

· EMER BOOK II · THE NORTHEAST™



Terry Kevin Amthor

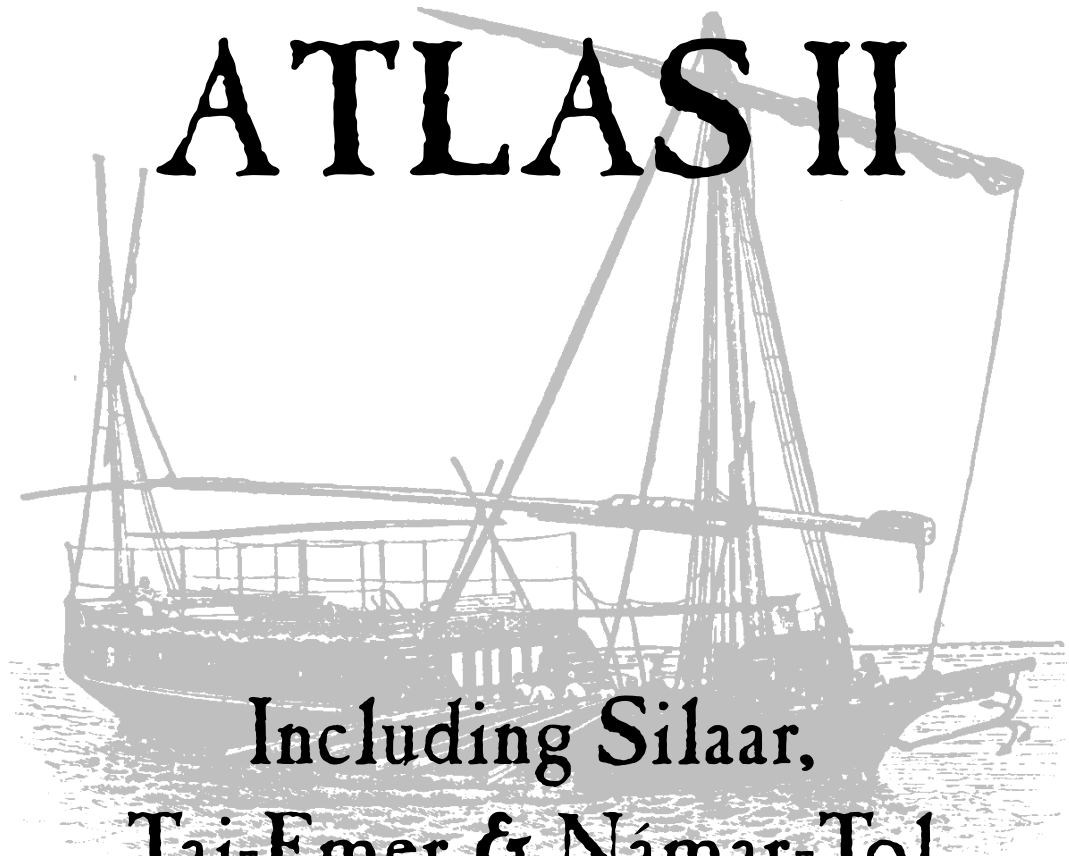
A **Shadow
World**®

Book
For

ROLEMASTER®

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EMER ATLAS II



Including Silaar,
Tai-Emer & Námar-Tol

with

The Northeast Coastal & Island Realms

Credits

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Special Thanks: Pete Fenlon at ICE for helping to get the *Shadow World* back in print, to my indulgent coworkers, and especially to all the fans on the internet who have helped keep the *Shadow World* alive during the time of darkness

Special Contributions: That ragtag group of pretty-boys: Lance "I am a gentleman," Justin "Stay crunk!," JC "I'm a little girl!"; hairstyle-challenged Jello-Joey and Chris "I started it!"

On the Cover

One of the massive airbarges of the Loari House Vikanira makes its way over the Circular Sea, The tank-like main body is hollow, filled with balloonpod sacs. Passenger and cargo compartments can be seen on the underside of the craft. The propellers which move the vehicle are steam-powered.

About the Type

This *Shadow World* book was composed and laid out in *PageMaker*® on a trusty *Powerbook 1400* enhanced with a snappy G3 processor.

The text was set in Adobe® *Minion*, *Minion Condensed* and *Minion Expert* typefaces. Headers were set in Adobe *Caslon Antique*. Sidebars are in a variety of specialized faces created by the P22 type foundry.

Minion is an Adobe original face designed by Robert Slimbach and derived from type of the late Renaissance.

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· FOREWORD ·



Of course, I can't seem to keep myself from tinkering with the format.

But *Hæstra* was made up of many small countries and it seemed appropriate to treat them all more-or-less equally. The northeast, on the other hand, is dominated by a handful of large, powerful realms which demanded more in-depth attention. The result is Emer II, in which certain lands have an entire chapter devoted to them, while other domains are grouped by region. Hopefully this organization makes sense to the user.

TKA
May 1999
Arlington, VA

“Forever Young...
Let us live eternally
We can reach our destiny
We will feast in harmony as one, forever young

“Though they teach us sacrifice
We will never compromise
We are here until our work is done, forever young

“Whatever may come falling down
Will never break our solid ground
A million hours until the game is won, forever young

“Until we’ve learned what love can bring
Well our immortal voice will ring
And through the clouds we’ll always find the sun, forever young

“We’re the future of the world
With love let’s take our stand
For all that we believe, forever ever young”

— ‘N Sync
(*European album release*)



“Have respect for everyone.”

— Joshua ‘JC’ Chasez

TABLE of CONTENTS

Foreword	3	4•Society	77
Table of Contents	5	5•Art & Science	80
Part I Introduction	7	6•Lankan Religion	80
1•Culture & Civilization	8	7•Kenezán, the capital	88
2•The Flows of Essænce	10	8•People & Powers of Note	89
3•Crime & Punishment	11	9•The Pochanti Territory	90
4•Getting Around	11	10•Cloud Pass	91
Part II History	13	11•Forest of Ash	91
1•Notes about the Timeline	14	12•Attitudes toward outsiders	91
2•The First EraEra of ire	14	PART VIII Nuyan-Khôm	93
3•The Second Era of ire	15	1•The People	94
4•The Third Era of ire	19	2•Diet & Economy	94
5•The Kulthean Calendar	31	3•Government	95
6•About Time	32	4•Society	98
Part III Climate, Inhabitants	33	5•Religion & Philosophy	99
1•Overview	34	6•People & Powers of Note	99
2•Weather & Climate	34	7•Attitudes toward outsiders	100
3•Land Features	35	Part IX Námar-Tol	101
4•Flora	40	1•The Realm	102
5•Fauna	41	2•The People	102
6•Races	42	3•Economics	102
Part IV Coastal Lands	49	4•Government	103
1•The Coastal Lands	50	5•Society	103
2•Northern Islands in the Sea of Tears	50	6•Arts, Essænce & Science	105
3•Red Cliff caverns	50	7•Religion & Philosophy	106
4•Kelp Forest of Kyrak	50	8•Places of Note	106
5•Vopana Isles	51	9•People & Powers of Note	106
6•Sel-kai	51	10•Attitudes toward outsiders	107
7•Vog Mur	52	Part X Arдания	111
8•Præten	62	1•The Realm	112
9•Tana: Isles of the North Gale	63	2•The People	112
Part V Inland Silaar	67	3•Economics	112
1•Haunted Wastesof Thanor	68	4•Government	112
2•Central Plains Warlords	68	6•Religion & Philosophy	113
3•The Thanor Stand	68	7•People & Powers of Note	113
3•Asamis Arg	68	Part XI Adventures	115
4•Voerken Mire	69	1•A Restful Sea Voyage	116
5•Reandor	71	2•The Forest of Ash	116
Part VI Lankanôk	74	3•the Voerken Mire	116
1•The People	76	4•The Bones of Thanor	116
2•Diet & Economy	77	5•Wanted for Hire: Caravan Escorts ...	116
3•Government	77	6•The Five Troubadors	118
		Part XII Maps	119



Loari Fortress-Villa of the Vikanira Family

· PART I · INTRODUCTION



1-CULTURE & CIVILIZATION

While this book focuses on a portion of the continent of Emer, it seems important to review and discuss the environment of the *Shadow World* as a whole, and what life might be like in such a place.

In some ways Kulthea is not unlike our earth; men have the same psyches, the same wants and goals and desires. However, the routes to these goals are sometimes different. And there are powerful forces at work in Kulthea; things dismissed as superstition and scam in our world are very real mystical and magical energies in the *Shadow World*. And more peoples than mortal men live on Kulthea. Immortal Elves rule timeless kingdoms, while gods and demons walk the earth. And the planet is swept by supernatural storms, the magical *Flows of Ess  nce* run amuck.

But while demons and sorcerers are real, they remain fairly unusual characters. Many a peasant has toiled his entire life in the fields of his lord and never once seen even the lowliest magical spell.

CIVILIZATION ON KULTHEA

The people of Kulthea's march towards civilization has been sidetracked several times, usually by cataclysmic wars fought among the gods with Men and Elves as their reluctant pawns. These wars leave little in their wake, and the pawns are left to rebuild from scratch. In addition, the presence of magic on the Shadow World has taken its toll in retarding technological and scientific advancements. Many things are just easier to do with magic. If you really can turn lead into gold, the scientific method goes out the window.

However, not everyone can use magic, and those who can tend to charge for their services (witness the Navigators), or simply withhold them, so others continue to struggle along and make slow progress.

It is the same way with governments. Advances are made, borders expand to the limits of practical size, then often collapse. Once again, however, there are supernatural forces on Kulthea which prey on the vices of men and precipitate the destruction of governments which might otherwise have survived. The Emerian Empire is an example.

Earlier in the Third Era the Empire spanned virtually all of Emer in a monarchy unmatched in size, wealth and power. But it had finally grown too large to support itself, and with the help of sinister agents of darkness, it crumbled into anarchy.

Only in the last few centuries has the continent emerged from the chaos and wars in the aftermath of that fall. Several regions have established variations on what on earth is known as a *feudal* government. It is important to understand how this arrangement works in order to get a feel of what life is like in this environment. This way, the Gamemaster can convey this rich milieu to the players and create a more satisfying gaming environment for all involved.

TECHNOLOGY

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

The weapon references include a suggested range for subtractions from the usual percentage OB. Note that some weapons such as bows or clubs made from specific materials already have their own set abilities and modifications are unnecessary. In addition, certain crushing weapon designs work relatively well when compared to counterparts made from more advanced mediums. Comparatively speaking, they perform better than complex thrusting, throwing or edged weaponry made from analogous inferior material.

One might wonder how a wide range of technological levels can exist in such close proximity, especially given the amount of trade on Kulthea. This situation is understandable, however, because technical advancement depends on skill, knowledge and the proper facilities. For instance, the Lankani have neither the skill nor the equipment to make fine steel, even though they might know the formula. In another example, the making of the anti-gravity metal *Xenium* requires not only sophisticated equipment, but the formula is a closely guarded secret held by a few Alchemists.

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

Pre-Technology Levels

1. **Stone Age.** Crude stone tools used; little or no cultural development. Fire, basic spoken language. Natural metals used late in this period.
 - a) **Old Stone Age (OSA).** No metal used. Stone tool use confined to a variety of types of chopping and hand ax devices made from pebbles of varying sizes. Choppers are nothing more than pebbles with a rough but sharp edge, formed by flaking chips off the rock. The more sophisticated hand axes (-30 to -75) are like large, hand-held stone blades or points. Wood is used, but weapons are generally clubs (-0) or spears (-25 to -50) made out of long sticks with fire tempered points.
 - b) **Middle Stone Age (MSA).** Still no metal in use. Stone is worked by a variety of methods and there are some very effective tools. Wood and bone tools become widespread; and by combining wood shafts with harder spear, ax, and knife points, some reasonable (-15 to -35) weapons become available. Combination maces (-10 to -25) are relatively effective. Throwing spears (-15 to -35) and atl-atl (spear-throwers) are used instead of bows.
 - c) **Late Stone Age (LSA).** No true metalwork (e.g., smelting), although naturally occurring metal pieces might be used. Pottery appears in force. Highly specialized

and sophisticated stone, bone, and combination tools (-10 to -25) are widespread, and include farming implements and a wide variety of weapons. Various short bow types are in use. *Mixed economies using rotational agriculture require this technology as a minimum.*

2. **Bronze Age.** Crude metalworking, agriculture, and simple art forms. Settled cultural groups. Basic written language. The wheel, oared galleys, herbal healing, crude spears and bronze swords. Stone used in important buildings.

a) **Early Bronze Age (EBA).** Natural metals, mostly copper, are frequently used for certain implements such as knives or pots. Metalwork consists of trimming and shaping pieces and primitive smelting enables folk to create large metal objects. Bone, hardened wood, stone, and other mediums remain the tools of the common man.

b) **Late Bronze Age (LBA).** True metal industries form with the advent of extensive smelting and the making of bronze tools out of tin and copper. Smithies abound and a vast variety of weapons (-0 to -10) are in evidence, but metal objects are still confined to a relatively small segment of society and military units are small and often made up of the elite.

3. **Iron Age.** Refined weapon and tool-making, sophisticated agriculture. The beginnings of science and phi-

losophy. Regional governments. Keystone arch, water power, chemical medicine, scale armor.

Sophisticated metalworking methods enable society to master alloys such as iron and create vast quantities of metal objects. Smiths use hot, bellows-assisted forges to smelt metals heretofore unworkable. Hard iron (-0), and later steel (+5 to +10), weapons are widespread and cheap, enabling large armies to be equipped properly.

4. **Medieval Age.** Steel alloys (swords, chain-mail), sailing ships. Art and language refined. Windmills. The pointed arch allows for greater unsupported spans.

5. **Early Renaissance Age.** Regional Governments become more sophisticated. Art is a powerful force. Rigged sailing ships, telescopes.

6. **Late Renaissance/Pre-industrial Age.** Superior metals, advanced cultures with national governments. The beginnings of 'technology': printing press and first clocks developed. Balloons, medical experimentation. (Optionally: gunpowder)

Technology Levels

7. **Fossil Industrial Age.** Steam power allows first automated machinery. Automobiles, prop aircraft, railroads, direct current electricity, vaccines and anesthetics used in medicine. The telegraph.

8. **Electronic Age.** Transistors, then Silicon chips revolutionize technology. First computers, jet aircraft, nuclear bombs. Organ transplants, practical working prosthetics, antibiotics in use.

9. **Early Space Age.** Interplanetary exploration, superconductors, optical electronics, voice interaction with computers, artificially intelligent (sentient) computers, practical heavy energy weapons, antiviral drugs, cryogenics, cloning, human/computer interfaces (*Cyber-space™*).

10. **Fusion Age.** Clean energy, widespread interplanetary travel, advanced bioengineering (Alterant Replicants), small-scale terraforming. Practical hand-held energy weapons. Cancer defeated.

11. **Molecutronic Age.** Truly organic computers, nanocircuitry, slow FTL (faster-than-light) vehicles span interstellar distances in decades.

12. **Gravitic Age.** Gravity fields understood and neutralized on a limited scale. Tachyon and inertial field physics in early stages. Energy screens developed. Planetary scale terraforming.

13. **Antimatter Age.** Control of fields, knowledge of hyperspace. Interstellar communication (Tachyon Beam Dictor), fast FTL vehicles, matter/antimatter harnessed, interstellar governments, powerful energy weapons. Personal shields. (*Space Master™*)



Thanor Ruins

SUBSISTENCE PATTERNS

Below are some terms used to describe the food gathering ways of various cultures.

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

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

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

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

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

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

Herder population densities vary from 3 to 40 people per square mile.

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

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

2.THE FLOWS OF ESSÆNCE

Swirling across and through the planet are the Flows of magical energy known as the Essænce. Like rivers, they have branches, pools, side currents and eddies. And like those liquid channels they can be very real barriers to travel and trade. Unlike rivers, however, flows are often invisible, and move at will. They can spring up overnight and create a barrier as real as a mountain range to divide a realm or even a town. This raw Essænce is the origin of all arcane power on Kulthea, whether it be endowed within the Mentalist's mind, or for the Magician to tap, or within the god to be channeled.

3.CRIME & PUNISHMENT

The way that a society deals with its criminals says a lot about that society itself. Some places, notably Danarchis and Sel-kai to the east, consider themselves enlightened. With their Magistrates and judges, they observe a process an adhere to a set of laws. Punishment usually involves a fine or incarceration rather than physical abuse or maiming.

On the other hand, less 'sophisticated' (or bureaucratic) governments depend on sometimes meted out by the nearest nobleman or even the lord of a small castle. These—usually smaller and more rural—governments with less prison space resort to public flogging or caning, a few hours or days in the stocks, branding, or sometimes mutilation, such as cutting off a finger, hand, foot, or castration, or putting out an eye.

While to a lady in Eidolon or a Loari artist in Námartol this may seem brutal and barbaric, these places do not have the luxury of prisons and guards. The accepted philosophy is that punishment must be swift and severe in order to serve as a deterrent.

4-GETTING AROUND

The varied lands of Hæstra may be traversed in a variety of ways; obstacles when they arise are as often political as geographic or elemental.

GM Note: much useful information about travel and encounters can be found in the *Rolemaster*TM book *Game-master Law*TM (*Character & Campaign Law*TM in *RM2*).

BY LAND

Many of the ancient Emerian Imperial highways are actually better preserved here than in Hæstra, largely because of the drier climate and fewer freezes. About twenty feet wide (enough for wagons to pass) they are paved with flagstones, sloped for drainage, and have league markers (a league is approximately three miles), all recording distance from Votania via the *Cloud Pass*. Solidly built stone bridges span creeks, rivers and ravines.

On Foot

Travellers on foot usually walk 8-12 hours a day, taking several breaks. Considering this, one should assume that a group can cover 12-15 miles a day on roads, perhaps a bit more if they are in excellent shape and push themselves, less if the terrain is not ideal. Not surprisingly, manors and villages do the landscape about 12-15 miles apart, especially along major roads.

Mounted

If everyone in the group is mounted and the way is easy, one can cover as much as 20-25 miles a day. Obviously, it is assumed that the mounts are rested periodically. If the group has resources to get fresh mounts every few hours they can cover considerably more territory.

BY SEA

One can obtain passage by sea from almost any decent-sized city in NE Emer to any other, though the route may be circuitous or have many stops along the way.

BY AIR

From the central hub of Eidolon, skyships make regular trips to the far reaches of Emer, to Jaiman, and beyond. There is fairly regular service to Arдания, the Nuyan capital of Ashenoq. Ships depart almost daily for Orv Cibur.

BY NAVIGATOR

These pricey guides are usually hired to escort skyships or large sea vessels with important cargoes. Some wealthy merchants who travel overland will also hire a Navigator to make the journey go more smoothly.



A Srill Rider



Sel-kai Skyship Defending Against a Roc Attack

• PART II •



HISTORY

1. NOTES ABOUT THE TIMELINE

This timeline is considerably less voluminous than the one found in the first Emer Atlas; that book bore the task of chronicling the *Emerian Empire*. Here we will only mention it where it impacts on events in the regions of north-east Emer.

Secret or covert activities are included [in brackets]; these are events and actions that the PCs could not be aware of without special means such as a vision or access to secret texts. Events during the shadowy First Era of Ire and the Interregnum are also essentially unknown and are included mainly for the GM's reference. Other languages are abbreviated as follows:

E. Erlin: the tongue of Erlin Elves. There are many dialects, including Muri-Erlin, Jaimani-Erlin, and others.

Iy. Iylar: High-Elven; primarily a language of poetry, song and ceremonial usage

Ir. Iruaric: language of the Lords of Essænce

L. Loarik: written and spoken language of the Loari. A very old tongue, it is rarely taught to anyone outside their race or even spoken even in the presence of others. It has an extensive vocabulary which allows great precision — perfect for histories and technical texts. It is often used by Loari scribes.

K. Kugor, the tongue of the Great Drakes

Mv. Mavún, speech of the Lankani

N. Nuyásu: language of the Nuyani

OE. Old Emer: now 'dead' in its pure form as used during the Emerian Empire, it is nevertheless the root of many current Emerian languages.

2. THE FIRST ERA

c. -80,000 FE (Approximately 200,000 years before the present time.) [A group of inter-dimensional travelers (later to become known as the *Lords of Orhan*) arrive through a rift between this and another space-time. Their transit has unexpected destructive side-effects, however, and in order to prevent the collapse of both dimensions, they are forced to close the rift from this side, trapping themselves here. The interphase is not sealed completely, in effect allowing energies from the other dimension to seep through. This is the *Essænce*.

Requiring a physical anchor for their primarily non-corporeal spirits, they make their home on the barren moon Orhan. Utilizing powers beyond even the Althans at the peak of their skill, they cloak the moon in a barrier which causes all to look upon it to believe that it is unapproachable and inviolate.

As a side-effect of the Lords' arrival, a tiny black hole impacts on Kulthea, passes through and erupts out the other side. Its tremendous gravity draws core material behind it as it exits, and the *Pillar of the Gods* (a pinnacle of black crystal and extruded metal several miles high, located in central Thuul) is created. Severe earthquakes

and tidal waves cause widespread devastation, especially in the region surrounding the pillar.

c. -30,000: Dawn of the Althan civilization.

c. -16,000: First appearance of the mighty comet *Sa'kain* in the Kulthean solar system. This awe-inspiring visitor unfortunately disrupts the seal placed by the Lords of Orhan to hold closed the inter-dimensional rift. The fabric of space is weakened, but the patch holds.

c. -15,000: Discovery of the *Essænce* by the Althan scientists of Kulthea. (Inhabitants were aware of unexplainable energies since the dawn of their civilization, but were previously unable to analyze their nature or tap their power.) Genetic manipulation enhances latent abilities to control the force. Members of the *K'ta'viiri* clan show particular affinity. The Althans soon discover that the *Essænce* is unique to the Kulthean system, and certain native materials are shown to retain, augment, or resist the *Essænce*. These materials are scattered across the globe, but in the western hemisphere they are most prevalent around the Pillar of the Gods. The other deposits are layered in such a way as to suggest that they settled on the earth after a single violent event, such as a catastrophic comet or meteor impact.

Bizarre, violent creatures from other dimensions appear periodically on Kulthea, but are little more than a nuisance to the powerful Althans. The monsters are usually captured and studied.

c. -15,000 — -10,000: Althan civilization begins to evolve a unique combination of technology and 'magic' (the *Essænce* power). This includes the ability to create 'Portals' which allow instantaneous transport to other worlds, and — using what they have learned from natural interdimensional rifts — to parallel realities (i.e., the *Pales*).

c. -14,500: First reappearance of the comet *Sa'kain*. The perihelion of its elliptical orbit occurs roughly every 1500 years, though the proximity to Kulthea varies dramatically with each pass: sometimes it appears brighter than Orhan in the night sky, sometimes it is all but invisible to the unaided eye. Its presence coincides with violent *Flow-storms* and serious disruption of the interdimensional barriers.

c. -14,000 — -10,000: Led by the *K'ta'viir* family, the Althan race conquers nearly a quadrant of the galaxy. They rule a sprawling interstellar empire, maintaining control by virtue of their superior Psionic powers and their mighty star-fleets. Their dynasty survives for millennia.

c. -10,000 — -6000: The *K'ta'viiri* begin experimenting with cosmic forces to open gates in other regions of space. Their hope is to tap the *Essænce* elsewhere. While their efforts to access more power are unsuccessful, they do master the ability to move between parallel universes (which they refer to as the *Pales*, implying that all other dimensions are inferior to their own of course).

Many peoples and creatures from other planets and *Pales* are brought to Kulthea for scientific experimentation. Masters of genetics, the Lords of *Essænce* alter plants, animals, and races to suit their whim. The su-

preme arrogance and amorality of these projects is irrelevant to them: they are Altha.

- c. -2000 — -250: The Empire becomes increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. Worlds are destroyed and entire races put to death with the wave of the Emperor's hand.
- c. -510: The dark line of the K'ta'viiri culminates in the ascension of the Empress *Kadæna* in c. -510. She supervises the creation of an artifact of surpassing power: the *Shadowstone*, a huge adamantine gem set in a barbaric torque of star-iron. Its creation is fueled by stolen souls of billions, the fire of six-times-six stars, and the blood of Kadæna's own infant daughter.
- c. -250 — 0: Rebellion against the K'ta'viiri begins, instigated by the Lord *Utha*. He is Kadæna's cousin and so also a K'ta'viir — captain of the elite order of philosopher-warriors known as the *Duskwalkers* — but one who has turned against the terrible hubris of his family.

Political, technological and Psionic powers are used in a sweeping attempt to overthrow the Empress and her allies. But Utha, knowing that a special weapon will be needed to destroy Kadæna, sends the Duskwalkers on their final quest.

[The Lords of Orhan — fearing the complete destruction of life on the Shadow World — rescue representatives of flora and fauna from Kulthea and bring them to Orhan. Indeed, large areas of Kulthea are laid waste as the K'ta'viiri tap channels of raw Essænce in their efforts to destroy each other. The backlash from this power tears open the barriers between the *Pales*. Creatures and demons are free to rampage across Kulthea and beyond.

- c. 0: From the farthest Pales, the Duskwalkers return with a weapon forged out of space and time. The *Soulsword* is a barbaric tool; it is somehow fitting that it alone is immune to the unimaginable powers of the Shadowstone.

The final battle between the forces of Utha and Kadæna takes place on the Althan homeworld. The Empress taps incredible energies through the Shadowstone, but to no avail. Wielding the Soulsword and wading through a river of blood and lava, Utha himself beheads the Empress. Her body — along with the foul artefact — tumbles into a fiery abyss.

The rebellion is successful in that it has brought down the tyrannical empire, but the result wipes out the Althan Civilization almost to a man and destroys almost all life on the planet. The Shadow World is a wasteland.

[Utha gathers the few surviving Duskwalkers. They combine their powers to create the *Eyes of Utha* to guard the planet against Essænce storms and place them in shrines located at the north and south axial poles. That done, they construct a bunker deep beneath the earth with the intention of maintaining a vigil: if any of the minions of Kadæna have survived, a watch must be kept so that those evil forces can be destroyed. Relying on sophisticated machines to alert them, the Duskwalkers place themselves in *cronagenic hibernation*.]

INTERREGNUM

This period lasts approximately 100,000 years. For many millennia the broken earth is unable to support more than the simplest life: things which survived in the depths of the ocean or far underground. Some things sleep within the polar ice or trapped in magma lakes.

- c. -70,000 — -50,000 SEI: The Lords of Orhan send their servants, the *Fey Folk* (Nymphs and Sylphs, Naiads Dryads, and Oceanids) to Kulthea to begin nurturing fragile life back from the edge of oblivion. Next, the lords return the sentient peoples to Kulthea: Elves, mortal men, and the numerous exotic races.

During the latter part of this period there are legends of a group known only as the *Earthwardens*. They are credited with the creation of the *Coral Roads*, but little else is known of them. Some believe that they were surviving Duskwalkers attempting to repair the destruction which their race had wrought, but this seems unlikely. [The Earthwardens also create the shrine of Lon Lemira on Vog Mur]

- c. -50,000 — -5000 SEI: Rise and fall of the *Jinteni* and *Wôrim* civilizations in southwest Emer and Gaalt, respectively. Both succumb to a combination of famine, disease, natural disasters, and exhaustive warfare between themselves and the eastern Elven empires. The contemporaneous *Taranians* meet their end more dramatically as their island-continent home sinks beneath the *Lonely Sea* in a terrible earthquake.

3·THE SECOND ERA OF IRE

- 1 sei: The College of Loremasters is established by *Kirin T'thaan*, *Ilmaris Terisonen*, and *Andraax*. [All three are supposedly Iylar Elves, though Andraax is actually an awakened K'ta'viir, a Lord of Essænce in disguise]. The College itself is based on the isle of *Karilôn*, the location of which is a well-kept secret. [It is in the Barren Ocean, just south and west of the Shinh archipelago]

The purpose of the Loremasters is twofold: first to serve as an instrument for gathering knowledge; and second to disseminate this information 'for the advancement of civilization.'

- c. 300–471: Consolidation of much of Palia by the Loar Elven Lord Jayled Kodorian. He names it his 'Kingdom of a Thousand Dawns.'

- 450: First Loremaster-recorded appearance of the comet *Sa'kain*: it hangs in the Kulthean sky for weeks, the angry red-orange tail by far the brightest light in the night sky. (*The comet returns about every 1500 years.*)

This close pass by the comet disrupts the function of the *Eyes of Utha*, causing an unbalance in the Flows. Also, the moon *Charón* passes through Sa'kain's tail. Soon after this event the *Dark Gods* — cruel counterparts of the Lords of Orhan — begin to appear. Unlike the Lords, these entities revel in manipulating the peoples of Kulthea for their amusement... and their amusement

includes human sacrifice, perverse rituals, and bloody warfare.

To counter these new deities, the Lords of Orhan create manifestations — *Avatars* — of themselves and appear in these forms on the *Shadow World*. They present themselves as gods, and they allow their powers to be channeled for generally benevolent purposes. They also allow their demigod spirits to travel to Kulthea and intervene directly in world affairs.

The origin of the Dark Gods remains unclear, shrouded in the superstition and myth of a time long ago.

Some Loremasters suspect they are actually former Lords of Orhan who turned from the benign ways of their brethren. Others hold that they are escapees from some inter-dimensional prison, or even the result of experiments by the Althans to create non-corporeal life.

500: [The Loremasters call the first *Council of Karilôn*, a gathering of seven leaders, to address a variety of issues. Joining Kirin T'thaan, Ilmaris Terisonen, and Andraax are *Tanris Dekdarion*, (a Loar Warrior Monk), The Linær Cleric *Yael Ziriv-kari*, the Loar Bard *Ilmaris Terisonen*, and the Loar Astrologer *Romenor Tartalus*.]

c. 800: Six powerful *Spirits of Orhan*, now tied to Kulthea and residing on the mountainous isle of *Votania* in the heart of Emer, decide that the continent needs order. As the *Titans*, they begin to gather servants. [The Loremasters take note but do not interfere.]

1000: [Andraax re-establishes the *Dænku Ahrenreth*, dedicated to maintaining the balance. As a lord of Essence and 'son' of Utha, he is one of the few who even partially understands the real purpose of the *Eyes of Utha*: Kulthea hangs on the threshold between universes — a wild, chaotic one where magic rules (worlds like the demon-inhabited Pales); and the one where only physical laws apply. The Eyes hold the world in the open doorway, allowing Essence to work while maintaining the world in this universe. Should the Eyes be destroyed, the world will shift one way or the other. Either all magic will fail, or Kulthea will enter a universe where flowstorms are continuous and the chaotic demons rule. Or perhaps it will be destroyed utterly.]

[The comet *Sa'kain* complicates things, as it too is apparently from another universe and possesses arcane properties; its visitations seem to weaken the barriers between the universes.]

c. 1000–2000:

- **Kelestia:** Most of the central plains are sparsely settled by semi-nomadic horse tribes of Y'nari. North lies *Samli* and the *Rings of Ice*, domain of the Umli. A C-shaped subcontinent to the south, known as *Gethanen*, is the domain of numerous quarreling warlords. The southwestern isles of *Verya* and *Orbis* are home to isolated Jiner and Shay fisherfolk.

- **Palian Archipeligo:** numerous city-states and rural communities of Iylar and Erlin Elves gradually coalesce more-or-less peacefully into the Kingdom of a Thousand Dawns.

- **Palia:** Led by Queen Nor, Erlin elves settle in the great *Silver Forest* in the southwest, protected by the Nereid *Nimira* and many Dryads. The Wild Elves in the northeast are left to themselves.

c. 1000: Warrior-mages on enchanted steeds drive the Gark and Lugrôki hordes out of Hæstra. These knights are harbingers of the coming of the Masters of Emer.

1073: A colony of Titans on *Votania*, calling themselves the *Masters of Emer* claim all of Hæstra.

c. 1073 — 5000: Under the Masters, most of the rustic Shay peoples are driven out of Hæstra, and the Laan settle in various areas. By 2000 the central and eastern regions are well populated with the Laan (who in the Third Era are referred to as the *Old Race*). They construct beautiful cities of granite and marble, and their knowledge of science and magic exceeds for a time any that has yet to be seen on Kulthea since the First Era. But they are easily tempted to the Darkness, and beginning as early as 3000, servants of the Unlife and other evil forces begin their slow work to undo the power of the Laan.

1200 — 1218: The Titans consolidate much of Tai-emer. The mysterious and elusive Sandstriders of the Arûl desert are left to their own devices.

1230: All of Emer is in the hands of the Masters. Each rules a region as all-powerful lord. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.

1950: The infamous comet returns, evoking massive flowstorms and random Portal openings.

c. 2000–3000:

- First appearance of servants of the *Unlife*. The Unlife is a dark power — a force for total destruction and death — originating in another universe, perhaps the negative or polar opposite of this one. It has been allowed access to this place through a combination of the Eyes and the Comet. Unlike the Dark Gods, the inhabitants of the Pales, and even the Void (whose actions and purpose seem unfathomable), the Unlife is a single power with many servants and incarnations, all bent on annihilation. Dark cults — followers of the Unlife — begin to appear. Among them are the *Priests Arnak* and *Sirens of Sorak*.

- **Kelestia/Gaalt (Northern Regions):** An evil presence known as the *Master of Malice* wars against the proud *Umli* people. The Master's armies of Pale Men seem numberless to the scarce Umli.

c. 2500: The *Changramai* Monastery is founded in the Choak mountains by the Loremaster *Tanris Dekdarion*, grandfather of the famous *T'vaar Dekdarion*. This quasi-religious order seems filled with contradictions to outsiders, but they are soon renowned as unsurpassed warriors in unarmed combat.

2530: Jaiman: Andraax establishes the Library of *Nomikos* on the isle of Ormian in southern Jaiman. It is administered by a monastic order of sages and scribes.

c. 3000:

- Emer: The Charôn Lord *Andaras* gains a following among the *Jush* of southeast Uj and the Sandriders of the Charn Plateau.
- Emer: A group of Loar elves, political refugees from the *Kingdom of a Thousand Dawns* sail west from Palia. They are swept through the *Shallow Ocean* and past Iyxia. Upon entering the *Circular Sea*, they reach a cluster of lush islands, inhabited only by a few scattered clans of Erlini. The Loari settle here, naming it *Námar-Tol* (Iy. “verdant-towers”).

3100: The first stirrings of discord among the Masters of Emer.

c. 3000 – 4000: Eastern Lands:

- **Kelestia:** Y’nar horse-tribes are pressured by incursions of the fearsome Umlí from the north, now under the shadow of the *Master of Malice*. The more peaceful clans embark on a treacherous migration west to avoid the bloodshed while others try to stand against the Master’s general, the *Frost King*, and his legions of pale-skinned warriors. Some settle on Orbis and Verya, a few continue on to Silaar. Many are lost in the treacherous seas. [A small group of Y’nar is led by Jaysek through a Coral Road to Silaar just before the southern mainland is overrun.]
- **Palia:** The mighty High Elven *Kingdom of the Thousand Dawns* and the Erlin of the *Silver Forest* are at war with dark powers.
- From his holy citadel in *Shæsra Talæl*, The *Lord of Light* (an avatar of Phaon) sends Elven knights to establish watches on far-flung isles. The Loar noble *Dulucaborn* and his knights sail to *Vog Mur*. They were known as the *One Hundred and One*, and their vigilance was peaceful if uneasy until the Wars of Dominion.

c. 3200 — 3350: Emer: Goblins resume raids into northern Uj from Morbek and the Forbidden Ridge; Garks multiply in the Rulaash Forest of Onar and threaten the Kuluku; Lugrôki breed in black lairs beneath Spine of Emer and wreak havoc in the lowlands of Hæstra.

3300: While travelling in Iyxia, the Loar explorer *Sæzur Vranuk* finds a secret underground chamber containing many wonders. Among them is a cache of magical devices which allow the user to tap the Essænce Flows for safe teleportation. He names these *Compasses* and hits upon the idea of a fraternity of guides using these artifacts. Thus is soon founded the first guild of *Navigators*, a group which offers guaranteed safe travel as a service to anyone who can afford their fee.

c. 3300 — 3700: Competing ‘Navigator’ groups proliferate as additional hoards of these compasses are found, all of different design but similar purpose. At first there is competition between the Guilds, uneven service, and low fees. These ‘Navigators’ can only be found and hired at large cities.

3345: Forces of the dark god Andaras attack Uj via land and sea. Because of the ongoing fight amongst the Titans, the Master of Uj (Kio Viax) leads an army himself.

3347: The fight for Uj climaxes with a confrontation between the Titan Kio Viax and the god Andaras: Kio is nearly slain before his brethren come to the rescue. Uj is overrun, signaling the end of the undisputed reign of the Masters.

3450: The comet *Sa’kain* returns.

c. 3500: [The six mightiest of the Great Drakes (more than dragons, they are lordly beings of the Essænce), gather at the ancient breeding caves at *Ssoiyig Saer* (K: “Caves of the Drakes’ Birthplace”). They agree to form an alliance of sorts.]

c. 3450 – 5000: Emer continues to be assailed by incursions from various enemies and by the growing threat of Goblins, Lugrôki and Trogli. Dragons and other terrible enchanted beasts are everywhere, wreaking havoc and destruction. The plans of the Masters of Emer eventually come to nothing.

3451: Birth of *Tethior the Smith* in Námar-Tol, son of the noble house of *Jeranian*.

3453: Birth of *Krelíj* (later known as ‘*The Swordmaker*’), Tethior’s younger brother — and eventually his rival. Over their lifetimes they both will create a number of powerful tools and weapons to aid in the fight against the Unlife.

c. 3600: [The White Dragon Oran Jatar approaches Krelíj and secures his assistance in creating the *Dragon Helms*. There are to be Six, the number of the Dragonlords, designed to enhance the powers of the lords while they are in human form. In return Krelíj learns much of the arcane arts of alchemy — including the working of laens and eog.]

c. 3500–3700: The indigenous Jaaderi cultures of Silaar begin to evolve from a nomadic people into more settled mixed economies. Towns grow, and chief among them is the trade center of *Thanor* along the northern coast.

c. 3700 – 4200: Thanorian lords soon dominate nearby city-states, and by 4000 Thanor holds sway over all of inland Silaar, with satellite states in southern Tai-Emer and much of the western Sea of Tears coast.

3710 — 3730: Convinced by the legendary Navigator *Orbaal jen Zamain* that the Navigators cannot survive in their present state, a summit is convened among leaders of all the Guilds. After years of negotiation, the *Navigator Guild Alliance* is formed. Pricing is rigidly fixed, and the Guild Alliance sets up an extensive network of obelisk markers, allowing anyone to ‘summon’ a Navigator just by touching the obelisk and requesting one. The Navigators make their home at the center of the Essænce-saturated land known as *Iyxia*. Annual Conclaves are held at their headquarters there, a sprawling citadel called *Nexus*. **Note:** *Erroneous accounts give the origin of the Navigator Alliance as late as TE c 5000.*

3744: [The Dragon Helms are completed, and the Six gather. What they do not know is that Krelíj, using the knowledge gleaned from Oran Jatar, has also made six rings. These rings, which he names the *Daath Leerssoi* (K. “Makers of the Shadow Drakes”), allow a human

wearer to assume the powers of a dragon. He tells no one of their existence but makes note of them in his secret journals. Soon after the helms are distributed, the Golden Dragon (Kydak Dûm) vanishes.]

c. 3800 – 4000: Kelestia: Voriig Kye, becomes apprehensive of the growing power of the Master of Malice in the north. In human form he leads a series of military and diplomatic campaigns to consolidate the southern part of the continent under his rule. Gethanen, Verya, Orbis and numerous islands (including Vog Mur) are united as the *Dragon Kingdom*.

3840: [At the secret forge of *Arion*, Tethior and Andraax begin work on the *Six Crowns of Jaiman*. Tethior supervises his most trusted apprentices in creation of the swords and pendants.]

3910: Jaiman: Six kings are given the Six Crowns as foci for their realms. Dominating the continent, they wield their items for Light and hold back the Unlife for a long period. Even the Flows of Essænce are altered, creating magical boundaries.

c. 4000: [Jaiman: A dark power known only as the *Iron Wind* is whispered to be behind a new religious order: the *Priests Arnak*. Established in six locations across the continent of Jaiman, they work to destroy societies from within through corruption and dissent.]

c. 4000–5000:

c. Eastern Emer:

4131: Wizard-king *Pakaal* commissions the building of a new royal city on the shores of the Lake of Glass. *Thenia* is a place of graceful alabaster and crystal towers, inhabited by scholars, astronomers and magicians.

4145: The youngest daughter of King Pakaal II of Thanor has an affair with a handsome white-haired commoner. [He is in fact *Akalatan* the dark spirit and ‘son’ of Klysus]. She becomes pregnant and her lover abandons her. In shame she flees to the province of Arûl in southern Taimer, having her twin children there — one boy and one girl. She names them Sendar and Sendil. Other than having white hair (unheard-of among the Jaader Thanorians), they appear to be entirely human. The children bear the social onus of bastard nobility: no one would believe that their father is a demigod.

4175: Sendar, now a decorated Warrior-mage in the Thanorian army, is appointed governor of Arûl. His sister Sendil is always at his side.

4176: Sendil introduces the *Cult of the Cobra* to Arûl, employing human sacrifice as part of the religions rituals. She continues the practice despite protests from Thenia.

4179: Sendar challenges the authority of king Pakaal of Thanor (his uncle). He declares himself lord of Arûl and Thanor, challenging Pakaal’s authority. Civil war is inevitable.

c. 4180: [The Dragonlord Voriig Kye considers the powerful and unstable kingdom of Thanor to be a threat to his Dragon Kingdom. Seeing an opportunity with the re-

billion of Arûl, he begins preparations to neutralize the threat.]

c. 4200: Preceded by a series of earthquakes, the fleets of the Lord of Encla Turic assault the Silaar and Tai-emerian coast. The Lord’s armies utterly destroy the realms of Thanor and Arûl; Thanor’s treasures are looted and cities laid ruin. Voriig himself leads a force of fire and gas drakes in a series of devastating air assaults. The Gas Drakes *Ssoei Womiis* and *Ssoei Womuul* settle south of the Asamis Arg (“Great Grove”) and over time turn the region into the *Værken Mire*; the Fire Drake *Vaalg Stoyy* makes a home in the Arûl Waste.

Sendar and Sendil vanish. [The twin demigods escape to a secret temple in the Pelegris Mountains where Akalatan casts them into a magical sleep.]

4430: [Tethior’s son *A’kesh* is born, the product of his brief romance with a Dyar mystic named *Naeri viQuar*. She does not tell Tethior of his child but instead arranges to have the boy apprenticed to Krelj.]

4495: [Krelj reveals the *Daath Leerssoi* to A’kesh.]

4790: Tethior (with the aid of Andraax) creates the *Ilarsiri*.

5230: Tethior and Krelj have a confrontation which reputedly ends in Tethior killing his younger sibling in self-defense. [Krelj is killed, despite many rumors that he survived. The incident leaves Tethior unbalanced with grief and guilt. He eventually adopts the guise of the *Nameless One*.]

[A’kesh witnesses the killing and swears by Kesh’ta’kai to kill the murderer of Krelj, unaware that Tethior is his real father. He flees with one of the *Daath Leerssoi*. Tethior finds another of the Dragon-rings in the wreck of Krelj’s workshop. Andraax later recovers the other four.]

c. 6400–6450: All across the western hemisphere, governments destabilize, wars break out, cultural and racial hatreds inflame. This is partly caused by the corrupting influence of organizations such as the *Priests Arnak* and other dark religious orders preaching intolerance and subversion. Goblins and Lugróki breed in large numbers and walk openly in the daylight — something they never dared do in the past. They burn farms and ambush travelers with impunity. Once again dragons and other fearsome creatures appear with growing frequency. At the bidding of the Dark Gods, the undead rise while demons rape and kill unchecked. Evil empires thought to be subdued rebound with new strength.

6441: Because of increasing dangers and flow instability, Navigators suspend commercial travel services until further notice (until the end of the war).

6450 – 6825: Wars of Dominion

The arrival of the *Comet*, severely disrupting the Flows, heralds the beginning of an apocalyptic war which spans nearly four centuries and brings to a close the Second Era of Ire. While the primary instigators of this conflict are the Dark Gods of Charón seeking to overthrow followers of their rivals on Orhan, servants of the Unlife and many other powers of chaos and evil see an opportunity to gain an advantage. It should be noted that the

wars rage for almost three hundred years before the Lords of Orhan decide they must intervene directly.

Flowstorms throughout this period open countless *Portals* and create tears in the fabric of space itself. Unimaginable creatures are liberated upon the earth. The unleashed energies create terrible meteorological and geological events: hurricanes, earthquakes, tidal waves, volcanic eruptions at all major fault lines.

- **Kelestia:** The *Master of Malice* sweeps south with hordes of Snow-garks, Ice Trolls and pale men. *Samli* is ravaged by awakened *Shards*.
- **Emer:** In Vog Mur, *Dulucaborn* and his knights stand against the Master's minions, led by *Rorg* the Fiery Serpent.
- 6769:** The *Burning Abyss* opens along fault lines on continents across the globe. Armies of fire demons led by Ordainers emerge and lay waste to surrounding lands.
- 6769 — 6780:** the Years With No Days: Besides the Burning Abyss, volcanoes erupt all over the planet, spewing black ash and smoke into the air. The sun is obscured, creating an endless twilight which wreaks havoc with the ecosystem.
- 6780:** The Dawn. Led by Cay, the Lords of Orhan and a force of demigods arrive on Kulthea and lead the forces of Light to victory against the Darkness.

4.THE THIRD ERA OF IRE

c. 1 — 1000:

The weakened Loremasters begin to build civilizations once again. Across most of the hemisphere, it is a struggle to survive in a dark age which has destroyed much of what the Loremasters labored so long to build. A few scattered enclaves survive, but they are under siege in a world of chaotic forces.

- Wild demons, undead and evil creatures roam free across the planet.
- At the conclusion of the war, the Loremasters coordinate a massive effort to set enchanted, immortal *Sentinals* at the Portals to guard against new incursions of dark forces.
- [Tethior is said to have been a casualty of the wars but in fact goes into hiding. The Masters of Emer retire to their palace-city atop Mount Votania, setting guardians about the perimeter and a barrier of clouds about the city.]
- [Ondoval of the Ahrenreth returns to Kulthea, but he has been driven insane by his eternity in another dimension. His soul is corrupted by the Unlife.]
- **Emer:** Votania is a haunted island, shrouded in clouds of mist. Most of the continent reverts to wilderness broken by isolated city-states.
- c. 300:** A group of Dyar Elves, led by the Black Prince *Quentar Daal*, arrive on the western shores of Emer. They are traveling east from their homeland, seeking new lands to settle. After some exploration they find a high hidden vale in the Mountains of Gold, and a cave complex di-

rectly beneath. They establish a small kingdom of their own there and name it *Skystone*.

- 408:** [After wandering across Kulthea, Ondoval returns to the *Guarded Isle*, original gathering place of the *Dænku Ahrenreth*. He decides that it is his duty to reconvene the Ahrenreth, and ventures forth again to gather a new cabal. He is insane.]
- c. 500:** Silaar: the Nuyan Khôm highland and coastal settlements begin a consolidation from scattered clans into city-states under a handful of regional warlords. The horse-tribes of the plains, however, stubbornly cling to a nomadic lifestyle.
- 888:** [Ondoval convenes the Dænku Ahrenreth, giving it the new name *Jerak Ahrenreth* (Ir: "Cult of the Secret Circle").]
- 898-1108:** [Construction of the *Ahren-lyax* (Ir. "Dreaded Secret") in central Ræl. It is also later known as the Tower of Vour.]
- c. 900:**
 - [Schrek, with the help of the artificer A'kesh, creates an item to allow him to retain his human form indefinitely: the *Faaw Shryaac*, (K. "Talisman of Hiding"). It is a translucent red stone roughly in the shape of a humanoid heart, which pulses with a reddish light, set on a staff or Dir-wood, held in place by a silver dragon-claw. Unfortunately for Schrek, the talisman also locks him into human form, and without it he cannot assume his true shape or access all of his powers. When it is complete, Schrek erases A'kesh's memory of creating it.]
 - [Andraax, wandering far in the East, is awakened as if from a dream. His memory remains fragmented, but he knows that something is terribly wrong.]
- c. 1000:** An oligarchy of Dyar Elves [actually human hosts for Thalan] rise to power in central Agyra; they call themselves the *Alliance*.
- c. 1000-1500:** Jaiman: Rhakhaan reasserts its authority over approximately the old Crown-enforced borders. The other five realms also rebuild during this period, though Tanara is now the domain of the Dúranaki.
- 1085:** *Aldaron* and his people (dubbed the *Aldari* by Loremasters) come to Emer.

c. 1100 — 1300

(period of Consolidation)

Aldaron's charisma and determination (not to mention powerful tools and weapons, the exact nature of which are now lost to history) earn him the respect of his neighbors. He establishes his home at Votania, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded, and Aldaron orders that it is off-limits. From this base — Aldain Castle — and using a combination of diplomacy and disciplined armies (and apparently a natural talent for Mentalism), he solidifies his hold on central Emer. Aldaron easily brings all of the bucolic Shay and Talath tribes of central Hæstra under his control. Eventually even the most willful (some would say arrogant) Laan people in more settled lands

are for the most part convinced to ally under Aldaron's flag.

1105/1 ER (Empire Reckoning): Aldaron sets up temporary quarters on the northern banks of the inland sea of Votania. He also founds the *Eight Orders* and directs that magical talismans be made for these Orders.

- The workshops of the *Ahn Sye Ni-Vulma* (OE. "Order of the White Flame") are constructed along the rocky western shore of Votania.

1125/21: The comet Sa'kain returns, though on this pass it is relatively distant.

1145/41: The regional capitol of *Ardan* is established in Hæstra, along the foothills of the Mountains of Gold. Its symbol is the Unicorn.

- Aldaron names himself King of Hæstra and in a grand ceremony he founds the eight orders: Ahn sye Nokora (OE. "Order of the Flaming Sword", the King's Guard), Ahn sye Zanar (OE. "Order of the Cloak"; also known as the Crimson Cloak or Crimson Order, the priests of the official religion of the Kingdom — worship of the one god Zanar), Ahn sye Talaus (OE. "Order of the Ring", a group of magicians), Ahn sye Shan (E. "Order of the Sun", Animists responsible for the agricultural health of the kingdom, also specialists in herbs and drugs), Ahn sye Takla (OE. "Order of the Four Winds", the messengers of the King), Ahn sye Woloka (OE. "Order of the Eye" a group of Seers and Astrologers to advise the King), and Ahn sye Nomoke (OE. "Order of the Hand", a secretive society whose purpose was always unclear. [In fact, the name 'Ahn sye Nomoke' means Order of the Mask; they are a sort of secret elite guard, spies for the king both inside and outside the realm]). Lastly, the *Ahn sye Ni-vulma* (OE. "Order of the White Flame", a guild of craftsmen and artisans who were the master smiths for the King and creators of the artifacts).

1187/83: Sailing south along the western coast of Emer, Aldaron's forces secure western Uj and head east. Regional capitol of Leonas is established at the mouth of the Daluj river in Uj. Its symbol is the Wyvern.

1190/86: Aldaron returns home for a few years to super-vise the growth of his capital city.

1192: [The Loremasters first learn of the Alliance, and send a few agents to ascertain their alignment. They are unable to penetrate the secret Brotherhood. However, the Alliance sends one of their own back to infiltrate the Loremasters. This spy must be cautious, however. Andraax can recognize a Thalan on sight.]

1204: [From his citadel of *Ahrenraax* (Ir. "Secret Claw," one of the Eight Secrets of the Jerak Ahrenreth) the Ordainer *Morloch* completes his subjugation of eastern Thuul. He turns to the southwest.]

1208: [Voriig Kye encounters a servant of the Ahrenreth and traces it back to the Ahrenæk in Onar. There he meets A'kesh the artificer. Voriig gathers a few hints about Schrek as well (but Voriig does not learn of the *Faaw Shryaac*, as A'kesh himself no longer remembers it). Voriig decides that he should be a member of Ahrenreth

council, if for no other reason than to keep an eye on them.]

1210: [Churk Ta of the Jerak Ahrenreth dies under mysterious circumstances. A'kesh nominates Voriig Kye to replace him.]

1261/157: After several years of bloody strife, Aldaron subjugates the indigenous Jaaderi people of Tai-emer. A regional capitol of *Relas* is established in Tai-Emer, at the mouth of the T'voca river; its symbol is the Lion. Aldaron heads further east while his brother Aldanor leads a fleet across the Sea of Tears to the north.

1262/158: Aldaron advances into the land of the *Nuyan Khôm*. Not only are the Nuyani better horsemen but they are skilled in a style of unarmed combat unknown to the Emerians. However, the Nuyani are fewer in number and they have little defense against the Imperial crossbows. Aldaron's losses are heavy but he eventually makes his way to the capitol city of Ashenoq. Aldaron asks to meet the Nuyani *Hutarn* ('High Lord') Tasan Nuyin, but instead the Nuyani surrender. He is lead to the Warlord's palace where he learns that Tasan has committed ritual suicide. Aldaron is named the new Hutarn of all the Nuyani. Meanwhile, Aldanor founds a regional capitol in northern Silaar, at the northern tip of the Rust Mountains. He names it *Corinn*; its symbol is the Hawk.

1286/182: Moving south, Aldanor enters *Khûm-kaan*, settling the city of Coronan at the mouth of the Sybarus river.

1298: [Voriig Kye determines to some extent the nature of Schrek's powerful Faaw Shryaac and convinces another of the Eight — the Lyax Khâng — that Schrek is a threat to them all. The Khâng (at the time an elf named 'Nandaar Darian') manages to steal Schrek's staff and gives it to Voriig. The Dragonlord keeps it for nearly five millennia, during which time he has his cohort, the Dragonlord-alchemist Oran Jatar, separate the staff into three parts.

1300/196: Aldaron's unification of central Emer essentially complete, he declares himself Emperor. At a grand ceremony he presents the four scepters of the Arch-duchies, crowns his brother Prince of Coronan.

The Four Realms are:

Name	Region	Symbol
Ardan	Hæstra	Unicorn
Relas	Tai-emer	Lion
Corinn	Silaar	Hawk
Leonas	Uj	Wyvern

Plus the Princedom of Coronan, covering the region of Khûm-kaan.

c. 1300: [Navigators venturing into Alliance territory (central Agyra) are told they are not welcome. At first they ignore the warnings, but after a Jenaara (with twenty Kal'chah) materializes in the center of the Great Hall at Nexus on Iyxia to press the Alliance's wishes, they quickly relent (and after the intruders have left they reinforce their magical defenses). This event is a closely guarded

secret among the Navigators. If anyone should ask to go to Agyra, they are simply told that it is off-limits. This marks the beginning of an uneasy truce between the Navigators and the Alliance. Since this time, the Navigators have been essentially giving ground as the Alliance assumes total control over more and more land. The Navigators have warned the Loremasters of the Alliance, but the Loremasters are reluctant to interfere—and unsure whether the Alliance is even a bad thing.]

1300 — c.1500/ ER 196 — c. 400 (Period of Exploration)

Aldaron ends ships out from Emer to explore the surrounding isles and lands across the seas. In addition to securing the remainder of the Emerian continent under his rule, Aldaron establishes relations with realms to the west, south and north. Attempts to explore the lands east in Iyxia are turned back by powerful Essænce flows.

1307/203: Aldanor's fleet arrives on the shores of Námar-Tol. He is greeted politely but coolly by the regional lords. Long before he makes his way to the capital at Varnost, the Prince of the Loari knows well his intentions: to annex the Isles for the Empire. While the ships of the Elven fleet are individually superior, they are outnumbered by the Emerians; on land the vast armies of the Emperor would swiftly overwhelm the scattered Namari households. After meeting with the Assembly of Citizens, the Prince signs a treaty with Aldaron in which Námar-Tol essentially agrees to be a protectorate state, independent but under the wing of the Empire. The Elves are not pleased at paying tax but they are surrounded and vastly outnumbered. The Emperor agrees not to interfere with the internal politics of their land as long as they pay their tribute.

c. 1310-1320/206-216: Aldanor explores Khûm-kaan and establishes settlements along the northern coast. Expeditions sail up the rivers to the foothills of the Black Mountains, but do not penetrate the deep jungles. [The *Kulukû* people remain in hiding.]

1368/264: Isil bears Aldaron a daughter: Vania.

1372/268: Aldaron doubles the membership of the *Order of the Silver Sword* from 88 to 176 plus an equal number of adherents.

1388/284: Isil bears a son, Terenis.

c. 1400-1420/296-316: The *Komaren Isles* and the *Shinh Archipelago* west of Emer are brought under imperial rule, and the pirates there are rooted out. Rumors of the *Alliance* in Agyra are first heard in the Emerian court of Aldain. Aldaron sends a few agents from the *Order of the Hand*. When they return a few months later, a few note that their behavior is somewhat changed [They are actually Brotherhood spies in disguise.]

