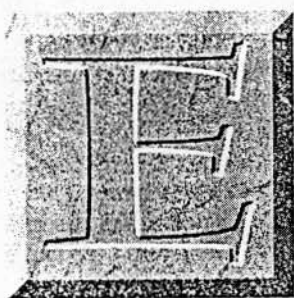
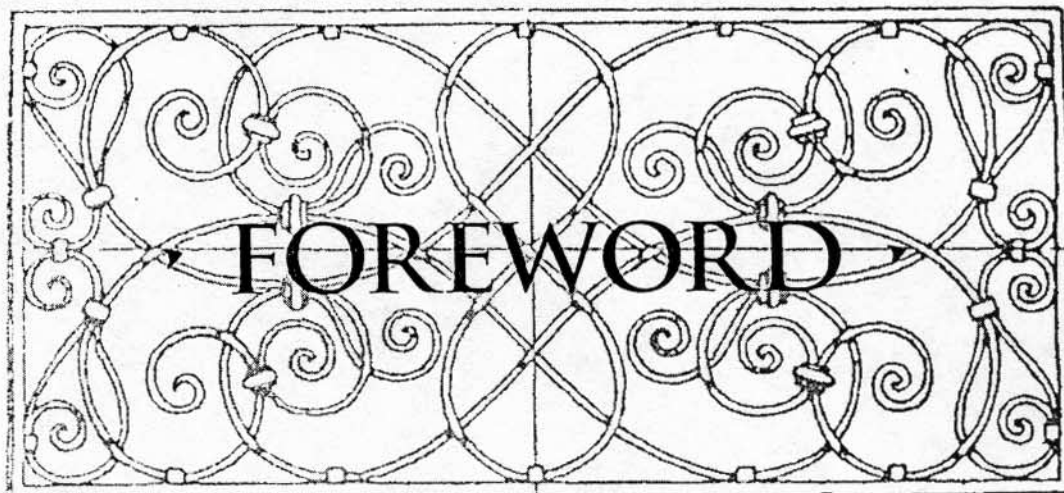


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IDOLON! THE NAME IS LEGENDARY FROM THE SHORES

of the Bladelands to the plains of the nomadic Jan. A glittering jewel, a treasury floating on a cloud, a testament to the power of coin, Eidolon is the unassailable heart of the richest trade empire on the Shadow World. The Prince of Sel-kai resides in Eidolon, his gleaming white marble palace towering over rings of landscaped terraces. The rest of the 'Upper City' is dominated by guildhalls and shops trading in the most exotic luxury goods. About the towers and rippling banners circle a swarm of sky-ships, the merchant fleet of the Prince. Like bees they serve the hive, but their cargo is merchandise, not pollen, and the gold is metal, not honey.

By any measure of mortal lifetimes, it is an ancient city: for fourteen centuries it has hovered serenely above the rolling hills of Sel-kai. But Eidolon is young compared to her land-bound sister, Sel-kai City. Many times the size of Eidolon, the 'Lower City' is where the bulk of commerce takes place; it remains the backbone of the Sel-kai economy.

Sel-kai City has existed for four and a half millennia, growing from a small cluster of wood and thatch cabins on the bank of the Sharhya to a sprawling metropolis of islands topped by stone towers straddling the delta. Hundreds of bridges span the dozens of canals at many levels, linking the twelve districts of Sel-kai City.

In the Black Oak and Library districts, towers rise higher as the wealthy and powerful seek to dominate their rivals. Meanwhile the piling supporting the Sighing Docks and Canal Maze slowly sink into the muddy bottom of the river.



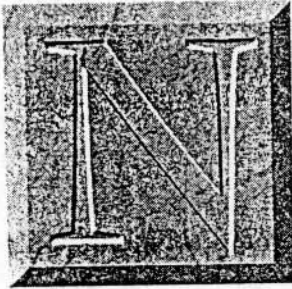
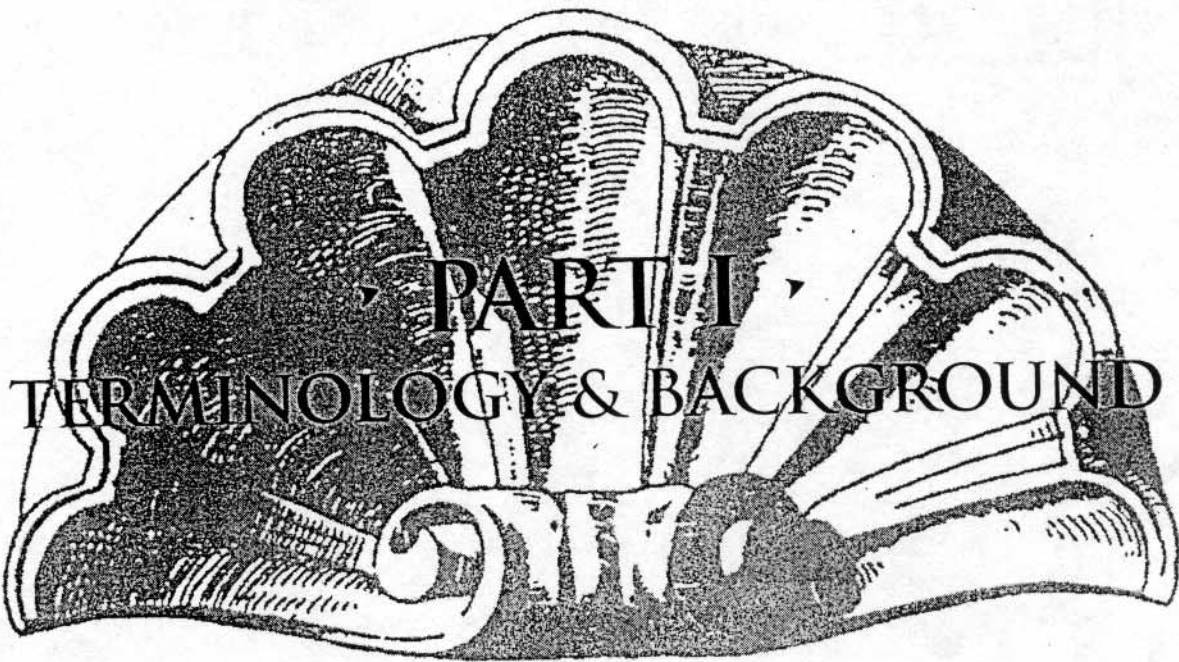
Detailing the city of Eidolon, Sel-kai City, and the island-realm of Sel-kai, this book also includes reference material on common trade goods such as metals, gems, herbs, spices, and other items. Exhaustive price lists are included.

Central to this guide is the map of Sel-kai City. Actually several maps, the set includes a color overview of the city, close-up B&W maps of selected areas, and floorplans of representative shops, inns and other establishments frequented by player-characters.

Also scattered throughout the book are vignettes of life in Sel-kai; scenes intended to give the reader a better feel for life in this land of wealth and poverty, pitiful ugliness and harsh beauty. The canal-city comes to life with interesting characters and unique neighborhoods, all in the trading center of Kulthea!



Decorative Freize,
University of Kalingen,
Aigon College.
c. 4150



IGHT IN SEL-KAI CITY.

The Great Moon Orhan had set; red Charón gaped like a bloody hole in the sky; and of course Eidolon dominated the heavens above the Lower City, spurning her poor elder sister... taunting her.

Darkness pressed down on the shadowed alleys, while an oily mist rose from the stinking canals. The night was quiet... deceptively so.

Ormool leaned indolently on his ebony cane, a figure out of context. The handsome Dyari Elf's ears glittered with gold hoops and jewelled studs, and his finely-cut black garments were trimmed with golden thread. But he stood at the end of an alley in the depths of canal-town, flanked by two hulking humanoids with clear genetic ties to Lugròki. They were Gork and Lunt, Ormool's "special assistants." Behind the trio in the canal a skiff bobbed on the scummed water. The only sound was a rhythmic slurp-slurp as the boat washed against the stone pier.

"Someone approaches, My Lord Priest."

"Thank you, Lunt, but I heard him some time ago." Ormool's words were knives of condescension.

Silhouetted by misty lamplight, a giant of a man stumped down the black alleyway. As he approached it became clear that he carried a sack over his shoulder, whose contents suspiciously resembled a body.

"Ah, Krann, you have brought my new toy?" Ormool grinned, showing perfect white teeth.

Not only far larger than most men, Krann was so ugly that most believed he had Trollish blood. His homely face was expressionless as he closed to tower over this unwholesome trio. "I got it."

"Well, let us see, shall we?" The Dark priest could hardly contain his excitement. "Gork, open the lamp."



Jeweller's Hammer



Atalante from the
Temple of Moralis,
South Portico.
c. 3800

Krann shrugged the sack carelessly onto a handy pile of trash and yanked open the drawstring, exposing the head and bare shoulders of an unconscious Elven youth, no more than fourteen years old. The boy was a beautiful Iylar: fine blond hair and delicately pointed ears framed his angelic features. His skin was clear and golden in the lamplight.

"He's perfect," Ormool crooned. He caressed the boy's cheek with long, tapered fingers. "Moralis will be pleased." He straightened, loathe to take his eyes from the boy, and gestured to Lunt to pick up the youth.

"Wait. The gold first." Krann extended a huge gnarled palm.

Ormool smirked, but produced a heavy leather pouch and dropped it in Krann's paw-like hand. "One hundred, as we agreed."

"What'cha gonna do with the kid?" Krann asked conversationally as he stuffed the coins into his breeches pocket.

Ormool's face went mask-stiff. "Why do you care?" He asked curtly.

"Just curious."

"An unhealthy habit, curiosity. If you must know, he won't be harmed... physically."

Krann stuck out his grotesque lower lip reflectively. "You Moralan really know how to have a good time." Even through that thick accent Ormool could read sarcasm.

Lunt hefted the sack into the boat while Gork prepared to cast off. Ormal stood watching the Trollish mugger lumber off the way he had come, but after he had gotten about twenty paces away, the Priest pulled up his voluminous sleeve—revealing a heavy iron bracer covering his entire forearm. He locked his arm, aiming his fist at Krann's retreating back. With a muffled 'thunk', a steel bolt shot from a track along the band and went whistling through the thick air to plunge into the base of Krann's skull. The Half-troll fell like a tree.

"That will teach him to ask questions. Lunt, retrieve the money." Ormool turned back and stepped gingerly into the skiff. A moment later Lunt was on board and the boat eased out into the canal, towards the Temple district.

Above them in the clear night sky hung luminous Eidolon, oblivious, scorning the very earth.

This section defines some key words, including businesses and trade materials, as well as providing an introduction to Sel-kai and Eidolon and a brief description of some of the more common races represented in this island-realm.

1. DEFINITIONS & TERMS

The following is essentially a reference section, describing the many specific and sometimes technical terms used throughout the book.

CITY STRUCTURES TERMINOLOGY

What follows are brief explanations of the categories of buildings commonly found in Eidolon and Sel-kai city (as well as most other major cities in the Shadow World). More specific information is provided for selected sites, described in the district-by-district text.

Admin/Public: A term to encompass a wide variety of facilities, this could include the city offices, the jail, or public use structures like baths, arenas, or libraries. In Eidolon/Sel-kai this also includes the official mercantile exchanges, which convert common coin to Sel-kai currency.

Alchemist: Differing from Apothecaries, Alchemists deal in magical potions, scrolls, and sometimes such operations as the recharging of wands and staves.

Animal Trainer: Animal trainers are also—essentially—pet shop owners. They stock a variety of animals from the common to the very exotic. For those unusual clients interested in a Familiar, a few of these merchants have 'package deals' with Alchemists who provide *Familiar* scrolls. Only small beasts (no larger than a medium-sized dog) are kept in the shop; though a few have farms outside the city where they breed larger animals.

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Apothecary: Essentially a pharmacist, specializing in potions of a non-magical nature, salves and drugs which heal or harm. Apothecaries rarely trade in herbs in their natural state. Many also carry spices and other unusual items such as cacao.

Architect: While not common, architects are not unheard-of in metropolitan areas. In this society, architects also possess considerable engineering knowledge.

Armorer: Mainly metalsmiths who specialize in the forging of armor, shields and the like. Some will make primarily chainmail, others plate, while others actually are more leathersmiths.

Artist: Pure artists with a 'shop' or studio are fairly rare, but Sel-kai is large enough to harbor a few. Most are independent portraitists or sculptors who no longer wish to deal with the hassles of the Guild and associated teaching responsibilities.

Astrologer: One who studies the stars and tells fortunes based on their analysis of the heavens. Astrologers of Kulthea—especially those in more technically advanced areas where they may have access to sophisticated telescopes—are often knowledgeable about basic astronomical realities. For instance, most know that Kulthea is the seventh planet circling the sun, which in turn is just one of myriad stars, etc.

Baker: One who makes bread, pies, pastries, rolls, etc. Bakers also usually supply flour and yeast for those who wish to make their own breads.

Barracks: Includes military housing as well as administration (as opposed to civilian administrative and support facilities). Barracks may be for military or Wardens.

Bookbinder: While technically separate from a Scribe, there is often some overlap in the actual functions between these professions. Bookbinders assemble manuscripts and sew them together into bound volumes. Larger binderies have many young copyists whose job it is to duplicate manuscripts. The type of books are usually more mundane than those copied and traded in by Scribes, but are still important for educational purposes.

Brewer: There are few actual breweries in the city (and those are very small), but several brewers have offices in the city where arrangements can be made for the delivery of beer and related spirits.

Brothel: This term is used for the full range of 'personal services' from sophisticated courtesans to cheap 'by the hour' girls (and sometimes boys, depending on the customers' tastes). Some establishments pride themselves on the beauty and personal hygiene of their staff, while others are an invitation to an unpleasant disease.

Butcher: One who sells meats, including (but not limited to) beef, pork, mutton, venison, poultry. Most butchers have fresh, smoked and salted fare. In large, coastal cities like Sel-kai, butchers do not handle seafood, leaving that to the fishmongers.

Candlemaker: Also called a *chandler* in some areas, they make and sell candles and sometimes simple oil lamps.

Carpenter: There are several subcategories of carpenters, and the specific type is noted in selected buildings' detailed descriptions. Carpenters fall into three basic categories: cabinet and furnituremakers, detailers and marqueters (those who inlay colored woods—especially in floors) and the joiners and real carpenters (those who work with masons to do interior walls and framing).

City Wardens: Warden barracks and posts are scattered throughout the city. Some Wardens have families and live at home, while others reside in barracks. This indicates an actual guard-on-duty outpost, which may or may not include a residence hall.

Clothier: Also called a tailor or seamstress, this designates the shop of one who makes clothing. While clothiers may sell cloth, they do not usually make their own. In societies such as this, clothes are usually custom-made for those who can afford it, and made at home by those who cannot afford the services of a clothier (this latter group is the great majority of the population). Except for the wealthy merchants who own vast wardrobes,

most people possess only two or three sets of clothes—and maybe a 'dress-up' outfit. The wealthy discard clothing when it is out of fashion; everyone else wears their clothes until they fall apart.

Cobbler: Makers of shoes, including most leather shoes, boots, and less expensive wood-soled clogs. Note that most of the poorer classes go barefoot despite the sometimes unsanitary conditions.

Craftsman: A general term for any sort of artisan or skilled worker (as opposed to a retailer). *Note: on the color map, entire blocks may be so designated, though in fact the block consists of a variety of different craftspeople.*

Fishmonger: Dealers in fish of all sorts. In Sel-kai, most carry fresh and salt-water fish, shellfish, and even some crustaceans.

Fletcher: One who makes arrows, crossbow bolts, and sometimes makes and repairs bows as well.

Glassblower: Also a glasscutter and crystalcutter. These craftsmen are responsible not only for bottles, fine vases and crystal goblets, but window glazing. Most specialize to some extent; this is noted in detailed entries.

Granary: A storage facility for grain, and often a mill as well.

Great-house: Similar to an inn, but usually with just a few rooms. Great houses are often converted large homes, rather than genuine inns. These smaller establishments are also usually run by a single family, while inns have many staff members.

Grocer: Generally, a vendor of foodstuffs which do not fall under the categories of butcher, fishmonger, or baker. Grocers carry fresh vegetables and fruits, sometimes pasta and common cooking herbs.

Guildhouse: The headquarters of a Guild. For craft guilds, such buildings are usually a combination workshop and meeting hall, with rooms for the resident craftsmen.

Haberdasher: One who makes hats. Some also make fine gloves, cloaks and hoods.

Healer: Healers fall into two distinct categories. The 'Healer' as defined by the Channeling user in *Rolemaster* is one whose incredible ability to take another's wounds upon himself then regenerate them. Such a Healer is almost always a devout follower of a deity, and so usually linked to a temple. Few take up 'private practice,' as taking money for such services—except as a 'donation'—would demean the supernatural nature of the process. Lay Healers, on the other hand, are essentially surgeons with the benefit of some useful utility spells. They are far more common, and have no problem charging a fee for their services.

Herbalist: A specialist in the growing and preserving of healing herbs, this vendor typically has a light-filled, fragrant shop filled with sealed jars and bottles, and dozens of growing plants.

Inn: An establishment where travellers may rent a room for a few nights, and usually get food as well. Accommodations at inns can vary from a straw cot in a room housing ten other guests to a huge feather bed in a palatial private suite of rooms. Naturally, the rate varies with the nature of the space and service.

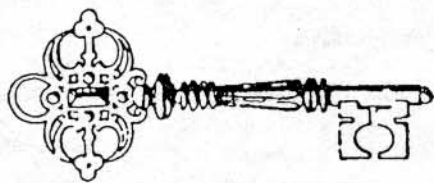
Jeweler: Most jewelers content themselves to create settings of gold, silver or other fine metals to hold gems wrought by others. It is only the most skillful (and confident) of jewelwrights who can cleave a gemstone and reveal the glittering, faceted jewel within.



Lampwright: Lampwrights not only make oil and gas lamps, but a branch of this guild is responsible for maintaining the crystal lamps of Sel-kai and Eidolon.

Leathersmith: Some are tanners, while others perform the less noxious task of cutting and stitching leather into garments, bags or other useful items.

Locksmith: The locksmiths of Sel-kai City are known for their ingenious devices. They are (generally) also quite good at unlocking other peoples' locks...



Mason: The Guild of Masons includes bricklayers and makers, stonecutters, marble masons, and claymasons (who make terra-cotta roof tiles and many ornate building materials).

Miller: This designation can either mean the actual location of a mill (where grains such as wheat and corn are ground) or a shop selling flour, or both. The location and size of the structure should offer a clue.

Moneylender/Banker: Many financial institutions are linked to the more powerful guilds, while a few families have grown wealthy purely through the interest gained on loans. These are the urban bankers. Banking services include keeping customers' money, loaning money, and changing currency; all of which involve a charge to the customer. Moneylenders are usually smaller establishments with higher interest rate and fees (and more dangerous collection methods).

Pilot/Guide/Outfitter: Supplier of a wide variety of travelling supplies, maps (of wildly varying reliability) and information. Many will hire themselves or a relative/associate out as guide for short trips.

Potter: A maker of ceramics, usually pottery for use in cooking or storage (as opposed to architectural clay works such as brick or terra-cotta).

Residence: A structure in the city whose primary purpose is to serve as a permanent, private residence. These may be villas, apartment structures, or a grouping of multi-storey homes. *Note: on the color map, entire blocks may be colored as if they were one building, when in fact they might be several attached structures.*

Retailer: A more generic term for a business which sells finished goods. (The GM may wish to 'flesh out' certain retailers with specific shops of his own.) *Note: on the color map, entire blocks may be colored as if they were one building, when in fact they might be several attached structures.*

Ruins: Any abandoned (and usually uninhabitable) area. Ruins in a city are usually buildings recently destroyed by fire.

Scholar/Scribe: A copier and translator of manuscripts. They usually do not work with magical texts; however they are experts on rare non-magical texts and scrolls and are usually the best place to go when one has such a text he wants to have appraised.

Seer: One who will tell fortunes, analyze magical items, locate missing persons or act as truthsayers.

GM Note: Most are not as skilled as they let on and will at least partially fake their information. A few, however, are truly powerful individuals. Seers are a powerful vehicle for the GM to help the players along on a particularly vexing puzzle, but they must not become too all-knowing or beneficial.

Shipwright: Among the most revered men in Sel-kai, shipwrights are the designers and builders of the country's fleet. A very distinct (and somewhat arrogant) subgroup are the skyship wrights: those who build the flying craft.

Silversmith: A worker in silver and related alloys, the silversmith creates mostly jewelry, eating utensils, cups and goblets.

Smith: A generic term for a worker in metal. This is usually used for those who do not fall under a specialist category of gold/silver/swordmaker or armorer. Smiths make common implements and tools, horseshoes, inexpensive weaponry.

Stable: In a city, usually a dark, cramped area where horses are boarded for a short period. In more rural areas a 'stable' is more often a sprawling horse farm where mounts are bred and sold.

Swordmaker: A specialist smith who creates only bladed weapons.

Tanner: Where animal hides and skins are treated and dried. They are soaked in a solution of tannin and thus converted into leathers. (This process creates an unpleasant odor.)

Tavern: A drinking (and sometimes eating) establishment.

Temple: Structures designated as gathering places for followers of a certain deity or group of deities, or set of ideas, philosophies, etc.

Theater: Any indoor or outdoor gathering place for the performing arts, usually drama, but also includes music and readings.

Wainwright: A maker and repairer of wagons, carts and (usually) any wheel-motive vehicle.

Warehouse/Shipper: While some are no more than storage facilities, some of these also include an integral office where one can make arrangements to have materials shipped to virtually any location in the (known) world.

Weaver: Those who turn Sel-kai's vast inflow of cotton, wool and other fibers into cloth. They also dye the cloth (or fibers, depending on the patterns desired).

Winemerchant/Vintner: This designates a dealer not only in wines but often also distilled liquors. (Brewers make and distribute beer and ale.)

Woodcrafter: One who carves and finishes wood. The Woodcrafters' Guild has several branches, including furnituremakers, marqueters (those who lay patterned wood floors and walls), and builders.

WOODS

Birch: A pale hardwood with a close grain.

Cherry: A reddish hardwood with circular grain patterns.

Dir: The black wood of Dir is among the most prized of hardwoods, being similar to ebony. Durable and fine-grained, it makes superior (+10 to +30 depending on craftsman) staves and bows. Its dark beauty is unmatched in elegance.

The Dir tree itself is deciduous and grows in a tall, vertical trunk with short, horizontal branches. Its small leaves are nearly round with a dark underside and a silvery green upper face. Dir tree seed pods are disc-shaped, curling under at the edge to create an aerodynamic air pocket. The bark of the tree is nearly black like the core. Dir trees are found primarily in the northern regions of Hæstra, southwestern Uj, and Rael.

Hoen: Also deciduous, the Hoen has an overall form similar to the oak, but with large three-lobed leaves which have a light golden color. The bark of the tree is even lighter than the silver birch, and the wood itself is naturally a pale color which makes it quite valuable. It makes excellent bows (+15 to +30 depending on craftsman).

Hoen trees are rare and flourish when tended by Elves. The isle of Talan is heavily forested with them, and the Emerald Forest is said to have a number deep in its embrace. The lylar realm of Lys has Hoen sprinkled through its numerous forests. Hoen do grow elsewhere, including western Hæstra and some areas of Namar-Tol.



Amethyst (1 sp/tal): Amethyst is the pale to deep purple form of transparent crystalline quartz. Amethyst of real value is completely clear; such stones are faceted. Pale stones, or those with many inclusions, are often polished and used as beads.

Aquamarine (5 sp/tal): The Aquamarine is a transparent crystalline stone of a pale blue-green; like the emerald, it is a type of beryl, but it shows fewer flaws than an emerald of equal size. It is normally faceted.

Azurite (10 sp/ounce) Azurite is a form of copper ore, an opaque massive stone of a deep pure blue color, generally uniform but sometimes slightly mottled. It is polished and cut into beads, cabochons, and similar shapes; a stone of uniform color is more valuable.

Banded Agate (1 bp/tal) This is the translucent-to-opaque, multi-layered variety of massive quartz. The layers may include brown, black or white (onyx), pale blue (chalcedony), red-orange (carnelian), and many others, each in a thin layer.

Bloodstones: (10 gp/ounce) A soft, sandy stone dark red in color, it can stop a wound bleeding up to 5 hits per round in seconds by just rubbing the stone over it. Each 6 oz stone will only work once before the virtue is spent, however.

Bluestone: (10 gp/ounce) Protecting against evil Essence, a talisman of a bluestone (of one ounce or more; though more than 1 ounce adds no more protection) worn around the neck adds +10 to RRs vs all Essence spells (including spells the wearer may want cast on him).

Chalcedony (5 sp/ounce): This is a translucent-to-opaque, blue-white to pale blue or blue-gray form of massive quartz. It occurs in evenly colored and in banded forms.

Chrysoberyl (5 bp/tal): Chrysoberyl is a transparent, greenish-yellow to green, crystalline stone. Clear stones are faceted; the cat's-eyes are cut as cabochons. A favorite gem of the Erlini.

Citrine (5 bp/tal): This is transparent form of crystalline quartz, ranging from pale yellow to amber in color. Many stones are polished and made into beads, or carved into small cups, figurines, and other shapes; clear specimens are faceted.

Coral (5-10 sp): Coral is the skeleton of tropical marine polyp colonies; jewelry-quality coral is exceptionally compact, solid and free of pores. The chief "red" variety also occurs in shades ranging from pure white to very dark red; black and blue varieties also exist. All forms are polished and carved into beads, cabochons, or figurines.

Diamond (500-1000 sp): Diamond is a transparent, crystalline stone, the hardest substance known in nature aside from Adamant. The most valued color is a clear bluish-white, but other less valued color varieties are known, among them yellow and pink. The gem is always faceted.

Eissa's Tears (500 sp): Clear, pale blue gems, Eissa's Tears are said to warn and protect against death. Indeed, if blessed by a Sister of Eissa, they can detect servants of the Unlife within 200' by a bluish glow, and add +20 to RRs vs Absolutions cast by evil beings (if the wearer's RR fails, the gem shatters). A minimum of one carat is required, though a larger stone (or more than one stone per person) does not enhance its qualities.

Emerald (100-200 sp): This is a deep bright green stone, transparent and crystalline. Usually it is faceted, though an occasional stone with numerous inclusions will be made into a cabochon. A large, comparatively flawless stone will be more valuable than a diamond of similar qualities—and much more rare.

Garnet (10 sp): Garnet is a transparent crystalline stone; in addition to the usual orangish-to purplish-red or red-brown, garnets also occur in black, violet, and even green color varieties. The violet form is most valuable. Small crystals, the most frequently occurring form, are sometimes drilled and strung into necklaces; larger stones are faceted.

Jacinth (500 sp): The jacinth is the orange to fiery red-orange variety of the hard, transparent crystalline mineral corundum (*ruby* and *sapphire* are also corundum). It is faceted, except in the case of rare translucent cat's-eye and star jacinths.

Jade (4-20 sp/ounce): Jade is a translucent-to-opaque, massive stone with an oily luster. It occurs in several color varieties: shades of green, including a near-transparent bright green and the rare spinach-green jade with

golden glints; white, waxy-looking white jade; and the uncommon yellow, blue, red, black and lavender varieties. It has been carved into beads, cabochons, pendants, vases, buttons, figurines, bottles, weapons, and a myriad of other forms, for it is hard and dense, and carves well.

Jet (10 sp/ounce): Glossy black, opaque and massive, jet is actually a very hard, dense, compacted form of coal. It is usually faceted, or simply polished, for beads and pendants; it is sometimes carved into figurines and other shapes.

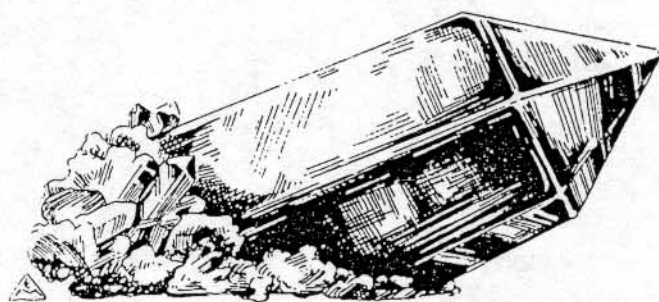
Lapis Lazuli (1 sp/ounce): Lapis lazuli is a dense, opaque and massive stone of a medium to deep blue color, sometimes flecked with golden specks. It is carved into cabochons, beads or figurines, and is used in slabs for tables, boxes, etc., and for inlay work.

Malachite (1 sp/ounce): This is an opaque massive stone, striated in bands of lighter and darker green. It is carved into beads, figurines, cabochons, and the like, and is also sawn into slabs that are used as inlays or veneers.

Moonstone (5 sp/ounce): Moonstone is a white, translucent, massive stone that shows a distinctive white or blue-white play of light, resembling moonlight; there are also greenish, gray, and even red-brown varieties. It is always carved into beads, cabochons, and similar shallow, rounded forms to bring out this effect.

Moonstone [magical variety] (20 sp/ounce): As much novelties as talismans, moonstones are carved in flat cabochons, normally set in a hoop-shaped rim and worn around the neck. They must then be aligned, either to Orhan or Charón. To align to Orhan, white wine is poured over the stone, and it is left out on a cloudless night when Orhan is full. Thereafter, it will match the phases of Orhan. To align to Charón, the same process is employed, but using animal blood (it need not be human) instead of wine. Charón-aligned Moonstones will glow red on the Night of the Third Moon.

Obsidian (1 bp/ounce): This is a volcanic natural glass, opaque to semi-opaque, that occurs in black, gray, and red-brown varieties, as well as "snowflake obsidian," which is black with whitish specks. It is carved into figures and ornaments, and an obsidian blade can be flaked to a sharpness not attainable by any metal edge—exceeded only by the much stronger (and more expensive) laen.



Onyx (5 sp/ounce): Onyx is a porous and opaque form of massive quartz, occurring in black or white or a black-and-white layered variety. It is made into beads and cabochons; smooth-cut for signets and the like; and carved into bowls and figurines.

Opal (10-20 sp/tal): This is a translucent, massive stone, usually pale blue-white but displaying an array of red, yellow, green, and violet highlights when light is reflected from its surface. Many varieties exist; a mosaic of small colored areas of play is the mark of a "harlequin opal;" the near-transparency and a moonstone-like appearance distinguish a "water opal;" near-opacity, paleness and limited play of color indicate the common "milky opal;" and there are several others (see black opal and fire opal). It is made into cabochons and other low, rounded shapes to best display the play of colors. It is a soft and somewhat brittle stone. Heated opals may lose part or all of their opalescent color play, and thus much of their beauty and value.

Opal, Black (10-25 sp/tal): Black opal is that variety of opal in which the body color is smoke black, deep green, and dark blue, forming an almost opaque background in which its opalescent color play is displayed. It otherwise has the properties of the other forms of opal.

arch: A tree of the pine family with a tough, durable wood valued mainly for structural purposes.

Mahogany: A tropical tree with a very hard, reddish-brown wood.

Miran: This deciduous beauty is rarely encountered outside of Elven lands. Originally only found on Urulan, seedlings were brought by Elven colonists in the early centuries of the Third Era.

Mirans are similar to maples in many ways, but with lighter, smooth bark and rounded, dark green leaves which turn deep gold in the Fall. Miran seeds are like walnut-sized acorns, dark brown with a golden cap. They are delicious to eat, and a handful can provide a full day's sustenance.

Navaal: A valued tree, the reddish wood of the Navaal is similar to mahogany but with striking grain patterns. The tree grows wild in the Rulaash and Quon jungles, but harvesting these huge tropical conifers is a major undertaking.

Oak: Of the beech family, it yields a hard, smooth wood.

Tonak: A soft, coniferous wood; pulp excellent for paper.

Vitran: A tall deciduous tree which has beautiful fine-grained grey wood.

STONE

Most of the following are architectural materials.

Granite: Dense, igneous rock used in construction. Granite can be polished to a high luster, and most has an elegant dark grey or black color with inclusions of similar color.

Limestone: Yellow-grey, soft stone frequently used in construction

Marble: This decorative, dense limestone is formed in many varieties. The finest, ungrained white marble is known as Pentallitic, used chiefly for sculpture because of its regularity. Red, green and blue varieties with fine veins are valued primarily for architectural uses such as building facings and floor tiles. *Travertine* is a pale brown color, laced with myriad small wormholes (actually air bubbles) also favored for building use. *Pentallitic* is white with a translucent appearance.

Porphyry: A smooth purplish rock, sometimes with veins, used as facings.

Ky'taal: A translucent white marble, workable but resilient. It is found almost exclusively in the Mur Fostisyr region of northwest Jaiman.

Orhan Marble: While not really from the Great Moon, this beautiful blue-white stone has innate properties which suggest an almost 'heavenly' origin. "Evil" beings or creatures which serve the Unlife must make a RR vs a 2-10th lvl attack (depending on how much and how pure the marble is) when passing through a doorway of Orhan Marble. Even if they succeed, if they do so by less than 50 (and have no other identity-cloaking devices/spells) the marble will glow bright blue. Orhan Marble was used long ago in the construction of certain good places of power, but the material is rare and hard to work. In small quantities it is not very useful.

GEMS

Among the most precious of objects in any pre-industrial society are gems and jewels. Below is a listing of gemstones a PC might encounter (if he is lucky). A few of the gems described below are intrinsically enchanted.

GENERAL DESCRIPTION NOTES

Most minerals gems are either *crystalline*, occurring as single stones, each with a definite structure that is regularly repeated throughout crystals of the same sort; or *massive*, occurring as continuous masses of that mineral, having no regular structure that is readily discernible.

Crystalline stones are generally smaller, more valuable, and often faceted—a process by which they are flaked or ground into a series of flat faces that together usually form one of several customary cuts, in the shape of symmetrical but irregular polyhedra.

Both crystalline and massive stones may be smooth cut, which is the act of forming them into regular shapes with flat surfaces suitable for engraving (such as often found in signet rings). They may be

made into *cabochons*, which are oval or round dome-like shapes with one flat side for mounting on various surfaces. They may also be carved into beads, figurines, or other shapes, or simply polished in the natural shape of the stone. Massive stones are sometimes found large enough to be shaped like one would wood or architectural stone; sections may be sawn off and used decoratively as slabs; or, they may be carved into jars, bowls, and other functional shapes.

Inclusions are any of the specks of material, bubbles, tiny flaws, impurities and the like which affect the appearance of a stone by their presence. Cat's-eye stones, found among many mineral families, are caused by certain patterns of inclusions which, when a stone is shaped properly, present an appearance like the slit-shaped pupil of a cat's eye. Star gems have analogous patterns creating the illusion of a pale, six-rayed star. Both cat's-eyes and stars must usually be cut into cabochons to display these effects.

GEM VALUES

As noted above, gems listed below fall into two basic types: crystalline and massive. This is to some extent also how the gems break down into categories of value. Obviously, a cut ten-tal diamond has value on a completely different scale than a jade bead necklace weighing a pound.

Rare: Therefore, values are given for the more rare gems (usually crystalline) per *tal*, a weight measurement of about one 10th of an ounce (similar to about 10-15 Terran karats).

GM Note: to help you get a 'feel' for the weights we are discussing, get five quarters. together they weigh almost exactly an ounce (ten tali). One quarter weighs about two tali.

In addition, this should not be a strictly sliding scale, as larger gems would be relatively much more valuable. In some of the most treasured gems, the value may actually double for every additional tal. (e.g., a one tal diamond would be worth 50 sp, a 2 tal 100 sp, 3 tal 200, 4 tal 400, etc. It is probably only this steep of a progression for a handful of gems: adamant, diamond, emerald, for instance.

The value of a given stone will depend on its size, color, relative freedom from flaws, and the skill with which it has been polished and/or cut. Values given assume the gem has been cut and polished. **Common:** Common gems (including massive stones and some more common crystalline forms) are valued per ounce. Unlike rare gems, common gem values do not increase exponentially with the size of the gem. While this is also generally the value of a finished item, the value of the workmanship becomes relatively more important, multiplying the worth of the object from 2 to 10 to even 100 times.

GEM DESCRIPTIONS

Adamant (200+ sp/tal): A clear white stone similar in many ways to the diamond, but even harder and more brilliant. It is exceptionally rare and of course difficult to facet.

Alexandrite (1 sp/tal): Alexandrite is a unique variety of chrysoberyl (see below). In daylight, an alexandrite is brilliant green with a vague bluish tint; in the light of a flame it appears red with a hint of blue. It is normally faceted.

Amber (1 sp/tal; varies): Amber is the hardened resin of ancient giant conifers. It is normally pale-gold to deep-gold color, but also appears as murky, near-black "bog amber." The most transparent golden pieces are more valuable, and the rarest and most precious of these have bits of plants, or even whole insects, preserved within. More valuable still (2-4x) in the markets of Sel-kai is blue or green amber, found in the forests of Khûm-kaan (and of course blue or green amber with an imbedded insect is most prized). Amber is carved into beads and cabochons, and sometimes larger, more intricate shapes. It is very brittle, somewhat flammable, and relatively soft.

hloss (up to 2000 sp; but cannot be worked by any known means, so few are interested buyers): A strong but light and somewhat flexible metal, it is an enchanted alloy created by the Lords of Essence, the secret to which has been lost. Armor made of this material is of almost unequalled value because of the superior protective properties and its unencumbering lightness. Ithloss armor also provides the wearer a +20 DB versus Elemental spell attacks. In appearance it is a light golden color.

eron (200 sp): A black, very shiny alloy. The substance is strong but flexible and holds a keen edge. When polished it has such a high luster that it looks wet or oiled. It does not corrode, and should be treated as enchanted.

regora (20,000 sp): An extremely rare, golden metal, Kregora is by far the most powerful of the anti-Essence materials. Even powerful magical items are temporarily rendered dormant when surrounded by a Kregora-lined receptacle. Kregora's damping qualities are equally effective against all realms of Essence (i.e., Essence, Mentalism and Channeling). Unlike Eog, Kregora will sap a spell user's Power Points, the rate of drain corresponding to the amount of Kregora. Fortunately for spell users, Kregora is rare beyond description and costly (almost) beyond price.

aen (1000-10,000 sp): An extremely hard volcanic glass which can be forged into very keen-edged, almost indestructible, weapons. Laen can also be tinted, and (vary rarely) is naturally colored. It should be considered enchanted.

ularon (1000 sp): A metal, dull silver in color, which in sufficient quantities has the ability to inhibit spells of Mentalism. A full helm plated with Rularon, for instance, would most likely completely protect the wearer from mental attacks (and prevent him from casting any Mentalism spells or having any sort of mental contact with anyone). It is a very soft and malleable material, and of course, enchanted.

haalk (100 sp): An enchanted material, very lightweight, pliable and resilient. Thinner sheets resemble the finest white paper but are glossier and almost indestructible. When exposed to extreme heat it melts, but normal fires do not harm it. Shaalk lockpicks and similar tools can have a +20 bonus.

Star Iron (up to 5000 sp; but cannot be worked by any known means, so few are interested buyers): Actually an alloy forged using metal gathered from certain meteorites. It is extremely strong once worked, though it invariably has a dull, dark grey appearance. The recipe has been lost with the First Era. Star Iron is believed to have other, more arcane powers, but the nature of these is uncertain.

Vaanum (10,000 sp): A strange, extremely rare silver-white metal which is believed to exist only on Charon. Blades made of the material have a keen edge, and have the strange innate property of being *Of Slaying* any living creature they deliver a critical to. This strange feature is believed to be due to the alien nature of the material, and the malevolent origins of Charon.

Xenium (1000 sp): Blue-silver in hue, this alloy is created from titanium, arinyark and other—more dangerous—materials, which together nullify the force of gravity. It is used primarily on the undersides of skyships. The exact manner in which this is accomplished, and how Xenium is successfully employed to balance a ship's mass against gravity, are factors which are extremely difficult to calculate. The price given is the 'street' value; obviously the smiths who created Eidolon and who make the skyships were able to make such vast quantities that the relative cost was considerably less.

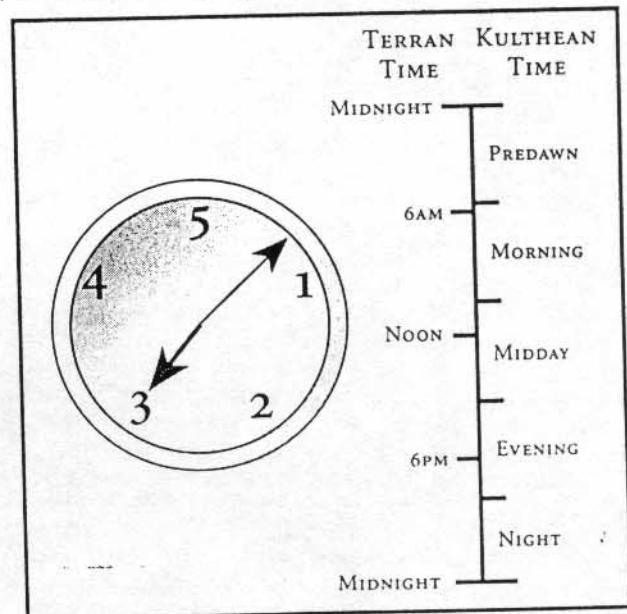
OTHER RARE MERCHANDISE

Many other rare and unusual items pass through Sel-kai and Eidolon, including hundreds of varieties of spices, herbs and other materials. These are covered more specifically as part of the trade network and in Part XII, discussing commerce and prices.

2. TELLING TIME

The Kulthean day is divided into twenty-five hours (for reasons now lost to history). Clocks fall into one of two categories: most common are those with one hand which are actually divided into twenty-five parts. Others are broken into five parts, with a slow hand designating fifths (or "Quintars") of the Kulthean day; a secondary hand passes through the same five parts of the round clock face to designate the hours. Clocks which chime signal the hours in long and short rings, or two 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.

Simpler clocks only have the slow hand and designate hours only by how far it has moved between Quintars. It has not yet become necessary for the precision of a "second" hand in general timekeeping. Certain scientists such as Astrologers have special instruments for very accurate timekeeping, required for accurate star-study.



3. LANGUAGES

Following is a listing of the common languages of Emer. Shay or Erlin are both used heavily in Sel-kai.

LIVING TONGUES

Arlak: The language of the amazon people of Sarnak; it is remotely derived from Old Emer.

Chira: The chirping tongue of the avian species Hirazi.

Danari: Spoken by the people of Danarchis, it is related to Old Emer, and the closest living tongue to that ancient language.

Dyar: (Dark Elvish) Originally a dialect of High Elvish, this tongue has changed over the years and now has only faint—and sinister—resemblances to its parent language.

Erlin: ('Speech of the Forest'; Wood Elvish) While not as ethereal as Iylar, the Erlin language has a musical quality. It is more accessible to mortal tongues, and is often a 'common' language between cultures.

Italian: Actually a dialect of Old Emer, this language is very similar to the ancient tongue, but has a large vocabulary of its own.

Iylar: (High Elvish) One of the very few languages which truly spans the globe, High Elvish is a beautiful and ancient tongue, songlike and mystical. Men cannot speak it properly.

Opal, Fire (10 sp/tal): This is an orange to orange-red form of opal, ranging from transparent to transparent with mottled translucence. It does not always have the intricate color play of other opals; when play is present, the stone is more valuable. If transparent, it is often faceted; usually it is made into cabochons otherwise.

Pearl (1-2 sp; pink, blue 2-5 sp; Black 5-10+ sp/tal): The pearl is the end product of layers of secretion with which certain mollusks surround bits of foreign matter in their shells. When the secretion hardens, it takes on a unique luster which originates in its dispersion of light just below its surface. It occurs in many shapes: round, teardrop, "button" (flat on one side), and the myriad irregular forms. As well as the traditional "pearly white," these stones come in less common color varieties in a range from yellow and pale rose to the rare, lustrous deep black. They are mounted in all sorts of jewelry settings (mountings often use half-pearls), and, being easily drilled, are strung in various ways—by graduated sizes or in a uniform string; in single, multiple, or even braided strands. Fresh-water mollusks sometimes yield pearls, but these are usually of much poorer quality than pearls from a salt-water mollusk.

Pearls are quite vulnerable to acid, fire, and electrical attacks, to crushing blows, and other physical trauma. They may be damaged by sudden changes in temperature, and are alleged to deteriorate if left untouched by human skin for great lengths of time, although sea water will supposedly negate any such deterioration.

Peridot (5 sp/tal): A transparent, crystalline stone, usually a clear yellow-green, although it can vary from near emerald-green to almost an olive green. The better stones are faceted; flawed or cloudy stones are polished for beads or made into cabochons, as are the occasional cat's-eye peridots.

Purple Sapphire (10 sp/tal): Purple Sapphire is a variety of the hard, transparent, crystalline mineral corundum with a color closely resembling that of *amethyst*. It is normally faceted, except for the rare cat's-eye and star forms.

Rhodochrosite (1 sp/ounce): This is an opaque stone ranging in color from pale pink to medium red. It occurs mostly in a massive, banded form, and occasionally in single-colored opaque crystals. It is made into beads, vases and the like. It is a somewhat soft stone.

Ruby (50 sp/tal): The ruby is a moderate-to-deep red, transparent variety of the hard crystalline mineral corundum (*sapphire* and *jacinth* are also corundum). The finest rubies are absolutely clear and uniformly of that deep red color called "pigeon's blood;" lesser stones may vary from a paler red to a somewhat garnet-like red tinged with a purplish-brown. It is usually faceted, but cloudy specimens may be made into cabochons, as may the rare cat's-eye.

Sapphire (10 sp/tal): This name is traditionally reserved for the moderate-to-deep blue gem, one of the hardest substances in existence; "sapphire" is also sometimes used to refer to other color varieties of corundum, such as the "orange sapphire" or *jacinth*. The sapphire is usually faceted, but there are the occasional cat's-eye sapphires; see also *black sapphire*. Among the color varieties of corundum that are not given other names, and are therefore called "(color) sapphires," are pinkish, chartreuse, clear/white, and brown; and each color of corundum occurs in cat's-eye and star forms as well.

Sapphire, Black (50-70 sp/tal): The black sapphire is a blue-black form of the sapphire, so dark as to approach translucence. It is usually faceted.

Sardonyx (5 sp/ounce): This is a form of massive quartz consisting bands of the translucent to opaque "sard" (see *carnelian*) and opaque white onyx. It is carved into beads, cabochons, figures, seals, and other shapes.

Topaz (5 sp/tal): Topaz is a transparent, crystalline stone, normally yellow to golden yellow-brown in color; colorless, pink, and blue varieties are also known. Because it cleaves easily, it is often difficult to cut well; it is generally faceted, but cloudy specimens may be cut as cabochons or pendants.

Turquoise (1 sp/ounce): Turquoise is a translucent-to-opaque massive stone, blue to greenish blue in color; it frequently occurs with brownish veining. The most valuable is sky-blue, translucent, and without veining; the least valuable (and most common) is green-blue, opaque and heavily-veined. It is usually cut into cabochons, or beads and pendants; large pieces may be cut into figurines, and pebbles of a size may be polished and strung together.

Zircon (5 bp/tal): This is a transparent, crystalline stone; in addition to the usual pale blue-green and orange-red varieties (these two being the most valued), the stone also comes in brownish-yellow, reddish-brown, green and purple varieties. It is brittle and difficult to cut, and is traditionally finished as small faceted stones.

PRECIOUS METALS

The following rare metals are (with the exception of metals used for money such as gold and silver) usually traded in Sel-kai as ingots weighing 8 oz, one pound, five and ten pounds. Normally the buyers are smiths, metalcrafters, and jewellers, rather than the average consumer.

The standard gold piece in Sel-kai is one-half ounce; values below are listed in sp per ounce. For more on the values of some of these metals as coins, see page 135.

Gold (20 sp): Most precious of the 'common' metals, gold does not corrode, and has a yellow luster which cannot be matched. Very soft in its pure state, it is usually alloyed with other metals; used for coinage, jewelry and decorative work.

Silver (2 sp): A gleaming, pale grey metal used for coinage and jewelry; it has the disadvantage of corroding when exposed to air. Very malleable, it is usually alloyed.

Platinum (40 sp): A hard, silvery-grey metal, platinum is used for coinage in some areas, but primarily used in jewelry. It usually has a dull lustre.

Iridium (40 sp): Usually used in making alloys (often with platinum), iridium is a white metal.

Beryllium (30 sp): A pale grey metal, usually with a dull lustre, it is used in jewelry and some weapons. It is favored by the Loari and found in Kuluku baws.

Bronze (.2 sp): An alloy of copper and tin, bronze is used for coinage, tools and implements, and cast sculpture.

Titanium (50 sp): A rare element used mainly to make exceptionally hard steel alloys.

MAGICAL MATERIALS

The description of these materials is provided more for general information than for trade purposes. It is unlikely that PCs will elect to become miners or traders in magical ores. Rarely will they encounter these items in ingot form, but for reference their value in silver per ounce of refined material is given. For their bonuses in weapon form, see the *Atlas Addendum*, pg 79.

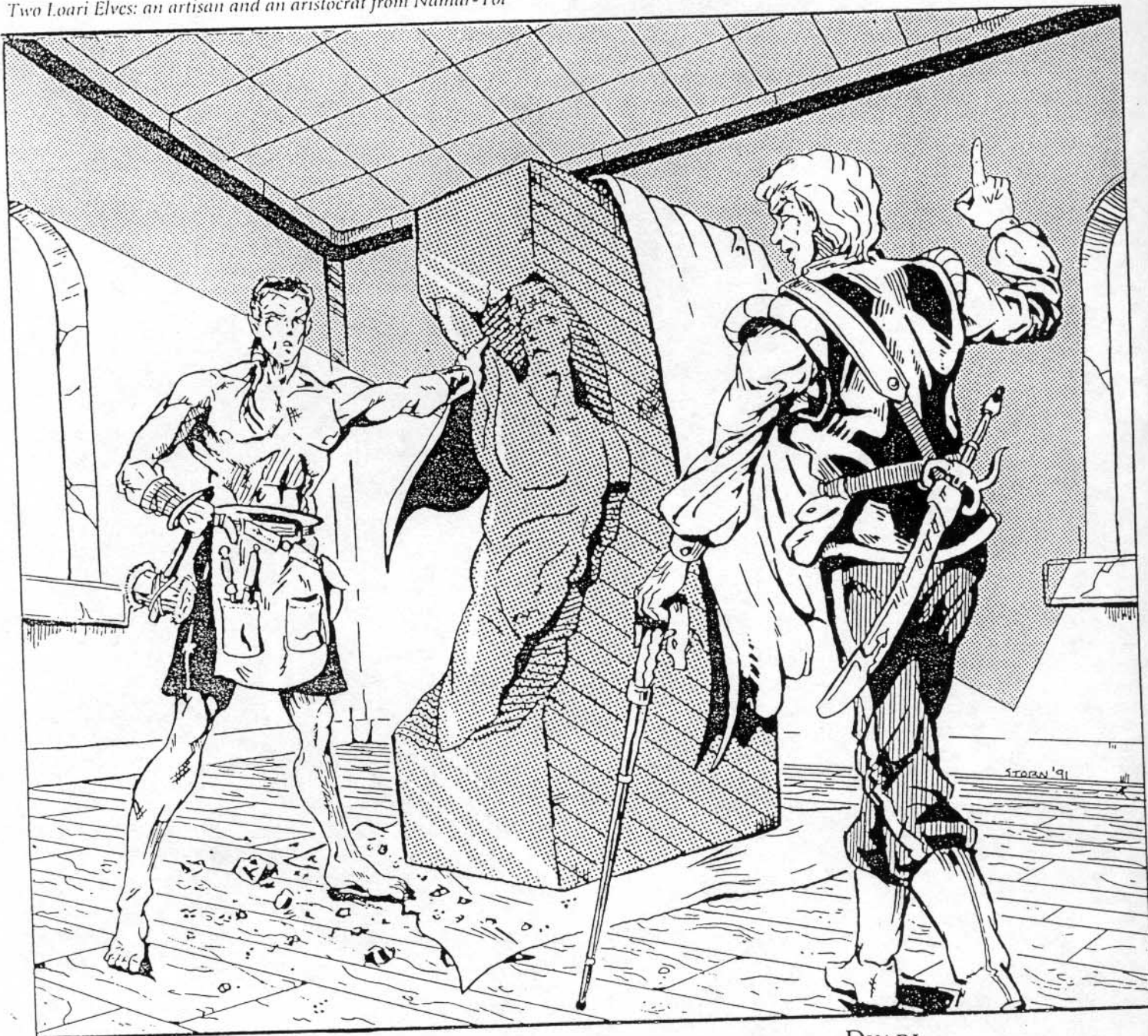
Arinyark (200 sp): A metal which absorbs and retains raw Essence radiations. Working like a battery or capacitor, it constantly absorbs ambient Essence and can be 'tapped' like a Flow of Essence and thus utilized. It does not work in the same manner as a Spell Adder, however, and cannot store specific spells. It is bluish-green and can be polished to a dull lustre. The absorptive qualities can be an effective defense as well: a full suit of armor with Arinyark lamination will add 50 to the wearer's RR (or subtract 50 from an elemental spell attack roll).

