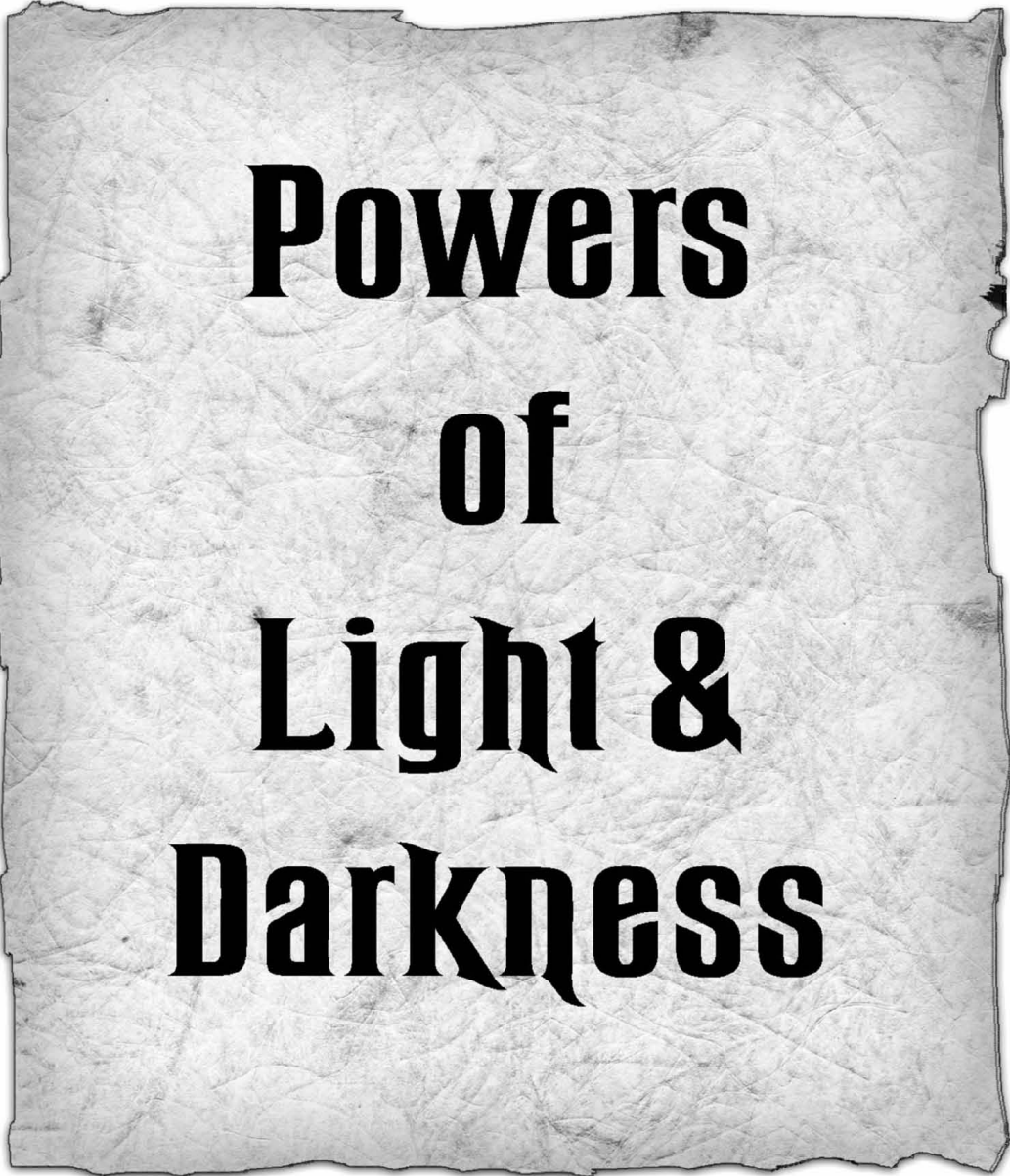


Shadow World

Powers of Light & Darkness®





Powers of Light & Darkness



Powers of Light & Darkness

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CHAPTER I:

INTRODUCTION

The first of a planned series of *Shadow World* sourcebooks, *Powers of Light and Darkness* gathers information about the mightiest forces on Kulthea. Some have been discussed before while some have only been hinted at; in this book the former are revisited with new information and some updates, and the latter are more fully revealed for the first time.

A book on Powers would not be complete without the gods who watch over and influence the people of the world, and here we provide some new insights into the Lords of Orhan and the Dark Gods of Charôn; some previously shrouded deities also come to light. For the first time the repercussions of death—an ever-looming threat in the dangerous *Shadow World*—are discussed in some detail, with regard to where the “soul” goes when a character dies, depending on whom he or she worships in life. Several religions are also elucidated, including their rituals and tenets, and what political agendas (if any) they may have.

Of course the forces of the Unlife are also detailed. The Jerak Ahrenreth (not described in depth since the long out of print original Emer boxed set) is revisited, with updates on the membership of the Secret Circle and the politics of that contentious group. The Dragonlords—including their motives and nature and the powers of the Dragonhelms—are also revealed, and the Loremasters, Lords of Essænce and Navigators receive new attention.

Finally, two important geopolitical powers are revealed: the Alliance and the empire of the Raven Queen of Gaalt.

With a world as big as Kulthea of course we couldn't fit everything into one book. Look for additional information on the ICE web site, and in future sourcebooks.

And now, on to the *Powers of Light and Darkness*!

—Terry Kevin Amthor

Editors Note: *Powers of Light and Darkness* presented us with a dilemma. Like all *Shadow World* products, all the powers, skills and statistics are for *Rolemaster Second Edition*. There was no room to include the RMFRP stats, and we felt that the product quality would suffer if we cut the manuscript to make room for a dual stat write up.

So we decided to compromise. You can find the official RMFRP write ups on our website (www.ironcrown.com) as a free download in the ICE Vaults. Or if you prefer, you can take the quick and easy route and just use the RM2 stats for the RMFRP stats. In our humble opinion, they are close enough for government work.

—Heike A Kubasch & Tim Dugger

CHAPTER II

FORCES OF THE UNLIFE

As we have seen, the Unlife acts through many minions and hides behind many names. In the North and throughout Jaiman it is served by black cults led by priests, servants of what there is called the Iron Wind.

The Iron Wind is known only as a power—and only through its minions. Among these are the Priests Arnak (of High Imla Arna — “The Evil High Priests”), and they are the first to enter a given land that is marked for conversion. They wear the garb of the culture they infiltrate and spread the power of their master not through violence, but by intrigue and knowledge of the superstitions of the people.

Few who have seen these priests will speak of them, but what reports there are seem to indicate that they may be of Elven character. They are learned in geography, language, mathematics, religion and the arts. Some have aspired to become advisors of the secular leaders, but the more powerful perhaps remain—like their masters—in the shadows.

The Priests are of six distinct orders, and carry rings to identify themselves accordingly.

These rings embrace great power, but their force is channeled toward multiplying the might of their masters. Each ring is tied to its brethren, and the presence of a bearer is known by his comrades such that the pain of one is spread amongst all: Priests Arnak are but tentacles of the larger body, the Unlife.

Unlike the subtle Priests Arnak, the Messengers bear only death. These assassins understand not such human things as compassion or pain, save only how to use them on others. They appear singly, or in groups of no more than six, riding great fell creatures through the night. They are known to be accompanied by familiars: intelligent animals who serve their will.

The Loremaster Elor Once Dark
c. 1200 Third Era of Ire

ABOUT THE UNLIFE

Why do beings serve the Unlife? There could be many reasons: greed, impatience, the desire for vengeance, or lust for power. All also suffer from the arrogant presumption that they will be able to drink from the well of the Unlife and yet retain their freedom of mind and spirit. All are wrong. Only the Dragonlords or the Ess  nce Lords possess the willpower to tap the Darkness and keep their freedom. And even some of the latter have failed.

In the end all that is left is a husk, a channel, a tool. They retain some appearance of will, but all their actions—their very thoughts—are in the service of the Unlife. They hate all that lives, maiming and destroying it in a misguided belief that obliteration equals purity—not to mention an ongoing fruitless effort to gain some perverse pleasure for themselves. Some, like the Priests, primarily use deception and subterfuge. Others, such as the Heralds of Night and the Messengers, bring only violence.

Some of the Unlife's servants are detailed in the following pages. In many cases it works through secret, quasi-religious cults such as the Iron Wind or the Silver Dawn; other times it is less subtle.

A NOTE ABOUT PROFESSIONS

In the NPC system information, many "Priests" are actually listed as Mentalists or Magicians or some other non-channeling profession. However they are essentially hybrids, channeling the power of the Unlife to cast their spells.

THE IRON WIND

In Jaiman the Unlife is known as the *Iron Wind*, that force whose ultimate goal is the complete destruction of civilization, and perhaps all life itself. Most servants of the Unlife do not fully understand its purpose. Those who do... are truly insane. The Priests Arnak are the Iron Wind's chief servants.

THE PRIESTS ARNAK

Six shadowy figures lead six cults of cruelty... these are the Priests Arnak. Each High Priest commands an order of lesser priests and their sub-cults: various orders of sycophants who in turn seduce their unwary prey through soft-spoken words and advice with the ring of wisdom. What they actually accomplish is to spread fear and suspicion, envy, hatred and greed.

The Priests Arnak are the picture of subtlety, so that they may thoroughly subvert their victims through guile. Recruited from Elves or from the target races and trained to appear as Loremasters, they are welcomed into their respective cultures. It is only after it is too late—as in the case of the Ky'taari—that the Priests cast off their disguise and abandon subtlety in favor of displays of raw power.

The priests all possess enchanted rings, which grant them special powers and enhance their abilities.

High Priests' Rings

Each of the six High Priests Arnak wears a unique signet ring. In addition to the attributes listed here, each ring may have slightly different and/or specialized capabilities; these are detailed in the description of that Priest.

Powers:

1. x6 PP Enhancer.
2. Allows wearer to cast four *Netherbolts* 200' each day.
3. Allows wearer to read any written text at 8x normal speed, even if he has never seen the script of the language before.
4. Allows the user to speak Dyar, Erlin and Iylar, any six languages/dialects of the target area, and Arcane tongues with fluency.
5. Protects wearer as AT 11 (-50).
6. Allows the wearer to detect or recognize any other Priest Arnak within 90 feet.

Note: *These rings are very evil. The suggested way to handle the effect of attempting to use these items is as follows: Every time one of the ring's powers is used (including being put on, since certain powers are automatic), the non-evil wearer must make an RR vs. 36th level, using his In stat bonus. If he succeeds, no side effects. If he fails, however, 2D10 points are lost from the wearer's "Ess  nce Soul"—an artificial number initially equal to his PP stat. The exact amount of these declines should be kept secret from the player, though he would be aware that something bad is happening. Only once the PC rids himself of the item will he be able to recover his Ess  nce Soul. Once the item is gone, his actual PP temp stat drops to that level, and is regained through the usual course of time.*

When the Ess  nce Soul reaches Zero, the PC becomes Evil. Because of the nature of these High Priest rings, the PC will come into mental contact with the Iron Wind (an aspect of the Unlife). He must make a RR vs. his own level using his In stat bonus. If he fails, he dies; if he succeeds, he is completely enslaved by the Unlife.

The Lesser Priests' Rings

Each of the dozens of the Priests Arnak wears a ring that conveys special powers of subterfuge, deception and even brute force. These rings also allow wearers to identify each other—even though they might be of different orders. Though they vary slightly from order to order, their nature is generally along these lines:

Powers:

1. x3 PP Enhancer.
2. Allows wearer to cast three bolts 100' R each day (Lyak & Yarthraak: Water; Gaath & Athimurl: Ice; Dansart: Fire; Thargondaak: Lightning).
3. Allows wearer to understand any written text, even if he has never seen the script of the language before. (Does not convey the ability to speak the language, or understand it in its spoken form, however.)
4. Allows the User to speak Dyar, Erlin and Iylar, and 3 languages/dialects of the target region with fluency.
5. Detects Magic.

6. Allows wearer to halve the adverse effects of fire and cold magical attacks.
7. Protects wearer as AT 4 (-10).
8. Allows the wearer to detect or recognize any other Priest Arnak within 60 feet.

Note: These rings are intensely evil. The suggested way to handle the effect of attempting to use these items is as follows: Every time one of the ring's powers is used (including being put on, since certain powers are automatic), the non-evil wearer must make an RR vs. 18th level, using his In stat bonus. If he succeeds, no side effects. If he fails, however, two things happen: **a)** The High Priest is aware that some stranger is using the ring of one of his minions. He does not know exactly where, but has an idea within 50 miles. **b)** 1D6 points are lost from the wearer's "Essence Soul"—an artificial number initially equal to his PP stat—every hour or partial hour the ring is worn. The exact amount of these declines should be kept secret from the player, though he would be aware that something bad is happening. Only once the PC rids himself of the item will he be able to recover his Essence Soul. Once the item is gone, his actual PP temp stat drops to that level, and is regained through the usual course of time.

When the Essence Soul reaches zero, the PC becomes Evil. He does not lose all free will, but any action is subject to veto by the GM, who must intercede on behalf of the Unlife. The PC should try to play the character appropriately, as a being who now is indebted to the Unlife for power, and wishes to serve this new master.

THE MESSENGERS OF THE IRON WIND

The other branch of this parasitic tree consists of the unobtrusive Messengers: cruel, depraved enactors of the Priests' will.

Unlike the Priests, who prefer to operate in disguise, wielding deceit in the shadows, the appearance of the Messengers cannot be mistaken. Each of the six has distinctive equipment and weapons suited for his environment.

THE SIX ORDERS ARNAK

The six orders of the Iron Wind are assigned targets based on a combination of terrain/climate type and region. By communing with their master, the High Priests learn their callings. Once a society has been subverted or destroyed, they expand or move on.

LYAK

Symbol: Hawk

Orientation: Riverine cultures

Current Focus: Tanara & Urulan

Charged with the destruction of lowland riverine and coastal peoples, the Cult of Lyak was instrumental in the fall of Urulan and the Cloudlords. With the return of the Cloudlords and the possibility of alliance

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

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

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

Dansart is quiet for now. The Desert Wolf rules the windy plains of Zor, dead as the taste of dust. In the silence soon will arise whispers on the wind.

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

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

Elor Once Dark
(TEI 4150)

between them, the D'ranaki and Rhakhaan, the Priests Lyak face new challenges.

Priests Lyak

Priests Lyak are currently installed in all cultures in Tanara with varying levels of penetration. The High Priestess Lyak resides in a tower on an eastern-reaching spur of land in northern Tanara.

Messengers of Al-athuul

The Messengers and their birds (both familiars and mounts) reside in a great roost in the eaves of the Lyak Tower, ready to serve the Priestess at a thought.

YARTHRAAK

Symbol: Sea-drake

Orientation: Coastal lands, the Southwest

Current Focus: Helyssa

Yarthraak forces bear the image of a green-blue elongated Dragon curling in a circle. It is very similar to the symbol of U-Lyshak, except the Yarthraak background is black while U-Lyshak's is silver. Yarthraak is the Cult of the Sea Drake. It was only natural that they settled just outside of the realm named for the same beast.

The Priests Yarthraak

The High Priest of Yarthraak is a Dyar Elf born with the name Aeryk, though he has not used it in thousands of years. He aided in the fall of U-Lyshak, a program directed by Lorgalis (the Lord of Ulor) himself. In SEI 6201 he coordinated the split into two realms.

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

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

But the Wars of Dominion were a severe setback. With the dawn of the Third Era of Ire, the lands were freed but in chaos. Though it has taken dozens of centuries, the fragmented people have begun to unite again.

And now, as before, the High Priest works to destroy U-Lyshak. He arranged the assassination of the King of Helyssa, but the young son escaped and found the Helm of U-Lyshaak. The High Priest has his work cut out for him.

One Priest Arnak of note is Korianas, a Mentalist assigned to a region along the coast.

Messengers of Gorath

The Messengers of Gorath are outfitted with weapons designed of materials that do not rust or warp if wet, as they are often charged with errands that require them to operate on or in the sea. Their clothing is of a seal-hide that repels water and keeps them warm on land or under sea. Their helms are fashioned like great nautilus shells and allow them to breathe water as well as air, and the armor of the Messengers is a lightweight scale-mail made up of thousands of shimmering scales of black mother-of-pearl. Their gloves are covered with shark's teeth spikes.

On land the messengers ride grey stallions, while at sea their mounts are killer whales they control with special whistles. Each has a black seagull as a familiar.

GAATH

Symbol: Dragon

Orientation: Northern Coasts

Current Focus: Mur Fostisyr, northern mainland coasts

The Priests Gaath

The Priests Gaath (and Athimurl to a lesser extent) are unusual in that they have an alliance of sorts with the White Dragon *Oran Jatar*. They all share residence in the citadel of *Aalk Gaath* in the Mur Fostisyr. This has provided them a base of operations from which to strike against the peoples of the Land of Blue Light.

Messengers of Syrkakang

These are among the most feared of the Messengers, having terrorized much of the Mur Fostisyr and northwestern Jaiman. Their primary headquarters is the *Aalk Gaath*, but they operate from many other secret locations.

The messengers' helms are in the shape of a dragon's head and allow them to become invisible 3x per day. Their white leather and steel gauntlets allow them to strike with their fists as hammers, and their armor is of white Wyvern hide.

ATHIMURL

Symbol: Snow Lion

Orientation: Northern forests/hills

Current Focus: Mur Fostisyr

The Priests Athimurl

The priests remain for the most part behind their disguises, serving the dual purpose of exposing dissidents in the Mur Fostisyr and laying the groundwork for expansion eastward. While the Priests Gaath now move openly, Athimurl continues their work of dark seduction. They have infiltrated *Quellbourne* and *Lu'nak*, and are spreading across *Wuliris*.



Messengers Ulkaya, with their trademark Wolf-helms

Messengers of Kulag

Masters of snow and ice, the Messengers of Kulag are at home in the worst arctic storms. They come upon the unwary to fulfill the directives of the cruel priesthood.

Each is armed with a baw and wears armor made from the hide of white Wyverns. They have reversible white/brown cloaks, and gauntlets with retractable claws—useful in combat and for climbing ice-walls. Their boots are also equipped with cleats that allow them to run on ice and packed snow with the same ease as dry land. The Messengers ride great white Snow-Cats and their familiar is a Snowy Owl.

DANSART

Symbol: Desert Dog

Orientation: Desert/steppe areas

Current Focus: Zor, N. Rhakhaan

This order did its job well in the Second Era, precipitating the destruction of the realm of Zor and laying waste to the land itself. For many hundreds of years the minions of Dansart dozed in the hot days and cool nights of the desert. But they have a new challenge: with Frelik the Pretender gone, the Emperor of Rhakhaan is expanding his realm northward.

The Priests Dansart

At the feet of the Grey Mountains, rivers have carved out deep, winding crevasses in the parched earth. These deep, narrow canyons offer shelter against the parched, windswept plains and cruel electrical storms of the Zor Wastes. Within one of these hidden crevices, a complex of towers lurks under an overhanging cliff. This is the home of Osaran, the High Priest of Dansart. Cruel even for a Priest Arnak, in 6001 SEI, the treacherous Iylar personally led a coordinated attack by priests and messengers of Lyak, Dansart and Thargondaak against the last Elven enclaves on Urulan. Osaran is handsome, brilliant, and unspeakably evil. He administers physical and emotional pain for no reason, kills merely to kill, and destroys things because they exist. He is charming and seductive, however, and that is what makes him truly terrifying.

Osaran has another identity: as the second most powerful prelate in the United Orhan Church (the official religion of Rhakhaan). In that guise he alters his appearance slightly so as to appear human and goes by the name Osaran al Delphys. His title is the *Archprelate of Purl Kim*.

It is interesting to note that while the High Priest Arnak of Yarthraak has eagerly accepted aid from Lorgalis (the Lord of Ulor) in his move to conquer U-Lyshak, Osaran will not associate with Lorgalis in his

The High Priest Yarthraak

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

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

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

Priests Arnak

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Osaran, High Priest Dansart	45	180	11(50)	Y*	N/A	160bs (see below)	120Netherbolt	35
Age: Immortal (Appears 20), Ht/Wt: 6'4"/190, Hair/Eyes/Build: Blond/hazel/slender, Dmnr: Charming/cruel; Race/Sex: Iylar/M; Profession: Sorcerer/Evil High Priest. Stats: St-91; Qu-101; Em-100; In-102; Pr-101; Ag-99; Co-97; Me-95; Re-94; SD-91. AP: 102. Skill Bonuses: Amb ±8; Chan90; Climb80 Perc150; Ride90; Rune110; S&H100; S&W120. Act120; Admin100; Animal115; Chem50; DemnLr45; Diplom75; Disguis80; Ldrshp112; PwrPercep90; PubSp85; RMas90; Seduct120; SenseRealWp;80 SpellM90; Stra&Tac.95; WeathWatch70. Spells: Base Spell OB: 45. Directed Spell OB: 120 (<i>Netherbolt</i> ; <i>Desert Curse</i>). All Base Sorcerer to 30th. Evil Cleric Dark Channels and Curses. All Essence Open and Closed, all Base Arnak† to 50th. PP: 3x45 (x8)=1080 Items: <i>Blade of Shadows:</i> A Sorcerer's blade, +30 bastard sword, <i>Of Slaying</i> all foes, wielder cannot be stunned, wielder may "Call the Dark Essence." By uttering these words, he channels raw Essence through the sword. The effect is a <i>Nether Bolt</i> , 300' range, 3x hits, all non-evil spells cast on the holder while the sword is drawn must make a RR (at caster's level) vs. 50th level. If they fail by more than 50, the caster must make a spell failure roll (otherwise, the spell simply fizzles). <i>Dagger of Elfslaying:</i> +30, if the attacker gains a critical, he rolls an additional Slaying critical, adding +10 for every crit level above an "A." <i>Desert Robes:</i> Wearer is immune to natural heat and cold, casts invisibility 8x per day, adds +100 to hiding, will <i>Deflect</i> and <i>Bladeturn</i> up to a total of 8 missile and melee attacks a day. High Priest Ring: x6 PP Enhancer, allows wearer to cast four <i>Netherbolts</i> 200' each day, allows wearer to read any written text at 8x normal speed, even if he has never seen the script of the language before, allows the user to speak Dyar, Erlin and Iylar and Arcane tongues with fluency, protects wearer as AT 11 (-50), will summon and control all dogs/hounds/wolves within 100 miles, opens all doors in Tower of Dansart. <i>Controls Weather</i> within 100 miles. -150 deflect/Bladeturn. Helm: full helm of bluish steel (worn only when in battle).								
Sebis, Priest Dansart	22	103	11(65)	Y*	N	65da	77da	15
Age: Immortal (appears 25), Ht/Wt: 6'6"/195, Hair/Eyes/Build: Black/Green/Slender, Dmnr: Cruel, Haughty. Race/Sex: Dyar Elf/M, Profession: Mentalist/Priest Arnak. Skills: Amb±12; Chan15; Climb10; M/A St25R1; PickLock20; Ride15; Rune15; S&H35; S&W10; Swim10; Act30; Admin21; Appr5; Arch10; Astro31; DemnLr24; DetTrap40; DragLr8; Flying23; Ldrshp22; LocSrt45; Math20; Medit25; PoisonLr22; PwrPercep34; SenseRealWp15; Signal54; StarG10; Stra&Tac.55; StunMan20; Subdu35; Surveil44; WeathWatch51. Stats: St 88; Qu 97; Em 65; In 96; Pr 99; Ag 95; Co 84; Me 81; Re 67; SD 45; Ap 83. PP: 132. Spells: Base Seer True Sight, True Perception, Mind Visions, Past Visions to 20th, 4 each Open and Closed Mentalist to 10th, all Base Arnak† to 20th. Items: Priest Arnak Ring, +20 dagger, leather breeches and jacket that protect as AT 11. Notes: assigned to the Rhakhaan/Zor border area.								
High Priest Thargondaak	38	127	2(110)	Y*	N	98ma	85da	15
(A.k.a. "The Pale Man") Age: Immortal (appears 35), Ht/Wt: 6'5"/195, Hair/Eyes/Build: Black/Grey/Fit, Dmnr: Cool. Race/Sex: Dyar-Laan/M, Profession: Animist/Priest Arnak. Skills: Amb±25; Climb61; DisTrap33; Perc156; PickLock81; Ride110; Rune45; S&H180; S&W76; Swim78; Track110. Acrob87; Act90; Admin45; Animal132; Bribe5; Camo70; Cav90; CircLr45; Chem56; Contort34; Dance25; DemnLr65; DetTrap120; Diplom55; Disguis87; DragLr88; 1stAid42; Flying120; Forage66; HerbLr;50 Ldrshp90; LocSrt78; Math23; Medit80; Nav45; PoisonLr88; PwrPercep109; PubSp66; Rmas97; Sail43; Seduct90; SenseRealWp66; Signal50; Skii80; StarG90; Stra&Tac.110; StunMan100; Subdu80; Surveil120; WeathWatch135. Stats: St 99; Qu 98; Em 80; In 102; Pr 98; Ag 95; Co ; Me 83; Re 77; SD 97; Ap 99. Spell lists: All Base Animist, Evil Cleric, 6 each Open and Closed Channeling. Also has the power to manipulate Dreams and cause nightmares, all Base Arnak† to 30th. PP: 912. Items: High Priest Ring: x6 PP Enhancer, robes: subtract 80 from DB, mace +15.								
Yandar Vit, Prst Thrgndk	13	78	2(45)	Y*	N	25da	33da	15
Age: Immortal (appears 30), Ht/Wt: 6'4"/195, Hair/Eyes/Build: Black/Grey/Slender, Dmnr: Quiet, Condescending. Race/Sex: Dyar-Laan/M, Profession: Sorcerer/Priest Arnak. Skills: Amb±4; Climb22; DisTrap5; Perc87; PickLock15; Ride35; Rune15; S&H45; S&W36; Swim10; Track10; Act55; Admin20; AdMath65; Alch30; Anthp10; Appr30; Arch25; Astro20; BscMath44; Bribe20; Cav40; CircLr20; Chem35; Craft5; DemnLr15; DetTrap40; Diplom50; Disguis15; DragLr5; Falsif25; Flying12; LocSrt45; PwrPercep40; SenseRealWp15; Signal37; Surveil66; Trade5; WeathWatch30. Stats: St 67; Qu 96; Em 96; In 97; Pr 78; Ag 96; Co 84; Me 89; Re 86; SD 91; Ap 84. Spells: All Base Sorcerer, 3 each Open and Closed Channeling and Essence to 10th, three Base Arnak† to 10th. PP: 78. Items: Priest Arnak Ring, +15 dagger. Notes: Currently tutoring the Viscount Ridgeston, heir to a Ducky in Rhakhaan.								
Daryen Choy, Prst Thrgndk	11	89	4(20)	N	N/A	90da	35hcb	10
Age: Immortal (appears 25), Ht/Wt: 6'8"/185, Hair/Eyes/Build: black/grey/slender, Dmnr: scholarly. Race/Sex: Dyar, Profession: Scribe/Evil Priest. Skills: Act60; Admin45; DemnLr32; Diplom55; Disguis40; PwrPercep60; RMas20; Seduct60; SenseRealWp;22 SpellM33. St64; Qu90; Em22; In98; Pr58; Ag92; Co74; Me86; Re87; SD37; Ap94. Spells: All base Evil Cleric to 10th, four Open & Closed Channeling, all Base Arnak† to 20th. PP: 66. Ring: x3 PP Enhancer, cast 3 <i>Firebolts</i> 100'/day, wearer understands any written text in Dyar, Erlin, Iylar, Rhaya, Iruaric, Emer and Shay, speaks Dyar, Erlin and Iylar with fluency, Detects Magic, halves adverse effects of fire and cold, protects as AT 4(-10).								

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
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Aeryk, High Prst Yarthraak 41 118 11(90/70) Y* N 175bs/th 145typh 25

Age: Immortal (appears 30), **Ht/Wt:** 6'4"/195, **Hair/Eyes/Build:** Black/Green/Slender, **Dmnr:** Wise, friendly. **Race/Sex:** Dyar-Loar/M, **Profession:** Sorcerer. **Skills:** Climb50; Swim100; Ride40; S&H90; Perc102; Rune99; S&W105; Chan60; DirS90; Act105; Admin95; Chem70; Diving45; Lead72; Math52; Medit66; PubSp67; RMas80; Seduct75; Stra&Tac75; WeathW90. **Stats:** St95; Qu99; Em100; In102; Pr97; Ag100; Co89; Me95; Re86; SD90. **AP:** 94. **Spells:** Base Spell OB: 50. Directed Spell OB: 90. Knows all Base Sorcerer and Evil Cleric to 30th, 10 Open and Closed Essence and Channeling Lists, mostly utility spells, all Base Arnak† to 50th. **PP:** 140 x 8 = 1120. **Items:** Lord Ring of Yarthraak: A silver ring set with an opalescent gem, x8 PP enhancer, *Nether Bolts* 200' 4x/day, understand any written Text and read 8x normal speed, Speak Elvish and Arcane tongues fluently, Command sea creatures, Breathe underwater, Protect wearer as AT 11 (-50), See underwater as clear air. Robes: Sea-green hooded robes, they can change to any color desired, adding +50 to hiding. Typh: A special throwing weapon, it has the effect of a -10 Flail. Usually a fumble of this weapon means a "D" Krush on the thrower, but with this item it is only a regular fumble. Boots: Soft boots allow the wearer to walk or run on water, sand, swamp or any slippery wet surface as dry solid ground. Runesword: An artifact of the Second Era, this sword has several abilities: +20, Special Bastard Sword (as Bs or -10 2-handed sword), can parry missile weapons, silvery green blade delivers a Disruption critical of same severity as regular crit, Holds four runes on either side of the blade, allowing the user to place up to a total of eight runes (max 20th level each) on the sword. The runes may be cast instantly while holding the sword.

Korianas, Priest Yarthraak 17 86 11(70) Y* N 87da — 15

Age: Immortal (appears 21), **Ht/Wt:** 6'2"/170, **Hair/Eyes/Build:** Black/Blue/Slender, **Dmnr:** Pompous, cruel. **Race/Sex:** Dyar, **Profession:** Seer/Priest Arnak. **Skills:** Amb±8; Climb15; Perc76; Ride25; S&H66; S&W33; Swim5; Admin25; Appr43; DemnLr15; Flying25; Ldrshp5; LocSct35; Medit50; PwrPercep30; Signal40; StarG15; Stra&Tac20; Surveil30; WeathWatch35. **Stats:** St65; Qu89; Em78; In88; Pr98; Ag95; Co77; Me80; Re85; SD67; Ap 91. **Spells:** Base Seer True Sight, True Perception, Mind Visions, Past Visions to 20th, 4 each Open and Closed Mentalist to 10th, all Base Arnak† to 20th. **PP:** 102. **Items:** Blue-grey clothes, grey boots, protect as AT 11. Ring: Priest Arnak Ring. Dagger: +15, magic. **Notes:** Currently deployed along the old U-Lyshak coast.

† Priest Arnak Lists are optional custom spells available for PDF download at www.ironcrown.com or www.eidolonstudio.com



The Messengers Arnak

Type/Rank	# Enc	Lvl	Hits	AT(DB)Shield	Melee		Missile		MovM
					OB		OB		
Al-Athuul (Lyak)	1-6	10	110	10(25)	Y	115bs	90lcb		20
Steed: Giant Bird. Familiar: River Hawk. Usual Equipment: +15 broadsword, +10 light crossbow, reversible green/blue cloak of Feather Fall. Armor is a green quilted cloth that is both lightweight and protective. Helm.									
Gorath (Yarthraak)	1-6	9	100	14(20)	Y	100wh/90ma	95lcb		15
Steed: Grey Horse (or Killer Whale). Familiar: Black Gull. Usual Equipment: +10 crossbow, +10 warhammer, whale whistle, spiked gauntlets which allow them to strike with their fists as maces. Helm like a nautilus shell, allows underwater breathing. Shimmering scale-mail armor.									
Syrkakang (Gaath)	1-6	10	115	14(25)	Y	115bs/90ma	90lb		20
Steed: War Horse. Familiar: Arctic Hawk. Usual Equipment: Helm in the form of a Dragon's head, of Invisibility, +15 broadsword, +10 long bow, white leather gauntlets which allow them to strike with their fists as hammers, reversible dark green/white cloak, white wyvern hide armor.									
Ulkaya (Dansart)	1-6	9	100	10(20)	Y	100bs/105MCI	110gé		20
Steed: Plains Horse. Familiar: Desert Owl. Usual Equipment: +10 gé, +15 broadsword, sand-colored cloak and robes designed for desert protection, leather breastplate and greaves, boots of sand-running. Helm like a great dog or wolf head with lenses of day/nightvision, clawed gauntlets which allow the user to strike as medium claws.									
Kulag (Athimurl)	1-6	10	110	14(25)	Y	96ss	110sb		15
Steed: Great Cat. Familiar: Snow Owl. Usual Equipment: +15 short bow, +15 short sword, reversible brown/white cloak. Helm designed to look like a great White Lion head, white Dragonskin armor, boots of snow/ice running, gauntlets with clawed fingers designed to aid in climbing rocky and icy surfaces.									
Shaynar (Thargondaak)	1-6	9	95	10(35)	Y	110wh	100gé		20
Steed: Horse. Familiar: Bat. Usual Equipment: +15 warhammer, +10 gé, reversible forest green/dark blue cloak, belt of invisibility. Helm (fashioned to look like a huge Bat head with fanged mouth) of nondetection (wearer has no "presence" and cannot be detected by Mentalism).									

Mounts/Familiars

Type	Base LVL	Max Rate	Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	(IQ)
Al-Thuul (Lyak)								
Great Bird**	10	140	Dash/40	VF/FA	L/I-	200	4(40) 100HCl/80LPi	(AV)
River Hawk	2	100	Dash/30	FA/FA	S/—	25	1(50) 40MCI 100/25SPi	(AA)
Gorath (Yarthraak)								
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40) 70MCI/50/60LTs§/60MBi50 *	(AA)
Gull	2	100	Dash/30	FA/FA	S/—	15	1(50) 0SPi50/10SCI50	
Syrkakang (Gaath)								
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40) 70MCI/50/60LTs§/60MBi50 *	(AV)
Eagle	2	100	Dash/30	FA/FA	S/—	30	1(50) 50MCI 100/25SPi	(AA)
Ulkaya (Dansart)								
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40) 70MCI/50/60LTs§/60MBi50 *	(AV)
Desert Owl	2	100	FSpt/20	FA/FA	S/—	20	1(50) 35SCI 100/10SPi	(SU)
Kulag (Athimurl)								
Great Cat	6	100	Dash/40	FA/MF	L/—	180	4(20) 100LCI 100/90Lbi/130LCI	(AV)
Snow Owl	2	100	FSpt/20	FA/FA	S/—	20	1(50) 35SCI 100/10SPi	(SU)
Shaynar (Thargondaak)								
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40) 70MCI/50/60LTs§/60MBi50 *	(AV)
Black Bat	2	90	Dash/30	VF/VF	S/—	15	1(60) 20SBI 100	(SU)

* — Special.

** — On ground, movement rate is G of that given, "run" is the maximum pace, the DB is halved, and claw (Cl) attacks cannot be used.

Note: These statistics are for the given creatures in flying mode.

disguise as the *White Mage*, the occasional visitor to the Court of Haalkitane. Neither Osaran nor the White Mage knows the other's true identity (though Osaran suspects that the White Mage might be a disguised *Essænce Lord*), but neither trusts the other.

Messengers of Ulkaya

Often accompanied by several large hyena-like dogs, the Messengers go muffled against the dusty air of the wastes. They have clawed gauntlets that allow them to strike with the power of a great cat. Their helms are fashioned to resemble dog-heads, with lenses in the eyes to not only protect against dust but also allow the wearer to see at night as if it were full day. Their armor is reinforced leather, and each carries the deadly bola-like weapon known as the *gé*.

THARGONDAAK

Symbol: Great Horse

Orientation: Prairie/Temperate Coastal Societies

Current Focus: S. Rhakhaan (Taldaar Plain)/Meluria

Charged with securing the Melurian city-states and central Jaiman, Thargondaak has a considerable challenge. The high priest has never been able to infiltrate deeply into the Elven Forest, but he has had better success with the nobles of Meluria. And the Y'kin are on the verge of extinction.

The Priests Thargondaak

Priests have achieved positions of trust at varying levels among the Melurian provinces. Two of the Prince of Lethys' councilors are of Thargondaak, as well as members of key religions. One priest has a position of some authority in the Lethys library, though none have penetrated high into Nomikos as of yet. That library's screening procedures are quite thorough.

The High Priest of Thargondaak is none other than the *Pale Man* of young Prince Ajkar Faslurin's dream. He is able to enter the dreams of his victims and turn them to nightmares. He can also transform into either a great white owl or a giant bat.

Two priests of note are Daryen Choy, assigned to the Melurian States, and Yandar Vit, who is tutor to the only son of the Duke of Lathornia in Rhakhaan.

Messengers of Shaynar

Like the other Messengers, they ride through the night on missions to bring fear to the indigenous peoples. Their familiar is a huge black Bat and their steed is a black stallion. More stealthy than most, they have voluminous black cloaks like batwings, belts which allow them to become *Invisible*, and helms fashioned like frightening bat-heads which render them undetectable by magic. In some regions these terrifying warriors are called the *Messengers of Kynagaax*.

THE SILVER DAWN

Symbol: A multi-rayed silver sunrise

Current Focus: Agyra, Mulira

Originating in Northern Agyra, the Daughters of the Silver Dawn are women posing as Lay Healers and midwives. With this disguise they live a nomadic

lifestyle traveling the countryside, offering their services to villages and towns in return for food and lodging. They conceal their true nature until it is too late: either they are long gone from the village, or—in some cases—the entire town is consumed by the Silver Mist.

During the Second Era the Silver Dawn was a larger organization, operating in the poorer areas of larger towns and cities, but their success in precipitating the collapse of much of the Jinteni civilization in Mulira and northern Agyra allowed them to scale back. They face a new challenge with the rise of the Alliance.

DAUGHTERS OF THE SILVER DAWN

Always the daughters are two women traveling together. They are always of the same race (this varies—they can be of any race depending on where they are sent—but a great number are Erlin Elves), and frequently resemble each other. Many are in fact sisters. Though they present themselves as healers and givers of aid and comfort, they are in fact tools of destruction and death. The roles they play are this: one is an experienced Healer, the other her apprentice. In fact they are an Evil Mentalist and a (Mentalist) Monk or Warrior Monk. They wear garb similar in design and materials, but somewhat different in form: all are shades of grey linen with leather trim of similar hue. The "Healer" is clad in a knee-length tunic with loose pants underneath, soft shoes and a pillbox-shaped hat. In cooler weather she dons a dark grey cloak. The "Apprentice" wears more snug-fitting breeches, a short sleeveless tunic of quilted cloth (which is actually a sort of armor) over a linen shirt. Instead of a hat she wears a small, fitted hood that ties under the chin. Her leather boots are heavier and rise to just below the knee. In cold weather she wears a thigh-length leather jacket.

Both have a brooch-pin with the emblem of the Silver Dawn, and a hoop-style bracelet; both are made of dull silver metal. The brooches are spell enhancers and the bracelets act as locators and identifiers for the wearer, as explained below.

HOUSE OF THE SILVER DAWN

The headquarters of the Silver Dawn is a large manor house on an island just off the southern coast of the Orenoki Peninsula of NW Agyra. There, amid sheltering forests of fir and spruce trees—and the crumbling ruins of Jinteni outposts—the Daughters of the Silver Dawn train and receive guidance from the Silver Mist.

THE SILVER MIST

The House of the Silver Dawn was not only given that name because of the way the daily morning fog filters the rising sun to a pale disk. In a chamber deep beneath the house there is a well lined with stone, about six feet in diameter. But instead of water, the well is filled with a swirling, shimmering opaque mist. This is the heart of the Silver Dawn's power, for within the well is an intelligence, a manifestation of the Unlife itself. The Mist is able to cast certain spells (see stats), and in addition it is able to make certain spells portable using a unique process. In the rim of the well is a small trough leading to a cup-shaped indentation. The Mist condenses some of its substance in the indentation, creating a silvery sphere about two inches in diameter. The

The Silver Dawn: Statistics

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Mira Dom Vurl	18	56	1(70)	Y*	N	35da	67lb	20
Age: Immortal (appears 25), Ht/Wt: 5'7"/115, Hair/Eyes/Build: Brown/Blue/Slender, Dmnr: Warm, Caring. Race: Erlin, Profession: Evil Mentalist. Skills: Climb25; DirSp75 Shock Bolt; M/A St 40R2; Perc88; Ride34; S&H67; S&W15; Swim34; Track20. Act30; Admin10; BscMath15; Chem32; Cook20; Craft10; Diplom20; Disguis40; DrugToll15; Falsif10; 1stAid90; Flying20; Forage56; HerbLr76; Ldrshp10; LocScrt55; PoisonLr38; PwrPercep15; Seduct58; Signal60; Skat35; StarG26; Stra&Tac.10; Subdu45; Surveil28; WeathWatch54. Stats: St 56; Qu 92; Em 55; In 84; Pr 99; Ag 85; Co 67; Me 80 Re 76; SD 67; Ap 89. Spell lists: Cloaking, Brilliance, Mind Mastery. Solid Manipulation, Shifting, Movement, Mind's Door to 20 th level; Evil Mentalist base Mind Death and Mind Disease to 20 th ; Lay Healer Concussion Mastery to 10 th level. PP: 144. Items: Brooch: x4 PP enhancer, bracelet, +15 longbow, +10 dagger, 6 mist-orbs, cloak, +20 to hiding.								
Nirel Dom Vurl	14	68	9(110)	N	N	90St-R4/100Sw-R3	110chakram	30
Age: Immortal (appears 25), Ht/Wt: 5'8"/125, Hair/Eyes/Build: Brown/Blue/Slender, Dmnr: Cool, Detached. Race: Erlin, Profession: Monk. Skills: Climb35; DisTrap5; Perc69; PickLock15; Ride50; Swim40; Track5. Acrob20; AduMv20; Contort15; 1stAid25; Flying10; Forage20; HerbLr15; Medit10; Signal20; Sing5; Skat50; StunMan55; Subdu60; Surveil5; Tumb35; WeathWatch10. Stats: St 93; Qu 99; Em 65; In 58; Pr 98; Ag 96; Co 94; Me 63; Re 53; SD 87; Ap 95. Spells: Monk Base Evasions, Body Reins to 10 th ; Open Mentalist Cloaking to 10 th . PP: 56. Items: Brooch: x2 PP enhancer, quilted armor acts as AT 9 but no encumbrance, bracelet, +15 chakram, 5 mist-orbs.								
Mira Dom Cor	11	41	1(60)	Y*	N	30da	44lb	15
Age: Immortal (appears 22), Ht/Wt: 5'6"/110, Hair/Eyes/Build: Brown/hazel/slender, Dmnr: Friendly, lighthearted. Race: Erlin, Profession: Evil Mentalist. Skills: Climb10; DirSp 45 Shock Bolt67; Perc77; Ride10; S&H15; Swim25; Track18; Act19; Cook20; Diplom10; 1stAid45; Flying15; Forage25; HerbLr49; PoisonLr37; PwrPercep15; Seduct51; Signal44; StarG30; Subdu15; Surveil26; WeathWatch22. Stats: St 45; Qu 91; Em 88; In 96; Pr 101; Ag 95; Co 65; Me 87; Re 79; SD 72; Ap 99. Spell lists: Cloaking, Attack Avoidance, Mind Mastery. Gas Manipulation, Shifting, Movement, Mind's Door to 10 th level; Evil Mentalist base Mind Death to 10 th ; Lay Healer Concussion Mastery to 10 th level, Muscle Mastery to 5 th level. PP: 88. Items: brooch: x4 PP enhancer, bracelet, +15 longbow, +10 dagger, 5 mist-orbs, cloak, +20 to hiding.								
Nirel Dom Cor	12	61	9(90)	N	N	80St-R3/80Sw-R3	80chakram	25
Age: Immortal (appears 20), Ht/Wt: 5'11"/130, Hair/Eyes/Build: Brown/Hazel/Slender, Dmnr: Shy. Race: Erlin, Profession: Monk. Skills: Amb±5; Climb35; DisTrap5; Perc56; PickLock10; Ride45; S&H67; Swim45; Animal66; Contort15; DetTrap24; DisrmFoe55; 1stAid60; Forage45; HerbLr38; Juggl34; LocScrt53; Sail44; Seduct28; Signal30; StunMan55; Subdu43; Surveil15. Stats: St 90; Qu 99; Em 87; In 66; Pr 95; Ag 99; Co 88; Me 45; Re 50; SD 80; Ap 89. Spells: Monk Base Evasions, Body Renewal, Monk's Sense to 10 th ; Open Mentalist Cloaking to 5 th . PP: 24. Items: brooch: x2 PP enhancer, quilted armor acts as AT 9 but no encumbrance, bracelet, +15 chakram; 5 mist-orbs.								
The Silver Mist	60	800	1(200)	N	N	N/A	N/A	N/A
Age: Immortal, Base Spell OB: +100. Spells: Open Mentalist lists Detections, Illusions, and Closed Mind's Door to 50 th level, Closed Liquid Manipulation and Gas Manipulation to 20 th level and Evil Mentalist Base Mind Death to 20 th . Immune to elements and elemental attacks except fire and heat; immune to normal striking attacks (can basically only be damaged by fire in the well).								

Mist usually embeds in these spheres a spell similar to *Mind's Door True*, which is activated when the sphere bursts (by squeezing or throwing to the ground). A crucial difference is that the burst orb creates a cloud of silver mist that becomes a temporary Portal to the subterranean chamber of the Mist well. The Portal remains open 5D6 rounds, with a round of warning that it is closing (the mist begins to collapse). The daughters gather the spheres to take on their journeys as a means of a quick transport home—and to send home “food” for the Mist.

For the Silver Mist requires energy to create the spheres, and energy just to survive. The energy that sustains it is human life force (or souls). It requires one soul per day just to live, and one to make each sphere. So, the mission of the Daughters is, in part, to feed their master. They drug or otherwise subdue victims, and lead them through the Portal to the Mist chamber. Once

there they are cast into the well, where their body and soul is consumed.

THE STEEL RAIN

Symbol: Five downward-pointing spearheads

Current Focus: Foleenn, western Thuul

The five Watching Sisters—ruthless Mentalists and Astrologers—lead this all-female order. With their Elder Sisters and Sister Initiates, they use infiltration and seduction to sow the seeds of corruption, suspicion and other vices. Then they use ancient or respected institutions as tools to remake the culture into a form suited to the Unlife's needs.

Originating in Foleenn, the Steel Rain is headquartered in the fortified Sisterhouse complex on the isle of Uphanuk off the southeast coast of that land. They now control the Erlin realms on the neighboring island of Olchel and mainland Cryan, where they discovered a

portal to SW Thuul. The recent loss of the Northern Eye of Utha has weakened the *Gale of Hues* (the local name for the Flow-barrier that surrounded the continent) and allowed the sisters to expand their reach.

The Steel Rain is not a secret order—though the membership of many of its sisters may not be disclosed. It has a public face: that of a group of scholarly women, some of whom offer their services as advisors or truthsayers. These *Elder Sisters* are sworn to be neutral, and to keep confidences. They keep their promise, except within their own order.

The *Sister Initiates* are usually younger members of the order, and all serve in secret. They play many roles in the target culture, from concubines to prostitutes to eager young wives of important men, they pretend to be less than they are in order to win trust and to assuage the wary nature of their targets.

When a target culture is chosen, both the Elders and the Initiates enter simultaneously, though one openly and one in secret infiltration. As the Elder Sisters offer their services in science and law and civilized arts, the Sister Initiates offer services and skills of a different kind. And all have secret training in the ways of combat to varying degrees, and access to special powers. All sisters are taught a secret language (actually a set of subtle

hand signals and voice inflections) that they can use to communicate amongst themselves without those present realizing they are doing so.

The Alliance does not trust the Steel Rain, but they have hired some Elder Sisters as truthsayers—in part to keep an eye on them. These two organizations are performing an intricate dance of deception and surveillance.

In another partnership between a Dragonlord and servants of the Unlife, the Steel Rain has forged a pact with Ulya Shek. Jenkyna the Lady of Essence is also joined in this alliance, though peripherally so.

ITEMS OF THE STEEL RAIN

Each rank has magical items to aid them in their assignment, each suited to their specific charge and role. As might be assumed from the name of the order, all have an association with water and rain.

Watching Sisters' Items:

Headdress: a delicate cap of tiny chains creates a cap with many dangling metal strips that cause a faint tinkling sound not unlike rain. The cap is an x6 PP enhancer, adds +30 vs. mental attacks and serves as a full helm without interfering with the wearer's own Mentalism spells. It also allows constant mental

The Steel Rain: Statistics

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Ritala Wain, Wtchnng Sstr	38	121	16 (185)	Y*	(Y)	MASt65R4	Starhand+145	15
Age: Immortal (appears 35), Ht/Wt: 6'0"/150, Hair/Eyes/Build: Brown/Grey/Slim, Dmnr: Emotionless. Race: Erlin, Profession: Astrologer. Skills: Amb±14; Climb15; DirSp120Shockbolt; Perc120; PickLock25; Ride15; Rune80; S&W90; Swim25; Act80; Admin96; AdMath65; Astro66; BscMath50; Diplom55; DragLr20; DrugTol45; Flying66; Ldrshp84; LocSrt20; LockLr10; Medit70; Music41; PwrPercep79; PubSp47; Seduct90; SenseRealWp52; Signal115; StarG87; Stra&Tac.62; StunMan20; Subdu67; WeathWatch78. Stats: St 88; Qu 93; Em 84; In 99; Pr 100; Ag 95; Co 96; Me 95; Re 90; SD 89; Ap 92. Spells: All base Astrologer and Steel Rain†† to 30th, 3 each Open and Closed Channeling and Mentalist to 10th. PP: 684. Items: Robes: enchanted robes that do not encumber but protect as AT 16 (-25); mesh cap (see text); Rings (see text).								
Mitaka Vins, Elder Sister	21	85	1(95)	Y*	N	MASwT45R3	ShockBolt110	10
Age: Immortal (appears 20), Ht/Wt: 5'9"/130, Hair/Eyes/Build: Red-blond/Green/Slender, Dmnr: Cool, Haughty. Race: Erlin, Profession: Mentalist. Skills: Climb5; Perc120; PickLock40; Ride5; Rune30; S&H55; S&W70; Swim10; Act80; Admin30; AdMath68; Anthp20; Appr21; Arch18; Astro35; BscMath66; Bribe20; CircLr30; Chem54; DemnLr24; DetTrap49; Diplom36; DisrmFoe45; Disguis15; DragLr33; Falsif41; Flying20; HerbLr22; LocSrt50; LockLr10; Medit30; Music15; Nav15; PoisonLr36; PwrPercep55; PubSp59; Seduct68; SenseRealWp30; Signal88; StarG59; StunMan25; Subdu50; Surveil39; WeathWatch45. Stats: St 67; Qu 94; Em 80; In 86; Pr 99; Ag 94; Co 78; Me 93; Re 76; SD 77; Ap 88. Spells: Base Mentalist <i>Mind Control</i> , <i>Presence</i> , <i>Mind Attack</i> , <i>Mind Merge</i> to 20th, Steel Rain lists to 20th; <i>Movement</i> , <i>Mind's Door</i> to 20th, <i>Liquid Manipulation</i> , <i>Attack Avoidance</i> , <i>Detections</i> , <i>Cloaking</i> to 10th. PP: 168. Items: Necklace, Rings (see text).								
Sesna Glimit, Initiate	7	49	1(45)	Y*	N	MASt25R1	45Shock bolt	10
Age: Immortal (appears 25), Ht/Wt: 5'8"/130, Hair/Eyes/Build: Black/Grey/Slim, Dmnr: Charming. Race: Erlin/Laan, Profession: Astrologer. Skills: Climb5; Perc45; PickLock15; Ride5; Swim5; Act34; BscMath12; Contort37; Dance41; DetTrap10; Diplom15; DisrmFoe22; LocSrt30; Medit40; PwrPercep25; Seduct74; Signal65; Sing25; StarG28; Subdu20; Surveil15; WeathWatch15. Stats: St 55; Qu 90; Em 71; In 98; Pr 99; Ag 95; Co 57; Me 80; Re 83; SD 67; Ap 98. Spells: Astrologer base <i>Starsense</i> , <i>Starlights</i> , <i>Way of the Voice</i> to 10th, Steel Rain† to 10th, Mentalist <i>Cloaking</i> to 10th, <i>Movement</i> , <i>Mind's Door</i> to 5th. PP: 42. Items: Rings: x3 PP/lockpick/garrote: see text.								
Elia Kimir, Initiate	5	41	1(75)	N	N	MASt50R2	35da	20
Age: 22, Ht/Wt: 5'4"/110, Hair/Eyes/Build: Blond/Blue/Slender, Dmnr: Varies. Race: (Talath), Profession: Warrior Monk. Skills: Amb±4; Climb25; Perc55; PickLock65; Ride10; Swim20; Track5. Acrob15; Act44; Contort10; Cook15; Dance28; Diplom12; DisrmFoe34; Disguis15; DrugTol12; LocSrt10; Music18; PoisonLr10; Seduct65; Signal34; Sing30; Subdu45; Surveil15. Stats: St 88; Qu 97; Em 45; In 78; Pr 91; Ag 99; Co 90; Me 85; Re 76; SD 84; Ap 99. Items: Rings: poison/lockpick/garrote: see text.								

† Steel Rain Lists are optional custom spells available for PDF download at www.ironcrown.com or www.eidolonstudio.com

communication with the other Watching Sisters at a range of up to 600 miles.

Note: these items are quite evil; it is suggested that they be treated similarly to the greater priest rings of the Iron Wind as detailed previously).

Rings: As the non-spell using Sister Initiate rings.

Elder Sisters' Items:

1. **Necklace:** graceful silver chains array across the neck, and from them dangle five elongated pendants. The necklace is an x4 PP enhancer.

Note: these items are quite evil; it is suggested that they be treated similarly to the priest rings of the Iron Wind as detailed previously).

2. **Rings:** As the non-spell using Sister Initiate rings.

Sister Initiates' Items:

Rings: Because of the necessary secrecy of their true calling, the Initiates' items must be subtle and small. Each has a matched pair of alloy rings that appear at casual glance to be identical and unadorned. But they have different and complementary features. One is either an x3 PP enhancer for the owners' realm (usually Mentalism, though some are Mystics or Astrologers) if a spell-user, or has a tiny mechanism, which causes a needle to protrude from the ring. The Sister will have tipped the needle with one of several poisons they favor, depending on need: *Nehrum*, a kelp extract that causes loss of free will (10th level, 1D4 hours); *Rochan*, a spider venom that causes instant death (20th level); or a concentrated version of *Taryank*, a bat venom (10th level, unconsciousness for 2D10 minutes). The sister uses *Subdual* to prick the exposed skin of the target (useable in non-combat situation only, usually taking the target by surprise; she may use *Seduction* to gain a favorable position). The other ring has a secret compartment containing a strong but flexible lock-pick and a retractable wire filament. This filament has a tiny knob on the end that locks into a socket on the other ring and can be used as either a garrote or as a wire saw, cutting through a 1" thick iron bar in less than a minute. The sister uses *Subdual* to get the garrote on the target (useable in non-combat situation only, usually taking the target by surprise) then has the option to render unconscious or kill. Both rings have an embedded *Unseen* spell that can be used 1x per day on the ring only.

THE GOLDEN EYE

At the dying of the first millennium of the Second Era of Ire, a small group of Loari-Elves settled on an isle in the *Bay of Mirrors* off the SW coast of Thuul. The old name was Arg Ssoidusdur (K. "Isle of the Drakes' Offspring") but the Loari, coming from distant eastern Falias didn't know this; they named their new home Dalov Grevoru (E. "Isle of Green Jewels"), for the beautiful, deep green rainforests. They would not learn the reason for the Kugor name until much later.

Among the settlers was the Alchemist Cydin Akaiden, a man of exceptional talent and hunger for learning. He was obsessed with the working of laens, and the creation of enchanted items. This obsession led him to seek many sources of information—and finally took him to the Unlife, where he learned more than he wanted. Delving ever deeper into dark research and dealings with Demons, the Alchemist gained great power at the price of his soul.

Cydin Akaiden had five sons: one became his apprentice in Alchemy; the others took the paths of Channeling, Essence, Arms and Mentalism. To each he gave a "gift:" an eye of laen with a shimmering golden iris. Such was their fathers' will (and their own ambition), all agreed to accept the gift, though it meant replacing their left eye with this enchanted orb. Needless to say this gave the sons of Cydin Akaiden a striking appearance, and caused worry among the already uneasy ruling council. The eyes apparently granted them special powers... and it changed them.

Cydin had always been somewhat cool and distant with his peers. His wife, Nidiain, suffered long and silently in a cold marriage. Some expressed winking surprise that Cydin even took the time to father five sons in less than two centuries—fairly prolific for the Iylar. But when the father offered the eye implants to his sons, it was too much for Nidiain. She made her distress known to several friends and even influential citizens of the island. But her sons were adults now and willing to undergo this procedure that she called an abomination, so there was nothing anyone could do. Soon after the surgeries, Nidiain vanished. Cydin and his sons said she left the island, abandoning them. Others suspected a darker truth.

As they explored north, the Loari encountered a complex of caves—and their inhabitants: a large colony of land wyverns. Several Loari were injured or killed in the retreat; it would have been worse if two of Cydin's sons had not been there. To the amazement of the others, from the sons' golden eyes stabbed rays of yellow fire that cut through the wyverns like fiery lances. The council was publicly grateful, but secretly now even more wary of Cydin and his sons. Sensing this—and having plans of his own—Cydin announced that he and his family would leave the settlement and go north, promising to deal with the Wyverns. They departed and were not seen again for hundreds of years.

They were hardly recognized when they returned.

THE ORDER OF THE GOLDEN EYE

Akaiden and his sons settled in the northwest of the island and wasted no time enacting a plan Cydin had been formulating (actually a plan of the Unlife, though the Elf believed it was his own). Cydin and three sons went to the mainland of Lypanax, where they discovered tribes of superstitious and warlike Jineri. With their magic, the Loari seems like gods. Cydin selected men and women to return with them to the island. The fortunate would be trained as warriors; others would serve as slaves in the mines and house. With this workforce, Cydin built a fortified manor with an extensive forge. The nearby Wyvern nests would not be

destroyed; instead, the Loar lord had plans for these strange, agile creatures. After many years of labor and training, his vision came to fruition.

THE VICEROYS

The sons of Cydin Akaiden serve him, but first they serve the Unlife.

The Viceroy's Items:

1. **Eye:** Implanted left eye, it allows the owner not only to see normally but also to use the Closed Mentalism Sense Mastery spell *Darkvision* and the Open Mentalism Detections spell *See Invisible* each 4x per day. The eye is also a fearsome weapon: 4x per day the owner can cause a terrible heat ray to fire from the eye (treat as *Firebolt* 300' 4x hits). It is also an x6 PP enhancer.

2. **Gold Gauntlet** (left hand): More a glove than a gauntlet, it is made of a fine golden mesh with jointed metal fingers and a few plates over the wrist. The palm is covered with a delicate but strong web of filaments, holding a two-inch wide hemispherical stone of laen, which looks like a golden eye. Its primary function is as a key, to open the Flow-Passages and the Eye Portals (see below). It also may cast a *Shield Spell* 4x per day. Finally, it casts a special *Dark Absolution* that takes the soul of the target. The range is 80' and it takes a full 3 rounds (30 seconds) to take the soul, during which a beam of golden light springs from the eye and strikes the target. The target can make a total of three RR's vs. 40th level Channeling; if he makes the first one the attack fails; if he fails the first, he may try two

Golden Eyes: Statistics

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Heruar Akaiden, Viceroy	34	195	18(95)	Y*	N	MSt90R4	165Firebolt	20
Age: Immortal (appears 25), Ht/Wt: 6'1"/170, Hair/Eyes/Build: Black/Blue-Gold/Muscular, Dmnr: Callous. Race: Loar. Profession: Mentalist. Skills: Climb20; Perc180; Ride85; Rune60; S&W90; Swim20; Act60; Admin90; Alch45; DemnLr30; DetTrap90; Diplom85; DismFoe80; Flying100; Ldrshp110; PwrPercep98; PubSp66; Seduct84; SenseRealWp105; Signal80; Stra&Tac87; StunMan110; Subdu100. Stats: St 79; Qu 99; Em 86; In 83; Pr 101; Ag 96; Co 70; Me 88; Re 91; SD 78; Ap 86. Spells: All base Mentalist, Evil Mentalist to 30th, 10 open and closed Mentalist to 20th. PP: 612. Items: Eye, gauntlet, robes: (See text).								
Atanaek Akai-cren, Cptn	21	155	14(65)	Y*	Y	MSt67R3 MSw40R2	145lcb	15
Age: 40 (appears 22), Ht/Wt: 6'4"/180, Hair/Eyes/Build: Black/gray/slender, Dmnr: Cruel. Race: Loar/Jineri, Profession: Mentalist. Skills: Amb±7; Climb25; Perc88; Ride105; S&H56; Swim15; Track23. Acrob25; Animal60; DetTrap35; DragLr21; 1stAid42; Fletch25; Flying63; Ldrshp49; LocScrt10; Nav60; Signal37; Stra&Tac22; Subdu40; Surveil21; WeathWatch55. Stats: St 90; Qu 95; Em 66; In 73; Pr 99; Ag 96; Co 84; Me 91; Re 80; SD 77; Ap 91. Spells: Base Mentalist Mind Control, Presence, Mind Attack, to 20th; Movement, Mind's Door to 20th, Attack Avoidance, Detections, Cloaking to 10th. PP: 168. Items: gauntlet, helm, armor (see text). Notes: Grandson of Heruar.								

Golden Eyes Warriors

Type/Rank	# Enc	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
Eyes of Ugoth	4/8	8	110	17(25)	Y	115ha	125dart*	20
Steed: Land Wyvern. Usual Equipment: bladed mace (+20 handaxe), reversible green cloak (+50 to hiding), blowgun, see txt.								
Eyes of Kushkor-nagath	4/8	9	100	14(20)	Y	120ms	95sb/110net	15
Steed: Fire Hounds. Usual Equipment: +15 morning star, gladiator net, short bow.								
Eyes of Nygoret	4/8	10	120	14(55)	Y	125wh	88bola/96lcb	20
Steed: Winged Wyvern. Usual Equipment: +10 war hammer, +15 light crossbow: reload every round w/o penalty, belt of Feather Fall, 2 bolas.								
Eyes of Renn	4/8	9	110	18(45)	Y	120sc	110net/90cabis	20
Steed: Land Wyvern. Usual Equipment: hooked sword, gladiator net, 2 cabises.								

Golden Eyes Mounts

Type	Base LVL	Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks
Ugoth							
Climbing Wyvern	8	180	Dash/40	BF/VF	H/LA	180 19(30)	80LCI/110HSt/poison/80LBI/poison
Kushkor-nagath							
Fire Wolf	6	140	Dash/20	VF/FA	L/LA	120 4(30)	70MBi/50FBreath
Nygoret							
Winged Wyvern	10	300	Dash/50	BF/VF	H/LA	160 12(65)	50LCI(2x)/90HSt/poison
Renn							
Running Wyvern	8	180	Dash/50	BF/VF	H/LA	200 12(45)	70LCI/100HSt/poison/80LBI/poison

* — Special; see text.

more times and if he succeeds he has that round to make a stunned maneuver to try to break the hold; he must have 100% success or his soul is ripped from his body and taken by the eye. This process is excruciatingly painful; if the target fails he is automatically stunned, takes 2D10 hits, and rolls on the Shock critical hit table; severity is determined by amount of failure (1-10=A; 11-20=B; 21-30=C; 31-40=D; >41=E) and the wearer can stop the process before taking the soul; in effect using it as a torture device. The gauntlet can hold up to eight souls (the wearer can actually return a soul to the owner's body if he chooses; treat as *Lifegiving*). If it absorbs a ninth, the first is destroyed. The wearer can also "burn" stored souls; each acts as an additional +1 spell adder (this is in addition to the Eye's enhancement). However, the real purpose of storing the souls is so that they may be taken back and fed to the master.

Note: these items are quite evil; it is suggested that they be treated similarly to the greater priest rings of the Iron Wind as detailed previously)

3. **Robes:** Do not encumber but protect at AT 18(−20).

THE RIDERS OF THE GOLDEN EYE

Simply put, the Riders of the Golden Eye are marauders: bringers of fear to those unfortunate enough to encounter them. Led by the Four Viceroy (four sons of Cydin Akaiden), they terrorize parts of southern Thuul, and are moving west to thwart the expansion of the Alliance. Order, commerce and civilization are the enemies of the Unlife, which thrives on superstition and provincialism. Each Viceroy commands a group of riders who differ in some respects but share many features. All the riders are Jineri, (though some captains are Jiner/Loar hybrids: descendants of the Viceroy). Therefore all are tall and slender with light-to-medium brown skin, little or no body hair, eyes of any color (those of part-Laan blood will sometimes have blue or grey eyes) but all with the epicanthic fold, and all with coarse black hair.

The riders travel in groups of four or eight, each with a captain. There are usually eight captains actively serving a Viceroy, plus their squads. Their steeds and whether their captain wields spells varies by which Viceroy they call lord, but all share certain equipment.

Captains' Equipment:

1. **Gold Gauntlet** (left hand): Like and yet unlike the hand device of the Viceroy, this is by far the most powerful and frightening tool of the Golden Captains. Fashioned of overlapping plates of golden alloy, it covers the back of the hand and the forearm. The inside of the fingers are covered with a delicate but strong web of filaments, holding in the palm of the hand a two-inch wide hemispherical stone of laen, which looks like a golden eye. Its primary function is as a key, to open the Flow-Passages and the Eye Portals (see below). It also serves as a +4 PP enhancer, depending on realm, and the wearer may cast a *Shield Spell* 4x per day. And it has a fourth power: it casts a special *Dark Absolution* that takes the soul of the target. The range is only 20' and it takes a full 3 rounds (30 seconds) to take the soul, during which a beam of

golden light springs from the eye and strikes the target. The target can make a total of three RR's vs. 20th level Channeling; if he makes the first one, the attack fails; if he fails the first, he may try two more times, and if he succeeds, he has that round to make a stunned maneuver to try to break the hold; he must have 100% success or his soul is ripped from his body and taken by the eye. This process is excruciatingly painful; if the target fails he is automatically stunned, takes 2D10 hits, and rolls on the Shock Critical Hit Table; severity is determined by amount of failure (1-10=A; 11-20=B; 21-30=C; 31-40=D; >41=E) and the wearer can stop the process before taking the soul—in effect using it as a torture device. The gauntlet can hold up to eight souls (the wearer can actually return a soul to the owner's body if he chooses; treat as *Lifegiving*). If it absorbs a ninth, the first is destroyed. The wearer can also "burn" stored souls; each acts as an additional +1 spell adder for the wearer on top of the gauntlet's +4. However, the real purpose of storing the souls is so that they may be taken back and fed to the master.

Note: these items are quite evil; it is suggested that they be treated similarly to the greater priest rings of the Iron Wind as detailed previously).

2. **Helm of the Eye.** Golden cap-helmet with a mask-like visor covering the eyes. (The helmet is actually more of a metal headband with two metal strips crisscrossing in a dome shape, leaving most of the scalp exposed; however, it still protects as a full helm). The eyeholes are protected by laen lenses. They also allow the wearer to use the Closed Mentalism Sense Mastery spell *Darkvision* and the Open Mentalism Detections spell *See Invisible* each once per day. Wearer gains a +40 vs. any attacks involving the eyes.

All Riders' Equipment:

1. **Gold Gauntlet** (left hand): A slightly smaller and less ornate version of the gauntlet described above, this one also lacks the eye in the palm. Wearer may cast a *Shield Spell* 2x per day.
2. **Helm of the Eye.** Golden cap/helmet similar in appearance to the ones worn by the captains. They also allow the wearer to use the Closed Mentalism Sense Mastery spell *Nightvision* and the Open Mentalism Detections spell *Detect Invisible* each once per day. Wearer gains a +20 vs. any attacks involving the eyes.

THE FOUR DIVISIONS:

Eyes of Ugoth

Viceroy: Noruin Akaiden

Symbol: Gold eye on a green leaf

Orientation: Rainforests/Channeling

Current Focus: SE Thuul

Eyes of Ugoth employ as steeds a breed of land Wyverns adapted to warm humid climes, agile maneuvering and climbing skill. The beasts have a green shimmering hide and their stinger injects a circulatory poison. As with all the Wyverns, they are quite fast even with riders. They are still able to use their stinging tails, arcing them over their rider.

The riders themselves, in addition to the gauntlets and helms mentioned above, wear Wyvern-hide armor, reversible light green/dark green cloaks (+50 to hiding in the jungle). They wield cruel bladed maces (+20 hand axe) set with green orbs in their pommels that they can employ on Wyvern-back or on foot, and they use their familiar blow-guns, the darts tipped with a 20th level drug that acts as an anesthetic; if the target gets a critical and fails their RR, they are unconscious for 2D4 hours. These riders will often grow their hair long (sometimes over 3 feet) and wear it in many braids sticking up through the open areas of their helmets.

Eyes of Kushkor-nagath

Viceroy: Temis Akaiden

Symbol: Gold eye in a red flame

Orientation: Plains/Essence

Current Focus: S. Thuul

The only riders who do not employ Wyverns as mounts, the Eyes of Kushkor-nagath utilize hardly less frightening beasts: Fire Wolves. Yet over the years they have (more-or-less) domesticated the animals and now ride them saddled like horses.

Their equipment includes reinforced leather breastplates with their symbol in metal on the breast, reversible tan/pale green cloaks (+25 to hiding) and high leather boots. They wield a +15 morning star in melee, and each also carries a short bow, and a weighted ("gladiator") net that they are able to cast while on wolf-back with considerable skill as they run down a target. They use the nets to capture victims for their captain.

Eyes of Nygoret

Viceroy: Heruar Akaiden

Symbol: Gold eye in a blue water drop

Orientation: Mountains, Islands/Mentalism

Current Focus: SW Thuul

The Eyes of Nygoret swoop down out of the sky on their winged Wyvern steeds to terrorize all those below. The jagged shadow silhouette of the Dragonet wings is a certain harbinger of death... and worse.

The ranks of the Nygoret alone welcome female riders among them, and these women are no lesser warriors, equal to their brethren in every way. Their armor is light but effective: treated cloth reinforced with strips of hardened leather and metal-studded leather greaves (AT 14 but does not encumber). Rather than cloaks—which would be ineffective while flying at high speeds—the riders wear a long coat with an elbow-length overcape. The lower portion is split up the front and back for riding, and straps fasten the sides of the coat to the legs. They carry war-hammers set with a blue orb in the hilt and a beautiful light crossbow, of mahogany with a golden alloy bow (+15) and a special spring mechanism that allows it to be re-cocked quickly and fired every round without penalty. Each has a belt that will cast one *Feather Fall* spell. Finally, each carries 2 bolas that they are expert at using from Wyvern-back; these are to capture victims alive as "sacrifices." The riders (including the women) shave their heads or wear their hair cropped very close to the scalp.

Eyes of Renn

Viceroy: Ramuket Akaiden

Symbol: Gold eye on a cloud.

Orientation: Temperate lowlands/Arms

Current Focus: Falias

Astride Wyverns adapted for temperate weather and greatest speed on flat terrain, the Eyes of Renn are a name of fear to the Jan of southwest Thuul. The steeds are a grey-brown in color, lighter on their underside, and their tails inject a muscle poison. The riders wear hardened Wyvern-skin breastplates and greaves (AT 18, only encumbers as AT 10) with hooded reversible light brown/green cloaks (+25 to hiding). They wield cruel

Heralds of Night: Statistics

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Herald	25	22018(90/190*)	Y*	A/L	250	—	—	35

Age: ? (appears 25) **Ht/Wt:** 6'6"/220. **Hair/Eyes/BUILD:** Black/Black/Very Muscular. **Demeanor:** Emotionless. **Race/Sex:** Laan/M or F. **Profession:** Fighter (Warrior, Evil Paladin). **Skills:** Climb80; Swim80; Ride120; S&H95/175; Perc100; DirS100; Acro75; Track60. **Stats:** St-103; Qu-101; Em-80; In-100; Pr-100; Ag-103; Co-100; Me-90; Re-80; SD-95. **AP:** 95. **PP:** 240 (60 x 4).

