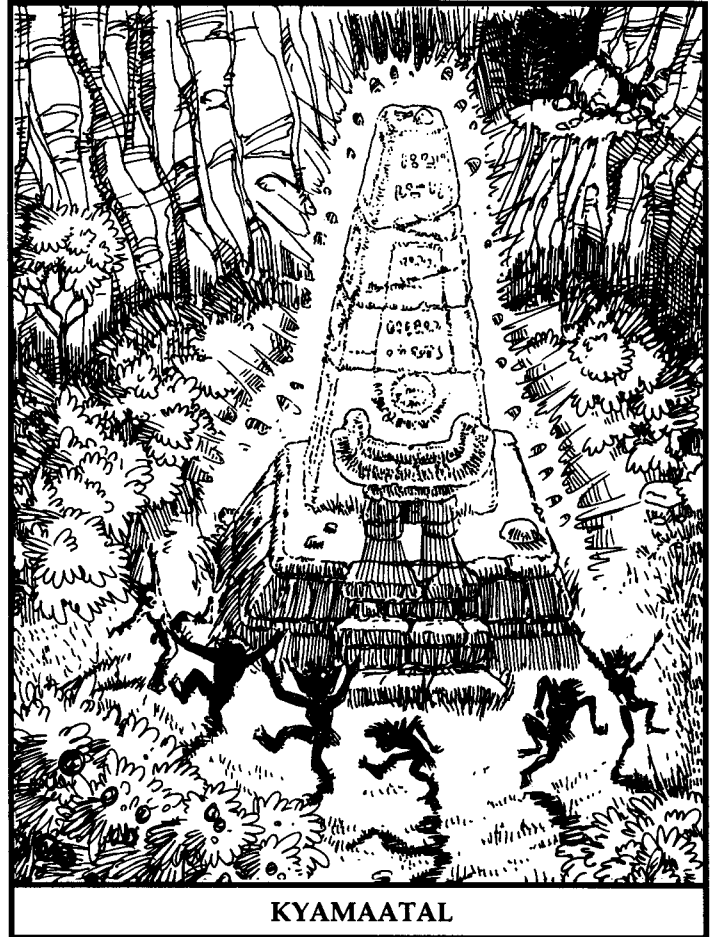
4. Chamber. This was once the home of a local shaman, who used the fire pit in the center of the room as a focus for divination. These practices were aided by a lesser elemental spirit of fire (see *RMCII*) which feels a bond to the site. Should the fire be lit or anyone move into the fire pit, the spirit will arise. If not controlled within one round, it will become very perturbed and perform a Will attack against the nearest PC, attempting to take over his body. If molested in any way, the spirit will perform an inundation attack, spreading fire within a 5' radius. (All PCs within 5' take a +35 Fire Ball attack; PCs 6-10' distant take the attack at +0). If controlled, the spirit could be used as a scout (travelling afar to answer any questions required).

5. Chamber. Several broken tables and chairs lie about the floor of this apartment; a pile of dirt in the back of the room is the home of a Giant Scorpion which will attack anything that comes near. The walls and floor of this room are rather unsteady. While action is going on here, there is a 2% chance per round of a cave-in. (All within the room must make a *Hard* Agility roll to escape or take a +40 Crush attack). This chance goes up to 10% per round if such destructive forces as fireballs are released.

6. Chamber. This apartment is the lair of a Revenant, the undead spirit of a slain woman. She will attack anyone who approaches the area with rage with a +10 scimitar. In addition, she will cast *Soul, Mind* and *Flesh Destruction* spells between attacks. Beneath a stone table in the northeast corner lies a small pile of 9 gold coins. These ancient disks are the equivalent of Gethryn coins in weight (and common buying value), but due to their antiquity they would be worth 20 times as much to a collector, a Loremaster, or an historian.

7. Chamber. Odd implements are scattered around the dwelling; tables, benches, pottery, tools and a few articles of jewelry are amongst the wreckage. A nest of seven asps has taken up residence in the fire pit and will crawl out of their nest to attack anyone coming near. Four niches in the side walls hold small idols; these graven images are made of silver and represent four of the Orhanian deities: Kuor, Valris, Phaon, and Oriana. (Each statuette is worth 100sp in raw value or 200gp to a collector). The small alcove to the southeast contains three shelves, each with a few bottles, jars or pots upon it. One of these jars is sealed with wax and contains a thick greenish-black substance. This tincture is derived from the hughburtun plant (as can be determined with a successful *Hard* Herblore roll); eight doses of the herb remain. (See the Herb Chart, Part VI.)

8. Chamber. Engraved tablets lie smashed about the floor. The writing is indecipherable, but a small map is included which seems to depict an oasis about nine miles north of the city, along with a diagram. Should the party search for the oasis, they will find that it exists. There they will also find the cause of the written record: a huge copse of arduvaar plants (enough for about fifty doses once ground and processed by an alchemist; see the Herb Chart, Part VI.)



KYAMAATAL

9. Great Hall. Public ceremonies were once held here; now, nothing more than a large fire pit and a sacrificial altar remain. Because of the secular nature of the site, many spirits still haunt the grounds, waiting for their bonds to be released. There is a 5% chance per minute that some sort of spirit will enter the area and attempt to inflict its own effects upon the party. Such spirits may be conceptual (spirits of sacrifice or celebration), emotive haunts, or simply unborn "standard" spirits. Each will attempt its own particular sort of Will attack (75% will be "Type II" or "Minor" in nature, 20% will be "Type III" or "Lesser", and 5% will be "Type IV" or "Greater" spirits). Of these, the spirits of sacrifice are the nastiest. Should such a spirit win its Will attack, it will force the PC so controlled to lie upon the altar and — if not prevented — take his life.

10. Cavern. A golden statue of a noble warrior stands in the center of the room. This statue is worth over 1,000gp (if it can be transported), but it bears a unique magical protection: should anyone touch the statue they will trigger a Lord Spirit Rune of Battle. The spirit of the hero will possess the character's body and attack the party. While so possessed, the PC will have the spirit's stats; any hits (or crits) taken will affect both the spirit's Hit Point Total and the PC's. (For stats, see the NPC Chart, Part VI.)

The hero spirit will leave the body once combat is completed or may be forced out if the character makes a successful *Medium* maneuver. This possession effect can happen again and again. There are several ways to rid the statue of the spirit for good: (1) cast a *Dispel Essence* spell which beats the original level 20 spell in a RR; (2) cast an *Absolution* or *Exorcism* spell; (3) summon the spirit and control it, ordering it to leave.

11. Passageway. Three Giant Scorpions will attack anything which comes near. In the wreckage which lies scattered about the floor, several items of value can be found: 46cp, 38tp, 30sp, 6gp, and 3 articles of jewelry worth 5-10sp each. All of the coins here would be worth 20 times their base value to a collector, a Loremaster, or an historian.

12. Cavern. The undead spirit of an evil cleric lingers in the form of a Ghost (Undead Class V), which moves through its ancient ceremonies as though it never died. The ghost will attempt to perform some arcane ritual upon anyone who enters the room, unknowingly draining Constitution points from all characters within 10'. The spirit's focus is the granite altar in the upper half of the room; should this altar be destroyed, so will the ghost. (The altar's stats are: Hits:100, AT(DB):20(30).)

In the lower section of the room a stairway leads down to a storage area. In that room can be found the ghost's private clerical possessions: a mithril amulet which functions as a x2 PP Multiplier, a Ring of *Channeling Shield* (as per the Open Channeling list "Spell Defense"), and a set of tablets which describe the Evil Clerics' Base List "Dark Channels" up to level 10 — written in the magical language of Asebeia.

13. Passageway. This hallway opens onto six chambers, each of which holds 1-4 undead Skeletons (total = 15). These restless beings will move into the hallway and attack anyone who comes near. Each apartment has a 50% chance of containing each of the following treasures (roll separately for each item type): 1-100cp, 1-50tp, 1-20sp, and 1-6 jewels worth 50sp each.

14. Cavern. Once an animal pen, all that remains are crates, pots and broken wall fragments. A character who searches the area diligently and succeeds in an *Extremely Hard* Perception roll will find four silver horseshoes in the dirt. These enchanted items will add 20% to the travelling speed of one's mount and will increase that animal's endurance by the same amount. There is a 20% chance per round of encountering either an Asp or a Scorpion (50/50).

15. Shrine. A life-sized golden statue stands at the south end of the room. The statue stands with its arms outstretched, palms up. Should anything be placed in her hands, the statue will animate and respond; her responses will depend upon the value of the gift. If the item is worth 10gp or more, she will come down from her platform and bow in thanks to the character who gave it to her; she will then speak a prophecy in her forgotten language. (This prophecy may be anything the GM determines as true or probable). If the gift is worth less than 10gp but more than 10tp, she will smile upon the gift bearer, who will receive a +10 on the next roll he makes. However, if the "gift" is worth less than 10tp, she will raise her hands and deliver a curse upon the PC who gave it to her; until the curse is dispelled, all precious metal which the PC touches will turn to sand. In any case, the gift item disappears as soon as she begins her response, and she will only respond to each character once per day.

16. Cavern. Here, the door has fallen away from its lintel, exposing a cavern where gifts given to the statue in #15 are teleported. A Giant Juttak Scorpion has moved into the cavern and guards it as its lair. Behind the beast lies a pile of treasure: 1240tp, 554cp, 229bp, 88sp, 26gp, 3 gemstones worth 5 gp each and a bracelet worth 50sp.

17. Chamber. The home of a Gethryn hermit named Oktar Hamset, a level 10 Ranger who has wandered the Sea of Saath for most of his 49 years, this cavern is small and dark. Hamset spends most of his time here (75% chance that he will be present, with a 10% chance per day of his returning thereafter). He makes his way past the malevolent inhabitants by the use of *Silent Moves* and *Self Cloaking* spells, and hunts his food in the deserts beyond. Hamset prefers the solitary lifestyle he has adopted. He will be polite and hospitable to any visitors (provided he is not mistreated or attacked), but will not attempt to join the party. If PCs can provide a service to Hamset, he will be obliged to repay them in kind, perhaps by casting a spell or two for them or granting them some rare herbs. His "treasure" consists of 204sp, 12 culkas leaves, 9 doses of gariig cactus, 2 lestagii crystals, 5 doses of milinka, 18 swigmakril flowers, 14 doses of thangchan poison, a +10 shortbow, 13 +10 arrows, an Etkæthka amulet of protection (adds +10 to DB) and a ring of dreaming (casts *Dream I* 1x/day).

PART V

• ADVENTURES IN GETHRYA •

This section provides a variety of Adventure plotlines for the GM to use in a Gethryn campaign. Most adventures make use of locations detailed in Part IV, although the GM may wish to supplement them. In either case, the GM should read all appropriate material prior to running the Adventure, reviewing the sites and checking the appropriate column of the Encounter Chart.

1•RAIDERS OF THE GREAT PYRAMID

Setting: The Great Pyramid of Mortu.

Requirements: A party of stalwart Gethryn PCs with an interest in preserving the integrity of Mortu's resting place.

Aids: Access to some sort of Divination, Intuition, or Dream spell. (May come from the PC's own abilities or from an encountered NPC).

The Tale: Through Divination, Intuition or a Dream, the PCs learn of an imminent violation of the Great Pyramid. (A PC with Dark Channeling skill may even be contacted by Mortu himself). It seems that a small party of Saath worshippers or Nightblades are planning to enter the monument and make off with the riches inside.

The Task: First, the PCs must travel overland to the Great Pyramid. They may wish to head for a nearby nome and obtain a priest to accompany them on their mission. Once there, they will find the guards of the tomb slain, and the outer door open. They will have to move through the pyramid on the trail of the thieves, dealing with any of the guardian creatures and traps therein. Their goal is to capture the thieves before the burial chamber is reached and to replace all that had been stolen up to that point.

The Reward: If a priest accompanies the PCs, they will have a witness to their good deeds. This NPC could testify to the Great-King or local Karsha, and the PCs would be considered heroes and rewarded handsomely. They might even be called to Ketaum to have an audience with Aknashir, who might offer them an official job in his service. In addition, Mortu himself might come to them and grant them some spirit-service in repayment.

Alternative Adventure: The PCs could be the thieves. In this case, they might be trailed by a law-abiding party of NPCs, who were warned of their intentions through a dream, etc.



2•THE MOUNTAIN KING'S GAMBIT

Setting: A nome in Upper Gethrya, and the Halls of the Mountain King.

Requirements: A party of heroes, mercenaries or members of the Royal Legion.

Aids: A Sage or book with some knowledge regarding the Kilari and their religion would be helpful, as well as magical items.

The Tale: For several months, the Mountain Men (Kilari) have been raiding one of the Upper Gethryn nomes, stealing ranch animals, destroying fields, etc. Are they using magic? Yes, it seems that Kotong, angered by Gethryn mining activity, has graced some Kilari hunters with magical items which enable them to cast spells off the Animist and Magician lists. With these items, the primitive raiders have played havoc all through the area, setting magical fires, ruining farmlands, and capturing ranch animals. The Karsha of the raided nomes have decided that a small party of fighters and mages should enter the forboding realm of Chavad and uncover the meaning behind these attacks.

The Task: PCs must travel into the mountains and seek out a Kilari camp. There, through direct interaction or surveillance, they will find out about the mysterious magical items (and their source). After reporting their findings to the Karshas (or perhaps on their own initiative), the PCs must enter the dangerous subterranean Halls in search of Kotong himself. If all goes well, they should be able to wrangle an audience with the God, who will inform them of his displeasure. Eventually, the goal is to appease Kotong by paying honor to him, perhaps by offering to build of a temple somewhere in the area of the Mines. Once the promise is made, he will cease his attacks and permit limited mining operations to continue in specified areas of the Chavad range.

The Reward: For stopping the raids, the Karshas will grant the PCs 100-1,000gp. In addition, the GreatKing will request the party's presence at a banquet held in their honor in the capital. From this point, it should be easy for the PCs to obtain other work.

Alternative Adventure: As above, except that a series of Elemental attacks on the Gethryn mines (including earthquakes, fires, and floods) has taken place.

3•JOURNEY INTO ETKÆTH

Setting: A Gethryn nome and the Etkæthka Trading Camp.

Requirements: A party of adventurous characters willing to cross the desert wilderness.