Eog [Black] (5000 sp): Can inhibit or even nullify all non-Dark Essence in the same way White Eog inhibits Evil Essence.

Eog [Grey or 'common'] (2000 sp): An extremely hard metal, it is brittle in its pure form, but when combined with certain other elements the resulting alloy can be used to make superior weapons and armor. It is enchanted, and 'common' Eog has a dull silvery lustre. An addition, certain pure types of Eog have the power to locally inhibit the Flows of Essence (see below).

Eog [White] (5000 sp): Can limit the powers of Dark Essence (i.e., Essence originating from the Unlife). Eog's inhibiting power varies with the amount and proximity, but a chamber lined with White Eog panels 1" thick would prevent all but the most powerful Evil magicians from casting a spell. (See *Essence Inhibiting Materials* below.) Note that, while a Magician inside this chamber would have trouble casting spells, his Power Points are not actually drained.

Two Loari Elves: an artisan and an aristocrat from Namar-Tol



ERLINI

Also known to some cultures as *Wood Elves*, Erlini are less tall than the other Elves by 2-4"; most often have sandy hair and light blue, green, or grey eyes. Erlini have a slightly higher fat percentage in their body mass than the High Elves, but this only gives them a more 'well-fed' look; as with all other Elven peoples, their metabolism virtually prevents the possibility of an overweight Elf. While less athletically intimidating, they are at least as agile as any creature on two legs.

Like the Linari, 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.

These are the most prevalent of the Elven-kind by far, and in many areas they have interbred with mortal groups to create hybrid races. (See Half-elves below.) 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.

DYARI

Despite their name, the Dark Elves do not have darker skin than their brethren; in fact they are often very fair-skinned, and have pale or even white hair. Their ears frequently have more pronounced points than the other Elves; their eyes are grey, black, or sometimes amber. Like the Loari, they are often physically very intimidating.

The Dark Elves are an almost invariably evil race of Elves, whose talents and tendencies lean heavily towards the magical arts, often the darker sides. They are cunning and cruel, ambitious to the end. The Dyari are what becomes of Loari conceit coupled with a matching ambition and a lack of morality. Many are followers of the Dark Gods—especially Moralis and Inis.

SHULURI

Aquatic Elves are a rare and elusive breed of Elves having both gills (hidden inside their throats) and lungs, able to exist equally well on land or in water. Shuluri physically resemble Iylari, but are very

Kuluk: The 'personal' language of the Kuluku, a guttural tongue with varied inflections and highly dependent of facial expression.

Lugro: The language of the evil Ligrōki warrior-race.

Mavaun: A tongue shared by the Lankan and Pochanti peoples—though each has a very different dialect.

Miir: The language of the Miirian states; descended from Old Emer.

Muri-Elven: a dialect of pure Erlin, it is spoken in NE Emer—including the isles of Vog Mur and by some in Sel-kai.

Rhaya: ("The Tongue") The predominant language of Jaiman, though there are seven very distinct dialects.

Rhiani: Language of the Equestrian tribes of Uj.

Shay: The 'common' tongue of Emer, it has many dialects.

Shulur: (Aquatic Elvish)† A sonar-like language of high-pitched sounds; no other race can speak this tongue except mer-people and dolphins.

T'loc-loc: the unique clucking tongue of the people bearing the same name located in Silaar, it is nothing like any other language in Emer.

Taal: the tongue of the Talath of Bodlea, it is complex and beautiful—and similar to the language of the Myri of Jaiman.

Troll: What you might expect. It is rather limited in vocabulary and sophistication.

Uluka: A singsong, birdlike tongue the Kuluku use for long-distance signalling.

Vajaari: An unusual slurring language, it is unrelated to Old Emer, and its origins are a mystery.

DEAD TONGUES

GM Note: the learning opportunities for these languages would be very limited.

Enris-Sokal: While technically dead, it is very much alive in the halls of the Nomikos Library and other scholarly institutions (many very old tomes are written in Enris-Sokal). Originally the language of the Terenians (an intellectual society in southern Palia during the late Second Era), it was carried across the seas by students of history who studied there. It is a very concise tongue (both written and spoken) with a large vocabulary and complex structure. Learning it is difficult (assuming you can even find a teacher).

Iruaric: The language of the Lords of Essence. In its 'true' form, it was partially telepathic and powerful. It can be learned in a relatively innocuous form by other races. It is related to the Primal Essance and the extent of its true power can only be guessed at.

Kugor: Language of the Dragonlords (and other mighty drakes); not commonly spoken or even known of by most peoples.

Old Emer: From c. TE 2,000 to c. 3,500 the entire continent of Emer was united under one Emperor and enjoyed a renaissance of culture. The people spoke one language (called Emerian at the time). Now little is left of this civilization except a few ruins and the isolated, often barbaric tribes which inhabit the inland areas. (Most coastal areas are inhabited by immigrants.) The indigenous peoples speak varying corruptions (most unrecognizable) of Emerian. Old Emer was brought to the continent by the Laan and is unrelated to Shay, the current common tongue.

MAGICAL TONGUES

Many of these are languages known as part of the process of becoming a spell-user, and utilized as part of learning and casting spells. Others are more arcane (and dangerous).

GM Note: the learning opportunities for these languages would be very limited, and in some cases would be prohibited unless the student was of the correct profession. The GM may wish to consult Rolemaster Companion 1 pp 2-4 for hints on the use of magical languages.

-Aludos:* The language of enruring (Essence).

Enruth:† Tongue of plants and growing things; also of repelling Undead (Channeling).

Krōnyt:* The language of Symbols and Glyphs (Channeling).

Kuskarūk: An arcane language utilized almost entirely by Magicians of the Unlife (used in the summoning of Demons).

Logos:† ("The Word") The tongue of word-thoughts (Mentalism).

Mogradoth:† Language of the demon-lord Agoth and its minions.

Sylmaria: Speech of the Flows. Almost musical in nature, it allows control of the Flows of Essance. This language is very difficult to learn. Its teaching is closely guarded by Loremasters and Navigators.

Uscurac: "Common" Language of the Essence, used by Mages and Sorcerers in their spells.

Var Arnak: Language of the High Priests of the Unlife. A word in Var Arnak can kill.

Xytos:† Language of Power-words (Essance).

* Denotes Written only

† Denotes Spoken Only

4. PEOPLES OF SEL-KAI

The following paragraphs present an overview of the racial types which are often encountered in Sel-kai. It is an unusually cosmopolitan group.

Some of this information is reprinted from earlier source material. It is presented here in summary format; those seeking system information are directed to the *Emer* and *Master Atlas* books.

ELVES

Elves are very similar to humans, except they are generally taller (males 6'-6'10", 150-200 lbs; females, 5'6"-6'2", 115-165 lbs) and have elongated ears with points at the top, slightly larger eyes, and more delicate features. While it is generally assumed among human races that Elves are immortal, some do seem to age, and have even been known to die (they can also, of course be killed). The fact that some age may be attributed to intermingling with mortal races.

LINÆRI

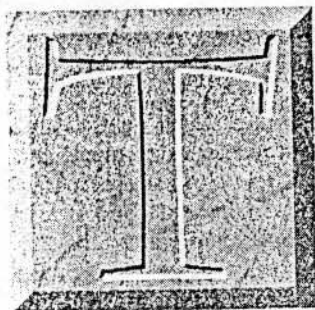
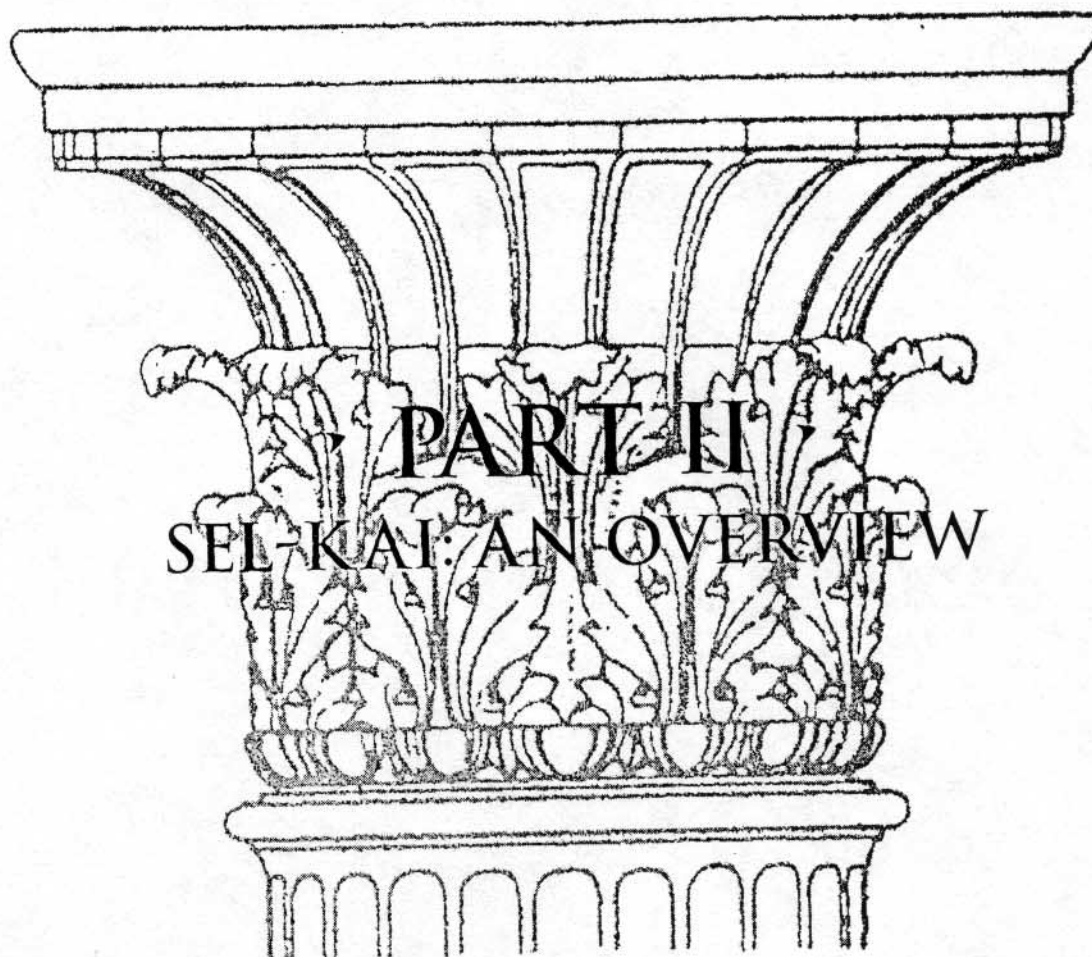
The *Linæri* are the more philosophical of the two branches of the High-born Elves ('Iylari'). They possess golden-blond hair, blue eyes, and fair skin. Tending to be lean yet strong, the *Linæri* have an understated power.

Linæri prefer open spaces to structures, and when they build homes they are always very airy designs filled with light and warmth. True to their name, the *Linæri* are a musical people.

LOARI

The *Loari* have raven-black hair, predominantly brown or hazel eye color, and often pale skin. They also tend towards a heavier bone structure, with muscle mass to match. A *Loar* warrior is without match among the humanoid races, except perhaps by a *Laan*.

While the *Loari* love nature as much as the *Linæri*, they seek to unlock its hidden secrets rather than enjoy it in its untouched state. They are unsurpassed at gem-cutting, architecture, and the making and working of alloys. Their egos are also unsurpassed among Elves and men—except perhaps by those among their kind who have turned to darkness: the *Dyari*. As a result, the *Loari* are often considered arrogant and condescending by other peoples. They are; though fortunately this seems generally to be a passive conceit rather than an aggressive one. The *Loari* show little desire to conquer and rule other races. Instead they seem content to flaunt their superiority.



AD GAVE A LAST MIGHTY SHOVE WITH HIS BOAT-POLE, sending the small barge gliding forward. It slid up alongside a low bobbing jetty. Rope in hand, the youth leapt agilely onto the floating dock and hauled his boat hard against the landing. Bare feet gave better traction than any shoes. On board, his precious cargo of six wine casks remained nestled in the bilge.

"Halloo, Divad!" He called up. A few rays of the noon sun filtered down between the looming buildings here in the Old City. They fell on a narrow door about six feet above the jetty, and a steep stair connected the two. A youngish man with curly black hair and kicked open the door and squinted into the space over Tad's head.

"Down here, Div!"

The proprietor of the Cold Barley Soup Kitchen looked down as if it had never occurred to him that someone might be at his jetty, then his confused expression turned to a smile. "Oh, Tad, here with my wine!" Wiping his hands on a filthy apron, he leapt down the stairs and onto the landing, causing boat, boy and floating pier to bob wildly. Divad Taminger knelt to examine the casks carefully, inspecting the Gryphon Vineyards seals with an intensity which belied his usual, somewhat vacuous demeanor. "Not that I don't trust you, Tad," he muttered, "but one never knows these days... someone could have watered down this otherwise excellent vintage."

le, with blond or white hair. They also have slightly webbed hands, elongated, webbed toes, and an inner eyelid which helps to protect the eye while underwater. Aquatic Elves are nearly identical physically to the High Elves but have somewhat more stamina due to the rigors of moving through their aqueous environment. They are nearly as shy as the Wood Elves. Occasionally, an adventurous sort leaves his ocean home to explore the world above. He may even develop ambitions and goals there. Such Elves have lived this way for decades before anyone learned that they were any different from the elves of the land.

TA-LAIRI

The variety in Half-elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the Mannish races. The common different kinds of Half-elves are noted in the race chart in the *Atlas Addendum*, with stat differences.

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—descended from an Elven-mannish mix.

HÍRAZI

The Hirazi are a rare winged race (suspected to be another bizarre experiment by the Lords of Essænce long ago). The Hírazi found in certain areas of Emer are like large, muscular humans, with wide shoulders to support their wing structures. They average 6'-6'8" tall.

But their appearance is misleading, for their bones are hollow and their muscles have a unique structure which makes them very light. This race is in fact rather fragile.

All have golden brown skin and white or blond hair. Their bulbous wings—actually made of feathers like those of a bird—vary in color from blue to white to gold, often a combination of the above.

GM Note: the Emerian Hírazi vary from the common Hírazi described in the Master Atlas Inhabitants Guide; they may in fact be a completely different race.

JAADERI

The Jaaderi are an ancient people who make their homes in the plains of Tai-emer. Robust and often powerfully built, these people control much of that region. Their skin is a red-brown, with green, brown or hazel eyes and straight brown hair; they average 5'6"-6'4" in height. Other distinguishing features include a large, hooked nose, full lips, and large earlobes.

Jaaderi are seen occasionally in Sel-kai, mostly traders passing through.

JHORDI

The Jhordi (pronounced 'jord-eye', at variance with normal ruaric pluralization) have no body hair, are tall (6'4"-7') and tend to be big-boned (and usually muscular). Their ears are large but rounded, their skin very pale with a faint bluish tint. The only clothing they wear is an array of necklaces, bracelets and earrings studded with semiprecious stones, and a skirt or shorts of a virtually transparent shimmering material. They take evident delight in creating discomfort for the more 'modest' cultures. In truly cold climates, they do don a coat of plush white fur.

If Jhordians can speak, one has never been heard; instead they communicate exclusively through mind-speech. Few but the Steersman have ever had contact with the world outside their sheltered homeland, but all seem to possess the telepathic ability, in addition to other Mentalist powers of varying level. In effect, they all have the equivalent of the Mentalist Base list *Mind Speech* to 10th level, and can use these powers at will with no expenditure of Essænce power.

This lends weight to a Loremaster theory that the Jhordi are not native to Kulthea and may in fact be (relatively) recent arrivals—certainly since the end of the First Era.

A Jhordi woman has never been seen by outsiders; it is conjectured that they are kept sheltered and hidden for cultural reasons. Among the few who have inquired about females of the species, the lucky have been spat upon; the unlucky have had their necks broken.

LAAN

The Laan tend to be even taller than the lordly Elves (6'-6'10" in height) as well as more heavily boned and physically stronger than all but perhaps the Loari. In return they are 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 complexion. Few of the men sport facial hair (many cannot grow facial hair). The Laan are great warriors, leaders and empire-builders: their ambition matches their great stature.

Through history on Kulthea, the Laan and the Loari Elves have frequently found themselves at odds with each other, each driven by a sense of racial superiority and an overriding ambition to control their destiny. It is true that both races are of above-average intelligence, stamina and strength; it is perhaps fortunate for the other peoples of the Shadow World that they bear few children.

SHAY

Made up of a mixture of several racial subgroups, the Shay peoples are smaller than most other races (averaging 5'4"-6'2" tall), but hardy. They usually have brown hair and fair skin, with eyes of any color. They are most prevalent in Tai-Emer and the southern and central regions of Hæstra.

TALATH

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. Loremasters who are learned in matters of race are confident that the Talath are indeed related to the Myri of southeast Jaiman.

Powerfully built (5'10"-6'10" tall), the Talath are of amazing size and strength. Most have a fair countenance and virtually no body hair; the men are beardless. Both sexes are big-boned and have a strength borne of a life of hard work and pure spirit.

Tending to be a people of simple means, the Talath have never been empire builders, preferring to live in small villages tending their sheep and crops. They are often ruled by other peoples, but even this seems not to phase them overmuch—as long as it is a benevolent reign. The make terrible slaves, protective of personal freedoms, and if they are assailed by servants of the Unlife they fight with a fevered determination.

Y'NARI

Concentrated mostly in the northeasterly regions of Emer—especially the hills of the great Silaaran peninsula—the Y'nari are a quiet people. Small but hardy (averaging 5'2"-6'2" tall), they have fair skin and little body hair, but scalp hair is thick and while it can be straight or curly, it is almost always black (or, in rare cases, silver). Eyes are usually brown or amber, and a distinguishing feature is the epicanthic fold (the small overlap of skin over the eyes, giving them—in Terran Terminology—an 'oriental' look). Y'nari also have 'flattened' features: small noses, wide, prominent cheekbones and forehead.



Decorative Mask, Sel-kai
Customs Office rain gutter
c. 4660

Tad rolled his eyes. "I assure you, Div, that they haven't been out of my sight since they left the Gryphon docks."

The Tavernkeep smiled, this time somewhat absently. "They look fine, Tad." He counted out the twelve bronze pieces. "Now if you'll help me unload these, I'll give you a good hot meal and maybe even a taste of this glorious drink."

The following chapter focuses on several aspects of Sel-kai, from the structure and makeup of the capital city itself to the various classes of inhabitants, to the nature of daily life in this very large metropolis.

The chapter is applicable mainly to Sel-kai City, since Eidolon is more an artificial environment than a true organic city, but there are notes at the end of many sections which make specific references to Eidolon in comparison to Sel-kai.

1·LIFE IN SEL-KAI

In a metropolis as large and complex as Sel-kai City, it is difficult to capture the essence of day-to-day life in a few words. The lower classes labor in sweatshops or on the canals most of their waking hours to make a scant living. The wealthy spend their time in leisure activities such as conversing, studying, and creating works of art and literature. Between these extremes are thousands of artisans and those in service professions who make a fair income yet lack the wealth to have real luxuries.

While there is little 'heavy industry' in the city itself, still the air is ripe with a cacophony of smells. The reek of fish, tanning agents, fabric dyes, sewage, smoke from cooking and smelting fires, incense, oils and perfumes all fill the atmosphere in Sel-kai. Sometimes a visitor feels inundated—as is often the case with rural peoples coming to a large city—but after a few days the nose grows accustomed to these strong odors.

POPULATION AND HEALTH

Sel-kai, like any city in a medieval environment, owes much of its growth to the influx of people from rural environments rather than genuine internal population growth. Even with healing herbs and magical disease-prevention techniques, living conditions for the majority of inhabitants in any large city are rather unhealthy.

Medicine is delivered inconsistently. The concept of a 'doctor' is virtually unknown; there are a few Lay Healers who serve the wealthy, but the majority of Sel-kai's inhabitants turn to herbalists or apothecaries for remedies to their ills. Herbs and chemicals are available to those with the money, so the well-to-do are generally a healthier group than those who live in the poorer districts. Healing of wounds and certain diseases is available through a handful of religious orders, but such is only administered to the devout, or after a considerable monetary gift is given.

RELIGION AND 'SCIENCE'

Despite the relative intimacy of the Kulthean pantheons, and the very real effect gods can have in the day-to-day lives of mortals, the very multiplicity of religions has limited church powers as a force in most Shadow World societies. Only in certain areas where one faith or cult dominates do religious leaders carry considerable political and cultural authority. Otherwise they are limited to a secondary importance, called upon only when more pragmatic means of solving a problem are exhausted.

In Sel-kai, religion has seen a continuous slow decline in importance from even this unsure footing. With the advances of 'technology' (many introduced by the Loari Elves of Namar-Tol) and a growing humanistic, artistic community funded by wealthy merchants, religion—as real as it is—finds itself increasingly in a position as a superstition, recreation or minor inspiration. This is not to say that the names of various gods are not on the lips of virtually every citizen every day, usually as part of an angry or surprised oath, however.

Currently there are perhaps a dozen religions recognized on an equal footing with lesser guilds. In addition, the Cult of Andaras and Church of Neela are each of sufficient following and importance that they have seats on the Privy Council.

EDUCATION

As with so many things in Sel-kai (and in any mediaeval to renaissance society), the wealthy and privileged continue to maintain their supremacy not only through raw wealth but through the additional power that a superior education can give them.

Laborers (sailors, boatmen, casual laborers) rarely know more than the rudiments of reading and writing (those that are 'learned in letters' are fiercely proud of it); they are taught by parents at home. Domestic servants are sometimes better educated.

Interestingly, the skilled laborers (artists and artisans) are becoming better educated in some ways than the merchant nobility. This is due to the well-organized guild system and excellent schooling provided by guildhouses.

The wealthy range from extremely knowledgeable (those who attend universities and learn several languages, science, literature, mathematics and extensive history) and somewhat educated (some skill with mathematics, careful training in the Shay language and a smattering of Erlin).

2·ANATOMY OF THE CITY

Sel-kai City is over forty-four centuries old. Think about it. Four thousand, four hundred years is ancient by any standards. It has survived floods, earthquakes, fires, attacks, and just about every political upheaval imaginable. Certainly it is not the same city it was even five hundred years ago, but it has about it a certain atmosphere of great age, a half-forgotten scent of a lost era... or perhaps it is just rotting fish under the piers.

Built upon hundreds of platforms of varying stability, Sel-kai is literally a vast maze of small islands in the river, and most of her major streets are in fact canals. The City rests in the Sharhya river delta, a fan of waterways which rise and fall, sometimes inundating Sel-kai, and sometimes leaving the city squatting upon a stagnant mire. These events are fairly rare, however, and the water level seldom dips or surges more than three feet away from its usual summer height. Thus the Sharhya provides transportation and sewage—and the flowing waters also supply power to the innovative waterwheels scattered through the city. But one does not drink from the Sharhya below the First Bridge far upriver from the City. Popular lore says that one sip of 'canal water' spells a grisly demise.

TRANSPORTATION

Sel-kai's intra-city canal system is virtually unique on Kulthea—certainly there is nothing to rival it in size. While most important cities are situated on the banks of a river because of the trade advantages, few have brought the river into themselves with such intimacy. Horses in Sel-kai city are illegal; the only carts are hand-drawn. This makes for a quieter and (in one way) cleaner environment, and has allowed the builders of the city to make streets far more narrow than possible in other urban environments.

Two basic kinds of craft ply the narrow, twisting waterways of Sel-kai: narrow, agile skiffs used for passenger travel, and flat-bottomed barges used more to carry cargo and merchandise. Smaller barges can still be operated by one person, but most have at least two crewmembers. These craft are all operated principally by poling, as the canals are rarely more than ten feet deep—and some canals are literally too narrow for long oars!

Hundreds of bridges span the canals, linking islands on more than one level. Some spans are of stone, but most are of wood with elaborate truss structures. Sel-kai's bridges are not only beautiful but often wonders of structural engineering. Designers have come from continents away to study the bridges of Sel-kai.

Periodic dredging of the canals and riverways adjacent to the city is necessary to prevent them from silting up.

FOOD AND WATER

Virtually all of the city's food is brought in by boat, supplied by the surrounding countryside and nearby islands.

Some drinking water is obtained from a few deep wells, but potable water is primarily secured from rain, collected from the roofs and held in cisterns. All larger buildings have gutter systems to trap rain and divert it to underground cisterns. From there it can be pumped back up when needed.

SEWAGE

Sewage is a simple matter in Sel-kai: dump it in the river. But while the Sharhya River is constantly flushing away undesirable material, there are still disadvantages to this system. After all, one is essentially living above one giant open sewer. In the hot, late summer when the river grows sluggish, the smell in the inner canals can become unbearable.

The more well-equipped homes and palaces actually have interior plumbing, including a sink, bathtub and toilet. Hot running water is not available (but there are servants to attend to that for the wealthy). Less prosperous households use either the more common chamberpot or often a privy.

HEATING/COOLING

While snow is not very common in Sel-kai, there can be bitter cold snaps, made more penetrating by the ever-present dampness. Residents heat their homes by burning wood and charcoal in small stoves and fireplaces.

Sel-kai has the advantage of some of the best glassblowers and cutters in the known world, allowing them windows of unprecedented size and design. Most can be covered with shutters or opened to allow cooling breezes to waft through the apartments.

THE ISLANDS

Little of Sel-kai is actually built upon naturally formed land. However, at the heart of most of the districts lies an island originally formed by the flows of the Sharhya. It was upon these sandy hills that Sel-kai began. Docks were built to make access from land to water more easy, and wood pilings were driven in some areas to control erosion.

It took only a few decades of prosperity for the city to outgrow the few solid land masses in the delta. Most of the land on either side was useless marsh, so the city leaders began the project of expanding the existing islands. Deep piles were driven and the docks were extended and interlinked. Soon structures sprang up on the docks themselves. The river was dredged and the silt used to create more islands. Piles were driven to hold back the earth, and crushed rock was mixed in to create a firmer foundation. Some islands actually have stone or concrete foundations, but the former are few and the latter are all new, concrete being only a recent development.

BUILDINGS

The more important buildings of Sel-kai (and the ones on solid ground) are constructed of stone, while the vast majority are built of locally-made brick. Structures on docks are of necessity also made of wood, as any sort of stone or masonry would be much too heavy. Most of the brick buildings are faced with a stucco, either tinted or painted. Roofs are usually terra-cotta, though there is an occasional copper or tin sheathed structure. Many buildings in the city are actually made mainly of wood, a fact which makes the residents pyrophobic.

Flooring is usually polished wood, though villas and government buildings often have beautiful polished marble floors. Less wealthy homes built on solid ground have either brick on the bottom storey or even packed earth.

Interior walls are of wood, often accented with tapestries. Wood is in tremendous demand in Sel-kai, and the inhabitants have had to pay considerable sums for oak, fir and larch from the Silaari hills, and even as far north as Jaiman.

3. THE CLASSES

The merchant-lords of Sel-kai have firmly established their dynasties, as have most of the craft guildsmen, leaving the laborers with little chance to rise above the near-poverty level in which they have existed for untold generations. Yet the reality of the rigid class structure of the city fails to daunt the spirit of enterprise in the lower classes, and sometimes the lines of status are crossed.

THE WEALTHY AND NOBILITY

Sel-kai has always been a place controlled by coin rather than blood-right or religious authority. Although some of the powerful mercantile groups have evolved into dynasties resembling more conventional nobility than corporations, it is still wealth which allows them to remain in political power. Even the Prince of Sel-kai is usually a man chosen because of his business and diplomatic skills.

As the centuries have passed, certain families have arisen as the merchant-nobility. Ullizi, Tamingar, Vorhese, Baragon, Elgata, Jurgon and Tharal are all names with a lineage going back for hundreds—sometimes thousands—of years. These are but a few, literally dozens; however, the merchant class is by no means a small elite group. It should also be remembered that only the most wealthy

of these families possess a life of leisure; most still work long days in offices or travel hundreds of miles to far-flung branches. Many younger members of distaff branches have little to look forward to except a life in a dim chamber with a worn barka, counting someone else's sellini.

ARTISTS AND ARTISANS

While generally not on the same level as the merchant class, the artists and craftsmen of Sel-kai hold a special station. The leaders in this community have on occasion risen to a level of prestige which effectively makes them as celebrated (and wealthy) as their merchant beneficiaries. But artistic skill is not as easily handed down to offspring as is business training.

Current luminaries are treated with anything from awe to grudging professional respect. A few are true celebrities, mobbed when seen in public by adoring (usually youthful) followers.

In Sel-kai, Artists and Artisans are not just those who create works of art, music and architecture, but scholars, athletes (there are monthly games held in a great complex inland) and most professional spell-users. Less glamorous members of the middle-class are traders, accountants and the more skilled clothiers and various smiths.

APPRENTICES

Children (usually but not exclusively boys) enter apprenticeship at about age 12. They are employed as semi-skilled workers by a Master Craftsman for 5-7 years. Apprentices work in larger shops and guildhalls, often performing support chores and running errands. As they grow older and more familiar with the craft, they are permitted to do simple, repetitive operations disdained by Masters and journeymen.

When a youth is deemed ready, he is elevated to the rank of Journeyman.

JOURNEYMEN

Each journeyman serves directly under a Master Craftsman for 2-3 years; at the end of this period he is required to take a test to prove his skill. This examination often takes the form of an actual work of craftsmanship, judged by a committee of Guilded Craftsmen. Assuming the Journeyman passes, he is elevated to Craftsman and given full Guild membership.

MASTER CRAFTSMEN

These are the most accomplished in their field, recognized by their peers as true artists. Whether these men (and sometimes women) work stone, gold, steel or cloth, they are respected members of Sel-kai society. While their trade does not usually convey the same 'elitist' glamor as the upper echelons of the merchantmen, they have a niche which has its own stature and honor.

LABORERS

The majority of any city's inhabitants in a society such as Sel-kai's is formed of manual laborers—those who carry out the designs and manipulations of the upper classes.

SERVICE PROFESSIONALS

Actually, this group hovers on the class scale somewhere between the artisans and the real labor classes. Service people include those who operate taverns and inns, those who are shopkeepers but not 'accredited' craftsmen.

CASUAL LABORERS

Among those who perform construction and other labor-intensive crafts, casual laborers make up by far the greater part of the work force; the skilled workers usually only performing selected tasks or in a supervisory role.

SERVANTS

Household employees of the wealthy merchant families, these domestic servants make up a relatively small portion of the manual labor force. The more attractive offspring of labor families are often chosen for the 'honor' of domestic service.

BOATMEN

Boatmen must be distinguished from the men who man the larger sailing vessels. These pilot small craft designed only for transport in and about the city, and perhaps up the Sharhya river. The boatmen are among the city's most interesting groups, as they have formed a loose association amongst themselves. They are known to look out for each other, and a peculiar system of honor exists between these men and women whom the upper classes consider to be little better than vagabonds.

SAILORS

These are the crewmen of the numberless ships based out of Sel-kai and Eidolon. Officers of private vessels are almost always

appointed from among the merchant families themselves.

The Prince's navy has officers who have risen through the ranks, but the majority are men who came from an easier background. Most crewmen are rankless sailors and can expect to remain so for their professional lives.

Sailors consider themselves a rank above dockworkers and other casual labor professions, for crews of sailing vessels are well-trained and pay is commensurate with skill and length of time on board. Crews of the glamorous skyships often make three times their ocean-bound cousins, but the training is rigorous and the risks considerable.



DOCKWORKERS

Strong men who labor long hours on the docks of Sel-kai City, these are usually in the employ of the mercantile houses and warehousemen. Many are only casual labor, hired for the day or until a specified number of loadings/unloadings is complete.

THE POOR

Every city has its indigent population and Sel-kai is no exception. (Eidolon has no such group, but as mentioned before, it is not a true city. No vagrant could afford a trip to the sky-city, and any caught stowing away would be summarily returned to the earth.)

PUBLIC SERVICE

This category includes the interior police force, the military, and the hundreds of bureaucratic public servants. These come from nearly all the classes, as younger sons or daughters in merchant families can find better-paying work in the government than within their own family. There are many positions in the mint, customs and inspections divisions, or even in palace administration.

Intelligent laborers capable of passing various tests may qualify for the military or even the respected Guardians of Peace (called Wardens in the cities; Marshalls in the countryside).

CRIMINALS

While the City Wardens are not to be underestimated as an efficient and dependable protective force, there is an inevitable crime element in Sel-kai City.

GANGS

Several gangs plague Sel-kai City, especially in Canal Maze, North Delta and Sighing Docks. Youths—usually boys between 12 and 20, sons of laborers—form intimate fraternities with elaborate initiation rites and loyalty oaths. To give more acute meaning to their groups, they claim territories and 'defend' them against similar groups. While these gangs usually only create trouble for each other, their violence can sometimes spread to innocent bystanders. Most gangs have distinctive garments or jewelry which 'brothers' wear to proclaim their membership.

UPSCALE CRIME

Smuggling is an ongoing (though not overwhelming) threat to Sel-kai's tax revenues, as is the booming black market inevitable in any city. The government blames the boatmen, while they in turn accuse the ship captains of dishonesty. Raids occur regularly—with enough frequency to keep operations well below crisis proportions—but bootleg merchandise continues to find its way into the shadowy shops of Sel-kai. There is no sign of this status quo altering significantly.

STREET CRIME

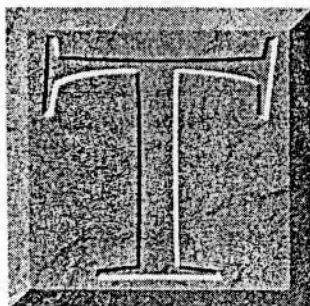
By far the most dangerous threat to the visitor to Sel-kai is a random street assault. The lone, unwary and ostentatiously dressed adventurer out wandering in Canal Maze late at night is quite likely to wind up fish food in a canal, relieved of all his wealth. The more fortunate are merely robbed or knocked unconscious, but there are many in the city who would not think twice about slitting some rich fool's throat for a handful of silver.

"Take solace in the fact that all things come to an end. I do not dictate your fate, I merely foretell it. The future is as inexorable as the past. I am the Harbinger of Doom."
— THE NAMELESS ONE



PART III

THE REALM OF SEL-KAI & ENVIRONS



ALLIN, YOU MAY RISE," FIRST MENTALIST VORIS

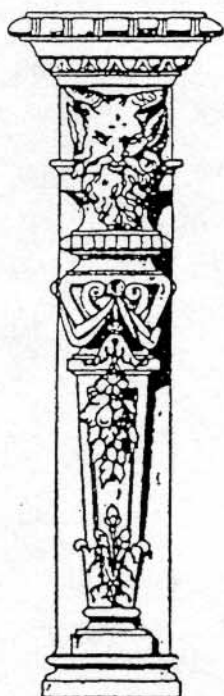
Larigon smiled benevolently at the young man who looked up with eyes full of joy and trust. The Chancellor of Andasai College placed the amulet of indoctrination about his star pupil, eyes agleam before the gathered students and faculty.

Larigon's smile was as much to himself as to the youth. Smiling and plotting the course of this boy's life under his expert guidance and supervision. *Tallin is the brightest of a galaxy of luminous stars. He can serve me well in the years to come. The first task will be to free him of the shackles of emotional bondage. The feelings he has for the young woman Laurianne will have to be suppressed; then we will replace them with loyalty to the College... and me.*

But Larigon underestimated his student.

Tallin Vedui had long ago read the elder Mentalist's intentions and taken steps to thwart his moves and manipulate his allies. Even now, carefully planted seeds of dissension were beginning to sprout. Let him destroy Laurianne; she was a stepping-stone on a path he trod long ago—useless now except as an amusement. And eventually, Larigon would be supplanted as governor—but not too soon; not before Tallin was ready to take his place. Then we would see who was in control of this city of puppets.

All these thoughts raced in an instant through the powerful mind of Tallin Vedui, whose face still bore the innocent flush of youth.



Column with decoration
House Alaxatan
c. 5000

Sel-kai is far more than a mismatched pair of cities; it is a realm unto itself. While the Prince of Sel-kai can claim only a few hundred square miles of territory, the seven isles and peninsula which make up Sel-kai are fertile lands strategically placed. At the mouth of the Sea of Tears and beside the westerly currents of the Melurian Straits, Sel-kai is well positioned to receive ships from many directions. The climate is mild, and while the seas can sometimes bring violent weather, the people of this wealthy little realm are willing to accept the occasional tantrum of the Sea-god Shaal along with his graces.

1·THE LANDS

Following is a summary of the lands under the control of the Prince: seven islands and a long, fertile peninsula.

TEAQUE ISLAND

Furthest west of the lands claimed by Sel-kai, Teaque faces the long atoll known as the *Black Snare*. The narrow straits between Teaque and this great barren stretch of rock and reef have been the death of many a ship through the centuries. Teaque has more rocky shores than the other isles, and while there are several plantations scattered across it, it is the only isle of Sel-kai which is still primarily given over to forest.

MURINI ISLAND

The southern shores of Murini are calm and the beach smooth, while the northern face of the isle takes the brunt of storms from the north. Shipwrecks are common—as are treasure-seekers hunting through the broken hulls of vessels tossed upon the shore.

Fortunately, the cliffs along this face protect the inland areas, and the island is populated with a number of farms and country villas.

SEL ISLAND

Home of Sel-kai City and the heart of the realm, Sel is also the largest of the islands. Just over 100 miles in length, Sel is roughly star-shaped, with five peninsulas. Sel-kai City is located at the head of the long, narrow Sharhya Bay, in the heart of the river delta, fed by numerous mountain streams.

Above the city of course hovers Eidolon, somehow protected from all types of inclement weather.

RESEDA ISLAND

A long, narrow isle north of Sel, Resenda is furthest north of the cluster, and suffers the fury of storms from the turbulent Melurian Straits. As a result, the northern coast of the isle is not densely populated. However, several sugar plantations are located on Resenda—mostly in the southern foothills. In addition, Resenda is the location of three important naval bases: part of the defensive perimeter about Sel-kai.

QUENTE ISLAND

Quente lies furthest east of the isles (though the Kai'sa peninsula does curve further towards the sunrise, it lies far to the south). This island also has a naval base, and at the tip of that eastern spur there stands a tall slender tower, an important navigational beacon for sea and air pilots alike. At the pinnacle of the two-hundred foot tall spire burns a brilliant blue light, visible for miles through all but the thickest clouds and fog.

TRAVII ISLAND

Smallest of the Seven Isles, Travii lies within the sheltered Moon Bay, the northeasternmost enclosure of the Sea of Tears. Travii boasts many palatial villas and a small naval base, as well as a sizeable town on the northern point. All coasts are fine black beaches (testament to the volcanic origins of the islands) and a temperate climate is the rule almost year-round.

WHALENA ISLAND

Another sheltered, pastoral environment, Whalena supplies a large corn crop to Sel-kai City, as well as spices and medicinal herbs. Less rocky than her sisters, this island has the greatest percentage of arable land.

THE KAI'SA PENINSULA

From the northern tip where it faces the Sharhya Bay to its roots on Silaar, this twisting tongue of land extends nearly 200 miles. It supports a checkerboard of bountiful fields and plantations, and its

shores are rich with seafood. Along the south there is a stone wall manned by Sel-kai troops, guarding this spit of lands from incursions by barbarians of the northern Silaar mainland.

2·WEATHER IN SEL-KAI

Sel-kai City falls under the "Sheltered Coasts" category, as it is nestled deep in a narrow bay. Overall the weather in this region is relatively mild, but the constant dampness can make a chilly day seem bitter and humidity can render a hot day unbearable. *Note that there is an Autumn and Fall because of Kulthea's five month/seasons; see Part IV pg 27.*

SEL-KAI WEATHER CHART

	Sheltered Coasts	Inland Areas	Open Coasts
Winter	20-50° Rain/Snow Breezy	20-45° Moderate Sw/Rn Calm	35-55° Rainy Windy
Spring	50-70° Normal Rain Windy	45-70° Normal Rain Breezy	50-70° Rainy Windy
Summer	65-85° Moderate Rain Calm	65-90° Moderate Rain Calm	65-80° Moderate Rain Breezy
Autumn	60-75° Normal Rain Breezy	60-80° Moderate Rain Breezy	60-75° Marginal Rain Windy
Fall	35-55° Moderate Rain Breezy	30-55° Moderate Sw/Rn Breezy	45-65° Moderate Rain Windy

KEY

Temperature: is expressed in degrees Fahrenheit as the average daily low-high. Note that most Kultheans do not describe temperatures so precisely; they simply say the temperature is *cold*, *cool*, *warm*, or *hot*. Mountain temperature refers to the habitable regions between 1,000-3,000' above sea level. To calculate temperature at higher altitudes, subtract 1° for every 300' more above sea level.

Precipitation: refers to the % chance of rain or snow falling on a given day. In the higher altitudes of the Spine of Emer and Gold Mountains, snow will usually occur when moderate Snow/Rain yields a precipitation result.

Marginal Rain: 5% rain; high, infrequent clouds.

Moderate Rain: 15% rain; partly cloudy.

Normal Rain: 25% rain; mostly cloudy.

Rainy: 40% rain; cloudy.

Moderate Sw/Rn: 5% snow; 2% sleet; 8% rain; partly cloudy.

Rain/Snow: 8% snow; 4% sleet; 12% rain; cloudy.

Wind: Speeds are given in miles per hour.

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

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

Windy: 10-40 mph; or consult Sea Winds Table (no adjustment).

SEA WINDS CHART

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

Autumn/Fall is hurricane season, thus a different column is employed.

Wind Condition	Normal Roll	Atmn/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 (8-18 mph)	75-89	75-84
Gale (32-54 mph)	90-96	85-92
Storm (55-72 mph)	97-00	93-97
Hurricane (73+ mph)	—	98-00

EIDOLON WEATHER

The sky-city seem impervious to even the most severe weather, and in fact is a haven for skyships caught in dangerous winds or storms. As noted elsewhere in more detail, the Prince of Sel-kai possesses a magical device which permits him to control the weather in a 1000' radius about Eidolon. Rain during the day is unheard-of, while late evening drizzles keep the city's grass and many ornamental trees well watered, and her cisterns full.

FLOODING

Sel-kai City is regularly inundated, usually in the spring and fall seasons, though the architects of the city have taken precautions. Only the most severe floods rise enough to cover the highest platforms. Most landings are actually floating jetties, of course—able to rise and fall with the changing water levels.

Occasionally, however, the Sharhya proves who is in charge, however, and once every fifty years or so she takes control to the bottom storey of almost every building in the city. Stone breakwaters constructed upriver (as well as the spread nature of the delta) prevent the current from being damaging in itself, but the rising water wreaks enough havoc to disrupt trade for at least a few days. The loss to the city in trade tariffs alone during such an inundation can be counted in the thousands of gold coins.

3. THE TRADE NETWORK

Below is a summary of Sel-kai's principal trade partners, and the products they are most famous for.

DANARCHIS

Located on a peninsula of NW Emer, Danarchis also includes several temperate isles. The seacoast capital of Artha is the center of trade for this small but wealthy maritime country. They enjoy excellent relations with Sel-kai, and many Danarchis natives reside in Sel-kai city.

Imports: timber, cotton, glassware.

Exports: wine, olives, olive oil, healing herbs, tin, nickel, raw arinyark.

STROANE

The Katra of Stroane rules from the grim city of Arakin, his realm spanning much of Hæstra. While considered to be a backward and oppressive country, it possesses many raw materials coveted by more advanced neighbors.

Imports: finished goods, silks, spices.

Exports: timber, iron, copper, shaalk, eggs, cotton, wool.

SARNAK

A council of Amazons rules Sarnak, a small but defiant realm along the eastern shores of the Bay of Izar. Proud, fierce warriors, the women of Sarnak are honest trading partners.

Imports: wheat, corn, tubers, red meats, spices (pepper, cinnamon).

Exports: cranberries (unheard-of elsewhere), rice, wine, steel weapons, mercenaries (amazons).

LANKAN EMPIRE

The hot plains of central Tai-Emer is the location of Kenezán, capital of the Lankani realm. This sprawling adobe metropolis is the political, mercantile and religious center of a powerful (and many feel barbaric) empire. Slaves are bought and sold like sheep, and human sacrifice to the cruel god Klysus is a daily spectacle of gruesome proportions. Visitors are advised to beware, as sometimes outsiders are recruited.

This region is rich in gold and certain other materials, but lacks the technology to work steel or even iron. As a result their thirst for finished metal wares more than equals the river of gold and gems they seem able to supply.

Imports: silks, dyes, spices (sugar, cloves), wine, steel weaponry and implements, silver, glassware.

Exports: slaves, wheat, corn, peppers, gemstones, gold, other ores.

NUYAN KHÔM

Home of a small and quiet people, Nuyan Khôm is also the source of priceless silks and spices. From the capital of Ashenoq, the Hutarn directs a prospering trade industry with Sel-kai.

Imports: timber, rare metals.

Exports: silks, dyes, spices, iron ore, glassware, pottery, perfumes.

NÁMAR-TOL

A mysterious and somewhat forbidding name to most mortals, Námar-Tol is the home of the largest group of Loari Elves on Kulthea. The capital is Varnost on the isle of Liiris, reputedly a great city of marble and alabaster.

But foremost, Námar-Tol is a land of unequalled science and what can only be called 'technology.' The Elves are said to have unearthed many artifacts of the Old Race, and have themselves built machines with strange and wondrous powers.

Of late relations between Sel-kai and Námar-Tol have grown uneasy. Several Elves have been attacked within the city; incidents dismissed by the Prince as random violence by street bullies. However, representatives of the Loari contingent believe that the Elves are being singled out and the attacks are racially motivated. Mortal Sel-kai nobles have accused the Loari of being paranoid and arrogant. Antagonism has been on the rise for the past few years, and while there is little danger of trade actually being suspended, there is increasing hostility towards Loari living in the city.

Imports: gold, titanium, other rare ores, spices, silks, shellfish.

Exports: coffee, citrus fruits, wines, hardwoods, finished goods and devices.

KAITAINÉ

The 'other' great trade hub in Emer, Kaitainé—much like Sel-kai—is a clearinghouse for goods on their way to and from other lands. Rather than list the few native exports, below is a listing of just some of the items available in the shops of Kaitainé.

You name the merchandise and it can be found in the markets of Kaitainé (or, at the very least, you can find someone who will get it for you).

one of the items that can be bought:

fabrics: cotton in every color and pattern, wool, rare silks from Nuyan Khôm and Onar.

spices: sugar, pepper, cinnamon, nutmeg, mace, cloves, and all other 'common' spices.

herbs: including of course priceless healing herbs. Many come from Uj and Khûm-kaan.

fruits: cranberries from Sarnak, citrus from Námar-Tol and Lys, apples and pears from Hæstra.

grains: wheat, oats, corn, rice, and unusual hybrids.

mines: from Lys and Danarchis and all over Kulthea.

metals: precious metals can be bought in quantity, though the prices are often steep.

jewelry and gems: every gem that exists is represented in the jewelshops of Kaitaine. Set and loose, cut or uncut, this is a geophile's paradise.

weapons: entire armories could be stocked with the weaponshops of Kaitaine, from a bronze knife to a laen broadsword, the selections are daunting.

magical items: Scrolls and staves, and all varieties of magical trinkets from toys to minor artifacts can be bought and sold here (although the latter obviously only change hands under very controlled conditions).

clocks: Kaitaine is one of a handful of places in Kulthea (Sel-kai and Námar-Tol among the others) where the technology exists to make reasonably accurate clocks. Such instruments are of course invaluable for navigation and astronomy—and as expensive curiosities for the wealthy.

not to mention... waxes, gums, cosmetics, perfumes, and dyes, and an endless list of other products.

SERVICES

While Kaitaine is more of a trading hub than a production center, workshops and smithies alter items or make things to order. Especially in the outlying lands, there are many workshops where artists and craftsmen create fine-quality items.

The inns and dining halls of Kaitaine also have a deserved reputation for high quality food (and inflated prices).

LYS

A haven of Linæri Elves, Lys is a garden realm. Much of the countryside is a pastoral land of unequalled beauty. The Elven habitants spend their leisure time in the creation of works of art and fine craftsmanship. Where Loari build machines, the Linæri create musical instruments, sculpture or painting.

imports: gold, perfumes, silks, gemstones.

exports: paper, wine, timber (hard and softwoods), finished cloth, herbs, citrus fruits, jewelry.

MALQANAR

Though the beautiful Bay of Songs is rather remote from the more cosmopolitan centers of Emer, her resources make the trip worthwhile for many a skyship.

imports: finished weaponry and tools (of non-corroding alloys).

exports: pearls, silk, shellfish, dyes and perfumes from sea-beasts, jade.

HAALKITAINE (JAIMAN)

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

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



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

Imports: silks, perfumes, gemstones, spices and herbs, glassware.

Exports: timber (hard and softwoods), especially oak, pine, larch, cherry; finished tools and weapons, ores.

LETHYS (JAIMAN)

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

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

Prince Westley is a popular leader, especially considering his bloodlines (he is a distaff heir; worse, his father was an Elf).

As with other large trade centers, Lethys has vast resources flowing through it at all times; the brief list below includes only a few of the items in particular *local* demand or supply.

Imports: grains, fruits, ores.

Exports: shellfish, other seafood, timber.

4 • RIVALS

Naturally, a small realm as wealthy as Sel-kai is bound to have at least as many enemies as friends. Only the skilled maneuvering of the charismatic Prince has allowed the country to remain on good terms with so many for so long. nevertheless, there are the inevitable rulers who envy Sel-kai's wealth and would rather have a share of it on their own terms.

PRÆTEN

Sel-kai's principal rival on the seas is the small (albeit aggressive) realm of Præten. Controlled by a despotic ruler known as the Honakh, the country has refused trade offers from both Danarchis and Sel-kai. The Honakh has called such proposals 'insulting' and insists that any attacks by his ships on trade vessels are 'defensive measures' employed against 'trespassing spies.' He has asserted his ownership of all waters fifty miles out from his shores—a ridiculous claim.