Spells: Base Spell OB: 20; Directed Spell OB: 100 (Dark Absolution). May know any of the following: Evil Cleric lists, Open or Closed Channeling lists, (Paladin [Un]holy Warrior, Spell Breaker, Shielding Ways).

Special Abilities: *Physical Resistance:* Heralds cannot be stunned, and they regenerate 4 hits per round. *Mental Resistance:* Because their minds are dominated by their sword, they have an additional +40 to RRs vs. mental attacks. **Items:** **Sword of Night: 1.** Of clear laen, the blade appears to be tinted dark blue with many tiny flecks of silver inside, like a starfield. +40 bastard sword. They are designed in mockery of Valris' *Starsword*, which is similar in appearance. The sword glows with a dim blue-white light. **2.** Delivers a Cold critical in addition to any other. **3.** Casts Magician Base *Light Law* "Utterdark" at will. **4.** Can (at the decision of the wielder) draw the "soul" of anyone to whom it delivers an "E" critical. Target gets a RR, but is "touching," and the swords are considered 20th level for this attack. The sword can hold up to 4 souls at a time, and a soul may be used to fire an Evil Cleric *Dark Absolution* at the level of the soul. Soul is automatically destroyed when the spell is cast. **5.** Intelligent, the sword will attempt to control any other wielder than itself. It should be treated as 20th level and has a Will of 200. **6.** x4 Evil Channeling PP enhancer.

Black Unicorn:

Lvl: 20. **Base Rate:** 160. **Max Pace/MN Bonus:** Dash/50. **Speed/MS/AQ:** BF/VE. **Size/Crit:** L/I. **Hits:** 200. **AT(DB):** 11(80). **Attacks:** 250LHo/135LBaß/1160LTs. **Notes:** Vicious, intelligent, and evil.

scythe-like swords from the saddle, as well as weighted nets. Each also carries two cabises (throwing hand axes) set with clear crystal orbs in their pommels. Riders of Renn apply a paste to their hair so that it spikes out from their heads as much as a foot.

PORTALS OF THE GOLDEN EYE

Scattered throughout southern Thuul and Agyra, Cydin Akaiden and his alchemist son Kivresh constructed several dozen Portals. Most are underground; a few are sheltered under overhangs in small secluded valleys, but all have the same basic configuration: a pedestal facing a flat wall surface with a large stone eye set into it. On the pedestal is a semicircular indentation the same size as the hemispherical eye on the gold gauntlet of the Eye captains and in front of that an orb. When the gauntlet is placed in the indentation, the orb projects a beam of light to the center of the eye on the wall and opens the Portal. The exit point of the portal is determined by the will of the gauntlet wearer.

The captains also have the power to use their gauntlet to create a temporary portal. He need only raise the gauntlet and concentrate (and burn a soul) and in front of him opens a portal to any fixed Golden Eye portal they desire. This Portal can only remain open two minutes (12 rounds) before it collapses.

HERALDS OF NIGHT

These messengers of terror are among the most frightful of the servants of Darkness. Coming forth only

at night, they sweep their foes before them in a dark wave of fear. While they act as servants of various powerful Evil factions on Kulthea, their souls belong to the Unlife. They are mindless slaves to its power and have no will of their own.

Heralds of Night appear astride black unicorns, all handsome men and women with hypnotic eyes and marble-white skin. They are without helm, but wear a metal breastplate and greaves of gleaming black alloy. A kilt of studded black leather strips girds their hips, and tall black boots cover their legs to above the knee. Their arms and upper legs are left bare, revealing their marble-white skin. If they are injured, their wound slowly oozes a thick, black blood. They have super-human strength, partially conferred by their enchanted sword.

Their Black Unicorn steeds have red glowing eyes, steaming nostrils and a luminous golden horn. They are evil and hate all that lives—and will attack a non-evil Unicorn on sight 90% of the time.

While the Loremasters trace the origin of the Heralds to the *Wars of Dominion*, Andraax and the other Ess  nce Lords know that the swords that give the Heralds their power are actually a legacy from the time of Kada  na. They are forged of the same adamantine crystal—something similar to the rare *black laen*—as the *Shadowstone*. While the Heralds can be summoned by any evil priest with the power and knowledge to do so, they would ultimately serve the wearer of the *Shadowstone*. Fortunately the numbers of the Heralds are few (only twelve swords were made), but each individual wields fear with the effect of an army.



CHAPTER III

DRAGONS AND DRAGONLORDS

While all dragons are intelligent, sentient and powerful creatures, the Great Drakes are all of surpassing cleverness and unimaginable might. Each is master of Arcane Power and could stand against a Lord of Essænce as an equal.

Among these great beings is a group who call themselves the **Dragonlords**, and of these there are now only a handful in number. All are thousands of years old, having survived the Wars of Dominion. Some rule lands, while others hold only their citadel and operate in more subtle ways to gain power and ever-greater wealth.

All of the Dragonlords have the power of Shapechanging, allowing them to assume human form (among others). This has advantages in that they are able to move about freely in a world dominated by humanoids. The disadvantage is, of course, that they are more vulnerable in human form; theirs is a true shape change.

The origins of the Dragonlords are shrouded in the temporal mists that divided the First and Second Eras. It is believed that an order of the most powerful Lords was formed sometime in the Second Era, its purpose to promote the dominion of the Dragons. The Master Smith Krelj aided the Lord Oran Jatar in the forging of the Dragon Helms, which allowed the Lords to remain in human form indefinitely, and use their devastating breath weapon with almost full potency. These items have greatly enhanced the scope of the Lords, and they control formidable cults of followers.

It should be remembered, however, that though these lords may appear as humans (and in fact spend much of their time in human form), they are alien creatures. Great Drakes do not think the same way that humans (mortal or immortal) do; they are indeed Dragons.

From a Loremaster Scroll

INTRODUCTION

Your average Kulthean citizen has never seen a dragon of any kind (and hopes never to). A few large cities might have a wyvern or two in a royal zoo, but that is the extent of it. Most people in fact would tell you that they don't even believe that there are any real dragons left—if they existed at all. They are legendary creatures in more ways than one. Before delving into descriptions of the Dragonlords, a summary of the nature of the Great Dragons is in order; for indeed, while they wear human form, they are still truly monstrous reptilian beasts who would as soon eat a man as have a conversation with him.

THE NATURE OF DRAGONS

The ancient line of dragons has spawned many varieties. Some are winged and capable of flight, while others leap, crawl, swim, or slither about. A large number “breathe” jets of deadly gas or fire. Smaller subgroups wield whip-like tails tipped with lethal stingers. All, however, share features common to their kind: powerful but lithe bodies; six appendages (two legs, two arms, and two variably developed “wings”); great talons, a long neck and tail; one to four horns; and scaly body armor, relatively soft on the underside and reinforced along the spine by a row of raised or spike-like plates.

Dragons, like any beast of Kulthea (Demons are not considered to be “beasts”), are not evil by nature. And the Dragonlords—whatever the humanoids of the world may believe—are not inherently allied with dark forces. Like any beast, they stake out and protect their territory. The difference lies of course in their intelligence. All the Great Drakes have minds more complex and subtle even than those of men and Elves, yet they retain the instinctive drives of a monstrous predator. As such they are brilliant yet violent; wise, yet brutal.

Mightiest among the Dragons are the lordly Great Drakes; there are only a few dozen of these creatures now alive on the *Shadow World*. (There were once many more, but they breed infrequently and mature slowly, and many perished in the Wars of Dominion. Drakes fought on both sides of that terrible conflict.) And most intelligent and powerful of all the Great Drakes are the Dragonlords.

MENTALITY

Dragons are generally very intelligent; some more so than learned humanoids. Skilled in many tongues and adept at understanding subtle inflection, dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and façades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve fear; but then again, a Great Drake always assumes that it is being held in awe. A Great Drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although Dragons are sometimes capricious, they are quick to anger and have no patience with impertinence.

SPELLS AND SENSES

Dragons are accomplished spell users. Some employ the *Essence* to augment their brute strength, while others prefer to rely more on their enchantments. Dragon magicks vary with the breed and individual, but all possess knowledge of the *Spirit Mastery*, *Spell Reins*, *Dispelling Ways*, and *Essence's Perceptions* spell lists (*Essence Open and Closed*).

In addition, their enchanted senses of smell, hearing, sight, and intuitive feeling give them the inherent ability to discern illusions.

Finally, all the Great Drakes have the ability of *Shapechanging*, allowing them to assume whatever form they wish (similar to the *Change* spell). Normally they can only maintain another form for a few hours a day, however.

PHYSIOLOGY & WEAPONRY

All of these dragons possess wings and are able to fly at considerable speed. They may enhance their velocity by riding *Essence* currents, and can attain cruising speeds of over 200 miles per hour (more when attacking, diving, etc.). Though the hides of these creatures differ in hue, all are somewhat “metallic” in sheen and protect their owner in basically the same manner.

Dragons are immune to the natural elements (fire, ice, light, air, and water, depending on their nature) and highly resistant to spells. Their scaly skin forms a natural armor of multi-layered, overlapping plates. Even their softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g., the eyes) and “birth spots,” places where scales mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a deathblow. Dragon-slaying arms seek these places. Young Drakes—of which there are few—have softer, less-developed hides, and are of course more vulnerable.

A Dragon's weapons are legion. Their huge claws, whip-like tails, and massive, multi-rowed teeth enable them to physically overpower most any beast. The beat of a Dragon's wings can stir the ground with a fierce whirlwind, doubling the spreading speed of a fire and making all maneuvering difficult (-75). Even their blood (called *Lugruth*) is dangerous, for it becomes a devastating acid when exposed to the atmosphere, dissolving non-magical metal and organic material (glass/sand/crystal are unharmed) on contact. After 10 rounds of exposure to air, however, the blood neutralizes.

Their great (4-40 lb) horns are renowned for their enchanted musical, weapon-making, and curative properties and are coveted by artisans, physicians, and kings (at 5 gp/oz raw or 2000 gp/whole horn). As fronting for a composite bow, they make it a magic Dragon-slaying weapon and bestow a +25 bonus (one bow/horn core). When ground (1-10 doses/horn), the horn is an antidote for all Drake venoms (e.g., Wyvern stings) and toxins (e.g., Dragon-blood burns), as well as being a cure for any damage done by a Dragon's breath.

Perhaps the Great Drake's most famous capability—and his most fearsome weapon—is his breath. All have this devastating capability, though the nature of the exhalation varies with the type of Dragon. The term

Astride twin peaks of sheer stone rests the Aalk Gaath, tower of Oran Jatar. From this citadel, the White Drake commands an order of priests Arnak: the Brotherhood of Gaath.

This Dragonlord is master of the creation of powerful artifacts as well as a lord of arms. Deep within this citadel are workshops and forges where this proficient alchemist works his art. Greatest among his creations is perhaps his helm: fashioned after the form of a Dragon's head, it allows him to assume human form and yet permits him to employ his deadly breath at full potential. Chill he is of lungs and mind, and his minions know no mercy for those who would stand against the Dragonlord. I know, for I have faced Oran Jatar, and it was one of the rare occasions of my life during which I knew true fear. Jatar is a terror beyond even the Ordainers in some ways, for he—as one of the Dragonlords—is not one of the creations of the Unlife, but an independent being who allies with the Iron Wind willingly. Those are the most dangerous of its brood, for they are the most wily and clever.

In addition to housing six brothers of Gaath and their High Priest, the palace of Oran Jatar is also residence to six of the elite of the order of Athimurl. While ice and snow blast through the frigid air outside, in the caves below the tower they perform their dark rituals of sacrifice and torture by the flickering light of smoky torches. Though Jatar is not their true master, his voice carries weight amongst their ranks as well.

More of the Aalk Gaath I will not tell; it is such an unpleasant memory. To those foolish and brave enough to seek riches and adventure (and indeed there is an ample supply of both), I wish good luck, and suggest that they set their affairs in order first.

Elor Once Dark

"breath" is actually somewhat of a misnomer as well: the Drake does not actually breathe the noxious mixture. Instead, it is manufactured in glands in the beast's mouth and expelled, much like venom from a snake's fangs. In this case, however, the weapon is a chemical that is activated and vaporized when in contact with the Dragon's actual breath. The result is the terrifying fan of destruction for which the Great Drakes are known.

NESTING, MATING & YOUNG

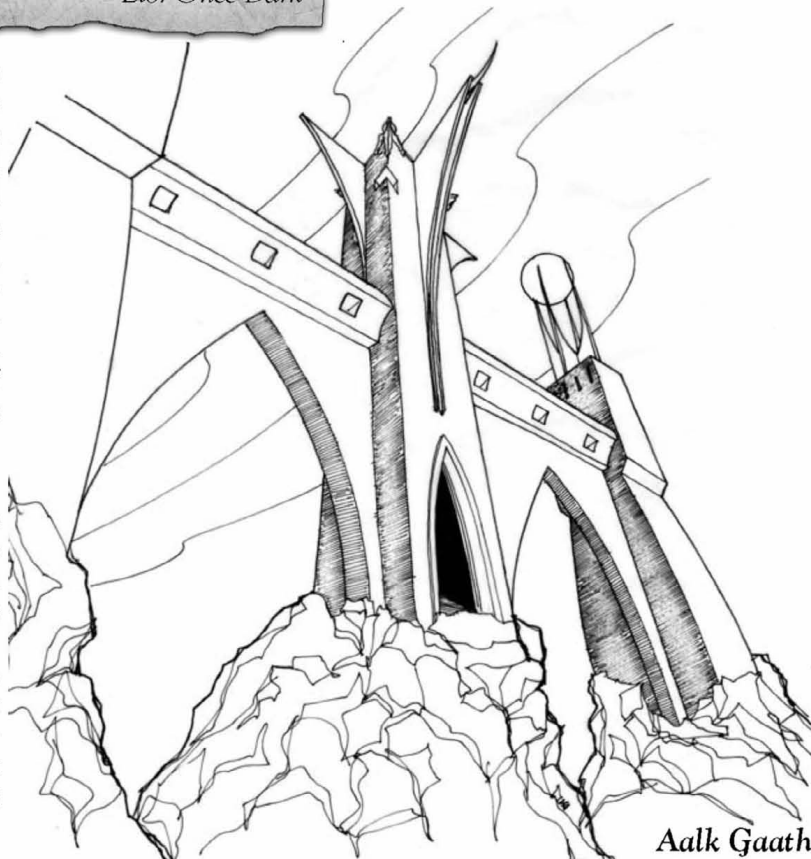
Most Dragons live alone or take a single mate. Males and females are similar in habits and size, although the latter are less apt to move their lairs.

Most Dragons live in aeries high in the mountains, remote desert or arctic caves, or in secret ocean grottoes, preferring to avoid contact with humans for fear of becoming the target of an organized attack.

Great Drakes generally reside in remote or devastated locales, most preferring to live in cavernous lairs. These chambers have narrow mouths, just large enough to admit a dragon with backswept wings. Passages within the cavern may be just as confining, although a dragon's nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a Great Drake travels, however, foul fumes and acid-etched markings serve as a trail.

Slaughtering their prey, they cower the countryside and then retreat into their cavernous home until they grow restless, irritated, or bored. Most Dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their bizarre metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lie dormant for months or even years.

A female Dragon lays 1-4 eggs, each weighing 10-20 lbs., which must be kept warm as they incubate for 50-100 days (depending on the breed). Parents often share responsibility for guarding the eggs. The baby Dragons are born for the most part fully formed, though wings are usually underdeveloped for the first month or so. The newborns are ravenous eaters—much like baby birds—and the parents are kept busy bringing them fresh food (mostly meat) for at least the next two to three months. During



this time the offspring grow from a few pounds to between 100 and 200 lbs. By the end of a year they are as large as a full-grown Wyvern and just as dangerous. Nevertheless, most will remain with the parent for another few years. Dragons are considered *young* (see the chart) until they are 75-200 years old (depending on breed; lesser Drakes mature more quickly), *mature* up to 500-800 years of age, and *old* after that. Dragons are essentially immortal, though after reaching a certain age their rate of size and power increase tapers off.

Dragons usually do not interbreed between types (e.g., Gas Drakes with Fire Drakes, etc) but they are able to. If they do, the offspring are either one or the other type (like male or female); it is determined genetically).

TYPES OF GREAT DRAKE

Over time, Drakes have adapted to many conditions. The Great Drakes (those creatures that have a breath weapon) are no exception. They come in many colors: usually black, or some warm hue such as red or gold, or an emerald green. Some have a unique combination of colors. The hides of all the Great Drakes have an iridescent, almost metallic appearance. Details of the Great Drakes other than the Dragonlords can be found in *Rolemaster Creatures & Monsters*.

ABOUT THE DRAGONLORDS

Truly lords among even the Great Drakes, the Dragonlords are the most inherently powerful beings on Kulthea. Able to defeat even an Ordainer in single combat, their might cannot be overstated.

THE DRAGONHELMS

Around 3500 SEL, six of the oldest and mightiest of the Great Drakes met at the ancient breeding caves at *Ssoiayig Saer* (K: "Caves of the Drakes' Birthplace"). The Black Dragon Olya Shek, the Silver Voriig Kye, the White Dragon Oran Jatar, the Red Sulthon Ni'Shaang, the Gold Dragon Kydak Dûm, and the Green Drake Drul Churk formed an alliance and agreed that Kulthea was becoming too much the domain of humans, Elves, and their ilk. To better live (and indeed, to survive) in that world, they decided that they would require more sophisticated tools than their own inherent might: they would require items of subtlety enabling them to easily interact with what had become the dominant species of the *Shadow World*. To that end, Oran Jatar—the member of their alliance most adept at Alchemy—conceived of the—*Soeyaed Faaw* (K. "Helms of Dragon Hiding").

They would be like armored helmets in design, to be donned while the Dragonlord was in human form. The helm would then "lock" the wearer into his present shape and then itself become invisible and intangible. While wearing the helm the Dragonlord would have access to his spells and even dragon-breath (after a fashion) but would be otherwise human in appearance and form; he would not even know the helm was there unless he wished it. This *Dragonhelm* would allow the wearer to assume a more "true" human form, for longer periods of time. In this way the Dragons would greatly

enhance their innate Shapechanging abilities without sacrificing too much to assume human appearance.

Oran Jatar realized that even he did not have the delicate skills to create such masterworks on his own, so he suggested to his brethren that they approach an Elven artificer with a proposal: in return for some of the Dragonlord's alchemical secrets, the artificer would aid them in creating these helms.

At first they planned to secure the skills of Tethior, but after some consideration they agreed that he might realize their deeper motives too soon and pose a threat to their plans. So instead, in S.E.I. 3621 he made an offer to Tethior's brother Krelj. The younger sibling (a mere 168 years old at the time but already a brilliant alchemist and artificer in his own right), hungry for knowledge and power that would allow him to match or even eclipse his brother, was blinded to the Dragonlords' true motivations. He joined Oran Jatar at his remote citadel and forge complex of Aalk Gaath. In S.E.I. 3744, a hundred and twenty-three years later, the six *Soeyaed Faaw* were completed. Each was different from the next and designed for its individual wearer. All were masterpieces of art and magic.

What the Dragonlords did not know was that Krelj, using the knowledge gleaned from Oran Jatar, also made six rings. These rings, which he called the *Daath Leerssoi* (K. "Makers of the Shadow Drakes"), allow a human wearer to assume the powers of a dragon.

DRAGONHELM POWERS

The helms, though similar in appearance and function, are different in subtle ways to suit their masters. Each is designed to resemble the stylized head of a dragon. Following is a list of the powers shared by the Dragon helms:

- Allows wearer (assuming he is a Dragonlord) to utilize his breath weapon at full potential while in human form—with one drawback: the breath is now "enchanted," so all persons and items with resistance to enchanted fire, cold, etc., may apply that resistance.
- Helm can be invisible, and normally is while worn (except when the breath weapon is used while in human form, at which time the helm momentarily appears as a ghostly transparent shape).
- Wearer cannot revert to his true form (or any other) without first removing the helm. Using his native shapechanging powers he may change form, but he must remove the helm first.
- Helm cannot be forcibly removed unless the wearer is dead. (The wearer can remove it at will, of course.)
- Wearer resists damage as a *Large Creature* while in human form.
- Protects as a full helm and denies 50% of head crits.
- Wearer has enhanced, but not his full Dragon, sense abilities while in human form and wearing the helm.

THE SIX DRAGONLORDS

While there are others who might be called "Dragonlords," these are known in lore as the Six Dragonlords of Kulthea. Professions are listed as part of their profile, but many possess other lists, sometimes from

other realms of Power (to reflect their Arcane abilities). Dragonlords are also formidable warriors in human form. They often have super-human abilities, a reflection of their superior nature even while wearing the guise of a human.

DRÛL CHURK

DRAGON: Gas Drake, 80' body, 120' wingspan, shimmering emerald green hide, lighter underside, black horns and claws.

HUMAN: Age: ? (appears 30). Eyes: Emerald Green. Hair: Bald. Build: Robust. Height: 6'3". Race/Sex: Gas Drake/M. Skin: Tanned. Usual Demeanor: Jovial. Dress: Green Hooded Robes or Green tunic, breeches and sandals. True Attitude: Quick-tempered, hates humanoids. Home: Molaac Rúan, *Aaen Vulm* (K.: "Isle of Glass"). Aka: The Green Dragon.

Drûl Churk loves plants, tolerates most animal life, and hates all mannish races. He is probably the most anti-human of the Dragonlords. While he usually appears good-natured, his violent temper can erupt without warning, his power structure is subtler than most, relying on spies, espionage, and intrigue to manipulate affairs to his liking.

The Green Dragon is the founder of the religious order known as the *Arboreans*, a group that seeks to reverse the supremacy of mannish races on Kulthea. More can be found about this group in the Religions section. He also controls the *Order of the Sun*, which was once one of the Eight orders of the Emerian Empire. He plans to use both orders to help his long term plans to wipe out all humanoid life on Kulthea.

In a separate project, Drûl Churk has found three young female Gas Drakes and brought them to his is-

land. They live in a cave dug into hills in a remote area of the island where he visits periodically. One is impregnated and another has already laid her eggs.

DRÛL CHURK'S STATS

DRAGON FORM:

Hits: 425. Melee: 280bs. Missile: 210lb.

AT(DB): 11 (180). Sh: Y30*. Gr: A/L. MovM: +30.

HUMAN FORM:

Hits: 420. Primary: 310HCl. Secondary: 210HBt.

AT(DB): 12 (120). Sh: N. Gr: N. MovM: VF/VF.

Lvl: 50 (70 for RR). Profession: Animist (Druid). Stats: St-102; Qu101; Em-86; In-101; Pr-100; Ag-101; Co-99; Me-87; Re-96; SD-90. AP: 91. PP: 1470 (210 x 7).

Skill Bonuses (in human form): Climb90; Swim80; Ride110; S&H100/200 outdoors; Perc210; Rune80; S&W130; Chan140; DirS240; Amb±15; Act90; Admin130; AnTr60; Arch100; Cav70; Chem80; Cook85; Diplom70; For160; Medit110; PubSp105; RMas80; SpellM80; StarG100; Stra&Tac90; Track210; TrapB75; WeathW105.

Spells: Base Spell OB: 100; Directed Spell OB: 240 (*Earthbolt*). Knows all of the Animist and Ranger Base, Channeling Open and Closed (Druid Base Lists and Arcane Shapechanging Ways) to 50th level.

SPECIAL ABILITIES:

Breath Weapon: x7 +70 cloud of tiny spores, which explode on contact (treat as *Fire Ball*, but use Impact criticals) in a cone extending up to 200' and 70' across at the furthest extent. Usable up to once every 6 rounds, total of 7x per day.

Shapechanging: Able to change form to a creature up to 2x mass or down to 1/100th mass. This is a True Change: the Dragon acquires all the innate abilities of the creature/being (but no magical powers). Duration is 10 min/level unless wearing the Dragon Helm, in which case (for humanoid shape only) until helm is removed.



Drûl Churk with an Acolyte

Immunity: Drul Churk is immune to attacks involving poisons or gases.

Enhanced Senses: Able to see in total darkness (even magical darkness) as day, see invisible, see through fog and gas. Enhanced hearing and smell (add +100 to perception rolls involving those senses), and a resistance to the trickery of Illusions (sees through them automatically). Immune to spells involving light and blinding. In human form he can detect but not see invisible, can see in total darkness but must resist vs. magical darkness, +50 to perception rolls, and resists illusions (make a RR at half lvl).

Acidic Blood: If the Dragon receives a critical, all within 10 feet of the wound are sprayed with blood: treat as a point-blank x4 damage *Fireball*, using the Acid Critical table. Weapons and equipment (except *Dragon-slaying* weapons, certain enchanted or laen items and Dragonskin armor) must make RRs. After one round the blood neutralizes.

Resistance of Form: Drul Churk resists attacks as a *Super-large* creature (*Large* creature in human form).

EQUIPMENT/WEAPONS:

Note: this is a selection of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.

Dragon Helm

Swordstaff: A 6' long staff with golden head, it transforms into a wooden sword. It is an x7 PP enhancer and will cast five Earthbolts per day (treat as Firebolts, with Impact criticals) with 5x hits. The sword is +35 and will not harm living plants.

Longbow: +35 longbow with 2x normal range. All arrows fired from it are Of Slaying Humans.

Ring: A wooden ring that allows the caster to pass through even the most dense, overgrown vegetation unimpeded. The plant life will also close behind him, blocking the way to pursuers. It also allows the wearer to cast *Tree Door* 4x per day, including a special version where he may pass to a tree up to 30 miles per level away if he has passed through that tree before with the ring.

DRUL CHURK'S HOME

Drul Churk rules the Isle of Molaac Rúan, Molaac Rúan, *Aaen Vulm* (K.: "Isle of Glass"). There is a secret underground complex where he performs various botanical experiments. And in the hills are caves where several female Gas Drakes live.

Molaac Rúan itself is a garden, covered with myriad varieties of flora tended by Churk's many Druidic and Animistic followers. His aboveground palace is mostly arboretums filled with growing green things from other climates. Some are powerful healing herbs, many are deadly, and many are "active" plants capable of trapping and killing animals or humans. But even worse, Drul Churk has imported two lats of the shards of Aarn Voru, who now patrol the jungles along the island coast.

SULTHON NI'SHAANG

DRAGON: Fire Drake, 120' body, 180' wingspan, shimmering metallic red hide, red-gold underside, black horns and claws.

HUMAN: Age: ? (appears 30). Eyes: copper-colored. Hair: Auburn. Build: Muscular/lean. Height: 6'6". Race/Sex: Fire Drake/M. Skin: Ruddy. Demeanor: Charismatic. Dress: A variety of fine garments, though

he prefers reds and ambers. **True Attitude:** Dynamic, Assertive. **Home:** Ja'miil Targ (I: "Fiery Red Mountain"). **Aka:** The Red Dragon.

Sulthon Ni'shaang is among the most "human" of the Dragonlords, seeming—after Voriig Kye—the most like men in his thought patterns and motivations. He prefers to dominate humans rather than destroy them. The Dragonlord, like his brethren, is not really in the service of the Unlife—his powers are considerable without becoming its slave.

The Dragonlord resides in the far northeast of Jaiman, a small continent that has nonetheless seen considerable conflict. The Red Dragon at one time controlled much of Lu'nak to the southwest and northern Wuliris to the southeast, but he has lost much of that land in recent centuries. In the Second Era the "bane" of Sulthon Ni'shaang was the Six Crowns of Jaiman, and now he is perfectly happy to see that they and most of their associated artifacts remain lost.

Unfortunately for the Dragonlord, as of late his nearest neighbors are currently falling under the influence of forces of the Unlife. Lu-nak is under the Sway of the Priests of Gaath (causing no small amount of friction between the Red and White Dragonlords), while the agents of Dansart work to subjugate the desert-tribes of the Zorian Wastes. Wuliris was not so troublesome, and he held control of that region well into the sixth millennium of the Third Era of Ire. In the early 5000's he even sent fleets down the coast to raid the western shores of the Bay of Urulan. But the Priests Arnak were also at work, seemingly thwarting his control as much as they sabotaged the kingdoms of men and Elves. The worst blow came in 5904 when the Rhakhaan Empress Italana embarked on her *Great Consolidation*: her goal nothing less than the conquest of all Jaiman. By the end of the millennium the Dragonlord had retreated on several fronts as imperial forces took virtually all of Wuliris and moved northwest into Lu'nak. Recent events in Haalkitane have stalled the Imperial expansion, and the Dragonlord has plans to use this to his advantage. He is also eyeing Saralis to the southwest, a politically fragmented region with rich resources.

Sulthon is also a master of Demonic control and summoning—a perilous activity for any but one as powerful as a Dragonlord.

DRAGON FORM:

Hits: 500. Primary: 320HCl. Secondary: 240HBt.

AT(DB): 12(140). **MovM:** VF/VF.

HUMAN FORM:

Hits: 210. **Melee:** 250bs. **Missile:** —.

AT(DB): 18 (80/180). **Sh:** (Y*).

Gr: (A/L). **MovM:** +30.

Lvl: 60 (80). **Profession:** Evil Magician (Warrior Mage). **Stats:** St-101; Qu-103; Em-103; In-98; Pr-101; Ag-101; Co-102; Me-96; Re-99; SD-99. **AP:** 96. **PP:** 2520 (360 x 7).

Skill Bonuses (in human form): Ride90; S&H120/190; Perc260; Rune180; S&W170; Chan60; DirS210; Amb±10; Act95; Admin130; Chem50; Craft65; Lead90; PubSp100; RMas90; Seduct80; SpellM110; StarG60; Stra&Tac120; Trick135.

As her submarine lurked a few furlongs behind the unsuspecting sailing ship *Naristral*, Ulya Shek received the captain of the *Silverfish* in her chambers; she was curled on her divan near the large convex window. Squatting next to her on a metal tripod was a deep glass bowl filled with water and stocked with several wriggling squid, each about five inches long plus tentacles.

"My Lady, we may have a problem." Captain Batanas knelt on one knee in deference. "We have detected two ships, one lies five leagues to the northeast and one, somewhat more distant, to the southwest. By their course and speed they clearly intend to intercept the *Naristral*."

"Indeed." The female Dragonlord tapped a fingertip to her pursed lips as she pondered this news. "One such raider they might be able to repel and escape, but two? These pirates must really want whatever is on that ship. I sense some troubling of the Essænce as well; the Navigator aboard the *Naristral* will be reluctant to use his magicks to evacuate passengers. Convenient time for a Flow disturbance, wouldn't you say, Batanas?" She smiled at him, her lips curling into a smirk.

"I wouldn't know, My Lady." The captain was nonplussed.

"No, of course not." She stood then and smoothed the form-fitted black *roak*-leather tunic over her narrow waist and down to her full hips. The female Dragonlord was nearly as tall as the captain, and he was a large man. "Order combat stations, Captain, and close to within a furlong of the *Naristral*. We will be disposing of the more southerly pirate ship at least. I will join you on the bridge momentarily."

"As you command." Batanas rose, bowed and hurried out.

Ulya Shek turned, jabbed her hand into the bowl with a splash and grabbed a squirming cephalopod. She brought the slimy creature to her lips and popped the entire thing into her mouth with surprising ease. One long tentacle managed to sucker onto her lip as the calamari desperately fought for its life. She plucked it free between her long fingernails and swallowed the squid with an audible gulp and an unnaturally large lump descending her throat. The lady then dabbed delicately at her lips with a silk napkin and tossed the cloth over the bowl. She pressed a small lever at the end of the divan and a dome of protective metal shielding telescoped over the bubble-shaped window like an eyelid closing. The female Dragonlord then made her way through narrow metal passages towards the bridge of her ship, thinking of ways in which she might at least make this encounter entertaining. *Voriig now wants me to protect the passengers of the Naristral, but that doesn't mean we can't have a little fun along the way.*

—From the *Shadowstone Chronicles*.

Spells: Base Spell OB: 120; Directed Spell OB: 210 (*Firebolt* and *Sunfires*). Mage, Evil Mage, (Magus) Base lists to 50th, all Open and Closed Essence lists to 50th.

SPECIAL ABILITIES:

Breath Weapon: Fire breath in a cone extending up to 240° and 80° across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day. Use Fire Ball table, x6 hits, +80.

Shapechanging: Able to change form to a creature up to 2x mass or down to 1/100th mass. This is a True Change: the Dragon acquires all the innate abilities of the creature/being (but no magical powers). Duration is 10 min/level unless wearing the Dragon Helm, in which case (for humanoid shape only) until helm is removed.

Immunity: Immune to heat or fire of any kind.

Enhanced Senses: Able to see in total darkness (even magical darkness) as day, see invisible, see through fog and gas. Enhanced hearing and smell (add +100 to perception rolls involving those senses), and a resistance to the trickery of Illusions (sees through them automatically). Immune to spells involving light and blinding. In human form can detect but not see invisible, can see in total darkness but must resist vs. magical darkness, +50 to Perception rolls, and resists illusions (make a RR at half lvl).

Acidic Blood: If the Dragon receives a critical, all within 10 feet of the wound are sprayed with blood: treat as a point-blank x4 damage *Fireball*, using the Acid Critical table. Weapons and equipment (except *Dragon-slaying* weapons, certain enchanted or laen items and dragonskin armor) must make RRs. After one round the blood neutralizes.

Resistance of Form: As with all the Dragonlords, Sulthon Ni'shaang resists attacks as a Super-large creature; Large creature in human form.

EQUIPMENT/WEAPONS:

Note: this is a selection of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.

Dragon Helm

Staff: A 7' tall staff of mahogany, it holds in its clawed top a fist-sized chunk of amber. In the center of this transparent gem is embedded a large and beautiful dragonfly. The staff is a x7 PP enhancer and protects the holder from all heat and cold attacks, also will cast 7 each *Bladeturn* and *Deflections* per day (spells which subtract 100 from a specified melee or missile attack, respectively). In addition, 7x per month the dragonfly may be summoned: an intelligent insect, spectral in nature (it cannot be harmed by physical attacks) that can fly at 300 mph. It is an intelligence-gathering device, as the holder of the staff can see through the dragonfly's eyes at will. The dragonfly can remain out for 7 days, after which it dissipates and returns ethereally to the gem. The dragonfly can go anywhere a normal dragonfly could (e.g., in an open window but not inside a sealed chamber) and is invisible and silent, but can be detected magically.

Sword: Of amber laen, this broadsword is +35, and has the power to channel "Sunfire." Not to be confused with the Mentalist spell, this is more powerful: caster may channel the "power of the sun" 7x per day. This may either be used as a cruel strike in melee, delivering—if the normal attack delivers any critical—an "E" Heat and Cold critical (roll separately from regular crit; also use "Plasma" from RMC III if available); or it can be used as a distance weapon, resulting in a fiery ray of energy erupting from the end of the

blade, 300' range. Use Firebolt Table, 7x hits (or Plasma Bolt from RMC III) and employ both Heat and Cold criticals. A devastating weapon.

Ring: Gold ring with a ruby inset, it is a ring of Demon Mastery (Evil Magician, Dark Summons list), allowing the wearer who already knows the list to greatly increase his powers. He can control up to 18 "pales" of demons (18 Pale I or 3 Pale VI or 6 Pale 3, etc.); his range is 1 mile per level, and the chance of non-control of a summoned demon is only 1x the demon's pale (instead of the normal 5x).

Amulet: A golden chain with seven large garnets suspended from it in ornate settings, it stores 7 spells, each up to 30th level.

Robes: Crimson silk robes with ornate gold trim and embroidery, they have the ability to protect as AT 18, with a supplemental DB of 20.

Cloak: Full-length hooded gold cloak lined with red velvet, it allows the wearer to become Invisible and Silent at a thought, and even if visible adds +70 to all hiding rolls.

SULTHON NI'SHAANG'S HOME

The Red Dragon resides in his palace of the "Kuugoraax" (K. "Claw of the Dragon", also called the *Uronthis Kalthul* in Old Wormish). He is ruler of a large, enclosed valley in northeast Jaiman—*Ja'mil Targ*—which was once devastated by volcanic activity. The area is now verdant and filled with growing things, all except the great volcano in the center. Honeycombed with halls, tunnels and chambers, it is a vast fortress. He commands

a large force of Lugrōki and human warriors, and also a group of Skyriders: cruel men who ride winged fell beasts. These are his messengers and chief servants.

*More on Sulthon Ni'shaang's home can be found in the book **Jaiman, Land of Twilight**, available as a PDF from ICE.*

ULYA SHEK

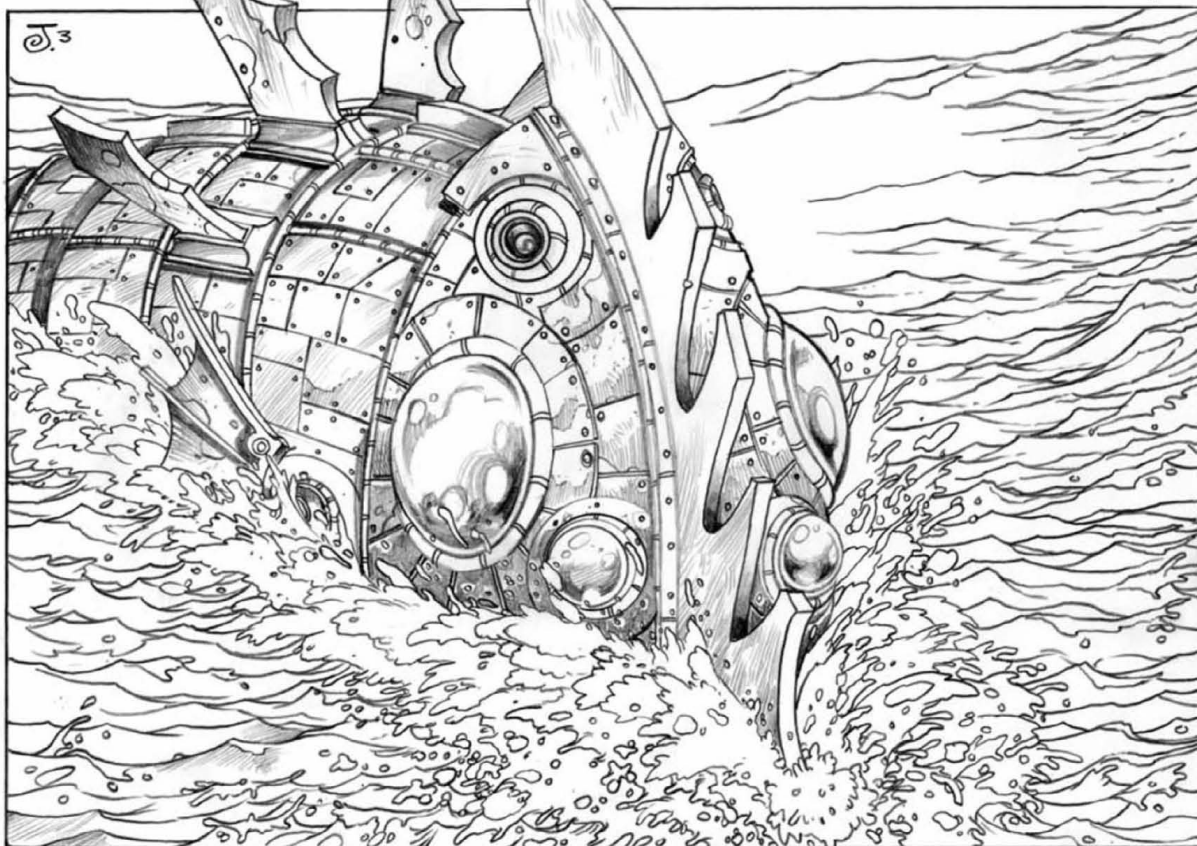
DRAGON: Sea/Gas Drake, 90' body, 150' wingspan, shimmering black hide, underside like mother-of-pearl, black horns and claws.

HUMAN: **Age:** ? (appears 25). **Eyes:** Black. **Hair:** Long, Blue-black. **Build:** Statuesque. **Height:** 6'2". **Race/Sex:** Sea/gas Drake/F. **Skin:** Fair. **Demeanor:** Cold; Aloof. **Dress:** Robes of black silk, or fitted leather tunic and breeches. **True Attitude:** Imperious. **Aka:** The Black Dragon.

The only female among the Dragonlords, Ulya is no less of a power than her brethren. While quite mature, she is still able to breed if she chooses, though she has put off doing so. None of her brethren would presume to question her decision.

Though not as aggressive in seeking realms to rule as the Red Dragon, she has interests all across the hemisphere, including her alliance with the Essence Lady Jenkyna, her association with the Steel Rain, her recent appointment to the Jerak Ahrenreth, and her long-time friendship with Voriig Kye. Over the centuries she has engaged in some military conquests and ruled a few kingdoms, but these efforts always seem to bore her after a time and she moves on to something else.

The Silverfish



Ulya also has a macabre hobby. Considering herself to be an enlightened “scientist,” she—with the K’ta’viir Jenkyna—has carried on extensive experiments in modifying human and humanoid subjects through surgery and interbreeding with Demons. Her research is rather inventive, and her results often monstrous.

DRAGON FORM:

Hits: 470. **Primary:** 310HCl. **Secondary:** 220HBt.

AT(DB): 12(130). **MovM:** VF/VF.

HUMAN FORM:

Hits: 180. **Melee:** 230trident. **Missile:** 190net.

AT(DB): 15(120). **Sh:** Y30*. **Gr:** A/L. **MovM:** +35.

Lvl: 60 (80). **Profession:** Mentalist. **Stats:** St-101; Qu-104; Em-85; In-88; Pr-104; Ag-102; Co-101; Me-98; Re-99; SD-78. **Will:** 80. **AP:** 101. **PP:** 2400 (400 x 6).

Skill Bonuses (in human form): Climb80; Swim250; Ride120; S&H100; Perc240; Rune90; S&W125; Chan140; DirS120; Act130; Admin100; AnTr90; Chem110; Diving125; FAid140; Lead110; Math85; Nav130; PubSp90; RMas75; Sail145; Seduct120; SpellM110; StarG80.

Spells: Base Spell OB: 120; Directed Spell OB: 220 (*Water Bolt*). Knows all Mentalist, Lay Healer, and Evil Mentalist Base to 50th level, all Open and Closed Mentalist to 50th.

SPECIAL ABILITIES:

Breath Weapon: x8 +80 cloud of black, acidic gas (treat as Fire Ball but instead of Heat criticals use actually Acid) in a cone extending up to 200’ and 50’ across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day.

Shapechanging: Able to change form to a creature up to 2x mass or down to 1/100th mass. This is a True Change: the Dragon acquires all the innate abilities of the creature/being (but no magical powers). Duration is 10 min/level unless wearing the Dragon Helm, in which case (for humanoid shape only) until helm is removed.

Breathing: Ulya Shek can breathe underwater as air, in human or Dragon form.

Immunity: Ulya Shek is immune to attacks involving poisons, gases or acids.

Enhanced Senses: Able to see in total darkness (even magical darkness) as day, see invisible, see through fog, water and gas. Enhanced hearing and smell (add +100 to perception rolls involving those senses), and a resistance to the trickery of Illusions (sees through them automatically). Immune to spells involving light and blinding. In human form she can detect but not see invisible, can see in total darkness but must resist vs. magical darkness, +50 to perception rolls, and resists illusions (make a RR at half lvl).

Acidic Blood: If the Dragon receives a critical, all within 10 feet of the wound are sprayed with blood: treat as a point-blank x4 damage *Fireball*, using the Acid Critical table. Weapons and equipment (except *Dragon-slaying* weapons, certain enchanted or laen items and Dragonskin armor) must make RRs. Repeat 2x more; after three rounds the blood neutralizes.

Resistance of Form: Resists attacks as a Super-large creature; Large creature in human form.

EQUIPMENT/WEAPONS:

Note: this is a selection of “favorite” weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.

Dragon Helm

Trident: Made of a lightweight blue-green alloy, the three barbed tips of the trident are of blue laen. The weapon is +40. The trident also has a 300’ throwing range, returning to the caster by Long Door at a command (bringing a skewered target if desired—and the target fails his RR). Being underwater does not reduce the Trident’s range. Finally, it can cast Triad of Water (Magician base Water Law) with a 300’ range and +30 additional bonus.

Net: A “gladiator’s net,” it is skillfully woven of lightweight cables and fibers, and can be thrown accurately up to 30’. If the net achieves a critical of “C” severity or greater, it can—at Ulya Shek’s command—deliver an “E” Electricity crit to the target, and another “E” every round the target is entangled or alive.

Armor: An amazing suit of opalescent scaled armor, it is very lightweight (does not encumber) yet protects as AT 15 with a +30 bonus.

Collar: Linked squares of silver with mother-of-pearl inlay, it is a beautiful ornament and an x6 PP enhancer. It also protects the neck: 50% of all neck criticals are cancelled.

ULYA SHEK’S HOME

The Black Dragon’s home is the island of Arg Arul (K. “Isles’ End”) off the western coast of Thuul. Arg Arul is on the very borders of the Malvin Tesea—where it is said that “the cloth of the world unravels and shadows become more real than the land itself.” In truth, however, her land is very real (though there are many elemental disturbances). Her control also extends beneath the waves, where undersea cultures control empires of the Deep.

THE ‘SILVERFISH’

The *Silverfish* is a submarine boat, constructed under the Black Dragon’s direction with the help of Jenkyna. A strange and unique machine, it is 200 feet long and can carry a crew of 40. The craft is constructed of a silver-green metal, and has a rather fanciful design, sporting jagged fins like a great fish. But close up it is clearly a construct, with visibly overlapping plates and row upon row of rivets. It is powered by what is known as a *Zirix crystal*, which can drive the *Silverfish* at up to 40mph. The ship is not designed for extended underwater trips, however, the air needing to be refreshed every two days unless there is a spell caster on board who can replenish the air. The submarine craft is very powerful, and its cruelly barbed nose can reduce a wood-hulled ship to splinters.

VORIIG KYE

DRAGON: Light Drake, 80’ body, 120’ wingspan, brilliant metallic silver hide, less metallic underside, white horns, silver-grey claws.

HUMAN: Age: ? (appears 25 or elderly—see below). **Eyes:** Silver. **Hair:** Silver-grey. **Build:** Slight (or muscular). **Height:** 6’6”. **Race/Sex:** Light Drake/M. **Skin:** Tanned. **Demeanor:** Thoughtful. **Dress:** Grey tunic. **True Attitude:** Reclusive. **Home:** Ordye Throg (“Sky Keep”). **Aka:** The Silver Dragon.

Voriig’s favored human form is that of a muscular, tanned young man with silver hair, though he also sometimes assumes the human form of an old man who wanders the isolated isles of Vog Mur (NE of Emer) con-

versing with the many varieties of tropical wildlife found there.

Among the six Dragonlords, Voriig is both the youngest (if any of the ancient Great Drakes can be considered "young") and the least hostile towards humans and Elves. He even considers a few of them friends—though he still holds that the Dragons are a far superior race and that the humanoids are overrunning the planet. This is a less aggressive attitude than he had in the fifth millennium of the Second Era of Ire when he decided that the kingdom of Thanor was a threat and needed to be obliterated.

In fact, the aftermath of the Wars of Dominion and the Third Era of Ire saw the beginning of a change in the Silver Dragon, though he shared his feelings with no one. He arranged to join the Jerak Ahrenreth, but his motive was more to control this evil order festering near his beloved island home than to aid the Ahrenreth's goals of domination. After centuries spent largely in human form Voriig had gained a small sympathy for the puny mammals. But even more important to the Silver Dragon was the survival of Kulthea as a whole—a balanced sphere of flora and fauna, earth and Essence. In Ondoal (and to a lesser extent Schrek) Voriig saw a threat to the world he loved.

So he found a way to thwart Schrek and trap him in a human form. Ondoal is both a greater menace and a greater challenge. He has enlisted the reluctant aid of his dragon brethren Ulya Shek and Sulthon Ni'shaang in this mission, and may have to seek other allies.

But now Kydak Dûm has returned from self-imposed exile with news of an even greater threat from the east, making it more imperative than ever that Ondoal be stopped.

DRAGON FORM:

Hits: 450.

Primary: 290HCl. **Secondary:** 200HBt.

AT(DB): 12(180). **MovM:** VF/VF.

HUMAN FORM:

Hits: 220

Melee: 240th. **Missile:** 180kynac.

AT(DB): 20(120). **Sh:** Y30*. **Gr:** A/L. **MovM:** +25.

Lvl: 50 (70). **Profession:** Astrologer/(Druid). **Stats:** St-103; Qu-102; Em-95; In-101; Pr-102; Ag-100; Co-99; Me-98; Re-95; SD-80. **AP:** 78/101. **PP:** 1715 (245 x 7).

Skill Bonuses (in human form): Climb95; Swim80; Ride60; DTraps75; PLocks95; S&H100/180; Perc200; Rune80; S&W120; Chan100; DirS240; Amb±20; AMov80; AD60; MAST180; MASW200; Acro140; Act130; Admin90; Arch80; Diplom100; Lead75; Nav90; PubSp120; RMas90; Sail100; Seduct90; SpellM80; StarG170; Stra&Tac70; Subdu120; WeathW80.

Spells: Base Spell OB: 80; Directed Spell OB: 240 (*Lightning Bolt*). Knows all Astrologer, Evil Mentalist (and Druid) Base to 50th; Open and Closed Mentalist to 30th.

SPECIAL ABILITIES:

Breath Weapon: x6 +60 Ionized gas cloud like a fan of lightning (treat as *Cold Ball* but use Electricity criticals) in a cone extending up to 250' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day.

Shapechanging: Able to change form to a creature up to 2x mass or down to 1/100th mass. This is a True Change: the Dragon acquires all the innate abilities of the creature/being (but no magical powers). Duration is 10 min/level unless wearing the Dragon Helm, in which case (for humanoid shape only) until helm is removed.

Immunity: Voriig Kye is immune to attacks involving electricity and light.

Enhanced Senses: Able to see in total darkness (even magical darkness) as day, see invisible, see through fog and gas. Enhanced hearing and smell (add +100 to perception rolls involving those senses), and a resistance to the trickery of Illusions (sees through them automatically). Immune to spells involving light and blinding.

In human form he can detect but not see invisible, can see in total darkness but must resist vs. magical darkness, +50 to perception rolls, and resists illusions (make a RR at half lvl).

Acidic Blood: If the Dragon receives a critical, all within 10 feet of the wound are sprayed with blood: treat as a point-blank x4 damage *Fireball*, using the Acid Critical table. Weapons and equipment (except Dragon-slaying weapons, certain enchanted or laen items and Dragonskin armor) must make RRs. After one round the blood neutralizes.

Resistance of Form: As with all the Dragonlords, Voriig Kye resists attacks as a Super-large creature; Large creature in human form.



Voriig Kye
removes
his Dragonhelm

EQUIPMENT/WEAPONS:

Note: this is a selection Voriig's of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.

Dragon Helm

Two-Hand Sword: A +35 "Adamantium" silver sword with a diamond pommel, it will take on the appearance of a silver walking-cane when Voriig utters the command-word.

Silver Scale Mail: Shirt of silvery Adamantium scales, protects as AT 20(-40), it is enchanted and stops criticals 30% of the time.

Kynacs: Three +30 kynacs, with 3x the normal range. Each is Of Slaying one of the following: Mages, Clerics, Mentalists. Voriig is fully trained in their use.

Telescope: A large device located in a tower of Ordye Throg, it allows Voriig to essentially have access to the Seer Base list *True Sight*, except the ranges are extended: feet in the spell description are miles for the Telescope. The curvature of the planet is magically compensated. Voriig must use his own PPs, and must look through the telescope to utilize the powers. Certain places are shielded from the telescope's sights, and powerful Essænce Flows can also interfere with it.

Cloak: Grey cloak that will change color at a thought to blend with the wearer's surroundings. Adds +80 to Hiding.

Ring: Platinum/iridium ring with a blue diamond set. It is a x7 PP multiplier and allows Voriig to cast *Lightning Triad* 3x a day: A 300' range spell which causes a three-pronged fork of lightning to arc from the caster's palm, striking up to 3 targets (they must be all within 60° of each other). Caster's full bonus can only apply to one attack; the other two are halved.

VORIG KYE'S HOME

The Silver Dragon's primary home is the castle of *Encla Turic* on the *Dalov Perll*, one of the isles of Vog Mur off the NE coast of Emer. More on Vog Mur can be found in *Emer Atlas II*.

ORAN JATAR

DRAGON: Cold Drake, 100' body, 150' wingspan, pure white hide, blue-white underside, white horns and claws.

HUMAN: Age: ? (appears 40). Eyes: Red. Hair: White. Build: Average. Height: 6'2". Race/Sex: Cold Drake/M. Skin: Very Pale. Demeanor: Haughty. Dress: White robes of wool trimmed with satin and clasps of pale silver; or black leather breeches and apron. **True Attitude:** Impatient with others. **Home:** Aalk Gaath in Mur Fostisyr. **Aka:** Lord of Aalk Gaath; the White Dragon.

The creator of the Dragon Helms (with the aid of Krelj the Swordmaker), Oran Jatar is also allied with the Unlife cults of the Dragon and the Snow Lion in the desolate lands of the Mur Fostisyr. While he allows those cults residence in his tower, he is not truly of the Unlife. They allow him peace and quiet, so he does not concern himself with how they manage to achieve it for him. The White Dragon generally keeps to himself, preferring to pursue the art and science of Alchemy in his remote citadel. He is generally indifferent to the fate of humans, interested in them only as experimental subjects and casual observation. While he allowed Krelj to believe he was an equal colleague, he secretly held nothing but contempt for the "little mammal."

As an interesting point of fact, Oran Jatar has had dealings with the artificer A'kesh (he helped to alter his creation, the *Faaw Shryaac*) and knows that A'kesh is not the son of Krelj as he believes, but the son of Tethior. Oran Jatar has decided to keep this information to himself... for now.

In human form, his skin is so pale and with his reddish eyes he looks like an albino, though his strength even as a human should not be underestimated.

ORAN JATAR'S STATS**DRAGON FORM:**

Hits: 400. **Primary:** 250HCl. **Secondary:** 200HBt. Also Breath (see below).

AT(DB): 12 (140). **Sh:** N. **Gr:** N. **MovM:** VF/VF.

HUMAN FORM:

Hits: 210. **Melee:** 210bs/th.

Missile: 170gé.

AT(DB): 18 (80). **Sh:** Y20. **Gr:** A/L. **MovM:** 25.

Lvl: 55 (75). **Profession:** Sorcerer/Alchemist. **Stats:** St-101; Qu-99; Em-100; In-98; Pr-100; Ag-100; Co-99; Me-83; Re-78; SD-87. **AP:** 87. **PP:** 1260 (210 x 6).

Skill Bonuses (in human form): Ride90; S&H120; Perc200; Rune130; S&W120; Chan120; DirS270; Amb20; Act120; Admin110; Appr115; Arch90; Chem105; Craft180; Lead90; LeatherW145; Math110; Medit130; PubSp140; RMas150; Smith300; SpellM180; StarG160; Subdu100; TrapB220.

Spells: Base Spell OB: 100; Directed Spell OB: 270 (Any Bolt or Ball). Knows Base Alchemist and Sorcerer Spells, all Open and Closed Essence & Channeling (Arcane Bladerunes) to 50th.

SPECIAL ABILITIES:

Breath Weapon: X5 +50 *Cold Ball* in a cone extending up to 200' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 8x per day.

Shapechanging: Able to change form to a creature up to 2x mass or down to 1/100th mass. This is a True Change: the Dragon acquires all the innate abilities of the creature/being (but no magical powers). Duration is 10 min/level unless wearing the Dragon Helm, in which case (for humanoid shape only) until helm is removed.

Immunity: Oran Jatar is immune to attacks involving cold and ice.

Enhanced Senses: Able to see in total darkness (even magical darkness) as day, see invisible, see through fog and falling snow. Enhanced hearing and smell (add +100 to perception rolls involving those senses), and a resistance to the trickery of Illusions (sees through them automatically). Immune to spells involving light and blinding. In human form he can detect but not see invisible, can see in total darkness but must resist vs. magical darkness, +50 to perception rolls, and resists illusions (make a RR at half lvl).

Acidic Blood: If the Dragon receives a critical, all within 10 feet of the wound are sprayed with blood: treat as a point-blank x4 damage *Fireball*, using the Acid Critical table. Weapons and equipment (except *Dragon-slaying* weapons, certain enchanted or laen items and Dragonskin armor) must make RRs. After one round the blood neutralizes.

Resistance of Form: As with all the Dragonlords, Oran Jatar resists attacks as a Super-large creature; Large creature in human form.

EQUIPMENT/WEAPONS:

Note: this is a selection of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of price-less items and wealth.

Dragon Helm

Armor: A laminate of unusual materials allows this armor to protect as a +30 metal breastplate and greaves while not interfering with Jatar's Spellcasting abilities.

Shield: +30, casts a Spell Shield True at will.

Sword: +35 clear laen sword of Changing (can be a serrated broadsword or 2-h sword at will). Called the Dragon's Claw because of its unusual jagged blade and fanciful guard.

Gé: +20, Of Elfslaying.

Amulet: x6 PP; allows all alchemy operations to take but half the normal amount of time; allows one additional power to be placed in an item at no cost.

ORAN JATAR'S HOME

The White Dragon resides in the tower known as Aalk Gaath in the Mur Fostisyr. He remains in his citadel there for the most part, allowing the resident priests Arnak to protect his privacy.

More about the Aalk Gaath might be found in the previously published ICE book Iron Wind.

KYDAK DŪM

DRAGON: Fire Drake, 140' body, 200' wingspan, shimmering metallic gold hide, red-gold underside, black-gold horns, dark red claws.

HUMAN: Age: ? (appears 30). **Eyes:** Amber. **Hair:** Gold-blond. **Build:** Muscular. **Height:** 6'9". **Race/Sex:** Fire Drake/M. **Skin:** Tanned. **Demeanor:** Commanding. **Dress:** gold frock-coat and calf-length breeches, sandals, or black robes trimmed with gold; golden plate-mail armor. **True Attitude:** Withdrawn, reticent. **Home:** Vulm Shryaac (K: "Talisman of the Sea"). **Aka:** The Golden Dragon.

Eldest of the Dragonlords, Kydak Dŭm (his name translates roughly to "Son of the Golden Star") has always been the most reclusive. He generally kept to himself except for rare meetings of the Dragonlords that he attended only out of a sense of duty. He is cordial to the brethren but only calls Voriig Kye "friend." Though he is the mightiest of the Dragonlords, he is reluctant to try to influence the others. Ironically, he lacks much of the arrogance that seems endemic among the other Great Drakes. But the Golden Dragon had a great curiosity about the Flows of Essænce, their origins, and how the Eyes controlled them. He went to the poles but was unable to enter the vaults protecting them without the risk of causing damage. He then decided that it was worth the risk to go the East and see what was there. He barely managed to return with his life, and with grim news to share with his brethren: the East is a prison containing banished brethren of the Empress Kadæna.

KYDAK DŪM'S STATS**DRAGON FORM:**

Hits: 480. **Primary:** 290HCl. **Secondary:** 200HBt.

AT(DB): 12(140). **MovM:** VF/VF.

HUMAN FORM:

Hits: 230 **Melee:** 260ths. **Missile:** 220 chakram.

AT(DB): 18(120). **Sh:** Y30*. **Gr:** A/L. **MovM:** +25.

Lvl: 70 (90). **Profession:** Mystic. **Stats:** St-102; Qu-101; Em-102; In-101; Pr-103; Ag-101; Co-100; Me-97; Re-91; SD-85. **AP:** 100. **PP:** 1200.

Skill Bonuses: Amb±15; Climb140; DirSp180; ManeuvArmor80; Perc250; Ride100; S&H190; S&W120; Swim90; Act88; Admin55; Alch67; Animal; Appr45; Arch80; Astro77; Brawl67; Cav105; Chem67; Cook99; Dance85; DemnLr117; DetTrap80; Diplom95; DismFoe91; Disguis35; Diving55; DragLr240; Flying120; Frenz80; Gamb190; HerbLr80; Ldrshp100; LocScrt75; Math120; Medit118; Music73; Nav88; PlayInstr45; PoisonLr98; PwrPercep180; PubSp66; Rmas56; Sail23; Seduct90; SenseRealWp90; Signal98; Sing67; SpellM80; StarG110; Stra&Tac120; StunMan100; Subdu180; Surveillance145; Trade80; TrapBuild150; WeathWatch116.

Spells: Base Spell OB: 100; Directed Spell OB: 260 (*Fire Bolt* 300' or *Triad Aflame*). Knows all Base Magician, Open and Closed Essence to 50th.

SPECIAL ABILITIES:

Breath Weapon: Fire breath in a cone extending up to 360' and 120' across at the furthest extent. Use Fire Ball table, x8 hits, +90. Usable up to once every 4 rounds, total of 8x per day.

Shapechanging: Able to change form to a creature up to 2x mass or down to 1/100th mass. This is a True Change: the Dragon acquires all the innate abilities of the creature/being (but no magical powers). Duration is 10 min/level unless wearing the Dragon Helm, in which case (for humanoid shape only) until helm is removed.

Immunity: Immune to attacks involving heat and fire.

Enhanced Senses: As Voriig Kye.

Acidic Blood: If the Dragon receives a critical, all within 10 feet of the wound are sprayed with blood: treat as a point-blank x4 damage *Fireball*, using the Acid Critical table. Weapons and equipment (except *Dragon-slaying* weapons, certain enchanted or laen items and Dragonskin armor) must make RRs. After one round the blood neutralizes.

Resistance of form: Kydak Dŭm resists attacks as a Super-large creature; Large creature in human form.

EQUIPMENT/WEAPONS:

Note: this is a selection of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of price-less items and wealth.

Dragon Helm

Two-Hand Sword: A +50, amber laen bastard sword (use 2-handed sword table when Kydak Dŭm uses it one-handed; add an additional +30 when he wields it two-handed). The sword has a huge ruby in the pommel.

Golden Plate-mail Armor: Protects as AT 18 (-40).

Earring: Gold hoop, x6 PP enhancer.

Chakram: Gold with a laen edge, it has 3x normal range (part of this is the Dragonlord's senses and strength) and does 3x damage. It returns via Long Door to his belt.

Coat: Full length golden coat lined with red velvet that will change color at a thought to blend with the wearer's surroundings. Adds +80 to Hiding, protects from all cold and ice attacks.

VULM SHRYAAC: KYDAK DŪM'S HOME

A beautiful island consisting mostly of untouched rainforest, Vulm Shryaac is nevertheless watched over by many sleepless defenses. The Golden Dragon's home is built into a mountainside near the center of the island, most of it deep underground and closely guarded.

CHAPTER IV

THE LORDS OF ESSÆNCE

Far in the northwest reaches of Kulthea's western hemisphere there is a vast ring of mountains—perhaps the remains of a crater formed by the impact of massive meteor. Within that crater is an inland sea, and in the center of that sea lies a rocky island. Upon that island crouches a sprawling fortress: towers and ramparts topped by jagged crenellations of razor-sharp black glassy rock. And this citadel is just the visible portion of a complex extending deep into the island itself: a maze of halls and chambers and corridors. All this is the fastness known to a few as the Ahrentorg: the Shadowed Secret.

Though the Ahrentorg was founded early in the Third Era along with the other “Secrets” of the Jerak Ahrenreth, Ondoal the immortal Essænce Lord has spent the last thousand years turning it and the surrounding mountainous ring-isle into a self-contained realm. Farms tilled by an army of slaves now cover the hillsides; below those hills are delved the cavern-dwellings of the Lugrôk and troll armies. And this is just the outer ring. In the center, surrounded by a dark sea, rises a towering island of rock. Within and upon this pinnacle is the inner citadel. Cloaked by powerful magic, these halls of the Essænce Lord's fortress are impenetrable even to the spells of the mighty Seer Iæn Shiin.

A man clothed all in deep indigo walked along a metal-lined corridor within that inner complex, his short raven hair glinting in the cold artificial light. His face bore an expression of something approaching dread, his violet eyes half-closed against the glare.

X'jemiis hated the old Althan section of the complex: all cold alloy and bright unforgiving light that never flickered or dimmed. This technology was still alien to him: he was of this era, having no knowledge of the ancient time when the K'ta'viiri ruled not only this planet but (to hear his father tell it) most of the galaxy.

He hated this place, but not nearly as much as he hated his father... Ondoal himself. It was X'jemiis' duty to check on the Essænce Lord, who was currently entombed in a regeneration tank. One of the drawbacks of being as

immensely old as Ondoal was that — while he was very resilient and resistant to physical harm — once that harm was inflicted, magical and Psionic healing were no longer effective on him. Even the most advanced Althan technology could only repair the damage with agonizing slowness. And though the Shadowstone was a further impediment and a drain on his energies, he refused to surrender it even to be healed. The Essænce Lord had been grievously wounded in his attack on the Northern Eye of Utha more than ten years ago, and only now were his wounds almost completely repaired. In the meantime he left it to his half-breed offspring to oversee things and prepare for the next assault. They all knew their only value to Ondoal was their relation to him, allowing them some access to the Temples of the Eyes. They were simply tools. X'jemiis knew his siblings resented their role as much as he did (and all probably harbored their own schemes to replace their father as lord of this place, but no one was forthcoming about those thoughts).

X'jemiis entered the dim chamber, walking past the upright transparent tube in the center with hardly a glance at its occupant adrift in bubbling fluid. Instead he went to the main status console, his glance darting over the luminous displays. *I could kill him... just a few adjustments to the controls... he's vulnerable in there.* It wasn't the first time that patricide had occurred to him.

Even if you had the audacity to try it, I'd strike you down before you even touched the first control. X'jemiis winced at the painful voice of his father in his head. *Even here in suspension my mind is awake and I know your thoughts. All of you, my children. Soon I will be ready to emerge, and my plans shall see fruition. And you will help me... because you have no choice.*

—From the Shadowstone Chronicles

INTRODUCTION

These beings, the Essænce Lords, the *K'ta'viiri*, are the original humanoid inhabitants of Kulthea. More precisely, they are a sub-group of the planet's indigenous people (a race known as the Altha) who have the power to control the Essænce.

The Essænce Lords used genetic manipulation to enhance their paranormal abilities, and by so using a combination of technology and magic, rose to power among their people. Like an extended family or a feudal nobility, they consolidated their hold over the rest of the race and, by extension, the Althan Empire that at its height ruled nearly a quarter of the galaxy.

Immortal and granted super-human powers (possibly as a result of genetic manipulation) in addition to their Essænce gifts, the *K'ta'viiri* were always arrogant, but as the centuries passed, they began to consider themselves on a level above all other life. Some lost a moral compass and fell into corruption, in their boredom finding pleasure in all manner of perversions. Some toyed with the genetic makeup of other beings and animals, creating strange hybrids of man and beast. These were the ancestors of the Hlrizi, the Centaurs and the mermen. Some *K'ta'viiri* sought to control the very fabric of space-time.

There came a point when they dared to think of themselves as gods.

FALL OF THE GODS

The Essænce Lords proved to be their own worst enemies, fighting amongst themselves for hegemony. The galaxy, it seemed, was not big enough for the few hundred immortal *K'ta'viiri* (for indeed there were never many of these “super-Althans,” most from one extended family). One Lord would dominate the others and declare himself emperor, only to be overthrown or assassinated and a worse despot takes his place.

The depraved line of the *K'ta'viiri* reached a nadir in the ascension of the Empress *Kadaena*. Her atrocities were such that finally many her own clan realized that things had gone too far and they turned against her. *Kadaena's* own cousin Utha led a rebellion that culminated with him beheading her on the battlefield of the home planet.

The power of the Essænce Lords was finally broken and nearly all *K'ta'viiri* on both sides were slain, but a few escaped. Utha assigned to his son Dænku responsibility for keeping a watch to make sure none rise again to threaten Kulthea or anywhere else. He would take charge of the Dænku Ahrenreth. In secret, Utha sent a few younger Duskwalkers to another hidden vault far off in Folenn, the Bladelands. They would be held in reserve, should the Ahrenreth fail.

SURVIVING K'TA'VIIRI

Following are profiles of the most prominent K'ta'viiri in the west, and one half-K'ta'viir, a son of Ondoal. But first is a brief description of the race and review of the special abilities all Essænce Lords posses.

Note: Full descriptions of the half-K'ta'viiri Lorgalis and Schrek appear in the Jerak Ahrenreth section.

APPEARANCE

A K'ta'viir possesses light brown skin and straight coal-black hair that grows very thickly on the scalp. Neither sex has any other body or facial hair whatsoever. Eyes are slit-pupiled and deep violet—the violet coloring is quite vibrant and cannot be missed. K'ta'viir eyes also possess a thin, transparent inner lid which screens certain ultraviolet radiation as well as dust and impurities. It is noticeable when closed. Men average 6'2"–6'10" and appear slender, though dense bone and muscle structure cause them to mass more than would be expected. Females are slightly shorter.

ABILITIES

All K'ta'viiri possess the equivalent of the following Special Abilities.

- An Inner eyelid that provides protection from dust, sand or bright light. The eyelid lowers automatically or can be closed by conscious choice. There is a -10 penalty when the lid is closed because it is slightly translucent.
- Six-digit hands and feet add +10 to *Balance* rolls and manipulative rolls (picking locks, delicate repairs, etc).
- Acute sense of smell: distinguish odors at +50; 100' upwind and 300' downwind; 200' in still air. Tracking at +25. Skill in recognition possible at 1/3 (IN/ME).
- Natural night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark.
- Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the Astrologer powers of Voice.
- Acute hearing allows isolation and analysis of any sound within 1000' under normal circumstances, and through up to 10' of solid (non-dampening) material. Also can use high pitched, whistling sounds to determine the size and shape of enclosed spaces (up to 1000') with great accuracy using sonar.
- Striking appearance provides +30 to all *Seduction*, *Public Speaking* and *Acting* rolls and certain charisma-oriented Mentalist spells. (Usable against own or other humanoid race). For other skills using *Presence* add a 20 bonus to that Stat.
- Improved bone and muscle structure allow a +20 to all leaping maneuvers, as well as double the normal range (6' vertical; 20' horizontal static start; 45' horizontal running start). This attribute also allows a +20 bonus to movement and such skills as *Skiing*, *Tumbling*, and *Dance*.
- Training and selective brain use allows a slip into *Memory Mode*, which permits assimilation of data at

10x normal speed (reading about 5,000 wpm) and total recall. Note that Memory Mode trance duration is pre-set before entering (e.g., to last for as long as the conversation or manuscript). Someone in the Trance cannot be awakened prematurely except by extreme means (slapping or other pain) in which case the memory of the trance in progress is lost completely.

- Superb synapse development allows for blinding reactions: +20 to OB and DB (in addition to normal Stat bonuses). Will always strike first unless surprised; and have the option of using *Adrenal Speed* at will, 100% chance of success (with appropriate Adrenal Moves Rules applicable).
- Due to unusual joint design, gain a +20 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/construction) or feet (*Balance*). Also gain a +30 bonus to *Contortions*, being able to realign many joints.
- A superior conscious control of the body's internal functioning gives a number of abilities: to concentrate platelets at a bleeding wound and stop up to one hit per round bleeding for every round of concentration; to be immune from the effects of Stun; to enter a trance and devote body's full power to resisting a poison or disease (+50 to RR); to take double the normal number of hits without losing consciousness.
- Consider all K'ta'viiri to have unlimited Telepathic communication skills with a range of up to 50 kilometers. Some have a longer range. They also often possess a variety of Mentalist (and Psion) lists.

ANDRAAX

Andraax was born Dænkú, the only son of Utha and so a relation of the evil Empress Kadaena. He was relatively young at the time of the great rebellion and had only a minor role in the fighting. But because so few loyal followers of Utha survived, and Dænkú possessed considerable aptitude with the Essænce, he accepted his dying father's request to lead the Ahrenreth.

The Ahrenreth remained active for several thousand years, hunting demons and closing Portals. Finally however the earth seemed at peace, and Dænkú retired to a hidden subterranean chamber and placed himself in a sophisticated form of long-term hibernation: *chronogenic sleep*. The ageless Althan computers would awaken him if he was needed...