Aids: A map of the Etkæth Desert would be helpful, and the cost of a few doses of Ektær (around 320gp) will be provided.

The Tale: The daughter of some important personage (perhaps even the Karsha of the nome) is dying of Horgatha fever (brought on by exposure to Spinewood). The local herbologist has decreed that taking her to the capital would be too arduous a journey for her, and requires a dose or two of Ektaer (see the Herbs Chart) to save her life.

The Task: The party must brave the hostile desert (a bit more difficult if the Adventure takes place during Zhedage), facing harsh weather and local monsters in a race for the Etkæthka Trading Camp. There, they will obtain the rare and precious herbal remedy, only to race back to the nome before the poor girl dies of fever. (The GM should give her just as many days to live as a well-paced journey to and from the Camp should take, depending upon the location of the starting nome).

The Reward: Grateful for his daughter's life, the Karsha will allow the PCs to take whatever local trade item(s) the nome manufactures. Additionally, they will forever be regarded as heroes in that nome and treated with all due hospitalities. (It could be good to have a safe place to hide out in future adventures, etc).

Alternative Adventure: The girl is the daughter of a local Astrologer, who would repay the PCs by drawing their natal charts.

4•IN SEARCH OF THE LOST CITY

Setting: A Gethryn nome and the Lost City of Thri-Zirakan.

Requirements: A party of wilderness-hardy adventurers, perhaps including a Ranger or an Animist.

Aids: A rumor or two obtained from a passing NPC.

The Tale: Several days ago, a bedraggled and weatherbeaten trader stumbled into the nome. Dying of exposure, the poor soul had just enough time to divulge his most recent discovery. In search of the lost city spoken of in ancient lore, he had ranged the Etkæth for weeks. Finally, he found Thri-Zirakan! Anxiously entering the ruined underground realm, he was attacked by undead just inside the gates and was forced to return to the Bayahn River Valley. His final words revealed the general location of legendary ruin.

The Task: The PCs could hear the tale from a cleric who arrived too late on the scene, from a rumormonger who heard it from somebody else, or in a nearby tavern. Or the PCs could be the ones who first encounter the dying trader as he staggers into the nome. With visions of ancient treasures dancing in their heads, they must travel

across the terrible Sea of Saath, braving whatever conditions and encounters the GM rolls up, and search the area described for the mouth of Thri-Zirakan. Once inside, another series of adventures awaits...

The Reward: Whatever booty and magic weapons, etc., the PCs can get out of the ruined city.

Alternative Adventure: The Karsha of the nome disbelieves the trader's tale, calling it "the raving of a madman." He insists that the lost city doesn't exist. As a wager, the PCs could be talked into finding Thri-Zirakan again and bringing back some indisputable proof of their find. (The coinage found within the ruin would do nicely; a Loremaster or sage could verify their authenticity).

5•ESCAPE FROM THE MINES

Setting: The Chavad Mountains and underground.

Requirements: A party of well-meaning but unlucky PCs (foreigners would do nicely).

Aids: A few NPC slaves and criminals.

The Tale: The PCs are arrested in some nome. As the infraction does not warrant their execution and they have no one to speak for them, they (and several NPCs) are sent upriver to work in the Royal Mines for one year. Their equipment will be taken from them, and they will be guarded along the way by Legionnaires. At the Mines, the PCs must do their share of labor until an opportunity to escape arises: a slavemaster falls asleep while on guard duty, etc.

The Task: Soon after escaping, the party encounters a ravenous Obanshi which chases them into a subterranean cavern network. They must face several dangerous encounters as they progress, and the GM should make sure that they are able to arm themselves and gather treasures found along the way. The cavern network will eventually lead the PCs back toward the Bayahn River and the Upper Gethryn nomes, but along the way they witness something nefarious. A Necromancers' coven is performing a black magic ritual in a great underground cavern, summoning demons and raising of a small army of undead with which they plan to take over a nearby holy nome. The PCs will find themselves in a position to thwart the evil plan by killing the cultists, or at least destroying their ritual implements.

The Reward: A variety of magical items should be on hand at the ritual site, including spell tomes and a PP Multiplier or two. Of course, should they later be able to prove that they saved the holy nome by their actions, all charges against them will be dropped, and a small token of esteem will be offered.

Alternative Adventure: If the PCs seem like a responsible lot, the GM might make the coven too much for the party to handle by themselves, but allow an egress to the upper world nearby. The adventure could then include the dramatic scene which ensues when the escaped convicts come back into town and attempt to get help to raid the cultists' lair.

PART VI

• TABLES AND CHARTS •

1 • APPENDICES

RELIGION IN GETHRYA

Ever since the Great God Siros blessed the Gethryn people, the country has been at peace with itself, and the force of progress has continued relatively unimpeded. In many nomes, the high priest(ess) of the local deity is the ruling Karsha; the united wills of government and religion are bound and as one. As noted before, each nome has its own patron deity; these entities rule specific aspects of life which are either notable occupations for the local populace or highly respected/feared motivations. In addition, several nomes are "Holy," places where Human "gods" were deified or certain events from Gethryn mythology are reputed to have occurred. These sites are afforded additional respect, and many citizens make pilgrimages to them. The Gethryn religion is practiced in the same ways in all nomes, and all deities of the pantheon have their own places and times of distinction. A list of these deities and their predilections is included below.

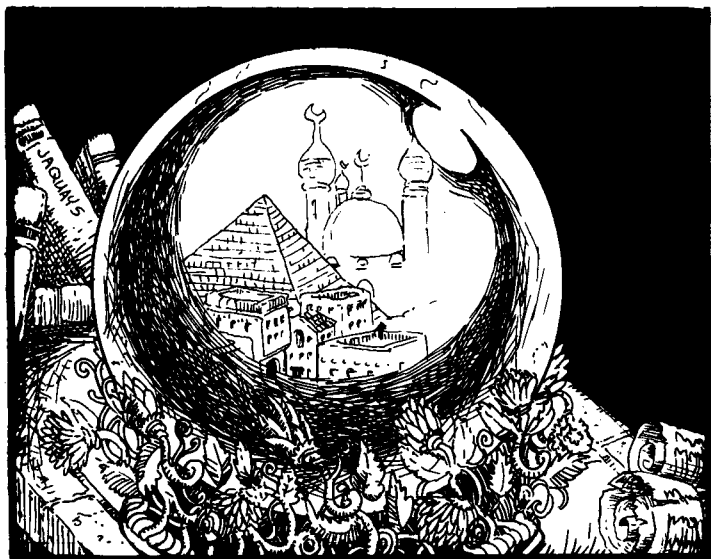
The Primal Gods exist in a realm beyond the normal space-time continuum and have no direct effect upon the world of men. They function rather as Mega-Elementals and are responsible for the creation of all other things. As such, they have no temples nor priests, but are revered and mentioned in the holy scriptures. Greater Gods are the most respected and frequently worshipped deities of the pantheon; they are directly responsible for worldly events and are the most powerful Gods of the land. Lesser Gods each rule over their own specific areas of life, but are subject to the will and powers of the Greater deities, and are rarely worshipped except in their own patronages or in very specific circumstances. Besides the nomes, various sites (oases, mountains, groves, waterfalls, etc) and events often have their own particular deity.

A GETHRYN PANTHEON

Name	Class	Sphere of Control	Name	Class	Sphere of Control
Geld	Primal	Primal Chaos, Source of all things	Raschan	Primal	Elemental Air
Hora	Greater	Sun, Warmth, The Great King	Saath	Greater	Death, The Desert, Monsters, Evil
Koban	Primal	Elemental Fire	Selyah	Primal	Elemental Time
Mumastis	Lesser	Cats, Pregnancy, Babies, Feminine things	Shashahn	Greater	Bounty, Destiny, Healing, The River
Naita	Greater	Night Sky, The Stars, Astrology, Astronomy	Shima	Lesser	Shimshara, Mischief
Nephtha	Greater	Fertility, Sustenance, Wealth, The Home	Siros	Greater	Agriculture, The Dead, Redemption, Rebirth
Oroah	Lesser	Vengeance, Honor	Techmal	Primal	Elemental Earth
Phashai	Lesser	Insects, Darkness	Tephta	Lesser	The edge of the encroaching desert, Fate
Pteroh	Primal	Stochastic Order, The creation of the cosmos	Tothur	Greater	Science, Logic, Medicine, Language
Ranhir	Lesser	War, Conflict, Fighters	Vas	Lesser	Luck, Gambling, Random Chance
			Veras	Primal	Elemental Water

PLANETS AND THEIR SPHERES OF CONTROL

Glyph	Planet Name	Rules Over:
★	Hora (the Sun)	Outer Self/World, Nature/Profession
⊙	Aetuk (Orphan)	Inner Self/Private Nature/Subconscious
♂	Sator (Varin)	Shadow Nature/Enemy Within
∞	Agrat (Kuluth)	Communication/Interaction
✂	Isorde (Rhogan)	Conflict/War
↵	Otsamde (Thasia)	Work/Responsibility
△	Vaar (Ithaneus)	Inspiration/Genius
⊗	Babaum (Nemeris)	Fertility/Bounty
♂	Tophan (Liis)	Luck/Discovery
♀	Nyet-kya (Ombari)	Change/Growth
†	Ir-asta (Shiron)	Last Life
†	Tai -asta (Xio)	Next Life
∞	Takteli (Atalan)	Generation/Era/World View



SIGNS OF THE GETHRYN ZODIAC

Glyph	Sign	Assoc. Stat
♈	Tiller	Strength
♏	Owl	Intuition
♋	Scarab	Constitution
♎	Compass	Self Discipline
♊	Dancer	Agility
♍	Stylus	Reasoning
♌	Dagger	Quickness
♉	Unicorn	Empathy
♐	Dragon	Presence
♑	Barque	Memory

ASTROLOGY IN GETHRYA

GM Note: Astrology plays a major role in Gethryn society, influencing such things as a person's standing, trustworthiness, and profession. This section is designed to allow the GM to simulate the Gethryn astrological system.

Simply stated, astrology studies the effects of the positions of heavenly bodies upon people and events. The factors in this meta-scientific practice are (1) the "planets" (several of which are actually moons), and (2) the "signs" of the zodiac (which are central constellations in sectors of the night sky). Each planet represents or rules over a certain aspect of life or personality, while each sign represents or rules over a specific mode of action. When a planet is in a given sign, the life aspects ruled by that planet are expressed in ways characteristic of that sign. Each sign is tied to a specific element: Air, Earth, Fire, Time, or Water. The sign gets its chief characteristics from the behavior of that element.

A Natal Chart shows the positions of all the planets at the moment of a person's birth, the influences of which define the character and destiny of that person. In addition, current planetary movements effect local events, and therefore the Priest-Astrologers draw daily charts for the GreatKing and the Royal Advisory Body. The specific meanings of all visible planets and signs of the Gethryn zodiac are detailed below:

Tiller — Practical and diligent; an Earth sign representing events which arise from hard work and conservative ethics.

Owl — Intuitive and social; an Air sign representing events which arise as flashes of insight or luck, with a strong effect on others.

Scarab — Enduring and adaptive; a Time sign representing events which arise through struggle.

Compass — Introverted and self-controlled; an Earth sign representing events which arise through practical action.

Dancer — Graceful and stylish; an Air sign representing events which arise through physical action and communication.

Stylus — Logical and systematic; a Fire sign representing events which arise from rational thinking and planning.

Dagger — Dynamic and reactive; a Water sign representing events which arise from attuned responses to the outer world.

Unicorn — Sympathetic and emotional; a Water sign representing events which arise through Essence and connection with living beings.

Dragon — Extroverted and forceful; a Fire sign representing events which arise through the manipulation of others.

Barque — Judgemental and reflective; a Time sign representing events which arise by the influence of past events.

USING ASTROLOGY IN YOUR CAMPAIGN

The GM should feel free to create Natal Charts as seems appropriate. For PCs, there are several ways to use this material; the option(s) chosen depend upon the nature of the campaign world and the GM's preference and design.

Option 1: For PCs who have already been created and wish to have their natal charts written during the course of the game, the GM may wish to apply the same logic as he uses on NPCs, simply placing each planet in the "correct" sounding sign. For planets which the GM is uncertain of (ruling life aspects which haven't come into active play yet), 1d10 could be rolled in order to determine a sign randomly.

Option 2: Like Option 1, except that the Stat governed by the PC's "Sun Sign" (the position of Hora in the chart) will receive miscellaneous modifiers in its favor as the game progresses. For example, a PC whose Sun Sign is determined to be The Dragon will receive +5 on all future maneuvers which utilize the Pr Stat. This minor modification is enough to add some distinctive aspects to the character's adventures and successes, but is subtle enough to go nearly unnoticed. Conversely (and optionally) the Stat governed by the PC's "Shadow Self" (Sator) may receive penalties of -5.

Option 3: For PCs created in Gethrya, the GM may wish to draw their charts just after character generation, using the methods described in Option 1. This assumes that the PC had his chart drawn at some earlier point and now possesses the chart.

Option 4: As a totally different approach, the positions of the planets may be determined randomly. The GM and Player will then make use of the generalizations given above, which will determine the PC's personality and profession, etc.

The GM may have trouble attempting to make the flow of game events follow the guidelines determined above, akin to the problem which arises through the use of Divination and Intuition spells. Priest-Astrologers have discovered several rules which should be held in mind in these situations. First, "the stars incline, they do not compel." That is, the influences of the planets are not chiseled in stone — each of us has free will. Second, "nothing thwarts a planet like the aspect of another:" the failure of a planet to fulfill its prophesied role is often due to the overriding influence of another planet. Third, "signs of all elements bow to Time," or just because a specific aspect doesn't make itself known in every adventure, don't worry. In time, it will.