THE WHITE SWAN

The White Swan is the name associated with a pirate lord believed to operate out of a hidden port in southern Jaiman. His ships attack primarily merchants from Lethys.

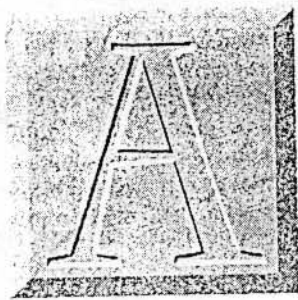
While ships bearing the flag of the White Swan are not terribly common in the waters about Sel-kai, they are small agile craft—and dangerous. Such ships are said to fire ballista bolts with exploding warheads, a weapon unheard-of on Kulthea. Even the swift merchants of Sel-kai fear these dark pirates and rarely put up a fight.

RAIDERS OF THANOR

The plains of northern Silaar are essentially a vast prairie dotted with ruins. Where a rich empire once stood there lies now only skeletons of cities and homesteads. But the land is not deserted; barbarian raiders inhabit scattered camps in this wilderness, attacking unwary travellers and guarded caravans alike. That is why the Nuyani prefer to send their goods to Sel-kai by sea rather than across the desolate plains.

URULAN

Recently there have been stirrings in this realm long since thought dead. Sleek grey ships bearing a black flag with a white swan have been sighted off the Resenda coast, and Sel-kai scouts attempting to contact or pursue these craft have been left in their wake. Swift ships to be sure, and some say that they can only be of Loar construction. The Prince has ordered that more detailed information be gleaned, but definitive reports have yet to come in.



COLD DRIZZLE CONTINUED TO LEAK FROM THE DIRTY cotton sky. It had been raining almost continuously for more than eight days and the canals were running dangerously high. So were tensions in this sodden city. Koren Maas turned from the window without even bothering to look for Eidolon; he knew the gleaming sky city was out of view above the clouds. *No doubt the sun is shining there*, he mused, idly adjusting his black robes. *It always does*. The Security Minister rather liked the rain—he also liked working down here in the real city rather than up in the pristine environment of Eidolon. Most of the other

Cabinet Ministers did not agree.

Boren Alsec nervously fingered the *barka* at his belt; the beads of his calculator clicked up and down their strings rhythmically. “Why do you suppose Enik wanted to meet us down here?” He whined. “It’s so... untamed.”

“I think you’ll have your answer soon.” Maas answered mildly.

A moment later, the heavy *dír*-wood chamber doors swung open and Minister of State Enik Foor strode gracefully in.

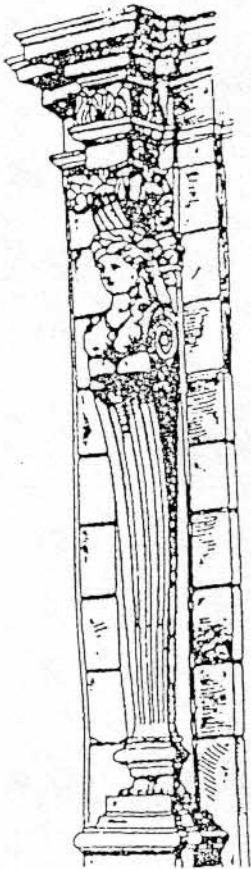
Koren Maas had of course used his Mentalist powers to sense the approach of the State Minister, but as always with Enik Foor he could do no more than pick up his general calm surface thoughts; deeper probing yielded a peculiar void. *No doubt he wears an enchanted item to protect his thoughts. Justifiably paranoid*. The former Itanian had to admit that his roots were enough to make others nervous. The powers of the Warlocks of Itanis were legendary.

“Well!” sputtered Alsec, as the little Commerce Minister waddled forward. “I really must have an explanation for this unusual—”

Boren Alsec got his answer—though no doubt it created a dozen new questions—as just behind Foor followed a lovely Elven woman in a flowing amber gown, with an equally handsome youth on her arm. The Lady smiled indulgently at the two waiting ministers; the youth scowled.

Koren Maas bowed. “Lady Olgivana Centaurus; Lord Barrin Qaterris. I trust you are both well.”

Barrin Qaterris, eldest son of the ruler of Sel-kai, continued to pout; childish behavior which persisted despite his thirty-one years. He was obsessed with ascending to the throne; the fact that the Princedom was not inherited through blood ties but an elected position ate at him day and night.





Lady Olgivana, on the other hand, seemed quite pleased with herself. "Thank you for attending, gentlemen; It is actually I who requested this meeting."

Maas shot a quizzical look to Enik Foor, but the Minister of State looked as curious as Alsec.

"Let's get on with it." Snarled Barrin.

"Patience, child." Olgivana said softly, but there was an edge in her voice. The wife of one of Sel-kai's most powerful merchant barons and aunt of the reigning prince wielded considerable clout of her own. "As you all know, my nephew Rylec is one of the most popular rulers in the history of Sel-kai. Unfortunately, some of his recent trade decisions have resulted in an undesirable financial situation for some of us. While the man—or woman—who follows Rylec will ostensibly be chosen by elections in the Grand Conclave, there is no reason why that successor need not be the Prince's own son..."

Maas observed the other Ministers carefully. Alsec looked frantically about the room; he was just beginning to grasp what Olgivana was up to. Enik Foor's face had fallen into an inscrutable mask.

Barrin shot a glance up towards Koren Maas, his face betraying his impatience—even as the Security Minister picked up his angry thoughts. *Maas! Let's get on with this! Why do we need these fools?*

Keep your outward emotions under control! Maas snapped a thought back and watched Barrin's expression melt. *We require these others to help us.*

But what of the Unseen Eyes?

Maas maintained his own cool façade with an effort. *How dare you mention the Eyes here, even in telepathic conversation?* His thought lashed at the lord like a physical blow. Barrin flinched.

Maas' gaze flicked back to Olgivana Centaurus. She was still working on the preamble to her plan. She, too, was carefully observing the ministers—including Maas—to judge which way they might jump. *This Elven woman is clever, but not clever enough. Even she is unaware that she, too, is a tool of the Unseen Eyes. I only hope that we have not been foolish in our choice of Barrin Qaterris to succeed Rylec.*

This section embraces several items: a calendar explanation, a linear timeline up to recent years, a chart detailing events in Emer, Jaiman and secret activities of the Greater Powers, and a listing of events and trends yet to occur in and around Sel-kai.

1. THE CALENDAR

A review of the Kulthean calendar may be in order at this time.

SEASONS

As mentioned elsewhere, Kulthea has four celestial *seasons*, based on the planetary rotation and tilt. Their formal beginnings and endings are largely ignored however (except by astronomers) in favor of the much more obvious pentennial phases of 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 planet equator. There are a *summer* and *winter* Solstice, the latter signifying the first day of the calendar to year to many Kulthean cultures.

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

MONTHS

Rather than follow the above pattern, however, most cultures have adopted seasons which mirror the five months, each seventy days long. These are listed as follows, beginning with the winter solstice:

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.

WEEKS

There is a shorter period marked by many of the more sophisticated Kulthean cultures, the ten day span which is delineated by the phases of Varin, the Second Moon.

LOREMASTER RECKONING

Interestingly, the Loremasters ignore Varin for 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 but effective calendar system.

2. SEL-KAI TIMELINE

Below is a listing of important events in the history of Sel-kai and related realms. When specific dates are given, they use the Loremaster Reckoning.

Note: All dates are Third Era

- 1650—circa 2000: The town of Sel-kai emerges as a regional influence because of its ideal trade location and the ambitious nature of her trader-captains. Wealth brings skilled craftsmen and the town grows. Guilds are formed which act as super-extended families: educating children, caring for the sick and elderly. Leading merchants and craftsmen from these guilds meet informally to coordinate the explosive growth of this emerging trade center. A government based on capitalism evolves, thriving in the trade vacuum left by the fallen Enierian Empire.
- 2090: The first official meeting of the Council of Guilds, headed by the wealthy (and shrewd) Danis Kellian, Guildmaster of Silver-smiths. This first council includes a representative of every Guild formed to date.
- c. 2100—2500: Shifts in the Sharhya cause much of the land in the delta to become soft and unstable. Rather than move to solid ground less accessible to the river, residents begin to construct wood and stone pilings to shore up their homes and businesses. This marks the beginning of a long evolution towards the city of islands known in current times.
- c. 2500—3293: The number of Guilds in the Council becomes increasingly unwieldy over the next several decades, and those who are not members of guilds suffer from lack of representation.
- 3293: In an effort to streamline proceedings at Council meetings, Kadus Mafeggin is named *Lord-merchant* and granted permanent status as First Speaker of the Guild Council.
- 3296: Kadus Mafeggin renames the current Council the Grand Conclave and nominates representatives from certain non-Guild groups to seats. He then creates the Inner Circle and names only selected Guilds to that executive body. He appoints a group of personal advisors which he names his Privy Council. They have little political power.
- 3300: Kadus Mafeggin is named Merchant-prince and given sweeping powers by the Inner Circle. This begins a glorious reign lasting nearly a century.

- 3305: The famous Iylar bard and chronicler Theodoric of Arnoth invents an alphabet for the Prince of Sel-kai. He dubs it *Eidolon*, the name of a mythical cloud-haven in Emèrian legends. Prince Kadus adopts the runic letters as the new official script of Sel-kai.
- 3451: Prince Xagon Borg dies suddenly. After a series of inconclusive elections, a power struggle ensues between Borg's Privy Council, the Circle and the Grand Conclave. Finally, the the Inner Council appoints a triumvirate to rule; the Privy Council is dissolved. *This is the beginning of the First Interregnum.*
- 3462: One of the Triumvirate—Hallis Ib—dies under somewhat mysterious circumstances. He is not replaced.
- 3465: Valiav Nodiis (another of the Triumvirate) drowns in a boating accident. The remaining member—Chanik Alian Moorn—proclaims himself Prince. *End of the First Interregnum.*
- 3840: A series of trade agreements between Kaitaine and Sel-kai is signed.
- 4195: The renowned shipwright Leriú Valain conceives of a 'flying boat.' He begins work in spite of chiding by his colleagues.
- 4205: The first skyship *Cloudwing* is commissioned. The merchant-prince orders construction of an entire fleet of these incredible vessels. Sel-kai's demand for Xenium is soon insatiable.
- c. 4200—4600: The fame and wealth of Sel-kai grows as her flying ships skim further and further afield.
- 4210: Four more skyships set sail from Sel-kai city.
- 4215: Prince Klinir Bonaq departs aboard his sky-yacht, announcing his return in a month. He delegates power to his Privy Council. Prince Bonaq is declared missing after 100 days and the search begins. He is never found. *This marks the unofficial beginning of the Second Interregnum.*
- 4219: The Grand Conclave and Inner Circle agree that a new Prince must be named. From the ranks of the goldsmiths, Thoma Stuar is named. *End of the Second Interregnum.*
- c. 4300: The population of Sel-kai City reaches 15,000.
- 4380: Emissaries from Namar-Tol arrive in Sel-kai offering to trade in their advanced machines and alloys.
- c. 4500: The population of Sel-kai City reaches 20,000.
- 4503: In a break with tradition—and constitutional precedent—Prince Barlaan Høerk attempts to dissolve the Conclave and Circle, and name his son Helrik as successor. A period of strife ensues in which Sel-kai teeters on the brink of Civil War.
- 4504: Barlaan Høerk is assassinated, and Helrik immediately renounces his claim. However, the paranoid Conclave—fearing another power-hungry Prince—decides to set up another Triumvirate. *Beginning of the Third Interregnum.*
- 4504—4541: The Triumvirate endures for nearly four decades, with a total of eight men and women assuming roles. It is notable for its mediocre and unimaginative—though stable—rule.
- 4543: Agren Navalak, part-Iylar Elf and head of the powerful guild of Jewelsmiths, asserts that the Triumvirate is driving the realm into a state of ennui. He calls for the structure to be abolished and a return to the Principdom as before. Navalak is successful in his drive—and is elected Prince. *End of the Third Interregnum.*
- 4556: Prince Agren Navalak signs an important trade agreement with the Hutarn of Nuyan Khôm, opening the way to trade in Nuyani glassware, pottery, textiles (especially their priceless silks), perfumes and dyes. Both parties profit immensely in the following decades.

4600: Prince Navalak lays plans to construct a port suitable for his airborne fleet: he will build a city which floats in the sky. He calls upon the best alchemists and engineers to construct this wonder of magic and technology. Many Loari engineers come from the island-realm of Námar-Tol to aid in this project.

4610: Plans are approved for the sky-city. Master Smith Ezaal Quathe (A Loar Alchemist) supervises the construction of the vast Xenium-sheathed sphere which will be the heart of this flying metropolis. Meanwhile, the architect Agel Boch-thalaj coordinates the design of the superstructure which will ring the sphere and support the city itself.

4650 (3+14): The city of *Eidolon* rises in the sky above Northern Emer. The central orb and docking ring is finished; it will require decades of ongoing construction before the city is complete. Nevertheless, Prince Navalak throws a mammoth party in his sky-palace. The gala lasts for seven days; the fourteenth day of the third month is afterwards a celebrated holiday.

4652: A delegation of Hírazi (winged men) arrives on *Eidolon*. They reveal that there is a Hírazi city in the cliffs of a nearby isle, and wish to trade services for goods. Prince Agren immediately realizes the fabulous potential: his problem of easy communication between upper and lower city is solved by these agile winged people. In addition, Hírazi are welcomed as crew members of skyships, making unsurpassed scouts and spotters.

4705: Heavy spring rains cause the Sharhya to rise. Three of the southernmost isles of the Burning Rock district collapse.

c. 4800: The population of Sel-kai City reaches 30,000.

4811: The Twelve Bridges Fire. Nearly five hundred are killed as flames engulf six islands. Magical intervention by the Circle of Nine averts an even greater disaster.

4820: Prince Agren Navalak, now well over 300 years old, decides to retire. He is hailed as the most popular Prince in the realm's history, and a massive golden statue of him is erected in an *Eidolon* square amidst a seven-day farewell celebration. The first act of his successor is to name Navalak's birthday (1+22) a holiday.

4838: Agren Navalak dies. He is entombed in vaults within the heart of *Eidolon*.

5030–Present: All but imperceptibly, Flowstorm activity increases across Kulthea. Random Portal operation also intensifies, allowing more creatures of the Void into the world. The Loremasters, the Lords of Orhan, and a few others are aware—though they cannot determine the cause.

5090: A string of murders in Sel-kai city ends abruptly after a body is found on the steps of the Administration Hall wearing a ring of platinum and a note stating that this is the killer. The cause of death of this man cannot be determined.

5375: Chek Haggesson, Master of the Jewwright's Guild, throws himself from a terrace of *Eidolon*. Reason for the apparent suicide is never discovered.

5430: The Loari of Námar-Tol develop the first airbarges.

c. 5500: The population of Sel-kai City reaches 50,000.

5591: An earthquake strikes; the center is estimated by Loremasters to be somewhere in northern Tai-emer, but the shocks cause several structures in Sel-kai city to tumble.

5643: Freg K'garian is elected Prince of Sel-kai.

5650: The comet returns, and brings minor tremors to northern Emer, but no serious damage is done.

5704: A Dragon is seen, the mighty beast terrorizing the city of *Eidolon*. Yet it does no damage and vanishes into the clouds. Some

claim that it had a human rider. Rumors abound that the Prince of Sel-kai is subsequently blackmailed into paying a 'protection' ransom.

5780: Prince Freg K'garian falls ill. The nature of his malady is never diagnosed, but he begins a long slide into madness.

5800: After awakening from a delirium of five days, Prince K'garian orders all skyships in his fleet to seek out the rare healing mushroom *Pok*. He refuses to explain his actions, and the order is overruled by the Inner Circle.

5801: Prince K'garian is removed from office. *The Fourth Interregnum* begins. This Triumvirate lasts only three years however, as the three elected refuse to cooperate and paralyze the government. One—Galilus Duge—emerges as the most popular and manages to convince the Conclave and Circle to elect him Prince.

5822: Spring flooding sweeps away most of the southern docks. They are never rebuilt, and the Sighing Docks area becomes pre-eminent for river traffic. The Canal Maze district falls on hard times.

5833–38: The plague—also called the 'green fever'—sweeps Sel-kai. Attempts to quarantine *Eidolon* fail, and nearly one in ten dies of this painful illness. All but pureblood Elves and the Hírazi are susceptible.

5848: Rylec Qaterris is elected Prince of Sel-kai. His reign extends up through the present time.

5851: A series of sever hurricanes buffets NE Emer, causing extensive damage to shipping.

5881: A potentially disastrous fire in the Canal Maze is contained by a 'miraculous' rainstorm. Many credit the demigoddess Neela, and she sees a renewed popularity for several months thereafter.

5912: Two successive springs fraught with severe hurricanes buffet Kaitaine and the entire SW Emer coast. Much damage is done, and shipping is disrupted. Only a few very precious cargoes guided by Navigators get through safely. The Sel-kai economy suffers somewhat as a result of Kaitaine's misfortunes.

5948: The people of Zinvar are overcome by a mysterious plague of madness followed by death. It quickly becomes a deserted place shunned by sea-travellers. Sel-kai loses an important trading link; several years are needed to re-establish some routes.

5980: Contact with the Kul¹ suddenly and may have been stricken by plague.

3. RECENT EVENTS

On the following pages is a summary of events of approximately the last 100 years.

As noted above, the specific dates are according to Loremaster Reckoning, the official calendar of Sel-kai. Remember, there are five seventy-day month/seasons represented by revolutions of Orhan.

GM Note: In order to keep the ongoing life of Kulthea dynamic, time has advanced a few years since earlier Shadow World books were released. Those of you who have used other modules will no doubt notice, the events detailed in the Jaiman module have been resolved. If you are running a campaign involving those events, be sure to tailor the timeline to your personal vision of the Shadow World.

DATE	Jaiman	Emer	Secret Events
C. 6000	Empress Italana VI of Rhakhaan (at the urging of the Magician) declares herself Empress of Jaiman; she annexes Meluria and Zor..	The population of Sel-kai City exceeds 150,000.	The six Priests Arnak gather at the Aalk Gaath & plot to act more directly to destroy the fabric of civilization in Jaiman. Thargondaak goes to Rhakhaan, Yarthraak to U-Lyshak, Dansart to Zor, and Lyak to Tanara. Athimurl prepares to act in the Mur Fostisyr while Gaath looks west.
6020	Snow-demons sack the Ky'taari capital city in the Mur Fostisyr. The Ataarn is killed and sword Ashaanaar stolen. The A-Ryaan and monks retreat into the Kaldarak-Vaar. The Arnak Priest Athimurl moves his evil throne to the Ataarn's Palace.	Plague infiltrates Silaar, killing 35% of the population of Nuyan Khôm, including nearly all of the royal family... Minor flooding closes some docks in Sel-kai.	Lorgalis (the Magician) goes to Aalk Gaath to confront the Priests of Gaath and Athimurl; their plans are in conflict with his own. He is rebuffed. Furious that his influence with this cabal has evaporated, Lorgalis departs in anger.
6023	The Dragonlord Sulthon Ni'shaang drives the forces of the Syrkakang back into Lu'nak... Halek Janis ascends to the Princedom of Helyssa.	Skirmishes on the Pochanti-Lankan border... Piracy causes serious disruptions to the Lethys-Sel-kai trade; Plasidar is suspected.	TARA agents (a subgroup of the Dia Khovaria, see Space Master)—break planet quarantine and land on Namar-Tol. They contact Loari Elves.
6024		There are several unsubstantiated reports of a gleaming white or silvery dragon flying near Eidolon.	Lyak settles on an isle off the Tanaran coast. Both Tanara and Urulan interest him.
6031	The Udahir of the Mur Fostisyr are under siege by the Syrkakar.	(Summer) An outbreak of Bahaar decimates the population of Sel-kai City: more than 15,000 die.	
6035	The Navigators place the Mur Fostisyr under Quarantine: they will not transport anyone there.	A new lord rebuilds Ardan City... The Lankani increase human sacrifices, and that harvest is the greatest in decades...	Vaag t'Kang, Adherent of the Secret Circle, visits Sulthon Ni'shaang.
6038	The Priest of Yarthraak arrives in Helyssa, a kingdom in the heart of old U-Lyshak. He begins his program of subversion and corruption.	Total solar eclipse (by Orhan) over central Emer. Minor tremors shake the lands about Votania... For the next ten days, strange lights are seen in the mists about the base of Votania.	
6039	An unusually harsh winter (referred to in later years as the "Ice-winter") with deep snows continuing into spring causes hardships across eastern Jaiman. Snow-gark attacks on the Dûranaki become intolerable. T'kaal Arain mounts a series of counterattacks, driving the Garks northward.	An earthquake levels the capital city of Pochanto in Emer, days after a visit by the Nameless One...	The Lord of Plasidar—an island city-state of Dark-elf pirates in SW Jaiman—is assassinated; his three sons (Kalon, Jerel, Aenor) vie for control.
6040	Several students at Nomikos claim to have seen the Nameless One wandering through the Library stacks; Changramai guards deny any such man entered the complex.	Rumors of visitations by the Nameless One in southern Hæstra, Namar-Tol, and a southern city in the Lankan Empire... The Lankan Empire defeats the surviving Pochanti in northern Tai-emer, consolidating its hold on the region. The Lankans increase human sacrifices. The Khurtûm of the Lankan Empire and the Lord of Ardanian make a nonaggression pact... The northern hemisphere suffers a harsh winter, with heavy snowfalls and bitter cold.	Ondoval makes his first attempt to destroy the Northern Eye of Utha. His failure is complete but spectacular, triggering a violent Flow-storm and causing an incredibly severe winter for much of the northern hemisphere. He returns to the Shadowed Secret to regroup... In Plasidar, eldest son Kalon takes power; Aenor goes into hiding, and Jerel flees with loyal followers to southern Urulan.
6041	Wild Horsemen wreak havoc across the plains of eastern U-Lyshak, harassing the Elven Forest and city-state of Norek.	The Katra of Stroane attacks the nearest of the Miirian states, easily overcoming the villages which offer little resistance.	Aenor of Plasidar changes his name to Aenor of Quaal and settles in Sel-kai City. With the gold he claimed as inheritance, he sets himself up as a wealthy entrepreneur.
6042		(Spring) Aenor of Quaal marries Satha Betaran, a member of one of Sel-kai's merchant families... Traders with Sel-kai suffer losses from pirates flying the flag of a white swan.	Jerel of Plasidar begins to build a base of operations in southern Urulan. He names himself the White Swan.

DATE	Jaiman	Emer	Secret Events
6043	Italana dies and her son Jerrin III takes the throne of Rhakhaan, but refuses the Phoenix Crown. His younger cousin, Frelik, steals the crown and retreats north, claiming to be the true King. Gark raiders attack the Myri lands in the Tanaran foothills.	The Nameless One appears spectacularly in the Vajaaran city of Garlaak, exiting through a temporary Portal. He predicts impending disaster for the coastal town and exits through the Portal. That night a fog rolls in and envelops the city. When the fog lifts, all inhabitants have vanished.	The Priests Arnak meet again in the Aalk Gaath. Lorgalis, learning of the meeting, again travels north, where he manages to form an alliance of sorts with the Priests Arnak.
6044	Dansart forces harass the northern borders of Rhakhaan. Prince Halek Ianis of Helyssa sends an explorer ship to Ulor—supposedly a lifeless island since the Wars of Dominion. The ship fails to return.	Stroane forces overrun Vornia. The bucolic people offer little resistance.	Jerel of Plasidar ("The White Swan") gains wealth through his pirating, but maintains a low profile. He does not wish to become too much of a nuisance.
6045	T'kaal Arain becomes First Speaker for the Dúranaki... (6045-6048): Frelik the Usurper, aided by mercenaries from Saralis, assaults the northern borders of Rhakhaan. He makes slow progress southwards.	Stroane consolidates its hold on the Miirian states, assembling supplies and drafting soldiers. The Katra also hires mercenaries from Uj and southern Tai-emer.	Attempts by the Loremasters to discover the identity of the 'Lord of Arдания' continue to be thwarted (he is Schrek). They also are concerned about the 'Nameless One'; is he Jaysek? Andraax? An Elder One? He—like the Lord of Arдания—has yet to be seen personally by a Loremaster. Much time is spent investigating the Dragonlords.
6046	Prince Halek of Helyssa is slain while on a hunting trip. Halek's son Kier vanishes that same evening; a search is begun. The Priest of Yaarth accepts Regency and maintains order.	With the resources of the Miir States, the Katra demands that Sarnak bow to his will. He is rudely rebuffed, and declares war on the powerful city-state. Even without Sarnak, however, Stroane controls virtually all of Hæstra south of the Keyten River.	Agents of the Steel Rain pass through an Ash Gate in the Bladelands and arrive on Urulan.
6047	Keniv Kirian — Descendant of Alæc — emerges again from the High Vales of the Grey Mountains. He leads a new group of Cloudlords much more benevolent than his predecessor Sten, and they send out tentative scouts to nearby realms. They do not make contact yet, however.	The wealthy merchant Derik Changa of Kaitaine leads an expedition into Khûm-kaan in hopes of re-establishing communication and trade with the Kuluku, missing for more than six decades.	Sarnak sends a beautiful spy (Vazia) to assassinate the Katra of Stroane.
6048	T'kaal Arain narrowly avoids an ambush by unknown assassins in the Grey Ice foothills (he is warned by a strange man he suspects to be an Elder One)... Saralis raiders cross the Pelyar mountains into Helyssa.	The Katra of Stroane weds Vazia, a country maid of questionable birthright. He is murdered in his bed later that year; his wife escapes.... One crazed man, the sole survivor of the Changa expedition, returns with a wild tale of blinding-fast creatures which dealt death like "a breeze through the trees."	

Date	Jaiman	Emer	Secret Events
6049-1 (Winter)	Prince Halek of Helyssa is slain while on a hunting trip. Halek's son Kier vanishes that same evening; a search is begun. The Priest of Yaarth accepts regency and maintains order.	The Hard Winter in Hæstra. Parts of the Keyten river freeze. Wild beasts sweep down from the Spine of Emer to harass Stroane and Bodlea.	Prince Kier of Helyssa's escape casts Lorgalis' plans for western Jaiman into chaos. The Priest of Yaarth is forced to assume a high-profile posture to maintain control. The Priest sends his Messengers to seek young Kier.
6049-2 (Spring)	Yinka armies attack the southern Myri villages, breaking a thousand year old peace. The Bucolic people are unprepared and many are killed.	Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of Khûm-kaan... Lightning is seen at night dancing among the rocks of the Spine of Emer near the grotto path.	The Ahrenreth moves to disrupt the Stability of Emer... Voriig Kye sends his spy Guri Kadorian to Sel-kai City, setting him up as ambassador from Vog Mur.
6049-3 (Summer)	Storms are unusually frequent between Emer and Jaiman, and in the Circular Sea. Yinka attacks intensify; a major assault is turned by knights astride flying horses: the Cloudlords of Old have returned. Further Yinka incursions are deterred by a Dûranaki presence.	(3-14) Cloudlords are sighted near Eidolon. They fly close but do not land...	Klyrunak of the Ahrenreth begins a search for the Tomb of Andraax, believing that artifacts and knowledge which will aid in Andraax's destruction might be found there.
6049-4 (Autumn)	Cloudlord sightings continue. Yinka attack the Sulini village of Shenin, but are turned back. Sulini are joined by Elven reinforcements from Urulan.	Eidolon loses a dozen ships—supposedly in freak storms... An outbreak of Telmar's Fever incapacitates nearly twenty percent of Sel-kai City for weeks.	
6049-5 (Fall)	Agents of the Priest of Yaarth are seen as far east as the Grey Mountains, seeking Prince Kier... The Yinka temple of Chakor is burned, rumored to be Cloudlords' work... Randae Terisonen sees the Nameless One in Haalkitain; the latter is warning of major disruptions for all of Jaiman. He vanishes before Randae can get close to him. Nervous Rhakhaan residents are near panic.	Ten Cloudlords return to Eidolon. They land and meet with the Prince; a trade alliance between Tanara and Sel-kai is forged a few days later... The volcano Mount Chang in Ræl erupts, spewing ash and smoke.	Planets align on the Night of the Third Moon: many Portals open to the Pales.
6050-1 (Winter)	Frelík the Usurper's armies reach Prevan, a province just north of Haalkitain. Emperor Jerrin Faslorin VII orders four legions north to finally crush Frelík... Cloudlords burn the Yinka city of Achren... Central Jaiman is rocked by tremors.	The Nuyan-Khôm tell tales of ghosts wandering out of the old land of Thanor.	Kalen Avanir sees a vision in the Mere of Phoras. Andraax is present.
6050-2 (Spring)	Slowed by a long winter, the Emperor's forces reach Prevan even as the Usurper attacks the provincial capital. The Usurper is turned back.	(2-55-61) The Nameless One is seen in Kaitain with his escort of four Changramai, but he does not speak.	Vomûk and Gorang of the Ahrenreth discover a vault holding three Implementors.
6050-3 (Summer)	Forces of Dansart from Zor seem to aid the Usurper's forces. Frelík reveals the crown to the Rhakhaan generals, casting doubt amongst them (but the Usurper still does not put the crown on)... From the south, the Y'kin turn against Rhakhaan.	Strange flow currents in the Circular Sea interferes with Nâmar-Tol/Sel-kai trade... Seismic activity in norther Silaar causes ruins of an ancient Lord of Essænce structure to rise out of the waters of the Sea of Tears.	Several of the Jerak Ahrenreth hold an informal meeting
6050-4 (Autumn)	The Priest of Yaarth takes full control of Helyssa, claiming that Kier is dead. United with the forces of Lorgalis, he sweeps east towards Rhakhaan.	Essænce storms over Uj and Southern Hæstra. The Emerald Forest is assailed by Lurgôki, but the power within turns them back.	Lozemasters sent to investigate ruins risen in Sea of Tears encounter hideous creatures and a dark power. They are forced to flee.
6050-5 (Fall)	The Empire of Rhakhaan is under siege on three fronts, and Jerrin Faslorin finds that his forces are strained. Jaiman is torn by war.	Rumors of the Nameless One in Stroane... Hæstra and northern Uj are hit by dozens of minor tremors... Eerie lights are said to glow from the summit of Votania.	The Storm Wizard, fearing the fall of Rhakhaan and subsequent collapse of Civilization in Jaiman, gathers his powers. The conflict must be slowed...

Date	Jaiman	Emer	Secret Events
6051-1 (Winter)	A bitter winter blankets nearly all of Jaiman, taking heavy casualties among the combatants. Frelik calls for Emperor Jerrin's abdication.	Rhiani Horsemen are harassed by the Charn Raiders... Vajaar retreats from previously claimed lands... a strange illness strikes Itanis, affecting only the Warlocks; while few die, many are left without their powers.	Turasoq of the Ahrenreth seduces a young Warlock of Itanis as part of a dark breeding experiment...
6051-2 (Spring)	Heavy rains further slow progress of any forces in the Rhakhaan conflict. It is almost as if Nature herself is trying to slow the progress of the war...	A Shay expedition from NW Khûm-kaan enters the jungles of Quon; none return. A follow-up search party also disappears.	A Portal opens on the plains of Hæstra and three beings from another time and place emerge.
6051-3 (Summer)	The Arnak Priest of Dansart sends his evil Messengers of Ulkaya against the northern provinces of Prevan... More strange warriors emerge from Zor to harass the Rhakhaan forces (they are mutants bred by Dansart).	Southern Silaar and much of Tai-emer suffers from drought. The Lankani increase human sacrifice in hopes of appeasing Klysus.	Barrin Qaterris (eldest son of the Prince of Sel-kai) is inducted into the Unseen Eyes, a shadowy cabal. His Mentalism skills are rudimentary, but his position makes him a valued member.
6051-4 (Autumn)	The Dragonlord Sulthon Ni'shaang consolidates his hold over Wuliris. He decides that Frelik has grown too powerful (he would prefer a continuing fight between Frelik and the Emperor) and considers a move south into the Zorian wastes.	Volcanic eruptions in the Black Mountains... A trade ship arrives in Kaitaine claiming to have been attacked in the Grotto Pass by 'giant insects with lightning staves.'	Klyrunak of the Ahrenreth acquires a copy of the Andraax Key (the ring necessary to enter the Tomb of Andraax).
6051-5 (Fall)	(5-21) Prince Kier Ianis appears in his homeland amidst a tremendous surge in the Essænce, wearing the Sea-drake Helm. Under his leadership and with the Helm, the armies of the Priest of Yaarth are driven back or destroyed... (5-22) Night skies above Jaiman illuminated by unprecedented Flowstorm activity. The most intense disruptions over the center of the continent. The storms are accompanied by minor but pervasive earthquakes and aftershocks... (5-23) The main power of the Sea-drake Helm fails—apparently tied to the Essænce storms of the night before. Kier retreats into hiding and initiates a guerilla offensive against reduced and disorganized armies of Yaarth.	A Caravan in Uj returns to Kaitaine to tell of a mighty nighttime battle between their Navigator Sulfean and a Herald of Darkness. The Unlife minion fled with the timely appearance of a Storm Herald... Mysterious drummings are heard from within the Værken Mire in Silaar. The T'loc-loc go into hiding... Storms threaten commerce in southern Emer... Several volcanoes erupt in the Morbek Highlands, smoke and ash clouds drift north and envelop Votania.	(5-23) The Vault of Crowns is destroyed; the Swords and Pendants are unaffected, but the General powers of all the Crowns (Jaiman, pp 84-87) are annulled. Specific powers are unaffected... (5-32) The Northern Eye of Utha is stolen, plunging the world—especially the Northern Hemisphere—into chaos. One small benefit of this crisis is that Lorgalis is called to the Ahrenthrók; he is unable to deal with Prince Kier as he would like... Schrek summons a meeting of the Jerak Ahrenreth.
6052-1 (Winter) [The Present]	(The beginning of the Grand Campaign.) The Dragonlord Sulthon Ni'shaang takes the initiative against depleted Zor and Syrkakang forces and sweeps west and south... Strong earthquakes accompany volcanic eruptions in Ja'miil Targ.	(1-22) Ignatus Jurgon, Merchant Baron of Sek-kai, is found murdered in his study... (1-54) Rylec Qaterris narrowly escapes assassination. Three days later a dead woman is found on the palace steps; a note with her says only "The Cult of Stars." The retribution is believed to be the work of the Grey Ring.	The Jerak Ahrenreth gathers 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... (1-52) Guri Kadorian sends anonymous warning to the Prince of Sel-kai...

4. CURRENT EVENTS AND TRENDS

Following is a brief list of events and trends toward things 'yet to happen.' The GM should use these concepts to guide him as he continues the dynamic life of the city and realm. The GM can also refer to upcoming issues of the IQ (available from ICE) or write to us for updates on sweeping events in Sel-kai as the *Shadow World* timeline progresses.

EVENTS

The following events are listed by date and should begin to occur after the PCs begin play. All dates are 6052. Secret or covert events appear in italics.

1-22: Holiday: The birthday of Agren Navalak, perhaps the greatest prince in the history of Sel-kai.

1-22: Merchant Baron Ignatus Jurgon is found murdered in his study.

- 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: *Secret meeting of Olgivana Centaurus, Barrin Qaterris and Royal Ministers (as described in the introduction to Part IV) occurs.*
- 1*36: Enik Foor reveals to the Prince the plot to replace him with his son. The Prince decides not to act; instead keeping close watch on the conspirators.
- 1*44: A minor earthquake shakes Sel-kai.
- 1*61: Defense Minister Oleg Goloran is fired, and the Redcapes will be purged of many of their corrupt members. A brief crackdown on smuggling will ensue.
- 2*1: Holiday: Much of the city is depopulated as the Spring Games are played.
- 2*09: 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 amidst much pomp and ceremony. He remains for several days while trade agreement renewals are discussed.
- 3*1: Holiday: The Summer Games are played. Unfortunately, the games are 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 recovers.
- 3*14: The 1402nd anniversary of the rise of Eidolon into the sky. Celebration lasts for two days (but pales compared to the 1400th celebration two years ago: it lasted ten days).
- 3*23: The city of Eidolon trembles and tilts a fraction of a degree for a few seconds, causing widespread panic. The city stabilizes with only minor damage, but a reason for this unprecedented instability is not found.
- 3*37: The Yultûm ("Trade-chief," a priest) of the Lankan Empire arrives aboard a majestic barge—one of six in a fleet on this journey. His visit stirs much curiosity about the barbaric desert-realm far to the south, and many citizens gape at the dozens of dark-skinned oarmen-guards arrayed about the boats.
- 3*44: Elven—Sel-kai hostilities will come to a head as a House Betaran airbarge explodes over the Sharhya Bay. Xyrus Betaran will accuse House Gugulon of sabotage.
- 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.
- 4*1: Holiday: The Autumn Games are played under tight security. There are no incidents, but House Alaxatan is on probation.

TRENDS

These are more general tendencies which complement the events described above.

- The uneasy feelings between Sel-kai and the Loari Elves of Námar-Tol will continue to escalate. Two factions are forming in the city: those who favor more Elven trade and the technology it brings, and those who wish to restrict the 'engines' and other devices of the immortals. The latter group is dominated by a coalition of religious groups.

- While Prince Rylec Qaterris' personal popularity remains high, there are attempts by some factions to discredit him. Accusations arise that he is giving Elves favored treatment because of his own Elvish blood.
- The weather will be unusually cold for the next few weeks; while the canals don't ever freeze over, some icing appears at the edges on a few nights, and light snow is a possibility.
- As winter turns to spring, strong strains of *Canal Cough* (level 2) and the more dangerous *Shakes* (level 6) spread through the city. *Note: PCs could be infected; GMs may want to even give a slight chance that Elves could get Canal Cough).*
- Relations between Houses Vorhese and Ullizi will deteriorate as an investment scandal erupts.

5. RUMORS

This section lists a few interesting rumors which will circulate through Sel-kai and Eidolon over the next several months. GMs may use these to add life to day-to-day life in Sel-kai. All are *untrue* unless noted otherwise.

UPTOWN: RUMORS AMONG THE NOBILITY

- Koren Maas is really a Priest of Scalu (the Security Minister never has been well-liked).
- The Canalers are preparing to rebel (a frequent one. The Lowtowners are always discontent, but not yet to the point of rebellion).
- Ignatus Jurgon was assassinated by the Grey Ring (or... an agent of the Prince/his daughter Selima/a band of canal-brats/a secret lover; and the truth: a rival Elven-house of Námar-Tol).
- The Nameless One has been seen in: a garden in Eidolon/on a skiff in Sel-kai City/in the Grand Market.

MIDTOWN: RUMORS ACROSS THE TRADES

- The Prince is about to levy a new wood tax (a surcharge on all wood imported into the city). The tradesmen use it for construction as well as fires; this would be very unpopular.
- The Elves have invented machines that can replace even the most skilled workers, reproducing items again and again, at little cost.
- The Prince's Astrologers have predicted a major earthquake for 3*66 and he is keeping it from the people. Widespread destruction is expected.

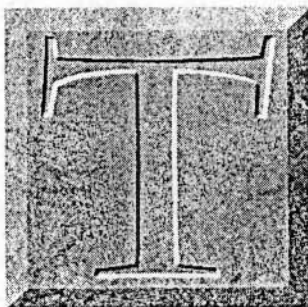
LOWTOWN:

RUMORS AMONG THE WORKING CLASS

- The priests of Moralis are looking for volunteers for their services. It's a 'once in a lifetime' experience (true; they use their 'volunteers' as sacrifices).
- There's a steady flow of Paran, Gort and Fang (all illegal hallucinogenic drugs) available at Langdor's Medicants (#148, Ave of the Gods).
- The Elves have invented a small boat engine that can power skiffs and barges, and doesn't need a boiler. It runs on alcohol (only potentially true: the Elves are working on an internal combustion engine, but are far from perfecting it).
- There is a new disease off the canals that ages youths prematurely (sort of true: it's the thieves working for Gevallis Gorm; see Adventures).



PART V SEL-KAI GOVERNMENT



'REVROR SAUNTERED DOWN THE LONG ARCHED corridor, rattling the chains of his manacles to a rhythm he'd heard once in distant Námar-Tol. He glanced over his shoulders at the hulking pair of guards, both armed to the teeth. *I'm insulted; I'd think they'd provide at least six guards for the infamous T'revor. I wonder if this is about those ruby eyes I stole out of the Ferret goddess' statue last week. But how would they know about that?*

T'revor's reverie was halted by the entourage's arrival at a pair of huge panelled wood doors. Youthful pages yanked open the gates and the group passed on into an impressive hall, at the end of which stood a long desk on a stone dais, and behind the desk three throne-sized chairs. He and his guards approached the bench; they stopped

"T'revor Arain, you have been called before this Tribunal to answer questions regarding your activities on the night of Five Orhan Thirteen."

Uh-oh. But the Dúranaki prince showed no sign of distress. "I spent the entire evening enjoying the services of the Red Door." *This should be amusing... a little Teleport to my camp on the coast and I'll be off this rock in no time, leaving these pompous judiciaries with slack jaws.* T'revor smirked. "This has been fun, Judge, but now I'll have to say... goodbye." He cast his spell, but instead of the slight vertigo of teleportation, he winced as pain lanced through his skull. His guts wrenched from the effort of trying to draw Essence where there was none. *Something interfering with my powers...*

"You think we are so foolish, T'revor Arain? Your manacles are an alloy including significant amounts of kregora." The center judge smiled, thin lips stretched tight, then his face hardened again to a mask of cold anger. "Now I ask you: What do you know of the Eyes of N'swi'Nkiy?"



Decorative Pilaster Frieze
Eidolon Ferry Service
North Terminal
c. 4645

This section features an overview of the Sel-kai government, its structure and operations. The Sel-kai system is tripartite: the Prince and his advisors (Executive with some legislative powers), the Conclave of Guilds (overlapping legislative powers, with considerable veto authority), and the Tribunals, judges who interpret the laws and edicts of the land.

SYMBOLS OF AUTHORITY

Each of the three branches of government has a seal and a scepter which serve as emblems of that division's power.

THE SEALS

Large, ornate golden artifacts, the seals are worn about the neck on a gold chain. The Prince, the First Speaker of the Conclave, and the Chief Adjudicator of the Tribunals each wear the seals and use them when approving important documents. Each seal has a different, very detailed design, and is set in a different color of wax with a accompanying ribbon.

THE SCEPTERS

More purely symbolic items than the seals, the scepters are carried by the three primary representatives of the three branches of government (the Prince, the First Speaker of the Conclave, and the Chief Adjudicator of the Tribunals) into major sessions and ceremonial occasions. On a day-to-day basis, the Conclave and Tribunal scepters rest on pedestals in primary chambers, while the Prince's scepter is stored in a vault.

THE PRINCE AND COURT OF SEL-KAI

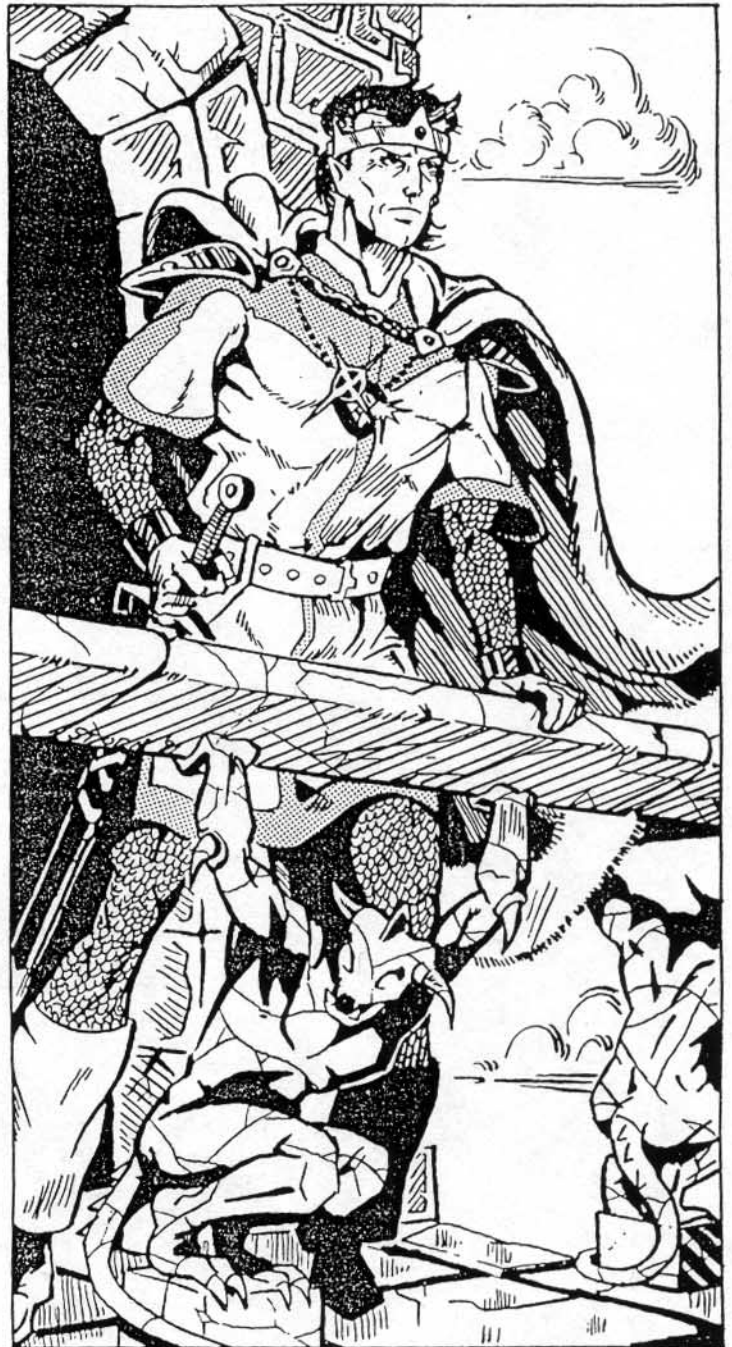
Since the Princeship is not dynastic, the court is (theoretically) not as entrenched as it might be were the rulership based on family. However, since Rylec Qaterris has ruled for over 200 years, his family is quite firmly positioned itself in the royal palace. While the rest of the family members have little official power based on their relationship to the ruler of Sel-kai, many of the prince's relatives do serve as ministers, and a few hold ranking positions in the guild hierarchies.

POWERS OF THE PRINCE

While not an absolute dictator, the Prince is granted sweeping powers which enable him to operate with considerable freedom. He may sign trade agreements without prior approval; these can be subject to subsequent veto by the Grand Conclave, but only by a two-thirds vote—virtually unheard-of. He has the power to levy and set taxes and tariffs.

The Prince controls all real estate on Eidolon; he alone may nominate a family or guild to Inner Council status (subject to ratification by that council).

The Prince also has the power to grant pardons. Chief of the military forces of Sel-kai, the Prince may declare war, mobilize troops, and sign treaties—though all such actions are subject to Legislative review.



THE PRINCE AND FAMILY

Following is an overview of the Prince's immediate family.

RYLEC QATERRIS, PRINCE OF SEL-KAI

The Prince refuses to reveal his exact age, but since he has ruled for more than two centuries and looks to be no more than thirty years of age, it is clear that Elven blood flows in his veins. He is already accounted one of the most gifted of Princes, ruling with charisma and an even hand. The only question which swirls ever about his reign is when (or if) he will retire—and who will succeed him. The last Prince who tried to name his heir left his successor with a rebellious population. Rylec is mute on the subject, saying only "I think I have a few good years left in me; let's worry about my retirement a few years down the road."

LADY WENSIA

The Prince's wife and mother of his children, Wensia is a quiet woman now in her fifties. She is the Prince's second wife; his first died in her eighties some one hundred years ago, never having borne him offspring.

LORD BARRIN

At thirty-one, Barrin still retains a boyish look, though his sullen moods and frequent scowl can counteract that appearance. Tall and lean, he is skilled swordsman and has some Mentalist abilities as well. He is unfortunately resentful of the fact that he will not inherit the realm since Sel-kai is not a dynastic monarchy.

Barrin has just been indoctrinated into the Unseen Eyes, a secret cult of Mentalists who wish to use Barrin's influence and access for their own ends. He, in turn wants to gain more powers to further his own political goals.

LADY ARISIA

Twenty-eight year old Arisia is a willful young woman who has repeatedly resisted her father's attempts to marry her to sons of prominent Guildmasters. She is determined to wed who she pleases when she pleases. A lovely young woman, her auburn hair is the envy of many girls in the aristocracy.

LORD CAILLIN

Twenty-three and still full of youthful energy, Caillin has always had a knack for getting into trouble—though as he has gotten older, the trouble has become more serious and difficult to dismiss as boyish mischief. Caillin is also a handsome youth, and seems to take great joy in pointlessly flirting with the many attractive and eligible daughters of the Merchant Barons.

Rumor has it that he frequents the Red Door, a brothel catering to 'unusual' appetites.

3. THE PRINCE'S PRIVY COUNCIL

Advisors to the Prince, these men and women are appointed by him and serve until dismissed, they resign, or upon the death of the Prince. They have some independent power, essentially acting as administrative assistants to the Prince.

The Privy Council currently consists of seven members; they are referred to as 'ministers.' Each has specific authority and responsibilities as noted below.

DEFENSE

Oleg Goloran is Minister of Defense, and as such is commander of the Prince's Fleet, the army, and all other police forces. Goloran is not a very popular man, though it is not due to any actions of his own; rather it is due to his inability to control the Chief City Warden, Zatali Dackett. See City Wardens Below.

He is frequently at odds with Justice Minister Ahni-sha Vahsaihas.

COMMERCE

Upon first meeting him, Boren Alsec does not inspire confidence. The short, rotund little man is a wizard at calculations and numbers, and for the few complex operations he prefers not to do in his head, he is unmatched at using the barka (a calculating device using small colored beads on knotted lengths of silk string).

With a flawless memory for numbers, Alsec is invaluable to the Prince. He also has an intuitive grasp of the complexities of the Sel-kai trade network, a feat few indeed can boast.

SECURITY

The Italian Warlock Koren Maas is the Prince's Minister of Security, a very different role than that of the Defense Minister. He is a powerful Seer and the Prince's personal Truthsayer.

That Koren Maas is also a member of the *Ahn-sye Woloka* (E. "Order of the Eye") is a truth known only to very few. This semi-mythical order of Seers, founded in the early Third Era as one of the Eight Orders of the Emerian Empire, was generally thought disbanded thousands of years ago. It is not the group it once was, and now serves a different master. The new head of the Order of the Eye is Iæn Shiin, one of the Circle of Eight, the evil cult of Ahrenreth.

This is not to say that Maas is evil; he is an ambitious man with goals of his own. As long as loyalty to the Prince of Sel-kai serves his purposes, he will remain his faithful servant.

As Security Minister, Maas oversees a network of spies spread across Emer and beyond. He also is commander of a force of what might best be described as 'secret police,' undercover enforcement operatives who are constantly investigating possible threats to the realm.

KOREN MAAS

Age: 41. Eyes: Green. Hair: Black/straight. Build: Slender. Height: 6'4". Race/Sex: Italian/Male. Skin: Chocolate brown. Demeanor: Cold, emotionless. Dress: Black flowing robes. True Attitude: Guarded, mercenary. Home: Eidolon.



Intelligence Minister
Koren Maas

JUSTICE

The Minister of Justice is also the Chief Adjudicator, the head of the country's justice system. She appoints all judges and presides over the final court of appeals.

The Linar-elven woman, Ahni-sha Vahsai has distinguished herself as a superior administrator with a brilliant analytical mind and unparalleled judicial skills. She is a Mentalist of no mean talent, using her powers of the mind to further the cause of just law in the realm.