As it happens, Dænkú slept for more than eighty thousand years. (To him of course, in the time-dilation of his chronogenic bed, it was only a few hours). He wanders the western world to find a planet reinvigorated, but in anarchy. He decides to assume the appearance of one of the eldest race currently inhabiting Kulthea—the Iylar Elves—and try to bring some order to chaos by guiding the peoples towards civilization. He takes the name Andraax and, with two Elves, founds the College of Loremasters. They begin to keep a recorded history, and this marks the first year of the Second Era of Ire. They choose this term because all know that there was a time before when "gods" battled on Kulthea, so to name it the Second Era seemed fitting,

while “Ire” was to be a reminder of the violence of the planet’s past.

Over the course of the next several thousand years Andraax participated in many projects with varying amounts of success. He re-established the Dænkú Ahrenreth, choosing Elven Lords to serve with him. It was this new Circle who discovered the Master of Malice in the third millennium—an awakened Essænce Lord trying once again to rule Kulthea. At last, however, it was Andraax who had to face his old fellow Lord in the Wars of Dominion. The battle scarred his mind and he wandered in darkness for a long time.

It took almost a thousand years, but Andraax/Dænkú awakened from his dream-state. The re-opening of the Ahrenthrök and the corruption of the Crystal jarred him, but his memory remained fragmented; he was unsure even of his identity. He had played Andraax the Loar Elf for so long that he was uncertain of whom he really was. He wandered the planet in various guises for several thousand more years, walking hidden paths and learning many things. It was not until he was caught in a terrible Flow-storm in 4209 that his memories were (mostly) restored. Learning of Ondoval’s treachery and his seemingly insane quest to destroy the Eyes, Andraax has been operating largely in secret, seeking a way to somehow stop his fellow Essænce Lord from destroying Kulthea yet again.

Andraax knows more about the world’s Portals, Coral Roads and Ash Lairs than anyone else alive... when he can remember.

APPEARANCES

Andraax—in his “natural” form as Dænkú—has the typical look of a Lord of Essænce: smooth, light brown skin with no facial or body hair, hands with six long, dexterous fingers, and small rounded ears. He also possesses the thick sable scalp hair, but unlike others of his people, he has a streak of silver-white at the left temple. He normally wears it between two and four inches long, fanned out from his head. And though his eyes are of the characteristic violet color, apparently sometimes he chooses to make them appear round-pupiled rather than the slit-pupil, which is normal for the K’ta’viir race. He stands 6’3” tall, fairly muscular though not bulky.

As Andraax the Loar-Elven Mentalist and co-founder of the Loremaster order, he is taller (about 6’6”) and more slender; his skin is lighter and of course his ears are larger and pointed.

He has assumed other forms of course, but the one constant about his appearance is the striking violet of his eyes—something he could conceal but chooses not to.

ANDRAAX’S STATISTICS

Age: Immortal (Appears 25). **Eyes:** Violet. **Hair:** Black, with a streak of Silver. **Build:** Muscular. **Height:** 6’3”. **Race/Sex:** Lord of Essænce (K’ta’viir)/M. **Skin:** Light brown. **Demeanor:** Varies: sometimes reserved; other times manic or paranoid or sullen. **Dress:** Full-length, hooded black flowing robes. **True Attitude:** Secretive, guarded. **Home:** No permanent home, though he visits the *Throk Nuul* (Ir. “Guardian Isle”) a small island south of Ormian off the southern coast of

Jaiman and a couple of other Lords of Essænce installations.

Hits: 244. **Melee:** 305. **Missile:** 250.
Energy: 210. **AT(DB):** 20 (215/315*).
Sh: N. **Gr:** N.
MovM: +50. **PP:** 7680 (960 x 8).

Lvl: 131. **Profession:** Seer/Mystic/Mentalist. **Stats:** St-105; Qu-108; Em-102; In-100; Pr-110; Ag-106; Co-110; Me-112; Re-108; SD-98. **Will:** 220. **AP:** 109.

Skill Bonuses: Amb±25; Climb125; DisTrap145; M/A St 135R4; M/A SwT156R4; Perc210; PickLock200; Ride110; Rune130; S&H205; S&W135; Swim100; Track110. Acrob105; Act240; Admin110; AdrMv100; AdMath300; Alch100; Animal100; Anthp200; Appr200; Arch100; Astro300; BscMath200; Camo100; Cav150; CircLr150; Chem75; Contort100; Cook50; Dance120; DemnLr180; DetTrap210; Diplom100; DisrmFoe180; Disguis200; Diving; DragLr150; DrugTol200; 1stAid145; Flying200; Forage100; Frenz100; Gamb130; HerbLr80; herd5; Jugg135; Ldrshp45; LocScrt200; LockLr125; Medit78; Music98; Nav125; PwrPercep175; PubSp80; Seduct135; SenseRealWp180; Signal145; Skat45; Skii55; SpellM110; StarG190; Stra&Tac.180; StunMan180; Subdu200; Surveil190; WeathWatch210.

Spells: Base Spell OB 120; Directed Spell OB: 245. (Any Elemental Attack, including Plasma. Andraax has researched a 500’ range *Firebolt* and *Lightning Bolt*.). Andraax knows all Mentalist Base, Open, and Closed lists; all Seer, Lay Healer, Astrologer, and Mystic Base Lists to 50th level. (He also knows all Arcane Lists from RMC I, all Montebanc, Sleuth and Magus Base from RMC III, and all *Space Master* Psion Lists to 50th). He knows all Loremaster and Navigator Base lists to max level. He has also researched a few spells of his own.

* Additional DB is from *Deflections True* or against spell/energy attacks.

SPECIAL ABILITIES:

Racial Abilities: Andraax has all of the special abilities inherent in the K’ta’viir race (see above).

Strength of Body: Andraax resists all attacks as a *Large Creature*.

EQUIPMENT/WEAPONS:

Sword: A 2-h power sword (in RM, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals). It also has a 50% chance of destroying non-magical weapons or shields that are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended). Andraax can use the weapon to parry thrown and missile attacks from any direction 360°, up to 6 attacks per round.

Compass: Andraax’s Compass is of the type now used by the Jhordian Steersman: Resembling a large, ornate pocket watch (which he keeps in a secure pouch), it opens to reveal a glittering, ornate, collapsible structure within.

Robes: Able to change color to automatically match their surroundings, adding +50 to hiding; they are also a special light-absorbing black, adding +100 to hiding in dark areas.

Grav Belt: A High-acceleration, thought-controlled belt device. Andraax can fly at speeds in excess of 300 mph (the belt generates a “sonic fold” which protects the wearer from wind resistance).

Barrier Shield: An enhanced version of the *Space Master* Barrier Shield, this device is a pair of bracelets that generate a force field a few inches away from the wearer’s

body. It effectively makes the wearer AT 20 with a +100 to DB when the field is activated. The shield also protects vs. elemental attacks whether magical or natural; it adds +100 to Resistance Rolls, and if the wearer makes the roll there is no damage; if he fails he takes 1/4 damage. There is no encumbrance.

Laser Pistol: Baroque-looking Laser Pistol with the powers of a Laser Rifle. (GMs without *Space Master* may wish to use the Longbow table and extrapolate with criticals—suggest regular puncture plus an equivalent heat critical; range would also be greater).

Dragon Ring: one of the *Daath Leersoi*. (K. “Makers of the Shadow Drakes”), created by Krelj, it allows a human wearer to *Shapechange* to a (young) dragon, and assume the same powers of a Drake. There are six of these rings in all; Andraax has four of them. He wears the Ring of the Fire Drake. (The problem with the rings is that, to be effective, one needs to *learn* to be a Drake, e.g., fly, fight, etc. Andraax has done this.)

V'GLIN, A DUSKWALKER

V'glin is the leader of the Duskwalkers, one of the Inner Six, and the only surviving K'ta'viir of the group. He was roused most recently when Ondoal first attacked the Northern Eye of Utha in T.E.I. 6039, and the disruptions alerted the ancient machines controlling his chronogenic bed. He has awakened to find the Gale of Hues tattered and Folenn overrun with warring factions. He is unsure whether to seek out Dænkú or to go to the Ahrenthrök, and in the meantime has had his hands full dealing with troubles on Folenn. He does not yet know that the Ahrenreth is not what it was.

V'GLIN'S STATISTICS

Age:? (Appears 20). **Eyes:** Violet. **Hair:** Blue-black, in a flattop. **Build:** Slender but sinewy. **Height:** 6'9". **Race/Sex:** K'ta'viir/M. **Skin:** Light brown. **Demeanor:** Aloof. **Dress:** Black bodysuit. **True Attitude:** Concerned. **Home:** An Isle near the Gates of Dawn, Folenn.

Hits: 180. **Melee:** 220ths. **Missile:** 180sh.
AT(DB): 20 (180/280). **Sh:**(Y).
Gr: (Y). **MovM:** 45.

Lvl: 70. **Profession:** Mentalist. **Stats:** St-100; Qu-101
Em 99 In-98; Pr-104; Ag-100; Co-102; Me-104; Re-103; SD 101. **AP:** 106. **PP:** 1800 (300 x 6).

Skill Bonuses: Amb±10; Climb110; DisTrap90; MAST90R4; MASWT80R4; Perc195; PickLock88; Ride120; Rune85; S&H200; S&W56; Swim90; Track85. Acrob90; Act75; Admin66; AdMath170; Animal86; Anthp66; Astro165; BscMath200; Brawl55; Cav100; CircLr50; Chem90; Contort75; Cook80; Craft60; Dance45; DemnLr90; DetTrap120; Diplom70; DisrmF03100; Disguis55; Diving80; DragLr90; DrugTol88; IstAid105; Flying130; Forage80; HerbLr90; Herd15; Juggl25; Ldrshp67; LocSct125; LockLr33; Math150; Nav90; PwrPercep150; Seduct25; SenseRealWp80; Signal130; Sing25; StarG156; Stra&Tac45; StunMan95; Subdu110; Surveil95; Tumb155; WeathWatch85.

Spells: Base Spell OB: 90; Directed Spell OB: 180. *Lightning Bolt.* V'glin knows all Mentalist Base, Open and Closed lists.

SPECIAL ABILITIES:

Racial Abilities: V'glin has all of the special abilities inherent in the K'ta'viir race (see above).

Strength of Body: V'glin resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Sword: A 2-h power sword (in RM, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals). It also has a 50% chance of destroying non-magical weapons or shields that are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended). V'glin can use the weapon to parry thrown and missile attacks from any direction 360°, up to 4 attacks per round.

Barrier Shield: An enhanced version of the *Space Master* Barrier shield, this device is a pair of bracelets that generate a force field a few inches away from the wearer's body. It effectively makes the wearer AT 20 with a +100 to DB when the field is activated. The shield also protects vs. elemental attacks whether magical or natural: it adds +100 to Resistance Rolls, and if the wearer makes the roll there is no damage; if he fails he takes 1/4 damage. There is no encumbrance.

Compass: V'glin's family Compass was of the “sextant” type. His is an x6 PP Mentalism enhancer, will also store six Mentalist spells up to 30th level.

Shuriken: +20 magical, laen.

Ring of Portals: Tells of any Portal within sixty miles. Can analyze a Portal (tell its destination), whether it is open, and the last six beings who have passed through it.

ONDOVAL

The only other remaining member of the original *Dænkú Ahrenreth* (the first *Dænkú*—Andraax—being the other, of course), Ondoal was a follower of Utha and aided in the defense of the Eyes during the Interregnum. However, the first *Arulis Kygari* was trapped in a warp in time and space while in combat with a Demon of the Void. Swept into the Outer Planes, Ondoal was lost to the Ahrenreth.

But Ondoal did not perish. A Lord of Essænce, the *Arulis Kygari* survived through an age in a realm that would have killed a lesser being in moments. But the twisted reality had its corrupting effect on the K'ta'viir, and after more than a thousand centuries, it was a different being who emerged from a broken Portal amidst the wreckage of the Wars of Dominion.

After traveling the world for many decades, Ondoal returned to the Guarded Isle, original home of the Ahrenreth in TEI 408. He entered the Vault and awakened the slumbering Crystal, though it had grown weak with the passage of time. He perceived the Loremasters as his enemies and resolved to free the world of their oppression, and that of the choking blanket that held back the True Essænce. The Loremasters would be swept away, and the Eyes of Utha must be destroyed. He had become a tool of the Shadow.

In TEI 888 Ondoal called a new Ahrenreth, inviting members of various races, but who all share a desire to dominate the peoples of Emer. Ondoal's true goal was not domination but destruction, but he used the Ahrenreth as a tool to further his own schemes. An empire rose in the Great Continent, and the Ahrenreth infiltrated it with spies and saboteurs. But it was Ondoal in the end who, disguised as the seer of the order of the Eye, dealt the death-blow to the Emerian Empire in 1618. Soon after, he decided that he needed

to recover the great artifact of Kadæna: the Shadowstone. But to do that he would need to be able to travel through time. He would need the *Book of Gates*. In 1770 he began his search, abandoning the Jerak Ahrenreth for over two hundred years. He returned in 1998 but his stay was brief: he found the book and was eager to begin the real search. The Essænce Lord vanished and was not seen again until TEI 5030. When he returned it was through a Portal in Mulira, and such was the power of the item he brought back that the Portal itself was destroyed and the Essænce was disrupted for miles all around. Ondoal retires to his citadel of the Ahrentorg and lays his plans to destroy the Eyes and rule a transformed Kulthea. One part of his plan is to father offspring to help him in his attack, as only those of K'ta'viir blood may enter the temples of the Eyes. In 5188 he declares himself the *Lord of Shadows* and abdicates his position in the Jerak Ahrenreth, though he claims the Ahrentorg as his own. It is not until several hundred years later that Ondoal felt he was ready, but in TEI 6039, he and several of his children made the journey to the North Pole to destroy the Northern Eye. The attempt was a complete failure: Ondoal underestimated the skill of Utha and the sophistication of the Eyes' defenses. Even with the Shadowstone he was unable to penetrate the Temple perimeter, and he was seriously injured in the attack. It was not until the end of 6052 that he was ready for another assault. This time his goal was not to destroy the Eye but to take it and render it powerless in a kregora container. This time he succeeded—though he was again injured and two of his children killed.

Ondoal is once again in a regeneration tube, his body slowly healing. When he emerges the Shadow World's crisis will only deepen.

In appearance, Ondoal retains his original K'ta'viir appearance (seeing no reason to conceal it). His eyes are brilliant violet, his skin brown as if tanned. He wears either a black singlet or a robe of the old Lords of Essænce style, fitted over the torso with wide shoulders, but below the waist full and flowing. The robe is black with silver trim.

ONDOAL'S STATISTICS

Age: unknown (Appears 30). **Eyes:** Violet. **Hair:** Blue-black. **Build:** Slender. **Height:** 6'5". **Race/Sex:** K'ta'viir/Male. **Skin:** Light Brown. **Demeanor:** Cool. **Dress:** Singlet. **True Attitude:** Obsessed. **Home:** Originally Ahrenthrök, now Ahrentorg. **Aka:** Seer of the Stars, Ondoal.

Hits: 220. **Melee:** 210ma/180da.

AT(DB): 14(200). **Sh:** (Y30).

Gr: N. **MovM:** +35.

Lvl: 93. **Profession:** Astrologer. **Stats:** St101; Qu107; Em99; In110; Pr108; Ag102; Co104; Me105; Re103; SD98. **AP:** 101. **PP:** 4680 (8 x 585).

Skill Bonuses: Amb±5; Climb90; Perc210; Ride120; Rune; S&H155; S&W150; Swim90; Track. Acrob85; Act150; Admin120; AdMath200; Alch80; Arch120; Astro200; BscMath200; CircLr150; Chem200; Con-tort?; Cook; Craft150; Dance25; DemnLr145; DetTrap95; Diplom66; DismFoe80; Disguis95; DragLr100; DrugTo190; Flying110; Ldrshp124;

LocSrt95; LockLr145; Medit95; Music55; Nav100; PwrPercep200; PubSp125; Seduct180; SenseRealWp155; Signal123; StarG195; Stra&Tac175; StunMan120; Subdu80; Surveil88; TrapBuild75; WeathWatch65.

Spells: Base Spell OB: 90; Directed Spell OB: 180 (*Dark Absolution*, *Nether Bolt*). Ondoal knows all Base Astrologer lists, all Open and Closed Mentalist and Channeling lists to 50th. He knows Base Mentalist and Seer lists to 50th, as well as all Evil Mentalist and Clerical lists to 50th.

SPECIAL ABILITIES:

Racial Abilities: Ondoal has all of the special abilities inherent in the K'ta'viir race (see above).

Strength of Body: Ondoal resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Shadowstone: Perhaps the mightiest item of Darkness ever to exist on Kulthea, the Shadowstone—also known as *Kadæna's Heart* and the *Dark Jewel*—is not subtle in power or appearance. An oval, smoky, crystalline stone about three inches long, it is multifaceted, though the pattern is so convoluted that it is either the work of the tortured earth or of an insane jeweler. The jewel pulses with an angry red light when its powers are being drawn upon.

It is and has always been set in an encircling band of star iron, and attached to a heavy chain of the same dull, black material. As with all things fashioned of star iron, the setting and chain have a rough look as if even the vast powers of the Lords of Essænce could barely wrench the metal into the desired form.

But only star iron is worthy of holding the Shadowstone, a jewel of power that goes beyond the Elemental. The wearer of the Shadowstone is able to wrench the very soul from his desired target with only a thought, and so fuel the dark gem's other powers. In fact, it requires souls on which to feed or it draws energy from whatever is around it, including the wearer.

If the wearer of the Shadowstone is killed, his spirit enters the Shadowstone. The next being who dons the Shadowstone must then wrest control of it from the former wearer in a battle of wills.

Powers of the Shadowstone

1. Wearer is immune to all Mentalism and Essence spells (though his own spells may function normally). Wearer may also Dispell any active Essence or Mentalism spell within 200' at will (Spell must make a RR vs. wearer level at 80). Channeling attacks must make a RR at -80 or be annulled. Wearer may also Dispell any active Channeling spell within 200' at will (spell must make a RR vs. wearer level at no mod).
2. Wearer may cast *Shadows*. Effect is of absolute darkness in which only magical light can exist and it must make an RR vs. 80th level. Even beings who can see in the dark (Elves, Dwarves) are blind—except servants of the Wearer, who can see fine. Within *Shadows*, Wearer can see invisible. All within the *Shadows* who do not serve the Wearer take one "A" Depression critical an hour, one "C" per day, one "E" per week (10 days). Wearer can cause *Shadows* to extend in a radius of up to eighty miles from his person, though the effort is taxing (requiring almost constant concentration) and the Shadowstone demands hundreds of souls per day to maintain a radius that large.
3. Wearer may cast *Essænce Thirst* at will, range 400'. If Target fails RR (at 80), he is stripped of all PP's (these are permanently added to Wearer's total) and his appropriate Temp and Potential PP Stat(s) are reduced

Ondoval, the Essænce Lord,
wearing the Shadowstone



- to 5. Any PP enhancer worn by Target must make a RR or shatter.
4. Wearer may cast *Shadow Ball* 40' R and *Shadow Bolt* at will (as long as the Shadowstone has soul-fuel), up to 800' range. (*Nether Attack* charts, but delivers primary Disruption and Shock secondary Heat and Cold (as table indicates).
5. Wearer may cast *Dark Thirst* at will. Spell is similar to *Dark Absolution*, but range is 400' and RR Mod is 80. The soul is taken by the Shadowstone. The body becomes an empty husk, and though mindless and without any skills, it can be ordered about by Wearer.
6. Wearer is cloaked in *Shadow*. Treat as AT 20 (240) unless opponent is wielding a Holy weapon, then AT 20 (120). Non-magical weapons are useless and shatter when used. Non-Holy weapons must make a RR vs. 10th level or shatter if they hit, and in any case wielder of any non-Holy weapon takes a Shock critical of identical severity to wearer every time he hits.
7. Wearer is *Hasted* at will, cannot be stunned (except by Holy weapons). All bleeding wounds heal at 1 hit/rnd.

8. All within 8 miles of wearer suffer -10 to morale and -5 to RRs and Maneuvers; all within 800' suffer -20 to morale and 10 to RRs and Maneuvers; all within 80' are at 80 to morale, 40 to RRs and maneuvers. Those within the influence of a Holy weapon are immune, as well as those with morale spells that make a RR vs. 80th level.

Note: the Shadowstone may have other powers, and may indeed mold its abilities to suit its current wearer. It is intelligent (though it does not "speak" or communicate directly) and has a will of its own.

Bodysuit: A skintight singlet of Althan manufacture, it does not encumber but protects as AT 14 and adds 100 to the wearer's DB from all directions.

Sceptre of Stars: A rod of ebony tipped with a small crystal sphere, the sceptre is inlaid with silver and other precious metals. It strikes as a +40 mace, and does an additional Disruption critical. It is an x8 PP enhancer, quadruples the range of all Astrologer spells, and allows the wielder to cast *Nether Bolts* (x4 hits) at will. It is intensely evil.

Book of Gates: A powerful Tome allowing mastery of travel through portals and across Planes.

Knife of the Void: A strange and terrifying weapon, the Knife has hilts of silver and Black Eog, and a scabbard lined with pure kregora. The blade is about a foot long, and utterly black. In fact, it appears to be an actual void, or hole in space. It strikes as a +45 2-h sword, and all non-magical armor is AT 1; magical armor must resist vs. 50th

level or also be AT 1—and irreparably damaged if given an "E" critical. The dagger delivers Puncture, Disruption, and Shock criticals (Note: determine all 3 from a single roll!).

X'JEMIIS

Eldest of Ondoval's six "children" still alive, X'jemiis has no illusions about his purpose in life. He was born to serve as an instrument in his father's scheme to break the power of the Eyes of Utha. That doesn't mean that he isn't bitter and resentful of the father who thinks of him as no more than a slave.

Unlike Ondoval, X'jemiis and his siblings are creatures of the Third Era, more at home with candlelight than computer consoles. And they do not understand their father's single-minded drive to shutter the Eyes except that it frees more of his kind and would allow space travel again—two things that none of them are eager to see.

X'JEMIIS' STATISTICS

Age: Born TEI 5803 (Appears 25). **Eyes:** Violet/slitted
Hair: Black, short **Build:** Slender **Height:** 6'8". **Race/**
Sex: Iylar(Loar)-K'ta'viiri/M. **Skin:** light brown. **De-**
meanor: Sullen. **Dress:** Black singlet. **True Attitude:**
Resentful. Home: Ahrentorg.

Hits: 95. **Melee:** 80qs. (special)
Missile: 88da. **AT(DB):** 15(110). **Sh:** (Y).
Gr: (Y). **MovM:** +30. **PP:** 240 (48x5).

Lvl: 12. **Profession:** Monk. **Stats:** St-101; Qu-102; Em-93; In-77; Pr-102; Ag-101; Co-100; Me-100; Re-89; SD-94. **AP:** 103.

Skill Bonuses: Amb±4; Climb76; MAST90R3; MASWT90R3; Perc88; PickLock25; Ride30; S&H90; Swim30; Track15. Acrob45; AdrMv25; AdMath45; BscMath55; Chem15; Contort50; DetTrap25; DisrmFoe50; 1stAid30; Flying25; LocScrt35; Medit10; PwrPercep30; Seduct25; Signal50; StunMan30; Subdu30; Surveil10; Tumb140.

Spells: Base Spell OB: 24. All Monk Base to 10th level, Open Mentalist *Mind Mastery*, *Attack Avoidance*, *Cloaking* to 5th.

SPECIAL ABILITIES:

Racial Abilities: X'jemiis has limited versions of the special abilities inherent in the K'ta'viir race (see above). Where bonuses are numerical, halve them. Otherwise, X'jemiis has the attribute (e.g., he has six fingers on each hand, the inner eyelid, etc.).

Strength of Body: X'jemiis resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Quarterstaff: Alloy quarterstaff collapses down to 9" in length or up to 12'; X'jemiis' bonus reflects weapon kata skill.

Body Suit: Of a high-tech material, it protects vs. normal heat and cold, half damage vs. elemental attacks, and protects as AT 15 but does not encumber.

Belt: Of Flying, 75' per round (5 mph), duration 1 hour, useable 5x per day.

Robes: Full length hooded robes, of color shifting, add +80 to hiding.

Bracelet: x5 PP enhancer for Mentalism.

Compass: X'jemiis' *Compass* is similar to Ondoval's: a bracelet of dull silver alloy, about six inches wide and set with several rectangular inlays of different colored hexagonal tiles of laen.

JENKYNNA

A Lady of Essænce, Jenkynna was actually neutral in the rebellion against Kadæna (her allegiance was unclear and she cleverly remained on civil terms with both factions). She was a scientist first, and had little interest in expanding empires or in most of the vices of her fellow K'ta'viiri. She was, however, cold and without empathy or compassion. All people and animals were nothing more than experimental subjects for her. When the rebellion threatened to ravage the planet's surface, Jenkynna calmly gathered genetic samples and placed them in stasis in her laboratory deep underground in Mulira. She then followed suit, intending to be awakened when the danger had passed.

But something went awry, and Jenkynna remained asleep until she was discovered quite by accident by Ulya Shek in TEI 4514. The female Dragonlord awakened the Essænce Lady and there was an immediate recognition of mutual respect. They formed an alliance that endures to the present day.

Jenkynna has kept a low profile since her awakening, and while she still maintains her assumption of superiority over nearly all other races, she has softened her attitude towards the "lesser beings," some of whom she actually helped to create. About five hundred years ago, she and the Dragonlord opened a large Althan installation in the Rust Mountains of NE Emer, and she commenced new scientific experiments—this time involving undead and demons. Jenkynna retains knowledge of the old cyber-enhancement methods of that lost race and is once again putting them to use.

More recently, Jenkynna—with Ulya Shek and Voriig Kye's aid—has taken a seat at the Octagonal Table of the Jerak Ahrenreth. She has no more desire to see Ondoval succeed than the Dragonlords, and the Ahrenreth seems a possibly worthwhile vehicle to thwart the insane Essænce Lord.

Jenkynna's bodyguard and constant companion: always hovering near her side is a three-foot high lozenge-shaped machine of black metal sprouting eight wavering, silvery segmented tentacles. It is an *Omega Drone* from the First Era, an intelligent robot of incredible technological sophistication and power (see below).

JENKYNNA'S STATISTICS

Age: Unknown (Appears 30). **Eyes:** Violet/slitted pupils. **Hair:** Black, in a spiky mane. **Build:** Slender **Height:** 6'1". **Race/Sex:** K'ta'viiri/F. **Skin:** Light brown **Demeanor:** Cool, self-confident. **Dress:** Black singlet. **Home:** Althan underground facility, Rust Mountains.

Hits: 198. **Melee:** 180bs. **Missile:** 135da.
AT(DB): 20(180/280). **Sh:** (Y).
Gr: (Y). **MovM:** +40. **PP:** 1792.

Lvl: 64. **Profession:** Mentalist/Astrologer.

Stats: St-102; Qu-104; Em-76; In-102; Pr-109; Ag-103; Co-102; Me-101; Re-99; SD-98. **AP:** 106.

Skill Bonuses: Amb±20; Climb105; DisTrap88; MAST70R4; MASWT80R4; Perc175; PickLock210; Ride55; S&H145; S&W123; Swim100; Acrob100; Act152; Admin123; AdMath210; Alch185; Animal181; Anthp175; Arch65; Astro200; BscMath220; Cav23; Chem185; Craft75; DemnLr170; DetTrap88; Diplom90; DragLr98; Falsif25; 1stAid65; Flying100; LocScrt150; LockLr110; Medit80; PoisonLr132; PwrPercep188; PubSp90; Seduct142; SenseRealWp150; Signal80 Smith175; StarG166; StunMan82; Subdu120; Surveil145; TrapBuild88.

Spells: Base Spell OB: 84. Directed Spell OB: +185 (*Firebolt*). All Mentalist Base, Open and Closed lists, Astrologer Base *Way of the Voice*, Mystic Base *Gas Alteration*, All Lay Healer Base lists to 50th.

SPECIAL ABILITIES:

Racial Abilities: Jenkynna has all of the special abilities inherent in the K'ta'viir race (see above).

Strength of Body: Jenkynna resists all attacks as a Large Creature.

EQUIPMENT/WEAPONS:

Sword: A smaller version of the power sword used by Andraax, (in RM, treat as a +30 broadsword delivering double hits, Slash and Heat criticals). It also has a 50% chance of destroying non-magical weapons or shields that are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended). Jenkyna can use the weapon to parry thrown and missile attacks from any direction 360°, up to 4 attacks per round.

Barrier Shield: An enhanced version of the *Space Master* Barrier Shield, this device is a belt that generates a force field a few inches away from the wearer's body. It effectively makes the wearer AT 20 with a +100 to DB when the field is activated. The shield also protects vs. elemental attacks whether magical or natural: it adds +100 to Resistance Rolls, and if the wearer makes the roll there is no damage; if he fails he takes 1/4 damage. There is no encumbrance.

Compass: Jenkyna's family Compass is a bracelet similar to those worn by the *Navigators*.

Dagger: +40 black laen dagger.

Bracelet: Simple silver bracelet with blue laen inlays. X7 PP enhancer.

Ring of the Stars: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is an eight-pointed star with a clear diamond in the center. It controls many of the enchanted guardians set throughout the Eight Secrets.

JENKYNNA'S OMEGA DRONE

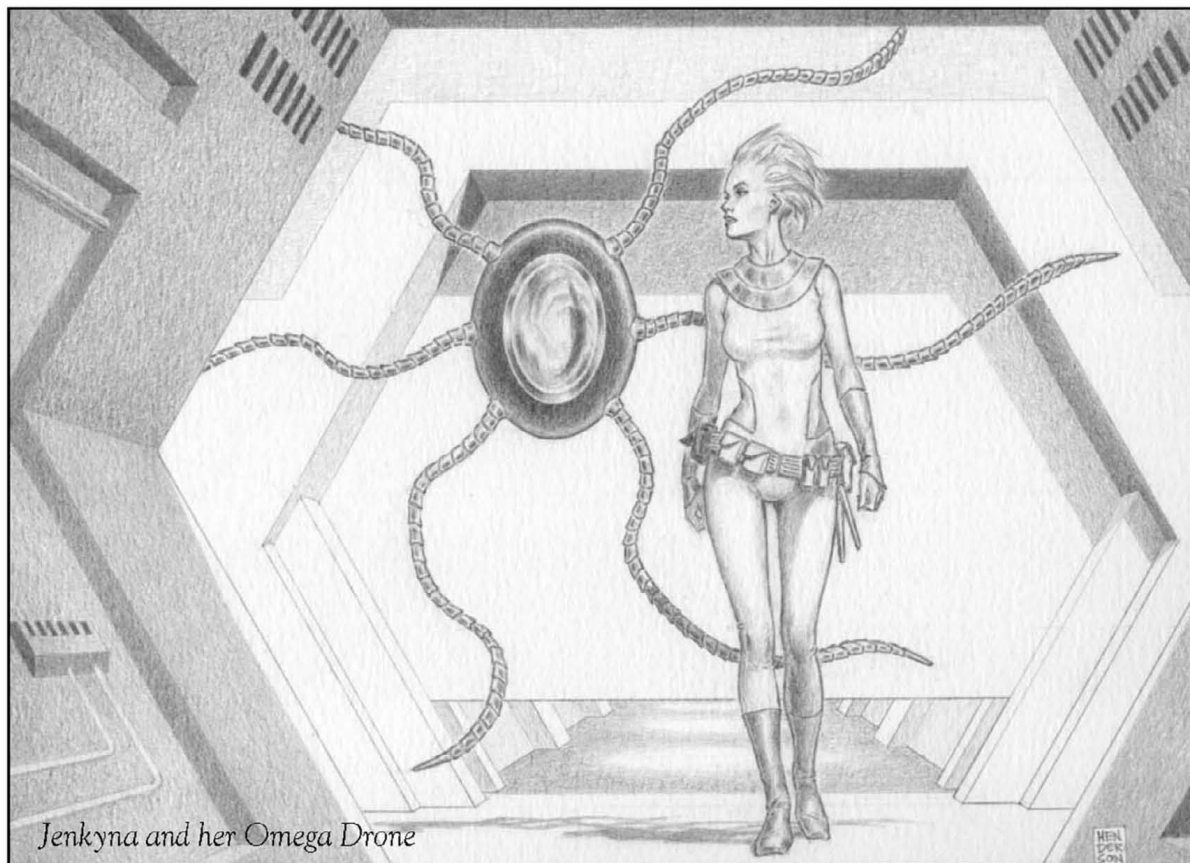
Omega Drones are highly intelligent, powerful, and—to most current *Shadow World* inhabitants—a bit creepy. They maneuver using gravitic and repulsor fields, so are always floating silently above the ground. With

this motive power they are capable of incredible acceleration and maneuvering, and can carry great weights—up to about 1000 pounds. They can apply at least that much pressure laterally as well (e.g., an Omega Drone could easily crash through the wall of a wood or brick structure without damage).

There are a few variations in the Omega design, but all have some common similarities. Jenkyna's drone is no exception. It has a lozenge-shaped "body" about three feet tall, the skin a flat black color, which is completely unreflective.

Set on the front of the lozenge exactly halfway up is an oval convex lens eighteen inches high. It appears to be semi-transparent, semi-reflective; nothing but a few dim lights can be seen behind the glass. This is the drone's primary sensor array, utilizing the full visual spectrum and infra-red, so they can see in total darkness up to 300 feet, and can detect the warmth of a human body through up to six feet of solid rock. The drone also has 360° sensors as well, similar to sophisticated radar, sonar and lidar, with a range of 600 feet. In this particular drone, the lens also houses a powerful laser that can be aimed independently within a 90° arc.

Spaced along a longitudinal line of the body are eight segmented metal tentacles. Each can vary their length from three feet to over eight feet through some type of telescoping action, and they are constantly in motion, writhing sinuously almost like a cat's tail. The tentacles are normally spaced evenly around the line one on the top and bottom, three on each side, though they can move along the seamless track if a concentration of them



Jenkyna and her Omega Drone

is needed in one area. These tentacles are very strong yet dexterous, able to pick up a delicate object or rip a door off its hinges.

Omega Drones protect themselves using not only their advanced alloy armor, but also energy shields of a very sophisticated nature. Note that they cannot extend their shield to protect anyone but themselves (though they can hover in front of someone and act as a shield of sorts).

The Omegas are controlled by thought, with a range of at least a thousand miles. They have to be “attuned” to a new master either by the present master or by a special linked computer. The master (assuming they are a K’ta’viir or powerful Mentalist) can “see” through the drone’s eyes, hear, and even “speak” through the drone, though it has no voice of its own.

OMEGA DRONE STATISTICS

Hits: 500. Able to repair itself if less than half hits delivered. If more than half, will attempt to return to its home where it can be repaired in its storage alcove.

Melee: Tentacles can either be employed to *grapple*: 150 LGr (1 to 8 attacks/rnd) 8’ long tentacles, or as *Flails*: +180 Flail. The drone can attack up to four targets simultaneously using its full OB in each attack in a full 360°, striking each target twice. It can also use its laser in the same round.

Laser: Use *Firebolt* table, +150 4x/rnd, 3x hits, puncture and heat crits. Can also be used to cut through objects and barriers.

AT(DB): 20 (300). Defends on Large Creature crit table. Tentacles may parry, melee, thrown or missile weapons, up to 8 attacks per round. The Drone also has the equivalent of +150 *Disarm* *Foe* skill.

Base Rate: 100. **Max Pace/MM Bonus:** Dash/200.
Speed MS/AQ: BF/BF.

CHAPTER V

HISTORY OF THE AHRENRETH

Of the Dænkū Ahrenreth ...

*Eight were the secret servants of the Elder Mind
Essence Lords, they served a greater kind.*

*But time was cruel, and eight slept or died
Dænkū at last had none allied.
Eight returned, yet they sought new guidance:
Ondoval filled the void with Darkness.*

*While Dænkū slept for the second time,
His Cult turned from the Narrow grey line.
Crystal reflections were to defeat the Eyes
If both are lost then hope dies.*

*Few guessed the First Secret's tale:
Subtle as whispers in a gale.
Now their actions speak and realms fall.
The Order meets again in the Hallowed Hall.*

*Andraax
(date unknown)*

THE JERAK AHRENRETH

This section describes a secret order known amongst its members and followers as the *Jerak Ahrenreth*, or “Cult of the Secret Circle.” It is an association of great power and evil, with a convoluted history reaching back far into the First Era. With powerful agents and subtle operations, the Secret Circle is the guiding hand behind countless subversive operations across Emer and beyond.

THE AHRENRETH'S BEGINNINGS

An ancient cult, the first Ahrenreth was called to order long before the founding of the College of Loremasters and before the first Navigator Guild was formed. In fact, its origins lie in a different age, when the very face of Kulthea was different. Its founding leader was a Lord of Essænce by the name of Dænkú—though in a later age he would be known as Andraax.

THE FIRST SECRET CIRCLE

In the hours that followed the death of Kadæna, Utha's forces routed her evil minions and either destroyed them or sent them back into the Void from which they came. The few Lords of Essænce who survived were driven into the East, where they went into hiding in deep places where they could not be found.

Utha then decided that Kulthea needed to be shielded from the threat of returning Essænce Lords, as well as minions of the Unlife, and demonic forces from the outer Planes and beyond. He set his Eyes—magical artifacts located at the north and south poles—to watch over the world and create a protective barrier against invasion. But Utha feared that they alone could not maintain a watch against Darkness, so he charged his son V'gliin with the task of forging an organization to be guardians of the Eyes and maintain the safety of Kulthea. To aid them he gave the *Crystal*, a mighty relic through which flowed the Essænce. The Circle could use the Crystal to tap vast energies, and it would act as a focus for their powers and purpose. This first Secret Circle, known properly as the *Dænkú Ahrenreth*, was made up entirely of K'ta'viiri, Essænce Lords who had fought with Utha against the evil Empress Kadæna. As leader of the Circle, V'gliin came to be known as Dænkú exclusively, and his birth name was virtually forgotten.

The Dænkú Ahrenreth did its duty for thousands of years, but at last the inexorable march of time and the attrition of conflict with the minions of the Shadow took its toll on the order. One by one the members fell. Some of the Circle were slain in combat with demons, some were swept away by the tides of the Essænce. Among those lost into the Void was Ondoal, trusted friend of Dænkú.

But after a long period of peace, the chief of the order grew weary of his lonely watch and constructed a vault deep beneath the earth. He lay down to rest, setting his tireless machines to awaken him should danger arise again. The Crystal dimmed, slumbering after its own fashion, but the Eyes remained open and vigilant.

THE AHRENRETH REBORN

At the Dawn of the Third Era of Ire, Ondoal returned from beyond the Void, escaping from the realm beyond the Pales. He found the gates of the Guardian Isle sealed, but entered and soon discovered to his dismay that the old members of the Secret Order were long lost. He resolved to re-establish the Ahrenreth.

But Ondoal was not as he had been before he entered the Void. His mind was twisted by the warped reality, and his purposes were not what they had been. He perverted the ideals of the original Circle: protection became domination. Seeking for minds of subtlety and power to aid him in his pledge, he endeavored to gather a new Order and renew the Oaths as he remembered them.

It was within the ancient halls of the original meeting place of the Dænkú Ahrenreth that Ondoal called the Cabal to order.

He summoned forth the Secret Circle once again.

THE AWAKENING OF THE CRYSTAL

The Essænce Crystal still glittered within the deepest recesses of the Earth Vault, but its light was dim, wearied by time. In his warped mind, Ondoal believed that to reawaken the Crystal would require the blood of sacrifices. The Eight went forth and returned with humans and Elves by the hundreds. Taking their warm blood in a sadistic ritual, the Eight added their own life-fluid—weakening themselves near death—and bathed the Crystal.

The great faceted cluster did awake; only now its color was no longer clear like pure water but red like fiery blood from the depths of the wounded earth. And the innocent blood of the victims of this ritual cracked the adamantite facets. From the Crystal, Ondoal took seven splinters, and from each would grow a new Crystal, nourished by the blood of a thousand souls. Borne of these seven splinters grew the Secrets, seven from the one to make eight. Each serves as a local focus of this new corrupt power, granting Ondoal and the Ahrenreth additional bases from which to exert their influence and gather might.

THE CURRENT CIRCLE

There have been many changes since the first millennium of the Third Era of Ire when Ondoal re-established the Ahrenreth. As his madness deepened, he distanced himself from the Council and began his search for the Shadowstone. Other members came and went, and the focus of the Circle became muddled in petty infighting and personal agendas. Then came Ondoal's capture of the Northern Eye of Utha and a major shakeup of seats at the octagonal table.

THE NEW CIRCLE OF EIGHT

These eight beings serve as a focus and council; an alliance of evil with a single goal: to dominate all the peoples of the *Shadow World*. A far different purpose than the original Ahrenreth.

Some aspects of the Circle remain the same, although they are mostly trappings of the old organization. As before, the eight members assume titles associ-

ated with specific seats on the council, taking those titles as their names. In some ways these were more than designations, for they were indicators of their role, and even became part of the owner's identity.

Those names have been changed, however, and new rings have been forged for the Eight of the Cult to symbolize their membership in this unhallowed order.

GOALS OF THE JERAK AHRENRETH

The stated goal of this Secret Circle is order for the world... order by domination through minions. The Ahrenreth also seeks control through Essænce Power, gained by the acquisition of powerful artifacts and tapping of their energy. Their success has been limited mainly by the fractious nature of the order's membership and the private agendas held by many of those gathered at the Octagonal Table. It remains to be seen whether the Jerak Ahrenreth can survive in the face of threats such as the Unlife, the Loremasters, the Alliance, and their own former member, Ondoal.

THE CIRCLE: STATISTICS

Following is the statistical information for the eight members of the Dænkú Ahrenreth. GMs may wish to add other spell lists from the *Rolemaster Companions* and other sources if desired, keeping in mind the general focus of the character. Also, the items listed are just a selection of the character's more interesting items. The GM may wish to create other (more mundane) items suitable for the character.

DÆNKÚ (SCHREK)

Age: Immortal (Appears 25). **Eyes:** Grey. **Hair:** Dark Brown. **Build:** Slender, Athletic. **Height:** 6'5". **Race/Sex:** Appears to be Iylar (but is K'ta'viir/Agothu)/Male. **Skin:** Fair. **Demeanor:** Emotionless. **Dress:** Flowing grey robes. **True Attitude:** Incomprehensible (evil). **Home:** Ahrenthrök. **Aka:** Schrek.

The being who took the name of Schrek and is currently the "Elder Mind" (Dænkú) of the Ahrenreth is the product of an unspeakable union between a K'ta'viir and the Agothu. Schrek is essentially the son of Agoth—high demon of the Void.

The Essænce Lady Jereneth had always been fascinated with Portals and interplanar travel. She was neutral in the great conflict that ended the First Era of Ire, and rather than accept the Edict of Utha, she fled into the Pales, thinking she could make her home there. Unfortunately, her self-confidence was even greater than her skills, and she became lost in the Far Planes. Captured soon after passing beyond the Near Pales, she was taken into the Void where the Agothu reside. Beyond Essænce and Unlife there lies a non-place where not even nothingness provides definition. There she was studied and tortured and eventually ravaged by the Agothu. Beyond all reason, she became pregnant.

When Schrek was born, his form was as hideous and indescribable as any of the grotesque denizens of the Void, and his mother—mighty among her godlike race though she was—did not survive the birth. It was as

well, for he had fed on her flesh as he had fed on her mind and Essænce throughout the hellish pregnancy.

Born immediately aware and mature yet inexperienced, Schrek then sought to return to the Shadow World. He had her powers and memory, but lacked understanding. The search for a door took millennia. When Schrek finally gained access to Kulthea, he secured the power to assume a humanoid form—though, of course, his mind was as alien as before. But he has managed to conceal his utterly incongruous inner nature from his cohorts.

Schrek was once almost revealed by Morloch, since the Ordainer—because of his nature as a demonic spirit—sensed a distant kinship between them. But before Morloch could consummate his treacherous alliance with the Dragons Voriig Kye and Sulthon Ni'shaang, Schrek succeeded in taking control of the Ordainer and learning of the conspiracy. He plotted a counterattack but underestimated the cunning (and resilience) of the Dragonlords. They escaped, and Sulthon Ni'shaang remains on Jaiman. Voriig and Schrek treat each other with grudging respect, each waiting for another opportunity to supplant the other.

Even Ondoal is unaware of Schrek's true nature, having asked him to serve on the Council purely because of his powers.

Note: if threatened with imminent death, Schrek can transform into his shape as a son of Agoth: a huge, pulsating mass with dozens of tentacles. As such he is virtually indestructible, but without his staff he can only remain for a few rounds before being forced into a plane of the Void.

Hits: 400. **Melee:** +300ma. **Missile:** —.

AT(DB): 20 (300). **Sh:** (Y10). **Gr:** (Y20). **MovM:** 75.

Lvl: 60 (120). **Profession:** Mentalist/Evil Cleric. **Stats:** St110; Qu110; Em90; In108; Pr108; Ag110; Co110; Me107; Re104; SD106. **AP:** 103. **PP:** 420 (also a +8 pp adder for Mentalism).

Skill Bonuses: Perc180; Rune200; SS&W200; Chan200; DirS120; Act170; Admin150; Arch140; Chem150; Diplom90; Medit140; SpellM100; Stra&Tac180.

Spells: Base Spell OB: 180; Directed Spell OB: 300. Schrek knows all Mentalist Base, Open and Closed lists to 50th level, as well as the Evil Magician and Evil Cleric Lists to 50th. Schrek's Black Channel III is Call of the Void, where the target is physically banished into the Outer Void.

SPECIAL ABILITIES:

Resilience of Form: Defends as Large Creature.

Abilities: All Lord of Essence Abilities while in this form.

Power of Form: Schrek is unnaturally strong and agile, even for a K'ta'viir.

Schrek's creature form: A hideous fusion of aspects of Althoi and human, Schrek's natural form is truly grotesque. His main body is roughly cylindrical, about fifteen feet high and ten in diameter. The leathery skin is dotted with oozing pustules, and the outline of something resembling a human ribcage can be seen outlined under the skin. Rising from the body is a spherical head about two feet in diameter, supported on four bony shoulder-plates and a bare spine—and controlled by a dozen scattered sinews stretching between head and body. The head is hairless and the upper part translucent with an oversize humanoid brain visible within. There are eight disturbingly human-looking eyes of varying size scattered over the head, and three mouths distributed more-or-less evenly. One is small and feminine, one larger and fish-like, one huge and filled with 3-foot-long tentacles. All can speak in unison, creating a dis-

turbing, dissonant 'chorus' effect. From the base of the main body spring eight tentacles ranging in length from fifteen to thirty feet in length. Five of the tentacles (the longer ones) are covered with a leathery hide with rows of cups on the bottom. Three are smaller, have numerous joints, and end in spidery "hands." Schrek can control all independently, attacking eight foes simultaneously, though the larger ones are more effective. Unlike true Agothu, Schrek does not have the natural power of flight, but he can cast spells that allow him to levitate or fly slowly. Otherwise he is limited to a fast walking pace, wriggling on his tentacles.

Base Rate: 40; **Max Pace:** Walk/50; **MovBns:** 20; **Hits:** Body: 360, each tentacle: 90; **AT(DB):** Tentacles: 11(200) **Body:** 12 (150); **Super-large Creature Attacks:** Tentacles: 180 Large Bash or Grapple; successful grapple means Schrek may draw the target to his tentacled mouth (takes one full round). **Mouth:** 150 Large Bite—does puncture AND grapple criticals, and grappled body parts are inside the mouth.

EQUIPMENT/WEAPONS:

Rod of the Void: A black iron rod with a small, red glowing orb on the end. The rod can be used as a weapon, striking as a +35 Mace, 3x damage, and delivering a Disruption Critical equivalent to any regular critical it does. In addition, it can fire 7 Plasma Bolts (RMC III; use Fire Bolt with hot and cold criticals if Plasma unavailable) per day, 4x hits.

Bracelet of the Serpent: A small bracelet of black metal worn about the wrist. At the wearer's wish it will become a huge snake (300 hits, Large Creature, +180 Large Grapple followed by +240 Huge Grapple, +120 (+240 if after successful grapple) Small Bite with level 20 Circulatory Poison (see Inhabitants Guide, pp 12-14). Snake is intelligent and will obey wearer.

Ring of the Elder Mind: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Elder Mind: an eye with a large faceted ruby for the iris. It controls many of the guardians set throughout the Eight Secrets.

Heart of Agoth: (Also known as the *Faeu Shryac*.) Schrek—with A'kesh's help—created a staff that would allow him to retain his human form indefinitely. However he must have it in his possession to assume his demonic form or access his full powers. **Note:** Schrek does not currently possess this item! Vorlig Kye arranged to have it stolen and separated into three parts; these in turn have been scattered. Schrek desperately seeks this item so that he can once again control his form.

ARULIS KYGARI I: ONDOVAL

An Essence Lord and member of the original Dænkū Ahrenreth, Ondoval surrendered his post (but not his citadel of Ahrentorg) in TEI 4085. His personal information can be found in the section on the Lords.

ARULIS KYGARI II: ZAGUL

Age: Immortal (Appears 25). **Eyes:** Blue. **Hair:** Brown with blond streaks. **Build:** slender. **Height:** 6'8". **Race/Sex:** Iylar-Dyar/Male. **Skin:** Pale. **Demeanor:** Sarcastic, Caustic, Disparaging. **Dress:** heavy, hooded grey robe. **True Attitude:** Paranoid, Fearful. **Home:** Originally Ahrenthrök, now Ahrentorg. **Aka:** Seer of the Stars, Zagul.

It was in the dawning years of the Third Era of Ire that a small cabal of Dyari women sought alliance and brought evil to a region of Ræl to the south. Chief among them was the Lady Vagala, a fair woman and powerful Mystic. As part of her plan, she required a living tool, an instrument through which to work certain evils. She would bear a son.

After careful search she located he who would suit her as father to her son, and instructed her cohorts to travel to Lys and return with the prince of that land, Kaen of Elas.

And so the Elf Linæ, in a charmed daze, was brought to the home of the witches. Vagala seduced Kaen and through her arts became impregnated with his child. He was returned before the night had passed.

Zagul was born in his time, and followed his mother's tutelage eagerly. But he was barely more than a youth when Zagul began to exceed his mother's own expectations. She had wrought too well, and her tool was to turn against her. Foolishly, Vagala tried to rein in her son, and he bridled from the start. Finally, he would have no more of her interference: in a rebellious rage he slew her with a Black Channel and fled the Witches' Tower. Soon, he was encountered by other powers of Darkness, and eagerly apprenticed himself to a man who called himself "The Astrologer."

Zagul rose through the echelons of the Secret Circle, serving the Cult well over the centuries; and all the while he increased his own knowledge and scope. In TEI 4085 Ondoval abdicated his place as Arulis Kygari and named Zagul his successor.

While a powerful Astrologer, Zagul is no match for most of his fellow members of the Circle. He lacks the will and the initiative to stand against opposition, and is little more than an underling for the others. This does not mean he is inherently weak, however; the caliber of his associates must be kept in mind.

Hits: 200. **Melee:** +190qs. **Missile:** +145lb.

AT(DB): 15 (180/80). **Sh:** N. **Gr:** N. **MovM:** +20.

Lvl: 45. **Profession:** Astrologer. **Stats:** St97; Qu100; Em88; In101; Pr101; Ag98; Co97; Me99; Re98; SD93. **AP:** 102. **PP:** 948 (6 x 158).

Skill Bonuses: Climb60; Swim70; Ride55; S&H45; Perc110; Rune125; S&W140; Chan115; Dir80; Act70; Admin40; Diplom90; Math120; Medit90; Nav50; Seduct75; StarG210; WeathW120.

Spells: Base Spell OB: 45; Directed Spell OB: 120 (Starfires True). Zagul knows all Base Astrologer Lists to 50th level, all Open and Closed Mentalist Lists to 20th lvl, all Evil Mentalist and Channeling Lists to 30th. (Also knows Warlock Base Scrying Guard and Evil Eye to 30th.)

EQUIPMENT/WEAPONS:

Crystal Staff: A rod of clear blue laen 6' long, it strikes as a +25 quarterstaff (2x/rnd) and when in use will act as a continuous *Bladeturn III/Deflections III* (will deflect the first three melee and missile attacks every round, making them at 100). Also is an x6 Astrologer PP enhancer, and allows the wielder to cast Starfires True anywhere.

Robes of Hiding: Allow Zagul to become invisible at a thought. They also cast *Unpresence*, and shift to match the coloring of their surroundings.

ARULIS KYGARI III: JENKYN

In 6053 TEI, Jenkyna assumed the seat of Arulis Kygari, supplanting Zagul as part of a coup orchestrated by the Dragonlords. For the first time since the abdication of Ondoval, a full-blood K'ta'viir sits at the octagonal table. But Jenkyna's motivations—and indeed her history—remain an enigma. It is not even clear whether she was on the side of Utha or Kadæna in the great conflict of the First Era of Ire.

Four voices speak in the darkness...

Voice One: (A beautiful, liquid baritone) "Thank you all for coming."

Voice Two: (A lilting, High-elven tenor) "I assume this is not an official meeting of the Circle."

Voice One: "You are correct, Astrologer. I wish to confer regarding your predecessor to this hallowed group, the Lord Ondoal."

Voice Three: (A female voice, but one with harsh tones) "We discussed him at the last gathering of the Full Circle; he has retreated to his fortress at Ahrentorg and is of little concern to us."

Voice One: "We failed to consider fully the extent of his powers. I am afraid that a few of our esteemed order are unable to realize the threat Ondoal may pose to our plans."

Voice Four: (Another Elven voice, slightly deeper; every sentence tinged with casual derision) "That explains four empty chairs."

Voice Three: "Let us discuss, then! Lay before us the evidence of threat, Elder Mind!"

Voice Four: "I am more interested in why the Elder Mind has apparently failed to invite half of our order to this meeting. Dividing the council may be a threat as great as a reclusive Lord of the Essænce sequestered in a distant citadel."

Voice One: "As head of the Circle my reasons for whom I summon to council are my own, Iæn Shiin."

"To answer you, my dear," the voice adopted a gentler, almost patronizing, tone. "I need only remind you of Ondoal's origins—and that he possesses the Book of Gates. I believe that with it he may have already recovered an item of consummate power... the Shadowstone."

Voice Three: (After an uncomfortable silence): "You have evidence of the existence of this item? I was lead to understand that it was lost at the end of the First Era when Utha defeated the Empress Kadæna."

Voice One: "Indeed, that is the tale. However, I need only call your attention to the upheaval of a few days ago. The disruption of the Flows was not a natural aberration. The tremors and storms were caused by interference with our planet's ancient defense."

Voice Two: (Incredulous) "You are suggesting that one of the Eyes of Utha is failing?"

Voice One: "I am suggesting that Ondoal, aided by the power of the Shadowstone, assaulted one of the Eyes—the orbs which shield our world from the Flowstorms of Space. He was unsuccessful the first time, but he might not be again. And who is better capable of recovering the Shadowstone from the past? Ondoal is of their kind, a Lord of the Old Race, and with the Book of Gates he might travel to any time or place. He could literally journey to the past and take the stone."

Voice Two: (now sounding uncertain) "The Book is arduous to use; the flows of time are powerful and perilous to travel."

Voice Three: "That is insane! No one could want to destroy the Eyes; to do so would leave the world open to—"

Voice Two: "Only a servant of the Unlife itself could be so crazed. He invites his own destruction. That is madness."

Voice One: "That is my assertion. Ondoal is indeed mad."

Jenkyna's stats and personal information can be found in the section on the Lords of Essænce.

K'RAK-SHU (VORIIG KYE)

Note: Voriig Kye succeeded Churk Ta to the seat of K'rak-shú; Churk Ta, being dead, is not included in this summary.

Voriig's stats are listed in the Dragonlords section.

As is told elsewhere, Voriig Kye became aware of the formation of the Jerak Ahrenreth, and though he did not know of the Circle's ancient origins, he saw himself as deserving a position on a powerful council operating on Emer. While journeying south of the Great

Continent, he called upon Morloch the Ordainer, who was acting as Lord Warder of the Ahrenraax (Ir: "Citadel of the Secret Claw"). Morloch agreed that the Dragonlord would serve as a much more worthy Cold Fire Lord than the weakling Elf Churk-Ta. Morloch also confided his suspicions regarding Schrek to Voriig, though he could not define the nature of his ill feelings towards the Elder Mind of the Secret Circle.

Less than a decade later, the master of Ahrenraax met with an accident in the waters near the citadel. At Morloch's suggestion, the Dragonlord was invited to sit at the council table.

Operations proceeded with relative smoothness for many turns of centuries, until Ondoal's return with

the Shadowstone in TEI 5030. Voriig Kye and another Dragonlord—the Fire Drake Sulthon Ni'shaang, an enemy of Lorgalis—met with Morloch in Ahrenraax concerning the turn of events and the apparent factioning of the Secret Circle. They vowed to overthrow Schrek and seize control of the Jerak Ahrenreth. But in 5040, the Ordainer betrayed the Dragonlords, and they narrowly escaped a trap laid by Schrek. It can only be assumed that the Elder Mind, because of his demonic origins, was able to control Morloch and force the Ordainer to double-cross his former allies. Since that time, tensions have run high in the Council Chamber, and the Ahrenreth has been unable to act with the coordination and authority it once had.

PHENIS RAYN (LORGALIS)

Age: Immortal (Appears 35). **Eyes:** Black. **Hair:** Black, long. **Build:** Muscular. Height: 6'5". **Race/Sex:** Dyar-Lord of Essænce/Male. **Skin:** Deadly pale. **Demeanor:** Haughty. **Dress:** Black robes or Black polished armor, black cloak. **True Attitude:** Bloodthirsty. **Home:** Ulor. **Aka:** Lorgalis the White; Lorgalis; The Magician; the White Mage.

Note: In Jaiman, Lorgalis will sometimes appear as the White Mage, an elderly magician who advises the wealthy and noble. In particular he has often had the ear of the emperors of Rhakhaan.

He who is to become the "Traveler Afar" was born of a Dyar/K'ta'viir union in the early Second Era of Ire. He had barely come to manhood when his K'ta'viir father (a follower of Kadæna) was slain by Dænkú (a.k.a. Andraax). Lorgalis escaped, and vowed to avenge his father's destruction. For thousands of years he pursued the elusive Lord of Essænce, but was unable to entrap Andraax. At last he decided to have his vengeance in another way: to conquer and destroy the land which Andraax loved most: Jaiman.

He found a location to his liking in the west, on the isle of Ulor. There, Lorgalis built his citadel and bred Garks and Lutrōki to be his minions. Much of the Second Era of Ire was consumed by a complex and protracted game of strategy between Lorgalis and the Loremasters, who at last beseeched Tethior and Andraax to create the Six Crowns to secure the lands of Jaiman against attack. Once more was Lorgalis thwarted.

In the Second Era 6450, he reluctantly joined forces with factions serving the Unlife in the Wars of Dominion. This was his undoing. As one of the Captains of the Dark Armies in the final battle, Lorgalis found himself unable to maneuver to a position where he might engage Andraax in combat. Instead, to his dismay, he encountered none other than Jaysek, the Lord of Orhan. Even a K'ta'viir prince such as Lorgalis could not hope to stand against a Lord of Orhan. Mortally wounded, he fled the battlefield and escaped the cleansing aftermath that closed the Second Era of Ire.

After a long recuperation period in a secret place of the K'ta'viir, Lorgalis returned to Ulor and began to rebuild his dark holding. When Ondoval approached him to join the reformed Secret Circle, Lorgalis realized that this was the perfect vehicle for his long-cher-

ished plans of revenge against Andraax. He maneuvered to have one of the Shards of the Crystal placed at his rebuilt citadel on the isle of Ulor in western Jaiman. It was renamed the Ahrendiir (Ir. "Shackled Secret"), and it was to become an even greater center of dark power.

At the present time, he is on the trail of the secret source that powered and controlled the Six Crowns. He has not informed the Ahrenreth of his progress, though other members (Schrek, in particular) suspect that he is withholding information. They are correct: Lorgalis knows that the crowns (and their wearers) were manipulated by an artifact located in the central lake region, and though that over-reaching power seems to have failed, he believes that there is much more hidden in this vault than that device.

Lorgalis is dismayed at the latest changes at the Octagonal Table. With the seating of Jenkyna, he sees himself—a half-blood K'ta'viir—slipping in prestige.

Hits: 350. **Melee:** 275bs **Missile:** 190typh

AT(DB): 20 (160/120) **Sh:** Y(50) **Gr:** Y. **MovM:** 30.

Lvl: 50 (70). **Profession:** Seer/Mystic/Archmage. **Stats:** St102; Qu103; Em99; In100; Pr101; Ag100; Co99; Me98; Re99; SD96. **AP:** 84. **PP:** 1680 (210 x 8).

Skill Bonuses: Climb80; Swim100; Ride110; S&H140; Perc190; Rune140; S&W180; Chan102; DirS190; Amb±15; Acro40; Act96; Admin80; Chem120; PubSp85; RMas96; Smith90; SpellM114; StarG45; Stra&Tac89; Subdu70; Trick60.

Spells: Base Spell OB: 100; Directed Spell OB: 190 (Any Bolt or Ball, though prefers Nether attacks). Lorgalis knows all Base Mage, Cleric, Archmage and Sorcerer Spells, all Open and Closed Essence and Channeling, all Evil Essence and Channeling to 50th, all Navigator Base lists.

SPECIAL ABILITIES:

Defends as Large Creature.

All Lord of Essence Abilities.

EQUIPMENT/WEAPONS:

Armor: Keron Alloy full plate: AT 20(-50); encumbers as AT 6.

Robes: Will change from pure white to black at will; also camouflage to add +50 to hiding.

Shield: Appears to be a small round target shield, but actually offers protection as a superior wall shield.

Sword: Blade of the Void (A Lord Implementor)

1. Of Slaying, taking the soul of anyone to whom it has delivered an "instant" kill.
2. Drains 1-10 permanent hits every time it delivers a critical.
3. Absorbs light, creating an aura of Utterdarkness up to sixty feet in radius (absolute darkness).
4. +45 broadsword.
5. Fumbles only on 01-02.
6. Can fire a soul as either a *Nether Bolt* or *Ball*, hits multiplier = soul level (it stores up to 6 souls at a time).
7. Should Lorgalis be injured or "struck down", the sword will summon a spectral image to wield it.

Level: 20 AT. (DB): 19 (40). **Hits:** 200. **Melee OB:** 195.

Amulet of Darkness: A clear stone of adamant in a golden setting, it is an x8 PP multiplier and allows the wearer to cast Dark Absolution at will.

Ring: Gold with an inlaid disk of etched obsidian. While worn it shields the wearer's mind from all thought probes and analysis, instead projecting benign, slightly befuddled (and completely indecipherable) thoughts. The ring must fail its 50th lvl RR before the ruse is detected; it must fail by more than 50 before any useful real thoughts are uncovered.

Staff: Of white wood, the staff can shrink to wand size or grow to a full seven feet in length. It stores up to 100 levels of spells (max level of each spell is 20).

Typh: +20, returns to thrower.

Ring of the Traveler Afar: Similar in design to the other rings of the Secret Circle, it is a disc of Black Eog inlaid in a gold signet ring. Etched into the polished Eog is the symbol of the Traveler Afar.

DAG LAVAN (A'KESH)

Age: Immortal (Appears 20). **Eyes:** Grey. **Hair:** Black. **Build:** Very muscular. **Height:** 6'6". **Race/Sex:** Iylar/Male. **Skin:** Fair (ruddy cheeks). **Demeanor:** Distracted, sometimes Childish or Petulant. **Dress:** Tailored red robes, or shirtless with leather forging apron, leather breeches and boots. **True Attitude:** Bored (except when smithing). **Home:** Ahrenæk. **Aka:** A'kesh, Maker of Blades.

A'kesh is in fact a son of Tethior the great Smith, though this is a great secret known to a very few. His father remains unaware of his existence, A'kesh's conception the result of a casual union between Tethior and an Iylar woman of questionable allegiances in the year SEI 4103. Tethior spurned her when he learned that she had dealings with his troubled brother Krelj ("The Swordmaker"). When she learned that she was pregnant, she told no one, and when the child was born she sold it to Krelj claiming that it was his progeny. The Swordmaker adopted the boy as son and apprentice.

Ondoval sought out A'kesh at the end of the first millennium of the Third Era of Ire, when the smith was still living in his master's old forge in Wuliris. The Astrologer had always planned to make one of the new Secrets a center for craftsmen and artificers, and the former apprentice of Krelj would be a perfect candidate as Master of the Forges. The site was to be located in the mountains of Rulaash in SE Emer, and named Ahrenæk (Ir. "Secret of Stone").

At first A'kesh balked at being tied to an organization, but when Ondoval revealed to the smith the riches of the Ahrenæk mines and the power to be tapped from a splinter of the Crystal, he gave in.

So A'kesh took up residence, but it soon became clear to the rest of the Circle that while A'kesh was a talented craftsman, his skills at administrating a vast installation such as the Ahrenæk were wretchedly insufficient. Ondoval appointed the Dyar Lord Sigirus to handle day-to-day operations, and the pairing proved to be a good one. (Too good for Schrek, who has tried on several occasions to remove Sigirus.) The Dyar and Iylar have become friends and allies, and together they are able to stand with the others of the Circle as equals.

Hits: 210. **Melee:** +205dag. **Missile:** +190typh.

AT(DB): 20 (210). **Sh:** Y40. **Gr:** Y. **MovM:** +25.

Lvl: 70. **Profession:** Alchemist. **Stats:** St102; Qu99; Em101; In89; Pr100; Ag100; Co94; Me99; Re95; SD90. **AP:** 98. **PP:** 1890 (210 x 9).

Skill Bonuses: Climb80; Swim65; Ride85; DTraps20; PLocks80; Perc120; Rune100; S&W200; Admin30; Appr180; Arch150; Chem145; Craft220; Fals65; Fletch120; LeatherW185; Math110; Smith250; StoneC90; TrapB190; WoodC120.

Spells: Base Spell OB: 70; Directed Spell OB: 150 (Fire Bolt). A'kesh knows all Alchemist Base Lists to 50th, all Open and Closed Essence to 50th.

EQUIPMENT/WEAPONS:

Dag: A large, sword-like weapon that intrinsically strikes as a +10 falchion. A'kesh's is +40, cannot be fumbled, and delivers an additional Disruption critical when it does a critical strike.

Eog Mail: Superbly crafted scale mail armor of black eog, it grants the wearer an AT of 20 with an additional DB of 100.

Circlet: A black leather headband set with a single green jewel, it is an x9 PP enhancer and protects the head and shoulders from heat and cold.

Typh: A throwing weapon, it strikes as a flail. A'kesh's Typh is +30, can be thrown up to 100' without penalty, and returns safely to the wielder by Long Door.

Ring of Blades: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Dag Lavan: a pair of crossed swords.

One of the **Daath Leerssoi** (K. "Makers of the Shadow Drakes"), created by Krelj with the knowledge he gleaned helping to create the Dragonhelms. It allows A'kesh to assume the form and powers of a young Gas Drake. He can only maintain the form for 1D6 hours per day, and each time he does it, it drains 1D6 points of Temp CO. Also, Dragonbreath attacks are considered enchanted, so magic resistance spells are effective where they would not be against natural dragonbreath.

IEN SHIIN (DARI HOLVIR)

Age: ? (Appears 25). **Eyes:** Deep Blue. **Hair:** Golden Blond. **Build:** Slender. **Height:** 6'9". **Race/Sex:** Iylar (Linær)/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** Either azure linen robes or tunic and breeches of fine silk. **True Attitude:** ?. **Home:** The Isle of Glass. **Aka:** Dari Holvir, Chordan of Moerk, "Crystalline Death."

Holvir is an Iylar Elf of the Linær branch: handsome, tall and strapping, he is a special tragedy to the race. Worse, he was once a Loremaster, and his seduction by the Unlife was a setback for the security of Karilön—even though Dari's knowledge of the inner workings of the Order was limited.

Lorgalis seduced this charismatic Elf-lord to darkness late in the Second Era. As a Loremaster, Holvir had seen his powers diminished and his role of decreasing usefulness. He began to study the dark arts, as so often happens, with the best intentions. Then the power began to tempt him. First it was used against the Unlife, but when the Loremaster Council censured him, he rebelled. Bitter and angry at his failure to gain approval, he hastily accepted an offer of a place in an order of questionable goals, with the armies of the Unlife in the Wars of Dominion.

Holvir survived, and Ondoval asked him to sit at council in the secret cabal. He was to become the *Crystalline Death*. Among his accomplishments Holvir counts the final downfall of Urulan in 4980. With Oan Lyak's help, he trapped the Seer of Urulan and took his place, thereafter leading the Elven realm into oblivion. He has taken charge of the once-noble Ahn sye Woloka (Order of the Eye).

Now, several thousand years later, Dari looks no older, but his Iylar heart is turned to steel. He has no compassion, and in fact has become cruel and perverse

in his thinking—and entertainments. He resides on the Isle of Glass off the southern coast of Onar.

Hits: 210. **Melee:** MAST210; MASw200. **Missile:** +240Gé.

AT(DB): 11 (200). **Sh:** N. **Gr:** (Y). **MOV:** +30.

Lvl: 60. **Profession:** Monk/Seer. **Stats:** St102; Qu103; Em60; In101; Pr101; Ag101; Co100; Me99; Re94; SD95. **AP:** 104. **PP:** 180 (and a +7 enhancer for Mentalism).

Skill Bonuses: Climb150; Swim120; Ride110; S&H200; Perc170; Rune70; Chan50; Amb+15; AMov100; AD100; Acro150; Cont140; Dance75; Diplom80; Frenzy95; Medit100; Seduct140; Sig110; Subdu160; Track80; Trick70; Tumb100.

Spells: Base Spell OB: 60; Directed Spell OB: 145 (Fatal Channeling: same as Absolution Pure, except target's body is turned to crystal). Dari Holvir has all Monk base lists to 50th, all Seer base lists to 50th, Evil Mentalist lists Dark Channels, Dark Lore, and Curses to 30th, and Loremaster Base Transport, Lost Lore and Interaction to 15th.

SPECIAL ABILITIES:

Resilience: Holvir is able to alter the nature of his skin at will to make it equivalent to AT 11.

EQUIPMENT/WEAPONS:

Bracers: Four golden bands to be worn on the wrists and ankles, each is set with a number of red laen inlays. They add +30 to all attacks and allow the wearer to parry missile weapons. One wrist band can cast *Bladeturn* 3x per day, the other can cast *Deflections* 3x per day.

Cloak: In addition to adding +60 to hiding attempts, this black cloak allows the wearer to become two-dimensional 3x per day. He may not attack, nor can he be harmed. He cannot cast any other spells while in this state.

Headband: Protects the head as a helm.

Necklace: Of golden alloy studded with diamonds, this beautiful device protects the head and neck as a full helm, and is a +7 PP enhancer.

Ring of Crystalline Death: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the crystalline death: a multifaceted crystal structure.

Gé: A deadly bola-like weapon, it strikes on the bola table but with 2x hits. This particular gé delivers a Krush, Grapple, and Slash critical. If the crit is "D" or "E" in severity and indicates a limb (including neck or head), it is severed. The gé returns to a pouch on Holvir's belt safely, via Long Door.

ЛҮАХ КҮАҢГ II (ОАН ЛҮАК)

Age: ? (Appears 30). **Eyes:** Blue. **Hair:** Bleached white/streaked blue. **Build:** Shapely. **Height:** 5'8". **Race/Sex:** Dyar-Dúranak/Female. **Skin:** Fair. **Demeanor:** Cool, Pragmatic. **Dress:** Black Leather. **True Attitude:** Cold-blooded. **Home:** Ahren-lyax. **Aka:** "Dreaded Assassin", Oan Lyak.

Not the first to sit at the Secret Circle as Lyax Khāng, Oan Lyak was chosen in TE 3845, as the replacement for the previous Lyax Khāng. He met with an unfortunate accident involving a Loremaster.

Oan Lyak gained prestige through the early years of the Third Era as the leader of the infamous *Cult of Stars*, an evil organization of female assassins. Her operatives have been responsible for many murders committed throughout Emer and Jaiman through the last age.