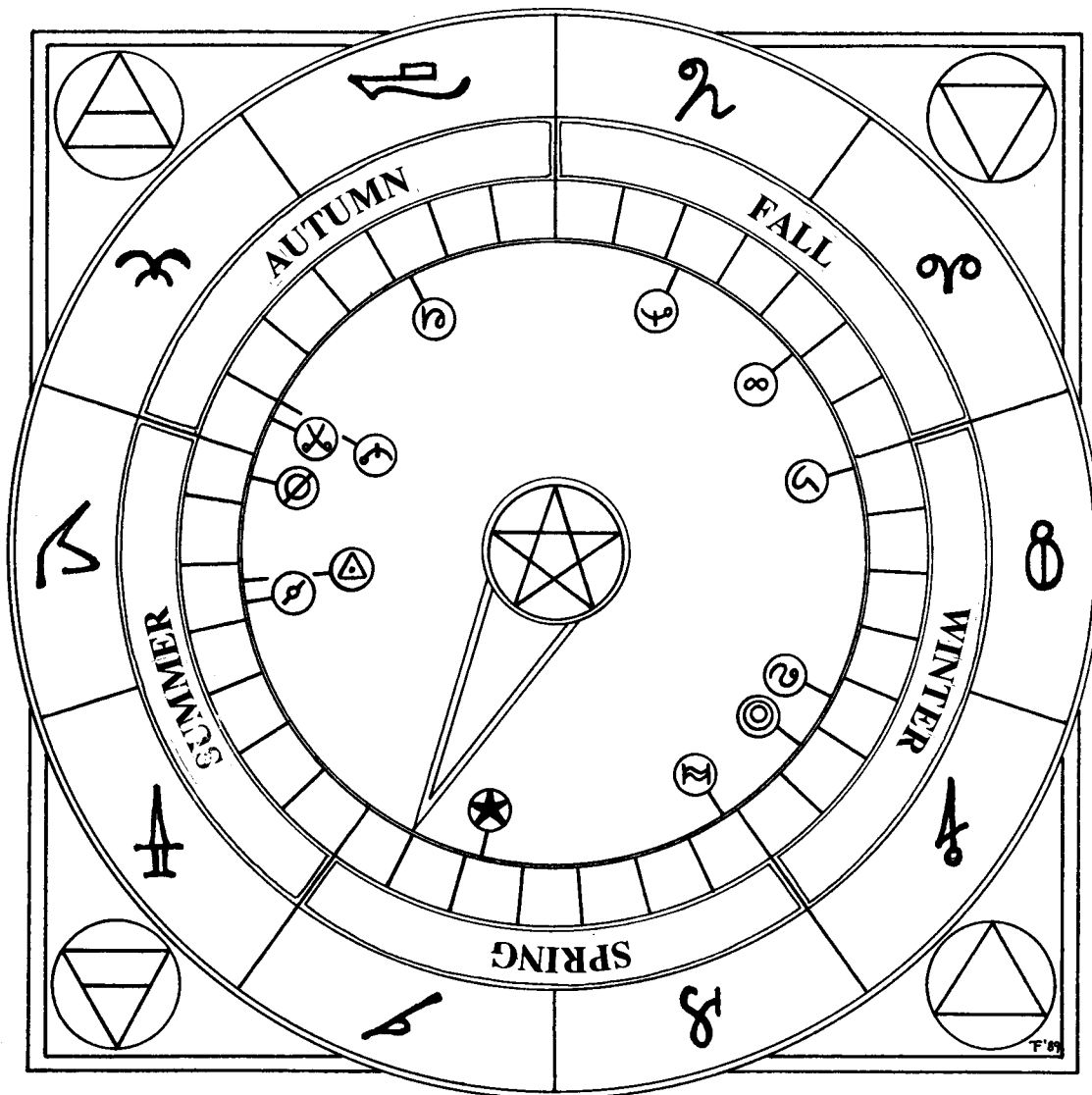
CREATING GETHRYAN CHARACTERS

Characters from the subcontinent of Gethrya, PCs and NPCs alike, can be created like any other characters. The primary factors to bear in mind are cultural. Ask the player look over the cultural descriptions given in Parts II and III, and refer to these outlines as character generation proceeds. As stated before, the Gethryn people are considered "Dark Tribes" (as per *RMCI*). The Etkæthka are Common Men (as per *ChL*), and the Kilari are a race all their own.

When creating any local character of the Channeling realm, the player (or the GM) must determine which God is the character's patron. This is easy for Etkæthka or Kilari characters, but for Gethryn PCs it involves a bit of a decision. Ask the player look over the Gods which appear earlier in this section of the book and to select a deity which is appropriate for the personality and spell-casting profession desired.

Finally, the High Gethryn are preoccupied with status and wealth. The GM should force characters of High birth to spend at least two of their background picks in these categories.

NATAL HOROSCOPE OF AKNASHIR



2•ENCOUNTER CHART

Encounter	Coast	Desert	River Valley	Mountains	Fell Lands	Caverns Tombs
Chance (%)	20%	15%	25%	15%	15%	25%
Distance (Miles)	8	10	4	6	2	3
Time (Hours)	3	4	1	2	1	1
Miscellaneous Events						
Pit trap/Snare	01-04	01-04	01-03	01-07	01-05	01-07
Cave/Cavern/Lair	05-12	05-09	04-06	08-17	06-10	08-17
Grave/Tomb	13-14	10-15	07-13	18-20	11-15	18-20
Sandstorm	—	16-20	14-15	21	16-20	—
Gethryn						
Common Gethryn	15-20	21-22	16-28	22-23	21	21-22
Legionnaires	21-22	23-25	29-33	24-25	22-23	23-24
High Gethryn	23-24	26	34-40	26	24	25
Priest(s)	25-26	27-28	41-45	27	25-27	26-27
Slave(s)	27-30	29-33	46-53	28-34	28-30	28-31
Etkaethka						
Etaka/Jayama	31-32	34-39	54	35-37	31-35	32-34
Dactori	33-34	40-43	55	38-40	36-39	35-37
Hunter	35-38	44-52	56	41-43	40-42	38-43
Trader	39-40	53-58	57-61	—	—	—
Raiding Party	41-42	59-61	62	—	—	—
Kilari						
Ohmba/Chief	—	—	—	44-46	—	44-48
Hunter	—	—	—	47-56	—	49-58
Female/Young	—	—	—	57-59	—	59-63
Other Folk						
Bitaar	—	62-63	—	—	43-57	—
Lithra/Troglodyte	—	—	—	60-64	—	64-73
Foreigners	43-50	64-65	63-64	65	58-59	—
Adventurer Party	51-56	66-70	65-67	66-69	60-64	74-78
Monsters & Beasts						
Asp (*)	57-60	71-74	68-70	70-72	65-67	79-80
Boar/Khonshi	—	75-76	71-72	73	68-69	—
Eketai/Obanshi	—	77	73	74-76	—	—
Giant Lizard/Laloan	61-62	78-82	74	77-78	70-72	81-84
Giant Rat	63-68	83	75-77	79	73	85-89
Hawk/Vulture	69-70	84-85	78	80	74-75	—
Killer Worm	71-72	86	—	81	76	90
Scorpion (*)	73-76	87-91	79-81	82-84	77-81	91-94
Shimshara	—	—	82-87	—	—	—
Sphinx	—	92-93	88	85	82-85	95
Undead	77-78	94-95	89-90	86-87	86-89	96-98
Wild Cat	79-80	96	91-92	88-90	90	—
Other Creature(s)	81-00	97-00	93-00	91-00	91-00	99-00

Note: The period between encounter rolls is determined either by the distance covered or the time passed, whichever is shorter. If the GM rolls less than or equal to the Chance %, an encounter takes place, and the appropriate column is consulted for a second roll.

(*) = Creature has a 20% chance of being Giant.

GM Note: An encounter need not always indicate a combat situation. First, interesting encounters may be staged around trading activities, information gathering, rumor planting, etc. Second, many potentially dangerous situations may be avoided by proper action and/or good maneuver rolls. If the GM is using the Standard Encounter Chart from *ChL/Cal*, the nature of the encounter can be determined (i.e., trap/ambush, attack, hostile, basic, sighting). Then the actual encounter may be determined by this chart.

Use of the Encounter Table and Codes: 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.

3•MAJOR NPCs

THE GREAT KING AKNASHIR

Age: 34. **Eyes:** Dark Brown. **Hair:** Black. **Build:** Slender. **Height:** 5'11". **Race/Sex:** Human (High Gethryn)/M. **Skin:** Deep brown. **Demeanor:** Patient, observant. **Dress:** Light cloth. **True Attitude:** Cautious

Hits: 65. **Melee:** 50da. **Missile:** 30sb.

AT(DB): 17(50). **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 15. **Profession:** Scholar. **Stats:** St 65; Qu 82; Pr 94; In 96; Em 91; Co 72; Ag 87; SD 87; Me 89; Re 93. **Will:** 50. **AP:** 88. **PP:** 0. **BaseRate:** 61'.

Skill Bonuses: Admin75(105); AdrDf30; BMath45; Dance65; Diplo82(112); FlrLr48; HerLr37; Horti75; Inter43(73); Leadr82(112); LiePc55(125); Medit(Heal)39; Milit42(67); Percp67(97); Poet54(84); Prop73(103); PbSpk85(115); Relig75; RHist66; Ride76; Seduc71(101); Srvei49(79); Tctcs40(65); TrdLr57

Staff of Hora-Kamet: +30 weapon, +10 to DB, +30 to all communicative/interactive maneuvers, +40 to Lie Perception [+4 OCV, +1 DCV, +4 to all PRE based skills, +6 to Detect Lie]

Flail of Horastaal: +20 weapon [+2 Accuracy], +25 to Military Organization & Tactics [+3 Tactics], wielder may cast "Detect Evil" up to 5 times/day [30 points active in detect Evil, 5uses]

Arinyark bracers: +30 to DB [+4 DCV]

Gold amulet (with inset ruby eye in triangle): +30 to all perception-type skills

STR:13	DEX:12	CON:14	BODY:13	INT:19
EGO:19	PRE:19	COM:18	PD:7	ED:7
SPD:3	REC:6	END:28	STUN:33	
OCV:6	DCV:6(10)	Phases: 4, 8, 12		

MAIBA

Age: Unknown. **Eyes:** Brown. **Hair:** Vines. **Build:** Huge. **Height:** 18'. **Race/Sex:** Deity/F. **Skin:** Earthen. **Demeanor:** protective. **True Attitude:** Possessive.

Hits: 152. **Melee:** 110Mast. **Missile:** 70cp.

AT(DB): 8(100) **Sh:** N. **Gr:** N. **MovM:** -10.

Lvl: 45. **Profession:** Shaman. **Stats:** St90, Qu106, Pr120, In 120, Em110, Co100, Ag98, Me90, Re100; SD-110. **Will:** 243. **AP:** 100.

Spells: Open Cleric, Shaman and Witch Base Lists (all).

STR:18	DEX:21	CON:20	BODY:17	INT:21
EGO:25	PRE:30	COM:20	PD:6	ED:6
SPD:4	REC:8	END:50	STUN:36	
OCV:13	DCV:11	Phases: 3,6,9,12		
SPELLS:100 active points.				

MUTEM-ACHER, AGRICULTURAL ADVISOR

Age: 30. **Eyes:** Brown. **Hair:** Brown. **Build:** Slight. **Height:** 5'9". **Race/Sex:** Human (High Gethryn)/M. **Skin:** Light brown. **Demeanor:** Talkative, excitable. **Dress:** Leather tunic & sandals. **True Attitude:** Naive.

Hits: 48. **Melee:** 45tr. **Missile:** 38sb.

AT(DB): 5(15). **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 12. **Profession:** Scholar. **Stats:** St38; Qu95; Pr72; In90; Em 89; Co 74; Ag 96; SD 64; Me 76; Re 93. **Will:** 25. **AP:** 82. **PP:** 0.

Base Rate: 72'.

Skill Bonuses: Admin46; AMath67; AnmHa45; AnmHe26; Appr(crops)84; BMath80; Brawl42; Cook60; Diplo41; DSens52; Dowse46(66); FauLr35; FlrLr83; Forag66; HerLr74; Herd47; Horti88; Leadr53; Map51; Percp47; RdTrk38; Relig68; Ride77; PsnLr25; RHist65; Swim66; Track30; Trade48; WthrW76

Enchanted dowsing wand: +20 to Dowsing attempts [Detect Water 15 active points]

Silver whistle: Calms animals within hearing range (-40 to RR) [+20 PRE, only to calm Animals]

STR:8	DEX:18	CON:15	BODY:12	INT:18
EGO:14	PRE:15	COM:14	PD:5	ED:3
SPD:3	REC:6	END:30	STUN:33	
OCV:6	DCV:6	Phases: 4, 8, 12		

UTMUS FARAMACH, MILITARY ADVISOR

Age: 48. **Eyes:** Green. **Hair:** Dark Brown. **Build:** Huge. **Height:** 6'3". **Race/Sex:** Human (High Gethryn)/M. **Skin:** Ruddy, tattooed. **Demeanor:** Arrogant, violent. **Dress:** Bronze breastplate & greaves. **True Attitude:** Haughty, paranoid.

Hits: 160. **Melee:** 150bs. **Missile:** 145ja.

AT(DB): 18(40). **Sh:** Y. **Gr:** Y. **MovM:** +20.

Lvl: 18. **Profession:** Fighter. **Stats:** St 96; Qu 98; Pr 82; In 56; Em 35; Co 93; Ag 98; SD 87; Me 74; Re 77. **Will:** 15. **AP:** 69. **PP:** 0. **Base Rate:** 75'.

Skill Bonuses: Acrob55; Admin44; AdrDf44; AdrSt29; AnmHa63; AnmTr38; BMath38; Brawl85; Camou64; Climb76; DtTrp46; Diplo47; Dsarm66; FAid49; Frnzy47; Iai79; Inter68; Leadr82; MA/st87; MA/sw59; Map42; Milit86; Navig65; Percp75; RvStr47; Ride85; Siege45; Sign60; SKill65; Stalk73(103); StunM38; Subdu56; Srvei70; Swim76; Tctcs75; 2Wpn46; WpnEv72

Shield: +20 [+2 DCV]

"Skullcleaver": +30 broadsword [+6 OCV]

Helm of Stalking: Wearer is completely inaudible, and gains a +30 to Stalk/Hide chance, even when not attempting to do so [+6 Stealth]

"Othmir": Trained hawk.