AHNI-SHA VAHSAI

Age: ≈500 (Appears≈30). Eyes: Blue. Hair: Blonde. Build: Slender. Height: 5'11". Race/Sex: Linar/Female. Skin: Fair. Demeanor: Cool. Dress: Purple and black robes and hood. True Attitude: Fair but sometimes unsympathetic. Home: Eidolon.

STATE

Minister Enik Foor is an imposing figure and an impressive diplomat; fluent in two dozen languages including their dialects and familiar with countless cultural niceties, he is indispensable on journeys to foreign lands.

To all appearances he is a Loari Elf, but in fact he is a being thought long gone from this planet. He is an artificial intelligence: an android. Prince Rylec met Foor while on a visit to Nomikos and convinced the inscrutable 'Elf' to join his government.

Whatever Enik Foor's true motivations are, he seems completely loyal to the Prince and Sel-kai. (In fact, he is ultimately loyal to his master Andraax).

ENIK FOOR

Age: ? (Appears ≈ 25). Eyes: Deep blue. Hair: Dark brown. Build: Lean, muscular. Height: 6'3". Race/Sex: Apparently Loari Elf, really Android/Male. Skin: Tan Caucasian. Demeanor: Polite. Dress: Blue robes of state. True Attitude: Loyal to Prince, reserved. Home: Watching Isle (south of Ormian, home of the Scribes of Nomikos).

INTERIOR

Kestran Valmarana—retired head of the famous Valmarana Trading Company—is Minister of the Interior. As such he administers the resources of the land, keeping track of the small realm's reserves of food and raw materials.

He is also in charge of the Customs and Tariffs Sub-ministry and the postal service.

KESTRAN VALMARANA

Age: 55. Eyes: Hazel. Hair: Brown. Build: Medium (slightly paunchy). Height: 6'1". Race/Sex: Laan/Male. Skin: Tan. Demeanor: Gruff; businesslike. Dress: Green robes of state (or fine silks and wools). True Attitude: Loyal to Prince, reserved. Home: Eidolon.

OTHER OFFICES

In addition to the Ministries, the Prince is served by a variety of other offices. Two may be of passing interest to PCs: the respective mayors of the two primary cities.

MAYOR OF SEL-KAI CITY

A Laan of some breeding and no little ability, Pol Landoq has been Mayor of Sel-kai City for almost four decades. The job has aged him prematurely: Laan at eighty should not be so grey-haired.

The Mayor rarely smiles, and frequently dodges social responsibilities, sending his wife to preside over celebration dinners and canal barge processions instead. He makes no attempt to hide his opinion of the Eidolon Mayor, but then he has little regard or use for the floating city itself.

Landoq has been asking for the removal of Chief Warden Zatali Dackett for years, but Rylec has been curiously reluctant to fire the corrupt man. It is no secret that Landoq and Qaterris have had a falling out in recent years, but some suspect that Qaterris has an agenda of his own.

MAYOR OF EIDOLON

The chief administrator of this airborne paradise has little to do besides preside over social occasions and make sure that maintenance services remain flawless. Mayor Soven el Kaisor has proven that he is quite skilled at the former, and knows how to delegate the latter. The handsome, charming Erlini gentleman has even managed to remain on friendly terms with the opposing factions during the increasing Elf/mortal tensions. He can also party with the best.

4•CONCLAVE OF MERCHANTS

There are two subgroups within the Conclave: the Inner Circle (consisting of only the heads of the wealthiest merchant families and certain of the 'High Guilds') and the Grand Conclave, including the other guilds and representatives of the private citizens of the various districts in the city and countryside.

There is an ongoing struggle among the Guilds not allowed in the Inner Circle to be appointed so. The Prince has the power to nominate a guild, subject to a majority Circle ratification. As one might assume, it is rare that a guild is added. A Guild—or guild member—must do something quite remarkable to gain the attention of the Prince and respect of the Circle.

The Inner Circle representatives—and to some extent those of the Grand Conclave—are the 'nobility' of Sel-kai. Unlike the Prince, they are not elected to their post. Succession to the Guildmaster position is almost always by descendant, except in the almost unheard-of situation of a deposed head or a Guildmaster who has disowned his offspring and names another heir. Even in this case the master usually adopts the heir to maintain the family name.

As can be imagined, this structure has created a group of extremely powerful and wealthy families in Sel-kai. It requires a powerful and diplomatic Prince to keep these men and women from tearing the country apart.

THE INNER CIRCLE

The following 'High Guild' representatives make up the Inner Circle, an elite and extremely powerful organization.

MERCHANT FAMILIES

Tagleb Ullizi
Eduard Gerion-Tyes
Ilana Gugulon
Chandri Vorhese
Xyrus Betaran
Dasai Maari-Tasaka
Andreus Jourges al Moodh III
Kyse Pharnese
Aldaran Elgata
Kellis Alaxatan
Selima Jurgon
Barmis Maledaar (inactive)
Kitteran Centarus
Hengiis Tharal
Kestran Valmarana
Berek Dolnegan

HIGH GUILD REPRESENTATIVES

Alchemists: Lorgo Vidiaru
Goldsmiths: Magnar Baragon
Jewelwrights: Cirius Tamingar
Scribes: Tanis Chei-xatar
Shipwrights: Fuget Marn
Sky Captains: Helios Zetar
Church of Neela: Mother Devera Monali
Cult of Andaras: Eminence Varan Morax

THE GRAND CONCLAVE

The membership of the Grand Conclave includes the following representatives:

Actors, Animal Trainers, Apothecaries, Architects, Armorers, Artists, Astrologers, Bakers, Bookbinders, Butchers, Carpenters, Clothiers, Cobblers, Courtesans, Fishmongers, Glassblowers, Grocers, Healers, Herbalists, Hostellers, Lampwrights, Leatherworkers, Locksmiths, Masons, Millers, Miners, Minstrels, Potters, Seers, Sailors, Silversmiths, Swordmakers, Vintners/Brewers, Wainwrights, Woodwrights, and each of the remaining Sanctioned Temples.

5. JUSTICE

The justice system of Sel-kai is usually quick and (for the most part) just. Decisions are handed down by tribunals of judges; how elaborate the due process of law is depends on the severity of the crime (see *Crime and Punishment*, below).

THE TRIBUNALS

The courts of Sel-kai are overseen by the Justice Minister; Judges are appointed by the Prince to a life term. This includes the Chief Adjudicator, whose primary responsibility is policing the laws of the state (including the Prince and the Councils). Different types of tribunals judge various categories of crime, from boat mooring infractions to high treason. Judges wear flowing black robes with red, blue or green sashes, depending on their field. The Chief Adjudicator wears a golden sash.

CRIME AND PUNISHMENT

There are three classes of crime in Sel-kai: Civil, Criminal, and Capital. Examples of each type—along with punishment guidelines—are given below in approximate order of severity.

Minors are usually given slightly lighter sentences unless they are repeat offenders.

If a fine cannot be paid immediately, either property is impounded, a payment arrangement is worked out, or the offender is placed on a labor detail at 1 bp/day to pay off the debt (scheduled after imprisonment, if any).

POSTING OF LAWS

Large placards at the West Gate and all along the docks proclaim the laws in Erlin and Shay. A parchment copy may be bought at the Prince's Lower Palace for 1 cp.

CIVIL OFFENSES

Generally minor or non-violent offenses, these have correspondingly small penalties. No permanent record of any crime is kept except for the license-related ones.

Note also that only Assault and Slander offenses are even heard in court; others are only heard under appeal. In any case there is no counsel, only the accused and the arresting City Warden act as defense and prosecution.

Lack of boater's license: Anyone piloting a boat, ship or skiff in the city limits (including the harbor) must be licensed. *Punishment:* First Offense: 1 sp; Second Offense: 1 gp; Third Offense: 10 gp and a night in jail.

Lack of business license: All business operating (buying, selling, maintaining an office) in Sel-kai must be licensed so they may be taxed. *Punishment:* First Offense: 1 gp; Second Offense: 10 gp; Third Offense: 100 gp and a night in jail.

Improper boat piloting: There are a few common sense boat operation rules for the canals. Those not following them are usually strangers or drunk. *Punishment:* 1 sp; repeated offenses have (rarely) resulted in boat confiscation.

Drunkennes: Rarely enforced, this is a law against obnoxious intoxication in public. *Punishment:* A night in jail.

Vagrancy: It is illegal to loiter overnight in any public square or park. *Punishment:* A night in jail.

Assault (Minor): Administered to those caught fighting (usually in taverns) when no serious harm has been done and no weapons drawn. *Punishment:* A night in jail or 1 gp.

Slander: Public defamation of character is a little less clear than the above offenses, but is technically illegal. *Punishment:* 1-1000 gp paid to victim and 10 gp for court costs.

CRIMINAL OFFENSES

All more serious crimes, these involve a trial of sorts. A defending counsel is appointed and a prosecutor presents evidence to the tribunal. The judges then decide whether the accused is guilty, and name a punishment. Permanent record is kept of all convictions, and punishment can double or triple for each repeat.

Petty Theft: Usually property under 10 gp in value. *Punishment:* twice the value of the item repaid plus 10 gp court costs.

Assault (Major): An assault becomes major when the victim receives wounds requiring medical attention and/or if a deadly weapon is drawn. *Punishment:* Medical costs plus any expenses resulting from injury (loss of income) plus 50-500 gp fine to victim plus 50 gp court costs.

Tax Evasion: These are businesses or individuals who falsify records in order to pay less tax or deliberately failing to pay tax. *Punishment:* Taxes plus 100% penalty plus interest plus 50 gp court costs. Repeat offenses may involve incarceration in addition to multiple penalties.

Tariff Evasion (Smuggling): Attempting to smuggle goods into or out of Sel-kai without paying appropriate tariffs. *Punishment:* Tariff plus 100-500% penalty plus 50 gp court costs. Dangerous materials and certain deadly drugs are also fined and usually incur imprisonment. Repeat offenses may involve incarceration in addition to multiple penalties.

Burglary: Breaking into private or government property (including warehouses, ships, boats, etc). *Punishment:* (can be combined on top of Assault, Theft, etc.) 20-100 gp plus damages plus 10-70 days imprisonment plus 50 gp court costs.

Bribery: *Punishment:* Varies tremendously depending on the official, but usually involves a fine of 100-1,000 gp and at least ten days in jail.

Grand Theft: Punishment: Twice the value of the item repaid plus 35-350 nights in jail plus 50 gp court costs.

Forgery: Punishment: Varies tremendously depending on the document, but usually involves a fine of 100-1,000 gp and at least ten days in jail. Forging currency means at least 70 days in jail and a 1,000 gp fine.

Manslaughter (unintentional killing): Punishment: Depends on the circumstances, but unless clearly self-defense, there is at least a 70 day jail sentence and a 100-500 gp compensation to victim's family.

CAPITAL OFFENSES

These are the highest offenses; the penalty for most is death.

Arson: A city like Sel-kai cannot afford any firebugs. Punishment is severe. *Punishment: For minor damage:* Public flogging and repayment of damage; *For severe damage or repeat offense:* Public flogging, repayment of damage, then banishment.

Rape: Sometimes depends on the violence of the act or if the circumstances are unclear. *Punishment: First Offense:* flogging; *Second or Violent Offense:* Death by axe.

Murder: Pre-meditated killing. *Punishment:* Usually death by axe; multiple or brutal murder is punished by torture, public flogging, then death; if circumstances are unclear (i.e., guilt is not established without doubt) life imprisonment is imposed.

Treason: Against Sel-kai can include selling of secrets, plotting revolution, plotting against the Prince. *Punishment:* Torture (to extract the extent of the betrayal as necessary), public flogging, then life imprisonment or death by axe.

6. GUARDIANS OF PEACE

The internal security force of Sel-kai, the Guardians include the City Wardens in Eidolon, Sel-kai City and all other metropolitan areas, and the Marshalls who enforce laws in the countryside. They are essentially a police organization, but generally made up of more intelligent and capable men than is the military. An additional branch is the Prince's Guard, an elite group whose exclusive responsibility is the safety of the Prince, his family, and the Privy Council.

CITY WARDENS

Though armed with short swords, they prefer to use small clubs when subduing minor offenders. Captains carry compact cross-bows. Wardens all wear grey leather breeches and boots, black tunics with red collar and cuffs, and red-trimmed grey cloaks. They are headed by Chief City Warden, Zatali Dackett.

Over the last several years, the reputation of the Wardens has slowly changed from a trusted group of public servants into a pack of bullies and bribetakers.

A rising opinion among the populace is that the "Red-capes" as they are called (now sneeringly), cannot be counted on to protect Sel-kai citizens from crime. While in reality the great majority of the Wardens are still honest men and women, there is an increasing percentage who care little for the law except how it can be used to line their pockets. Dackett is the worst of the bunch, often taking bribes to make sure that his men are away from burglary sites and similar crimes. It is only a matter of time before Defense Minister Oleg Goloran either boots Dackett or the Prince replaces them both.



Two Redcapes break up a minor altercation

MARSHALLS

These country law enforcers are allowed more leeway in their methods because of the necessity of operating in a more rural environment. Most travel on horseback, and are armed with broadswords and short (riding) bows. Marshalls generally wear green and brown, with a red sash or hood as symbol of their office.

PRINCE'S GUARD

The elite of the police forces, they protect the Prince, his family and advisors from any potentially threatening situation. They wear black tunics and breeches, and carry a variety of weapons and equipment. Some of these men and women are armed with the coveted Loari dart guns.

7. TAXES AND CUSTOMS

The wealth of Sel-kai is dependant upon taxes and tariffs, and you can be sure that the Prince makes sure that imports and exports are carefully monitored. As with any huge trading port, there is a certain percentage of smuggling and a thriving black market, but this is kept to a manageable level.

TAX COLLECTORS

These men actually collect the tariffs and taxes from the trading companies and retailers located throughout the cities of Sel-kai. All tax collectors have a personal imprinting seal which embosses documents, and wear a medallion proclaiming their office.

CUSTOMS OFFICERS

Sel-kai utilizes a system of elaborately printed seals to insure that trade goods are not tampered with as they enter the port prior to storage. Customs officers are constantly swarming over the docks of Sel-kai City and Eidolon day and night, armed with cases of these stickers. Like the tax collectors, all customs officials have a personal imprinting seal which embosses documents, and wear an identifying medallion.

8. THE PRINCE'S FLEET

Sel-kai has only the Guard to serve as a standing army; her impressive navy is more than enough to dissuade any would-be invaders. Over two hundred sea vessels and fifty skyships make up His Highness' fleet, an impressive force easily mobilized from the dozen bases located about the realm. *For more detailed descriptions and diagrams of the ships of Sel-kai, see Section XII.*

WARBIRDS

Swift, agile, and easily able to evade any attack, Warbirds are the Prince's airborne attack force.

Armed with a variety of incendiary bombs, skyships can easily rain destruction down upon enemy sea craft while remaining out of reach themselves. They have no match in Kulthean warfare—with the notable exception of dragons.

BATTLESHIPS

More mundane than the warbirds perhaps, but still an important part of the Sel-kai defensive strategy, the sea-going battleships are larger than their flying cousins. They are thus able to

bear heavier weaponry and more men.

9. POST OFFICE

One of the most efficient systems in the known world, the postal service delivers a letter within a week (ten days) anywhere in the realm for a mere tin piece. There are two deliveries daily in Sel-kai City and Eidolon. A letter mailed in the morning may arrive across town by that afternoon—certainly by the next morning's delivery. Small parcels may also be delivered for an additional fee. The Post Office has arrangements with trade companies to deliver mail to selected locations outside of Sel-kai, including Haalkitain, Lethys, and Kaitaine.

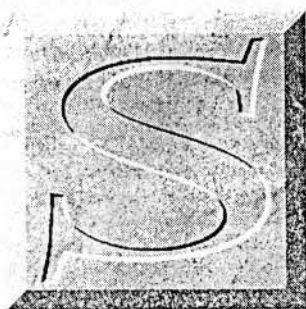
"...Why thank you madam, and you don't look a day over one-hundred either."

—RYLEC QATERRIS,
PRINCE OF SEL-KAI
(AT HIS 200TH BIRTHDAY CELEBRATION)



PART VI

PEOPLE & GROUPS OF NOTE



Saren stood at the bow of the airsiff as it knifed through the thick night air, her eyes straining. Even Elven sight had its limitations; there was many a time she wished to Jayesk that she could see through fog.

The siff tipped forward, beginning its descent; she unconsciously adjusted her stance on the narrow deck. Behind the Loar Elf, her two sinewy Talath servants labored at the sails to steer the siff. No small skill, piloting a skyship as swift and small as this one, but Sien and Marc had never failed Saren. A ventral sail snapped in the wind; Saren favored the guilty sailman with a dagger-glance over her shoulder.

Sien—the younger of the two—flinched.

An instant later they burst from the low clouds skimming just a few hundred feet above the inky waters of the Fuludon Bay. Sel-kai lay dead ahead, lit by thousands of torches and lamps. *How beautiful the city looks from up here, too far to smell the stink of her canals and see the rotting of her piers. No wonder the Prince moved up to a sky-palace.* Saren glanced upward, but Eidolon was lost in the dirty-grey cotton sky.

"Braking, mistress." Marc called softly.

Saren nodded, and putting good sense before vanity took hold of the mast. Unlike a seagoing vessel, there was little to slow a hurtling skyship—not to mention the fact that airborne vessels moved at more than five times the velocity of any water-bound craft. Only skilled tacking would slow them. The narrow craft slewed about, her grey sails catching wind as she flew towards the glimmering lights of the city.

The mast and booms folded out of sight, and out came long poles as the airsiff drifted gently downwards. Saren adjusted the ballast control and the ship silently entered the inky waters.



Exterior wall decoration
House Jurgon
c. 5100



The Talath pushed and the skiff slithered under the Sighing Docks. So far, so good. Their goal was the Black Oak district—and the Jurgon Villa. Water lapped rhythmically at the ancient stone and wood pilings, tirelessly pulling at the foundations of the city. The Talath, clothed in boatmen's sweater and shorts, attracted little attention, and Saren kept a nondescript grey robe pulled tight about her. There was little activity at this hour anyway—except by others who skulked about the quays or guided their boats with a furtiveness which shouted the illegality of their errands.

Bridges crisscrossed overhead as they moved from isle to isle, sometimes even slipping under the stone-arched buttresses supporting the massive structures of the city. Saren wrinkled her nose at the fumes. In a particularly dark, narrow canal they saw a scuffle outside a seedy-looking tavern; one man tumbled into the oily water not twenty feet away and two others fled; the body did not surface. Sien turned to his mistress with a look of fear and indecision; Saren's curt head shake said clearly: *our business lies elsewhere; the petty crimes among mortals are not our concern.*

They eased through Twelve Bridges and across the wide canal separating that district from the prestigious Black Oak islands. The difference in architecture was glaring. Where Sighing Docks to the north was a cluster of ramshackle wood frame structures built on crumbling brick and even wooden piles, Black Oak was all granite and glazed tile on solid foundations. A rare guttering torch lit Sighing Docks, while brass lamps cast pools of golden light all about Black Oak. Here they must be stealthy.

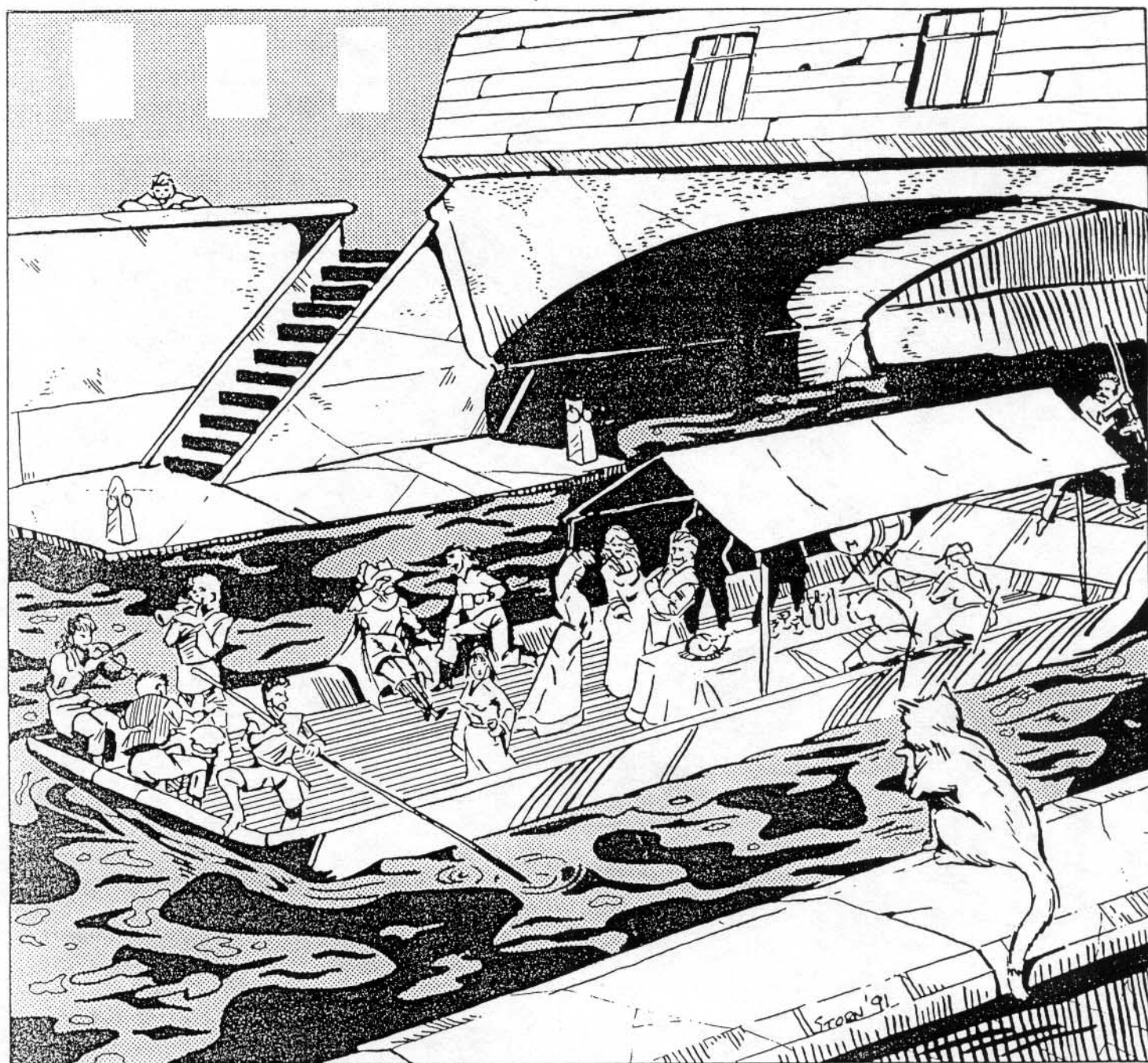
Silent as the still air, they eased through the night, clinging to shadows where they could find them; Saren's spells made them one with the darkness. Only a few moments later they arrived at the flanks of House Jurgon. A sheer wall of grey stone blocks loomed above; the nearest unbarred window was fifty feet above. Saren gestured to her boys, who pressed the craft firmly against the wall. Without hesitation, she grasped the wall and began to climb. Like a great black spider, she scaled the wall...

At thirty feet above the canal, a chunk of stone under Saren's foot crumbled, sending gravel and powder tumbling. She didn't look, but smiled grimly, imagining Sien and Marc cringing below.

Saren reached the window without further incident, pried open the pathetic lock and dropped lightly inside the darkened bedroom. A few steps took her to the door, which she edged open. The hall was dim and silent. Out she edged, heading towards the servant stairs. But around the corner loitered two guards, chatting idly. Saren drew her dartgun.

She pulled the trigger once, twice. The spring was almost inaudible, then the men fell without uttering a sound. Now for Ingatus, head of the Jurgon family and the man who dared cheat the Xanaari House of Námar-Tol.

We note below families, organizations and individuals who have power and influence in Sel-kai... and beyond. They include the merchant nobility as well as members of certain powerful organizations.



1. MERCHANT BARONS

These are the nobility of Sel-kai; the families who wield vast power through money and the authority which accompanies generations of mercantile experience.

ULLIZI

An old and respected family of merchant-bankers, House Ullizi is one of the few families in Sel-kai completely above reproach. They have weathered countless attempts to usurp their considerable power in the Sel-kai banking system and remain a trusted name in the finance industry.

Tagleb Ullizi is in his fifties and his health is failing; he is grooming his eldest son Aldon to take over the business. While this is the logical decision, younger son Terge is unhappy at not being given the chance to prove his worthiness as heir to the financial empire.

GERION-TYES

The union of two families (the venerable but cash-tight House Gerion and the wealthy but *nouveau riche* Tyes clan) five decades ago brought new life to a dynasty. The dilapidated family house is still in the process of being renovated but is no longer in danger of sliding into the canals.

Eduard Gerion-Tyes is the first offspring of this union, and at 45 years old has proven to be a capable (if not inspired) financier.

GUGULON

A trade and holding company, House Gugulon is known for its shady business practices. While never stooping to blackmail or bullying, Gugulon is rumored to run a thriving smuggling operation. Lady Iliana Gugulon demurely denies any association with smugglers or that she even overestimates her cargo spoilage (something everyone does to hedge on their tariffs).

VORHESE

The name Vorhese is synonymous with wealth throughout Sel-kai. As owners of the Granite Bank, they are among the richest of the Merchant-barons.

Chandri Vorhese is the head of this household, and at the venerable age of 75, continues to run the sprawling banking and trade businesses. He is also a patron of the arts, commissioning many works of paint and sculpture.

BETARAN

One of a handful of Elven merchant families in Sel-kai, House Betaran is treated with a sort of grudging respect by other companies. They have cornered the lucrative coffee trade with the shay of northern Khûm-kaan—much to the chagrin of House Alaxatan. Xyrus Betaran has also established ties with a group of the reclusive Shuluri living in Malqanar, securing a flow of the cherished pearls of that bay, as well as the delicious oysters of the Bay of Songs.

MAARI-TASAKA

The Maari-Tasaka merger took place nearly eight centuries ago, so it has gradually settled into event the long collective memory of Sel-kai to the point where it is as if the family was always one unit—this in spite of the bitter rivalry which existed between the clans for nearly a thousand years preceding this unexpected union.

Now Dasai Maari-Tasaka stands as the matriarch of a powerful, unified family, vying with the others for the most lucrative trade contracts. Gems and rare minerals are among the family's most profitable wares; they actually own several wealthy mines in the Rust Mountains. Knowledge of Alchemy seems to run in the family veins, as Dasai's brother and eldest son are both powerful masters of the arcane art.

JOURGES AL MOODH

An esteemed lineage of Y'nar descent, the Jourges al Moodh family is known to be 'dangerously polite.' The stoic head of this clan, Andreus III, is always ready with a self-deprecating comment or to commend someone else's trading expertise, all the while squeezing information from his ego-swollen competitors. He has a huge share of the silk trade with Nuyan Khôm. Andreus demurely disavows rumors that he is actually related to the Hutarn of that land.

BARAGON

The head of the Guild of Goldsmiths, Magnar Baragon is accounted among the most wealthy of Sel-kai citizens. His home is a showcase of art and sculpture, his halls lined with marble. Magnar has three children: two girls and a boy, all young adults. He has aspirations that his son Julian might succeed him as Guildmaster and even Prince, but Julian seems more intent on pursuing the fairer sex than attending to crafts or politics.

Magnar often has the Prince's ear, but gives his advice sparingly, not wanting to tire Rylec with his opinion.



PHARNESE

Clever and resourceful, House Pharnese rarely has to stoop to deceit to get what they want (not to say that they haven't once or twice...). The current head of house is Kyse Pharnese, who has had to assume control at the tender age of 25 after their untimely death of his parents in a skyship accident just last year. He is slowly earning the respect of his fellow merchant barons, for he is a canny trader and his skills of diplomacy are already well-honed.

One incident worthy of note occurred about two hundred years ago, at the grand regatta, a celebration of spring held annually. All who own a boat are invited to decorate it and join in a flotilla parade through the large canals of the city, ending in the Great Circle. During the procession—after most of the participants had imbibed a fair amount of wine—the Alaxatan barge bumped into Pharnese. There is no love lost between these houses, and Coran Alaxatan could not resist a jibe. "Sorry for that scrape, Tellen," he called over to the head of house Pharnese, who had been trying to ignore the entire incident with no more than a glare at the head pole-boy. "I suppose," Coran continued with a sneer, "that you can ill-afford a repair after that unfortunate coffee incident last year." Alaxatan had hired an Animist to poison Pharnese's coffee crop on the mainland.

Tellen Pharnese smiled wickedly. "Think not of it, Coran, for I have made the price of this boat a hundred times over, thanks to the kind help of your fine son Jerrek. His knowledge of the Urulan tobacco plantations was most helpful." This suddenly explained to Coran Alaxatan why he was unable to get most of the Urulan tobacco farmers to commit to sell their crop to him this year; he had assumed they were stalling for more money and had strung them along. He now knew that he had lost the crop, and apparently by the betrayal of his son; young Jerrek sat near the back of the barge even now, flirting with one of the several females he had invited. *I could drown him now; but it would not give the satisfaction of torturing him first,* he thought angrily. He was, unfortunately, quite serious. Betrayal of the family was one of the worst crimes in the Sel-kai calendar. Worse, Pharnese had shouted it so that merchant nobility and commoners alike had heard it five boats away. Every gossip in the city would know by sunset.

Coran Alaxatan swore he would avenge this insult.

ELGATA

A family with a noticeable Laan heritage, members of House Elgata has a regal bearing, and a reputation for verbal brutality. Ruthless but honest, it is clear that they consider themselves socially and genetically superior to everyone they deal with. They are not well liked as a group, but no one dares ignore them. Aldaran Elgata is no more or less haughty than the rest of his clan, though his ego has taken a bruising in recent years: House Elgata has not fared as well as some of its competitors in the lucrative timber trade.

ALAXATAN

Traders extraordinaire, Alaxatan merchants have a reputation for extravagance and theatrics. The truth is, this veneer is covering a long history of blackmail, extortion, bribery, and countless other crimes of the trade... even murder. House Alaxatan has risen to its current position through a combination of these underhanded means, united with a ruthless determination to succeed. Many know of their crimes; none will step forward to accuse Kellis Alaxatan or his sons; no one wants to end up floating face down in a canal. Few have defeated Alaxatan and lived to tell; one house is Pharnese.

JURGON

The Jurgon family is one of the younger dynasties in Sel-kai—their wealth built on relatively recent trade in rare herbs from Jaiman. They have had a long-running feud with certain families in Namar-Tol; a dangerous proposition, as Ignatus Jurgon discovered just recently. His body—sans heart—was found sprawled across his dir-wood desk. There is little question that it was the work of the Elven House Xanaari, angry at Jurgon's maneuvering to edge them out as importers.

Now Ignatus' daughter Selima has taken the reigns, and is determined to avenge her father's murder.

MALEDAAR

The Villa of House Maledaar is among the most beautiful in all Sel-kai City. Designed by the renowned architect Machel Vintaru, it is a wonder of elegance. Much of Maledaar's money goes to maintaining this palace.

Unfortunately, the family itself is not faring as well as its trade or its house. Old Barmis Maledaar is quite senile, and his wife is bedridden. His four children, aged 25-40, are all vying for control of the family fortune.

CENTARUS

Another Elven family, Centarus is a trading firm with contacts in (not surprisingly) Namar-Tol, as well as isles east of Jaiman and the Elven land of Lys. They also have indirect ties to the Prince of Sel-kai—Rylec Qaterris is nephew to lady Olgivana Centarus, wife of the Merchant Baron Kitteran.

THARAL

Traders with key cities in Jaiman, Tharal has several lucrative contracts with clans in Rhakhaan, and maintains offices in Haalkitane and Lethys. Hengiis Tharal rules his large family with an iron hand, though he has thus far failed to control his teenage son Deg (actually a member of the youth gang the Nightwings)

Rumors of association between House Tharal and the shady Grey Ring are hotly denied by Hengiis, who in fact frequently calls for their arrest and trial.

Agonar of Teusilya, infamous Mage, retired Cleric and warrior makes his home here as a permanent guest of the Tharal clan.

VALMARANA

Kestran Valmarana, at just over seventy years of age, presides over four generations of Valmaranas in their sprawling Black Oak villa. While he has turned over most of the trade business to his son and daughter, he remains active as Interior Minister of Sel-kai. His eldest child—daughter Isma—has proven over the years to be a canny trader and has outwitted her male competitors at many a turn.

DOLNEGAN

The Dolnegan family is among the richest in Sel-kai. When they are mentioned by their peers, however (if mentioned at all), it is with a tone of thinly veiled contempt. It is the origin of the Dolnegan wealth—slavery—which dooms them to a status just above that of thief. While many of the other houses engage in operations hardly less contemptible than the trade in human flesh, they look down upon the house which operates openly. Berek Dolnegan, a good-natured rotund man, his head of this house and rarely leaves it. He leaves the necessary travels to the Lankan Empire and beyond to his two sons.

2·LOREMASTERS

While a civilized center like Sel-kai might seem an unlikely place to find Loremasters, it is in fact a rich source of arcane knowledge and an assemblage of unusual travellers—not to mention a hotbed of gossip and rumor about events across the hemisphere. More can be gleaned from an evening in a Sel-kai tavern than in months of travel in the hinterlands. The trick is extracting a kernel of truth from the vast coating of exaggeration. Loremasters rarely proclaim their credentials, but they are nevertheless constantly infiltrating Sel-kai society, from the palace in Eidolon to the creaking docks in the Canal Maze.

PERSONALITIES

Here are a couple more interesting Loremasters, examples of the organization of subtle information-gatherers and warriors against the Unlife.



LURONEN MOJE

Age: ? (Appears=25). Eyes: Hazel. Hair: Brown. Build: Slender. Height: 6'4" Race/Sex: Loar/Male. Skin: Fair. Demeanor: Reserved. Dress: Middle-to-upper class clothes. True Attitude: Cautious. Home: NE Emer.

Luronen is a quiet man, reluctant to become involved in any conflict. As a result, he has an (undeserved) reputation for being indecisive. Luronen is a 'civilization' Loremaster, more at home in a city than the wilderness.

While Moje rarely uses his considerable powers, he will be forced to call upon them in the adventure *A Shadow Lengthens*.

Hits: 149 Melee: 175bs Missile: 145cb

AT(DB): 11(90). Sh: Y20. Gr: (A/L). MovM: 30.

Lvl: 35. Profession: Mystic. Stats: St-93; Qu-99; Em-99; In-85; Pr-100; Ag-95; Co-94; Me-97; Re-89; SD-91. AP: 93. PP: 525 (105 x 5).

Skill Bonuses: Climb15; Swim20; Ride30; DTraps20; S&H80; Perc120; Rune70; S&W55; Act70; Cav50; Cont30; Diplom65; Music40; PubSp50; Seduct85; Sing70; Trick50.

Spells: Base Spell OB: 20 Directed Spell OB: 70 Firebolt. Knows all Base Mystic to 30th, 5 each Mentalist and Essence to 20th.

Armor: Black dragonskin armor; unencumbering but protects as AT 11 (20).

Sword: +30 Broadsword, detects and tells of Unlife at up to 1 mile (depends on power).

Ring: Of x5 PP and Invisibility 5 per day.

Earring: Of sensing: Tells of a Presence behind the wearer at a range of up to 100'.

ANDARA LETHAREN

Age: ? (Appears ≈ 25). Eyes: Green. Hair: Blonde. Build: Slender. Height: 5'5". Race/Sex: Laan-Linær/Female. Skin: Fair. Demeanor: Cool/Sultry. Dress: Varies. True Attitude: Calculating. Home: Eidolon.

A member of the Loari consulate in Eidolon, Andara has insinuated herself into the innermost circles of Sel-kai society. She is a skilled diplomat and seductress. While she may not seem to fit the generous, altruistic mold of the Loremaster, she has been known to risk her position—and life—to help someone undeservedly trapped ... the sometimes cruel bureaucracy of Sel-kai.

Hits: 125 Melee: 180 dagger Missile: 130 dagger

AT(DB): 4(90). Sh: N. Gr: N. MovM: 20.

Lvl: 31. Profession: Rogue. Stats: St-80; Qu-99; Em-94; In-97; Pr-101; Ag-98; Co-92; Me-88; Re-78; SD-92. AP: 100.

Skill Bonuses: Climb20; Swim25; PLocks80; S&H110; Perc115; Amb±10; MAST60R4; Acro30; Act100; Admin65; Dance35; Diplom60; Fals60; Lead30; PubSp40; Seduct120; Sing45; Subdu85; Trick45.

Tunic: Enchanted black garment which protects as AT 4(-30).

Dagger: +10 which can be thrown up to 100' without penalty and will return instantly; it attacks on the Main Gauche table.

Dagger: +25, *Of Slaying* demons, attacks on the Rapier table.

Cloak: A black cloak, will cast *Invisibility* 3x per day; also adds +80 to hiding (will change color to camouflage).

GIREG JAAN

Age: ? (Appears ≈ 25). Eyes: Amber. Hair: Black. Build: Stocky. Height: 5'7". Race/Sex: Y'nar/Loar. Skin: Fair. Demeanor: Smirking; cynical. Dress: black or grey leather-trimmed garments. True Attitude: Dedicated. Home: Sel-kai.

Gireg Jaan retains much of his distinctive Y'nari appearance, his almond eyes with epicanthic folds and straight, coal-black hair marking him as one of that race from southern Silaar. Only a slight pointing of the ears and more delicate features than the usual flattened appearance of his people betrays an Elven ancestry.

Jaan frequents the Cold Barley Soup Kitchen, finding it a rich source of rumor and gossip about affairs in the city. He is friendly with proprietor Divad Taminger, and while the bar owner suspects that Divad is more than he seems, he is unaware that the short 'trader' is actually a Loremaster Mystic.

While he appears to have a wry—even sarcastic—attitude about all around him, he uses it to cover his intense interest and curiosity.

GM Note: Gireg Jaan appears as an important character in an adventure. It would be appropriate for the PCs to see him about on occasion.

Hits: 96 Melee: 110 bs Missile: 145 shuriken

AT(DB): 4(100). Sh: Y*. Gr: A/L. MovM: +30.

Lvl: 25. Profession: Mystic. Stats: St-90; Qu-101; Em-100; In-86; Pr-100; Ag-97; Co-89; Me-94; Re-88; SD-90. AP: 97. PP: 450.

Skill Bonuses: Climb50; Swim40; Ride20; DTraps70; PLocks90; S&H140; Perc120; S&W50; AMov70; AD20; MAST70; Act80; Cont70; FAid40; PubSp35; Seduct50; StarG30; Subdu100; Trick80; Tumb; WeathW45.

Spells: Base Spell OB: 25 Directed Spell OB: 110. Knows all Mystic Base Lists to 25th, 10 Open and Closed Essence and Mentalists lists to 10.

Garments: Enchanted jacket and boots protect as AT 4 with greaves and a DB of 40.

Broadsword: +30 Sword of Coldfire. Of blue laen, it glows with a pale light near servants of the Unlife. It also delivers double hits and criticals to priests of the Unlife.

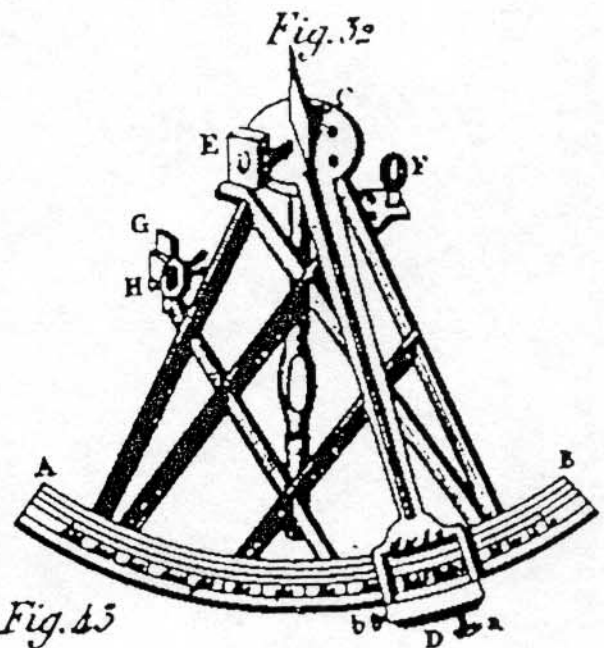
Shuriken: Four bladed wheels about six inches in diameter, they are +20 Shuriken with double normal range. They return by *Longdoor* to pouches on Gireg's belt. He is able to give them a hook, allowing him to hit targets behind walls (roll at -20-80, depending).

Cloak: A grey cloak, adds +80 to hiding; will change length and color. It is also of feather-fall.

Boots: Of Wall, Water and Ceiling-walking.

Ring: A plain platinum band, it creates a magical shield +20 before the wearer on command.

Earring: A glittering diamond, it is a x6 PP enhancer for Mystics.



3. NAVIGATORS

Never missing a potentially ripe market, the Navigators have installed no less than four of the ubiquitous obelisks in the sky city of Eidolon, and an additional six in the Lower City. While—as mentioned elsewhere—there seem to be no ‘assigned’ Navigators or guilds to set areas, a few personalities have gained notoriety in Sel-kai. A new Guild is mentioned as well, one not previously noted in the Atlases.

PERSONALITIES

A trio of new Navigators is included here for the GM’s convenience, both are known in Sel-kai, and show up with fair regularity. Age: 30. Eyes: Blue. Hair: None. Build: Very Muscular. Height: 6’8”. Race/Sex: Jhordi/M. Skin: Very Pale (bluish). Demeanor: Cool; Distant. Dress: Short tunic. True Attitude: Aloof. Home: Nexus.

A Jhordian Steersman (see below), T’samlis does not talk, but is able to ‘speak’ to any intelligent race through Telepathy; he is able to understand verbal replies in a wide variety of tongues.

Hits: 210 Melee: 180 R4MASt/160 R4MASw Missile: 180 Shuriken
AT(DB): 1(120). Sh: N. Gr: N. MovM: 30.

Lvl: 25. Profession: Navigator/Monk. Stats: St-100; Qu-98; Em-60; In-81; Pr-99; Ag-99; Co-94; Me-80; Re-85; SD-79. AP: 80. PP: 300 (50 x 6).

Skill Bonuses: Climb60; Swim40; Perc90; Rune55; S&W45; AMov50; AD70; Acro30; Diplom30; Medit55; Nav80; Sig50; WeathW80.

Spells: Base Spell OB: 20 Directed Spell OB: 90 Shock Bolt. T’samlis has all of the Navigator Base Lists to 25th, All Monk Base lists to 20th and three Open Mentalist Lists (He is an “Amthorian” Monk, in the Realm of Mentalism).

Special Abilities: As with all Jhordi, T’samlis seems to possess equivalent of the Mentalist Base list Mind Speech to 10th level, and can use these powers at will with no expenditure of Essence power.

Compass: Resembling a large, ornate pocket watch (worn in a pouch at the belt), the Jhordian Steersman Compass opens to reveal a glittering, ornate, collapsible structure within.

Collar: A plain gold band which is a x6 PP.

Bracers: Gold, with jewelled inlays.

Sandals: Of Windrunning.

VELLA OF OSTERRIS

Age: ?? (Appears≈35). Eyes: Blue. Hair: Golden. Build: Statuesque. Height: 5’10”. Race/Sex: Ky’taari. Skin: Golden tanned. Demeanor: Warm; friendly. Dress: Cream-colored robes, green Daruni surcoat. True Attitude: Charitable. Home: Jaiman; Northern Emer.

A member of the Daruni Olkanin, Vella was a priestess-in-training in the Mur Fostisyr, but chose instead a challenging career with the Navigators.

Hits: 112 Melee: 120 mace Missile: 120 gē

AT(DB): 10(75). Sh: Y10. Gr: N. MovM: 20.

Lvl: 25. Profession: Navigator/Cleric. Stats: St-85; Qu-92; Em-88; In-100; Pr-92; Ag-94; Co-86; Me-90; Re-84; SD-75. AP: 85. PP: 75 + 5 spells.

Skill Bonuses: Climb35; Swim20; Ride40; S&H40; Perc80; Rune50; S&W45; Cav30; Diplom20; For40; Nav50; Sail30; Ski50; StarG25; Track30; WeathW90.

Spells: Base Spell OB: 30. Knows all Base Navigator to 25th, All Base Cleric to 20th., eight Open and Closed lists to 10th.

Compass: The typical Daruni Olkanin *Compass*, it is a large amulet with a clear domed face. Within—when held flat—spins an ornate arrow. It is not unlike an elaborate magnetic compass in appearance.

Mace: +20, it is *Holy*, and slays servants of the Priests Arnak.

Bracelet: +5 spells per day; will cast *Heal 1-10* 5x per day, will cast *Projected Light* at will.

Belt: Has six pouches which will keep healing herbs fresh for an additional month.

TIGE DANELL

Age: ? (Appears≈18). Eyes: Violet. Hair: Blond/curly. Build: Slender. Height: 6’2”. Race/Sex: Linær/Male. Skin: Tanned. Demeanor: Scatterbrained. Dress: Short, lightweight tunics. True Attitude: Well-intentioned. Home: Sel-kai.

Tige is not a Navigator to inspire confidence—at least at first. When this handsome youth appears to answer a call, usually wearing a plain tunic and a pair of sandals, most clients assume he is merely an apprentice. But while Tige may not be particularly experienced, he is a fully capable Navigator. A member of the Guild which calls itself simply the *Navigators*, Tige’s Compass is a platinum bracelet with a large opalescent jewel set in it.

Hits: 135 Melee: 140bs Missile: 190lb

AT(DB): 4(60). Sh: Y*. Gr: (Y). MovM: 25.

Lvl: 15. Profession: Navigator/Bard. Stats: St-93; Qu-98; Em-100; In-80; Pr-99; Ag-94; Co-86; Me-79; Re-66; SD-61. AP: 100. PP: 270 (45 x 6).

Skill Bonuses: Climb20; Swim15; Perc100; Rune20; S&W35; Act70; Appr60; Cont25; Dance40; Music50; Nav20; PubSp20; Seduct70; Sing30; StarG25; Trad20; Trick30; WeathW15.

Spells: Base Spell OB: 15. All Base Navigator and Bard to 15th, five Open Essence to 5th.

Tunic: Enchanted garment protects as AT 4.

Compass: A shimmering opalescent stone set in a platinum bracelet permanently affixed about his left wrist, it apparently functions as other *Compasses*, yet unlike the other devices, the wearer never looks at it or seems to ‘consult’ it in any way. The opal-like stone, a flat cabochon about 2” in diameter, constantly glows with a scintillating, multihued radiance.

Earring: x6 PP enhancer.

Flute: Allows use of *Controlling Songs* list 10 levels above user’s own.

JHORDIAN STEERSMEN

A guild of Navigators seen quite often guiding clients to and from Eidolon/Sel-kai, the Steersmen are among the most unusual. All are of the race known as *Jhordi*, humanoids with bluish skin from southern Thuul. They are natural Mentalists, and converse only using telepathy. None has ever been heard to utter a sound; rumor has it that they have no tongue.

A Compass of such a Steersman is a device resembling a large pocketwatch. The lid pops open and a delicate contraption not unlike an incredibly ornate, tiny sundial unfolds.

4•ERIDAN SKY TRADE ALLIANCE

The largest association of the Eidolon sky fleet, the Eridan Alliance is a group of independent skyship captains who have formed an association for their mutual protection and profit. These 'free-lance' ships are for hire, as opposed to the fleets of trade ships owned by the various merchant-barons.

All members of the Sky Trade Alliance operate skyships, and while they are technically freelance, many are under contract to one merchant family or another.

5•LEAGUE OF TRADERS

Similar to but smaller than the Eridan Sky Trade Alliance, the League is made up almost entirely of ocean-going vessels. League ships are also known to operate more on the fringes of the law, willing to do an occasional smuggling run or travel to dangerous, uncivilized areas.

6•ALLIANCE OF SEERS

The Alliance of Seers is not a secret organization, but the membership roll is a secret, and the Alliance is an elusive group, accessible only through third parties or messages.

While some in Sel-kai government consider the Seers a rather sinister organization, the group has supplied important—and sometimes explosive—information to the Prince at critical junctures in the realm's history. Such revelations have sometimes meant the downfall of an entire family.

Their help is often sought by the wealthy and powerful, but rarely do they respond. Their motivations remain as clouded as their membership, but history would indicate that they have the best interests of Sel-kai in mind. They are not to be confused with the secret organization known as the Unseen Eyes, a treacherous group who have ties to the evil *Ahn Sye Woloka*.

7•ANDASAI COLLEGE

A group with power goals of their own. Many younger members of wealthy families attend, and are subtly influenced by the manipulative tutors. Virtually all students are training for some sort of Mentalism-related profession.

Current enrollment is about 200, with all students following various facets of the mental arts. The Board of Regents of Andasai has more goals than simply educating future Mentalists, however. Chancellor Voris Larigon is a major player in the intrigues which constantly tangle the inner circles of Sel-kai society.

8•COVEN OF MORALIS

A rather large following—especially for one who is considered one of the more 'evil' gods—Moralis' church in Sel-kai attracts several hundred to services held every ten days. Moralis is a perversely deity, one of the 'Dark Gods' detailed in the Master Atlas Addendum. He has been called the god of Love and Pain, and 'services' consist of violent orgies which some of his followers do not survive.

THE TEMPLE COMPLEX

The Temple in Sel-kai City houses not only a 'worship theater' but a small monastery and support facilities. It is a cloistered place and the source of many macabre rumors. Monks of Moralis are seen in the city wearing red, hooded robes tied with black rope belts.

THE CENTRAL MONASTERY

In the hills about twenty miles to the north of Sel-kai lies sprawling complex, the religious center of the Coven of Moralis in NE Emer. The total population of the monastery is about 500 men.

9•TEMPLE OF NEELA

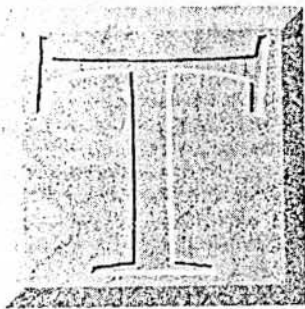
Of the two dozen or so 'primary' religions in Sel-kai, Neela has perhaps the largest and most devout congregation. Her association with the sea, and her reputation for calming the more fiery disposition of the greater Orhanian god Shaal make her a natural choice.

Followers of Neela can be either male or female, though females tend to rise higher in the bureaucracy. Unlike the Eissa or Baer temples, priests of Neela do not specialize in healing.

10•FELLOWSHIP OF BOATMEN

A loose association of the men (and women) who operate the countless barges, skiffs and gondola-like *slips* constantly plying the canals of Sel-kai. Considered ignorant laborers by the upper class, the boatmen are actually more intelligent, organized and cognizant of the politics of Sel-kai than they are given credit.

The boatmen are a critical cog in the complex machine of Sel-kai; they transport the majority of goods between the docks and other parts of the city. Many also carry passengers and messages.