She is half Dyar and Half Dúranak, her latter (mortal) blood of that reclusive tribe of men in SE Jaiman. The Dúranaki are known to consider themselves racially superior to all other Kultheans, thus rationaliz-

ing the enslavement of other men and the casual attitude they have towards murder of any race but their own. While they are not quite a culture of killers, their reputed derision for life is well deserved. It is worth noting that they tend to kill more out of convenience than for pleasure, so they should not be considered sadistic or cruel. Oan Lyak fits this mold well enough. She is businesslike and efficient while at "work," never allowing herself to be distracted while performing sensitive operations. That is not to say that she doesn't enjoy pleasurable diversions when not engaged in an operation...

When Lyak was named to the Cabal, she moved her headquarters to Ahren-lyax, one of the Eight Secrets. Also known as the *Tower of Vow*, it stands in the heart of the Whispering Moor, a lowland in what was once the realm of Ansibus in Rael. Since she has taken charge, the tower has been updated and converted into an impregnable fortress. Perhaps just as important, it is home to the *Pillar of Glass*, the item that—with the Rods of—*Diffraction Door*—allows the Assassins to so easily teleport to their victims and then escape before anyone even knows they were there.

All of Oan Lyak's skill did not save her from the political maneuvering that unseated her from her place at the Octagonal Table. The bungling of an important

Oan Lyak



job by one of her operatives was trumped up and used as a claim of incompetence. While stripped of her title and seat, Lyak was not completely humiliated. She remains Seneschal of the Tower of Vour and Assassin of the Circle. Not enough to keep her from plotting revenge against the women who she believes are behind her removal: Jenkyna and Olya Shek. One could hardly choose two more daunting foes than a Lady of Essænce and a Dragonlord.

Hits: 170 **Melee:** +235 lky **Missile:** +210 kynac
AT(DB): 17 (190) **Sh:** (Y50) **Gr:** N. **MovM:** +30
Lvl: 60. **Profession:** Mystic/Assassin. **Stats:** St99; Qu103; Em100; In89; Pr101; Ag101; Co94; Me92; Re90; SD88. **AP:** 99. **PP:** 1080 (180 x 6).

Skill Bonuses: Climb190; Swim80; Ride75; DTraps150; PLocks220; SS&H240; Perc190; Rune50; Amb±25; AMov100; MAST160R4; Acro90; Act85; Cont140; Cook85; Seduct90; Sig110; Stra&Tac140; Subdu200; Track120; Trick90.

Spells: Base Spell OB: 60; Directed Spell OB: 120 (Fire Bolt). Oan Lyak has all the Base Mystic Lists to 50th level, and a total of eight Open and Closed Essence and Mentalism lists to 10th.

EQUIPMENT/WEAPONS:

Long Kynac: +35 (using the Rapier Table plus 50), it is Of Slaying Elves. It is of the same design as the Dúranaki weapons of the same name.

Three Kynacs: A set of superior throwing knives each +30 (use the Rapier Table). Each is coated with a powerful (10th level) poison, though Oan's tastes vary.

Black Dragonskin of Nandar: Fine armorthat protects as AT 17 yet encumbers as AT 5.

Amulet: a ruby set in a silver chain, it is an x6 PP enhancer for Mystics.

Boost/Gloves: Add 50 to climbing rolls, and the boots leave no prints.

Cloak: Adds +100 to Hiding.

Ring of the Dreaded Assassin: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Assassin: a slender dagger.

Rod of Diffraction Door: One of eleven surviving artifacts that allow the Cult of Stars to teleport to and from the Tower of Vour, it is a ten inch long laen prism.

LYAK KHANG III (OLYA SHEK)

Seated in 6053 TEI as part of a power-play devised by Jenkyna and the Dragonlords, Olya Shek gained her place at the Octagonal table as much because of her long friendship with the Lady of Essænce as her dragonblood. Olya's stats and personal information can be found in the section on the Dragonlords.

KORT HULUM

Age: Immortal (Appears 25). **Eyes:** Green, but almond shaped with epicanthic folds. **Hair:** Blond, long. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Dyar/Male. **Skin:** Dark Brown. **Demeanor:** Friendly; Self-confident. **Dress:** Short white tunic, trimmed with red and gold. **True Attitude:** Aloof, wary. **Home:** Ahrenlaakh. **Aka:** "Cloud Master", Shanarak ("The Fair").

Shanarak is an unusual looking Dyar Elf and may have blood of the Linær and the Y'nar in his past. He is definitely handsome, though in an exotic way.

Shanarak's origins are clouded by the confusion that reigned during the Wars of Dominion. He was not a major participant in that war, though he must have achieved considerable knowledge by that time, as is evidenced by his prowess in the ninth century TEI, when Ondoal invited him to join the Secret Circle. Shanarak may have spent much of his time on certain near planes or even in the Demonic Pales. If this is true, then Shanarak is of stronger mettle than it might appear, for there are few even among the most powerful on Kulthea who can remain in the Demonic Planes for long without losing their minds. But then, perhaps this has already happened to this Kort Hulum.

The Cloud Master is in fact a Lord of Demons almost without equal, as he proved when Schrek attempted to wrest the *Ahrenlaakh* (lr. "Lost Secret") from him but failed when he could not wrest control of Shanarak's demonic guardians from him.

Hits: 170. **Melee:** +220bs. **Missile:** —.

AT(DB): 20 (120). **Sh:** N. **Gr:** Y. **MovM:** +20.

Lvl: 70. **Profession:** Evil Magician. **Stats:** St95; Qu100; Em104; In100; Pr101; Ag98; Co95; Me92; Re91; SD88. **AP:** 108. **PP:** 2450 (7 x 350).

Skill Bonuses: Climb40; Swim90; Perc110; Rune120; SS&W140; DirS80; Act90; Admin100; Chem50; Diplom70; Medit100; Nav40; RMas60; Seduct120; SpellM125; Stra&Tac80; WeathW100.

Spells: Base Spell OB: 70; Directed Spell OB: 210 (Lightning Bolt). Shanarak knows all base Sorcerer, Magician, Evil Magician, and a total of six Open and Closed Essence lists to 50th.

EQUIPMENT/WEAPONS:

Demon Master: A two-foot long rod of black iron with a miniature red laen skull on the top. x7 PP enhancer for evil Magicians, reduces chance of failure to control or master a demon to 1x the demon's type (as opposed to the normal 5x). The rod can also transform into a laen broadsword, +30 bonus, of *Demonslaying*.

Amulet of the Spirit: A clear oval gem set in a platinum chain, it allows the wearer to cast Banishment (Sorcerer Base Soul Destruction) and to place the soul of the target in the amulet. Wearer may know the location and thoughts of the body, and direct it by touching the amulet and concentrating. The amulet will hold four souls at once.

Belt of Essænce-Armor: A unique and powerful item thought to be from the First Era, it is a belt of platinum links which, when commanded, creates shimmering, transparent plate armor suit around the wearer until he orders it to vanish. The suit is AT 20 (60) and protects the wearer in all ways as if he were wearing full plate—except vs. certain attacks where it is better to be unarmored (e.g., Grapple, Lightning Bolt), in which case the wearer is AT 1. The armor is not encumbering and does not affect the wearer's ability to cast spells.

Ring of the Cloud Master: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Cloud Master: a stylized thunderhead with a lightning bolt erupting from it.

THE EIGHT SECRETS

Following are the tales of the eight holdings—or Secrets—of the Jerak Ahrenreth, how they came to be, and the nature of their keepers.

These are the eight towers built or expanded by the members of the Jerak Ahrenreth—seven plus the origi-

nal meeting-place of the Dænkú Ahrenreth. While the towers themselves did not originally correspond with specific members of the cult, several grew to be associated as pairs. These holdings were all constructed (or the alterations made on existing structures) between the years TEI (Third Era of Ire) 888 and c. 3000.

AHRENTHRÔK

The name of this ancient vault means the *Guardian Secret*. The first of the Secret Holds, the Ahrenthrôk was actually constructed just after the end of the First Era. That was a hundred millennia in the past, and virtually nothing of the original structure remained intact when Ondoal returned to it in the early years of the Third Era—except a pair of Sentinels and the indestructible Earth Vault holding the Crystal.

When Ondoal began his search through Time, he named the Dænkú as acting head of the Ahrenreth. This man—who went by the name of Schrek in earlier days—quickly consolidated his position of power and began aggressive alterations to the Ahrenthrôk. Revealing a surprisingly intimate understanding of the strengths and weaknesses of the original layout, he personally supervised many improvements and additions to the subterranean complex. By the middle of the third millennium (c. 2500), Ahrenthrôk had been expanded into a maze of halls and tunnels, including a mine of rare elements. Guarded by a garrison in addition to eogs and many orbs of power, Ahrenthrôk was a seat of formidable influence.

A bitter rivalry grew between Lorgalis and Schrek, as the former believed that he should have been named Dænkú and given the reins of power within the Guardian Isle.

Upon his first return in 1689, Ondoal called the Council and was alarmed to discover the developments during his absence. Yet he was reluctant to unseat Schrek, despite Lorgalis' repeated protests. He did not remain long before turning once again the pages of the *Book of Gates*.

While Schrek never directly challenged Ondoal's authority as founder of the Jerak Ahrenreth, there were subtle signs that the Arulis Kygari no longer held sway over the Cult. When Ondoal returned in 4085 (his last visitation before finding the Shadowstone), Schrek dared to suggest that a replacement Arulis be named to the Council, so that the full complement of eight might sit on a regular basis. The K'ta'viir Lord conceded and allowed another to be named—but he retained singular control over the fortress known as the Shadowed Secret through the Mind's Orb. The Astrologer Zagul was named Arulis Kygari.

AHRENRAAX

The citadel of Ahrenraax (Ir: "Secret Claw") was located in the cool waters southwest of Emer. Stewardship of this volcanic island fortress was given to the Lord Ordainer Morloch (once known as Shúraax the Fire Claw, bodyguard of Kadæna).

Alone among the hierarchy of the Jerak Ahrenreth, Morloch suspected Schrek's true nature. As a creature

from another plane, the Ordainer sensed a similarly alien mind, but being a Demon of the Essænce, Morloch lacked the ability to comprehend a creature of the utter Void.

In but a few decades Morloch had built Ahrenraax into an unobtrusive palace of crude splendor. He marshaled forces and subjugated the northeast regions of Thuul by TEI 1204.

The next year the Dragonlord Voriig Kye came to Ahrenraax and proposed an alliance. He wished to sit on the Council, but no place was available.

The timely death of Churk Ta, K'rak-shú of the Jerak Ahrenreth, in 1210, left a vacancy to which Voriig Kye was speedily appointed after Morloch's nomination. The Silver Dragon was now Cold Fire Lord. His alliance with the Ordainer caused some consternation among the other members, and Schrek excluded the Demon Lord from future inner councils.

Upon his return to the *Shadow World* in 4085, Ondoal met in secret with Morloch concerning Schrek, but no action was taken, and Ondoal's next re-entry was with an item that allowed him to feel immune from any threat Schrek might pose.

In 5030, soon after Ondoal's return with the Shadowstone, Voriig Kye and another Dragonlord—Sulthon Ni'shaang—called upon Morloch to consider the turn of events. (Sulthon Ni'shaang was losing his bid to wrest Jaiman from Lorgalis or Rhakhaan by military force.) They were also concerned about Ondoal's obsession with annihilation. The three decided to join forces to destroy Schrek and take control of the Jerak Ahrenreth. Then they would turn to face Ondoal.

But the Ordainer betrayed them to Schrek a mere ten years later, and an ambush at Ahrenraax was almost the undoing of the Dragons. Both narrowly escaped with their lives. Since then, Ni'shaang has sequestered himself at Ja'miil Targ, and Voriig Kye has remained for the most part secluded in his castle at Vog Mur. The Silver Dragon attends meetings at the Guardian Isle only because the place is sworn neutral ground.

AHREN-LYAX

The smallest of the Secrets, it has nevertheless seen continuous occupation since its construction in TE 898-1108. It is the Dreaded Secret, also known in later days as the tower of Vour. Oan Lyax is the second Dreaded Assassin, and though she has moved the center of her Cult of Assassins here, she has allowed the previous Lyax Khâng's Seneschal to remain. Indeed, Guvog the Necromancer could hardly be a better guardian for the tower.

Guvog commands a vast army of Undead, who make the Whispering Moor their rotting home. While the tower stands upon a rocky crag, the land all around for leagues is nothing but a chill mire, filled with noisome pools and decaying filth. The tower was once on the border of the realm of Ansidus and was the center of a great battle around TE 3300 in which thousands died. Guvog cursed the entire field, and the warriors are entrapped still, forced to walk to moor. It is said that there is only one safe path through the moor, and few know the way.

One episode in the history of Ahren-lyax is of particular interest. Lorgalis and Dari Holvir (Iæn Shiin) visited here in Third Era 4578 and held counsel with Oan Lyak. There was an alliance cast between the three without the knowledge of Schrek or the others of the Circle. Two years later, Oan lured the Seer of Urulan here, where he was slain by a mental blast yet unequaled. The new Seer was none other than Iæn Shiin.

AHRENDIIR

Lorgalis' citadel on the isle of Ulor, Ahrendiir (Ir. "Shackled Secret") was actually constructed around 3400 in the Second Era, though the sprawling fortress has seen expansion and alterations countless times over the many centuries since the first foundations were laid. The citadel was completely demolished in the Wars of Dominion at the end of the Second Era of Ire, and Lorgalis wandered for centuries before his powers returned. During this period, he traveled on occasion as the White Mage.

When the Jerak Ahrenreth came together in the Third Era, Ondoal sought out Lorgalis, asking him to serve as the new Phoenis Rhyn (Ir. "Far Traveler"). Lorgalis agreed, on the condition that his citadel be named one of the Eight Secrets. Ondoal relented, and a shard of the Crystal was to serve as the new focus for the fortress of Ulor.

AHRENLAAKH

Besides serving as the shelter for a splinter of the Crystal, the Ahrenlaakh was to protect the *Ark of Worlds*, an item of surpassing power and mystical significance. The name of this holding (which in Iruaric means "Lost Secret") is appropriate, as will be explained below.

Construction of the Ahrenlaakh was begun soon after the splintering of the Crystal, the design supervised by the Dyar Mage Shanarak ("the fair"). Accepting the title of Kort Hulm (Ir. "Cloud Master") among the Eight, he in turn enlisted the aid of the mighty demons Quard and Urno (Lords of Water and Air) to secure Ahrenlaakh against detection and intrusion.

Its foundations laid upon a black atoll in the deep ocean, Ahrenlaakh found isolation and defense through the swirling waters and obscuring clouds. A place of grand vaulted halls, spiraling staircases and cantilevered balconies with panoramic views, the Ahrenlaakh was a beautiful palace with an intimate grandeur to match its master's subtle tastes. The defenses of the place remained unchallenged for centuries.

Ahrenlaakh housed the Ark under the watchful eye of Shanarak for several hundred years, until 2705, when he left on an errand for the Ahrenreth. Leaving the Demon-lords in charge, he departed for what turned out to be a campaign lasting five decades.

When he returned, he found that Schrek had infiltrated his fortress with his own demonic brood and was attempting to subvert Quard and Urno. (Ondoal was of course still seeking the Shadowstone.) A tumultuous battle resulted between the two, and in the end, Shanarak was the victor. But Schrek would not con-

cede defeat and summoned the power of the Ark of Worlds.

The Essænce was rent asunder, and the Ahrenlaakh was in fact 'lost' for a time, as the energy of the Ark of Worlds was such that even the kregora vault was unable to suppress its time and space warping powers. The atoll was swept into the Near Planes and lost to the Ahrenreth for a number of centuries.

However, even this separation did not fully cancel Shanarak's influence. He was able to send occasional messages to the Cabal through his demonic servants.

Then, in TE 5030, as Ondoal returned to Kulthea with the Shadowstone, the Ahrenlaakh was drawn back as well, erupting into the Shadow World as the Portal at Mulira was destroyed.

Shanarak has ruled since, though friction between him and Schrek has persisted.

AHRENTORG

This holding differs from the others in a number of ways. Ondoal alone supervised the construction of the Ahrentorg (Ir. "Shadowed Secret") within a vast crater-like mountain ring in the northern Endless Sea; it was to be his refuge. The citadel of the Ahrentorg in the center of the vast ring-wall has no equal in gross size; beyond intimidating, the mere sight of it strikes terror into the heart of even the most powerful of lords. It has never been assailed by force.

The history of Ahrentorg is actually rather sedate. Completed in c. TEI 1200, it was Ondoal's retreat and had little interaction with surrounding territories. It maintained a large garrison through the first two millennia of the Third Era, but in the year 2000 Ondoal departed in search of the Shadowstone. Forces were maintained for several centuries, but they had no direction or focus. In TEI 2400, Schrek ordered much of the Shadowed Secret closed.

Ahrentorg was abandoned and inactive for more than 2500 years, being reopened only after the return of Ondoal in 5030. He moved quickly to restore his ancient home, and renovations were begun in earnest. The garrison was built up until it now stands as the single largest single military force in the world. Deep beneath the central citadel is an ancient Lords of Essænce complex with many technological wonders. This is where Ondoal's hybrid offspring reside.

AHRENÆK

Ondoal wished the Ahrenæk (Ir. "Secret of Stone") constructed as a mine and forging-center for the Smith A'kesh. Located in what was once known as central Onar, Ahrenæk rises in mighty terraces above the sweltering jungles of Rulaash. The complex is safe deep behind a wall of green. (It is said that even to this day the forest is held in thrall by some unnatural terror: constructs from the First Era.)

A'kesh was one of the Eight, the Dag Lavan (Ir. "Maker of Blades"); he was also a son of Tethior. His father never knew that he had sired the boy, and A'kesh's mother, for her own vengeful reasons, apprenticed the

youth to Tethior's brother and rival Krelij "The Swordmaker."

The Ahrenæk did indeed prove a rich mine, and the facilities were unmatched in the Third Era. But A'kesh showed little aptitude for administration and Ondoal—seeing a power void—appointed the elf-lord Sigirus as administrator.

Sigirus quickly secured the mine and proceeded to fortify the structure, turning it into a vast complex of many grand halls and deep passages. The mine continues to yield considerable wealth as well, and the growing power of Ahrenæk was not lost on the Eight. In 3050 Schrek sent his lieutenant Wargur to take control of the mine from Sigirus. The Elven lord refused to relinquish lordship, and Wargur dared not challenge Sigirus in his own halls, with the many enchanted defenses made by A'kesh. Schrek abandoned this path and instead sent Wargur to Ræl, forced to allow this ally of Ondoal to hold the forge.

To this day it is widely assumed throughout the Eight that while A'kesh may sit at the table, Sigirus is the real power at Ahrenæk.

AHRENRyak

Here it seemed that Lorgalis scored a victory over the schemes of Schrek, for he successfully lobbied to have the pinnacle at Ordia named as Ahrenryak (Ir. "Secret of Souls"). This monastic center had been a gathering place for activities of Darkness for several centuries before the Ahrenreth had resumed. The location of a splinter of the Crystal here enhanced the Dark God's power and caused some concern for Schrek. However, the isolated location of Ordia served only to work against it as a strategic base of operations. Overlooking a frozen plain in the far southern reaches of the planet, the Ahrenryak holds sway over few souls—but it did serve as a secure fortress and would be an excellent point from which to launch an assault against the Southern Eye. Carved out of a sheer rock face, the entrance to Ordia has an unobstructed view of the blind-white ice fields for miles.

Only the order of monks resides within this fortress-monastery, honing their physical and mental skills, and guarding the splinter of the Crystal. Something else is guarded at the Secret of Souls, however: the headless body of Kadæna. Sealed within a sarcophagus of black laen and eogs, the remains of this evil queen continue to radiate an aura of unmatched evil.

The Mentalist-Priest Dytus rules this small but impregnable fortress that is said to be protected by Cold Guardians and packs of Snow Hounds.

THE TWELVE ADHERENTS

Directly below the Eight of the Secret Circle, there are Twelve who are called the Adherents. Their functions vary, but they serve only the Ahrenreth as a group (equally answerable to all members, unlike specific assistants to particular Lords, such as Sigirus). All reside in the Ahrenthrök—though they may be abroad at any time on tasks for the Cult. As with the Eight, the 'names' given below are actually titles. There are al-

ways understudies in training ready to replace each of the Twelve should they fall. In addition, each of these commands a number of servants and acolytes—usually of similar attire to their master when not disguised—who could be anywhere on Emer, sent on errands for their lord.

GM Note: The PCs are much more likely to encounter one of the Adherents than a member of the actual Circle—though even an Adherent would tend to simply ignore anyone as insignificant as a group of PCs unless they were being particularly disruptive.

Gorang: A Dyar Thief, Gorang is also known simply as *The Hand*. He has stolen many artifacts of power for the Cult, and takes pride in succeeding at particularly difficult missions.

Vaag t'Kang: A half-elf, Vaag has Laan and Erlin blood, and an imposing figure among the humans. A Magician of some skill, he is a master of enchanted fires. His usual attire is a tunic of many layers and shades of red silk that flows about his torso and arms, tight black breeches and boots. He keeps his red-blond hair short and spiked, and wears gold earrings with ruby gems. His temperament is as fiery as his spells, with a reputation for immolating underlings who disappoint him.

Wurliis: A Demon of the Fifth Pale, Wurliis is among the most intelligent of his kind, and is a master of arcane mechanisms. His favorite weapon is a terrifying device which fires four heavy crossbow bolts in a volley. Wurliis is somewhat smaller than most of his Demonic type, but still towers over the other Adherents.

Klax: Captain of the Guard at Ahrenthrök and Herald of the Ahrenreth forces, Klax is another half-elf (Talath/Linær). His sword is a special Irgaak forged in the First Era. Tall, handsome and powerfully built, he is a striking figure in his gleaming black plate armor and white surcoat, and when he has duties outside of the citadel he sometimes rides a black Pegasus.

Vomûk: Vomûk was conceived of a truly unholy union. His sire was a Procreator Demon (a Khal-tjiin-kai) and his mother was a Dyari Sorceress. While in general form he is an Elf, his skin is black and his body is hairless. His teeth are pointed fangs and his fingers end in claws. While his primary calling is Sorcery, he is also dangerous in combat and exceedingly cruel.

Gargarax: A Dyar/Iylar Elf, Gargarax is an Astrologer, and the twin brother of Urkanian. He is called 'the Voice', because of his ability to control others with his magical words. It is said that the utterance of his name can kill (the truth is a little more complicated. For those trained in its use—e.g., Gargarax himself—"Gargarax" is a 20th level word of Pain. Only after that word is said and the target fails their first RR, the speaker may utter "Urkanian" as a 40th level Word of Death.). He wears flowing white robes and a tall mitre-like hat.

Urkanian: Chief Librarian of the Ahrenthrök, Urkanian (called 'the Scribe') is Gargarax's identical twin brother (or at least the two appear to be identi-

cal). Quiet and reserved, he nevertheless has an obsession with securing magical tomes, often murdering in cold blood to get them for the Ahrenthrök shelves. He wears flowing black robes.

Zajarian: A Loari Elf fallen from the high ideals of his race, Zajarian is an Alchemist of great knowledge and skill. He creates many items for the Cult.

Môg-dûrek: Half Jaader, half Erlin, this evil priest has an unusual appearance, to be sure. He has contacts with several of the Dark Gods, and his arcane rituals are designed to supplement the power of the Secrets—usually involving human sacrifice.

Y-tarmen: A Loar/Y'nar, this adherent has only recently assumed the title Y-tarmen. Unlike his Alchemist predecessor, he is a Ranger.

Turasoq: Turasoq is a Procreator Demon and a Mentalist. He serves the Eight by taking the thoughts of others and twisting them upon themselves. As befits his origins, he is sadistic, sensual and voracious. He takes great pleasure in emotionally tormenting his victims.

Klyrunak: Most enigmatic of the Twelve, Klyrunak has no official duties. He is a Mystic, kidnapped from the Ky'taari as an adolescent and now a master of spells of deception and changing. He could—and does—appear anywhere in Emer in any of a number of guises—including that of Andraax.

The Adherents Statistics

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Gorang (The Hand)	26	125	130	Y*	(Y)	190 long kynac	180 kynac	30
Age: Immortal (appears 25), Ht/Wt: 6'11"/175, Hair/Eyes/Build: , Dmnr: Brusque. Race: Dyar Profession: Thief. Skills: Amb±22; Climb145; DisTrap210; MAST85L2; Perc130; PickLock185; S&H145; Swim45; Track78. Acrob90; Act77; Appr167; Brawl80; Bribe35; Contort90; DetTrap130; Disguis40; Falsif36; LocScrt190; LockLr175; Signal55; Surveil88; Trade. Stats: St96; Qu100; Em74; In96; Pr94; Ag101; Co90; Me88; Re98; SD99; Ap88. Items: Gloves and boots of wall/ceiling running, Black Dragonskin armor, Lock pick kit +60 to most locks, Cloak of Hiding (+50) Invisibility 2x per day and Featherfall 1x per day.								
Vaag t'Kang	22	96	1(100)	Y*	N	90da	125Firebolt	10
Age: Immortal (appears 30), Ht/Wt: 6'11"/225, Hair/Eyes/Build: Red-blond/Blue/Muscular, Dmnr: Tempermental, hot-headed. Race: Laan/Erlin, Profession: Mage. Skills: DirSp100; Perc88; S&W54; Swim20; Act33; Bribe15; DemnLr15; Flying56; PwrPercep46; SenseRealWp35; Stats: St81; Qu95; Em101; In93; Pr99; Ag99; Co93; Me90; Re85; SD55; Ap99. Spells: Base Magician <i>Fire, Ice, Light Law</i> to 30 th , and Evil Magician <i>Darkness</i> and <i>Matter Disruption</i> to 20 th , Six Open and Closed Essence to 10 th . PP: . Items: Ring of Fire: Ruby in a gold band, gives wearer immunity to fire, doubles damage of all fire attacks, adds +20 to Firebolt Attack Bonus. Earrings: One is a x4 PP enhancer, the other stores a Teleport back to the Ahrenthrök.								
Wurliis	23	210	8(70)	N	N	130HBa	175hcb	20
Age: Immortal Ht/Wt: 9'400, Hair/Eyes/Build: None/Gray/brawny, Dmnr: Brutal. Race: Demon of the Fifth Pale, Profession: Fighter. Skills: Climb94; Perc70; Cav55; DemnLr80; DetTrap40; Frenz65. Stats: St110; Qu95; Em65; In76; Pr101; Ag92; Co102; Me64; Re55; SD45; Ap60. Items: +20 heavy crossbow with four 'bows.' Can fire one shot at a time, two shots at the same target (each at -5) or all four shots at one target (all at -10) before having to be reloaded and cocked (takes Wurliis 2 rnds; impossible for a normal man because of the strength required). In melee he just uses his fists, which strike on the <i>Huge Bash</i> table. He has been known to punch through heavy wood and metal reinforced doors with ease.								
Klax (The Blade)	26	180	20(90)	Y20	Y	+240 2h-sword	+180hcb	+20
Age: Immortal, Ht/Wt: 6'10"/250, Hair/Eyes/Build: , Dmnr: Aloof. Race: Lylar (Linær), Profession: Fighter. Skills: Amb±6; Climb65; ManeuvArmor100; Perc95; Ride120; S&H45; Swim70; Acrob88; Brawl90; Dance45; DisrmFoe95; Gamb143; Ldrshp88; PubSp110; Seduct60; SenseRealWp15; Stra&Tac.72; StunMan90; Subdu70. Stats: St101; Qu99; Em90; In87; Pr100; Ag98; Co97; Me65; Re78; SD91; Ap99. Items: His sword is a special Irgaak (+25 2h Unholy sword, delivers double criticals); Keron plate (protects as AT 20-30 but encumbers only as AT 10) with white surcoat, +20 heavy crossbow reloads in 1 rd. He rides a black Pegasus.								
Vomûk	19	165	4(80)	Y*	N	140LClaw	80 Netherbolt	20
Age: Immortal, Ht/Wt: 8'8"/355, Hair/Eyes/Build: None/Red/Powerfully muscular, Dmnr: Arrogant, cruel. Race: Dyar-Demon (Khal-tjiin-kai/Procreator), Profession: Sorcerer. Skills: Perc76; Cav32; Contort42; DemnLr120; DragLr25; Flying33; PwrPercep71; StunMan40; Subdu20. Stats: St106; Qu101; Em98; In98; Pr102; Ag100; Co99; Me80; Re75; SD65; Ap80. Spells: All Sorcerer base to 20 th , eight open Essence and Channeling to 10 th . PP: 114. Items: Torque, of a silvery alloy, x3 PP to Sorcerers.								

Gargarax (The Voice)	25	125	2(110)	Y*	N	85da	95 Starfires	10
Age: Immortal (appears 25), Ht/Wt: 6'7"/195, Hair/Eyes/Build: Black/Grey/Slim, Dmnr: Cool. Race: Dyar/Loar Profession: Astrologer. Skills: Climb15; Perc145; Ride15; Rune90; S&H40; S&W88; Swim; Act; Admin; Astro; BscMath50; Circlr35; DemnLr60; Diplom90; DisrmFoe10; Disguis25; Flying; Medit99; Music; PwrPercep120; PubSp180; Rmas45; SenseRealWp30; Signal90; StarG120; WeathWatch80. Stats: St 97; Qu 100; Em 101; In 101; Pr 101; Ag 95; Co 92; Me 90; Re 93; SD 87; Ap 100. Spells: All Base lists to 20 (Way of the Voice and Far Voice to 50), five others to 10. PP: 300. Items: White robes, +50 to DB, Silver collar doubles range of all Voice spells, Dagger +20 milky white alloy, white metal ring, x4 PP								
Urkanian (The Scribe)	25	117	2(110)	Y*	N	93da	—	0
Age: Immortal (appears 25), Ht/Wt: 6'7"/195, Hair/Eyes/Build: Black/Grey/Slim, Dmnr: Cold. Race: Dyar/Loar, Profession: Bard (Sage). Skills: Climb; DirSp120 Firebolt; Perc145; Ride33; Rune80; S&H65; Swim15; Act56; Appr124; Circlr68; DemnLr48; Diplom33; Disguis40; DragLr67; LocScrt89; Music44; PubSp36; SenseRealWp55; Signal56. Stats: St 97; Qu 100; Em 101; In 101; Pr 101; Ag 95; Co 92; Me 90; Re 93; SD 87; Ap 100. Spells: Knows Bard Base lists Lores, Item Lore to 30th, eight others to 10th. PP: 300. Items: Flowing black robes +50 to DB, +20 black laen dagger, black metal ring, X4 PP.								
Zajarian	38	120	14(80)	Y*	(Y)	110bs	94lb	15
Age: , Ht/Wt: 6'5"/185, Hair/Eyes/Build: Black/Grey/Average, Dmnr: Emotionless. Race: Iylar (Loar), Profession: Alchemist. Skills: Perc90; Rune88; S&W55; Alch210; Chem90; Craft180; DragLr24; SenseRealWp15; Smith150; TrapBuild100. Stats: St 98; Qu 85; Em 99; In 66; Pr 78; Ag 99; Co 98; Me 78; Re 78; SD 90; Ap 78. Spells: Knows all Base Alchemist lists to 30th. Items: Silver Dragonskin armor.								
Mög-dürek	30	121	13(40)	Y	N	90ma	70ja	5
Age: , Ht/Wt: 6'8"/220, Hair/Eyes/Build: , Dmnr: Fanatical. Race: Jaader/Erlin, Profession: Evil Cleric. Skills: Chan; Climb; DirSp; Perc; Ride; S&W; Swim; Act; Admin; Chem; DemnLr; Diplom; DrugTol; Ldrshp; Medit; PoisonLr; PubSp; Seduct; StarG; Stra&Tac. Stats: St ; Qu ; Em ; In ; Pr ; Ag ; Co ; Me ; Re ; SD ; Ap . Spells: ??? PP: . Items: .								
Y-tarmen (Seeker)	22	161	14(40)	Y	Y	180bs	175lb	10
Age: , Ht/Wt: 6'2"/180, Hair/Eyes/Build: Black/hazel/Slender, Dmnr: Serene. Race: Loar/Y'nar, Profession: Ranger. Skills: Amb±8; Climb89; MAST45; Perc88; PickLock15; Ride80; S&H90; Swim68; Track110. Acrob45; Act23; Animal55; Anthp25; Astro5; AthlG15; Disguis25; Diving35; DragLr15; 1stAid55; Fletch50; Forage88; HerbLr78; LocScrt55; Medit46; Nav87; PoisonLr45; Sail45; Seduct78; Signal90; Sing; Skat50; Skii45; StarG70; Stra&Tac.55; Surveil115; Trade45; TrapBuild25 (outdoor); WeathWatch90. Stats: St 98; Qu 99; Em 88; In 100; Pr 90; Ag 97; Co 89; Me 78; Re 87; SD 68; Ap 99. Spells: All Base Ranger to 20th, 3 Open Channeling to 10th. Items: green leather armor that protects as chain but only encumbers as AT 5, +25 magic broadsword of greenish alloy, +15 longbow, bracelet +3 PP, cloak +40 to hiding outdoors.								
Turasoq	19	110	11(70)	Y10	Y	210ha	140cabis	20
Age: Immortal Ht/Wt: 6'8"/1250, Hair/Eyes/Build: Black (Long Mohawk)/Glowing Amber/Muscular, Dmnr: Maliciously Playful. Race: Demon (Jo-tjiin-kai/Procreator), Profession: Evil Mentalist. Skills: Climb90; Perc120; Act45; Circlr78; DemnLr120; PoisonLr20; PwrPercep66; Seduct160; SenseRealWp95; StunMan88; Subdu110. Stats: St 106; Qu 99; Em 95; In 87; Pr 100; Ag 99; Co 101; Me ; Re ; SD 91; Ap 80. Spells: All Evil Mentalist Base to 20th, 8 other Mentalist to 10th. PP: 171. Items: Collar x3 PP, iron bracers that allow Turasoq to parry melee and thrown attacks (missile attacks at 1/2), +20 hammer, cabis.								
Klyrunak	24	135	1(110)	N	A	120maSt/110maSw	110Firebolt	20
Age: Immortal (appears 20), Ht/Wt: 6'2"/175, Hair/Eyes/Build: Blue/Blond/Slender, Dmnr: Intense. Race: Ky'taari, Profession: Mystic. Skills: Climb76; DirSp100 (Firebolt); Perc125; Ride20; S&H55; Swim10; Circlr15; Con- tort5; Flying35; Sail5; Seduct90; Signal40; Skat60; Skii55; WeathWatch35. Stats: St 77; Qu-99; Em 99; In 94; Pr 99; Ag 95; Co 92; Me 89; Re 77; SD 88; Ap 100. Spells: All Mystic Base to 25, 3 each open and closed Mentalism and Essence. PP: 192. Items: Bracelet: grey alloy with blue inlay, x4 PP.								

CHAPTER VI

OTHER POWERS

Regarding Thalan

Entities of pure thought, Thalan have no real bodies of their own. Their preferred method of taking over a body is to enter a fertile female of a useful host race. At the first opportunity for the female to become pregnant, they use their powers to increase the chance of impregnation, then possess the new zygote. They are able to then make subtle genetic changes within the growing host to make it more compatible with their needs.

When they inhabit a living being in this way, they suppress the host's natural soul and mind, forcing it to become a helpless observer in its own body. In a way this is similar to **Subjugation** (see the Sorcerer list Soul Destruction) but the hapless host has no chance of overthrowing the Thalan, whose spirit has evolved to possess another body.

The only way a Thalan might be torn from a host is by the successful casting of an **Absolution** spell. This is especially difficult because of the invariably high level of the Thalan host, but it remains something they fear.

A Thalan forced from its host by such a spell (assuming it is not destroyed by a **Dark Absolution**) will attempt to possess the nearest available/desirable body, essentially casting a Sorcerer **Subjugation** on the target. However, Thalan are not so adept at possessing fully developed, thinking hosts, so the spell is only cast at 1/10th the level of the Thalan. They cannot try to re-inhabit their former host. The Thalan can only make one attempt to possess another host. If that fails, it is forced to inhabit some inanimate object and enter a state of hibernation for 10–100 years, after which it may try to “impregnate” a new host-mother.

INTRODUCTION

Kulthea is home to dozens if not hundreds of geopolitical entities; two of particular interest are the Alliance, a commerce-based oligarchy that originated in central Agyra but is spreading rapidly eastward, and the kingdom of Gaalt, ruled by an ambitious queen who seems determined to conquer all the northeastern lands... and perhaps beyond.

THE ALLIANCE

Location: Agyra

Government Type: Oligarchy

Military Stance/Power: Aggressive/Land & Sea

Capital: Arajaku

HISTORY

Late in the first millennium of the Third Era of Ire, a group of Dyari "archaeologists" (a less diplomatic historian might call them tomb-robbers) discovered an ancient vault of the Lords of Essænce. Inside, they unearthed a sealed chamber and—being curious souls—they opened it. Within was a small circular room empty except for thirteen pedestals set in a ring. Upon each pedestal was a small crystal orb, shimmering with a brilliant, prismatic inner light. Believing them to be artifacts of value, the Dyari brought them out of the vault. It was not until much later that they realized that within each orb was a presence...

And so thirteen *Thalan*, imprisoned by the Essænce Lords long ago, were freed from their magical confinement. They each mystically impregnated a Dyar female, and as the fetus developed, each molded it to his or her purpose. The resulting children—all male—resembled different races as much as Dyari (which caused somewhat of a stir, but for some reason everyone soon came to accept the unusual appearance of the children), and from birth they exhibited strange powers. Even before their bodies had fully matured, these thirteen entities had exerted their mental influence over the current Dyari leaders. Rather than assume prominent positions themselves, they took on unobtrusive administrative tasks in the small Dyar kingdom, all the while gathering information and crafting their new organization. They also secured a cache of artifacts (which the Navigators would call—*compasses*), and kept it hidden for their own purposes.

Over the next few hundred years the thirteen built a powerful commercial empire, eventually outpacing the Dyari nobility in wealth and influence. These thirteen became known as the *Brotherhood*. Each took a concubine and fathered a son; these too were molded in the womb by their sires' unique mental powers and were born with slight mutations. These sons were reserve "hosts" for the *Thalan* should some mishap befall the father.

During this time the Brotherhood sent out spies and agents, selecting races that could serve their needs. They brought back Jhordi and Kuluku and interbred them with other races to create elite warrior teams: the *Va'tenn* and the *Kal-chah*.

Like many other forces on the *Shadow World*, the Brotherhood seeks to subjugate the humanoid races, but they are using the power of commerce to tame and civilize their target cultures. Rather than march in with an army and conquer, their first choice is to offer membership in the Alliance. While this does mean oversight by an Alliance governor, the local government is usually left pretty much intact. It also means increased wealth, and overall improvement in quality of life. A difficult offer to turn down—especially since the Alliance doesn't like to take no for an answer.

The Alliance itself does not have a large military; instead they rely on elite forces of *Kal-chah* and *Va'tenn* to keep order. When dealing with outside threats where greater numbers are required, they utilize military forces of subject/member states.

THE BROTHERHOOD

At the heart of the Alliance is the Brotherhood, a group of thirteen *Thalan*/Dyar Mystics, each with two Dyari adherents/assistants. Their physical forms are humanoid and immortal, resembling a fusion of Elf and K'ta'viir. They have all the special physical attributes of the K'ta'viir. However, because the Brotherhood members are all experts at illusion, no one knows how many there are or where they may be at any given time—or even what they really look like anymore.

THE JENAARA

Among the primary servants of the Alliance are corps of Dyari Elves who are known as the *Jenaara*. The *Jenaara* are trained in two completely different disciplines: as political emissaries, and as agents of social chaos. Once a culture has agreed to accept Alliance membership, a *Jenaar* governor is appointed to administer the new member. This includes integrating Alliance laws and rules into the local laws.

Jenaara are usually Mentalists or Mystics who secretly infiltrate other cultures and governments—initially in order to analyze their potential as future Alliance members. If the government is deemed compatible, a *Jenaar* emissary approaches the targeted officials with an offer to join the growing mercantile group known as the Alliance. What is not made immediately clear by the silver-tongued *Jenaar*, however, is that acceptance means far more than a trade agreement: it means coming under Alliance dominion.

If the culture refuses or is unsuitable, the *Jenaar* agents instigate political and social instability, the aim being to damage the structure from within, making it more vulnerable to outside attack. It should be noted that, unlike servants of the Unlife, the goal of the Alliance is not destruction but acquisition.

Emissary *Jenaara* usually travel with a staff of up to ten, including personal servants, scribes aides, and several *Kal-chah* bodyguards. They also possess an armband which functions much like a compass. Using this, they are able to teleport into a secure place and strike without warning. In appearance this device is a wide segmented metal band covering most of the forearm, with a row of different-colored cabochon gems on it. These

gems are in fact controls for operating the armband's powers. The Jenaara wear similar clothing whether male or female: a black doublet and snug-fitting breeches with red and gold trim, high black leather boots and a large, ornate earring. On the left breast is a triangular brooch. Their black hair is worn long and held back with a sort of metal headband/tiara.

THE KAL-CHAH

The elite fighters of the Alliance, the Kal-chah are an imposing group. They have three basic ranks: The Rogw, who are captains or personal bodyguards of Jenaara or members of the brotherhood, the Tagu, who are squad leaders, and the Venu, the "common" fighters—if anything about these men could be considered common.

As has been noted, the Kal-chah are descended from the mocha-skinned—*Kulukku*, but have long since been interbred with certain other races and genetically manipulated by the Thalan to create a race of super-warriors. Bulkier and stronger than natural Kuluku, the Kal-chah sacrifice none of the agility or other abilities. Their retractable fingernails are more deadly, their senses enhanced, and their chameleon ability superior. While they are not as tall or bulky as the giant Guarlu of Gaalt, they are imposing warriors.

KAL-CHAH APPEARANCE & SPECIAL ABILITIES

Appearance: Tall and nearly as graceful as their brethren despite considerably greater muscle mass, the Kal-chah warrior is usually between 6'4" and 7'4" in height. Their natural skin tone can vary from a light toffee brown to the color of black coffee; eyes are a bright emerald green, and their hair is coarse, wiry and ebon-black. Kal-chah also have the characteristic full lips and flattened noses with large nostrils.

Special Abilities: similar to the Kuluku:

- **Chameleon Color:** Kal-chah have the ability to concentrate and change the color of their skin. By staring intently at a surface near them, they may change their skin tone from its natural chocolate color to a light brown or even grey-green. Change takes one full round. Sophisticated mottling is not possible, nor is strange, unnatural color. The change lasts only as long as the Kuluku concentrates +1 rnd/lvl, but can add +70 to hiding.
- **Retractable finger/toenails:** Kal-chah have large, strong hands. They also have retractable fingernails and toenails which give them a +40 to climbing soft or rough surfaces like trees or rocky cliffs (no bonus for smooth stone walls unless there are large enough gaps between stones). Kal-chah also can use their hands to fight as medium claws (large claws vs. AT 1-4).
- **Inner eyelids:** Kal-chah eyes are—in contrast to their dark brown skin—bright emerald green. They are also slightly larger than the average humanoid's, and allow the forest people to see very well in the dim jungle (add +30 to visual perception rolls; see normally at night, 30' even in pitch dark). They have an inner eyelid that they can close to shield their sensitive eyes when in direct sunlight. These membranes are relatively transparent; the Kal-chah can actually see at only -20 through them. These eyelids add +30 vs. any blinding attacks involving actual bright light.
- **Superior sense of smell:** Distinguish odors at +50; 100' upwind and 300' downwind; 200' in still air. Tracking at +25.
- **Superior skeletal and muscular development** allows a +10 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/construction) or feet (*Balance*). Also gain a +30 bonus to *Contortions*, being able to realign many joints.



A Jenaara
and her Kal-chah

KAL-CHAH CLOTHING AND EQUIPMENT

The Kal-chah wear their hair in long thick dreadlocks held back in a simpler (and more masculine) version of the Jenaara metal headpiece, with "wings" that come down like cheek-guards. They wear a kilt of reinforced black leather strips, stylized greaves with ridged protrusions on forearms and lower legs, and an engraved, formed chest-plate that only covers his upper chest leaving the stomach bare. They are armed with twin falcions (they are trained to make two attacks per round) and two chakram which under the right circumstances they can throw so that they return.

THE VA'TENN

Of the Jhordi race, the Va'tenn serve a specialized purpose in the Alliance paramilitary hierarchy. Like all of their race, they do not speak, but they are natural telepaths, and most are also Mentalists. Thus they communicate silently with their squad of Kal-chah warriors, an incredibly efficient arrangement, and often unnerving to the opposition. One Jhordi Va'tenn is in charge of a group of Kal-chah, the number and rank depends on the individual mission.

Va'tenn wear a sleeveless tunic, knee-length breeches and sandals... a concession for them as Jhordi prefer to not wear any clothing at all. The most powerful among the Va'tenn possess a *Compass* wristband like that of the Jenaara but usually carry no weapons, or at most a dagger.

THE RAVEN QUEEN

Location: Gaalt/Kelestia

Government Type: Monarchy

Military Stance/Power: Aggressive

Capital: Cly

OVERVIEW

A monarchy in the northeast ruled by an aggressive and merciless queen, Laakia (now generally known as simply the *Raven Queen*) this realm now includes most of Gaalt and northern Kelestia. The Raven Queen is power-hungry and paranoid. She fears the Elven kingdoms to the south and Rhakhaan to the west. And she suspects that there are worse powers lurking behind the barrier wall to the east.

In addition to her elite Guarlu forces, the Raven Queen has a huge army of mostly Quaidu.

HISTORY

The Dyar Sorceress who calls herself the *Raven Queen* has become a force to be feared in the northeast. She rose to power around 4600 TEI, but her family's history goes back to the Second Era, when her father served under the *Master of Malice* in this same region. The Master and most of his servants were destroyed in the Wars of Dominion, but a few survived and went into hiding, including her parents. Born *Aydra Noiryn* in 4126 TEI, she was the princess of a secret kingdom in the Nostraag Mountains in NW Calernia.

Princess Aydra showed an aptitude for the Essence, and became interested in the teachings of the Dark God Kesh'ta'kai. It seemed only natural to the court tutors that she entered a curriculum of sorcery.

Aydra's parents were killed by shards while exploring to the north, and she was their only child. At first she took little interest in ruling, but a visitor to her court in 4579 changed her mind. (It is none other than Iæn Shiin of the Jerak Ahrenreth, who becomes her secret advisor and sometime lover. He has influence over her but he does not control her.)

Since then the Raven Queen has been growing an army of Quaidu and conquering the realms around her.

Aydra has a daughter and two sons but no declared heir; this is a deliberate tactic to dissuade one of her children from plotting matricide. Her daughter, Vislah, is a member of the council, while the sons Gayled and Andyn are in the military. All are Essence users of one kind or another.

When appearing in public at ceremonial events, Aydra is always wearing a feather-trimmed black gown with a great headdress like a high black bird-crest. She is escorted by her most powerful Guarlu bodyguards.

THE RAVEN QUEEN: STATISTICS

Age: Immortal (appears 30). **Eyes:** Black **Hair:** Blue-black **Build:** Slender **Height:** 6'4". **Race/Sex:** Dyar/F. **Skin:** Pale. **Demeanor:** Haughty. **Dress:** Black gown trimmed with raven feathers, including a huge fanlike collar behind her head. **True Attitude:** Superior. **Home:** Rytalak **Aka:** Aydra Noiin.

Hits: 124. **Melee:** 65da. **Msl:** 125 Blt.

AT(DB): 2(145). **Sh:** (Y)*. **Gr:** N.

MovM: +15. **PP:** 612.

Lvl: 34. **Profession:** Sorceress. **Stats:** St-85; Qu-99; Em-100; In-100; Pr-99; Ag-98; Co-75; Me-80; Re-77; SD-89. **AP:** 102.

Skill Bonuses: Perc8128; Ride55; Rune110; S&H85; S&W120; Swim50; Act80; Admin105; AdMath40; Alch20; Appr44; Arch35; Astro24; BscMath50; Brib30; Chem10; Cook35; Dance40; DemnLr30; Diplom134; DragLr20; Falsif45; Flying55; Ldrshp95; Music42; PlayInstr33; PoisonLr74; PwrPercep33; PubSp104; Seduct123; SenseRealWp33; Sing55; Skat75; Skii61; StarG50; Stra&Tac45; WeathWatch65.

Spells: Base Spell OB: 68; Directed Spell OB: 145 *Water Bolt*. All Sorcerer Base to 30th, 4 each Open and Closed Essence and Channeling to 20th. **PP:** 612

EQUIPMENT/WEAPONS:

Raven Crown: a gleaming black tiara-like ornament set with garnets and obsidian, it protects the Raven Queen's head and neck as if she were wearing a helm. It also creates an *Aura* around her at will.

Robes: Flowing black robes, they add +60 to DB.

Staff: A seven foot long Dir-wood staff with head fashioned like upswung bird wings it is a x6 PP enhancer and will cast *Lightning Bolt* 3x per day, 3x hits. (Aydra has a total +110 bonus with this spell).

Necklace: Of silver and glittering black gems, it allows the wearer to Shapechange to a huge raven-like bird.

GUARLU

The Raven Queen's elite soldiers and personal bodyguard are known as the *Guarlu*. Are all physically im-

posing men both in height and powerful build. Most are of Quaidu, Talath or Jaader stock, and large specimens even for those generally impressive peoples. It is widely rumored among the common and conquered peoples that she bred those races with giants to produce them. While that is not true, she has been controlling their mating over the centuries to reinforce the genes for larger, faster, more powerful offspring. Every Guarlu stands over seven feet tall, and many approach eight feet in height. All have powerful physiques to match their stature.

GUARLU ORGANIZATION

The Guarlu are divided into two basic groups: the bodyguard of the Raven Queen's family, and elite fighting units. Among the family bodyguards, all are at least 10th level; the Queen's are all at least 20th level. The Queen has sixteen personal guards including her two Lord Captains. Each of her children has four bodyguards.

The elite fighting arm consists of eight *Flocks* with one leader and eight *Wings*, which in turn consist of four men, one of whom is *Wing Leader*.

GUARLU ARMOR & EQUIPMENT

The bodyguards (who usually operate indoors) wear a segmented armor across the shoulders and down one arm that serves almost as a shield, held in place with studded leather straps across the chest and back. This protects as AT 14 but does not encumber. They wear an ornate kilt of black leather and chainmail, and high studded boots that serve as greaves.

The warriors of the fighting units have attire more fitting to the cold, harsh environment of Gaalt. They wear a quilted shirt, and over that a breastplate with scale-mail armor of a lightweight black alloy that covers their arms. They have greaves of a similar metal, and breeches of black leather. This armor provides protection equaling AT 18 but only encumbers as a leather jerkin. They have helms that are fashioned to look like a black bird is draped over it, with the wings sweeping down to form cheek guards. Studded black boots complete the uniform.

GUARLU STAVES

Guarlu carry a staff weapon, the symbol of their special status. There are three types of staff that vary in power and capabilities depending on the rank of the Guarlu, though they are very similar in appearance. The head of the staff is in the form of a bird-head mounted perpendicular to the shaft. The eyes are glittering amethysts. Mounted immediately behind the head is a pair of long wings that curve forward; these are actually razor-sharp blades of a gleaming black alloy.

The shaft itself is of a black metal with a dull finish and etched with curling designs like bird feathers that have the practical purpose of serving as handgrips. The foot of the rod is of the same shiny black metal as the head, but is a slight fan shape like a bird tail. It provides a counterweight to the head and is useful as a blunt striking instrument. Overall the staff is between eight and nine feet long.

The Guarlu use the staff in hand-to-hand combat in a manner not unlike a quarterstaff, but these weapons are much more dangerous in the hands of these specially trained warriors. In addition to using the Pole

Arm table, Guarlu between 5th and 10th level are able to engage two opponents simultaneously like a martial artist (if one is behind him, he only suffers a *flank* penalty); Guarlu above 10th level may engage three, and only suffer a *flank* penalty against one. Attack bonus is reduced by 30 against two opponents, 50 against three.

A normal person could not effectively use a staff weapon in melee because they would lack the strength, training, and sheer size.

Lord Guarlu Staff: Reserved for the Flock captains and elite guard of the Queen and her family.

1. Enchanted Pole Arm: +30.
2. Strike-charge: In combat, Guarlu may elect to deliver a punishing electrical charge. Staff must be "armed" (by touching a jeweled inlay, an *Easy* maneuver) and remains so until a combat critical is delivered: the staff also discharges an Electricity critical up to "D" in severity (the Guarlu decides in advance the amount of the charge). The staff can administer up to 8 of these per day, and requires one round to charge.
3. Subdual-charge: If desiring to subdue (or torture) a "down" or "prone" or otherwise passive target, the Guarlu touches another inlay and strikes the target with the head of the staff. This automatically delivers 1-10 hits plus a *Shock* Critical up to "C" severity (severity chosen by the Guarlu). The staff can do this up to twelve times per day, once per round.
4. *Lightning Bolt*: Once per round and up to 12 times per day the staff can fire a small, concentrated bolt of lightning. In appearance it is more like a small jagged beam of violet electrical energy emitted by the eyes of the bird-head. Range is 100' and it delivers 2x hits on the *Lightning Bolt* table.

Greater Staff: Wing leaders.

1. Enchanted Pole Arm: +20.
2. Strike-charge: In combat, Guarlu may elect to deliver an electrical charge. Staff must be "armed" (accomplished by touching a jeweled inlay, an *Easy* maneuver) and remains so until a combat critical is delivered: the staff also discharges an Electricity critical up to "B" in severity (the Guarlu decides in advance the amount of the charge). The staff can administer up to 4 of these per day, and requires one round to charge.
3. Subdual-charge: If desiring to subdue a "down" or "prone" or otherwise passive target, the Guarlu touches another inlay and strikes the target. This automatically delivers 1-10 hits plus a *Shock* Critical up to "C" severity (severity chosen by the Guarlu). The staff can do this up to 8 times per day, once per round.
4. *Lightning Bolt*: Once every two rounds and up to 4 times per day the staff can fire a small, concentrated bolt of lightning. In appearance it is more like a small jagged beam of violet electrical energy emitted by the eyes of the bird-head. Range is 50' and it delivers 1x hits on the *Lightning Bolt* table.

Lesser Staff:

1. Eyes cast a Projected Light 100' 4x a day.
2. Strike-charge: As the Greater staff, except it delivers 1-1 hits and an "A" critical up to 4x per day.

CITADEL OF RYTALAAK

The Raven Queen has built a massive fortress on the rocky island of Nuldiar. The castle itself is known as Rytalaak, and is made up of numerous towers and halls,

all surrounded by massive ramparts. The outer areas are guarded by a large Quaidu garrison, and the innermost towers are protected by her elite Guarlu forces. It is also reputed to have many dungeons where prisoners are taken and never return.

Alliance NPC Chart

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Majorak (Brotherhood)	24/65	142	18(180)	Y(20)*	Y	160da	190Firebolt	25
Age: appears 25, Ht/Wt: 6'8"/210, Hair/Eyes/Build: Black/Blue/Slender, Dmnr: Cold, aloof, superior. Race: Loar/Thalan, Profession: Fighter/Illusionist. Skills: Amb±18; Climb40; DirSp90; ManeuvArmor100; M/ASt50; Perc200; Ride90; Rune170; S&H80; S&W140; Swim100; Act170; Admin150; AdrMv40; AdMath60; Alch90; Astro80; Bribe80; Chem60; Dance50; DemnLr120; DetTrap50; Diplom160; Disguis150; DragLr20; DrugTol20; Falsifl10; Gamb180; Ldrshp120; Medit90; Music70; Nav80; PwrPercep200; PubSp80; RMas70; Seduct90; SenseRealWp130; SpellM80; Stra&Tac.90; StunMan120; Subdu170; Trade60. Stats: St 89; Qu 81; Em 104; In 91; Pr 100; Ag 96; Co 89; Me 106; Re 103; SD 100; Ap 97. Spells: All Base Illusionist to 50th, Open and Closed Essence to 50th. PP: 1300. Items: Black Dragonskin armor, protects as AT 18, encumbers as leather jerkin; coronet of titanium alloy, protects as full helm; Ring x5 PP; black laen +25 dagger. Notes: The split level the Loar/Thalan fusion. Mental stats, spells and skills involving mental ability are the Thalan.								
Selaris, a Jenaar	15	87	1(60)	Y*	N	65da	—	15
Age: (appears 30), Ht/Wt: 6'1"/155, Hair/Eyes/Build: Black/Blue/slim, Dmnr: Haughty or Courteous. Race/Sex: Dyar/F, Profession: Mystic. Skills: Perc110; PickLock65; Ride45; S&H80; Swim15; Act145; Admin90; Appr35; Arch20; Bribe65; Dance15; DetTrap62; Diplom155; Disguis87; DrugTol77; Falsifl71; Flying21; Ldrshp84; LocSert60; Music20; Nav61; PwrPercep42; PubSp60; Seduct55; Signal71; Subdu22; Surveil87; Trade. Stats: St 61; Qu 92; Em 99; In 74; Pr 100; Ag 85; Co 73; Me 90; Re 87; SD 85; Ap 97. Spells: All Mystic Base to 20th, 3 each Open and Closed Mentalist. PP: 180. Items: Compass, +15 dagger, headband, X4 PP enhancer for Mystic.								
T'jen, a Kal-chah Rogu	22	270	18(85)	Y*	Y	220falchion	+180 chakram	40
Age: 26, Ht/Wt: 7'245, Hair/Eyes/Build: Black/Green/Powerful, Dmnr: Confident. Race: Kuluku variant, Profession: Fighter. Skills: Climb80; Perc65; Ride70; S&H55; Swim50; Acrob45; AthlG55; Brawl60; Contort40; Cook5; DisrmFoe85; 1stAid60; Ldrshp70; Signal66; Stra&Tac.54; StunMan80; Subdu60. Stats: St 103; Qu 100; Em 75; In 67; Pr 101; Ag 99; Co 102; Me 54; Re 61; SD 72; Ap 90. Items: Bracer: casts Shield 2x per day, 2 +20 Falchions, 2 +20 Chakrams, +5 dagger.								
Shenui, a Va'tenn	13	110	1(75)	Y*	N	88da	75 Shock Bolt	20
Age: 47, Ht/Wt: 6'7"/240, Hair/Eyes/Build: Bald/Blue/Muscular, Dmnr: Neutral. Race: Jhordi, Profession: Mentalist. Skills: Climb60; DisTrap35; Perc90; PickLock59; Ride67; S&H80; Swim25; Track90. Animal30; Bribe20; Camo55; Contort15; DetTrap76; Diplom35; DisrmFoe60; 1stAid35; Flying76; Forage10; Ldrshp40; LocSert50; LockLr20; PwrPercep45; Signal33; Stra&Tac40; Surveil59; WeathWatch40. Stats: St 55; Qu 90; Em 87; In 67; Pr 99; Ag 94; Co 79; Me 80; Re 83; SD 76; Ap 45. Spells: All Base Mentalist to 20th, five Open and Closed to 10th. PP: 104. Items: Collar x4 PP, Tunic, adds +40 to DB, robe adds +40 to hiding.								

Alliance Military forces

Type/Rank	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
Rogu	24	20	250	18(80)	Y*	200fa 2x	180chak	35
Bracer: casts Shield 2x per day, 2 +20 falchions, 2 +20 chakrams, +5 dagger.								
Tagu	160	12	180	18(70)	Y*	160fa 2x	120chak	30
Bracer: casts Shield 2x per day, 2 +15 falchions, 2 +15 chakrams, +5 dagger.								
Venu	400	6	125	18(50)	Y*	120fa 2x	90chak	30
Bracer: casts Shield 2x per day, 2 +10 falchions, 2 +10 chakrams, +5 dagger.								

Gaalt Military Forces

Type/Rank	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
Guarlu Captain	10	18	210	18(60)	Y	170pa	110 Lghtnng Blt	30
Lord Staff (see text)								
Guarlu Bodyguard	30	15	185	14(75)	Y	160pa	100 Lghtnng Blt	30
Lord Staff (see text)								
Guard/Mil. Captain	60	10	160	18(45)	Y	110pa	70 Lghtnng Blt	20
Greater Staff (see text)								
Palace Guard/Gen. Lesser Staff	300	6	45	9(35)	N	70pa	70 lcb	10
Foot Soldier	20,000	1	45	1(5)	N	52club	—	0
Equipment varies								

THE EIGHT IMPERIAL ORDERS

Long ago these eight elite groups served the Emerian Emperor Aldaron and his successors. As agencies of the Empire, they aided in administrating the realm and monitoring activities throughout the far-flung lands. Some also served as foci of learning and storehouses of knowledge. Each order had a First Minister, who sat at council with the Emperor.

It was assumed that all the orders were disbanded in the years immediately following the collapse of the Emerian Empire in TEI 1650. All except Zanar did vanish from public view, and some actually did disperse, their artifacts lost or hidden away. But the kernel of their origins remained, and some have returned to serve as enclaves against disorder. Some never escaped the grip of the Jerak Ahrenreth and were drafted to arise again as twisted shadows of their former incarnations. Below is a listing of the orders, the typical focus and numbers of membership, and the current seat of power for each order.

AHN SYE WOLOKA: ORDER OF THE EYE

The *Ahn sye Woloka* (E. "Order of the Eye") was once the association of Seers who aided the Emperor with foretellings and communication with the far reaches of the realm. They were corrupted during the later years of the Empire by Ondoal (founder of the *Jerak Ahrenreth*), when he—disguised as the Seer Luarto Shang—rose through the ranks to be named the Lord High Seer and Keeper of the Eye. He used the altered power of the lenses of the other orders to spy on them and engineer their undoing: each of the Eight Orders had powerful items associated with them, forged at Aldaron's command. The Alchemist *Kerento T'ara*, one of Aldaron's people, was the original creative force behind these artifacts. T'ara's understanding of magic was slightly different than that of Kulthean artificers, having come from a different world. With him he brought a new perspective on the flows—and a powerful use for the rare crystalline element *laen*.

Laen combines an enchanted nature with some of the tensile strength and optical properties of glass and—under certain conditions—the malleability of steel. It was mainly the optical properties of the material that T'ara was able to exploit, creating lenses that in effect focused and filtered the very flows of Essence. Into many of the items was integrated a *lens*—a cabochon of transparent *laen*, tinted to match the hue of each order.

In 1609 SEI, Ondoal recalled many of the old artifacts to be "enhanced." Instead, he—working secretly with A'kesh (Artificer of the *Jerak Ahrenreth*, by then entrenched in the Order of the White Flame)—altered the purpose of the lenses to link them with the *Ahrenreth Crystal*. Each lens would also act as a scrying and recording device, allowing the members of the Order of the Eye (Now controlled by Ondoal and the *Ahrenreth*) to "see" through each lens at will. Once a lens was recovered, they could also view everything that the lens had ever seen. In this way the Order of the Eye was able to spy on even the most secret meetings and events. Just as each order had a color associated with it, one might know the origins of a lens by its clear tint.

Order	Lens tint
Eye	Violet
Silver Sword	Grey
Scarlet Cloak	Red
Ring	Green
Sun	Yellow
Four Winds	Blue
Hand (Mask)	Black
White Flame	Clear

This was the perfect tool for the *Ahrenreth*, allowing it to monitor the activities of the Orders and use that information to manipulate the government. But it was not long before Ondoal took more direct action on his own against the Emerian Empire. In 1618—just nine years later—in his guise as Luarto Shang, he told the Emperor *Væric* that his son and heir, the teenage Valaan, had betrayed him. This was, of course, a lie, but mistrustful *Væric* half-believed it. Valaan was arrested, put on trial, and convicted—through Shang's skillful framing—of treason. The Empire, already fractured over other political and social issues, was torn apart by the alleged treason of the royal heir. On the day of Valaan's scheduled execution, riots broke out in the capital city. *Væric* considered pardoning his son, but before he could decide to do so, Ondoal murdered *Væric*, then fled after looting the treasury of many of the Imperial artifacts. Valaan mysteriously vanished. (The heir was rescued by *Storm Heralds*.) The Lord High Priest of Zanar was declared regent, and over the next thirty years the Order of the Eye was marginalized, their art condemned as sorcery by the increasingly conservative religious leaders (under the secret sway of the *Ahrenreth*). Meanwhile Ondoal lost interest in the crumbling Empire, abandoned his guise as Luarto Shang and departed the Order. The artifacts were lost or hidden away for thousands of years.

Order	Focus: Old Role	Membership	Current HQ
Eye (<i>Ahn sye Woloka</i>)	Seers: Royal Advisors	1/8/16	Isle of Seers*
Silver Sword (<i>Ahn sye Nokora</i>)	Fighters: Imperial Guards	1/16/160	Ardania
Scarlet Cloak (<i>Ahn sye Zanar</i>)	Priests: Religious Advisors	1/16/varies	Isle of Fire*
Ring (<i>Ahn sye Talaus</i>)	Astrologers/Mages/Scribes: Historians, Judges	1/4/varies	Sel-kai/Talaus
Sun (<i>Ahn sye Shan</i>)	Animists: Agriculturalists	1/8/varies	Isle of Glass
Four Winds (<i>Ahn sye Takla</i>)	Heralds: Imperial Messengers	1/4	Storm Castle
Mask (<i>Ahn sye Nomoke</i>)	Thieves/Mystics: Imperial Intelligence	1/8/8	Xa'Chaak
White Flame (<i>Ahn sye ni-Vulma</i>)	Alchemists: Craftsmen, Architects	1/8/varies	Ahrenæk*

* Controlled by the *Jerak Ahrenreth*

But Iæn Shiin (one of the Eight of Ahrenreth) decided that the Order should be resurrected as part of the new realm of Ardan. Today they live again, and they seek the *Aenfaw*—specifically the *Heart of Agoth*—but not for Schrek. Iæn Shiin is an ally of Lorgalis first, and has learned of Schrek's search for the artifact. He hopes to secure the item first and therefore put it where the demonic Lord will never find it. He uses the Order of the Eye to cover his actions.

As in the original structure, there is the Lord High Seer, eight Lord Seers and sixteen apprentices. Iæn Shiin is the Lord High Seer; the current headquarters of the Order is the *Arulis Nuul* (Ir. "Isle of Seers"), located in the Bay of Zalkali (#11, pg 127 in *Emer II*), conveniently near Ardanian yet isolated.

THE LENS CIRCLETS

The Lord High Seer and each of the eight Lord Seers possess a magical circlet with mystical scrying powers. In form they are copper alloy metal headbands studded all around with green laen jewels. Affixed to the band in front is a complex metal apparatus which can swing down over one eye, allowing the wearer to look through a tinted lens and access the item's powers. In addition, there is a second clip that can hold another lens pivoting down in front of the first. A lens from one of the other orders can be inserted here, and the wearer can view anything the lens has ever witnessed.

Other Powers:

1. Can view at will as if through any of the other lenses of the Eight Orders.
2. x4 PP Seer spell enhancer.
3. Multiplies range (in time and/or space) of all Seer Base spells x4.
4. Multiplies duration of all Seer Base spells x4.

Note: the Lord High Seer's circlet is all x8 the above powers 2 through 4.

AHN SYE NOKORA: ORDER OF THE SILVER SWORD

The *Ahn sye Nokora* (E. "Order of the Silver Sword") was the Emperor's house bodyguard. Traditionally, these impressive men wore flowing silver and white robes and had full helms of steel. Their swords were polished to a mirror finish, and the elite of this guard wielded a special weapon called a *Yarkbalka*.

Now they have revealed their presence again, and serve a man known as the Lord of Ardanian and reside with him in the Palace of the Sun in the capital city in southern Tai-mer. All have the same grey robes and helm of their predecessors.

THE YARKBALKAS

These strange weapons resemble large broadswords (bastard swords), but all are fashioned of a special titanium-eog alloy that has a distinctive silvery hue.

Common Yarkbalka Powers: Treat as 2-h sword, -10 when used one-handed; +10 and 2x hits when used with both hands. Could be summoned to hand of at-

tuned wielder from up to 100' away with a thought. Fumbles on an UM 01-03, used 1-h or 2-h.

Superior Yarkbalka Powers: Sixteen High Guardians had special Yarkbalkas. The superior weapons had powers of the common blades, but in addition to striking as a 2-h sword when used one-handed, and a 2-h sword +20, 2x hits when used with both hands, these special blades could summon the *Fireblade*: the weapon bursts into intensely hot blue flame. The sword becomes a +30 2-h sword, dealing 3x hits and an additional Heat Critical of the same value. The Lord High Guardian had a similar weapon, except it was also considered Holy.

THE HELMS

The Sixteen High Guardians and the Lord High Guardian also possess enchanted helms. Fashioned of a chrome-bright alloy, each has a smoky grey lens set in the forehead.

AHN SYE ZANAR: ORDER OF THE CLOAK

Once an honorable association—as were all of the Eight—the *Ahn sye Zanar* (E. "Order of the Cloak") has become warped and perverted. Originally—on the world of Aldaron's People—it was a priesthood whose members cared for the sick, and honorably released the dead. They followed a benevolent god of that world named Zanar; theirs was a monotheistic religion. However, upon arrival on Kulthea, the priesthood suffered a crisis: their contact with Zanar was severed. They were welcomed by Eissa, who allowed them to believe that she was male and another "incarnation" of their god. Most accepted this, though some were troubled by the apparent existence of other gods.

Then, in TEI 1553 the Seer Luarto Shang (*Ondoval in disguise*) revealed to the Lord High Priest of Zanar that Eissa was really a woman and not even the most powerful of the Orhan pantheon. In the depth of his crisis of faith, the High Priest was vulnerable to Ondoval and tricked into redirecting his channeling focus to the Crystal, the heart of the Jerak Ahrenreth.

As the years passed, more priests were replaced or converted to following the Ahrenreth in the name of Zanar. Now they are aided by the *Inquisitors of Zanar*, who, driven by a misplaced religious fervor, terrorize the land, demanding "tithes" and "devotion to Zanar." The focus of the order is the *Scepter of Zanar*, a silver rod with a great red orb, now perverted into an instrument of death and linked to the great Ahrenreth Crystal.

This group is based on an island off the Hæstra coast (the *Isle of Fire*, just north of the entrance to the Bay of Izar, formerly the religious retreat of the Lord High Priest) and their religion is spreading across Emer. The organization does not claim land, but rather seeks to subvert the peoples of neighboring realms to the religion of Zanar. The Church promises longer life to its faithful, and in fact offers the chance to be raised from death should the body be brought to a temple quickly enough. They exact heavy taxes from their followers,

and as their following in a given area grows they put pressure on the remaining peoples to join.

PRIESTS

The least ruthless within the church hierarchy of Zanar, the priesthood maintains the many temples located in cities across Emer. The High Priest of each temple can indeed raise the dead, but there may be side effects, as they may be channeling from an evil power (*GM discretion*). They also charge a stiff fee.

A High Priest's vestments are black and white robes and a red chasuble trimmed with white fur over the top. They wear a red hood with a crown-like top trimmed with white fur with earflaps that hang down to their chest with intricate designs on them.

The Sixteen High Priests carry staff-maces of an enchanted nature, each with a silver head with a red orb set in it. The maces are +30, do an extra *Disruption* critical and are x3 PP enhancers. The Lord High Priest's mace is actually an eight-foot tall staff, x4 and +4 to channeling. It will also cast *Protections IV* and *Spell Shield True* once per day.

INQUISITORS

Men who travel the countryside in dark red robes with hoods and masks, the Inquisitors constantly search for "enemies of Zanar." All who use Channeling spells (especially those who follow the Lords of Orhan) are considered such, and the Inquisitors cast *Excommunication* upon them. Those who openly defy the Inquisitors are often the victim of *Firenerves*, or even *Bloodfreeze* (a spell which causes the blood to harden in the veins over a period of 1-10 minutes, killing the target with agonizing pain) or the *Hand of Zanar*, a fatal channeling projection that causes the target to burst into flame. The Inquisitors are a tool of intimidation, frequenting areas where there is resistance to the Order. They carry silver scepters, each with a red lens in the head. The scepters are new creations of A'kesh and not artifacts of the original Order, though they are designed to resemble such.

The Inquisitors travel in pairs, in a black coach drawn by sable horses, and always escorted by four to eight Champions. When Inquisitors are seen in a town or other public place, people slink away, afraid they might be picked out for examination. If such is the case, the two Inquisitors come towards the hapless victim while the Champions cut off escape. Then they ask: "Do you follow Zanar?" If the answer is yes, they say: "Tithe five pieces of silver." If the answer is no, the prey is ordered to convert immediately and pay 5 gold pieces. Refusal to convert means one of the aforementioned spells is employed until he converts.