Gold ring: Allows telepathic communication with birds (range 120') [15 active points in Telepathy]

STR:18	DEX:20	CON:17	BODY:18	INT:11
EGO:8	PRE:13	COM:12	PD:8	ED:5
SPD:4	REC:7	END:34	STUN:40	
OCV:12	DCV:6	Phases: 3,6,9,12		

ODANKA MURA, TRADE ADVISOR

Age: 22. **Eyes:** Green. **Hair:** Light Brown. **Build:** Slender. **Height:** 5'4". **Race/Sex:** Human (High Gethryn)/F. **Skin:** Olive/tan. **Demeanor:** Calm, patient. **Dress:** Silk gowns **True Attitude:** Shrewd & loyal to Tukahamet.

Hits: 40. **Melee:** 40da. **Missile:** -25.

AT(DB): 2(15). **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 10. **Profession:** Mentalist. **Stats:** St 47; Qu 95; Pr 98; In 86; Em 87; Co 65; Ag 94; SD 96; Me 91; Re 83. **Will:** 50. **AP:** 97. **PP:** 20x3=60. **Base Rate:** 72'.

Skill Bonuses: Admin35; AMath30; Appr62; BMath55; Diplo40; HerLr36; Hypno45; Leadr32; LiePc44; Percp43; PwrPc38; RgnLr(Etkaeth)43; Ride52; Trade75; TrdLr70

Spells: Knows to the 10th level: Delving, Detections, Item Lore, Mind Control, Mind Mastery, Mind Merge, Mind Speech, Self Healing. **Spell Bonus:** +10; Mind Tongue +15

Golden tiara: A x3 PP Multiplier and +1 Spell Adder [+50 END for spells]

Flask: (10 doses) of Ziftig wine

Amulet of direction: Wearer has a 25% less chance of getting lost [+2 Navigation, +1 Tracking]

STR:9	DEX:18	CON:11	BODY:10	INT:15
EGO:15	PRE:18	COM:19	PD:3	ED:3
SPD:3	REC:5	END:30	STUN:23	
OCV:7	DCV:6	Phases: 4,8,12		

SPELLS: 30 active points in Detects, 60 active points in mental powers, 10 active points in healing.

SHARLAN OKTEA, PHYSICIAN

Age: 59. **Eyes:** Black. **Hair:** White. **Build:** Average. **Height:** 5'4". **Race/Sex:** Human (High Gethryn)/F. **Skin:** Dark, smooth. **Demeanor:** Stern. **Dress:** White gowns. **True Attitude:** Supercilious.

Hits: 45. **Melee:** -25. **Missile:** -25.

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

Lvl: 20. **Profession:** Professional Physician. **Stats:** St 36; Qu 95; Pr 88; In 90; Em 94; Co 84; Ag 97; SD 76; Me 77; Re 84. **Will:** 35. **AP:** 42. **PP:** 20. **Base Rate:** 72'.

Skill Bonuses: Admin75; AMath50; Alchm68; BMath75; BChem45; Diagn81; FAid88; HerLr38; Leadr54; Medit(Ki)37; MdWif80; Percp76; PsnLr64; PsnPc55; RmPsn66; SAid82; Srgry90

Spells: Lore's Master (to 5th)

Ring of Dexterity: +25 to all maneuvers requiring a steady hand. [+4 DEX roll]

STR:5	DEX:18	CON:17	BODY:10	INT:13
EGO:8	PRE:17	COM:8	PD:2	ED:3
SPD:3	REC:4	END:34	STUN:27	
OCV:4	DCV:6	Phases: 4,8,12		

SPELLS: 15 Active Points.

KOBAN TRAKA, INTERNAL ADVISOR

Age: 84. **Eyes:** Black. **Hair:** Black. **Build:** Slight. **Height:** 5'9". **Race/Sex:** Human (High Gethryn)/M. **Skin:** Brown. **Demeanor:** Paternal, authoritative. **Dress:** White gown & golden headband. **True Attitude:** Fearful.

Hits: 74. **Melee:** 42da. **Missile:** 21sb.

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

Lvl: 21. **Profession:** Sage. **Stats:** St 34; Qu 46; Pr 96; In 90; Em 86; Co 23; Ag 47; SD 93; Me 91; Re 88. **Will:** 45. **AP:** 38. **PP:** 42x2=84. **Base Rate:** 55'.

Skill Bonuses: Act82; Admin77; AMath65; Anthr54; Appr76; Astrn55; BMath89; Diplo95; Divin55; Hypno59; Inter48; Leadr61; LiePc76; MagRt49; Map76; Medit(Sleep)66; Medit(Trance)48; Mnemo88; Percp88; PowPc66; Propa78; PbSpk86; Relig84; RHist72; Srvei73; Trade45; TrdLr59

Spells: (to 20th Level) Absorb Knowledge, Lore's Master, Recreations, Weave Tale, Future Visions; (to 10th level) Mind Control, Cloaking, Delving, Sense Through Others, True Perception. **Spell Bonus:** +30; Recreate Scene +25

Oshma-Farath ("Sphere of Scrying"): Access Sphere of Tethior; +3 Spell Adder from Absorb Knowledge list [+20 Endurance, only for spells] Allows unlimited clairvoyance (no range) [30 active points in senses or detects], Visually follows Essence Flows up or down their course when held in Flow (*) [Detect Essence]; Can store messages channelled into it (several such messages from long-dead owners exist within it already) (*) [+10 INT, only for holding and replaying messages]; Stored messages can be replayed by casting "Perceive Power" (*); Allows two-way communication between itself and other Access Spheres when both parties will it (*) [Telepathy, 20 Active points].

GM Note: Traka is unaware of powers marked by an (*).

Mask of enchanted toral: All who gaze upon it must make a RR vs SD (at-30) in order to lie [Mind control (Only to prevent lies), 40 active points]

STR:7	DEX:18	CON:13	BODY:10	INT:15
EGO:15	PRE:18	COM:7	PD:4	ED:3
SPD:3	REC:4	END:26	STUN:25	
OCV:8	DCV:6	Phases: 4,8,12		

SPELLS: Up to 60 active points.



SPHERE

MANCHAKORAN, EDUCATION ADVISOR

Age: 47. **Eyes:** Green. **Hair:** Black. **Build:** Thin. **Height:** 6'1".
Race/Sex: Human (High Gethryn)/M. **Skin:** Light brown. **Demeanor:** Haughty, cocksure. **Dress:** Dark robes, walking staff.
True Attitude: Secretive.

Hits: 48. **Melee:** 38MA/sw. **Missile:** -25.

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

Lvl: 15. **Profession:** Sage. **Stats:** St 47; Qu 90; Pr 96; In 86; Em 75; Co 55; Ag 82; SD 88; Me 99; Re 96. **Will:** 45. **AP:** 62. **PP:** 30. **Base Rate:** 64'.

Skill Bonuses: Admin50; AMath45; Alchm26; Anthr38; BMath65; Diplo43; Engin35; Fals66; FauLr76; FAid73; FlrLr68; HerLr76; Map82; MtlLr55; Mnemo75; Percp72; Philo77; Phys68; Poet75; PowPc57; PbSpk81; RHist73; Runes49; SAid64; Sign54; Surg64; SymLr43

Spells: (to 20th Level) Absorb Knowledge, Analysis, Lore's Master; (to 10th) Recreations, Item Lore, Lore, Solid Manipulation, Liquid Manipulation, Gas Manipulation.

Enchanted stylus: User writes at 3x normal speed without tiring [+1 speed, +8 INT, only for writing]

Enchanted monocle: A +3 Spell Adder from Analysis list [+20 Endurance, only for spells]

STR:10	DEX:17	CON:11	BODY:10	INT:20
EGO:13	PRE:18	COM:12	PD:3	ED:3
SPD:3	REC:5	END:24	STUN:25	
OCV:7	DCV:6	Phases: 4,8,12		
SPELLS: up to 40 active points.				

OMIR DENKA, ENGINEERING ADVISOR

Age: 62. **Eyes:** Grey. **Hair:** Black, cropped. **Build:** Stout. **Height:** 5'10".
Race/Sex: Human (High Gethryn)/M. **Skin:** Ruddy, dry. **Demeanor:** Enthusiastic, capable. **Dress:** Tunic, sandals. **True Attitude:** Wary.

Hits: 58. **Melee:** 55ma. **Missile:** 39sl.

AT(DB): 5(15). **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 13. **Profession:** Scholar. **Stats:** St 88; Qu 95; Pr 67; In 98; Em 74; Co 77; Ag 97; SD 82; Me 79; Re 98. **Will:** 45. **AP:** 47. **PP:** 0. **Base Rate:** 76'(90').

Skill Bonuses: AMath60; Archt75; BMath68; Brawl66; Draft70; Engin70; Mechn65; MtlEv48; MtlLr55; Percp67; SeigE53; StnLr62; StnEv48

Girdle of Strength: +20 to ST Mod & +50 to Fatigue/Exhaustion Pts [+10 STR, +5 CON]

Enchanted stylus: user writes at 3x normal speed without tiring [+1 Speed, +8 INT, only for writing]

STR:15	DEX:19	CON:13	BODY:12	INT:18
EGO:12	PRE:12	COM:10	PD:4	ED:4
SPD:4	REC:6	END:30	STUN:31	
OCV:8	DCV:5	Phases: 3,6,9,12		

KOTONG

Age: Unknown. **Eyes:** Topaz. **Hair:** Rocky Grey. **Build:** Massive. **Height:** 20'+. **Race/Sex:** Deity/M. **Skin:** Stone. **Demeanor:** Stony. **True Attitude:** Regal, Proud.

Hits: 278. **Melee:** 145Mast. **Missile:** 95cp.

AT(DB): 45(190). **Sh:** N. **Gr:** N. **MovM:** -25.

Lvl: 50. **Profession:** Crystal Mage. **Stats:** St140, Qu76, Pr120, In94, Em88, Co150, Ag90, Me99, Re94; SD87. **Will:** 121. **AP:** 80.

Spells: Kotong casts all spells from the Animist, Crystal Mage, Delver, and Magician Base Lists, and can command the rocks themselves to move as he sees fit (treat this as unlimited Telekinesis usable on stone only). He can also meld into stone as the Lithra can. Clerics of Kotong receive spells from one or more of the above-mentioned lists (depending upon type of worship and personal capabilities).

STR:40	DEX:17	CON:35	BODY:22	INT:19
EGO:16	PRE:25	COM:16	PD:	ED:5
SPD:4	REC:7	END:34	STUN:88	
OCV:14	DCV:15	Phases: 3,6,9,12		
SPELLS: 90 active points.				

SOMA MATHIKA, DHOJA

Age: 78. **Eyes:** Pale Blue (Blind). **Hair:** White. **Build:** Slight. **Height:** 5'2". **Race/Sex:** Human (High Gethryn)/F. **Skin:** Light tan. **Demeanor:** Quiet, pensive. **Dress:** Deep blue gown & hood, gold bracelets. **True Attitude:** Intuitive & brilliant.

Hits: 55. **Melee:** -25. **Missile:** -25.

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

Lvl: 20. **Profession:** Astrologer. **Stats:** St 36; Qu 75; Pr 98; In 101; Em 97; Co 76; Ag 77; SD 97; Me 100; Re 98. **Will:** 100. **AP:** 32. **PP:** 60x2=120. **Base Rate:** 50'.

Skill Bonuses: Admin75; AMath80; Astrn82; BMath90; Chann58; Diplo74; Divin90; MagRt70; Medit(Ki)72; Navig70; Percp82; RHist(Gethryn)64; Relig(Gethryn)78; StrGz90

Spells: All Astrologer Base Lists (to 20th); Delving, Detection Mastery, Weather Ways, Sense Mastery, Mind Mastery (all to 10th level).

Bracelets of Naita: When both are worn, act as a x2 PP Multiplier. [+20 Endurance for spells]

Rod of Naitora: Adds +25 to Divinations regarding people.[+3 to personal detects]

STR:6	DEX:14	CON:13	BODY:11	INT:21
EGO:19	PRE:20	COM:6	PD:1	ED:3
SPD:3	REC:4	END:28	STUN:26	
OCV:3	DCV:5	Phases: 4,8,12		

THRAICHT AZER, WEATHER ADVISOR

Age: 51. **Eyes:** Black. **Hair:** Dark Brown/Shaggy. **Build:** Thin. **Height:** 5'8". **Race/Sex:** Human (Low Gethryn)/M. **Skin:** Dark, tattooed. **Demeanor:** Scatter-brained, mysterious. **Dress:** Leather, talismans, scarves. **True Attitude:** Mystically enlightened.

Hits: 100. **Melee:** 60tr. **Missile:** 25ja.

AT(DB): 5(15). **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 20. **Profession:** Animist. **Stats:** St 40; Qu 97; Pr 67; In 100; Em 94; Co 71; Ag 96; SD 90; Me 95; Re 86. **Will:** 50. **AP:** 41. **PP:** 60x3=180. **Base Rate:** 72'.

Skill Bonuses: AnmHa75; Astrn74; BMath65; DsRun68; Divin78(103); FauLr88; FlrLr78; Forag70; HerLr91; RgnLr(Etkaeth)81; LthWk82; MagRt71; Map68; Medit(Ki)70; Percp88; Phys75; PowPc65; Relig81; StrGz82; StnCr69; WthrW95; Yado63

Spells: (to 20th level) Nature's Lore, Nature's Protection, Weather Ways, Locating Ways; (to 10th) Creations, Summons, Communal Ways, Protections, Nature's Ways. **Spell Bonus:** +15; **Weather Prediction** +25

Staff of Mo-Pelra: x3 PP Multiplier [+40 Endurance, only for spells]

Phylactery of Zann: Adds +30 to RR's vs extremes of weather [Immunity to Heat/cold as per Life Support]

Laloan claw talisman: +2 Spell Adder from Nature's Lore list [+20 END]

Medicine bag talisman: Adds +20 to RR's vs disease [+10 CON, only vs. Disease]

Arinyark talisman: Adds +25 to Divination attempts [Detect water, 15 active points]

STR:8	DEX:18	CON:13	BOD:15	INT:18
EGO:17	PRE:12	COM:8	PD:3	ED:4
SPD:4	REC:5	END:30	STUN:30	
OCV:9	DCV:6	Phases: 3,6,9,12		

SPELLS: Up to 50 Active Points

OKTUEK KORKOMM, ALCHEMIST

Age: 78. **Eyes:** Brown. **Hair:** White, long. **Build:** Thin. **Height:** 5'6". **Race/Sex:** Human (Low Gethryn)/M. **Skin:** Light brown, cracked & wrinkled. **Demeanor:** Busy. **Dress:** Rags True **Attitude:** An absent-minded genius.