1439/335: Vania marries the Laan Lord *Estar of Leonas*, shifting some focus from Terenis.

1466/362: Aldaron's brother Aldanor, Prince of Coronan, dies of an unknown illness. His son Keil succeeds him.

1480/376: Aldaron lays aside the Scepter of Emer, and his daughter Vania assumes the throne (she is named heir

because Aldaron's son Terenis is deemed unfit). To her are given over the symbols of rulership and the allegiances of the Eight Orders. Aldaron retires to the Houses of the Dead. At his departure ceremony are many dignitaries from far-flung realms, including the GreatKing of Gethyra and the Crown Prince of Rhakhaan.

1493/389: Gorjar, the Fulk of Relas (Tai-emer), contests Vania's authority and attempts to secede from the Empire. But the Empress reacts swiftly, sending a large force into the Relas region and arresting Gorjar by the dawn of 1494.

1512/408: Vania gives birth to a son: Vanaar.

1525/421: Vania has another son: Vemik.

1543/439: Vania remarries: this time a Laan lord of Corinn named Shanar. [Really the Dyar Elf *Shanarak*, a.k.a. Kort Hulum, of the Jerak Ahrenreth.]

c 1550 - 1600/c. 446 – 496: Vania's last few years are marred by corruption among her ministers and — despite a strong and even hand — disaffection in the outlying provinces and possessions. Uprisings are nearly continual. She is also forced to pay some regional armies for their allegiance, thus creating mercenary forces who will work for the highest bidder. Corruption in the military becomes rampant, and naval ships are little more than privateers.

- In Nuyan-Khôm, the individual warlords begin to assert more and more authority, and the Duke of Silaar is essentially powerless to stop them.

- The indigenous Jaaderi people of Tai-Emer begin to chafe under the increasingly oppressive rule of the Archduke Relas. Skirmishes and civil disturbances become common.

- Finally, in Ardan — the land of the Unicorn and the heart of the empire — the counties begin to chafe under oppressive Ducal rule and ever-increasing taxes needed to pay for the army.

1551/447: Based on evidence gathered by the Order of the Eye, the Order of the Hand is charged with plotting against the Empress. Vania disbands the Order and banishes their leader, the Laan/Iylar Mystic *Barul Xygarus*. [In fact, the Order goes underground. They choose as their headquarters an isolated tower in the northern Spine of Emer. They become truly the *Order of the Mask*.]

1552/448: Vania gives birth to twins: Væric and Vinya. It is obvious that they are part Elven; Vania's husband Shanar vanishes, the courts at Aldain and Corinn are rocked by this scandal: Shanar was apparently not a Laan but an Elf. Vania is accused of deception and sorcery. She eventually reasserts her power and Væric is accepted as her son.

1553/449: The Lord High Priest of Zanar declares the church independent of the Imperium and moves his official seat from Aldain to the *Isle of Fire*, off the coast of Hæstra. (The Isle of Fire had previously been a religious retreat). The church takes no official action against the Imperial family, but at the direction of the bishops,

priests begin to openly speak out against certain empire policies.

1558/454: Vania's second son Vemik is lost at sea. The half-Elven Væric is named heir to the Empire despite conservative outcries.

1588/484: Væric narrowly escapes assassination. The would-be killer is never apprehended.

1589/485: Væric marries the Lady Kyria of Leonas.

1600/496: Vania passes the Scepter of Emer to her son Væric. She dies within a week; Emer mourns for eight days.

1603/499: Archduke Welias of Corinn marries the Laan beauty Jysela.

1605/501: In violation of Imperial policy, Archduke Welias names Jysela his co-ruler. Within weeks she — aided by the Seer *Kesilex* of the Order of the Eye — begins to institute 'reforms,' restricting the rights of many citizens. She also begins to speak against the Nuyani, asserting that they are barbarians compared to the Laan and Aldari. Corinn forces begin to collect Nuyani books and scrolls. Certain civic leaders are taken in for 'questioning.'

1607/503: Væric appoints a new Keeper of the Eye: Luarto Shang [he is Ondoal in disguise].

1608/504: The Prince of Coronan is assassinated; his half sister Driselle seizes power with the blessing of the church. She refuses to acknowledge Væric as Emperor, instead the Archbishop of Coronan crowns her Queen of the realm.

1609/505: The *Order of the White Flame* requests the return of many of the Imperial Order artifacts and 'enhances' them [actually adding lenses with surveillance powers made with the help of the Order of the Eye].

1612/508: Racial tensions in Corinn reach a climax. Archduchess Jysela orders restrictive curfews for all Nuyani. There is rioting in several towns, and within days of the proclamation Jysela imposes martial law to suppress the uprisings. Her husband Welias — supposedly the actual ruler — has not been seen in public for weeks. Hundreds of Nuyani are arrested; many are summarily executed as traitors. When scholars among the Laan speak out, they too are arrested as subversives.

1617/513: Væric is besieged as the full decay of the heart of Emer is revealed. The provinces are either in rebellion or are assailed by forces from the frontier. The Emperor loses his elder son on the fields of battle.

- Relas secedes; Væric does not have the forces to hold it. Government buildings in two Ardan cities are burned. Væric's seers, led by Luarto Shang [Ondoal], foretell the end of his rule within a year.

- Silaar: Isolated by the secession of Relas, Corinn is torn by civil war. In the southern region, the Nuyani [they are aided by supplies from the Elves of Námar-Tol and — in a key battle — by Reandor] are victorious. Jysela manages to maintain control of the northern mainland and the islands. While still part of the empire in name, Corinn is essentially independent.

1618/514: Luarto Shang tells Væric that his remaining son and heir, the teenage *Valaan*, has betrayed him [this is a lie, but Væric believes it]. Valaan is arrested and put on trial, convicted of treason through Shang's skillful framing. [In Væric's moment of greatest anguish, Luarto Shang murders him with a poisoned dagger, then steals many of the Imperial artifacts and departs.]

- Valaan escapes [he is rescued by the Order of the Wind — the Storm Heralds — and taken to Storm Castle].

- Ageren Vuk, the *Cho-Na-kudai* (OE "Lord High Priest") of the Order of the Cloak, names himself Imperial Regent and crowns the eight-year old Silima Chark — a distaff niece — Empress. He has the backing of most of the Council, but there is dissent from some of the Orders. Ageren Vuk is extremely conservative, and believes that the fall of the Empire was because of sin and corruption. He calls for martial law, censorship and strict adherence to a list of oppressive laws.

- Many priests of Zanar fall under the shadow of the *Jerak Ahrenreth* by tapping its power, and their followers are forced to pay a sinister price: the life-essence of all who die under the priests' care is channeled back to the jewel at the heart of the Ahrenthrök.

1618-1648/514-544 ER: The next thirty years are marked by religious inquisitions presided over by the Order of the Cloak, now generally known as the *Church of Zanar*. At first only books and scrolls are confiscated and rights are restricted, but soon the terror escalates. Inquisitors, assisted by Knights of Zanar (who are little more than hired thugs) order the detainment of any who speak against Zanar. Tribunals condemn hundreds to death, burned at the stake as heretics, sorcerers, and 'the perverted.' (This time is later referred to as the *First Zanarian Purge*). Loremasters rescue some texts and free many innocents, but soon they too are targeted by the church and forced underground. Silima remains a puppet Empress, eventually marrying Vuk's nephew, Horgo.

- [Ondoal abandons the Order of the Eye. His work in Emer complete, Ondoal begins his search for the *Book of Gates* and travels into the East. The Order is in disarray; many of its artifacts are confiscated by Zanar.]

- The Imperial Orders disband or break away one by one. The Church of Zanar works to destroy them, painting the organizations as either tools of sorcery or politically corrupt. Some members go into hiding, while the leaders of a few try to set up governments of their own. The Four Winds Order vanishes; Eye, Sun, Silver Sword, Flame and Ring all disband.

- In midwestern Silaar, the Duke of *Reandor* [a nephew of Archduke Welias] declares independence and is crowned king by the Bishop of Tendorn. The tiny realm fortifies itself against invasion.

- The Navigator guilds declare many regions of Emer either off-limits or 'hazardous' (they apply a surcharge).

- Loremasters in Emer lay low after many are imprisoned by Zanarian zealots.

- There is widespread famine and disease throughout the Emerian empire as systems of trade, food distribution and bureaucracy break down.
- By the end of this period the western isles, Námar-Tol, and most of Uj has essentially seceded. The Emerian Empire has shrunk down to the region of Hæstra.
- 1648/544 ER:** Ageren Vuk dies; he is succeeded by an even more cruel but politically inept cleric. Empress Silima attempts to assert herself but her haphazard policies wreak havoc with the already faltering Imperial economy.
- 1649/545 ER:** Empress Silima dies suddenly and without an heir [she is poisoned by her husband Horgo]. Horgo's bid to rule creates further chaos.
- 1649-1652/545-548 ER:** These three years mark the final death-throes of the Empire; seven men and women sit on the throne in quick succession; most die by violence or apparent poisoning. By 1652 even Hæstra is in anarchy; the provinces are now city-states ruled by petty despots constantly at war. Most of the Aldari have fled into the mountains while the Laan retreat to islands or sail westward.
- c. 1650-1660:** Second Zanarian Purge. As the remaining vestiges of organized government vanish, Priests of Zanar continue to rile against sin and excess even as they demand heavy tithes. They are able to move between the warring city-states with relative impunity, as few warlords wish to anger the Church.
- [Approximate time setting of the Loremaster book *Vog Mur™*]
- *Sel-kai* emerges as a prosperous city-state on an isle off the northeast coast of Emer. Its key location between Emer and Jaiman make it an ideal trade location.
- 1653/549: Fall of the Emerian Empire:** Aldain City is sacked by raiders: Shay brigands from the countryside. The last man claiming to be Emperor of Emer is slain on his throne. [Just hours before the looters reach the old city, a force of Loremasters and Navigators enter and rescue what art, books and other treasures they can salvage.] The city deteriorates into a partially ruined (and reputedly haunted) refuge for bandits and criminals.
- c. 1660-1700:** Tired of their poverty while the Zanarian clergy lives in prosperous monasteries and abbeys, rustic peoples of Emer begin to fight back. Anti-church uprisings spread across the continent, despite the very real power wielded by Zanarian priests. Many of these rebellions are led by priests of other religions. Zanarian missionaries are driven out of Silaar by warlords and shamans of To-to-nar. Tai-Emerian priests order the Zanarians captured and sacrificed to their local gods. In Uj the priests are hunted across the plains. The Elves of Námar-Tol take great pleasure in routing Zanar priests from their island realm.
- c. 1800:** The city-state of *Kaitaine* has established a name as a trading center along the SW coast of Emer.
- Aldain City is abandoned; the isle of Votania is deserted.
- The *Yellow Death* (an acute form of hepatitis; Elven races are immune) sweeps across all of central Emer, killing twenty percent of the mortal population. It is marked by high fever and a yellowing of the skin and eyes. Zanarian Priests in Hæstra portray this as punishment by Zanar for the peoples' lack of faith and regain some of their former influence. The disease subsides after a decade or so, but remains a lurking threat in Tai-emer and western Uj.
- 1998:** [Ondoval recovers the *Book of Gates*. With it — and the power of the *Secrets* — he may open Portals to the past and begin his search for the *Shadowstone*.]
- c. 2000-3000:**
 - Linæri refugees from Urulan arrive in southern Uj and establish the land of *Lys*.
 - Most of Emer remains politically fragmented and slides into a dark age lasting over a thousand years. With the exception of a few enclaves and a handful of resilient coastal trade centers, the continent is sparsely populated. Fields go fallow, towns and castles are abandoned and fall into ruin.
 - Námar-Tol isolates itself, constructing lookout towers along the perimeter shores of the Seven Isles and patrolling the Circular Sea in swift warships. The Elves are wary of 'barbarians' on the mainland.
 - Western Lands: The Alliance acquires control over virtually all of Agyra.
- c. 2000 – 5030:** [Ondoval travels through time and space seeking the Shadowstone, returning periodically to rest and call the Council. But as the ages pass and Ondoval communicates less and less frequently with the order, dissension grows in the ranks of the Ahrenreth.]
- 2059 – 2065:** A plague known as the *Lingering Pain* sweeps through northern Emer. It kills through a long, excruciating and wasting disease and there is no known cure. [It is transmitted through blood: flea and mosquito bites, though this is not discovered; incorrect theories about its source and transmission abound however]. Fear of the Lingering Pain creates suspicion and isolationism, but nevertheless it manages to claim the lives of almost one quarter of the mortal peoples of Silaar, Tai-emer and Hæstra.
- 2625:** The comet returns once more, passing particularly close to Charón. The Third Moon is bathed in Sa'kain's tail and the particles weaken the prison of the Dark Gods. While the Watch of the Lords of Orhan languishes, the Evil Ones escape.
- c. 2625-2700:** Altered weather patterns (possibly caused by the return of the comet) increase the average temperature and reduce rainfall in regions of eastern Uj and portions of Tai-Emer. These areas shift from a semi-arid environment to arid. Easternmost Uj becomes a desert.
- c. 3000 – 4000:**
 - The Lords of Orhan send their avatars to Kulthea once again, ending a long absence after their aid in the Wars of Dominion. Some do this reluctantly, realizing the need to counteract the influence of the released Dark Gods. Others (Kieron, Jaysek, Teris...) never completely aban-

doned the residents of Kulthea. Their servants the Nymphs and Dryads and Fauns have always been here.

- Námár-Tol: The Loari continue to make technological advances, creating ever more complex mechanical devices. Their skill with alchemy is unmatched on western Kulthea. Sel-kai eventually wins the confidence of the Loar Council, and they initiate trade.

3214: [Karzòk, chief of the *Lankani* tribe in Tai-emer, is seduced by the power of the Charón god *Klysus*.]

3214 - 3248: The nomadic tribes of central Tai-emer are brought together under the sun-and-sword banner of the charismatic warlord Karzòk Lankan. He seems to possess superhuman strength and is immune to sword and spell. Perhaps more importantly, he has the power to inflame the hearts of men.

3248: Karzòk begins construction of *Kenezán* at the mouth of the T'voca river. At the heart of this city plan are temples to honor the serpent gods Klysus and Akalatan. Labor is provided by slaves: Jaaderi from further south and Pochanti in the north, captured by tribal chieftains now under Karzòk's rule. Always at his side is his son, the priest *Akaal*.

3288: The temple complex at *Kenezán* is complete. High Priest Akaal presides over the dedication ceremonies, which consist of solemn rites and sacrifices, a drunken revelry and orgy, and finally another sacrifice: Akaal murders his father in the Pyramid of the Kings. Akaal declares himself the *Khurtúm* (M. "Son of the gods" or "divine son") and king of Lankanòk.

c. 4000 – 5000:

- Most of Hæstra remains in a dark age.
- Western Lands: The Alliance, already in control of Agyra, spreads over most of Mulira and into western Thuul. In addition to their *Kal'-chah* warriors, numerous spies and subterfuge methods, they employ swift war-catamarans to control the coasts.

4010 - 4020: A virulent disease wipes out three quarters of the horse population of Silaar and Tai-Emer, crippling the mobility of the Nuyani and Jaaderi.

4085: [Schrek nominates an Astrologer named Zagul to the Jerak Ahrenreth, taking Ondoal's vacant place as Arulis Kygari.]

4125: Sa'kain streaks past Kulthea again, wreaking havoc with weather and Essænce.

4205: The first skyship is constructed in Sel-kai, a collaboration between the Laan shipwright Leriú Valain and the Loari alchemist Teryk Altíar. The Prince of Sel-kai announces an ambitious project: to build a flying merchant fleet.

- [After millennia of wandering the planet unaware of his true ancestry, Andraax is swept into a flow-storm which restores his memory (though he is still vulnerable to lapses into madness). The K'ta'viir Lord visits the *Guardian Mind*, only to discover that it has been cursed by a spell from beyond the Pale. Returning in disguise to Karilón to discover what has transpired, he learns of the plots of the Eight. He also detects the Alliance spy within

the Loremaster ranks, but his own disguise remains intact. He takes no action against the infiltrator.]

4514: [The Dragonlord *Ulya Shek* discovers a functioning Lords of Essænce installation on a far western isle. Inside, she awakens an Althan Lady: *Jenkyna*. They form a partnership of sorts.]

4578: Three of the Eight of the Jerak Ahrenreth (Lorgalis, Oan Lyak and Iæn Shiin) meet at the Ahren-Lyax and form an alliance. They lure the Royal Seer of Urulan to their hold and murder him, and Iæn Shiin assumes his post. He is instrumental in Urulan's final demise.

4600: Sel-kai embarks on a plan to construct a sky city.

4650: *Eidolon* rises in the sky above Northern Emer, a jewel of unsurpassed beauty and a triumph of Kulthean craftsmanship. It nearly bankrupts Sel-kai.

c. 4700: Eastern Lands: First word of the *Raven Queen of Gaalt* reaches the Loremasters. A powerful sorceress and warrior, she has gathered an army of *Pale Men* and subjugated the northernmost tribes.

4800-5028: Western Lands: The Alliance encounters the Shoneb Empire in western Thuul, and begins infiltration. They also send agents into the Jan to the south.

c. 5000 - 5500:

- The Immortal *Raven Queen* continues her expansion south through Gaalt.
- Falias: City-states of the central lowlands are united under a family of ruthless warlords aided by powerful shamans. The fourth-generation leader, Hutsua Kang, crowns himself lord of the Empire of the Black Sun.
- Tai-emer: Shay immigrants from Hæstra settle in the rich Lygaar valley. Within a few centuries they expand into the Pelegris foothills and south to the edge of the Quon jungle in Khùm-kaan. They soon encounter the tall, dark *Kuluku*. After a tentative beginning, an understanding is reached and the two cultures begin a lucrative trade arrangement.

5028-29: Western Lands: A Jenaar emissary from the Alliance pays a visit to the Shoneb Empire and presents the usual Alliance ultimatum: join or be destroyed. But the Emperor is expecting her and demurs, before the Jenaar can depart she is ambushed. Her Kal'chah guard — fierce and skilled as they may be — are outnumbered, and she barely escapes. The Alliance retaliates a few months later: Dozens of Kal'chah attack key government centers in the Shoneb Empire, and it collapses like a house of cards. The Emperor agrees to 'join' the Alliance.

5030: [Ondoal recovers the *Shadowstone*, an immensely powerful item once worn by Kadæna. As he returns — exiting a Portal in Mulira — the gateway is destroyed by the dark energy of the Shadowstone. Ondoal retires to the Ahrentorg and plots his final assault on the very Essænce.]

- [The planar instability caused by the Shadowstone also allows the return of the *Ahrenlaakh* to this world.]

5030 – Present: Worldwide Flow-storm activity increases across Kulthea. Random Portal operation also intensi-

fies, allowing more creatures of the Void and other planes into the world. The Loremasters, the Lords of Orhan, and a few others are aware — though none can determine the cause.

5040: [The Dragonlords Voriig Kye and Sulthon Ni-shaang barely escape a deadly trap laid by Schrek, the acting leader of the Jerak Ahrenreth.]

c. 5100: The Loremasters learn that a dark power has built a citadel in the northern waters of the *Endless Sea*. But the area is swathed in a veil of shadow which they cannot penetrate. Agents sent in do not return. As the darkness grows, their concern intensifies. [It is Ondoval]

5188:

- [Ondoval declares himself the *K'ta'kuli* (Ir. "Lord of Shadows") and gathers a court of Ordainers and other powerful demons.]

- [The Jerak Ahrenreth soon learns of Ondoval's apparent abdication. A power struggle ensues within the Eight, though Schrek quickly emerges as the victor.]

- [The fact of Ondoval's return and full measure of his treachery are finally revealed to Andraax, even in his somewhat unsteady mental state. He begins the search for the *Soulsword*, the only instrument which might slay the wearer of the Shadowstone.]

c. 5200: [Western Lands: Alliance forces encounter Lugrôki in western Thuul and Mythenis. After attempting to utilize them as laborers, they find them too difficult to control and begin a systematic destruction of this race, which they consider unuseable.]

5430: The Loari of Nâmar-Tol develop the first *Airbarges* to transport passengers and cargo. These huge, slow-moving, noisy steam powered air vehicles are greeted with awe and suspicion by all who see them.

c. 5500: [Ulya Shek and Jenkyna re-open a sprawling Lords of Essænce installation in the Rust Mountains of Silaar. It is a large underground complex, once a research facility. Together they begin their gruesome project: the creation of an army of mechanically enhanced undead: the *Gyshon Vurg* (Ir. "walking-dead machines") and demon/human fusions. *Dusdurbulgaur* (K. "Warrior-demon offspring")]

5650: The comet returns in a very close pass. For nearly a month it hangs in the Kulthean sky while strange and terrible events occur across the world.

- Droughts strike Ræl for the next ten years. By 5660, the region which was Ansidus is a wasteland.

- Chronic famine in many lands.

- The Prince of Sel-kai's sky-yacht *Nightflyer* vanishes with his daughter on board. A century later—and periodically afterwards—it returns, a ghost ship, and an evil omen.

- Snakes rain from the sky in Tai-emer.

- Erratic tides — even for a planet with five moons — cause widespread damage to coastal cities.

- Another epidemic of the horse-killing disease sweeps across northern Emer, this time also affecting Hæstra,

again devastating the equine populations. Lankanôk and the Nuyani each decide to seek alternatives to their vulnerable herds.

5651: The High Shaman of the Nuyani goes on a spirit-quest to seek guidance regarding the problem of the loss of their horses. He fasts and prays to the god *To-to-nar* ('the two-faced'; actually the Orhan gods Kieron and Jaysek). The gods hear his pleas: after five days of wandering in the mountains a gift comes to him — in the form of a huge Gryphon. She is to be the mother of a stable of winged mounts for the elite warriors of Nuyan Khôm.

5656: The warriors of Lankanôk embark on a breeding program to domesticate the *Srill*, large, herbivorous bipedal lizards, as an alternative to horses. (A brief flirtation with using the carnivorous *Quarnak* as steeds was abandoned when they kept eating their riders).

5704: A Silvery Dragon is seen again, the mighty beast terrorizing the city of Eidolon. Yet it does no damage and vanishes into the clouds. Some claim that it had a human rider. Rumors abound that the Prince of Sel-kai is blackmailed into paying a 'protection' ransom by the alleged rider. [These rumors are not true. It is Voriig Kye, merely observing activities on the mainland.]

c. 5900: The expanding borders of the thriving Lankan Empire and the Blissful Kingdom of Pochantos approach one another. Already, patrols and exploration parties on the frontier have had altercations. At stake are the fertile lands between the two realms and east of the Forest of Ash.

5945: A man identifying himself only as the *Nameless One* [it is Tethior the Elven Smith, using one of the Daath Leerssoi to conceal his appearance] arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center in three years. Few take his dire prediction seriously, despite his impressive entourage of four Changramai warrior-monks.

5948: The people of Zinvar are overcome in one night by a mysterious plague of violent madness. The city burns to the ground, set afire by its own inhabitants. Zinvar becomes a deserted place, shunned by sea-travelers.

c. 5950: Hostilities between Pochantos and Lankanôk continue to escalate. The Pochanti, being a more peace-loving people, attempt to negotiate a border. The Lankani sacrifice the Pochanti emissary and send back his flayed skin.

5975: Lankani aggression continues, with raiders burning southern Pochanti homesteads, attacking traders and kidnapping them to use as slaves and sacrifices. Finally, the Priest-king of Pochantos declares war.

5980: The *Kuluku* of the Quon jungle in Khûm-kaan sever contact with the Shay and Loari and vanish into the rain forest. It is believed that they are embroiled in a civil conflict or are suffering from some terrible plague. [In fact, warned by a vision of their Druidic Oracle they have retreated into the deep jungle to prepare for the impending turmoil between the other races.]

6000: (Western Lands) Jenaar emissaries of the Alliance approach the realm of *Gethyra*. The GreatKing rebuffs them.

- The population of Sel-kai City reaches ≈150,000
- The Lankanôk-Pochantos war drags on, with the Lankani slowly gaining more territory.
- Over-farming by the Shay in southern Lygaar exhausts the soil along the Dændarus river, and soon they need more land. Believing the Kuluku dead or long gone, they migrate south and begin to slash and burn swaths of jungle along the northwest edge of Quon.

6019: The *Nameless One* enters the Palace of the Hu-tarn of Nuyan Khôm and warns the ruler of a great disaster. That night the *Butterfly Scepter* of Khôm is stolen.

6020-22: Plague devastates Silaar, killing between thirty and forty percent of the population of Nuyan Khôm — including nearly the entire royal family.

6021-40: [Western Lands: Alliance agents infiltrate Gethyra.]

6023:

- Piracy causes serious disruptions along the Lethys—Sel-kai trade routes; Plasidar is suspected. Plasidar is mostly to blame, though Præten also does its share of raiding trade ships.
- Terran Empire: [TARA agents (a division of the *Dia Khovaria*; the ‘TABernacle Research Agency’) violate Terran Empire quarantine and land on Kulthea, in Námar-Tol. Concealing their true identities, they make contact with a select few Loari Elves in Námar-Tol.

6025: [Schrek and the others of the Jerak Ahrenreth conclude that the Lankan Empire has grown too powerful, and since the leadership is so closely tied to the dark gods Klysus and his ‘son’ Akalatan, they are not easily controlled. It is decided that a new force is needed to counter the growing Lankani strength.]

c. 6025 — 6035: An army of tall, fair-haired men come down from the Spine of Emer and begin taking over the scattered towns in southern Pelegris and northern Lygaar. Their takeover is for the most part bloodless, and they bring administrative order. More importantly, they are wealthy and willing to pay well for honest labor. Soon the region sees prosperity through a growing trade network. Word spreads that the leader of these men is called Aldaron.

6035: Amidst the ruins of an ancient city at the mouth of the Lapinar river in Old Coronan, the man called Aldaron begins to rebuild. He takes the title *Lord of Arдания*. People flock to the site to take jobs, and the city of *Ardan* continues to grow.

6036: [The head of the *Faaw Shryaak* (The red gem alone becomes known as the *Heart of Agoth*) is stolen from Voriig Kye by the infamous (and allegedly insane) Lore-master *Elor Once Dark*. He, in turn, misplaces the artifact and it is lost.]

6038: An exploration ship from the *Bokorean United Kingdoms* (located in northeast Falias) lands at the tip of Onar.

Sea-elven scouts from Malqanar observe them but remain hidden.

6039: The *Nameless One* warns *L’chye Herónath*, the Priest-king of Pochantos, of impending doom. He is ignored. Eight days later an earthquake levels the capital city. The king is killed in the collapsing palace, but his three sons survive. His eldest son Baentar assumes the throne of *I-chaal* and dons the Holy Torque of the Golden Puma at the age of twenty-seven (his name becomes *L’chye Baentar*), while the second son *Q’venna*, aged twenty-one, is named general of the armies. The youngest son, *Tinturi*, is a boy of thirteen. The Pochanti continue to fight, but *Q’venna* is an inexperienced leader, and the under-equipped Pochanti are demoralized and no match for the fierce Lankani and their lizard-steeds. The following months see defeat after humiliating defeat for the people of the Blissful Kingdom.

- *Q’venna* of Pochantos is captured by Lankan forces in the Battle of Uggoth Plain. The youth and his personal guards are taken to Kenezán. Holy King Baentar offers to negotiate for his brother’s release but the Khurtûm (*Agara-Klysus*, Divine Emperor of the Lankan Empire), sees this is a sign of weakness, and instead hands *Q’venna* over to his son *P’har Ahnekar*, the high priest of Akalatan. The Pochanti prince is ritually humiliated before the Lankani people.

- [Ondoval makes his first attempt to destroy the Northern Eye of Utha. His failure is nearly complete but spectacular, triggering a violent Flow-storm and causing an incredibly severe winter for much of the northern hemisphere. He retreats to the Shadowed Secret to regroup.]

6040: Rumors abound of visits by the *Nameless One* in southern Hæstra, Námar-Tol, and *Utor Keza* (a southern city in the Lankan Empire).

- The Lankani, their elite cavalry astride the swift and agile *Srill* lizards, crush the surviving Pochanti in northern Tai-emer and consolidate their hold on the region. Pochanti king *L’chye Baentar* and prince *Tinturi* are captured.

- The Khurtûm of Lankanôk and the Lord of Arдания sign a pact of nonaggression. Lankan priests order more human sacrifices — many of them Pochanti prisoners.

- [Jaiman/Plasidar: The eldest son Kalon takes control of the pirate realm; Aenor goes into hiding. Jerel flees with a few loyal followers to southern Urulan, after obtaining financial backing from a Xooba crimelord.]

- Western Lands: Gethyra agrees to come under Alliance ‘protection;’ their capital is occupied by Alliance warriors.

- [Aenor of Plasidar changes his name to *Aenor of Quaal* and settles in Sel-kai City. With his share of pirate gold he sets himself up as a wealthy entrepreneur.]

- Agyra: Dyari of the Alliance uncover a cave near the Sea of Fate in the center of the continent. The entire party is later found dead—dismembered and their heads missing. Within weeks the entire eastern coast of the sea (known as the Green Beach) and nearby forests are ter-

rorized by a murderous force which takes the heads of its victims. [They have released a lot of the *Shards of Ubenmas*, including N'koru of the I-lat Norg.]

6042:

- [Jaiman/Urulan: Jerel of Plasidar builds a base of operations in southern Urulan. He names himself the White Swan. Ships flying his flag begin raiding along the eastern edge of the Melurian Straits, creating problems for Sel-kai, Danarchis, Præten and Lethys.]
- [Voriig Kye calls a meeting of the Dragonlords. The five gather at Vog Mur, the first such meeting in tens of centuries. While most have only a passing interest in the affairs of men and Elves, the Alliance—as well as Ondoval and Schrek—are cause for concern. However, only Voriig sees the true threat of Ondoval; the others succumb to the inevitable self-confidence of their inherent power. However, Oran Jatar and Voriig agree that they have recently felt the presence of the Golden Dragon. But where is he, and why does the sixth member of their elite family remain hidden? Kydak Dûm, the Golden Dragon, will reveal himself in his own time.]

• 6049 •

Winter 6049

- The *Hard Winter* in Hæstra.
- Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of the Pelegris and Lygaar regions of Khûm-kaan. The Kuluku are still not to be seen; the Shay believe the jungle to be haunted and will not go far under the trees..

Spring 6049

- Ardanian forces drive back the Trogli. The grateful Shay accept Ardanian dominion.
- A ship arrives in Sel-kai bearing a passenger from the east. [He is a spy from the hidden kingdom of *Sularin* of eastern Urulan]

Summer 6049

- Men in golden armor astride huge winged steeds are sighted flying near Eidolon. They fly close and vanish in the clouds. Sages agree that these are the legendary *Cloudlords of Tanara*, from Jaiman to the north. Their purpose at Eidolon is unknown.

Autumn 6049

- Eidolon loses a dozen seagoing trade ships — supposedly in freak storms. [Some are taken by raiders of the White Swan, others are victims of scouts from the Raven Queen to the northeast.]

Fall 6049

- Eastern Lands: The Vulth Horde emerges to threaten the northern borders of the Kindom of a Thousand Dawns

• 6050 •

Winter 6050

- The Nameless One is (allegedly) spotted in Kaitaine, but he makes no proclamations.
- The Nuyan-Khôm, Sel-kai mainland residents and the Reandori all encounter ghosts wandering out of the old land of Thanor. Thanor has always been haunted, but now the undead seem to be multiplying.

Spring 6050

- The Loari inventor/adventuress Selia Rendanaar of Námar-Tol leads an expedition to the *City of the Dead* in Uj. [She finds the lost journals of the Loremaster Selas Vey — and something else. In a laboratory deep within the catacombs of the city she discovers a cache of jewels of varying sizes, all faceted spheres. She discovers that these have the power to absorb energy and release it in a controlled manner, allowing them to fuel certain machines, devices — and vehicles, one of which she discovers and repairs. She and her party flee the city in the flying vehicle, barely escaping its golem guardians. She returns to Námar-Tol.]

Summer 6050

- Rumors reach Kaitaine of conflict to the southwest: The Alliance is facing its first real challenge from the *Vashaan Domain*.
- Unusual current flows and winds in the Circular Sea interfere with Námar-Tol trade routes.
- Minor earthquakes are a frequent event in northern Silaar and Tai-emer.
- [Four of the Jerak Ahrenreth hold an informal meeting.]

Autumn 6050

- News of the growing realm of *Ardania* reaches the court of Eidolon. The Lord of Arдания [really *Y-tarmen*, one of the twelve adherents of the Jerak Ahrenreth, working under Schrek's supervision] has begun construction of that he calls his *Palace of Gold* at the heart of Ardan City. He has surrounded himself with a guard bearing the ancient *Yarkbalkas*, symbols of the Order of the Silver Sword, elite warriors of the lost Emerian Empire. Also in evidence is the *Order of the Eye*, led by *Iæn Shiin*, [an Iylar Elf and former Loremaster, now a member of the Jerak Ahrenreth].

Fall 6050

- At several major cities in Emer, recruiters appear offering opportunities for well-paying jobs in the new realm of Arдания. The lord of that city seems to have endless gold to spend.
- The *Storm Wizard*, fearing the fall of Rhakhaan and subsequent collapse of civilization on Jaiman, summons a huge winter storm over Jaiman.

• 6051 •

Winter 6051

- 1• 5 Minor earthquakes in Sel-kai.
- 1• 7 A dragon is seen yet again over Sel-kai. The last confirmed dragon sighting was more than three centuries ago, but the Elves remember. It circles a few times, then climbs near Eidolon, but does not approach any of the skyships or airbarges. Before abruptly vanishing into the clouds. Opinions differ over the type, but many believe it is Silver. [It is Voriig Kye].
- 1• 11 Arrival of the Hûtar of Nuyan-Khôm in Sel-kai for trade talks. He sails into the harbor amidst a fleet of unusual ships, traveling up through the Sea of Tears. He is only thirty years old (one of few of the royal family to survive the devastating plague of twenty-eight years ago) but a shrewd ruler. Together with his wizened great-aunt as trade minister, he is a formidable negotiator.
- [A strange flu-like illness strikes many Itanian Warlocks; All who succumb recover, though some suffer a terrible permanent side-effect: their Mentalist abilities are gone.]
- Jaiman: with unnatural suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor's advantage. Nevertheless, Frelik the Usurper renews his call for Jerrin's abdication. Northern Emer — especially the eastern quadrant — is caught in the fringes of the Jaiman snowstorm. Præten, Sel-kai, and the Pochanti Kingdom have unprecedented snowfalls. [The Loremasters suspect artificial intervention in the weather of Jaiman, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations.]

Spring 6051

- 2• 10 – 25: Sel-kai: heavy rains and melting snow cause the canals to rise to above flood stage. Minor damage to lower levels of some structures.
- Jaiman: the snows begin to melt, but torrential rains further slow progress of any forces in the Rhakhaan conflict.
- Central Emer: a Shay expedition, financed by House Elgata of Eidolon, enters the jungles of Quon; none return. A follow-up search party also disappears.

Summer 6051

- Emer: southern Silaar and much of Tai-Emer suffers from drought. The Lankan Priests of Klysus order more sacrifices to appease their god.
- The *Prophet of Valris* first makes her presence known at Sel-kai. A tall Iylar Elf with golden blonde hair and wearing shimmering blue robes, she refuses to give her name or home, saying only that she comes 'from the east.' Claiming to be a follower of the Orhan Goddess of wis-

dom, she is apparently an Astrologer who can see into people's futures. After a month in Sel-kai city, during which her reputation and influence grows, she travels toward Danarchis.

Autumn 6051

- Volcanic eruptions in the Black Mountains of Khum-kaan.

Fall 6051

- 5• 45: The Lankan Empire sends a small fleet across the Circular Sea from their port of Kûru-kal, with the goal of siezing the northwestern Loari isle of *Surt Naduum*. The first warboat barely reaches shore before airborne Loari battleships appear and drop exploding canisters — "bombs" — on Lankan ships. This marks the first known use of chemical explosives since the Interregnum. The Lankan ships are destroyed and the few Lankani who reach shore are captured. Námar-Tol sends a warning to the Lankani that any further aggression will be met by overwhelming force.
- A caravan in Uj returns to Kaitaine to tell of a mighty battle between their Navigator Sulfean and a Herald of Darkness. Their situation was looking desperate when a Storm Herald suddenly appeared and helped to drive off the Minion of the Unlife. The exact nature and intentions of the Storm Heralds remain a mystery.
- Silaar: Strange drums are heard from within the Voerken Mire. The T'loc-loc go into hiding in the northern reashes of the *Asamis Arg* ('Great Grove').
- Frequent storms in Southern Emer disrupt commerce.
- Several volcanoes erupt in the Morbek Highlands; smoke and ash clouds drift north and envelop Votania.

• 6052 •

Winter 6052

- 1• 20 – 1• 30: [Schrek, Oan Lyak, and Dari Holvir of the Jerak Ahrenreth meet secretly and decide to begin a program of assassinations among their enemies to further disrupt political situations.]
- 1/22 Holiday: The birthday of Agren Navalak, perhaps the greatest prince in the history of Sel-kai.
- 1• 22: Ignatus Jurgon, a merchant baron of Sel-kai, is found murdered in his study. (It is the work of Saren Xanaari, revenge for House Jurgon illegally infringing on their trade.)
- 1• 26: Funeral procession of Ignatus Jurgon. A great chain of boats escorts the Baron's funerary barge out into the bay, where he is given to the waters. The ceremony attracts thousands of onlookers and clogs the canals.
- 1• 33: [Sel-kai: First meeting of Olgivana Centaurus, Barrin Qaterris, Koren Maas (security minister), Enik Foor (Minister of State), and Boren Alsec (Commerce Minister). Olgivana puts forward her plan to have Barrin succeed Prince Rylec.]
- 1• 44: A minor earthquake shakes Sel-kai.

- 1•54: Rylec Qaterris, Prince of Sel-kai, narrowly escapes assassination. Three days later, the alleged attacker (a woman in black) is found dead on the steps of the Prince's Palace. City gossip says she had on a steel ring—mark of the Grey Ring. [She was a Cult of Stars assassin, indeed caught and killed by the Grey Ring.]
- 1•61: The Sel-kai Defense Minister is fired and the Redcapes are purged of many of their corrupt members. A brief crackdown on smuggling ensues.
- 1•66: [Sel-kai: the Cult of Stars assassinates the Loremaster Gireg Jaan, who had been investigating the Jerak Ahr-enreth.]
- *The beginning of the Grand Campaign...*

Spring 6052

- (2/1) (Sel-kai) Holiday: Much of the city is depopulated as the Spring Games are played
- (2/9) (Sel-kai) Fire in the Sighing Docks. Several warehouses are destroyed, but the blaze is confined to one island.
- (2/35) The Trade Consul of Danarchis arrives in Sel-kai amidst much pomp and ceremony. He remains for several days while trade agreement renewals are discussed.

Summer 6052

- 3•1: Sel-kai Holiday: The Summer Games are played. Unfortunately, the event is marred by an altercation between houses Alaxatan and Pharnese. Jarl Alaxatan (second son of Kellis) assaults Kendon (younger brother of Baron Kyse) Pharnese, and the house guards of both families escalate the confrontation into a bloody battle. Twelve are dead; Kendon Pharnese is wounded but will recover.
- 3•14: The 1402nd anniversary of the rise of Eidolon into the sky. Celebrations for two days (but the party pales in comparison to the 1400th two years ago; it lasted ten days)
- 3•23: Eidolon trembles and tilts a fraction of a degree for a few seconds, causing a panic among residents. The city rights itself and stabilizes, but the cause for this alarming event is not discovered.
- 3•37: Eidolon: The *Yultûm* (M: 'trade-chief'; a priest) of the Lankan Empire arrives aboard a majestic barge — one of six in the fleet accompanying him. His visit stirs much curiosity about the 'barbaric desert-realm' far to the south, and many citizens gape at the dozens of dark-skinned oarsmen and guards arrayed about the boats.
- 3•44: Sel-kai: A House Betaran airbarge explodes over the city bay; Xyrus Betaran accuses House Gugulon of sabotaging his trade.
- 3•44: [Sendar and Sendil, demigod twins and offspring of Akalatan, are awakened by their father. They emerge from their secret mausoleum and he directs them to the *Heart of Agoth*.]
- 3•66: A mild tremor shakes Sel-kai city. Damage is minimal, but because of previous predictions of a severe quake on this date, there is a brief panic.

- 3•49: [The twins Sendar and Sendil recover the *Heart of Agoth* from its hiding place, and make their way towards Kenezán, capital of the Lankan Empire. The gem was deep under the Spine of Emer, an object of worship for a colony of Murlogi and their Earth-demon master. The Murlogi vow to recover their sacred stone.]
- Tensions escalate between the Elves and mortals of Sel-kai. There is a general rise in crime — especially muggings and robberies. Scuffles between rival gangs of thugs increase.

Autumn 6052

- 4•1: Sel-kai Holiday: The Autumn Games are played under tight security. There are no incidents, and House Alaxatan is on probation.
- The demigod twins Sendar and Sendil arrive in Kenezán and present the *Heart of Agoth* to the Khurtûm: a gift from Akalatan. The appearance of white-haired twins is the fulfillment of a prophesy in the ancient *Omiar Akalataru* (The Codex Akalatan), and they are made High Priest and Priestess of Klysus. The Heart is enshrined in the secret Temple of Meditation, beneath the pyramid of Separation.

Fall 6052

- The Prophet of Valris arrives in Kaitaine, preceded by her reputation. In an abrupt deviation from her predictions for individuals, she warns of an imminent worldwide catastrophe. She relays dire visions of earthquakes and storms, and claims to see Kaitaine in flames. The council orders her banished from the city for inciting panic.
- 5•58: [The Nameless One appears alone in the Garden of Songs on Karilôn. He warns of an unspecified, impending global catastrophe and vanishes. A few Loremasters claim to have seen six fingers on his hands, while a few believe they caught a glimmer of gold in his eyes, spurring an erroneous rumor that the Nameless One is in fact the legendary sixth Dragonlord: *Kydak Dûm*, the Golden Dragon. {Andraax is there in disguise; he and Tethior each see through the other's illusion, but Tethior flees before Andraax can confront him.}]

• 6053 •

- 1•1: [Just after Midnight on New Year's Eve; the North Pole: The insane K'ta'viir lord Ondoal, accompanied by three K'ta'viiri lieutenants, enters the Northern Vault and takes the Eye of Utha. He is unable to destroy it, but has created a vessel which controls its powers. Two of the Lords are killed and Ondoal is badly wounded, but he escapes back to the Shadowed Secret with the Eye. Immediately, the Southern Eye attempts to compensate (The Lords of Orhan also lend power to the Southern Eye, but they cannot continue this indefinitely) but is unable to fully protect the globe. Kulthea shakes with a worldwide earthquake. And that is just the beginning.]

Effects of the Loss of the Northern Eye (Through Winter 6053)

- Essænce storms wreak havoc; the hemisphere curtain (the Wall of Darkness) breaks down in random areas.
- The entire globe is swept by unnatural storms and earthquakes for the next several days. There is widespread flooding, damage and thousands of deaths.
- Coasts are buffeted by tidal waves and hurricane force winds. Inland areas suffer tornadoes and lightning storms.
- Many dormant volcanoes are jarred into activity, spewing ash into the sky. Cracks open in the earth exposing rivers of magma.
- Portals everywhere randomly open and close, drawing in any beings and animals nearby or spewing forth strange creatures.
- Meteor showers rain fire down all over the planet; combined with lightning storms and volcanic eruptions they trigger raging fires. These would be far worse except for the widespread downpours and blizzards.
- The Navigators suspend service for 30 days. (Their compasses behave erratically for 10-20 days before returning to normal function.) Most sea travel is virtually impossible for 10-20 days; perilous for another 10-20 because of storms.
- Sel-kai Skyships, being more fragile and susceptible to Essænce than sea vessels, are grounded by order of the Prince for a full thirty days.
- Eidolon is shaken by tremors for hours; a few residents flee to the ground. Meanwhile, Sel-kai City suffers the worst floods in 200 years. There are scattered fires but they are for the most part contained.
- The Great Kaitaine Fire. A meteor strikes the city and triggers terrible devastation; fires burn for days. Over half of the city is destroyed or rendered uninhabitable. Undaunted, the Guilds begin reconstruction.
- [A land mass rises out of the water in the center of the Lonely Sea. It is part of the lost continent of *Taranian*.]
- Many other cities (including Kenezán, Ardania, and Nuyani cities) across the planet are ravaged by earthquakes and fires.

Winter 6053

- There is general panic across the hemisphere: these events are seen by many as harbingers of the end of the world. Doomsday cults spring up everywhere as dark powers seek to take advantage of this time of uncertainty. Voices of reason are drowned out by hysterical cries that the end is near. And it may well be...

≈11 [The Loremaster Council is called into emergency session (attended in secret by Andraax). They order the recovery of the Eye as top priority, and research a way to stop Ondoval. Andraax comes to the realization that he does not have the will to wield the Soulsword, and it — like the Eyes — will only suffer the touch of one with Althan blood. None of his surviving brethren can be

trusted, but there are a handful of those in whom some of the ancient power still flows...]

- [The Navigator Guild Alliance convenes a conclave — they gather as soon as the Essænce storms subside enough for travel.]
- Schrek summons a meeting of the Jerak Ahrenreth. They gather to discuss the deeds of Ondoval and how to salvage their own plans for dominance; they are at odds with the Priests Arnak, several Dragonlords and other factions. Schrek is becoming desperate to locate the *Heart of Agoth* and regain his full powers before the collapse of the protection of the Eyes. He attends the council with a new bodyguard, a very large humanoid wearing a full helmet. Schrek announces that the guard is in fact the infamous *Shar-Bu*, lord of shards, who can literally kill with a smile...]
- Sel-kai: There seem to be more than the usual number of cases of *Canal Cough* and the more serious *Shakes*. There are several deaths, and even a few Elves develop mild cases of *Cough*.

Spring 6053

- While the weather stabilizes somewhat, sea storms and huge whirlpools are still common, as are sightings of and attacks by a variety of fearsome sea creatures. (Apparently these beasts — which normally reside in the ocean depths — have also been disturbed by the weather changes.) Valuable, nonperishable cargoes are rerouted via land for the next few months.

Summer 6053

- One side effect of the strange weather conditions arrives off the eastern coasts of Jaiman and Silaar: huge icebergs have drifted south to make the sea-lanes even more perilous.
- Appearance of the 'Intermediaries', trade brokers representing the Kuluku peoples of Khum-kaan. They arrive at Ardan City, Kaitiane, Sel-kai, Namar-Tol, and other trade centers almost simultaneously, each accompanied by a Navigator. There is an immediate stampede for trading privileges, as the Kuluku have access to many rare herbs and materials from deep in the Khûm-kaan jungles.

Autumn 6053

- Jaiman: The Vice-Ambassador from Námar-Tol is stabbed in the Palace Gallery and dies before he can name his attacker.

Fall 6053 (The Present)

- Murlogi of the Spine of Emer and their Earth-demon king make preparations to take back the Heart of Agoth from the surface dwellers who stole it from them (the Lankani).
- Lankanôk: Sendar and Sendil consolidate their political power base and begin pushing the Khurtûm towards a more aggressive stance. They believe that the Loari should be punished for their insults of a year ago, and that the Nuyani can be conquered. The Lankani gear up

for war. Phar-Ahnekar wants to ally with Arдания in the war but the twins consider them inferior and unnecessary; they will be conquered later. Even Ahnekar doubts the wisdom of this attitude.

- Nuyan-Khôm: The Hutarn continues to struggle with the egotistical Tarns; his political power is tenuous.
- Námar-tol: The Loari have spies throughout Emer, and they are increasingly concerned about Lankanôk and Arдания. They continue to build defenses.
- Lankanôk: [An Ardanian spy infiltrates the Sun priesthood and discovers the Heart of Agoth. Sendil finds and slays him before he can report his find.]
- Sel-kai: The Prince is increasingly worried about Lankanôk; with Pochantos gone, the empire is dangerously near his small realm.

5. THE KULTHEAN CALENDAR

This reckoning was developed by the Loremasters, and is used by the Navigators and most cultures on Emer and Jaiman.

SEASONS

Kulthea—like any planet with an axial tilt and regular, elliptical orbit—has four celestial “seasons.” Their formal beginnings and endings are largely ignored however (except by astronomers, and for a few holidays) in favor of the much more obvious pentennial phases of the great moon Orhan.

There are four landmark dates in the seasonal year of Kulthea, two Solstices and two Equinoxes:

Solstice: When the sun appears to be farthest from the planetary equator. There are a ‘summer’ and ‘winter’ Solstice, the latter signifying the first day of the calendar year to many Kulthean cultures.

Equinox: Where the sun passes the planet equator. The vernal occurs when the sun appears to pass from the south to the north; autumnal when it appears to move north-south.

MONTHS

Rather than follow the above pattern, most cultures have adopted ‘seasons’ which mirror the five months of the Great Moon, each seventy days long. These are listed as follows, beginning with the winter solstice, when Orhan is new:

Winter: The period of deepest cold.

Spring: Weather grows warmer; planting season.

Summer: Warmer weather still, yet (relatively) pleasant.

Autumn: Hottest weather, then cooling. The last day of autumn is usually an indicator for harvest.

Fall: Temperatures drop; harvest; preparations for Winter made.

This varies from culture to culture of course, depending on climate, hemisphere, and social orientations. (The

Southern Hemisphere, for instance, goes in reverse.) The names given here are conventionalizations.

However, Orhan begins each month new, waxes to full on the 35th, and wanes again towards the end of the month.

WEEKS

There is a shorter period marked by many Kulthean cultures, the ten day span which is delineated by the phases of Varin, the Second Moon. Unlike Orhan (which sometimes looms huge in the sky, many times larger than the sun), Varin only shows a small disk. It is rather bright, however, and can be seen on even sunny days.

However, since seventy days is a rather cumbersome length of time to keep track of, most people think in terms of ten-day weeks. Following are the names of the days as declared by Loremasters, and their Erlin (common Elvish) translation:

Days of the Week:

Erlin Name	Translation	Significance
Orhayen	Moon-day	Varin is full
Buryen	Fire-day	
Usivyen	Water-day	
Melyen	Earth-day	
Ordyen	Air-day	Holy Day
Maryen	Dark-day	Varin is new; bad luck
Kyayen	Star-day	
Kindagyen	Cloud-day	Bad luck
Aryen	Sun-day	
Purlyen	Wind-day	Holy Day

The day when Varin is full is considered the first day of the week, and is market day in most towns.

Note: Unlike a modern Terran industrialized week, in medieval societies there is no ‘work week’ and ‘week-end,’ everyone works every day. Religious services are held early in the morning or in the evening. Because of this, holidays are even more significant.

LOREMASTER RECKONING

Interestingly, the Loremasters ignore Varin for official record-keeping purposes, using Orhan exclusively to divide the Kulthean year. Dates are recorded as “TE 5090, Orhan 4, day 45” for example. This means the 45th day (of 70) of the fourth month (otherwise known as Autumn in the northern hemisphere) in the year 5090 of the Third Era. It might be even more briefly recorded as 5090•4•45. The Scribes of Nomikos and all the Navigator Guilds also use this simple, effective calendar system.

6. ABOUT TIME

The Kulthean day is divided into twenty-five hours: five each in turn subdivided into five hours. Five being a number with powerful religious connotations: five moons, five months a year of Orhan, five fingers on each hand of the ‘younger races’ (i.e., not the Althans). The (as observed

by the Elves and many mannish cultures) is divided into five realms (fire, water, earth, air, essence), each in turn subdivided into two aspects; usually dualistic in nature (e.g., night/day, male/female, mind/body) each Lord of Orhan. More on the Orhan Zodiac will be discussed in the upcoming Encyclopædia Kulthea.

Large clocks (such as those in city towers) chime to signal the hours in long and short rings — or two differently-pitched tones — the Quintars rung first. The five Quintars have names which are the usual reference rather than a number. They are: Morning, Midday, Evening, Night, and Predawn. Most Kulthean clocks are set by the Vernal Equinox: The first hour of the first Quintar begins as the first rays of the sun lift over the horizon; for interrim correction they are adjusted to match a sundial!

Certain scientists such as Astrologers have special precision-made (and often magical) chronometers for very accurate timekeeping, required for star-study.

For ages the only method of keeping time, sundials are reasonably accurate and simple to construct. Aligning

them correctly is sometimes a matter of trial and error; ironically using the stars, as magnetic north on Kulthea is an ephemeral concept. There are several designs for sundials. Tabletop models can be flat with an upstanding blade, or the more sophisticated spherical model. There are also larger, more elaborate sundials which often exist in conjunction with observatories: rings of stones carefully aligned to match lunar movements and sunrises at particular days of the years (solstices and equinoxes). Using a sundial in Haalkitain is problematic, seeing as the sun itself is not often in evidence.

Clocks fall into one of two categories: the first invented (and most 'common') are those with one hand moving across circular or pentagonal face divided into the five quintars — or even subdivided into a total of twenty-five parts to mark the hours. Others are broken into five parts, with a slow hand designating quintars of the Kulthean day; a secondary hand passes through the same five parts of the round clock face to designate the hours.



A Private Boat-pier on Námar-Tol

· PART III ·



CLIMATE, GEOGRAPHY & INHABITANTS

1 · OVERVIEW

As you might well guess, this part is devoted to the climate and geography of northeastern Emer, as well as general flora and fauna which might be encountered here. Information on beasts, monsters and beings specific to a certain location will be found in the section of the book detailing that location.

2 · WEATHER & CLIMATE

Northeast Emer supports a wide variety of environments. The *Weather Chart* provides some general temperature and precipitation guidelines for the different areas of

the region. In addition, the following list of climate type terms are used in conjunction with flora and fauna descriptions and the *Climate Map* to indicate their favored habitats. Finally, some special and/or localized weather events are described.

CLIMATE TYPES

The following general terms will be used to provide guidelines in reference to the location of plants and animals described later in the section.

Temperature

Hot: Usually in equatorial regions and in association with Semiarid or Arid, indicates very high temperatures by

WEATHER TABLE

	S. Sil. Plains (Nuyan Khôm)	N Sil. Plains (Thanor)	N. Tai-emer (Pochantos)	S. Tai-Emer (Lankanôk)	Hills (Reandor)	Sheltered Coasts (Námar/Tears)	N. Coasts (Præten/Sel)	E. Coast/Isles (Sil./Námar)
Winter	15 – 35° Mod Snw/Rn Breezy	10 – 30° Mod Snw/Rn Breezy	35 – 50° Light Snw/Rn Windy	40 – 70° Light Rain Breezy	10 – 40° Mod Snw/Rn Windy	40 – 60° Mod. Rain Breezy	20 – 0° Mod Snw/Rn Windy	20 – 0° Mod Snw/Rn Windy
Spring	40 – 55° Rainy Breezy	35 – 50° Mod. Rain Breezy	40 – 65° Mod. Rain Windy	50 – 80° Light Rain Calm	20 – 50° Rainy Windy	50 – 0° Rainy Breezy	30 – 0° Rainy Windy	40 – 0° Rainy Windy
Summer	70 – 90° Stormy Stormy	60 – 80° Stormy Stormy	65 – 85° Dry Stormy	60 – 110° Dry Calm	50 – 90° Stormy Breezy	60 – 100° Stormy Breezy	60 – 90° Stormy Breezy	60 – 90° Stormy Breezy
Autumn	60 – 80° Mod. Rain Calm	50 – 70° Mod. Rain Breezy	60 – 80° Light Rain Breezy	60 – 100° Dry Calm	50 – 80° Dry Breezy	0 – 0° Light Rain Calm	0 – 0° Stormy Breezy	0 – 0° Stormy Breezy
Fall	40 – 60° Mod. Rain Breezy	30 – 50° Mod Sw/Rn Windy	45 – 60° Light Rain Windy	60 – 90° Dry Breezy	30 – 60° Mod. Rain Breezy	0 – 0° Mod. Rain Breezy	0 – 0° Mod. Rain Windy	0 – 0° Mod. Rain Windy

Temperature: is expressed in degrees Fahrenheit as the average daily nighttime low/daytime high. Note that most Kultheans do not describe temperatures so precisely; they simply say the temperature is *cold*, *cool*, *warm*, or *hot*. To calculate temperature at higher altitudes, subtract 1° for every 300´ more above sea level.

Precipitation: refers to the chance of precipitation and cloudcover on a given day. In the higher altitudes, snow will usually occur when *Moderate Snow/Rain* yields a precipitation result; in general determine temp for precip type. Roll 1D100 twice per day, results above given range indicate sunny or light clouds: *Dry:* 01-03: brief rain; 04-05: partly cloudy
Light Rain: 01-10: brief showers; 11-20: cloudy.
Moderate Rain: 01-15: rain; 16-30: cloudy.
Moderate Snw/Rn: 01-20: precip (snow/sleet/rain); 21-40 cloudy.
Freq. Rain: 01-05 heavy rain; 06-30: showers; 31-60: cloudy/overcast.
Stormy: 01-03: hurricane/tornado with high winds, downpours, flooding; 04-15: T-storms/downpours, possible hail; 16-20: rain; 21-30: cloudy/overcast; otherwise sunny, **humid** and Calm.