CHAMPIONS OF ZANAR

Burly men in silver armor with red cloaks, they accompany the Inquisitors and act as bodyguards and enforcers. Champions have tall helms with red horsetail crests, and wield large silver maces.

There are eight Lord Champions, elite guards (usually stationed at the Isle of Fire), and one Lord High Champion. The Eight Lord Champions all have enchanted plate armor. In addition, they each have an ornate silver cloak-pin, with a red cabochon setting. This is, in fact the lens.

LORD HIGH PRIEST

Head of the Church of Zanar on Kulthea, the Lord High Priest (also known later as the Lord High Inquisitor) resides on the Isle of Fire, and rarely ventures forth from his opulent palace. The current Lord High Priest is Vogo Othon-Raval, a cruel and depraved man. However, he is periodically possessed by the spirit of Schrek, a condition which his followers believe is some sort of communion with Zanar. This despite the fact that these fits are invariably marked by random acts of abuse upon whatever victims are available.

AHN SYE TALAUS: ORDER OF THE RING

Magicians, scribes, Astrologers and scholars all were part of the Ahn sye Talaus (E. "Order of the Ring"), an eclectic group charged with the study of Essence, with keeping the history of the realm, with recording laws and training judges and advocates, and finally, with studying science. Four separate (and some would say contradictory) tasks fell upon this one order. Because of this, there was one Lord High Mage and four Lord Ministers under him. While the Order, like the other seven, was originally headquartered in the Imperial capital of Aldain City, it soon became clear to Lord High Mage Londoris that it would behoove the order to disperse its assets, and by doing so, have a better chance of protecting them.

In 1451 TEI, Londoris founded the *Olas Shryak* (K.: "Library of Essence") with the Loar sage T'jamiis (really the *Dragonlord Voriig Kye*) at the source of the Lene river (#5, Map F, *Emer Atlas I*). Over the next hundred or so years he would establish satellite holdings for all four divisions. For science, he ordered the construction of the Observatory of Talaun, in the Spine of Emer (#4 on Map F in the *Emer Atlas I* book). For law he created a university in an ancient citadel in the far northeast near Sel-kai. Finally, for magic he founded a school on an island to the southwest near the Elven-realm of Lys.

ORDER OF THE RING CURRENT STATUS

Division	Original Membership	Current Group	Current HQ
Science	Astrologers	(Inactive)	Observatory of Talaun
History	Sages/Scribes	Voriig Kye	Olas Shryak
Magic	Magicians	The Talaus College	Talaus Island
Law	Advocates/Judges	Grey Ring	Shadow Tower

ARTIFACTS

Each member wore a grey ring composed of platinum and other alloys and engraved with runes. The rings were created for each member and each had unique powers and attunement. Most are now lost or gathered by the Jerak Ahrenreth.

Because of the nature of the Order of the Ring's artifact, it was difficult for the Order of the Eye to create items of subtlety that incorporated a lens—and which the members of the order would use. Finally, they created for the Astrologers seventeen telescopes: sixteen handheld models and one larger version mounted at the Observatory of Talaun. For the historians they made magnifying glasses, for the Magicians they made torques and for the law ministry they fashioned sixteen staves similar to those traditionally used by Imperial judges in courtrooms—and a great sword of blue laen with a lens set in the pommel. This sword—called the *Source of Justice*—was embedded in the council table at the judges' school, as the symbol of the Emerian mythical *Sword of Justice* worn by the Emperor.

Small Telescopes: These beautifully crafted instruments are about the length of a man's forearm, and fashioned of polished walnut. At each end is a silver metal cap protecting the lenses. Each also has a matching case to protect it. The eyepiece cap screws off to free the smaller lens, which doubles as a tool for the Order of the Eye. The telescopes operate like the real instrument, magnifying distant objects by 20x. They also allow the user to see through fogs and clouds and at night as day. Finally, once per week they can see through any one solid barrier (e.g., a wall, a hill, even a single mountain) within 4 miles to view what may be on the other side. Cannot see in total darkness (e.g., a cave).

Large Telescope: This instrument is much larger than the others, a massive refractor with a three-foot diameter primary lens. It is mounted inside a dome at the observatory of Talaun high in the Spine of Emer. It is more of a technological than a magical device, though it does have enchantments to keep the lenses clean and stabilized. With it the Order learned much about the Kulthean solar system, the stars, and the movements of heavenly bodies.

The Book of Talaus: focus of the Magical Order is a great tome, the *Book of the Ring*. It contains all the known spells of every realm, plus research on artificing and much more. The Book was stolen in TEI 5010 by an unknown thief; the Talaus College has been trying—unsuccessfully—to recover it ever since. (The thief was servant of Schrek, and the book is in the vaults of Ahrenthrok).

Source of Justice: A huge blue laen two-handed sword, it remains inserted partway into the council table, around which now gathers the Grey Ring. The sword is intelligent and capable of enchanted speech. The pommel gem continues to provide secret intelligence to the Jerak Ahrenreth, though intermittently; antimagical wards around the council chamber partially block the transmissions. Even the sword itself is unaware of its treachery.

THE ORDER NOW

The order survives to the present day after a fashion, but in two separate organizations that are often at odds with each other:

The Grey Ring: A secret council located in Sel-kai, the Grey Ring is a vigilante group of Mages and other spell users who have taken the law into their own hands (see the book *Eidolon, City in the Sky* for more details). They mistrust the Talaus College (see below) and will not have dealings with them.

The Talaus College: The other faction of the Order of the Ring remains isolated on an isle south of Lys in southwestern Emer. Now known as merely *Talaus*, the island is a gathering-place of magicians and scholars of the Essænce. They are allied with Lys, and cloak their presence from all who travel into the Bay of Uj. While not evil in nature, the Mages value their isolation and will protect it at any cost.

Olas Shryak: The library remains a secret storehouse of knowledge, maintained by scribes supported by Voriig Kye.

AHN SYE SHAN:
ORDER OF THE SUN

The Ahn sye Shan (E. "Order of the Sun") was established to study the flora and fauna of the new world, and to oversee all agricultural activities. The members of this order became well versed in these areas, and also gained considerable knowledge in the ways of enchanted herbs. They gained much of this knowledge from the Laan Animist *Durnanga*, and by around TEI 1500 he convinced some of the order to join him at his island where he was conducting horticultural experiments. *Durnanga* was in reality the Green Dragonlord Drül Churk in human guise, and the island was his home, *Aaen Vulm* (K.: "Isle of Glass") in the Rælian Bay. It was no coincidence that two Dragonlords influenced orders of the Empire. Voriig and Drül Churk both made their homes in Emer, and wanted to be sure they were in a position to monitor (and influence, if necessary) Imperial policies. And Voriig, though a member of the Jerak Ahrenreth, was not in agreement with many of Ondoal's actions. By insinuating himself and his allies into positions of power, he would be prepared to counter the actions of the Essænce Lord... or so he hoped. But even Voriig was unprepared for the audacity of Ondoal's destructive actions.

The Order of the Sun still exists, though now as a quasi-religious order. Their home remains the *Isle of Glass*, located in the treacherous waters south of Rulaash and surrounded by reefs.

THE SUN AMULETS

These were sixteen eight-point sunbursts fashioned of a golden alloy about four inches in diameter and suspended from a gold chain. Where the sun disk would be in the center, they were hollow to hold a yellow lens. Each was a +4 PP enhancer, and may cast one *Plant Mastery* spell up to user's level per day.

The Lord High Animist had a slightly larger amulet, which was +8 to Channeling spells, and User may "safely" (i.e., only the normal spell failure chance) overcast any spell up to five levels above his own once per day. Caster must still "know" the spell (i.e., have picked the list up to the level of the spell).

AHN SYE TAKLA: ORDER OF THE FOUR WINDS

The Ahn sye Takla (E. "Order of the Four Winds") is still technically in existence, though it is not of the same nature as it once was. Today its head is a man known only as the Storm Wizard, and its members are the Storm Heralds. These four Heralds serve the Storm Wizard who long ago brought Aldaron and his people as exiles to this world.

THE STORM WIZARD

Age: Immortal (Appears 50). **Eyes:** Cloudy Grey. **Hair:** White (in a wild mane about the head). **Build:** Average. **Height:** 6'1". **Race/Sex:** Elder One/Male. **Skin:** Fair. **Demeanor:** Pensive; abrupt. **Dress:** Flowing grey robes. **True Attitude:** Worried. **Home:** Storm Castle. **Aka:** Thule.

He usually appears as a middle-aged, beardless man with wild white hair and pale grey robes. His eyes are grey and seem to have no pupils—just a reflection of grey, billowing clouds). His motivations are indecipherable, for it seems he pursues his own path in the twilight of thought. He is from another world, having entered through a gate with Aldaron and others of his kind. It may be that he is no longer sane, though while it seems he sends his Heralds on errands of mercy, sometimes they are seen traveling here and there without any discernable purpose.

In fact, the Storm Wizard is not of the same race as Aldaron, but is one of a small group called Elder Ones, a group of Immortals who have been on Kulthea since the First Era and are linked to the Earthwardens.

Hits: 250. **Melee:** 180. **Missile:** 200.

AT(DB): 20 (140). **Sh:** N. **Gr:** (Y). **MovM:** +20.

Lvl: 40 (60). **Profession:** Astrologer/Seer. **Stats:** St-90; Qu-98; Em-100; In-99; Pr-100; Ag-97; Co-100; Me-102; Re-98; SD-93. **AP:** 85. **PP:** (180 x 6) = 1080.

Skill Bonuses: Ride80; Perc190; Rune160; S&W140; Chan100; DirS120; Act100; Admin90; Chem50; Diplom90; Lead85; Math50; Medit120; PubSp40; RMas50; SpellM100; StarG70; Stra&Tac100; WeathW200.

Spells: Base Spell OB: Directed Spell OB (*Lightning Bolt*): 180. Knows all Base Astrologer and Seer Lists, Magician Base *Light Law* to 50th, twelve other lists to 30th.

SPECIAL ABILITIES:

Defends normally on the Large Creature Critical Table.

EQUIPMENT/WEAPONS:

Master Orb: One of the four greater *Ilarsiri*, the orb has many arcane powers of seeing and foretelling. These vary with the user. It is perilous for inexperienced users, as it can be deceptive.

Staff of Storms: Allows complete control of all weather in a 100-mile radius. Holder is immune to lightning and

light attacks, and may cast 1 *Lightning Bolt* 400' x4 hits each round.

Amulet of the Four Winds: x6 PP enhancer. Allows mental contact with all members of the Ahn sye Takla (Order of the Four Winds). It is the key to the order.

THE STORM CASTLE

The Storm Wizard's home is an airborne castle: a citadel perched upon a great rock of Xenium. Shrouded in clouds, the location is constantly changing; it is also cloaked against magical detection. The rescued Imperial heir Valann his still here, in suspended animation.

THE STORM HERALDS

Also known as simply the *Heralds*, these beings are among the most cryptic on Emer.

When a Herald is seen, he is always astride a great white stallion that moves at what seems a slow-motion gallop. While the horse's movements are slow, its velocity is not. No man nor beast nor vehicle has yet been able to keep pace with these strange riders. And while the horsemen seem solid enough to the eye, they often rise off the ground as they ride, carried on nothing more substantial than the air. These horses have no wings like the mighty steeds of the Cloudlords of Tanara; only some powerful enchantment keeps them aloft. Each of the Heralds wears a tabard bearing one of the four beasts (Unicorn, Hawk, White Lion, or Wyvern, the symbols of the four original realms of the Empire) stitched in silver on a grey field. Though the four wear tabards with differing emblems, all have essentially identical powers. They all have a similar appearance as well: youthful yet somehow wizened, tall, with short black hair, fair skin, and grey eyes. Each Herald carries a staff, a simple grey wood rod about five feet long and tipped at both ends with silver.

Usually when a Herald is seen (a rare enough event in itself) they pay no attention to their surroundings, instead looking straight ahead with an almost unblinking stare. Very rarely will they dismount from their steeds, or even stop. However, they have been known to intervene against forces of the Unlife. While these four beings are sentient, they carry an air of detachment that makes them seem little more than automata. They—and their mounts—are in fact spirits given form through the powers of the Storm Wizard.

Hits: 250. **Melee:** 300fl.

Missile: 185 Hand of Fire.

AT(DB): 17(120) **Sh:** (Y). **Gr:** Y.

MovM: +40. **PP:** 420.

Lvl: 35. **Profession:** Fighter (Paladin). **Stats:** St-102; Qu-103; Em-100; In-90; Pr-105; Ag-103; Co-105; Me-90; Re-90; SD-100. **AP:** 103.

Skill Bonuses: Perc175; Ride200; Diplom123; DisrmFoe164; 1stAid88; Flying90; Ldrshp65; PwrPercep112; SenseRealWp154; Subdu103.

Spells: Base Spell OB: 80. Directed Spell OB: 185 Hand of Fire (a white beam of light springs from the Herald's open palm). Mentalist Base Presence, Mind Speech; Closed Movement, Mind's Door, Mind Mastery; Open Attack Avoidance, Brilliance.

SPECIAL ABILITIES:

Defend as Large Creature.

True Aura: The Herald continually gives off a misty halo of light, subtracting 25 from all attacks.

Spirit: If killed, vanishes and re-forms at Storm Castle.

WEAPONS/EQUIPMENT:

Staff: Holy weapon, strikes as a flail. Herald can engage as many as three foes simultaneously, dividing his OB between them. Also x3 PP enhancer

Item: Clothing: Protects as AT 17(-20).

THE HERALDS' MOUNTS

These creatures appear as mighty white steeds with silver hooves. Their saddle and bridle is pale grey leather and trimmed with silver and hung with silver bells. They are enchanted beasts, the like of which is no longer seen on the Shadow World. In a sense, they are not alive at all, but are summoned spirits from another plane. If killed, they will re-form in their stables at Storm Castle.

Four blue lenses once were set in the bridles of the Heralds' mounts, positioned on the center of the horse's forehead. Long ago, however, the Storm Wizard learned of the treachery of the Order of the Eye and the powers of the lenses. He removed them and has them now in a secured chest.

Horse: Intelligent, enchanted being. Lvl: 40; **Base Rate:** 200; **Max Pace:** Dash; **MnvBns:** 50; **Hits:** 300 (Large Creature); **AT(DB):** 11(180); **Attacks:** 150 Lba/120MTs/100Lbi.

AHN SYE NOMOKE: ORDER OF THE MASK

This order was originally known as the Hand, and (erroneously) the Serpent, but the *Order of the Mask* is the current name for this association (as far as is known, at least). Always a shadowy organization, they were essentially the Emperor's spies—and the only group that refused the gift of lenses from the Order of the Eye. Under the leadership of Lord High Investigator Barul Xygarus, (a Mystic of mixed Laan and Iylar blood), the Order was a powerful intelligence-gathering force. They were almost too good; their surveillance, subterfuge and disguise abilities were such that they came to be looked upon with fear and suspicion by everyone at court. The order suspected that Prince Consort Shanar is not a Laan but in fact an Elf, and bringing this to the attention of the Empress was probably the final cause of their undoing. In TEI 1551 the Empress Vania decreed that the order be disbanded and banished the Lord High Investigator—on suspicion of treason. Instead of disbanding, however, the order retreated to their secret refuge, disguised as the Xa'Chaak Mentalist school (#19 on the Haestra Map C in *Emer I*).

The Order (and the school) still exist, though now they are independent (though allied with the Warlocks of Itanis). As before, besides the Lord High Investigator there are eight members and eight apprentices. Each has a mask, which grants the wearer special powers of concealment.

THE MASKS

Fashioned of a clear substance like glass but slightly flexible, the masks are similar in appearance, almost looking like castings from a human face. The Order masks are full-face with eyeholes cut out, while the apprentice masks (and, curiously, the Lord mask) only cover the upper face. The masks have no adornment or visible means of attachment, but when held to the face, they transform, becoming flexible and invisible. At the same time, a trained wearer (treat as a skill, costs as *Meditation*) gains access to the mask's powers, as noted below:

Lord Mask: User is able to cast (or, more precisely, order the mask to cast) spells from the *Mystic Base Hiding* and *Mystical Change* lists to 50th level. The mask has 500 PP/day.

Order Masks: As Lord Mask except can cast spells to 20th level and has 200 PP/day.

Apprentice Masks: As Lord Mask except can cast spells to 10th level and has 100 PP/day.

AHN SYE NI-VULMA: ORDER OF THE WHITE FLAME

The *Order of the White Flame* was originally a guild of craftsmen and artisans who were the master smiths for the Emperor. Now they serve only the Jerak Ahrenreth; their home is the Ahrenæk in Rulaash and their leader is A'kesh, bastard son of Tethior.

THE VISORS

There were eight and one of these; all simple laen shields attached to a headband so they could be swung down over the face—not unlike the visor of a helm (or in modern terms, like a welder's mask). The eight conferred frontal immunity to natural and magical heat and cold, and were x4 PP enhancers for all realms of Alchemy. The one "master" visor did as the others, but was a x8 PP enhancer. Also—when worn by the attuned Lord of the White Flame—it would project on the inside of the glass (like a heads-up-display) the spells for all Alchemy lists up to 50th level, and all alchemical recipes at a command. Only the wearer could see them. The wearer only needed to have one pick in the spell list to be able to use the spells in the visor—but he did need to be of sufficient level to cast them without overcasting.

CHAPTER VII

LOREMASTERS

A hush fell over the smoke-hazed great-room at the Flask and Mug. Bette leaned over the polished bar, allowing herself a short rest; her sons and daughters could handle the drinks for a while. At the far end of the room, by the hearth's roaring fire, the bard Randaë was strumming his harp. The singer had a beautiful voice and the ability to hold even large halls under his spell for hours. Bette wondered not for the first time why such a beautiful, talented Elven bard continued to play in low-class taverns like the Flask when he could make several times the silver in the Royal Quarter.

She noticed her youngest daughter Ilene staring at Randaë with glazed eyes and bemused smile. Bette frowned, afraid that the girl had fallen in love with the charming bard. Then the proprietress scanned the other faces in the room and noticed something for the first time: nearly everyone wore the same entranced look. Bette pressed her full lips together as she thought:

"Sorcery, from my little bard? We'll have to have a talk after this set. Maybe I can convince him to suggest that they buy more ale in addition to listening—and to leave my daughter out of his enchantment." Then she turned back to cleaning ale glasses, taking for granted the fact that Randaë's spell had not enveloped her as well...

HISTORY

By definition, the Second Era of Ire began with the creation of the organization now known as the *Loremasters*. Kirin T'thaan, Ilmaris Terisonen, and the mysterious Andraax were the founding members, dedicating themselves to the gathering and dispersal of knowledge, to teaching the ways of peace and order and law. Their desire was to prevent the fragile young civilizations from slipping into a dark age, and to gather the wisdom of the past before it was lost forever. To help them achieve their goal they established a great library and center of learning in a protected place, and began recruiting students to be trained as Loremasters.

Five hundred years later the first *Council of Karilôn* was called, a gathering of seven leaders to guide the policies and programs of the Loremasters. Joining the three founders are Tanris Dekdaron, (a Loar Warrior Monk), the Linær Cleric Yael Ziriv-kari, the Erlin Mage Aeryn Druryan, and the Loar Astrologer Romenor Tartalus. These four are chosen as the most gifted and wise among the Loremasters so far, chosen by the founders. Throughout much of the Second Era, Andraax remained at least sporadically involved with the Loremasters. Though he missed most of the monthly council meetings, he would appear without warning to give spontaneous lectures to enraptured students.

In 2507 Tanris Dekdaron became frustrated with the reluctance of the Council to take action against chaotic forces. He resigned from the Loremasters and founded his now famous *Changramai School*.

Then in the mid-3800's the Loremasters faced a crisis: Jaiman, one of their most promising regions, faced a threat from a shadowy force. They hesitated to offer military aid, but wondered if there was a way to magically defend the six kingdoms of the continent. Thus with the best of intentions was spawned a great experiment that seemed successful at first, but in the end would prove to be a misguided failure in social and magical engineering. But in the meantime the forces of chaos and destruction were threatening on many fronts. The Loremasters had to decide whether to set aside their abhorrence of violence or be swept away in the tide of war. When the earth cracked and disgorged countless demons, the very air split open and out rode Heralds of Darkness, they realized that they had no choice.

PHILOSOPHY

Advisors, mediators, teachers, archaeologists and historians, these are the Loremasters. The philosophy of the order is never to impose their will on others, never to use violence except as a last resort. They would be advocates but not judges, councilors but not kings. The Loremasters believe in order and structure—some would say to an extreme degree; that is what got them into trouble with the Crowns of Jaiman. They send their agents out to explore, to discover new cultures and ancient civilizations, and to basically learn all there is to know.

As might be inferred from Elor's commentary above, the Loremasters have little compunction about

violating the privacy of secret and holy places in the interest of gaining knowledge. Granted, they make every effort to conduct their "research" without interfering or being detected, but the fact remains that they intrude into the private activities of others. They do this equally with organizations that they feel are a threat and those about which they are simply curious. They have, therefore, amassed a great deal of information on an incredible range of subjects, from the layouts of the holds of the Jerak Ahrenreth to the intimate dating rituals of the Hírazi of Razii in Mulira. They not only infiltrate secret places but many organizations. The Loremasters who declare themselves openly are just a fraction of the membership of the organization. Others are planted everywhere from royal councils to small-town taverns. Many Loremasters are recruited from certain races and cultures specifically because the Council wishes to place an "observer" back into that milieu to learn more.

KARILÔN, HOME OF THE LOREMASTERS

Karilôn is a unique island grouping located far out in the *Loorn Tesea* (l: "Lonely Sea"). It does not appear on the *Shadow World* map, because it is cloaked by powerful spells. One of the few who have been permitted to visit and return is Relis Charishaang, an Elven Bard who earned the gratitude of the Loremasters by saving the life of one of their members. Following is a page from his journals, describing his arrival at Karilôn in the company of the Loremaster Luronen Moje:

"Nine days west out of the great port of Kaitaine in southwestern Emer, in the 38th day of Orhan Five, 5923, Third Era.

"I had believed we were sailing westward throughout the night, but my view of the stars had become increasingly obscured by clouds for the last few hours. Then the sun broke over the glass-smooth ocean... directly off the bow!

"I had little care to wonder at our mysterious about-face, however, for the bright rays of Phaon's Scepter illuminated a sight of unmatched beauty: all about us the sea steamed with a low morning mist, but off the starboard bow tremendous clouds of fog billowed up from the ocean hundreds of feet into the pale sky, aglow with golden-red light. As they gave way I perceived substance within the mist. Cliffs rose up ahead; a rocky plateau set amidst a cluster of verdant isles. Beautiful structures and groves of trees dotted the lower islands, and above this hidden cloister rose Karilôn Castle, home of Lore."

The islands are grouped very closely together and linked by either bridges or undersea tunnels (these islands are a nexus for a web of coral roads; another reason that the Loremasters chose it) or ferries. Following are some of Karilôn's specific features of interest.

The Library: Perhaps the only center of knowledge on Kulthea more extensive than that of Nomikos, the Library of Karilôn consumes a massive building, including several basements and vaults. It contains

everything from scrolls to engraved coral to iron-bound books to optical crystals, the data-storage method of the Althans. Unfortunately, the Loremasters do not fully understand how the crystals work, and they have uncovered very few functioning readers, so the crystals are kept in a deep vault that is only accessible by Elder Loremasters.

The Council Chambers: The Tower of the Winds is over 600 feet tall, the central keep in a mighty castle of marble. At the very top of this tower is a great domed chamber, constructed with an array of protective enchantments, wards and devices. The Tower is probably the most secure structure in the entire world, both against attack and spying.

The Great Seeing Stone: The Loremasters possess one of the four Master Orbs of Tethior. It rests in a chamber deep under the foundations of the Tower of the Winds, in the rocky isle itself. Only the Council and a few chosen guardians are aware of the presence of the orb, for it is a powerful device—and perilous to use, even for the mighty.

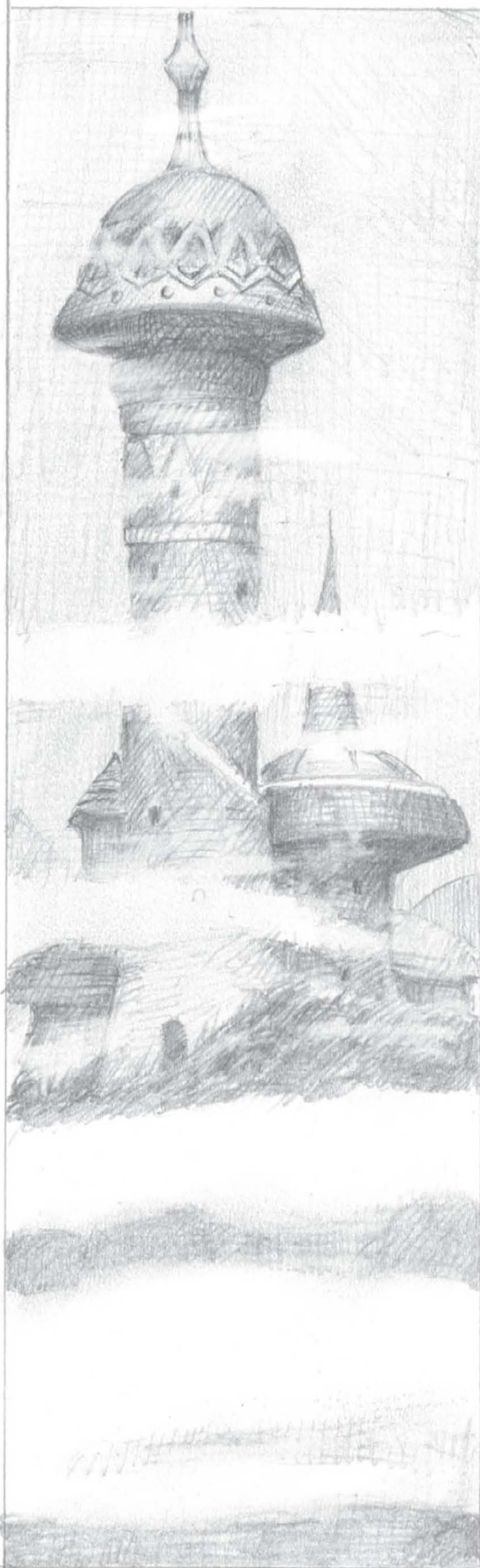
The School, College and Dormitories: One of the larger islands in this hidden cluster is devoted to the School and College of Loremasters—a teaching institution where youths from across the world are gathered and trained in the ways of the Order.

Protections Around Karilôn: A permanent ring of shifting fog surrounds the islands over a mile high and many miles deep (it is set a few miles away from the islands so they still receive sunlight). In addition, the ocean currents and winds around the islands are such that it is very difficult for a ship to steer into the fog; all craft are pulled around it. In fact, this area of the Lonely Sea is known as a treacherous graveyard of ships: a place to be feared and avoided. The islands themselves are all tall rocky pillars with flat tops, providing natural defenses. Finally, cut into the sides of the sheer faces of the islands are many shielded openings, and lurking in the shadows within are powerful ballistas and catapults.

LOREMASTER RANKS

Following are the levels of seniority assigned to members of the order from when they are first accepted to when they are accorded the highest honors. Note that *Student*, *Apprentice* and *Journeyman* are all considered “novitiate” rank, before one truly becomes a *Loremaster*.

Student: Most fledgling Loremasters are recruited at a very young age (10 or under), but on a few occasions, older individuals have been admitted. Nevertheless, all who are accepted into the Loremaster ranks must go through the education/indoctrination process, a schooling that requires no less than fifteen years. During this time the student does not leave Karilôn: he or she lives and studies here, for the first few years receiving a well-rounded education along with the philosophy of the Loremasters. These students are carefully screened to determine whether or not they have the skills and abilities to become a Loremaster. Just as



importantly, their loyalty is carefully tested. Those who pass move on to "College" and are taught many other skills, and if they have Essænce aptitude, the beginning Loremaster Spells and other lists that will prove useful to them later in their career. Those who are deemed not suitable have their memories carefully altered and are placed in an environment where they will live out their mundane lives in relative happiness and comfort.

Apprentice: Upon graduation from the College, the student gains the title of Apprentice and is assigned a Loremaster to be their personal guide and tutor. The apprentice essentially acts as an assistant to the Loremaster (who is often in a "field" assignment) and learns through direct experience how to conduct himself in these situations. Apprenticeship usually lasts from three to ten years; when the Loremaster thinks his Apprentice is ready he nominates him for *Journeyman*. There are a number of tests conducted before a tribunal of Elder Loremasters; if the Apprentice passes, he is made Journeyman rank.

Journeyman: For the first time out on his own, the Journeyman is given relatively simple and short-term assignments. He often acts as courier between a Loremaster and Karilôn, or is sometimes given research projects or even a minor reconnaissance appointment. (For instance, Saen Alister worked for a time as a bartender in a small town on the northern border of Rhakhaan. In this employment he was in an ideal location to observe activity in this potentially volatile frontier area.) While he works independently, the Journeyman retains a Loremaster as an advisor (usually his old master from when he was an Apprentice) who he can consult when he is uncertain about the proper course of action in a situation.

Loremaster: After serving several years as a Journeyman, the novitiate may then be nominated for

Loremaster status. He is again tested, but this time the Loremaster Council makes the decision.

Elder Loremaster: A Loremaster who has served for many years and has many outstanding accomplishments may be nominated by a current elder to join those revered ranks.

Loremaster Council: The Loremaster organization is directed by a council of twelve Loremasters (all of Elder rank) charged with making policy and generally coordinating the actions of their agents around the world. The Council is assisted by a number of committees, composed mainly of Elder and Most Honored Loremasters. The Council rarely orders direct intervention in specific situations unless specifically asked by the Loremaster involved. Kirin T'thaan, the only remaining founder, is the permanent council chair. This group meets in a beautiful circular chamber with many windows atop the Tower of Winds.

LOREMASTER PERSONALITIES

On the following pages are a few Loremasters: some Council Members, some "field agents" who might be encountered by the adventurers anywhere on the World.

KIRIN T'THAAN

Age: ? (Appears 40) **Eyes:** Hazel. **Hair:** Blond. **Build:** Medium. **Height:** 6'4". **Race/Sex:** Iylar (Linær)/M. **Skin:** Fair. **Demeanor:** Sage; Somewhat aloof. **Dress:** Green Robes with gold trim. **True Attitude:** Trustworthy; Sometimes Cynical, Conservative. **Home:** Karilôn. **Rank:** Elder Loremaster.

As First Speaker of the Loremaster Council, Kirin is among the most politically powerful individuals on Kulthea. He is one of the oldest Loremasters (being the only surviving Founder aside from Andraax) and thus has earned his permanent seat. Though well intentioned, he has become conservative over the centuries,

Loremaster Listing

Following is a list of all Loremasters mentioned in *Shadow World* publications, their assignment, and where you can find their stats.

Name	Assignment/Home	Stats
Channi Ysanda	Tanara	Cloudlords of Tanara
Drey Laachek	SW Jaiman	Powers
Elor Once Dark	(retired)/NW Jaiman	Powers
Jaysten Tyrallion	Dalov Ram	Atlas 3 rd & 4 th Ed.
Karstia of Mynars	Southern Rhakhaan	Citybook Haalkitain
Kedrik Bularis	Emer	Atlas 2 nd Ed.
Kirin T'thaan	Loremaster Council/Karilôn	Powers
Luronen Moje	Sel-kai	Eidolon
Andara Letharen	Sel-kai	Eidolon
Gireg Jaan	Sel-kai	Eidolon
Malim Pelax	Palia	Atlas 2 nd Ed.
Randae Terisonen	Tanara	Atlases
Ren Thraysk	Haalkitain	Citybook Haalkitain
Saen Alister	N. Rhakhaan	Powers
T'vaar Dekdaron	Loremaster Council/Karilôn	Powers
Vurkanen Tyes	Western Emer/Thuul	Atlases

and reluctant to approve any sort of direct interference in the affairs of other cultures, for fear of doing more harm than good. This has unfortunately led to a sort of paralysis in the order, and forced more intervention-minded Loremasters (like Randæ Terisonen) to take action without sanction.

KIRIN'S STATISTICS

Hits: 180. Melee: 150. Missile: —.
AT(DB):12(100). Sh: (Y). Gr: Y.
MovM: +25. PP: 1680 (280 x 6).
Lvl: 80. Profession: Seer. Stats: St-87; Qu-90; Em-98;
In-98; Pr-102; Ag-92; Co-98; Me-101; Re-100; SD-95.
Will:115. AP: 96.

Skill Bonuses: Ride100; S&H110; Perc180; Rune210;
S&W190; Chan120; DirS100; Act135; Admin180;
Arch90; Chem140; Diplom160; Lead180; Math110;
Medit165; Music80; Nav95; PubSp170; RMas130;
SpellM100; StarG80; Stra&Tac110.

Spells: Base Spell OB: 80. Directed Spell OB: 160
(*Sunfires True*). All Seer Base, Mentalist Open and
Closed, and Loremaster Base lists to 50th level.

EQUIPMENT/WEAPONS:

Scepter: Symbol of the Loremasters, this sceptre is fashioned of many rare metals and has at the core of its head a huge, multifaceted diamond. It is an artifact of the Lords of Essence, an enchanted, highly intelligent device that is capable of storing limitless amounts of data in its faceted core. It "reads" manuscripts and retains the data, and also records audio input. Only the council is aware of the scepter's powers: it is in effect a complete duplicate of all the tomes in the Karilón libraries.

Armor: When going into battle, Kirin wears a fabulous set of green dragonskin armor.

Diadem: This circlet is a x6 PP enhancer, and protects the wearer's head as a full helm. It also doubles the wearer's level for RR purposes vs. mental attacks, and can cast one *Mindmind* spell per day.

Loremaster Ring: As worn by all the council, this is a gold ring with a flat signet face, etched with the Loremaster rune. It allows instant mental contact with the other Council members while worn.

T'VAAR DEKDARION

Age: (Over 4000; Appears 25). **Eyes:** Blue. **Hair:** Blond/short. **Build:** Very Muscular. **Height:** 6'6". **Race:** Sex: Half Ilyar (Linær)-Dúranak/M. **Skin:** Fair. **De-meanor:** Surly, Impatient. **Dress:** Black leather or silk. **True Attitude:** Fair; somewhat Impetuous. **Home:** Karilón/Tanara. **Rank:** Elder Loremaster

A true master at unarmed combat, T'vaar attended the *Changramai* School of combat philosophy, an almost monastic establishment devoted to the martial arts. He was reputedly the most adept student ever to graduate—and was quickly recruited by the Loremasters afterwards. T'vaar is a permanent member of the Loremaster Council and director of the defenses of Karilón.

While he seems brusque and insensitive, Dekdarion is actually very compassionate (though he chooses to hide it).

Though Half-elf, T'vaar prefers the dress of his native Tanara: high black leather boots, snug-fitting silk trousers and sleeveless shirt, also black. He sometimes streaks his pale blond hair with blue or purple—also

after the manner of his human culture. He is unusually large for a Dúranak, and muscular for an Elf. In fact, his powerful stature and ruggedly handsome features more resemble a lord of one of the tribes of High Men, though the distinctive Elven ears reveal that ancestry.

T'VAAR'S STATISTICS

Hits: 225. Melee: 320*. Missile: 265typh.
*Melee is Martial Arts Weapons Kata with his Shangkana (see items).

AT(DB):1(235/185). Sh: N.
Gr: (A/L). MovM: 30. PP: 900 (180 x 5).
Lvl: 61. Profession: Monk. Stats: St-102; Qu-103; Em-99; In-94; Pr-100; Ag-101; Co-101; Me-97; Re-96; SD-100. Will: 95. AP: 102.

Skill Bonuses: Climb120; Swim110; PLocks90;
S&H180; Perc160; Rune75; Amb50; AMov120; AD70;
MASt280; MASw280; Acro130; Act80; Admin135;
AthlG100; Cont90; Dance120; Diplom100; FAid100;
For80; Frenzy100; Lead150; Seduct110; Sig130; Sing86;
Ski105; Stra&Tac185; Subdu200; Track140; TrapB70;
Tumb100.

Spells: Base Spell OB: 60. Directed Spell OB: N/A.
Knows all Base Monk spells to 50th; Open Mentalist
lists to 20th; All Loremaster Base Lists to 50th.

SPECIAL ABILITIES:

Haste: T'vaar can Haste himself for a duration of 10 rounds, with no preparation, once per hour.

Strength: T'vaar may channel energy reserves into very brief displays of superhuman strength (lifting huge portculi, bending iron bars, etc.) once per hour.

EQUIPMENT/WEAPONS:

Shangkana: A flail similar to Terran *nunchaku*, it is only fully effective in the hands of a skilled martial artists trained in its use. This one is Holy and +45, fashioned of gold with inlays of Dir wood.

Typh: A devastating throwing weapon, the Typh strikes as a flail—this one as a flail +25. T'vaar's also returns to his hand via *Long Door*.

Throwing Stars: Strike as +20 rapiers, T'vaar has 12 and can throw two per round, at two targets (within 30 of each other).

Bracers: A set of four platinum bracelets, worn on the ankles and wrists, these powerful items not only act as enchanted greaves, but also add +50 to the wearer's DB, and cast a *Deflections True* (subtracting 100 from all attacks) because of the invisible deflective energy they provide. Total DB: 150.

Collar: Of Keron and black shaalk, it cancels the effect of neck criticals 75% of the time.

Headband: A beautiful item made of black dragonskin and platinum, it protects as a full helm and annuls head criticals 50% of the time.

Earring: An amethyst stud earring, it casts *Sly Ears* at will and can translate any known spoken nonmagical language (when encountering a new language it needs to hear it for a few minutes to gain reference points)

Boots of Leaping: Allow 50' lateral (standing) and 20' vertical jumps, 5x/day each.

Ring: A gold ring, set with a large ruby. It is a x5 PP enhancer and can also store six spells up to 20th level each.

Loremaster Ring: As worn by all the council, this is a gold ring with a flat signet face, etched with the Loremaster rune. It allows instant mental contact with the other Council members while worn.

RANDAE TERISONEN

Age: (Over 3500; Appears 25) **Eyes:** Hazel. **Hair:** Brown. **Build:** Slender. **Height:** 6'7". **Race/Sex:** Iylar-Northman/M. **Skin:** Fair. **Demeanor:** Distracted. **Dress:** Simple Travelling Clothes. **True Attitude:** Well-intentioned, impulsive. **Home:** SE Jaiman (Tanara). **Rank:** Loremaster.

Randae would be an Elder Loremaster by now if he had not defied the Council as many times as he has. Still, he has his proponents (among them T'vaar Dekdarion and Yael Ziriv-kari) who quietly approve of his more fast-and-loose style of dealing with a situation. Though technically assigned to southeastern Jaiman, Randae has been investigating larger issues lately, specifically the situation with Ondoal and the Jerak Ahrenreth. He has even warned the Council that Ondoal was planning something "spectacularly bad," but his alerts fell on deaf ears. Now that he has been proven right, the Council has granted him more leeway to investigate a way to counter the plans of the Essence Lord—if it's not already too late...

Eccentric and impulsive, with a weakness for Nāmarian wines, an almost total indifference to the Loremaster authority structure, and a tendency to act before thinking through all the possible repercussions, Randae has always been one of those difficult Loremasters who Kirin T'thaan can't stand. But the truth is, he is also one of the most gifted and insightful of the order.

STATISTICS

Hits: 160. **Melee:** 160bs. **Missile:** 120lb.
AT(DB): 1(90). **Sh:** Y*. **Gr:** N.
MovM: 30. **PP:** 360 (90 x 4).
Lvl: 30. **Profession:** Bard. **Stats:** St-98; Qu-100; Em-89; In-86; Pr-101; Ag-100; Co-99; Me-95; Re-75; SD-87. **Will:** 50. **AP:** 98.

Skill Bonuses: Climb90; Swim50; Ride86; DTraps80; PLocks120; S&H130/180; Perc145; Rune70; S&W60; DirS70; Amb15; AMov50; MAST90; Act80; Appr70; AthlG40; Cav35; Cont55; Cook40; Dance70; Diplom120; Fals40; FAid20; Fletch45; For50; Medit90; Music160; PubSp70; Seduct100; Sing145; Subdu60; Track55; Trick70; WeathW35.

Spells: Base Spell OB: 30. Directed Spell OB: 125. Randae knows All Bardic Base lists and all Loremaster Base to 30th. Also knows *Cloaking*, *Attack Avoidance*, *Self-Healing*, *Movement* and *Mind's Door* to 20th; *Brilliance* to 30th.

EQUIPMENT/WEAPONS:

Sword: +25 broadsword *Of Slaying* Ligrōki and Garks, golden blade glows within 300' of either foe.

Harp: Lap Harp +20 to all Controlling Songs, continuous Sonic Law 10'R. Highly intelligent, it has a feminine voice and can talk or sing with Randae (it also chides him about some of his misadventures).

Ring: Gold ring set with an emerald, it casts *Invisibility* to 1' 3x/day.

Earring: Gold earring with an emerald, x4 PP.

Longbow: Elven bow, can be fired every round without penalty.

Cloak: Adds 50 to hiding attempts.

MALIM PELAX

Age: 500 (Appears 30) **Eyes:** Green. **Hair:** Golden blond. **Build:** Muscular. **Height:** 6'3". **Race/Sex:** High Man (Zorian)-Erlin/M. **Skin:** Ruddy. **Demeanor:** Blasé; Pompous. **Dress:** Deep Blue Tunic/breeches/boots. **True Attitude:** Self-confident. **Home:** Varies (Palia/Gaalt). **Rank:** Loremaster.

Pelax is a flamboyant personality, and a powerful Magician. A Pure Magician and master of the Elements, Pelax is confident in his own abilities to the point of being somewhat arrogant—an attribute which has caused some friction with those whom he was charged to advise. Contributing to his flashy reputation is his flying boat, and his propensity for attracting unwanted attention.

STATISTICS

Hits: 110. **Melee:** 160 **Missile:** —.
AT(DB): 1(90/190 with Deflect). **Sh:** Y*.
Gr: N. **MovM:** +15. **PP:** 1200.
Lvl: 40. **Profession:** Magician (Magus). **Stats:** St-85; Qu-99; Em-100; In-94; Pr-81; Ag-95; Co-88; Me-96; Re-90; SD-64. **Will:** 50. **AP:** 95.

Skill Bonuses: Perc110; Rune140; S&W120; Chan50; DirS170; Act70; Appr65; Chem40; Diplom50; For65; Lead80; Math20; Nav90; PubSp80; RMas110; Sail100; SpellM100; StarG70; Stra&Tac75; WeathW65.

Spells: Base Spell OB: 80. Directed Spell OB: 170. Knows Mage Base *Fire*, *Light*, *Water*, *Wind Law*, *Essence Open* and *Closed*, and all Loremaster Base to 50th level. (Also Knows All Arcane Base lists from RMC I and Magus Base lists to 30th from RMC III.)

EQUIPMENT/WEAPONS:

Belt: A belt of linked metal squares, it adds 50 to DB, and reduces all Essence attacks against the wearer by 30.

Augmentor: A curious amulet, it is a massive ruby in a flat-faceted cut, set in an ornate ring of platinum-iridium alloy. The item is a x10 PP multiplier, bathes the wearer in an *Alkar* (*Channeling Light's Way*: an aura which makes the wearer appear like a god, and adds 25 to DB). In addition, it is intelligent, can speak with a booming baritone (the gem flickering with a deep red light as it does) and can store up to 3 30th level spells, casting them when the wearer wishes. Lastly, should the wearer be killed, his soul is transported into the gem and the body is held in suspended animation until healed or completely destroyed.

Sword: A *Magesword*, this weapon strikes as a +35 broadsword, and is *Of Slaying* beings who use *Channeling* or *Mentalism*. It will absorb any spell directed at the wielder (spell must resist vs 70th level or be absorbed); wielder may then cast the spell back at any target with its original bonus (sword will only hold one spell at a time).

Boat: An unusual mode of transportation, this craft—named the *Cloudminder*—is a flying ship, capable of airborne movement because of the thin plates of anti-gravity Xenium covering the lower hull. It is 40' in length, resembling a longboat with a deep and ornate keel, a spacious cabin area and two lateen sails. It is always manned by a pair of youths who are Pelax's personal servants and bodyguards.

KEDRIK BULARIS

Birthdate: 6002 TEL. (Appears 25) **Eyes:** Grey. **Hair:** Black with a grey streak. **Build:** Medium. **Height:** 6'4"

Race/Sex: High Man/M. **Skin:** Fair. **Demeanor:** Reluctant, seemingly cowardly at times. **Dress:** Tunic/breeches/boots of grey shades. **True Attitude:** Cautious. **Home:** Emer/Varies. **Rank:** Loremaster.

Kedrik Bularis is a relatively young but gifted Loremaster. An excellent pupil in the College, he graduated early and was rushed to a crisis area. Though a believer in the code of non-intervention, Bularis quickly became embroiled in the conflict and was forced to act directly against a priest of the Unlife.

Returning ashamed and penitent, he was nonetheless praised by the Council for his actions. As is typical, however, he was transferred away from the people who now considered him practically a god.

STATISTICS

Hits: 128. **Melee:** 180ma. **Missile:** 210hcb.
AT(DB): 15(70). **Sh:** Y. **Gr:** A/L.
MovM: +30. **PP:** 576 (96 x 6).

Lvl: 32. **Profession:** Cleric. **Stats:** St-97; Qu-98; Em-89; In-100; Pr-87; Ag-101; Co-90; Me-95; Re-97; SD-99. **Will:** 70. **AP:** 91.

Skill Bonuses: Climb60; Swim40; Ride70; Perc120; Rune50; S&W100; Chan140; DirS164; Act60; Admin30; Chem65; Dance35; Diplom70; FAid90; Fletch80; For95; Lead80; Medit70; Nav90; PubSp100; RMas50; Sail60; Ski45; SpellM70; StarG70; Stra&Tac55; Subdu90; Track110; WeathW70.

Spells: Base Spell OB: 64. Directed Spell OB: 164 (Absolution Pure). Knows all Base Loremaster lists to 30th, Cleric Base Channels, Life Mastery, Protections and Repulsions to 30th; Other Channeling: Spell Defense, Detection Mastery, Lofty Movements, Weather Ways, Concussion's Way to 30th; Blood, Bone, Organ, Muscle, Nerve Law to 20th.

EQUIPMENT/WEAPONS:

Staff of Tog: An incredibly powerful (and unsubtle) item, its primary powers are rarely employed by its discreet owner. Constructed by a Sorcerer, it will cast any of the six 50th level Sorcerer Base list spells a total of six times per full cycle of Orhan (70 days). Thus, six *Quakes True* could be cast, or five *Absolution Pures* and one *Implosion*, etc. The period is gauged from the New Moon. It also serves as a x6 PP multiplier for a Sorcerer, Cleric or Mage.

Double Crossbow: A compact weapon that nevertheless has the full range and power of a full-sized heavy crossbow, it also has two stacked bows and twin triggers. Thus, two shots can be fired before reloading. There is a 'safety' switch, and a device also holds the loaded quarrels in place, so the bow may be carried primed and loaded.

Mace: A shaft of grey vitran wood topped by four bladed silver prongs. These prongs hold in the center of the mace-head a massive sphere of jet (about 5" in diameter). There is a pommel gem also: a moonstone. The mace is *Of Slaying Undead* and +30. It also detects Undead, the moonstone glowing more brightly depending on the number and proximity.

Bracer: A silvery grey metal band 6 inches long, worn over the forearm, it will cast an enhanced *Shield* spell at the wearer's thought.

Armor: Garments of a cloth-laminate with woven metal fibers, it encumbers as mere clothing, yet protects as full chain.

DREY LAACHEK

Birthdate: 6018 TEI. **Eyes:** hazel **Hair:** Sandy brown **Build:** Medium **Height:** 5'3". **Race/Sex:** Shay/M. **Skin:** Ruddy **Demeanor:** Outgoing **Dress:** Traveling Clothes. **Home:** Trollsgrave, Meluria, Jaiman **Rank:** Loremaster.

Only recently elevated from Journeyman to Loremaster, Drey almost got in over his head while In Cynar looking for the lost Prince Kier Ianis. With the help of the mysterious Elor, however, he managed to pull through and is currently serving as advisor to Prince Kier and liason with Rhakhaan.

Hits: 47. **Melee:** 55ss. **Missile:** 41lcb.

AT(DB): 10 (45). **Sh:** (Y*). **Gr:** Y.

MovM: +15. **PP:** 48 (16x3).

Lvl: 8. **Profession:** Mentalist. **Stats:** St-82; Qu-88; Em-73; In-82; Pr-99; Ag-96; Co-45; Me-90; Re-62; SD-34. **AP:** 74.

Skill Bonuses: Climb30; DisTrap5; M/A SwT25R1; Perc61; PickLock44; Ride15; S&H65; Swim10; Track10; Act12; BscMath15; Brawl25; Bri14; Contort10; Dance33; DemnLr15; DetTrap35; Diplom40; DrugTol32; 1stAid10; Flying25; Forage28; LocScrt48; LockLr35; PoisonLr10; PwrPercept10; Seduct15; SenseRealWp20; Stra&Tac10; Subdu40; Surveil20; Trade15; WeathWatch20.

Spells: Base Spell OB: 16. Directed Spell OB: 45 (Shock Bolt) All Loremaster Base Lists to 10th, Mentalist Base Presence, Mind Control, Closed Movement, Mind's Door, Sense Mastery, Open Cloaking, Brilliance to 10th

EQUIPMENT/WEAPONS:

Short Sword: +10, magic.

Lockpick: +10 shaalk.

Light Crossbow: 5 +10 arrows, 2 Demon-slaying arrows.

Leather jacket and breeches: Protects as AT (-10) but does not encumber.

Ring: x3 PP for Mentalism.

ELOR ONCE DARK

Age: ? (Appears 35) **Eyes:** Green **Hair:** Dark Brown/Grey streaks **Build:** Average **Height:** 6'0". **Race/Sex:** Erlin-Shay/M. **Skin:** Pale **Demeanor:** Erratic; evasive, sometimes childishly teasing. **Dress:** Simple garments in earth tones. **True Attitude:** Withdrawn, Intermittently Mad. **Home:** Foothills of the Saral March in Saralis. **Rank:** Elder Loremaster (retired).

Elor Once Dark is a Loremaster of prodigious accomplishments both as a fighter against the Unlife and as a chronicler of events and persons. Elor briefly turned to darkness and almost betrayed the Loremasters, but he was able to turn from that path before becoming hopelessly lost. That strain has taken its toll on him, and he now lives in a state of semiretirement in a small villa in NW Jaiman. In appearance Elor bears the look of a true half-elf: the slightly pointed ears, the fine features and slender build.

STATISTICS

Hits: 110. **Melee:** 115 bs. **Missile:** 95 lcb.

AT(DB): 11 (70). **Sh:** (Y*). **Gr:** (Y).

MovM: +25. **PP:** 135 (x 6) = 810.

Lvl: 45. **Profession:** Mystic. **Stats:** St-91; Qu-99; Em-100; In-92; Pr-101; Ag-93; Co-80; Me-78; Re-86; SD-65. **AP:** 85.

Skill Bonuses: Amb+12; Climb110; DisTrap80; DirSp90 (Firebolt); Perc112; PickLock125; Ride70; Rune90; S&H145; S&W30; Swim35; Track66. **Act:** 110 **Anthp**70; **Appr**30; **Brawl**150; **Brib**25; **Cav**25; **Demn**135; **DetTrap**80; **Diplom**65; **Disguis**75; **DragLr**60; **DrugTol**32; **Falsif**40; **Forage**35; **PwrPercep**55; **Surveil**68; **Trade**15; **WeathWatch**45.

Spells: Base Spell OB: 90. Directed Spell OB: 120 (Firebolt). All Base Mystic to 30th, Mentalism and Essence Open and Closed to 20th.

EQUIPMENT/WEAPONS:

Wyvern Sword:

- +35 to hit, 2x concussion damage.
- Unleashes the *Earth's Rage*: Wielder strikes the ground and delivers his choice of Tremors, a Great Crack or Quakes (Sorcerer Solid Destruction List). Usable 1x per 10 days.
- Will turn Target to stone if sword delivers a critical, and target fails vs. a 30th lvl Channeling. Usable 2x per day.
- Of Slaying Undead.
- Of Changing: will become a dagger, broadsword or two-handed sword at will.

Tunic: Protects as AT 11 with a +30 to DB.

Ring: x6 PP enhancer for Mystics only.

THE ISLE AND HOUSE OF ELOR

The house of Elor—which he calls *Cisuramin* (“Wellsbridge” in Rhaya)—rests on an island about a mile long and half a mile wide, situated in the center of a river in the foothills of the Saral March (known in Quellbourne to the north as the *Dragonsfang Mountains*).

Elor's home can be reached by any one of over a dozen strange bridges spanning the waterway on either side. Also scattered around the island are dozens of wells of various design. All appear to be dry. The dwelling has had many additions of conflicting architectural styles and rests on a small island in the middle of a river. The house is unique inside as well, filled with strange contraptions and artifacts, and shelves upon shelves of books.

SÆN ALYSTER

Birthdate: 6002 TEL. (Appears 20) **Eyes:** Hazel. **Hair:** Black with a few grey. **Build:** Slender. **Height:** 6'4". **Race/Sex:** Iylar (Loar)-Laan/M. **Skin:** Fair. **Demeanor:** Friendly, though somewhat narcissistic and moody. **Dress:** Brightly striped tunics, brown leather coat and pants. **True Nature:** Well-intentioned. **Home:** Eastern Falls region of Rhakhaan/Karilôn. **Rank:** Loremaster.

Sæn is a very intelligent young Loremaster, but unfortunately his ambitious nature got him into some trouble. He was gathering information, posing as a bartender at the *Bluebird Perch* in the town of Echolsyre along the northern border of Rhakhaan, and in his eagerness to discover more about the Priests Arnak, he fell into a trap set by Osaran. He was fortunate enough to make an escape back to Haalkitane and is currently assisting Ren Thraysk.

STATISTICS

Hits: 104. **Melee:** 125bs. **Missile:** 98lb.

AT(DB): 1(70). **Sh:** (Y*). **Gr:** N.

MovM: +20. **PP:** 36 (x4)=144.

Lvl: 12. **Profession:** Essence Bard. **Stats:** St-89; Qu-98; Em 100; In-56; Pr-91; Ag-93; Co-75; Me-89; Re-67; SD-88. **AP:** 92.

Skill Bonuses: Amb+6; Climb35; Perc70 PickLock45; Ride40; Rune32; S&H88; Swim25; Track15.

Act20; **Brawl**20; **Brib**15; **Cook**30; **Dance**42; **DetTrap**20; **Diplom**29; **DragLr**15; **DrugTol**20; **1stAid**20; **Forage**48; **Seduct**45; **SenseRealWp**40; **Subdu**36.

Spells: Base Spell OB: 24. Loremaster Base Lists *Lost Lore*, *Word Lore*, *Lore Mastery*, *Living Lore* to 10th, *Transport* to 15th; *Bardic Base Controlling Song*, *Sound Control*, *Sound Projection* to 10th, *Open Essence Unbarring Ways* and *Closed Invisible Ways* to 10th.

EQUIPMENT/WEAPONS:

Sword: a Saren: katana-like sword made and used by the Loari Elves.

Ring: x4 PP enhancer for Bards, also adds +20 to DB.

Kynac: One of the Dûranaki throwing weapons, given to him by T'kaal Arain as a gift two years ago. He knows how to use it.

VITOR BENTAAL

Birthdate: 6012 TEL. (Appears 20) **Eyes:** Green **Hair:** Light brown **Build:** Slender **Height:** 6'1". **Race/Sex:** Erlin/Male. **Skin:** Fair. **Demeanor:** Shy. **Dress:** Green tunic and breeches. **True Attitude:** Self-effacing. **Home:** N'mar-Tol. **Rank:** Journeyman.

A former servant of the Nikaru family, Vitor was spotted at a young age by a Loremaster scout and brought to Karilôn where he soon blossomed into a bright and eager student. He has just been elevated to Journeyman, and hasn't been given a specific assignment yet.

STATISTICS

Hits: 41 **Melee:** 35dgr **Mssle:** 35 Ice Bolt

AT(DB): 1(55) **Sh:** (Y*). **Gr:** N.

MovM: +10. **PP:** 36 (3x12).

Lvl: 6. **Profession:** Magician. **Stats:** St-55; Qu-93; Em-98; In-78; Pr-81; Ag-95; Co-62; Me-88; Re-69; SD-45. **AP:** 94.

Skill Bonuses: Climb15; Perc45; PickLock20; Ride35; Rune30; S&H70; S&W20; Swim30; Act10; Animal18; Appr5; BscMath25; Brawl10; CircLr10; Dance25; DemnLr20; Diplom10; 1stAid38; Flying40; LocScrt30; PwrPercep15; Signal25; WeathWatch15.

Spells: Base Spell OB: 12. Directed Spell OB: 35 Ice Bolt. Loremaster Base *Transport*, *Living Lore*, *Word Lore*, *Lore Mastery*; Base Magician *Ice Law*, *Light Law*; *Closed Lofty Bridge*, *Shield Mastery*, *Invisible Ways* to 10th.

EQUIPMENT/WEAPONS:

Staff: x3 PP enhancer, adds +10 to directed Ice attacks: Miran wood staff with quartz crystal in the head.

Dagger: +10 dagger, glows within 100' of demons.

Cloak: Adds +30 to Hiding.

Belt: Casts a special enhanced *Blur* 1x per day, adds +20 to DB.

CHAPTER VIII

NAVIGATORS

Tar-esiir frowned, keeping his attention on the conflict below as he held a hand up at chest height, palm out, maintaining a shimmering Shield spell in front of him. "There are forces at work here which I do not fully understand," he muttered to Captain N'tanga.

"One way or another, it looks like we may be fortunate today after all." N'tanga's eyes narrowed, even as the golden-haired Elf in black who stood in the center of the ring of pirates raised his braceleted arm again and said in a loud clear voice "Nateus Bortosh, Ragnesha Tegaem!" A bright flare of light burst from the bracelet and spread to envelop the White Swan's entire group.

At the same time, Tar-esiir's own bracelet gem glowed with a rainbow of light—though not nearly as brightly—almost as if in answer to the spell below. The Navigator gasped, staring at his Compass in surprise. N'tanga was distracted by this uncharacteristic outburst by the normally impassive Elf, and when he looked back down to the deck, the White Swan and his entire retinue was gone.

From the Shadowstone Chronicles

INTRODUCTION

While investigating Jinteni ruins in the largely uninhabited island cluster of Iyxia in S.E.I. 3300, the Loar explorer Sæzur Vranuk uncovered a sealed vault containing many wonders. Among them was a trunk containing a dozen magical wristbands. He quickly realized that these devices were not of Jinteni design, but artifacts of the Essænce Lords. It took him considerably more time and research to fully understand just what these bands did. So arcane were they that Sæzur was forced to consult with not only a number of scholars in his native city of Ran Tairi, but also the Loremasters. In the end, however, he was able to piece together the purpose of the wristbands: they allowed the wearer to tap the Essænce Flows as a sort of guide and cast a completely risk-free *Teleportation*. This was quite a boon, since—as any Mage knows—*Teleporting* is a tricky proposition unless the caster is intimately familiar with the destination location. The devices appeared to possess a number of other features related to the Flows, including some sort of localized control of the weather and the Essænce itself.

As much an entrepreneur as an explorer, Sæzur immediately realized the economic potential of the items, which he names—*Compasses* because of their ability to guide the user. ‘Navigators’ using these tools could (for a hefty fee) transport passengers or valuable cargo instantly and safely to almost anywhere in the world.

Unfortunately, they are so complex that he was unable to fully utilize their power without the help of the Loremasters, who informed him that they had to be ‘attuned’ to the owner. A member of the Loremaster Council—Andraax—for some reason had an intuitive understanding of the *Compasses*. The Loremasters agreed to teach him how return for certain concessions, including forbidding military transport, and a small percentage of the profits (whether to help him was hotly debated by the Loremaster Council, but it was eventually agreed that more trade and travel would enhance the advancement of

civilization). Sæzur began recruiting mages and set up his service, operating from Ran Tairi as a central hub—though he kept a settlement on Iyxia and hired exploration parties to find more *Compasses*. He enlisted the help of his Alchemist friend Liman Xanaari, to create—‘signposts’ obelisks located in important cities that would be used to contact a Navigator.

But Sæzur Vranuk was not the only one to unearth *Compasses*; news of his initial discovery leaked out and over the next several hundred years several other caches were found. They varied greatly in design but their purpose was almost identical. At first the Loremasters thought the best way to handle this was democratically: giving the knowledge to several groups and allowing them to compete. So, up until about S.E.I. 3700, ‘Navigator’ groups proliferated as additional hoards of these compasses were found. But service was unreliable, and competition created the temptation to cheat on the rules.



In 3710, it was not the Loremasters but the now legendary Navigator *Orbaal jen Zamain* who convinced Sæzur and the leaders of the other groups that the Navigators could not survive in their present state. They agreed to meet and try to work out a cooperative arrangement. After years of negotiation, the *Navigator Guild Alliance* was formed. Pricing was fixed, and the newly formed Guild Alliance built upon Liman Xanaari's idea, setting up an extensive network of obelisk markers that would allow anyone to "summon" a Navigator just by touching the obelisk and requesting one. They also agreed to have a single headquarters at Iyxia, and construction of the tower dubbed *Nexus* was begun.

THE NAVIGATORS' PURPOSE

A question often arises: what does the Alliance do with their vast wealth? Though it is not advertised, the Navigators spend considerable sums on projects coordinated by the Navigator Guild Alliance—most of them bizarre semi-technological or arcane contrivances. The Loremasters keep a watchful eye on the Navigator projects (as much as they can; the Navigators are also rather paranoid, and good at keeping out spies), fearing that one day the Navigators' thirst for technical and ancient knowledge will be their undoing.

In addition, each of the Guilds has its own projects and ambitions. A percentage of all fees goes into the Alliance coffers, but each Guild (and individual) also gets a share of the income. What they use this gold for is as varied as the Guilds themselves.

NAVIGATOR HIGH COUNCIL

A representative of each of the major Guilds sits on the High Council that meets once a week to handle the business of running this complex organization. All navigators attend the Annual Conclave, where representatives are elected and major policies are decided.

NAVIGATOR RANKS

As is true with many skilled professions, there are various ranks of Navigators, though this is not advertised to the public. Even apprentices are taught to present themselves as if they were master Navigators.

Master Navigators: Upon reaching twentieth level, the Navigator is automatically considered a Master. If he does not already have a Compass, he is presented with one and attuned to it.

Journeyman: Usually around 10th level a Navigator is promoted to Journeyman and allowed to lead low-risk expeditions that won't require Jumps or high-level magical weather or Flow control. They might be awarded a true Compass at some point if one becomes available.

Apprentices: These are graduates from the Navigator school at around fifth level who in this case are usually charged with lesser tasks like answering obelisk summons and setting rates, which are pretty straightforward. They are given a "Lesser" Compass, which is fact a replica of the Essænce Lords' Compass

associated with the guild: a magic item of more recent construction with some magical powers but nothing like the artifacts of the K'ta'viiri. As they learn more and increase in power they are assigned more complicated tasks.

Recruiting: New Navigators are often recruited from various world cultures, though this process is not advertised. An agent of the Guild is sent to a promising area, where he lives for perhaps months, seeking gifted young students of the Essence, carefully analyzing the personality and skills of a prospective Navigator before even approaching him or her with the proposition. Lives of Navigators are not easy by any means, often involving long weeks of travel among strangers, constant heavy responsibility, and permanent separation from family and friends of youth. Navigators rarely operate in or near their native lands, this primarily to enhance their aloofness further. Navigators are permitted to marry, but subject to the approval of the Guild. They rarely do anyway, as their job demands protracted absences and a virtually nomadic lifestyle.

NEXUS: HOME OF THE NAVIGATORS

The headquarters of the Navigators Guild Alliance rests on the unique isle of Nexus, a powerful node of Essænce protected by barriers both natural and ethereal. In the center, constructed upon a great mountain where three sheer ridges come together, stands an immense citadel. This ancient structure is actually a small city, embracing more than a dozen castles, each the headquarters of a Navigator Guild. While many of the Guilds have centers in other parts of the world, all have embassies here, and use the tremendous Essænce power gathered at Nexus as a Jumping-off point. The leaders of the Guilds hold an annual Conclave to discuss the state of their trade, review policy and any major disciplinary action which may be required against a Navigator, Guild, or outsider.

The very center of the Nexus complex holds a massive domed building, its hemispherical roof 500 feet across. The structure houses but one huge chamber, in the center of which is suspended a gigantic globe of Kulthea, 200 feet across and accurate in every detail. It rotates around its axis, and the room is lit such that night and day on the world are accurately portrayed. Luminous rivers curl across the surface of this incredible sphere, imitating the snaking Flows of Essænce across the real world. Tiny luminous points of light show where Navigator obelisk beacons are located.

This incredible chamber is the heart of the Navigators' information system, allowing them to coordinate their efforts and instantly dispatch their agents when called. Few but members of the Guilds have ever seen this extraordinary device; it is an unforgettable sight.

Interestingly, this globe is also one of the very few which actually shows the eastern hemisphere in some detail. However, no Obelisk lights glimmer on that side of the world, and it is not discussed.

NAVIGATOR GUILDS

The Guilds have divided the world into districts, each Guild having a defined jurisdiction. The actual boundaries have yet to be understood by outsiders, partly because they seem to differ depending on the time of year, the time of day, and the shifting paths of the Flows. A single Navigator is usually the guide for an entire assignment, however.

GUIDES OF VURN-KYE

The Guides are deservedly infamous for being among the most patronizing of the Navigators, cultivating as they do an air of quiet superiority.

The members of this guild utilize a Compass that resembles a golden sextant with tiny jeweled fittings. A Navigator is never parted from his Compass, and when it is not in use he carries it in a fine black leather pouch slung from the belt. This Compass is actually one of the most sophisticated as well, requiring considerable skill to use. The many slides and moving indicators, in conjunction with the small, telescope-like viewer, allow the trained user to see Essænce flows, determine their power and direction, and so tap into them.

Navigators in this Guild wear a tunic and pants of black cloth trimmed with gold thread and gold fastenings, black leather boots and, unless the weather is very hot, black leather gloves. Their symbol, an abstracted sextant-compass, is embroidered in silver and gold thread and many tiny gems on the left breast.

THE “NAVIGATORS”

The members of this guild are all Loar or Erlin Elves who for some reason seem perpetually in a state of bemusement—though they are no less competent than their peers. Simply referred to as the *Navigators*, they are also the first Guild as such to have formed. Most of the members of this Guild are actually Mystics or Monks by profession, though all—of course—know the necessary Arcane Navigator lists.

Members wear neutral grey clothing, the only decoration being their Guild insignia emblazoned on the left breast. Their compass takes the form of a rigid two-inch wide silver band, apparently permanently affixed about their left wrist. Set on the band is a semi-spherical clear crystal that continuously glows different colors. Whether the colors mean anything is a mystery to outsiders, since the Navigator rarely pays any attention to the item at all, instead staring off into the distance. (In fact, the colors have some meaning, but the attuned user does not need to consult them; he is linked to the Compass and able to perceive Essænce Flows with a sort of second sight—hence the dreamy, distracted look.)

THE DARUNI OLKANIN

One of the more friendly Guilds, the Daruni Olkanin Navigators have even been known to carry on casual conversation with clients while on assignment (an activity not forbidden, but frowned upon by stricter Guilds who consider it “undignified”). Members vary greatly

in actual profession, and they have no uniform other than a bright green surcoat, trimmed with gold. Navigators usually wear green or brown garments to complement this surcoat. Their Compass takes the form of a gold disk four inches in diameter with a convex crystal on one face, beneath which is an intricate mosaic of jeweled inlays resembling an actual compass and a delicate filigreed arrow which spins about in directions which seem aimless to the untrained; even the Daruni Olkanin do not discuss the functioning of their Compass with outsiders. This disk is attached to a heavy gold chain worn about the neck at all times by the Navigator.

CYPHARIA

A Guild whose membership consists entirely of females, the Cypharia is sometimes referred to as the “Sisterhood” by the other guilds, a name they neither use nor discourage.

All of the Cypharians wear long, flowing white gowns trimmed with gold. These women are always breathtakingly beautiful, often of mixed High Man/Elven ancestry. Their profession is usually Mystic, Astrologer, Illusionist or Seer. Their compass is a delicate golden wand set with gems, each with unique inlaid designs on it.

The Cypharia members are generally aloof in demeanor, even from the other Navigator groups. Their remote island is said to be an idyllic center of learning and magical experimentation. It is indeed exactly that, and its location is a closely-guarded secret. Rumors that the Cypharia are involved in some sort of controlled breeding program are coldly denied by the Navigators.

CYMAR ISLAND

The Cypharia reside on an island in the Broken Ocean, in the chain northwest of Folenn. It is indeed a lovely, pastoral place, sparsely populated except in the small city of *Cytania* and a few scattered villages. Cytania is all white marble towers and plazas and forums, home to several libraries, temples to Valris, Iloura and Oriana, and other civic buildings. Cymar is a true gynarchy: a land ruled by women. It is governed by a Senate elected by the female population, and a Governess, elected from among the Senators. Similar in some ways to Sarnak on Emer, Cymar society grants more rights and privileges to men. Males may not vote or serve in the Senate, but they have most of the same rights as women in other areas. Males are given essentially the same education (though in separate schools) as their female counterparts up to the age of 16. After that only women may continue schooling. Men serve in the well-paid island Guard, perform most of the manual labor and are steered towards the trade professions. This frees the women for scholarly pursuits, including the study of magic and science. Men and women live apart, except for males who serve as domestics in female households.

Contrary to their claims, the Cypharia *do* have a breeding program, carefully controlling their own fertility and selecting breeding mates based on their physical and mental qualities, and magical potential. While travelling, Cypharia Navigators are always looking for

quality material to enhance their genetic pool. Note that while the Cypharia do not fully comprehend the science of genetics, they know that mating two individuals with certain qualities tend to produce offspring with that quality reinforced. Their goal in this program is mainly to better themselves and to produce ever more capable Essænce users and warriors to protect themselves. They have no expansionist goals, just a desire for a safe, enlightened society.



A Guide of Vurn-Kye

PATHMASTERS OF HULGAN

All of the Pathmasters of Hulgán appear as aged men (their real appearance is open to speculation, as these men seem to retain the same aged and yet hale appearance for centuries), in flowing black or grey robes, each with an ornate wooden hand-telescope. Their professional background is frequently in the Magical, Astrological, or the Sorcerous arts.

JHORDIAN STEERSMEN

A guild of Navigators seen quite often guiding clients to and from the Eidolon-Sel-kai region, the Steersmen are among the most unusual. All are of the race known as *Jhordi*, humanoids with bluish skin from southern Thuul. They are natural Mentalists, and converse only using telepathy. None has ever been heard to utter a sound; rumor has it that they have no tongue. A Compass of such a Steersman is a device resembling a large pocket-watch. The lid pops open and a delicate contraption not unlike an incredibly ornate, tiny sundial unfolds. Virtually all students are training for some sort of Mentalism-related profession.

A FEW NAVIGATORS

Following is a selection of individuals who might be encountered by characters chartering the Navigator travel service.

VELLA OF OSTERRIS

Age: ? (Appears 35). **Eyes:** Blue. **Hair:** Golden. **Build:** Statuesque. **Height:** 5'10". **Race/Sex:** Ky'taari. **Skin:** Golden tanned. **Demeanor:** Warm; friendly. **Dress:** Cream-colored robes, green Daruni surcoat. **True Attitude:** Charitable. **Home:** Jaiman; Northern Emer.

A member of the Daruni Olkanin, Vella was a priestess-in-training in the Mur Fostisyr, but fled that oppressed land and now serves with the navigators, saving her wealth to help in the fight against the Iron Wind.

STATISTICS

Hits: 112 **Melee:** 120 **mace Missile:** 120 **gé**

AT(DB): 10(75). **Sh:** Y10. **Gr:** N. **MovM:** 20.

Lvl: 25. **Profession:** Navigator/Cleric. **Stats:** St-85; Qu-92; Em-88; In-100; Pr-92; Ag-94; Co-86; Me-90; Re-84; SD-75. **AP:** 85. **PP:** 75 + 5 spells.