AD PEERED NERVOUSLY INTO THE THICK AIR OF THE Sel-kai night, cursing his own greed for agreeing to make a midnight run for Divad Taminger. The lazy Tavernkeep was probably snug in his bed with one of his many girlfriends even now, while poor Tad Kontran shivered alone in the clammy night. He scowled. *No good feeling sorry for m'self*, he admonished, and heaved hard on the wet pole, rounding the corner off the Blood Canal and onto Lavender Way, into the Old City. *At least I dumped off those kegs for Div, now if I can jus' get home before*—But Tad was not get make it to his own bed without some

adventure tonight. His body went stiff as he heard a great splash not thirty feet ahead along the western side, just around a slight turn of the canal. Someone had fallen—or been pushed—into the putrid water. Grim for the swimmer, as there were few landings on this stretch of the Lavender. Tad, not wanting to get entangled in case the victim had been helped into the cold water, let his skiff slow in the languid current. Fortunately, he was in relative dark while the area ahead was lit by a pool of dim lamplight. The splashing didn't last long, but when Tad allowed his boat to round the curve he discovered that the incident was far from over.

Two men stood on a narrow landing about three feet above the water (it was late fall and the rains had been light the last few weeks; the Sharhya was running pretty low). Tad heard the bulkier of the two men begging for mercy, while the other held him by the collar. The other had long black hair, with a silver streak at the temple—and as the light flickered of the rippling water Tad could plainly see his ears. He was an Elf all right, a Loari he guessed. Then the Elf hefted that poor sot up off his feet with one hand like he weighed nothing and held him out over the canal. "It's a little late to ask for mercy from me, don't you think?" The Elf's beautiful voice held a razor edge.



Decorative Frieze
Mason's Guildhall
c. 5580

"I-I'll never kill again, sir!" The man fairly whimpered, wringing his gnarled hands.

"Unlikely. But I'll leave you to the judgement of the Sharhya. Should you survive, I suggest you inform your bosses of my displeasure. Also know this: the Grey Ring will never forget your crime."

"No—!" But the man's last plea was cut off as he dropped into the cold waters. He cried and splashed for a few moments, but was clearly not a swimmer. He gulped canal water and soon there was nothing but ripples and black waves slapping against stone foundations. Tad remained riveted to the spot, his pole dug into the mud.

The Elf looked up, his bright glance going right to where the youth lurked. His lips curled into a humorless smile. "Better get home, boy; the canals are no place for you at night." Then he vanished.

When he could control his trembling, Tad poled to his room above Bryon's Wainwright shop in record time.

In addition to the well-known groups described in the previous section, there are numerous 'underground' gatherings. Some are harmless enough (even beneficial), while others have sinister purposes indeed.

Included in the groups detailed here is a handful of criminal organizations, some more hazardous to deal with than others.

Finally, at the end of the section is a brief summary of a few of the larger Shadow-world factions and their current goals regarding Sel-kai.

1. THE UNDERWORLD

This is the criminal side of Sel-kai organizations, with complex politics and a hierarchy all their own.

CARTELS

Tied in with the thriving black market, this is a sophisticated network of criminal organizations currently operated by several rival group leaders. There are frequent assassination attempts, power plays, and territorial disputes—all a part of business on the wrong side of the Prince's Law.

Some of these groups are deeply involved with the drug trade and other smuggling, as well as blackmail and 'protection.' They have part or sole ownership of many of the brothels and vice houses in the lower city and their operatives are everywhere.

THE WHITE HAND

This is a violent, ruthless organization which deals in extortion, 'protection' and drugs (among other things). The Hand is a branch of a group with the same name in Vornia, where it also has considerable power, and Kaitaine. It is just gaining a foothold here, despite the efforts of the Prince.

Ioren Tasalmis is the White Hand operative here. He poses as a spice dealer from Vajaar, but his office/warehouse in Twelve Bridges hides several deadly agents.

The sign of the White Hand is just that: a palm-print in white paint. Those who find the sign on their door had best cooperate with the demands sure to follow or perhaps find their establishment destroyed.

THE BLUE GULLS

This innocent-sounding name is actually the moniker for the largest fence/smuggling organization in the city. The Blue Gulls have business with some of the wealthiest families in Sel-kai, and influence at the highest levels of government. "Those who cannot be bought can be blackmailed," is the philosophy of Gull leader Jord Helgen. Drugs form a major staple of the Gulls' operation, but they also smuggle goods not necessarily illegal, but usually carrying high tariffs. The Gulls are not a violent group by nature, but they are protective of their 'territory.'

MEDUSA

The name of the organization—and the suspected head of the organization—are the same, and the name is not an empty threat. The heads of those who have betrayed this criminal matriarch are often delivered to their associates: beautiful granite things, exquisitely detailed. It is common knowledge that an angry glance from Medusa can turn you to stone.

Medusa's real name is Ara Maledaar, and indeed she was of an esteemed merchant family, until Barmis her father disowned her twenty years ago. She was but a girl, and was caught in a compromising position with a man of lesser breeding. Barmis saw to it that she and the young man were exiled. Her lover died the next year of Swamp Sickness and Ara blames her father. She joined a cult of priestesses and learned the ways of Sorcery.

Ara returned in disguise five years ago to avenge herself upon the family who rejected her. Barmis Maledaar's senility is actually work.

But the Medusa is not obsessed with revenge; it has become a mere amusement for her. Instead she devotes her energies to gaining more power and wealth: she already has influence with many political and mercantile figures who know her only through a murky net of operatives.

Medusa has a cover as a trader from Kaitaine and operates out of an office in Eidolon and one in Sel-kai's Black Oak.

GANGS

Less sophisticated than the organized criminal operations mentioned above, the gangs are nevertheless sometimes used as tools for the purposes of the cartels. They are also responsible for much of the petty crime in the city.

NIGHTWINGS

A city-wide gang of youths, mostly of Laan descent, the Nightwings are led by the infamous thief Tiery of Landars. Tiery is said to be a former Warrior Monk of the Order of Cay, cast out for some indiscretion. He now goes by the moniker *Bat*, and he has two lieutenants, boys who bear the nicknames *Moth* and *Cricket*. The *Nightwings* are skilled burglars and spies, and though they stay away from violent crime, they are able to defend themselves; perhaps their impressive fighting skills are a result of the *Bat*'s combat training at the monastery.

The Nightwings operate from the sealed-off top storey of a warehouse in the Twelve Bridges area. Adept climbers all, they travel by leaping or swinging by rope from rooftop to rooftop. *Bat* and *Moth* have magical cloaks which allow them to fly, and *Cricket* is able to leap incredible distances, as well as run on walls with a pair of enchanted boots.

GOLDEN HAND

Chief rivals of the Nightwings, the members of the Golden Hand are young men primarily of Talath or Myri origins. They fight using golden hand-guards resembling brass knuckles and tend more towards muggings and robbery than crimes of stealth; some also resort to prostitution to make quick money. Golden Hand members are rumored to steal babies to sell to House Dolnegan, though none will admit to even associating with the 'dirty house.'

They have a headquarters in the basement of Mulnuth's Tools & Equipment (#88) in the North Delta.

SILVER WOLVES

A gang mainly of young females, the Silver Wolves engage in a variety of small-time criminal operations, from extortion to blackmail to petty thievery, and occasionally prostitution.

The secret head of the Silver Wolves is the matronly Inia of Mandis, a wealthy old woman with a large villa in the Black Oak area. She holds meetings of her girls there, the members gaining access through a secret tunnel off a narrow side canal.

SMOKE RING

A small group of young but talented magicians, the Smoke Ring seems devoted to largely harmless (but often embarrassing to someone important) pranks. Seven men and women make up this group, all either Mages, Mystics or Illusionists, and none over 25 year of age.

GREEN THORNS

A group of Erlini Elves, the Thorns are more mischief-makers than anything else—though perhaps their idea of mischief is the Chief Warder's concept of serious crime. The Green Thorns are what might be called radical naturalists. They free captured animals, they destroy things which they think are too close to 'technology.' This philosophy often places them at odds with the Loar Elves of Námár-Tol who have a steadily growing presence in Sel-kai.



RED DRAGONS

Perhaps the most vicious of the well-known gangs, the Red Dragon brotherhood is made up of a racial mix of young men, including Laan, Shay, Half-elven races and Dyari. They wear black silk with a circular red dragon emblem and fight with a pair of long knives. They claim most of the Canal Maze as their territory, and are known to murder without remorse—and even for entertainment.

2. COUNCIL OF NINE

A Secret organization consisting of spell users, most of the Council members lead 'normal' lives as respected citizens in Sel-kai.

Powerful spell-casters all, the Council of Nine perform specialized and secret tasks which they deem important to the security and benefit of Sel-kai. They do not have the official sanction of the government, but this gives them the freedom to act on the border of legality. They are not as 'obvious' as the Grey Ring (see below) their activities often going completely undetected. Rumor has it that the Prince actually knows the membership of the Council and contacts them when he needs a 'special' favor.

Each Bears a ring, signifying his place in the order, and the nature of his affiliation with the Essance. Their rings are invisible when worn unless their wearer desires otherwise. Each also has an adherent who is groomed to take his place when he retires (or is killed).

THE NINE RINGS

The Alchemist and Smith Alric Ondrakan is one of the premier craftsmen of the Third Era. He remains in the shadow of such Second Era luminaries as the brothers Tethior and Krelj, but posterity may yet give him his due. The Nine Rings are one of his most impressive achievements: items of beauty and subtle power. Each is linked to its wearer's profession, and indeed attuned to the individual wearer, an alignment which is only broken upon the death of the wearer.

3·THE UNSEEN EYES

This group, is another secretive cabal, on the surface a mercenary group with formidable powers and few scruples. They sell sensitive information to the highest bidder—including those who may have ill intentions towards Sel-kai.

But the Unseen Eyes have an even darker side, for they are an arm of the *Ahn Sye Woloka*, one of the Eight Orders of the long-dead Eimerian Empire, resurrected by the cult of Ahrenreth to serve evil. See Section 6 below for more on this dark group.

4·THE GREY RING

One of the most powerful and mysterious groups in Sel-kai is the association which calls itself the Grey Ring. The number and exact nature of their membership is unknown, and only a few names have been even tentatively linked with this order. When asked, these prominent citizens officially deny any association, but it is generally assumed that they are at least members of the Ring, perhaps members of the Inner Table. They are: Agonar of Teusilya, Lirasil Lightbinder, Tantal Shay, Cestus al Jorni, and Karnas the Green. Other alleged members who do not even make their home in Sel-kai include a shadowy Paladin known only as Dana, and the Loremaster Elor Once Dark.

The symbol of the Cabal is a ring of grey metal (platinum) engraved with runes along the inner and outer surfaces; it is assumed that each ring is unique and has specialized powers, but the members are not talking.

What is known is that the focus of this group is the Shadow Tower, located in the southern moor about fifteen leagues west of the Lower City. An ancient bastion, it is the last standing keep of what was once a great citadel. Popular legend states that the elite of this group meet around an oval table of stone, and thrust down into the top of that table is a great two-handed sword of blue laen. It is an intelligent sword capable of speech—perhaps inhabited by the spirit of a former member of this occult gathering. The Ring is also very old; perhaps as old as its ruined headquarters. Civic records in Sel-kai city mention Grey Ring Justice being meted out as long as 1,000 years ago.

The purposes of the Grey Ring are at least as arcane as its members, though it seems clear that at least one of its goals is a certain vigilante justice. Every so often a violent crime or series of crimes baffles the Prince's Guard. Invariably, a body (or bodies) appears on the steps of the Lower City Administration Hall, dead of no determinable cause and wearing a platinum ring. The deceased is proved to be the perpetrator of the crimes.

The Grey Ring is more radical than other civilian justice groups such as the Council of Nine, and the Prince has been forced to issue public warnings regarding such behavior. Fortunately, the Grey Ring seems to deem its services only infrequently needed, so the disturbing appearance of bodies is rare.

5·GARGOYLES

A loose association of canal urchins, the Gargoyles are considered "thieving little delinquents" by the upper classes, but in reality few of these children are actually career criminals. They get work running errands for vendors and dockmen, and are an excellent information network for those they trust. They don't usually agree to work for "Uprivers" (the slang for the more wealthy of Black Oak) but do help out the boatmen and independent traders. The Gargoyles meet in empty warehouses twice a month; about half the membership of approximately 500 shows up to any given meeting.

6·OTHER FORCES

The following are largely external groups which impact upon the politics and economy of Sel-kai at various levels. As noted, many of these groups have agents within Sel-kai.

VORIIG KYE

The Silver Dragon, ruler of Vog Mur, would like nothing better than to have wealthy Sel-kai in his pocket. While he sits as a member of the Jerak Ahrenreth, he does not necessarily agree with its policies. One recent decision was to destabilize trade in Emer by assassinating the Prince of Sel-kai. One of the best women of the *Cult of Stars* was sent, but thwarted by a combination of maneuvers by the Dragon. He had his spy Guri Kadorian (who acts as Ambassador from Vog Mur) warn the Prince personally, and also sent an anonymous message to the Loremaster Luronen Moje. (Moje suspects the source of the warning, but has yet to puzzle-out the dynamics of this complex situation.)

While the assassin failed, she escaped—at least at first. The Grey Ring found her, however, and left her body in the usual manner.

This failure has sent shock waves through the Secret Circle of the Ahrenreth, including a volley of accusations that the Prince had indeed, been warned. As yet, no one has accused the Silver Dragon but at least one member of the Circle has suspicions.

ORDER OF THE EYE

This cult is a survivor of the Eight Orders of the Eimerian Empire but like several of the others, it has been corrupted to evil. It has many members across the Shadow World, and also contains sub orders

A brief summary of the Order of the Eye appears below. For more complete information, see *Emer*.

AHN SYE WOLOKA

The *Ahn sye Woloka* (E. "Order of the Eye") was once the association of Seers who aided the Emperor with foretellings and communication with the far reaches of the empire. They were corrupted during the later years of the Empire by Ondoval (founder of the Jerak Ahrenreth) and the Order was supposedly destroyed in the ensuing chaos after the fall of the Eimerian Empire.

But Iæn Shiin (now one of the Eight of Ahrenreth) stepped in and salvaged the trappings of the group. Today they live again, and they seek the Eye of Agoth, an artifact with unspeakable powers—but not for Schrek. Iæn Shiin is an ally of Lorgalis first, and has learned of Schrek's search for the Eye of Agoth. He hopes to secure the item first and therefore put it where the demonic Dænkū will never find it. He uses the Order of the Eye to cover his actions.

The Order of the Eye's main goal is to find the Eye of Agoth, and other items of surpassing power. In Sel-kai they are led by Intelligence Minister Koren Maas.

Koren Maas has several irons in the fire:

- A conspiracy among a handful of ministers and merchant nobility to promote the Prince's eldest son Barrin (a stupid boy but a member of the Unseen Eyes) as successor. While the plot is not terribly likely to succeed, he continues to gather important information from the conspirators. The recent assassination attempt against the Prince gave Maas a scare, as he has no intention of allowing the plot to put forward Barrin as successor to come off.
- Several *Red Dragons* (canal-gang members) are in his employ (they don't know who he really is) to observe the nighttime comings and goings of the wealthy and famous in Canal Maze.
- He is always alert for news regarding the Eye of Agoth, but the item seems lost forever.

JAREK AHRENRETH

A cabal of eight evil lords, the Jerak Ahrenreth is perhaps the most powerful gathering of darkness in the Shadow World. It is only the divisive nature of the group which has kept them from complete world destruction. While ostensibly followers of the Unlife, the Eight all have their own goals to power, and rarely do they agree to act in unison. Instead, factions of the eight meet separately (with only seconds representing the others) and make decisions among themselves.

The Ahrenreth as a group has little interest in Sel-kai, except in that they find any center of wealth and civilization an annoyance. The Ahrenreth seeks subversion of all civilization; ostensibly their goal is to open gates to the other planes (including the Void Itself) and wield total power as lords of creatures from these planes. (This differs from the desires of the truly insane Ondoal, former head of the cabal, who wishes to break the defenses of the World against the other planes and cause *complete* annihilation; this is the goal of the Unlife.)

The Ahrenreth is wary of Ondoal's plan to destroy the Eyes of Utha, magical artifacts which protect the world from intrusion from the other planes. They would prefer controlled access, and fear that complete removal of the protective field will cause just the destruction Ondoal hopes for.

PIRATES OF THE WHITE SWAN

The 'White Swan' is actually Jerel, one of the heirs of the murdered pirate-king of Plasidar. He set up operations in southern Urulan in 6042 and has spent the last decade growing wealthy on booty from trade ships headed to Sel-kai.

AENOR OF QUAAL

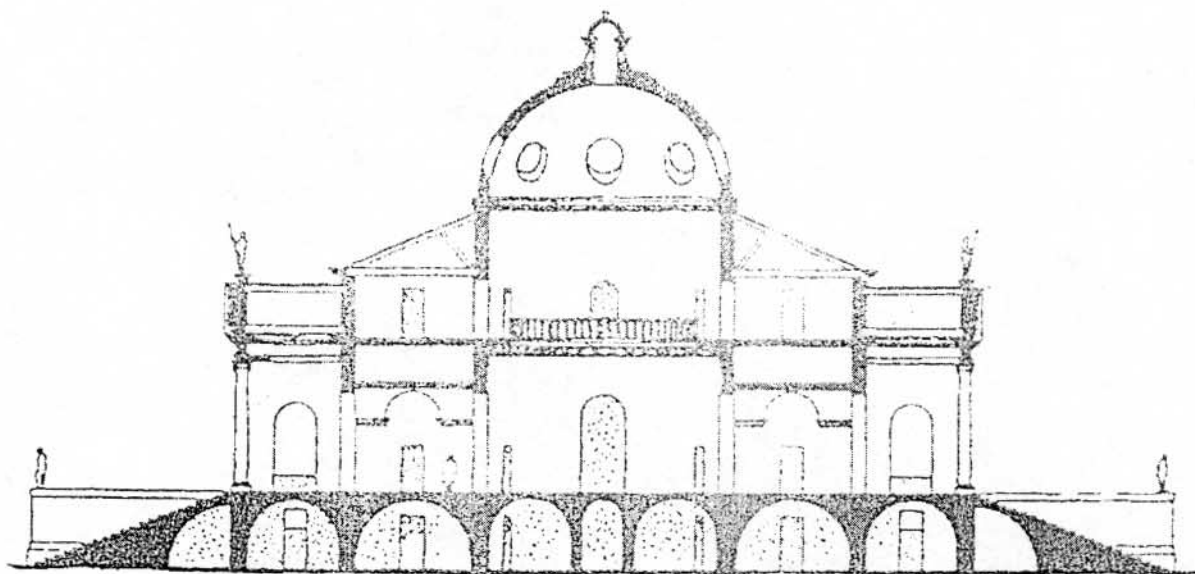
Another of the sons of Plasidar, Aenor has effectively insinuated himself into Sel-kai life by marrying into a wealthy merchant family. His elaborate false background includes a 'front' office in Lethys, a major port-city in southern Jaiman) and a manufactured family history. The office does operate a small legitimate business, a cover for a smuggling operation.

He used these tools to gain favor with the Sel-kai elite, and in 6042 he married Satha Betaran and moved into their palatial home.

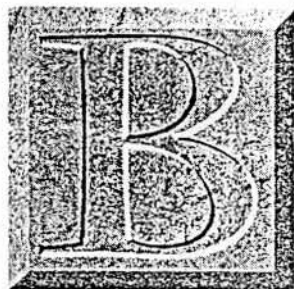
In the last few years Aenor has put aside his rivalry with his brother Jerel (currently operating a thriving pirate operation out of southern Urulan) and they have cooperated on a number of lucrative deals. Should this affair involving the PCs go sour, however (see the adventure *A Little Knowledge*, page 116) their alliance could be on the rocks. Aenor makes most of his money in smuggling, but also buys and sells information through a spy network.

› PART VIII ›

EIDOLON



Decorative Endcap
Eidolon dock mooring post
4644



BRENDAN THARAL LOOSENED HIS GRIP ON THE crystal goblet only with a conscious effort. Around him milled throngs of Sel-kai's high and mighty, circulating through elegant House Valmarana. Through one of the wide thresholds he could see the sun low over the docks, casting long dramatic shadows across the rose-colored marble. But much more dynamic were the light changes caused by Eidolon's slow spin. Twenty-five times a day the city made a complete rotation, providing a constantly changing view and play of light, but to most of the guests here that wonder was a tired diversion.

Brendan gulped a mouthful of expensive Namar-Tol' chardonnay, furtively glancing about the foyer. *Why should I be tense? Just because I'm playing spy for Lord Agonar, trying to thwart a particularly devious group of drug smugglers. Just because they are all bloodthirsty killers who would slit my throat if they even suspected That I was on to their plots...*

The eldest Tharal heir stopped his pointless reverie as he spotted his target: Kerk Ullizi-Vagen. Kerk was a distaff son, though still granted most Ullizi family privileges. About the same age as Brendan, Kerk looked older than his twenty-three years; there was a certain intensity about his eyes.

Charged to observe the other man, Brendan was not to get involved; rather his mission tonight was only to see who the Ullizi met tonight; Agonar believed that he would make arrangements for an upcoming drug transaction. His contact would be here to sell a large quantity of deadly drug finrot—known as *fang* to its users. Kerk was chatting with a young woman whom Brendan believed to be an administrator from the Kaitaine Consulate...

Brendan was unfortunately unaware that a much more interesting exchange was going on not ten feet away. The Emissary from Vog Mur, Guri Kadorian, was receiving a hand-delivered message. He examined the silver wax seal on the tube and then twisted off the cap. The grey page inside also bore the seal of the Lord of Vog Mur and trailed three silver ribbons. He glanced over his shoulder before reading, though there was little chance that anyone here could recognize—much less read—*Kugor*, language of the Dragonlords.

Kadorian,

News has reached me here that an agent of the Circle will strike against Prince Qaterris within ten days. It is important that he be warned, though anonymously. If necessary, consider informing a Loremaster as well. I suspect the operative will be a Cult woman.

V.K.

Guri Kadorian handed the messenger a bronze piece and wandered over to a portico. Things had just gotten much more complicated.

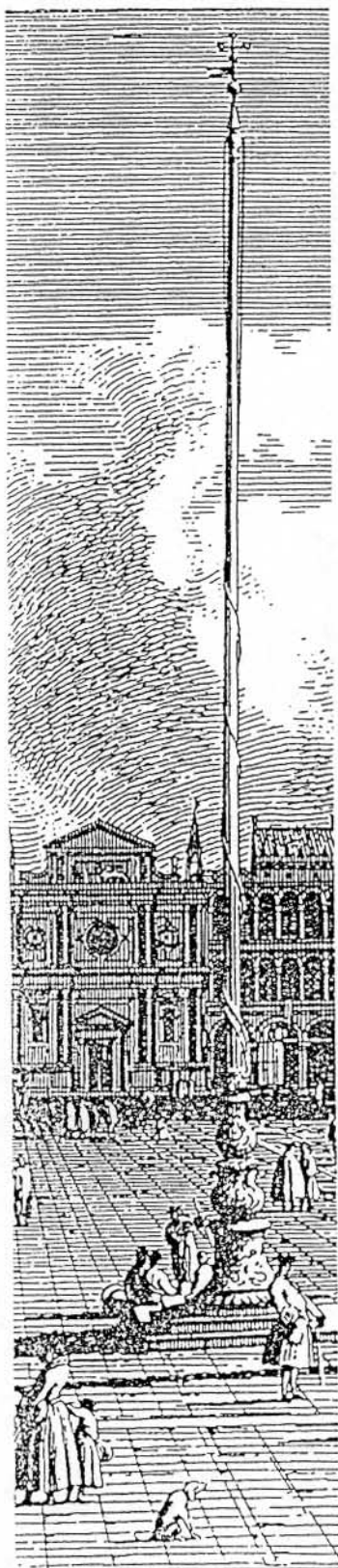
Constructed in TE 4610-50, Eidolon is a triumph of engineering and imagination. It is the creation of the 23rd Prince of Sel-kai and floats a half-mile above the Sharhya River Delta along the eastern coast of Sel-kai. The population of Eidolon is small (about 5,000), being little more than the Prince's palace, a few clusters of beautiful, glittering residential towers, and the most prestigious consulates, guildhalls and inns. The perimeter of Eidolon is a large ring of docks and a circle of fine shops where trade in luxury items is performed.

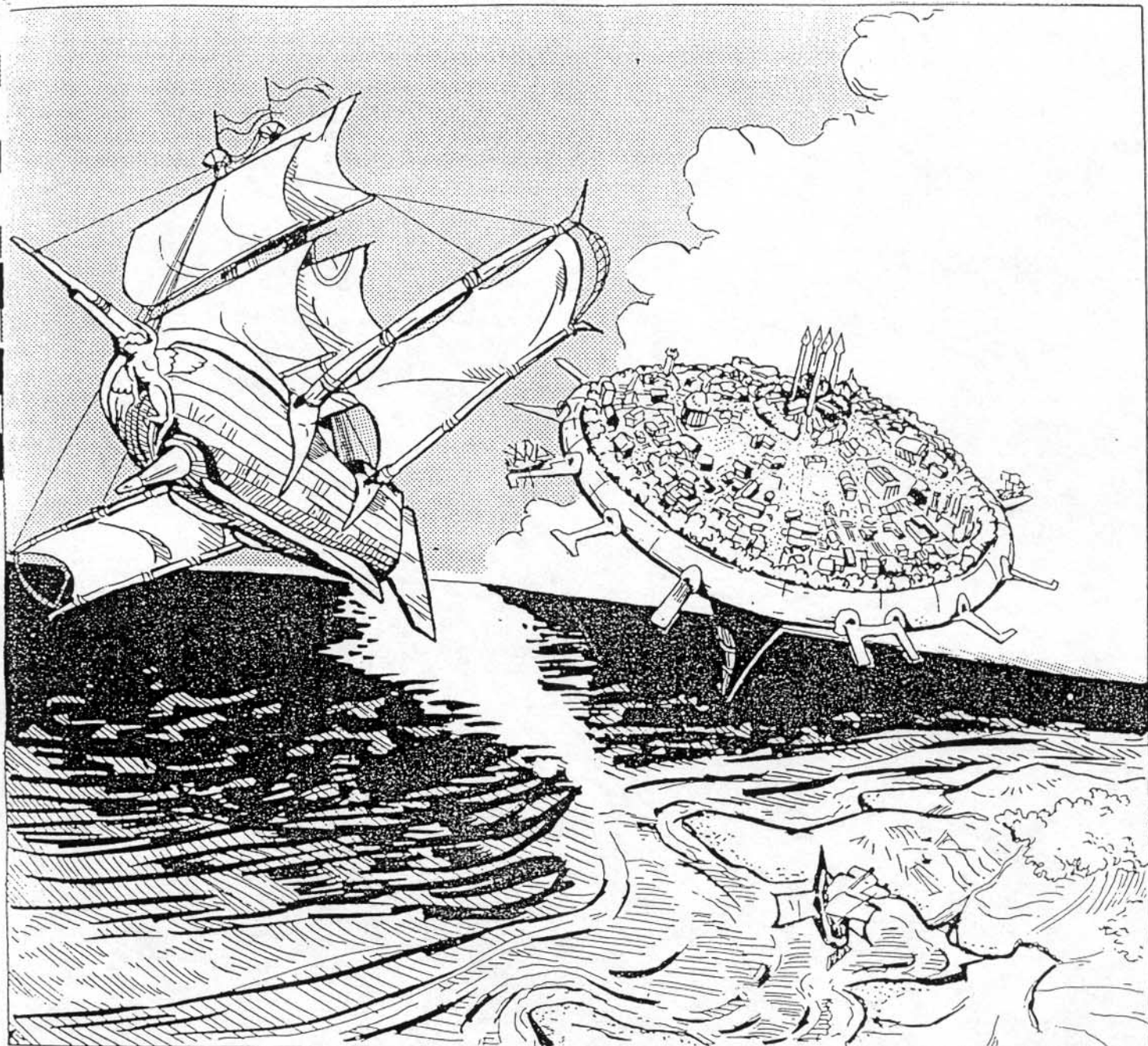
Eidolon is laced with tunnels and storerooms inside its structure, and balconies project from the underside to allow a stupendous view of the land below.

The 'lower city' and seaport is thirty times the size of Eidolon, and that is where the bulk trading for the merchant realm is performed. Most of the shops of Eidolon are exclusive boutiques which cater only to the very wealthy of the realm; others are merely elegant offices where deals are made to be executed far below on the docks of Sel-kai City.

The colored map provides a keyed way of locating a certain type of establishment, but this is as much for the GM's reference as anything else. After all, a map of such detail and accuracy would not likely be available to characters. Instead, they would have to ask directions, and be guided by landmarks and shingles.

Entries marked with an asterisk (*) have layouts and statistics summaries of the owners in the Important Buildings section.





1. OVERVIEW

Following is a brief description of the overall structure of Eidolon, as well as some important terms.

THE CITY LAYOUT

Eidolon slowly rotates at the rate of about one revolution per hour; compass directions are therefore useless for finding one's way about the city or—more importantly—for skyship captains to locate their correct dock. Quarters are designated by a jewel name (The four designations are: Sapphire, Amber, Emerald, and Ruby), and their outer edge is lit with a string of bright lamps matching that color (blue, yellow, green, red). The designation has little meaning as far as what sort of business is located in a specific quarter; it merely serves as a navigational aid. For pedestrians within the city, the streets are paved in a mosaic of white marble with the matching colored stone in geometric patterns.

At the core of the city is a great hollow sphere of metal, covered with a sheathing of xenium. Circling what would be the equator of the sphere is a ring made of strong alloy supports and poured stone (similar to concrete, an invention of the Loari) slabs. Upon this foundation are the buildings of Eidolon constructed.

KEY TO STRUCTURE TERMS

The following key refers to the abbreviated status summary beneath each establishment or structure name.

Type: The category this particular establishment falls within.

Size: This is a general indicator of the selection if the place is a shop selling goods, or the seating/lodging capacity if the place is a service establishment. Categories are: Tiny, Small, Medium, Large, Huge. Keep in mind that these categories are relative and should be considered in context (e.g., a Huge Herbalist is still probably a smaller space than a Tiny Warehouse).

Quality: Indicates the workmanship of goods or the excellence of service. Categories are: The Pits, Inferior, Average, Good, Superior, Unparalleled.

Prices: A percentage value, used in conjunction with the price charts, to determine the actual rates charged for good and services.

An Asterisk (*) next to the name of the location indicates that a layout of the structure is included.

2. THE PALACE

In the center of Eidolon, set amidst a forest of beautiful trees atop the central sphere, stands the palace of the Prince. Although traditional defense barriers are hardly necessary, the palace is surrounded by a gleaming white marble wall punctuated by slender towers. In the center is the house, a graceful palace of stepped balconies and towers, with colorful banners fluttering in the wind.

3. CONSULATES & GALLERIES

Sel-kai is one of the handful of realms cosmopolitan enough to support consulates of several other domains on Emer. These political entities exist mainly to streamline official trade agreements, to protect and assist citizens of their own realms, and to carry official messages to and from their respective governments.

1. Danarchis Consulate

Type: Administrative Size: Small

Constructed of fine translucent white marble, the Danarchis embassy is not as large as some others, but its beauty places it among the best.

2. Nuyan Khôm Consulate

Type: Administrative Size: Medium

A pale grey stone colonnade surrounds the embassy of Nuyan Khôm. The tall, square pillars are etched with shallow characters in the native language, symbols meant to protect from evil spirits.

3. Namar-Tol Consulate

Type: Administrative Size: Large

Tall, dark and imposing, the Namar-Tol consulate is typical of the image the Loari wish to project. Granite and black red-veined marble dominate.

4. Kaitaine Consulate

Type: Administrative Size: Medium

Asprawling structure, the Kaitaine consulate has been renovated and enlarged several times. The design is uninspired but practical, with rows of regular windows and a tin roof.

5. Lys Consulate

Type: Administrative Size: Small

Constructed of fine woods, the Lys consulate is a striking contrast to the stone structures nearby. The roof is of dark green tiles, and the walls are white translucent glass panels set in black wood.

6. Rhakhaan Consulate

Type: Administrative Size: Large

Like all other administrative Rhakhanian architecture, this embassy is heavy and brooding: constructed of rough-faced granite with narrow, dark windows and high walls.

7. Painting Gallery

Type: Administrative Size: Large

A varied selection of art from all the civilized world is gathered here. One wing is devoted to portraits of the Princes, while another to a series of pictures of Sel-kai City throughout its history.

8. Sculpture Gallery

Type: Administrative Size: Medium

Busts and full-body statues of prominent men and women of Sel-kai through history are a popular feature; there are also sculptures of many races and even a few 'abstracts.'

9. Eidolon Historical Museum

Type: Administrative Size: Huge

A sprawling series of buildings, the Eidolon Museum is an eclectic collection of unusual items gathered from around the world. Scholars from far and wide come to study the fascinating (though for the most part useless) artifacts gathered here. Exhibits rotate; more than 90% of the collection is out of sight in the Eidolon vaults or below in Sel-kai City.

4. MANSIONS

Most of the mansions in Eidolon are smaller than those in Sel-kai City. They serve more as party centers, retreats and business offices than permanent residences. Most are glorious architectural monument unto themselves, all marble and granite set amid manicured gardens and groves of fruit trees.

An interesting sampling of the famous families of Sel-kai have secured properties on Eidolon. Some are no longer the most powerful in the land, but their property rights cannot be revoked.

10. Ullizi

Type: Mansion Size: Large

The esteemed Ullizi family has quite a lovely structure here, while their home in Sel-kai City is cold and uninspiring.

11. Gerion-Tyes

Type: Mansion Size: Medium

The Eidolon Gerion Mansion has undergone a renovation recently and the gardens have been replanted—the result of an infusion of Tyes cash.

12. Maari-tasaka

Type: Mansion Size: Medium

A testament to the source of the family's wealth, this mansion was built of a wide variety of beautiful marbles and trimmed with gleaming alloy. It is considered rather avant-garde by most other families—and even ugly by others.

13. Gugulon

Type: Mansion Size: Medium

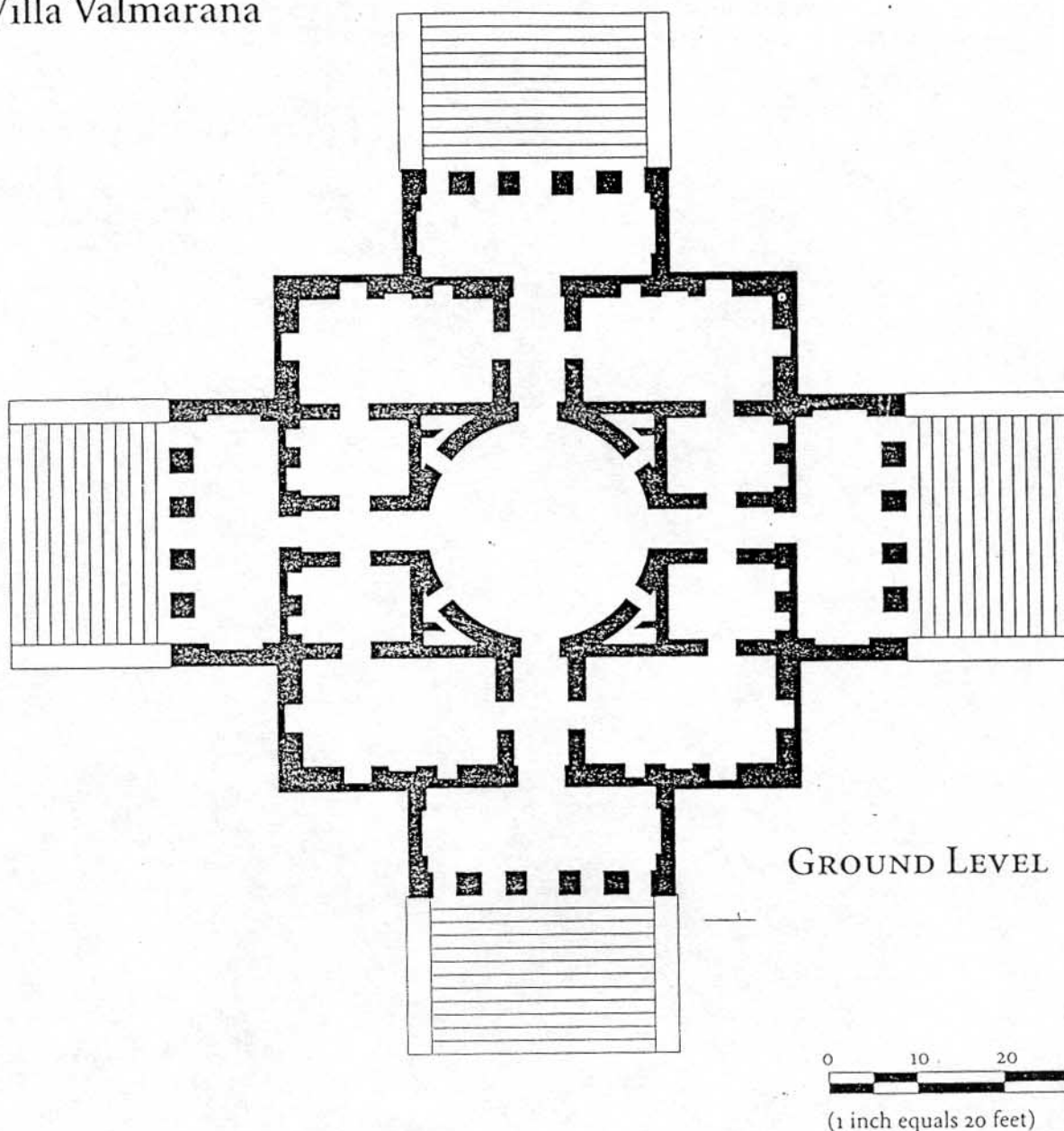
As shadowy as some of the house's trading deals, the Gugulon mansion is hidden behind a tall hedge and sheltered beneath a stand of graceful willows.

14. Valmarana*

Type: Mansion Size: Medium

A lovely house, it has a interesting, open and symmetrical plan—a favorite party spot. It is also a showcase gallery of the Valmarana family collection of paintings and galleries.

Villa Valmarana



25. Elistar Fabrics & Tailoring

Type: Weaver/Tailor

Size: Small

Quality: Superior

Prices: 300+%

An exclusive shop catering to the very wealthy, Elistar Kalmiken has made a name for herself. It has become a hallmark of being on the cutting edge to say you have a gown or coat made by Elistar.

7. THE DOCKS

Unlike traditional sea-docks, these elegant stone constructions are buttressed like the vaults of temple roofs. These large piers are hollow, with tunnels inside used to carry goods directly from skyship holds into the vast warehouses within Eidolon.

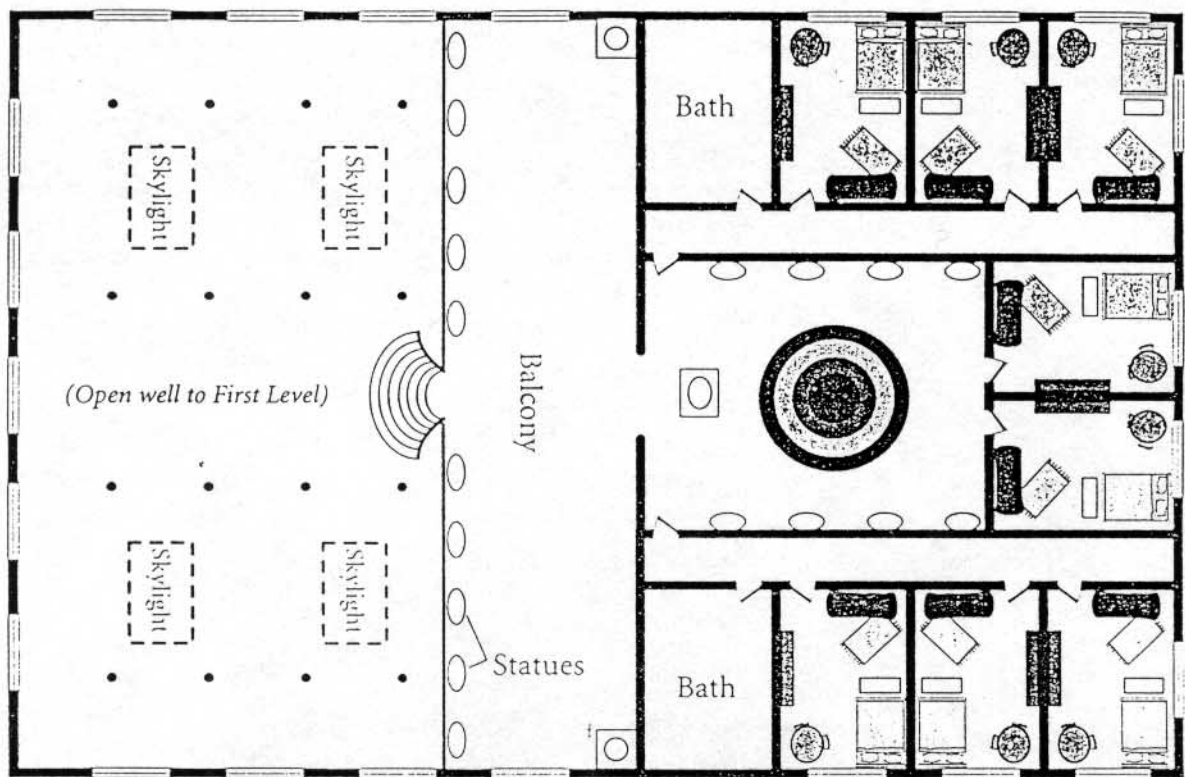
Graceful skyships come to rest between pairs of these piers, where they are moored by several stout ropes. Wooden cranes extend from the open sides of the piers and cranes can be brought out to carry heavier cargo. Only men and women with a fear of heights can serve as dockworkers here, as the access extends over open air.

8. WEATHER OVER EIDOLON

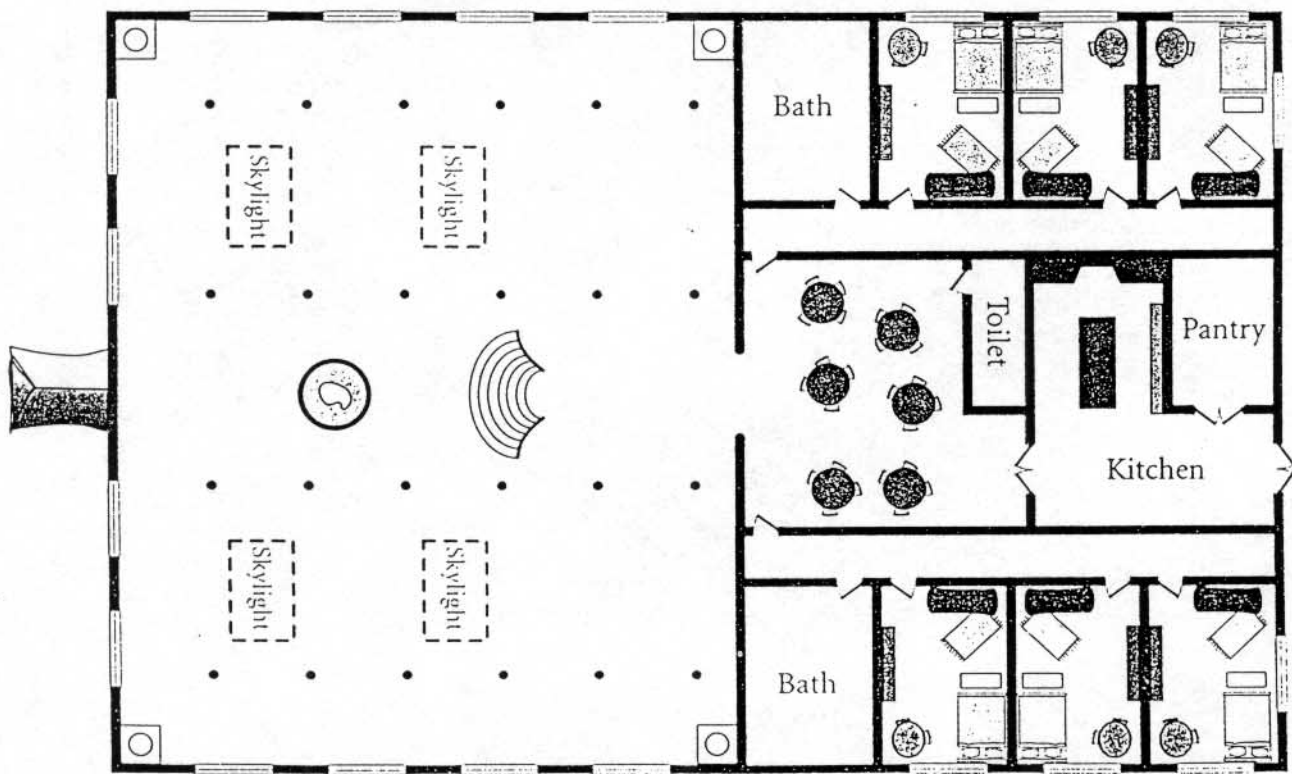
Eidolon could not exist without some sort of weather control, and it would appear that the Prince has such at his disposal. He is tight-lipped about it, but most Eidolon residents are certain. It is a beautiful sapphire amulet the Prince wears as his symbol of power, also a powerful weather mastery device. Why else does it never rain over Eidolon?

The House of Dreams

Inn and Tavern



LEVEL TWO



LEVEL ONE

0 10 20 40 Feet

(1 inch equals 20 feet)



PART IX

SEL KAI CITY



WE STOOD IN A COBBLED INTERSECTION; FIVE NARROW streets curled away from us like shadowy tunnels. Mobs of people of every race imaginable hustled past. Everyone seemed to know just where they were going... except Jad and me. I looked up, between the overhanging upper stories of these ancient shops—already too close together—and saw the dark disk which was Eidolon floating in the sky far above. It seemed unnatural and somehow ominous.

"Jad, we're lost!" I turned to my cousin in desperation, only to realize that he was holding the city map sideways.

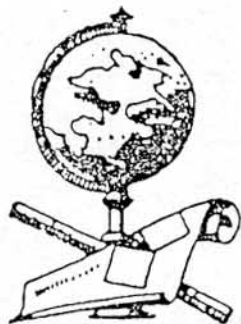
"I get my bearings better if I hold it the way I'm facing!" he snapped defensively—before I could even open my mouth. "Just hold the horses, I'll have it in a moment."

Jad failed to reassure me. Just then, however, a slender young man in a leather apron emerged from a nearby shop, walking purposefully towards us. The shingle above his door read "Bryon's Bicycles" and underneath: "Wainwright." At first I feared he would chastise us for loitering outside his shop, but his face broke into a friendly smile as he approached, wiping his hands on the well-worn apron. He had curly blond hair, flushed cheeks and glacier-blue eyes. I thought I detected the look of some Elven ancestry.

"Hello! Y-you two look like you could use some, uh, direction." He had that Emerian accent, and also a slight stutter. "Muh-maybe I can help you."

"Thank you, yes!" I am Kalen, and this is my cousin Jad." Jad favored the young man with a glare over his map—which seemed to have spun 180 degrees.

"Bryon, son of Thoma. I build bicycles." He announced proudly. "Here, let me see your map."



Symbol of the
Shulto Mapmakers

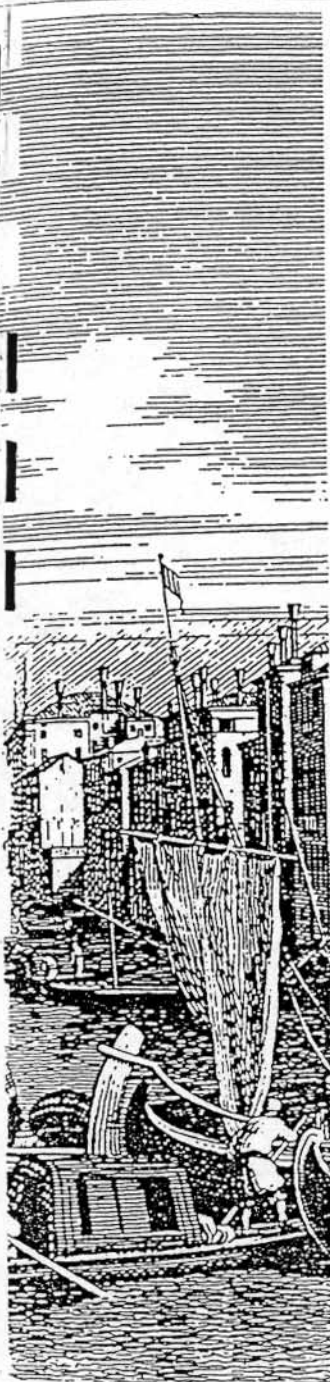
Jad reluctantly handed over the large, wrinkled document. I know we're in the South Commons, but—"

Bryon donned a pair of small, metal-rimmed spectacles and peered at the map. With a smile, he spun it around again. "Well, first of all, you're about three streets and a big canal off; you're here in the Old City..."

A few minutes later we were on our way. Jad had remained silent through Bryon's thorough—if somewhat broken—explanation, instead staring into the wainwright's shop. I suspected his pride was bruised, but all at once he burst out "What in the Void is a bicycle?"

— KALEN AVANIR

FROM HIS TRAVEL JOURNALS



The listing below is ordered by district, then (roughly) in a north-to-south pattern, the numbers coinciding with the black and white map key. The businesses are listed by number, followed by the name of the establishment as advertised by the plaque or shingle hanging outside the door, and finally by a parenthetical descriptive term (where necessary) matching the color map key. Keep in mind that many shops are combination store/residence, with private living areas located above/behind the shop. Residences are generally not listed specifically unless they are of special interest—such as palaces of the Guildmasters or other important villas. See page 6 for more information on the regarding the various labels.

The colored map provides a color-keyed way of locating a certain type of establishment, but this is as much for the GM's reference as anything else. After all, a map of such detail and accuracy would not likely be available to characters. Instead, they would have to ask directions, and be guided by landmarks and shingles. The text of this section is keyed to the black & white maps scattered throughout; these are close-ups of sections of the city. Selected shops are numbered and described in the text. Naturally, it would be nearly impossible to describe every single establishment in a city this huge, so the GM would be wise to steer PCs to detailed shops (such as by describing them as particularly suited to the PCs' needs) or by actually doing a little 'shifting' of establishments. If doing the latter, be sure to annotate the map with the new location of the shop for future reference! Structures of particular interest (and noted with an asterisk) have an adjacent layout.

KEY

The following key refers to the abbreviated status summary beneath each establishment name.