Wind: see below for specific information. Above the tree line, winds are considerably more forceful: treat *Breezy* as *Windy*, and *Windy* as *High Winds* (20-60+ mph). For coasts, at sea and islands, use the **Sea Winds Table** as indicated.

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

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

Windy: 10-30 mph; or consult Sea Winds Table (no adjustment).

Windy with *Stormy* precip: possibility of highwinds/storms as indicated.

Sea Winds Table

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

Wind Condition	Normal Roll	Fall Roll
Dead Calm (0-1 mph)	01	01
Light Winds (2-7 mph)	02-25	02-25
Moderate Wind (3-7 mph)	26-74	26-74
Strong Wind (8-30 mph)	75-89	75-84
Gale (31-54 mph)	90-96	85-92
Storm (55-74 mph)	97-00	93-97
Hurricane (75+ mph)	—	98-00

day and cool to cold nights. Low humidity and sparse vegetation allows for temperature extremes. Little seasonal variation.

Tropical: Warm-to-hot, humid days and warm nights, dense vegetation moderates temperatures from day to night. Usually in equatorial areas; often near coasts. Little seasonal variation.

Temperate: Mid-latitude, lower altitudes and sometimes coastal proximity allow for hot, humid summer and cool winter with occasional freezing. Distinct seasonal variation.

Cool Temperate: Mid-latitude inland and/or higher altitudes mean cooler summers and winters, the latter often with long periods below freezing. Distinct seasonal variation.

Cold: Brief, cool summers and long winters with temperatures rarely breaking the freezing mark. Moderate seasonal variation.

Frozen: Found only in polar regions and very high altitudes. Temperature never rises above freezing; ground is permafrost. Little seasonal variation.

Precipitation

Rainy: One or two dry months; wet the rest of the year with frequent downpours. Mild seasonal variation.

Humid: Moderate precipitation year-round, frequent fogs in highlands and coastal areas. Moderate seasonal variation.

Seasonal: Common for Temperate & Cool Temperate climates. Moderate precipitation during spring and fall; less during other months. Fairly distinct seasonal variation.

Wet & Dry: Heavy precipitation during rainy season; little or no precipitation the rest of the year. Distinct seasonal variation.

Semiarid: Usually hot or cold areas. Light precipitation one season; little or no precipitation the rest of the year. Distinct seasonal variation.

Arid: Very hot or cold areas. Light to negligible precipitation with rapid evaporation and ground absorption. Little seasonal variation.

Special

Essænce: In proximity to powerful Essænce flows or foci.

Freshwater: Lakes, rivers, ponds, etc. Generally shallow water where sunlight penetrates.

Glacier: Either on or near a present glacial mass; necessarily the location is high altitude or near the poles. The climate is *cold* or *frozen*.

High Altitude: Extreme altitude, above the tree line; snow and ice never melts.

Nocturnal: Functions almost exclusively at night or in darkness.

Ruins: In proximity to ancient remnants of civilization, long abandoned. Includes barrows, cities, castles, etc.

Saltwater: Usually large bodies of water such as oceans. Usually habitat is either sunlit shallows or dark, high-pressure depths but not both.

Underground: Any cave or cavern where sunlight never reaches.

Volcanic: Proximity to active volcanoes, volcanic thermal vents, possibly volcano-heated geysers.

WEATHER EVENTS

In addition to general weather patterns and normal fluctuations, there are certain seasonal or random events which deserve special mention.

Dust Storms: While primarily limited to the Plain of Arûl, these maelstroms of dust and sand have been known to extend into souther Silaar and even to the feet of the Spine of Emer. These storms can occur year-round but are most prevalent in Spring and Fall when southerly winds from Tai-emer collide with cooler breezes off the Circular Sea above the sun-heated, dry plateau. In addition to blinding dust, deafening winds, sand can cause skin abrasions, and static electricity can deliver shock bolt strikes.

These storms, accompanied by Essænce activity, can summon Air, Light, and/or Earth Elementals all together — a truly terrifying event.

Roll D100 for chance of encountering a storm: Winter/Summer/Autumn: 01-03; Spring/Fall: 01-06.

Black Winds: Late Autumn/Early fall is storm season, bringing the *Puirl Buirn* (Er.: “Black Winds”), severe storms and even hurricanes to the eastern coast of Silaar and Námar-Tol. Water spouts are also not unheard-of. Essænce activity in conjunction with the Black winds brings Water and Air Elementals.

3-LAND FEATURES

An overview of the lands of NE Emer as well as mention of certain places of interest follows.

COASTS AND ISLANDS

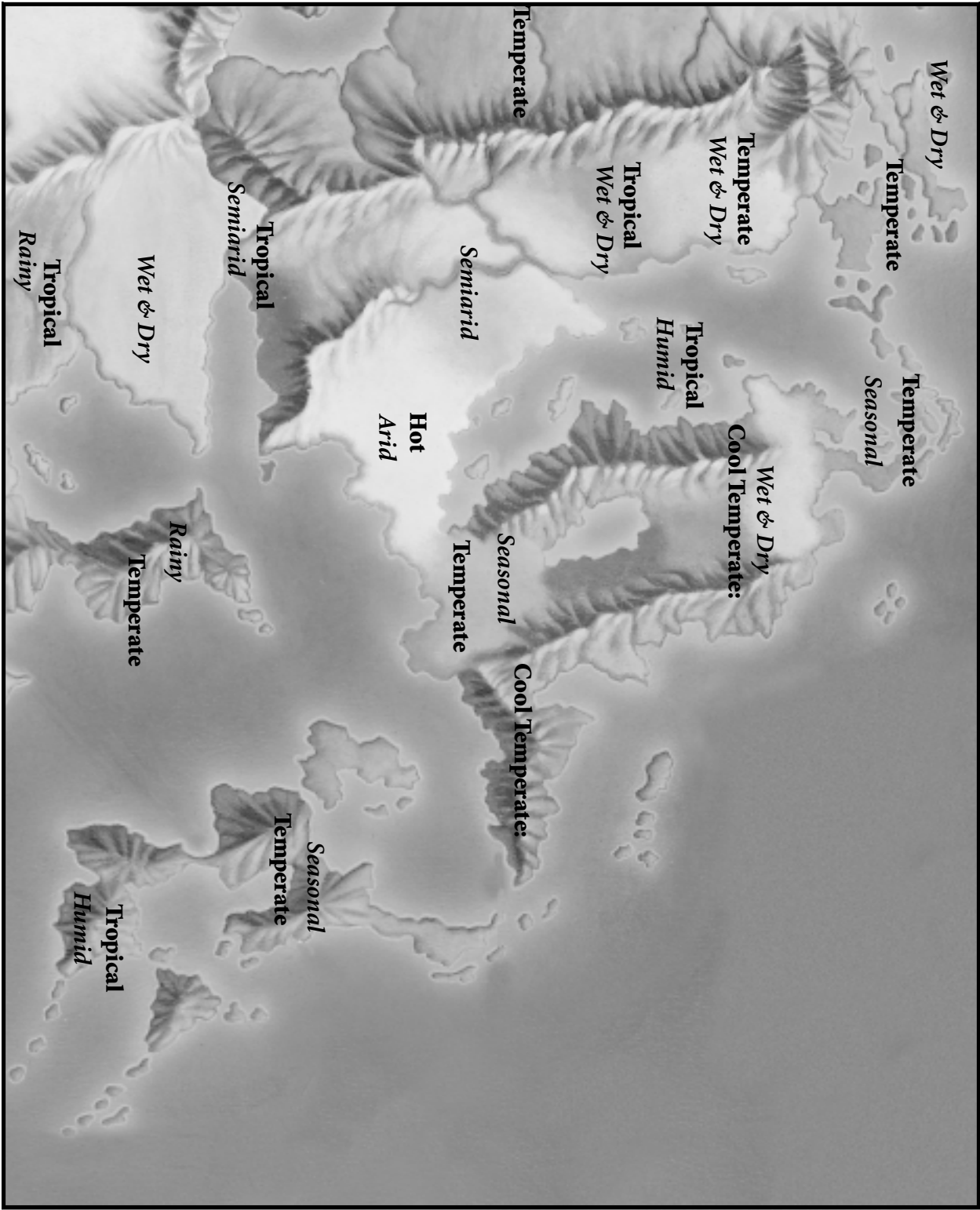
As in the west, the northeast coastline of Emer is notable for the tortuously convoluted coastline and numerous islands eroded by the inexorable abrasion of wind and water. Many islands emerged from the sea as volcanoes along continental plate boundaries, cooled over the millennia. Others are coral atolls and reefs.

INLAND PLAINS

From the Spine of Emer to the Sea of Tears, the land of Tai-emer steps down in a series of great plateaus. These shelves of land make for an expansive landscape of semiarid land known as the Tai-emerian Steppe.

The Steppe of Tai-emer

The great savannah which makes up nearly all of Tai-emer is known as the *Steppe*. Semiarid except along the waterways, the land is generally warm to hot, supporting only scattered grassland broken occasionally by small



CLIMATE MAP

stands of trees. At the further southeast is the Plateau of Arûl, a desolate plain.

Inland Silaar

Silaar is a vast prairie to the north, punctuated throughout with shattered boulders like the shards of some titan's broken crockery. South of the Lake of Glass, the terrain is more rolling and less rocky.

MOUNTAIN RANGES

These mountains define and divide Northeastern Emer.

The Spine of Emer

Separating Hæstra and Tai-emer and extending far beyond Hæstra southwards, the Spine of Emer is one of the most prominent features on the face of Kulthea. Beginning south of the Choak Mountains, the ridge runs unbroken for over 1500 miles. Only at the famous Gap of Uj does the Spine pause before rising again to run south another thousand miles. With a sharp dog-leg east (in fact intersecting a line of folded mountains formed later), the chain makes a twisting path southeast before finally sinking into the sea 800 miles further. The Spine of Emer has many tales to tell, for it has countless residents both above and below its surface. Scattered through its peaks are also several dormant and a handful of active volcanoes. One, Mount Gorath, about 400 miles south of the northern tip of the range. Gorath spews smoke on a regular basis and surrounding lands are shaken with tremors. It has not had a major eruption in decades, though it seems only a matter of time before Gorath shows its anger again.

The eastern face of the Spine is the result of folding and has a much more gradual rise than the Hæstra side, which is mostly fault-blocks with steep, broken ridges. This allows for considerable arable land along the eastern foothills. The internal resources of the Spine have not been as thoroughly tapped along the eastern face, although the Lankani have opened a number of gold mines.

Choak Mountains

The Choak Mountains cap Emer, and are actually the central portion of a chain extending all the way across the northern edge of the continent. They mark a major fault line, formed by a combination of folding and volcanic activity long ago. From the Barrier Isles to the west (ancient volcanic cores), through the hills of Danarchis and Præten, the islands of Sel-kai, all the way out to Vog Mur, this is all one formation. Tremors along the ridge are not uncommon, and there are active or dormant volcanoes in the Choak and Præteni hills. There are also dormant undersea volcanoes between Sel-kai and Vog Mur, and beyond.

Peaks of Pelegris

A spur of relatively young fault-block mountains, the Pelegris marks the southern border of Tai-emer. They are an abundant source of iron, coal, and bauxite (used in making aluminum), made readily available by the fault nature of the mountains. There are also several dormant volcanoes in this range.

Green Mountains

As one might guess after examining an accurate map of Emer, this range is in fact geologically part of the same chain as the Peaks of Pelegris. However, the Green range is volcanically active and is cloaked in a dense rainforest. Under this canopy is a plethora of wildlife. There are also many rare healing herbs. More on the Green Mountains will appear in *Emer III*.

Rust Mountains

Hard on the eastern shores of the Sea of Tears, the Rust Mountains rear up from the foaming waters. There are few landings here, as these fault-block mountains pushed the western land lower. This action also revealed the vast resources of iron, the oxidation of which gave the mountains their name.

Ash Mountains & Black Sharksteeth

These mountains are part of a volcanic chain formed along a fault line at the northeastern edge of the Emerian continental plate. The actual geologic range extends north as far as Verya, and south through Námár-Tol and the *Crysal Cliffs* of Onar.

This portion of the greater mountain range is relatively young, with many active volcanoes, steam fissures, and deep lava caves. While the lower flanks of the mountains support lush vegetation — especially along the seaward side — the upper elevations are strangely barren and black, thus earning their names. The upper peaks of the Sharksteeth are particularly high, steep and jagged, and snow-capped year-round. The Ash Mountains are lower and more sprawling, and often their top portions are swathed in clouds of fog and smoke. The inhabitants of Silaar are fortunate that none of the volcanoes has had a major eruption in several centuries, despite frequent rumblings and smoke. It is only a matter of time, however, before one of these mountains blows its top.

There are many tunnels winding deep into the earth — some into the *Ash Lairs*. Pumice and obsidian are everywhere. For the determined and lucky, the mountains also yield up diamonds, læns and rare metals.

Námarian Mountains

The Erlin name for these verdant hills is *Daloiv Kirnvar*, "Green Island Spires," an apt moniker indeed. But-tressed by deep ridges, these mountains rise at a dizzying angle to cloud-swathed peaks, with lush rainforest vegetation clinging to them along much of the slope. Hardly a day passes when it does not rain on the slopes of the Daloiv Kirnvar; nor is there often a day without at least some sunshine. These mountains are full of waterfalls and swift streams, widening to rivers as the slope lessens. The Loari use the silt from these rivers to fertilize the lowlands, creating a mineral-rich soil for their crops.

BODIES OF WATER

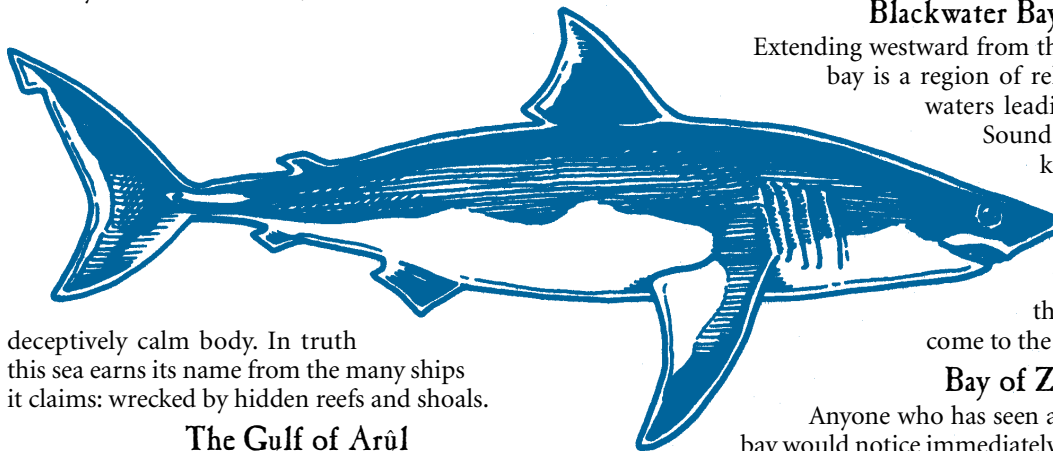
Barriers and highways, cradles of life and bringers of death, the waters around and through this region are generous — and treacherous.

Straits of Meluria

While reefs are less of a problem here than further south, the Straits are infamous for their strong currents, ravenous whirlpools, and sudden storms.

The Sea of Tears

Flanked on the east by the precipitous Rust Mountains, an undulating sandy beach on the west and scattered with myriad isles and atolls, the Sea of Tears is a



deceptively calm body. In truth this sea earns its name from the many ships it claims: wrecked by hidden reefs and shoals.

The Gulf of Arûl

The southern portion of the Sea of Tears is also known as the *Gulf of Arûl*, a generally shallow body with beautiful clear blue waters.

Only at the southernmost tip of the gulf, at the Nuyani port of *Nôm Rul* where the sea-bottom is deep, can keeled ships navigate safely. The rest of the coast — especially along the western shore — has shallows extending five to twenty miles out from the shore. This area supports not only the vast kelp forest but many reefs and shoals, and only flat-bottom boats or skiffs can move with relative impunity. While there are breaks in the reefs and kelp forest, these are almost impossible to find — and if a ship wanders into the kelp its rudder can become entangled, or it could run aground on a reef or sandbar. It is immobilized and helpless. That would be cruel fate enough, but there are stories told from Sel-kai to Ashenoq of the ‘fish-men’: creatures who attack stranded ships, dragging their crews down into the undersea forest to drown.

If one steers to the central depths of the gulf there is little to fear — though keeping to the deeper waters is easier said than done; currents and fickle winds have driven many ships to their doom on the reefs and shoals.

The Lake of Glass

Nestled between the Rust and Ash mountains in central Silaar, the Lake of Glass generally deserves its reputation as a serene body of water with a mirror-surface. A freshwater body, its plentiful fish are a staple for the people of Reandor and Nuyan-Khôm.

However, spring and fall storms have been known to whip the lake’s waters into foaming waves with powerful rip currents at the shores. Tornadoes are also seen during these seasons, which translate into awe-inspiring water-spouts on the lake.

Lapinar Sound

Beginning at the mouth of the river bearing the same name, the sound opens eastward to finally join with the Blackwater Bay. The northern shore of the sound is unnavigable marshland, swamp and mangrove forest extending many leagues — right to the foothills of the Pelegris. The southern shores are pebbly shores which gently rise to the rolling hills of old Coronan.

Blackwater Bay

Extending westward from the Circular Sea, the bay is a region of relatively calm, deep waters leading to the Lapinar Sound and the Bay of Zalkali. But while the waters are serene, there are beasts living in the deep waters of the bay, beasts which come to the surface to feed...

Bay of Zalkali

Anyone who has seen a map showing this bay would notice immediately the nearly circular shape of the body of water. It was formed by a meteor impact long ago, and the resulting crater is quite deep. It is also lined with rare materials such as titanium, platinum, iridium, and arinyark.

The Circular Sea

This is the name given generally to the waters surrounding the isles of Nâmar-Tol, not only because of the shape but for the strong winds and surface currents which move year-round in a clockwise motion around the Loari realm. While at no point is this ‘sea’ particularly wide, it is quite deep, plunging to a trench five miles deep off the coast of the Green Mountain peninsula.

The powerful currents of the western Circular Sea, combined with frequent storms in the fall, winter and spring, serve to further isolate the Loari republic from the Tai-emer and Silaar mainlands.

Sharksteeth Bight

The circular sea narrows here between the unforgiving cliffs of the Black Sharksteeth and the rocky northern shores of Nâmar-Tol. These waters are almost impossible to navigate because of their unpredictable winds, whirlpools and rip currents. And then there is the maelstrom.

At the northeastern opening of the bight, where the Teeth close to within twenty leagues of the Nâmari lands waits a gigantic maelstrom, the *Vog Usuiva* (Er. “Waters of Death”). The *Vog Usuiva*, also known as the *Maelstrom of Quodoris*, is a monstrous whirlpool formed where a powerful cold current from the north collides with warmer waters from the eastern-rushing Circular Sea. The maelstrom varies between ten and thirty miles across. Legend says that no ship, once caught in Quodoris’ grip, has ever escaped. Whether or not this is true (no one has come forward to claim victory over the maelstrom), it has been the death of countless sailors.

The Lonely Ocean

Framed by Silaar and Jaiman on the west and Kelestia on the east, the Lonely Ocean is known for its chilling waters. These currents bring icebergs from the pole in the spring and storms to all coasts in the fall. It is also very deep; few know just how far down into blackness the ocean delves, but there are no Coral roads north of Orbis spanning this sea.

OCEAN & COASTAL HAZARDS

The nature and frequency of dangers faced by seafarers varies somewhat from body to body, but most share some common perils. Many islands are ringed by treacherous coral reefs that can rip open the hull of any ship, or sandbars lurking just beneath the water surface. Even a cautious captain can run aground of these, his ship trapped forever. More unpredictable are whirlpools and waterspouts (tornadoes at sea). The former can draw a ship down into the depths to vanish without a trace; the latter can wreck sails and masts, or even lift a ship out of the sea. And the sea is not immune to *Essænce Storms*. These sometimes form with normal storms or hurricanes to create a force of terrible destruction.

RIVER SYSTEMS

A few of the principal rivers in this region are worthy of mention here, especially with regard to their usefulness for transportation.

The T'voca River

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

The T'voca splits about halfway up its length into a south and north fork, each still navigable for small boats.

Karis River

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

Lapinar River

Swift and turbulent near its source, the Lapinar quickly widens and slows, making it navigable through most of its length. It spreads to a vast delta before emptying into the Sound. Like the T'voca, the Lapinar river floods annually, depositing a layer of rich silt on the adjacent lands.

OTHER FEATURES

The following other unusual places are worthy of special note.

Logor Swamp

Located at the southern end of what is considered Tai-emer, the Logor Swamp is shielded by the Pelegris Moun-

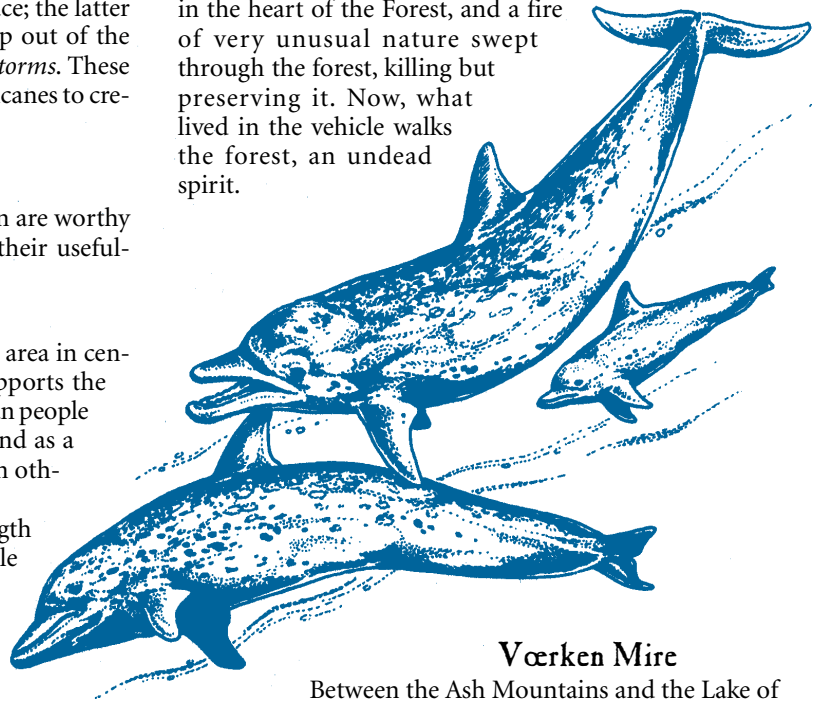
tains from the arid Arûl Plain. The swamp is over 100 miles across, a misty bog which is treacherous to enter.

The Forest of Ash

A vast forest in the northern foothills of the Spine of Emer, its trees reach hundreds of feet in the air. It is burned, but the trees remain eerily intact though blackened and dead — even the leaves still cling to the branches, creating a thick ceiling overhead which blocks out the sun.

As one enters this dark, shadowy place, at first it is a cool relief from the burning heat of the surrounding plains. But as one shuffles deeper through the ankle-deep ash, the stillness soon becomes suffocating. The dry air grows warmer, and tendrils of smoke drift up through the wood. The heat is stifling, and flakes of ash fall like grey snow.

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



Vørken Mire

Between the Ash Mountains and the Lake of Glass, the Vørken Mire is a vast swamp with a reputation as a place of evil. To enter the Mire is indeed perilous, but there are also treasures lost in this dank, rotting place.

Southeastern Wastes

Poor soil and little rainfall combine to make this wide, flat region — also known as the *Plateau of Arûl* — little more than a desert. It has little to offer settlers, so remains virtually uninhabited except for a variety of hardy creatures.

The Loremasters know that the Waste was once the site of a series of battles between Thanor (a lost kingdom whose center was northern Silaar) and rebellious province of Arûl. The captains of each army were Warrior-mages, and they unleashed great powers of *Essænce* upon each other, wreaking havoc with natural forces. The Plateau of Arûl is named for this people, and it — along with

Logor Swamp — were part of the Thanorian people. Both realms collapsed by the end of the Second Era.

Now the Waste is a broken land of plain interrupted by dry riverbeds and wind-carved towers of ancient stone. The primary inhabitants seem to be birds of prey, cacti and such mammals as can survive in a dry clime. However, beneath the dusty plain

This area serves as an effective buffer between Tai-emer and the southern plains of Silaar, a defense the Nuyan-Khôm are grateful for as the threat of Lankanôk grows.

4-FLORA

A selection of unusual and interesting plant types is described here.

Trees & Plants

Hoen: [*Temperate-Cool Temperate/Seasonal-Wet & Dry*] This tree has an overall form similar to the oak, but with large three-lobed leaves which have a light golden color in autumn. The bark of the tree is even lighter than the silver birch, and the wood itself is naturally a pale yellow-gold color which makes it quite valuable. It makes excellent (+5 – +15) bows.

Hoen trees are rare overall but flourish when tended by Elves; not surprisingly, the forests of Námar-Tol are thick with them.

Miran: [*Temperate/Seasonal-Wet & Dry*] This deciduous beauty is rarely encountered outside of Elven lands, in NE Emer they are only seen in Námar-Tol. Mirans are similar to maples in overall structure, but with lighter, smooth bark and rounded, dark green leaves which turn deep gold in the Fall. Miran seeds are like walnut-sized acorns, dark brown with a golden cap. They are delicious to eat, and a handful can provide a full day's sustenance.

Bore-Burr: [*Temperate-Cold/Wet & Dry-Semiarid*] Small shrubs found in hilly regions sprout these shiny brown burrs which catch on the clothes or hide of a passing man or animal and cling. They can sense body heat, and if not removed within a few minutes, the tiny organism inside sprouts. It will burrow into the flesh (the host may feel a sting), making a home in muscle or fat tissue. Once the burr 'bites' it requires a deep incision to remove it, otherwise the burr drains one hit the first day, two the next, three the third, etc., as it grows. After 10 days the only way to stop it is to remove the limb or major surgery by a Lay Healer. Left unchecked, the burr will grow, making the affected area swell and deform, until the host lapses into unconsciousness and eventually dies. If a host is bitten by several burrs at once he may die within a few days.

Whether the bore-burr is in fact plant, animal, or a symbiosis is uncertain, but death this way is excruciatingly painful.

Constrictor Vine: [*Tropical-Temperate/Rainy-Humid*] A parasitic plant which roots itself by anchoring in a tree trunk or the mortar of abandoned structures. It then sends out 'trailers' which dangle over open areas to trap unwary passersby.

The constrictor vine trailers are covered with tiny feelers which react swiftly when touched: the entire vine coils instantly around whatever has come in contact with it. The strength of the constriction breaks many of these feelers, releasing a sap which is actually a circulatory poison of up to *Severe* effect. Over the next several hours the vine extends rootlets into the victim which drink the blood until the target is dehydrated. While one trailer might not hold a man, his struggles could make him brush against several others.

Dreamvine: [*Temperate-Cool Temperate/Humid-Seasonal/Ruins*] Wiry creepers with curled black leaves, dreamvines have a preference for ancient ruins and the exposed roots of large trees. Prolonged contact (resting or sleeping on them) brings a dreamy euphoria, followed by deep slumber. This allows the vines to twine around the victim, sinking hair-fine roots into the flesh. Death comes painlessly as the victim sleeps while his blood is sucked away.

Razorgrass: [*Hot-Temperate/Wet & Dry-Semiarid, Arid*] Found mainly in the Pelegris Valley and Lygaar plains, razorgrass looks like plain tall grass: about three feet high with long, slender, pale green leaves. But the edges of these leaves are sharp enough to cut skin and even slice through some clothing. Tromping through a large field of it could destroy even leather boots and breeches. While razorgrass cuts are not deep, they are painful (like a paper-cut but worse) and can become infected.

Thokot: [*Temperate-Cold/Seasonal-Arid*] A sturdy shrub, Thokot is able to thrive in even fairly hostile of environments. It has small bluish leaves and produces bitter red berries, but Thokot's most notable feature is the tough 4" long thorns which grow all over the plant. These thorns exude a sticky fluid which has the effect of a mild *nerve poison*. Hemafles (see below) are often near thokot patches, attracted by the smell of fresh blood.

Medicinal Herbs

Gort: [*Hot-Tropical/Rainy-Humid*] A plant called *Agoranth* thrives in shade under the jungle canopy. Similar in appearance to Impatience, it bears delicate orange flowers. The pale, white-veined leaves are what is valued, however. They are dried and ground into a white powder which can be inhaled to create a state of euphoria.

Cicala Grass: [*Temperate-Cool Temperate/Seasonal*] A tall pale green grass found in Silaar and coastal Tai-emer. A poultice will mend one damaged muscle instantly.

Telpi Grass: [*Temperate/Seasonal-Semiarid*] This golden tall grass is found in southern Silaar and Tai-emer. It can be made into a poultice which will instantly stop the bleeding of one wound of up to 10 hits/round severity. It has no effect on a more severe single wound. The patient must also refrain from strenuous activity for one day or re-open the wound.

Nizzar Root: [*Volcanic*] The Nizzar plant is grey-green and thrives on the sulphurous fumes near volcanic vents. A poultice of the roots will completely heal a shattered bone in one day.

Jiri Lichen: [*Temperate/Humid-Seasonal/Saltwater (coasts)*] This bluish moss grants *Infravision* when rubbed on the eyes.

5-FAUNA

Following is a selection of unusual and/or dangerous animals found in northeastern Emer.

INVERTEBRATES

Grekka Spider: [*Tropical-Temperate/Rainy-Wet & Dry*] A forest and swamp dwelling arthropod, that grekka is has shiny black legs and thorax, with a large translucent abdomen. Including legs, this spider can grow to 3' or more in length.

Grekkas spin webs to entrap their meals; they can also 'spit' a web with a sticky tip to catch prey and reel it in, where the spider's bite delivers a nerve poison of *severe* effect. Once subdued, the victim is either injected with a reduction poison of *extreme* effect, which in a few hours reduces the internal organs and flesh to a liquid suitable for the spider to consume, or the poor unfortunate is co-cooned. If the latter, the prey is merely being saved for a later snack, or — if the spider is a female (60% chance) — the spider will insert its eggs into the target's abdomen. In [2 + 1D4] days, 2-20 baby spiders will emerge to feed on the paralyzed but —horrifically— conscious meal left for them by mom.

Hemaflly: [*Tropical-Cool Temperate/Rainy-Seasonal*] Not unlike a common horsefly in form, though adults often reach 3" in length. They are frequently found near patches of Thokot.

Kraken/Giant Squid: [*Temperate-Cold/Saltwater*] Giant squid have been encountered in the Lonely Sea — especially in the Fall storm season — and in the Blackwater Bay, which is known to be very deep.

Kraken tend to dwell at great depths. However, when food is short they venture into the shallows and will attack anything they

consider threatening or possible prey.

Numbing Leech: [*Tropical-Temperate/Rainy-Humid/Freshwater*] Common in marshes and swamps, the numbing leech delivers a mild circulatory poison. It is used by some Lay Healers as a sedative.

Shulushú (Ir: 'Water-fire'): [*Temperate-Cold/Saltwater*] A giant jellyfish with transparent undulating body as large as 6' across, the Shulushú can sense prey within 100' and move towards it with deceptive speed. While the individual tentacles are fragile, there are literally dozens of them. Once the victim is subdued, the creature draws it up into the main body where it can be digested. A Shulushú can render a human down to bones and teeth in about a day, despositing the leftovers on the sea floor.

Solev Kirik (Er: 'buzz-sting'): [*Hot-Temperate/Rainy-Wet & Dry*] This giant mosquito is rarely seen except in swamps such as the Voerken Mire and Logor Swamp. The female is over four inches long; when filled with blood her translucent abdomen is as large as a plum. The male is slightly smaller and harmless; his abdomen can give off a bright greenish light which has often been mistaken by nervous travelers for a type of undead known as a *Swamp Star*.

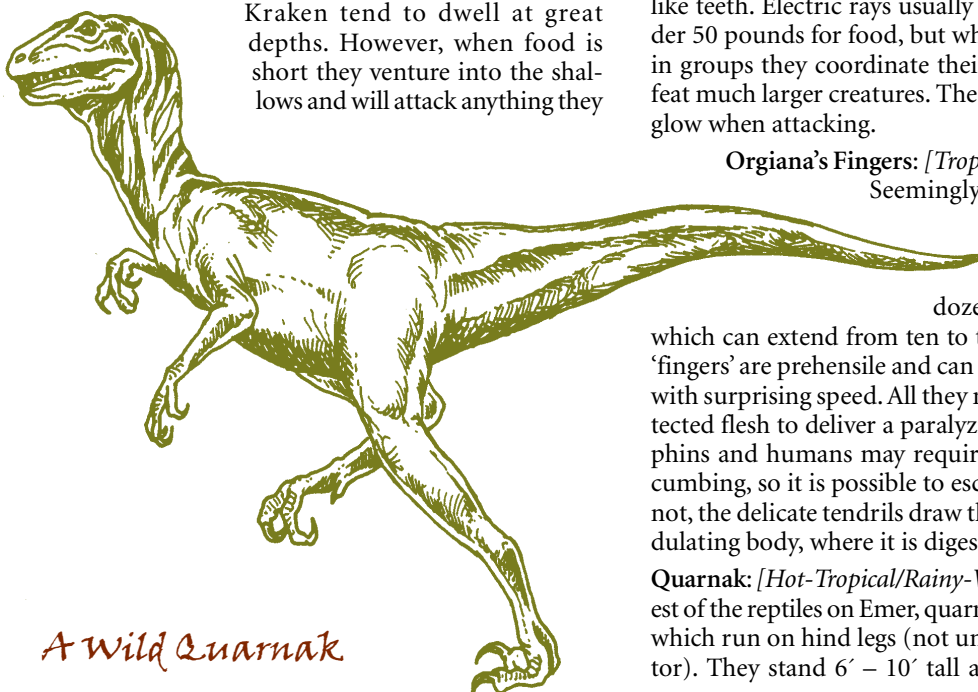
Fish, Reptiles & Amphibians

Electric Ray: [*Tropical-Temperate/Saltwater*] This ray has a similar shape to the huge manta, though it rarely attains half the size and it is a grey-green in color rather than the manta's black. The electric ray does also have projections on either side of its mouth, but instead of serving as scoops for plankton and tiny shrimp, they are bony probes, each with a large nerve. It is from these protrusions that the ray can fire electrical shocks powerful enough to render a large fish or man unconscious at up to fifty feet. The ray can then close and dine on its stunned prey at leisure tearing off chunks of flesh with its shark-like teeth. Electric rays usually prefer smaller targets under 50 pounds for food, but when threatened or hunting in groups they coordinate their attack and can even defeat much larger creatures. The ray gives off a visible blue glow when attacking.

Orgiana's Fingers: [*Tropical-Temperate/Saltwater*] Seemingly fragile yet resilient, this jellyfish has a translucent, gelatinous body 1-3' in diameter, with dozens of bright red tendrils

which can extend from ten to thirty feet or more. These 'fingers' are prehensile and can reach out to grasp a target with surprising speed. All they need to do is touch unprotected flesh to deliver a paralyzing sting. Larger fish, dolphins and humans may require a few stings before succumbing, so it is possible to escape if one is very lucky. If not, the delicate tendrils draw the prey up close to the undulating body, where it is digested.

Quarnak: [*Hot-Tropical/Rainy-Wet & Dry-Semiarid*] Largest of the reptiles on Emer, quarnaks are carnivorous beasts which run on hind legs (not unlike the Terran velociraptor). They stand 6' – 10' tall and have large heads with



A Wild Quarnak

powerful jaws and sharp teeth designed for tearing flesh. However, their primary attack is with a hooked claw on each leg. They leap up and disembowel their prey. Quarnaks are fearless, vicious, cunning and territorial, and tend to hunt in small family packs.

Screaming Eel: [*Tropical-Temperate/Freshwater-estuary*] Similar to a moray eel but larger and more aggressive, screaming eels move in small schools and attack with the frenzy and viciousness of sharks. They surround potential prey and close in, splashing in and out of the water to confuse it. Both in and out of the water the emit a hideous shrieking noise, hence their name.

Srill: [*Hot-Tropical/Rainy-Wet & Dry-Semiarid*] Another large reptile, srill are similar in size to quarnaks, but they have a smaller, narrow head with a mouth more suited to chewing leaves, befitting their herbivorous diet.

Unusual, Enchanted & Composite Beasts

Gartyl: [*Tropical-Temperate/Humid-Semiarid*] Reptilian creatures with elongated head and membranous wings, gartyl are not unlike the pteradons of earth. Wingspan ranges from 3' to over 30' depending on the type. Gartyl are carnivorous, usually dining on birds, large insects, fish or small mammals.

Gryphon: [*Temperate-Cold/Wet & Dry-Semiarid/High Altitude*] Enchanted animals with the head and wings of a huge hawk and body of a grey panther, gryphons are an awe-inspiring sight. They are intelligent and usually very dangerous. Preferring their lofty aeries to lowlands, they are rarely seen away from the peaks of the Spine of Emer and the Black Sharksteeth.

Night Hound: [*Temperate-Cold/Rainy-Wet & Dry/Nocturnal/Ruins*] Night hounds are nocturnal, with coal-black coats and luminous yellow eyes. Night hounds are as large as wolves, often waist high at the shoulder and weighing in excess of 200 pounds.

Storm Hawk: [*Tropical-Temperate/Humid-Semiarid/Es-sænce*] While seen at other times, storm hawks are held in awe for their apparent affinity to wild weather and Es-sænce storms. With their blue eyes, slate-grey feathers and majestic size (storm hawks with a wingspan of more than ten feet have been sighted), they are always an im-

pressive sight. Generally remaining aloof from men, they are quite intelligent and are best left alone: those who have tried to capture or kill a storm hawk soon find themselves with eyes torn out.

6•RACES

The races common to northeastern Emer are described in detail in this section.

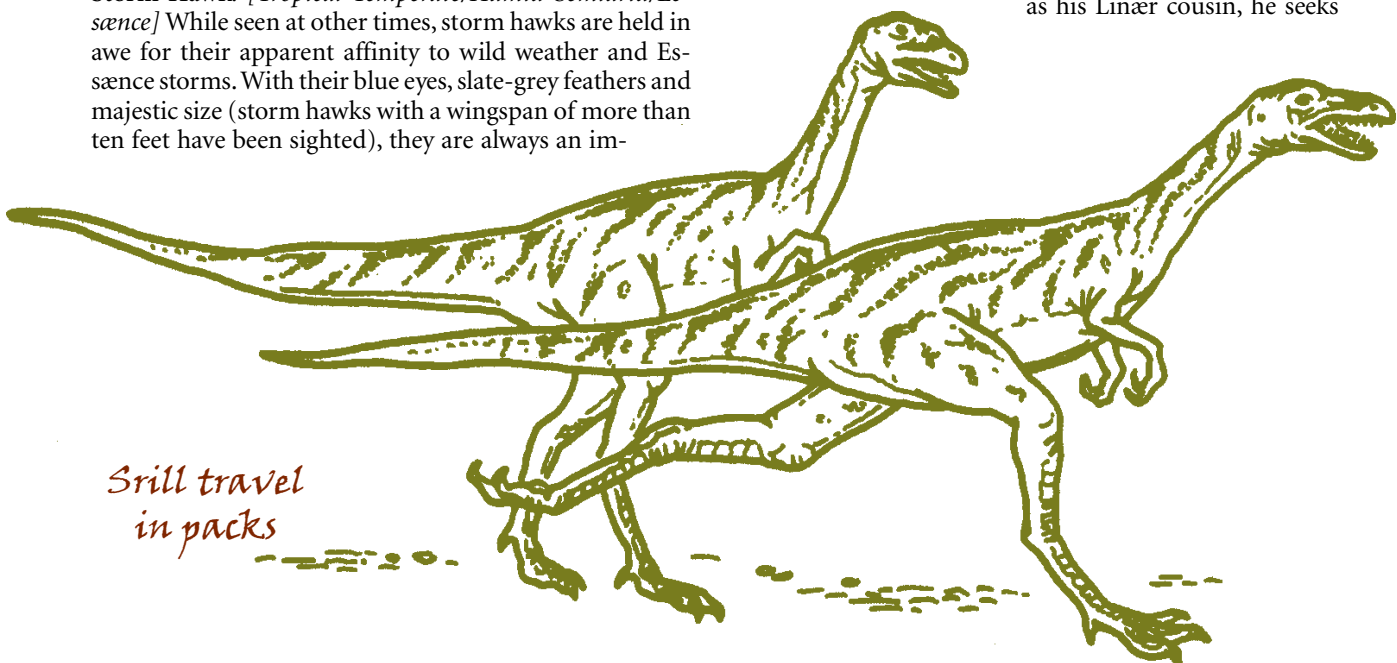
ELVES

Elves are very similar in appearance to humans, except they are generally taller and have elongated ears with points at the top, and more delicate features. Men have no facial hair, and they have almost no body hair, while scalp hair grows thick and full throughout their lives.

Elves mature as humans, but once they reach adulthood the pure blooded do not show the signs of aging; those of mixed descent tend to age very slowly compared to the average mortal. There are several sub-races of Elves much the same as there are for men. The *Linæri*, *Loari* and *Dyari* are all in fact very closely related genetically and make up the *Iylari* race, the most lordly and imposing of the Elves. The Erlin, by contrast, are quite a different species from the Iylar; as distant from the High Elves as they are themselves from the mortal peoples.

Linæri (Iy.: "Singers") The *Linæri* possesses golden-blond hair, blue eyes, and fair skin. While of the High Race, most Linær prefer natural spaces to structures, and when they build homes they are always airy, open designs filled with light and warmth. True to their name, the Linær are as a rule a musical people. All children are taught to sing at the same time they are instructed in language.

Loari (Iy.: 'Builders'): The *Loari* almost without exception have raven-black hair. Eye color can be brown, grey-blue or hazel, and their complexion is fair — even pale. While a Loar may love nature as much as his Linær cousin, he seeks



to unlock its hidden secrets rather than enjoy it in its untouched state. Among the contemporary peoples, they are unmatched in science, architecture, and technology. The Loar egos are also unsurpassed among Elves and men — except perhaps by those among the Iylari who have turned to darkness: the Dyari.

Dyari: (Iy: ‘Delves’) Despite their nickname of ‘Dark Elves,’ the Dyari do not have darker pigmentation than their brethren; in fact they are very fair-skinned. While most have raven hair, a few are born with pure white locks. Their ears frequently have more pronounced points than the other Elves; their eyes are grey, black, or sometimes amber. Often, however, they are so similar to their Loar cousins that it is difficult — at least for mortals — to tell the difference.

The Dark Elves instead gained their name because of an earned reputation for associating with the powers of darkness. It is true that many of their kind have been seduced by the lure of the Unlife (many of the Priests Arnak are Dyar, for instance), but most Dyari are merely what one might call ‘mercenary.’ They embody the worst traits of the Loari but to the extreme: they are vain and arrogant, considering all other races (including other Elves) to be inferior. They have a lust for power: political, magical, physical, and spiritual.

Dyari also have a passion for technology. But while the Loari appreciate science and engineering often as ends unto themselves, the Dyari see machines as tools to gain wealth and power over others.

Erlini: (Iy: ‘Gardeners’) The wood Elves most often have sandy hair and light blue, green, or grey eyes. Like the Linæri, they prefer to live close to nature in her unaltered state. When they employ tools and structures these are always subtle and clever of design, simple yet practical. The Erlini are the most prevalent of the Elven-kind by far, and in many areas they have interbred with mortal groups to create a hybrid race. (See *Half-elves* below.) However, when a culture of Erlini has been isolated for a long period, they are very shy and resist becoming involved in the affairs of humans or High Elves.

Shuluri: (Iy: ‘Swimmers’): Aquatic Elves are a rare and elusive breed having powerful lungs which can extract oxygen from air or water, enabling them to exist equally well on land or under the sea. They physically resemble High Elves, but are very pale, with blond or white hair. They also have slightly webbed hands, elongated, webbed toes, and a nictating membrane: a transparent eyelid which helps to protect their eyes while underwater. Aquatic Elves may live on land, but typically reside in underwater colonies near coral reefs or kelp forests. Some Loremasters believe that the Shuluri are actually the descendants of a union of Erlin elves and Oceanids (ocean-spirits).

Ta-lairi: (Iy: ‘part-elves’) The variety in appearance among half-Elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the Mannish races.

The Ky’taari of the Mur Fostisyr and the Sulini of Tanara are examples of this fusion; there are numerous other cultures whose people are — as a group — de-

scended from an Elven-mannish mix. They are always mortal, though enjoying a longer life span, remaining healthy and hale until very near the end, then aging very rapidly over the last 5 years or so of life.

OTHER RACES

Aldari: Tall, powerfully built with fair hair (even silver or white) and steel-grey eyes, the Aldari are the race of Aldaron, one time emperor of Emer. While long-lived, they were never many, and by the fourth millennium of the Third Era there were no pureblood Aldari left in Emer. They were always secretive about their origins; they were in fact not even native to Kulthea, being survivors of a crashed interstellar colony ship.

Anzeti: The Anzeti are a smallish people, hardened by the unfriendly climate of the chilly places they inhabit. Dark haired, with red-brown skin and green or hazel eyes, they reside almost entirely in high, mountainous areas. By nature they are reticent — even shy — for they are seldom encountered by other races.

Fauns: Lusty inhabitants of temperate woods and fields, fauns are a somewhat mysterious race, believed to have descended from a union of men or Elves and forest-spirits. Fauns display small goat horns on their head just behind the hairline, and a small furred tail springs from the small of their back. Thick chestnut curls spill past their pointed ears. They are boyishly handsome (beardless), muscular young men with no upper body hair but often hirsute lower bodies. Musically talented, they shamelessly employ their enchanting voices to beguile humans into their arms and satisfy their own infamous libido.

By definition, all fauns are male and immortal. Fauns mate with humanoid females, and if the child is male, there is a 20% chance of it being a Faun.

When not following their baser passions, members of this race have been known to produce works of, music and poetry. Some have become skilled Alchemists and smiths. At least one is known to have been a Navigator.

Jineri: Though similar to the Y’nar in facial features, the Jineri tend to be taller, with slightly darker skin pigmentation, and more ectomorphic, suited to hot and humid climes. Eyes are usually brown. Their hair is always thick and straight, usually black but sometimes silver or white.

Jaaderi: Tall and powerfully built, with coppery skin and deep brown eyes, the Jaaderi are a race to stand with the Laan in physical nobility. Their hair is sleek, straight and black; men have little body hair and their beard grows sparsely. Jaaderi faces have a slightly elongated look, accentuated by the receding hairline in men. Their impressive noses have a hooked shape over a set of full lips. The eyes are wide apart and almond-shaped, usually deep brown in color.

Laan: (a.k.a. *Zori* in Jaiman) The Laan are even taller than the lordly Elves, but more heavily boned and physically stronger, though perhaps less nimble than the Elven-kind. Their hair is dark brown or coal black, eyes blue, grey or occasionally a bright green, and they tend to be fair-skinned, from very pale seeming to a ruddy but light com-

plexion. Few of the men sport beards, and many have little or no facial hair. The Laan are great warriors, leaders and empire-builders: their ambition matches their great stature. They are concentrated in Emer in the Kaitaine vicinity and in verdant hills of Hæstra.

Lugrôki: Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick, swarthy hide. Cannibalistic cruelty motivates their distorted souls, and a Lugrôk respects little save superior force. Most are superb smiths, but they rarely make items unassociated with war. Lesser Lugrôki are born to live, fight, and die in darkness; they hate the stars and moonlight, but panic under the brighter sun. Greater Lugrôki are smarter and tougher; they can operate in daylight and possess superior skills in speaking, reasoning, and fighting; some superior individuals have been known to be spell-casters. Lugrôki are frequently confused with Goblins due to their similar gruesome physiognomies and proclivities, but if legends are to be heeded, their origins are very different.

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

Ochu: A people more commonly found in Agyra, the Ochu are unique to Pochantos in Emer. In appearance they have red-brown skin and tend to be tall (the males 5'10" — 6'3") and slender, with straight dark hair. The eyes are brown and narrow, somewhat similar to the Y'nari, with wide, faces and high cheekbones. Body and facial hair on men is sparse.

Quaidu: The men usually 5'9"—6'2" tall and powerfully built, the Quaidu are so pale as to seem to have no skin pigmentation, though even an albino has a pinkish color from the blood under his skin. These men and women are ashen-white, almost grey in hue. Their bodies are hairless, the mane on their scalp is either ebon or snow-white, their eyes invariably black as orbs of obsidian. No iris, no pupil can be seen, no white sclera. Both sexes have a high prominent forehead, slender nose and thin lips of a darker grey. To say that they are troubling to look upon is an understatement. Their origins are believed to be no less exotic than the Eastern World, but for now they for the most part known as the lieutenants of the Lord of Ulor and soldiers for the Raven Queen of Gaalt. Some have come to Emer as refugees, willing to work in return for life in a land other than that under Lorgalis. Why is it difficult to

believe them; is it the black sightless eyes, or perhaps the smirk so often curled on their bloodless lips?

Shay: The Shay peoples are shorter than most other races but stocky and hardy. They usually have brown hair and fair skin, with eyes blue, hazel or brown. Shay men are more hirsute than most other races, and in most cultures are likely to let their dense facial hair grow.

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

Tanai: A rare people seen only in Northern Silaar (where they call themselves the *T'loc-loc*), Khûm-kaan, and some SE Emerian islands, the Tanai are of the *Ilorian* race. They have somewhat of an Elven character, but with the black, straight hair and brown skin of the Thesians. They are much smaller in stature, however, averaging less than 5' in height. At first glance they look like children, but they are not to be underestimated.

Thesians: This tall, graceful people, with their dark brown skin, full lips and flattened noses, could well be descendants of the famed *Jinteni* race. Loremasters base this conjecture on what few statues and reliefs they have found which can be linked to the lost Jinteni. In Hæstra there are very few Thesians except on Thesmoq, where they are virtually the entire population. Other Thesians on Emer are for the most part in Onar and Khûm-kaan. All Thesians have dark brown eyes, very dark skin, and have little hair, except on their scalp, where it grows in very tight curls. Long-fingered hands are also the norm.

Trogli: Trogli fear all things alien to their underground world. Terror keeps them far from the surface and entrances where sunlight penetrates; encounters with beasts or Men from the sky-covered fields quickly become bloody frays driven by panic. Trogli possess muscled bodies with bluish-white skin; their eyes glow in the darkness with an eerie red light. Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when they have nothing else.

Y'nari: Generally quiet and serene, the Y'nari are nevertheless reticent — even stubborn. Of average height and medium to slight build, they have fair skin (with a yellowish tint) and little body hair. Scalp hair is thick, straight and coarse and deep blue-black (or, in rare cases, white). Eyes are usually brown, hazel or amber, and a distinguishing feature is the epicanthic folds (the small overlap of skin over the eyes, like Terran Asian peoples). Y'nari also have 'flattened' features: small noses, wide, prominent cheekbones.

GENERAL FLORA & FAUNA OF NORTHEAST EMER

Type	Lvl	Bs Rt	MxPce/ MMBns	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Plants										
Constrictor Vine	3	0	0/0	0/0	M/—	20	3(10)	40M Grapple	4-8	Passive (NO)
Dreamvine	2	0	0/0	0/0	M/—	50	11(10)	Special/20 S Grapple	1	Passive (NO)
Razorgrass	1	0	0/0	0/0	M/—	20/10'	3(10)	20 Ti Slash	—	Passive (NO)
Roll attack for every ten feet of grass passed through. Hits are to clear a swath 10' long										
Thokot	3	0	0/0	0/0	M/—	15/1'	4(10)	30 S Claw	—	Passive (NO)
Roll attack for every foot passed through. Hits are to clear an opening 1' deep.										
Invertebrates										
Bee/Wasp	0	30	Dash/30	MD/VF	T/—	1	1(40)	0Ti Sting	1-300	Normal
Grekka Spider	7	60	Spt/20	MF/FA	M/—	120	4(40)	60 LPi/ 75 LSt/ 50MGr 50' range	1-4	Hungry
Special, see text.										
Hemaflly	1	60	Dash/30	VF/VF	T/—	5	1(40)	10 Ti Sting	2-20	Hungry
Jellyfish	0	5	Walk/0	IN/IN	T/—	2	1(30)	Touch gives 1-10 hits	1-100	Passive
Numbing Leech	0	1	Walk/0	CR/IN	T/—	2	1(20)	0Ti Bite/Poison	1-10	Passive
Critical bite yields Mild circulatory poison.										
Scorpion	0	2	Spt/10	IN/VF	T/—	2	11(30)	0Ti Pi50/10 SSt50/Poison	1-2	Aggres.
Critical sting yields Moderate Muscle poison.										
Shulushú	3	20	Run/0	MF/MF	M/—	50	3/30	30 SGr/Poison 2-4x	1	Hungry
Critical yields Moderate Nerve Poison.										
Squid										
Large	6	80	Run/10	MD/MF	L/II	70E	1(30)*	80 LGr 100/60MPi	1	Normal
Giant (Kraken)	12	100	Run/30	MF/VF	L/LA	120	4(40)	120 LGr 100/100 LPi	1	Normal
Solev Kirik	1	70	Dash/30	FA/FA	S/—	8	1(50)	10Ti Bite	1-20	Hungry
Fish, Reptiles & Amphibians										
Alligator										
Small, water	1A	40	Run/20	MD/MD	M/—	85	7(20)	50MBi100/30SGr\$/Special *	1-10	Aggres.
Large, water	3C	50	Run/10	MD/MD	L/—	20	7(10)	80LBi100/80MGr\$/Special *	1-10	Aggres.
Eel										
Electric Eel	2	60	Spt/20	MF/FA	L/—	60	3(20)	80 Shock Bolt/40 M Bi	1-2	Aggres.
Screaming Eel	5C	80	FSpt/40	FA/FA	L/—	70	3(30)	80LBi 100	2-10	Aggres.
Fish										
Large	3C	90	Spt/20	FA/FA	L/—	35	4(20)	50MPi100	1-5	Normal
Medium	1B	70	Spt/30	FA/FA	M/—	20	3(30)	30SPi100/40MPi(3)	1-20	Normal
Small	0A	50	Spt/40	FA/FA	S/—	8	1(50)	0TPi100/10SPi(6)	1-100	Passive
Lizard										
Small	0A	10	Dash/10	VF/FA	T/—	9	3(60)	0TBi60/0TCl40/20SBi(6)	1-10	Normal
Large	1B	20	FSpt/0	MD/MD	S/—	20	3(50)	10SBi50/20SCL30/Both20	1-10	Normal
Quarnak	3	100	Dash/40	VF/VF	L/—	200	11(40)	120LCL/180LBi/80MTra	1-5	Aggres.
Ray										
Electric	3	40	Run/10	SL/MD	L/—	50	3(30)	60SBolt/50MBa	1	Normal
Manta	4	50	Run/30	MD/MD	L/—	80	3(30)	60MBa/—	1-2	Normal
Shark										
Large	5E	100	FSpt/20	FA/FA	L/—	180	4(20)	100LBi100	1-10	Belligerent
Small	2B	80	FSpt/30	FA/VF	M/—	90	4(40)	60MBi100	1-20	Aggres.
Snake										
Boa/Python	3C	30	Run/0	VS/MD	L/I	85	3(0)	70MBi30/60MGr70/90LGr\$	1-2	Aggres.
Non-Poisonous	0A	40	Spt/10	SL/VF	S/—	20	1(40)	20TBi100/0SBi(6)	1-5	Normal
Sea Snakes	1A	30	Run/10	SL/FA	S/—	30	1(40)	30TSt100/Poison†	1-2	Normal
Srill (wild)	4	110	Dash/40	VF/FA	L/—	100	11(40)	40MCL/50MBi/30MTra	1-10	Normal

Type	Base Lvl	Max Rate	Pace/ MN Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Outlook
Birds & Mammals										
Bat										
small	0A	50	FSpt/40	VF/VF	T/—	4A	1(60)	10Tbi100/20Sbi(6)	1-100	Passive
large	1A	90	Dash/30	VF/VF	S/—	10A	1(60)	20Sbi100/30Mbi(3)	1-50	Normal
Bear										
Large	10G	90	Spt/10	MF/MF	L/I	230G	8(30)	85LGr60/65LCl†/70MBi\$/90MBa40	1-5	Aggres.
Small	5E	80	Spt/20	MF/MF	L/—	150F	8(20)	60LGr60/50LCl†/50MBi\$/70MBa40	1-5	Aggres.
Birds										
small	0A	70	Dash/30	FA/FA	T/—	5A	1(70)	00Pi50/0TCl150/0Scl(6)	1-200	Timid
large	1A	100	Dash/30	FA/FA	S/—	8A	1(50)	0SPi50/0Scl50/20Mcl(3)	1-100	Timid
Camel	3C	50	Spt/10	SL/MD	L/—	140E	3(10)	40Mbi100/30Mba100	1-5	Normal
Cats										
Large	5D	100	Dash/30	FA/MF	M/—	100E	3(40)	40Mcl40/60Mba60/60Mbi\$	1-2	Aggres.
Small	3C	110	Dash/40	VF/VF	S/—	60D	3(60)	30Mcl30/20Sbi30/Both40	1-2	Aggres.
Dogs										
Large	4C	120	Dash/20	VF/FA	M/—	65G	3(40)	45Mbi100	2-20	Aggres.
Small	2B	100	Dash/30	FA/FA	S/—	45F	3(50)	50Sbi100	1-10	Normal
Desert	3C	100	Dash/20	FA/FA	M/—	55	3(40)	35Mbi100	1-5	Normal
Dolphins/Porpoises										
Dolphin	8F	80	FSpt/40	VF/FA	L/—	80E	1(40)	50Mba80/40Mbi20	20-100	Normal
Killer Whale	9F	100	FSpt/25	VF/VF	H/LA	450H	8(20)	100Lba30/110Hbi70/150HGr\$	1-5	Belligerent
Porpoise	7E	80	FSpt/35	VF/FA	L/—	85E	1(40)	60Mbi100	2-20	Normal
River Dolphin	6E	80	FSpt/30	FA/FA	L/—	70E	1(40)	50Mbi100	2-6	Timid
Eagle	3C	130	Dash/20	FA/FA	M/—	30E	1(30)	50Mcl100/35SPi 4	1-2	Aggressive
Falcon	2B	200	Dash/40	VF/BF	S/—	20E	1(60)	45Scl100/20SPi 4	1-2	Aggressive
Hawk	2B	150	Dash/30	VF/BF	S/—	25B	1(50)	40Mcl100/25SPi 4	1-2	Aggressive
Llama/Alpaca	3C	100	FSpt/30	MF/MF	M/—	60D	3(20)	20Sbi100/20Mba100	1-5	Normal
Plow Horse	2B	80	FSpt/10	MF/MF	L/—	130E	3(10)	10Mcr30/30LTs/10Mbi70	1-5	Normal
Pony	2B	70	Dash/30	MD/MF	M/—	75E	3(40)	30Scr40/20MTs/20Sbi60	1-5	Normal
Rats										
Large	1A	30	FSpt/10	MD/MF	S/—	15B	1(20)	10Sbi100/20Tbi	2-20	Timid(N)
Small	0A	20	FSpt/20	MD/MF	S/—	8A	1(30)	20Tbi100/20Sbi(6)	2-20	Timid(N)
Thoroughbred	4D	120	Dash/20	VF/FA	L/—	100D	3(20)	20Mcr60/30MTs/20Mbi40	1-5	Normal
Warhorse, Greater	6F	80	Dash/40	MF/VF	L/I	150G	3(40)	70Mcr50/60LTs/60Mbi50	1-5	Normal
Warhorse, Lesser	5E	90	Dash/30	MF/FA	L/—	140F	3(30)	50Mcr50/50MTs/40Mbi50	1-5	Normal
Whale										
Beaked	6E	90	Spt/20	MF/MF	H/LA	400G	8(40)	85HPi75/60Lba25	6-10	Timid
Narwhale	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	80HHo60/60Lbi20/50Lba20	2-10	Normal
Wolf	3C	110	Dash/20	FA/FA	M/—	110E	3(30)	65Mbi100	2-20	Aggres.