Hits: 50. **Melee:** 50da. **Missile:** -25.

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

Lvl: 20. **Profession:** Alchemist. **Stats:** St 22; Qu 75; Pr 48; In 87; Em 96; Co 37; Ag 90; SD 88; Me 68; Re 99. **Will:** 45. **AP:** 42. **PP:** 40x2=80. **Base Rate:** 58'.

Skill Bonuses: AMath76; Alchemy88; Astrn47; Attun60; BMath90;

FauLr75; FlrLr75; HerLr75; HdItm50; Map56; MtlLr75; Percp65;

PsnLr75; Runes50; StnLr75; SymLr50; UsPsn68

Spells: All Base Alchemist lists (to 20th); **Spell Wall** (to 20th); **Detecting Ways** (to 20th); **Delving Ways** (to 20th); **Invisible Ways** (to 20th); **Spell Reins** (to 20th); **Dispelling Ways** (to 20th); **Fire Law** (to 20th); **Unbarring Ways** (to 10th); **Light Law** (to 10th); **Body Renewal** (to 10th); **Physical Erosion** (to 10th) **Spell Bonus:** +15

Dagger: +20. [+2 Accuracy]

Focus Crystal: x2 PP Multiplier.[+20 Endurance, only for spells]

Ring of Invisibility

Bracers of Shielding: Casts Essence Shield (Spell Wall list) [5 active points of Ego Defence and/or 5 active points of Power Defence].

Wand of Agony: Casts Agony (Physical Erosion list). [30 active points of an ALD or NND attack]

Amulet of Relief: Casts Pain Relief I (Body Renewal list) [10 active points of healing].

Staff of Fire: Casts Fire Ball (Fire Law list) [As per the Master Staff of Fire from Magic Items].

GM Note: All of the above items (except the Focus Crystal) were created by Korkomm and might be sold for a fair price.

STR:4	DEX:14	CON:13	BODY:11	INT:18
EGO:18	PRE:20	COM:8	PD:1	ED:3
SPD:3	REC:4	END:30	STUN:25	
OCV:7	DCV:5	Phases: 4,8,12		

SPELLS: Up to 80 active points

ARDOCH THE WEAPONSMASER

Age: 43. **Eyes:** Green. **Hair:** Shaven. **Build:** Stout. **Height:** 6'3".
Race/Sex: Human (Low Gethryn)/M. **Skin:** Ruddy. **Demeanor:** Cocky.
Dress: Leather garments and bronze breastplate. **True Attitude:** Martial, bold.

Hits: 170. **Melee:** 150bs. **Missile:** 130sp.

AT(DB): 17(30). **Sh:** Y10. **Gr:** N. **MovM:** +5.

Lvl: 17. **Profession:** Fighter. **Stats:** St 99; Qu 98; Pr 89; In 54; Em 32; Co 96; Ag 89; SD 75; Me 48; Re 67. **Will:** 10. **AP:** 80. **PP:** 0. **Base Rate:** 79'.

Skill Bonuses: 100da; 70ss; 50tr; 50ha; AdrSp50; AdrSt50; Ambsh35; Brawl65; Climb45; Dsarm58; Iai60; MA/st50; MtlEv60; MtlLr60; Milit50; Percp60; QDraw50; RvStr57; Ride60; Stalk60; Sbdue40; Tctcs45; 2WpnCm(bs/tr)74; WpnEv70

Shield: +10 [+1 DCV]

Broadsword: +15 [+2 Accuracy]

Flask: (6 doses) of Ziftig wine.

STR:20	DEX:18	CON:19	BODY:20	INT:12
EGO:4	PRE:17	COM:15	PD:8	ED:8
SPD:4	REC:8	END:40	STUN:57	
OCV:15	DCV:3	Phases: 3,6,9,12		

ILTHEA KAINOU, MASTER OF BEASTS

Age: 29. **Eyes:** Blue. **Hair:** Blonde. **Build:** Average. **Height:** 5'5".
Race/Sex: Human (Etkaethka)/F. **Skin:** Light tan. **Demeanor:** Quiet, observant. **Dress:** Leather coat & colorful cloth.
True Attitude: Headstrong.

Hits: 70. **Melee:** 50sc. **Missile:** 65lcb.

AT(DB): 6(25). **Sh:** N. **Gr:** N. **MovM:** +15.

Lvl: 12. **Profession:** Beastmaster. **Stats:** St 90; Qu 76; Pr 100; In 88; Em 95; Co 81; Ag 95; SD 78; Me 67; Re 80. **Will:** 55. **AP:** 90. **PP:** 36x2=72. **Base Rate:** 67'.

Skill Bonuses: AnmHa70; AnmHe72; AnmTr68; BstMs81; Camo43; Climb63; FauLr70; FAid55; FlrLr60; HerLr50; Map62; Mimic61; Percp50; RdTrk61; RgnLr (Etkaeth)60; RgnLr(Fell Lands)50; Ride80; Stalk65; StrGz55; Track66; WthrW53

Spells: Animal Bonding (to 20th); Movement Enhancement (to 20th); Sense Enhancement (to 20th); Combat Enhancement (to 10th); ElementalShields (to 10th); Spell Wall (to 5th)

Wooden staff: with inset Focus Crystal; x2 PP Multiplier.[+20 endurance]

Scimitar: +10 [+1 Accuracy]

Ring of Protection: adds +20 to DB.[+3 DCV]

STR:17	DEX:17	CON:16	BODY:14	INT:15
EGO:18	PRE:20	COM:17	PD:4	ED:4
SPD:4	REC:6	END:38	STUN:39	
OCV:10	DCV:6	Phases: 3,6,9,12		
SPELLS: 50 active points				

MORTU, UNDEAD GREAT KING

Hits: 180. **Melee:** 110(130)fl. **Missile:** N/A.

AT(DB): 3(10). **Sh:** N. **Gr:** N. **MovM:** +10.

Lvl: 20. **Profession:** Archmage (Undead). **Stats:** St 78; Qu 90; Pr 98; In 97; Em 98; Co 77; Ag 91; SD 89; Me 85; Re 90. **Will:** 70. **AP:** 01. **PP:** 40x3=120. **Base Rate:** 69'.

Skill Bonuses: Admin80; Astrl79; Chann88; Divin80; LiePc75; MagRt84; Percp90; PowPr71; Relig90; RHist75; Targt53

Spells: Ceremonies (to 20th); Channels (to 20th); Disease (to 20th); Etherial Mastery (to 20th); Spell Defense (to 20th); Water Law (to 20th)

Staff of Mortu: A legendary artifact of Very High Intellect (Pr 72, In 90, Em 92, SD 70, Re 89, Will 25) [PRE:14, INT:18, EGO:17], x3 PP multiplier [+40 END for spells], adds +20 to RRs vs magic (any type) [+5 Power Defence], casts Stunning 3x/day[30 active point NND attack], Purpose: to act in the best interests of the country of Gethrya.

Flail of Mortu: A legendary artifact of Medium Intellect (Pr 91, In 64, Em 70, SD 75, Re 85, Will 20) [PRE:18, INT:15, EGO:15], +20 weapon[+2 Accuracy], glows red if detects evil within 50' radius[detect evil], user may parry up to 3 attacks per round with a total parry bonus of +90 [+ 14 block], Purpose: to protect Mortu.

STR:16	DEX:18	CON:15	BODY:19	INT:18
EGO:17	PRE:20	COM:0	PD:4	ED:4
SPD:4	REC:6	END:34	STUN:53	
OCV:13	DCV:6	Phases: 3,6,9,12		
SPELLS: 60 active points				

4•ROLEMASTER CHARTS

ROLEMASTER BEAST CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Alligator	3	30	Run/0	S/S	L/—	120	7(0)	80LBt	1-10	Aggres.(NO)
Apparition (III)	7	50	Run/20	L/M	M/II	100	1(50)	CO Dr 1	1	Cruel(SU)
Asp	1	20	Walk/5	F/BF	S/—	6	1(50)	25Ti	1-6	Aggres.(VL)
Barrow Wight (V)	15	40	Spt/10	M/VF	M/—	150	1(90)	100Wp/CO Dr 5	1	Protect(AV)
Bat	1	100	Dash/30	VF/VF	T/—	5	1(60)	20SBt	1-20	Normal(VL)
Bitauru	5	75	Dash/25	F/F	S/—	40	5(25)	40Wp	1-100	Playful(HI)
Boar	4	80	Dash/15	F/MF	M/—	100	4(30)	50MHo/40MBa/30MTs	1-10	Aggres.(LI)
Camel	3	50	Spt/10	SL/M	L/—	140	3(10)	20MBt/20LBa	1-20	Jumpy(IN)
Cat	1	80	FSpt/40	F/F	S/—	10	1(40)	10Ti(2x)	1-6	Normal(IN)
Earth Guardian	15	—	—/—	—/MF	L/LA	120	3(60)		1	Protect(AA)
Eketai	10	50	Run/15	F/VF	L/LA	180	8(20)	50LGr/40LBt	1	Cruel(MD)
Ghost (II)	3	70	Spt/15	M/BF	M/I	30	1(40)	40MCI/CO Dr 3	1	Bellig.(AV)
Ghost (V)	15	100	FSpt/30	VF/VF	M/L	165	1(50)	110Wp/CO Dr 5	1	Bellig.(AV)
Giant Asp	5	60	Jog/10	F/VF	M/I	25	3(30)	40MBt	1-3	Aggres.(VL)
Giant Bat	6	150	FSpt/20	VF/VF	M/I	20	1(40)	35MBt	1-10	Aggres.(VL)
Giant Crab	5	30	Spt/10	M/MF	L/LA	120	12(10)	30LPi(2x)	1-4	Protect(LI)
Giant Lizard	4	50	FSpt/5	M/VF	L/LA	80	4(30)	50LBt	1-2	Aggres.(VL)
Giant Rat	2	60	FSpt/10	F/VF	M/—	25	3(20)	30SCI(2x)/25MBt	1-50	Aggres.(VL)
Giant Scorpion	5	40	Spt/10	M/F	M/I	80	12(25)	40LPi(2x)/50LSst	1-4	Aggres.(VL)
Hawk	2	150	Dash/30	VF/BF	S/—	25	1(60)	40MCI/25SPi	1-2	Aggres.(LO)
Hippopotamus	5	60	Spt/10	M/M	L/II	170	4(10)	60LBt/60LBa/90LTs	1-10	Normal(VL)
Jackal	2	65	Dash/15	F/VF	S/—	60	3(40)	40MCI/30MTs	1-50	Jumpy(IN)
Khabak	4	60	FSpt/15	F/VF	M/—	80	3(30)	40MBt	1-20	Hungry(IN)
Khonshi	3	65	Dash/15	F/VF	M/I	100	3(40)	40MBt/15MCI	1-20	Normal(LI)
Killer Worm	12	20	Jog/10	S/MF	H/SL	200	3(10)	40MBa/50LBt/25MCI	1-20	Aggres.(LI)
Laloan	7	30	Spt/15	S/BF	L/LA	150	3(35)	60LSw	1	Hostile(NO)
Lithra	6	40	FSpt/20	M/MF	M/II	90	18(15)	60LBt	1-6	Aloof(VL)
Mummy (III)	5	40	FSpt/0	S/M	M/II	80	8(30)	55LBa(2x)	1-10	Greedy(AA)
Mummy (IV)	10	50	FSpt/0	S/M	M/L	150	8(40)	70LBa(2x)	1-6	Protect(IN)
Obanshi	15	30	Spt/10	S/M	H/SL	250	11(15)	110LBa(2x)	1	Protect(AV)
Revenant (II)	3	50	Spt/0	S/M	M/I	50	7(15)	40Wp/CO Dr 3	1	Berserk(MD)
Scorpion	1	3	Spt/10	M/VF	T/—	3	12(40)	0TPi/10SSst	1-20	Aggres.(NO)
Shimshara	1	50	Dash/10	S/M	S/—	15	1(30)	20Ti	1-10	Carefre(MD)
Skeleton (I)	1	40	Spt/5	S/M	M/I	25	1(10)	25Wp/CO Dr 1	1-10	Berserk(VL)
Sphinx	12	80	FSpt/20	MF/VF	L/LA	250	11(60)	140LCI/100HBa	1	Playful(VH)
Stone Spider	3	60	FSpt/30	MF/F	S/—	30	3(30)	20SPi/30SSst	1-20	Hungry(NO)
Troglodyte	3	60	Dash/15	MF/VF	M/—	40	5(10)	35Wp	1-20	Hostile(MD)
Vulture	2	90	Spt/20	F/VF	M/—	40	1(30)	40MCI/30MPi	1-20	Normal(LO)
Wasp	1	40	Dash/30	M/BF	T/—	1	1(40)	0TSst/30SSst(10)	1-100	Normal(NO)
Wight (VI)	20	80	Dash/10	M/M	L/SL	200	19(30)	180Wp/CO Dr 6	1	Cruel(AA)
Wild Cat	3	110	Dash/40	VF/BF	S/—	50	3(60)	25MCI(2x)/20SBt	1-6	Aggres.(IN)
Wraith (V)	15	70	Dash/20	M/BF	M/L	150	1(50)	100LBa/CO Dr 20	1	Cruel(AA)
Zombie (I)	2	30	Run/5	S/M	M/I	45	1(15)	30MBa	1-10	Berserk(VL)
Special: Beasts in layouts										
Statue	15	30	Run/0	M/VF	M/@	225	20(10)	80HBa (2x)	1	
Servant	6	100	Dash/30	VF/BF	S/L	60	1(60)	(+30 Earthball)	1	

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: **Lvl** (Level), **#** (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 these categories: C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast. **AT(Armor Type):** This number indicates the *Rolemaster* Armor type. **Attack:** Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stamp, 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.