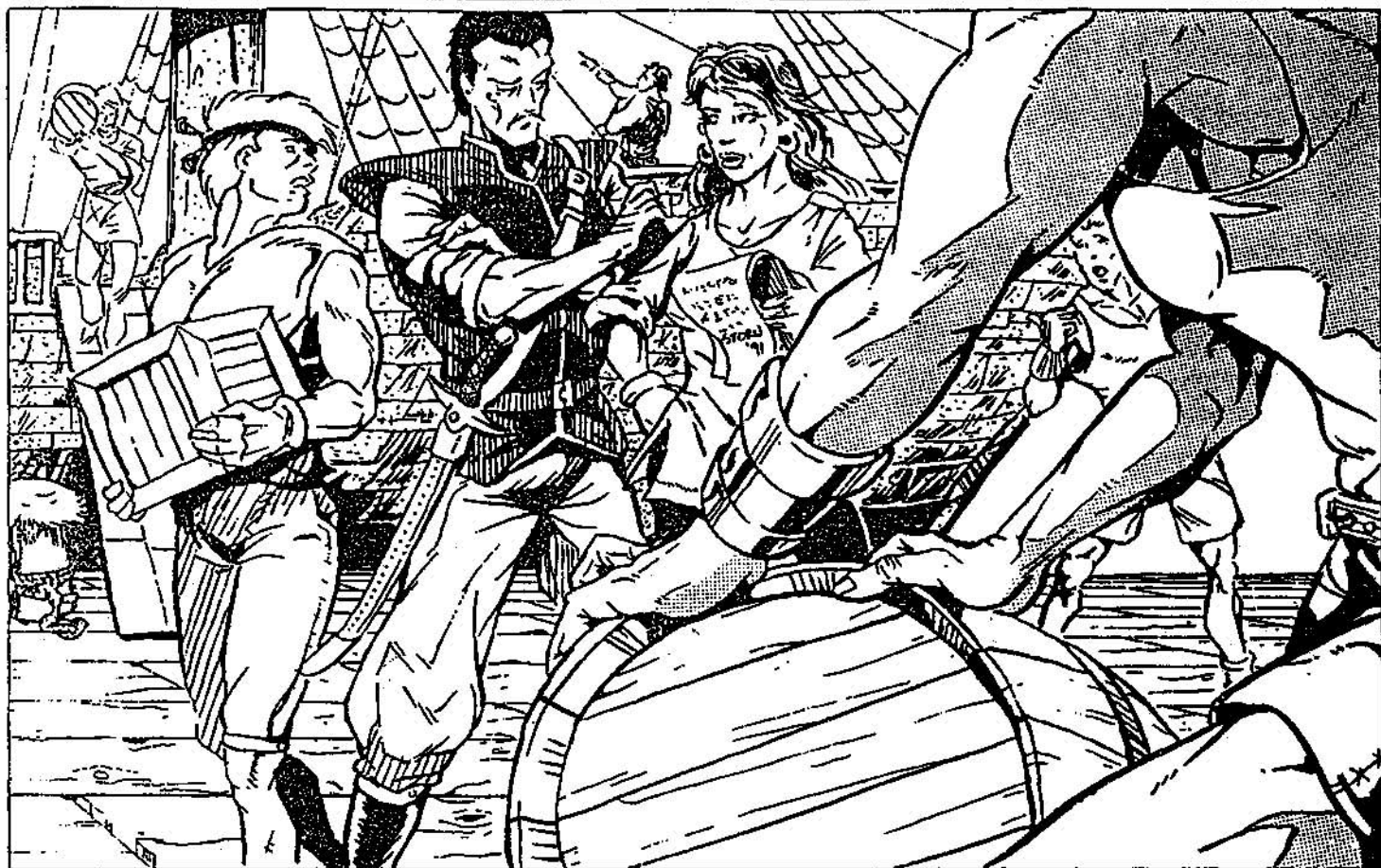
Type: The category this particular establishment falls within.

Size: This is a general indicator of the selection if the place is a shop selling goods, or the seating/lodging capacity if the place is a service establishment. Categories are: Tiny, Small, Medium, Large, Huge. Keep in mind that these categories are relative and should be considered in context (e.g., a Huge Herbalist is still probably a smaller space than a Tiny Warehouse).

Quality: Indicates the workmanship of goods or the excellence of service. Categories are: The Pits, Inferior, Average, Good, Superior, Unparalleled.

Prices: A percentage value, used in conjunction with the price charts, to determine the actual rates charged for good and services. An Asterisk (*) next to the name of the location indicates that a layout of the structure is included.

Characters: Within selected entries a brief profile of the proprietor is provided, including some basic statistics. Most of these (Age, Race, Demeanor, Level, Hits) are self-explanatory. The first profession given is the preferred choice if using the *Rolemaster Companions*; a second follows in parenthesis for those using only *Rolemaster*. The AT given is what the NPC is normally; if prepared for combat he might don armor. At the end of the description are listed a selection of pertinent skills; no doubt the NPC has others.



1. SIGHING DOCKS

A long string of wooden docks along the Whitefoam river, the Sighing Docks serve traffic coming from the inland regions and therefore supply much of the city's foodstuffs. Most of the perishables warehouses are located along this fork of the Sharhya, and nearby are the tanners, the foul odors of their work mercifully carried out to sea (most of the time).

1. Nodo's Fine Leatherworks

Type: Leathersmith Size: Small
Quality: Superior Prices: 110%

In a small workshop, Nodo and his son and daughter create beautiful leather goods. These are sold in the shop which fronts the structure.

2. The Supple Skin

Type: Tanner/Leathersmith Size: Medium
Quality: Average Prices: 110%

A tannery and leathershop, the Supple Skin craftsmen make serviceable leather goods and garments.

3. Joen's Import/Export

Type: Warehouse/Shipper Size: Small
Quality: Superior Prices: 120-200%+

Joen specializes in hard-to-find merchandise, thus partially explaining his high prices. He even claims that he will accept special orders if the client can provide enough information about the source of the item. His curiosity shop is adjacent to a small warehouse.

4. The Barge Inn*

Type: Tavern/Inn Size: Medium
Quality: Good Prices: 100%

A large old rooming-house, the Barge Inn is actually one of the finer establishments in the northern docks area. The tavern is famous as far as Kaitaine, known for its fine beer and illustrious clientele. It is even rumored that Andraax has appeared there.

5. The Other Foot

Type: Cobbler Size: Small
Quality: Good Prices: 100%

Ania di Shoun, an elderly woman, does all the shoe work and runs the tiny shop. She lives upstairs in a small apartment. She has a large clientele among the neighborhood residents, and makes mostly clogs and simple slippers.

6. Ullizi Bank

Type: Bank Size: Large
Quality: Good Prices: 100%

One of several branches throughout Sel-kai. The Ullizi Family runs an honest business, though their rates are considered by some to be less than competitive. This branch is noted for its visible and intimidating guards.

7. Sable Pelt

Type: Furrier (Tanner) Size: Medium
Quality: Good Prices: 110%

A fair variety of furs and fur-lined coats are available from this business and workshop. Mink, fox, and of course sable are all available, as well as several more exotic furs.

Punts and Barges

Type: Shipwright

Size: Medium

Quality: Inferior

Prices: 50-150%

A run-down shack along the western edge of the Docks, this operation is run by a shifty little man with a stock of dangerous-looking boats. He will rent or sell, but rental requires an exorbitant deposit. His prices would not be too bad, except the fresh paint on most of his boats conceals rotting wood.

9. The Iron Anvil

Type: Smith

Size: Large

Quality: Good

Prices: 100%

The smiths of the Iron Anvil make tools, hinges, latches, ornamental ironwork, and other rather mundane but necessary items. Common items may be bought here ready-made, or custom work may be ordered at 2x regular cost.

10. Worldwide Consignment

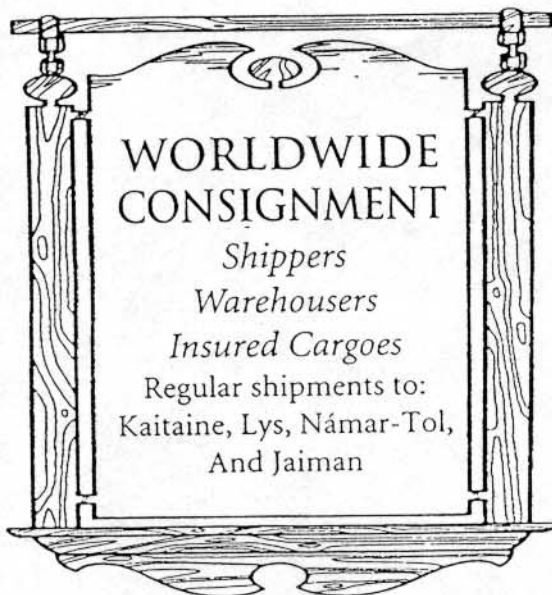
Type: Warehouse/Shipper

Size: Large

Quality: Good

Prices: 100-150%

The brothers Bran and Talo Vergasi run this impressive operation, with the help of a dozen assistants. They also have branch offices in Kaitaine, and in Jaiman, Lethys and Haalkitaine. They have managed to escape several attempts by various Merchant Barons to buy them or run them out of business.

**11. The Kheilis Tannery**

Type: Tanner

Size: Medium

Quality: Average

Prices: 50%

Kheilis' worked leather goods are serviceable at an excellent price; they are mostly a hobby with him, as he is primarily a tanner, selling hides to other leatherworkers at wholesale. While he is reluctant to sell direct, if you catch him on a good day, he will give you a great bargain; otherwise he sells through Feather & Leather.

12. Suedeworks

Type: Leathersmith

Size: Large

Quality: Inferior

Prices: 100%

Gorbis and his assistants grind out a considerable volume, but there is no pride or care in their work. They also use inferior leather which can break at an inopportune time.

13. Whispering Waves Guide Service

Type: Pilot/Guide

Size: Small

Quality: Good

Prices: 100%

Alandra Kaine is a willful woman in her 30's who lost her husband in a climbing accident two years ago. She has continued with the business and has earned a reputation as a skilled guide (and capable fighter).

ALANDRA KAINE

Age: 33

Race: Laan

Demeanor: Confident

Level: 7

Prof: Ranger

Hits: 45

OB: 90bs

AT(DB): 1(20)

Track: 60

Climb: 50

Forage: 75

14. Fiery Forge Smithy

Type: Smith

Size: Tiny

Quality: Superior

Prices: 100%

Fiery Forge makes implements and common weapons of iron, low and high steel. While the selection of ready-made items is small, Rythor can manufacture to order very quickly.

RYTHOR MON

Age: 23

Race: Talath

Demeanor: Friendly

Level: 8

Prof: Alchemist/Smith

Hits: 60

OB: 100bs

AT(DB): 10(20)

Smithing: 70

Metal Eval: 50

Crafting: 85

Rythor Mon is a Talath man from Bodlea. He learned smithing techniques from his adopted Shay parents. Both mother and father were killed by the 6047 plague, leaving Rythor at 17 to run the smithy. He is very talented and determined, however, and his business is steady.

15. The Stitched Thong

Type: Leathersmith

Size: Tiny

Quality: Superior

Prices: 150%

Perhaps the best leather items available on the Twelve Isles of Sel-kai, the clothing and accoutrements of the Stitched Thong are beautiful and durable. They are even *guaranteed* not to break or wear for a year (guarantees are unheard-of).

2. LIBRARY QUARTER

Aptly named for the massive domed structure dominating this district, the Library Quarter is given over primarily to larger residences and sedate shops. One of the older districts, it is nevertheless generally kept in good repair. Many of the city's most wealthy have villas here, and many civic buildings are also located in this quarter.

16. Ullizi Bank

Type: Bank

Size: Large

Quality: Good

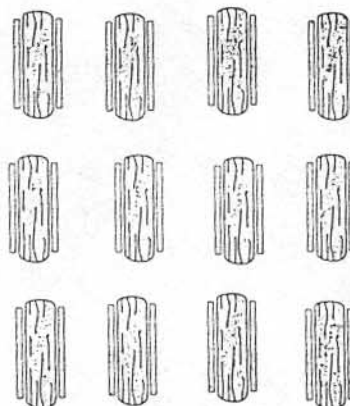
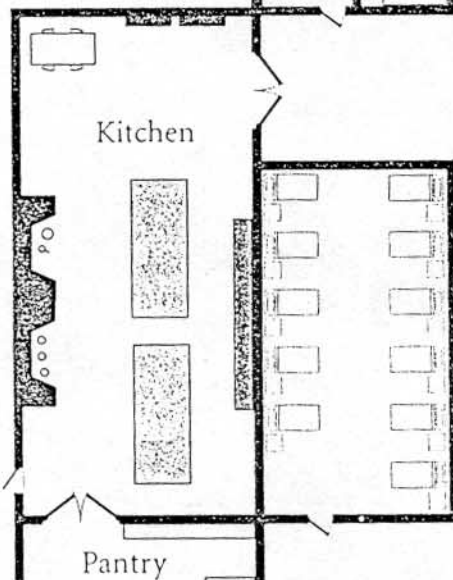
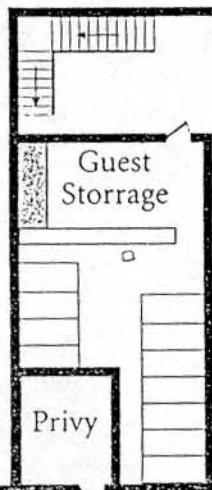
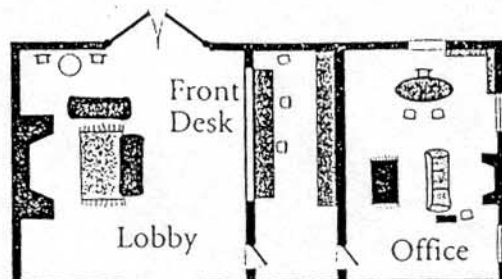
Prices: 100%

One of several branches throughout Sel-kai. The Ullizi Family runs an honest business, though their rates are considered by some to be less than competitive.

The Barge Inn

Inn and Tavern

LEVEL ONE



0 25 50 Feet

(1 inch equals 25 feet)



The Barge Inn Inn and Tavern

LEVEL TWO

(Open well to First Level)

Privy

Storage

Privy

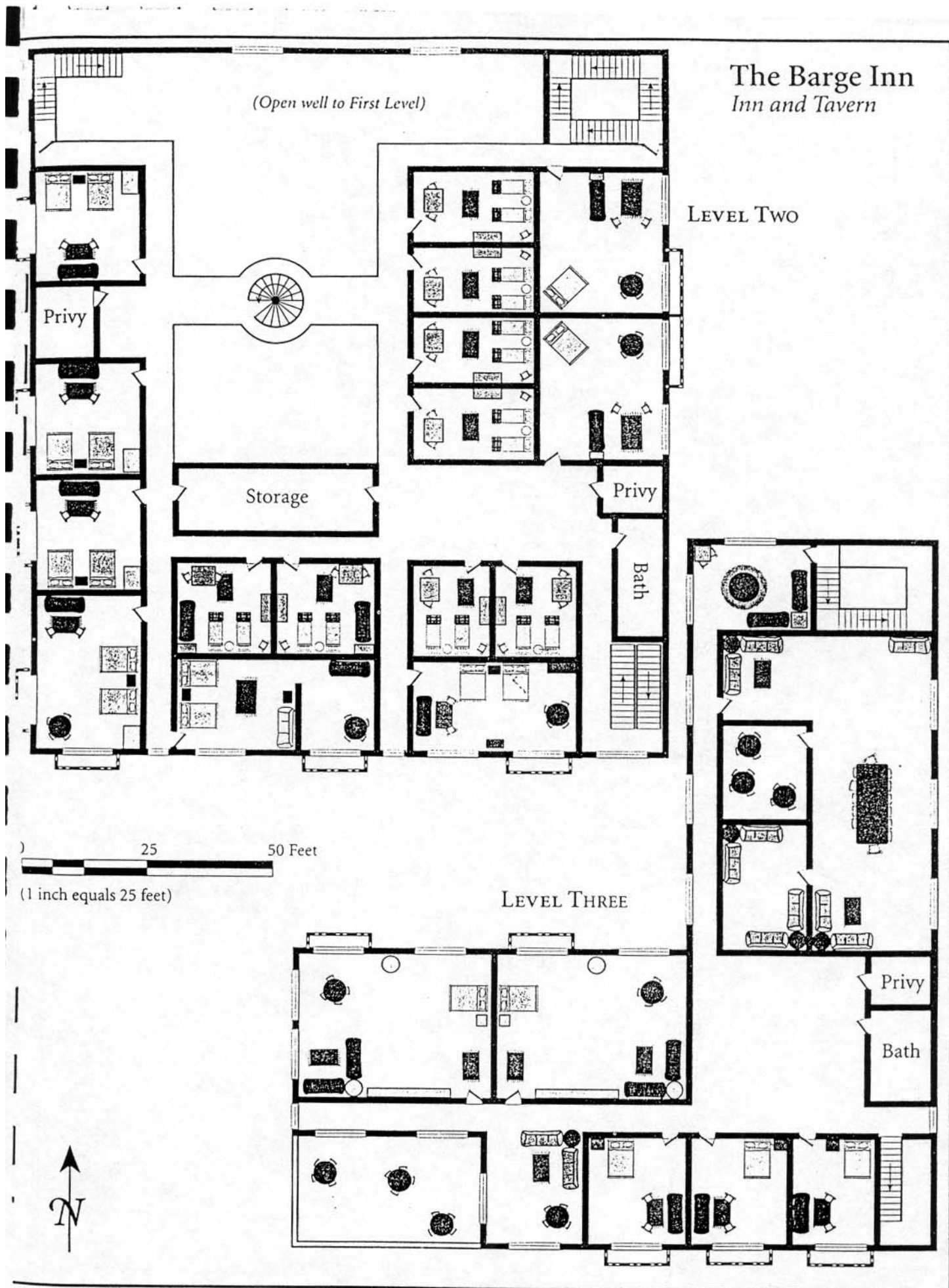
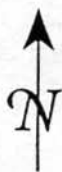
Bath

25 50 Feet
(1 inch equals 25 feet)

LEVEL THREE

Privy

Bath



17. Gerell's Antiquities*

Type: Retailer

Size: Small

Quality: Good

Prices: 100-200%+

An elegant shop containing a varied collection of unique art objects, Gerell's is an experience. He has a fair number of interesting magical artifacts, the exact character of some of which even he is unsure.

GERELL

Age: 45	Race: Shay	Demeanor: Cryptic
Level: 12	Prof: Sage	
Hits: 23	OB: 20da	AT(DB): 1(-5)
Appraisal: 80	Percep: 70	Trading: 120

Gerell is a shrewd little man, and a skilled haggler. While he will not knowingly cheat anyone, he is not known for his bargain pricing.

18. Eidolon Ferry Service

Type: Government

The Eidolon Ferry service provides a crucial link between Sel-kai City and her floating sister far above. While the Hírazi flyers carry messages, they cannot bear people or any appreciable cargo. That is where the Eidolon Ferry Service comes in.

Designed expressly for the shuttle back and forth between the two is a fleet of "balloon-boats": longboats with outrigger-like sails which are lifted skywards by clusters of hot-air balloons. The ferries rise from their watery docks in the canals and drift swiftly up towards Eidolon. They dock by catching one of the dozens of dangling dock ropes and winching themselves to a dock.

Return to Sel-kai is accomplished by releasing air and drifting towards the Lower City. As the ferry nears ground, it drops a long

rope which is caught by guides whose job it is to be under the ferry if it cannot maneuver precisely over the docks. These strong men carry the rope end to a dock winch, where the ship is reeled in again. Each ferry can carry 20 passengers or equivalent cargo. Ferry passage is 1sp per person or 50 lbs of cargo each way.

19. Bank of Sel-kai

Type: Bank

Size: Large

Quality: Average

Prices: 100%

One of five branches. The Bank of Sel-kai—owned by the venerable Vorhese family—is wealthy, conservative and reliable. The tellers are reasonably courteous if not friendly.

20. Navigator Obelisk Pavilion

One of six such obelisks in Sel-kai city, each is graced with a sheltering roof. As with all other obelisks everywhere, the object itself is a featureless black, triangular pillar twenty feet tall. Formed of some shiny adamantine material, they are virtually indestructible.

21. University of Kalingen

Type: Educational/Private

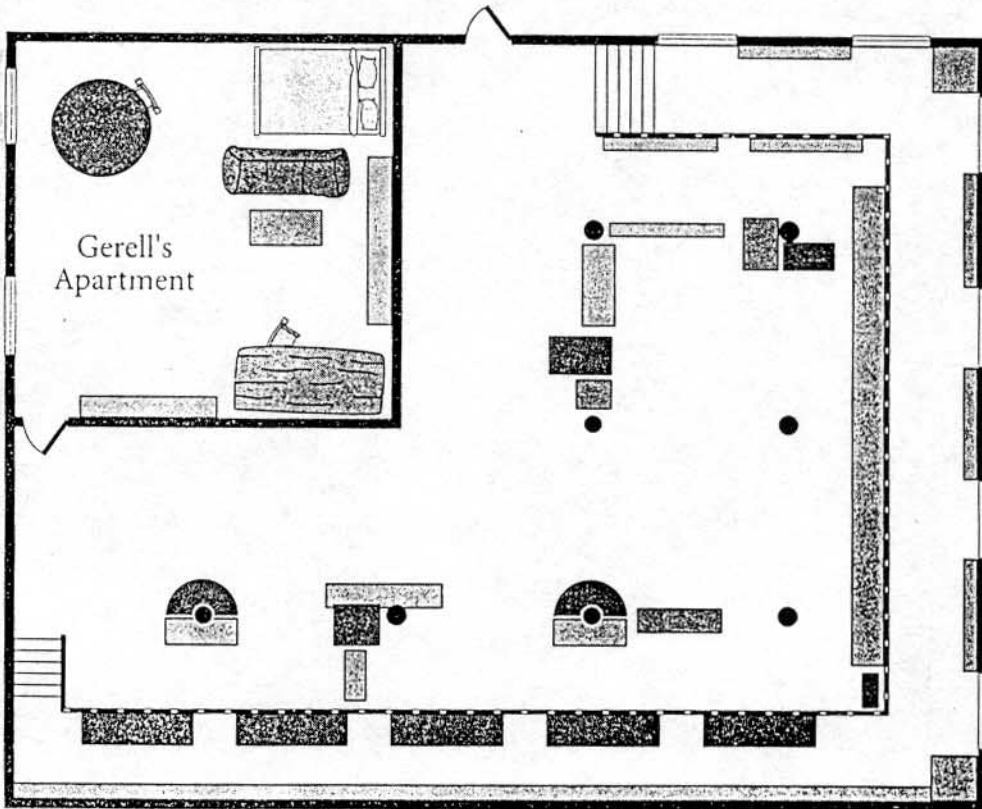
Size: Medium

An institution of higher learning, the Kalingen University is primarily secular in nature, and devoted to literature, science, history and the arts. Sons and daughters of many of the wealthy merchant lords of Sel-kai and Eidolon attend Kalingen.

Though located in the city (technically considered in the Library Quarter, but actually on the Edge of Black Oak), the University has effectively achieved an atmosphere of isolation within its looming granite walls. Many students live in the university. Instructors are well-known scholars and researchers. The University library, while not as large as the Sel-kai library, has more practical texts dealing with arcane arts and the hard sciences.

Gerell's Antiquities

Antique Retailer



0 5 10 20 Feet

(1 inch equals 10 feet)

Access is usually not permitted to those unaffiliated with the city, though alumni may use its facilities, including the library. Faculty may be consulted at their discretion.

Kalingen differs from Andasai College—the other famous institution of higher learning in Sel-kai—in that Kalingen usually remains aloof from politics. Andasai is quite the opposite, frequently becoming embroiled in issues of the day.

The University is made up of several 'colleges': schools within the university which have differing focuses. They are labeled on the map listed below:

Woldon College: Primarily devoted to the Hard Sciences (astronomy, chemistry, basic physics, mathematics)

Dragon College: A school of Mentalism.

University College: Curriculum is 'well-rounded'.

Insolden College: Focusing on Alchemy.

Unisdari College: One of the best schools of general magic.

Malefuge College: Concentrates on business and trade.

College of Aldai: A premier school of literature.

Nalander College: Known for its curriculum of history.

Audra's Clothiers

Type: Clothier Size: Small
Quality: Superior Prices: 100%

A real find for those interested in custom-made garments, Audra's Clothier and her two assistants are among the best in the city. The middle-aged seamstress could charge considerably more, but seems unaware of the value of her skills. While the selection of cloth is somewhat limited, Audra will also work with fabric purchased elsewhere.

3. The Grape & Grain

Type: Tavern Size: Medium
Quality: Good Prices: 120%

One of the most 'civilized' taverns in the city, the G&G is actually very sedate and relaxed. Service is slow but friendly, and the wine selection is unparalleled. Undesirables are escorted out swiftly and unobtrusively.

4. A Gleaming Goblet

Type: Silversmith Size: Large
Quality: Good Prices: 100–110%

The brothers L'marin are known for creating well-made—if uninspiring—works in silver and pewter, mostly flatware, cups and other domestic creations. They can do custom engraving.

25. Granite Monetary Exchange

Type: Bank Size: Large
Quality: Good Prices: 110%

One of the banks operated by the Vorhese family, there are branches located throughout both Eidolon and the Lower City. The Granite Bank is reluctant to deal with non-residents unless they provide a letter of introduction from an eminent local. Their buildings are remarkable for their materials (entirely of grey granite and glass) and massive appearance, a design created by the famous Eidolon Architect Endore Charnas.

26. The Crystal Shoppe

Type: Glassblower Size: Medium
Quality: Good Prices: 100–120%

More of a Crystallcutter, this shop specializes in fine glassware and decorative crystal such as chandeliers and windows.

27. Sel-kai Library*

Type: Public Structure Size: Huge

This is one of the largest libraries in the world, and while it cannot compare to Nomikos or the hidden Loremaster research center, it contains an impressive collection. There is a smaller library in Eidolon proper, containing particularly rare (and sometimes very beautiful) manuscripts.

RULES OF THE LIBRARY

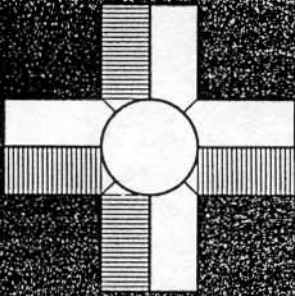
Note: The term 'book' used throughout is meant to include any written manuscript. The movable-type printing press has yet to be developed (though there are a few prototypes in Namar-Tol) and most manuscripts are hand-copied onto vellum, parchment, papyrus or similar material. While many of these are bound with covers like a book, many exist as rolled scrolls, or even loose sheets between pieces of wood.

1. To pay 1 sp per day (plus surcharges if using the special collections). Ten-day, month and even year passes are available at a considerable discount.
2. To pay repair fees as set by the Library for unintentional damage to books.
3. To pay fines or suffer punishment as set by the Library if caught attempting to deface, disassemble or steal a book.
4. To follow without question instructions from any Library official.

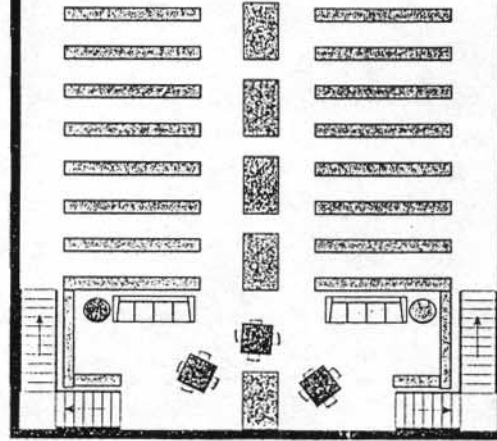


Sel-kai Library Public Library

Overview



(Open well to Second Level)

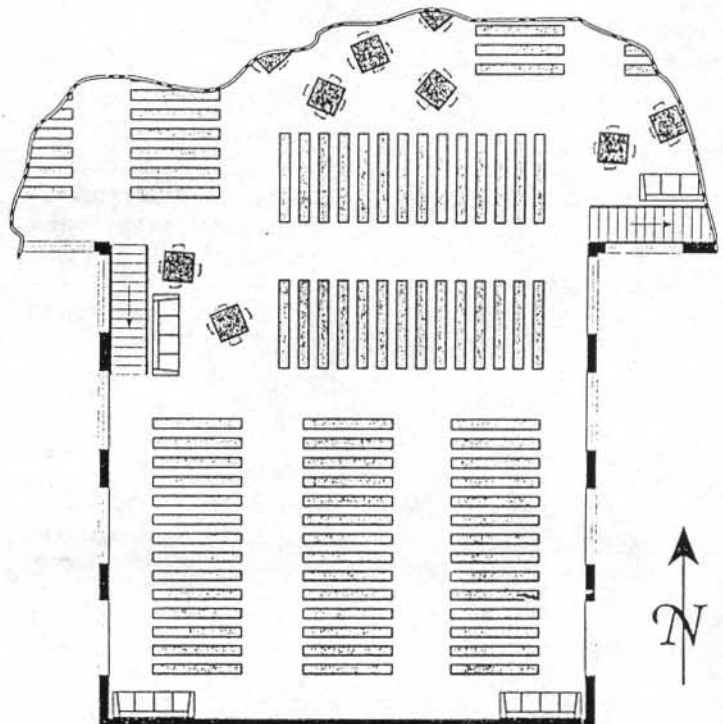


LEVEL THREE

Side View



LEVEL ONE



Information

LEVEL TWO

0 25 50 Feet
(1 inch equals 25 feet)



Although book access varies depending on the collection, *no* book is ever allowed outside of the building. There are reading and copying carrels available for storage of books to those making extended visits—sleeping rooms are available for rent, but the rule barring removal of books is absolute. Patrons caught trying to smuggle books out of the library are severely fined and permanently barred from the library. If a book is particularly valuable or real malice is suspected, imprisonment is not unheard-of.

Note: Some of the pilasters along the library walls contain Eog to prevent theft by teleportation.

THE COLLECTIONS

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

Public Collection: The largest of the collections in sheer number of volumes, it is designed for public consumption. This contains language translations, and histories. Several copies of each book are available, and books may be 'checked out' to the reading areas for as long as a month for study and copying.

Research Collection: Only scholars with approved research proposals are permitted in the research library. Many rare and original manuscripts are kept within the research area, and there is a copying service available should a researcher need access to passages of manuscripts for an extended period of time.

Private Collection: The most closely guarded collection, only those with permission of the Librarian, the Prince or one of the Inner Circle may have access to its books. This collection is located in a sealed vault. Only attendants are actually allowed into the stacks; researchers consult a catalog of books, select what they desire, and attendants gather the materials. Any Private Collection book is viewed in special cubicles, under the close scrutiny of an Attendant.

28. Library Clock Tower

Type: Public Structure

Over one hundred feet in height, this is the tallest structure in the city. Set near the top is a huge clock (reputedly the largest in the world), a gift of the Prince of Namar-Tol. It chimes the hours: twenty-five in the Kulthean day (see *Telling Time*, pg 12 for a description of how the day is divided in Kulthaen societies).

The clock mechanism and a lookout platform above can be reached by a narrow stone staircase within the tower; this is normally locked and access only allowed to staff of the library.

29. Krystie's Rare Books*

Type: Bookbinder/Scholar

Size: Small

Quality: Unparalleled

Prices: 80–150%

'Krystie' is an elderly woman but spry, and seems to know the entire catalogue of her stock in this tiny—but incredibly packed—bookshop. Her pricing would appear on the surface to be senseless, but she charges based on how well she thinks the book will be put to use, and how badly needed it is. She has a secret store of some quite amazing magical tomes and three volumes of the Tilaax Codex (a history of the world allegedly penned by Andraax).

KRYSTIE

Age: 60's	Race: Shay	Demeanor: Animated
Level: 28	Prof: Sage	
Hits: 23	OB: 10da	AT(DB): 1(10)
Falsif: 80	Book Lore: 120	History: 90

An amazing linguist, Krystie knows a dozen languages fluently (spoken and written) and a smattering of twice as many more.

30. A Golden Glow

Type: Lampwright

Size: Small

Quality: Average

Prices: 100%

Lamps of every imaginable design and purpose, from a glorious chandelier to a tiny oil-lamp. Lampwright Hestus Murv also has a handful of the very rare (and expensive: about 20 gp) electric torches from Namar-Tol.

31. The Compleat Alchemist

Type: Alchemist

Size: Large

Quality: Good

Prices: 100%

A vast array of chemicals and confections awaits the customer at this clean and bright shop. Rather than the 'magical' variety of alchemist, this one leans more towards an apothecary (though they do stock and mix magical potions).

32. Herbs and Tobaccos

Type: Herbalist

Size: Medium

Quality: Good

Prices: 100%

This shop sells not only healing herbs, but tobaccos and a number of 'recreational' drugs (many are not 'controlled' in Sel-kai, though a few are illegal, and most are frowned-upon as amusements of the lower classes).

33. Papercraft Stationers

Type: Papermaker

Size: Small

Quality: Superior

Prices: 110%

Paper, vellum, parchment and even papyrus from Nuyan Khôm are sold in this immaculate little shop. Many rag papers are made in the small workshop in the rear of the building.

34. The Manse

Type: Inn

Size: Large

Quality: Superior

Prices: 120–150%

A magnificent four-storey inn, the Manse is a grand old building and provides the finest lodging in the Lower City. The proprietress of this sizeable Inn is the venerable Xanara Gulthinis, a middle-aged Laan widow who exudes an aura of no-nonsense efficiency.

35. Teerin's Jewellers

Type: Jeweller

Size: Medium

Quality: Unparalleled

Prices: 120–200%+

This shop looks like a fortress on the outside, and for good reason: the gems and jewelry inside form a priceless collection. Halvion Teerin, always impeccably dressed, struts about his elegantly-appointed shop like a prissy mother hen.

36. Elgata Depository and Currency Conversion

Type: Bank

Size: Medium

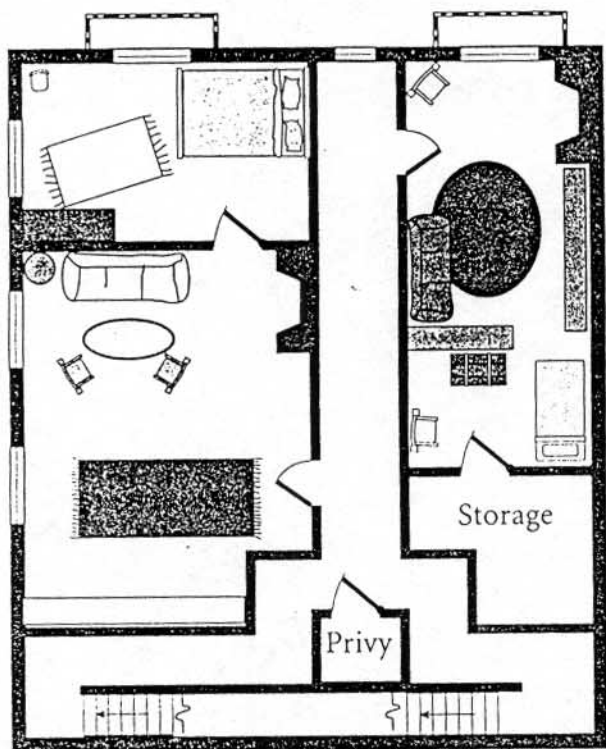
Quality: Good

Prices: 100%

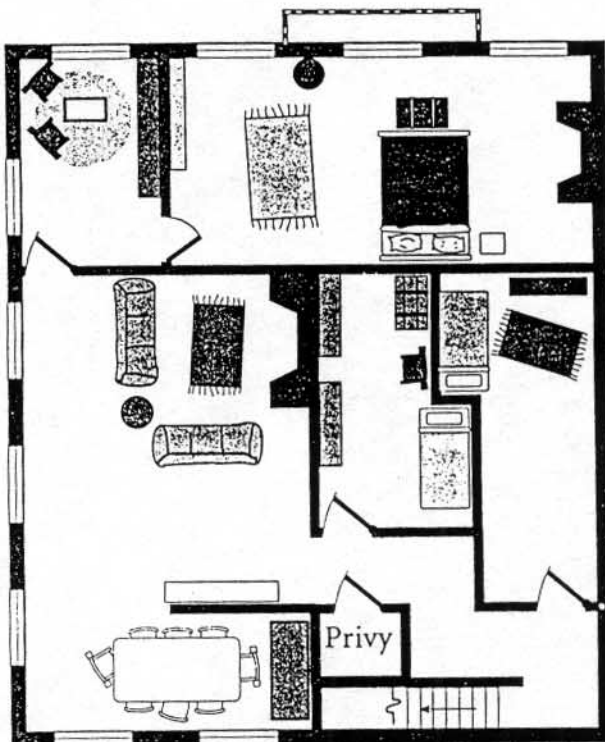
One of several unremarkable but reliable savings and money-conversion outfits scattered throughout the city, the Elgata bank has been around for centuries. Elgata does pay a nominal fee if large amounts of cash are kept here (some banks actually charge you for the service of holding your money). Conversion costs 5% of the amount converted.

Krysties's Rare Books

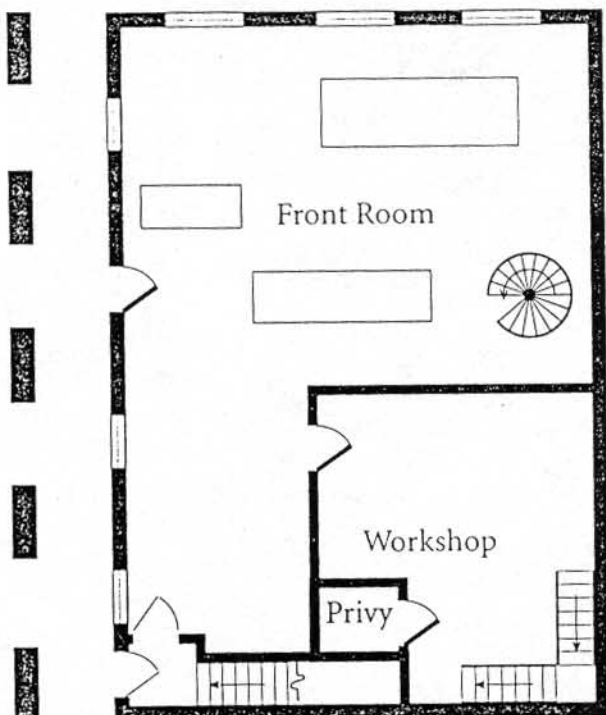
Bookbinder and Bookseller



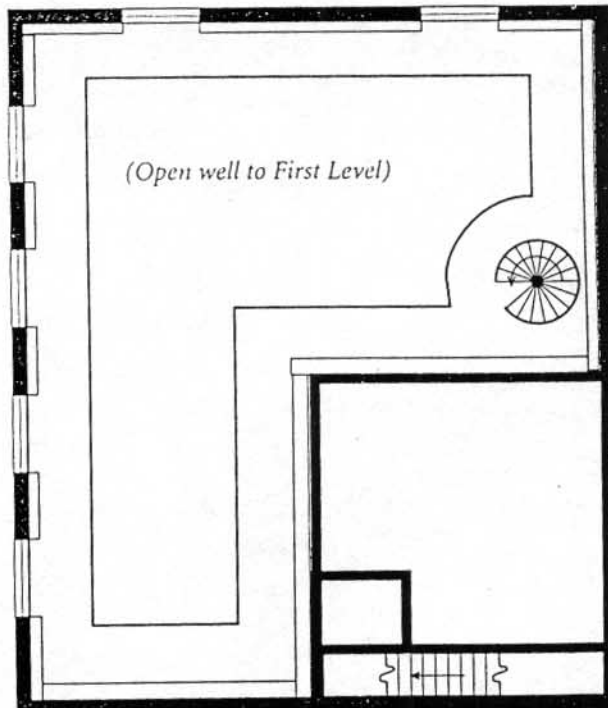
LEVEL THREE



LEVEL FOUR



LEVEL ONE



LEVEL TWO

0 5 10 20 Feet

(1 inch equals 10 feet)



37. Sungold Smithies

Type: Goldsmith Size: Medium
 Quality: Good Prices: 100–150%

Sungold has some jewelry, but specializes in larger items like cups, plates, and decorative leafing.

38. Gryphon Vineyards

Type: Vintner Size: Large
 Quality: Good–Superior Prices: 100–150%

This shop sells wines mainly from its own reputable vineyards, located in the hills in the southwestern part of the island. It also carries a few varieties from Danarchis, Námar-Tol and Lys.

**39. Leaf and Stem**

Type: Herbalist Size: Large
 Quality: Average Prices: 100%

Like many shops of this type, the walls of the Leaf and Stem are covered with sealed jars of all shapes and sizes. Inside these carefully labelled containers is a fortune in rare healing herbs. From the ceiling hang great clusters of dried cooking herbs as well. The selection at the Leaf and Stem is one of the best in the city, though some of the herbs may have as little as half of their 'shelf-life' remaining.

40. Quert's Spectacle Shop

Type: Lensmaker Size: Small
 Quality: Superior Prices: 110%

Quert makes lenses not only for spectacles, but for telescopes as well. His opticals are acclaimed the best in Sel-kai by most Astrologers. He is at odds with T'lek Zaano, the Dúranak who owns a shop in Black Oak, and claims his spectacles are better than Quert's.

41. A Hat for All Seasons

Type: Haberdasher Size: Medium
 Quality: Average Prices: 100%

Felt, fur and velvet hats can be had at this shop. A specialty here is a wide variety of decorative feathers. Hats are popular in Sel-kai City because of the damp and often chilly weather.

42. Reliable Gold Depository

Type: Bank Size: Medium
 Quality: Average Prices: 100%

Reliable charges only 4% for conversion, but they charge 1% per month for money deposits.

43. Roseau Art School

Type: Gallery/Workshop Size: Medium
 Quality: Varies Prices: Vary

Roseau the master painter oversees a clutch of ardent and (for the most part) promising students who wish to follow in his footsteps of greatness. In the meantime they copy his style and make him more money.

44. Buckle and Bow

Type: Tailor Size: Small
 Quality: Good–Superior Prices: 200%

Catering to the well-dressed crowd, Zaan the Tailor is probably the most expensive tailor in the Lower City. His workmanship, while well above average—rarely equals the prices he charges. However, he has a loyal following of the wealthy and fashionable men of Sel-kai.

45. A Glimmering Flame

Type: Candlemaker Size: Small
 Quality: Good Prices: 100%

A wide variety of candles and simple lamps are available in this pleasant shop.

46. Mortar & Pestle

Type: Apothecary Size: Large
 Quality: Average Prices: 100%

Basic chemicals, salves and other prepared concoctions are sold in this establishment, as well as some tobaccos. Unlike herbs, they are prepared and preserved, having a shelf life of up to two months (140 days).

47. The Silver Key

Type: Locksmith Size: Small
 Quality: Unparalleled Prices: 150–500%

Chalain Orgo, a Loar smith, is a superbly skilled locksmith and a fine metal craftsman. In addition to locks, he makes intricate mechanical toys and curiosities.

48. Bank of Sel-kai

Type: Bank Size: Large
 Quality: Average Prices: 100%

The Main office of five branches. The Bank of Sel-kai—owned by the venerable Vorhese family—is wealthy, conservative and reliable. The tellers are reasonably courteous if not friendly.

49. Halcyon Clothiers

Type: Clothier Size: Medium
 Quality: Good Prices: 100%

Vella Snarani has a large stock of fine cottons and wools, and seamstresses are skilled if not inspired. An excellent place to have serviceable, durable clothing made promptly.

3. TWELVE BRIDGES

Once perhaps this district sported exactly twelve bridges; now there are several times as many spanning the grid of canals which help to link the northern docks with the city center. Twelve Bridges has become an interesting mixture of trade schools, shops, mid-sized residences and workshops.

50. The Roasted Bean

Type: Coffee/Spice Dealer Size: Large
Quality: Good Prices: 100%

Purveyors of coffees and teas. Coffee roasting is done on premises, so the air about "The Bean" is always filled with the acrid smoke of roasting coffee beans.

51. Plane and Chisel

Type: Woodcrafter Size: Large
Quality: Average Prices: 100%

Primarily a furnituremaker, Hiral Damon is assisted by his five sons. Their workmanship is sturdy if unimaginative, and here is one of few places where there is a large selection of ready-made pieces at reasonable prices.

52. The Notched Shield

Type: Armorer Size: Large
Quality: Good to Superior Prices: 100-120%

Master Smith Battis Vaal oversees the operation at this impressive forge and workshop. The Prince of Sel-kai himself orders his armor from the Notched Shield, an excellent barometer of Vaal's skill.

53. Woodwright Hall

Type: Woodcrafter Size: Huge
Quality: Superior Prices: 150-300%

Elgar Furl, chief of the Woodwright's Guild and master of this massive workshop oversees the design and construction of a variety of beautiful works. He also supervises the importing of rare woods and makes sure that he gets the cream of the crop.

54. Wick & Wax

Type: Candlemaker Size: Small
Quality: Good Prices: 100%

A fair selection of candles, lamps and oils are available in this cramped shop, including bright-burning torches, long-burning oil, a variety of scented oils and candles.

55. Sel-kai Tinsmithies

Type: Smith Size: Large
Quality: Average Prices: 100%

Tin and pewter ware are made and sold from this workshop. It is a good place to buy plain but well-made articles such as cups, plates, and flatware.

56. The Crossed Eyes

Type: Tavern Size: Medium
Quality: Average Prices: 80%

A raucous place where ale is cheap (and reputedly watered-down). Food is filling but bland, but the talk is always interesting. It is a favorite hangout of traders and apprentices.

57. Hall of the Silversmiths

Type: Smith Size: Large
Quality: Good-Superior Prices: 100%

The Guildhall of silversmiths, this impressive stone structure contains classrooms, workshops, and living areas for the 30-odd apprentices and five silversmiths-in-residence. The building is closed to non-members except for a shop on the first floor where the wares of the resident students and masters are sold.



58. Pack 'n' Sack

Type: Outfitter Size: Medium
Quality: Good Prices: 90%

Despite its less than confidence-inspiring name, this outfitter is reliable and reasonably priced. Owner Trev Glinis has a wide variety of interesting and unique equipment, and also possesses some reliable maps of Sel-kai and even NE Emer. His lovely old daughter Ilia knows the countryside of the isles well.

ILIA GLINIS

Age: 25	Race: Shay	Demeanor: businesslike
Level: 7	Prof: Ranger	
Hits: 87	OB: 90bs	AT(DB): 4(30)
Tracking: 80	Foraging: 60	Direction Sense: 60

59. Twelve Bridges' Armory

Type: Armorer Size: Large
Quality: Inferior Prices: 90%

Racks and racks of all kinds of plate and chain armor march through the isles of this shop. Armor is selected then adjusted to fit. But a skilled armorer (or experienced wearer) can tell that this workmanship is shoddy and the materials cheap. This armor is mass-produced, and thus pride and care is sacrificed.

60. A Heady Brew

Type: Tavern Size: Medium
Quality: Good Prices: 100%

Smoky and dark, the interior of *A Heady Brew* is an ideal meeting place for conspirators and others of shady intent. The ale and beer are of decent quality, though the service is spotty. Rumor has it that Breg the bartender can be bribed to drug a specific customer for later 'rolling.'

61. Xontaran's Workshops

Type: Workshop Size: Large
Quality: Inferior-Superior Prices: Varies

Xontaran is a master sculptor in bronze and marble, revered throughout the city. Within the walls of this large structure he oversees dozens of apprentices who strive to emulate his work. Some succeed more than others, but the inferior works are priced accordingly.

62. The Foaming Cask

Type: Brewer Size: Medium
Quality: Average Prices: 100%

A small brewery located right in the city, the *Foaming Cask* is known for a passable lager. Every month the owners hold a free tasting, cause for a fair sized celebration and quite a jam-up in the canal.

63. Bed and Hearth House

Type: Great-house Size: Medium
Quality: Good Prices: 110%

A comfortable inn with friendly service and good food, the *Bed and Hearth House* is a favorite of frequent visitors to Sel-kai City.

64. Spoke and Rim

Type: Wainwright Size: Large
Quality: Average Prices: 100%

Considering that there are few carts in Sel-kai City (horses are banned) and nearly all travel into and out of the city is either by air or water, it is not surprising that there are only a handful of wainwrights.

The *Spoke and Rim* has a selection of ready-made wheels and carts, and while their quality is acceptable, they are not known for the best workmanship. Those looking for custom wheels and high quality would be advised to patronize Bryon's Bicycles (#196)

65. The Trough

Type: Tavern Size: Large
Quality: Inferior Prices: 75%

True to its name, the *Trough* is a place where food and drink can be had in volume, though the freshness of the meat may be in question. (All diners roll d100; 01 food poisoning; 02-05 indigestion.)

66. Andarak's Blades*

Type: Swordmaker Size: Tiny
Quality: Good-Unparalleled Prices: 100-300%+

Andarak's tiny shop is little less than a museum, with every blade given a reverent placement. His stock is small, but he will do special orders. These, as one might imagine, can get quite expensive. He has perhaps fifty blades on display, including a few kynacs (not for sale) and a dag.

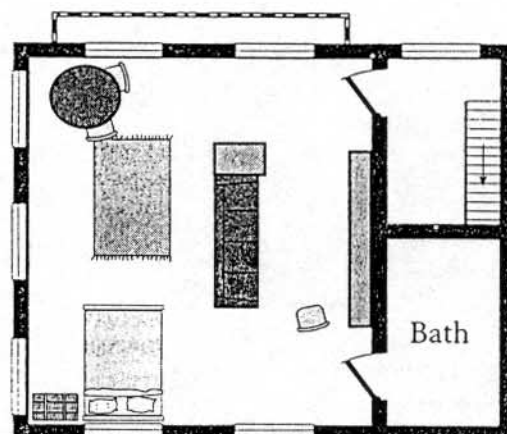
ANDARAK

Age: ? (looks 30) Race: Laan/Dyar Demeanor: cool
Level: 32 Prof: Alchemist
Hits: 140 OB: 150bs AT(DB): 4(30)
Swrdmkg: 180 Alchemy: 160 Metalworking: 160

Andarak is a shady character, with long sable hair and black garments. He is a true Alchemist with considerable skill. His tiny smithy is behind the shop, and he lives in small but lavish apartments upstairs.

Andarak's Blades

Swordmaker



LEVEL TWO



LEVEL ONE

0 10 20 Feet

(1 inch equals 10 feet)



67. The Potter's Wheel

Type: Potter Size: Small
Quality: Good Prices: 100%

A fine selection of ceramic items can be had here, from the most mundane crockery to some interesting fine porcelain.

68. Benial's Unusual Pets and Familiars

Type: Animal Trainer Size: Medium
Quality: Good Prices: 100-150%

Exotic birds, ferrets, monkeys, rodents, cats, and other, more unusual pets are all available from Benial. He has most of these in stock in his odorous and riotous shop, and will get something if he does not have it. Benial is a skilled trainer and seems to have an empathy with most beasts. If you are interested in an animal to be a familiar, he offers a money-back guarantee if the spell doesn't 'take.' (You must find your own runes, however).

69. The Feathered Shaft

Type: Fletcher Size: Small
Quality: Superior Prices: 120%

Old Chancor the archer is known as the best arrow-maker in the city. His shafts rarely break in normal use, and have an innate +5 just because of their workmanship. He has a small selection of magical arrows, made in cooperation with various local alchemists.

70. The Drake's Lair

Type: Tavern Size: Large
Quality: Good Prices: 110%

A maze-like series of small, dark rooms, the Drake's Lair has a loyal clientele, and deservedly so. Beer and fresh beef from Hæstra are just two of the reasons for the tavern's popularity.

71. Plush Pelts

Type: Furrier Size: Large
Quality: Average Prices: 100%

Serviceable coats can be had here at reasonable prices. This shop deals mostly in the more common furs, though there are always a few garments made from more unusual animal hides.

72. The Oaken Cask

Type: Brewer Size: Medium
Quality: Average Prices: 100%

While a relatively small brewery, the Cask is large for an in-city plant. They offer three grades of beer and supply many of the taverns in town.

73. Mikaden Woodworks

Type: Woodcrafter Size: Large
Quality: Average Prices: 110%

Furnishings and ornamental carving are the staples of this shop, which employs nearly fifty workers (many are usually out at construction sites).

74. Urgon Stonecutters

Type: Mason Size: Large
Quality: Average Prices: 100%

One of the many stone masons in the city, Urgon is better known for general construction than fine decorative work.

75. A Point of Light

Type: Candlemaker Size: Small
Quality: Superior Prices: 100%

Fine candles, lamps, scented oils and a variety of torches can all be had in this sweet-smelling shop. Miri aj Tumor is a skilled craftswoman and her large multicolored candles are a favorite.

76. Durbon Lock and Latch

Type: Locksmith Size: Small
Quality: Inferior Prices: 100%

Durbon's mechanisms are inelegant affairs, and are known to jam. They are also infamous for being easy to pick.