Humanoid/Enchanted/Special

Fell Beast	12G	320	Dash/30	BF/VF	H/LA	240H	11(40)	80HCl/60Lba/90Lbi	1-10	Bellig.(LI)
Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90LCl/60Lba/100MPi†Both	1-2	Bellig.(LI)
Roc	10G	180	FSpt/10	BF/FA	H/LA	400G	4(60)	140HCl/90Lba†/120HPi\$	1-2	Bellig.(VL)
Sand Maw										

Elementals:

Air	20H	120	Spt/10	VF/VF	L/SL#	120H	1(50)	40Lba(3x)/70LGr/[Impact D]	1	Berserk(NO)
Cold	20H	70	Spt/10	MF/MF	L/SL#	120H	1(40)	40Mba(2x)/80MGr/[Cold D]	1	Berserk(NO)
Earth	20H	45	Run/0	SL/MD	L/LA#	120H	8(10)	120Hba/60HGr/[Impact D]	1	Berserk(NO)
Fire	20H	90	Spt/10	FA/FA	L/SL#	120H	1(30)	50Mba(2x)/90MGr/[Heat D]	1	Berserk(NO)
Light	20H	150	FSpt/20	BF/VF	L/LA#	120H	1(60)	30Mba(4x)/80MGr/[Elect. D]	1	Berserk(NO)
Water	20H	50	Spt/0	SL/FA	L/LA#	120H	3(20)	100Hba/75HGr/[Impact C]	1	Berserk(NO)

Type	Base Lvl	Max Rate	Pace/ MN Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Outlook (IQ)
Elemental Demons										
Fire (VI)	25	90	Dash/30	FA/FA	H/SL	300	20(60)	210We(2x)(heat)Spells/Special	1	Domin.
Air (VI)	25	90	Dash/30	FA/FA	H/SL	280	20(80)	180We(2x)(heat)Spells/Special	1	Domin.
Light (VI)	25	90	Dash/30	FA/FA	H/SL	270	20(80)	200We(2x)(heat)Spells/Special	1	Domin.
Water (VI)	25	90	Dash/30	FA/FA	H/SL	300	20(70)	200We(2x)(heat)Spells/Special	1	Domin.
Earth (VI)	25	90	Dash/30	FA/FA	H/SL	350	20(60)	230We(2x)(heat)Spells/Special	1	Domin.
Deathwatcher	35	100	Dash/30	FA/FA	H/SL	450	20(80)	250We(2x)(3D)[Heat]/Spells/Special	1	Domin. (HI)
Doombringer	20	80	Dash/20	FA/MF	H/SL	300	12(60)	150We(Elec)/Spells/Special	1	Domin. (HI)
Procreator	12	80	Dash/10	MF/MF	M/—	140	3(50)	100We/Spells/Special	1	Special(VH)
Ordainer	60	120	Dash/30	VF/FA	L/SL	400	20(80)	200HBA/250HCr\$/300We/2400We/Both	1	Cruel (VH)

Giants										
Cyclops	12G	100	FSpt/10	MF/MD	H/SL	450G	11(30)	90We*(3D)/70LGr*/110LGr\$	1	Hostile(AV)
Giants, Lesser (non-intelligent)										
Minor	6E	100	Dash/20	FA/FA	L/LA	200F	4(20)	60We(2D)/50LGr/80LGr\$/50ro	1	Bellig.(VL)
Normal	12F	110	FSpt/10	FA/MF	H/LA	250G	8(20)	80We(3D)/70LGr/100HCr\$/70ro(150')	1	Bellig.(VL)
Major	15G	120	FSpt/10	FA/MF	H/SL	350H	12(30)	100We(4D)/90LGr/150HCr\$/90ro(200')	1	Bellig.(VL)
Giants, Greater (intelligent races)										
Fire	6F	90	FSpt/20	MF/MF	L/LA	325G	11(50s)	100We(3D)/70ro(300')/Spells	*	Greedy(AA)
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lb(2D)(2xRange)/Spells	*	Aloof(AV)
Hill	4D	80	FSpt/20	MD/MD	L/II	200F	12(35s)	60We(2D)/70ro(100')/Spells	*	Normal(MD)
Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120We(4D)/90ro(400')/Spells	*	Hostile(AA)
Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90We(2D)/50ro(150')/Spells	*	Normal(MD)

Trolls										
Cave	12F	70	Spt/0	MD/MD	L/LA	220G	11(25)	100HCl/85We/80ro	*	Hostile(IN)
Forest	6D	80	FSpt/10	MF/MD	L/II	150F	11(10)	70LCl/60LBi/40We/50ro	*	Hostile(LI)
Hill	10E	60	FSpt/0	SL/MD	L/LA	175F	11(20)	95LBa/85LCl/50We/60ro	*	Hostile(LI)
Mountain	10F	75	Spt/10	MD/MD	L/LA	240G	16(40s)	110We/100LBa/100ro	*	Hostile(MD)
Stone	7D	65	FSpt/0	SL/MD	L/II	150F	11(15)	80LBa/65LCl/40We/60ro	*	Hostile(LO)

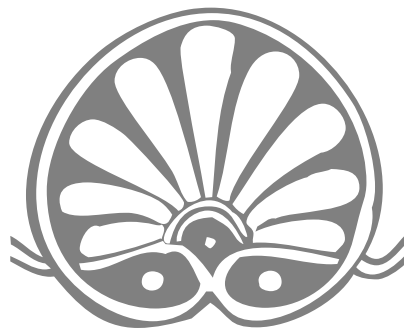
Dragons & Wyverns										
Type	Base Lvl	Max Rate	Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	Enc.	Outlook (IQ)
Sea Drake (water, 2% winged)										
Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/40HHo/90WBr*	1	Varies(AV)
Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/60HHo/120WBr*	1	Varies(AA)
Water Drake (water, 0% winged)										
Young	6F	140	FSpt/40	VF/FA	H/LA	180G	11(60)	100LBi/50LCl/90HBa/50LHo*	1	Varies(IN)
Mature	15G	120	FSpt/30	FA/FA	H/SL	240G	12(40)	110HBi/50HCl/100HBa/50HHo*	1	Varies(AV)
WYVERNS (Minor Drakes)										
land	8F	180	Dash/50	BF/VF	H/LA	200G	19(35)	70LCl/110HSt/poison†/80LBi/poison†	1	Hungry(LO)
water	6F	150	Dash/50	BF/VF	H/LA	180G	16(45)	90LBa/60LCl/100HHo/poison†	1	Hungry(LI)
winged	10G	300	Dash/50	BF/VF	H/LA	160G	12(65)	50LCl(2x)/90HSt/poison†	1	Hungry(LI)

Type	Base Lvl	Max Rate	Pace/ MN Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Outlook (IQ)
Undead										
STANDARD CREATED UNDEAD										
Class I	1H	40	Run/0	VS/SL	M/I	25	1(10)	25SBa90/15We10	1-30	Berserk(NO)
Class II	3H	50	Run/0	SL/MD	M/I	50	1(20)	40MBa60/45We40	1-20	Berserk(NO)
Class III	6H	50	Spt/0	SL/MF	M/I	100	1(30)	60MBa50/50We50	1-10	Berserk(NO)
Class IV	9H	60	Spt/0	MD/FA	M/II	135	1(40)	70LBa40/95We60	1-5	Berserk(NO)
Class V	13H	80	Spt/0	MF/VF	M/LA	165	1(40)	90LBa30/110We70	1-2	Berserk(NO)
Class VI	16H	100	FSpt/0	FA/BF	M/SL	200	1(40)	90LBa20/180We80	1	Berserk(NO)
SPECIAL UNDEAD										
Apparition (III)	6D	45	Run/20	L/MD	M/—	80F	1(50)*	50MBa[Elect]/Spells	1	Cruel (SU)
Barrow-wight (V)	15D	50	Spt/10	SL/VF	M/LA	145E	1(90)	110We[Cold]/90LBa(Cold)/Spells	1	Protect(AV)
Corpse Candle (III)	7H	-	-/-	-/-	M/—	100A	1(30)	Spell/Special(4 Con pt/rnd)	1	Cruel (LO)
Corpse Lantern (IV)	10H	-	-/-	-/-	M/—	135A	1(40)	Spell/Special(5 Con pt/rnd)	1	Cruel (LO)
Ghosts										
minor (II)	3H	75	Spt/10	MF/MF	M/LA	55A	1(40)*	40MCl/Special(3 Con pt/rnd)	1	Bellig.(AV)
lesser (III)	7H	100	Spt/20	FA/FA	M/LA	100A	1(30)*	60MBa/50We/Special(4 Con pt/rnd)	1	Bellig.(AV)
greater (V)	15H	130	FSpt/30	VF/VF	M/LA	165A	1(50)*	110WE/90LBa/Special(5 Con pt/rnd)	1	Bellig.(AV)
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA	200A	4(55)*	100LBi/75MCl50/Special	1-5	Berserk(NO)
Ghouls										
lesser (I)	1A	50	Spt/20	SL/MF	M/—	25D	4(10)	25SBa100/30SCL/10SBI	1-10	Protect (NO)
greater (II)	3H	65	Spt/20	MF/MF	M/—	50E	4(20)	40MBa(%)SCL/45We/Special	1-5	Protect(NO)
Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/—	50G	1(35)*	45MBa100[Cold]/Special	1	Hostile (IN)
Shadows										
lesser (II)	4H	80	FSpt/20	MF/MD	M/—	60A	1(35)	Special/75MBi/Special	1	Hungry (VL)
greater (IV)	8H	70	Spt/10	MD/MD	M/—	100A	1(30)	Special/110MBi/Special	1	Hungry (LO)
Skeletons										
minor (I)	1A	40	Spt/0	VS/MD	M/—	25F	1(0)*	25We50/40MBa50	2-20	Berserk (NO)
lesser (II)	3H	60	Spt/0	MD/MF	M/—	55E	1(10)*	40We50/50MBa50/Special	1-10	Berserk (NO)
greater (III)	5H	80	Spt/10	MF/FA	M/—	100F	1(30)*	50We50/60MBa50/Special	1-5	Berserk (NO)
Specter										
minor (II)	5H	100	FSpt/40	FA/VF	L/—	150F	1(100)*	40SBolt100	1	Playful(IN)
lesser (III)	10H	90	FSpt/30	FA/VF	L/LA	200F	1(75)*	50LBolt100	1	Cruel(AA)
major (V)	15H	80	FSpt/20	MF/FA	L/LA	250F	1(50)*	70MBa[Cold]/Spells/Special	1	Cruel(HI)
Swamp Star(IV)	9H	120	Dash/40	VF/VF	L/—	30F	1(70)	Spell/Special/(6 Con Pt/Rnd)	1	Inquis. (SU)
Vampire										
minor (IV)	10H	120	Dash/30	VF/BF	M/—	110E	1(100)*	90We[Cold]/70MBi/Special/Spells	1	Domin.(HI)
lesser (V)	15H	100	Dash/20	FA/VF	M/LA	120F	1(90)*	110We[Cold]/90MBi/Special/Spells	1	Domin.(VH)
greater (VI)	20G	100	Dash/10	FA/VF	M/SL	140G	1(80)*	150We[Cold]/120MBi/Special/Spells	1	Domin.(EX)
Wight										
minor (IV)	10H	50	Dash/10	SL/MD	L/—	90E	11(30)	90We[Cold]/80LBa/Special/Spells	1	Cruel (AV)
lesser (V)	15H	60	Dash/10	MD/MD	L/LA	120G	16(30)	110We[Cold]/80LBa/Special/Spells	1	Cruel (AA)
major (VI)	20G	80	Dash/10	MD/MD	L/SL	170H	19(30)	150We[Cold]/80LBa/Special/Spells	1	Cruel (SU)
Will of the Wisp	6E	130	FSpt/20	VF/MF	M/LA	80D	1(100)	Body acts as a 50Cball	1	Cruel (MD)
Wraith										
lesser (IV)	10C	70	Dash/30	MF/VF	M/—	120D	1(70)*	80We[Cold]/70LBa/Special/Spells	1	Cruel (SU)
greater (V)	15F	60	Dash/20	MD/BF	M/LA	165E	1(50)*	100We[Cold]/90LBa/Special/Spells	1	Cruel (HI)

· PART IV ·

THE NORTH & EAST COASTAL LANDS

And Isles from the Sea of Tears
to the Black Sharkteeth



1-THE COASTAL LANDS

This chapter describes the varied ecosystems of the Sea of Tears, the nearby isles, and the coast surrounding all of Silaar. For the most part these are isolated lands, separated from the interior mainland by mountains or waste. The southern Tai-Emer shores and the more distant isles will be examined elsewhere.

The Sea of Tears itself is divided into two very different aquatic terrains. The northern region is mostly deep water with steep, rocky shorelines. As one moves south into the Gulf of Arul, the waters are considerably more shallow, and the shores gentle — at least near the water's edge. Along the east the land soon rises with the foothills of the Rust Mountains. To the west, a shelf of sandy shore extends inland between a furlong and about a mile before stopping at a sheer cliff face often several hundred feet high. This is the edge of the Plateau of Arul.

The eastern shore of Silaar, beneath the black mountains of Ash, is a narrow strip of land between jagged volcanic peaks and pounding seas. The land is steep and convoluted, fjords with plunging coasts and deep dark waters. The dark rich soil is rampant with vegetation in this moist subtropical clime, ideal for coffee, bananas, and sugar among others.

2-NORTHERN ISLANDS IN THE SEA OF TEARS

South of Sel-kai and north of the Gulf of Arul, the Sea of Tears is broken by numberless rocky isles, most no more than an atoll or jagged pier of volcanic rock jutting out of the waters. A few are true islands, sporting lush vegetation and abundant tropical wildlife — and active volcanoes. Sailors in Sel-kai spin tales of savage tribes on some of these isles, including a cult which worships a fire demon.

Kailoq Isle

The largest of the eastern coastal isles, Kailoq is inhabited by a group of people who have been isolated from the mainland for thousands of years. Racially they are a strange mixture of Laan, (Thanorian), and Erlin elf. Tribal in organization, they are hunter-gatherers who reside in thatch huts. Barbaric by most standards, they wear minimal clothing and have no written language. Shaman priests lead the people in worship of the fire god *Orlhach*, who must be appeased or he will cause the great volcano in the center of their land will erupt and kill them all.

Orlhach is nothing less than an *Ordainer* who lives in the volcano and finds amusement in terrorizing the inhabitants of Kailoq. He demands human sacrifices to be brought to him in chambers near the central crater. These must be offered on a regular basis; usually children, but sometimes adults as well. It is no wonder that the population of Kailoq does not grow).

Any travellers unfortunate enough to land on Kailoq by accident or design will soon find themselves offered up to Orlhach. As long as the sacrifices continue (or until

Orlhach grows bored with his toys) the volcano will not erupt.

Kailoq is strewn with ancient Thanorian ruins, some haunted and some concealing treasures; none of interest to the Ordainer or his followers, however. The volcano itself contains a maze of passages leading deep underground and eventually linking to the *Ash Lairs*.

3-RED CLIFF CAVERNS

Most of the eastern coast of the Sea of Tears is sheer cliffs: the west face of the Rust Mountains. At their highest point these red-streaked walls reach an altitude of over half a mile before stepping back in broken shelves. The sharp-eyed observer will also that the cliffs are punctured with scattered cave openings: some grottoes at water level, some well up the vertical face. These are entry ways to the Red Cliff Caverns, home of goblins and their Mountain Giant overlords. Inside are grand halls rich with valuable stones, including hematite, opals, red jade, and jacinth, black eog and smoky læn. The goblins rarely leave their underground home but guard the caves jealously against treasure-seekers and other intruders.

4-KELP FOREST OF KYRAH

Much of the southern portion of the Sea of Tears (known as the Gulf of Arul) is quite shallow up to several miles out from the shore, essentially a shelf averaging only fifty to one hundred feet in depth. An environment ideal for photosynthetic ocean plant life because sunlight still filters down all the way to the sea floor; these shallows are home to a vast forest of kelp which extends almost unbroken for hundreds of miles. It is a navigational hazard for the keeled ships of land-dwellers, but many sea animals and thinking beings of the sea make the Kelp Forest of Kyrah their home.

INHABITANTS OF THE KELP FOREST

Many varieties of fish either make their permanent home in the forest, or at least take advantage of the shelter of the dense kelp towers as a breeding ground. Many more creatures inhabit the kelp forest, including sea turtles, dolphins, eels, and the huge and graceful manta ray. All these are harmless unless provoked, unlike the phosphorescent and deadly *Electric Ray*, and large jellyfish.

There are also a number of settlements hidden in this maze of undulating green-brown leaves: Several hundred *Shuluri* — water-breathing Sea Elves — live in homes made of coral and stone, tending undersea gardens and coexisting peacefully with the marine life.

Shuluri

Unassuming masters of the kelp forest, the Shuluri live in simple structures of coral or woven kelp, and take great care not to disturb the marine ecosystems. They can communicate on a limited, telepathic basis with the dolphins who share their habitat and together they make an effective force to defend the forest.

Ships who stray into the forest are warned away in the form of a crossbow bolt fired into a mast with a note attached. In crude Erlin it advises sailors to head west back into deeper waters. Those who ignore this warning may find their ship boarded by moonlight and sabotaged. Determined intruders' ships have been sunk or burned. The Shuluri will not have their privacy violated.

5-VOPANA ISLES

Along the eastern coast of the Gulf of Arül are two large islands, several small isles, and numberless atolls and rocky outcrops. The Vopana Chain is anchored at the southern end by *Akvaro*, with its black beaches and iridescent green jungle. Sailors know to keep well west of *Akvaro* if they are to safely navigate through the gulf. At the north end is beautiful *Kaonulo*, nearly one hundred miles long with a dormant volcano at one end and an active one at the other. Between lies impenetrable rainforest. Shielded by barrier reefs and the dense kelp forests, all of the Vopana islands are uninhabited except for rainforest creatures.

6-SEL-KAI

The city-state of Sel-kai includes seven islands and the *Kai'sa Peninsula* on the northern Silaar coast. It is the trade city of the same name which most people are familiar with, however — that and the beautiful airborne palace-city of *Eidolon*.

Sel-kai is described in detail in the *Shadow World* book *Eidolon, City in the Sky*,TM so it will not be discussed in depth here. Suffice it to say that Sel-kai city is known from Thuul to the Mur Fostisyr as a commerce center without equal. Several powerful merchant barons share control of the place with a charismatic half-elven prince, while gold flows through the city like water through its numberless canals.

Sel-kai's wealth makes it a target for pirates and would-be conquerors: many warlords dream of making it their prize. But the trade center has a well-trained defense force, and an unmatched fleet in the prince's *Warbirds*: armed and armored flying ships.



The Kelp Forest of Kyrak

7-VOG MUR

Just over 100 miles east of the coast of Emer lies a little trio of islands. Seemingly unremarkable, they are deceptive. Vog Mur is the resting place of artifacts ancient and powerful, and home to the Dragonlord Voriig Kye.

Buir Dom, the mountain beneath the sea whose peaks make up Vog Mur, extends over 26,000 feet upward from its base on the floor of the sea and boasts a diameter of 52 miles. Ordye Throg then, like its sister isles Dalla Veurd and Dalov Perll, is but the summit of a vast submarine mountain many times larger than what appears above the surface of the water.

The sea that surrounds Vog Mur is a sailor's nightmare, an ocean of shifting currents, sudden storms and mast-cracking gales. Near the islands, deceptive coves and hidden reefs provide more danger. Between Ordye Throg — the western-most of the islands — and Emer, the nearest foreign shore, the swift and shifting currents of the sea make such a seemingly simple voyage something of a trick best performed by an experienced crew in a sturdy ocean-going craft. To the fishermen of Purll Cibur the sea is a stern, unforgiving mistress, kind most days but fickle at heart. At her best the sea is bountiful and but for the month-long Spring monsoon known as the *Usiva Perll* (or Water Winds), she provides a plentiful catch day in and day out.

DALOV PERLL

Largest and most easterly of the islands is *Dalov Perll*, Island of Winds. Fourteen miles long and eight miles wide, Dalov Perll looks very much like two land masses joined by a narrow neck of rocky earth. The eastern chunk of land is home to Vog Mur's principal Mannish inhabitants, the fishermen, farmers and shipwrights of *Purll Cibur* (ME: 'Wind Haven'). Most striking topographically is an arm of land at the northeast corner of the island flexing its muscle more than a mile seaward. The arm, called *Buir Ien* or "Point of Fires," creates a cove facing northward and sheltered to the south by a heavily wooded projection of land, *Faal Zart* ("Wolf's Head"). About two miles to the west of Purll Cibur stands *Encla Turic*, a castle stronghold atop a 600 foot rise commanding a broad view of the island's Northern Bay and the Wilds to the west. Dalov Perll's eastern third is a quaint and gentle land of rolling hills, small stands of woods, broad lands and rocky but navigable coves — a pirate's delight.

Dalov Perll's wild western lands, which comprise two-thirds of the island's total area, are inhabited by a few Mannish creatures and feature three good-sized hills and an equal number of large coves. In the heart of this wilderness lies an active geyser basin, and to the west is Vog Mur's greatest forest, *Nadum Vurt*, or the Wildwood. A narrow finger of land, *Sulem Ien* ("Breaker Point"), arrows northward from the far western shore of the island; this barren and inhospitable cape invites nothing but trouble and the hardest of adventurers.

The Throkmurten

The region due north and slightly west of the *Oevaag Baas* is highly active in nature. It is known as the

Throkmurten ("Guardian-pits") and is a thermal basin full of geysers, mudpots, and small volcanic fissures. Warm springs and caverns abound amongst terrain littered with pumice and other volcanic debris. Nonetheless, numerous varieties of wildflowers and small trees make the area appear beautifully hospitable.

The chief feature of the region is a sizable hill that rises to a height of 800 feet. This hill is cut by a small stream that originates from a spring buried in the hill's flank. It is called the *Geleb Daart* and provides the focal point for studying the inhabitants of the area. In the forest and along the relatively steep canyonsides by the *Geleb Daart*, wild boars dominate. In the upper reaches of the canyon, especially in the caves, the chief danger is bears; one must tread softly near the *Throkmurten*.

The region surrounding the south-central hills west of the settled territory on Dalov Perll is called *Oevaag Baas* ("Deathless Hollow"). It encompasses the small wood and scrubby heather that dominate two bluffs overlooking a beautifully sculptured cove, the hollow proper. In a sense, it is the most ominous portion of the island, for it is the realm of the Undead, the abode of the Wight known as Gart.

There are three principal focal points: *Oevaag Baas* (Deathless Hollow itself), the *Wode Matha* (the hill on the cove's eastern side), and the *Wode Haft* (the hill west of the cove).

Deathless Hollow is a cove containing waters as deep as 60 feet. It is a well-protected arm of the surrounding sea and has been, in contrast to the picture painted by its name, relatively calm and peaceful. The water is crystal clear and full of life, much more so than the stark land bordering it.

Wode Matha

The *Wode Matha* is a relatively large hill lying directly to the east of *Oevaag Baas*. It has two summits, both exceeding 600 feet in height, and commands a view of the entire area. Woods abound on the steeply sloped portions that face away from the water, but the remaining surface of the land is laden with scattered volcanic rock and small shrubs. In addition, the predominantly flat saddle (400 feet up) that lies in between the twin "peaks" embraces a field of beautiful wildflowers. The long northern summit is absolutely barren. The southern summit, the one closest to the sea, houses the converted cavern that was used to house the body of Gart. It is the subject of great interest to adventurers — the Mausoleum Gart.

The *Wode Haft* overlooks the western side of *Oevaag Baas* and forms the western protective arm; it guards the cove from the relatively rough waves from the south. The rugged topography that characterizes this hill has prevented the growth of trees; and the majority of life centers around the heather near the 200-400 foot level, and the ferns and mosses that are tucked under the numerous overhangs, rocks, and cave entrances.

To the west of *Oevaag Baas* the *Wode Haft*, or "Heather Hill" in the common speech, forms a protective arm, guarding the cove from the rough surf and high waves pounding the shore from the south. This rugged, rocky

hill bears no trees; most plantlife is centered in the heather growing at the 200-400 foot level. Hardy ferns and mosses desperately cling to life under the many overhangs, ledges and cave entrances that mark the Wode Haft.

SULEM IEN

Sulem Ien ("Breaker Point") lies at the westernmost tip of Dalov Perll. In essence, it is a windblown and seaswept cape, extending itself almost two miles out into the sea. Aside from a few sturdy trees it is barren of either flora or fauna, giving it its reputation for being cursed and inhospitable. Indeed, many of the local legends and wives' tales speak of the lost souls that dwell there.

DALLA VEURD

Sandwiched between the larger islands of Dalov Perll and Ordye Throg, the rocky islet of Dalla Veurd sends up a solid green wall of hardy trees to discourage — or perhaps intrigue — the seafaring adventurer. Only two and a half miles in length and two miles wide, the *Isle of Passing* (as Dalla Veurd is called) has claimed many ships on its rocky shoals. But for two remarkable ruins, Dalla Veurd bears no marks of Man or Elf and is eerily silent.

ORDYE THROG

To the west of Dalla Veurd looms the ominous spire of *Buir Dom* ("Fires of Silver"), an extinct volcano that rises 15,000 feet above sea level to dominate *Ordye Throg*, the far western island of Vog Mur. Ordye Throg ("Sky Keep") is, in reality, the tip of a massive submerged island whose higher reaches form all three islands that make up Vog Mur. Only seven miles by six miles, Ordye Throg nonetheless presents a formidable presence to the adventurer: at its heart stands an immense tower of rock visible to sailors miles from the island's shores on clear days. An isle of precipitous cliffs and ragged hidden coves, Ordye Throg also features woods standing above the less sheer eastern and southern shores, a vale on the western cliff's only shelf (1000 feet above the crashing sea) and a small lake in the volcano's crater. The steep walls of the crater obscure the presence of the lake and the islet at its center from all but those few with the heart and grit to scale the peak.

The legendary *Usiva Krem*, or Waters of Glass, were created ages ago when an earthquake (not unheard of in this region of the world) collapsed a portion of the cooled crater 15,000 feet above the sea on Ordye Throg. This extraordinary lake — 600 feet deep and only a half-mile long and a quarter-mile wide — is the rarest of sights. In fact, no one who has scaled the craggy mountain terrain of Buir Dom remains alive today. From the crystal clear waters of *Usiva Krem* flows a stream that rushes to a waterfall on the western vale of Ordye Throg, one of a handful of significant freshwater rivulets in all of Vog Mur (The isles have suffered droughts periodically). But much more important than its practical value is the mythic import of the *Usiva Krem*: to the adventurous folk of Purl Cibur, the *Usiva Krem* beckons, promising untold wealth (if legends are to be believed), but threatening almost certain death.

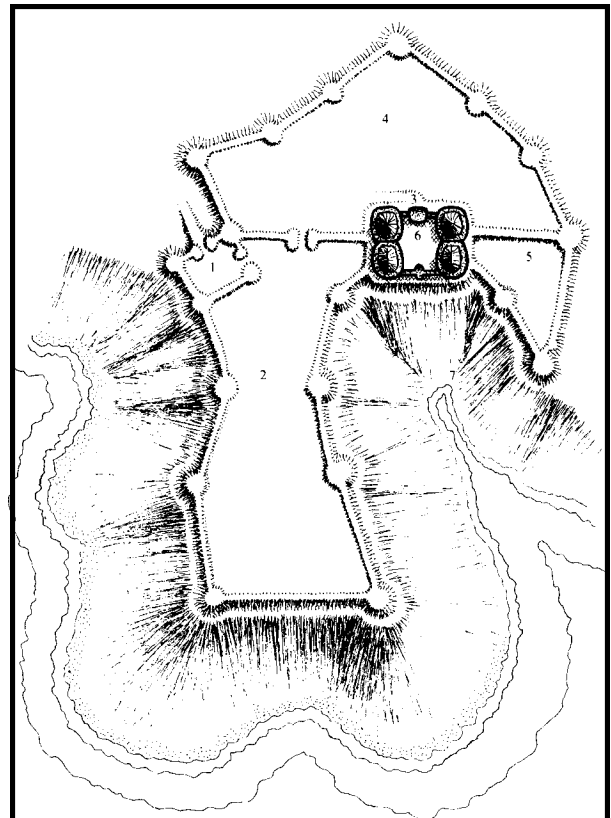
WEATHER & NATURAL EVENTS

The climate of Vog Mur is generally kind to flora and fauna and pleasant to Man and Elf. But for the rainy season and sudden storms, precipitation is rare, making drinking water quite a valuable commodity. Trade winds bring visitors at regular intervals; most commonly they are traders or pirates, although shipwrecked sailors wash ashore with alarming frequency in the storm season: the *Puirl Buirn* (ME: "Black Winds")

Snowfall is unheard of — and unseen — in balmy Vog Mur, except atop towering Buir Dom, of course, which bears a white crown year-round.

Vog Mur has been the scene of periodic floods, at least one tidal wave and numerous but relatively minor earthquakes. Emigrants from Emer escaped to Vog Mur, most then continuing their voyage to one of the islands to the north and east. Many refugees from Emer perished at sea; others were denied the right to land on inhabited lands and were forced to settle wild isles. Some turned to piracy, formed bands and returned to raid Dalov Perll.

No earthquakes have been recorded in contemporary times, but shudders and rumbles are commonplace. Buir Dom has been extinct for ages and offers no threat. Floods however are more frequent events; people in low-lying areas expect unpleasantness during the rainy season, when



Encla Turic

- | | |
|-------------------------------|-------------------------------|
| 1. Gate Complex | 4. Inner Bailey |
| 2. Outer Bailey & Pastureland | 5. South Bailey & Gardens |
| 3. Inner Gate | 6. Stone Fortress |
| | 7. Sea Entry/Loading Platform |



The Lon Lemira at Dalla Veurd

monsoon rains drench everything and everyone exposed to the elements, but loss of life is rare.

PLACES OF NOTE: DALOV PERLL

Surviving architecture, including the Lon Lemira and the crumbling Ale Hall on Dalla Veurd, is a striking reminder of the elegance and beauty so valued by Elven craftsmen and designers; Mannish architecture tends to be more functional, simpler and rectangular in shape. Charcoal sketches and woven handicrafts celebrating the sailors and fishermen of Purll Cibur are common in the houses of the village; some pieces also document devastating storms and floods of years gone by.

Had one the gall and the power to confront the Keepers of the Vale, who can befuddle any interloper and vanish at will, he might discover among the many manuscripts, documents and tomes in the Elven library, the memoirs of the Elven historian and Loremaster Elor, also known as Elor Once Dark.

Purll Cibur

Purll Cibur (ME. “Wind Haven”) is a fishing village with a population of approximately 300 men, women, and children who comprise fifty families. Able-bodied males (16-45) number seventy.

Encla Turic

The “Iron Gate” citadel was once the home to an eccentric quintet of corrupt half-elves, but those tenants became the victims of their own greed. Voriig reluctantly stepped in and dispatched the rampaging Hydra, but only after it had dined on or incinerated all of the castle inhabitants. Encla Turic was abandoned and uninhabited for many centuries after that — the townspeople afraid to go near it and Voriig having other matters on his mind.

By late in the fifth millennium of the Third Era, the Dragonlord had abandoned his political pursuits and came to realize that he desired a larger home on isolated Vog Mur. The Iron Gate was in ruins, but its foundation was sound. Voriig hired engineers and stonemasons from Izar and brought them in via Navigator. They remained apart from the rustic townspeople (and could not understand their Erlin dialect anyway). When their work was done the craftsmen were returned never knowing the true location of their job.

Mausoleum Gart

Neater to the Men and Half-elves of Dalov Perll and built into a haunted hillside is the winding and cavernous Mausoleum of Gart, inhabited by the fearsome wight of the same name. Fitting perfectly into the ominous land-

The Legacy of the Jon Lemira

Long, long ago, before the coming of Elves to mortal lands, the isles of these tranquil waters were barren of speaking peoples. But the coming of the Master of Malice, and the rising of the undying evil to the north soon filled the placid vacuum of the South. And though at first his presence grew throughout the Northlands, fear of him spread to all corners of the world. To counter the efforts and darkness of the Master, the Sails of the East bore Elven blood westward to the lands of Men. Chosen to battle the Master of Malice was an immortal spirit greater than the highest of mortals, greater even than their imagination could reach, a being which had stood guard over Elven folk from a heavenly place beyond the curve of the world. As evil emanated from the corrupt soul of the Master, so came good from this spirit, which was unmarred by greed or desire; the two opposing forces were equal in might, but the one yet-pure sought refuge to prepare for the battle.

So it was that in an eon before this writing, Vog Mur was witness to its first speaking lord. His was the might, the armor and the stature of a hero, and in his coming he shone, glittering with jewels and light, his body blazing in silver essences befitting the stars. This first Great Lord oversaw the welfare of the islands, putting to rest the fires of Buir Dom, the volcano that even today mystifies the eyes of those who gaze upon it. Thus it was that at first Vog Mur was a place of watchful waiting, and so began a vigil that was to continue unbroken for centuries.

The Lord of the Light first called upon Duluaborn, a seafaring Elven noble whose prowess upon the waves was unmatched, to guard the isles and stand watch. Duluaborn took with him Elven warriors one hundred strong, who together with their leader formed the famous One Hundred and One, the first Watchers. With the leaving of the Greater Power that beckoned them, the new Keepers of the isles took the land as their own; only the legacy of the great spirit now forgotten by all but the Elves was left among them. The bequest of the spirit was consummate and noble and watched over the striving and the health of the One Hundred and One, protecting and cherishing them until their return home. But the forces of Darkness never rest, then as now, and the Master of Malice worked evil magic to disrupt and overpower the weaker minds of mortals in the Northlands; the vigilance of Duluaborn and his Elves was thus uneasy. For an age the isles seemed no purpose save as lookout shelters, and the Elves themselves acted as no more than Keepers of the Legacy of Light, a power far beyond the vision of the living.

So it was in later days, after the passing of the Days of Darkness in the north, that the isles witnessed the evil of the Master. Breeding death and mayhem, the dark Master spawned hatred and pain and woe that were to live as long as the land itself. Then came his minions, led by Rorg the Fiery Serpent. Duluaborn, captain of the Keepers, faced the beast and stood firm, the flames of Rorg licking at his shield, and after the loss of many of the One Hundred and One, defeated the heinous dragon, scattering his foul host. With the aid of his son, Aaremdel, Duluaborn slew the Demon of the Northlands and threw its stinking, smoldering remains into the clear waters of Usiva ???, high atop Buir Dom. The cold waters of the lake hissed, and a mist rose a league into the sky as the fiery Rorg was laid to rest; what had once breathed flame like a vast kiln of earth and stone now smothered the burning in of the slain serpent. Aaremdel took only the wings of the beast as a prize — later they would stand as a warning to all who followed the path of Darkness — and the evil sank to the dark depths of the lake.

Gradually the isles calmed, and kind sea winds blew from the north and the east, bringing Vog Mur's first Mannish settlers, led by Gerrić Garth. Born on the coast of Vorya forty years before, Garth served as captain of the first party of men ever to scale Buir Dom, and only he knew of the secrets of Usiva Krem and the Watch.

With their victory, Duluaborn and the Elves received word from across the sea that they were to return: the isles would be left to the newly-settled Mortals, for the Dark Master's interest in the South was flagging. Duluaborn called together the Elves and relieved them of their vigil; they were told to prepare for departure within twenty-eight days, and to assist the Mortals until the time of their Passing.

So it was that after an age on foreign soil the Elven soldiers left the isles to newly-arrived men and women more than a hundred strong. Gerrić Garth was given the helm of rule by Duluaborn.

Wearing this pendant, the proper user can control wills opposing his own: this great gift was never used, however, for after Garth's death Voriig the Dragon seized the medallion and took it to his manor for safekeeping.

One year to the day after Duluaborn's departure, Gerrić Garth died, his body eaten away by a mysterious and sudden plague. With the death of Vog Mur's first Mannish King, Garth's son Blymiras stepped forth to claim the throne. But the coronation of the new king marked the beginning of an era of strife and misfortune for the residents of the islands.

Elor Once Dark

scape of Oevaag Baas. Gart's tomb and his undead spirit lend the region its common name: Deathless Hollow- Gart - all seven and one-half feet of him - ventures outside his unwanted tomb only at night and never wanders out of eyesight of the hillside that overlies his Mausoleum.

The Mausoleum Gart was built during an era of peculiar fascination with death. Since that time the deceased have all been placed in the cemetery at the southeastern tip of the island. Gart, a ruler of evil disrepute, decided that his tomb should be built on the "summit of the world," i.e. the pinnacle of Ordye Throg: the Buir Dom. His heir realized the futility of his father's dream and chose instead the cavernous terrain around the Oevaag Baas for Gart's final resting place. Two years later, after one cave system had been converted into a complex mausoleum, Gart's body was transferred to the present site. Unfortunately, the undead Gart was quite displeased with the compromise, a factor which would have been untroublesome under normal circumstances, but proved deadly in light of the fact that Gart had died an unnatural death.

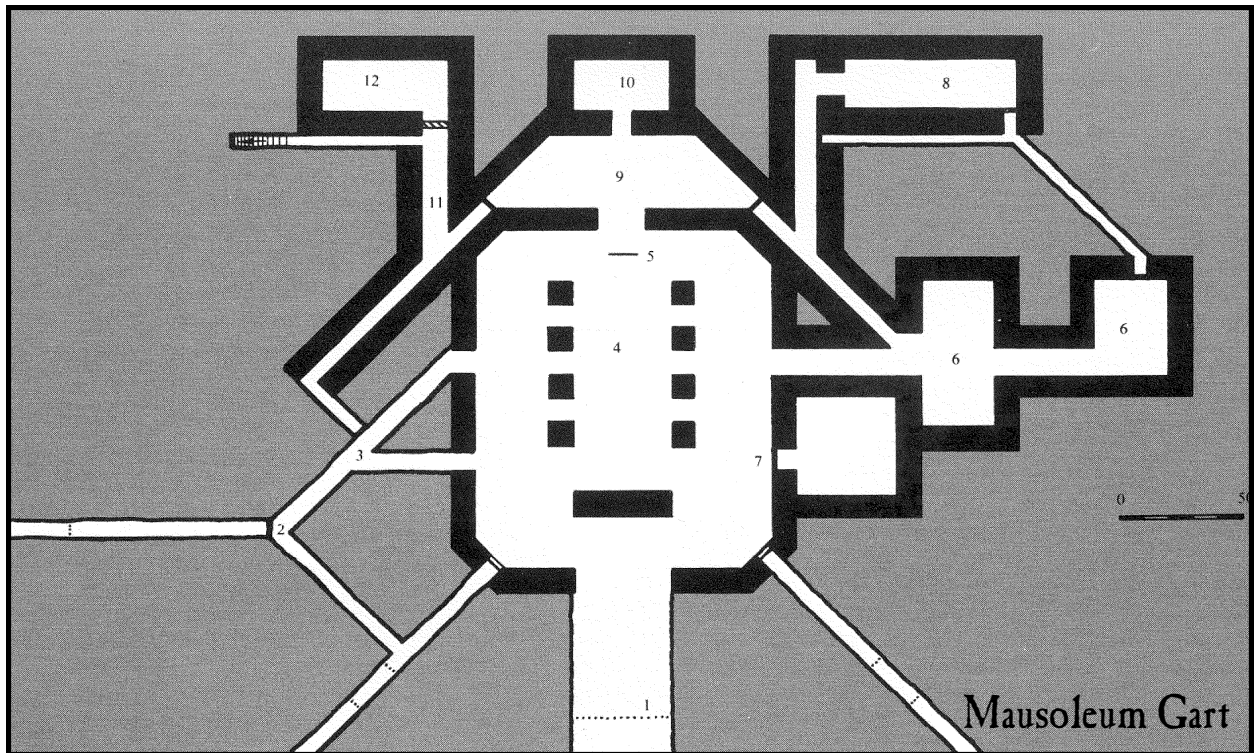
At least, that is the legend. Thus it is said that the Oevaag Baas is so named because of the undead spirit that has dwelled there since the days of Gart. Accordingly, no one from the island nears the hollow in the hours of darkness.

The mausoleum was originally constructed by modifying an already existing collection of caves and cavern passages. Various rooms were carved into square patterns with rough hewn walls and ceilings. Floors were either smoothed or fitted with level rock slabs. As a rule, the hallways and rooms are 15 feet high, although the ceilings of the main room and the entry chambers rise to twice that height. There are a number of notable features within the complex:

Gart is Undead, a Wight who stands seven and a half feet in height. He can move through the mausoleum in the hours of day or night, but ventures out side only in darkness. He never travels more than a hundred yards from his precious hill.

Layout

1. Three openings in the rock mark entrances to the Mausoleum. The central entry way is the widest and least protected. Portculli serve to slow intruders and are opened by turning the only square-shaped bar in the grate. Otherwise, the way is blocked effectively, for the portculli are locked by a heavy stone mechanism. Both the right and left entry passages are barred by two portculli of the same design, and the left one is now blocked by a cave-in.
2. Secret passageway. Accessible through a stone door, which is well hidden and can only be opened by pushing on a deep brown stone which is darker than the usual subdued grays and browns found in the walls of this mausoleum. This passage leads to a secret opening marking a rear entrance to the complex (13)
3. Secret door leads to a passage that winds along the back side of the hill. This passage circumvents the normal complex and provides access to the treasures of the inner sanctum (9). The door opening is 6' x 6' and has a bottom edge set 4 feet above the passage floor. In order to open the door one has to insert a piece of thin metal into a narrow hole found seven feet up the side of the wall. To enter, one must climb up and over the 4 foot rock barrier.
4. Main Chamber. Rough-hewn stone columns and a black marble floor catch the eye. The ceiling is 30-35 feet in height, torch brackets are located on the columns and along the back wall. A white marble inlay depicts the exploits of Gart, including his naval victory against ten corsairs, his personal slaying of a wyvern, his construction of the new light tower at Purll Cibur, etc.
5. Symbol of Petrification (once 5th level reduced to 3rd because of rust) guards entry into the crypt. It is set into a two inch thick 5' x 5' steel plate bolted to the floor in a upright position. Those failing to resist will be frozen in fear, their joints locked for 1-10 days. The crypt itself is constructed of limestone and obsidian, the latter commonly found on Ordye Throg but rarely seen on the lower slopes of the big island. Gart's own tomb is set into the floor between the stone 'ribs on the back wall (9).
6. Lesser Tombs: where the bones of Gart's ten retainers lie in state upon individual slabs of black marble. The skeletons remain intact, for the ten guards were cursed upon Gart's death and given an eternal mission to guard the tomb. They awaken at night, or whenever more than 100 lbs of weight is placed on of any passage into their rooms. Six rest in the large chamber; four lie in the smaller room beyond. A small cell in the bigger chamber is used to hold those captured following petrification in the Main Chamber (see 5).
7. Secret Door: which can be opened by pulling on its carefully inset stone handle. Within the room lies 500 pints of wine, all in small bottles. All has been laced with the third level respiratory poison Gartira.
8. Inner Sanctum: is entered through a pair of secret stone doors. If the doors are both opened at the same time, the floor will slide sideways under the wall, revealing a 150 foot pit filled with 5 feet of odorous water (fall +100). Within the sanctum lies a sarcophagus of glass, which has been shattered. However — ominously — there are still treasures within: two 100 gp sapphires, 1000 sp in very ancient coinage, a small 20gp emerald. The emerald is magic and enables one to breathe under water when keeping it in contact with the body's skin. In addition to this cache, there is a pair of magic gauntlets which enable the wearer to withstand incredibly cold temperatures without need of protective clothing.
9. Gart's tomb lies beneath the floor between the two pillars of the silver inlaid black marble. A slab of white marble lies over steel coffin. The slab is hinged and cleverly counterweighted, enabling one to lift it very easily. The coffin is of dark grey steel (showing some rust) and placed upon a cushion of Wyvern skin (AT12). Its fifty inset rubies are worth 1000 gp all together. They can be removed but the sanctity of the tomb would be violated.



However, Gart himself will only arise if the coffin is opened, or when the floor of 12 is disturbed.

10. Armorer's Room: contained a glass floor, now shattered. Whatever once lay underneath is gone.
11. Entryway to the Room of the Unpious Ones has a floor that may drop open if a person advances more than 5 feet into the entry passage. A floating hollow stone slab of natural rock sets off the mechanism. The discolored stone slab stretches across the entry-hall floor and will depress 1-2 inches when more than 50 lbs of pressure is placed upon it. The pressure moves the supporting water and set in motion a series of counterweights which opens the two-section iron floor of the main room (12).
12. Room of the Unpious Ones contains a 20' x 20' x 5' grey-green marble chest. It contains 500 2 gp rubies and a Ring of Blinding. When worn, the Ring can be used twice a day to instantly cast a Blinding spell equal to the caster's level. When the floor opens because of a release of the passage floor mechanism (see 11), the chest drops through a chute below and falls 200' into the hot mineral water below. The chest is designed to withstand the fall, and will come to rest in 20' of 180° water (a "C" heat critical each round one is in the water). The rest of the floor sits over a 20 foot pit filled with rusty iron spikes. Victims are subjected to 1-5 attacks equal to a broadsword +100, with 1-5 associated infections (tetanus).
13. Secret Door. serves as the sole unmarked entry. It has a normal handle on the inside of the door and is recognizable in function. From the outside, however, one has to pull on a hemp rope (disguised as a vine) that comes out of the face of the cliff.

PLACES OF NOTE: DALLA VEURD

This small isle holds an ancient ruin and a holy artifact. It is the key to the secret of Vog Mur which offers hope to the future of the entire Shadow World.

Gudd Tyl: the Ale Hall

This 'Ale Hall' is located on Dalla Veurd. In addition to the abandoned and decaying library of Elven lore, the Gudd Tyl is divided into two other large sections. One is the entrance hall or foyer, undistinguished except for a stair located against the far (south) wall. This stairway leads downward to a tunnel that runs undersea to Dalov Perll, surfacing at the tip of Sulem Ien ("Breaker Point"). This tunnel is also two miles in total length.

The last distinct section of Gudd Tyl consists of a bedroom. The bedroom has a bed, fireplace, storage chests, etc., and was once the lodging for overlords seeking retreat from the pressures of rule. Many stayed in the hall as a part of a religious retreat, for it was on Dalla Veurd that the elders of old built the sacred *Lon Lemira*.

Layout

1. Grey-green stone chair. The chair is built into the floor and swivels on a stone pedestal. The chair back and seat was once a black silk upholstery, now rotted almost beyond recognition; the arms end in sculpted fists. Should one turn the left fist the thick wood tabletop (#2) will slide back and away from the chair, revealing a hidden stone stair down. If one should turn the right fist, ten bolts (hcb +100) will fire from the edge of the table at the chair occupant.

2. *Theg-wood table*. This 4" thick solid wood tabletop sits on a pier of stone. The base is immovable and the top appears firmly anchored, although it actually slides back when the mechanism at #1 is properly operated. The stairs beneath this tabletop lead down to a chamber deep below the hall. There an underground stream runs through an ancient lava tube far below the sea floor. This tube and its accompanying stream runs from Dalov Perll to here to Ordye Throg. If one heads upstream in the direction of Dalov Perll there is a dry walkway alongside the stream, and leads to the small chamber beneath the *Lon Lemira*. If one journeys downstream toward Ordye Throg they must negotiate the narrow tunnel, wading through as much as 3' of cold water. Eventually the tunnel meets a small chamber beneath the *Tower of Dulucaborn*. The table can easily be opened from underneath by pulling an obvious release lever.
3. *Stairwell*. Stairs lead down to another deep subterranean passage, a narrow (5' x 8') tunnel which runs 2 miles under the straits and emerges at the tip of *Sulem Ien* on the western edge of *Dalov Perll*.
4. *Fireplaces*. Each features huge iron firewood stands shaped like dragons with hollowed backs.
5. *Well*. Set in the corner of the old bedroom, it is still continuously fed by fine spring water.
6. *Entry Hall*. This room is floored with fine marble in a lovely mosaic depicting an herb burning in a bowl before the bronze stature in the *Lon Lemira*. Sadly, dust and leaves have blown in over the centuries to obscure it.

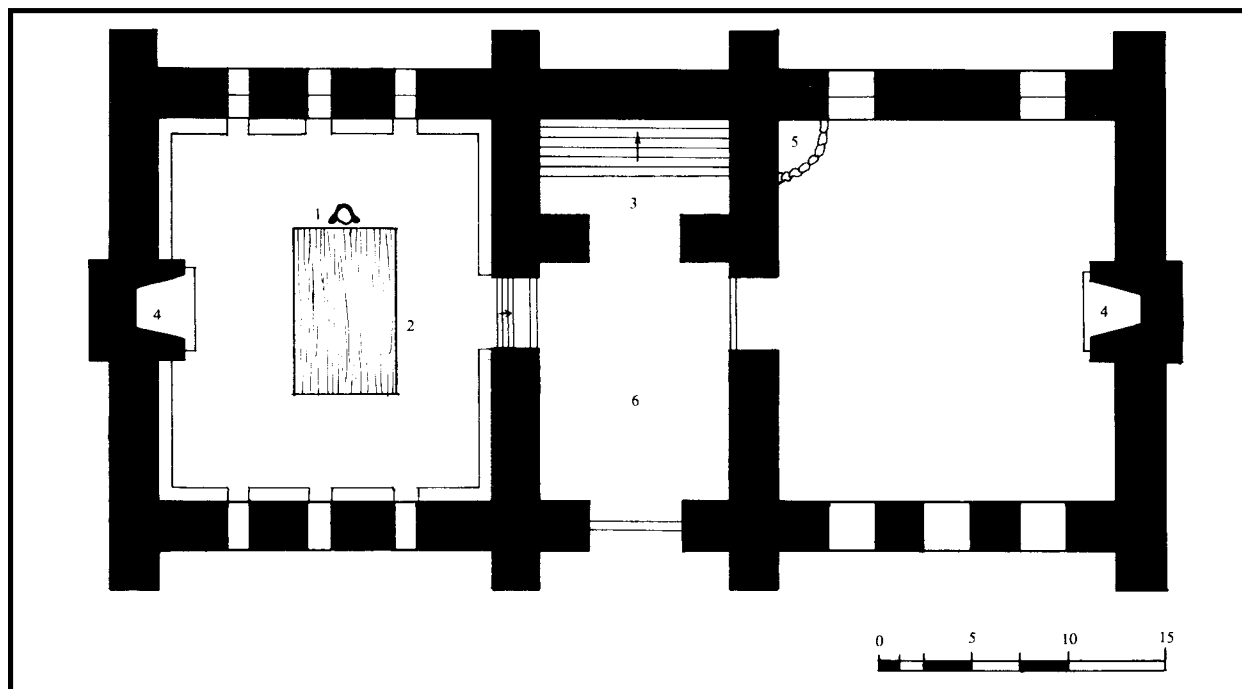
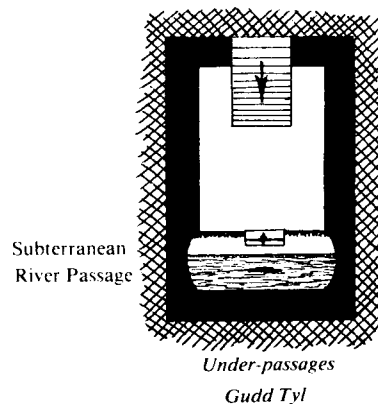
Lon Lemira

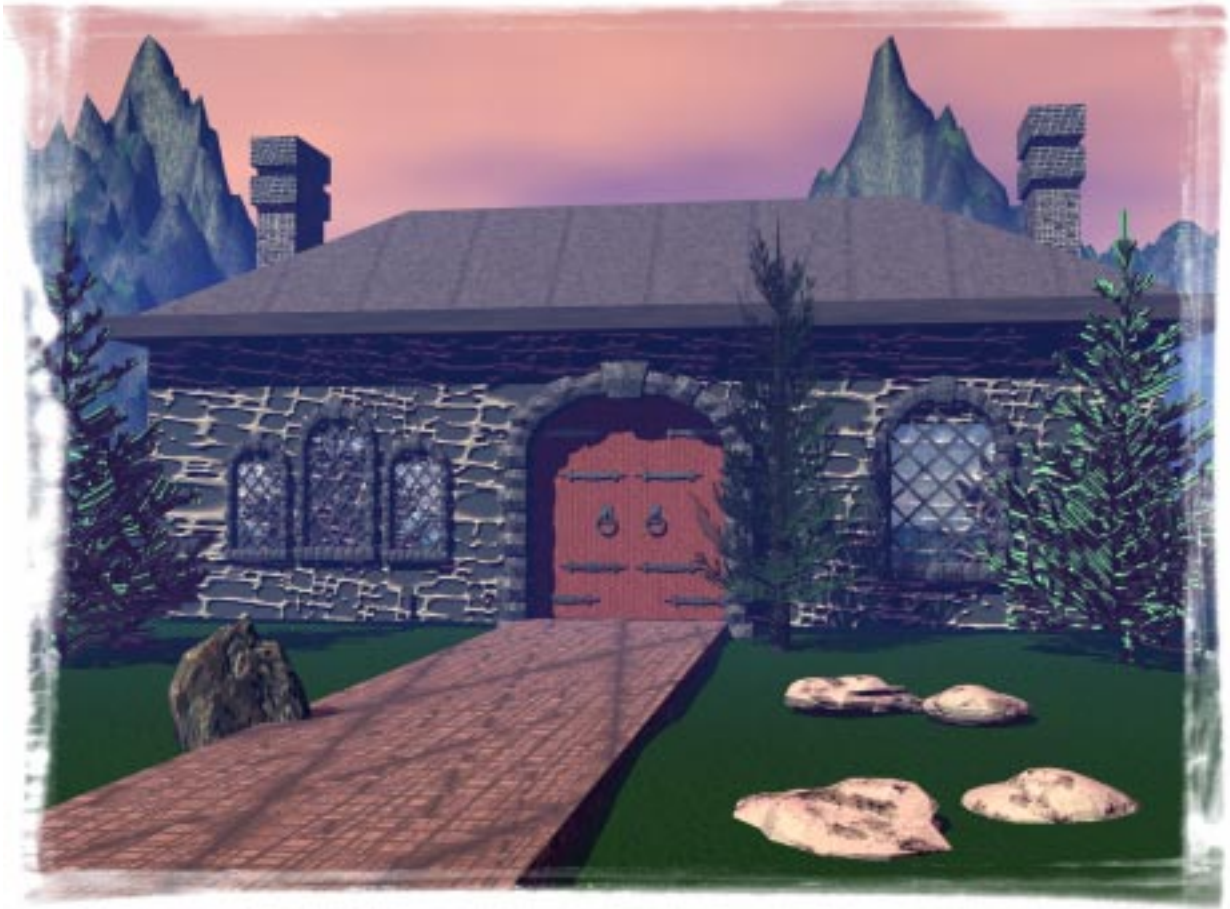
The *Lon Lemira* (ME: "Watching Eye") is so named because of its primary feature: the huge bronze figure of a mannish warrior that stands 35 feet above a base of an-

cient granite. The figure faces westward toward the peak of Buir Dom on Ordye Throg and is curiously unarmed. For the people of Vog Mur it has been and will always be a place awesome reverence. They worship it from afar, for they are not legally allowed to set foot on the isle; indeed, only the Lord of Encla Turic and the village Cleric dare to stand upon its shores. The cleric makes a pilgrimage twice a year: at midsummer and at the winter solstice — the two holy festivals. He does no more than offer a prayer and lay a wreath of *Sable Columbine* at the feet of the warrior. The plant is sacred, for it grows only on the high slopes of Ordye Throg. It is gathered by the cleric himself, on a journey made seven days prior to his trip to Dalla Veurd.