ROLEMASTER MASTER MILITARY CHART

Name(#)	Race	Lvl	Hits	AT(DB)	Sh?	Melee OB	Missile OB	Mov M	Notes
Bayahn River Valley									
Legion Leader	Gethryn	15	165	18(45)	Y20	140sc	130ja	25	Uses +15 equipment
Trass Leader	Gethryn	12	125	18(35)	Y10	115sc	115ja	20	Uses +10 equipment
Amrat Leader	Gethryn	10	55	18(25)	Y	75sc	60ja	15	—
Amrat Veteran	Gethryn	7	125	18(30)	Y	110sc	110sp	20	—
Amrat Guard	Gethryn	5	75	18(20)	Y	80tr	80ja	10	Some use sc
Private/Temple Guard	Gethryn	5	65	9(25)	Y	70hb	70ja	5	Some use sc, ma,
Karsha/Governor	Gethryn	7	25	5(0)	N	20M/St	none	0	Many possess magic items
Apprentice Astrologer	Gethryn	3	15	2(0)	N	10M/St	none	0	(S)
Greater Astrologer	Gethryn	10	35	2(5)	N	30M/St	none	5	(S); Many possess magic items
Slave	Gethryn	1	25	1(0)	N	35M/St	35ro	10	—
Khabak Legion	Special	3	90	3(30)	N	40MBt	25MCl	30	Fast/Very Fast
Sea of Saath									
Tantu/Chief	Etkaethka	15	150	10(45)	Y15	140bs	140sp	20	Uses +10 equipment
Etaka/Ranger	Etkaethka	10	95	7(10)	N	70sc	60ja	25	May use sb from camel/horseback
Dosha/Marshall	Etkaethka	12	120	9(30)	Y5	120sc	110lcb	20	Some use bs, sp or ja
Jayama/Warder	Etkaethka	5	50	8(25)	Y	80sc	85lcb	10	Some use bs, sp or ja
Dactori/Witchdoctor	Etkaethka	10	50	2(10)	N	50Sw	20ja	5	Many possess magic items
Hunter	Etkaethka	3	35	5(5)	N	35ss	60ja	5	Some use sc, lcb, sb or sp
Trader	Etkaethka	3	20	6(5)	N	30da	20sb	5	Some use sc or ja
Trader	Gethryn	3	15	1(0)	N	25tr	15ja	0	Some use sc
Raiding Party	Etkaethka	3	40	7(25)	Y	40sc	65sb	10	May use sb from camel/horseback
Chavad Mountains									
Ohmba/Chief	Koko	12	135	6(10)	N	125cl	120sp	25	20% (S); some use ja or at
Hunter	Koko	5	55	5(5)	N	45cl	50at	15	20% (S); some use ja or sb
Female	Koko	2	25	1(5)	N	20cl	20ro	10	25% (S)
Young	Koko	1	10	1(5)	N	15cl	15ro	15	Excellent climbers & hidens
Slave-Miner	Gethryn	2	30	1(0)	N	35St	20ro	15	—
Slavemaster	Gethryn	5	45	17(5)	N	80sc	30sb	15	Some use bs or ja
Lithra	Special	5	90	18(10)	N	55LBa	50ro	20	(S); can meld into stone
The Fell Lands									
Bitaar Ringleader	Special	10	45	6(40)	N	40cl	50ro	40	—
Bitaar (Standard)	Special	5	25	6(40)	N	20cl	30ro	40	—

Codes and Notes:

- A "Y" under Sh? indicates a shield of +20 DB; a "N" indicates no shield. An (S) under NOTES indicates Spellcasting ability; see text for details. Combatants untrained in a type of weaponry suffer a -25 when attacking. Melee and Missile Offensive Bonuses indicate the bonus for the combatant's best weapon in that category. Mounted troops have fully effective OB's while fighting from a mounted position.
- "M/St"=Martial Arts/Strikes; "M/Sw"=Sweeps/Throws. Martial Artists are assumed to be skilled to Rank Four.
- Many Gethryn utilize a weapon called a Troshta (abbreviated "tr"), which uses the Hand Axe table at an additional +5, and does only "Slash" criticals. Atlals (abbreviated "at") attack on the Javelin table at an additional +5; range categories are increased by half and Failure Chance is 6%. Thrown Rocks (abbreviated "ro") attack on the Bola table; range penalties are doubled, and Failure Chance is 2%.

Codes for Rolemaster NPC and Master Military tables:

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), Hits, Sh (Shield), and Mov M (Movement and Maneuver Bonus). The more complex codes are listed below.

AT (Armor Type): The two letter code denotes the *MERP* armor type: No=No Armor, SL=Soft Leather, RL=Rigid Leather, Ch=Chain, Pl=Plate. The number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats, shield, armor, skills, and other items where possible.

OB's (Offensive Bonuses): Weapon abbreviations follow OB's: br-bastard sword, bs-broadsword, cb-composite bow, da-dagger, ha-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 mattock.

Stats: Ag=Agility, Co=Constitution, SD=Self-Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition. For *MERP*, average Re and Me for Intelligence (IG).

ROLEMASTER MASTER NPC CHART

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov M
Aknashir*	15	65	17(50)	N	N	70qs	30sb	0
Mutem-Acher*	12	48	5(15)	N	N	45tr	38sb	10
Utmus Faramach*	18	160	18(40)	Y	Y	150bs	145ja	15
Odanka Mura*	10	40	2(15)	N	N	40da	-25	10
Koban Traka*	21	74	1(5)	N	N	42da	21sb	0
Manchakoran*	15	48	2(10)	N	N	38SW	-25	5
Omira Denka*	13	58	5(15)	N	N	55ma	39sl	15
Thraicht Azer*	20	100	5(15)	N	N	60tr	25ja	15
Soma Mathika*	20	55	2(5)	N	N	-25	-25	5
Oktuvek Korkomm*	20	50	2(5)	N	N	50da	-25	10
Ardoch*	17	170	17(30)	Y	N	150bs	130sp	5
Ilthea Kainou*	12	70	6(25)	N	N	50sc	65lcb	15
Sharlan Oktea*	20	45	1(15)	N	N	-25	-25	15
Mortu*	20	180	3(10)	N	N	110(130)fl	—	15
Maiba*	45	152	8(100)	N	N	110ST	70cp	-10
Kotong*	50	278	12(190)	N	N	145ST	95cp	-25

PYRAMID OF MORTU

Guardians	7	80	17(30)	Y	N	70bs	—	10
Skeletons, Undead Class III. Not affected by Puncture crits, presence drains 3 CO points per round after 3 rounds within 10' radius (RR at -10). Bronze breastplate, shield, +10 broadsword. Located in Guards' Tomb (7).								

Servant-Mummies	6	100	8(30)	N	N	70LBa	—
Mummies, Undead Class III. 50-300 gp in jewelry Located in Mummy Chamber (14).							

Guard-Mummy	10	150	17(30)	Y	N	110LBa	—
Mummies, Undead Class IV. Breastplate (AT 17), shield, +20 scimitar, jewelry worth 500gp. Located in Mummy Chamber (14).							

CANYON OF THE KINGS

Aransiros III (Mummy)	10	150	8(40)	N	N	120bs	—	0
Mummy, Undead Class IV. x2 PP multiplier. Located in Tomb Chamber (2).								

Akmar Hotem (Mummy)	6	100	8(30)	N	N	70LBa	—	0
Mummy Undead Class III. Amulte of Defense (+30 toDB). Located in Tomb Chamber (5).								

Ghokara Betan (Mummy)	10	150	8(30)	Y	N	110LBa	—	0
Mummy Undead Class IV. Amulet of Arn: continuous Blur spell, +10 to DB. Located in Tomb Chamber (8).								

Fashma-Hotep (Mummy)	10	150	8(30)	Y	N	110LBa	—	0
Mummy Undead Class IV. Ring of Charm Kind (1x/day). Located in Tomb Chamber (12).								

Gethryn Rogues	5	50	7(10)	N	N	75 troshta	—	0
Located in the entrance to the cave (16).								

Amen-Tora (Mummy)	10	140	8(40)	Y	N	120bs	—	0
Mummies, Undead Class IV. Located in Chamber (17).								

Compatriot Mummies	6	100	8(30)	N	N	70LBa	—	0
Mummies, Undead Class III. Located in Chamber (17).								

HALLS OF THE MOUNTAIN KING

Shaman Spirit	10	100	1(30)	N	N	—	—	10
Man-sized (but reduce severity of crits by 1). Will:100.								

Fire Spirit	20	155	1(50)	N	N	Special	—	25
Attack: all within 5' of the spirit recieve a +35 Fire Ball attack; those 6-10' distant take the attack at +0. Any hits (or crits) taken will affect both the spirit's Hit Point Total and the PC's.								

* See Long NPC Entry for complete stats.

MASTER HERB CHART

Name	Codes	Form	Prep/Aply	Cost	Effect
Akbutege	sO2	Leaf	ingest	30sp	Heals 1-10 [1 body]
Alambas	sO4	Grass	apply	60sp	Heals 4sq' of burns
Arduvaar	sZ9	Powder	ingest	500gp	Universal antidote
Argsbargies	aZ5	Flower	ingest	40gp	Lvl 4 Muscle poison antidote
Culkas	aZ4	Leaf	apply	35gp	Heals 10sq' of burns
Draaf	aO2	Leaf	ingest	70sp	Heals 1-10 for 2 rds [1 body/2 rds]
Ektaer	aZ8	Cactus sap	ingest	160sp	Lvl 6 antidote for Spinewood
Fiiis	sO2	Resin	apply	25sp	Heals 1-6 [1 body]
Gariig	aZ3	Cactus	ingest	55gp	Heals 30 [2 body]
Hugburtun	sZ6	Fruit	apply	180gp	Immediately stops any bleeding
Januk-Ty	sS8	Root	brew	100sp	Stun relief (3 rds) [relief from Con Stun/extra REC]
Kathiros	sS6	Grass	brew	200sp	Unconsciousness for 10-100 min
Kulug-Ty	sH8	Root sap	apply	10gp	Desensitizes area for 1-20 min [-4 PER]
Lestagii	aZ9	Crystal	ingest	500gp	Restores losses from one stat
Marku	sH8	Nut	ingest	30gp	Infravision for 6 hrs
Milinka	aZ9	Root salve	apply	20gp	Mends bone, takes 1 hr
Ostra	sS7	Leaf	ingest	200sp	Lvl 10 antidote for Asaathchet
Phorea	sH9	Resin	ingest	100gp	2x healing rate for 1-10 days
Raman	sO6	Leaf	chew	25sp	Heals 1-10 [1 body]
Swigmakril	aZ6	Flower	brew	50gp	2x HP [2x body] but at -30 [-3 all rolls] for 1-2 hrs
Uluuth	sH3	Grass	brew	20sp	Adds +50 to RR vs cold/flu [immune to cold and flu]
Wor	aZ7	Cactus sap	apply	60gp	Skull repairs; takes 1 min

KEY:

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.

MASTER POISON AND DISEASE CHART

Name	Source	Form	Lvl	Val	Max.Effect (RR fails by >20)	Min.Effect (RR fails by <21)
Asaathchan	Laloan venom	brackish	10	150gp	Death in 1-12 hrs	Paralysis for 1-6 days
Carnegurth	Flower/red juice		1	100gp	Bloodclots/Death in 1-100 hrs	Bloodclots/Blood blisters
Cyclic Fever	Ticks	Lice	15	N/A	3-12 cycles (4 days ea)	2-3 cycles of low fever
Eyrchet	Scorpion stinger		4	15gp	Fever/Spasms (-30%) for 1 day	Itching blisters
Horgatha	Spinewood		5	120gp	Convulsions/Death	Irritant (-50%) [-6]
Juth	Juttak Scorpion stinger		2	80gp	Gradual insanity (1-100 wks)	None
Okalagryth	Giant Scorpion stinger		8	10gp	Delirium for 1-20 hrs	Shakes (-25%) for 1-6 hrs [-3]
Red Fever	Contaminated food	water	25	N/A	Vomiting (10-14 days)	Fever/nosebleed/headache
Satchobah	"Hate Flower" pollen		7	5gp	Frenzied rage	Irritable mood for 1-6 rds
Sharduvaak	Berry	brown liquid	3	60gp	At -50%/Need 2x usual sleep	At -10% for 1-12 hrs [-1]
Shirolas	Distillation	yellow liquid	10	8gp	Suggestive trance (immobile)	Drowsiness (-100%) [-15]
Thangchan	Whip Cactus	white fluid	3	22gp	Spasms/Paralysis	Itching for 10-60 minutes
Urgryth	Asp venom	thin & clear	3	18gp	Paralysis of body part	None
Uriagryth	Giant Asp venom	oily	7	75gp	Total paralysis	Unconsciousness (1-8 hrs)
Water Hemlock	Plant/amber liquid		3	500gp	Death in 6-10 rds	Incapacitation (1-10 hrs)
Yisrael	Spider Venom		3	5gp	At -30% plus 3d10 hits	At -5% + 1d6 hits [-1, 1 body]