Skill Bonuses: Climb35; Swim20; Ride40; S&H40; Perc80; Rune50; S&W45; Cav30; Diplom20; For40; Nav50; Sail30; Ski50; StarG25; Track30; WeathW90.

Spells: Base Spell OB: 30. Knows all Base Navigator to 25th, All Base Cleric to 20th., eight Open and Closed lists to 10th.

WEAPONS/EQUIPMENT:

Compass: The typical Daruni Olkanin *Compass*, it is a large amulet with a clear domed face. Within—when held flat—spins an ornate arrow. It is not unlike an elaborate magnetic compass in appearance.

Mace: +20, it is *Holy*, and slays servants of the Priests Amak.

Bracelet: +5 spells per day; will cast *Heal 1-10* 5x per day, will cast *Projected Light* at will.

Belt: Has six pouches that will keep healing herbs fresh for an additional month.

TIGE DANELL

Age: ? (Appears 18). **Eyes:** Violet. **Hair:** Blond/curly. **Build:** Slender. **Height:** 6'2". **Race/Sex:** Linæ/Male. **Skin:** Tanned. **Demeanor:** Scatterbrained. **Dress:** Short, lightweight tunics. **True Attitude:** Well-intentioned. **Home:** Sel-kai.

Tige is not a Navigator to inspire confidence—at least at first. When this handsome youth appears to answer a call, usually wearing a plain tunic and a pair of sandals, most clients assume he is merely an apprentice. But while Tige may not be particularly experienced, he is a fully capable Navigator. A member of the Guild that calls itself simply the *Navigators*, Tige's Compass is a platinum bracelet with a large opalescent jewel set in it.

STATISTICS

Hits: 135. **Melee:** 140bs. **Missile:** 190lb.
AT(DB): 4(60) **Sh:** Y* **Gr:** (Y).
MovM: 25.

Lvl: 15. **Profession:** Navigator/Bard. **Stats:** St-93; Qu-98; Em-100; In-80; Pr-99; Ag-94; Co-86; Me-79; Re-66; SD-61. **AP:** 100. **PP:** 270 (45 x 6).

Skill Bonuses: Climb20; Swim15; Perc100; Rune20; S&W35; Act70; Appr60; Cont25; Dance40; Music50; Nav20; PubSp20; Seduct70; Sing30; StarG25; Trad20; Trick30; WeathW15.

Spells: Base Spell OB: 15. All Base Navigator and Bard to 15th, five Open Essence to 5th.

WEAPONS/EQUIPMENT:

Tunic: Enchanted garment protects as AT 4.

Compass: A shimmering opalescent stone set in a platinum bracelet permanently affixed about his left wrist, it apparently functions as other *Compasses*, yet unlike the other devices, the wearer never looks at it or seems to 'consult' it in any way. The opal-like stone, a flat cabochon about 2" in diameter, constantly glows with a scintillating, multihued radiance.

Earring: x6 PP enhancer.

Flute: Allows use of *Controlling Songs* list 10 levels above user's own.

T'SAMLIS

Age: Born TEI 6021. **Eyes:** Blue. **Hair:** None. **Build:** Very Muscular. **Height:** 6'8". **Race/Sex:** Jhordi/M. **Skin:** Very Pale (bluish). **Demeanor:** Cool; Distant. **Dress:** Short tunic. **True Attitude:** Aloof. **Home:** Nexus.

A Jhordian Steersman (see below), T'samlis does not talk, but is able to 'speak' to any intelligent race through Telepathy; he is able to understand verbal replies in a wide variety of tongues.

STATISTICS

Hits: 210 **Melee:** 100MAStR4/110MASwR4
Missile: 180Shrk **AT(DB):** 1(120).

Sh: N

Gr: N.

MovM: 30.

Lvl: 25. **Profession:** Navigator/Monk. **Stats:** St-100; Qu-98; Em-60; In-81; Pr-99; Ag-99; Co-94; Me-80; Re-85; SD-79. **AP:** 80. **PP:** 300 (50 x 6).

Skill Bonuses: Climb60; Swim40; Perc90; Rune55; S&W45; AMov50; AD70; Acro30; Diplom30; Medit55; Nav80; Sig50; WeathW80.

Spells: Base Spell OB: 20 Directed Spell OB: 90 Shock Bolt. T'samlis has all of the Navigator Base Lists to 25th, All Monk Base lists to 20th and three Open Mentalist Lists (He is an "Amthorian" Monk, in the Realm of Mentalism).

Special Abilities: As with all Jhordi, T'samlis seems to possess equivalent of the Mentalist Base list Mind Speech to 10th level, and can use these powers at will with no expenditure of Essence power.

WEAPONS/EQUIPMENT:

Compass: Resembling a large, ornate pocket watch (worn in pouch at the belt), the Jhordian Steersman Compass opens to reveal a glittering, ornate, collapsible structure within.

Collar: A plain gold band which is a x6 PP.

Bracers: Gold, with jewelled inlays.

Sandals: Of Windrunning.

UNIR FALAKANG

Age: 300 (Appears 20) **Eyes:** Emerald green. **Hair:** Red-brown. **Build:** Muscular. **Height:** 6'9". **Race/Sex:** Faun/M. **Skin:** Tanned. **Demeanor:** Teasing. **Dress:** Brown leather kilt; Green Surcoat. **True Attitude:** Constrained, professional. **Home:** Nexus/NE Palia.

One of the Daruni Olkanin, Unir is one of the few of his race to possess the perseverance to achieve the status of Navigator. While no less of a capable guide than his professional brethren, he does maintain the playful demeanor of all Fauns. He restrains himself admirably, but the sexual drives (and mysterious attractiveness) of his race are still very present—if for the most part kept below the surface.

Unir is one of the most "human" Fauns, having only the small goat-horns and distinctive curly auburn hair; his lower body is entirely human. He wears a short kilt of tanned leather with an elaborate belt of gold with wood and lapis inlays, and a simple surcoat of green cloth. He usually goes barefoot (Faun feet, even when human, are very tough). Unir's special racial attributes are represented in the system material.

STATISTICS

Hits: 200. **Melee:** 290dag. **Missile:** 210gé.

AT(DB): 3(120). **Sh:** Y. **Gr:** N. **MovM:** 25.

Lvl: 30. **Profession:** Animagist/Ranger. **Stats:** St-102; Qu-97; Em-95; In-100; Pr-101; Ag-99; Co-100; Me-96; Re-87; SD-89. **Will:** 80. **AP:** 96. **PP:** 720 (90 x 8).

Skill Bonuses: Climb90; Swim35; Ride110; S&H90/140; Perc120; Rune60; S&W90; Chan50; DirS135; Amb10; AMov60; MAST80; Acro60; Act70; AthlG90; Dancel20; Diplom80; FAid75; For75; Frenzy50; Herd50; Music130; Nav85; PubSp70; Sail80; Seduct210; Sig110;

Sing80; StarG90; Stra&Tac55; Subdu140; Track145; Trad70; Trick65; WeathW90.

Spells: Base Spell OB: 30. Directed Spell OB: 135 Earthbolt (Firebolt attack + Impact criticals). All Navigator Base to 50th, Animist Base to 30th, Ranger Base Inner Walls, Nature's Guises, Moving Ways to 30th; Channeling Barrier Law, Light's Way, Concussion's Ways to 20th.

WEAPONS/EQUIPMENT:

Dag: (RM special weapon; strikes as a +10 falchion), Unir's Dag is a weapon of dark wood with a silvery alloy edge. It is +30 (in addition to the +10 weapon bonus).

Headband: A woven leather and gold braid headband which acts as a full helm.

Compass: A Daruni Okanin Compass, it is a large golden amulet as described above.

Gé: (RM special throwing weapon; strikes as a +10 bola, crits are K and G); a dangerous toy, Unir is a master of it. His Gé is +20, and if it gets a head, neck or shoulder crit above "A", the target is beheaded.

Cloak: Deep green full-length wool cloak, it adds +50 to hiding while outdoors.

SUMENDAR

Age: 150 (late middle-age). **Eyes:** Pale Blue. **Hair:** Grey. **Build:** Paunchy. **Height:** 5'10". **Race/Sex:** Shay/M. **Skin:** Fair (flushed cheeks). **Demeanor:** Aloof; somewhat blustering. **Dress:** Black uniform of the Vurn-Kye. **True Attitude:** Superior. **Home:** Nexus.

One of the *Guides of Vurn-Kye*, Sumendar is a pompous old man who, while hale, is clearly showing his age. His black uniform bulges a bit in areas, but he is not to be trifled with. His attitude most of the time is of a bored, patronizing uncle.

STATISTICS

Hits: 90. **Melee:** 130(bs). **Missile:** 110da.

AT(DB): 1(90). **Sh:** N. **Gr:** N. **MovM:** 5.

Lvl: 41. **Profession:** Magician. **Stats:** St-87; Qu-95; Em-100; In-94; Pr-80; Ag-85; Co-93; Me-98; Re-98; SD-92. **Will:** 70. **AP:** 65. **PP:** 861 (7 x 123).

Skill Bonuses: Climb45; Swim60; Ride90; S&H90; Perc140; Rune110; S&W80; DirS210; Act80; Admin90; Diplom120; Lead65; Math65; Nav145; PubSp60; RMas100; Sail50; SpellM80; StarG110; WeathW80.

Spells: Base Spell OB: 82. Directed Spell OB: 210 (Airbolt). Knows all Base Magician and Navigator to 50th, All Open and Closed Essence to 30th.

WEAPONS/EQUIPMENT:

Saber: A beautiful sword of Keron with silvery inlays, it is +35, Of Slaying Lúgroki, and has a scabbard of gold.

Compass: The sextant-like device of the Guides of Vurn-Kye.

Cloak: A knee-length black cloak of lightweight material. It has a shorter, outer cloak which can double as a hood in inclement weather (a rarity with Navigators).

Dagger: +20, it can be thrown and will return by Long Door to the wielder. It also has 2x the normal dagger throwing range.

Ring: This platinum ring, set with a blue diamond, gives Sumendar free use of any spells on the Wind Law list.

ARONE

Age: 2000 (Appears 25). **Eyes:** Green. **Hair:** Blonde. **Build:** Statuesque. **Height:** 5'10". **Race/Sex:** Iylar/F. **Skin:** Fair. **Demeanor:** Diffident. **Dress:** White gown, trimmed with gold at the hem, sleeves and neck. **True Attitude:** Reserved. **Home:** Cypharia Sisterhood Headquarters, Cymar Island.

Arone has served as a Navigator for her guild since her indoctrination as a youth. She is a member of the Order of Cypharia, a Navigator Guild consisting entirely of Immortal females. Arone is a mistress of illusion, and will frequently employ her powers to protect her clients (something which she is not required to do—and in fact it is frowned on—but Arone takes a personal interest in the passengers in her charge).

STATISTICS

Hits: 100. **Melee:** 120ky. **Missile:** —

AT(DB): 1(150*) **Sh:** Y* **Gr:** N

MovM: 25.

Lvl: 33. **Profession:** Illusionist. **Stats:** St-90; Qu-101; Em-101; In-91; Pr-99; Ag-99; Co-65; Me-96; Re-87; SD-80. **Will:** 70. **AP:** 100. **PP:** 693 (99 x 7).

Skill Bonuses: Climb15; Swim80; Ride90; S&H120; Perc160; Rune70; S&W80; DirS171; Act85; Chem40 Dance80; Diplom95; Lead70; Medit45; Music80; Nav95; PubSp60; RMas35; Sail70; Seduct80; SpellM120; StarG90; Subdu70; WeathW85.

Spells: Base Spell OB: 66. Directed Spell OB: 171. All Base Navigator and Illusionist to 50th; Selected Essence to 30th.

WEAPONS/EQUIPMENT:

Compass: A scepter-like rod about 18" long, fashioned of crystal with golden handle and a fanciful dragon head. The eyes of the dragon are rubies, and the entire rod is ornately decorated. In addition to serving the usual Compass duties, it is a x7 PP enhancer.

Belt: Golden belt adds 50 to DB.

Long Kynac: +30, it is a Defender weapon, allowing the wielder to parry up to 3 foes (within an arc of 180°) with full bonus parry.

Tiara: a simple gold ornament set with a single teardrop diamond, it protects as a full helm and casts a 50th level *Mindmind* (Mentalist Mind Mastery) to defend the wearer.

TAR-ESIIR

Age: Immortal (Appears 30). **Eyes:** Grey. **Hair:** Black. **Build:** Medium. **Height:** 6'7". **Race/Sex:** Loar/M. **Skin:** Fair. **Demeanor:** Calm, distant. **Dress:** Grey leather jacket, breeches. **True Attitude:** Dedicated. **Home:** Nexus.

Quiet and reserved, though not as dazed-seeming as some of his fellow Navigators, Tar-esiir is nevertheless a generally humorless fellow. He has been known to relax a little on longer trips, and even more importantly, has intervened on behalf of his clients more than once.

STATISTICS

Hits: 89. **Melee:** 75bs. **Missile:** 66da.

AT(DB): 11(60) **Sh:** Y*. **Gr:** N. **MovM:** 10.

Lvl: 22. **Profession:** Navigator (Mystic). **Stats:** St-81; Qu-93; Em-99; In-76; Pr-99; Ag-95; Co-79; Me-80; Re-85; SD-56. **AP:** 94. **PP:** (44 x 4) 176.

Skill Bonuses: Climb35; Perc95; PickLock15; Ride48; Rune65; S&H60; S&W70; Swim68; Act60; Admin20; Animal30; Appr45; Astro60; BscMath45; Bribe10; DetTrap25; Diplom40; DismFoe45; DrugTol20; 1stAid; Flying; Forage; Nav75; PwrPercep20; PubSp15; Signal; StarG55; WeathWatch65.

Spells: Base Spell OB: 20 Directed Spell OB: 90 (*Fire Bolt*).

WEAPONS/EQUIPMENT:

Compass: A platinum bracelet with a large cabochon resembling an opal.

Ring: Platinum with Fire Opal. X4 PP enhancer.

Belt: Protects as AT 11.

Saren: +25 magic sword.

Daggers: Two +20 throwing daggers.

ROGUE NAVIGATORS

Erogen Flythe was expelled from the guild of Navigators in TEI 6013 for transporting illegal merchandise and taking payments on the side. His Compass was confiscated, and he was scheduled to have his memory selectively altered to remove knowledge of the Navigator Arcane spells (part of the punishment all Navigators agree to accept if they are found guilty of breaking the Code) when he escaped—and not without help. The Navigators have been seeking him ever since.

But Flythe had planned his exit in advance. In his travels as a Navigator he had discovered a cache of Compasses, and instead of turning them over to the Council as he was required to do, he hid them. He bided his time, learning what he could about attunement and secretly recruiting those who he could trust on his planned venture: to set himself up as head of his own "Guild of Navigators." Only his guild would not be bound by the strictures of the Alliance. He now operates out of a small, semi-operational Essence Lord facility in Southern Urulan (where he found the Compasses). He has several Rogue Navigators working for him now. One of his clients is the White Swan.

DURGEN ALGETH

Age: Unknown (Appears 25) **Eyes:** Blue **Hair:** Blond **Build:** Height: 6'4". **Race/Sex:** Linær/M. **Skin:** Fair. **Demeanor:** Cool. **Dress:** Black tunic/breeches. **True Attitude:** Superior. **Home:** S. Urulan

A Rogue Navigator under Erogen Flythe, Durgen serves the White Swan. Durgen is a true mercenary out only for his own safety and profit. If he felt threatened and could not transport his charges away, but could escape himself, he would do it.

STATISTICS

Hits: 127 **Melee:** 98saren **Missile:** 87 dagger

AT(DB): 1(95). **Sh:** (Y*) **Gr:** N

MovM: +15 **PP:** 144 (36x4)

Lvl: 18. **Profession:** Magician. **Stats:** St-56; Qu-98; Em-99; In-76; Pr-91; Ag-95; Co-66; Me-80; Re-72; SD-69. **AP:** 102.

Skill Bonuses: Perc80; Ride35; Rune55; S&H30; S&W65; Swim25; Act20; Admin15; BscMath20; Bribe10; Contort5; DetTrap30; Diplom25; DismFoe60; Disguis20; 1stAid25; Flying35; Forage10; LocScrt36; StarG56; WeathWatch70.

Spells: Base Spell OB: 36. Directed Spell OB: +80 (*Firebolt*). Base Magician Fire Law, Wind Law, Ice Law to 20th, Six Open and Closed to 20th, Navigator to 20th.

WEAPONS/EQUIPMENT:

Compass: Golden alloy armband with crystal inlays.

Saren: Magic, +20.

Ring: Gold with red gem, x4pp enhancer, double hits on Firebolt spells.

Belt: Adds 40 to DB.

CHAPTER IX

KULTHEAN GODS AND IMMORTAL SPIRITS

Tar-esiir thrust his hands forward, palms out, and blue aura around them intensified. A powerful gust of wind tore at his cloak and swelled the sails. The coruscating light from the Navigator's Compass became so bright that Kalen had to look away. The ship surged forward and her prow angled downward they were hurled against the railing.

"Shaal deliver us!" Jad invoked the Orhan god of the seas as the cousins had a sudden, vertiginous close-up view of the water—then the prow lurched up, nearly sending them backwards onto the deck. Shouts of surprise and fear came from up in the rigging as the crewmen fought to hold on. The sea all around them burst into mounds of foaming, boiling water: a new lava vent must have just opened directly beneath them! Clouds of steam billowed up around the Naristral, blinding them in a stifling wall of white heat.

The spars creaked under the strain as Tar-esiir further increased the artificial wind's force against the sails. His spell tore the steam to shreds, but Kalen still felt the heat all around them. The mist condensed on their clothes and skin, and all the ship's surfaces—making them slippery and treacherous.

Bobbing like a cork on the foam, the ship rose and fell in sickening lurches that were playing havoc with Kalen's gut—on top of the knot of fear already there. The Naristral suddenly seemed tiny and vulnerable in this vast treacherous sea.

The unpleasant movements began to subside, however, and it was clear that the ship was making progress against the currents. Soon—though it seemed an eternity—they were once again on calm water. There was a steady, cool wind at their backs, and the isle of Aranmor was just a sullen-looking shadow retreating behind them.

Kalen exhaled, and realized that he had been barely breathing...

From the Shadowstone Chronicles

THE LORDS OF ORHAN

Among the deities of Kulthea, the Lords of Orhan stand alone. Disembodied spirits who are themselves Ess  nce foci, the Lords are unmatched in this milieu in terms of raw personal power.

Though some scholars have postulated that these beings are merely refugee Lords of Ess  nce from the First Era, they predate even that time. Besides, the Ess  nce-Lords are corporeal organisms; the denizens of Orhan are truly beings of energy.

In this section, we expand on the descriptions of the Lords of Orhan, detail their nature and powers, and delve into their individual personalities.

NAMES AND IDENTITIES

Many cultures and races across the hemisphere worship the Lords of Orhan, and they are known by many different names and even in different guises. In some cases, only certain members of the pantheon are even acknowledged, and others are believed to be a single entity, though they are actually a union of the aspects of two or more Lords. For instance, the Nuyani worship To'tanaur, the "two-faced god," who is in fact the "brothers" Kieron and Jaysek.

EMOTIONAL NATURE OF THE LORDS

The Lords' powers are matched by their egos; virtually all of them have enormous superiority complexes. They can become jealous and angry if they think another god has slighted them or lured away worshippers. They sometimes compete in bizarre games involving cosmic forces or human emotions, manipulating and toying with Kultheans like pawns, though rarely do their direct manipulations cause significant permanent harm. They are not cruel by nature, but they have been known to cause more hurt than they intend. While they are all basically "good" in orientation, they are not above disagreements and even petty rivalries. This has included setting inhabitants of Kulthea against each other, though never in armed conflict.

The Lords go through cycles in their relationship with the inhabitants of Kulthea. There are periods where they pay little or no attention to the *Shadow World*, and then there are times when the Lords (or at least their avatars) spend most of their time there.

ORHAN, THE LORDS' HOME

Making their home on the great moon of Orhan, the Lords—when they choose to assume their humanoid guise there—reside primarily within vast, beautiful palace complexes in various locations on that small world. In addition to the Lords themselves, Orhan is inhabited by a variety of spirits and beings who serve them.

The sky of Orhan is almost always shrouded in clouds, preventing easy viewing of the surface from Kulthea. Those on the surface of the moon are not subjected to a dark overcast sky however; rather it seems

as if there is a golden light everywhere. The surface of the world is all a garden, separated by lakes, rivers and rolling hills. Some Kulthean religions speak of certain enchanted trees and springs on Orhan, the fruit or waters of which grant knowledge or magical powers. The most famous of these features is the River of Life, which is said to actually flow from Kulthea, carrying the souls of the dead to Orhan where Eissa decides their fate.

GM Note: Access to Orhan by PCs should not be possible under any but the most bizarre circumstances (such as in a dream). The moon should be considered a dwelling of great power and mystery.

THE CONCLAVE

This is the council called by Kuor—the king of the gods—on rare occasions, and all of the Lords must attend. Even the normally reclusive Shaal is compelled to attend the Conclave.

It has only been called a dozen times since the Lords arrived in this space-time. (This is not to say that the Lords have only met that many times, but the formal Conclave is only called in a crisis.) Issues are debated and there is usually a vote taken on what action, if any, to take, for the issue is almost always one that concerns the entire pantheon, and the Lords need to act as a united group. Kuor breaks ties.

On Orhan there stands a great domed palace that normally stands empty; but when Kuor calls the Conclave, the Lords enter the central council hall wherein stand thirteen large marble thrones in a circle. This palace is not really needed by the Lords of course; it is a conventionalization. But it serves a two-fold purpose: to remind the Lords of the nature of the corporeal beings who worship them, and to provide an appropriate setting for the extremely rare situation when a Kulthean is summoned to Orhan.

ORHAN ALLIANCES

The Lords are not necessarily a united group. In fact, they are usually apart from each other, only making occasional mental contact one-on-one or in small groups, and only gathering in formal Conclave under the rarest of circumstances. The "married" pairs may spend more time together, but even that is not necessarily a political/philosophical bond. The last time the Lords agreed unanimously on something was when they decided to join in the Wars of Dominion against the Unlife—and even then there was initial dissension. Even during the recent crisis with the Eyes of Utha, there was disagreement on how to deal with the situation. Some thought that direct intervention to increase the power of the Southern Eye was inappropriate, while others wanted to go to Kulthea and recover the Northern Eye.

Below are listed some pairs and groups of Orhan gods who tend to be allied, or at least enjoy each other's company. The concept of couples being married is of course a purely ersatz concept: these non-corporeal beings are asexual. Lords have chosen a sex for their humanoid

incarnations (though a few have differing incarnations of each sex). Taking this a step further, some have also claimed a marriage-like bond. Others, like Reann and Jaysek, are simply close friends.

Kuor and Valris: Complementing each other, these “elder gods” are the most levelheaded of the Lords. Valris is strong-willed as well as wise, and Kuor will often turn to her for advice.

Reann and Jaysek: The moody, often grim pair will frequently travel to Kulthea together and wander the dark places of the world.

Iloura and Iorak: It might seem that the earth mother and the metalworker would be at odds, but Iloura and her husband have achieved a certain harmony.

Kieron and Teris: Most playful and immature of the pantheon, these two can exhibit childish tendencies which are exacerbated when they are together.

Kieron and Jaysek: The twins, though temperamental polar opposites, nevertheless complement each other. They frequently engage in philosophical debates. More than one Kulthean culture believes them to be a single deity with a dualistic personality. In some theologies Kieron and Jaysek are the sons of Valris and Kuor. In others Valris herself created them: Kieron from a grapevine and Jaysek from a feather-quill.

POWERS COMMON TO THE LORDS

The godlike abilities of the Lords of Orhan are truly awe-inspiring. However, they rarely intervene actively in the affairs of the *Shadow World*, and would never exert their full power against any man or Elf except in the unlikely need for self-defense, or in the event of a cataclysmic conflict like the Wars of Dominion.

As with all of the more powerful deities, the Lords are truly immortal and non-corporeal. They communicate with the inhabitants of Kulthea through either an *Avatar* or a *Projection*. The Avatar is a physical manifestation of their being, and as such they can interact with their environment: casting spells, fighting, etc. A Projection is simply that: a transparent image of the Lord, either human-sized or the 12' size. The Projection cannot stray more than about 100' from an established temple or channeling-point, cannot cast spells or physically interact at all; it is aware of its surroundings, however, and can speak. Lords can send dozens of Projections to Kulthea at a given time and control them all (one per area) but they can only maintain one Avatar at a time. While each Lord has a specific preferred humanoid form, they can assume any shape they desire—though their Avatar generally only engages in combat in the preferred form or a slight cosmetic variation.

Additional rules (guidelines) regarding Avatars and Projections are listed below:

- The destruction of a Lord's Avatar (chosen physical form)—as indicated by a killing critical or other catastrophe—results in the body vanishing in flash of light. The “Essence” of the Lord returns to Orhan

where he recovers his strength, a process requiring one full revolution of that moon (70 days). During that time the Lord cannot affect physical reality, though he may communicate with the other Lords on Orhan, serve as a channeling focus as always, and send Projections.

- The Lords can send their Avatar or Projection between Orhan and any fixed temple established in their honor (including “group” temples, like those of the United Orhan Church) on Kulthea; transit takes about six rounds. Once on Kulthea their Avatar can fly at high speeds, riding the Flows of Essence (up to 600 miles an hour) or Teleport to any location they desire. They can penetrate the Barrier of the Eyes without injury.
- While their preferred Avatar and Projection form is human sized, they have an alternate size of about twelve feet in height, which they will take when they wish to impress or frighten Kultheans, or when they expect to send their Avatar into battle. All hit point values and ranges for spells are doubled when they are in their 12' size.
- A Lord's Projection can be dispelled using anti-channeling spells; the Projection resists at half the Lord's level.
- The Lords' personal items and clothing (worn by the Avatar) are enchanted and change with their size. As might be expected, their giant weapons deliver greater damage; this is reflected in the weapon designations after the slash (/) in the stats section (if no additional information is given, assume the weapon does double hits, distance weapons have 2x range, 1-h swords should roll on 2-h sword table). Should the Lord's Avatar be slain, all weapons and equipment vanish also, returning to Orhan—unless circumstances (e.g., a powerful kregora field) would prevent it.
- Lords' Avatars resist attacks as *Large* Creatures, and when they are in their 12' tall form, they resist as *Super-large* creatures. In either form they are immune to natural cold and heat, and take half damage vs. Dragonbreath and 1/4 damage vs. elemental spells and similar effects (Note: certain Lords might be more susceptible to certain elemental spells and immune to others depending on their nature).
- Attaining a *Stun* result against a Lord's Avatar only forces him to parry; obtaining a *Stun No Parry* result means he is stunned, but may parry.
- A Lord can *Haste* his Avatar at will for the duration of any melee.
- Lords themselves do not have limited Power Points; those given below are what they can channel through their Avatars before they must return to Orhan for a day to rest.
- At will, Lords can cause their Avatar to project an *Alkar* (brilliant prismatic aura) which is the equivalent of full daylight within 300', cancels all magical darkness within the area, and adds 35 to their DB. The Projection can give off a *True Aura*. This is a natural ability and not a spell.

- Lords are aware—at least subconsciously—of all of their followers on the *Shadow World*, and should a follower repeatedly abuse his god's name or power, the Lord may inhibit or cut off powers, or even show up personally to have a "talk" with his sycophant. In addition, the Lords provide the information for scrying spells of other users of Essence such as Seers and Astrologers.
- Lords' Avatars resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Lords never suffer any "partial effects" from spells. They are immune to spells involving control (Sleep, Stun, Charm, etc.), Illusion, or those that involve their mind or "soul."
- Lords are often listed as having more than one profession; this is to reflect their Arcane nature and access to several sets of Spell Lists (in *RM*) and/or martial skills. GMs may also wish to give various Lords certain High Level Spells from *RMC I*, or other spells that seem appropriate. A few suggestions are included but should not be considered limitations.
- Lords can communicate mentally with each other instantly wherever they are. A Lord wishing privacy may block such communication.

THE LORDS OF ORHAN

GM NOTE: Notations in parentheses refer to powers, professions or abilities in the *Rolemaster Companion* Books, should the GM have these books and wish to use these alternate choices.

KUOR, THE FATHER

Age: Immortal (appears 50). **Eyes:** Grey. **Hair:** White. **Build:** Muscular. **Height:** 6'6"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Ruddy. **Demeanor:** Aloof, Commanding. **Dress:** Flowing, toga-like garment. **True Attitude:** Reserved. **Home:** Orhan.

Kuor is "king" of the gods and ruler of Orhan. He can control the weather on Orhan and Kulthea and some religions call him the master of the Flows of Essence. While this isn't strictly true, he is able to manipulate the paths of the Lesser Flows and has some power over Greater Flows. Appearing as a man of middle years yet strong, he has a wild mane of snow-white hair and short white beard.

Kuor is almost never seen on Kulthea, preferring to observe activity on the *Shadow World* from afar. He has little direct contact with supplicants and is the object of few religions. As leader of the Lords of Orhan, he keeps the others in check and will sometimes intervene if one is planning a rash action. By nature Kuor is reluctant to interfere too much in the affairs of Kultheans for good or ill. All the other Lords respect and obey him, and if he commands another to stop or moderate their actions, they will acquiesce. One whom he will not overrule, however, is Eissa, whose judgment regarding the souls of Kultheans is final.

Kuor presides over the *Conclave of Orhan*: the gathering of the Lords to debate a major issue, and often moderates disagreements between the other Lords.

Hits: 960 **Melee:** 630ma/wm

Missile: 560lb*/javelin **AT(DB):** 20(210)

Sh: Y60 **Gr:** A/L

MovM: 115 **PP:** 9000 (1500 x 6)

Lvl: 210. **Profession:** Cleric/Fighter. **Stats:** St-120; Qu-117; Em-120; In-121; Pr-120; Ag-118; Co-120; Me-110; Re-116; SD-108. **Will:** 550. **AP:** 110.

Skill Bonuses: Climb180; Swim180; S&H240; Perc360; Rune110; S&W210; Chan400; DirS480; Amb30; AMov100; Acro100; Act240; Admin240; Arch150; AthlG240; Craft150; Dance120; Diplom210; Lead480; Music165; PubSp360; RMas120; Seduct240; Sing145; SpellM130; Stra&Tac360; Subdu360.

Spells: Base Spell OB is 240; Directed Spell OB is 480. Though technically a Cleric, Kuor has access to all spells on every Channeling and Essence-related list (including *RMC Archmage* lists). Kuor has been known to cast *Absolutions Pure*.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Manipulate Weather: Kuor can control the weather on Kulthea (within limits); he also rarely does this because of the cascade effects of doing so).

Manipulate Flows: Kuor has limited ability to manipulate the Flows of Essence.

Thunder Fists: A tremendously powerful lightning attack. Kuor brings his fists together and from them erupts either a 1000' range (all ranges x10) *Lightning Bolt*, (10x hits, +500), or a 300' range *Lightning Spray*, fanning out in a cone like *Dragon Breath*, 100' at the base, 3x hits, +200). Kuor can utilize this attack 5x a day.

EQUIPMENT/WEAPONS:

Scepter of Orhan: A great scepter of platinum, ebony and adamant, it glows with a blue-white radiance, *Blinding* all creatures of the Unlife within 100'. **Normal:** it strikes as a +60 Holy Mace, doing triple damage and double criticals. **Giant:** it strikes as a +60 Holy War Mattock (Kuor wields it 1-handed), doing triple damage and double criticals. Kuor may also opt to halve his attack bonus and swing it in an arc up to 180° across in front of him and strike up to 5 human-sized targets. If Kuor desires, he may smite the earth with the Scepter and cause *Tremors* (30th lvl Mage Earth Law).

Crown of the Lords: x6 PP, a glittering crown of gold, platinum and jewels, it adds 100 to DB and projects a powerful aura about the wearer.

Bow of Wrath: +40 Longbow with 5x normal range (Kuor has enchanted vision so is able to see distant targets). All arrows shot from it deliver (in addition to the regular attack) a point-blank +100 *Lightning Bolt*, x5 damage.

Armor: Full Plate armor of an alloy known only to Iorak the Orhanian Smith, it provides an incredible defensive bonus. It is a beautiful silver color, covered with intricate etching.

Shield: Of clear Laen with a rim of silver, it is a full shield, weightless, and enchanted to offer full protection vs. all fire including dragon-breath. It is +80 to frontal DB, +50 vs. directed spells.

VALRIS, LADY OF WISDOM

Age: Immortal (Appears 40). **Eyes:** Pale grey. **Hair:** Black. **Build:** Slender. **Height:** 6'1"/12'. **Race/Sex:** Godlike Being/F. **Skin:** Pale. **Demeanor:** Aloof, Quiet. **Dress:** Flowing garments of light grey or white. **True Attitude:** Serene, Scholarly. **Home:** Orhan. **Aka:** "The Wise."

Thick sable hair which flows down her back, large pale grey eyes and ivory-white skin are Valris' most striking features. The "wife" of Kuor and goddess of learning and wisdom, Valris is the patron of scholars, sages and masters of thought. She favors Astrologers, Mentalists and Seers, and though of course she does not channel power directly to pure users of Mentalism (they tap their own "Essence"), she may send them visions and aid their ability to see the future.

Though "female," she is worshipped as a male deity in some cultures. Calm, cool and logical, Valris never loses her temper and is a perfect mate to the equally tranquil Kuor.

Hits: 700 **Melee:** 300bs*/2hs

Missile: 360ja*/lance

AT(DB): 17(200) **Sh:** (Y). **Gr:** (A/L).

MovM: 75 **PP:** 19,200 (2400 x 8).

Lvl: 200. **Profession:** Astrologer (Also Scholar/Sage). **Stats:** St-105; Qu-108; Em-112; In-120; Pr-120; Ag-110; Co-110; Me-122; Re-120; SD-115. **Will:** 560. **AP:** 118.

Skill Bonuses: S&H150; Perc250; Rune200; S&W180; Chan250; DirS200; Act130; Admin140; Chem80; Cook120; Craft90; Dance160; Diplom120; Math70; Medit230; Music150; Nav100; PubSp140; RMas120; Seduct150; Sig140; Sing135; SpellM160; StarG220; WeathW190.

Spells: Base Spell OB is 200; Directed Spell OB is 400. Valris has access to all Astrologer (Sage from RMC I; Moon Mage from RMC III) Base Lists, as well as all Open and Closed Mentalism lists.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Strike of the Seven Stars: a spell similar to a *Triad Aflame* except that from her hands spring a spray of seven balls of cold blue light which she may direct to strike up to seven foes, or any combination of strikes against fewer targets (e.g., three stars against one target, two each against two other foes.) All targets must be within an 180° arc facing her. If she splits attacks, all are at +250; vs. one target they are +500. Range is 500'. Use the Fire Bolt attack table but Electricity criticals. *Note: this is named for the Seven Stars constellation seen in the Kulthean sky.*

EQUIPMENT/WEAPONS:

Girdle: A fabulous accoutrement of woven silver, gold and platinum threads, it is sewn with diamonds and other precious gems which form the various constellations in the sky, overlapping in a changing pattern. In addition, the girdle provides +60 to DB and acts as AT 17.

Tiara: *Eyes of the Ages.* Her tiara is in the form of a simple headband of silver open at the front. It has two large teardrop shaped black pearls suspended from the band so as to lie just over her temples. They are indeed enchanted "eyes," allowing Valris to see into the past and possible futures.

Ring: One of the Four Rings of the Elements made by Iorak, this one is of Air, x8 PP.

Starsword: A Holy sword (i.e., delivering a Holy critical in addition to any others; vs. normal sized foes add +10 to the Holy roll if the base critical was an "A," add +20 if the base critical was a "B," etc.) the Starsword, it is of clear Laen tinted dark blue. When looked at carefully, though, it has the disconcerting appearance like a window or portal, with a panoramic view of the night sky inside. **Normal:** +40 broadsword. **Giant:** +40 2-h sword, 2x damage (she wields it one-handed).

Javelin: Of clear Laen tipped with a silvery alloy, it strikes as a +50 lance with a 1000' range (no range penalties). **Giant:** +100 Lance, 3x damage. It returns to her hand or its sheath after striking. It is also *Of Slaying* anyone Valris wishes dead (one target at a time).

REANN, LORD OF DREAMS

Age: Immortal (Appears 30). **Eyes:** Dark grey. **Hair:** Black. **Build:** Slender. **Height:** 6'8"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Sleepy; Sardonic. **Dress:** Various garments, always black. **True Attitude:** Always alert and on guard when on Kulthea, yet weary. **Home:** Orhan. **Aka:** Dream-master, Bringer of Sleep, Lord of Dreams.

Reann appears as a tall, slender young man with fair skin, black hair and dark, hypnotic eyes. He wears only sable-hued cloth garments trimmed with black leather.

Orhan Lord of the Night, Reann is master of sleep and dreams, sending visions to his followers. He is invoked to guard children while they sleep, both in the real world and in the realm of dreams. Those unable to sleep also ask his help.

He is the only Lord who prefers the night, and considers the starlit time on Kulthea to be his domain even though it is the time when evil things prefer to roam abroad. As a result, Reann has faced the minions of the Dark Gods and the Unlife more than any other Lord. While there is little danger that he would ever be turned to the path of evil, the endless fight against it wears him. Reann's wry sense of humor helps him at these times.

He often travels to the *Shadow World*, hunting evil beasts through the night astride his mighty enchanted spirit-steed: *Starmane*, a white Unicorn with luminous silver horn. Riding through dark forests, he is a misty, shimmering presence in the night, on his endless quest to save the helpless from the fangs and claws of the demonic creatures of evil. Reann is sometimes associated with Jaysek as the two share a similar temperament. In some cultures Reann is thought of as a son of Eissa like the Spirits Jon'no and Vult, because the dream-state is thought to be close to death.

Hits: 720 **Melee:** 420bs*/2hs

Missile: 420lb*/jav

AT(DB): 20(210) **Sh:** Y50. **Gr:** (A/L)

MovM: 115 **PP:** 15,750 (2250 x 7)

Lvl: 180. **Profession:** Seer/Ranger. **Stats:** St-110; Qu-118; Em-118; In-119; Pr-120; Ag-118; Co-110; Me-116; Re-108; SD-111. **Will:** 505. **AP:** 117.

Skill Bonuses: Climb100; Swim100; Ride210; DTraps200; PLocks210; S&H280; Perc220; Rune110; S&W120; Chan250; DirS125; Amb20; MAS120; MASw120; Acro180; Act240; AnTr160; Cav170; Cook130; Craft115; Dance200; Diplom210; Diving170; FAid155; For120; Herd135; Medit155; Music140;

Nav170; PubSp120; RMas100; Sail90; Seduct130; Sig110; Sing190; SpellM90; StarG120; Stra&Tac145; Subdu180; Track250 Tumb160; WeathW280.

Spells: Base Spell OB is 180; Directed Spell OB is 360 (Starfires True). Reann has access to all Seer and Mentalist Base Lists, as well as the Mystic Lists *Confusing Ways*, *Mystical Change*, and *Hiding*, all Open and Closed Mentalism lists and all Ranger Base Lists. (Also all Dream Lord base Lists from RMC III.) Reann also has a unique "Fatal" Channeling (for effectiveness, treat as Absolution Pure on the Clerical Base Channels list): "Reann's Sleep." The effect on those who fail varies: anyone of the Unlife is immediately slain; those not following the Unlife are immediately cast into a deep and unwakeable slumber. Only the successful casting of the spell *Awake* or Reann himself can reverse the spell.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Reann's Sleep: Reann has a unique Absolution Channeling. Treat as Absolution Pure on the Clerical Base Channels list: The effect on those who fail varies: anyone of the Unlife is immediately slain; those not following the Unlife are cast into a deep magical slumber. Only the successful casting of the spell *Awake* or Reann himself can reverse the spell.

EQUIPMENT/WEAPONS:

Bow: +40 Longbow with 2x normal range. Arrows are *Of Slaying* undead, Demons and servants of the Unlife and glow with a silvery light. They return to Reann's quiver so he has an unlimited supply. He can fire 3x a round with no penalty.

Dreamsword: A Holy sword (i.e., delivering a Holy critical in addition to any others; vs. normal sized foes add +10 to the Holy roll if the base critical was an "A," add +20 if the base critical was a "B," etc.) +40 white eog.

Armor: Breastplate and greaves of an alloy known only to Iorak the Orhanian Smith, it provides an incredible defensive bonus. It is black with luminous silvery inlay.

Shield: Of black alloy with a rim of silver, it is a full shield, weightless, and enchanted to offer full protection vs. all fire including dragon-breath. It is +50 to frontal DB, +50 vs. directed spells.

Cloak: Black calf-length cloak, allow the wearer to cast *Tree Door*, *Plant Form True* or *Animal Form True* at will.

Unicorn: The Unicorn Starmane is an immortal spirit beast, highly intelligent. His physical body is an Avatar. **Stats:** Lvl: 70; **Base Rate:** 300; **Max Pace:** Dash; **MnvBns:** 80; **Hits:** 400; **AT(DB):** 12(200); **Attacks:** Hooves: 170 Lba; Horn: 200 L Horn/Tusk. Large Creature. Starmane can assume a larger size when his master is at his 12' incarnation, at which time all his attacks are Hooves: 210 Hba; Horn: 240 H Horn/Tusk and he is a Super-large creature. Starmane can also generate his own *Alkar*.

EISSA, KEEPER OF SOULS

Age: Immortal (Appears 30). **Eyes:** Grey/Blue. **Hair:** Blonde. **Build:** Slight. **Height:** 5'10"/12". **Race/Sex:** Godlike Being/F. **Skin:** Pale. **Demeanor:** Somber. **Dress:** Flowing black hooded robes with a white gown underneath. **True Attitude:** Restrained, Pensive, yet not Unhappy. **Home:** Orhan.

Goddess of Death/Rebirth (and Winter), she is the sister of Reann. Eissa is the deity appealed to when a religious "Lifegiving" is administered. She holds the keys to the Gates of Oblivion and it is her final decision whether a soul is returned. Eissa is more inclined to

allow the return of a soul whose mission on Kulthea has not been completed. If the being in question has lived a full life, or has died in a significant and meaningful way, she may deny the soul's return.

Eissa wears a hooded, flowing black robe and carries a staff of crystal—and a set of crystalline keys to the Gates. Before the Gates is a garden, in the center of which is the Spring of Youth, which feeds the enchanted River of Life on Orhan. The River actually flows mystically to Kulthea and back carrying souls on their journey. Eissa rests here often, staring into the mere by the spring, through which she views her followers on Kulthea.

Cultures on Kulthea have myriad differing beliefs regarding the soul and what becomes of it when someone dies. Some who follow Eissa believe that the soul lives forever, though if the body is destroyed or fails due to age, the soul passes beyond the gates into another state of being. The worst fate is if the soul itself is somehow destroyed, something which can only happen to someone who falls victim to one of the Unlife's cruel servants. Some believe that souls are reborn in new bodies, and some believe that the soul may go to different final resting places depending on how the person lived their mortal life. This is the cause of endless debate among the various religions of Kulthea. What actually happens depends on what the person believes: the Gates of Oblivion lead to a number of different places/existences.

Hits: 600. **Melee:** 350qs/pa. **Missile:** —.

AT(DB): 11(200.) **Sh:** Y*. **Gr:** N.

MovM: 70. **PP:** 19,440 (2160 x 9).

Lvl: 180. **Profession:** Cleric/Healer. **Stats:** St-100; Qu-108; Em-120; In-120; Pr-116; Ag-109; Co-113; Me-108; Re-97; SD-118. **Will:** 485. **AP:** 117.

Skill Bonuses: Perc180; Rune150; S&W220; Chan320; DirS120; AMov150; AD100; MAST210; MASw220; Acro150; Dance200; Diplom150; Lead160; Medit140; Music165; PubSp180; RMas130; Sing190; StarG100.

Spells: Base Spell OB is 180; Directed Spell OB (Lightning Bolt) is 360. Eissa has all healing spells on any list, and all Base Clerical Spells.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Eissa's Call: Treat as Absolution Pure on the Clerical Base Channels list: Anyone failing is "dead," though his or her body slides into a deep coma. Their soul is stored in Eissa's Staff if she wishes—or (in the case of creatures of the Unlife only) destroyed.

EQUIPMENT/WEAPONS:

Mere of Life: A small pool fed by the River of Life that allows Eissa to see any place on Kulthea. She uses it to view her adherents who call upon her for help.

Staff of Doom: A six-foot long rod of clear laen, which can be used as a +30 Holy quarterstaff. It has the capacity to hold souls; Eissa uses the staff to transport souls to and from Oblivion, and to aid her in returning them to a body on Kulthea. In 12' size it strikes as a pole arm but only does Krush criticals.

Keys: A set of keys that open the various Gates of Oblivion. One, a key never used, is the Key to the Void.

Necklace: A chain of gold with three suspended tear-drop diamonds (each 2"/12" long). The necklace is an x9 PP enhancer.

PHAON, LORD OF THE SUN

Age: Immortal (Appears 30). **Eyes:** Amber. **Hair:** Golden Blond. **Build:** Muscular. **Height:** 6'10"/12". **Race/Sex:** Godlike Being/M. **Skin:** Tanned. **Demeanor:** Egotistical. **Dress:** Short tunic of white cloth trimmed with gold. **True Attitude:** Well-meaning, yet self-confident. **Home:** Orhan.

God of the Sun (and Summer), Phaon rides a great winged horse with flaming mane and tail. His eyes are deep amber and his hair is golden blond. Very tall, tan and muscular, he wears only a short tunic of white cloth trimmed with gold.

Phaon was once patron of the Cloudlords of Tanara; he is often considered the god of "fatherhood" in that, as husband of Oriana (the Earth-goddess) and god of the Sun, he represents the masculine aspect of fertility. He is known among the Lords as a charmer and seducer of Kulthean women, often appearing to them in different guises when he does so. He has "sired" numberless children on Kulthea (most have no special powers; and exactly how non-corporeal beings can sire children remains a vexing mystery for Loremasters and a miracle for theologians).

Hits: 900 **Melee:** 560ma/wm
Missile: 500ja/pa.
AT(DB): 17(210) **Sh:** Y* **Gr:** A/L*
MovM: 65 **PP:** 10,800 (2160 x 5)

Lvl: 180. **Profession:** Mentalist/Fighter. **Stats:** St-120; Qu-117; Em-101; In-103; Pr-119; Ag-115; Co-119; Me-108; Re-99; SD-110. **Will:** 320. **AP:** 118.

Skill Bonuses: Climb270; Swim180; Ride300; S&H90; Perc270; S&W180; Chan270; DirS270; AMov180; AD100; MAST180; MASw180; Acro270; Act180; AthlG200; Dance150; Diplom135; Diving180; Lead270; Music145; PubSp300; Seduct270; Sing180; SpellM180; StarG100; Stra&Tac195; Subdu270; WeathW180.

Spells: Base Spell OB is 180; Directed Spell OB is 270. Phaon has the Mentalist Lists *Brilliance*, *Self-healing*, *Spell Resistance*, *Sense Mastery*, *Speed*, *Mind's Door*, *Movement*, *Mind Control* and *Mind Speech* to 50th level, (the Mana Fires lists and High level spell *Hellscape* from RMC I).

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Immunity: Phaon is also immune to all forms of heat (including dragon fire-breath).

Eyes of the Sun: Phaon can fire beams of intense energy from his eyes 5x a day. His range is 2000' and he can cover an area of 1000 square feet (by panning the beam; for instance he could strike an arc 10 x 200'; minimum dimension is 10'). All within suffer a point-blank *Fireball*, x5 damage.

EQUIPMENT/WEAPONS:

Scepter of the Sun: A great golden mace set with yellow sapphires and inlaid with wood and onyx. The scepter strikes as a +50 Holy Mace, delivering double hits and a Plasma critical of equal intensity as the regular crit. The head of the mace (a single large globe of yellow laen) glows with a bright light, blinding all creatures of the Unlife within 300' (they are at -90). The scepter

can also cast *Sunfires True*, but Phaon uses the *Plasma Attack* and critical tables (RMC III), x6 damage.

Javelin: +60, of a golden alloy. Can be thrown up to 500' without distance penalty; returns instantly to wielder. Bursts into flame in flight and strikes delivering an additional Plasma critical of equal severity as the regular crit.

Armor: (Only worn into battle.) Breastplate and greaves of a lightweight yet resilient golden alloy, +50.

Circlet: A golden band set with a single large yellow sapphire, it protects Phaon's head as a full helm and negates head and neck criticals 75% of the time. It is also x5 Mentalist PP.

Winged Steed: The Pegasus *Shurok* is an immortal spirit beast, highly intelligent. Like Reaan's mount *Starmane* (and the Lords themselves), his physical body is an Avatar. His air speed—over 200 mph—is partially due to his enchanted nature. He can mentally summon and command any Pegasus or Steardan within 5 miles. **Shurok's Stats:** Lvl: 50; Base Rate: 200 (ground) 3000 (air); Max Pace: Dash; MnvBns: 80; Hits: 300; AT(DB): 12(100); Attacks: 150 LBa/ 100LMTs/ 100Lbi, Large Creature. *Shurok* can assume a larger size when his master is at his 12' incarnation, at which time all his attack bonuses are tripled and he is a Super-large creature.

ORIANA, LADY OF LOVE

Age: Immortal (Appears 30). **Eyes:** Violet, gold-flecked. **Hair:** Golden blonde. **Build:** Statuesque/Voluptuous. **Height:** 6'3"/12". **Race/Sex:** Godlike Being/F. **Skin:** Lightly tanned. **Demeanor:** Caring; Sometimes Amorous. **Dress:** White gown. **True Attitude:** Serene; Empathic. **Home:** Orhan/Mur Fostisyr.

Goddess of Love, Spring, and in some areas, the Sun, Oriana is a beauty with golden hair and violet eyes. She is the wife of Phaon, though as is typical with the Lords of Orhan, the concept of "marriage" between gods is more a loose association than a true spiritual union. Both Oriana and Phaon have many lovers; in Oriana's case it was part of her original ritual with the *Kytaari* to bear the first members of the royal line.

Called upon to consecrate many wedding ceremonies, her blessing promises many healthy children, and (perhaps ironically) an undying mutual love. She is prayed to often, but rarely bestows her full blessing. Although almost always bearing a serene visage, Oriana has been known to weep should one partner in a beautiful relationship (which she may have nurtured) meet with a tragic end. She also has a more sensual side, playful and lustful, inspiring lovers to daring rendezvous.

Oriana favors a tunic or gown of shimmering white trimmed with gold. Sometimes her tunic is a sheer, revealing garment.

She is an adept martial artist, and may have brought those skills to her *Kytaari* people—along with the unusual weapon called the—*Ikasha*. It is similar to a large throwing star, but more effective, and the accomplished user can cast it so that it will return safely to him or her.

NOTE: The arctic *Ky'taari* people worship Oriana as *Ariaana*, goddess of the Sun (the reason she is worshipped rather than Phaon is not clear). She appears to her followers there with golden eyes.

Hits: 720 **Melee:** 360bs **Missile:** 420ikasha
AT(DB): 20(160) **Sh:** (Y) **Gr:** N

MovM: 50 **PP:** 17,280 (2160 x 8)
Lvl: 180. **Profession:** Mage/Monk. **Stats:** St-110; Qu-110; Em-118; In-110; Pr-119; Ag-116; Co-105; Me-110; Re-111; SD-113. **Will:** 480. **AP:** 118.

Skill Bonuses: Climb180; Swim180; Ride90; S&H90; Perc270; Rune270; S&W270; Chan360; DirS360; AMov180; AD100; MAST270; MASw270; Acro270; Act180; Admin180; Arch180; Cook90; Craft90; Dance180; Diplom180; Lead150; Medit120; Music180; PubSp210; RMas145; Seduct360; Sing270; Ski180; SpellM210; StarG220; Subdu180; Track250; WeathW230.

Spells: Base Spell OB is 180; Directed Spell OB is 360 (Firebolt). All lists dealing with fire, including Mentalist *Brilliance* (Mana Fires from RMC I), all Base Monk to 50th.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Immunity: Oriana is immune to all forms of heat and cold (including dragon fire-breath).

EQUIPMENT/WEAPONS:

Sunsword: +40 Holy broadsword, it flames on command and can thus give an additional Heat critical.

Pendant: A golden sunburst with a large cabochon of yellow crystal set in the center. It will cast *Sunfires True* at will, 3x normal power. It is also an x8 PP enhancer.

Bracers: Gold-alloy wrist bracers that add 80 to DB and allow Oriana to parry missiles as frontal melee attacks. They also generate an energy field that protects at AT 20.

Ikasha: Gold-alloy throwing star. It has 5x the normal range, strikes as a +40 broadsword, and returns magically to the wielder. 5x range.

Tiara: Golden filigree diadem set with yellow stones. It protects as a helm and negates head criticals 60% of the time.

CAY THE WARRIOR

Age: Immortal (Appears 20). (Appears 20) **Eyes:** Azure. **Hair:** Brown, curly. **Build:** Muscular. **Height:** 6'10"/13'. **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Usually Lighthearted, Playful. **Dress:** Plain tunic. **True Attitude:** As Demeanor. **Home:** Orhan.

Lord of physical strength and athletic prowess, Cay appears as a muscular yet not brawny youth. He cannot be bested in unarmed combat; only Kuor can beat him with weapons—and then not every time. Cay is handsome, but not in the—“beautiful” way that the twins or Teris are. He wears only a short blue tunic off one shoulder unless leading mass combat—an extremely rare occurrence for any of the Lords—in which case he dons shimmering silver armor. His favored weapon is a spear. Cay is often the patron of athletic games. He is also an infamous seducer (though not as much in this regard as Phaon), having fathered many children across Kulthea.

While Cay is normally calm—even fey—in battle he can sometimes be overcome by a berserk rage and cannot be held back even by his fellow Lords. In those times he is truly terrifying, destroying everything in his path. With his great sword he will wade into a crowd of foes, cutting them down like so much wheat under a scythe.

Hits: 900. **Melee:** 600twhs. **Missile:** 600sp/pa.
AT(DB): 11(330)/20(250).

Sh: (Y) **Gr:** (A/L)
MovM: 130 **PP:** 10,800 (2160 x 5)

Lvl: 180. **Profession:** (High) Warrior Monk/Mentalist. **Stats:** St-121; Qu-121; Em-104; In-101; Pr-118; Ag-121; Co-116; Me-110; Re-105; SD-98. **Will:** 260. **AP:** 120.

Skill Bonuses: Climb270; Swim270; Perc180; Chan180; DirS360; Amb70; AMov270; AD100; MAST490†; MASw490†; Acro270; Act180; AthlG290; Cont210; Dance240; Diving150; Frenzy200; Lead180; Music120; PubSp180; Seduct360; Sing180; Stra&Tac180; Subdu360; Trick160; Tumb240.

Spells: Base Spell OB: 180; Directed Spell OB: 270 (Lightning Bolt from bracers). Cay has access to all Monk Base Spells and *Essence Shield Mastery* to 50th level (and Paladin Base lists from RMC I).

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Regeneration: Cay can regenerate 20 hits per round, cannot be stunned or forced to parry.

Defensive Ability: His bare skin is AT 11. Cay's unarmored DB is based on his 121 Quickness, his 100 Adrenal Defense, and his ability to *Deflect* and *Bladeturn* up to 180 attacks per round (!), subtracting 100 from them.

Offensive Ability: Cay can engage up to four foes in martial arts melee combat with no subtraction to his bonus. Also, he delivers 4x the damage shown on the martial arts charts and should use the “Breaking 150” rule if at all possible (see Appendices).

EQUIPMENT/WEAPONS:

Sword: A two-handed laen sword with silver hilts and guard, it does triple damage and criticals in large size (alternatively, Cay can designate that he is striking up to five people in one swing if they are standing within a 90° arc). He rolls five times at -100 from his total bonus.

Spear: Fashioned of Dir-wood with an adamantite head, this Holy weapon strikes as +40 Mounted Lance when used in melee, can be used to parry missile weapons, and if thrown has a range with no penalty of 600'; returning by instant *Long Door* to the wielder.

Bracers: Four bands of a dark silvery alloy worm around ankles and wrists; these bracers allow Cay to parry weapons without harm. The wristbands will also, when struck together, unleash a devastating *Lightning Bolt* (300' range, x5 hits) 5x per day.

Gé: A bola-like weapon, it has a range of 500'; strikes on the Flail table +50 and is *Of Slaying* creatures of the Unlife. It returns safely to the wielder's carry pouch after each throw.

Armor: Full plate of overlapping grey plates.

Chain: A simple gold neck-chain, it protects vs. neck criticals. It is also an x5 PP enhancer.

JAYSEK, THE POET

Age: Immortal (Appears 20). **Eyes:** Hazel. **Hair:** Dark Brown. **Build:** Slight. **Height:** 6'8"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Pouting; Sullen. **Dress:** Dark, monochrome clothing. **True Attitude:** Self-possessed. **Home:** Orhan. **Aka:** The Poet.

Jaysek is god of Visual Art and Magic, twin brother of Kieron—and like his brother, he is lean and beautiful. Very serious and at times sullen, he has a penchant for writing morbid, depressing, and tragic poetry. Jaysek wears black or grey garments, and often travels the

Shadow World appearing as a normal man astride a black horse, wearing a black, hooded cloak and speak-

ing dark prophesies (though he is not the Nameless One). Jaysek also sometimes joins Reaan on his nocturnal visits.

Jaysek composed (or has claimed to compose) many of Kulthea's alphabets, and is credited with inventing the Orhan Tarot. He is the patron of Illusionists, Scholarly Bards, Mystics, and Seers. He enjoys puzzles and word games, and mechanical devices.

Jaysek at one time took an interest in the Dúranaki race in Tanara, and has adopted their favored weapon: the Kynac.

Hits: 700 **Melee:** 460rp/2hs*

Missile: 420rp/bs*

AT(DB): 18(180) **Sh:** Y* **Gr:** A/L

MovM: 115. **PP:** 13,720 (1960 x 7).

Lvl: 160. **Profession:** Seer/Mystic. **Stats:** St-115; Qu-120; Em-118; In-113; Pr-121; Ag-118; Co-109; Me-118; Re-107; SD-114. **AP:** 122.

Skill Bonuses: Climb120; Swim160; Ride240; DTraps220; PLocks240; S&H290; Perc320; Rune320; S&W320; Chan320; DirS320; Amb60; AMov90; AD60; MAST160; MASw160; Acro150; Act380; Appr210; Arch160; Chem90; Craft240; Dance160; Diplom240; Fals180; Lead180; Math90; Medit240; Music160; PubSp320; RMas240; Seduct260; Sing160; SpellM190; StarG150; Subdu180; Track200; Trick145; WeathW240.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Fire Bolt). Jaysek has all of the Mystic, Illusionist and Seer Base Lists, as well as the Loremaster Lore-related lists (and all Sage Lists—RMC II).

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Power Runes: Jaysek can paint either a Sign of Stunning or a Sign of Striking as a glittering rune in the air in front of him. All within a 60° wide arc of the Sign must make a RR or be affected. If Stunned, they are stunned no parry for 1 round per point of failure. If Striking, they take an Impact critical, severity determined by amt of failure (01-20: "A"; 21-40: "B"; 41-60: "C"; 61-80: "D"; 81+: "E"). Jaysek may employ 10 Singes per day.

EQUIPMENT/WEAPONS:

Long Kynac: A long knife fashioned of Keron alloy, it strikes as a rapier. This Kynac is also +50 (Rapier Table), is Of Slaying Demons, and cannot be fumbled.

Kynacs (4): Shorter, throwing versions of a Long Kynac, these are all +40 (Rapier Table) and have 3x the normal throwing range (up to 150' w/no penalty; up to 300' at only -25). They return safely to the wielder (Jaysek can throw all four in one round, at up to two foes).

Armor: Black Dragonskin with platinum fittings.

Orb: A fist-sized sphere of crystal, allows the user to cast all Seer spell lists freely and in combinations. It is intelligent and has a personality of its own—with a wry wit.

KIERON, LORD OF MUSIC AND DANCE

Age: Immortal (Appears 20). **Eyes:** Blue. **Hair:** Dark Brown. **Build:** Slight. **Height:** 6'8". **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Playful; Mocking. **Dress:** Highly varied clothing. **True Attitude:** Self-infatuated. **Home:** Orhan. **Aka:** Davix (Myri), The Bard.

Kieron is the god of festivals, including the performing arts (music, plays, sometimes poetry). He plays a stringed instrument called the *Quindera* and has a hyp-

notic singing voice. He is called upon to bless wine and ale, (and to aid in recovery from hangovers).

Also a prankster, Kieron will often "pose" as his twin Jaysek (the two are "naturally" identical, except that Kieron's eyes are blue), causing mischief on Kulthea by pretending to deliver serious prophesies to Seers and Mentalists. More seriously, as the patron of performing arts, he is the muse for many artists, playwrights and musicians.

Although Kieron's clothing tastes are quite varied, he will often don a tunic of sheer silk. His hair is most often cut very short and standing up, but sometimes he has it shoulder length or gathered in a ponytail.

Kieron is somewhat of a lustful god, appearing in many attractive forms—including that of a beautiful woman—to seduce unwary Kultheans; though as often as not, he will have the—"prey" at his mercy and suddenly change his mind or become distracted and wander off.

Hits: 700 **Melee:** 520rp/pa **Missile:** 500lb/sp

AT(DB): 4(260) **Sh:** (Y) **Gr:** N

MovM: 118 **PP:** 14,560 (2080 x 7)

Lvl: 160. **Profession:** Bard. **Stats:** St-115; Qu-120; Em-119; In-113; Pr-121; Ag-118; Co-109; Me-118; Re-107; SD-114. **AP:** 122.

Skill Bonuses: Climb220; Swim160; Ride150; DTraps260; PLocks300; S&H320; Perc320; Rune190; S&W200; Chan300; DirS320; Amb60; AD80; MAST240; MASw240; Acro190; Act280; Appr250; Chem190; Craft200; Dance320; Diplom210; Fals260; Gamb240; Lead160; Medit160; Music320; Nav140; PubSp240; RMas210; Sail180; Seduct320; Sig160; Sing320; SpellM190; StarG160; Subdu250; Track180; TrapB160; Trick280; Tumb160; WeathW230.

Spells: Base Spell OB is 160; Directed Spell OB is 320. Kieron knows all Bard and Mentalist Base lists, Mystic Base *Confusing Ways*, *Hiding*, and *Mystical Change*, and all Open and Closed Mentalist lists to 50th level (and all Montebanc lists from RMC III).

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Song of Senselessness: Kieron sings and all within the sound of his voice (he can control it up to a 300' radius, all within a room, etc.) must make a RR or gradually succumb to a state similar to being inebriated. For every round the Lord sings, all who fail lose 10 from all maneuvers, combat, perception, etc. (all actions) until they bottom out at

-100. In addition, emotional states are heightened. Players and GM should decide whether the character is a "happy drunk" or an "angry drunk." Fights may ensue. After Kieron stops singing, all roll D100 to see how many minutes before they pass out for 2D4 hours, after which they have a hangover for 2D4 hours which renders them at -50 for all actions. Kieron may only use this power 2x per day.

Water to Wine: Kieron can turn any and all water within 300' in containers (not running water like a stream) to decent wine, ale or beer. He can do this 5x per day.

EQUIPMENT/WEAPONS:

Quindera: A lute-like instrument, very complex to play but with a unique sound. Kieron is a master of its subtleties.



Kieron and Jaysek

BERSTIUS '03

Rapier: +50, of Keron alloy, it is an unusual weapon for Kulthea, but Kieron is skilled with it and a match for the best swordsmen. It is a Holy weapon.

Main Gauche: A defensive weapon, it casts *Total Deflect True*, subtracting 100 from all attacks in every direction. Kieron can also use it as a shield and to parry any attack.

Lockpick Kit: An assortment of magical devices that aids in picking almost any lock.

Cloak: A black, hooded, full-length garment which can change color to match the surroundings; adds +100 to hiding.

Longbow: A beautiful bow of a pale wood, it is +60, 3x normal range. Kieron has 30 arrows of the same wood, with tips of laen, each Holy.

ILOURA, LADY OF THE EARTH

Age: Immortal (appears 30). **Eyes:** Hazel. **Hair:** Auburn. **Build:** Full-figured. **Height:** 6'2". **Race/Sex:** God-like Being/F. **Skin:** Ruddy. **Demeanor:** Warm, Hospitable. **Dress:** Green and brown robes. **True Attitude:** Caring, Motherly. **Home:** Orhan. **Aka:** Illila (to Myri), Earth mother.

Goddess of the Earth (and the Harvest/Autumn), she is the mistress of growing things, of plants and animals of the lands. She is also a fertility goddess in some cultures. Iloura wears flowing robes of green and brown, and her auburn hair is often adorned with flowers and colorful leaves. Her eyes are large and hazel, framed by soft features; she frequently appears on Kulthea in the form of a deer or other fleet-footed animal. Harvest festivals are the time she is most honored, and many peoples of the *Shadow World* give thanks to her for bountiful returns. Her husband is Iorak the Smith.

Many (often the more primitive) cultures worship only Iloura, Phaon and Kuor as gods of earth, sun and sky/rain, respectively.

Hits: 640 Melee: 320qs/pa

Missile: 320 (special)

AT(DB): 17(180) Sh: N Gr: N

MovM: 105 PP: 14,000 (2000 x 7)

Lvl: 160. Profession: Animist/Ranger (Druid). Stats: St-109; Qu-112; Em-120; In-121; Pr-113; Ag-116; Co-114; Me-108; Re-110; SD-114. AP: 113.

Skill Bonuses: Climb240; Swim160; Ride320; S&H450; Perc240; Rune240; S&W300; Chan320; DirS320; AMov160; Acro160; Act200; Admin140; AnTr320; Cav160; Cook320; Craft240; Dance240; Diplom180; For320; Herd320; Medit240; Music240; Nav320; PubSp160; RMas120; Sail160; Seduct120; Sing240; Track320; WeathW320.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Earthbolt—uses Icebolt attack and Impact critical). All Base Animist, Ranger (and Druid and Beastmaster from RMC I, Arcane Coven Base lists from RMC III) lists to 50th level. Iloura also has an unusual "Fatal Channeling." (For effectiveness, treat as Absolution Pure on the Clerical Base Channels list): "Reaan's Sleep." The effect on those who fail is that they are turned into a tree or other large plant form appropriate to the environment. Only Iloura can change them back.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Control Plants: Iloura can command any and all foliage within a 5-mile radius to do her will (within its ability).

EQUIPMENT/WEAPONS:

Earthstaff: A tall staff that is ever shifting and (seemingly) growing. It takes on the appearance of various types of tree, always with a leafy branch or two sprouting from the top. It is an x7 PP multiplier, can be used as a +40 Quarterstaff, and can shoot "rootlings": small roots which attack a target by growing at incredible speed and entangling him. Rootlings strike on the Grapple/Grasp/Envelop Table (Huge). If one gets a critical on the first attack, it gets to attack again every round, with the target no longer getting and DB due to Quickness or other avoidance abilities. The Rootlings will not kill unless ordered by Iloura; just immobilize.

Robes: Flowing green and brown robes, they add 200 to Iloura's Hiding bonus while outdoors (they change color to match their surroundings) and are of an enchanted material that protects as AT 17.

Garland: A crown of living leaves and flowers, the garland protects Iloura's head as a helm and prevents head and neck criticals 70% of the time.

SHAAL, LORD OF THE SEAS

Age: Immortal (Appears 40). Eyes: Blue. Hair: Blue-white. Build: Muscular. Height: 6'8"/12'. Race/Sex:

Godlike Being/M. Skin: Pale (almost white). De-meanor: Stern; Angry. Dress: Naked or draped in a rough kelp garment. True Attitude: Impatient; Quick-tempered. Home: Orhan/Kulthea's Oceans. Aka: Allanda (female, to the Myri).

The god of the sea (and of Fall), Shaal is also called "The Destroyer" by some, in association with the erosion of the sea and sea storms. He is the guardian and chief deity of Mermen, Sea-Elves and other marine races.

Shaal is moody and rarely is seen in his human form, instead assuming the shape of a Merman, whale or great dolphin. When in human form, he is a burly man with blue-white hair and beard, pale skin, and blue eyes. He wields a great trident of greenish alloy set with emerald points. Ruthless and generally unsympathetic to all but sea beasts and peoples, he cares little about events on the land. He has been known to send storms against sailors who do not seem appropriately afraid of the sea; (Shaal is not as cautious as Kuor when meddling with the weather)

Hits: 700

Melee: 500sp/pa*

Missile: 540net*

AT(DB): 17(180) Sh: N

Gr: A/L

MovM: 125. PP: 12,800 (1600 x 8).

Lvl: 160. Profession: Sorcerer/Fighter. Stats: St-117; Qu-120; Em-112; In-115; Pr-118; Ag-117; Co-116; Me-112; Re-113; SD-106. AP: 114.

Skill Bonuses: Climb160; Swim320; Ride; S&H; Perc300; S&W310; Chan320; DirS320; Amb30; AD60; Acro160; Act80; Admin160; AnTr240 (sea only); Diving320; Lead160; Medit160; Nav320; PubSp160; Sail320; Seduct160; Subdu240; WeathW210.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Water Bolt). Shaal has all Base Sorcerer, and any list that deals with the control of liquids and weather—as long as it is weather over or adjacent to a body of water—to 50th level. (Also the High Level Spell *Hellsea*, RMC I.)

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Shaal's Demand: A unique Fatal Channeling (for effectiveness, treat as Absolution Pure on the Clerical Base Channels list): Anyone failing is completely dehydrated as Shaal sends the body's water back to the sea. The remains are a pile of powdery chemicals; difficult to recover.

Control Sea Beasts: He also controls all non-sentient sea creatures in a 10-mile radius and his influence extends wherever there is water (lakes, rivers, etc.), though his power is significantly reduced outside of the greater seas—only 1 mile up into freshwater bodies from the coasts.

EQUIPMENT/WEAPONS:

Trident: A fearsome weapon, it is not only a +60 Holy weapon that strikes as a spear to deliver 3x normal damage, but can fire "Tribolts 300": a simultaneous Ice, Water and Steam Bolt; (steam bolt uses Firebolt tables with scalding burns). All are equally effective in air or underwater.

Net: A net with a 300' casting range, it is of unbreakable living fibers.

Natural Armor: Shaal's skin transforms to scales when he goes into combat, conferring on him AT 17.

Crown: A diadem of silver and coral, it is an x8 PP enhancer, and protects as a full helm, also canceling head criticals 70% of the time.

TERIS, THE MESSENGER

Age: Immortal (appears 15-17). **Eyes:** Light Brown. **Hair:** Blond, curly. **Build:** Slender. **Height:** 6'4"/12". **Race/Sex:** Godlike Being/M. **Skin:** Lightly Tanned. **Demeanor:** Hyperactive, Childlike. **Dress:** Short, diaphanous tunic. **True Attitude:** Serious about his duties, but little else. **Home:** Orhan.

Messenger of the gods, he appears as a beautiful, androgynous youth in his middle teens. He carries a short staff that records the messages to be delivered. Always barefoot, he can run faster than any living creature, or travels on his magical shield with superlative balance. Teris is the patron of one of the Navigator Guilds (The Navigators), and his name occasionally mentioned—not always in a positive way—by other Navigator guilds.

Teris has many childlike qualities to mirror his youthful form. He likes to tease mortals and Elves and lead them along. He will appear in human guise and join in races or other athletic competitions just to amaze everyone with his speed and power. He and Cay sometimes cheer different competitors in athletic games just for the fun of the rivalry.

Teris is considered important in the United Orhan Church in Rhakhaan because he is believed to be in many ways the principal link between Kulthea and Orhan. Many supplicants pray to him to carry their thoughts to the other Lords.

In a few theologies Teris is the son of Cay and Oriana and associated with the sun.

Hits: 500 **Melee:** 380qs/pa **Missile:** 360lb/sp
AT(DB): 4(250) **Sh:** Y **Gr:** N
MovM: 125 **PP:** 10,080 (1680 x 6)
Lvl: 140. **Profession:** Mentalist. **Stats:** St-110; Qu-121; Em-105; In-95; Pr-120; Ag-120; Co-103; Me-104; Re-96; SD-99. **Will:** 225. **AP:** 118.