The circular stone structure that encloses the statue seems at first glance to be of crude construction. In reality, however, its design is highly sophisticated, with blocks of rare green granite expertly cut and tightly fitted to withstand the ravages of time and tremor. The deeply-set door is of a dark wood preserved to last for untold years. There is a power here — reserved, subtle, but very real.

It would take a very perceptive lot to discover the secret of the *Lon Lemira*. It lies beneath a vebeer of bronze — for the great unarmed warrior possesses a power and grandeur unmatched in mortal lands. Yenor Staideyes, the





Gudd Tyll, the "Ale Hall"

focus of Vog Mur, is the last representative of those who founded the isles. He dates to a time before the coming of men, in a day when the Master of Malice still scarred the land and threatened all living things. Those greater even than the Elves, the *Earthwardens*, erected a monument to watch and guard against the Evil One's coming, and in it they left a golem. They covered it with bronze and left its secret veiled. In short, Yenor Staideyes, the holy warrior who bears no arms, is a golem of Eog.

In order to awaken this great power, one must secure the precious herb *Nemrais Mur*. This is the catch, so to speak, for in all mortal lands only one clutch of this herb remains. It lies in chambers below the base of the statue. A secret door in the side of the base opens onto a small flight of stairs leading to an anteroom under the golem. A spiral stair winds down from here several hundred feet below the surface of the isle.

A secret door in the side of the base leads to a small flight of stairs, these stairs in turn lead to a spiral stairway that winds hundreds of feet below the surface of the isle and the surrounding sea. Indeed, it descends beneath the ocean bottom. There, in a small chamber far away from the rays of the sun, lies a subsurface river. The river flows westwardly under the ocean's bottom and leads to a simi-

lar chamber below the ancient *Tower of Dulucaborn* on Ordye Throg. The river connects the two islands.

Beside the small chamber beneath Dalla Veurd lies a chapel. It is quite small in itself and contains but a few accoutrements: there is an altar, a podium, and a mirror. The altar, made of iron, contains a bowl inlaid with emeralds. It is worth 2500 GP face value, but in reality serves a greater purpose, for it is the only receptacle in which the precious herb *Nemrais Mur* can be burned to activate the Golem. Any other altar will not serve the purpose, for the herb will not burn; and only one peculiar magic vessel will consume the herb and awaken Yenor Staideyes.

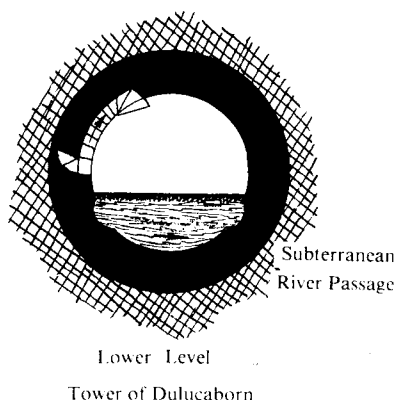
In order to secure the herb itself one must find the secret door in the chamber overlooking the subsurface river. Once secured, the herb will reveal itself as magic but will not burn or age; it will only shine in a silvery light. The actual herb is plain brown in color.

PLACES OF NOTE: ORDYE THROG

While shunned by the rustic Perll Cibur residents, Ordye Throg cradles its share of fascinating locations.

Pirate Cove

Southwest of the ancient Elven harbor is the Lew Yyn ("Pirate Cove"). This has from time to time been more



than just a colorful moniker, the sheltered inlet serving as a base for marauders who prey on merchant ships along the Sel-kai sealanes.

Elven Ruins

No more than a jumble of stone, this was once the home of the “One Hundred and One,” Elven guardians from the Second Era. While there is nothing of monetary value here, many structures included *Orhan Marble*, and enough of it remains to dissuade all but the most powerful creatures of darkness from intruding. It is therefore a haven of sorts.

Tower of Dulucaborn

While the same age as the Elven ruins to the east, the tower has fared the passing of the ages much better than its neighbor. This 100' tall structure served as a lookout and guardian of the bay. All of its eight levels are accessed by a spiral staircase, which continues down far underground for several hundred feet. It finally ends in a small cave, through which runs an underground stream. Upstream along this chilly watercourse one would eventually come to the chamber beneath the Gudd Tyll on the Lon Lemira.

Voriig's Manor

Amidst the glittering silver lake high atop Buir Dom stands the home of Voriig, a rather modest manor house. It is solidly built, and maintained in perfect condition by three Erlin Elves responsible for the structure and grounds.

PERSONS OF INTEREST ON VOG MUR

The following are powerful if reclusive beings who make Vog Mur their home, and influence events there — if indirectly.

The Keepers of Buir Dom

Hidden from all eyes but Voriig's, the Keepers of Buir Dom remain the great and central secret of the isles, for their knowledge is extraordinary. Full-blooded Linær Eives, the Keepers are a pair of scholarly spell casters who have remained hidden on Ordye Throg to tend the extensive library of lore and sorcery built on Gref Kindag. They speak their native Emeri-elven, but have the linguistic experience necessary to quickly adapt to nearly any language. Both enjoy wearing garments of deep green and brown: dark brown Boots of Climbing, brown pants and shirts, green vests, and dark green hooded Cloaks of Gliding (enables 3 mph fall and movement with wind at wind speed). Each carries a quarterstaff of gnarled *Theg* wood which acts as a x3 spell device and enables them to immediately open a 10' x 20' x 5' pit in earth or stone twice a day.

The Keepers reside in a small but comfortable home built into the cliff side of the Buir Dom, and opening onto the high vale at 10,000'. Needless to say, they are not often disturbed.

Voriig

Voriig Kye, while not the oldest of the Dragonlords, assumes the human form of an old man who wanders the isolated isles of Vog Mur conversing with the many varieties of tropical wildlife found there. Voriig has an alternate human form: that of a muscular, tanned young man with silver-white hair. In that guise, wearing a silver tunic and sandals, he travels the seas about Vog Mur though is never seen on the land. The Dragonlord's carrack has blue sails and flies a silver flag.

In dragon-form, Voriig has a shimmering silvery hide (and has been called “The Silver Dragon” by those few who have seen him).

The Silver Dragon has raised his profile on Vog Mur in the last few hundred years, now inhabiting Encla Turic and reserving his manor atop Buir Dom as a retreat. Nevertheless, Voriig's other interests frequently keep him away from the isles for months or years at a time.



Elven Ruins At Ras Esov

7. PRÆTEN

Two peninsulas and a dozen islands along the northern coast of Tai-emer currently constitute the realm of *Præten*, (Ir.: “Many-havens”), domain of the Honakh (Ir.: “war-king” or “warlord”). His name is *Ur-Goren* (after the manner of the Præteni, ‘Ur’ is the family name, Goren is his given name), and he rules it with a fist of iron.

Like Sel-kai, Præten was colonized early in the Second Era by Shay immigrants from Jaiman. For many centuries it remained sparsely populated: isolated fishing villages along the coasts and small farming settlements inland. Laan of the Emerian Empire conquered the Shay in the Third Era, but when the empire fell they were driven off the peninsulas. The Præteni earned a reputation as ruthless — even savage — warriors, and this was to mark a fundamental change in their culture. Population pressures and leaders hungry for power made for frequent conflicts. The Præteni were forced to supplement their hunting, farming and fishing with raiding their wealthy neighbors. Danarchis to the west, Sel-kai to the east and Rhakhaan to the north meant the Melurian Straits were thick with merchant ships.

For centuries the Præten Pirates operated as isolated bands, fighting with each other as much as looting merchants. But in the last few decades, ambitious warlords began consolidating the villages and uniting the peninsulas and larger islands. Now Ur-Goren has virtually all of this region under his control. With the fall of Pochantos, the Honakh is even making advances into the mainland of Tai-emer, capturing Pochanti to sell into slavery.

Præten’s neighbors previously considered the raiders a nuisance: disorganized bands of poorly-equipped thieves. But lately the pirates seem better coordinated, with swifter ships and sophisticated weapons. They have become a serious threat to shipping, and the time is nearing when Sel-kai and Danarchis will have to take coordinated action against the pirates.

Ur-Goren, the Honakh

Essentially a military dictator, the Honakh rules through his generals and ship-captains. The former are now effectively governors of various regions of Præten, and the latter are privateers. Ur-Goren is an ambitious man but realistic; he is struggling with the reality that it is easier to conquer than it is to rule. Nevertheless, he has sent his eldest son Ur-Shaan with a large force to the Pochantos coast to establish a presence there.

Ur-Shaan

His father’s equal in ambition and cunning, Ur-Shaan is also a more charismatic and fair-minded leader. If and when he succeeds his father to power, Præten may evolve into a legitimate government under Ur-Shaan’s direction.

THE PIRATES OF PRÆTEN

Any ship in the Melurian Straits or the northern Sea of Tears is potential prey for the sea-raiders. While the Præten government denies any association with the pirates and officially condemns their actions, the Honakh in fact protects and supports the raiders in return for a cut of the spoils. They are more privateers than true pirates.

The torturous coastline and plentiful islands of Præten translate into perfect base locations for the pirates; there are countless sheltered lagoons and shadowed grottoes to hide in.

Raider ship designs vary widely. Some are former merchant vessels, but most pirate captains prefer the ??? style because it is swift and maneuverable.

Gunpowder is unheard-of on the Shadow World, so cannons or other projectile weapons do not exist. Instead, pirates use powerful ballistas and catapults (sometimes loaded with an incendiary payload) to cripple their prey. Then they employ a ballista-mounted grapple to draw alongside and board the target. Unlike some of the famous ‘honorable’ pirates like the White Swan (who is said to be quite charming and rarely harms his victims), Præteni never let their prisoners go free after robbing them. Every-

one who would not bring a good price as a slave or hostage is killed and the ship is taken or sunk. They are brutal, rapacious, and have little regard for life.

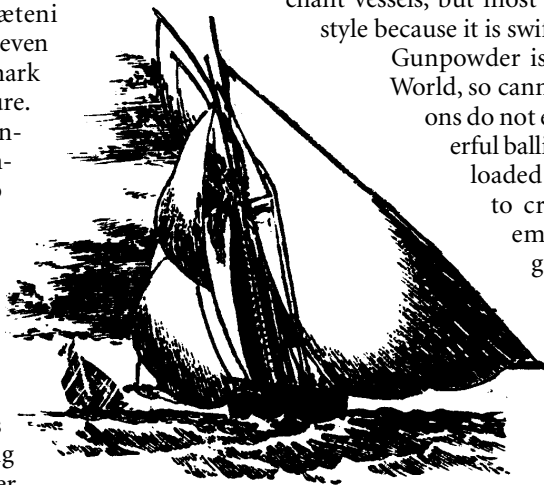
IKEYA, PRÆTEN CAPITAL

Ikeya has two distinct parts: the Old City and the Lower City. The former, built upon a bluff overlooking the mouth of the Bittrel river, is actually a surviving fortified city from the Emerian Empire. Built by Aldaron in the 12th century and named Xarth sye Vurna (OE: ‘Citadel of the Morning’), it was the easternmost settlement until Tai-emer was conquered 150 years later. It then became the secondary city of Relas after the capital, and a base for further expansion eastward. Ur-Goren has had the citadel repaired, and now within its walls is not only his castle but administrative buildings and barracks.

From his impressive fortress, the Honakh can look down upon the Lower City, a hodgepodge of wood, stone and brick structures which sprawls on both sides of the river. It is a bustling trade center; chaotic place but with a minimum of order maintained by the military.

THE FREE CITY OF XOOPA

Xooba is what some people might refer to as a ‘rough town;’ this would be an understatement. Situated just offshore from Præten’s eastern peninsula on a large atoll, it began as a pirate haven centuries ago. Now it has grown into a sprawling maze of inns, shops, residences, taverns



and warehouses, many built on piers extending far out into the shallow water of the lagoon.

Controlled (more or less) by six pirate-lords who each preside over a section of the city, Xooba is technically independent from Præten. But the pirates pay protection money to the Honakh, which they in turn have skimmed off from all operations in their district. Anything goes in Xooba: fencing of stolen goods is a favorite, though there is also a booming slave trade. Much of the city's economy is devoted to entertaining the pirates who frequent Xooba: taverns, gambling halls and brothels are everywhere. The place is also thick with pickpockets, con artists, and those who would slit your throat as soon as say 'good evening.'

Danger lurks in every shadow, and callow adventurers should especially beware: bodies float from under the docks nearly every morning, visitors thoughtfully relieved of their valuables — and their life.

Xooba's Six Districts

At one time the city was divided into 'quarters,' hence the names of four districts. The names are anachronistic now that two additional neighborhoods have been grafted on to the city.

Satin Quarter: A female pirate who is known only as 'The Duchess' runs the Satin Quarter, which specializes in prostitution, gambling and taverns. There are a few pawn shops and fortune-tellers as well, but one thing to her credit: 'The Duchess' does not deal in slaves.

Gold Quarter: The pirate Jax one-eye presides over a sprawl of gambling houses and taverns. Many a man has lost his shirt — and even his freedom — in Jax's dice games.

Blue Palms Quarter: The master of Blue Palms is a shadowy fellow, a Loar Elf by the name of X'rek. But X'rek often seems able to be two places at the same time, and many suspect that the pirate lord is actually twins. Slaves are the coin in this quarter, though fencing stolen goods, gambling and other activities are also within X'rek's portfolio.

Moonsong Quarter: Lord Morion is of Laan descent, rumored to be the black sheep of a wealthy Sel-kai family. Certainly he seems to have many contacts in that trade city, which facilitates his brisk trade in stolen goods.

Docktown: Once, perhaps, Jerich was a lean and agile pirate; some say he was even handsome. But this lord in his later years has succumbed to every vice imaginable.

Grossly overweight, he presides over debauched parties with unspeakable entertainments. He keeps a stable of catamites as well, hand-picked from his flow of slaves. This foul pirate has survived countless assassination attempts, many foiled by his vulturous personal aide, the sorcerer Vordek.

Sinking Bridges: Captain Kyras, a Nuyan with black eyes hard as læn, rules the Sinking Bridges with a cold, unemotional hand. It is said that Kyras was expelled from the Changramai monastery in his youth; certainly he has shown a terrifying mastery of the martial arts. Kyras can snap a man's neck in the blink of an eye: the grim reward for failing the pirate captain.

8·TANA: ISLES OF THE NORTH GALE

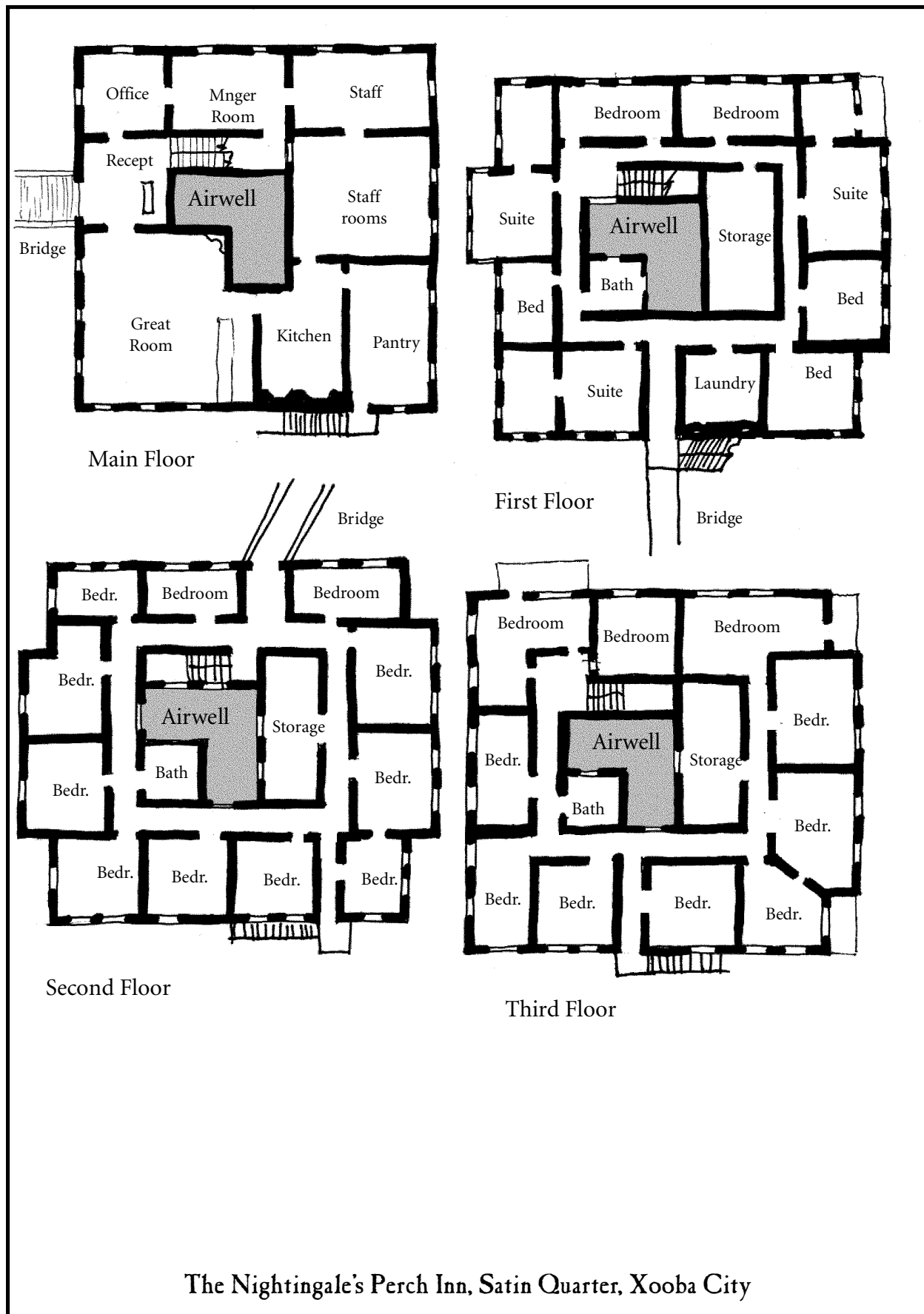
North of the Black Sharkteeth and east of the Mountains of Ash, a cluster of islands rises from the deep ocean. Five of these are of appreciable size; a handful of others nearby are but jagged spires of obsidian. These islands take their name from the powerful northern winds which buffet them year round. The reclusive inhabitants call their home *Tana*.

The isles are all ancient volcanic cores; the remainder of a cluster of mountains long ago eroded away. Now they rise out of the churning sea, fringed with shimmering black beaches and crowned with lush green forests.

One hundred miles long and forty wide, the northernmost isle of Tana is by far the largest, and its tallest peak is more than 3,000 feet above sea level. It is joined to the other isles by ancient *Coral Roads*, avenues just under the surface of the water known only to the Tana residents.

The Tanai

Erlin Elves who did not welcome the arrival of the Loari to Námar-Tol, the Tanai have a loose tribal structure. They cooperate in patrolling the shores of their refuge, always on guard against intruders of all kinds. Tanai have little patience with any outsiders, including shipwreck survivors. They especially hate Loari and are likely welcome any who invade their beach with a volley of poison arrows. While they have shown mercy on occasion, the Tanai are protective to the point of paranoia. They are not to be trifled with.



SPECIFIC INHABITANTS OF THE N.E. COASTS & ISLES

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
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Kailoq Isle

V'raqui, High Shaman	11	76	1(35)	N	Y(A)	65sc	—	10
Age: 45, Ht/Wt: 6'2", Hair/Eyes/Build: black braids/brown/slender; Dmnr: zealous. Race: Jaader/Erlin; Profession: Cleric Skills: Climb10; Swim20; Perc34; Rune25; Chan65; DirS45; Act35; Admin30; Diplom20; Lead50; PubSp65; WeathW35; Spells: Base Cleric Life Mastery, Channels, Protections; Closed Cleric Muscle law, Bone Law, Organ law, Concussion's Ways, Blood Law, Calm Spirits to 10th, Base Spell OB: 11. Directed Spell OB: 45; Items: x3 PP enhancer. PP=22 x 3.								
Orlhach, Ordainer	35	400	12(50)	N	N	250 2-h sword	—	100
Age: ???, Ht/Wt: 30', Hair/Eyes/Build: none/red/herculean, Dmnr: Cruel. Race: Ordainer Profession: Fighter PP=, Spells: Base Magician Fire Law to 20th, Dark Absolution (Ordaining). Special Abilities: Resistance of form: Resists on the Super-Large critical hit table								

Vog Mur

MAUSOLEUM GART:

Gart (Wight)	16	120	16(30)	N	Y	150 bs [cold]	—	0
Age: ??? (Undead); Ht/Wt: 7'6"/0; Hair/Eyes/Build: scraggly white/glowing red/appears muscular; Dmnr: Angry; Race: ; Profession: Skills: ; Items: . NOTE: Use Large Critical hit table								
Emeras (skeleton)	5	76	16(10)	N	Y	85 ma	—	0
Susuras (skeleton)	5	74	16(10)	N	Y	90 bs	—	0
Agonur (skeleton)	4	66	16(10)	N	Y	80 ma	—	0
Inagas (skeleton)	3	43	16(10)	N	Y	65 ma	—	0
Larias (skeleton)	3	47	16(10)	N	Y	60 bs	—	0
Brusas (skeleton)	3	45	16(10)	N	Y	60 ma	—	0
Spodas (skeleton)	4	51	16(10)	N	Y	70 bs	—	0
Rikas (skeleton)	3	44	16(10)	N	Y	65 bs	—	0
Swopas (skeleton)	3	40	16(10)	N	Y	64 bs	—	0
Frig (skeleton)	3	46	16(10)	N	Y	55 bs	—	0

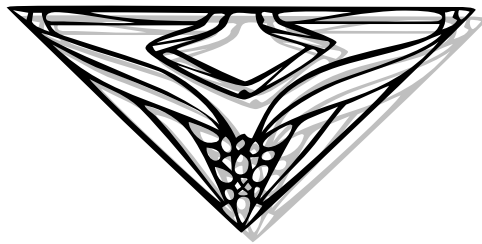
KEEPERS OF BUIR DOM:

Welsariel	18	86	1	Y*	N	75qs	45lb	15
Age: ??? (appears ≈30); Ht/Wt: 6'4"/195; Hair/Eyes/Build: Blond/blue/slender; Dmnr: reserved; Race: Linær; Profession: Animist; Skills: ; Items: Boots of Climbing +50, Cloak of Gliding (as if on a hang-glider; requires skill), Quarterstaff of Theg wood: x3 Animist PP and allows casting of Animist Aim Untrue Organic 3x per day; PP=36 x 3; Spells: Animist Base to 20th, four other lists								
Carctira	16	54	1	Y*	N	55qs	25lb	10
Age: ??? (appears ≈30); Ht/Wt: 6'3"/190; Hair/Eyes/Build: Blond/blue/slender; Dmnr: logical; Race: Linær; Profession: Bard; Skills: ; Items: Boots of Climbing +50, Cloak of Gliding (as if on a hang-glider; requires skill), Quarterstaff of Theg wood: x3 Bard PP and allows casting of Essence Deflections III 3x per day; ; PP= 32 x 3; Spells: All Bard Base to 20th, four other Essaence lists.								

Voriig Kye

Human Form:	40	190	14(120)	Y30*	A/L	240th	180kynac	25
Dragon Form:	(60)	450	12(110)	N/A	N/A	290HCl	200HBt	VF/VF
Age: ? (Appears ≈80 or 25*) Eyes: Silver. Hair: Silver-grey. Build: Slight (or muscular). Height: 5'10" (or 6'6"). 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). Spells: all Astrologer, Mentalist (and Druid) Base to 50th; Open and Closed Mentalist to 30th. Special Abilities: Resistance of form: Voriig Kye resists attacks as a Super-large creature; Large creature in human form. Breath Weapon: x6 +60 Ionized gas cloud (treat as Cold Ball but use Electricity criticals) in a cone extending up to 150' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day. Two-Hand Sword: +35 silver sword with a diamond pommel, it will take on the appearance of a silver walking-cane when Voriig utters the command-word. Kynacs: Three +30 throwing kynacs, with 3x the normal range. Telescope: A large device located in his manor on Ordye Throg, it allows Voriig to 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 for. 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: 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, 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.								
Yenor Staideyes	50	500	20(80)	N	(Y)	250HBa 2x/60LGr/250HCr	—	60
Eog Golem. Special Abilities: Resistance of form: Resists on the Super-Large critical hit table.								

• PART V •



INLAND SILAAR

1. HAUNTED WASTES OF THANOR

South of the rocky peninsulas reaching crookedly towards the Straits of Meluria, and north of the prairie sheltered between the foothills of the Ash and Rust mountains lies a barren expanse. This is the Thanor Waste. Only now is the land beginning to rebound from the terrible Devastation of Voriig; once it was green with farm and pasture, the northern breadbasket of the Thanorian kingdom.

Only the bones of this beauty survive: tumbled walls and broken highways, blasted towers and charred earth. Life has returning, but only the most tenacious of things: tough grasses and weeds, insects and reptiles. A few birds and mammals barely survive; larger game is rare indeed. Perhaps more plentiful than any living things are the undead spirits which haunt this dreary plain: spirits slain in the Devastation who know no rest and are doomed to haunt the waste for all time.

2. CENTRAL PLAINS WARLORDS

While much of northern inland Silaar is a desolate land of broken rock formations, scattered brush and dried riverbeds, the land has begun to show signs of life once again. Scattered through this region are ruthless warlords striving to carve out their own tiny empire. They are little more than brigands operating out of the ruins of ancient Emerian Empire castles.

3. THE THANOR STAND

This was once the northernmost part of the forest and to this day the earth is unable to support more than grasses and some stunted pines. Here is where the chief warrior-priest of Thanor stood against the dragon-ken and was defeated... but not destroyed.

Roth the Flamboyant

Chief among the Sorcerer-knights of Thanor, Roth Naku was master of great powers. He was also famous for being vain and egotistical; flaws which were to be his undoing. During a key battle against the forces of the Iron Gate — led by Voriig himself — Roth realized that he was in personal danger and panicked. He attempted to retreat, only making the situation more perilous. Finally, as the Dragonlord's elite

warriors closed in, Roth employed the trump card available to all great Essence-wielders: the Final Spell. But rather than courageously turning all his life force against his enemies he chose the alternative of immortality through Undeath: he transformed himself into a Lich. None on the field that day knew what befell Roth, however; to them he simply vanished. His name was cursed by his men even as the Knights of the Iron Gate cut them down to the last warrior. The Thanor Stand was a massacre.

But Roth the Lich continues. There is a sprawling castle ruin in the northernmost foothills of the mountains, said to be haunted. It is indeed, for in grand chambers beneath, Roth holds court with his new cronies: wights and wraiths and other undead of his own making. He still thinks himself handsome: his flesh like marble, his fine robes now rotting tatters.

Thanor

The men's label was ironic in sound, but it was given to Thaan alone. This was the reason for the Thanor Stand, the remains of the northern flanks of the Asamis Arg ("Great Grove"). Here, betwixt Ash and the Lake of Glass lay the remains of an army as well: the host of Roth the Flamboyant fell before the lungs of Voriig. Only the Shards rebounded and, later, when Sholach followed, the land arose to be proud.

Six went south to Ruar-Værk.

Andraax

Essay on Shards: the I-lats

twilight cathedral, filled with the whispering song of the wind through evergreens.

To the northwest, near the waters edge, an arboreal people make their home. Further south, a scourge survives from an age long ago. It sleeps... for now

SHARDS OF THANOR

One of the six I-lats, the Shards of Thanor are famous for having survived the attack of Voriig's forces when others — specifically the infamous Roth the Flamboyant — were vanquished. Some of the Sixty-six were indeed destroyed, but three of the six Lats and Orlak-Shar evaded the devastation. Seeking refuge in caves and utilizing their enchanted Portal-thrones, they waited out the war.

The Shards of Thanor differ from their brethren in that they drink blood (human when they can get it), and do not eat organs.

4. ASAMIS ARG

Along the northeastern shores of the Lake of Glass stands a mighty forest of fir and sequoia. This is the *Asamis Arg* ("Great Grove"), covering nearly two thousand square miles from the water's edge well into the hills of the Mountains of Ash. Because the land of this region is a higher elevation than the shore further south, the Great Grove escaped becoming part of the foul *Værken Mire*.

While badly burned in the destruction of Voriig, the forest has recovered and matured over the tens of centuries since. Now the great living pillars rise hundreds of feet towards the sky. There is little undergrowth within the deepest parts of the grove, only a soft carpet of moss and needles. It is like an endless

Unless a powerful mind bends the Shards to his will or they have standing orders (such as ‘guard this area against all intruders’), they revert to a low-profile ‘survival’ mode. They remain in a limited area and only consume what they need to live, awaiting a new purpose. Only the I-Lat Norg are really capable of independent thought.

Orlak-Shar

Lord of the Shards of Thanor, Orlak makes his home in a huge sequoia in the southern reaches of the Asamis Arg. Under the power of the Althan Lady *Jenkyna*, he monitors travel through the forest.

T’LOC-LOC

Named so by their reluctant neighbors because of the unique sound of their bone and hollow tree drums, the T’loc-loc are a tribal culture whose origins are lost in the primordial past. Cryptic and reclusive, they are given wide berth by the Nuyani. Residing deep in the northern region of the Asamis Arg, they are primarily nocturnal. Direct sunlight is blinding to them, though they can see well enough in the dim light of the forest by day.

5-VØERKEN MIRE

Extending two hundred miles north to south and almost eighty east-west, the vast *Ruar Værk* runs right to the shores of the Lake of Glass and up to the foothills of the Ash Mountains. Attempting to bypass the Mire on the east means travelling at a quarter of normal speed because of the rocky, broken land.

The Mire is an unrelieved swamp of stagnant water overshadowed by a thick roof of ancient trees and vines. Everywhere is the stench of rot and foul gases; clouds of insects swarm in the oppressively hot and humid air.

The scum-coated water depth can change abruptly from a few inches to ten or more feet. Boggy paths of relatively dry land meander through the swamp, but can give

way without warning, sending the unlucky traveller into a sucking mass of quicksand-like mud.

One might stumble upon ruins anywhere in the Mire; it encompasses several Thanorian towns in addition to the lost city of Thenia.

Denizens of the Mire

There are many passive threats, including trapping plants, quicksand, and sudden dropoffs.

In addition to endless swarms of normal gnats, flies and mosquitoes, the Mire’s insect inhabitants include Hemaflies, Solev Kiriki and giant spiders.

The waters are full of deadly eels and snakes.

The swamp is also the home to many unwilling undead, for the most part concentrated near the ruins. However, there are pockets of lurking Ghosts, Swamp Stars, and Corpse Candles scattered throughout the perpetual twilight of the Mire.

The Ruins of Thenia

The city once covered a hundred square miles, now the swamp covers the city — with the exception of various structures which jut up from the stinking mire. Despite this, there are many buildings and underground vaults which the oozing waters have not reached. Thenia offers many treasures for the brave and clever — or foolish.

KÆDEN

Another monstrous amalgam of Kadæna’s doing, Kæden resemble something like a gigantic praying mantis, but they differ in several ways. They are artificial creations incorporating enchanted elements. Slightly larger than man-sized, they combine maneuverability with a frightening array of offensive abilities.

Like the Shards, the Kæden are organized into six I-lats, each controlled by a Queen. Even more so than their

CULTURAL SUMMARY: T’LOC-LOC

Racial Composition/Origins: Tanai
The T’loc-loc are small (between 4’ and 5’ tall), agile beings with long limbs and pale skin with a greyish cast. Their eyes are large and pale. The T’loc-loc tongue is a strange clucking sound not related to any other known language. They also seem to communicate over distances with their peculiar drums made of the hollowed bones of a large beast.

Appearance/Dress: Cured animal skins are their only clothing, though they are often artfully crafted. They also adorn themselves with carved bone and wood jewelry.

Subsistence Method/Economy/Diet:
Hunter/gatherers; T’loc-loc forage for food, subsisting on a combination of

tubers and greens, supplemented by red meat. Rumors that they are cannibalistic are unsubstantiated (and untrue).

Political/Military Structure: Tribal, with an annual meeting of the tribe leaders. When a chief dies, a new chief is elected by the adult male population. Blowguns and obsidian daggers are the preferred weapons; the former are sometimes poisoned.

Social Structure, Customs & Taboos:
Patrilineal; hunter males dominate though older females are more revered for wisdom. Any but the most cursory relations with other races are considered unthinkable.

Technology/Science/Architecture:
TL: 1b (Middle Stone Age). The T’loc-loc employ simple stone and bone tools, have a rudimentary agriculture and two spoken language: a clucking they use in conversation and the coded drumbeats for long distance. Huts high above the ground are the homes of this arboreal people.

Religion/Philosophy/Mores: The T’loc-loc worship a deity they call *Klu-kala*, the god of Fire and Night. He is an Oread, a spirit of the nearby active volcano *Khraghon*. The T’loc-loc of the Ash Mountains stage an annual sacrifice to the god and throw a youth into the volcano.

hideous cousins, the Kæden vary in appearance and powers from one group to another.

General information

Large, faceted eyes allow 270° vision. The long, prehensile tongue is a sensitive scent organ, and antennae act as sonar. Thus, while they do not see well in darkness, (-30) their powers of scent and echolocation more than compensate. Their sonar allows them to *Detect Invisible* beings as long as the target is moving.

Kæden webs are also a potential weapon. They can either be mixed to form a tough, rigid lattice, or as a binding/cocoon form or even as an attack. The spinnerets are located on the end of an abdominal protrusion.

Like all constructs, Kæden cannot reproduce. They can, however, go into a state of hibernation, cocooning themselves with a preset awakening time.

Kæden are carnivorous creatures, and though they have no teeth, their tongue is a powerful 'needle'. They paralyze and cocoon living prey, inject a powerful reduction poison and later drink their victim's bodily fluids for nourishment.

Each stands about 7' tall on its rear legs, not counting the antennae which protrude from the large head. The attacks noted in the chart refer to their pincers ('arm' appendages), their long tongue, and finally the web, fired from the abdomen, which extends below the lower 'hips' and can be aimed separately.

Should a victim be rendered unconscious or immobile, he is enclosed in a cocoon (see above), injected with a dose of *Extreme Severity Reduction* poison and suspended in a convenient place for later consumption. On occasion, a lucky captive will only be rendered unconscious and kept fresh for a few hours until the Kæden are ready to feed.

Kæden were made in 'lats' of six (five lesser and a greater warrior) and there were six I-lat Queens.

Hear as well as a dog, see at night as in full light; -30 to activity in full daylight;

Webs can form a tough, rigid lattice and woven across doorways or a passageway, with 5-10 fibers (AT 12(20), 30 hits each fiber) which must be cut before a man could pass through. As a cocoon, treat the web as AT 20(50), requiring 100 hits — no criticals — to cut through to the sleeping creature (or captive). Each round the cocoon is delivered hits the Kæden inside has a 5% chance of awakening, after which it requires only one round of preparation before bursting from the cocoon. As an attack, the web is treated as a Large (or Huge) grapple, with appropriate criticals. The attack web has the following range modifiers:

Range	Mod
0-50'	± 0
51-75'	-25
76-100'	-50



The Værken Mire, near the ruins of Thenia

CULTURAL SUMMARY: REANDOR

Racial Composition/Origins: Nobility of primarily Laan descent (with some old Aldari blood), freemen and serf population of Shay.

Appearance/Dress: The cool, seasonal climate dictates light clothing in summer/autumn (usually cotton), and layers of heavier garments in other months (wool; velvet and lined wool for the more wealthy).

Subsistence Method/Economy/Diet: Mixed Economies. Farmers understand crop rotation. Wheat, corn, and barley crops share the rolling hills and valleys with tubers, vegetable crops, orchards of apples, cherries and pears, and grazing

lands for cattle, goats and sheep. The Reandorean diet is varied and remarkably healthy. They have a weakness for good wine, but all attempts at starting vineyards have failed. They pay a premium for wines from Danarchus and Namar-tol, brought to them by the Nuyani.

Political/Military Structure: Feudal Monarchy. A dozen counts, each ruling a town-centered county, have sworn fealty to the King. The King's knights travel throughout Reandor, but retainers to the individual county lords are more often responsible for day-to-day policing and protection.

Social Structure, Customs & Taboos: Typical feudal society with strong class distinction between Laan nobles and Shay commoners.

Technology/Science/Architecture: TL 6. Reandor retains much of the technological know-how inherited from the Emerian Empire. Important structures are stone, residences are wood or combination.

Religion/Philosophy/Mores: Church of the Pantheon is the official religion, embracing all of the Orhan deities. Other than weekly attendance, regular tithing and adherence to some common-sense behavior, it is not a demanding religion.

Kæden may alter their coloring to match their surroundings (+50 to hiding). This is especially effective when hiding among tree branches or other foliage (+80 to hiding).

Vœr-kar-kæden

This I-lat in particular loves jungles and swamps. Being particularly attracted to warm, moist climes, they found the Vœrken Mire an ideal habitat.

Kægauriss, Kæden Queen

In a cavernous lair deep within the toppled ruins of Thenia resides one of the six Kæden Queens: Kægauriss. She lounges at her ease in what was once a grand temple, attended by human slaves who worship her as a goddess.

Kægauriss is hideous to behold: a nightmare fusion of human woman and insect. Her head is — at first glance — that of a human female, albeit partially covered by an elongated, barbaric helm. However, her eyes are unnaturally large and lidless, with glittering facets instead of an iris and pupil. Instead of lips, her mouth is framed by hard chitin. And flanking her face is not a pair of large serrated cheek-guards, but a set of powerful mandibles capable of beheading a man with one snap. Her thorax also is about the size of a human torso, but six limbs extend from it. The top and bottom pairs are long and insect-like; while the middle pair are deceptively humanlike in appearance. However, the hands are actually claws designed to pull the prey close for the 'kiss.' From between and behind the bottom legs extends a large, translucent abdomen similar to that of a wasp. She also has a pair of glittering wings which are normally kept folded behind her.

THE DRAGONS

In his assault on Thanor so many years ago, Voriig had among his lieutenants the Gas Drakes *Ssoei Womiis* and *Ssoei Womuul*. Now venerable creatures indeed, they are largely responsible for making the Mire what it is. Sibling sisters, they nevertheless enjoy their privacy, and have

homes far apart in the vast stinking swamp. It is fortunate for their neighbors that the sisters are both old and lazy now, never bothering to venture forth from their comfortable domain. This is not to say that either is vulnerable: They can sense the approach of any intelligent being from miles away. They are aware of the Kæden infesting Thenia and seem not to care, the city not being near their own lairs.

Typical of their kind, the sisters' breath weapon is a noxious gas which acts as a respiratory poison and a corrosive agent.

Both dragons are a mottled green in color with a black underbelly. Their horns are a beautiful translucent green almost like læn.

5-REANDOR

Nestled at the knees of the Rust Mountains, the tiny kingdom of Reandor is a throwback to the Emerian Empire. It has survived virtually intact for these millennia partly because of its geographic isolation. The mountains provide protection not only to the west, but by steep spurs to the north and south. East of course lies the Lake of Glass, whose shores are steep, convoluted and rocky along this side.

Reandor itself long predates the Empire. The city of *Tendorn* on the river *Mormiren* traces its origins well into the Second Era. Even then its population was primarily Shay; the cool, moist climate in the hills was not to the liking of the Jaaderi of Thanor. It survived the fall of Thanor and the Wars of Dominion largely through geographic and political isolation.

As the Third Era saw a slow healing, *Tendorn* rose as a modest commerce center, and soon its influence spread to cover a number of towns in the region. There was cautious trade with some Nuyani clans, but in general they kept each other at arms' length — as they continue to do today.

SPECIFIC MONSTERS OF INLAND SILAAR

Type	Bs Lvl	Rt	MxPce/ MMBns	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Northern Waste										
Ghosts										
minor (II)	3H	75	Spt/10	MF/MF	M/LA#	55A	1(40)*	40MCl/Special(3 Con pt/rnd)	1	Bellig.(AV)
lesser (III)	7H	100	Spt/20	FA/FA	M/LA#	100A	1(30)*	60MBa/50We/Special(4 Con pt/rnd)	1	Bellig.(AV)
greater (V)	15H	130	FSpt/30	VF/VF	M/LA#	165A	1(50)*	110WE/90LBa/Special(5 Con pt/rnd)	1	Bellig.(AV)
Ghouls										
lesser (I)	1A	50	Spt/20	SL/MF	M/I#	25D	4(10)	25SBa100/30Scl†/10Sbi†	1-10	Protect (NO)
greater (II)	3H	65	Spt/20	MF/MF	M/I#	50E	4(20)	40MBa(%)Scl†/45We/Special	1-5	Protect(NO)
Wraiths										
lesser (IV)	10C	70	Dash/30	MF/VF	M/II#	120D	1(70)*	80We[Cold]/70LBa/Special/Spells	1-6	Cruel (SU)
greater (V)	15F	60	Dash/20	MD/BF	M/LA#	165E	1(50)*	100We[Cold]/90LBa/Special/Spells	1	

Asamis Arg (Great Grove)

Shards										
Lesser	15H	1000‡	Dash/50	BF‡/BF‡	M/II	175G	12(50)‡	120lcb(2x)(Slash)/poison\$	5	Cruel(AV)
Greater	25H	1000‡	Dash/50	BF‡/BF‡	M/LA	225H	12(50)‡	150lcb(2x)(Slash)/poisn\$/100Bolt‡	1	Cruel(VH)
Orlak-Shar	45	1000†	Dash/50	BF†/BF†	M/LA	300	12(90)*	220lcb(2x)(slash)/Poison3 /Bolt 170†	1	Cruel (HI)

Værken Mire

Kæden										
Warrior	8	100	FSpt/30	F/VF	M/I	80	11(40)	50MPi(2x)/80LSt*/60LGr	1-5	Hostile (MD)
Leader	12	120	FSpt/40	F/VF	L/LA	120	11(70)	80LPi(2x)/110LSt*/80LGr	1	Hostile (AA)
Queen	30	90	Spt/30	MF/F	L/SL	280	12(100)	160HPi(2x)/140HSt*/150HGr	1	Hostile (HI)
<i>Breath Weapon: x3 +50 Cold Ball in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day.</i>										
Gas Drakes										
Ssoei Womiis	38G	100	FSpt/15	MF/FA	H/SL	450G	20(55)*	140HBi/160HCl/130HBa/90HHo/150GBr**	1	VH
Ssoei Womuul	34G	100	FSpt/15	MF/FA	H/SL	420G	20(50)*	110HBi/140HCl/110HBa/90HHo/120GBr**	1	VH
Corpse Candle (III)	7H	-	-/-	-/-	M/I#	100A	1(30)	Spell/Special(4 Con pt/rnd)	1	Cruel (LO)
Corpse Lantern (IV)	10H	-	-/-	-/-	M/II#	135A	1(40)	Spell/Special(5 Con pt/rnd)	1	Cruel (LO)
Firephantom (III)	5C	100	FSpt/30	FA/FA	M/LA#	90F	1(50)*	50FBall(its body)/Special	1	Special(AV)

Notes:

* Indicates DB and/or AT is due at least in part to enchantment.

** Gas breath is a cone 200' in length and 100' in with at the extent of range, roll on *Cold Ball* table, 5x hits. Gas is a **respiratory** poison; critical means target must make a RR vs Dragon level.

MILITARY FORCES OF INLAND SILAAR

Type/Rank	Home/Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
Warlords									
Castle Guard	Shay	50	1	25	9(25)	Y	50 ss	25 sb	5
Knights	Shay	15	3	60	15(35)	Y	90 bs	35 da	5
T'loc-Loc									
Warrior	T'loc-loc	300	3	50	1(20)	N	60 dagger	90blw gn	20
Reandor									
City Guard	Shay	350	3	55	9(15)	N	65 qs	—	10
Soldiery	Shay	3,000	2	36	15(35)	Y	45 ss	30 lcb	5

From the balcony of his upper audience hall, the priest-king of Rochanto watched the emissary as he approached the hall. Despite this hot summer day in Dúbach, L'chye Hferónath failed to suppress a chill.

Who is this ambassador? He claimed to come from the distant land of Jaiman; what his purpose was, L'chye could not imagine. He was not sure why he even agreed to see this man... except that he somehow feared to refuse. He should be resting; the king was tired of the Lankan war and weary of bad news.

Flanked by his bodyguard of four stoic Changramai warriors, the emissary walked in unhurried strides down the Avenue of Ancestors to the palace gates. The hood of his flowing black robe concealed his appearance.

The priest-king took his throne, adjusted his yellow silk robe, and nodded to the doorwards.

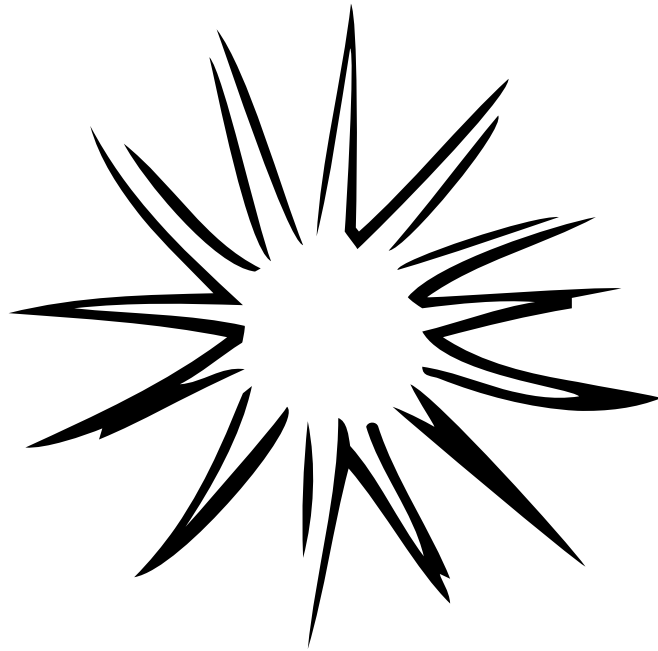
The massive bronze doors of the audience hall swung open; pastel banners hanging from the high ceiling barely rippled in the faint breeze. Twenty palace guards in bronze armor entered in two columns to take their places along the colonnaded aisle.

Then the emissary strode in. He didn't look back or even pause as his guards were stopped at the door. He came to within fifteen feet of the throne and bowed his head.

His voice was muffled by the hood as he intoned the correct address. "Greetings, Lord of the Rochanti, son of the god I-chaal, protector of the people of the Golden Plain. I am honored by your attention."

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

The emissary pulled back his hood with both hands. The priest-king's eyes widened. This was a young man of no more than twenty summers! Not an Elf, but a man, with bronzed skin, eyes like sapphires and hair blacker than coal. He spoke then with a clear ringing voice which echoed high into the arched heights of that audience hall. "I am the Nameless One. I bear a warning."



· PART VI ·

LANKANÔK

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

While technologically not the most advanced culture on the continent, the Lankani possess quick minds and an aggressive nature. They have conquered nearly all of the once-isolated tribal communities around them, and just ten years ago defeated Pochantos, a kingdom to the north along the coast. Now they control virtually all of Tai-emer.

1.THE PEOPLE

Origins

This people is believed to actually be native to Emer, unlike most of the other races now found here. They were almost wiped out by the Emerian Empire, but have since rebounded and their bloodthirsty god-king threatens to overwhelm the northeastern quadrant.

Physical Traits

Typical of the Jaader race, Lankani are characteristically tall and powerfully built with red-brown skin and coarse raven hair. Most have a prominent, hooked nose and large, almond-shaped eyes with brown irises. The distinctive high forehead is even more pronounced on older men, since their hairline often recedes in middle age.

Attire & ornamentation

As with many cultures, a Lankani's clothing is a reflection of his social and economic status. An explanation of the class terms used here can be found later in the section.

In general, finely woven lightweight linen and silk is the fabric of choice for the privileged. Those of lesser means wear coarse, undyed muslin or ramie. The warm climate dictates that all clothing be light and loose-fitting.

Regarding Women: as befitting their inferior place in society, women are forbidden to wear any sort of jewelry,

silk, or decorated clothing. (The only exceptions are the Khurtûm's wife and daughters, and those very few women declared to have a man's soul.) All women must keep their body from neck to knee covered at all times, and non-Lankani females are required to keep their hair short and completely covered, their heads bound in a turban. Women in the city are expected to cover their mouth with a scarf or be assumed to be a prostitute.

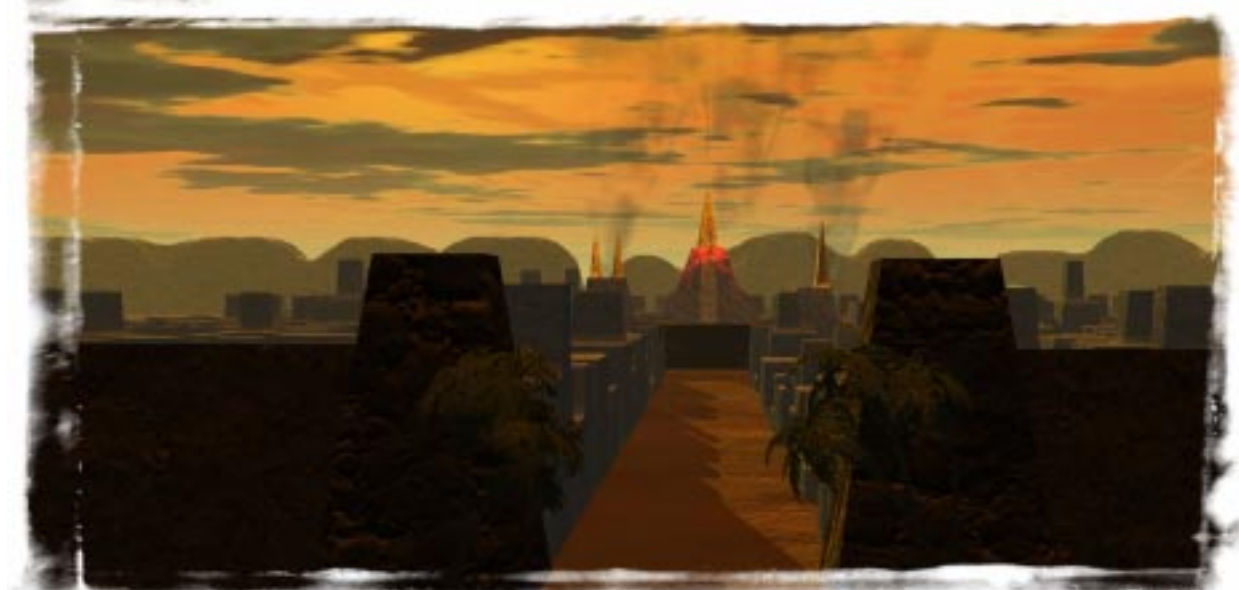
Royal Family & Landowners: In the city or indoors during the day, men wear a tunic or open vest and baggy breeches of brightly dyed silk or linen with a sash, and a long flowing stole or robe. Daytime wear may have some simple embroidered trim, while garments for social events have elaborate embroidered designs with glass or jeweled beading. Hair is usually worn long in a ponytail or beaded braids. Outdoors, a lightweight hooded robe of white cotton or linen is worn to protect from the burning sun.

Gold is the metal of the sun and so highly prized for jewelry. Men will wear a dozen gold hoops through multiple piercings in their ears. Many also have pierced nipples. They will adorn themselves with rings and wide bracelets, and wear heavy golden torques around their necks.

Free men: Always trying to imitate the landowners, these tradesmen and merchants like to wear the finest brightly-colored tunics and robes they can afford — usually cotton or linen rather than silk. They will also flaunt what wealth they have in gold earrings and torques.

Peasantry: Plain undyed cotton shifts for the women and a tunic and kilt for the men is the rule. Most men will have one 'dress' tunic of dyed cotton with some embroidered decoration.

Slaves: All are given a rough muslin shift. Undergarments consist of cotton rags beaten until fairly soft. All slaves' ears are notched and they are branded on the forearm



The city of Kenezan

with the symbol of their owner's house. Many male slaves are castrated.

LANGUAGE

Mavaun is the primary spoken tongue of the Lankani. Their written language is hieroglyphic and known only by the aristocracy and priests. While no Lankan would admit it, *Mavaun* is originally the Pochanti's invention and was adopted by the Lankani because knowledge of the old Thanorian language was lost.

2-DIET & ECONOMY

Corn and beans are staples of every Lankan diet, supplemented by eggs, fowl, fish and shellfish near the coasts, and some fruits and vegetables. Red meat such as beef, pork and mutton is foreign to them and in fact is toxic to most Lankani.

Corn is often ground into a meal and used to make a tortilla-like pancake to wrap other foods. The Lankani favor hot peppers and spices in their food, making a challenging meal for outsiders.

Produce/Exports

The fields of Lankanök produce corn, cotton, flax, beans, hot peppers and other staples. Papyrus is cultivated along the rivers and canals. Flax plants yield not only linseed oil but linen cloth. Papyrus stalks are beaten and dried to make writing materials. From mines in the Spine of Emer come precious stones, gold and other metals, and from the conquered lands come slaves.

The Emerian hills are watered by many streams and more frequent rain than the steppe. Here the Lankani grow cocoa plants, whose treasured beans are the source of chocolate, cocoa, and cocoa butter. Also grown here is hemp for rope, bananas, and the Ortoga plant, source of the popular drug *Gort*.

Imports

The Lankani cannot have enough pure gold. There are off-color jokes told in Sel-kai about what you can get a

Lankani to do just by waving a gold nugget in front of his eyes. Wine is also in great demand, and silks from the Nuyani fetch a high price.

Coinage

Gold, silver and bronze rings are tied on hemp loops and worn at the belt or around the neck on a torque.

3-GOVERNMENT

The Lankani call their king *Khurtûm* (M. "god-king"), and he is considered divine, the literal son of the Serpent-god Klysus. Thus, the Lankan Empire is a Theocracy in which the *Khurtûm* theoretically wields absolute power. However, the landowners meet regularly in council and apply political pressure on the king when their interests are affected. The high priests have also at times swayed the will of the divine ruler. Outside of the capital, cities and provinces are ruled by Viceroys: appointed officials who are often members of the *Khurtûm*'s extended family.

All high-ranking members of the government bureaucracy are priests — at least in name.

MILITARY STRUCTURE

Traditionally, the *Khurtûm* leads his armies into battle, but frequently one of his sons acts as proxy. Landowners and their male family members serve as commanders and knights, often mounted on trained *Srill* (large bipedal lizards). The great bulk of the army consists of peasant foot-soldiers.

4-SOCIETY

Lankan society is composed of four distinct castes, and beneath the lowest caste are the slaves and outsiders (most of whom are not of the Jaader race). Movement upward within the castes is rare, though downward is not.

SOCIAL STRUCTURE

Following is a breakdown of the Lankan castes.

CULTURAL SUMMARY: LANKANI

Racial Composition/Origins/

Language: All but slaves are exclusively of the indigenous *Jaader* race. All speak *Mavaun*; only priests and nobles understand the written hieroglyphic alphabet. Members of the aristocracy, priests and some commoners know some Shay and Erlin.