77. Huronin Grain & Flour

Type: Miller Size: Medium
Quality: Average Prices: 100%

Huronin's offers products from wheat, oats, corn and a variety of other grains.

4 NORTH DELTA

The center of many of the crafts in Sel-kai City, North Delta embraces dozens of dyeing houses, tanneries, smithies, papermakers and weavers. There are also some docks along the northern side, though much of the river fork along the west is shunned because of sunken wreckage and stagnant marshes.

78. The Silk Mill

Type: Weaver/Dyer Size: Large
Quality: Average Prices: 120%

While their product cannot compare to imported Nuyan Khôm silks, the Silk Mill's fabrics are still attractive.

79. Parchment and Paper

Type: Papermaker Size: Medium
Quality: Average Prices: 100%

Vellum, parchment, papyrus, and a selection of cotton rag papers are available here, as well as a variety of writing implements.

80. Cordax's Smithy

Type: Smith Size: Large
Quality: Average Prices: 100%

Jarg Cordax supervises a sprawling smithy where tools, common weapons and a variety of simple iron devices (hinges, latches, etc.) are made.

81. Rainbow Dye and Weave

Type: Weaver/Dyer Size: Small
Quality: Good Prices: 110%

Specializing in cotton and wool cloths, Rainbow has a small but beautiful selection of fabrics. They acquire rare dyes from distant places and use them with skill.

82. Golden Hide

Type: Tannery Size: Large
Quality: Average Prices: 100%

The Golden Hide is more of a supply shop of unworked hides; while they have a small retail shop, they primarily supply leatherworkers.



83. Hammer & Tongs Smithy

Type: Smith Size: Medium
Quality: Inferior Prices: 80%

Hammer & Tongs makes mostly mundane items; their iron is of questionable quality and their workmanship is spotty.

84. Quality Silversmithies

Type: Silversmith Size: Large
Quality: The Pits Prices: 90%

Ironically, the products of Quality Silversmithies are among the worst in the city. Other silversmiths have accused Quality of ruining perfectly good silver.

85. Armormasters

Type: Armorer Size: Large
Quality: Inferior Prices: 90-120%

Gaudy weapons and armor can be had here, but the trained eye will detect flawed workmanship and substandard materials. All breakage factors should be increased at the GM's discretion.

86. Sel-kai Earthenware

Type: Potter Size: Huge
Quality: Average Prices: 90%

Pots, urns, cups and other common crockery are available in vast quantities. Patterns are not unattractive, but no real works of art here either.

87. Eidolon Glass and Crystal

Type: Glassblower Size: Large
Quality: Inferior Prices: 90%

The workers here are underpaid and expected to produce a considerable volume, often resulting in poorly made and even flawed pieces.

88. Mulnuth's Tools and Equipment

Type: Toolsmith Size: Huge
Quality: The Pits Prices: 80%

That Mulnuth's wares are shoddily constructed any apprentice smith could tell. But ignorant travellers are not so perceptive. Mulnuth was thrown out of the guild as a Journeyman, but nevertheless has prospered by selling cheaper goods to outsiders.

There is a 5-10% chance that any given tool or implement will break or fail when placed under stress (e.g., a grappling hook may have a 10% chance of breaking while someone is climbing on an attached rope).

89. Clay and Kiln

Type: Potter Size: Medium
Quality: Good Prices: 100%

A family-oriented pottery, the Clay and Kiln produces attractive pieces of solid and reliable construction. They are not particularly daring or striking.

90. Lendor's Custom Clothing

Type: Tailor Size: Medium
Quality: Good Prices: 150%

Lendor gets his fabrics from several sources, and the workmanship of his tailors is above average.

91. Dernsel's Used Apparel

Type: Clothier Size: Large
Quality: Inferior-Good Prices: 50-100%

The work at Dernsel's shop is uneven; most of his tailors are either average or worse. Ask for Veria to do the work and you'll get good quality. Dernsel's fabrics are boring, but he'll work with outside cloth for an additional 10% charge.

92. Security Locksmithies

Type: Locksmith Size: Medium
Quality: Average Prices: 100%

Locks, latches, and small mechanical curiosities can be had from this workshop and store. Workmanship and materials are acceptable, but only locks up to *Medium* difficulty are available

93. Tongue & Mortise Furnituremakers

Type: Woodcrafter Size: Large
Quality: Good Prices: 100%

Good workmanship at competitive prices make Tongue & Mortise a popular spot for the furniture buyer on a budget.

94. Superior Sword and Knife

Type: Swordmaker Size: Large
Quality: Inferior-Average Prices: 80-150%

While Superior uses decent alloys, they tend to rush the smithing processes, and blades are not as strong and flexible as those made with more care. Increase breakage factors.

5. BLACK OAK

Black Oak is an oasis of grandiose beauty in an increasingly run-down city. The district is home to the Sel-kai's tallest structure: the Baragon Palace, home of the head of the Goldsmith's Guild. This towering villa is nine stories high, and takes up an entire island.

The area gets its name—not surprisingly—from the stand of huge old oak trees ringing the central island.

95. Taminger's*

Type: Jeweler

Size: Large

Quality: Unparalleled

Prices: 100–500%+

The premiere jeweller in Sel-kai City, Taminger's is a name known as far away as Haalkitane in Jaiman. A vast selection of gems and fine jewelry can be had here, with prices ranging from reasonable to outrageous (but you get what you pay for). The shop is luxurious, presided over by snooty Cirius Taminger. Guest are pampered with refreshments and the very wealthy are shown to private viewing booths.

CIRIUS TAMINGER

Age: 53	Race: Laan/Shay	Demeanor: Aloof
Level: 18	Prof: Craftsman (Fighter)	
Hits: 70	OB: 40da	AT(DB): 1(o)
GemAses: 120	Mtlwrk: 90	Trading: 100

Cirius is a pompous wealthy man, considering himself better than the other trade classes, but trapped below the class of the idle wealthy merchant bankers and trade barons. His son Divad (proprietor of the Cold Barley Soup Kitchen) is an embarrassment to the family he has worked hard to forget.

96. Sel-kai Academy

Type: Grade School

Size: Medium

Eighty children from age six to fifteen attend this school, which caters primarily to the upper classes. Tutoring is by skilled teachers, and the education is considered one of the best fine arts programs anywhere.

97. Baragon Palace

Type: Residence

Size: Huge

The home of the head of the Guild of Goldsmiths is palatial indeed. Filled with beautiful objects not only in gold, but paintings and tapestries. Magnar Baragon has retired from active metalworking, but still visits shops throughout the city.

98. House of Zæn Kestalus

Type: Residence

Size: Medium

Zæn is a Loremaster, one of a handful of this usually nomadic group who make their permanent home in a metropolitan area. He is often away from his beautiful residence, leaving household affairs under the careful supervision of his assistant, the youthful scribe Alek Delari.

99. Villa Pharnese

Type: Residence

Size: Large

Home of the youthful Kyse Pharnese—inheriting the household with the death of his parents last year. He has a younger sister and brother, and two aunts also living in the house, in addition to a bevy of servants. The Villa has many beautiful, tall windows—an unusual feature among the many inward-looking villas in Sel-kai.



100. Villa Elgata*

Type: Residence

Size: Large

A cold place to match the temperament of its owners, Elgata Villa features pale marbles, polished white metal fixtures and crystal chandeliers.

101. House Alaxatan

Type: Residence

Size: Huge

Traditional rivals and enemies of the Pharnese family, the Axalatans have over the years turned their mansion into a veritable fortress. The structure has a certain brooding beauty, but is not the ornate home that most other Sel-kai City villas are.

102. The Marik Theatre

Type: Theatre

Size: Large

A sumptuous performance center, the theater is a popular gathering place for the idle wealthy of Sel-kai.

103. Jurgon House

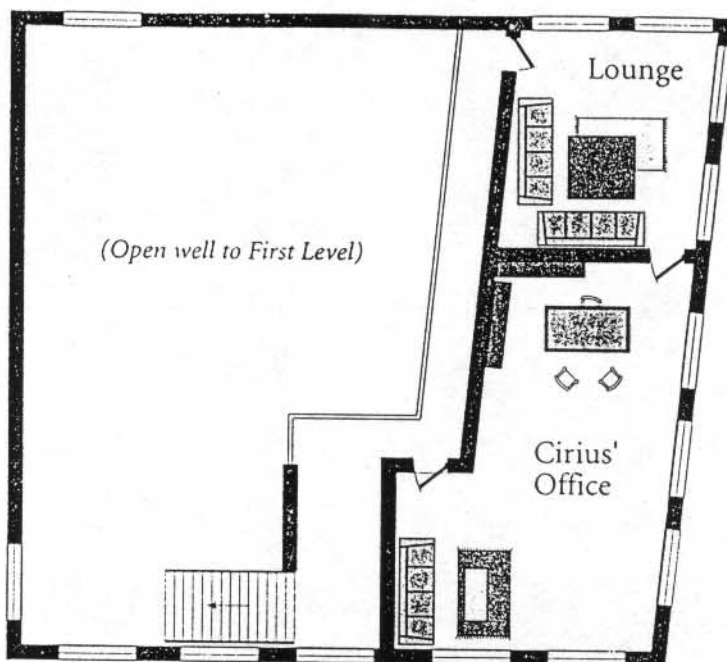
Type: Residence

Size: Large

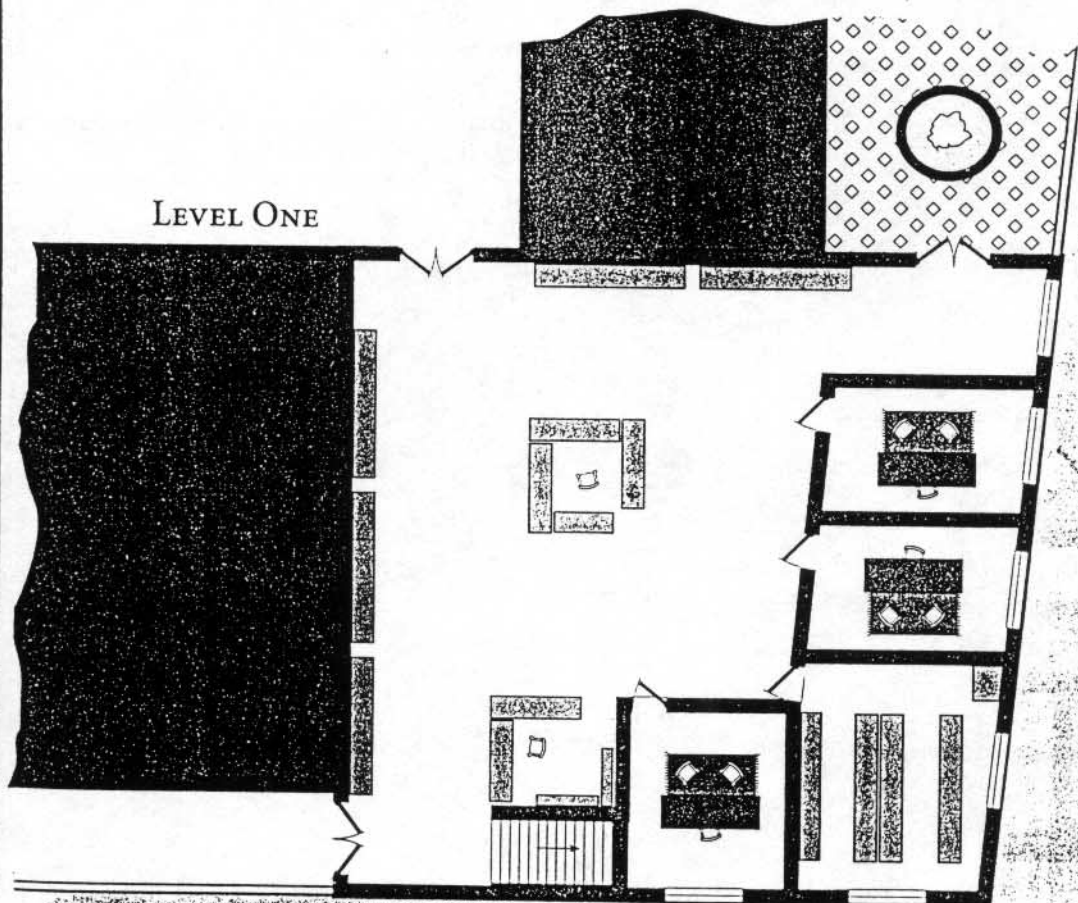
One of the younger dynasties, Jurgon correspondingly has a somewhat newer home than most. Unfortunately, this mansion is also not one of the more attractive villas, being overdecorated to the point of being gaudy.

Taminger's
A Jeweler

LEVEL TWO



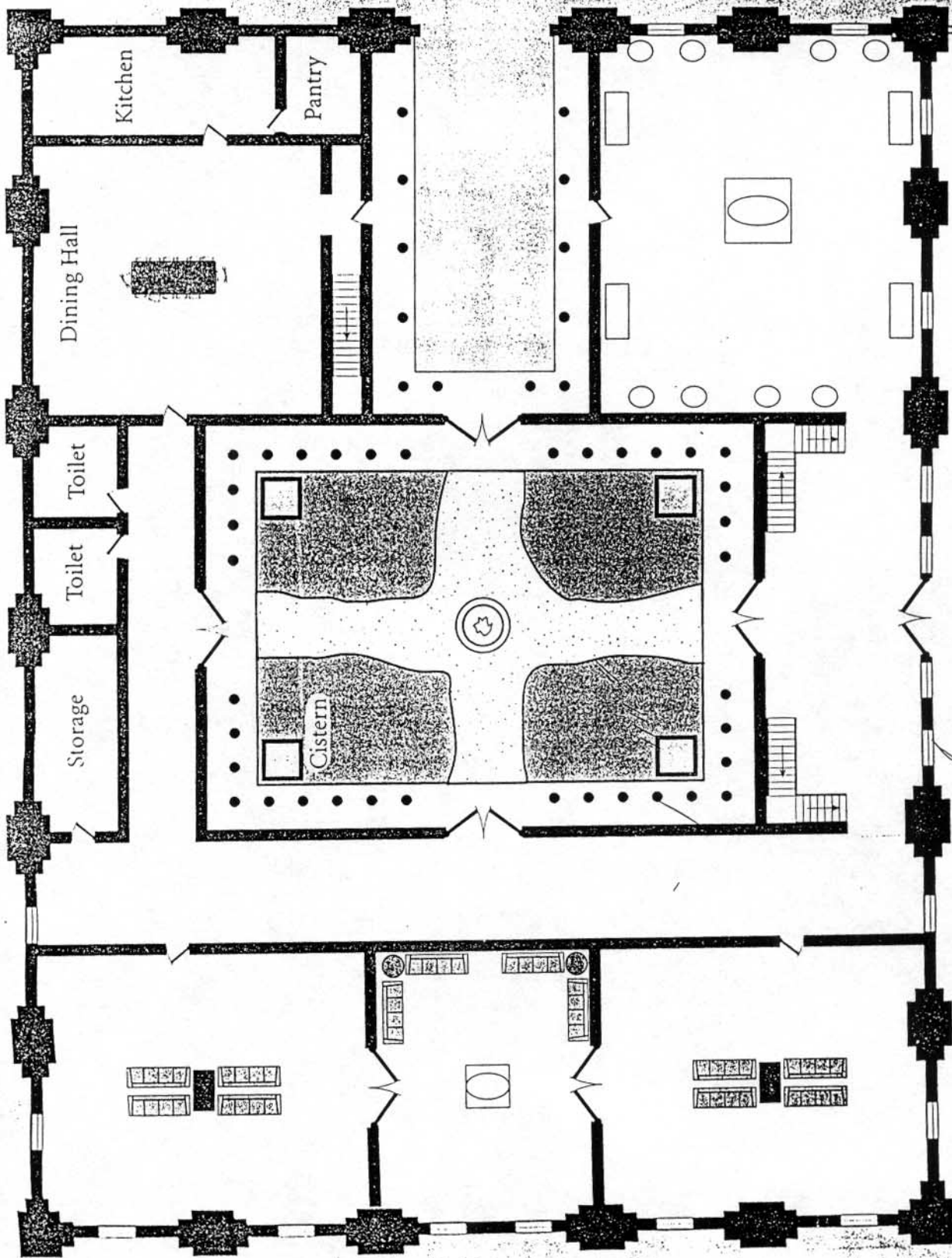
LEVEL ONE



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(1 inch equals 15 feet)





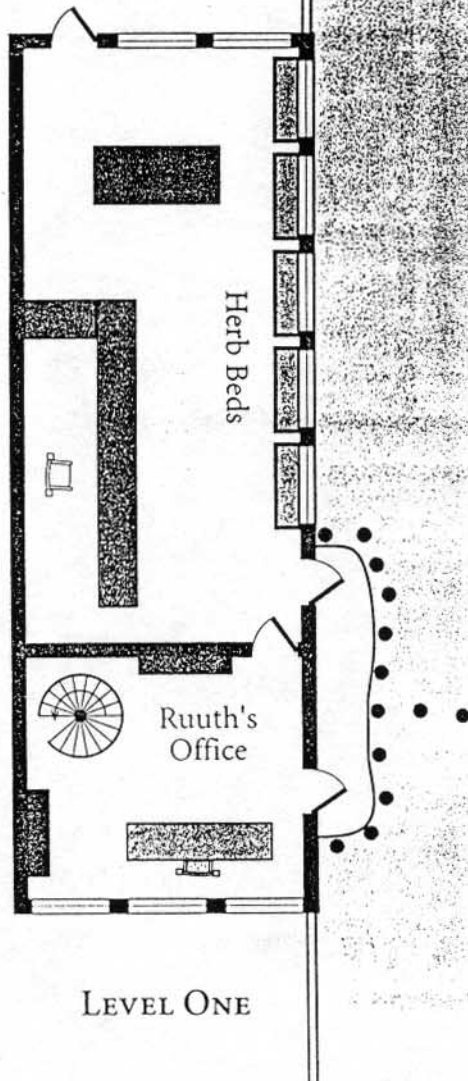
LEVEL ONE

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(1 inch equals 20 feet)

Villa Elgata
A Residence

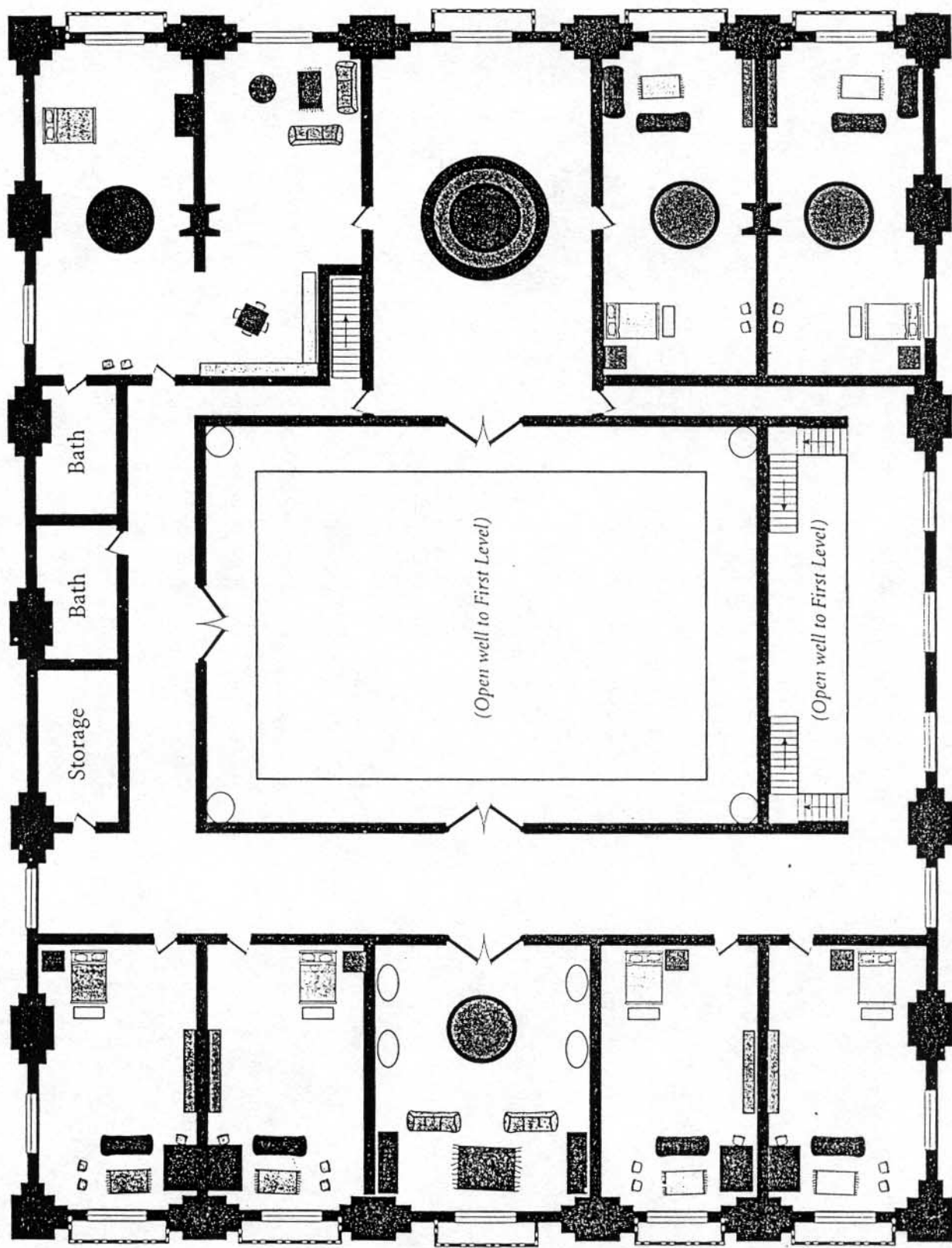
Ruuth's Herbs and Remedies

Herbalist



0 5 10 20 Feet
(1 inch equals 10 feet)





LEVEL TWO

0 10 20 40 Feet
(1 inch equals 20 feet)

Villa Elgata
A Residence

Type: Herbalist Size: Medium
Quality: Superior Prices: 100-150%

Ruuth's herb shop is recognized as one of the best in the city, and though her prices are reasonable, the quality of her healing herbs and salves is not to be underestimated. Some say that she has shady connections who bring in smuggled products from far lands, allowing her to evade expensive tariffs and keep prices down. Her books have been checked on more than one occasion (usually at the urging of jealous competitors) but every time her documents all appear to be in perfect order.

RUUTH S'CHAARD

Age: 45 Race: Laan Demeanor: Friendly
Level: 12 Prof: Animist
Hits: 37 OB: 30da AT(DB): 1(15)
Cooking: 100 Herb Lore: 110 Trading: 80

Ruuth would seem to be somewhat out of place in this neighborhood, being a simple woman who dresses in plain cotton garments. Certainly she would never be mistaken for a member of the wealthy banking families.

105. Vandrey's Tailoring

Type: Clothier Size: Medium
Quality: Good Prices: 200-300%

Vandrey uses his superior materials as an excuse for his inflated prices. His wealthy clientele pays little attention to the price, as long as Vandrey can give them the latest fashions.

106. Black Oak Apothecary

Type: Apothecary Size: Medium
Quality: Good Prices: 150%

The elderly gentleman operating this neat shop is Kise Moroder, a skilled chemist and Lay Healer to boot. His salves and potions are reliable, though his prices are a bit steep.

107. House of Centarus

Type: Residence Size: Large

One of the Elven dynasties in Sel-kai City, the Centarus family resides in a sprawling palace unlike any other in Sel-kai city, with a grand domed hall and embracing wings. The venerable (but maddeningly youthful-looking) Kitteran Centarus is the oldest of the Merchant Barons and shows no sign of retiring.

108. Visions Spectacle Shop

Type: Glasscrafter Size: Small
Quality: Superior Prices: 120%

A strange little Dúranak, T'lek Zaano mainly grinds lenses for spectacles, and has a deserved reputation as an excellent craftsman. He also makes lenses and mirrors for telescopes, but these are more of a hobby than commercial venture.

*"What's that awful stench? This the boat that
into a clot of rotting garbage? Ah, we are
merely downwind of House Alaxatan. Pole on!"*

—KYSE PHARNESE
MERCHANT BARON

109. Healing and Surgery

Type: Healer (Lay Healer) Size: Small
Quality: Good Prices: 150%

A fairly skilled medical specialist, Doreg Killian has a small selection of healing herbs on hand in addition to his spells. He has two assistants, a woman and a man, who help him with surgery and recovering patients.

DOREG KILLIAN

Age: 35 Race: Laan Demeanor: Cool
Level: 14 Prof: Lay Healer
Hits: 70 OB: 80da AT(DB): 1(15)
Surgery: 100 First Aid: 100 Diagnostics: 90

Killian knows all Lay Healer lists to 20th level. He is a business man, and somewhat cold-blooded. Unless he knows the patient personally, he insists on payment in cash and up front.

110. Navigator Obelisk Pavilion

One of six such obelisks in Sel-kai city, each is graced with a sheltering roof. As with all other obelisks everywhere, the object itself is a featureless black, triangular pillar twenty feet tall. Formed of some shiny adamantite material, they are virtually indestructible.

111. House of Tharal

Type: Residence Size: Large

Agonar of Teusilya, infamous Mage, retired Cleric and warrior makes his home here as a permanent guest of the Tharal family. The grey stone walls of ancient House Tharal are an imposing sight to outsiders, but inside the villa is lit by skylights and atriums, a bright and colorful home.

112. Villa Valmarana

Type: Residence Size: Large

Kestran Valmarana is also Interior Minister of Sel-kai, and as such, spends much of his time in apartments in Eidolon. He has turned over most day-to-day operations of the Valmarana trade empire to his son and daughter. The Valmarana family also owns a beautiful palace on Eidolon, but it is primarily a social gathering-place.

113. Dolnegan House*

Type: Residence Size: Huge

Home of the infamous slavers, Dolnegan House receives few visitors. Ironically, the Dolnegan family members are among the most personable and friendly in the city. But few will speak to them, disapproving of Dolnegan's dealing in human flesh.

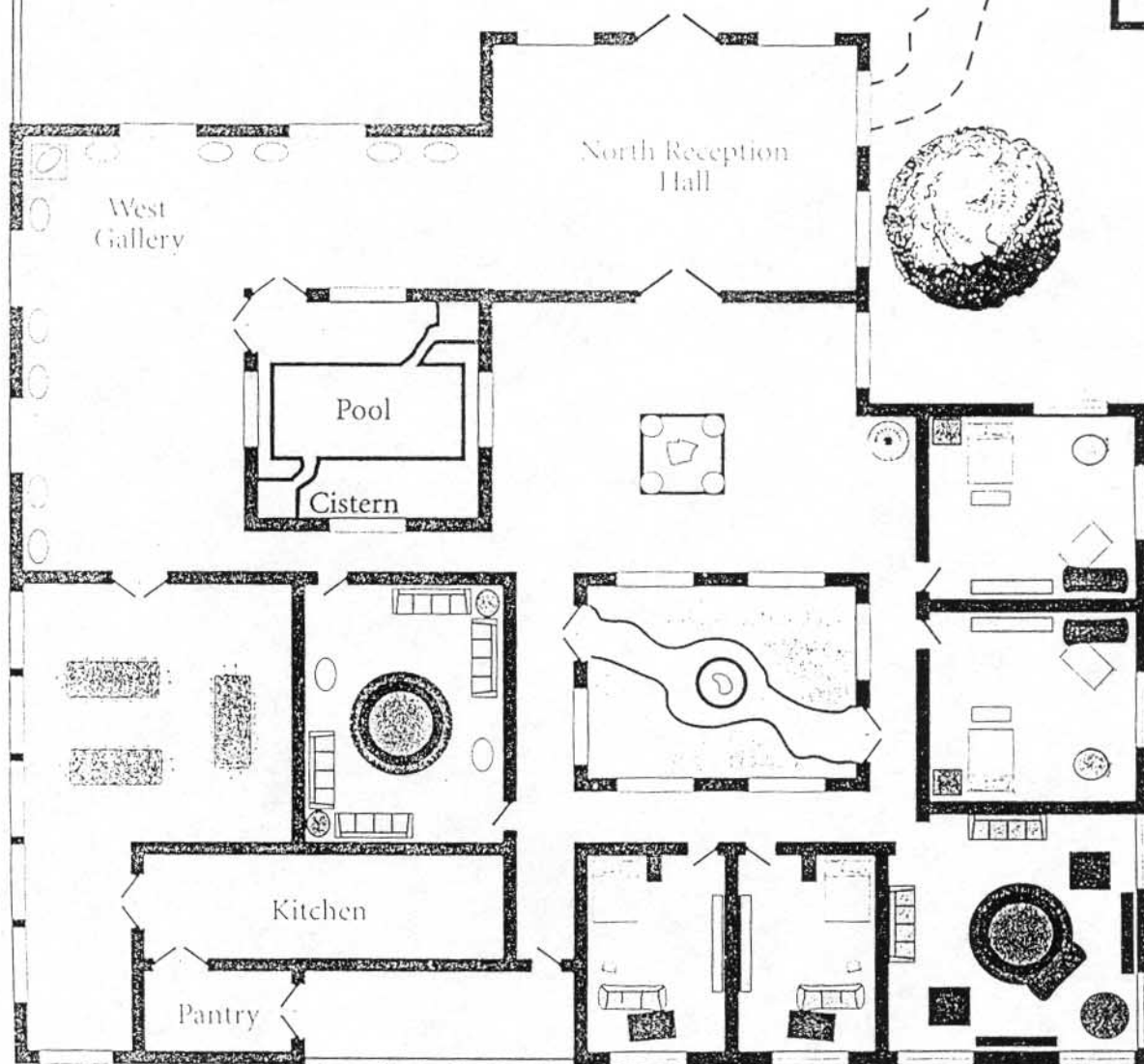
Rumors fly that slaves are actually held in the house's lower levels, kept there in preparation to be shipped out to trade centers elsewhere on Emer.

Note: House Dolnegan actually does trade in slaves, and has dungeons beneath the mansion. A dank, frequently blocked secret passage leads to an exit in the North Docks.

Dolnegan House

Residence

Underground Passage to the North Docks

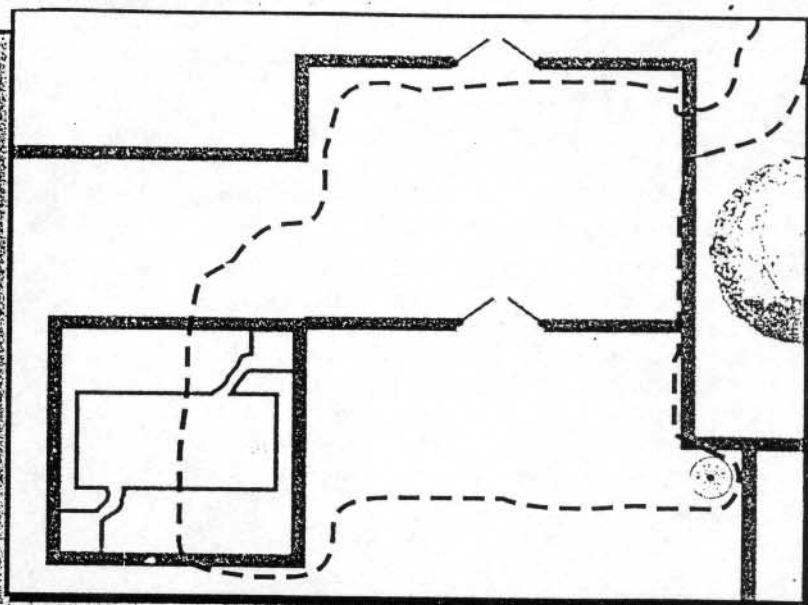


0 10 20 40 Feet

(1 inch equals 20 feet)

LEVEL ONE

Dolnegan House
Residence



DUNGEON LEVEL

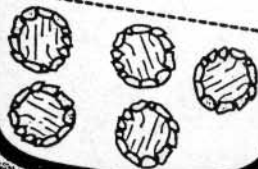
Cell

To the North Docks

Pool From
Leaking Cistern

Guard Station

Covered Solitary
Confinement Pits



0 5 10 20 Feet

(1 inch equals 10 feet)



THE CITY CENTER

Encompassing the huge lagoon in the center of Sel-kai City, the accent isle and the Prince's islands to the immediate east, the City Center is the heart of the food market and the city government.

1. The Great Circle and Grand Market

Comprising much of four islands and covering the entire region surrounding the city's central lagoon which is called the Great Circle, the grand market is one of the largest open marketplaces in the world. Proponents of Sel-kai claim that if it can't be bought here, east it can be ordered.

The Circle is a ring of marble steps rising directly out of the water, and above that is a great loggia supported by fluted columns. Skiffs and poleboats are constantly flitting about this market hub.

There is a star-shaped island in the center of the lagoon, dominated by a 150-foot tall white marble statue of Es Ranus Hulurian, the Prince who built the Circle. On each point of the star is a gold lamp which gleams in the sun during the day and glows with an orange light through the night hours.

115. Prince's Park

This green isle stands at the eastern side of the Great Circle, a pastoral refuge amidst the towers of the city. The perimeter is buttressed by pilings, which maintain water depth right up to the edge of the isle, and prevent erosion. Dozens of trees shade the grassy island, which is interlaced with paths.

The only structure on the island (aside from several stone benches) is a 150-foot bronze statue of Gartus Hegg, founder of Sel-kai City, who looks across the waters at Es Ranus Hulurian.



116. Lower Palace, Prince's Isle

Formerly the Prince's residence, this sprawling structure is now given over to administration, as the Prince himself has moved to his palatial home in the sky. While the symbol of the realm is now Eidolon, the lion's share of administration for Sel-kai City and the country overall is still handled in the cluster of granite structures on this isle.

117. War Docks

Standing adjacent to the Lower Palace, the War Docks are the single largest sea-harbor for the Sel-kai navy. About a third of the fleet is here at any given time, while the rest of the fleet is on patrol. The War Docks are where all ships in the Prince's Fleet are constructed—including Skyships.

118. South Isle

A tree-covered spot of land connected only to the Prince's Isle, the South Isle serves mainly a scenic purpose.

An interesting obelisk stands at the center of the South Isle; not one of the familiar, spartan black pillars of the Navigators but a grey stone needle covered with cryptic runes and glyphs. Legend says that the fifty-foot tall monolith has stood in this spot since before the founding of Sel-kai. The object has defied all attempts to accurately discern its age or decipher its writing, but the Loremasters say that it is about 50,000 years old, placing its creation right in the heart of the Interregnum—a time believed to be dominated by chaos and barbarism.

In reality the obelisk is an artifact of an alien race which visited Kulthea. It serves as a marker for a long-dead race.

119. North Isle

Linked only to the Prince's Isle like its southerly sister, the North Isle is a more structured environment, with carefully tended trees and shrubs, and beautiful flower beds planted along the paths.

120. Navigator Obelisk Pavilion

Placed in the pastoral environment of the North Isle, this is one of six such obelisks in Sel-kai city; each is graced with a sheltering roof. As with all other obelisks everywhere, the object itself is a featureless black, triangular pillar twenty feet tall. Formed of some shiny adamantine material, they are virtually indestructible.

121. Main Postal Station

Located on the north side of the Avenue of the Gods, the Main Postal Station is the clearinghouse for all Sel-kai mail, whether it be local City post or messages to travel to the distant land of Kaitaine.

122. Customs Center

It is here that the huge volume of paperwork necessary to maintain a mercantile economy like Sel-kai's is processed. The actual import/export labels are printed on the Prince's Isle, but the files for all shipments and tariffs are kept here.

123. Jiderel's Fresh Breads & Pastries

Type: Baker	Size: Small
Quality: Good	Prices: 110%

The usual fare: wheat and rye breads, sweet rolls, and other bakery items. However, Jiderel is credited with the invention of the cinnamon roll, and his are still accounted the best in the city.

124. The Smiling Mermaid

Type: Tavern	Size: Medium
Quality: Average	Prices: 150%

The Mermaid can apparently get away with its usurious prices because of the convenient location—or perhaps it is the scantily-clad barmaids...

125. Honey of the Gods

Type: Goldsmith	Size: Small
Quality: Good-Superior	Prices: 150%

This small smithery puts out a number of unusual pieces, and is known to buy gold at competitive prices.

126. Barrin & Barg

Type: Jeweller	Size: Medium
Quality: Superior	Prices: 120%

Located on the South Bridge spanning the Great Canal, B&B have a considerable selection packed into their small shop—and some very unusual treasures.

127. Merlak's Meats

Type: Butcher	Size: Small
Quality: Average	Prices: 100%

Beef, pork, mutton or venison, smoked or fresh (on ice), a variety of quality meats can be had here at a reasonable price.

128. Herbs of the World

Type: Herbalist	Size: Small
Quality: Inferior	Prices: 150%

Another establishment with a lofty name and an inventory which doesn't live up to it, Herbs of the World offers herbs of the immediate region, and those are not the freshest or most pungent. The prices are outrageous to boot.

129. Fin & Claw

Type: Fishmonger	Size: Medium
Quality: Good	Prices: 100%

Offering a variety of crustaceans, freshwater and saltwater fish, the Fin and Claw is popular with the locals, a testament to the freshness and quality.

130. Vorek Moff, Travel Advisor

Type: Outfitter/Guide	Size: Medium
Quality: Varies	Prices: 100%

An aged man who seems to know something about everywhere, Vorek Moff also owns one of the few maps of the western hemisphere in all Sel-kai. (There are several others, but they are kept locked away.)

131. Ox Horn Pub

Type: Tavern	Size: Large
Quality: Superior	Prices: 150%

Boasting fine ale from Bodlea, Mead from Lys and wine from Namar-Tol, the Ox Horn is justified in charging high rates for its spirits. The service is excellent, and though the menu is limited, the clientele does not seem to notice.

132. Eridan Sky Trade Alliance

Type: Outfitter/Guide	Size: Large
Quality: Varies	Prices: 100%

The main office of this trader's guild is a place where one can book passage or have something shipped to just about anywhere.

133. Nemein's Fruits & Vegetables

Type: Foodmerchant	Size: Medium
Quality: Average	Prices: 100%

The selection is good, but some of the produce is not as fresh as it might be. Apples, cherries, pears, citrus fruits (very popular), and a great variety of vegetable can be had here.

Pig 'n' Steak

Type: Tavern
Quality: Good

Size: Large
Prices: 100%

The unassuming name does not prepare one for the inexpensive well-prepared meals available in this informal (and often faded) establishment. Ale is half price between the seventeenth and nineteenth hours.

The Circle Lodge

Type: Inn
Quality: Average

Size: Large
Prices: 200%

The Lodge is a beautiful old structure, and half of its rooms have a breathtaking view of the Great Canal—both help to explain the expensive rates. It is unfortunate that the service and food does not live up to the Lodge's fine reputation.

Andasai College

Type: Educational/Private

Size: Medium

A private college, Andasai promotes the powers of the mind. Not surprisingly, it is a renowned center for the training of Mentalists. Current enrollment is about 200, with all students following various schools of the mental arts. The Board of Regents of Andasai has more than simply educating future Mentalists, however. Chancellor of Pelem is a major player in the intrigues which constantly revolve in the inner circles of Sel-kai society.

Bubulak's Spice & Coffee

Type: Spice Dealer
Quality: Superior

Size: Large
Prices: 100–150%

An extremely popular spot (especially with the other merchants and bleary-eyed boatmen), Vyse Bubulak brews coffee every morning and sells it by the cup.

AVENUE OF THE GODS

This district includes an area from the main gate heading east along a wide promenade to the Arch of Atarnus, the entrance to the marketplace. The promenade itself is called the Avenue of the Gods because it is here that nearly all of the principal religions practiced in Sel-kai have constructed their temples and shrines.

However, the region just within the Outer Main Gate is dominated by inns, taverns and stables along the main road, and shops (many of questionable repute) in the narrow streets behind.

Along the northern side of the Avenue of the Gods lie most of the religious havens of the more benign gods, while just across the road can be found temples to some of the more cruel, debauched, and cruel deities. The southern region is avoided by the faint of heart, especially after dark.

GATE AREA

This district just within the main gate is clogged with overpriced shops and taverns, moneychangers and pawnshops—and dark corners where thieves and muggers wait after sundown.

City Guard

A security station where those entering and leaving Sel-kai City and are checked for trade goods, and their tariff papers verified. The gates are closed at sunset, but one can still get in after dark—if the guards on duty are given the right 'encouragement.' Note that there are no stables inside Sel-kai, and in fact beasts of burden are not allowed within. Several stables are located near the entrance.

138. The First Inn*

Type: Inn
Quality: Average

Size: Large
Prices: 200%

Actually, the First Inn is not a bad place to spend the night—compared to some of the competition in this neighborhood. At least the rooms have locks (which sometimes work) and the beds—though of straw—are clean. The food is passable, though the beer and wine is watered down.

139. The Navigator

Type: Outfitter/Guide
Quality: Poor

Size: Small
Prices: 300%

Themis Purl does not look much like a Navigator, but then he has nothing to do with those esteemed guilds. He uses the name to lure in confused unfortunates who think that anyone who calls himself a Navigator is one. In truth, Purl is not competent to give directions to the Gate. He has a store of inaccurate maps which he sells for several times the value of a good map. He also will occasionally offer to guide travellers personally; these people are never again seen in Sel-kai. Purl has a few friends who he recruits to ambush wealthy (and stupid) travellers in the wilderness. He is dangerous.

140. Agantha's House*

Type: Inn
Quality: Superior

Size: Medium
Prices: 200%

A jewel in the rough, Agantha's House offers excellent service, drink and food at only a moderately excessive price. A variety of lodgings are available, from a modest 4-bed room for to a well-appointed private room.

141. Hole in the Wall

Type: Tavern
Quality: Good

Size: Small
Prices: 150%

Tiny, smoky, and loud, the Hole in the Wall is a favorite among the off-duty Redcapes (city guard). Fights are common.

142. Featherdown Inn

Type: Inn
Quality: Good

Size: Medium
Prices: 300%

Catering to wealthier visitors, the Featherdown has only private or semiprivate rooms, at rather usurious prices. The beds are nice, and the food downstairs is above-average. The building itself is a grand four-storey brick structure with fireplaces or stoves in every room.

143. Falen's Pawn Shop

Type: Pawnbroker
Quality: Average

Size: Medium
Prices: 100%

Falen is actually a reasonably honest character, and while he tends to undervalue your deposit item, he is willing to bargain. A short, bald Shay man, Falen is in his late forties. He lives behind and above the shop with his wife and five children.

144. Danial's Consignment House

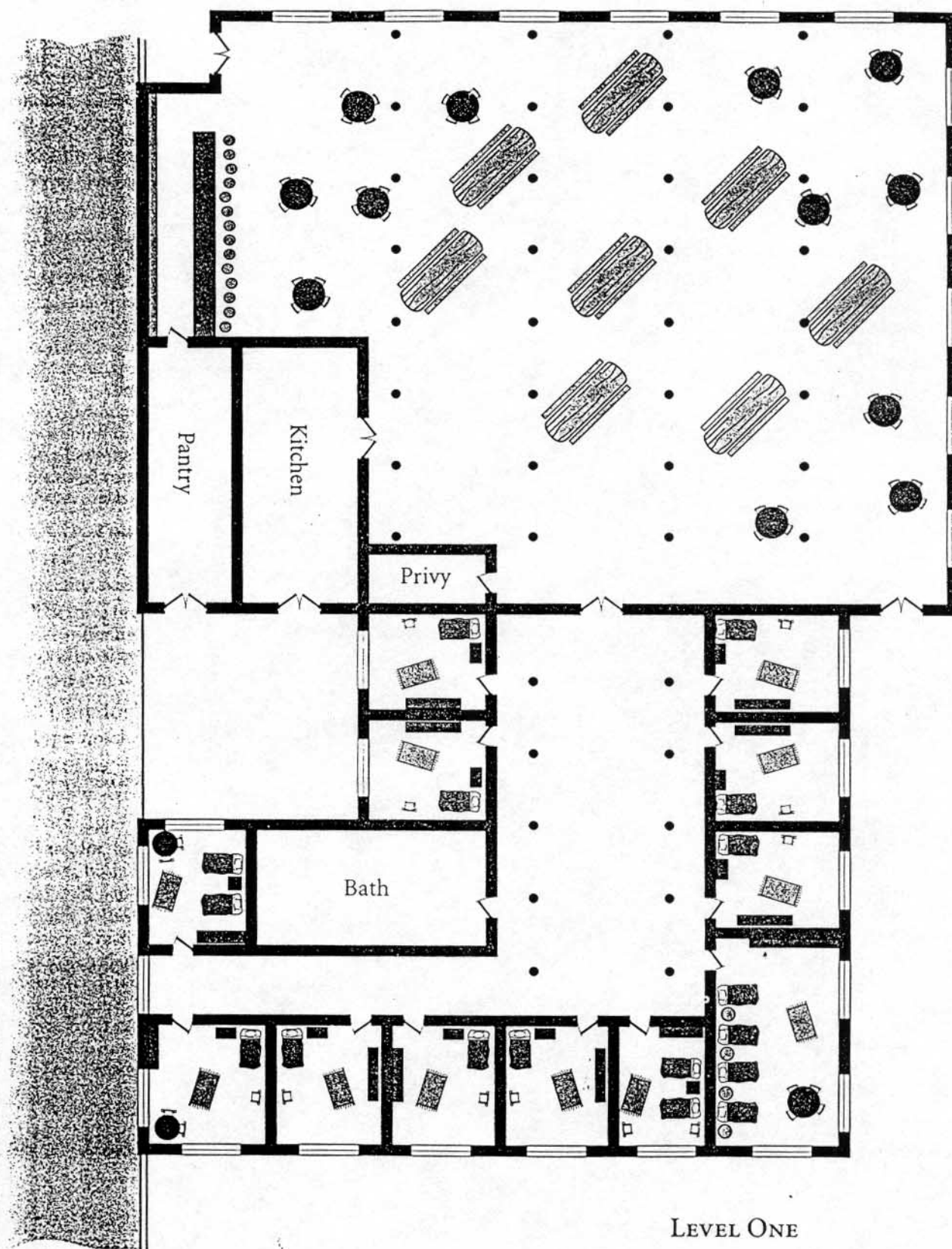
Type: Retailer/Fence
Quality: Average

Size: Medium
Prices: 150%

As with all shady resellers, Danial will try to undervalue the good you wish to sell, then turn around and try to sell it at an inflated price. He also fences stolen goods.

The First Inn

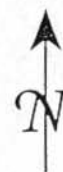
Inn and Tavern



LEVEL ONE

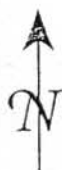
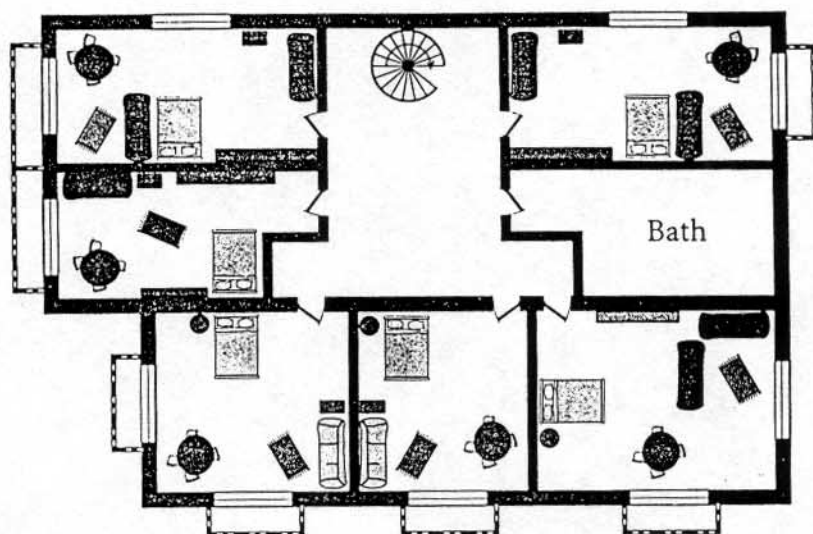
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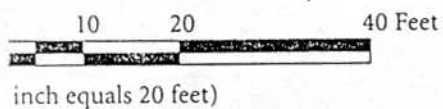
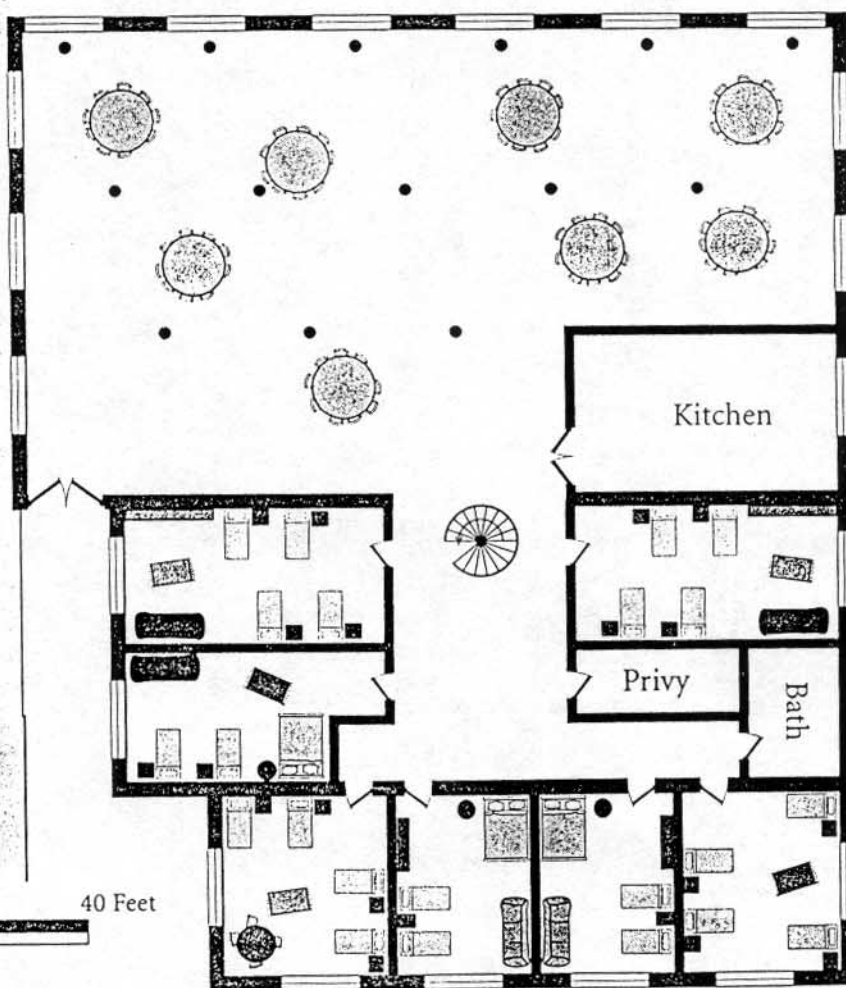


antha's House and Tavern

LEVEL TWO



LEVEL ONE



145. Gold to Loan

Type: Moneylender/changer Size: Small
 Quality: Inferior Prices: 150%

Sentis Jorlsak has been rumored to try to trade impure gold for foreign currency—even gold-plated lead! But he has never been caught by Treasury officials (counterfeiting is a capital crime) and continues to operate a shady loan/moneychanging business. Small and wiry, Jorlsak has a distinctive 'weasely' appearance.