FANTASY HERO BEASTS CHART

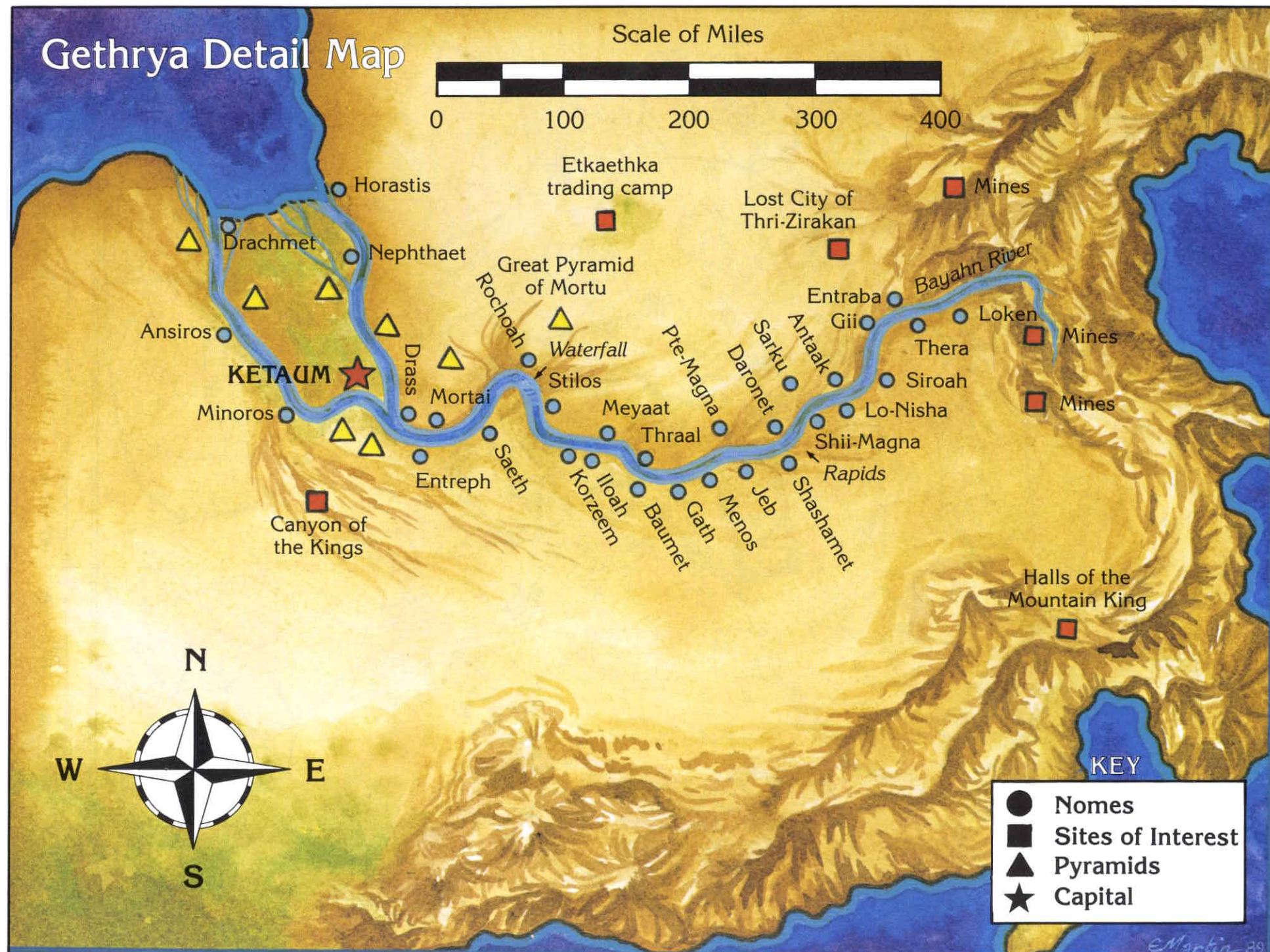
	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	DMG	MOVE
Alligator	18	15	18	13	20	14	4	10	2	3	16	31	9	5	3X1d6K	4"/8"s
Apparition (III)	10	14	18	11	18	10	4	10	4	3	7	25	10	8	2d6STUNdr	8"
Notes: Uses combat-oriented spells up to 30 pts., automatically heals (regenerates) 1d6 recovery																
Asp	3	18	5	2	13	1	0	1	0	4	2	7	7	6	2x1pipK	3"
Notes: +1d6 offensive presence, 1d6 STR, CON, BODY destruction venom																
Barrow Wight	18	18	20	18	23	15	8	15	8	4	8	37	11	9	2d6K	7"
Notes: Touch causes 1d6 CON Destruction, automatically heals (regenerates) 2d6 recovery																
Bat	-20	11	3	1	3	1	0	1	0	3	1	2	4	4	1pipK	12"fl
Bitaaru	6	18	11	8	10	6	3	6	3	3	3	15	8	8	3d6N	7"
Boar	15	15	15	12	10	8	1	4	1	3	8	28	7	7	2x1d6K	13"
Camel	25	15	20	16	15	6	2	4	1	3	10	39	5	3	2x1d6	5"
Cat	0	11	3	2	5	2	0	1	0	3	3	4	4	4	1pipK	8"
Earth Guardian	40	11	28	20	40	17	1	17	1	3	30	54	8	4	—	—
Ektai	20	14	18	15	20	9	2	7	2	3	8	34	8	8	2x1-1/2d6K	12"
Ghost (III)	10	11	13	10	10	4	0	3	0	2	5	22	4	4	*	6"
Notes: Attack is 1/2d6 Stun Drain, persistent, in a 1" radius																
Ghost (IV)	15	14	15	13	20	6	0	6	0	3	6	27	7	7	*	8"
Notes: Attack is 1d6 Stun and 1/2d6 CON Drain, persistent, in a 1" radius																
Giant Asp	5	20	6	2	15	2	1	2	1	4	2	8	8	7	1/2d6K	3"
Notes: +2d6 offensive presence, Venom: 1-1/2d6 STR, CON & Body Destruction																
Giant Bat	-10	11	8	5	5	3	0	3	0	3	2	5	5	4	1/2d6K	12"
Giant Crab	10	11	13	10	15	9	6	7	4	3	7	22	7	4	2X1d6K	6"
Giant Lizard	10	14	10	11	13	9	2	5	1	4	8	21	7	6	1d6K	6"/5
Giant Rat	-10	11	3	3	3	2	0	1	0	3	3	5	5	5	1/2d6K	5"
Giant Scorpion	15	17	15	11	20	7	1	3	0	3	6	25	6	6	1d6K	7"
Notes: Sting also does 2d6 Stun Drain in addition to killing dmg.																
Hawk	-15	21	3	3	10	2	0	2	0	5	5	10	8	8	2x1/2d6K	18"
Hippopotamus	35	15	24	30	20	16	5	10	4	3	11	50	6	4	2x1d6+1K	9"/9
Jackal	8	15	11	8	13	4	0	2	0	3	6	18	5	5	2x1/2d6K	8"
Khabak	11	14	13	10	10	5	1	4	1	4	5	14	7	7	1-1/2d6K	10"
Khonshi	11	15	11	10	10	5	1	4	1	4	5	22	6	7	1-1/2d6K	12"
Killer Worm	50	8	13	30	30	22	4	8	2	2	15	40	5	3	2x2d6K	5"
Laloan	20	13	18	13	15	10	2	6	1	4	8	34	6	5	2x1d6K	3"/15
Lithra	15	10	15	14	10	12	8	12	8	2	6	30	5	3	5d6N	4"
Mummy (III)	25	10	25	18	18	10	3	4	1	2	10	44	7	4	6d6N	4"
Notes: May use magic (any type) up to 40 active pts. Regenerates 2d6/recovery																
Obanshi	50	10	30	28	30	14	5	13	5	2	16	68	9	3	2x3d6K	7"
Revenant	13	14	13	10	18	8	2	8	2	3	7	22	7	7	*	8"
Notes: Touch is 2d6 CON and BODY Destruction																
Scorpion	-15	14	8	2	3	2	0	1	0	3	2	5	5	5	1pipK	4"
Notes: Bite is 2d6 Stun Drain																
Shimshara	-10	14	4	4	5	3	0	2	0	3	3	7	5	5	1pipK	6"
Skeleton (I)	10	11	0	10	8	4	4	4	4	2	2	0	4	4	1d6K	6"
Notes: Automaton (takes no stun), regenerates 1/2d6/recovery																
Sphinx	40	15	28	25	30	13	6	11	6	3	14	59	11	6	2x2-1/2d6K	8"
Stone Spider	5	1	8	6	7	8	5	7	5	3	5	13	5	5	2x1/2d6K	5"
Troglodyte	13	11	13	11	15	6	1	4	1	3	6	25	4	4	1d6+1K	7"
Vulture	-5	11	8	8	13	4	0	2	0	2	5	12	4	4	2x1/2d6K	14"f
Wasp	-40	11	1	1	1	1	0	0	0	2	1	1	4	6	1pip stun	8"
Wight (VI)	20	18	18	15	20	13	8	13	8	4	8	34	10	9	3d6K	8"
Notes: Non-corporeal, only harmed by magic weapons. Touch drains 2d6. Can cast fear and Illusion spells up to 40 active points.																
Wild Cat	8	18	13	6	13	4	0	2	0	4	5	17	7	6	2x1d6-1	12"
Wraith (V)	18	18	18	13	18	10	7	10	7	4	8	31	9	8	2d6K	7"
Notes: Non-corporeal, only harmed by magic weapons. Touch drains 1d6 C																
Zombie (I)	13	8	0	13	10	6	1	4	1	2	3	0	3	3	4d6N	5"
Notes: Automatons (take no stun). Touch causes nausea (1/2d6 DEX drain)																
* Special																

FANTASY HERO MASTER NPC CHART																	
Name	STR	DEX	CON	BODY	INT	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Akanashir	13	12	14	13	19	19	15	8*	15	8*	3	6	33	6	6	1d6K	7"
Mutem-Acher	8	18	15	12	18	15	7	2*	5	2*	3	6	33	8	6	1d6+1K	6"
Utmus Faramach	18	20	17	18	11	13	17	9*	12	7*	4	7	40	12	6	11/2d6K	7"
Odanka Mura	9	18	11	10	15	18	4	1*	3	0*	3	5	23	7	6	1d6K	6"
Koban Traka	7	18	13	10	15	18	4	0*	3	0*	3	4	25	8	6	3d6	7"
Manchakoran	10	17	11	10	20	18	4	1	4	1	3	5	25	7	6	3d6	6"
Omire Denka	15	19	13	12	18	12	7	3	6	2	4	6	31	8	5	5d6	7"
Thraicht Azer	8	18	13	15	18	12	5	2*	5	1*	4	5	30	9	6	1d6+1K	6"
Soma Mathika	6	14	13	11	21	20	2	1*	4	0*	3	4	26	3	5	N/A	5"
Oktuvek Korkomm	4	14	13	11	18	20	2	1*	4	0*	3	4	25	7	5	1d6K	7"
Ardoch	20	18	19	20	12	17	16	8*	16	8*	4	8	57	15	3	11/2d6K	8"
Ilthea Kainou	17	17	16	14	15	20	6	2*	6	2*	4	4	39	10	6	2d6+1K	6"
Sharlan Oktea	5	18	17	10	13	17	3	1*	4	1*	3	4	27	4	6	1d6	6"
Mortu	16	18	15	19	18	20	5	1*	5	1*	4	6	53	13	6	2d6+1K	7"
Maiba	18	21	20	17	21	30	10	4*	10	4*	4	8	36	13	11	7 1/2d6	8"
Kotong	40	17	35	22	19	25	19	17*	19	14*	4	7	88	14	15	12d6	10"
Pyramid of Mortu																	
Guardians	15	11	18	15	5	10	5	8	8	7	3	8	N/A	9	4	1 1/2 d6k	7"
Skeletons. They have the full armor value against slashing weapons, double the listed value against stabbing and puncture weapons and half the listed armor against bashing weapons. They also drain one point of constitution in a 2 hex radius. Automatons.																	
Servant Mummies	25	10	23	15	8	8	8	3	4	3	3	10	40	7	3	7d6	5"
Mummies. 50-300 gold in jewelry located in mummy chamber (14).																	
Guard Mummy	30	11	25	17	8	10	10	8	8	7	3	12	45	9	4	2d6+1K	6"
Mummy. Breastplate and shield. Scimitar, +2 accuracy, jewelry worth 500gp, located in mummy chamber (14).																	
Canyon of the Kings																	
Aransiros III	30	11	25	17	8	10	10	5*	8	3*	3	12	45	7	4	2d6+1	6"
Mummy. +30 Endurance, only for spells. Located in tomb chamber (2).																	
Ghokara Betan	30	11	25	15	8	10	10	5	7	3	3	11	45	7	5	7d6	5"
Mummy. Amulet of Arn: Continuous Blur (+1 DCV) Located in Tomb Chamber (8).																	
Akmar Hotem	25	10	23	15	8	8	8	5	5	3	3	10	34	6	7	7d6	5"
Mummy. Amulet of Defense (+4 DCV) Located in tomb chamber (5).																	
Fashma-Hotep	30	11	25	15	8	10	10	5	7	3	3	11	45	7	5	7d6	5"
Mummy. Ring of Charm Kind (30 points active in Mind Control) Located in Tomb Chamber (12)																	
Amen-Tora	30	11	25	15	8	10	10	5	7	3	3	11	45	7	5	2d6+1 K	5"
Mummy. Amulet of Arn: Continuous Blur (+1 DCV) Located in Tomb Chamber (8) h 12-.</																	