Appearance/Dress: Common men wear only a cotton loincloth, women a plain shift, and woven hemp sandals. Aristocrats don brightly colored togas & golden jewelry on special occasions.

Subsistence Method/Diet/Economy: Slash & Burn Agricultural/Mixed

Economies. Cornmeal is the central staple, supplemented by vegetables & fruits, and some fish. Gold & silver rings of various size are the coinage, worn on belt loops.

Political/Military Structure: Monarchy/Theocracy: divine emperor has absolute power, administered by the priests. Nobles and priests are military officers, and elite mounted forces; slaves make up the foot soldiery.

Social Structure, Customs & Taboos: Rigid caste system. Daily life highly ritualized, especially for the priesthood and city dwellers. Women and non-

Jaader are considered 'property.' Men practice polygamy but adultery is forbidden.

Technology/Science/Architecture: TL 2b Late Bronze Age. Gold and bronze art is superlative; astronomy and mathematics is relatively advanced, and they possess a runic writing system. Most buildings are of adobe with thatch or tile roofs.

Religion/Philosophy/Mores: Religion centered around Klysus and Akalatan, demanding, unforgiving gods.

Khurtûm & The Sanctified: The Khurtûm, the priests, and extended royal family make up the *Sanctified*, the pinnacle of the Lankan social pyramid. One is born into it (as a relative of the Khurtûm), marries into it (a rare event), or is inducted as a priest. Priests are chosen from all other levels of society. Priests designated as ‘selectors’ travel all over Lankanôk in search of new acolytes for the Priesthood, choosing the most strong, bright and handsome prospects. Members of the royal family enjoy a life of leisure, able to indulge themselves in almost any pleasure they can imagine.

Landowners: This class consists of the Lankani whose ancestors were granted land by the grace of the Khurtûm. Those ancestors were often former military officers who

served valiantly in successful campaigns; a certain percentage of the newly-won land was given to the officers. They — and their families — become members of the elite class, not unlike nobles in a feudal society. Men of landowning families are considered *citizens*, presented with an amulet bearing their house symbol as part of their manhood indoctrination. All such families also have a villa in Kenezân where they spend much of their time hosting lavish parties for their fellows.

Free men: Concentrated in Kenezân and a few other cities, these men are skilled artists and craftsmen, and those skilled in the ways of commerce. Potters, bronze smiths, scribes, stone workers, weavers, bankers, and all kinds of merchants are members of the Artisan society. While not

THE DAWN OF THE

The people of Lankanôk are of this land: tall and proud and brown like the spires of rock which defy the desert winds. These are but a few legends from their rich history. First, the tale of how the great god Klysus created Akalatan, who in turn fathered the Jaader race. Second, how the eastern children of Thanor strayed from the true religion, and Klysus sent his blood-son Akalatan the Sire to free the people from these heretical sorcerers by fathering the Serpent Twins. Third, the story of the Chosen One, Karzôk, who builds again the Realm of the Sun and Sword and paves the way for a new line of god-kings, children of Akalatan’s loins. Finally, the prophesy of the return of the Twins, who will ring about a new era of prosperity and power for the Lankani

Long ages ago, before the children of the earth were born, the gods fought amongst themselves for dominion over the lands. Because it was his job to bear the sun across the sky, Klysus was absent when lands were apportioned. When all was done, the cheating Lords of Orhan had left only desert and arid steppe for the sun god. Klysus, determined to have his own children, knew that he must make a great sacrifice so that they would be strong enough to survive in this parched land. Taking a blade of sharpest obsidian, Klysus cut out his own heart and hurled it to the earth. He tumbled from the sky and the light failed, even as his heart beat on the dusty ground.

In this darkness a miracle happened. The heart, as if it were a womb, burst open and from it emerged Akalatan, in form a full-grown man, tall and virile as a god. All that night Akalatan cast his fertile seed upon the mother earth, and from it sprang the people like hardy stalks of corn. Akalatan the Sire then told his children that they must give thanks to Klysus and make sacrifice to the Sun-god so that he may return. From among them Akalatan chose two, the most handsome man and beautiful woman. First he gave them his seed to remind them of the gift of birth, then he took their hearts and offered them up to Klysus. The Sun-god accepted these still-beating organs as his own and found strength to raise the day-orb again. He looked down upon the land and was pleased by his new children.

But in his excitement, Klysus drew too close to the earth and the people’s skin was burned. Akalatan bade Klysus return to the heavens, but not before the children of the sun were browned by the intense sun.

The Sire then chose men from among the people and instructed them in necessary rituals. Every day they must make sacrifices to Klysus because human hearts can sustain him for only a short time. They must also remember Akalatan and the power of his seed. Thus were founded the priesthoods of Klysus and Akalatan, of death and rebirth.

as important or powerful as Landowners, they are respected for their skills. And as Lankanôk metropolitan areas grow, they are gaining wealth and power.

Peasantry: The bottom of the social ladder — except for slaves — peasants have restricted rights, but still hold certain personal freedoms. They must be paid for labor (though they get very little; not enough to live on without support from the landowner) and cannot be prevented from moving as they wish in the realm. However, they have no land of their own, and often no reason for loyalty. Peasants are usually employed as household servants and foot-soldiers.

Slaves: serve two purposes for the Lankani: as labor for the farms (even the peasantry is not expected to toil in the sweltering fields for extended periods) and for sacrifices to the god Klysus.

About the Sexes

In general, women are considered second-class citizens, useful primarily as servants and wombs to grow more men. There are no women priests or artisans; even females in landowner families must at all times show deference to the men. With the exception of the Khurtûm's daughters, they even have limited value as sacrifices, considered to possess an inferior soul. It is assumed that women are not

KINGDOM OF THE SUN

For long ages the Children of Akalatan lived in simple prosperity as they remained their devotion. Slowly however their hubris grew, and they began to turn away from worshipping the gods. These Thanorians sought power for themselves, finding ways to wield godlike powers without the permission of the Sire. Klysus was angered, but Akalatan sought a way to save his children from a seemingly inevitable fall.

Akalatan visited a princess of Thanor and gave her the gift of his seed. She gave birth to the divine twins Sendar and Sendil. They sought to turn the people back to the true way, but it was too late. Thanor fell to outside enemies.

Unwilling to let his finest children perish, Akalatan cast Sendil and Sendar into a deep sleep, to wait for a time when they will be welcome again.

For many seasons the Jaaderi suffered the ill favor of their fathers, their past glory a fading memory.

At last there came a warrior named Karzôk Lankan, a clan-leader who had a vision for a greater future. He prayed to the serpent gods and offered to sacrifice anything in return for their renewed favor of his people. Akalatan visited Karzôk in a dream and told the warrior that first he must sacrifice his only son to Klysus. This he did, offering the strong young heart while his wife screamed in horror. Klysus was pleased, so Akalatan visited Karzôk's wife that night and

impregnated her. Then he joined with Karzôk, saying as he gave up his enchanted seed, "After tonight no mortal man can harm you."

The god's words were truth. No man's blade could harm Karzôk, and he soon conquered all the neighboring clans. Meanwhile his wife suffered in a dark dream from which she could not wake. Four months later she gave birth to a strong boy. Karzôk named his son Akaal, and the child grew to be tall and strong, and skilled in the arts of channeling.

Karzôk ruled most of the steppe of Tai-emer, naming it the domain of Lankanôk. He made the city of Kenezân at the mouth of the T'voca river his capital, and built great temples to honor the serpent gods Klysus and Akalatan. When Akaal reached his eighteenth year, he was inducted into the Priesthood of Akalatan. When the temple complex at Kenezân was complete, Akaal presided over the dedication ceremonies. These consisted of solemn rites and sacrifices, a drunken revelry and orgy, and finally another sacrifice: Akaal murdered his father atop the Temple of the Dying Sun, saying "no mortal man am I, father!"

Akaal declared himself the Khurtûm (M. "Son of the gods" or "divine son") and king of Lankanôk.

From the Codex Akalatan

as intelligent as men and are incapable of being leaders or warriors.

A very few women have transcended this barrier by showing themselves to be superior warriors or administrators; those have been named honorary citizens by the Khurtûm. One, *Merula'a'an*, currently heads the *House of Blue Palms*, a sprawling estate south of Kenezân. She took over the farm when her husband died, concealing the fact of his death for three years while she improved its efficiency. When the truth was revealed and her nephews demanded their inheritance, it is said that Akalatan spoke to the Khurtûm and had him grant the house to her. In effect, it was declared that *Merula'a'an* had a man's soul.

DAILY LIFE

The average day for an inhabitant of this land will range from a sampling of pleasures and relaxing artistic pursuits to backbreaking labor in sweltering heat from dawn until nightfall. A small minority of elite reaps the rewards earned through the toil of a vast majority of slaves and servants.

Those with any spare time or cash might spend it playing a dice game and drinking an alcoholic beverage made from corn; other play an athletic game involving teams, an air-filled ball (a srill-bladder is used), and goals at either end of a court. A more sophisticated version of this game is played by trained teams in the great courtyard for the entertainment of the nobles.

CUSTOMS

There are many social niceties in polite Lankan society, but one is of particular note, a rudeness that is also considered a crime. It is considered the height of disrespect for anyone of lower rank to meet the gaze of someone of higher rank. For instance, a slave must never meet the gaze of his master, and even citizen lords never dare to look up to face the Khurtûm unless invited to do so. The penalty for this affront is flogging; repeat offenses can lead to blinding or execution. Because of this, people of Kenezân — especially those in the inner city — spend a lot of time looking at the ground.

TABOOS & CRIMES

Most of the offenses listed below apply only to Lankani unless otherwise specified. Allowances are made for 'heathens' visiting Lankanôk to trade or on other legitimate business.

Worship of any gods besides Klysus and Akalatan is punishable by death, usually sacrificed to Klysus. The practice of 'sorcery' (i.e., any spells except as a priest of Klysus or Akalatan) is also a capital offense.

Adultery is a crime and a sin against Akalatan, though punishment is much more severe for a woman than a man. For men, sex with a prostitute is not considered a crime. Procreative sex with anyone not of the Jaaderi is considered to be defiling the purity of the race. Death by stoning is the penalty for any Jaader woman who commits this crime. Homosexuality (except among the priests of Akalatan, where it is considered a sanctified ritual act) is forbidden.

There is a lengthy list of crimes against the Citizens and Sanctified, violation of the least of which means death for the offending slave or peasant. Free men and outsiders are treated with some leniency, but even the visitor who offends out of honest ignorance may find himself hauled away to the slave block or worse.

5-ART & SCIENCE

While in general this society's rigid social structure and repressive religious atmosphere discourages artistic freedom, there are some talented musicians and artists in Lankanôk. Most serve in households of the wealthy while a few are free men who travel from place to place and perform or create in return for food, lodging and a dispensation. Popular musical instruments are chimes, a flute-like instrument made of bronze, and a lyre. Common visual art forms are mosaics, ink-on papyrus, and bas-relief.

Technology

The Lankani culture is technologically at a state similar to the Terran Late Bronze Age. Gold is shaped in a number of creative ways for decoration, and bronze is used for practical purposes such as weapons, tools, etc. Those with enough money and the right contacts buy iron or steel, but few are willing to trade openly with the Lankani except Ardania.

Lankan astronomy and mathematics is relatively advanced; the priests of Klysus have developed an accurate calendar.

ART & ARCHITECTURE

In this land with few trees, wood is a scarce and valuable commodity. Most residential buildings are adobe bricks and religious/civic structures are constructed using locally quarried limestone.

There is not much decorative art to be seen in Kenezân. Some noble houses have wall murals, and the palaces feature elaborate mosaics, but few outside of the anointed may ever gaze upon them.

Special Materials

The tops of all the greater pyramids are adorned with huge crystalline yellow pentahedrons. These 'gifts of Klysus' are powerful channeling devices fashioned of yellow-gold læn. They are priceless, indestructible, immovable, and they have special powers.

6-LANKAN RELIGION

Religion and ritual permeates all aspects of life within the Lankan Empire. The Lankan people worship a complex array of gods and demigods. Above all the others stand two: Klysus and Akalatan. In simplistic terms they represent death and birth, respectively.

Death and Rebirth

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 Charón 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. The 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.

NUMBERS, CALENDARS, & RELIGIOUS RITUALS

The Lankani rely heavily upon ritual and ceremony to structure their lives. The Sun priests use numbers extensively, and are accomplished mathematicians and astronomers. Their calendar is complex and very accurate, though quite different than that of other cultures.

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.

The Importance of Numbers

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 activities.

It seems all of Kenezan was crushed into the square on this sweltering day: the day for a special offering to Akalatan. As the sun burned overhead, Phar Ahnekar — high priest of the Snake god and charismatic son of the god-king — lead a procession of brawny priests along the Avenue of Kings. In their midst stumbled Pochanti prince Q'venna, bound by heavy chains. He looked to be a mere youth, handsome in a delicate way. The road was lined with citizens shouting curses and chanting. When they arrived at the Courtyard of Temples, Q'venna was stripped naked. The crowd roared.

A pair of guards half dragged the prisoner up the Hundred Steps of the great Pyramid of the Snake to the Temple of Union.

Q'venna was manacled on his hands and knees over the Joining Stone before the altar of Akalatan. With sacred oils from nearby bowls, Phar Ahnekar ritually cleansed the Pochanti prince, smearing the glistening liquid all over his smooth flesh. The high priest began to chant. It was taken up by the priests and reinforced by drums. The crowd joined in and soon the air was vibrating with the slow rhythmic pulse.

Attendants removed the High Priest's embroidered robes and anointed him with oil, preparing him for the Joining. Then, in an act far more degrading and effective than a blood sacrifice, the warrior-priest raped the trembling young prince. Q'venna cried out once, but afterwards bore his humiliation in agonized silence.

The crowd's chant rose in volume and increased in speed, in time with the priest's brutal thrusts, until seemingly as one the entire gathering released its violent passion. Phar Ahnekar arched his back and let out an animalistic roar which carried across the court. The drums rolled and the horde went wild. The High Priest separated from his victim and entered the temple, his attendants draping a cloak over his broad shoulders.

Q'venna was then not even given the dignity of death: instead he was hauled down and imprisoned near the priest quarters, to 'serve at the pleasure of the Brethren of Akalatan.'

As perverse and brutal as this event was, its effectiveness cannot be denied. The raw power and sexuality only served to add to the mystique and influence surrounding the Priests of Akalatan.

Secret Report to the Joremaster High Council

By Gnaak Phonn, Observer at Kenezan

Charón

The 'Third Moon' (as Charón is sometimes called, because of its relative distance from Kulthea) is the home of Klysus and Akalatan. Because of this, it is the basis of the Lankan calendar. It has a very unusual polar orbit which 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 Calendar

The Lankani divide the year into seventeen Charón-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 Charón 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 Charón's orbit (7 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 Charón 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 Charón'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.

Important Events

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.

THE DUAL PRIESTHOODS

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 which consult with the king. A few among them also conduct the blood-drenched rituals upon the Temple of Separation.

Much larger is the *Brotherhood of Akalatan*. 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.

The interrelationship between the Khurtûm, Akalatan and Klysus is a complex and fluid one, difficult for outsiders to understand. Even the average Lankan peasant would have a hard time explaining it.

KLYSUS, MASTER OF THE SUN

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 carries the sun across the sky every day only by the strength given by the Lankani sacrifices.

Slaves and prisoners of war are usually the victims, but on certain occasions only a Lankan — or even 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.

The Cult of Klysus

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.

Symbols: red-rayed golden sun, hooded cobra. Gold and red

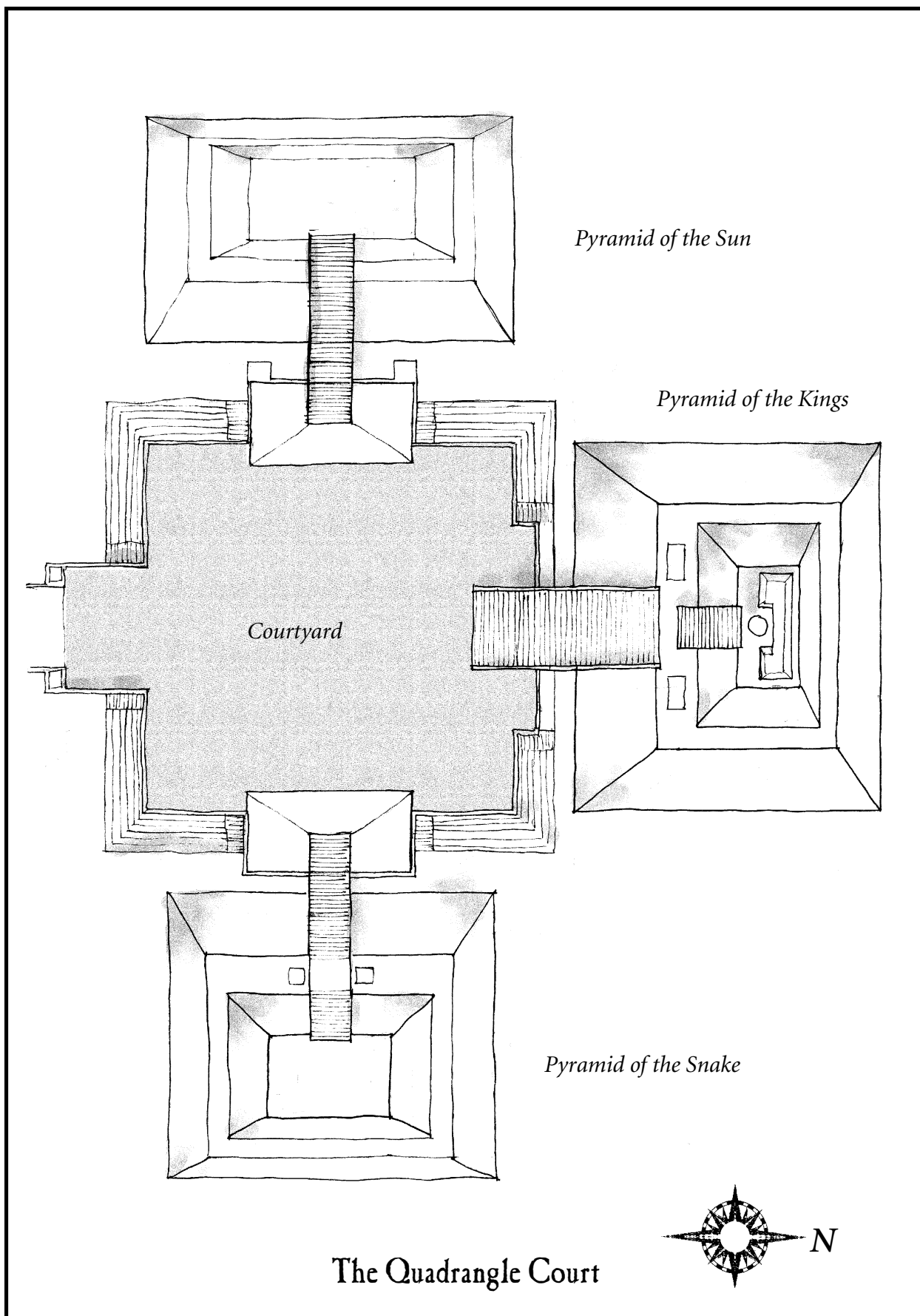
AKALATAN, LORD OF NIGHT

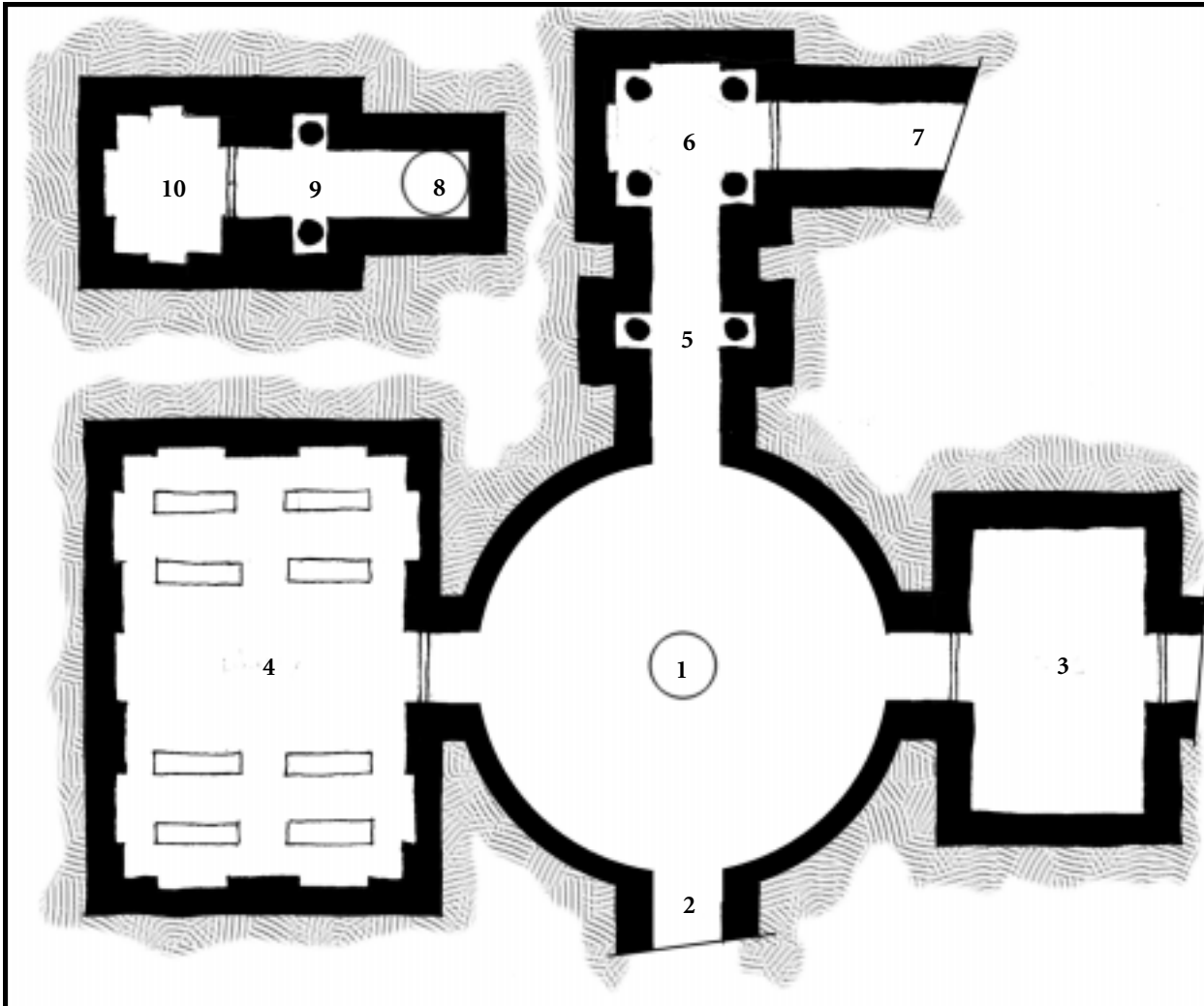
According to legend, Akalatan is Klysus' son, born from a union with the first chieftain's wife Zania. For her reward Klysus made Zania a demigoddess, charioteer of Charón.

Akalatan is a closer god to the Lankani, in a way he is *their* father. He is god of fertility, rebirth, and passion. Souls



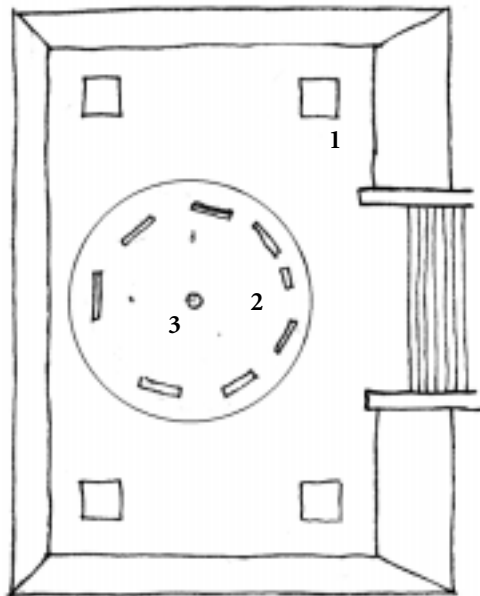
Prince Q'venna on the Stone of Days





Temple Summit

1. **Obelisks.** Four crystalline yellow laen pentahedrons stand atop this temple pyramid, one at each corner. They can be used to create an Essænce focus, a barrier around the summit, and to transport anything inside their perimeter, all at the will of the wearer of the *Sun Torque*.
2. **Observation Platform.** A large stone disk-shaped platform dominates the summit of the pyramid. Around the perimeter are a number of metal obelisks covered with heiroglyphics and holes. These are used for astronomical observations. The entire disk rotates as well.
3. **Central Pedestal.** Five cabochon inlays surround a yellow laen pyramidal object. Pressing the gold inlays in combinations with the silver one as an activator cause the entire platform to rotate to designated orientations. Holding down all four gold and pressing silver causes the platform to lower like an elevator into the underground chamber.



The Pyramid of the Sun

Sun Pyramid: Underground

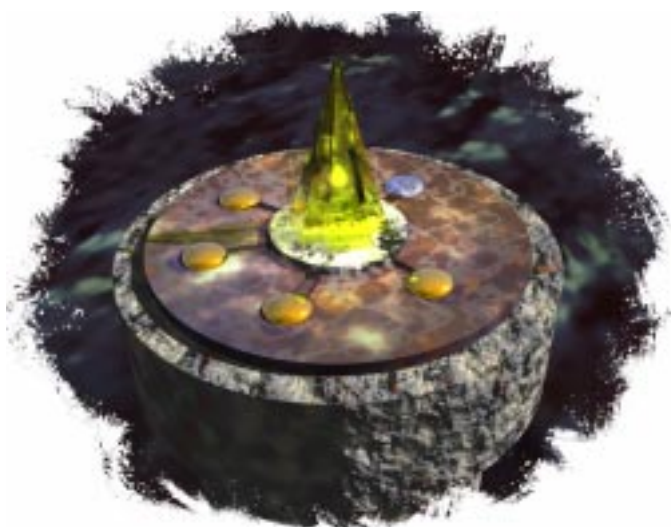
1. Chamber of Stars. The platform comes to rest in the center of this domed chamber, faced in black granite. Glittering white gems mark star positions in the dome. If one taps the silver cabochon 3x and twists the pyramid, the platform lowers into the Vault (8). Pressing the four gold cabochons simultaneously sends it back up.
2. Passage to Quarters. Turns west and leads to the Sun Priest compound.
3. Interview chamber Iron doors are locked (+20) on this side, leading to this room, where combatants and sacrifices are 'prepared.' The other doors lead to the staging area underneath the court.
4. Library. In the center of the room, inside a locked (+70) glass case is the *Syka'av Klytaru* (The Book of Lord Klysus).
5. Sentinel pillars. All those not wearing a Priest of Klysus torque must RR vs 20th lvl Stun Word.
6. Ritual cleansing chamber. Priests anoint themselves with oils kept in bowls along the wall.
7. Passage to Throne Room.
8. lower level of platform elevator.
9. Sentinel Pillars. Only the Wearer of one of the Three High Torques may pass; others suffer a 50th lvl Blinding Word.
10. Inner Vault. The Heart of Agoth is here on a stone pedestal.

Snake Pyramid Temple Summit

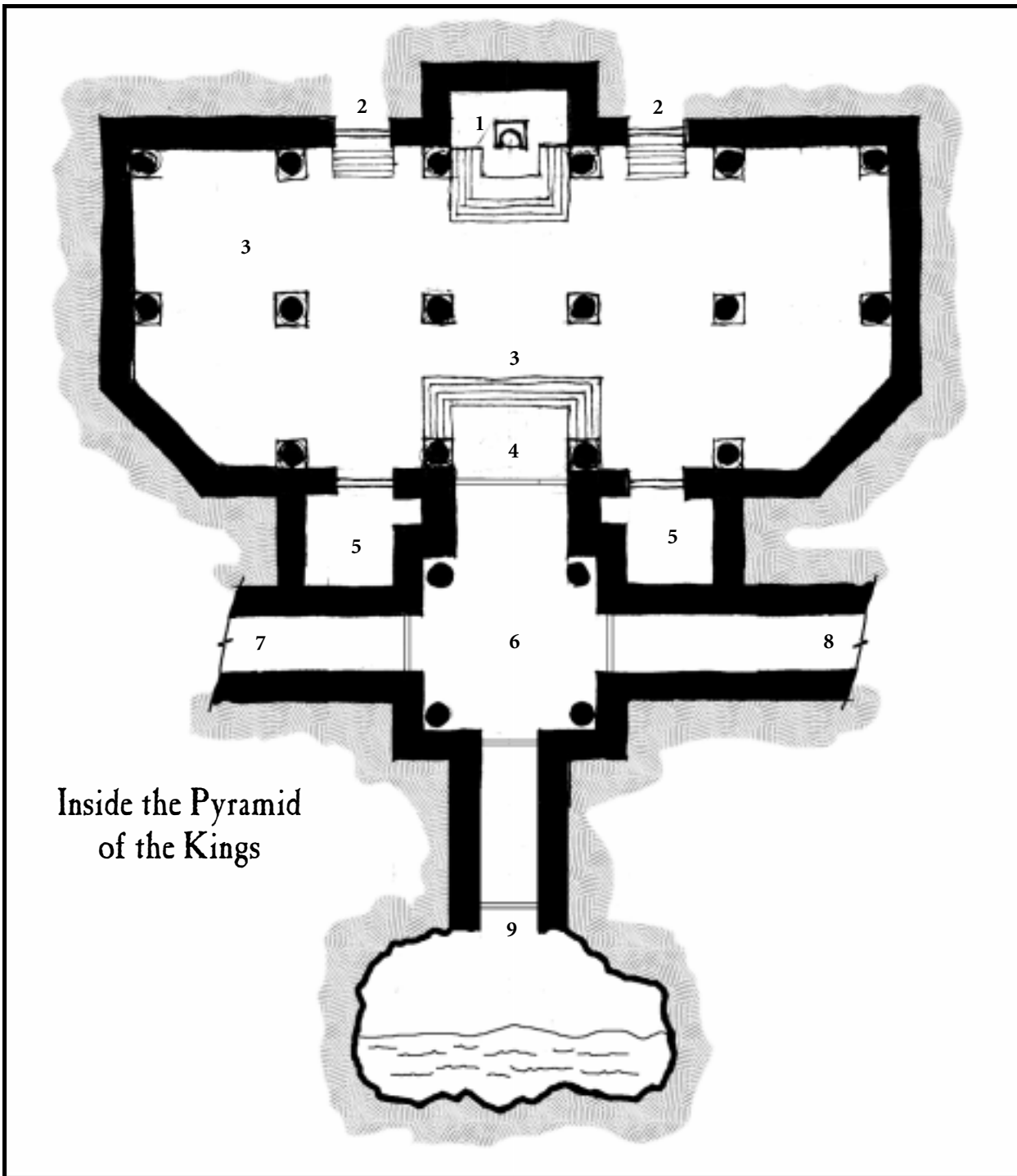
1. Stairs
2. Joining Block. Equipped with manacles to hold the victim on place over the block.
3. Elevator Platform. Wearer of the Snake Torque controls the platform which connects to the underground chambers
4. Obelisk. An oblong crystalline yellow lœn pentahedron stands across the rear of this temple pyramid. It can be used to create an Essænce focus, a barrier around the summit, and to transport anything touching it all at the will of the wearer of the *Snake Torque*.

Snake Pyramid Underground

1. Underground Entry hall.
2. Bridges
3. Water: an underground tributary of the T'voca
4. passage to Snake Barracks.
5. Passage to Ceremonial Chambers
6. Interview Room
7. Passage to Staging Area under Courtyard
8. Foyer
9. Priest meditation room
10. High Priest Audience Hall. In a secret panel behind the throne at the south end of this chamber is the *Omiar Akalataru* (The Codex of Lord Akalatan)
11. Waters of cleansing: Cool Bath
12. Waters of Relaxation: essentially a jacuzzi
13. High Priest Chambers: Luxuriously appointed
14. Bedchamber 1
15. Bedchamber 2

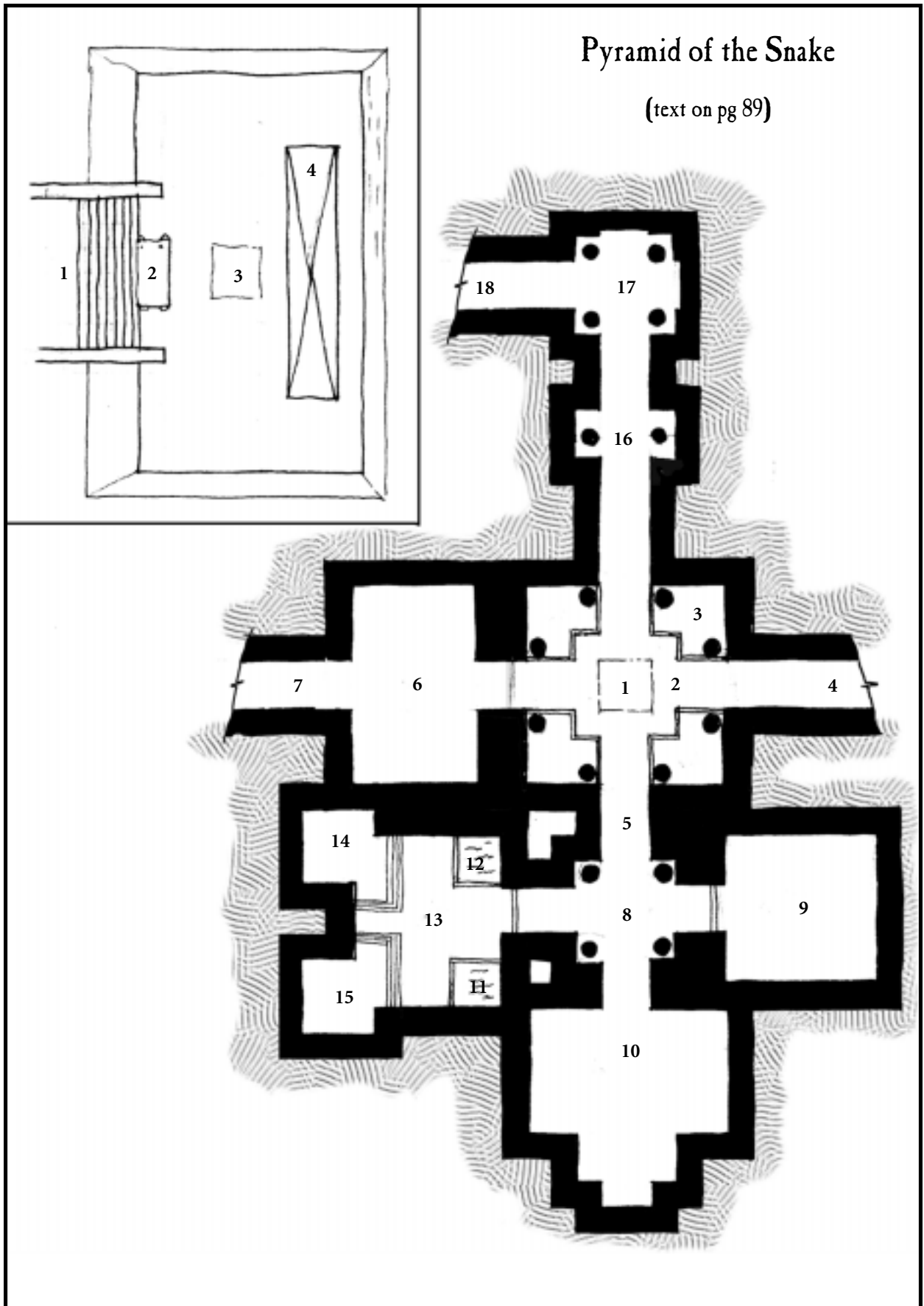


The Central Pedestal



1. Throne and platform. Controls on the throne allow it to raise up to the top of the Pyramid above. The Sun throne, with cobras for arms. The back of the throne is a huge lens, light directed from above to make it glow by day. The Throne itself rises up through the pyramid to place the Khurtûm inside the Temple of the Khurtûm atop the Pyramid.
2. Vaults of the Ancestors: behind the Audience hall, these are catacombs holding the mummified remains of the previous god-kings of Lankanôk.

3. Audience Hall: Vaulted chamber with gold-leafed arches and pillars.
4. Foyer, several steps lower than the floor of the Hall
5. Guard rooms
6. Vestibule
7. Passage to Sun Pyramid underground
8. Passage to Snake Pyramid underground.
9. Grotto with waiting barge: secret underground river entrance leads to the T'voca river.



of the dead are reborn through him, but only after penance in the Underworld, also known as the *Abyss of Pain*.

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.

Brotherhood of Akalatan

The High Priest of the Brotherhood is 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 raucous, but invariably culminate in sexual acts among the priests or between them and selected 'vessels'.

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 which serves as a bodyguard for P'har Ahnekar and his Ritual Priests.

Symbols: Upward-thrusting sword, large snake, phallus. Black, silver, pearl.

7·KENEZÁN, THE CAPITAL

The heart of this thriving empire is the vast metropolis of Kenezán, located on the T'voca river delta. From

this city extends a network of roads and canals to the outlying provinces, aiding the critical influx of food and raw materials.

Over 100,000 live in Kenezán, a city carefully planned and laid out on a grid — though that structure is all but invisible at the periphery where slums and ghettos pile one on another in haphazard fashion. Along symbolic axes lie the palace of the Khurtûm and the temples of the gods.

OUTER CIRCLE/SLUMS

Once one passes the great outer wall of the city, there is a sudden transition from the scrubby open plain to a claustrophobic mishmash of structures crowded together. Only a few main avenues are kept clear; one can wander only a few dozen feet off of one and become hopelessly lost. It would not be long after that before the bewildered visitor is robbed (if lucky), killed (if unlucky), or kidnapped to be sold into slavery (very unlucky).

The Outer circle is the domain of peasants, criminals, indigents and escaped slaves. The southeastern quarter in particular is a very dangerous, especially after dark.

MARKET CIRCLE

Outside the 'Inner Wall' yet generally considered to be a safer area than most of the Outer Circle, the market district surrounds the Trade Square and is home to skilled workers and traders. It is also where the greatest selection of inns, taverns, and (naturally) shops can be found. Just off the Trade Square to the southeast are the Slave Blocks.

THE INNER CITY

A high wall punctuated with watchtowers separates the orderly Inner City from the chaos of the markets, work-

POCHANTI CULTURAL SUMMARY

Racial Composition/Origins: At first glance, the Pochanti would appear to be of Jaaderi stock like the Lankani, but they are in fact a mix of that race and the *Yindara* (sing. 'Yindar'). This racial group is believed to originate southeast of Emer, perhaps in eastern Iyxia. They are of the same type as the immigrant Y'kin of southern Jaiman. They have a red-brown skin, though generally lighter than the Jaaderi, with small noses, dark, almond-shaped eyes and coarse black hair. They are smaller in height and build than the Jaaderi, and while their features are not as refined as a Y'nar or Laan or Elf, they are much more delicate than the hooked nose, full lips and high forehead of the typical Jaader.

Appearance/Dress: Includes not only clothing but hair, ornamentation (jewelry, face or body paint, tattoos)

Clothing: Flowing white cotton

garments are the rule, woven from one of Pochantos' largest exports.

Subsistence Method/Diet: Mixed economies **Diet:** Corn and a type of wheat are staples, the former ground and made into a meal. They also dine on fowl, vegetables and fish.

Political/Military Structure: The government was a Theocracy, so the Priest-king is also head of the church, supposedly descended from the god of the Pochanti, I-chaal. L'chye Herónath was the last Priest-king of the Pochanti, killed in the earthquake which destroyed Dúbach. His three sons and daughter escaped that disaster but befell terrible fates in the near future. **Military Structure:** The Pochanti army has been disbanded.

Social Structure/Customs/Taboos: Include attitude towards outsiders.

Technology/Science/Architecture:

TL???. **Technology:** TL 2. Technically, the Pochanti are not very advanced.

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

Religion/Philosophy/Mores: The Pochanti worship the god *I-chaal*, a generally benevolent local deity — who seems to have abandoned them.

Trade/Economy: Import: Produce/ Export: Coinage: They trade for superior finished goods with their raw cotton, corn and wheat, and amber found in the northern Spine of Emer foothills.

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

houses and homes of the laborers. Inside this protective barrier are the palatial homes of the nobles, with their fountains and tree-lined streets.

THE ETERNAL CITY

The heart of Kenezán, this walled complex is home to the royal family and the priests. Most of it is closed to all but the anointed and a very few guests. All structures are of stone, separated by lush gardens, fountains and tree-shaded avenues. The Khurtûm and religious leaders live in luxury, especially compared to the large underclass.

The Quadrangle Court

The only part of the Eternal City ever open to the general populace, the quadrangle is in essence a large rectangular arena. It is open to the south where it joins the Avenue of Time, a wide street which symbolically divides the city between the sky and underworld, past and future.

All around the court are stone bleachers, most of which are reserved for nobility and their families and guests, and the priests. The open flat area in the center is open to the general population when there is a special ceremony planned atop one of the pyramids.

The court is closed if a ball game or other event requiring the open central area is required.

At the east and west ends of the court are covered access ways, leading underground to staging areas linked to holding cells. These access stairways can be covered with massive stone panels which slide across them and seal the underground chambers. These panels can be controlled from atop the pyramid or from underground.

Pyramid of the Sun

At the western end of the quadrangle, this is the structure dedicated to Klysus. At the top is the *Temple of Separation*, an open area where bloody sacrifices to the god are conducted. Closest to the stairway is a large stone platform where the sacrificial victim can be secured. At the four corners of the temple are slender yellow læn pentahedron, and in the center is a circular observatory structure. This observatory is also an elevator connecting to the underground chambers, controlled by the central pedestal.

Pyramid of Kings

Facing south as it overlooks the court, the Pyramid of Kings marks the terminus of the Avenue of Time.

1. Temple of the Khurtûm: A small stone structure open to the south, it is essentially a pavilion from which the Khurtûm may observe all activity within the quadrangle. At the rear of the temple is the throne, a huge elaborate seat with an over-arching canopy of stone fashioned to resemble a cobra hood. Directly in front of the throne is the great circular stone slab, the Stone of Days.
2. Stone of Days: a calendar marking the seventeen months of the Lankan/Charon year with a ring of magical alloy rods, it also doubles as a sacrifice platform and holding cell for 'special' prisoners.

Pyramid of the Snake

Located on the east side of the court, this pyramid is dedicated to Akalatan, the serpent god. At the summit is the Temple of Union.

1. Cleaning pool. One ascends the long steep stairway to the first platform, and comes upon a pool of clear water.
2. Anointing stone
3. The Summit. This is actually an open platform of smoothed marble at the top of the pyramid. On this platform are the Joining stone, two yellow læn pentahedrons, and the Temple of Akalatan.
4. At the front of the platform, right at the end of the staircase, is the Joining Stone, a slab of red-veined black marble with bronze manacles on the sides to restrain the sacrifice by the wrists.
6. Obelisks. On either side of the platform are two large yellow læn pentahedral obelisks. They are long and narrow, forming partial walls along the north and south faces of the platform. Retract

8-PEOPLE & POWERS OF NOTE

Following are a few powerful and/or interesting people in the Lankan Empire

Ku'Pah Vohnekar, The Khurtûm

While Ku'Pah was a strong and imposing warrior in his youth, he has gone soft and complacent in his middle age. Ku'Pah has allowed the bureaucracy to take over day-to-day administration. The arrival of the Twins has disrupted a balance struck between his son the Priest of Akalatan and Morphus the priest of Klysus.

P'har Ahnekar

The High Priest of Akalatan is also the Khurtûm's son. He is charismatic, imposing, a talented leader and a capable administrator. He intends to be the god-king some day but is not in any particular rush, enjoying the privileges of his current office.

Sendar & Sendil

Recently named High Priest and Priestess of Klysus by Ku'Pah, they are in the process of consolidating their positions in Kenezán politics. The two are never separated, and rarely speak. Both constantly wear an expression resembling distracted bliss, even when leading a bloody sacrifice. Many who dared question their authority in the first days have died in just such sacrifices, and things have quieted down since.

These two are truly dangerous creatures: neither mortal nor immortal, they lack the mind-set which keeps the gods relatively sane through the ages. And their association with the Heart of Agoth has further twisted their minds. Where P'har Ahnekar is power-hungry and cruel, they are insanely sadistic. Sendil in particular lives in a dream world of bloody visions. They are given to random violence and perversions; they have already begun suggesting that Lankanôk should continue an aggressive ex-

pansion. The twins could spell the downfall of the Empire.

Morphus

Deposed as High Priest of Klysus by the Khurtûm soon after the appearance of Sendar and Sendil, he now leads a secret underground cult devoted to the removal of the 'infidel twins.' He pretends to accept his demotion graciously, however, deferring to the haughty twins in all things.

Mujari, Slave Trader

A wealthy man, Mujari still likes to travel and inspect the 'merchandise' himself, leaving little to his increasingly rebellious son, Feyed. He is ruthless and a shrewd bargainer. He would happily ransom a PC if he was confident of getting more gold that way than on the block in Kenezán.

Jha'ani Quor, Spice Trader

About as open-minded as they come in Lankanôk, Jhaa'ani travels from Silaar to Sel-kai for spices, and treats all people with respect. He has no family in Lankanôk.

Xaipoch-thol, Warrior

Xaipoch is a cavalry captain, a hero against the Pochanti. Now he is stationed at a Caravansary along the border or near the Choak Pass. Typically bigoted and unsympathetic towards all who are not Jaader, he is bored with his current assignment and takes every opportunity to harass travellers. He taxes traders randomly, drinks too much and would take any excuse to kill.

Quetax Phok, Astrologer

A renegade Astronomer of Klysus who does not follow the accepted doctrine, Quetax is sought by certain questioning young nobles and leads a small school in his home. He is a secret Pochanti sympathizer and rescuer of slaves.

He somehow manages a fragile cover while living in Kenezán, managing to keep knowledge of his subversive teachings from reaching the ears of the secret police, a division of the Viper Guard.

The Heart of Agoth

This artefact may not be a fully-formed personality, but it does have a malevolent, unfathomable intelligence, and a will of its own. This is not surprising when one remembers that the Heart contains a part of Schrek's Essence. It enables him to remain in human form indefinitely, but also traps him in that shell and prevents him from using his full powers.

The Heart is aptly named, bearing an abstract anatomical resemblance to a human heart. This one, however, is twice the normal size and fashioned of transparent red læn. It always glows with a dim crimson light, but blazes brightly when it casts spells or its powers are used. It weighs fifteen pounds and must be carried by hand, requiring the use of at least one arm. Currently, it rests on an iron pedestal in the Temple of the Sun. By standing next to it and placing a hand on it, one can use its powers if one is willing to be considered 'static.'

When not controlled, the heart is quite capable of casting spells on its own volition, though it rarely does this.

Anyone touching the Heart receives the intrinsic defensive powers it conveys without risk (similar to what Agoth would be in his natural form):

Offensive Powers

1. AT 20(100).
2. Defend as Super-Large Creature.
3. Resist spells as 50th level.

The holder may attempt to use its array of offensive powers, but must first control it. This requires a successful RR vs 40th level Channeling. Failure means the PC is attacked by a random spell from level 1-10 on the **Evil Mentalist Mind Disease** list, the attack made at 40th level, point blank. Should he succeed, he knows all of the Heart's powers and can command it to use them. However, each time the Heart casts a spell, the user must make a RR vs a point-blank Neurosis (**Evil Mentalist Mind Disease**), the attack level being the same as the level of the spell cast. Caster must also resist vs a 10th lvl *Schizophrenia* spell; the roll should be kept secret by the GM until the time it could come into play.

Offensive Powers

1. Knows all Evil Mentalist, Evil Magician and Evil Channeling spells to 50th level (600 intrinsic PP).
2. Casts *Dark Absolution* (30th lvl Evil Cleric) without PP cost; instead absorbs the victim's soul. The spell manifests itself by bathing the holder in a red glow which extends from the hand to envelop the target.

Should the Heart be destroyed, Schrek would have to make an RR vs his own level or immediately revert to his hideous natural form as a demon of the Outer Void. If he makes the roll, he is trapped in his humanoid form and unable to return to the Void.

The Agoth Reliquary

Voriig had a container built to hold the heart; a beautiful box of carved Theg-wood called the Agoth Reliquary. It is reinforced with eog, lined with a thick mesh of kregora and covered with velvet and closed with three locks, each (-50) in complexity. When closed, the box completely dampens the Heart's Essence. It is in the caverns of the Murlogi beneath the Spine of Emer, abandoned by the Twins when they took the Heart.

9. THE POCHANTI TERRITORY

Until recently, Pochantos was a large and powerful realm in Tai-emer. The last fifty years have seen frequent droughts in the northern prairies, however, and Pochantos suffered.

Then came the fateful arrival of the Nameless One in 6039, who prophesied the fall of the Blessed Realm. Within days a terrible earthquake flattened the capital city of Dúbach and killed the Priest-king. Lankanôk to the south took advantage of this catastrophe and stepped up its attacks on Pochantos. Despite the efforts of the King's sons, the realm suffered loss after devastating loss to the Lankan Empire.

The Khurtûm's general Xhoyoch is now Viceroy of Pochantos, and is rebuilding the capital city with the new name of *Pahtôm*.

10·CLOUD PASS

The only viable route over the Spine of Emer south of the Choak Gap and north of the Gap of Uj, the Cloud Pass was once a critical trade route between east and west. But with the fall of the Emerian Empire and the political breakup of the continent, the guardposts were abandoned and it became a favorite haunt of highwaymen.

With the rise of Arдания, however, the pass is seeing more traffic again. There are still problems with robbers, and the pass is often blocked by snow in the winter, but the alternatives lack appeal as well.

CLOUD GATE

A deep, narrow cleft in the Spine is the easiest passage through the pass, dubbed Cloud Gate because of the way low clouds seemd to cling to the rocks above, making it look like a doorway.

Long ago the Emperor had it widened and levelled so that now five may ride abreast. Into the sheer rock faces on either side are dug small lookout shelters, accessed via secret doors and stairways bored out of the stone.

OBSTACLES

Ess  nce Barrier

There is a powerful flow which snakes over and through the Spine of Emer. Sometimes it will rise and form an imposing (and impressive) barrier across the Cloud Gate. When this happens, only a powerful Loremaster, Navigator, or other master of the Flows can create an opening.

Robbers

While there are few places to hide near the pass itself — except of course the Lookouts — highwaymen are often lurking in the hills on either side of the mountains.

Cloud Giants

There are tales of Cloud Giants near the summit who value their privacy. While no one has admitted in recent times to actually seeing such a creature, many report strange, unnatural winds and fogs seeming to drive them away from the pass.

Qye

The town of Qye on the H  stra side is not very welcoming. And then there is the mysterious *Forest of Norg*.

11·FOREST OF ASH

Several thousand years ago, during the Second Era, a space ship from another star system crash landed here. It was a hibernation ship from a far-flung colony of the Althan Empire with several hundred people on board.

Dubbed the *Nebula Queen*, it unfortunately was unable to withstand the otherworldly forces of Kulthea's Ess  nce flows. It attempted an emergency landing, but the impact killed the five-man crew awake at the time, and damaged the ship's computer. The three hundred passengers in cryogenic units were not killed initially, but the computer failed to awaken them properly. The advanced Neurotronic computer was altered by the Ess  nce and essentially given consciousness just as it realized it was unable to save the passengers. It went insane.

The star-drive of the ship released a pulse of deadly radiation on impact, instantly burning the entire forest yet leaving it basically intact. Continuous heat emanating from the wreckage has maintained a high-pressure area around the forest, preventing precipitation.

The Wreckage

The ship is a broken hulk in the center of the wood. Huge tears in the hull make it easy to enter from several points. However, one is much more likely to encounter a member of the crew inside.

The Inhabitants

The following section describes what has become of the passengers and crew of the ill-fated *Nebula Queen*.

The Computer: It is now essentially a powerful and insane Mentalist continually trying to find a way to protect its passengers and the ship.

The Crew: the five men awake when the ship crashed were all killed instantly. Now they are ghosts. Confused and deluded, they wander the ship trying to repair it, unaware that they are dead.

The Passengers: They were transformed into Created Undead by the computer as they died, and are now mindless creatures. About two-thirds are still in their cryobeds, unable to get out, while the rest wander the charred forest.

Note: See the Maps section for a map of the Ash Forest

12·LANKANI ATTITUDES TOWARD OUTSIDERS

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

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

PEOPLE OF NOTE IN THE LANKAN EMPIRE

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Ku'Pah Vohnekar, The Khurtum	23	151	20 (90)	Y	Y	190fal	66da	10
Age: 57, Ht/Wt: 5' 11"/185 lbs., Hair/Eyes/Build: black/brown/overweight, Dmnr: bored, Race: Jaader. Profession: Fighter. Skills: Ride34; Perc81; Act44; Admin90; Diplom67; Gamb55; PubSp90; Seduct35; Stra&Tac88; Trick24; Items: Royal Torque, Robes of armoring:AT20-40 no encumbrance, +30 golden falchion								
P'har Ahnekar, High Priest of Akalatan	16	161	20(80)	Y*	Y	181sc	145da	20
Age: 32, Ht/Wt: 6' 8"/210 lbs., Hair/Eyes/Build: black/hazel/very muscular, Dmnr: arrogant, Race: Jaader. Profession: Cleric. Skills: Swim20; Ride88; Perc65; Rune70; S&W56; DirS90; Acro53; Act76; Admin67; Dance24; Diplom70; Gamb33; Medit55; Music15; PubSp67; Seduct45; StarG34; Stra&Ta70c. Spells: All Base Cleric 20 20, 8 open/closed/evil cleric to 10. PP=224. Items: Snake Torque: x7 spells to Clerics, controls all doors in Snake complex, +35 to DB, 70% neck critical ineffective. Golden robes of armoring: AT20-40 no encumbrance								
Morphus, Deposed High Priest of Klysus	21	121	1(20)	N	N	100sc	--	0
Age: 56, Ht/Wt: 5' 10"/150 lbs., Hair/Eyes/Build: black/brown/thin, Dmnr: Cold, bitter, Race: Jaader. Profession: Astrologer. Skills: Perc80; Rune66; S&W40; Act23; Admin78; Diplom44; PubSp56; Spells: Spells: All base Astrologer to 20th, base Evil Cleric to 20th, 6 others to 10. Base Spell OB: (Dark Absolution) 42. Items: Pendant: x5 Astrologer PP.								
Sendar, High Priest of Klysus	16(32)	187	12(120)	Y*	Y	199sc	167da	30
Age: ? (appears ≈25), Ht/Wt: 6' 4"/180 lbs., Hair/Eyes/Build: white/amber/muscular, Dmnr: cold, condescending, Race: Jaader/demigod. Profession: Cleric/Sorcerer/Fighter. Skills: Climb65; Swim50; Ride78; Perc99; Amb±15; Acro70; Diplom45; Lead90; PubSp87; Seduct88; StarG78; StoCrv; Stra&Tac; Subdu90. Spells: Spells: Base Spell OB: . Directed Spell OB;; . PP=. Special Abilities: demigod, armored skin; resiste as 2x normal level. Items: Sun Torque: x7 spells to Clerics, controls all doors in Sun complex, +35 to DB, 70% neck critical ineffective. Golden robes of armoring: AT20-40 no encumbrance								
Sendil, High Priestess of Klysus	16(32)	154	12(90)	Y*	Y	165da	120da	25
Age: ? (appears ≈25), Ht/Wt: 6' 1"/145 lbs., Hair/Eyes/Build: white/amber/statuesque, Dmnr: Serene, Race: Jaader/demigod. Profession: Seer/Mystic. Skills: Swim34; Ride50; Perc120; Chan56; Amb±20; Act70; Dance76; Seduct120; Sing45; StarG120; Spells: All Seer & Mystic base to 20th, 6 other Mentalist to 10th. Special Abilities: demigod, armored skin; resiste as 2x normal level. Items: Tiara of Thanor: x6 PP, protects head as helm, continuous Perception 60'.								
Q'venna, Prince of Pochantos	6	89	1(20)	N	N	87sc	91lb	10
Age: 23, Ht/Wt: 5' 10"/, Hair/Eyes/Build: black/brown/slender, Dmnr: wary, Race: Pochanti. Profession: Fighter. Skills: Climb54; Swim25; Ride50; Perc54; Admin34; Dance15; Diplom55; Lead60; PubSp50; Stra&Tac25; Subdu10; WeathW20; Items: (all taken from him and kept by P'har Ahnekar).								