Skill Bonuses: Climb140; Swim140; Ride280; Perc280; Rune140; S&W280; Chan280; DirS280; AMov210; AD70; MAST280; MASw280; Acro200; Act155; AthlG140; Dance165; Diplom130; Diving210; Fals180; Fletch190; Lead160; Math145; Medit280; Music200; Nav280; PubSp280; RMas130; Sail110; Seduct210; Sig260; Sing100; Ski250; SpellM240; StarG280; Subdu100; Track170; WeathW200.

Spells: Base Spell OB is 140; Directed Spell OB is 280 (Lightning Bolt). In addition to the Base, Open and Closed Mentalist lists, Teris has access to all Navigator Spell lists.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Speed. Teris can be 4x hasted for movement and combat. He can also run or fly at 2x the speed of any other Lord.

EQUIPMENT/WEAPONS:

Staff of Remembering: A short, silver staff, the gold head of which is a pair of spread wings, with a crystal sphere held between them. It will serve as a +50 Holy Quarterstaff, but its main purpose is as a recorder: it speaks, and will perfectly record any message, to be re-

played when Teris desires. It will even produce holographic images.

Shield of Essence-Riding: A long, oval shield of pale golden wood, it will float in front of Teris to defend him, or alternatively, he can stand on it and it will carry him at high speeds.

Longbow: Of the same golden wood as the shield, it is +40 with twice the normal bow range.

IORAK, THE SMITH

Age: Immortal (Appears 35). **Eyes:** Brown. **Hair:** Black. **Build:** Bulky/Muscular. **Height:** 6'2"/12". **Race/Sex:** Godlike Being/M. **Skin:** Dark Tan/Brown. **Demeanor:** Impatient, Surly, Distracted. **Dress:** Sturdy cloth/leather garments. **True Attitude:** Gentle, Uncomfortable among others. **Home:** Orhan.

Husband of Iloura and Smith of the gods, Iorak is physically strong but not the match in combat of Cay or Kuor. With his dark complexion, black hair and beard, Iorak is an imposing character, an appearance that belies his gentle nature. He almost never leaves his great smithies on Orhan. In fact, he is somewhat of a recluse, avoiding many of the social gatherings frequented by the gods and their aides.

Iorak has made all of the items used by the Lords of Orhan, and is in most ways the most powerful Artificer of the Kulthean system. However, an occasional Human or Elven smith has risen above Iorak's incredible yet "workmanlike" abilities to produce an item of surpassing beauty or elegant power. The Smith Tethior among this very small group.

In some religions, Iorak is said to have created the physical forms of all the races on Kulthea (and Iloura all the other fauna and flora), and that Eissa provided the waters of her River, which Kuor rained upon them and gave them life.

Hits: 750. **Melee:** 480ths. **Missile:** 460hcb.
AT(DB): 20(260). **Sh:** Y. **Gr:** A/L.
MovM: 119. **PP:** 17,680 (2210 x 8).

Lvl: 170. **Profession:** Alchemist. **Stats:** St-118; Qu-113; Em-121; In-118; Pr-111; Ag-119; Co-110; Me-120; Re-109; SD-116. **Will:** 500. **AP:** 108.

Skill Bonuses: DTraps340; PLocks340; Perc255; Rune340; S&W340; Chan300; DirS340; Admin170; Appr340; Arch290; Chem310; Craft340; Fals300; Fletch260; LeatherW340; Math310; Medit255; RMas320; Smith340; SpellM210; StoneC200; TrapB330; WoodC340.

Spells: Base Spell OB is 170; Directed Spell OB is 340. Iorak has all Alchemist, Mage, (and Runemaster and Arcane) Base Lists, as well as all Open and Closed Essence lists.

SPECIAL ABILITIES:

Godlike Powers: As all Lords of Orhan (above).

Alchemical Powers:

Iorak has superior Smithing and Alchemical skill beyond anything known on Kulthea.

EQUIPMENT/WEAPONS:

Tools: Special, enchanted tools for smithing and crafting.

Mask: A curved sheet of clear laen, it is suspended in front of Iorak's face by a headband device. The mask is intelligent and speaks, even as it can display (as a visual overlay) the components and powers of any magic item.

The mask protects Iorak's face (head, neck) against heat, cold, and other dangers.

Ring: x8 PP enhancer.

Gloves: Heat/cold resistant gloves that allow Iorak to grasp something with the strength of a vise or powerful tongs.

Forge: Iorak's smithy and forge complex is like nothing known on Kulthea—a vast compound of buildings suited for every imaginable (and some unimaginable) type of crafting. Iorak also supervises mining on Orhan for the raw material he needs.

Sword: A two-handed blade of a strange blue alloy, it is a +60 two-handed sword that delivers an additional Electricity critical, casts *Total Deflect True*, and can deflect any spells cast against the wielder.

Heavy Crossbow: An enchanted weapon, it reloads every round, delivers 3x hits, has 3x range.

GREATER SPIRITS OF ORHAN

These are powerful servants and aides of the Lords of Orhan; in essence they are demigods. Spirits are more numerous and more likely to be encountered (or at least seen) by an adventurer than the Lords themselves. A selection of these spirits is detailed at the end of this section.

THE NATURE OF THE SPIRITS

The Spirits of Orhan are believed to trace their origins from one of three sources: they are lesser beings who entered this space-time with the Lords and have always served them, children of a Lord and Nymph mating, or they are offspring of a Lord mating with a human or Elven female. The last, while not unheard of on Kulthea, are rarely powerful enough to reside on Orhan with the Lords. More than sheer Essence control, the Spirit must be enough like a Lord to endure the stretch of time as a nearly omnipotent being and maintain his 'humanity' as it were. A few children have fallen from grace to violent insanity over the millennia and had to be destroyed by the Lords at great emotional and physical cost. These occurrences are a special tragedy for the Lords of Orhan.

GENERAL POWERS OF THE GREATER SPIRITS

The powers common to all the Greater Spirits of Orhan are similar to the powers of the Lords (see above) though as can be seen by their skills and powers below they are somewhat less mighty. Also, in their "larger" combat size, they tend to be slightly smaller in stature than the Lords, and their Alkar is not as brilliant (though most would not notice the difference).

SOME SPECIFIC SPIRITS

Following is a selection of a few Spirits of Orhan. There are in fact dozens of these beings. Many are patrons of specific professions, cults, etc.

GM Note: Notations in parentheses refer to powers, professions or abilities in the *Rolemaster Companion Books*,

should the GM have these books and wish to use these alternate choices.

LAIA, THE WARRIOR

Age: Immortal (Appears 20). **Eyes:** Azure. **Hair:** Mahogany/wavy. **Build:** Slender but Athletic. **Height:** 6'0"/11'. **Race/Sex:** Godlike being/Female. **Skin:** Light Brown. **Demeanor:** Aloof, Confident. **Dress:** Belted tunic. **True Attitude:** Indifferent, Reserved. **Home:** Orhan.

Daughter of Cay and a mortal woman—one of the Kuluku of SE Emer, Laia is one of the few half-breed—"children" of the Lords of Orhan who has been elevated to "godhood" and now lives on Orhan. She is a superior warrior, a martial artist like her father, though unlike him she has a cool demeanor. She is the patroness of the Amazon warriors of Itanis and several other cultures where women are the dominant sex.

Hits: 300

Melee: MAST 350 MASw 350.

Missile: 400gē

AT(DB): 12 (240)

Sh: (Y).

Gr: Y.

MovM: +60

PP: 1500 (5 x 300)

Lvl: 60. **Profession:** Monk. **Stats:** St-108; Qu 108; Em 102; In 100; Pr 105; Ag 107; Co 102; Me 95; Re 92; SD 94. **AP:** 108.

Skill Bonuses: Climb150; Swim150; Ride120; S&H180; Perc150; Amb+20; AMov (all) 100; AD150; Acro120; AthlG200; Cont120; Dance120; Frenzy120; Subdu180; Tumb180.

Spells: Base Spell OB is: 60. Laia knows all Monk Base lists to 50th level (she is a Monk of Mentalism) and five Open and Closed Mentalist lists to 20th.

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

Combat Prowess: Laia may engage three foes simultaneously without penalty (i.e., she must divide her OB among them, but suffers no other penalty; she does get her full DB against all foes).

EQUIPMENT/WEAPONS:

Bracers: Wrist and ankle bands that allow Laia to parry weapons without harm.

Gé: A gé of returning, it can be thrown up to 500' without penalty, and returns to Laia's belt pouch by *Long Door*.

Belt: Of armoring; it gives the wearer an effective AT of 12 (40)

Headband: Of leather, it protects Laia's head as if it were a full helm and acts as a x5 PP enhancer.

BÆRIS, THE LOVER

Age: Immortal (Appears 18). **Eyes:** Green. **Hair:** Red-blond. **Build:** Muscular. **Height:** 6'6"/11'. **Race/Sex:** Godlike being/Male. **Skin:** Fair (freckled). **Demeanor:** Melancholy. **Dress:** Short, belted tunic off one shoulder. **True Attitude:** Angst-ridden. **Home:** Orhan.

Considered (in many incarnations of the Orhan pantheon) to be the son of Oriana yet one who often appeals to Eissa, Bæris has the interesting occupation of being the patron of young love—and its inevitable tragedies. While boyishly attractive, he rarely smiles and often looks to be on the verge of tears. He will sometimes act to re-unite couples who are divided because of a misunderstanding, and he comforts those who have lost a lover.

In cases of a special tragedy where one lover has been slain, Bæris will beseech Eissa to allow him to return the dead lover to the living. If Eissa allows him to cry, his tears falling on the face of the dead youth will heal his or her wounds and bring them back to life. This would be quite unusual of course, and Bæris will only ask for this under the tragic circumstances of star-crossed lovers. Bæris does have considerable healing powers short of raising the dead, however, and his followers will often call upon him to protect or save their loved ones who have been injured—especially in battle.

On a more tangible level, Bæris frequently combats Avenger Demons, and the *Procreators*, demons of Essænce who pervert the higher ideals of love.

Hits: 350. **Melee:** +350bs. **Missile:** +300 lb.

AT(DB): 17 (200). **Sh:** Y. **Gr:** Y.

MovM: 75. **PP:** 5040 (720 x 7)

Lvl: 80. **Profession:** Cleric. **Stats:** St 110; Qu 107; Em 110; In 112; Pr 109; Ag 110; Co 110; Me 106; Re 107; SD 105. **AP:** 112.

Skill Bonuses: Climb100; Swim120; Ride120; Perc200; Chan200; AD100; MAST180; MASW180; Acro175; Act100; Dance140; Diplom180; FAid200; Lead100; Medit150; Music170; Seduct180; Sing150; Track90; WeathW120.

Spells: Base Spell OB is: 160. All Open and Closed Clerical spell lists to 50th level, also the Clerical Base Lists Repulsions, Protections and Channels to 50th.

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

Lifegiving Tears: (See text above) Bæris' tears have the power of *Lifegiving True*.

EQUIPMENT/WEAPONS:

Sword: A great weapon of gold, it is a +35 Holy sword which glows with a bright light when Bæris wishes, Blinding all Demons within 30 feet.

Shield: Of *Reversal*, this mirror bright shield can absorb one spell per round and reverse it back onto the caster.

Bracers: Gold arm and leg guards which stop criticals in those areas 70% of the time.

Earring: X7 PP enhancer for Healers.

Tunic: Protects as AT 17 but does not encumber.

Long Bow: A bow with 3x normal range, it gives an additional Disruption Critical to Demons.

TALARAINÉ THE BARD

Age: Immortal (Appears 20-25). **Eyes:** Blue. **Hair:** Blond. **Build:** Average. **Height:** 6'4"/11". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** Varies, usually flamboyant with bright colors. **True Attitude:** Self-indulgent. **Home:** Orhan.

An associate and sometime servant of Kieron, Talarainé is the patron of Music and Dance. While he is usually light-hearted, he is a deadly foe when confronted with a genuine challenge (such as Inis the Dark Goddess). Talarainé frequently travels as a wandering minstrel in disguise to seek out new musical talents. When he finds gifted young men and women he will often stay and tutor them for a few months, greatly increasing their skill, and sometimes imparting magical abilities.

GM Note: the GM may wish to consider having a Bard PC be tutored by a mysterious minstrel in his youth, and give him a +10 bonus to spells involving singing or playing an instrument because of Talarainé's teaching.

Hits: 300

Melee: +320 rap

Missile: +280 da

AT(DB): 4 (180) **Sh:** Y

Gr: N

MovM: +65.

PP: 2880 (6 x 480).

Lvl: 60. **Profession:** Bard. **Stats:** St 104; Qu 107; Em 110; In 101; Pr 108; Ag 108; Co 103; Me 103; Re 101; SD 98. **AP:** 112.

Skill Bonuses: Climb80; Swim80; Ride150; S&H180; Perc200; Rune140; Acro120; Act200; Appr200; Dance250; Diplom100; Music250; PubSp150; Seduct200; Sing250; Subdu150; Trick180.

Spells: Base Spell OB is: 120; Directed Spell OB is: 140 Fire Bolt. Talarainé knows all Base Bard Lists to 50th, ten Open and Closed Essence lists to 20th. (Talarainé is an Essence Bard).

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

EQUIPMENT/WEAPONS:

Pendant: A golden necklace with an emerald setting. It is an x6 PP enhancer.

Lute: A beautiful instrument, it can never be out of tune.

Rapier: A +35 weapon of keron.

Dagger: +30, it can be thrown up to 300' without penalty, and returns via Long Door.

QUEN, LORD OF THE SPRING

Age: Immortal (Appears 25). **Eyes:** Hazel. **Hair:** Light Brown. **Build:** Muscular. **Height:** 6'8"/12". **Race/Sex:** Godlike being/Male. **Skin:** Ruddy. **Demeanor:** Gentle. **Dress:** Flowing green-brown robes. **True Attitude:** Serene. **Home:** Orhan.

The patron of herbs and flowers, Quen is a strange character. He is a large, almost hulking presence, his shimmering green, amber and brown robes unable to conceal his brawny shoulders. He is as gentle as a father with his newborn, but there is a sense of controlled might. Destroyers of his wild flowers beware!

Many Herbalists and Animists when working in their gardens call upon Quen. Flowers grow spontaneously in his wake. Where he walks, plants are not crushed or flattened; in fact flowers and aromatic flora spring up in his wake. He can pass through even dense undergrowth with ease. Quen comes to the rescue of forests and other natural habitats when threatened by the Dark Gods or the blight of the Unlife.

Hits: 350.

Melee: +350bs. **Missile:** +280lb.

AT(DB): 12 (160).

Sh: N. **Gr:** N.

MovM: +45.

PP: 3640 (7 x 520).

Lvl: 65. **Profession:** Animist. **Stats:** St 105; Qu 103; Em 102; In 110; Pr 105; Ag 104; Co 105; Me 100; Re 100; SD 102. **AP:** 106.

Skill Bonuses: Climb120; Swim130; Ride120; S&H140; Perc150; Rune100; S&W150; Chan200; AnTr150; Cav180; Cook140; For300; Herd200; Track160; WeathW200.

Spells: Base Spell OB is: 130; Directed Spell OB is: 200 Earth Bolt (Water Bolt Tables). Quen knows all Animist and Ranger Base lists to 50th level, ten open or Closed Clerical lists to 20th.

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

EQUIPMENT/WEAPONS:

Staff: At a thought it will become a wooden sword, a +30 broadsword that will not harm plant life. It is an x7 PP enhancer.

Long Bow: +35 Longbow, it has 3x the normal range, and rather than shoot arrows, it shoots "vines," which make a Grapple Critical instead of Puncture.

Robes of Autumn: Beautiful robes that shimmer through shades of green, amber, and red-brown, they protect as AT 12 and add +100 to hiding outdoors.

NEELA, OCEAN LADY

Age: Immortal (Appears 16). **Eyes:** Blue. **Hair:** Pale Blonde. **Build:** Slender. **Height:** 5'9"/10'. **Race/Sex:** Godlike being/Female. **Skin:** Very Pale. **Demeanor:** Wistful. **Dress:** Clinging blue-green gown. **True Attitude:** Melancholy. **Home:** Waterways of Kulthea.

With the look of a spritely but somewhat pensive young woman (no more than a girl, really) she swims through the waters of the world seeking ships in distress. Said to be a daughter of Shaal, Neela is one of the few who might stay his temper. She is mistress of waters and patron of sailors. Neela tries to moderate Shaal's stormy temper and save those who might otherwise be lost at sea. Even if she cannot stop a ship from being smashed, she will guide shipwrecked sailors to islands (admittedly, she saves young men who she finds attractive). She is friendly most of the many Naiads, Oceanids and Nereids to live in the rivers, bays and coves of Kulthea. If need be she has the power to control them if they become uncooperative, but she prefers to use persuasion rather than force (unlike her father).

Hits: 350 **Melee:** +250 bs **Missile:** +280 net
AT(DB): 11 (170)

Sh: N **Gr:** N **MovM:** +70.

Lvl: 60. **Profession:** Mystic. **Stats:** St 104; Qu 107; Em 108; In 104; Pr 108; Ag 109; Co 104; Me 100; Re 99; SD 95. **AP:** 109. **PP:** 2520 (6 x 420).

Skill Bonuses: Swim250; S&H150; Perc180; Rune80; S&W100; Acro150; Cav150; Dance120; Diving200; Nav150; Sail200; Seduct140; Sing130; WeathW150.

Spells: Base Spell OB is: 120; Directed Spell OB is: 180 (Water Bolt). Neela knows all Mystic Base lists to 50th level, also Magician Water Law to 50th, and ten Open Mentalism or Open Essence lists to 25th.

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

Form Mastery: Neela can maneuver through and breathe water with ease, and can assume the form of any sea creature up to 5x her mass at will.

EQUIPMENT/WEAPONS:

Net: Uses the Grapple Table +30 and Neela can cast it up to 1000' in air or under water. If it entangles a target (GM discretion) it can be ordered to Long Door to Neela's feet either empty or including its prey (target gets a RR vs. 30th level). Net is enchanted and cannot be cut except by laen or eog weapons.

Knife: A slender curved dagger, it actually strikes as a +30 broadsword.

Gown: Neela's gown protects her as AT 12.

Necklace: Of shells, it is an x6 PP enhancer.

JON'NO THE WARDER

Age: Immortal (Appears 20). **Eyes:** Blue. **Hair:** Pale blond, short. **Build:** Muscular. **Height:** 6'10"/11'. **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Serious. **Dress:** White tunic and breeches with silver buckles, pale gray leather boots. **True Attitude:** Calm. **Home:** Orhan.

Jon'no is a "son" of Eissa (the legend is that she cupped some of the water of the Spring of Youth in her hands, blew on it, and Jon'no appeared in a swirl of steam). His job is to guard the gates of Oblivion and keep track of all who pass. He also may enter the Realms of the Dead beyond the Gates to retrieve a soul if need be. He does not decide the fate of souls but escorts them to their destination.

Clerics using *Lifegiving* or those employing the herbs *Salufa* or *Nya* often report seeing Jon'no appear above the patient and touch the head of his staff to their brow, returning the soul to the body.

Hits: 300 **Melee:** +300twhs **Missile:** —
AT(DB): 17 (200). **Sh:** Y. **Gr:** Y.
MovM: +40.

Lvl: 50. **Profession:** Cleric. **Stats:** St 101; Qu 104; Em 1108; In 110; Pr 105; Ag 104; Co 105; Me 112; Re 94; SD 108. **AP:** 105. **PP:** 1500 (5 x 1500).

Skill Bonuses: Chan200; DisSp150; Perc225; Rune185; S&W190; Swim100; Astro90; AthlG120; CircLr95; Dance110; DemnLr185; Diplom120; DisrmFoe150; DragLr85; 1stAid300; Flying210; Herblr320; Ldrshp200; Medit400; PwrPercep350; PubSp200; Rmas240; SenseRealWp290; Sing170; SpellM260; StarG200; Subdu200; WeathWatch240.

Spells: Base Spell OB is: 100. Jon'no knows all Channeling and Bas Healer lists to 50th level.

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

EQUIPMENT/WEAPONS:

Keys: A set of keys that open the various Gates of Oblivion. One, a key never used, is the Key to the Void.

Staff: Of White wood with a gold and crystal head, Jon'no uses it to carry souls back to their owners.

Sword: +30 2-h sword of white Eog, Holy

Armor: White Eog chain.

Belt: x5 PP enhancer

VULT THE RELEASER

Age: Immortal (Appears 30). **Eyes:** Blue. **Hair:** Black. **Build:** Muscular. **Height:** 6'7"/11'. **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Grim, sometimes sarcastic. **Dress:** Torn black chain with white surcoat, high black boots, black leather breeches and white tunic. **True Attitude:** Determined. **Home:** Orhan.

Vult is another "son" of Eissa, younger brother of Jon'no. Interestingly, their preferred forms could not be more different. Vult has very mongoloid (i.e., Terran Asian) features; he looks like an unusually tall member of the Y'nar race. Legend says that the necromancers who debased the sanctity of death by creating Undead angered Eissa. To combat them she needed a great warrior. Reaching into the River of Life she pulled out a chunk of obsidian. The rock was so sharp that it cut her finger, and in surprise she dropped the stone. It shat-

tered into a thousand splinters, but springing from the depths—born full-grown out of the razor-sharp obsidian and a drop of Eissa's blood—was Vult. As a warrior he is nearly as strong as the Lords themselves.

Among Vult's responsibilities is to free the Undead and cleanse their souls. He wanders Kulthea alone seeking out cursed Undead and slaying them. He is the patron of priests who seek to destroy undead and those who create them. Weapons of obsidian (knives or arrowheads; it is too brittle for swords unless enchanted) blessed by Vult are *Of Slaying Undead*.

With his striking features, Vult is handsome but with his grim, distant demeanor, he seemed aloof. His black chain armor is broken and torn in places, but his surcoat is always gleaming white. Sometimes his coal-black hair is very short and spiked up, sometimes long and flowing.

Hits: 450. **Melee:** +450ths. **Missile:** —
AT(DB): 17 (180) **Sh:** Y. **Gr:** Y. **MovM:** +45.

Lvl: 60. **Profession:** Fighter (Paladin). **Stats:** St 107; Qu 105; Em 102; In 108; Pr 104; Ag 104; Co 105; Me 99; Re 94; SD 104. **AP:** 103. **PP:** 2100 (5 x 420).

Skill Bonuses: Climb120; Swim100; Ride150; S&H100; Perc170; AMov100; Nav130; Track120.

Spells: Base Spell OB is: 120. Vult knows the Open Channeling list Purifications and Detection Mastery, and the Closed lists Lore and Locating Ways to 20th level. Also the Cleric Base List Repulsions to 50th level. (Paladin Base List Spell Breaker, RMC).

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

Immunity: While all the Lords are resilient, Vult is completely immune to any spells or special magical effects Undead may have.

EQUIPMENT/WEAPONS:

Liberator: +30 2-h sword of black laen, Liberator is *Of Slaying Undead*, in this case delivering an additional *Disruption* Critical to any Undead which it gives a Crit. Liberator detects Undead within 300', giving off a soft blue radiance.

Daggers: Two matched throwing knives—also of black laen—they have 5x the normal throwing range and are also *Of Slaying Undead* and return to their sheaths in Vult's boots via *Long Door*.

Armor: Chain armor enameled black, it protects as AT 17 (-20) but encumbers as leather.

Amulet: Necklace: a 5x Channeling PP enhancer.

JAYNOR, BIRD-FRIEND

Age: Immortal (Appears 18-20). **Eyes:** Hazel. **Hair:** Long, Brown. **Build:** Slender. **Height:** 6'2"/11'. **Race:** Sex: Godlike being/Male. **Skin:** Fair. **Demeanor:** Playful. **Dress:** Snug green cotton breeches, cloth bands around his arms and head with dangling feathers. **True Attitude:** Lighthearted. **Home:** Orhan.

Follower of the Four Winds, Jaynor is also friend of birds and all non-evil flying beasts. He is associated with Teris but generally independent. In some religions he is the son of Iloura and Iorak. He is the patron of many Animists and religions associated with birds. He is a favored god by many Hlrazi cultures, and some cults worship him in a form where he has the head of a hawk.

Jaynor's costume consists of green breeches and colored bands about his arms, wrists and head. From all the bands hang brightly hued feathers given by his avian friends. He communicates with the birds, and they serve him as a vast information network.

Hits: 350 **Melee:** 300qs

Miss: +290 boomerang

AT(DB): 15 (200).

Sh: N. **Gr:** (Y).

MovM: +70.

Lvl: 60. **Profession:** Cleric (Druid). **Stats:** St 105; Qu 104; Em 102; In 109; Pr 107; Ag 109; Co 108; Me 100; Re 96; SD 94. **AP:** 108. **PP:** 2520 (6 x 420).

Skill Bonuses: Climb150; Swim120; Ride150; Perc200; Rune80; S&W120; Acro200; Cont180; Diving140; For110; Sig140; Sing100; Track150; Trick140; Tumb120; WeathW180; WoodC130.

Spells: Base Spell OB is: 120 Directed Spell OB is: 180 (Air Bolt 300': use *Water Bolt* Attack Table, Impact Crits only). Jaynor Knows The Open Channeling Lists *Weather Ways* and *Lofty Movements Nature's Law* to 50th, (Also Druid Base *Druid's Peace*, *Animal Mastery* and *Nature's Forms* to 50th.)

SPECIAL ABILITIES:

Godlike Powers: As all Spirits of Orhan (above).

Flight: Jaynor can fly faster than any living thing—except Teris.

Speech: Jaynor can speak to and understand the speech of any bird, and can communicate mentally with them within 100 miles of his Avatar or Projections.

EQUIPMENT/WEAPONS:

Necklace: Of lapis and other beads strung on a leather thong, it is a x6 PP enhancer, and should Jaynor be stunned or otherwise incapacitated it will keep him aloft.

Quarterstaff: A golden wood 10' long wand, it transforms at a thought to a 6' staff, it strikes as a +35 quarterstaff, and allows Jaynor to parry as many as three attacks per round, including missiles, and from whatever direction they are coming (including behind him). The staff is semi-intelligent.

Bands: Jaynor's many feathered bands protect him as AT 15 (50).

Boomerang: 300' range, it strikes as club +25, and returns to Jaynor.

THE DARK GODS

The Lords of Orhan are not the only powerful entities with an interest in Kulthea. Another group of immortal beings resides on (or, more precisely, in) Kulthea's third largest moon, Charôn. Unlike the rather benign Lords, these "Dark Gods" have little compassion for the planet's inhabitants, treating them like toys they can cast aside at a whim. The Dark Gods also have a predilection for appealing to the baser instincts and drives of their followers, inciting them to all manner of vices and wicked activities.

In character (aside from temperament and morals) the Dark Gods are very similar to the Lords of Orhan. In fact some Loremasters believe that all these gods have the same origins and were originally one group, and at some point there was a schism and the Dark Gods left or were banished from the collective.

THEIR HOME: CHARÔN

The third moon of Kulthea is known as Charôn and is considered an evil presence by nearly every culture on the planet. One of the strange things about Charôn is its unique polar orbit (meaning that it circles Kulthea by passing over the planetary poles rather than roughly on the equatorial plane, like the other moons). It takes about 21 days to make this orbit, but it has many disturbing perturbations.

THE NIGHT OF THE THIRD MOON

Because of this anomaly, Charôn is invisible for more than half of its rotation, as it is between Kulthea and the sun. As it comes around the planet, however, it rises slowly from the south, every night rising higher and becoming more full, until one night every 149 days Charôn is full and at Zenith in a given location (this occurs in different places at different times, of course, and the latitudes further from the equator are fortunately spared this horrible event). It shines much more brightly, and with a reddish glow. There is no mistaking the Night of the Third Moon.

Dark cults who worship Charôn (and its inhabitants) consider the zenith to be an event of particular importance, a time when servants of the Unlife are able to leave their home on Charôn and come to the Shadow World.

It should be noted that every 10.2 years in certain locales near the equator there is a correspondence of perigee (closest proximity to Kulthea) and zenith in which Charôn hangs huge and red over the night sky. It is a time to fear.

THE CAVERNS

The surface of Charôn is a frozen waste; there is no atmosphere and the exterior is encased in a solid coating of ice (possibly frozen carbon dioxide) which Kulthean Astrologers think to be as much as hundreds of feet thick.

But under that coating of ice, Charôn is heated from within by volcanic forces, creating a (barely) livable environment in the thousands of caves and tunnels. It is here that the Dark Gods survive.

The Third Moon is a sphere 350 miles in diameter, and even though it possesses a dense core, it has only enough mass to barely maintain a weak gravitational pull. Thus, the caverns and warrens have the added disorientation of almost no perceptible "up" or "down." Any poor unfortunates who are transported suddenly to Charôn will find themselves in a totally alien world. Worse, Charôn is constantly in Essence flux, causing waves of distortion to pass through it like swirling currents of energy. These currents have the side effect of causing rips in space similar to those on Kulthea during severe Flowstorms. These while much more frequent are also much more localized. But a luckless traveler might find himself wandering down one of these twisting passages and be confronted by an advancing curtain of shimmering light. In a flash the energy wave would be upon him, transporting him to one of the Pales... or worse. Charôn is riddled with permanent natural Portals to the Ash Lairs, the Pales, and other, unknown places as well. Only Shreyach knows them all.

The caverns of Charôn are populated not only by the reincarnated dead of the followers of the Dark Gods (each may be sent to a different afterlife depending on their god and their beliefs) but by all manner of monstrous creatures, awful travesties of life summoned to guard the passages of the Third Moon.

GM Note: See *Demons of the Pale* for details of lesser creatures who might be lurking in the corridors and tunnels of Charôn.

ABOUT THE DARK GODS

The "pantheon" of Charôn is really not a pantheon at all; no single god is recognized as the leader. The Dark Gods coexist on the Third Moon in little more than an uneasy alliance. Often they bicker amongst themselves, their servants sent on errands of petty sabotage and mischief.

Though very similar in nature and power to the Lords of Orhan, the Dark Gods are not able to send their Avatars to Kulthea with as much ease as their brethren, nor are they intrinsically as mighty as the Lords; this lack of innate power is more than offset by the Dark Gods' lack of restraint. They, unlike the gods of Orhan, do not make an effort to distance themselves from direct interaction with Kulthea and her inhabitants.

POWERS OF THE DARK GODS

- **Form:** Like the Lords of Orhan, the Dark Gods are truly immortal and non-corporeal. They communicate with the inhabitants of Kulthea through either an *Avatar* or a *Projection*.
- The Avatar is a physical manifestation of their being, and as such they can interact with their environment: casting spells, fighting, etc. As with the Lords, the Dark Gods are each tied to a humanoid form that can appear "normal" size or an alternate "godlike" size when they wish to impress or wreak physical havoc. In addition, many of the Dark Gods can assume a secondary form at will (usually a beast or monstrous creature). Even more so than the Lords, the Dark Gods are tied to their physical

forms. This grants them somewhat greater power, but also makes them more vulnerable to harm and capture—as evidenced by the imprisonment of Orgiana and Nynaku.

- **A Projection** is simply that: a transparent image of the Dark God, either human-sized or the 12' size. The Projection cannot stray more than about 100' from an established temple or channeling-point, cannot cast spells or physically interact at all; it is aware of its surroundings, however, and can speak. Dark Gods can send dozens of Projections to Kulthea at a given time and control them all (one per area) but they can only maintain one Avatar at a time.
- **Transport:** The Dark Gods can only come "in person" (i.e., through an avatar) to Kulthea via three routes.
 - **Through Space.** It requires considerable power for a Dark God's Avatar to make the journey on its own, and still project a physical form. As a result their powers are diminished by the time they arrive on Kulthea (consider all their bonuses, PP, etc., halved), and even then they can remain for only a few hours. Obviously, they prefer to come to Kulthea by one of the other routes and so maintain their full Avatar powers.
 - **Via a ritual summoning,** usually under the Third Moon. This is the most dangerous, as evil servants of a Dark God may open a temporary Gate for a God to enter through, and by continuing to make sacrifices or otherwise channeling power (through a ritual chant, for instance), they can thus allow their master to remain for as long as they can keep up the activity. Fortunately, there are few priests and cults with the power to open such a portal. (E.g., 50th level *Gate* spell, from the Cleric Base Summons list. Lower level priests might be able to accomplish this with the help of rituals, artifacts, sacrifices, etc.)
 - **Through a static Portal.** A Dark God can only pass through a Portal opened at the Kulthean side with the other terminus at Charôn, but once this is accomplished the god may remain unchecked until its avatar is killed (or a day passes), or the Portal is closed or destroyed. While some natural portals to the Ash Lairs exist, these are deep beneath the surface of the planet, and a Dark God is diminished once passing through just as if he had traveled through space (see above), plus he would have to make his way to the surface after the ordeal of travel. A static portal has not been opened to Charôn from the surface of Kulthea since the Wars of Dominion.
- The destruction of a Dark God's Avatar—as indicated by a killing critical or other catastrophe—results in the body vanishing in flash of light. The "Essence" of the Dark God returns to Charôn where he recovers his strength, a process requiring 10D10 days. During that time the Dark God cannot affect physical reality, though he may communicate with the other Dark

Gods, serve as a channeling focus as always, and send Projections.

- Dark Gods themselves do not have limited Power Points; those given below are what they can channel through their Avatars before they must return to Charôn for a day to rest. As with the Lords of Orhan, their Avatar cannot remain away from Charôn for more than a Kulthean day in any case. They must return to the moon that is their home to recharge or their Avatar is destroyed.
- At will, Dark Gods can cause their Avatar to project a *Dark Alkar*, a pulsating reddish aura around their body, and beyond that a field of darkness. The effect is the equivalent of an *Utterdark 300'* (no non-magic light can exist and all magical light except an *Alkar* or *Utterlight* must make a RR); it also adds 35 to their DB. The Projection can give off a Dark Aura, which is similar but just creates a radius equivalent to deepest night and does not effect magical or non-magical lights. This is a natural ability and not a spell.
- Dark Gods are aware—at least subconsciously—of all of their followers on the *Shadow World*, and should a follower repeatedly abuse his god's name or power, the Dark God may inhibit or cut off powers, or even show up "personally" to punish his sycophant. In addition, the Dark Gods provide the information for scrying spells of other users of Essence such as Seers and Astrologers.
- All other powers are the same as the Lords of Orhan.

PRIMARY DARK GODS

Below are the most powerful of the evil entities who inhabit Charôn and have influence over the inhabitants of Kulthea.

GM Note: Notations in parentheses refer to powers, professions or abilities in the old RM2 *Rolemaster Companion* Books, should the GM have these books and wish to use these alternate choices.

ORGIANA, LADY OF DARKNESS

Age: Immortal (Appears 20). **Eyes:** Glowing red. **Hair:** Long, Black. **Build:** Shapely. **Height:** 5'9"/12'. **Race/Sex:** Godlike Being/Female. **Skin:** Steel Grey; Aflame. **Demeanor:** Cruel, Destructive. **Dress:** None. **True Attitude:** As Demeanor. **Home:** Charôn.

Goddess of Darkness, Orgiana escaped a purge of Dark demigods in southern Jaiman during the Wars of Dominion. She alone escaped back to Charôn, while the others were imprisoned, banished to one of the Outer Planes (a place known as the "Black Hel"), or utterly destroyed. She had a number of serving Spirits, who were also slain.

But she has been rebuilding her power and prepares for the day when she will return to the Shadow World. Cruel beyond belief, she delights in pain. She has a particular loathing for the male sex, and her cults are most frequently made up of females who torture and kill the men of their species.

Hits: 450 **Melee:** +330 Flail
Missile: — **AT (DB):** 20 (160).
Sh: (Y). **Gr:** (Y) **MovM:** +65.
Lvl: 100. **Profession:** Sorcerer. **Stats:** St 102; Qu 111; Em 110; In 109; Pr 110; Ag 108; Co 104; Me-105; Re-102; SD-104. **AP:** 105. **PP:** 750.

Skill Bonuses: S&H100; Perc180; Rune150; S&W180; Chan210; DirS240; Chem90; Lead180; PubSp120; RMas90; SpellM120.

Spells: Base Spell OB is: 120. Directed Spell OB is: 240. Orgiana can cast spells from the Magician Base List Fire Law at will, and can also cast

Streams of Fire, like a Firebolt 300' range, 5x hits. The effect is like a powerful flamethrower. She knows all of the Sorcerer Base Lists, and Open & Closed Essence Lists to 50th level.

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Immunity to Heat: Orgiana is totally immune to all forms of heat and flame (however, cold attacks deliver 2x normal hits).

Armored Skin: Orgiana's metallic skin grants her an intrinsic AT of 20 (-40).

EQUIPMENT/WEAPONS:

Orb of Agony: Orgiana may use the orb to draw the soul of any target within 300' who fails to resist (vs. 30th lvl). The soul remains in the orb for 1 rnd/10 failure, and each round his Temp SD, IN, and EM drop by 1-10. Assuming the target's soul survives, it returns to the body after the duration.

Firewhip: Strikes as a +35 flail and delivers a heat critical with any other. Orgiana can hit creatures up to 20' away with it.

Tiara of Torment: If the wearer wills, all within 10' who fail their RR vs. 20th lvl are -25 for that round and take 10% of remaining hits every round. (The Tiara alone would take a very long time to reduce the targets below 1 hit.)

INIS, GODDESS OF BEAUTY

Age: Immortal (Appears 25). **Eyes:** Green. **Hair:** Blonde. **Build:** Voluptuous. **Height:** 6'1"/12". **Race/Sex:** Godlike Being/Female. **Skin:** Fair. **Demeanor:** Seductive. **Dress:** Diaphanous skirt, veils, armored, decorated breastplate. **True Attitude:** Insatiable for love and adoration. **Home:** Charôn.

The Dancer is a lovely woman with fair skin, flowing hair, emerald eyes... and four arms. She vies with Moralis for the attentions of the weak-willed, seducing those who cannot control their lusts for the flesh. She always competed with Orgiana for the devotion of female followers and was not terribly sorry to see her rival banished to the Black Hel. There was always friction between these Dark Gods and will be again if Orgiana is freed from her prison.

Cults of Inis are exclusively female and invariably devoted to the carnal pleasures, including any number of unspeakable perversions. The women of the cult lure men to their ceremonies where they are used and exploited until they have exhausted their usefulness. Usually they are then sacrificed to the goddess: either their souls are taken, their bodies tortured till death, or both. The cults are also charged with capturing virile young men and sending them through portals to be slaves to Inis.

In some cases she will direct her servants to infiltrate male-dominated cultures and bring about their downfall through the violence brought about by uncontrollable jealousy and lusts, though political matters are rarely of much interest to her.

Inis is not a warrior by choice, though she can be a formidable opponent in combat, wielding four curved swords with her four arms in a whirling dance of death.

Hits: 350. **Melee:** 320bs (4 attacks/rnd). **Missile:** —.

AT (DB): 12 (240). **Sh:** N. **Gr:** (Y). **MovM:** +75.

Lvl: 90. **Profession:** Bard/Mentalist. **Stats:** St-104; Qu-108; Em-107; In-103; Pr-109; Ag-110; Co-104; Me-103; Re-103; SD-105. **AP:** 120. **PP:** (560 x).

Skill Bonuses: Climb120; Swim120; Ride90; S&H180; Perc150; Rune100; S&W90; Chan200; Amb±15; AMov100; AD100; MAST180R4; MASw180R4; Acro200; Act150; Dance300; Diplom100; Music150; Seduct300; Sing240; Tumb180.

Spells: Base Spell OB is: 160. Directed Spell OB is: 160. Inis knows all Bard Base lists to 50th, Evil Mentalist Base Mind Disease, Mind Subversion, Mind Death to 50th (All Dervish Base Lists, RMC II, pp5, 76-79 to 50th; Arcane Coven Allurement List, RMC III pg 97 to 50th; all Houri Base Lists, RMC IV, to 50th).

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Kiss of Death: In her human-sized form if Inis kisses a man, she can choose to deliver this unique fatal channeling; she essentially sucks the life out of him. In the process she absorbs his soul (granting her PP equal to his HP) and he (even if an Elf) is transformed into a skeletal mummified body. Inis can deliver a distance version of this spell when in her larger incarnation, "blowing" the Kiss up to 300' away. The target needs to only make a RR vs. half of Inis' level in this case, and even if she succeeds she does not gain the PP. She can use this power in either form 8x per appearance on Kulthea.

Attacks: Inis can engage four different foes anywhere in a full 360° simultaneously

EQUIPMENT/WEAPONS:

Daggers: Four curved blades that strike as +30 broadswords; they are forged of a golden alloy.

Skirt and Veils: Magical garments which grant Inis an AT of 12 (100).

Necklace: Of platinum with a milky white stone. Called a Lovestone, it is a x7 PP enhancer, and, when the gem is touched with the perspiration of a Kulthean being, he is enslaved to the wearer forever. There are reputedly other Lovestones on Kulthea, though whether they occur naturally or are made is unknown.

КЕШ'ТА'КАИ, GOD OF MAGIC

Age: Immortal (Appears 35). **Eyes:** Grey. **Hair:** Short; Black with grey streak. **Build:** Average. **Height:** 6'5"/12". **Race/Sex:** Godlike Being/male. **Skin:** Olive. **Demeanor:** Cool; calculating. **Dress:** Hooded robe. **True Attitude:** Distracted. **Home:** Charôn.

Kesh'ta'kai is the master of signs and symbols. He knows the magic of words and letters better than perhaps any entity in the *Shadow World*. This Dark God would be considered master of Charôn due to his superior powers, but he is relatively reclusive and has no desire to control the others. In fact, he (along with Andaras) is in some ways not what one could consider

"evil." He does hate the Lords of Orhan and the Loremasters—and nearly slew one of the Masters of Emer an age ago—but has little wish to dominate the peoples of Kulthea.

But in some ways he is still the most dangerous of the Dark Gods. His followers are scholarly men and women, devoted to learning and copying ancient texts, and to mastering the arcane arts. Among these they count the mastering of Demons, the creation of undead (Necromancers), and the control of Gates and Portals. Unfortunately, their experimenting disrupts the Essænce balance and is causing constantly increasing access to the Shadow World by more unpleasant creatures.

In appearance, Kesh'ta'kai is a man in his thirties, though his eyes have a much older look, and his hair has streaks of grey. Ironically, his natural form is most hideous: a huge tentacled mass that resembles the unspeakable Agothu more than a creature of the Essænce. If he reverts to this body in battle he can be truly formidable. Kesh'ta'kai is a master of glyphs (spells cast by tracing luminous symbols in the air) and Power Words.

Hits: 600 **Melee:** 350thswrd

Missile: — **AT(DB):** 12 (180)

Sh: Y*. **Gr:** (Y). **MovM:** +50.

Lvl: 140. **Profession:** Mage/Cleric (Magus/Runemaster). **Stats:** St-108; Qu-109; Em-110; In-110; Pr-105; Ag-105; Co-104; Me-108; Re-104; SD-103. **AP:** 98. **PP:** 6720 (6 x 1120).

Skill Bonuses: Perc140; Rune300; S&W180; Chan200; Admin150; Medit120; RMas300; Sig200; SpellM220.

Spells: Base Spell OB is: 280; Directed Spell OB is: 320. The Dark God knows every list in any realm that deals with Power Words, Runes, Symbols, Signs, etc.

(Ideally, Kesh'ta'kai would have access to all Magus base lists from RMC III pp 15, 60-64, and/or the Runemaster base lists to 50th from RMC II pp 9, 63-68).

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Glyph Casting: Kesh'ta'kai can cast Signs (Spell Law Open Essence Rune Mastery) as Glyphs: he traces a design in the air. The level of the Glyph (for RR purposes) and how many targets it affects is dependent on how many PP he puts into it. (e.g., he applies 330 PP to a Glyph of Stunning, casting at its base level. It will affect up to 30 targets total (including those who make and fail a RR). In general, those most directly facing the Glyph must make their RR first, fanning out to about 45° in each direction. By doubling the points used, Kesh'ta'kai can make it a *Waiting Glyph* for up to one day, triggered by time or when first seen. By tripling his points he can make it a *Moving Glyph*, controlling it as long as he concentrates, turning it or even sending it up to 500' away, moving at 60'/rnd. He can cast a *Long Eye* along with the Glyph and guide it through corridors. It cannot go through solid objects or any space smaller than a human could easily pass.

Glyph	Rnds to create	Base lvl
Stunning (1 rnd/pt failure)	1	11
Fear (flee 1 min/5 pt failure)	1	13
Sleep (1 min/pt failure)	2	15
Blinding (1 hour/10 pt failure)	2	17
Paralysis (1 hour/10 pt failure)	3	19
Coma (1 hour/1 pt failure)	3	25
Death	4	30

EQUIPMENT/WEAPONS:

Runesword: A glittering silver blade with a clear laen edge, the sword is one-handed but strikes as a +30 2-h sword. Runes run up and down the Blade, and after once hitting an opponent, they reconfigure so that the blade is *Of Slaying* that target. The sword is a x6 PP enhancer for Essence (Runemasters/Magi). It will also store up to 20 spells of 20th level as if it were runepaper.

Robes: Flowing robes that seem to be embroidered with intricate symbols, but the symbols shift and move into ever-changing patterns. These hooded robes protect as heavy hide: AT 12 (80).

Book: Kesh'ta'kai is never without a large tome, though its contents are said to change depending on the powerful magician's needs.

Kesh'ta'kai's creature form: Not unlike a large Tresh (see Master Atlas), or slightly resembling a huge flying squid, Kesh'ta'kai has a large ovoid body about twenty feet high with eight 35-foot long tentacles dangling from the bottom. He differs from these creatures in several ways, however. The central body is covered with bony plates between which poke tufts of coarse hair. He has four large eyes spaced evenly around the circumference, each shielded by a bony brow. At the center of the underside around which the tentacles emerge is the mouth, with a huge circular maw lined with rows of sharp teeth. The tentacles themselves are covered with a leathery hide and sharp horn-like protrusions on the top and a row of suction cups on the bottom. They can be used either to grab or to flail a foe. Kesh'ta'kai can control all independently, attacking eight foes simultaneously. He can hover or fly at up to ten mph, but has difficulty attaining more than about twenty feet of altitude. He cannot cast any spells or use glyphs when in this form.

Base Rate: 75; **Max Pace:** Spt;

MovBns: 20; **Hits:** Body: 400, each tentacle: 100; **AT(DB):** Tentacles: 12(300). Body: 18 (200); Super-large Creature **Attacks:** Tentacles: 220 Large Bash or Grapple; successful grapple means Kesh'ta'kai may draw the target to his mouth (takes one full round). Mouth: 200 Huge Bite—does puncture AND grapple criticals, and grappled body parts are inside the mouth.

ANDARAS, GOD OF WISDOM

Age: Immortal (Appears 25). **Eyes:** Brilliant (luminous) green/slit pupils. **Hair:** Shoulder-length, straight, black. **Build:** Muscular but lithe. **Height:** 6'8"/12'. **Race/Sex:** Godlike Being/Male. **Skin:** Very dark (chocolate). **Demeanor:** Playful. **Dress:** Black leather loincloth. **True Attitude:** Sadistic or indifferent. **Home:** Charôn.

The Lord of Cats is an interesting character, being less single-minded than some of his brethren. He is lord of numerous cat-cults on Kulthea, and has a certain twisted sense of humor when dealing with his minions or their foes. Like a cat, he will toy with his prey before finishing it off. As with the nocturnal cat, Andaras enjoys the night. Many cats of different types populate his dimly lit palace in a great cavern within Charôn.

A Mentalist and Seer, Andaras is one of the Dark Gods often prayed to and invoked by those seeking visions of the future, prophetic dreams, and the like. There are also numerous cat-cults, where statues of him in the form of a cat or a man with a cat's head are worshipped. Some even keep live panthers and train them as "pets" in their temples, considering them holy incarnations of their god. These pets must be fed of course. A victim

is set loose to be the prey of these panthers—and entertainment for the priests—on a great hunt in the night.

Andaras' alternate form is either—not surprisingly—that of a huge black panther, 8' high at the shoulder, or a black housecat.

Hits: 300

Melee: 440ma/wm

Missile: 350lb/sp

AT(DB): 11 (220) **Sh:** N. **Gr:** A. **MovM:** +65

Profession: Seer/Mentalist. **Stats:** St-108; Qu-109; Em-105; In-102; Pr-110; Ag-108; Co-106; Me-102; Re-104; SD-105. **AP:** 112. **PP:** 8320 (1040 x 8).

Skill Bonuses: Climb160; S&H220; Perc180; Rune100; S&W180; Chan200; DirS180; Amb±20; AMov150; AD100; MAST180R4; MASw180R4; Acro120; Act150; AnTr200; Frenzy150; Seduct150; Track180.

Spells: Base Spell OB is: 80. Directed Spell OB is: 180 (Lightning Bolt).

Andaras knows all Open and Closed Mentalist, all Base Mentalist and Seer lists to 50th level.

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Cat Mastery: Andaras can control all cats (including big cats) within ten miles of his Avatar, or up to 4 cats within 1000' of a Projection. He must concentrate to do so; the Projection can perform no other action, speech, etc.

EQUIPMENT/WEAPONS:

Scepter: A +40 Mace, it is an ebon rod with a head wrought in silver to resemble a cat-head. It delivers 2x damage.

Collar: A wide, golden segmented collar which drapes over the shoulders, it adds +100 to Andaras' DB. The metal plates are set with dozens of beautiful jeweled inlays. It transforms and stays with him when he becomes a cat.

Bracers: Golden wristbands, together they act as a x8 PP enhancer. Andaras can also use them to fire *Lightning Bolts*, 1x per 4 rnds, 400' range, 4x hits.

Longbow: Of black yew, it fires 2x per round, 2x normal longbow range. It is *Of Slaying* all dogs and hounds.

Andaras' Creature Form: Andaras can assume the form of a huge black panther 8' high at the shoulder, or that of a small housecat. He cannot cast any spells when in cat form.

Giant cat stats: Base Rate: 200; Max Pace: Dash; MnvBns: 100; Hits: 600 Super-Large; AT(DB): 11(200) Attacks: 300Hcl (2x), 280 Hbi.

Z'TAAR, GOD OF WAR

Age: Immortal (Appears 30). **Eyes:** Black/Luminous red. **Hair:** Silver. **Build:** Muscular. **Height:** 6'8"/12'. **Race/Sex:** Godlike Being/Male. **Skin:** Marble-white. **Demeanor:** Determined. **Dress:** Black silk tunic or Black chain shirt with red surcoat. **True Attitude:** Righteous, Obsessive, Vengeful. **Home:** Charôn.

Z'taar is one of the more terrifying Dark Gods, partly because he seems almost mindless in his pursuit of followers and the destruction of his enemies. His cults are always oriented towards warfare and dominating less aggressive cultures, and he encourages martial power over all else. The weak must be crushed and enslaved to serve the strong. Even followers within his own cults are treated without mercy should they fail to live up to the rigorous standards of the order. Z'taar is the patron of many a petty despot, warlord, and brutal tyrant.

A fearsome warrior, he wields the *Slayer* with a grim abandon. Z'taar is the unofficial champion of Charôn, though he will rarely enter battle on behalf of any other God. He faced Cay in single combat once during the Wars of Dominion, but the contest was inconclusive—interrupted by a shattering Flow-storm that swept them apart and sent Z'taar's Avatar back to Charôn to recover. Between them lies a grudging mutual respect.

Hits: 800.

Melee: +500 ths

Missile: —

AT(DB): 20 (400/200)

Sh: Y. **Gr:** Y

MovM: +40.

Z'taar, God of War



Lvl: 140. **Profession:** Fighter. **Stats:** St-111; Qu-106; Em-100; In-101; Pr-106; Ag-105; Co-107; Me-101; Re-100; SD-104. **AP:** 103. **PP:** 700.

Skill Bonuses: Climb150; Swim100; Ride180; Perc150; Chan150; Amb±10; AMov150; MAST250R4; MASw250R4; Acro200; Cont150; FAid120; Frenzy200; Lead180; PubSp150; Stra&Tact180; Subdu200; Track120; WeathW120.

Spells: Base Spell OB is: 70. Z'taar knows all the Monk Base Lists to 50th lvl, and the Clerical lists Dark Lore and Light Lore.

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Combat Ability: Z'taar can engage as many as four melee foes simultaneously in a full 360° and can essentially double-haste himself, allowing him four melee attacks a round. In his larger size wielding his sword Slayer, he can strike up to four normal-sized foes in one swing if they are within five feet of each other. Slayer: each only takes regular damage as a critical one level lower in severity than indicated when Z'taar attempts to strike more than one target.

EQUIPMENT/WEAPONS:

Black Armor: Chain armor of black Eog links, it is only a sleeveless tunic falling to the upper thigh, but protects (with Z'taar's silver armbands) as AT 20 (100). It also protects vs. magic: all non-evil Essence must resist vs. lvl 50 or be annulled.

Sword: Called simply *Slayer*, this is a magnificent +35 two-handed sword of black Eog with an edge of silvery Vaanum (an alloy native to Charôn). In the center of the blade near the hilt is a huge flat-cut ruby that glows when the sword draws a soul. The sword delivers 2x normal damage, and a *Slaying* critical when it gives a regular crit. Also, if the sword gives an 'E' critical, up to eight times a day it casts a point-blank *Dark Absolution*, absorbing (and destroying) the target's soul if he fails to resist. Slayer also allows the wielder to parry any one attack (missile or melee) per round at up to half his OB—without any penalty to his OB. It is intelligent, intensely evil, and cannot be fumbled. When double-sized it delivers 4x damage and an additional critical of same severity.

Helm: Of black Eog with a faceplate made to resemble a skull.

Gauntlets: Of Keron alloy, they make Z'taar's hands and forearms immune to heat, cold and criticals.

Armbands: Twin bands of silver, they protect as greaves and can be used to parry attacks.

Surcoat: Of swirling silky crimson cloth, it continuously *Deflects* and *Bladetums* all attacks against Z'taar (-100 to all attacks).

SCALÚ, GOD OF NIGHT & DREAMS

Age: Immortal (Appears 30 as a human). **Eyes:** Luminous Yellow (amber as a human). **Hair:** Black furred hyena head (shiny black hair as a human). **Build:** Very muscular. **Height:** 6'1"/14'. **Race/Sex:** Godlike being/Male. **Skin:** Pale. **Demeanor:** Cold; Emotionless. **Dress:** A metallic gold kilt, sandals. **True Attitude:** Cruel. **Home:** Charôn.

The bringer of Night (and nightmares), Scalú has a particularly terrifying visage, if only because of its strange fusion. Though he may appear as a handsome human, Scalú's normal form is that of a fourteen-foot tall man

with the head of a black hyena. His hands and feet are also somewhat paw-like.

This Dark God enjoys viewing the dreams of Kultheans, manipulating them and turning those of his enemies to nightmares. Those of dark persuasion pray to Scalú to bring them restful slumber, to protect them while they sleep, to bring them guiding dreams.

Scalú is frequently at odds with Reaan, the Lord of Orhan who also sees the Night as his realm and dreams as his personal playground. He is also a rival of Andaras for followers.

Hits: 400. **Melee:** 300 Battle-axe. **Missile:** +280 javelin.

AT(DB): 19(200). **Sh:** N. **Gr:** Y. **MovM:** +55.

Lvl: 150. **Profession:** Mystic (Moon Mage/Dream Lord). **Stats:** St-104; Qu-108; Em-110; In-107; Pr-110; Ag-106; Co-104; Me-105; Re-104; SD-102. **AP:** 108. **PP:** 9600 (8 x 1200).

Skill Bonuses: Climb100; Swim80; Ride150; S&H180; Perc200; Rune170; S&W150; Chan200; DirS180; Act170; Dance140; Diplom150; Medit100; Music150; PubSp120; Seduct200; Sing140; SpellM200; StarG140.

Spells: Base Spell OB is: 150 Directed Spell OB is: 150 (Ice Bolt).

Scalú has a bewildering array of spells at his disposal. He is theoretically a Mystic, but knows every spell that has to do with controlling and manipulating the mind. (Ideally, Scalú would possess the Moon Mage and Dream Lord Lists from RMC III.)

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Whisper of Dreams: Once a day Scalú can *Whisper*—a spell requiring three full rounds—and all within hearing (generally 300') must make a RR vs. their own level or fall into a natural slumber. Once in that state, of course, Scalú can manipulate the dreams of selected targets.

EQUIPMENT/WEAPONS:

Dream-Cleaver: A large hand-axe that strikes as a +30 Battle-axe, Scalú's unsuitable weapon can be used in melee or thrown as far as 200', returning safely to the wielder. It is *Unholy*, and has this additional feature: should it have a critical result indicating a strike on the head, neck or shoulder area, it decapitates the target.

Dreamstaff: A six-foot rod of milky-white, crystalline material, it allows Scalú to scan the minds of all intelligent beings within 100' without resorting to spell casting. Additionally, he need only say 'sleep' and all within 100' must resist vs. Lvl 50 or fall into deep slumber. It is also a x8 PP enhancer.

Armor: Shimmering silver breastplate with etched tracery and matching greaves, Scalú's armor is complemented by a flowing gossamer surcoat. The armor protects as AT 19 (80).

Javelin: Silver with a black tip, the javelin is +30 and can be thrown up to 400' without penalty. If it delivers a "C" crit or higher, it automatically casts *Banishment* (Evil Mentalist *Mind Domination*). It can also be ordered to "seek" a target who has been *Mind Stored* by Scalú. In this mode Scalú only gets 1/2 his normal OB but the range is 400 miles. In any case, the javelin returns to Scalú by a safe *Teleport*.

Amulet: A massive silver necklace with a moonstone setting. The 4" diameter stone echoes the phases of Charôn as seen from Kulthea. It is intelligent, and Scalú may look into the gem and view the dreams of anyone on Kulthea who he has previously *Mind Stored* (assuming they fail a RR).

MORALIS, GOD OF LUST AND PAIN

Age: Immortal (Appears 20). **Eyes:** Blue. **Hair:** Blond. **Build:** Muscular. **Height:** 6'4"/12'. **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming, seductive. **Dress:** A fine tunic or silk loincloth. **True Attitude:** Cruel, Sadistic. **Home:** Palace of Tears, Charôn. **Aka:** The Lover.

The God of Lust and Pain is one of the more twisted of the Dark Gods. He appears normally as a very handsome blond young man, virile and charming, though he sometimes assumes female guise, equally beautiful. He visits Kulthea to seduce young women and men, sometimes just for the pleasure of emotionally enslaving a poor human or Elf. Sometimes, once he has them in his thrall, he takes them to his palace in the caverns of Charôn where he keeps them as slaves. He abuses them in a perversion of love, leaving them emotionally as well as physically battered, yet they are so taken with him that they fight for the opportunity to be with him. His harem is large but the membership turns over rather frequently. Those emotionally enslaved but left on Kulthea are as people cursed, wasting away or mutilating themselves in their anguish at not having him.

Moralis' followers differ from Inis' in that they are more self-obsessed and masochistic. Their orgies end with many of them injured or even dead. Many otherwise upstanding citizens in the larger cities are secretly members of this perverse cult, sneaking into late-night "ceremonies" cloaked and under cover of darkness.

An entourage of Procreator demons sometimes accompanies the Dark God. Priests of his religion will sometimes summon these creatures as part of a special ritual.

Hits: 600 **Melee:** +400 **bsword** (also M/A skills)

Missile: +400 longbow.

AT(DB): 11 (200) **Sh:** N **Gr:** N **MovM:** +70.

Lvl: 110 **Profession:** Mentalist/Bard (with other lists). **Stats:** St-110; Qu-108; Em-103; In-108; Pr-115; Ag-109; Co-107; Me-108; Re-102; SD-105. **AP:** 125. **PP:** 6600 (1100 x 6).

Skill Bonuses: Climb150; Swim180; Ride180; Perc200; S&W140; Chan200; DirS90; AMov200; AD150; MAST250R4; MASw250R4; Acro150; Act180; Dance200; Music200; Seduct300; Sing180; StarG140; Trick 120.

Spells: Base Spell OB is: 110; Directed Spell OB is: 200. Water Bolt. Moralis Knows all Base Mentalist, Evil Mentalist, Evil Magician and Bard Lists to 50th level, and all Open and Closed Mentalist lists to 20th. (All Dream Lord Base Lists to 50th, RMC III, pp 16, 74-77; Arcane Coven Allurement List, RMC III pg 97; all Houri Base Lists, RMC IV to 50th).

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Resilience: Moralis' skin, while in all other ways is like normal human flesh, can protect as AT 12.

EQUIPMENT/WEAPONS:

Pendant: A gold pendant with a blue stone, it is an x6 PP enhancer.

Drinker: A broadsword with black blade and ornate hilts, it is said to give the victim spasms of orgasmic pleasure as he dies.

Bracers: Golden wrist-bands and ankle-bands, they allow Moralis to parry missile and melee attacks with half his OB without reducing his OB. Moralis may engage up to 5 foes simultaneously, in a full 360° arc.

Sandals: Golden footwear, they allow Moralis to utilize any spells from the Monk Base Monk's Bridge Spell list at will.

Bow: A +35 longbow, it has 3x normal range. If a critical is indicated, the target does not take a puncture strike; instead they suffer a Depression critical and must make a RR vs. 50th level. Failing, he (or she) is hopelessly (and incapacitatingly, at 90 for all activity) in love with Moralis, their sex notwithstanding. The only cure is *Remove Curse* or *Mind Disease Cures*.

Loincloth: Protects vs. hip, lower torso and groin criticals.

KLYSUS, GOD OF DEATH & REBIRTH

Age: Immortal (Appears 30). **Eyes:** green/slitted & reptilian. **Hair:** black; slicked back. **Build:** Extremely muscular. **Height:** 7'13'. **Race/Sex:** Godlike being/Male. **Skin:** Bronze. **Demeanor:** Creepy, yet persuasive. **Dress:** A long white pleated tunic. **True Attitude:** Treacherous; sadistic, bloodthirsty. **Home:** Palace of Golden Sand, Charôn. **Aka:** Soul-taker, The Lizard-god.

The lizard-god is the God of Death, and enemy of Eissa (a Lady of Orhan). While she is the Goddess of Death as well, hers is a clean ending, with the release of the soul. Klysus' death is a tortured sacrifice, where he drinks the blood and devours the very spirit of the dead. He is the Soul-taker.

Very tall, muscular, with skin of an almost metallic bronze color, Klysus has large almond eyes which have slitted, reptilian pupils. His long, forked tongue and fangs are not normally noticeable, though he does speak with a hissing lisp. Sometimes in his larger humanoid form he appears with a man's body and a cobra head. Klysus' alternate form is of a huge cobra-like snake, sixty feet long and with a maw that can swallow a man whole.

Klysus has a continuous thirst for victims and is one of the more frequent visitors to Kulthea to partake personally. One of his most favored groups of followers is the Lankan Empire in Tai-Emer.

The lovely but inexpensive gem Eissa's Tears turns Klysus and his followers back. Klysus himself can overcome small concentrations of the gems (though at a subtraction). But they can literally kill his priests if they come into contact with the Tears.

Hits: 300 **Melee:** +300 **tdt**

Miss: +280 trident

AT(DB): (12)180 **Sh:** Y **Gr:** (Y) **MovM:** +60.

Lvl: 100. **Profession:** Evil Priest (Necromancer). **Stats:** St-108; Qu-109; Em-90; In-110; Pr-109; Ag-107; Co-105; Me-107; Re-104; SD-101. **AP:** 90. **PP:** 5600 (7 x 800).

Skill Bonuses: Climb100; Swim150; S&H180; Perc200; Rune150; S&W150; Chan200; DirS140; Act140; Admin100; Dance150; Music180; PubSp200; RMas180; Seduct140; Sig120; SpellM140; StarG150; Stra&Tac130; Subdu170.

Spells: Base Spell OB is: 100. Directed Spell OB is: 180 (Nether Bolt). Klysus knows all the Evil Channeling lists to 50th, Open Channeling Barrier Law, Detection Mas-

tery and Weather Mastery to 50th level. (All Base Necromancer lists to 50th, RMC II, pp 7, 44-47.)

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Control Snakes: Klysus can control all snakes within ten miles of his Avatar, or up to ten snakes within 1000' of a Projection. He must concentrate to do so; the Projection can perform no other action, speech, etc.

Resilience: Klysus' skin, while in all other ways is like normal human flesh, can protect as AT 12.

Weakness: Akalatan's bane is the gems known as Eissa's Tears. Within 50' he attempts to retreat; within 10' they begin to give him hits. If enough touch him at once, he could be banished.

EQUIPMENT/WEAPONS:

Trident: A three-pronged weapon, it is fashioned of a blue-green alloy with tips of black Eog. Striking as a +40 pole arm, it can also be thrown up to 200' with no penalty and is *Of Slaying* elves.

Amulet: A golden necklace with a glittering red gem, it is a x7 PP enhancer. It can also be used to take the soul of a target up to 100' away, similar to a *Dark Absolution*, except that the soul is drawn into the amulet. Klysus may then use the stored soul to cast a

Nether Bolt, x4 hits. It will hold up to ten souls.

Bracelet: Named *Defender*, it will cast *Deflections* or *Bladeturn* 1x/rnd, and adds +50 to Klysus' DB vs. frontal Elemental attacks.

SNAKE FORM

Giant Snake Stats: Base Rate: 150; Max Pace: FSpt; MnvBns: 30; Hits: 600 Super-Large; AT(DB): 12(200) Attacks: 170HGt/180HCt/140HBi/ (swallow). Can also breathe a *Death Cloud* of a cone 100' long by 30' at the far end, which delivers Disruption criticals: "E" the first round, "D" the second, etc.

NYNAKU, GOD OF EARTH AND FIRE

Age: Immortal (Appears 30). **Eyes:** red, glowing. **Hair:** none. **Build:** Extremely muscular and stocky. **Height:** 7'13". **Race/Sex:** Godlike being/Male. **Skin:** Black, covered with glowing veins and cracks. **Demeanor:** Bombastic. **Dress:** None. **True Attitude:** Unrestrained, angry, destructive. **Home:** Lava Pools, Charôn or Ash Lairs.

The God of Earth and Fire, he is master of volcanoes, earthquakes, firestorms and the like. He is one of the most potent and destructive of the Dark Gods. His power over Fire Elementals and Fire Demons alone makes him a formidable power. In the past he was worshipped by less advanced cultures who tended to revere elemental forces. For instance a tribe may make sacrifices to a nearby

"volcano-god," and Nynaku co-opted the volcano to be a temple to him. He is acting quickly to rebuild that power base so he may take his place again among the mighty of the Dark Gods on Charôn.

Nynaku was actually imprisoned in a great sphere of laen during the Wars of Dominion. Tethior fashioned the enchanted sphere and Cay himself helped to subdue the Dark God and trap him, and his cell was hidden in the wastes near the north pole. Unfortunately, the disruptions caused by the removal of the Northern Eye cracked the orb holding Nynaku, giving him a

chance to escape his age-long prison. Now he seeks vengeance against the Artificer and all followers of Cay.

Hits: 700

Melee: +450huge crush(fists2x/rnd)

Missile: —

AT(DB): 20 (150) **Sh:** N. **Gr:** N. **MovM:** +40.

Lvl: 120. **Profession:** Fighter. **Stats:** St 108; Qu 102; Em 95; In 90; Pr 105; Ag 100; Co 108; Me 80; Re 60; SD 70.

AP: 70.

Skill Bonuses: Perc200; Act50; Alch140; Cav200; Chem100; DemnLr120; DetTrap100; Diplom40; DragLr100; Ldrshp50; PwrPercep150; PubSp80; SenseRealWp150; Stra&Tac100..

Spells: Base Spell OB is: 100; Directed Spell OB is: 200 (Fire Bolt). Nynaku knows the Base Magician Fire Law and Earth Law to lists to 50th.

SPECIAL ABILITIES:

Godlike Powers: As all Gods of Charôn.

Resilience: Nynaku's skin is like stone, and can protect as AT 20. He is immune to all types of fire and heat, but takes 2x damage against all water and cold attacks.

Passing: Nynaku can pass through natural stone as if it were water, leaving in his wake a river of molten rock. Metals take him longer, and Laen (because heat makes it harder) is impenetrable to him.

Immolation: The Dark God can burst into flame at will.

Eyes of Fire: Nynaku can unleash a stream of intense focused fire from his eyes to a range of 500'. It is not a cone like dragon breath, nor is it a *Fire Bolt* striking one target, (though he can alternatively use it as such). He can pan across an arc of as much as 30° affecting a 30-foot deep swath along that arc. All within that area are affected as if struck by a *Fireball*. Nynaku can use this power 4x a day.

Tread of Trembling Earth: By stamping the ground, Nynaku triggers a minor earthquake (around 6 on the Richter scale: the ground shakes and poorly constructed buildings may be damaged or collapse) in a 1 mile radius, and a crack opens in the earth, up to 300' deep, 30' wide and extending (along a jagged path) 1 mile long. Nynaku can use this power 1x a day.

Summon and Control Fire Spirits: Nynaku can summon and control up to 4 strong Fire Elementals per day, simultaneously if he wishes. The Elementals remain until they are destroyed or he stops concentrating. Similarly, the Dark God can open a *Demonic Gate* and call forth up to two Fire demons and control them as long as he concentrates.

EQUIPMENT/WEAPONS:

None.

DARK SPIRITS

While the Dark Gods frequently summon Demons of the Essænce to do their bidding, they also have a handful of particularly mighty individuals who are their chief lieutenants. They are considered "Greater Spirits," both because of their inherent power and because of their ties to Charôn.

These beings share their masters' intense loathing for all things of goodness and beauty in the *Shadow World*. Petty, spiteful and destructive, they encourage all things loathsome and malignant.

GENERAL POWERS OF THE DARK SPIRITS

The Dark Spirits are essentially lesser brethren of the Dark Gods with similar abilities (see above), though they are not quite so powerful as indicated by their stats below.

GREATER DARK SPIRITS

Below is included a selection of the immortal beings which act as servants for the Dark Gods. Unlike the Dark Gods, many of the Spirits have specific weaknesses that they take great pains to hide. However, should their enemies discover this weakness (vulnerability to water or another element, poisoned by nectar of a specific flower, driven away by a certain sign, etc.), it can be freely exploited.

OMIR THE STEALTHY

Age: Immortal (Appears 30). **Eyes:** Grey. **Hair:** Black. **Build:** Slight. **Height:** 5'9"/12". **Race/Sex:** Godlike Being/Male. **Skin:** Fair. **Demeanor:** Relaxed, Confident, Friendly. **Dress:** Varies. **True Attitude:** Cold-blooded, emotionless. **Home:** Charôn.

Omira is known in some circles as the Assassin of Charôn. Unlike the other Spirits, he is coolly professional and rarely kills without reason. He is sometimes sent to Kulthea to do away with those whom the Dark Gods find particularly troublesome, though they usually prefer to deal with enemies themselves or through their own minions. Omira is the patron of assassins—including the Cult of Stars—and thieves.

He particularly likes to assume the—*Waterform*, *Mistform*, or *Flattening* to get to his prey.

Hits: 300. **Melee:** 240bs; 180MedCl (2x; poison). **Missile:** 210 Rapier.

AT(DB): 12 (210). **Sh:** Y. **Gr:** Y. **MovM:** +80.

Lvl: 60. **Profession:** Thief/Mystic (Assassin). **Stats:** St-106; Qu-109; Em-102; In-95; Pr-108; Ag-111; Co-104; Me-101; Re-100; SD-102. **AP:** 101. **PP:** 1800 (5 x 360).

Skill Bonuses: Climb200; Swim120; Ride150; DTraps250; PLocks280; S&H240; Perc190; Amb±40; AMov100; AD100; MAST120R4; MASW120R4; Acro100; Act120; Chem90; Cont150; Sig100; Subdu200; Track150; Trick100; Tumb150.

Spells: Base Spell OB is: 40. Omira knows the Mystic Base lists Confusing Ways, Hiding, and Mystical Change to 50th. Also Mentalist Closed Lists Movement, Mind's Door, and Shifting to 50th.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

Fingernails: Omira's fingernails look normal, but he is able to use them as Medium Claws, and each holds a tiny poison gland which Omira can trigger at will, delivering the dose of Level 30 Nerve Poison when he gives a critical with his nails.

Weakness: The scent of lilies of the valley will turn away Omira more firmly than any bodyguard. He cannot approach within 100' of the flowers without making a RR vs. his own level or be turned away. If he gets within 10' he must make another roll every minute or: his Projection is dissolved or his Avatar is sent back to Charôn.