Gethrya Detail Map

Scale of Miles



Gethrya

Bay of Nephtha

ETKAETH

Bayahn River Delta

LOWER

KETAUM

Etkaethka
trading camp

Lost City
of Thri-Zirakan

Great Pyramid
of Mortu

Canyon
of the Kings

Bayahn River

FELL LANDS



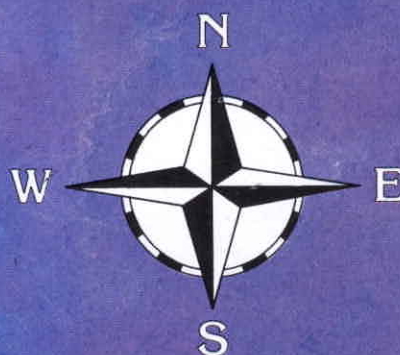
Scale of Miles



UPPER

Halls of the
Mountain King

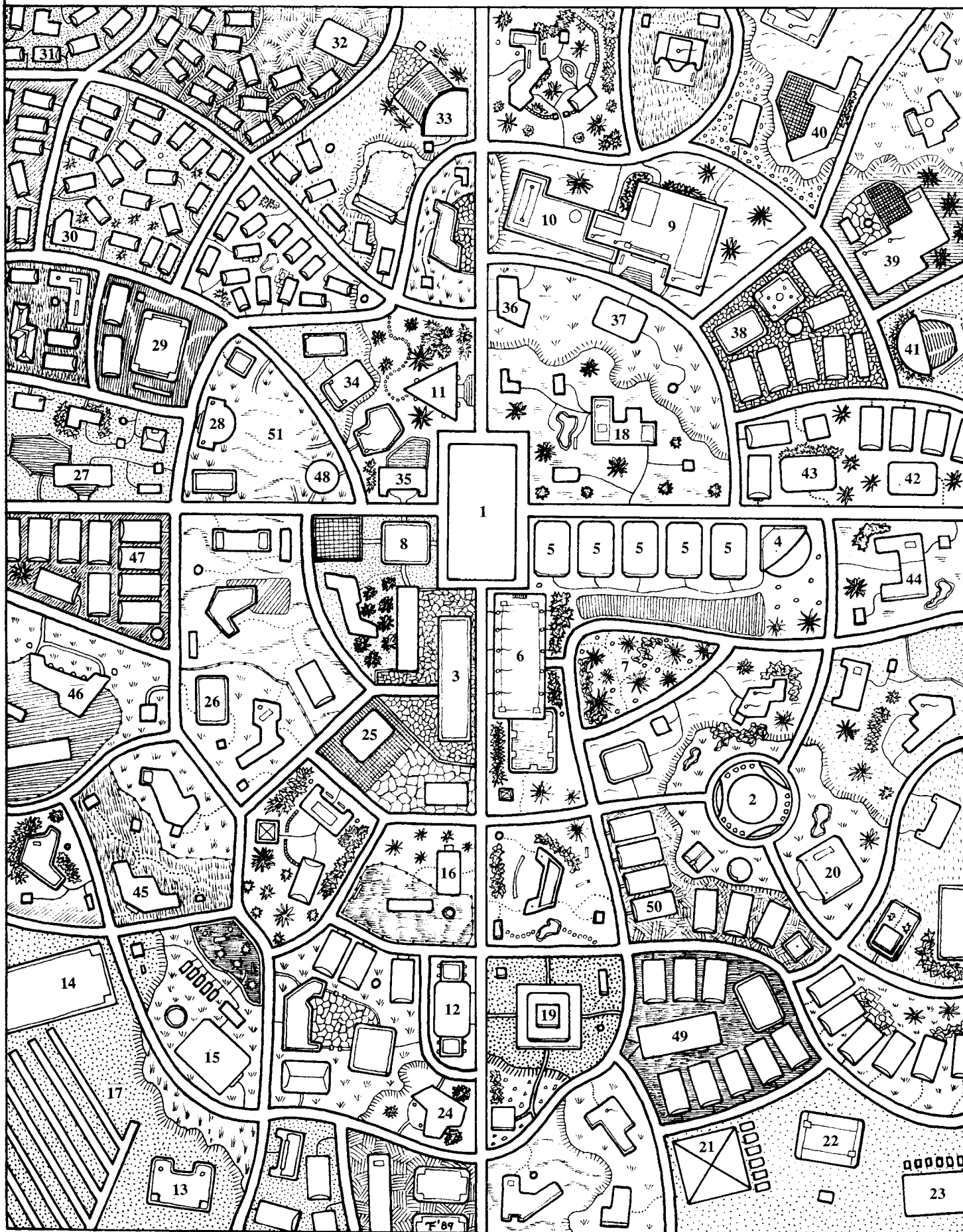
*Bay of
Throk*



Elisa Martin 1983

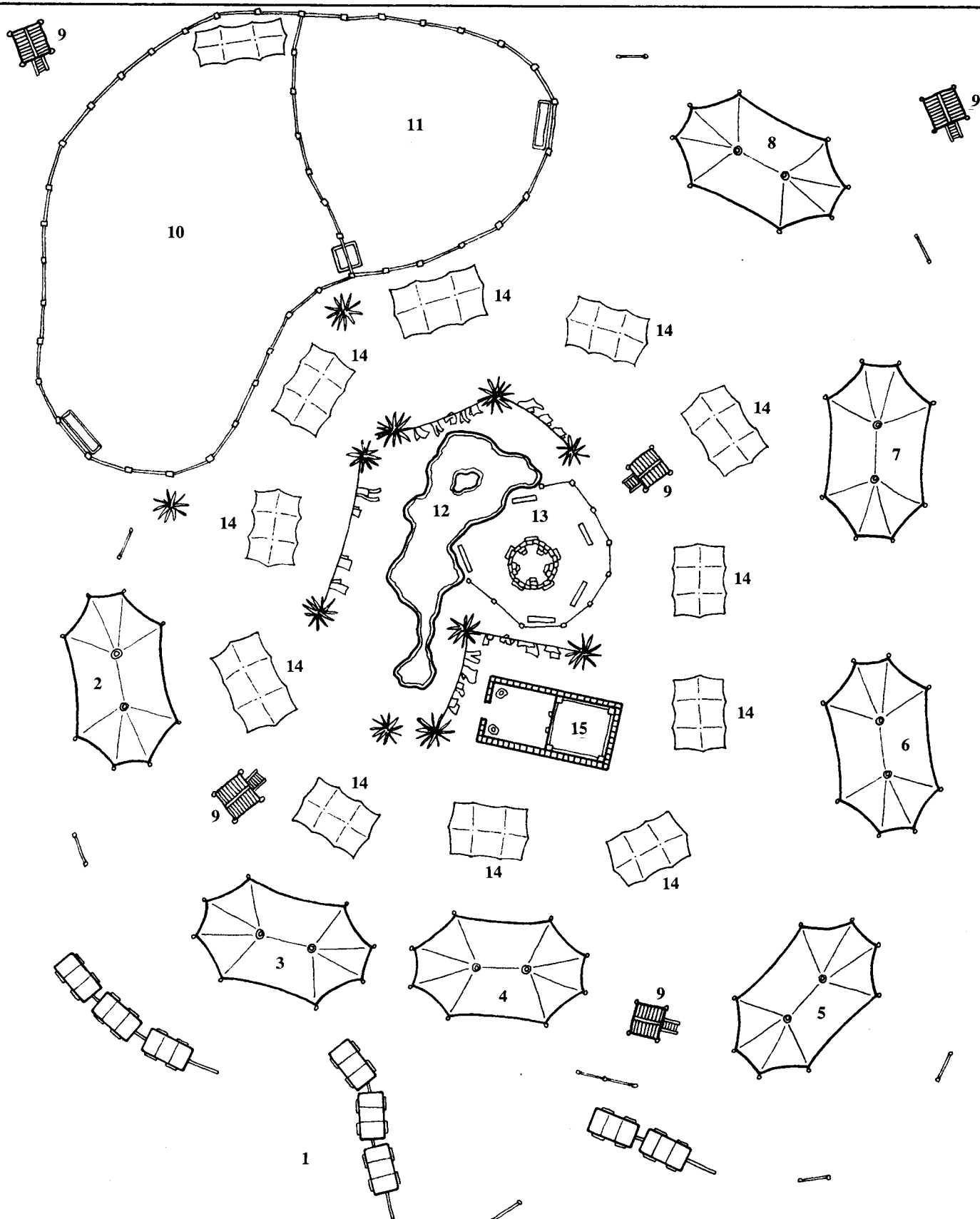
CAPITAL CITY OF KETAUM

0 400' 800'



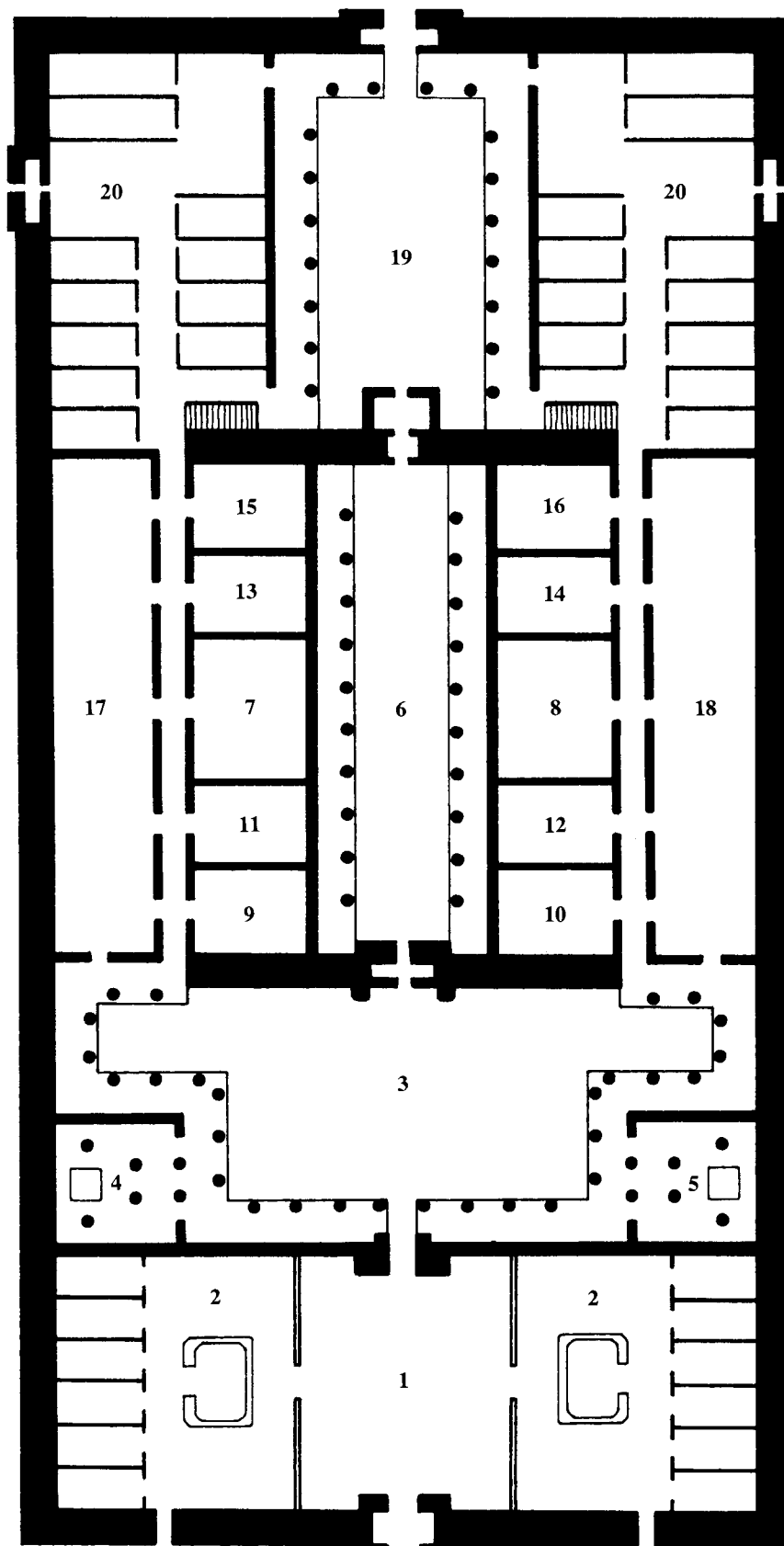
ETKAETHKA TRADING CAMP

0 20' 40' 60' 80' 100'



THE ROYAL PALACE

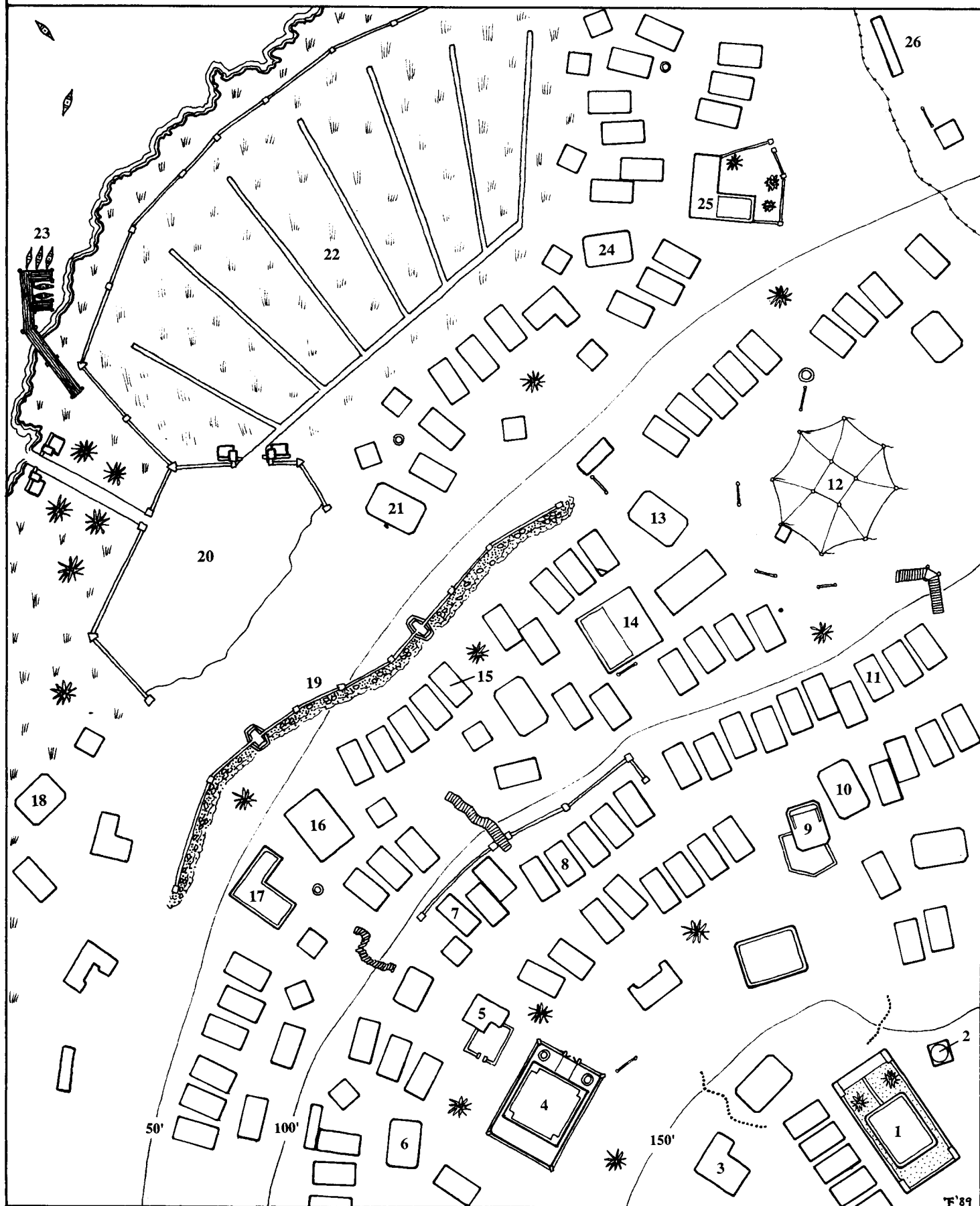
0 75' 150'



NOME OF MEYAAT

0 200' 400'

N





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