REPRESENTATIVE LANKANI

Mujari, Slave Trader	8	91	1(10)	N	N	71sc	--	0
Age: 43, Ht/Wt: 6' 3"/210 lbs, Hair/Eyes/Build: black/brown/paunchy, Dmnr: leering, Race: Jaader. Profession: Rogue. Skills: Swim10; Ride41; Perc56; Act34; Fals89; Gamb79; Trade105; Trick90; Items: +15 scimitar.								
Jha'ani-Quor, Spice Trader	6	121	9(20)	Y	Y	92sc	25da	10
Age: 29, Ht/Wt: 6' 2"/180 lbs., Hair/Eyes/Build: black/brown/slender, Dmnr: friendly, Race: Jaader. Profession: Fighter Skills: Climb25; Swim10; Ride35; Perc60; Acro10; Forage25; Gamb30; LthrWk15; Nav10; Seduct30; Subdu40; Trade81; WeathW22; WdCrv15. Items: +10 scimitar, bracers protect vs wrist crits 50% of time.								
Xiapoch-thol, Warrior	Age: 26, Ht/Wt: 6' 9"/260 lbs., Hair/Eyes/Build: black/brown/muscular, Dmnr: arrogant, Race: Jaader. Profession: Skills: Climb25; Ride35; Amb±10; Dance20; Forage38; Frezy89; Gamb45; Lead36; Seduct64; Stra&Tac24; Subdu24;							

LANKANOK MILITARY FORCES

Type/Rank	Race/Prof	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
Snake Priest (greater)	Jaader/Cleric	20	15	90	9(30)	Y	110ma	--	10
Snake Priest (lesser)	Jaader/Cleric	200	5	60	9(30)	Y	65ma	--	10
Sun Elite (Bodyguard)	Jaader	100	10	145	9(45)	Y	145sc	80sp	10
Sun Priest (greater)	Jaader/Cleric	10	20	100	9(50)	N	125ma	--	0
Sun Priest (lesser)	Jaader/Cleric	50	8	80	9(40)	N	80ma	--	0
Viper Bodyguard	Jaader	50	10	160	9(45)	Y	160sc	90sp	15
Viper Secret Police	Jaader	50	8	100	1(30)	N	90ss	85da	10
Viper patrol	Jaader	500	3	45	1(10)	N	40sc	35da	0
Military Captains	Jaader	12	20	140	1(40)	Y10	170sc	100ja	15
Military Knight	Jaader	600	5	90	1(30)	Y	100sc	80ja	10
Footsoldiers	Jaader	60,000	2	50	1(25)	Y	60sc	40ja	5

· PART VIII ·



NUYAN-KHÔM

The Ten Clans of the Steppe

1·THE PEOPLE

For two hundred generations, a Y'nar people has dominated the southern steppe of Tai-Emer. They are an immigrant people, native to Kelestia far to the northeast.

ORIGINS

According to their own legends, the first of the Nuyani came here soon after the *Wars of Dominion*, guided through a magical gateway by the god *To'tanaur*. They were fleeing persecution by the cruel *Master of Malice*.

PHYSICAL TRAITS

Typical of the Y'kin race, the people of Nuyan Khôm have light brown skin, coarse, straight black hair, and almond-shaped eyes with a distinctive epicanthic fold of skin. There is little body hair and no facial hair growth. Male pattern baldness is rare, and appears only as a slightly receded hairline, though hair does begin to turn gray or white with middle age in both sexes.

The Nuyani tend to be slightly taller and more slender than the average Y'kin, the face more narrow and nose often more prominent (but still small compared to the average Laan or Shay nose).

ATTIRE & ORNAMENTATION

The temperate climate means that clothing must be cool and light. For daily wear, women clothe themselves in cotton robes, common men in a sleeveless tunic and cotton breeches or kilt. In cooler weather they will add a wool sweater or coat. Wealthier men wear brightly-colored silk jackets and pants, or a flowing embroidered silk robe with many accoutrements.

Decoration

Men pierce their ears to wear simple hoops or studs; for social events they may also don bracelets and rings. Women do not wear jewelry of any kind. Tattoos and makeup are considered barbaric. However, the *Mataru* (NK: "knights") will paint their cheeks with the color of their clan before going into combat.

The Clan Braid

The one decoration worn by nearly all Nuyani from age twelve onward is the *clan braid*. No matter how long or short the individual's hair is worn, a patch above and behind the left ear is grown long and worn in a tight braid about a foot long, with a colored strip of cloth denoting that person's clan woven in. Married women have two colors, that of their birth clan and of their husband's. A knight serving bond training under an allied Tarn will also have two interwoven colors.

It is the ultimate social humiliation to have your clan braid cut off. In the days when the Tarns warred against each other, victorious knights would take the braids from their fallen victims and wear them as trophies. Now one can lose a braid in a duel or if exiled from one's clan.

Even those without a clan (bastard offspring, outcasts, etc.) wear the braid, but with no color. Only members of certain religious orders wear no braid; in fact in one religious group — the *Tetsui Monks* — the men shave the sides of their head.

2·DIET & ECONOMY

A well-rounded diet no doubt contributes to the better than average health of the Nuyani. Inland peoples dine



A Nuyan Home

on fish from the Lake of Glass and domesticated chickens which provide both meat and eggs. Goats provide milk products, sheep provide mutton as well as wool. The steppe supports fields of wheat and corn, potatoes and green vegetables. Like their eastern brethren, the Nuyani use a wide variety of spices and herbs in their food, most of which are grown locally.

Inhabitants of the hills and the coasts have a diet more heavily dependant on the sea and rice grown on terraced hills, trading with their inland neighbors for other foods.

ECONOMY & TRADE

The Nuyani are not known as merchants; the profession is one of the least respected because a trader does not create, he merely buys and sells. But as artisans they excel, and eventually the traders came to them.

Many of the Tarns have trade agreements with Rean-dor, Sel-kai, Námár-Tol, and even Rhakhaan to sell their crops, lumber and textiles. Buyers from Sel-kai and Kaitaine come to Ashenoq to buy crystal, paper, spices and gemstones.

Known as a reticent but fair people, Nuyani as a rule do not like to bargain, so you would be well-advised to name your best price; they will either accept or walk away from the deal. Similarly, when a Nuyan quotes the price of a service or product, there is no negotiation. Trying to talk the seller down will gain you nothing except to insult the Nuyan.

As mentioned above, the profession of trader is not highly regarded. However, in recent generations and with the growth of the cities, there has appeared a new class of artisan/merchants, mostly made up of clanless men and women. Some set up a permanent workshop/store, while many others are nomadic, travelling along a circuitous route, their home a horse-drawn wagon or small ship. They gather in cities and campsites along the highways, and have taken to calling themselves the *gold clan*, since their common bond is commerce. Gold Clan Nuyani now travel east to Ardanía and even into Hæstra, north to Sel-kai and south to Námár-Tol.

Exports

The Nuyani produce some of the most beautiful glass, crystal and pottery in the world. Other finished goods include textiles (especially printed silks and cottons), per-

fumes and dyes. The Nuyani are renowned for their beautiful paper made from pulp and cotton fibers.

Cotton, wheat and corn, tubers and beans are grown on the steppe and exported to neighboring lands.

The mountain people grow spices — including basil, black pepper and cinnamon. They mine iron and copper ores from the Rust Mountains, obsidian and silicate for glass from the Ash Mountains — which also yield veins of amethyst, emeralds (prized by the Loari), and other precious gems.

Also abundant on the hills are the forests of fir, oak, poplar and pine, providing much needed wood for the plains people.

Imports

Rice, wine, certain rare minerals, woods and spices are imported, as well as coffee and tea. The Nuyani also trade with the Loari for certain high-quality steel items and other finished goods.

3-GOVERNMENT

For much of their history the Nuyani of Silaar were a nomadic people, the clans moving with the seasons. Minimal agriculture was practiced, subsistence primarily through hunting/gathering and what sheep and goats travelled with the clan. But as populations grew, competition for land and game created tensions, and there were skirmishes between the clans. Some clans put down roots, building permanent homes and farms. These of course had to be protected from raids by semi-human creatures from the mountains — and other clans who still clung to a nomadic life. Some clans flourished while others were nearly wiped out. Three clans were sundered, with families leaving for coastal lands and the promise of a life without constant warfare.

Eventually the inland clans began shifting their relationships from constant hostilities to temporary alliances, and eventually to more permanent peaceful relations. One way to cement this was intermarriage and the exchange of Tarn's sons as bonded knights — *Mataru-Khin* — to other Tarns. Over the centuries these interrelationships have become ever more entrenched. Now interclan betrothals, knight-bondings, and especially marriages are draped in ceremony and ritual, and integral to Nuyan life.

CULTURAL SUMMARY: NUYANI

Racial Composition/Origins: Pure Y'nar; immigrants from Kelestia.

Appearance/Dress: Distinctive 'clan braid' in hair. Daily attire is relatively simple cotton or wool; elaborate ilk robes and stoles for special occasions.

Subsistence Method/Diet: Mixed Economies. Fairly sophisticated agricultural techniques; balanced diet.

Political/Military Structure: Feudal. Lords of the Ten Clans all maintain a standing force of knights, swear fealty to the High-Lord.

Social Structure/Customs/Taboos: Clan/family association very important; rank in clan dictates social status. Somewhat xenophobic & elitist with other races; close contact with those outside the Nuyani are frowned on.

Technology/Science/Architecture: TL4-5. Superior looms and windmill technology. Domestic architecture evolved from wood-framed canvas tents to permanent wood and stone. Public & religious structures of stone.

Religion/Philosophy/Mores: Primary god is *To'tanaur* (Kieron and Jaysek in a dual incarnation). Countless local and occasional spirits are also paid homage to.

The SUNDERING of the NUYÁNAR

this is the tale of the beginning of the ten clans, the first hutarn, the days of darkness, and the miraculous victory of dhrayan tarn over the forces of the black duchess jysela



THE WOMB OF THE Y'NAR

East and north, where the Twin Stars rise in the summer sky, that is where lies the home of the Y'nar. In the language of the Old Ones it is southern *Kelestia*, but the Nuyani know it as *Ohtani Y'nar*, the Womb of the People. Endless plains of green grass knew shelter against the north winds by the Tishiri Ha'an — the Wall of Mighty Stone — and were watered by gentle rains from the Bay of Serenity. The god *To'tanaur* gave this land to the Y'nar, and one more: the horse to carry the people across the plain like the wind itself.

For many turns of the orb of the world around the warming sun the Y'nar lived in blissful peace, many tribes calling no one place home but all of the green plain.

It entered slowly, the Shadow. The winter winds stayed longer, and autumns grew cool. Perhaps the Y'nar faltered in their devotion to *To'tanaur*, perhaps the Twin-god himself dozed on watch over his children. But the people could not say that there was no warning when spring came not at all to the *Ohtani Y'nar*.

THE ICE-SPRING

With an ironic cruelty, the Master of Malice struck at nightfall on the day of the Spring Revel, the holiest celebration of *To'tanaur the Merry*. The Wall of Mighty Stone proved no protection against the armies of the Master. Countless pale men in gleaming white steel armor came through the passes and overran the hill clans. Led by the Frost King and astride white-furred steeds like great wolves, they hunted the Y'nar like sheep. No warrior could stand against the Frost King.

The VISION of KYAN KITANOR

A knight of the clan Kyan, Kitanor was a reluctant warrior. Not out of fear, Kitanor was as

brave as any man. But he sought instead the Way of *To'tanaur* the Thoughtful, spending many hours in prayer and meditation. His devotion to the Twin Gods never faltered, though he pleaded to know how his people had failed *To'tanaur*. The Y'nar were dying, forced to flee from the tireless pale armies. Kitanor begged the Twin Gods for forgiveness, offering even his own life for any answer.

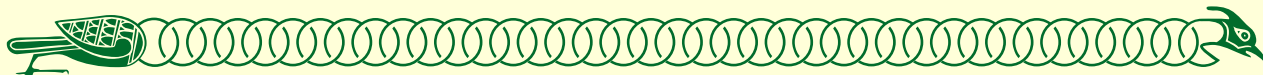
In truth *To'tanaur* had not slept, nor abandoned his children. But there are other powers in the Heavens, and even the Twins must answer to another. So moved were they by his entreaties, however, that they found a way to help the Y'nar. They came to Kitanor in a dream, and told him what he must do. They also told him the price: he would lead his people to a new home far from the Frost King, but he could not pass the threshold to this land. Kitanor fell to his knees and accepted without hesitation.

As he was told in his vision, Kitanor made a pilgrimage on Midwinter's to an ancient ruin at the southwestern coast of the land. A few from his clan joined him, also moved by a vision, though none would speak of it in detail. Many were women, and there was concern at their travelling because the invading forces of the Frost King were drawing ever nearer. But they could not be dissuaded, some acting against the will of their lord.

Kitanor and the others of Kyan arrived at the holy site to find many hundreds — perhaps thousands — already there. They knew not exactly why they had been drawn here, but felt it was *To'tanaur's* will. That night under the bright stars, *To'tanaur* the Thoughtful appeared to the people. They passed through the ruins to the very edge of the land. There, the Twin opened a doorway to a secret passage — a Coral Road under the sea.

And *To'tanaur the Merry* was not idle: the hordes of the Pale Men had drawn nearer than





even Kitanor knew; in another few hours they would have reached the holy site. But fortunately under their unearthly skin they were still men, vulnerable to the vices of men. The Twin bewitched them with a charm of decadent thirst, and they raided the nearby settlements for wine and mead. The night of revelry meant a day of aching paralysis afterwards.

JOURNEY BENEATH THE SEA

Kitanor led the unusual exodus: a mixed group of religious pilgrims. Down they went into a wondrous realm inside a living tunnel of pastel stone with windows into an undersea world of luminescent creatures. They walked for days and days, yet *To'tanaur* provided for them. At last their undersea journey ended when they emerged from a natural tower of rock on a rugged coast. Ahead of them loomed jagged black mountains. It was a cold and rainy day, but Kitanor was unslowed. He led them through a pass west into the inland plains of Silaar.

The GREEN LAND

At the pass the paused and looked upon their new home. The plains between the Mountains of Rust and Ash were littered with the crumbling ruins of another people long gone, but now they were uninhabited except for wild beasts. They began their descent, but here Kitanor stopped. It was time to make payment. *To'tanaur the Thoughtful* appeared before them all, bathed in a heavenly light. He took Kitanor into his arms and bore him away to Orhan, where he lives still. The faint reddish star just below the Twins in the southern sky is said to be his light.

GREEN BECOMES RED

For many generations the Nuyani enjoyed a simple life on the plains, but as the population grew there was competition for resources. The Tarns coveted each other's lands and went to war. Some sought merely to take land from their neighbors; others had grander designs: to rule all the Nuyani of Silaar. Clan against clan, the children of *To'tanaur* fight and kill for many turns of years. Finally the Ten Clans are united under one man — a Hùtarn — but the price is terrible, and the

Nuyani would all too soon pay the price for their senseless infighting

TŌ'TANAUR TURNS HIS BACK

The Dynasty of Tasan is only four generations old when the Nuyan Khôm face a threat from outside: The Emerian Empire. The Mataru fight bravely, but they cannot match the Imperial forces in sheer numbers. The Hùtarn's prayers to *To'tanaur* are not answered. The Emperor's general rides into Ashenoq in triumph. Tasan Núyin, Hùtarn of the Nuyan Khôm, takes his own life in shame of failure and a last offering to the two-faced god, hoping for a miracle. It does not come. The Nuyani are conquered.

The DARKEST DAYS

At first the people find their masters fairly benevolent, and they benefit from being part of the prosperous whole. But it does not take long for the Empire to begin to rot from within. The Emperors are distracted by court intrigues, and ambitious provincial rulers take advantage. The rise of the Black Duchess Jysela is the darkest time for the Nuyani since the Frost King: she imprisons and executes them without reason, burns their books and tries to crush their will. But the Y'nar are strong. They resist. Finally she sends ducal legions under her command to crush the defiant Nuyani

The MIRACLE

The Ten Clans gather on the fateful day as the Imperial forces march down from the north. They are outnumbered four to one, but the Nuyani find a secret friend in the Duke of Reandor: he allows the Duchess' forces to pass through his land, but behind them his own troops close off retreat and follow.

Under the eaves of the Red Forest the Nuyani stand ready, though they know that they have little chance. Then a miracle happens. Out of the forest swarm millions of brilliant butterflies. They converge on the Corinn army and blind them and their horses with their bright orange wings. The People of the Steppe attack; the ducal troops panic and try to flee, only to be cut down by the Reandorian warriors. The Nuyani are free.



The Ten Clans

The Ten Clans are known by their colors, and most also by a symbol. As mentioned, men wear a braid woven with cloth of their clan color. Below are listed the clans with some historical information and their home.

Turquoise (blue-green): The *Lohniyan* make their home on the Eastern flanks of the Ash Mountains. Most live along the more sheltered southern portion of the coast, struggling to wrest a livelihood from the rocky hills.

Jade (dark green): *Vhoyan* is a powerful inland clan, between the eastern shore of the Lake of Glass and the Ash Mountains. Beyond the sluggish ??? river to the north lies the Voerken Mire.

Rust (orange-brown): *Dhrayan* resides in the western shores of the Lake of Glass, south of the kingdom of Reandor.

Blood (red): Kye-yan, now shortened to *Kyan* (K: 'blood-clan'), has always been one of the larger and more powerful families. Kyan Tarn holds the rolling hills at the southern end of the Ash Mountains where they meet the Black Sharksteeth — and so the important *Obsidian Pass*, link to the eastern coast.

Sky (pale blue): *Jhyan* horsemen patrol the southwest plains to the coast and the edge of the desolate Plateau of Arûl.

Leaf (bright green): The forested hills south of the Rust mountains are the domain of the *Shiryan*, the Leaf Clan. The Shiryan Tarn is also lord of the important trade port of *Nôm Rul* at the southern end of the Sea of Tears. There has been tension between the Leaf and the neighboring Sky clan for centuries over control of this wealthy port, and present day is no exception.

Saffron (pale yellow): *Flurayan* wheat fields cover the southern plains down to the seacoast. The Saffron-clan is held somewhat separate from the central plains by the western foothills of the Sharksteeth.

Amber (dark yellow): The prairie south of the Orhyan lands and north of the Saffron clan's holdings is the domain of the *Sorreyan* Tarn.

Cloud (white): *Lahryan* Tarn led his people east through the Obsidian Pass long ago, and now they make their home on the windy northern shore of the Sharksteeth peninsula. Cloud Clan has always been the most aloof and isolated of the Ten, and they fear an attack by the Lankani would overrun the rest of the Nuyani lands. A watch is kept on the pass, and Cloud Keep stands ready for a siege.

Moon (silver): *Orhyan* has long held the southern shores of the Lake of Glass and the rich farmlands immediately to the south. There is ongoing tension between the Oryan Tarn and the Hûtarn, who was once Tarn of the Rust Clan. The Hûtarn resides in the *Palace of the Butterflies* in the capital city of Ashenoq, on the border between Moon and Jade.

MILITARY

The standing fighting force of the Nuyani consists of the professional knights of the clans (the number in each clan varies widely) and the Hûtarn's Guard (about two hundred men). Larger towns all have a policing force of constables. A sizeable militia could be called up on short notice, but the Nuyani could be vulnerable to a large-scale attack by a powerful invader such as the Lankani

4.SOCIETY

In this feudal state the social system is clearly defined. Much of it is based upon the clan, and as long as you are part of a clan, you are accorded a certain level of respect as well as certain rights, whether you are the tarn or a farmer. To be without a clan is to be looked down on as a failure, an inferior.

YOUNG AND OLD, MEN AND WOMEN

While Nuyani law states that women are in every way equal to men, a visitor to a typical household would not think so. The wife defers to her husband in all matters. However, younger males must respect and obey their elders, including women. While unusual, women can be head of a household or even a Tarn.

SOCIAL STRUCTURE

Most important is your clan; those without a clan — the *Jho-yan* — are at the bottom of the ladder. The only thing worse is to be a *Notanu*, an invisible.

There is also the factor of one's place in the clan. It is most honorable to be one of the Tarn's *Mataru* or a member of his immediate family. Scholars, artists and artisans are also respected. Even farming is a profession which carries a certain value, because one is involved in creating something. Those who do not create (e.g., merchants) are least among the clan. Below is a more complete discussion of the various ranks of Nuyani society.

Hûtarn

(High lord), the lord among the tarns is essentially king of the Nuyani. He and his entire extended family are considered at the highest level in society

Tarn

The clan lord is master of not only his family but the entire clan, consisting of thousands of people. He is the ultimate authority in all matters social and legal.

Mataru

These are the knights, professional warriors sworn to defend the tarn and the clan. They are respected and to some extent held in awe. The Mataru are trained in a variety of martial arts; the most skilled are said to be able to stand against the Changramai.

A Tarn may 'trade' sons and nephews with allied Tarns to serve as Mataru in that Tarn's household. This Matarukhin (N "bonded knight") system not only provides training in a fresh environment but is effective in cementing

alliances. The practice goes back to a time when the Tarns traded sons as hostages to enforce peace agreements.

Nuyan

The term essentially means 'clan member' or 'person.' This implies of course that those without a clan are not considered real people. General clan members are essentially anyone but the tarns family, the Mataru, and those granted other special consideration such as shamen.

Jho-yan

The clanless are those who for one reason or another cannot trace their ancestry to one of the ten families. There have always been those not of the Ten Clans since the arrival in Silaar, and many were once members of the clans who did not survive the ; these Jho-yan make up more than a third of the populace. In addition to those born without a clan, there are those who have been cast out of their clan for some crime against the Tarn.

The Clanless are the underclass who perform the most menial duties such as domestic work, farming and other unskilled labor. While not slaves or serfs, they are nearly all indentured servants, bound to a specific clan. Their lives are controlled by the Tarn. Almost all are illiterate and trained only to perform certain duties.

Notanu

This literally means 'invisible'. In Nuyani society a Notanu does not exist. Usually they are exiled from the clan or the entire Nuyani land for some terrible crime against the family. They are branded on the forehead with a symbol known throughout Y'nar cultures.

RELIGION & PHILOSOPHY

While *To'tanaur* is highest in the cosmology of the official Nuyan religion, there are cults centered around other gods. The rather superstitious Nuyani also make offerings to an array of local spirits (Naiads, Dryads, Oceanids, etc.)

TO'TANAUR

Easily chief among the major Nuyan gods is *To'tanaur* (NK., lit. "two-face-lord"), the two-faced one. He is never portrayed as having two faces, however; the Nuyani believe that he is a single god with two personalities, and at times he can split into two physical bodies. (He is in fact the Orhanian lords, the twins Kieron and Jaysek.). The Nuyani have a rich history of the adventures of *To'tanaur*, how he has protected the Nuyani from the other gods and brought them to their home in Silaar.

The Shaman Priests

Animistic, worship Spirits in the name of To-tanaur

XAGUR

A bloodthirsty fire-spirit whose following has steadily grown over the last few centuries, Xagur is a cruel and demanding master. The Followers of Xagur are brutal and often violent in pursuit of their goals. The Hùtarn would

like to ban this cult but is reluctant to impose religious restrictions. Meanwhile the followers

TETSU

This is not, strictly speaking, a religion, though it has the trappings of one. It might more accurately be described as a philosophy. Followers adhere to a code of behavior.



Kyan Kim

7-PEOPLE & POWERS OF NOTE

Following are a few persons who are interesting and/or influential in Nuyan Khôm.

Muryan Kurn, The Hùtarn

Kurn was a child when he ascended to the Butterfly Throne; nearly all of his family was killed in a terrible plague. However, with the guidance of his great-aunt, he has grown up to be strong enough to hold the country together while keeping the Tarns from each others' throats.

He is betrothed to Vhoyan Hani (daughter of the Tarn of the Jade-clan); the wedding has not been scheduled, but there has been pressure on Kurn to marry and sire an heir for many years.

Kurn has a weakness for machines, and indeed all things technological. This has led to a fascination with the Loari which some find unbecoming.

Muryan Jeswai, Trade Minister

Jeswai was ruler in all but name until Kurn became of age, at which time she accepted the Trade Ministry. As the Hûtarn's great aunt, she still wields considerable political influence. While she is old woman now, she never misses a meeting, and her mind is as sharp as ever. She also has a talent for surviving palace intrigues: more than a dozen assassination attempts have been made against her. Obviously, all have failed. In nearly every case the would-be killers were caught and executed.

Sorreyan Naron Chûk, Interior Minister

Naron is a competent minister, though not well liked by most others in the Hûtarn's council. Partly no doubt it is his religious affiliation: Naron is an unrepentant Follower of Xagur.

Kyan Kim

Kyan Kim's life has been eventful, if sometimes unhappy. As third son of the Kyan Tarn, he was sent at the age of fourteen to serve as a *Mataru-khin* (NK: "bonded knight") in training under the Lahryan Tarn. The Tarn's second son Tyri was the same age and the two became fast friends. Actually more than friends, to their undoing. Two years into Kim's apprenticeship to the clan, the two were caught in an improper embrace. For punishment, Tyri was sentenced to caning once a month for three years and reduced in clan rank from knighthood to a clan commoner. Kim was barred from Lahryan Clan and sent home, where

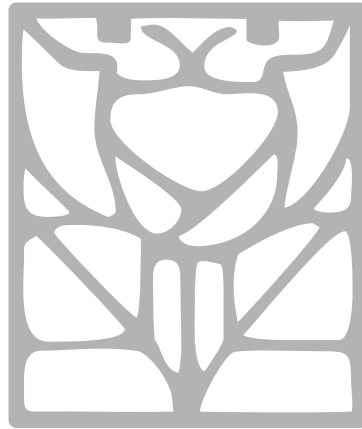
he met a worse fate. The Tarn cast him out of the clan, naming his Jho-yan, without clan. The only thing worse is to be exiled entirely from the Nuyan lands. The Tarn cut off Kim's braid before the entire family and cast it into a brazier, declaring him no longer his son.

Unable to bear the shame of being clanless in his country, the sixteen year-old travelled to Sel-kai, where he was fortunate to meet Hiiri at *T'revor's Tankard*, and was given a reference to apply to the Changramai school. While normally he would have been considered too old, Kim showed great potential, and was accepted. He repressed his feelings which had betrayed him before and devoted himself completely to his studies. Kim learned quickly and is now a free-lance Monk with impressive abilities. As of late he has been travelling all over NE Emer, aiding the Loremaster Randæ Terisonen with a project.

8. ATTITUDES TOWARD OUTSIDERS

When dealing with strangers outside of their own culture the Nuyani are polite to a fault. In fact, they affect wall of mannerly obsequiousness in order to confuse others and keep them socially off-guard. The bottom line is, however, that the Nuyani consider themselves culturally and genetically superior to all others — except perhaps the Loar Elves. The Nuyani are not openly arrogant, however; that would be impolite. Instead they cloak their condescension in empty praise and insincere deference. The few who catch on to this charade find it extremely aggravating.

· PART IX ·



NÁMAR-TOL

Island-Republic
of the Loar Elves

1·THE REALM

Námar-Tol is a country for the most part closed to outsiders. With the exception of the trade city of Orv Cibur, nonresidents are not welcome, and the borders of the Seven Islands are guarded jealously. Immigration is impossible and visitors are carefully controlled. Any 'visitors' caught in unauthorized areas are detained and questioned. If not considered a threat, the offender is merely expelled. Potentially dangerous intruders may face imprisonment, torture or even execution. Namarians take their privacy very seriously.

2·THE PEOPLE

The majority of Námar-Tol's inhabitants are actually Erlin Elves, a large underclass which serves the Loari citizenry. Approximately three quarters of the population is Erlini, twenty percent Loari (about twenty thousand individuals), and the remaining five percent are mortal peoples and Linæri.

ORIGINS

The Erlin and mortal populations are more-or-less indigenous people, having lived on the Seven Isles since the beginning of their history, some time in the Interregnum. Their populations remained fairly small, and they maintained a simple existence as herders & fisherfolk.

The Loar and Linæ group arrived en masse in c. SE 3000, political and philosophical refugees from the vast elven realm to the east, the *Kingdom of a Thousand Dawns*. Always driven by the need to organize and 'civilize' their Erlin brethren, the Loari made the sparsely-settled Seven Isles their new home, and proceeded to take over. They advised the bucolic Wood-elven tribes that their lives would be better if they joined the Loari. As is typical of the somewhat malleable Erlin, they allowed themselves to be subjugated and made into a serving race. Some mortals were also brought under the Loar wing, but the high Elves generally don't find humans useful for anything other than manual labor, preferably outdoors.

PHYSICAL TRAITS

All the Elven peoples are typical of their race; the Loari are all pure-blood. The mortals are primarily Jineri and Talath.

ATTIRE & ORNAMENTATION

The Loari know better than anyone that they are a handsome race. They never tire of enhancing their appearance with wonderful clothing and jewelry. Unlike many mortal cultures, the high Elves never mark their bodies with permanent tattoos or puncture their flesh. Their elaborate ear decorations are attached with delicate cuffs and clips.

Hair style and length varies tremendously from one individual to another. Males generally keep the length no further than the shoulder, while some have a long ponytail on intricate braids. The majority keep it trimmed quite short. Women generally keep their hair long, allowing

them a greater variety of styles. They often employ clips and combs to arrange their luxurious ebony and brown locks. The hair is always kept clear of their elegantly pointed ears, so that there can be no doubt of their Elven heritage. Artificial hair coloring is not done. Loari rarely employ any sort of skin pigment except as part of a costume of some sort, whether for a party or a dramatic presentation.

Clothing is also a matter of widely varying style, though it is invariably tasteful and not gaudy (as they would no doubt consider much Lankani attire to be). The Loari love fine silk (especially the lovely Nuyani fabrics, ironically also sought by the Lankani nobility) and soft cottons. They also use leather — in its natural tanned color or dyed. For daily wear they tend towards a simple silk toga or gown, or a cotton tunic and leggings, either with a few pieces of jewelry: earrings, rings, a bracelet. For dinners and special events the Loari design incredibly elaborate costumes with all sorts of glittering golden fasteners and decorations. There is always an unofficial competition for the most impressive ensemble.

The Erlin and mortals who serve the Loari wear simple cotton tunics and leggings and leather shoes. They have woolen cloaks for cold weather.

LANGUAGE

Erlin is the standard written and spoken tongue. The Loari of Námar-Tol do have a language of their own, an elaborate and precise tongue they brought with them from the East. They guard this language — *Kritiri* — closely, only speaking it amongst themselves, and access to texts written in *Kritiri* is carefully controlled.

3·ECONOMICS

The lords of the Seven Isles have amassed considerable wealth through their trade networks, financing, and careful exploitation of the land's resources. As noted elsewhere, members of the Loari families maintain offices in the larger cities. This network of merchant representatives also allows them to keep apprised of events outside their own realm.

TRADE

While they consider themselves inherently superior to all other races, the Loari are certainly not above trading with them. Námar-Tol carries on a brisk commerce with Sel-kai, the Nuyani, Danarchis, Lethys in Jaiman, and certain tribes of Shuluri who live along the Malqanar coast. Through Sel-kai intermediaries they acquire other things they desire such as leather, wool, and exotic herbs and spices.

They do not deal with the ports, and Ardanian trade ships are warily tolerated.

Resources/Exports

Coffee, cacao (for chocolate), and citrus fruits are grown in quantity here, and Námarian grapes make for fine wines.

The Loari also export some hardwoods and many finished goods. Their skill with alloys has no equal anywhere in known Kulthea.

Imports

Certain minerals are not readily available on the Seven Isles, notably gold and titanium, and iron ore is cheaper to trade with the Nuyani for than it is to drag out of the deep mines. The Loari also have a hunger for spices and silks from Nuyan-Khôm, mead from Talæn and shellfish from Malqanar.

With their southern neighbors the Loari also trade for tropical hardwoods, sugarcane and rum, and certain herbs.

4-GOVERNMENT

While the Námari have a hereditary ‘ruler’ who bears the title of Prince, this man’s role is more accurately described as ‘President’ and moderator of the Assembly of Citizens, a body of forty-nine Loar men and women who are the elected government of the Seven Isles.

This republic is an unusual government for immortals, who generally prefer a standard monarchy or at most an oligarchy. There is a written constitution and codified laws.

THE PRINCE & PRINCESS

Prince Elar and his wife have borne their titles since the Loari came to this place many thousands of years ago. They are a reassuring continuity in this government where the Assembly has changing membership. The Prince is essentially the operating executive of the government, in charge of carrying out the laws made by the Assembly and overseeing the bureaucracy, the internal policing force of Sheriffs, and the defensive forces.

THE ASSEMBLY OF CITIZENS

The forty-nine men and women of the Assembly (seven from each of the Seven Isles, serving ‘at large’) are elected by their fellow Loari to serve a seventy-year term; they may not be reelected. Elections for one representative from each island occur every ten years there is a rolling turn-over.

The assembly meets once every turn of Orhan for twenty days or until business for the session is completed.

JUSTICIARY

The job of interpreting the country’s laws fall upon the Justiciary. At the local level are the Magistrates, who deal in trade and civil matters. For local and regional criminal issues there are the Tribunes, three of whom preside over trials for serious crimes (hence *Tribunals*). At the pinnacle of this branch are the Lord Justices, seven venerable men and women who decide appeals and interpret the constitution. All Magistrates, Tribunes and Lord Justices are Loar, while their support staff of *Lictors* is usually Er-lin or mortals.

POLICE & MILITARY STRUCTURE

Námar-Tol has a number of Erlini Sheriffs who enforce the laws of the land; most are stationed at the trade port of Orv Cibur to maintain order.

While Námar-Tol has no standing army, all of the adult Loari (men and women) keep in excellent physical shape and train in combat. Of course they all have superior weapons and armor should the need ever arise to fight. Many of the Erlini are also trained in basic fighting skills and given some basic equipment.

5-SOCIETY

In Námarian culture you are one of two classes: either *Patrician* or *Plebian*. Essentially the pureblood Loari make up the patrician class and the plebians are everyone else. To outsiders, a Loari patrician would come off as incredibly arrogant and condescending. They really believe they are superior to all other peoples.

Elves and Age

True pureblood Elves — those who do not grow old and die — are intrinsically different from their mixed-ancestry relatives. Not seeming to age past young adulthood, their bodies renew themselves continuously. These immortals do not gauge time like other beings, because they do not feel the passing of years. Their minds do not process and retain information in quite the same way as mortals. Experiences do not impact upon their resilient psyches with the same power as upon mortals. Memories of events long ago are not lost, but fade into a clear but distant and somewhat objective memory. Because of this the weight of centuries of experience does not overwhelm, and these Elves retain not only the appearance of youth, but a certain eternal sense of wonder for their world.

This concept is important to grasp if one is to understand the familial relationships within the patrician families of Námar-Tol. It is also important to understand if one is to play an immortal character in the Shadow World.

PATRICIANS

The true ‘citizenry’ of Námar-Tol, the patrician families own all of the land, and every adult has the right to vote for representatives to the Assembly. Only pureblood Loari of the recognized Námari families are considered patrician. There are perhaps five thousand such citizens in all of the Seven Isles.

THE PATRICIAN HOUSES

There are dozens of patrician families scattered over the Seven Isles. A few of the more prominent or interesting houses are noted here.

Xanaari: Merchants with interests in Sel-kai, they have been implicated in the murder of Ignatus Jurgon, head of a Laan trading family. Nothing has been proven, but tensions between the Loar and mortal merchant families in Sel-kai continue to rise. Note: it was Keliden’s granddaughter *Saren Xanaari* who perpetrated the assassination on her own initiative.



The Prince's Palace at Varnost

Centaurus: A powerful mercantile family with a presence in Sel-kai, the Centaurus estate is located near Orv Cibur.

Betaran: Another name which carries influence in Sel-kai and beyond is that of House Betaran. They are particularly known for their trade ties to the coffee plantations in southern Coronan and to the Shuluri in the Bay of Songs.

Jeranian: The venerable house which brought forth the famous artificers Tethior and Krelij, Jeranian's lands are somewhat isolated at *Buir Vurd* on the isle of *Dalov Sel Kirn*. The members of this small family do not socialize much with the other Loari.

Nikaru: This large clan, residing on *Var Maas* (R. 'Green Valleys') seems to always have a member in the Assembly of Citizens, and several of them serve as diplomatic ambassadors to other countries. Zyta Nikaru, vice consul to Rhakhaan

Yiatris: While not all members of this family are trained in medicine, they are renowned throughout Námar-Tal and beyond as physicians without parallel.

Vikanira: One of the most dramatic and otherworldly structures in Námar-Tol must be the palatial villa of the Vikanira family. An incredible engineering feat, it consists of several interlinked pods, all melded with a clus-

ter of rocky pillars hundreds of feet above the shore. It was begun nearly a thousand years ago, and is continuously being expanded. Located on Dalov Purll at the mouth of the *Chayah* river, it is an awe-inspiring sight and a practical fortress.

Rendanaar: Another family with a sprawling, isolated estate, Rendanaar is fairly aloof from politics. One member of the family is Selia the infamous adventuress/inventor.

PLEBIANS

All those who are not of the Loar Patrician class are by default *commoners*, or *plebians*. This includes any mortals, Erlin elves and half-elfen peoples, and any Loari without ties to the patrician families. Most Námarian plebians are indentured servants, contracted to an individual citizen or a patrician family.

These servants are certainly treated not as equals by the Loari, but as servants: inferior by nature but with value. They are given clean (if not very private or spacious) housing, simple clothes, and are well fed. They are not allowed to own land, but are paid for their service. Plebians are allowed to marry, though the Loari decide whether they may have children (Spells or herbs are used to control fertility).

Those who do not wish to adhere to the laws of the land are invited to leave. For a group which is essentially in a class just above serfdom, most plebians in Nám-Tol are surprisingly happy.

Other plebians are freemen, merchants and skilled tradesmen who live mostly in the towns and operate their own shops (their space is rented from a patrician landholder). All plebes are deferential to patricians, speaking in a respectful manner with eyes generally downcast (though there are no penalties for looking a Patrician in the eye as there are in Lankan society).

DAILY LIFE

Námarian society has been carefully structured to allow the patrician class maximum free time to indulge their interests. They do little or no manual labor, instead devoting themselves to visual and lively arts, scientific investigation and invention, philosophical debate, and athletic pursuits. Loari are sculptors, musicians, actors and playwrights, dancers, inventors, and philosophers. They also enjoy 'parlor games' of chance and skill, including *Castles*, and *Jiren* (similar to the Terran game *Go*).

Nor is the physical body neglected in pursuit of perfection of the mind and spirit. Loari compete in a wide variety of athletic competitions and sports, both as individuals and in teams. Daily exercise regimens are the norm for all adults; most include combat practice more as an activity than serious training for war.

When not pursuing intellectual, athletic or artistic interests, the Loari indulge themselves. Every country villa and town has at least one large sauna and bath complex where citizens wash, relax, and enjoy a massage. They are of course attended by plebians.

The citizens also like to eat and drink. Feasts and revells are frequent events, and families are constantly throwing dinner parties with music, dance, dramatic performances and other entertainment. Food is plentiful and varied; wine flows like rivers. There is also some recreational indulgence in certain sense-enhancing and hallucinogenic drugs.

CUSTOMS & TABOOS

Námarian society denies its patrician citizens very few things — aside from offenses which most any society considers criminal such as theft or inflicting harm on another. There are even rigidly enforced laws against patricians harming commoners: penalties include a fine and/or forfeiting personal rights to possess plebians.

While marriage is monogamous and strictly heterosexual, sexual relations between unmarried Nám-Tol citizens are less defined. This is especially true among the Loari population, where few would narrowly define themselves as strictly hetero- or homosexual. Even married males often have male lovers: either patrician friends or a commoner in the household. When one is immortal and ageless, the narrow-minded moralities reveal their inherent folly and pointlessness. When the goal is pleasure and intimacy rather than procreation, parochial prejudices lose their impact.

Married women are discouraged from taking male lovers unless they are using a contraceptive, as an illegitimate child would be socially awkward. However, Female citizens often discreetly carry on affairs with Erlin and mortal companions.

Marriage

Society is patrilineal and patrilocal: lineage is traced through the male line; when a man and woman marry, she joins the man's household. Marriage is a legal and religious union, (in theory) for life. Divorces are unusual but do occur, in which case the woman returns to her family; any offspring remain with the father as part of his household.

A citizen can marry a plebian, though it is rare (and almost never between a Loar and a mortal). Any offspring of such a marriage would be plebian and unable to inherit land.

6-ARTS, ESSÆNCE & SCIENCE

Magic and technology both have a place in this society of the Loari, a race which seems to have an insatiable curiosity about both.

TECHNOLOGY

One might assume that a world rich in magical forces would suffer from arrested technological development, but such an assumption is rather simplistic. Magic is not so accessible that it can take the place of simple machines. For instance, a magically powered flourmill is a nice idea but hardly practical. Windmills and waterwheels supply

fairly reliable power and are relatively simple to build and maintain.

Instead of using magic in place of technology, advanced Kulthean cultures have developed technologies which work together with magic. Nowhere is this more true in the current era than in Námar-Tol.

Using their knowledge of chemistry, metallurgy and mechanics, the Loari have developed quite an array of technologies. The ability to make metal alloys has allowed them to create springs and strong wires, tiny gear mechanisms and complex — even baroque — machines. Loari engineers understand basic hydraulics, steam power, and even have a rudimentary understanding of electricity.

SOME MACHINES & VEHICLES

Following is a selection of Loar machines and vehicles. While some, such as the airbarges, are seen in other lands, some are still well-kept secrets within Námar-Tol. Some inventions are not even revealed outside a specific family. The Loari are a competitive people, sometimes to excess.

Airbarges

These huge, ponderous vehicles are the most widely known of the Loari airborne fleet. Airbarges are held aloft by balloon chambers filled with lighter-than-air gases. They are usually maneuvered using large steam-powered airscrews or propellers. Sails such as those favored on the Sel-kai skyships are not practical on these larger vessels, and the Elves prefer not to depend in the whim of the winds.

Sky-yacht

Small, sleek and fast, these ships are everything the airbarges are not. They have an enclosed cabin, use *Xenium* for lift, and powerful magical airscrews for propulsion. There are only a handful in existence, and the Loari guard them jealously.

Underwater Boats

Another little-known Loar invention is the submarine boat. They have six of varying size and design and have them at the ready in case they may need to be pressed into service against the aggressive Lankani. Between these craft and their airships, the Loari are confident that they could crush any Lankan invasion before it even reached their shores.

ART & ARCHITECTURE

As noted elsewhere, the Loari have created a society which allows them a tremendous amount of leisure time, which they often employ to follow their muse in the arts and sciences. The Seven Isles are rich with paintings, music, sculpture and fantastic architecture.

The Loari see beauty in natural forms yet desire to create geometric abstractions of these shapes. The result can be seen in particular in their writing and decorative arts, and in their architecture.

The development of reinforced concrete opened up vast structural possibilities which the Elves have not hesi-

tated to exploit. Loari structures feature cantilevers and spires and sculpted forms like no others in all of Kulthea. The few outsiders who have seen the Prince's palace at Varnost feel like they have been transported to another world. In general, however, Loar architects use simple shapes and clean lines. Ornamentation is geometric, understated and often repeated.

PERFORMING ARTS

Musical performances — from a solo vocalist or recorder player at home to an ensemble in a packed amphitheater — are common diversions here. Virtually all citizens are trained in music performance, and many are accomplished composers.

7-RELIGION & PHILOSOPHY

The Loari acknowledge the power and influence of the Kulthean gods as undeniable. But typical of their own egocentrism, these elves could in most cases not be said to actually 'worship' the gods. They pay lip service to all members of the Orhanian pantheon on various occasions, and make token offerings at temples. Only those who pursue the Channeling arts and actually tap the gods' power devote any time to prayer or other activities of religious reverence on a regular basis.

Among the Orhanian pantheon, Valris, Kieron, Jaysek and Reann are most frequently associated with the Loari.

8-PLACES OF NOTE

Following are a few locations in Námar-Tol of particular interest

VARNOST

The capital of Námar-Tol is in reality no more than a village: a complex of administrative and support buildings. The architecture is otherworldly, and the grounds are artfully landscaped. There is a fine library here, as well as several galleries and recreational facilities.

ORV CIBUR

While Varnost is the political capital of the Loar realm, *Orv Cibur* (E. "Gold Haven") is by far the largest city and the center of trade. Among the reasons for Orv Cibur's popularity is its location on the *Gref Lew* (E. "Jewel Cove"), the waters sheltered between the mainland and the small island of *Wode Baas* (E. "Hollow Hill"). Thus, Orv Cibur is easily accessible along the sea trade route. To reach Varnost by sea one would have to brave the treacherous whirlpools of the *Vurt Usuiva* (E. "Wild Waters").

This is the one place that visitors are actually welcome on the Loar Isles, and while it is a small sampling of Námar-Tol, it bears the stamp of this realm. The city is organized on a complex geometry of arcs and circles, the architecture is carefully coordinated, and the city has a certain 'sanitized' quality about it compared to other Emerian economic hubs. This purity is more than superficial,

as there are many Sheriffs patrolling the city to protect against and sort of crime, from pick-pocketing to assault, from public drunkenness to murder. There is very little crime in Orv Cibur.

OBSERVATORY OF ORDYE MUR

Atop the highest peak in Námar-Tol, *Ordye Mur* (E. "Sky Watch") is a complex of structures, all designed to support an advanced observatory with a sophisticated telescope.

9. PEOPLE & POWERS OF NOTE

Here are a few individuals of interest in the Loar country.

Chesek Ditavian

An Astrologer at Ordye Mur, Chesek is a scholarly Loar who has been known to travel to the Nomikos Library and other locations to further his research. He is not as xenophobic as other Námarians, and is friendly with famous astrologers and astronomers in other cities. He could be a helpful contact in Námar-tol.

Saren Xanaari

A member of the trading family with homes in Sel-kai, Lethys, and Haal-kitaine, Saren is fiercely loyal to her grandfather. In fact, she murdered the head of the Laan house of Jurgon because of their underhanded dealings against Xanaari. Beautiful, charming and deadly, she is a force to be reckoned with.

Saren is never seen these days without her bodyguards, a pair of young Talath men named Sien & Marc.

Thierry Betaran

One of Xyrus Betaran's grandchildren, Thierry enjoys all the privileges that family tie bestows. However, he will always be one apart from the rest of the house. Thierry's father is no Loar, but a mortal — a noble Laan to be sure, but still not of the high-elven blood. This has scarred the brilliant young man, leaving him introverted and disillusioned. He travels extensively, choosing to avoid contact with his family as much as possible. His loyalties might even be in question....

10. ATTITUDES TOWARD OUTSIDERS

Aside from the city of *Orv Cibur* and (to a lesser extent) a couple of other port towns, Námar-Tol is a closed society and outsiders are generally not welcome. Citizens also rarely leave the haven of the Seven Islands. The exceptions are certain families with outside trading interests who have emissaries in other cities like Sel-kai and Kaitaine, and the few who actually enjoy travel to other lands.



Country Villa of the Yiatris Family

A tall, raven-haired man stands on a balcony high amidst a sumptuous palace of white marble and gold. Below him sprawls a bustling metropolis, and beyond the whitewashed walls extends a vast prairie. The man wears a black surcoat with a lion-head stitched in golden thread on the breast; he seems immune to the glare of the afternoon sun on this hot summer day.

Another man — actually a Linær Elf — steps out onto the balcony behind the first man. His golden-blond hair is cut very short and he wears a jewelled metallic headband with some sort of delicate instrument affixed to the side. Tall and beautiful after the manner of his race, his icy blue eyes take in the vista with a cool, unappreciative glance.

Without looking over his shoulder, the dark haired man speaks. "What news of the Dathmaur Shryak do you bring from Kenezan, Seer? The Elder Mind is eager for your report."

The Elf replies, his voice harsh and rough in stark contrast to his appearance. "You may call the Dænku your master, Y-tarmen, but do not forget that he is my coequal. I, too, sit at the Table of Eight, and it is you who answers to the Ahrenreth as a Council."

"We both know who rules the council, iæn Shiin."

"I'm afraid your information is dated, Lord Ardan." The Seer allows himself a smirk. "An Althan Lady — Jenkyna — has awakened from the time stasis and now sits as Azulis Kygari. Oan Lyak has also been unseated as Lyax Khang — richly deserved after her bungling of recent events. Your benefactor's position is now unsteady ground."

Y-tarmen is grateful at that moment that the Seer cannot see the expression of fear on his face. "And who is the new Lyax Khang?" He fought to keep his voice steady, his fingers from clutching the polished railing too tightly.

"Another woman, she calls herself Ulya Shek." The Linær allows a tone of disinterest to creep into his voice. "Apparently she is kin to Voriig Kye, though that is only speculation by Shanarak and the Artificer."

"Another of the Dragonlords?"

"Apparently. However, we have other concerns at the moment, my Lord." His sarcasm with the title is evident. "We must discuss a possible new problem with the Lankani..."

· PART X ·



ARDANIA CITY OF GOLD

1·THE REALM

Ardania extends from the Pelegris Highlands in the north down across most of the Lygaar plains in the south.

The Pelegris Highlands are actually a series of narrow valleys between the Pelegris Mountains and the Spine of Emer, all higher in altitude than the plains of Tai-emer. This change in altitude forms a natural boundary between Ardania and Lankanôk. The border in Lygaar is less clear, though the city-state's influence continues to spread from village to village towards Quon.

2·THE PEOPLE

Like any cosmopolitan city-state — especially such a young one — Ardania is a melting pot of many races and cultures. It is also home to the displaced. Criminals as well as those fleeing religious, cultural or political persecution, all come to Ardania to make a new start. Some fall back on bad habits.

LANGUAGE

Almost any tongue under the moons can be heard here, though Shay is the accepted common language. Most also speak some Erlin.

3·ECONOMICS

Ardania is an economy based on trade. While it does gain some income from taxing the production of its own outlying districts, most of its income is through taxes on the materials moving through the city.

4·GOVERNMENT

This city-state is essentially a dictatorship. Lord Ardan wields absolute power, his dictates carried out by an efficient bureaucracy and enforced by Ardania's large and well-equipped City Watch.

Serving the lord directly is his Circle of Directors: advisors and heads of their respective departments. These are: State (dealing with foreign affairs), Finance (currency, taxes), Defense, Justice, Information (essentially 'propaganda'), Intelligence. They, in turn, administrate their respective Directorates.

LAW ENFORCEMENT

The Justice Director heads this department. He appoints the magistrates and Watch captains.

City Watch

Above all things, Lord Ardan wants his city to be orderly. While he welcomes those from other lands and promises that previous crimes will not be held against anyone, and new infractions are dealt with harshly. Executions are common, though most are not publicized. Many offenders are quietly sold into slavery to the Lankani, a convenient arrangement for both parties.

Magistrates

Judges and interpreters of laws, these men process all those arrested by the Watch. As noted above, punishment is swift and harsh. The accused are presumed guilty, and appeals are virtually unheard-of. Do not get caught picking a pocket in Ardania!

DEFENSE

The Defense Director is also commander of all the Ardanian defense forces. These include the land forces, modestly named the 'Border Guard,' and the naval forces, also given the nonthreatening name of 'Bay Guard.'

Despite these passive-sounding monikers, the armed forces of Ardania are far larger than would seem necessary for defense, even against the possible threat of Lankanôk from the north. The other nearby powers of Námar-Tol and Nuyan-Khôm are clearly not aggressive. So what is the purpose for this large and growing military might? The Lord of Ardania does indeed have designs on his neighbors.

ORDER OF THE SILVER SWORD

The *Ahn sye Nokora* (E. "Order of the Silver Sword") was the Emperor of Emer's house bodyguard; now they are the elite palace guard of the Lord of Ardania. They answer only to the Lord, and are separate from all other government departments.

These impressive men wear flowing silver and white robes and full helms of steel. Their swords are polished to a gleaming finish, and the elite of this guard wield a special weapon called a *Yarkbalka*. Resembling long bastard swords, these Yarkbalkas are forged of a special titanium-eog alloy which has a distinctive silvery hue. They also have magical powers.

Notes:

Common Yarkbalka: Bastard sword, treat as 2-h sword, -10 when use one-handed; +10 and 2x hits when used with both hands. Can be summoned to hand of attuned wielder via Long Door from up to 100' away with a thought. Fumbles on an UM 01-03, used 1-h or 2-h.

Superior Yarkbalka: Sixteen High Guardians had special Yarkbalkas (8 remain). These weapons have 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 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 has a similar weapon, except it was also considered *Holy*.

Helms: The Eight High Guardians and the Lord High Guardian also possess enchanted helms. Fashioned of a silvery alloy, each had a smoky grey lens set in the forehead

5-RELIGION & PHILOSOPHY

There is no official government religion, and Lord Ardan is not generally known to visit any of the many temples in the city. Neither is worship discouraged by the government, as long as churches pay the requisite tax on any tithes they receive and don't flagrantly break any laws. One can find a temple to virtually every major deity of Orhan or Charon on Arдания; Akalatan and Klysus are popular because of the many Lankan immigrants. Officially, no human sacrifices are conducted at the Klysus temple, but the City Watch has been known to look the other way.

6-PEOPLE & POWERS OF NOTE

Following are profiles of individuals and groups of particular note in Arдания.

THE LORD OF ARDANIA

There can be no doubt that Relas Ardan is lord of Arдания. He is known to many as simply 'The Lion,' after the stylized lion's head emblem he has adopted as his symbol. Tall and regal in bearing, he is often in public view: whether presiding at civic events or walking the streets of the city with his Silver Sword guardians.

His name — though few here in Arдания know it — is Y-Tarmen, the Artificer, and one of the Twelve Adherents to the Jerak Ahrenreth. And while he is in name and appearance the absolute ruler of Arдания, he is merely a servant of that dark order.

The Lord's Secret Plans

What only Y-Tarmen and Iæn Shiin know is that Arдания owes its existence to the machinations of the Jerak Ahrenreth. The long-term purpose of this city-state is nothing less than to conquer and rule all of Emer.

Already the Lord of Arдания has begun a massive buildup of ground forces and ships. First he will expand south into the open lands of *Lygaar* and *Quon*, while the Lankani weaken themselves in battle with the Nuyani and Elves. Then he will turn his fleets and armies north and east to claim the spoils of war.

IÆN SHIIN (DARÍ HOLVIR)

Belying the apparent power structure of Arдания, Lord Ardan in the end takes his orders from the Ahrenreth Circle, of which Iæn Shiin is a member and representative. As Intelligence Director of Arдания, it is his goal to know everything that goes on, including the actions of the Lord. Building this state is a massive project even for the Jerak Ahrenreth, and nothing must go wrong.

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

This charismatic Elf-lord was seduced by Lorgalis late in the Second Era. As a Loremaster, Holvir had seen his powers diminished and his role of decreasing usefulness. He began to study the dark arts — as it so often begins — 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 darkness, with the armies of the Unlife in the Wars of Dominion.

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

Now, several thousand years later, Darí looks no older, but his Iylar heart is turned to steel. He has no compassion, and in fact has become cruel and perverse in his thinking — and entertainments. He resides on the *Isle of Glass* off the southern coast of Onar when not supervising activities in Arдания.

Iæn Shiin's Goals

But Iæn Shiin has other goals besides those directed by the Jerak Ahrenreth. Under his direction his Order of the Eye seeks the *Aenfaw* — specifically the *Heart of Agoth* — but not to return to 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; then he and Lorgalis can use it as a tool to control Schrek. They do not yet know that the Heart is now secured beneath a temple in Kenezan; it is shielded from their magical searches. However when they eventually discover it they will be forced to confront Sendar and Sendil.

CARDINAL SEER UKUTAVA

As head of the Information Directorate, Ukutava is responsible for what the population knows and what it believes. As indicated by his title as Cardinal, he is also a member of the Council of Lord Seers of the Order of the Eye. Utukava is a bony older man, with sunken eyes and skeletal hands, and he moves with a slow shuffle. His mind is dagger-sharp, however, and he controls a network of rumor-mongers far more effective than a legion of heralds and leaflet-posters. He is the Lord's publicity master, and is quite effective in his job.

SILVER CAPTAIN

This man is chief among the *Ahn Sye Nokora* (OE. "Order of the Silver Sword") and Lord Ardan's personal bodyguard. He wears unusual black quilted cloth armor and a light grey coat. He, too, has a second identity: the Silver Captain is the man with no face: *Klyrunyak* the Mystic, another Adherent to the Jerak Ahrenreth.

ORDER OF THE EYE

The *Ahn sye Woloka* (OE. "Order of the Eye") was once the association of Seers who aided the Emerian Emperor with foretellings and communication with the far reaches of the empire. They were corrupted during the later years of the Empire by Ondoval and it was assumed that they order disbanded with the fall of the empire.

As in the original structure, there is the Lord High Seer, eight Lord Seers and sixteen adherents. The headquarters of the order is the *Isle of Glass*, but Shiin spends much of his time in Arдания.