EQUIPMENT/WEAPONS:

Dagger: Of black Eog; strikes as a broadsword

Coverall: A suit of shimmering black material, it will change color to match its surroundings. It adds +80 to hiding.

Boots: Allow Omira to use all of the Monk Base Monk's Bridge spells to 30th level (he may cast any 4 per day).

Ring: A plain gold ring that is a x5 PP multiplier for Mystics.

Lockpick Kit: A pouch containing an assortment of elaborate lockpicks and similar tools.

AKALATAN, GOD OF PROCREATION

Age: Immortal (Appears 25). **Eyes:** Green. **Hair:** White. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Godlike Being/Male. **Skin:** Bronze. **Demeanor:** Arrogant yet charming. **Dress:** White silk pants, gold collar. **True Attitude:** Cruel. **Home:** Charôn.

A servant of Klysus (and in some religions called his "son") Akalatan is frequently on Kulthea to oversee ritual sacrifices. A striking figure with his white hair and broad, bare chest, he craves human blood and is energized by frenzied religious celebrations. While not as visibly tied to reptilian roots as Klysus, Akalatan's eyes have slitted pupils and his tongue is unnaturally long.

While one might assume that Akalatan must compete for followers with the mightier Inis and Moralis, the cults who worship him are of a different character. Akalatan's ceremonies are far more ritualized and less about carnal pleasure than dominance and the idea of procreation and rebirth.

Hits: 350. **Melee:** +350 fal.

Missile: +310 chakram.

AT(DB): 11 (120).

Sh: Y. **Gr:** N.

MovM: +55.

Lvl: 50. **Profession:** Sorcerer. **Stats:** St-105; Qu-104; Em-103; In-103; Pr-102; Ag-106; Co-103; Me-104; Re-100; SD-101. **AP:** 105. **PP:** 1260 (7 x 180).

Skill Bonuses: Climb80; Ride; Perc120; Rune120; S&W150; Chem90; Dance90; Diplom80; Lead150; PubSp160; Seduct120; Stra&Tac100; Subdu150; Trick100; WeathW140.

Spells: Base Spell OB is: 70. Directed Spell OB is: 140 (Fire Bolt). Akalatan knows all base Sorcerer lists to 30th, plus ten Essence and Channeling lists to 20th.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

Resilience: Akalatan's skin, while in all other ways is like normal human flesh, can protect as AT 11.

Weakness: Akalatan's bane is the gems known as Eissa's Tears. Within 50' he attempts to retreat; within 10' they begin to give him hits. If enough touch him at once, he could be banished.

EQUIPMENT/WEAPONS:

Falchion: A +40 weapon of clear laen, it is *Unholy* and bears the name *Blade of Go'orth*. It also has the unique power of "burning both hot and cold": one side flames while the other is gold. Along the edges it constantly steams while drawn from its clear laen scabbard. When it delivers a critical, it also gives Heat and Cold criticals of the same severity.

Chakram: +30, it can be thrown up to 400' without range penalty, and returns to Akalatan at the end of the round and he can catch it in his bare hand.

Diadem: A golden circlet that is a x7 PP enhancer for Sorcerers. It also protects his head as a full helm.

MORGU THE BEAST

Age: Immortal. **Eyes:** Luminous green. **Hair:** None. **Build:** Muscular. **Height:** 30'. **Race/Sex:** Godlike being/Male. **Skin:** Black, glistening. **Demeanor:** Wantonly cruel. **Dress:** None. **True Attitude:** Evil. **Home:** Charôn.

A hideous creature with glistening black skin, leathery wings and large, red claws, Morgu has a distinctly demonic presence, and has been confused with the greater demons—by those who have the time to think about it.

Morgu is frequently accompanied by a swarm of his favorite pets, the constructs known as *Gogor*. He has found hundreds hidden away in ancient crypts on Kulthea, and has succeeded in awakening them from their long hibernation after the Great Conflict at the end of the First Era.

Non-humans such as *Lugr'Uki* and *Murlogi* most often worship Morgu. He delights in killing humans and Elves, and tearing them limb from limb.

Hits: 450.

Melee: +350Hclaw (2x); +350 flail (tail).

AT(DB): 12 (150).

Sh: N. **Gr:** N.

MovM: +40.

Lvl: 70. **Profession:** (Fighter). **Stats:** St 110; Qu 105; Em 102; In 105; Pr 100; Ag 103; Co 110; Me 95; Re 98; SD 102. **AP:** 30. **PP:** 350.

Skill Bonuses: Climb100; Perc150; Acro200; Diving250; Lead150; Stra&Tact180; WeathW140.

Spells: Base Spell OB is: 70. Directed Spell OB is: 140 (Absolution). Morgu knows the Evil Cleric lists Dark Channels, Disease, and Curses to 30th.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

Resilience: Morgu's leathery skin protects him as AT 12(30).

Flight: Morgu can fly as fast as 600' per round (40 mph). His power of flight is not based entirely on his wings; he can hover with ease, and even carry up to two human-sized "passengers" in his claws.

Wing-Gale: Once per day Morgu can flap his wings while standing or hovering, and all within 300' facing him within a cone with a base of 30' and ending 100' wide suffer a "B" impact critical and is at -50 to movement every round in the cone while Morgu flaps (he can continue this for up to 10 rounds). Morgu cannot move or perform any other actions while doing this.

Weakness: Morgu dislikes running water, and rainfall is his greatest bane. Rain delivers hits to Morgu, 5 50 per round in a downpour.

EQUIPMENT/WEAPONS:

Whip: Strikes as a flail. Morgu can hit a target as far as 30' away, including behind him.

Collar: An iron collar that Morgu wears only for decoration.

ZANIA, GODDESS OF THE MOON

Age: Immortal (Appears 25). **Eyes:** Grey, sometimes glowing white. **Hair:** Silver, very long and flowing. **Build:** Slender. **Height:** 6'11". **Race/Sex:** Godlike Being/Female. **Skin:** Very pale. **Demeanor:** Spaced-out.

Dress: Silver breastplate, grey tunic, flowing silvery-grey skirts, silver helm. **True Attitude:** Insane; unpredictable. **Home:** Charôn.

Zania is called the *Keeper of the Moon* by her followers, who are mostly Astrologers and Mystics. It is believed that she drives a spectral chariot through the sky, towing the moon Charôn. She is also reputedly insane, and sends her followers to the same twisted end. Ceremonies dedicated to her either center around drug-induced trance or wild dances where the participants whirl themselves into exhaustion. She herself is never still, always flitting about or rocking back and forth like an autistic human, whispering or softly singing incomprehensible things to herself.

Zania does indeed drive a misty chariot—pulled by four spectral grey stallions—to Kulthea, where she haunts the tormented souls of its inhabitants. She is said to speak prophecies through the insane.

The Keeper of the Moon is beautiful in a severe, exotic way, but the wild, crazed look in her eyes and her leering smile cannot be missed.

Hits: 280

Melee: +250ha

Missile: +300lb

AT(DB): 17(150) **Sh:** Y. **Gr:** Y

MovM: +50.

Lvl: 50. **Profession:** Astrologer/Evil Mentalist (Moon Mage). **Stats:** St 104; Qu 106; Em 99; In 106; Pr 106; Ag 105; Co 104; Me 103; Re 102; SD 101. **AP:** 107. **PP:** 2100 (7 x 300).

Skill Bonuses: Ride150; Perc140; Rune120; S&W140; Chan200; Dance120; Nav100; Seduct140; StarG120; WeathW120.

Spells: Base Spell OB is: 100 Directed Spell OB is: 180 (Moonfires True; strikes as a Firebolt 300', with Depression and Cold Criticals). Zania knows all Base Astrologer and Evil Mentalist (and Moon Mage) to 50th level, and ten Open and Closed Mentalist and Channeling lists to 20th.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

Eyes of the Moon: Once every twelve rounds Zania can fire beams of intense cold from her eyes. She has a range of 400' and at the target point the effect is of a Cold Ball 20' radius, 4x hits.

EQUIPMENT/WEAPONS:

Scepter of the Moon: Strikes as a +30 hammer, it is a silver rod with a milky-white orb in the spiked head.

Longbow: +30 longbow, it has 2x normal range, and delivers a Depression critical in addition to any other.

Armor: Gleaming silver form-fitting breastplate, helm and greaves, they protect Zania as AT 17 (50).

DANCERS OF INIS

Age: Immortal (Appears 15). **Eyes:** Green. **Hair:** Blonde. **Build:** Willowy. **Height:** 5'9"/10'. **Race/Sex:** Godlike Being/Female. **Skin:** Fair. **Demeanor:** Expressionless. **Dress:** Diaphanous skirt and veils. **True Attitude:** Mindless. **Home:** Charôn.

Six beautiful women, these dancers are identical, and resemble Inis (including their colorful costumes, but the Dancers only have 2 arms each). They will sometimes appear during rituals to entertain her followers—or destroy her enemies. Whirling like dervishes in unnaturally perfect coordination, they are always in tele-

pathic contact with each other. Their faces maintain a disturbingly blank expression.

Hits: 180. **Melee:** 120sc (2x/rnd). **Missile:** —.

AT(DB): 4 (90). **Sh:** N. **Gr:** N. **MovM:** +40.

Lvl: 30. **Profession:** Fighter (Dervish). **Stats:** St 102; Qu 102; Em 95; In 90; Pr 103; Ag 103; Co 100; Me 80; Re 80; SD 80. **AP:** 105.

Skill Bonuses: AMov110; AD50; Acro150; Dance200; Music100; Seduct120; Sing100.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

Recovery:

The Dancers vanish when "killed," to reform later on Charôn.

Weakness:

The sound of certain "holy songs" (sung only by devoted followers of certain "good" deities like Iloura, Kieron, etc.) will drive away the dancers.

EQUIPMENT/WEAPONS:

Scimitar: a +20 weapon, each has 2.

DAGLEA, MISTRESS OF VENGEANCE

Age: Immortal (Appears 25). **Eyes:** Black, sometimes glow red. **Hair:** Black spiky. **Build:** Slender. **Height:** 6' 11". **Race/Sex:** Godlike Being/Female. **Skin:** White. **Demeanor:** Emotionless. **Dress:** Black tattered gown. **True Attitude:** Coldly calculating, cruel. **Home:** Charôn.

Beseched by the wronged seeking "justice," Daglea often deals out retribution out of proportion to her victim's crime, and those who called upon the Dark Spirit live to regret their demand for vengeance. She enjoys mentally torturing those she feels have done

wrong—or those who have wronged her followers. In a way she is a counterpart to the Orhan Spirit Bæris. While he is patron of romantic love, those who are rejected or maltreated often invoke her.

Daglea has a small red hourglass on her forehead made up of two triangular rubies. She wears a flowing black tattered gown with red linings that show through when she moves, and her black hair is in a wild spiky halo. She has an additional monstrous form: that of a huge (30' long) black hairy spider with glowing red eyes.

Hits: 180

Melee: 220bs/2hs **Missile:** +200da.

AT(DB): 4 (90) **Sh:** N. **Gr:** N. **MovM:** +40

Lvl: 50. **Profession:** Fighter/Mentalist. **Stats:** St 102; Qu 104; Em 95; In 90; Pr 110; Ag 105; Co 102; Me 99; Re 102; SD 70. **AP:** 103.

Skill Bonuses: Amb200; Climb120; Perc220; Ride150; Rune140; S&H300; S&W90; Act250; Cav190; Chem250; Contort200; Dance140; Flying; PwrPercep170; PubSp135; Seduct175; SenseRealWp230; Subdu210; Surveil180.

Spells: Evil Mentalist Base lists to 50th level.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

EQUIPMENT/WEAPONS:

Sword of Retribution: +30 broadsword of a mirror-bright metal. If a critical result, it delivers an additional *Depression* critical.

Dagger of Regret: +35 3x range throwing dagger that, when it delivers a critical, casts a point-blank *Guilt True* (Evil Mentalist Mind Disease list).

Shield of Dark Reprisal: A +40 Full shield with a mirrored outer surface. If Daglea uses it to "reflect" a specific missile or directed spell attack (she may parry one such attack per round), the attack is reversed against the



caster with full bonus +20. The spell or missile returning has a dark halo about it as well.

SPIDER FORM

Giant Spider Stats: Base Rate: 150; Max Pace: FSpt; MnvBns: 20; Hits: 500 Super-Large; AT(DB): 12(140) Attacks: 180Hpi (with 25th lvl reduction poison) or 150LCI 4x a round (legs have clawed ends).

BOGALUTH, LORD OF PESTILENCE

Age: Immortal. **Eyes:** One milky white (blind-looking) other empty socket. **Hair:** Few patches of white. **Build:** Emaciated. **Height:** 6'10"/13'. **Race/Sex:** Godlike Being/male. **Skin:** grey/rotting off. **Demeanor:** Sullen/blank. **Dress:** Tattered loincloth. **True Attitude:** Hates all life. **Home:** Charôn.

Bogaluth's appearance is surely the most repulsive of the Dark Spirits. He is like a partially disintegrated corpse: one side of his body is just skeletally thin, but the other half appears to be rotting away, covered with oozing sores, exposed bloody musculature and infected lesions. He wears only a tattered, filthy loincloth. His arms—longer out of proportion with his body—dangle at his sides, his bony fingers dragging the ground. He never moves faster than a walking pace.

Bogaluth is also the god of Necromancers and patron of all those who create and control the Undead. He seeks a world dominated by his zombie slaves.

Hits: 240. **Melee:** 320 2hs. **Missile:** —.
AT(DB): 11 (90). **Sh:** N. **Gr:** N. **MovM:** +40.

Lvl: 60. **Profession:** Fighter/Evil Cleric.

Stats: St 102; Qu 80; Em 40; In 101; Pr 102; Ag 95; Co 101; Me 100; Re 90; SD 90. **AP:** 10.

Skill Bonuses: Climb150; Perc250; Swim100; Con-tort200; DemnLr100; Medit180; PoisonLr290; PwrPercep250; SenseRealWp120. **Spells:** Evil Cleric Base lists *Necromancy*, *Disease*, and *Curses* to 50th level, and Sorcerer Base lists *Fluid*, *Flesh*, *Solid*, *Gas Destruction* to 30th level.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

Withering Wake: In Bogaluth's wake, all plants wither and die, this effect fanning out to about fifty feet on either side of him (the land can be replanted after a year or so, or if cleansed).

Diseased Breath: Similar to Dragon breath, 100' long cone, 50' wide at the base, he can breath eight times a day, and must remain immobile the entire round. Roll on Fire Ball table, 3x hits, acid criticals.

Control Undead: Bogaluth can control all created undead within 400' of his Avatar, or up to 80 class-points of undead within 100' of a Projection. *Note: he has no power over "Special" undead.*

Touch of Undeath: Bogaluth need only touch a dead body to turn it to a created undead. (Roll randomly 1D6 to determine the class)

EQUIPMENT/WEAPONS:

Scythe of Reaping: A huge scythe with a rusty, blood-stained blade, swings as a two-handed sword +30. It is also *Of Slaying* all living creatures.

SHREYACH THE GATEKEEPER

Age: Immortal (Appears 20). **Eyes:** Black. **Hair:** White. **Build:** Slender. **Height:** 6'8"/11'. **Race/Sex:** Godlike Being/Male. **Skin:** Fair. **Demeanor:** Unsympathetic. **Dress:** Black and white robes. **True Attitude:** Cold, heartless. **Home:** Charôn.

Shreyach is the counterpart of the Orhan spirit Jon'no, and—oddly—resembles him somewhat. He is a handsome young man with pale skin, long flowing white hair and slender, athletic body. However, one difference is quite striking: his eyes are totally black. No iris or sclera, just completely black orbs, so there is no way to tell where he is looking, and in fact he seems blind. He is far from it, however, able to see in total darkness as well as sense the presences of all souls around him. It is his charge to guard the Portals of the pits of Charôn leading to the Pales and beyond... places where the souls of the followers of the Dark Gods go.

Hits: 320. **Melee:** 310ma. **Missile:** —.
AT(DB): 17 (180). **Sh:** N. **Gr:** Y.
MovM: +40.

Lvl: 60. **Profession:** Cleric. **Stats:** St 108; Qu 104; Em 99; In 110; Pr 105; Ag 104; Co 109; Me 102; Re 95; SD 109. **AP:** 109.

Spells: Base Spell OB is: 120. Directed Spell OB is: 170 (Absolution Pure, 300' range). Shreyach knows all Base Evil Cleric to 50th level, and ten Open and Closed Mentalist and Channeling lists to 30th.

Skill Bonuses: Chan180; Perc240; Cav215; DemnLr95; Diplom185; Flying210; PwrPercep235; PubSp165; SenseRealWp245.

SPECIAL ABILITIES:

Godlike Powers: As all Dark Spirits of Charôn.

Smite: Similar to the Clerical *Lightning Call*, Shreyach chooses a target within 300' to smite, and a lightning bolt comes down out of the sky (Shreyach needs only partly cloudy skies to use his power) and strikes his target with a +100 bonus, 4x hits. All within five feet of the primary target also receive a lightning strike, but at +0 bonus and 1x hits. Shreyach may summon this power eight times per day/visit.

EQUIPMENT/WEAPONS:

Scepter: a +40 mace, it is Unholy. It also has the power to control all Portals on Charôn. Intelligent, it can only be wielded by Shreyach

White scale armor: A long shirt of scale-mail alloy laminated white, it protects Shreyach from heat and cold.

OTHER GODS

There are a number of powerful, non-corporeal entities scattered across Kulthea who are not part of either the Char'Un or Orhan pantheons. Most are even more ancient than those other gods, and are manifestations of the Essænce. Some are relatively weak or their power has a very small sphere of influence, while some (such as the Elemental Gods) have power equally over the entire planet.

FALSE GODS

In the *Shadow World*, the line between what is a "false" god and what is a "real" god can appear to be a blurry one, but there are some defining distinctions. First, real gods are innately non-corporeal and immortal: they were not born into a physical body (though they may create an avatar to speak through). Second, they gain energy from the worship of followers, and can subconsciously channel energy to those followers.

False gods are corporeal beings who use the trappings of religion to gain political power for themselves, or simply to sate their egos. Followers of a false god are in fact channeling their power from a real deity or just the general Essænce, but the false god tricks them into believing that they are receiving this power from him.

LOCAL GODS

Users of Channeling gain their powers not from the Flows of Essence but from the very energy of their patron god. This can limit someone who wishes to travel far from his god's home since those more localized gods have limited influence outside of their defined home boundaries.

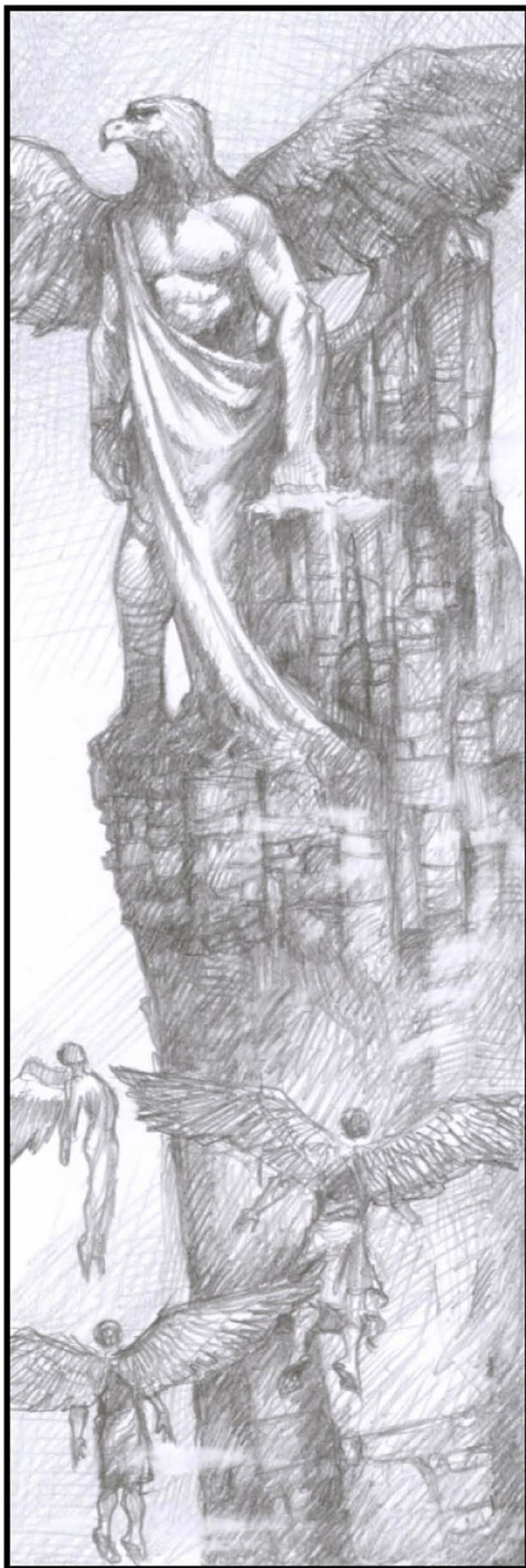
The source of a god's power is similar in concept to that of Mentalists in that they depend only on their own energies rather than the Flows of Essence or Channeling from someone else. Many gods are tied to a specific location, and their powers are significantly reduced when they stray from their home. As gods increase their base of followers and these devout worshippers expand, however, a god may increase his sphere of influence.

Because of their very nature (i.e., "local" gods), it would be futile to try to enumerate them individually here. Instead, local gods will be described in upcoming regional atlases.

INVOLVEMENT

Local gods frequently exert considerable influence in their limited area; some even rule a land as the god-king. Others remain more aloof, only appearing when the mood strikes (or never taking a corporeal form at all). For most Kultheans, an occasional show of power is enough to keep them convinced of the god's continuing reign, and so order is maintained.

Gods can range from completely benign (or even overly protective, like a doting mother) to savagely demanding, requiring regular sacrifices of labor, treasure, or even human lives.



Hirazi fly to a high eyrie to worship at the statue of the bird-god Vytuku

THE LORDS OF ORHAN VS. LOCAL GODS

The Lords of Orhan have an informal “policy” of not interfering directly with the authority of any local deity. While this sounds quite magnanimous of the Lords, it is as much a pragmatic decision as anything else. A local god could conceivably defeat (certainly not destroy, but perhaps drive away) a Lord while that god is on his home soil. This would be very embarrassing at the very least. Thus, when the Lords want something done on Kulthea, they usually employ more subtle means.

CHILDREN OF GODS

The fact that a supposedly non-corporeal being such as a Lord or Spirit of Orhan can sire offspring is a concept to make any Loremaster squirm. However, there are men and women on Kulthea who claim to be the child of a god, and flaunt superhuman abilities to prove it. Most are no more than magnificent humans, while a few have been endowed with powers akin to a Spirit of Orhan. One important difference: any child of a Kulthean parent is tied to his body: it is not an “avatar” like the corporeal forms of the Lords and Spirits.

These godlike gifts diffuse like any terrestrial trait: descendants of offspring of the Lords grow closer to normal mortals with each successive generation mingled with human blood.

NYMPHS

The Essence given form and personality, the Nymphs are of a similar ethereal nature to the Lords of Orhan but are linked to a place on the earth rather than to the Great Moon. Each Nymph is bound to a specific location or thing and must remain within their domain, which is a certain proximity to that focus. They live on Kulthea as long as the source of their life, be it river or tree or other focus. Should their source fail, they “die”, dispersing into the greater Essence to be reborn again in another place. Most major rivers and forests, and many notable land features have an associated Nymph, but most are dormant and unaware of events around them unless threatened. Some of these beings may have started out as Spirits of Orhan and chose to bond with a place on Kulthea, others acquired sentience independently long ago. These latter beings tend to be more wild, chaotic and uncontrolled.

Nymphs can take on two forms: most are normally human-sized, and take the shape of impossibly beautiful youths, the males muscular and lean, the females just blossoming into womanhood. They are usually either naked or draped in only the most minimal gossamer covering. None have any body hair, though their scalp hair is always luxuriant and thick. The only other difference is the skin: water spirits have a decidedly blue tint, while plant spirits are greenish or sometimes light brown. Hair can be of any color, though watery spirits often have blue-green or white hair, earth spirits have deep shimmering green or auburn hair. Alternately, they may assume a more “elemental” incarnation, becoming a watery form, a tree-like shape or other appearance, depending on their nature. Some can assume a larger,

more powerful version of their humanoid form as well—much like the Spirits of Orhan.

Most Nymphs spend most of their time in a quiescent state, dormant and semi-aware of their surroundings. A few are awake and watchful at all times, but they are not the majority. Even awakened, these earthly spirits are generally benevolent as long as their home is not attacked or damaged. Even the Oceanids who reside in treacherous whirlpools are not necessarily malicious; but they are often haughty and disdainful of sailors who stray into their influence.

Some more active Nymphs have a reputation for playfulness; sometimes this is manifested in an amorous nature. They have been known to seduce attractive Elves and mortals alike.

While the Nymphs generally do not serve particular Lords of Orhan directly, most do have associations. The Dryads and Oreads are aligned with Iloura, while the Naiads, Nereids and Oceanids are generally under the influence of Shaal. Because of the sea-lord’s lack of attention, (and their own wilder origins) the water-spirits tend to be more independent and willful.

Damaging a Dryad’s tree or polluting a Naiad’s stream will make them sickly and weak. They also cannot stray far from their focus or their powers are diminished.

NYMPH TYPES & ABILITIES

Some nymph types, typical powers, and prominent examples are noted below. Note that the powers are intended as guidelines and the GM should feel free to treat them as such.

Nereids: Spirits of grottoes, underwater caverns and sheltered coves, Nereids are often male and their nature tends to be secretive. Some even guard Coral Roads, though their motivations for doing so are unclear.

Naiads: Often (though not exclusively) female, Naiads are watery spirits associated with a spring, river or lake. They are among the most playful of the Nymphs, playing hide-and-seek with confused mortals.

Oceanids: More powerful water spirits, Oceanids are tied to regions of a sea such as a bay or sound. Others might control unusual features such as a massive whirlpool or large waterfall. *Notable Oceanids:* Quodoris is a powerful Oceanid who resides in the wild waters between the northern tip of N-mar-Tol and the Black Sharksteeth. He is master of the eponymous maelstrom there. Ponagan makes his home in the steaming waters north of Aranmor. There are at least two Oceanid whirlpools in the Melurian Straits.

Dryads: Their light brown skin and deep green or auburn hair lends an exotic beauty to the Dryads, who can be male or female. *Notable Dryads:* Kel is master of the Emerald Forest in southern Hæstra, tied to the power of an ancient oak tree.

Oreads: Hill and cave spirits, Oreads are exclusively male and among the most ancient of the Nymphs and slowest to be roused. Some, however, are associated with volcanoes and have a similarly volatile temperament.



AVENGER DEMONS

Falling under the category of *Thematic Demons* these creatures of vengeance take on female form. They are summoned by those who wish to punish another, and wield powerful spells to drive their target to madness. In some cultures they are known as *Furies*.

THREE AVENGER DEMONS

Following are three typical Avenger Demons. When summoned usually only one appears, but when they are acting on their own sometimes two or all three will be present. Each has a specialty and preferred targets. All use Mentalist powers, and so are able to read the minds of their victims and prey on their individual weaknesses.

Sometimes deploying their spells as songs of power and insanity, they sing in painfully dissonant harmonies that can only be heard by their chosen victims. Similarly, they have the power to appear visible only to their target except when actually attacking. (However, others using

Presence, *See Invisible*, or similar spells will be able to perceive them). Even when visible, they are difficult to hit as they whirl and dance in their tattered garments.

Miaka: Taking the form of a young, beautiful female, Miaka has long black hair and pale skin. She wears a flowing gown of black and red which seems to furl and billow with a life of its own. She avenges young women spurned in love, taken advantage of, or otherwise harmed. Despite her fair appearance, Miaka is a disturbing sight because of the expression of leering, wide-eyed insanity always on her face. She enjoys using the Evil Mentalist list *Mind Disease*.

Minorka: Appearing as a woman of middle years, her ebon hair streaked with gray, Minorka is the bringer of guilt and hate, of failed parenthood and broken marriage. She wears billowing robes like her younger "sister," but they are worn and somewhat faded. Minorka uses a mixture of physical and mental spell attacks to punish her targets.

Motara: An aged crone bent with age, Motara has steel-gray hair and wrinkled skin. Her black robes are tattered rags and she carries a gnarled cane. Motara avenges stolen (or wasted) youth, and disrespect for the elderly. Because of her concentration on physical pain, she is able to use the Sorcerer base list *Flesh Destruction*.

SPIRITS STATISTICS CHART

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Nereid	20	150	4(45)	N	N	100ma (fist) 2x	100 Water Bolt	30
Powers: Magician Base Water Law, Earth Law to 20th level. PP: 400 Range: 1000' from grotto.								
Naiad	15	110	4(55)	N	N	60ma (fist) 2x	120 Water Bolt	20
Powers: Magician Base Water Law to 20th. PP: 300 Range: 500' from river.								
Oceanid	35	200	4(45)	N	N	130ma (fist) 2x	150 Water Bolt	20
Powers: Magician Base Water Law, Sorcerer Base Fluid Destruction, Mystic Base <i>Liquid Alteration</i> to 30th. PP: 700 Range: 5 miles from whirlpool/vent/etc.								
Dryad	20	150	11(45)	N	N	100ma (fist) 2x	90 Earth Bolt	20
Powers: Animist Base <i>Nature's Protection</i> , Plant Mastery, <i>Nature's Movement</i> (<i>Limbrunning</i> and the <i>Merging</i> spells only) to 20th. PP: 400 Range: 1000' from grotto.								
Oread	30	180	11(45)	N	N	160ma (fist) 2x	160 Earth Bolt	0
Powers: Mystic Base <i>Solid Manipulation</i> ; Magician Base <i>Earth Law</i> to 30th. PP: 600 Range: 1000' from grotto.								
Miaka	20	135	4(175)	N	N	110 long knife	—	30
Spells: Evil Mentalist <i>Mind Disease</i> to 20th; Mentalist Base <i>Presence</i> , <i>Open Cloaking</i> , <i>Illusions</i> , <i>Closed Mind's Door</i> to 20th. PP: 400								
Minorka	20	160	4(155)	N	N	140 long knife	—	20
Spells: Sorcerer <i>Mind Destruction</i> , <i>Flesh Destruction</i> to 20th; Mentalist Base <i>Presence</i> , <i>Open Cloaking</i> , <i>Illusions</i> , <i>Closed Mind's Door</i> to 20th. PP: 400.								
Motara	20	110	4(135)	N	N	80 long knife	—	15
Spells: Evil Cleric <i>Curses</i> , <i>Disease</i> , Sorcerer <i>Soul Destruction</i> to 20th; Mentalist Base <i>Presence</i> , <i>Open Cloaking</i> , <i>Illusions</i> , <i>Closed Mind's Door</i> to 20th. PP: 400.								

CHAPTER X

RELIGIONS OF KULTHEA

Long and treacherous was my way to Dawnwater's Edge. It is well hidden in a misty vale, and nearly escaped even my powers of detection. Picking my way carefully along a steep slope above a lake which resembled the last several lakes and fjords I had explored, I was about to give up on this one as well: nothing in sight but a few small herds of Torkaani cavorting over the grassy hills. The sky in the east was growing lighter by the moment; night was nearly over, for it was spring and the sun rose and set with regularity. Abruptly the grey vale turned to gold as the sun ignited the fog and damp grass. Far out on the water the mists shredded in the morning breeze, revealing for an instant a tiny isle, and perched upon it a strange manor.

I spread my arms, and in a moment that body which was Elor was gone, and only an arctic tern stood at the edge of the water where I had been. Though this transformation consumed much of my power I dared not use a lesser trick to reach the Kaldaraak-Vaar unnoticed. With a rush of white feathers I was airborne and sweeping low over the calm waters, my sharp avian eyes picking out every detail of the landscape. In just a few minutes I arrived at the dense mist, and a moment later burst through it to a clear area. There stood Dawnwater's Edge. I perched upon the peaked roof of the house to assess the situation.

This is the most holy place of the Ky'taari, as it was the home of Ariaana when she came to live within the realm of the Ice People. Its incredible age is betrayed in part by the method of construction: the strange, interlocking stone of the Syrkakar masons. The blocks themselves are roughly hewn, yet fitted together with the utmost skill by the first Ky'taari, who learned their abilities from the Syrkakar before that race degenerated into its current state. It is a monastery of the utmost security and power, invincible to all but the most fierce attack. On the first day of spring of each year the A-Ryaan travels here, and Ariaana returns for a day to give her blessings.

Year round, thirty-three monks are in residence: the elite of the monasteries of the nation, guarding this most sacred of places and creating great works of text and gold. Here also is kept the master orb of the seeing stones of the Ryaani, able to view any site within the realm at the command of the A-Ryaan, or the Lord Monk, who rules here in her stead.

Monks indeed there were: several in the sheltered courtyard, and I could sense others patrolling within the roofed parapets. At first I searched in vain for an open window, and despaired of an easy entrance. At last, however, a monk threw open the wide sashes along the eastern face. Alighting on a sill, I peered within, and the moment he left the room I glided inside and to a shadowy corner. I stood, Elor again, and with a shrug of my cloak I vanished from sight. Silent and invisible as a wraith, I investigated the hallowed chambers of this most holy of places. Undetected, I left as I had come, with no trace behind to betray my intrusion.

Elor Once Dark
c. 4200 Third Era (of Ire)

INTRODUCTION

Following is a listing of several active religions in the *Shadow World*. Each has a brief introduction laying out the basic nature of the religion (and/or how it is perceived by those in casual contact with it), followed by a detailed breakdown of the different aspects of the religion.

Note: Additional information about religions and channeling can be found in the Master Atlas.

SISTERS OF EISSA

One of the best-known religious groups in the west, the Sisters are (as one might assume) entirely a female sect. They are widely respected by non-evil peoples, though thought of as somewhat aloof. They are invariably neutral in political matters.

Focus: Eissa.

Symbol: A golden key, symbolizing Eissa's keys to Life, Death, Mind, Body, Soul, and the Void.

Culture (Temple Locations): Varies. Chapter Houses are located in most major cities.

Allies: Sisters are cordial to all other Orhan followings, though their reputation for aloofness is deserved.

Enemies: All Unlife servants, Undead.

Worshippers: None outside the sisterhood. Eissa seeks no other followers. They do not actively recruit a "congregation;" instead they have temples staffed with women skilled in the healing arts. All who follow the Lords of Orhan are welcome in the Houses of Eissa, though "contributions" for services are strongly encouraged.

Clergy: Entirely female, usually various mortal human races. To become a sister, one must spend four years as a novitiate at a Chapter House. Sisters rarely travel outside the home city of their temple.

Benefits of Membership: Sisters get free medical attention at any temple. All *Lifegiving* spells are gained at 2 levels below what is shown on the *Life Mastery* list (if a spell is already in that position, both spells are gained).

Restrictions/Rules/Requirements: Sisters cannot eat any meat, and must not kill except in self-defense or to protect other devout followers (e.g., sisters have severe restrictions against using *Absolution*). A sister traveling with a group who kills without pretty good reasons will soon run into problems (reduced or intermittent power points, inability to heal offenders, loss of ability to cast *Lifegiving* at lower levels, etc.).

Dress: White flowing gowns with a belt. The color of the belt indicates rank. When outside of the church they don hooded black cloaks.

Structure: The chief Priestess is called *eldest* and has a gold belt with crystal keys. The next rank are called *elder sisters*, with silver belts. The rest are called simply *sisters* and wear a blue belt. Novitiates have a white belt.

Important Dates: None.

Ideology Summary: All killing is evil, though death of the body is not necessarily the end of life. Strict vegetarians, the Sisters believe that all animals have souls

that are sacred. A life lived respecting other living things means that the soul goes to Orhan to live in peace in a sort of blissful oneness with Eissa. Those not worthy are sent back to join the great Essænce and be reborn in another form.

Goals: Largely apolitical and pacifistic, the Sisters will only take action against forces which clearly serve the Unlife. They not only aggressively recruit followers to their religion but encourage respect for life.

Rituals: A brief daily prayer (in addition to the lifestyle already described) is all that is asked of Sisters away from the temple. When a follower dies and their soul goes to its destination, Sisters of Eissa consider cremation to be the most appropriate way to deal with the body.

Other Activities: Sisters maintain herb gardens and will sell their healing herbs and potions, the money going to maintain the church and further the cause. Many Elder Sisters are Clerics or Healers, and will aid unfortunates who are sick or injured. They do not charge but ask for a donation (the "donation" should approximate the value of the herbs/services, however, or future aid might be denied). In many churches, the sisters will make clear their disapproval of killing—even creatures like Lugrōki and Goblins. In every church at least one woman (often the "Eldest") can raise the dead. Sisters are rarely seen outside of urban environments.

MORALIS SANCTITY

While considered a perverse cult in most "civilized" societies such as Rhakhaan or Kaitaine, the Sanctity has many followers even in these lands, though they keep such leanings a secret. In other lands the Sanctity is an accepted religion. In Sel-kai it is tolerated but frowned upon by most. Moralis is the god of love and pain, and "services" are often orgies that include sado-masochistic rituals. The Dark God gains power from the outpouring of these strong emotions.

Focus: Dark God Moralis.

Symbols: An upturned sword, nude male and female figures entwined around it.

Culture (Temple Locations): Domed temples can be found in many of the larger cities across the hemisphere where the religion is permitted. In less "tolerant" places, the Lovers of Moralis meet in secret locations, often in concealed underground chambers of wealthy followers. In the hills about twenty miles to the north of Sel-kai lies a sprawling complex, the religious center of the Coven of Moralis in NE Emer. The total population of that complex is about 500 men and women.

Allies: Inis.

Enemies: Church of Orhan, followers of Iloura, Baeris; anyone who has a prejudice against the Sanctity's idea of religion.

Worshippers: People of all races are invited to join the Sanctity.

Clergy: Men of all races are welcome.

Benefits of Membership: The pleasures gained from engaging in rituals.

Restrictions/Rules/Requirements: None except that what goes on in gatherings is not discussed with outsiders, that inhibitions are left outside... and the rather steep tithe of between 5 and 20 sp a month.

Dress: Monks of Moralis are seen in the city wearing red, hooded robes tied with black rope belts. Priests wear finer robes of a darker red hue.

Structure: High Priests administer a region, Priests a temple. Monks serve as support workers.

Important Dates: A major gathering is held on the eighth night of each month.

Ideology Summary: The Sanctity preaches that spiritual enlightenment comes through physical ecstasy, something that is attained through some sort of pain/pleasure activity.

Goals: The Moralis Sanctity usually stays out of politics as long as their own rituals are not threatened. However, priests in metropolitan cities (e.g., Ormool in Selkai) often arm themselves with blackmail information—only enough to protect their own interest.

Rituals: In addition to the regular mass gatherings, the Priests sometimes hold smaller “prayer meetings.”

BROTHERHOOD OF THE TREE

A peaceful, decentralized religion that teaches harmony among all living things. Unlike the Sisters of Eissa, they are rurally oriented and a good portion of the membership travels constantly, teaching of the value of the earth and the importance of the balance of nature.

Focus: Iloura, also Quen the Spirit, and any Dryads (and to a lesser extent other Nymphs).

Symbol: A tree.

Culture (Temple Locations): Varies. Temple/Monasteries are usually simple affairs in the country or a few miles outside a town. All are self-sufficient, with their own gardens (including herb gardens). They are not located in cities and in fact Brothers shun metropolitan areas if they can.

Allies: No close allies, though they are friendly with most other Orhanians.

Enemies: Any Dark God followers, Unlife, destroyers of nature. Recently they have come to realize that the Arboreans—who they at first thought might be allies—have a different agenda than they do.

Worshippers: None outside their own brotherhood. They do not actively recruit, but are happy to teach those who show an interest.

Clergy: Humans or Elves, usually a male-only institution (interesting, since Iloura is female). Some tend to the temples, while many are wanderers who live off the land. Most brothers are Animists or Rangers, and have extensive knowledge of flora and fauna.

Benefits of Membership: +20 locating herbs in the wild, identifying plants or herbs, tracking outdoors, any activities related to befriending or interacting with animals or Nymphs, Weather Watch.

Restrictions/Rules/Requirements: To gain these benefits (and channeling) requires a day-long indoctrination at a temple and following the Rituals below. No killing of any animal or plant needlessly.

Dress: Brown hooded robes with a leather belt. All wear a simple amulet in the shape of a tree; the color and ornamentation indicates rank. (It is often a PP enhancer as well).

Structure: The head of a *branch* (the church is often referred to as the *Tree*) is referred to as *Father*, while all others are simply *brothers*. The structure of the religion is very loose.

Important Dates: Summer and Fall equinoxes (marking the changing seasons).

Ideology Summary: Respect for nature is the theme stressed by the Brotherhood. While not vegetarians, they teach that killing for sport or other wasteful purpose is evil. The brotherhood is a ‘reincarnation’ religion, believing that when you die your soul returns to the earth just as your body does and is almost immediately reborn in some other form (it could be anything from a tree-seed, to an insect or a Dryad). The soul has a memory of past lives but it is usually suppressed.

Goals: True Ecologists and environmentalists, they wish all living things of Kulthea to exist in accord.

Rituals: Prayers to Iloura at sunrise and sunset (takes about 15 minutes). Day-long prayers/celebrations on the solstices and equinoxes.

Other Activities: The Brotherhood has considerable agricultural knowledge and an understanding of smart farming techniques (crop rotation, etc.), that they share with farmers willing to accept their philosophy. They bless harvests and often preside at fall festivals.

ORDER OF LIGHT

Not as much a religion as a philosophy, the Order of Light seeks to preserve knowledge, including literature, history, science and art. As such they have parallel goals with the Loremasters, though the two groups sometimes find themselves as much in competition as cooperation, each seeing itself as the pre-eminent “keeper of knowledge.”

Focus: Valris.

Symbol/Dress: Grey tunics or robes.

Culture (Temple Locations): Varies. Temples (actually libraries/galleries/museums) in most large cities, major temple on Nomikos, though that library is not officially under the control of the Order of Light.

Allies: Scribe of Nomikos and other libraries, Loremasters (though sometimes these allies can be rivals).

Enemies: Those wishing to suppress knowledge, manipulate populations through ignorance, etc. However, the Order has (hypocritically) been known to keep some knowledge to itself.

Worshippers: None outside the order. Patrons are welcome at archives but there is a fee for use of materials, and some information is kept private.

Clergy: Male or female, human or Elven. A specific “Archive” is usually one sex or the other, however. Relatively reclusive, most members rarely leave their cloistered homes. Though this is considered a religion, most members are not channelers. Professions include Scribes, Bards, Astrologers, Seers, and some Clerics.

Benefits of Membership: Most temples have libraries, open to the use of Order members. Members also have free access to Nomikos Library. Nomikos itself is not officially an archive of Valris, but they have a close relationship. Nomikos is a special case: while founded by Andraax, it is not officially controlled by the Loremasters either.

Restrictions/Rules/Requirements: Destruction of any written text, work of art or historical artifact is considered a terrible waste, but aside from that (and a prohibition against service to the Unlife) there are few restrictions.

Dress: Grey tunics or robes. All carry writing implements and paper.

Structure: The Chief Scholar presides over a given Archive, while there is a complex infrastructure of Scholars and Scribes who administrate various aspects of what is essentially a library and religious center.

Important Dates: None.

Ideology Summary: The “light” is the light of knowledge, to which the followers of the Order of Light devote themselves. Books are considered valuable—even holy—items to be treasured and protected. Scribes have died defending their Archives when cities are attacked.

Goals: Nothing less than the accumulation and preservation of all knowledge is their lofty goal.

Rituals: Few organized rituals. Members will often say “Praise Valris for the light of this knowledge!” when discovering something of particular value, or “Valris guide me” when researching, things of this sort.

Other Activities: Acquiring knowledge of all kinds. They do not (usually) steal, but often copy manuscripts. Much of their energy is devoted to duplicating materials and distributing it to their archives.

UNITED ORHAN CHURCH

This is the “official” church of Rhakhaan, and while many other cultures and races of Kulthea worship the Orhanian “pantheon” as a group, the Church is the only one that structures its religion in quite this way. The number five has great significance, and the perceived associations between the Lords are arranged to accommodate the “great pentagon.”

Focus: The Lords of Orhan.

Symbols: A sectioned pentagon, see above.

Culture (Temple Locations): All through Rhakhaan and beyond. There is a Church in each city and nearly every town. Most members of the nobility have at least a small temple on their grounds.

Allies: Other religions that worship the Orhanian pantheon as a group. Also, all other followers of the Lords to some extent, though there is also sometimes

animosity from these other religions who think that their Lord of Orhan is most important.

Enemies: See *Allies*.

Worshippers: All citizens of Rhakhaan are expected to at least pay lip service to the Church. All state occasions, important weddings and other events are steeped in religious rituals invoking the Lords.

Clergy: Though the Church theoretically accepts men and women of all races into the clergy, it is in fact almost entirely composed of Laan males. Clergy gain no “special” spells or abilities.

Benefits of Membership: The Church teaches that if you lead a good life (i.e., don’t offend the Lords), Eissa will grant your soul passage to a higher plane of existence (a sort of heaven or nirvana). If you are judged wanting, you might be returned to Kulthea and reborn (always as a mortal, but most likely in a lower social or cultural status). If you are judged irredeemable your soul is sent to what the Church calls one of the “Planes of Hell” (in fact, the Demonic Pales) to suffer torture at the hands of demons.

Restrictions/Rules/Requirements: Daily prayers, weekly attendance at Church, and a tithe based on your means are all expected.

Dress/Accoutrements: Prelates wear a number of ornate vestments depending on the occasion. Long robes, high hats, stoles, chausables, and amulets are all part of their ritual garments.

Structure: Rhakhaan is divided into religious districts called Archdiocese (administered by an Archprelate) and then subdivided into Diocese (Prelate). The headquarters of the Church is located in Esov Turic in the southeast of Rhakhaan; the Archprelate of Esov Turic (currently His Grace *Hedaro Selayah*) is by default the highest-ranking member of the church (senior prelates hold courtesy nobility titles). The second-highest member of the clergy is Osaran al Delphys, the Archprelate of Purll Kirn (and who is in fact the Arnak High Priest of Dansart).

Ideology Summary: At the center of Church ideology are the *Ten Offenses* against the lords. It is taught that avoiding these behaviors will go a long way towards gaining the favor of the Lords of Orhan.

1. Hubris, which offends Kuor.
2. Ignorance, which offends Valris.
3. Avarice, which offends Reaan.
4. Lifetaking, which offends Eissa.
5. Infidelity, which offends Phaon & Oriana.
6. Laziness, which offends Cay.
7. Exploitation, which offends Iloura.
8. Perversion, which offends Jaysek.
9. Vanity, which offends Kieron.
10. Deceitfulness, which offends Teris.

In addition to the *Ten Offenses*, the church doctrine is based upon the teachings of the *Holy Scrolls of Orhan*. The scrolls are believed to have come directly from the moon of the Lords, carried by Teris and presented to the *First Prophet*, a Laan cleric by the name of *N’dæric*



Great Pentagon of the United Orhan Church

Kuor	⚡
Valris	♀
Eissa	⚙
Reaan	⚡
Jaysek	⚡
Kieron	♀
Iloura	⚡
Iorak	⚡
Shaal	⚡
Phaon	♀
Oriana	♀
Cay	⚡
Teris	⚡
Vult	♀
Jon'nor	⚡

of *Xa'ar*, near the end of the Second Era. The original scrolls were kept in a *laen*, titanium, black-and-white eog casket known as the *Sepulcher of the Moon*, subsequently lost during the cataclysmic Wars of Dominion. It has yet to be found. Many copies were made of the scrolls, but unfortunately only a few have survived, most fragmentary translations. Because of this the scrolls are open to interpretation, and the Lords themselves are characteristically silent (or at best cryptic) regarding their intentions.

Goals: The Church exploits its political power mainly to further its own wealth and maintain its religious hegemony in Rhakhaan.

GM Note: While it may seem strange that followers of the same entity would be at odds with each other, one need only look to Terran religions as an example. Just within Christianity one finds conflict between Roman Catholics, Episcopalians, Baptists, etc. When one includes those of Jewish beliefs and Islam, one can see that people go to war over religious beliefs, despite all claiming to worship the same god.

FOLLOWERS OF THE HOLY WORD

While this denomination has supposedly had a small following for centuries, it has only recently become somewhat more widely heard of in certain elite circles. Its adherents—who show surprisingly little interest in recruiting new followers—maintain that they are devoted to Valris but they seem to worship information knowledge itself at least as fervently. This devotion comes in many forms, including some rather secular-

seeming pursuits, though that assertion can be made against many other religions as well.

The Church of the Word is actually the *Dia Khovaria*, (also known as the *Holy Tabernacle of the Word*), an organization in the Terran Galactic Empire, one of several factions with covert operatives on Kulthea (the others include House Colos, House Devon, and certain Imperial interests). All are seeking to unlock the secret of the strange powers controlled by residents of this technologically backward planet.

Symbols: Abstracted solid-state circuit (pattern varies with division).

Culture (Temple Locations): The D.K. has a base on Tower Isle in the Dragon Sea in southeastern Thuul.

Allies: None.

Enemies: No enemies as such, though they must be careful to keep their true nature a secret.

Worshippers: None.

Clergy: The Church of the Word has its roots in the Roman Catholic Church of ancient Terra. While it evolved into a secular organization long ago, it retains many of the trappings and rituals of that religion. Like in the past however, the D.K. remains a potent political force in the Terran Empire. There are two parts to the Church's power base: its vast storehouse of data, and its *Tachyon Beam Dictor* communications system. This is the only faster-than-light communications network in the empire, and the D.K. controls it.

The Reidyr: The leader of the Church. His formal title is Supreme Bishop of the Holy Tabernacle. He is addressed as "Your Holiness."

Cardinal: Next in rank; collectively known as the “college” who, with the Reidyer, make policy for the organization. They are part of the church’s *curia* (administration). Cardinals are addressed as “Your Eminence.”

Archbishop: These officials are supreme authority for the D.K. over a large region, usually an entire Noble House, which is called an *Archdiocese*. They are addressed as “Your Grace.”

Bishop: These men are leaders of a city, in the case of less populated areas, a planet. This domain is a diocese.

Abbot: Superior of a monastery or other D.K. facility, such as a data center or T.B.D. relay installation.

Monsignor: Adjutants who serve the higher-ranking church officials, Bishop and above.

Priest: Administrator of a facility.

Monk: The rank and file, monks are trained in a wide variety of skills depending on their function.

Dress/Accoutrements: Ritual vestments of the DK remain similar to those worn by the clergy of the Roman Catholic thousands of years ago. One difference is that the Archbishops on down have slightly different color schemes depending on their Noble House affiliations. The monks wear a long, flowing hooded robe of muted color, and have more functional clothing suited to various activities. All members wear an intricate ring that has on the signet face what looks like a glittering, intricate computer chip from the first days of microelectronics. These rings are in fact far more sophis-

ticated, acting as a combination key/personal ID device, and more.

Structure: Based on the Roman Catholic Church of old Terra.

Goals: On Kulthea the goal of the D.K. is to understand the nature of the Ess \acute{a} nce, and to locate any evidence of the K’ta’viiri and their technology. They also have an intense interest in old texts and archaeological sites.

FOLLOWERS OF THE SUN

This is the official (and really, the only) religion of the Ky’taari of the Mur Fostisyr. All of that people are members of the Followers of the Sun.

There are other religions of a very similar nature in other parts of the world, all followers of Oriana.

Focus: Oriana (Arianna)/ The Sun.

Symbols: A ten-pointed sunburst.

Culture (Temple Locations): Ky’taari/Mur Fostisyr.

Allies: None.

Enemies: The Iron Wind.

Worshippers: All Ky’taari people.

Clergy: Priestesses are female while the basic membership is all male.

Benefits of Membership: Extensive training.

Restrictions/Rules/Requirements: Only chosen young men may join. Very selective.



A Monk of the Holy Word, a Brother of Akalatan, and an Archprelate of the United Orhan Church

Dress: White tunics and pants.

Structure: As noted above, the temple is ruled by a priestess, while all of the other members are male. In the Ky'taari culture there is a male king and a female priestess who co-rule.

Important Dates: The Equinoxes and Solstices are Holy Days; special services for the first day the sun rises each year.

Ideology Summary: Basically a peaceful culture, the Ky'taari worship the sun because it is especially precious in the far northern clime which is their home. When Ky'taari die it is believed that their Essence joins with Arianna as part of the energy of the Sun.

Goals: Currently the goal of the religion is to overthrow the occupation of the Iron Wind.

Rituals: Prayers are said at every sunrise and sunset.

Other Activities: The monks are trained in martial arts skills and make up the elite defensive force of the Ky'taari.

THE BLACK DAWN

An insidious religious cult, said to originate in southern Silaar, the Black Dawn is spreading throughout Emer. They are a kind of "doomsday cult," their leaders preaching that the end of the world is near. They say that it will come with the blotting out of the sun, and darkness falling over all Kulthea. They have enjoyed a recent upsurge in popularity after the recent Flow Storms and other disasters.

Focus: Astrological and Astronomical events, especially Eclipses.

Symbols: The group's symbol is a gold sunburst partially covered by a larger black disk, meant to symbolize the sun being eclipsed by Orhan.

Culture (Temple Locations): At present the Black Dawn has a very small following in the larger cities of Emer, Agyra and northern Thuul, members meeting in homes and warehouses.

Allies: None.

Enemies: Any sun-worshipping religion.

Worshippers: Rituals are said to involve self-mutilation and sorcerous summonings.

Clergy: Most often Elves, the priests wear gold colored robe with a large black stole (like catholic priests, but larger, covering the shoulders and to the ground). A black skullcap. Medallion: gold sunburst partially covered with a larger obsidian-cabochon center, meant to symbolize an eclipse. He carries a bladed mace of gold with a black laen sphere in the center.

Benefits of Membership: None.

Dress/Symbols: Gold sunburst with an obsidian-cabochon center, meant to symbolize an eclipse. High priests of the order carry a bladed mace of gold with a black, laen sphere in the center.

Structure: The High Priest resides in southern Silaar in a small but luxurious temple.

Important Dates: Any solar eclipse.

Ideology Summary: The Black Dawn believes that the physical world will soon be destroyed and that all people need to prepare their souls to join the great Ess  nce. They call on people to renounce the "False Gods" of Orhan and Char  n (though they are actually channeling from Scal  ) and embrace the darkness when the sun is gone. The Black Dawn believes that when you die your soul disperses into the darkness. Preferred way to deal with the dead is incineration.

Rituals: Prayers at every sunset, special ceremonies at any eclipse.

CHURCH OF ZANAR

The Church of Zanar began on Kulthea with the arrival of the People of Aldaron, the founders of the Emerian Empire. The actual religious order was the *Ahn sye Zanar* (OE. "Order of the Cloak"), also known as the *Crimson Cloak* or *Crimson Order*, one of the Eight Orders created to serve the Emperor. The Church was the official religion of the Empire and centered on worship of the one god *Zanar*.

The Loremasters have long debated over the nature of Zanar. Since the people of Aldaron came through a Portal from another world, one might assume that they left their god behind when they did. But the clerics of the order continued to be able to channel power, so another deity must have assumed the guise of Zanar; the consensus belief was that one of the Lords of Orhan took on the mantle of Zanar, at least at the beginning (this is in fact correct: Eissa adopted a male persona and channeled power as Zanar). However, in T.E.I. 1553 Ondoal (disguised as the Lord High Seer Luarto Shang) revealed to the High Priest of Zanar that the god they had been worshipping since their arrival on Kulthea was, in effect, an imposter. He then tricked the priest into redirecting his loyalties (and prayers) to the Jerak Ahrenreth. The living crystal became his source of channeling, and this was to mark the beginning of the corruption of the church. As priests "converted," they became more conservative in their philosophies and oppressive in their control. As more priests fall under the shadow of the Ahrenreth by tapping its power, they are forced to pay a sinister price: the life-force of all who die under their care is channelled back to the jewel at the heart of the Ahrenthr  k.

Then, in 1609 there was a crisis of succession in the Emerian Empire. Ageren Vuk, the *Cho-Na-kudai* (Lord High Priest) of the Order of the Cloak, declared himself Emperor Regent and named the eight-year old Silima Chark (a distaff niece) Empress. Ageren Vuk was extremely conservative, and believed that the fall of the Empire was because of sin and corruption. He ordered martial law, censorship and strict adherence to oppressive laws.

The next 30 years were marked by religious inquisitions and persecution. At first only books were burned and rights restricted, but soon the terror escalated and "trials" condemned hundreds to death, burned as heretics, sorcerers, and "the perverted." Historians later referred to this as the "First Zanarian Purge". Loremasters rescued what texts and innocents that they could,

but soon the church also targeted them. Things quieted down for a few decades, only to be followed by a worse Inquisition as the Empire was collapsing. As the remaining vestiges of organized government vanished, Priests of Zonar continued to rile against sin and excess even as they demanded heavy tithes. They still hold considerable religious power and are able to move between the warring city-states with relative impunity, as few warlords wished to anger the Church.

Finally, however, as the continent continued to balkanize and suffered a series of famines and plagues, the people ceased to fear Zonar. The church fell from favor until, by the sixth millennium, they had descended into complete obscurity.

Focus: The earth (Jerak Ahrenreth Crystal).

Symbols: Red Orb

Culture (Temple Locations): Scattered across Emer.

The headquarters is the Isle of Fire, a single island about 20 miles off the western Hæstra coast, the Isle of Fire is the domain of the Lord High Priest of Zonar. His palace is perched high on a bluff near the southern end of the island, and protected by many guards and magical wards.

Allies: None.

Enemies: Other gods.

Worshippers: Mostly mortals of Emer, those who are easily swayed by suspicion.

Clergy: Cho-Na-kudai (Lord High Priest).

Benefits of Membership: Channeling from the Crystal, some special spells.

Restrictions/Rules/Requirements:

Dress: Red, white and black vestments.

Structure: The Lord High Priest is served by regional Archpriests, the Priests administrate churches. The Inquisitors and Champions serve as additional enforcers.

Ideology Summary: If you do not follow the strictures of Zonar, your soul will be lost and dispersed into nothingness. If you do, you will either be reborn in a better life or even live in bliss with Zonar.

Goals: To subjugate and control the people of Emer through religious doctrine, suspicion and fear. Also to gain wealth for themselves.

Rituals: Zonar services are held weekly (daily in large temples) and involve a complex array of rituals for different occasions.

CULT OF ANDARAS

Andaras is known at the “Cat God,” and his religion reflects a preoccupation with all things feline, especially black panthers. He is also the Charôn god of wisdom and knowledge.

Focus: Dark God Andaras.

Symbols: Cat, slit-pupiled eye.

Culture (Temple Locations): Some temples in cities, larger complexes in remote islands or jungles, usually warm/temperate or tropical climates where black panthers are found. Many larger temples have fairly extensive libraries

Allies: None.

Enemies: Followers of Valris. Cults following Scalû are considered rivals. Dogs and wolves are despised.

Worshippers: Scholars of dark knowledge, those seeking to foretell the future.

Clergy: Priests can be men or women, but the clergy of any given temple is one or the other. Professions are usually a mix of Animists (Animal Mastery) and Astrologers.

Benefits of Membership: Welcome in any temple, +20 when using and *Lore*, *Locating* and *Communal Ways* list spells involving information-gathering.

Restrictions/Rules/Requirements: Cannot harm any cat, daily prayer to Andaras just before dawn.

Dress: A kilt-like garment and headband like metal head ornament. One gauntlet like glove with clawed fingers is partly ceremonial and partly a weapon. Favored gem is the cat’s eye, and the slitted cat-eye symbol is prevalent in decoration.

Structure: Fairly decentralized; Andaras himself chooses priests for promotion, etc.

Ideology Summary: All felines are sacred, especially the great black panther. This does not mean that it is wrong to keep them in captivity, however, and any temple with live panthers is considered to be blessed.

Goals: Gathering knowledge, furthering the worship of Andaras and cats. Those who hunt and kill cats are themselves hunted.

Rituals: Andaras is prayed to in the darkness just before light begins to grow. Temples have fairly elaborate ceremonies, sometimes involving human sacrifices to resident black panthers. The Summer Solstice is reverently celebrated as the turning-point when the nights begin to grow longer than the days; the Winter/New Year’s Day when the longest night occurs. (Remember that seasons are reversed in the southern hemisphere of course).

THE CULT OF KLYSUS

It is not widely understood outside of Lankanôk, but there are actually two distinct religious orders. The *Cult of Klysus*, with by far the smaller number of members, is a reclusive sect of astrologers and mystics who consult with the king. A few among them also conduct the blood-drenched rituals upon the *Temple of Separation*. The much larger (and public) order is the *Brotherhood of Akalatan* (see below). While the high-ranking officials of this cult are powerful sorcerers and clerics, most of the members of this group are actually merely civil servants; priests in name only.

Klysus is a distant deity, a being to be held in awe—even feared. He can only be satiated through bloody sacrifices. Klysus is the god of blood, the sun, and death. He is believed by his followers to carry the sun across the sky every day only by the strength given by the Lankani sacrifices.

Focus: Klysus.

Symbols: Red-rayed golden sun, hooded cobra. Gold and red.

Culture (Temple Locations): Throughout Lankanôk.

Allies: Brotherhood of Akalatan.

Enemies: Eissa.

Worshippers: All Lankani must worship.

Clergy:

Khurtûm's Vizieri: Alchemists, Astrologers and Seers.

They study the skies and foretell the future. They serve as advisors in all things. Some are also skilled in healing and are the Khurtûm's personal physicians. The Vizieri wear red robes trimmed with gold and carry staves with a cobra-head.

Solar Guard: The Khurtûm's personal bodyguards, sworn to protect him with their lives.

Benefits of Membership: Social status, +20 to Astrologer information spells.

Restrictions/Rules/Requirements: Laws and rituals are defined in the holy book: *Syka'av Klytaru* (The Book of Lord Klysus). The original is kept in a vault beneath the Temple of Separation in the Lankan capital city.

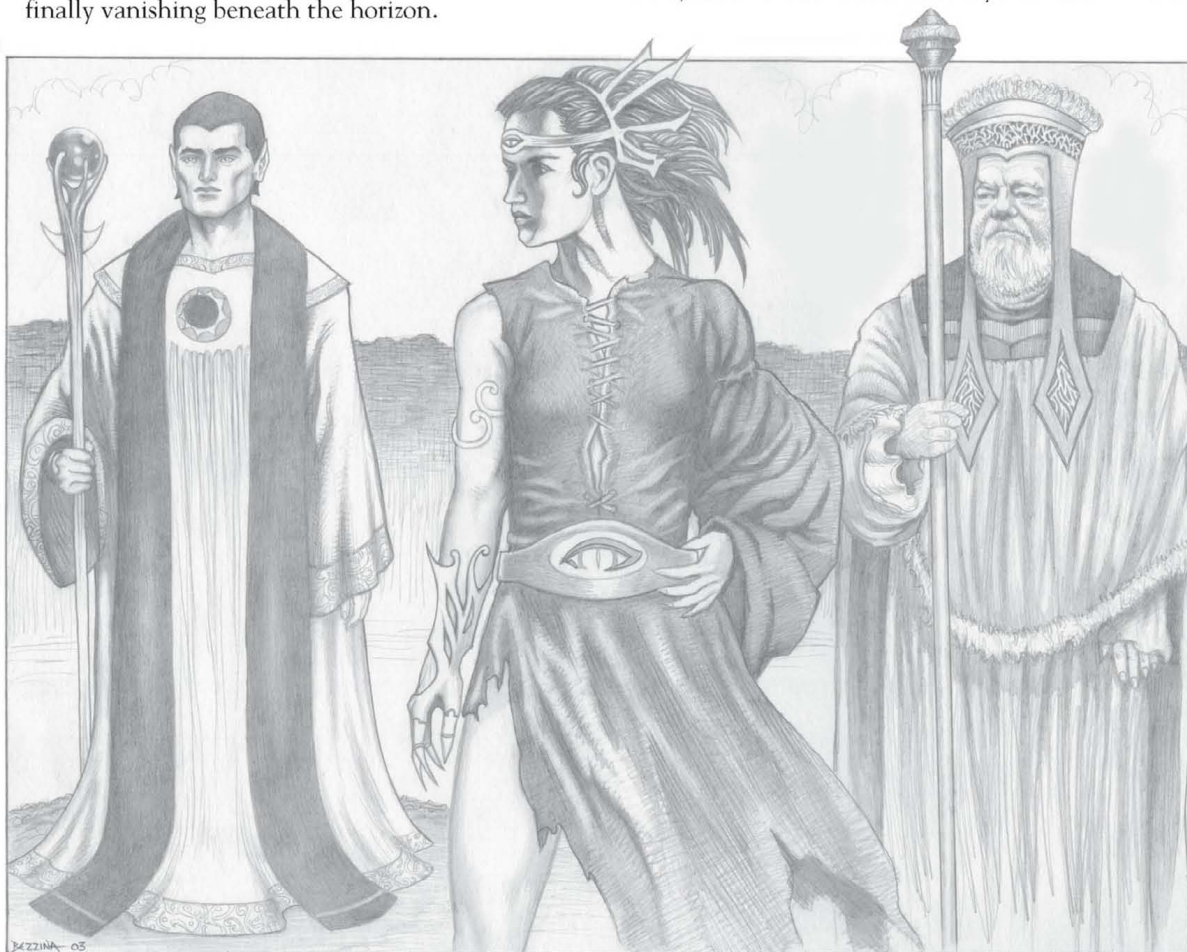
Dress: See Clergy above. Colors are gold and red.

Important Dates: The moon Charôn is considered the home of Klysus and Akalatan. Because of this, it is the basis of the Lankan calendar. It has a very unusual polar orbit that takes exactly twenty-one days. Rather than being tied to Kulthea's rotation, the moon rotates perpendicular to the *Shadow World's* orbit around the sun: always ascending every night for seven days and descending during the day for seven days before finally vanishing beneath the horizon.

The Lankani divide the year into seventeen Charôn-months of twenty-one days. Each of the seventeen months is divided into three "weeks" of seven days. The first three days of the week are holy, and represent Klysus, Akalatan, and the Khurtûm, respectively. The remaining four days represent the four castes. In addition, the first week, when Charôn is ascending each night from the south, is the week of Klysus. The second week, as the moon descends by days, is the time of Akalatan. For approximately one third of Charôn's orbit (seven days) the moon is hidden from view—swinging past the southern hemisphere. This week is the time of the Khurtûm, when the emperor stands alone and has no link to his gods. Sacrifices are performed to urge the return of the moon. The first day of every month is a celebration as Charôn rises again.

Special rituals are performed on the holy days, the scope of the ceremony depending on the time of year. Every 147-149 days (it varies because of a wobble in Charôn's orbit), the moon is eclipsed by Orhan, giving it a red hue. This is the *Night of the Third Moon*. Seventeen 21-day months make for a year seven days longer than the actual 350-day revolution of Kulthea. The Lankan Astronomer-priests recognize this, and every third year they remove a month, restoring a seasonal balance. This month is "removed" with great ceremony—and many sacrifices.

Slaves and prisoners of war are usually the victims, but on certain occasions only a Lankan—or even



A Priest of the Black Dawn, a Priestess of Andaras and a High Priest of the Church of Zanar

a member of the royal family—will suffice to slake the serpent-god's thirst. For those who are killed on the altar there is a terrible, final fate: their very soul is consumed by Klysus, even as the high priest and Khurtûm drink the victim's blood. Once every seven years the Khurtûm must choose a member of his family to be sacrificed to Klysus, the serpent-death god. This assures that the T'voca River will continue to flow, and grants the Khurtûm longer life. The Khurtûm leads this gruesome ceremony, cutting out the victim's heart and drenching himself in the relative's blood. Klysus himself appears at this ceremony to accept the blood and soul of the dying noble.

Ideology Summary: The interrelationship between the Khurtûm (the god-king), the dark god Klysus and his demigod "offspring" Akalatan is a complex and fluid one, difficult for outsiders to understand. Even the average Lankan peasant would have a hard time explaining it. Religion and ritual permeates all aspects of life within the Lankan Empire. The Lankan people worship a complex array of gods and demigods, but above all stand Klysus and Akalatan. In simplistic terms they represent death and birth, respectively. The Lankani believe in a soul, a spirit apart from the physical body. When the body dies, the spirit is separated, and depending on your rank, your sex, and on the conditions of your death, it will go to one of three places. The *Sanctified* (noblemen, priests, brave warriors) are carried away by Klysus at sunset. They board Zania's chariot to Charôn where they live forever. The *Devout* (women, commoners) descend into the earth and enter the vast Underworld. There they wait and wander until Akalatan chooses to lead their spirit back to the surface to be reincarnated—hopefully as a Sanctified. The *Unclean* souls of sacrificial victims are destroyed forever—consumed by Klysus so that he may raise the sun every day. The souls of men and women are of a different nature and almost never cross sexes. However, a specially blessed female soul may be reborn as a man and sometimes a male soul is born in a female body. Interestingly, the Lankani believe that the immortal Elves have no soul and are some sort of abomination against Klysus. They are worthless as sacrificial victims and treated with barely concealed loathing by the Lankan citizenry.

Rituals: The Lankani rely heavily upon ritual and ceremony to structure their lives. The Sun priests use numbers and numerology extensively, and are accomplished mathematicians and astronomers. Their calendar is complex and very accurate, though quite different than that of other cultures. The most important number for the Lankan priests is three. This is because of the 'troika' of Klysus, Akalatan, and the Khurtûm—though of course the three are not considered coequal. Three is the holy number, always associated with the Khurtûm or the gods. The complementary number is four: the number of castes in Lankan society, and the number associated with men and their Rituals:

BROTHERHOOD OF AKALATAN

Focus: The earth.

Symbols: Upward-thrusting sword, large snake, phallus.

Culture (Temple Locations): Throughout Lankanôk.

Allies: Cult of Klysus.

Enemies: Morgalis is considered a rival, Iloura and Eissa and Ariana enemies

Worshippers: All Lankani

Clergy:

High Priest: traditionally the Khurtûm's eldest son. P'har Ahnekar currently holds the title and has proven to be a dynamic leader of the priesthood. He is also a man with insatiable thirsts for power and pleasure.

Ritual Priests: The elite of the Brotherhood, all are Channeling users, many with healing abilities. The Priests conduct ceremonies at the Temple of Union. Rituals within the Temple can be solemn or boisterous.

Civil Priests: Essentially the Lankan bureaucracy, these priests are tax collectors, magistrates, judges, record-keepers, etc.

Viper Guard: Includes a vast police arm to enforce the bureaucracy, and a select group that serves as a bodyguard for the Ritual Priests.

Restrictions/Rules/Requirements: Laws and rituals alike are defined in the two holy books: *Syka'av Klytaru* (The Book of Lord Klysus) and the *Omiar Akalataru* (The Codex of Lord Akalatan). The originals are kept in vaults beneath the Temple of Separation and the Temple of Union, respectively, in the Lankan capital city.

Dress: See *Membership* above. Colors are black, silver, and pearl.

Important Dates: See Klysus above

Ideology Summary: According to legend, Akalatan is Klysus' son, born from a union with the first chieftain's wife Zania. For her reward Klysus made Zania a demigoddess, charioteer of Charôn. Akalatan is a closer god to the Lankani, in a way he is their father. He is god of fertility, rebirth, and passion. Souls of the dead are reborn through him, but only after penance in the Underworld, also known as the Abyss of Pain.

Goals: To spread the religion and state of Lankanôk across the planet

Rituals: Unlike the grim ceremonies of Klysus, all worship of Akalatan is a celebration of life. Often this takes the form of a ritualized orgy: Akalatan understands the desires of the flesh and has made it part of worshipping him.

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Shadow World

The Raven Queen didn't even bother to rise from her throne as she cast her spell. Red forks of light lashed out from her long black fingernails and stabbed at the second Clycallah spy. He screamed and crumpled at her feet next to his cohort. She hadn't gotten anything useful from the first prisoner, but maybe this one will last a bit longer...

The Queen's lips curled into a cruel smile...

Ever wonder about those *other* secret orders who worship the Unlife? What the Lords of Orhan and the Dark Gods are really up to? Just who that mysterious *Alliance* is? The answers to these and other questions can be found within!

Powers of Light & Darkness Features:

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