INHABITANTS OF ARDANIA

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Lord Relas Ardan ()	24	101	1(90)	(Y)	(Y)	210bs	180 gé	+25
Age: ? (Appears ≈ 25). Eyes: Grey. Hair: Black. Build: Slender/defined. Height: 6'4" Race: Loar/Laan; Sex: Male. Skin: Fair. Demeanor: charismatic/commanding. Dress: white tunic with lion emblem. Home: Arдания. Aka: Y-Tarmen. Profession: Alchemist/Warrior. Skills: Climb70; Swim60; Ride90; DTraps110; PLocks150; S&H80/120; Perc180; Rune90; S&W100; Act100; Admin85; Dance80; Diplom123; PubSp124; Seduct55; Stra&Tac92; Spells: All base Alchemist to 30, 8 open/closed Essence to 30; Items: +30 silver sword, white robes of +50 to DB without encumbrance.								
Intelligence Director								
Darí Holvir (Iæn Shiin)	60	147	11(200)	(Y)	(Y)	MASt/Sw200	240Gé	+30
Age: ? (Appears ≈ 25). Eyes: Deep Blue. Hair: Golden Blond. Build: Slender. Height: 6'9" Race: Linær; Sex: Male. Skin: Fair. Demeanor: Charming. Dress: Usually black. True Attitude: Emotionless. Home: The Isle of Glass; Arдания. Aka: Darí Holvir, Chordan of Moerk, "Crystalline Death" Profession: Monk-Seer. Skill Bonuses: Climb150; Swim120; Ride110; S&H200; Perc170; Rune70; Chan50; Amb±15; AMov100; AD100; Acro150; Cont140; Dance75; Diplom80; Frenzy95; Medit100; Seduct140; Sig110; Subdu160; Track80; Trick70; Tumb100. Spells: Base Spell OB: 60. Directed Spell OB: 145 (Fatal Channeling: same as Absolution Pure, except target's body is turned to crystal). Darí Holvir has all Monk base lists to 50th, All Seer base Lists to 50th, Evil Mentalist lists <i>Dark Channels</i> , <i>Dark Lore</i> , and <i>Curses</i> to 30th, and Loremaster Base <i>Transport</i> , <i>Lost Lore</i> and <i>Interaction</i> to 15th. PP: 180 (and a +7 enhancer for Mentalism). Special Abilities: <i>Resilience:</i> Holvir is able to alter the nature of his skin at will to make it equivalent to AT 11. Items: <i>Bracers:</i> 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 <i>Bladerun</i> 3x per day, the other can cast <i>Deflections</i> 3x per day. <i>Cloak:</i> +60 to hiding; allows the wearer to become two-dimensional 3x per day. He may not attack or cast spells. <i>Headband:</i> Of the Order of the Eye. Necklace: Of golden alloy studded with diamonds, protects the head and neck as a full helm, and is a +7 PP enhancer. <i>Ring of Crystalline Death:</i> 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. <i>Gé:</i> 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" of "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 <i>Long Door</i> .								
Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
The Silver Captain	28	185	12 (80)	Y*	Y	248 bs/2-hs	180 da	+45
Age: ? (appears ≈ 25), Ht/Wt: 6'8"/260 lbs., Hair/Eyes/Build: black/grey/muscular, Dmnr: dispassionate. Race: Dyar. Profession: Fighter. Skills: Climb70; Swim40; Ride100; Perc90; Amb±10; AMov80; Acro40; Cont20; Gamb35; Lead60; Signal20; Stra&Tac80; Subdu90. Items: Holy Lord Yarkbalka, Silver Helm, black dragonskin armor, boots of swiftness.								
Cardinal Seer Ukutava	37	78	1(25)	N	N	65 dagger	110firebolt	-10
Age: ≈500 (appears 80), Ht/Wt: 5'9" (hunches)/ 110lbs., Hair/Eyes/Build: balding white/grey/emaciated, Dmnr: cold. Race: Nuyani. Profession: Seer. Skills: Perc124; Rune67; S&W98; DirS110; Amb±8; Act35; Admin74; Diplom23; Fals45; Lead15; Math67; Medit81; PubSp26; SpellM66; StarG73; Stra&Tac34; Trick10; WeathW34; Spells: All base Seer to 30th, 10 Mentalist open & closed to 20th. Base Spell OB: 40. PP= 37 x 5. Items: Seer headband.								

MILITARY

Type/Rank	Race	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
Lords of the Silver Sword	Laan	8	24	180	15(45)	Y	190 yarkbalka	120sp	20
Knights of the Silver Sword	Laan	64	12	150	15(45)	Y	150 yarkbalka	90sp	20
City Guard	Shay	≈500	2	40	1(10)	N	50ss	--	0
Guard Captain	Shay/Laan	40	4	65	1(10)	N	78ss	--	0
Military Captain	Mixed	200	3	50	9(30)	Y	90ss	40sp	0
Military Soldier	Mixed	8,000	1	35	9(25)	Y	65ss	25sp	0

· PART XI · ADVENTURES



A Lankan Temple Oasis

1-A RESTFUL SEA VOYAGE

Just travelling from one place to another in the Shadow World is an adventure.

Some Ideas:

- **Storms:** Storms at sea are very common, especially with the destabilization caused by the missing northern Eye. More rare and dangerous are Essænce storms, which could transport a ship hundreds or thousands of miles.
- **Pirates:** The entire Melurian Straits corridor between Jaiman and Emer is rife with pirates, despite the best efforts of Sel-kai and Danarchis. These sea-raiders could be from Plasidar, Præten, the White Swan of Urulan, or any of dozens of secret coastal hideouts. Able-bodied passengers are expected to help defend the ship if attacked. Some pirate statistics are provided on the NPC chart.
- **Whirlpools:** The entire NE coast is subject to these spontaneously appearing terrors. The Melurian straits and east of Námar-Tol are particularly treacherous.

- **Sea Beasts:** Deeper waters are usually home to Sea Drakes, Kraken, and sea serpents.

2-THE FOREST OF ASH

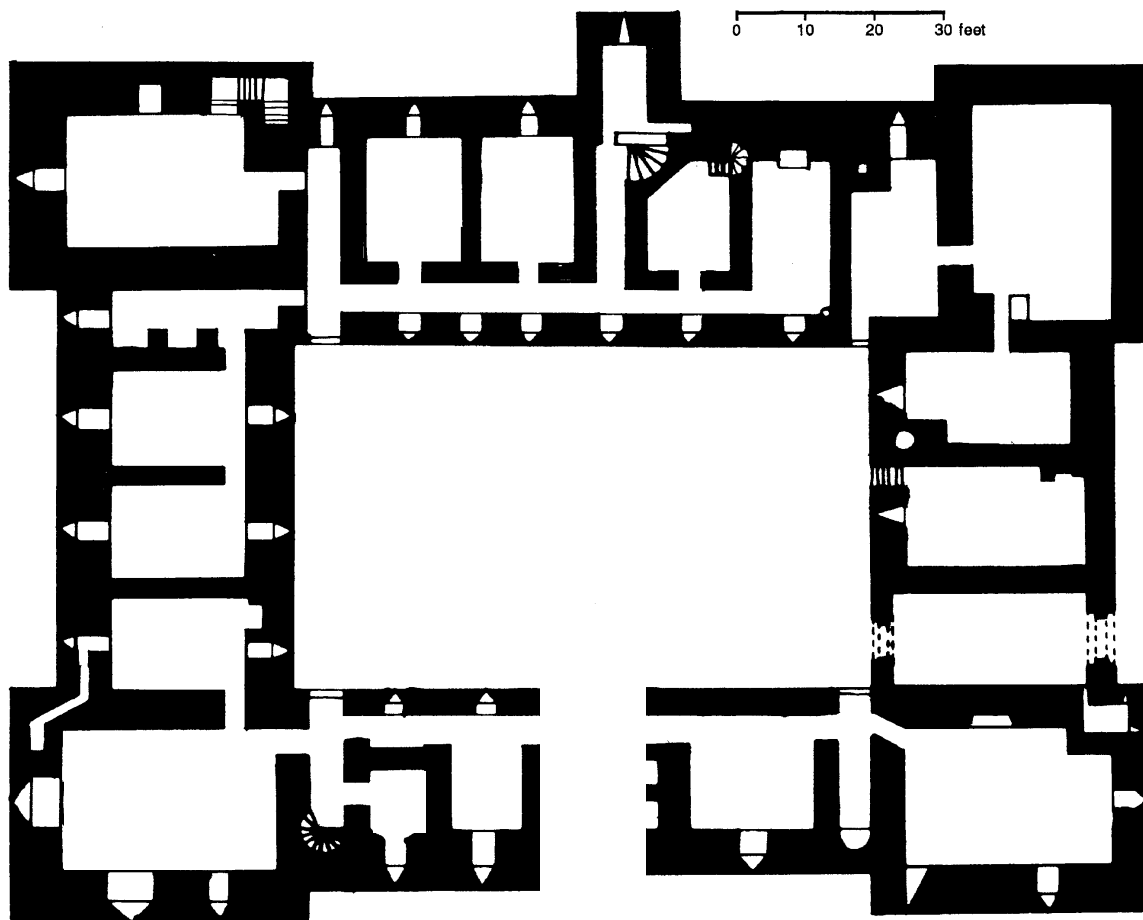
What secret lies beyond the parched eaves of this haunted wood? Adventurers could have heard tales of a dragon's hoard (logical considering the burned forest), a Lich's castle and a open Portal. The truth is much stranger than any of these. Refer to the section on the Forest of Ash for details.

3-THE VÆRKEN MIRE

A rare herb found only in this treacherous swamp could bring a great reward. There are tales of deadly monsters in the Mire, but also legends of treasure in the ruins of the lost city of Thenia.



Forest of Ash



Lord Andreas' Castle Ruin: Layout

4.THE BONES OF THANOR

Thanor is littered with ruins, not only from Thanor of the distant Second Era, but with castles which date to the Emerian Empire. Many of these are haunted piles, full of possibilities for a more 'low-level' adventure. Following are some ideas:

General Encounters

- Tower ruin, whistling wind desolation and loneliness. Roll vs depression.
- A field of Sirenflowers, lull group to sleep on dreamvines which entrap them.
- Rotted trap door, fall into the dungeon of skeletons

Inside a Castle Ruin

- An undead lord who drains away hope wander the halls. (Roll *Depression* criticals)
- The cursed necklace of a wronged wife: gold and sapphires, 2,000gp. Whoever touches it must resist vs 20th level or become obsessed with finding her and begging forgiveness. He thinks he sees her everywhere, until she gets close, and he realizes he is wrong.

- Sounds of singing, of children laughing, fade in and out.
- Modest treasures of gold and jewels.
- An ancient +20 full shield which, on close inspection, depicts a map of Old Thanor — including the location of Thenia.
- Undead knights and courtiers.

5.WANTED FOR HIRE: CARAVAN ESCORTS

Essænce storms have made sea-lanes dangerous and a shortage of Navigators has created a demand for hired swords to protect trade caravans from raiders.

Whether a short trip or a protracted campaign, characters can earn cash and gain tremendous travel experience. Those who own *Emer I* could even extend the trip to Ormian or Izar.

For a caravan campaign, we suggest a convoluted path hitting all the main cities and several smaller burghs which are particularly good sources of certain gemstones. Remember, merchants rarely just want to get from point "A" to point "B"; there is an interdependent series of sales and purchases in a continuous loop. The more ambitious play-

ers (and GM) might undertake a trade themselves, an excellent role-playing opportunity with plenty of adventure possibilities along the way.

Side-Track Options

- Dealer offers a map or artifact rather than cash or the usual exchange
- A village which mines titanium, needed to sell at a large city, is found mysteriously abandoned. Clues?
- In a certain town the PCs suddenly find that their wares are no longer welcome.
- The great marketplace of Kenezan is disrupted by the arrival of the Nameless One.
- Their cargo of Red Tea from Malqanar, normally in demand in Arдания, is almost worthless because of a flood of tea in the market.
- Etc. The possibilities for role-playing and testing PC ingenuity are endless!

6. THE FIVE TROUBADOURS

The Troubadours are a travelling group of vaudevilian entertainers, famous across Emer and Jaiman for their intricately harmonious ballads, acrobatic dancing, humorous skits and elaborate magic shows. They also have a reputation: whenever the Troubadours are in town, strange and inexplicable things happen.

While most find this quintet a welcome break from daily routine, some (mostly oppressive rulers or scheming politicians) think they are troublemakers who bring bad luck.

For the GM: Using the Five

The GM might use the Troubadours in a number of ways:

- First, they can serve as ready-made PCs for an immediate adventure. The Troubadours are a group of 'robin-hood' style characters who travel Kulthea doing good deeds, helping the oppressed, etc. Essentially they are apprentice Loremasters, sometimes even taking on 'missions' at the request of a Loremaster. Rather than using brute force, their skills lie in tricking their corrupt victim into exposing or sabotaging himself so that he is rendered powerless (sort of a fantasy 'mission impossible'). Meanwhile the Five move on to the next town.
- They can also be employed by the GM to help the PCs on their own quest.
- The PCs and the Five might unintentionally get in each other's way somehow and become entangled. For instance, a PC might see one of the Five engaging in a suspicious activity and try (with good intentions) to stop

him. This could trigger a domino effect of failure and the PCs would be drafted to help fix things.

- Finally, the GM may wish to alter the nature of the Five, making them less than altruistic 'robin hood' characters, and actual thieves who manage to pin the blame for robberies on others — perhaps the PCs!

The Five

Lanston: While he appears the most reserved and keeps to the background, he is the real leader of the group. He is extremely intelligent, observant, and intuitive. Lanston is the primary contact with the Loremasters and his dream is to become one some day. With blond hair and sea-green eyes, Lanston has the delicate — almost pretty — features typical of a Linær Elf, though he is shorter than average.

Krys: A rare Faun who travels with other races, Krys is typically hyperactive, barely controlling his exuberance (and libido). He is a master of Trickery and sleight-of-hand.

Timmerlake: A tall, lanky, Linær with blue eyes and golden hair, he is perhaps the most charming and handsome of the group. He takes the lead in most songs and enchants the ladies with his golden voice.

Jaycæ: Second lead singer behind Timmerlake, Jaycæ is a Loar, famous for his (usually unflattering) impersonations of local leaders. He and Lanston are lovers, though they do not flaunt the relationship.

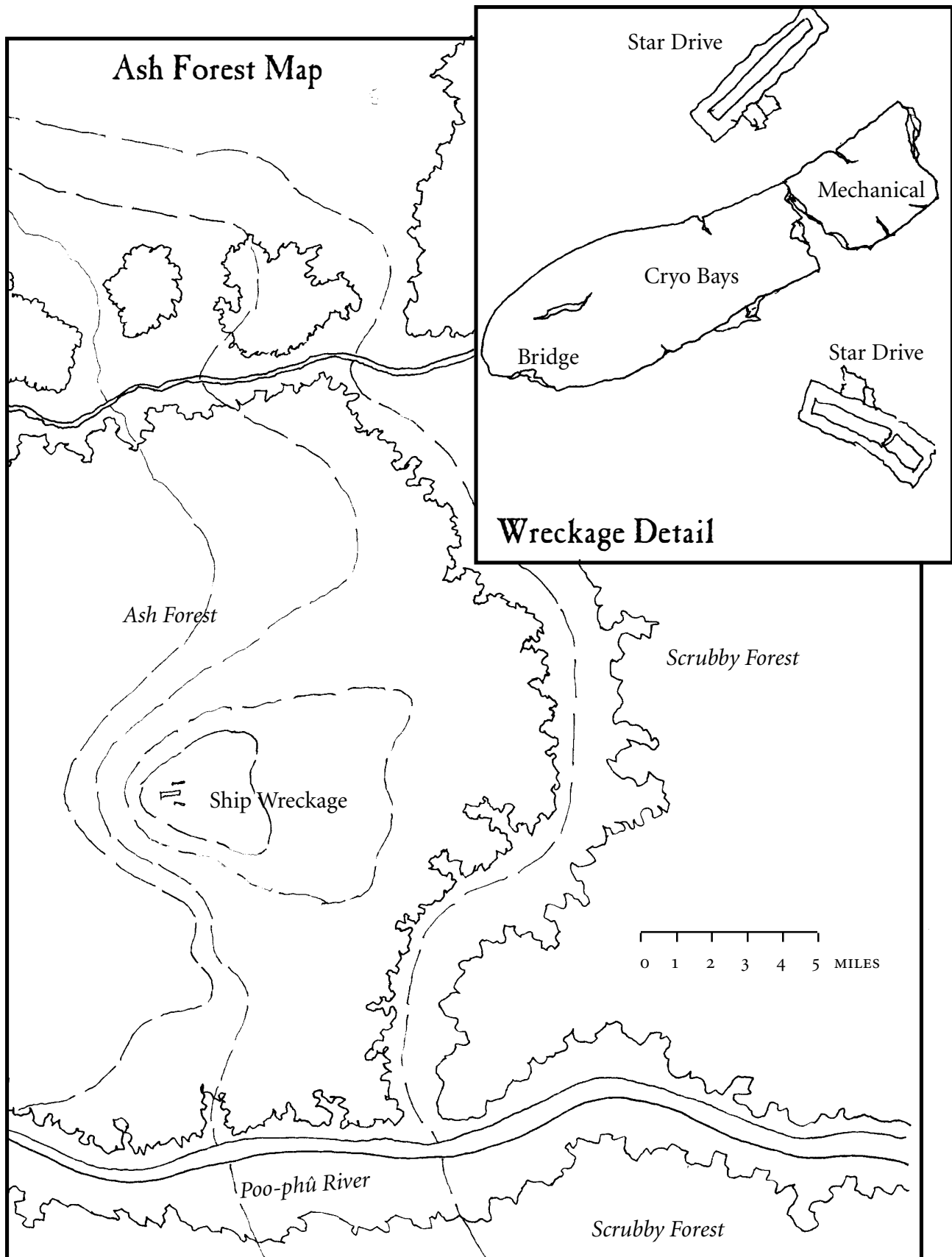
Játone: The half-Elven Monk employs his Changramai training as a stunning acrobat. He usually sports a goatee, a striking feature in combination with his Elven ears.

Troubadour Missions

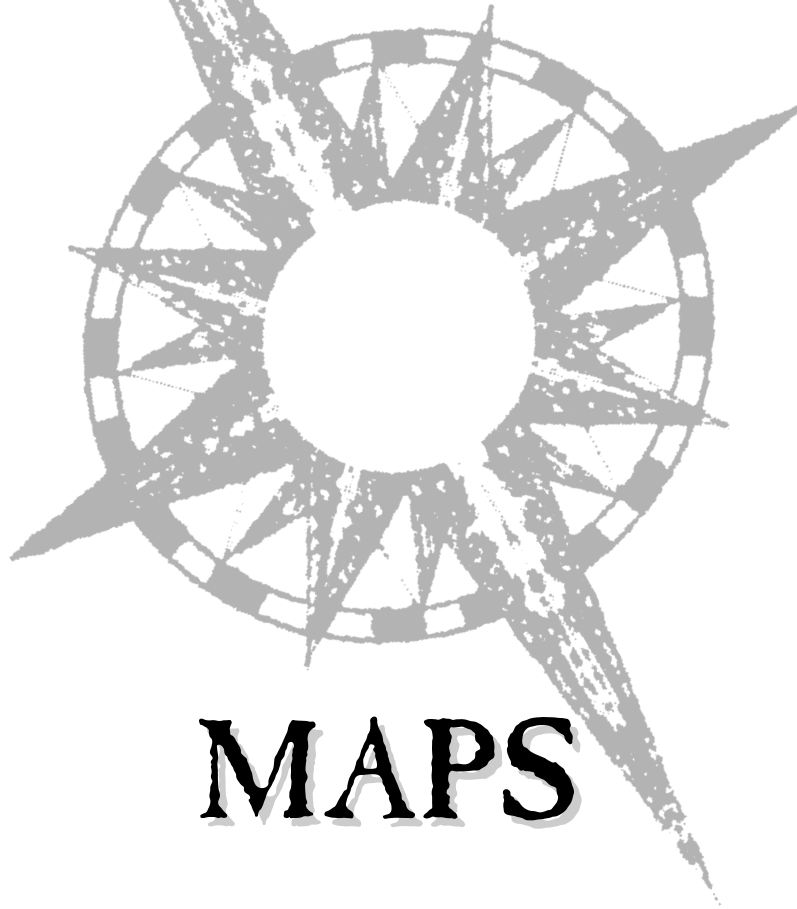
Here are some brief ideas for missions requested in secret by the Loremasters. Note that of course these ideas can be adapted by the GM for other adventures.

In many cases the Five use disguises, forged notes and letters to lure their targets into traps, and other subtle means to their ends.

- Sel-kai: a Guard Captain is being bribed by House Alaxatan to smuggle illegal Poisons. Arrange to have him caught, and possibly also implicate the guilty house.
- Xooba: The personal diary of "The Duchess" has fallen into the hands of an unscrupulous thief, who plans to sell it to the more ambitious Jerich. The diary contains plenty of damaging information which could upset the balance of the lords of the city. Unsavory as Xooba is, it is better off with the six lords in balance.
- Ashenoq: Interior Minister Sorreyan Naron Chûk is blackmailing Shiryan Keana, the eldest son of the Shiryan Tarn. The young man has been seeing the daughter of a rival Tarn against his father's wishes, and unless he steals certain information, Minister Chûk will reveal the clandestine meetings.



• PART XII •



MAPS

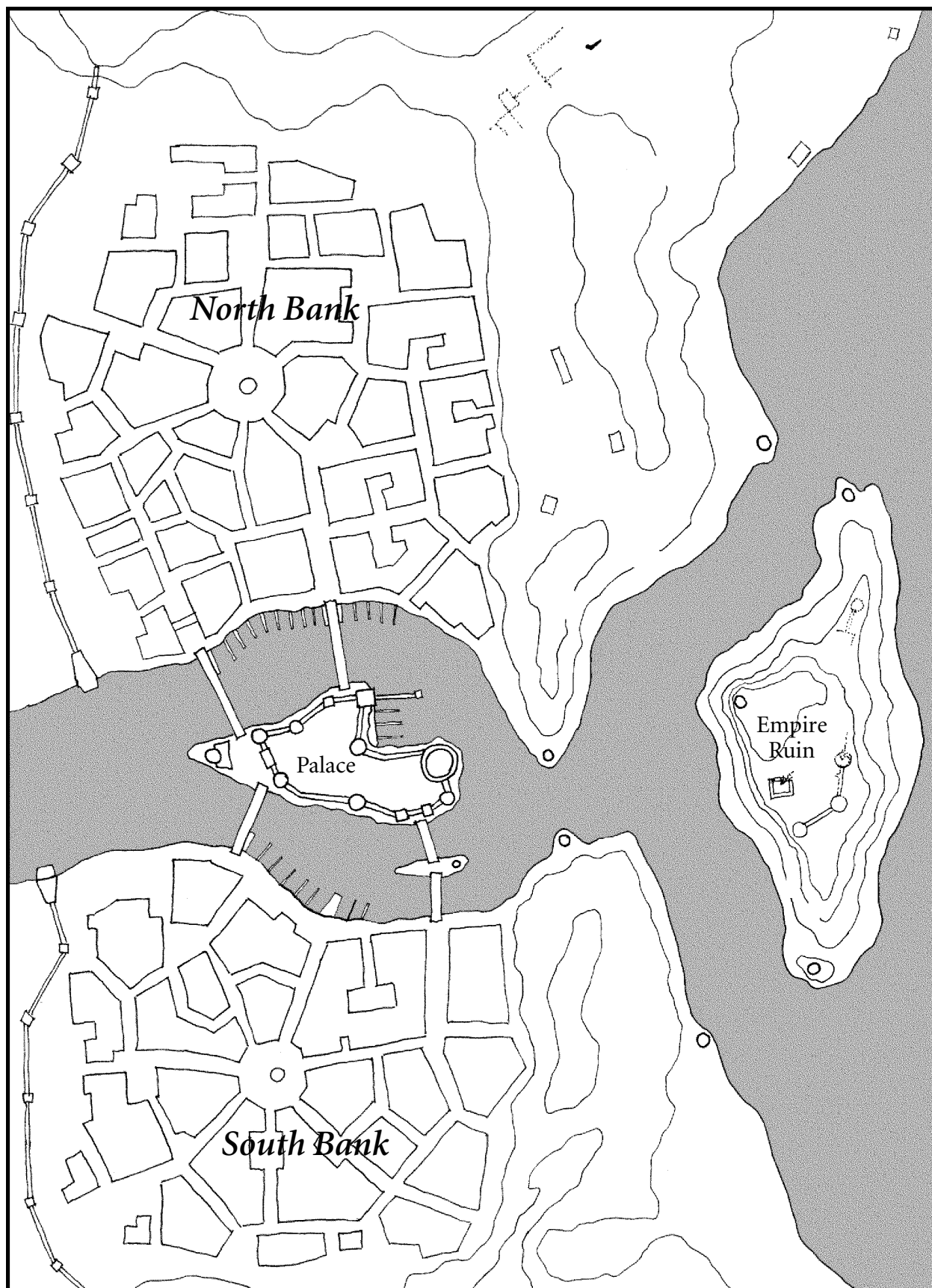


1. Jinteni Lighthouse ruin
2. Temple complex ruin
3. Coral Road entry
4. Thanor temple ruin
5. 2nd era ruin in jungle

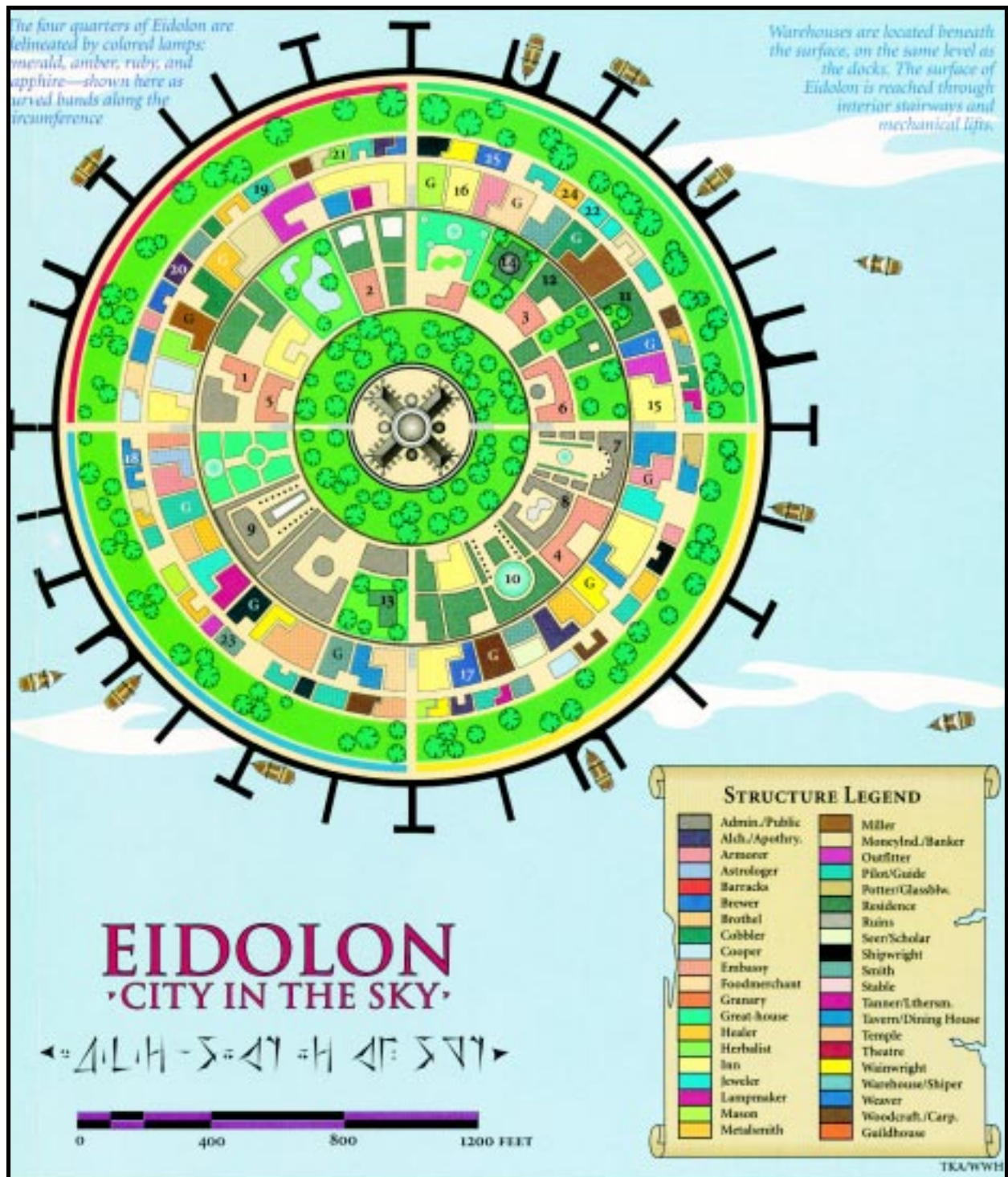
6. Pinnacle of Gurgu
7. Ancient ring of stones
8. Lighthouse temple of Kligon
9. Coral Road entry



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|---------------------------------------|---|
| 1. Castle Ruin | 6. 2nd Era temple to Cay |
| 2. Ruin Lord Andreas' castle | 7. Gryphon Eyrie, Nuyan holy place |
| 3. Althan lighthouse ruin | 8. Ruins of Thanorian watchtower |
| 4. Thanorian city ruins | 9. Althan Underground complex, re-opened by Jenkyna |
| 5. Ruins of Thenia, Thanorian capital | |



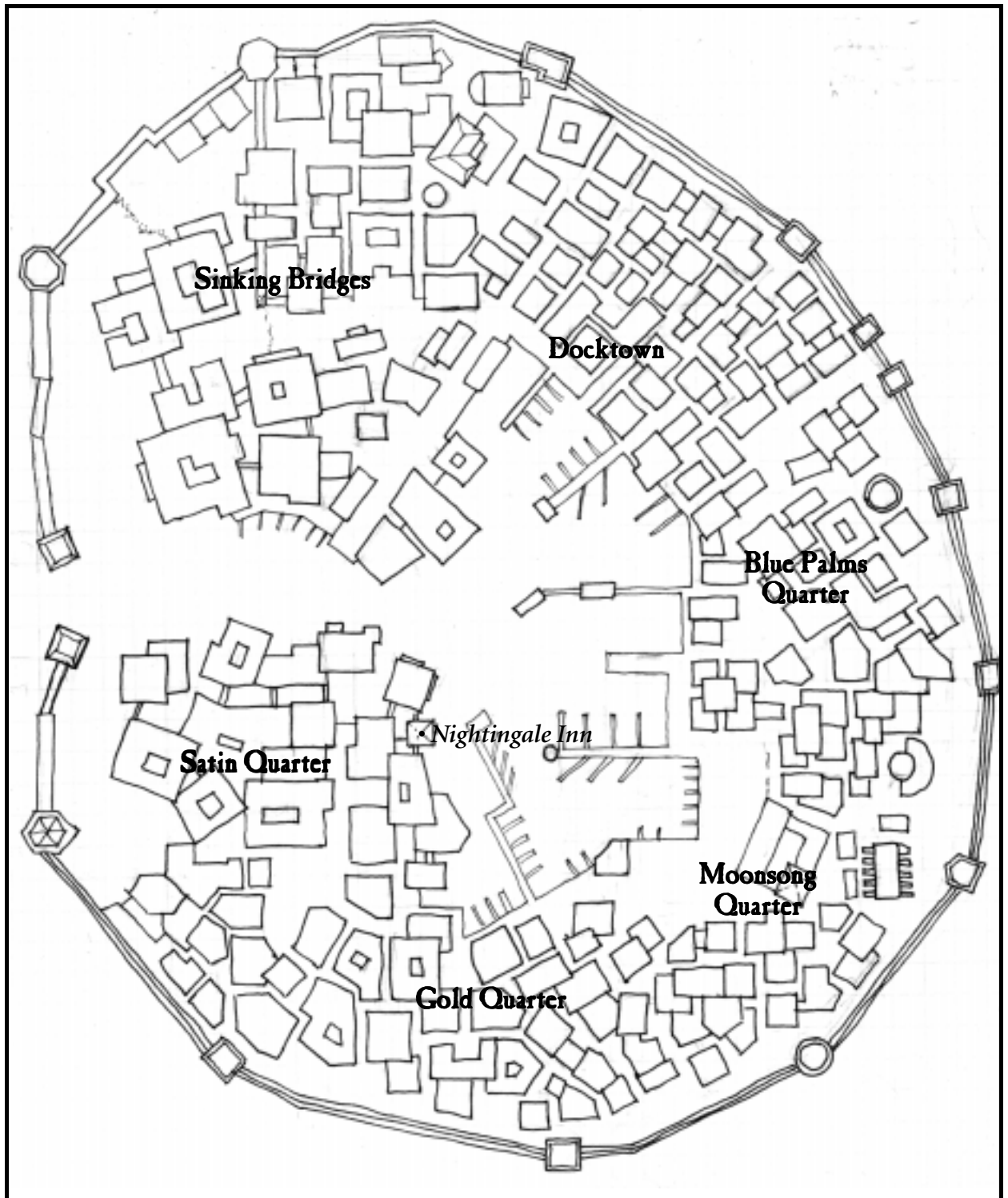
Ardania



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|-------------------------|------------------------------|------------------------------------|
| 1. Danarchis Consulate | 9. Eidolon Historical Museum | 17. Harvest Home Dining House |
| 2. Nuyan Khôm Consulate | 10. Ullizi Mansion | 18. The Green Veranda Dining House |
| 3. Námar-Tol Consulate | 11. Gerion-Tyes Mansion | 19. Taminger's Jewelry |
| 4. Kaitaine Consulate | 12. Maari-tasaka Mansion | 20. Vista Apothecary |
| 5. Lys Consulate | 13. Gugulon Mansion | 21. Dallingen Herbs |
| 6. Rhakhaan Consulate | 14. Valmarana Mansion | 22. Xanthar Jewellers |
| 7. Painting Gallery | 15. Four Winds' Inn | 23. A Keen Edge |
| 8. Sculpture Gallery | 16. House of Dreams Inn | 24. Captured Sunlight Smithies |



1. Coral Road Entry
2. Thanor Outpost Ruins
3. Vog Usuiva (E "Waters of Death"); Maelstrom of Quodoris



Free City of Xooba

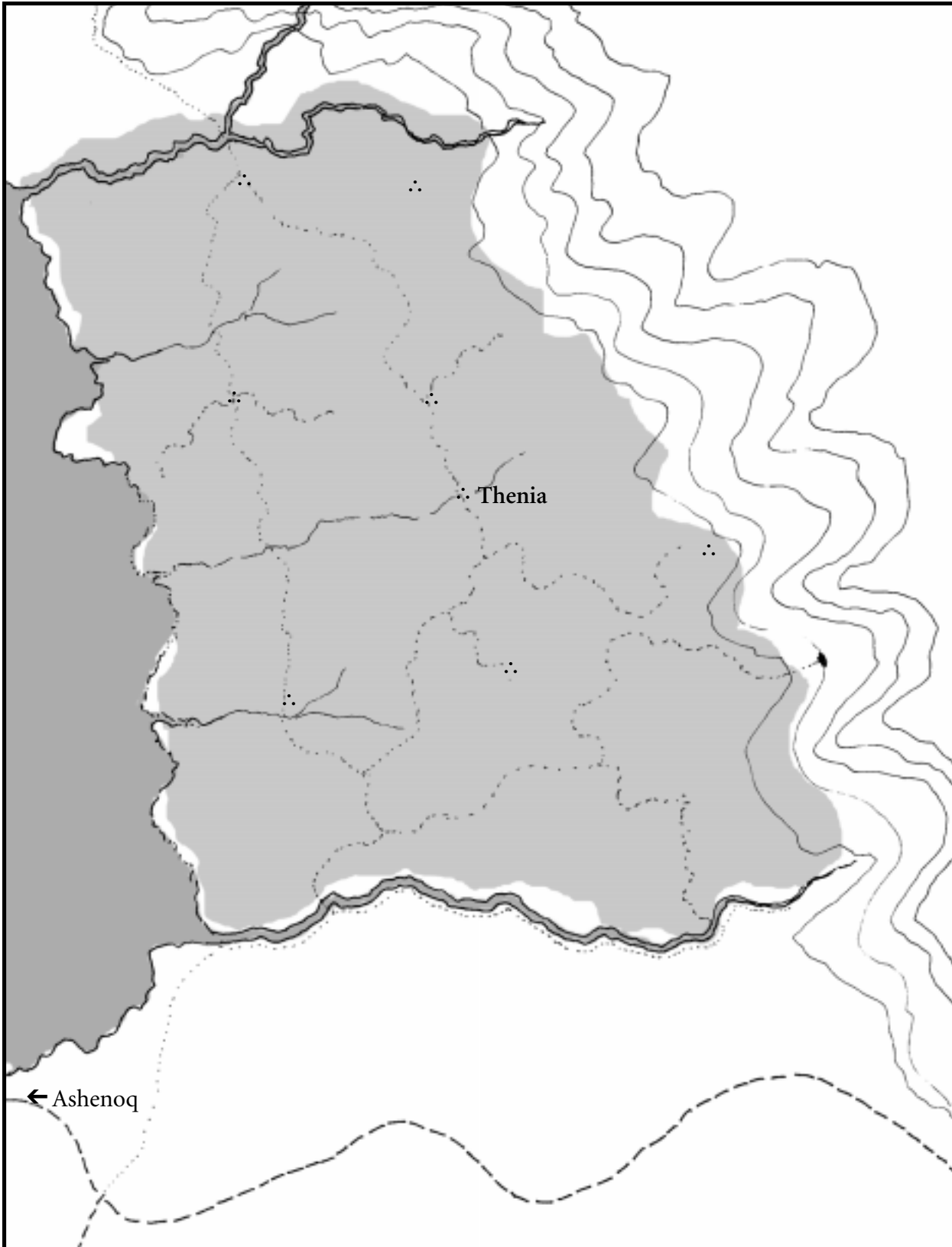


1. Holy Temple of Akalatan
2. 2nd Era ruins
3. Lankan Temple group
4. Empire Outpost ruins

5. Shay town ruins
6. Shay town ruins
7. Empire castle and town ruins



- | | |
|------------------------------|-----------------------------------|
| 1. Oasis | 8. Lighthouse/town ruin |
| 2. Oasis | 9. Jinteni ruin |
| 3. Lankan temple group/oasis | 10. Ancient temple complex of Nûr |
| 4. Lighthouse ruin | |
| 5. Temple to Valris | |
| 6. Lighthouse/castle ruin | |
| 7. Coral Road entry | |



The Voerken Mire



1. Coral Road Entry
2. Jinteni Ruins
3. Vog Usuiva (E "Waters of Death"); Maelstrom of Quodoris
4. House of Centaurus
5. House of Jeranian
6. House of Betaran
7. House of Nikaru

8. The Tetsu Monastery at Kodoris
9. Observatory of Ordye Mur
10. Coral Road Entry
11. Temple to Jaysek/Kieron
12. Abandoned temple to Shaal
13. House of Vikanira

Index

A

Abyss of Pain 88
 Aenfaw 113
 Aenor 27
 Agara-Klysus 26
 Ageren Vuk 22
 Agoth Reliquary 90
 Agyra 24, 44
 Ahn Sye Ni-Vulma 20
 Ahn sye Nokora 20, 112
 Ahn sye Nomoke 20
 Ahn sye Shan 20
 Ahn sye Takla 20
 Ahn sye Talaus 20
 Ahn sye Woloka 20, 114
 Ahn sye Zanar 20
 Ahren-lyax 19
 Ahrenlaakh 25
 Ahrenraax 20
 Airbarges 25
 Akaal 24
 Akalatan 18, 88
 A'kesh 18
 Akvaro 51
 Aldari 19, 43
 Aldaron 19
 Alliance
 19, 20, 21, 23, 24
 Alpaca 46
 Andaras 17
 Andraax 15, 18, 24, 68
 Anzeti 43
 Arдания 27
 Arion 18
 Arûl 18, 38
 Arul, Gulf of 50
 Asamis Arg 18, 28, 68
 Ash Forest 39
 Ash Lairs 37, 50
 Ash Mountains 37
 Assembly of Citizens 103
 Avatars 16

B

Bay of Serenity 96
 Bay of Zalkali 38
 Betaran 104
 Birds 46
 Black Prince 19
 Black Sun 24
 Black Winds 35, 54

Blackwater Bay 38
 Blissful Kingdom of
 Pochantos 25
 Blood Clan (Nuyan) 98
 Blue Palms Quarter 63
 Bokorean United
 Kingdoms 26
 Book of Gates 22, 23
 Buir Vurd 104
 Burning Abyss 19
 Butterfly Scepter 26

C

Camel 46
 Carctira 65
 Castles 105
 Centaurus 104
 Changramai 16
 Charón 15, 81
 Cho-Na-kudai 22
 Church of the Pantheon
 72
 Church of Zanar 22
 Cicala Grass 40
 Circular Sea 17, 18, 38
 Citadel of the Morning
 62
 City of the Dead 27
 clan braid 94
 Climate Map 34
 Cloud Clan (Nuyan) 98
 Cloud Gate 91
 Cloud Pass 11, 91
 Cloudlords of Tanara 27
 Codex Akalatan 29
 Comet 19, 25
 Compasses 17
 Coral Road 15, 17, 63
 Council of Karilôn 16
 Crimson Cloak 20
 Cronagenic hibernation
 15
 Crowns of Jaiman 18
 Crystal Cliffs 37
 Crystalline Death 113
 Cult of Klysus 82
 Cult of the Cobra 18

D

Daath Leerssoi
 17, 18, 25
 Dændarus 26
 Dænku Ahrenreth 19
 Dænkú Ahrenreth
 16, 19
 Dalla Veurd 53

Daloiv Kirnvar 37
 Dalov Perll 52
 Dano 135
 Dark Gods 15
 Dekdarion, T'vaar 16
 Dhryan 98
 Dia Khovaria 26
 Docktown 63
 Dragon Helms 17
 Dragon Kingdom 18
 Dragons 47
 Dreamvine 40
 Dryads 15
 Dúbach 90
 Duchess 63
 Dulucaborn 17, 55
 Dulucaborn, Tower of 60
 Dusburbulgaur 25
 Duskwalkers 15
 Dust Storms 35
 Dyari 43

E

Earthwardens 15, 59
 Eidolon 24, 51
 Eight Orders 20
 Elar, Prince of Námar-Tol
 103
 Electric Ray 41, 50
 Elemental Demons 47
 Elementals 46
 Elor Once Dark 26, 54
 Elves 42
 Emerian Empire 14
 Empire of the Black Sun
 24
 Encla Turic 52, 56
 Endless Sea 25
 Erlin 14, 43
 Essænce 14
 Essænce Storms 39
 Estar of Leonas 21
 Eternal City 89
 Evil Ones 24
 Eye of Utha, Northern 26
 Eyes of Utha 15, 16

F

Faaw Shryaac 19, 20
 Faaw Shryaak 26
 Fey Folk 15
 Final Spell 68
 Fiori'k'hrina Confedera-
 tion 27
 First Zanarian Purge 22
 Flurayan 98

Forest of Ash 39, 91
 Forest of Norg 91
 Fossil Industrial Age 9
 Free City of Xooba 62
 Frost King 17

G

Gart 65
 Gart, Mausoleum of 56
 Gartyl 42
 Gethanen 16, 18
 Gethyra 26
 Gholach 68
 Giant Squid 41
 Giants 47
 Gold Quarter 63
 Golden Dragon
 18, 27, 29. *See also*
 Kydak Dûm
 Gort 40, 77
 Great Drakes 17
 Great Grove 68
 Green Mountains 37
 Gref Lew 106
 Gregir Ornskold 66
 Grekka Spider 41
 Gryphon 42
 Guarded Isle 19
 Guardian Mind 24
 Gudd Tyl: the Ale Hall 58
 Gulf of Arûl 38, 50
 Gyshon Vurg 25

H

Hard Winter 27
 Haunted Wastes of
 Thanor 68
 Heart of Agoth
 26, 29, 30, 90, 113
 Hemaflly 41
 Herald of Darkness 28
 Honakh 62
 House of Blue Palms 80
 Hûta'arn 20
 Hutsua Kang 24

I

I-chaal 26, 88
 Iæn Shiin 27, 113, 114
 Ikeya 62
 Ilarsíri 18
 Ilmaris Terisonen 15
 Ilorian 44
 Inis' Fingers 41
 Iron Age 9
 Iron Wind 18

Iruaric 14
 Isle of Fire 22
 Isle of Glass 113, 114
 Iylar 14
 Iyxia 17

J

Jaaderi 43
 Jade Clan (Nuyan) 98
 Jaysek 17
 Jenkyna 24, 69
 Jerak Ahrenreth
 19, 22, 113
 Jeranian 17, 104
 Jerel of Plasidar 27
 Jerich 63
 Jha'ani-Quor 90
 Jho-yan 98
 Jhyan 98
 Jineri 43
 Jinteni 15, 44
 Jiren 105
 Jiri 135
 Jiri Lichen 41
 Jush 17
 Justiciary 103

K

Kadæna 15
 Kæden 69
 Kæden Queen 71
 Kægauriss 71
 Kailoq 50
 Kai'sa Peninsula 51
 Kaitaine 23
 Kal-chah 24
 Kal'chah 24
 Kalon 27
 Kaonulo 51
 Karilôn 15, 29
 Karis River 39
 Karzôk 24, 78
 Karzôk Lankan 24
 Keepers of Buir Dom
 60, 65
 Kelestia 17, 18, 96
 Kelp Forest of Kyras 50
 Kenezán 24, 79, 88
 Kesilex 22
 Khraghon 69
 Khûm-kaan 20, 21
 Khurtûm 77
 Kingdom of a Thousand
 Dawns 15, 16, 17
 Kirin T'thaan 15
 Klu-kala 69

Klyrunyak 113
 Klysus 24, 82
 Komaren Isles 21
 Kraken 41
 Krelj 17
 Kritiri 102
 K'ta'kuli 25
 K'ta'viiri 14
 Kugor 14
 Kuluku 21, 24, 26, 27
 Kyan 98
 Kyan Kitanor 96
 Kydak Dûm 18, 27, 29
 Kyras 63

L

Laan 43
 Lahryan 98
 Lankan Calendar 82
 Lankan Empire 25
 Lankani 24
 Lapinar River 39
 Lapinar Sound 38
 Late Bronze Age 9
 Late Renaissance 9
 Late Stone Age 9
 L'chye Baentar 26
 L'chye Herónath 26
 Leaf Clan (Nuyan) 98
 Lictors 103
 Linæri 42
 lingering pain 23
 Llama 46
 Loari 42
 Loarik 14
 Logor Swamp 39
 Lon Lemira 59
 Lonely Ocean 39
 Lonely Sea 15
 Lord of Ardanian 26, 113
 Lord of Encla Turic 18
 Lord of Light 17
 Lord of Night (Akalatan)
 88
 Lords of Orhan 14
 Loremasters 15
 Luarto Shang 22
 Lutrôki 25, 44
 Lygaar 24, 26, 113
 Lys 23

M

Mammals 46
 Market Circle, Kenezán
 88

Master of Malice
 16, 18, 55
 Master of the Sun 82
 Masters of Emer 16
 Mataru 94
 Mausoleum Gart 56
 Mavaun 77, 88
 Medieval Age 9
 Melurian Straits 38
 Middle Stone Age 8
 Moon Clan (Nuyan) 98
 Moonsong Quarter 63
 Morbeck Highlands 28
 Morion 63
 Morloch 20
 Mormiren 71
 Morphus 90
 Mujari 90
 Murlogi 44
 Myri 44

N

Naiads 15
 Námar-Tol 17, 18, 23
 Nameless One
 18, 25, 26, 29, 90
 Navigator Guild Alliance
 17
 Navigators 17
 Nebula Queen 91
 Nemrais Mur 59
 Nexus 17
 Night Hound 42
 Night of the Third Moon
 82
 Nightflyer 25
 Nikaru 104
 Nimira 16
 Nizzar Root 40
 N'koru 27
 Nôm Rul 38, 98
 Nomikos 16
 Nor 16
 Notanu 98
 Numbing Leech 41
 Nuyan 22
 Nuyan Khôm 20, 21, 26
 Nuyásu 14
 Nymphs 15

O

Obsidian Pass 98
 Ochu 44
 Oevaag Baas 52
 Ohtani Y'nar 96
 Old Race 16

Old Stone Age 8
 Omiar Akalataru
 29, 81, 87
 Ondoval 22, 29
 One Hundred and One
 60
 Oran Jatar 17
 Orbaal jen Zamain 17
 Orbis 16, 17, 18
 Ordainer 50
 Order of the Cloak
 20, 22
 Order of the Eye
 20, 22, 27, 114
 Order of the Flaming
 Sword 20
 Order of the Four Winds
 20
 Order of the Hand
 20, 21
 Order of the Ring 20
 Order of the Silver Sword
 112, 113
 Order of the Sun 20
 Order of the White Flame
 22
 Order of the Wind 22
 Ordye Mur 106
 Ordye Throg 53
 Orhan Marble 60
 Orhyan 98
 Orlhach 50
 Orv Cibur 106, 107
 Outer Circle, Kenezán 88
 Overlords of Orbis 94

P

Pahtôm 91
 Pakaal 18
 Palace of the Butterflies
 98
 Pale Men 24
 Pales 14, 15
 Palia 17, 18
 Patricians 103
 Pelegris 37
 Period of Consolidation
 19
 P'har Ahnekar 26, 88, 92
 Pillar of the Gods (14
 Pirates of Præten 62
 Plasidar 27
 Plateau of Arûl 39
 Plebians 104
 Pochanti Territory 90
 Pony 46
 Præten 62

Priests Arnak 16, 18
 Prophet of Valris 28
 Puirl Buirn 35, 54
 Purll Cibur 52, 54
 Pyramid of Kings 89
 Pyramid of the Snake 89
 Pyramid of the Sun 89

Q

Quadrangle Court,
 Kenezán 89
 Quaidu 44
 Quarnak 25, 41
 Quentar Daal 19
 Quetax Xok 90
 Quon 24, 113
 Q'venna 26
 Qye 91

R

Races 42
 Raven Queen 24
 Razorglass 40
 Reandor 23, 71
 Red Cliff caverns 50
 Relas Ardan 114
 Reliquary, of Agoth 90
 Rendanaar 104
 Rings of Ice 16
 Rober 135
 Rorg 19, 55
 Roth the Flamboyant 68
 Rust Clan (Nuyan) 98
 Rust Mountains 37

S

Sæzur Vranuk 17
 Saffron Clan (Nuyan) 98
 Sa'kain 16, 17
 Samli 16, 19
 Sanctified 78
 Saren Xanaari 103
 Satin Quarter 63
 Screaming Eel 42
 Sea of Tears 38
 Second Zanarian Purge
 23
 Sel-kai 23, 51
 Selia Rendanaar 27
 Sendar 18, 89
 Sendil 18, 89
 Sentinels 19
 Serpent Twins 78
 Shadowed Secret 29
 Shadowstone 15, 23, 25
 Shæsra Tælæl 17

Shanarak 21
 Shar-Bu 30
 Shards 19
 Shards of Ubenmas 27
 Sharksteeth 37
 Sharksteeth Bight 38
 Shay 44
 Shinh Archipelago 21
 Shiryan 98
 Shoneb Empire 24
 Shuluri 43, 50
 Shulushú 41
 Silaar 17
 Silver Forest 16, 17
 Sinking Bridges 63
 Sirens of Sorak 16
 Sittachi T'siir 66
 Sky Clan (Nuyan) 98
 skyship 24
 Skystone 19
 Snitch Ninefingers 66
 Solar Guard 82
 Solev Kirik 41
 Sorreyan 98
 Soulsword 15, 25
 Srill 25, 42, 77
 Ssoei Womiis 18, 71
 Ssoei Womuul 18, 71
 Ssoiyig Saer 17
 Stone Age 8
 Storm Hawk 42
 Storm Heralds 22, 28
 Storm Wizard 28
 Straits of Meluria 38
 Sulfean 28
 Sun Torque 84, 92
 Swamp Star 41
 Swordmaker 17
 Syka'av Klytaru 81
 Sylphs 15

T

Ta-lairi 43
 Talath 44
 Talisman of Hiding 19
 Tana 63
 Tanai 44, 63, 69
 Tanris Dekdarion 16
 TARA 26
 Tania 30
 Taranians 15
 Tasan Nuyin 20
 Telpi Grass 40
 Temple of Separation
 81, 89
 Temple of Union 81, 89
 Tendorn 71

Terenis 21
 Tethior 18, 25
 Tethior the Smith 17
 Tetsu 99
 Tetsui Monks 94
 Thalan 19
 Thanor 17, 68
 Thanor Stand 68
 Theg 61, 65
 Thenia 18, 69
 Thesians 44
 Third Moon 81
 Thokot 40
 Thourghbred 46
 Tinturi 26
 Tishiri Ha'an 96
 Titans 16
 T'loc-loc 28, 44
 To'tanaur 25, 94, 99
 Tower of Dulucaborn
 58, 60
 Trogli 44
 Trolls 47
 Turquoise Clan 98
 T'vaar Dekdarion 16
 T'voca River 39
 Twin Stars 96

U

Ulya Shek 24
 Umli 16, 17
 Undead 48
 Underworld 88
 Unlife 16
 Ur-Goren 62
 Ur-Shaan 62
 Usiva Krem 53
 Usiva Perll 52
 Utha 15
 Utor Keza 26

V

Vaalg Stoyy 18
 Valaan 22
 Var Maas 104
 Varnost 106
 Vashaan Domain 27
 Verya 16, 17, 18
 Viceroy of Pochantos 91
 Vikanira 104
 Viper Guard 90
 Voerken Mire
 18, 28, 39, 69
 Vog Mur 17, 18, 23, 52
 Vog Usuiva 38
 Vopana Isles 51

Voriig Kye 18, 27, 55,
 61, 65
 Votania 16
 Vour, Tower of 19
 Vulthon Empire 27
 Vurg 25
 Vurt Usuiva 106

W

Wall of Mighty Stone 96
 Warhorse 46
 Wars of Dominion 94
 Watching Eye 59
 Weather Chart 34
 Welsariel 65
 White Dragon 17
 White Swan 27
 Wode Baas 106
 Wôrim 15
 Wyverns 47

X

Xagur 99
 Xaipoch-tal 90
 Xanaari 103
 Xarth sye Vurna 62
 Xeldara 66
 Xenium 106
 Xooba 62
 X'rek 63

Y

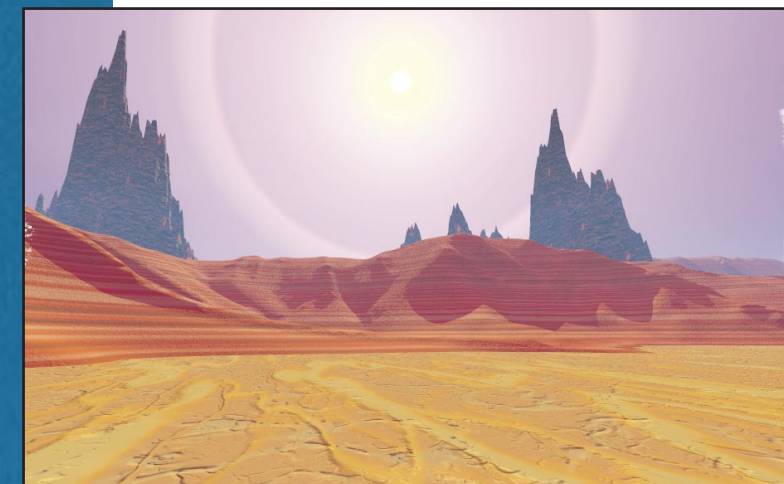
Y-tarmen 27
 Yarkbalka 112
 Yarkbalkas 27
 Yellow Death 23
 Yiatris 104
 Yindara 88
 Y'nari 44
 Yultûm 29

Z

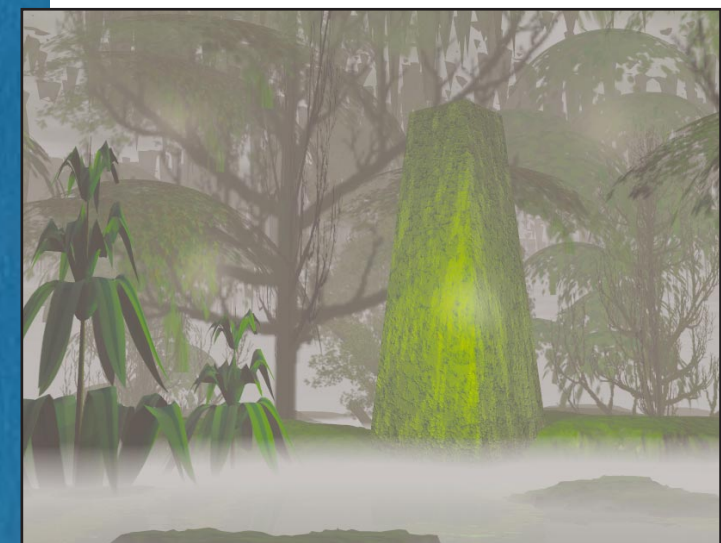
Zagul 24
 Zalkali, Bay of 38
 Zanarian Purge, Second
 23
 Zinvar 25
 Zori 43



Over a Mountain Pass



Arûl Wastes



The Værken Mire

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