146. The Scroll

Type: Scholar/Scribe Size: Small
 Quality: Inferior-Unparalleled Prices: 100%–300%

The unassuming shingle is old and the paint faded; all belying the amazing collection of manuscripts, tomes and—yes—scrolls heaped in this tiny shop. Urelas Anteve is a Sage, but appears to have other, unexplainable, skills (He is, in fact, a Runemaster). The aged Laan proprietor wears small spectacles which he is always peering over at customers from his impressive 6'5" of height. He walks with a gnarled cane, but uses it to hit things for emphasis as much as he leans on it. Anteve is a dealer in stolen manuscripts, and is always willing to purchase "unique" items of shadowy origin. Buried in the piles of junk are dozens of powerful spell scrolls, many of which Anteve has forgotten or chosen to ignore. He does have a fair stock of the usual runes and blank rune paper for standard price.

Anteve lives alone in the apartment above his shop.

147. City Tours

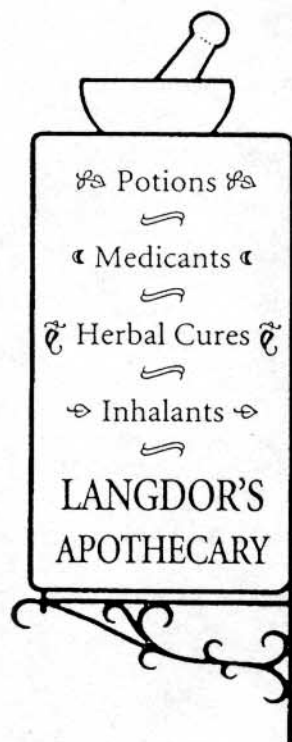
Type: Guide Size: Small
 Quality: Average Prices: 200%

The three brothers Caloth, Brel and Chamon Kyne operate this service, offering skiff-board guided tours of Sel-kai City. While rather a 'touristy' activity, the brothers make a fair income, as many of the wealthy of Sel-kai enjoy seeing what goes on along the canals.

148. Langdor's Medicants

Type: Apothecary
 Size: Tiny
 Quality: Average
 Prices: 100–500%

Langdor aut Threll does a booming business, but not in the usual cold and flu remedies: he operates a thriving illegal drug network. Threll uses members of the Golden Hand gang to run deliveries (and enforce payment) for him. His customers include everyone from canal men to those among the most powerful of Sel-kai. Threll resides alone above his shop.

**149. A Brilliant Facet**

Type: Jeweller/Fence Size: Small
 Quality: Average–Superior Prices: 80–300%

Madame Siglett Votro owns this little shop, and while she dresses plainly and wears little in the way of jewelry herself, is more wealthy than anyone would believe. Votro deals in jewelry of questionable origins, buying and selling. She makes a handsome profit, but prefers to squirrel it away in the hopes of buying an education at one of the private schools for her son Cray. The boy is twelve now and very bright, but has a tendency to get into trouble. They live above the shop; Siglett is unmarried and will not reveal the identity of Cray's father to him.

150. The Stars Tell

Type: Astrologer Size: Medium
 Quality: Superior Prices: 150%

Doraq Zonn is a very skilled and powerful Astrologer; why he set up shop in this section of town is unclear. His methods and operating practices are no less opaque: he refuses to consult more than two-thirds of his prospective clients, and refuses to take payment for about half of those he will see. However, when he does give information, it is very reliable.

DORAQ ZONN

Age: ? (Aprs=30)	Race: Loari Elf	Demeanor: Brusque
Level: 25	Prof: Astrologer	
Hits: 110	OB: 90da	AT(DB): 1(20)
Astronomy: 140	Star Gazing: 100	Runes: 120

Dorak lives with his teenage Laan apprentice, Tellien Jorad, in the cluttered but comfortable apartments above the consulting room. The rear of the first floor is devoted to a large laboratory; on the roof of this four storey house is a conical structure housing a large and powerful telescope.

151. Lemod Charg, Locksmith

Type: Locksmith Size: Small
 Quality: Good Prices: 100–200%

Charg is actually an accomplished thief, and though he could make copies of keys brought to him for duplication, he has a certain pride about being able to burgle wealthy Sel-kaians using his own skills.

A Shay man of 32 years, Charg inherited the shop from his father when both parents died of fever. He lives above the shop with his older sister, a lovely woman but mute and deaf. She helps him with tasks around the shop.

North of the Avenue

Below are several important temples and Shrines of what are generally considered to be 'benevolent' gods.

152. Shrine of Neela

A 'daughter' of the Sea-god Shaal, Neela has reign of the rivers and lakes, and reputedly has a more even temper than her moody father. This open-roofed structure is the scene of daily gatherings of priests who sing and chant supplications to Neela.

153. Basilica of Kuor

This grand, domed temple is in honor of the Chief of the Lords of Orhan. Kuor himself is more aloof from the affairs of Kulthea than most of the pantheon; his followers do so almost out of habit. The wealthy find his tenets easy to follow and the rituals of his church are not taxing, so he is popular with the merchant nobility. Kuor's priests are frequently seen at social occasions, their muted grey robes a contrast to the finery of the upper classes. But make no mistake: the Church of Kuor is quite wealthy, and his priests are always maneuvering to maintain their considerable political clout. They have particular influence with Families Gerion-Tyes, Baragon and Maledaar.

154. College of Valris

Valris, wife of Kuor and patron of Learning, has a following among the universities, and many of her adherents in Sel-kai are affiliated with the schools. This is more than a temple; it is a school where students are educated in the arts, history, literature and even 'science' all to the greater glory of Valris. While most teacher/adherents are female, either sex may serve Valris.

155. Shrine of Bæris

A Spirit of Orhan, Bæris is the patron deity of love. He has been known to heal someone or even raise them from the dead if they have a true lover who calls upon him for aid. Bæris' temple is small but airy, and his adherents can be male or female.

156. Temple of Eissa*

One of the few temples where one may bring a wounded (or dead) comrade and have a hope of getting him up and about again.

The priestesses of Eissa all wear flowing white gowns, and most have a rather imperious attitude. A considerable 'contribution' is required (usually about 100 gp x the spell level) to convince an Eissan Cleric to heal or cast Lifegiving. This temple has one 33rd level Cleric (Most Revered Priestess Lania), one 26th level, and several between 10 and 20th level; all possess the Cleric Base Life Mastery List, as well as an assortment of healing lists.

The temple is a grand rectangular structure with a marble statue of Eissa at the end of the nave. Healing is done in one of the small side rooms; apartments of the priestesses are also located in side rooms.

Note: Eissa is not pleased with the mercenary way that this particular temple is being operated. There is a 10% chance on any given day that each of the Priestesses are without PPs. Lania suspects that Eissa is withholding Channeling as a warning, but she has become so proud and power-hungry that she refuses to change her ways.

157. Palace of Kieron

The hub of most city holidays is this temple to the Lord of parties; other times this marble edifice is relatively quiet, though the servants of Kieron (all males, many of them Elves) are often called upon to bless wines or to perform at social gatherings (all are excellent musicians and singers). Beyond that, Kieron does not sanction a formal 'religion,' instead encouraging his followers to enjoy life.

158. Temple to Shaal

The shrine to this easily angered Sea-lord is a beautiful round structure with a translucent domed roof. There is a constant stream of boatmen and sea-captains visiting this temple to pray for a safe journey.

Incense is burned continually, and priests and priestesses beseech the sea-god for mercy and kindness; often their appeals seem to fall on deaf ears.



SOUTH OF THE AVENUE

The temples actually facing this lovely avenue are without exception beautiful structures, often faced with fine stone and decorated with statuary. However, even these venerable structures house dens of iniquity; havens of perversions best left untold in detail.

159. Temple to Scalû

God of the Night and nightmares, Scalû heads a coven of mystical adherents, men and women who probe into the mysteries of the dreamworld and try to tap the powers of the subconscious. Their powers of mind-control are formidable. Followers are plagued by strangely compelling nightmares (messages sent by Scalû) which pull them deeper and deeper into the grip of the Dark God. Those who do not go insane become zealous devotees.

160. Hall of Moralis*

Moralis is the god of Love and Pain; master of a special cruelty. His adherents spread a corruption of the body and soul.

Rituals in the Hall take one of two forms, either an orgy of monstrous proportions (held once every 21 days), or a relatively restrained service where Moralis' perverse tenets are preached passionlessly. There are also private events of a particularly disturbing nature involving the souls of youths.

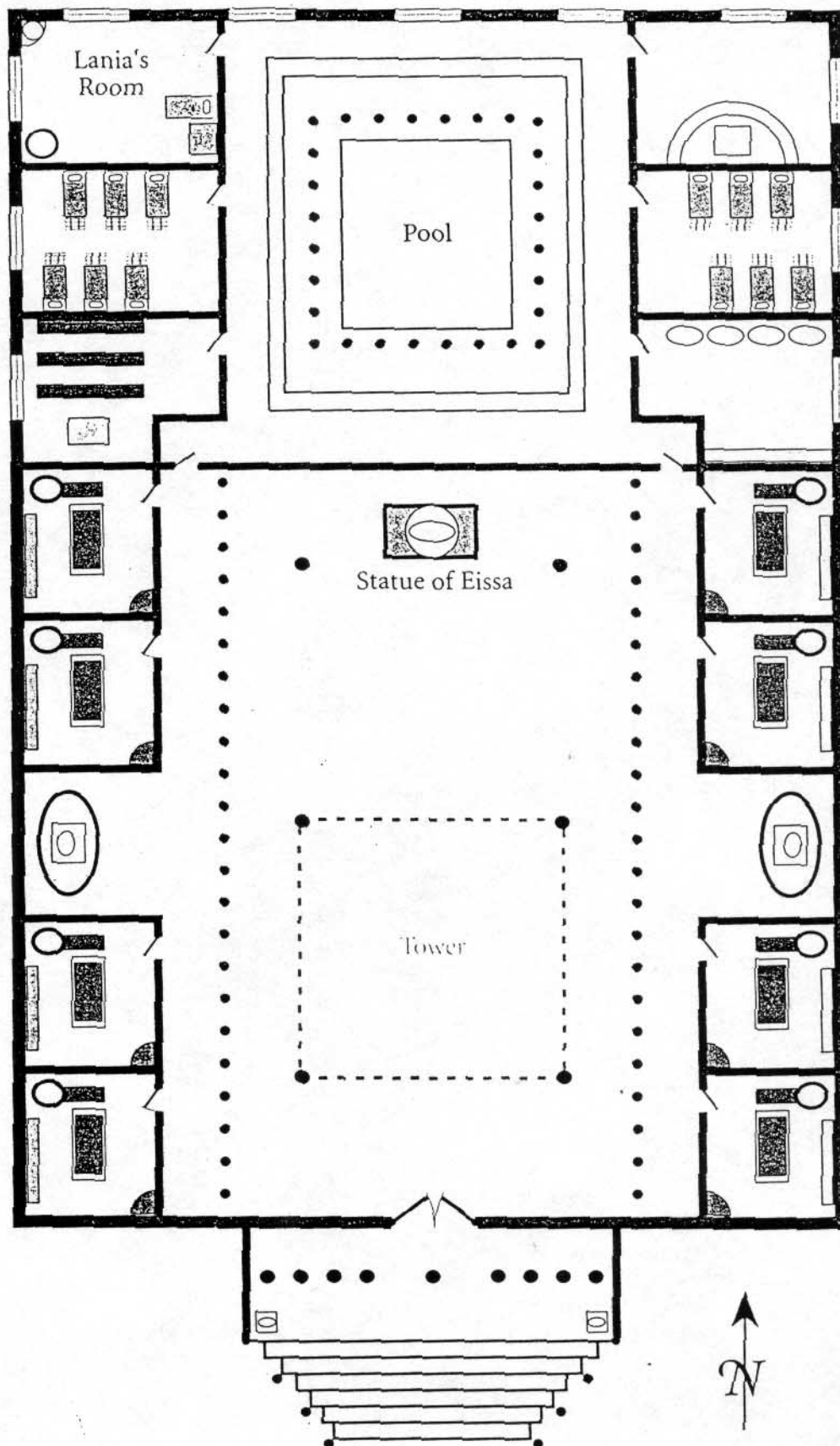
One particularly sadistic priest is Ormool, a cruel Dyar Elf with impressive abilities—and information to blackmail many of Sel-kai's wealthy and powerful.

ORMOOL

Age: ? (Apr≈35)	Race: Dyar	Demeanor: Sadistic
Level: 30	Prof.: Evil Sorcerer	
Hits: 85	OB: 110ma	AT(DB): 11(80)
PubSpk: 140	Interrog: 100	Seduction: 85

Ormool also knows all Evil Cleric Base lists. He knows the Fatal Channeling *Hard Heart* (Atlas Addendum pg 86).

Temple of Eissa



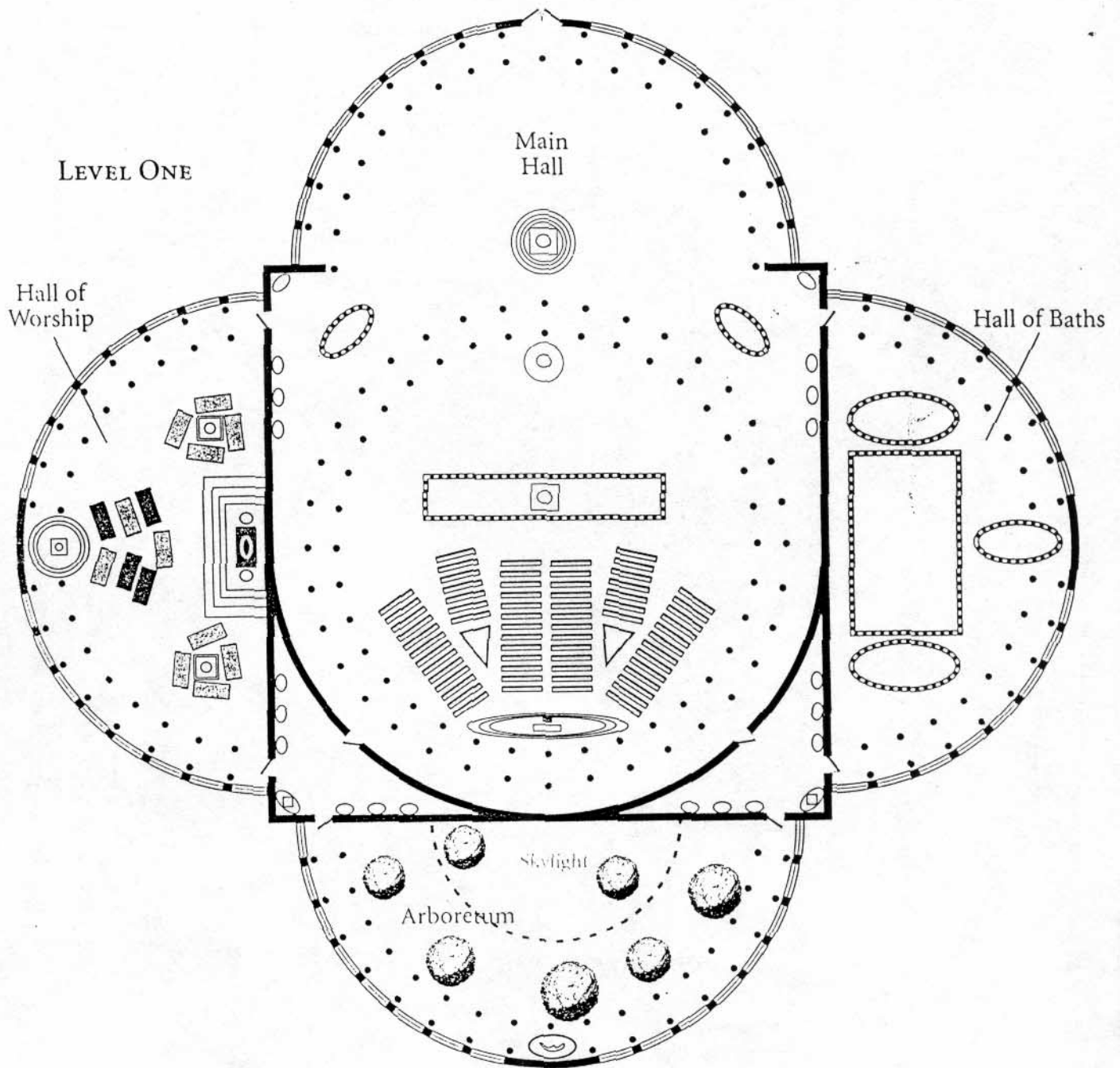
Statue of Eissa
(front view)

LEVEL ONE

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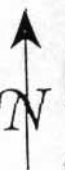
(1 inch equals 20 feet)

Hall of Moralis



0 5 10 20 Feet

(1 inch equals 10 feet)



161. Shrine of the Fourth Blood

The High Priest of this sinister religion is none other than Zagul: the Arulis Kygari of the Jerak Ahrenreth (see *Emer*, pg 57). This evil Astrologer appears every ten days to personally supervise a sadistic ritual involving torture and human sacrifice. Services are closed to all but the devout.

162. Church of Zanar

Part of the growing network of the Ahn Sye Zanar ("Order of the Cloak", see *Emer*, pp 74-75), this religion is demanding of its followers (both in fervency and cash) but promises longer life to the faithful. This church has two priests (one 30th lvl, the other 22nd) capable of raising the dead—for a price. Not only 120gp x the spell level must be tithed, but often the Priests will instead demand that a task be fulfilled for them.

8. SOUTH COMMONS

Containing the city's second-largest food market area, the South Commons is also the home of much of Sel-kai's lower class.

163. Eidolon Ferry Service, South Terminal.

See North Terminal (18) for description.

164. Easy Exchange

Type: Moneylender	Size: Small
Quality: The Pits	Prices: 120–200%

Freng Giish owns this sleazy little moneychanging operation; he shortchanges those who he thinks he can trick and charges exorbitant rates to the others. He will also loan money (at usurious rates) to people who he knows to be a bad risk; those who get behind soon find themselves the target of Giish's bully-enforcers.

165. Xama's Meats

Type: Butcher	Size: Large
Quality: Average	Prices: 100%

Xama offers a wide variety of fresh (iced) beef, pork and poultry, as well as stocks of salted beef.

166. The Crock & Bull

Type: Tavern	Size: Large
Quality: Good	Prices: 100%

Service is uneven, but the beer is cold and the food is surprisingly good for tavern fare. A favorite gathering spot for the locals. There is occasional nighttime entertainment: Landia the Bard, whose beautiful voice graces this tavern.

167. Bread and Pies Bakery

Type: Baker	Size: Small
Quality: Good-Superior	Prices: 100%

Gorthar Bronk and his daughters make arguably the best fruit pies in the city.

168. Vegin Greengrocers

Type: Foodmerchant	Size: Medium
Quality: Inferior	Prices: 80–90%

The brothers Vegin sell a fair variety of vegetables and tubers, but their greens are rarely as fresh as they might be.

169. The Fish Market

Type: Fishmonger	Size: Large
Quality: Inferior	Prices: 80%

Beware of the fish from this shop! Many were caught from the city canals, and consumption can cause illness or even death from the fever.

170. Nectar of the Grape

Type: Vintner	Size: Medium
Quality: Average	Prices: 100–120%

Aruth's wines are from several suppliers, mostly those not too distant or exotic. The quality is therefore consistent if not excellent.

9. GRANITE KNOLL

The home of many glassblowers, metalsmiths and woodworkers, Granite Knoll is the other major crafts quarter (besides the North Delta) in Sel-kai City.

However, this section of the city is thinly populated along the southern edge because of the stagnant, weed-choked water. The city dredges and clears the river periodically, but the weed grows very fast and in the summer the air is thick with foul odors... and mosquitoes.

171. Bottleworks

Type: Glassblower	Size: Large
Quality: Good	Prices: 100%

The families Haldad and Chandar merged operations five years ago and the result has been a respectable flow of attractive and inexpensive glass products. Master glassblower Benja Haldad will make items to order (at an increased cost, of course).

172. Vindar Tolenn, Lampwright

Type: Lampwright	Size: Medium
Quality: Good	Prices: 100%

Vindar's designs are lovely, only marred by the fact that he is forced to use average or even inferior materials and tools. He lives above and behind his shop with his wife and three children.

173. Structures

Type: Woodcrafter	Size: Huge
Quality: Average-Superior	Prices: 100–120%

Furniture as well as building repairs and additions are all within the scope of this very large workshop. Chief Woodmaster Guinar Gropiez oversees ten journeymen and almost two dozen apprentices.

174. The Molten Image

Type: Artist	Size: Small
Quality: Unparalleled	Prices: 200–500%

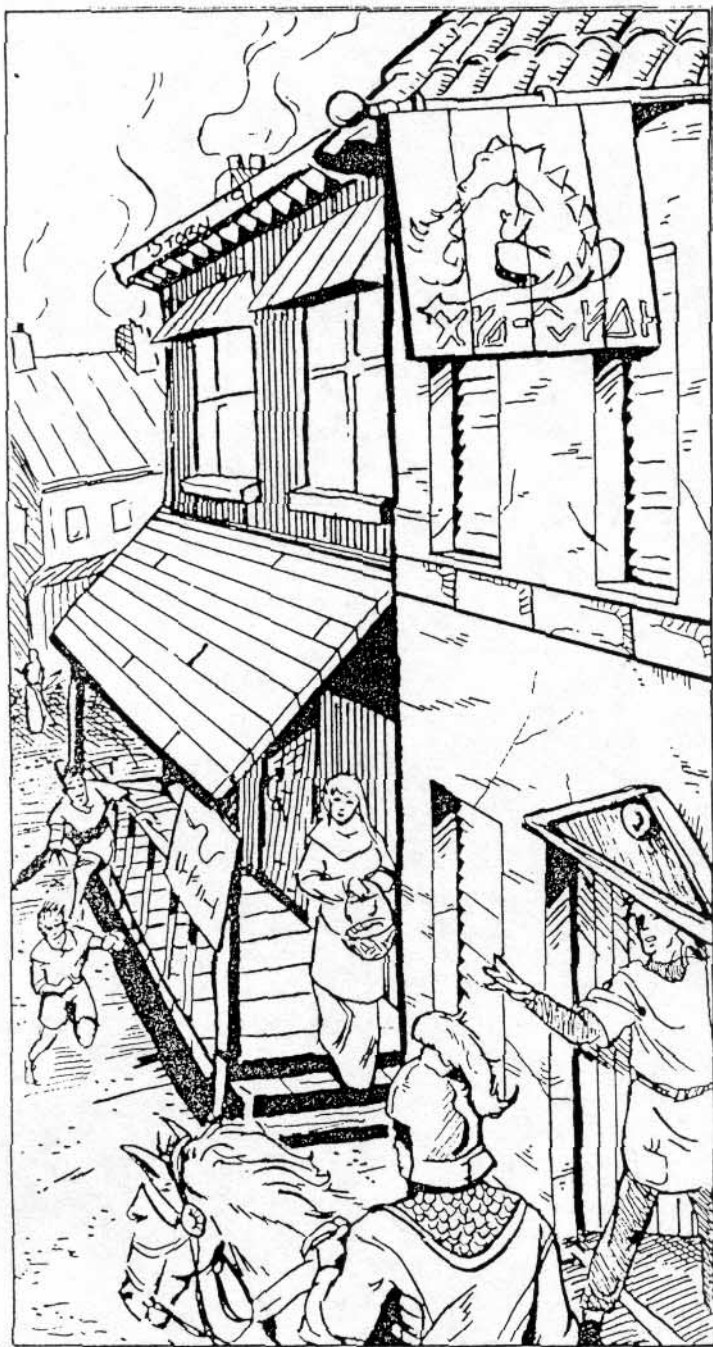
Tamaar the sculptor works almost exclusively in bronze, and is widely recognized as unequalled in that medium. The Loar elf has a lovely Linzer assistant; Selmis Annor, who is an amazingly strong woman who does much of the casting work.

The two live in separate apartments above the workshop and gallery.

175. Sel-kai Marble & Granite

Type: Mason	Size: Large
Quality: Good	Prices: 100–150%

Suppliers and workers of fine stone for facings, floorings and construction. Sel-kai Marble & Granite has a wide selection and acceptable quality.



176. Pages of History

Type: Bookbinder (Scholar)

Size: Medium

Quality: Average

Prices: 100%

Combining Scribe services with a shop which does decent binding and stitching, this shop has a selection of bound blank books and other writing materials.

177. Felt and Feather

Type: Haberdasher

Size: Small

Quality: Good

Prices: 150–200%

Wool, felt and silk hats, from simple caps for boatmen to elaborate headdresses for the wealthy, can be made by the elderly Simul Tangient. His selection of ready-made hats is small, but he can quickly make hats to order.

178. The Philosopher's Stone

Type: Alchemist

Size: Medium

Quality: Inferior–Superior

Prices: 100%

Quality from Ligus Fornat's shop varies tremendously; sometimes you'll buy a wand with a 20 extra charge capacity; sometimes you'll get a rune which just goes up in smoke. There is a 10% chance an item/potion/rune will fail outright, a 10% chance it has only half effectiveness; a 10% chance it has 1.5 to 2x normal effectiveness (GM discretion). These unusual attributes are undetectable until the item is used. Ligus Fornat is a Shay man of middle years, bright but easily distracted.

179. Moonglow Silver

Type: Silversmith

Size: Small

Quality: Average–Good

Prices: 100%

The Olubray family operates this shop and lives above it. Their silver jewelry is uninspired but flatware is quite elegant.

180. The Edge

Type: Swordmaker

Size: Medium

Quality: Superior

Prices: 150–300%

The brooding Laan smith Goreg T'marik produces beautiful, durable blades, but dealing with him is a trial. He lives alone (his wife and young son died of fever three years ago) above the shop. T'marik can work up to +30 metals, and can make some enchanted blades.

181. Bank of Sel-kai

Type: Bank

Size: Large

Quality: Average

Prices: 100%

One of five branches. The Bank of Sel-kai—owned by the venerable Vorhese family—is wealthy, conservative and reliable. The tellers are reasonably courteous if not friendly.

182. Two Shoes

Type: Cobbler

Size: Small

Quality: Good

Prices: 80%

Old Amius Huron and his wife Sharra produce simple but high-quality clogs and leather shoes. Their prices are excellent, and they also do quick repairs.

183. Marikus Construction and Renovation

Type: Woodcrafter

Size: Medium

Quality: Average

Prices: 150%

Marikus does acceptable work, but they are overpriced; probably the result of many contracts with the city.

184. Míz Vundaro, Architect

Type: Architect

Size: Medium

Quality: Superior

Prices: Varies

This is the home and studio of the renowned architect Míz Vundaro.

The lower floor of the building is a gallery of paintings and models of some of Míz's more impressive works—including several structures on Eidolon. Vundaro prefers life on the ground, however. The upper three stories are his elegantly appointed apartments where he lives with his young wife (Vundaro is in his 50's).

As is traditional for architects, Vundaro charges 10% of the total cost of the project as his fee. His projects tend to be very expensive.

Grain and Plane

Type: Woodcrafter Size: Medium
Quality: Average Prices: 100%

A furnituremaker of fair skill, Huros Felmon makes sturdy if not particularly elegant furnishings.

86. A Glimmer of Glass

Type: Glassblower/cutter Size: Tiny
Quality: Superior Prices: 120–150%

Elderly Vamarian Kelt makes stunningly beautiful stained glass windows, as well as lovely multipaned clear-glass windows. He lives above his workshop.

87. The Anvil

Type: Smith Size: Medium
Quality: Superior Prices: 100–150%

Fendar Quell and his two sons are all very skilled men. They make a variety of items to order and have a stock of common implements. They make some excellent weapons, though few swords. Fendar is capable of working up to +20 metals.

The Quell family lives above the workshop; Fendar is married and also has a daughter.

88. Meritan Jewellers

Type: Jeweller Size: Tiny
Quality: Good Prices: 90–120%

Xanu Meritan has a limited selection of jewelry and unset gems, but his quality is above reproach. He and his wife live behind the shop and rent the upper floors to tenants.

89. Lanneys Pawn Brokerage

Type: Pawnbroker Size: Medium
Quality: Good Prices: 100%

Lanney is actually an honest pawnbroker, and his shop is a good place to go when you're desperate for cash. He lives above his neat—and secure—shop.

90. The Elixir of Barius

Type: Apothecary Size: Small
Quality: Good Prices: 100%

A business with consistent quality and reasonable prices. Barius also gives free advice on treatments for minor illnesses. He lives upstairs with his wife and daughter.

191. The Magic Root

Type: Herbalist Size: Small
Quality: Good Prices: 100%

The selection is somewhat limited (you won't find any Shumaran or Salufa here), but Ventaro maintains a fresh inventory, and is very knowledgeable. He lives above the shop with his wife and two sons, and on his roof is a garden where he nurtures many herbs himself.

192. Weft and Weave

Type: Weaver Size: Large
Quality: Good Prices: 100%

Wool, cotton and a few other fibers are woven here. Quality is consistent, though patterns are uninspired and dyes are somewhat bland. This multi-storey structure is taken up completely with looms and storage; employees live elsewhere.

193. 3 Villas*

Type: Residence Size: Medium
Quality: Average Prices: 100%

These are examples of villas in this district: of respectable size and design, they are somewhat run-down.

194. Silaar Lumber

Type: Woodcrafter Size: Huge
Quality: Good Prices: 120%

While most lumber is cut into manageable planks near the logging sites, *This operation performs specialized work and cutting for construction in the Sel-kai area.*

195. Clothing Center

Type: Clothier Size: Huge
Quality: Average Prices: 80%

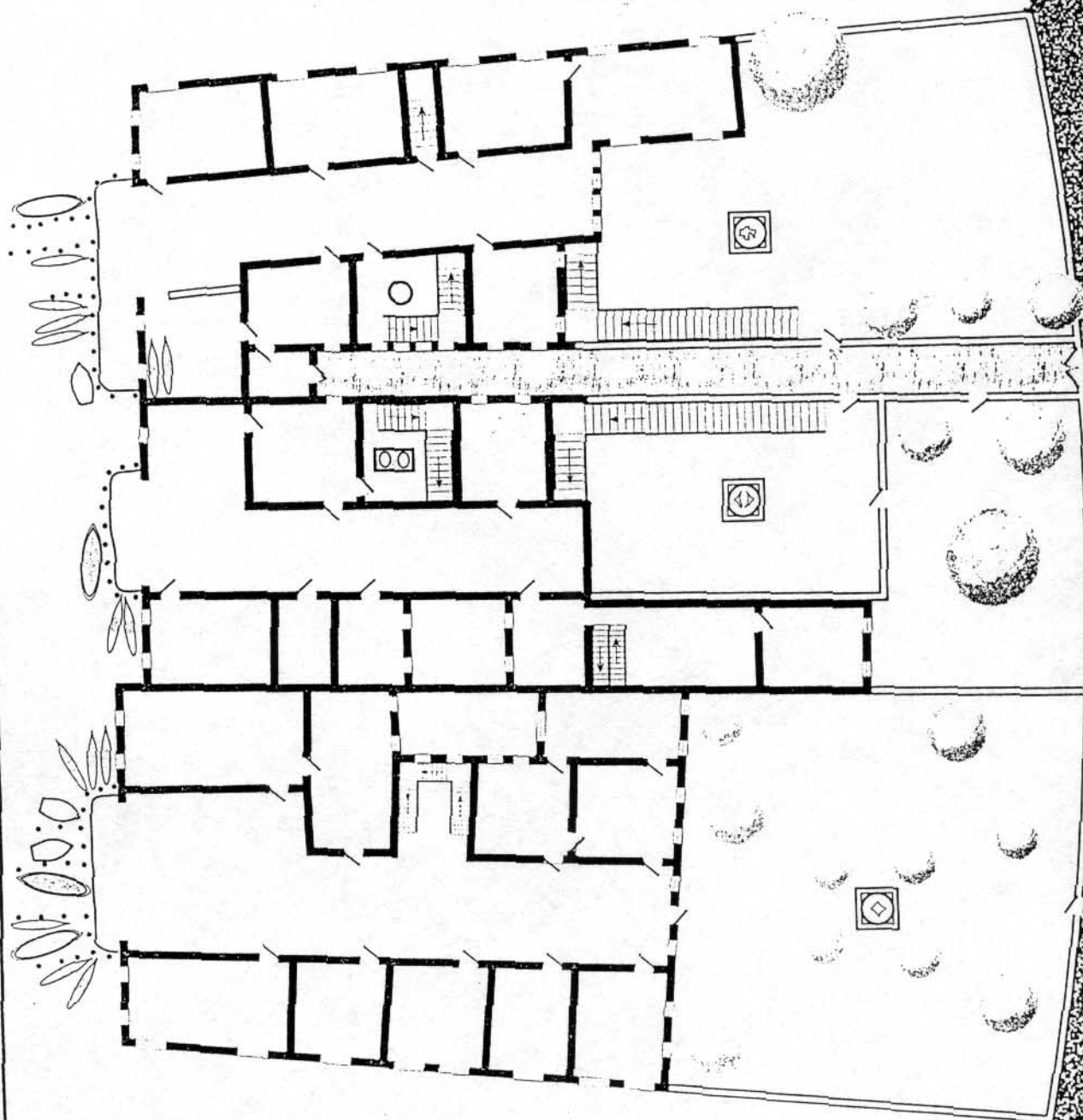
One of few places where new, already-made clothing can be bought, the Clothing Center was viewed with suspicion when it first opened, but has become a staple of the working classes. There is also an extensive used clothing section, at even lower prices.

"...Much can be learned, even from a lie. Of course, the best lies are mostly truth."

—ANDRAAX

Three Villas

Residences



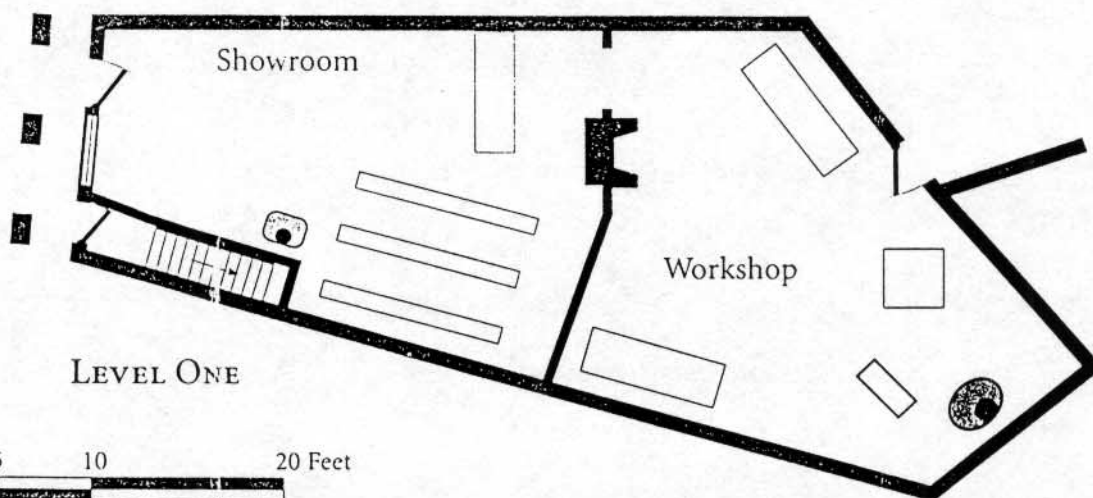
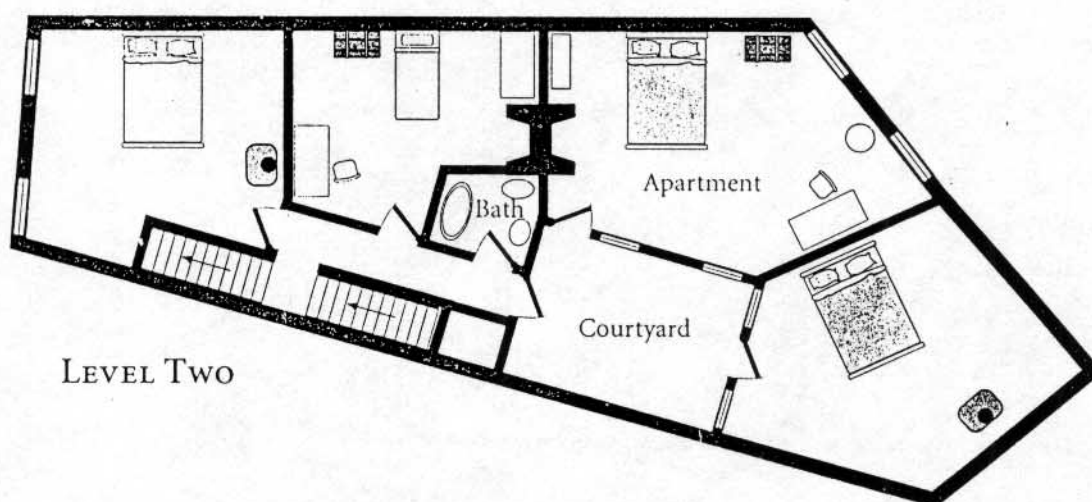
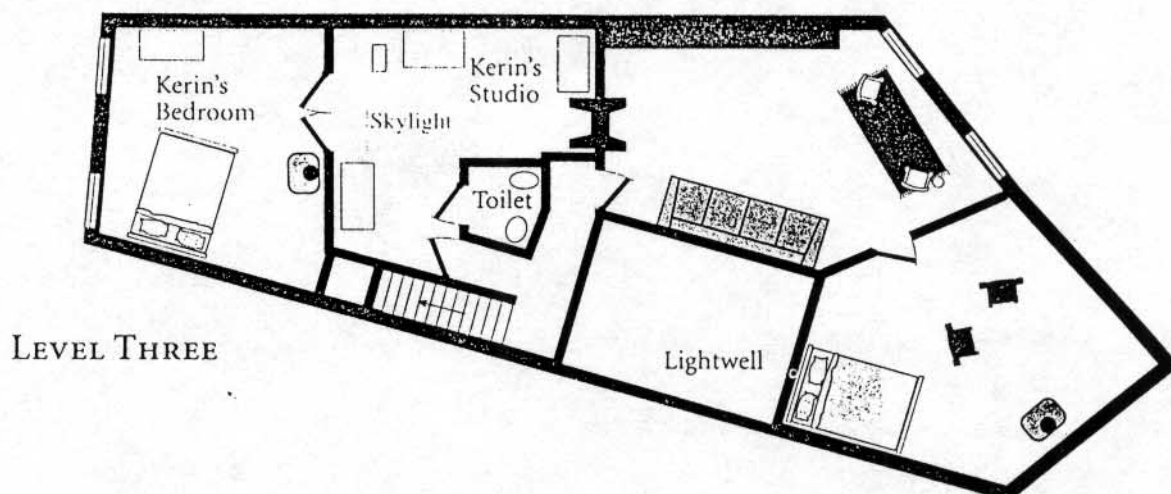
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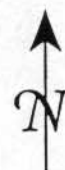
Kerin's Fine Tools & Implements

Metalsmith

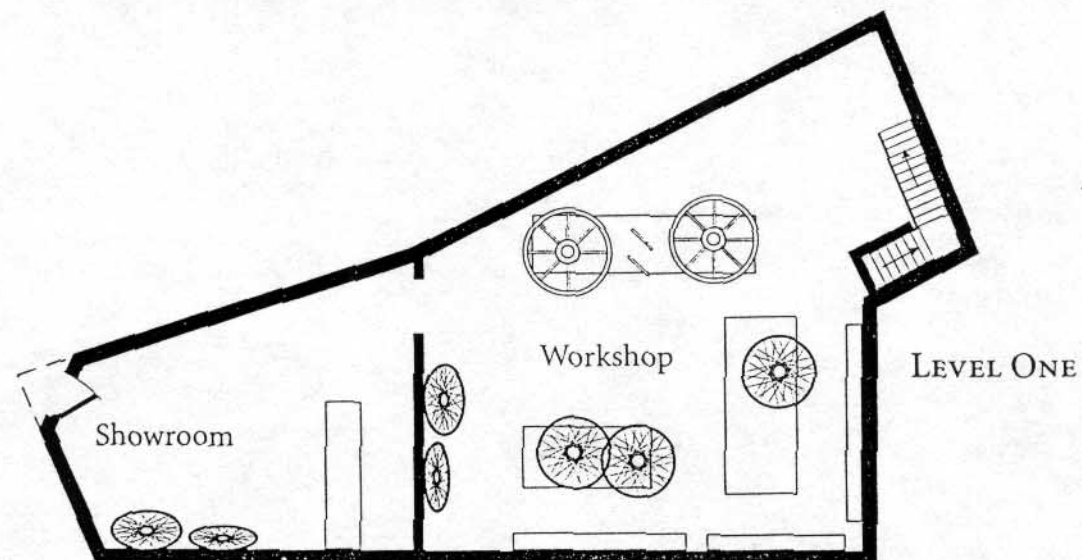
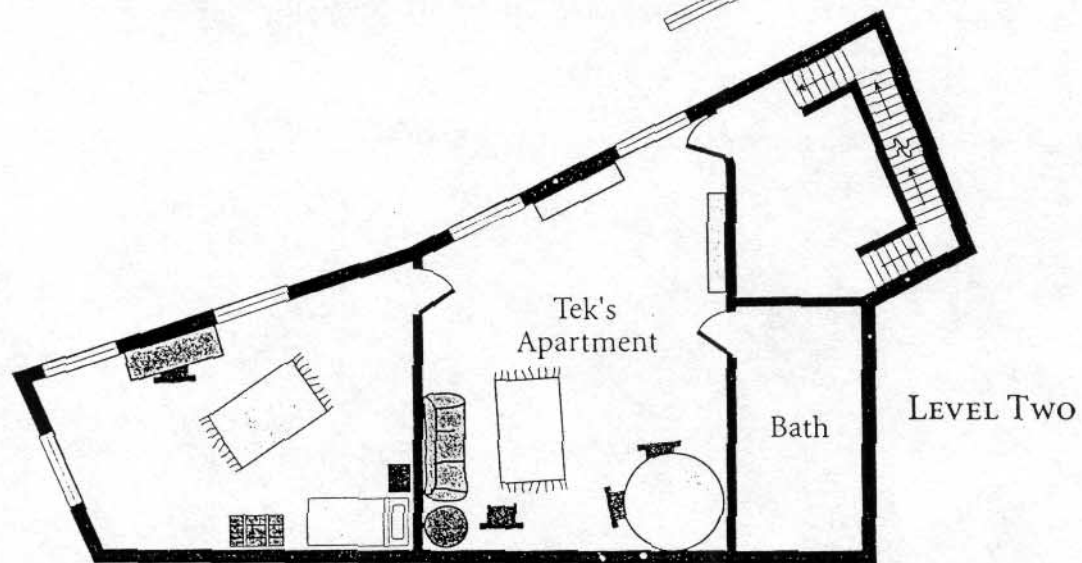
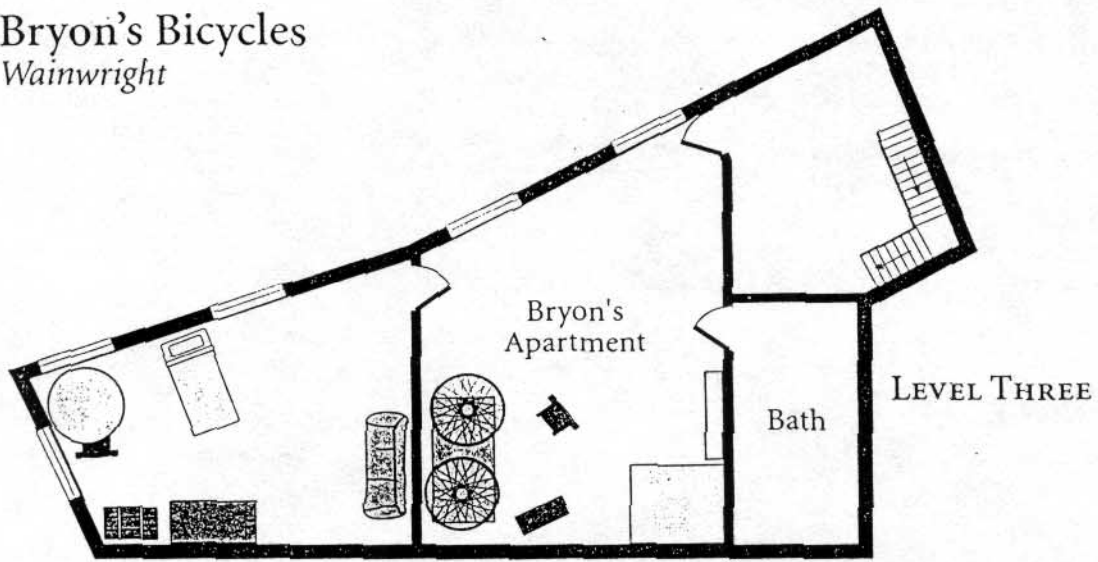


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Bryon's Bicycles
Wainwright



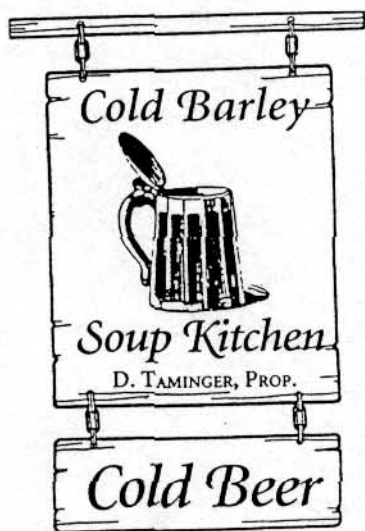
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10-OLD CITY

A claustrophobic's nightmare, the Old City is a tightly packed cluster of buildings along the southern arc of the Great Circle. Some of the oldest structures in Sel-kai are here, their upper stories cantilevered out over narrow streets so far that people can reach out of a window and touch someone at a facing dormer.

However, the Old City has a certain charm missing from the NW quadrant or the southern areas of Burning Rock and Canal Maze. The inhabitants are fiercely proud of their neighborhoods; the streets are (relatively) clean, and crime is kept down by an vigilant group of civilian law-enforcers.



196. Bryon's Bicycles*

Type: Wainwright Size: Small
Quality: Superior Prices: 90%

Young Bryon is the only bicycle maker in all Sel-kai (and perhaps the world). He and his friend Kerin the metalsmith (see next entry) developed the chain and gear technology necessary to construct a working human-powered machine. His bicycles have solid rubber tires, so their ride is somewhat rough, but bearable. Bryon and his younger brother also build and repair many kinds of light wagons and wheels, but Bryon's passion is bicycles. The Prince has taken a fancy to these strange vehicles and Sel-kai's urban messengers ride them. In a city where horses are banned, there are steps everywhere and many streets are too narrow for a wide cart to pass, bicycles are a uniquely versatile vehicle. Many pedestrians in Sel-kai may wish that they had never been invented, however, as speeding bicyclists have bumped more than one bystander into a canal.

Bryon and his brother Tek live in apartments above the shop; his parents died when both were quite young. Tek works in the front shop mostly, and Bryon is also sending him to school part-time. The building is owned by Divad Taminger, who leases it to Bryon under generous terms.

BRYON, SON OF THOMA

Age: 23 Race: Laan/Linær Demeanor: Friendly
Level: 6 Prof: Craftsman (Fighter)
Hits: 65 OB: 75ss AT(DB): 1(25)
Smithing: 110 Engineering: 80 Mapping: 80

Bryon is honest and his prices are fair to the point of being generous. He is a handsome, athletic young man, with short blond curly hair, blue eyes, and a slight stutter. Though usually quiet and rather shy, if asked about bicycles or maps he will talk your ear off. He wears spectacles when reading.

197. Kerin's Fine Tools and Implements*

Type: Metalsmith Size: Small
Quality: Superior Prices: 120%

Kerin, though a young man, is a very skilled and innovative metalworker. He was partly responsible for the development of the bicycle, inventing it with Bryon (see previous entry). Kerin actually wanted to leave the smithing business and apprentice himself to an architect, but his father's sudden death last year necessitated that he take over the business to support his mother and younger sister. He has an assistant, Brenden Jyle, who helps in the smithy. Kerin's mother handles the books and works in the shop.

Kerin is one of few metalworkers in the city capable of making instruments of 'surgical' quality (he has developed an alloy similar to stainless steel). Jerius the Lay Healer buys his equipment from Kerin.

KERIN, SON OF WILLAM

Age: 25 Race: Laan Demeanor: Friendly
Level: 7 Prof: Craftsman (Fighter)
Hits: 72 OB: 82bs AT(DB): 1(20)
Engineering: 85 Smithing: 98 Metal Lore: 80

Kerin is tall (6'5") and lanky, with short brown hair and hazel eyes. He is quiet but strong-willed. He and Bryon are often seen at the Cold Barley Soup Kitchen having beers and working out the details of some new invention.

198. Cold Barley Soup Kitchen*

Type: Tavern Size: Medium
Quality: Good Prices: 90%

Young Divad Taminger (a disinherited relative of the wealthy Taminger family of jewelwrights) is the easygoing owner of this friendly establishment. The prices are good, the service attentive (and attractive) and the beer very cold; it's no surprise that the 'Soup Kitchen' is a very popular gathering spot with boatmen and the other vendors of the Old City.

Divad lives in apartments above the Kitchen; there are also a few rooms above the tavern which Divad rents to those needing an inexpensive place to stay for a few nights.

DIVAD TAMINGER

Age: 29 Race: Shay Demeanor: Easygoing
Level: 7 Prof: Rogue
Hits: 68 OB: 90ss AT(DB): 1(20)
Bartending: 100 Brawling: 80 Math: 40

As noted above, Divad is a member of the wealthy Taminger family, but was long ago disinherited and thrown out of the house for his 'inappropriate' behavior. His mother did give him a tidy sum of money, and much to his family's surprise, he did not squander it away, but purchased property in the Old City. He then leased most of it and converted one structure into a tavern. He is making a fair profit and living quite comfortably.

199. Teryk's Gallery

Type: Artist Size: Medium
Quality: Superior Prices: Variable

Teryk Athorn is a sculptor, an eccentric Loari Elf who creates beautiful works of art in marble. He has one apprentice, a youth named Davik, who minds the gallery in front of the building and helps with domestic chores in addition to learning Teryk's art. The back of the first storey is workshop; Teryk and Davik live in the upper two levels.

200. Tower of Five Moons

Type: Astrologer

Size: Large

Quality: Superior

Prices: Varies

A landmark in the Old City, the Tower of Five Moons is the home and observatory of the Astrologer "Theodoric the Mad." Theodoric appears to be a mortal, but has lived in Sel-kai for as long as any human (and most Elves) can remember. The seven-storey tower (dubbed by some "Theodoric's Folly") is of some black stone, with a balcony encircling a blue domed top. Within the dome is housed a huge Orrery and several telescopes. Theodoric resides apartments in the lower levels, which include a large library and sumptuous rooms.

THEODORIC OF ATHENUM

Age: ~30

Race: Laan/Dyar

Demeanor: Gruff

Level: 30

Prof: Astrologer

Hits: 120

OB: 120bd

AT(DB): 12(100)

Percept: 100

Star-Gaze: 130

Math: 90

Theodoric is an interesting—if somewhat unpredictable—character. If PCs ask shopkeepers nearby about a place to assess magical items, some will half-heartedly recommend Theodoric, saying he's skilled enough, but a bit 'off'.

201. The Silver Scroll

Type: Alchemist/Runemaster

Size: Small

Quality: Good

Prices: 120%

This small shop is the business of an aged woman who specializes in Runes. Her scrolls are reliable, though she rarely has anything in stock of over 10th level, or any really unusual runes. She can get (or make) higher level runes if given some time.

ANIA CHENEY

Age: 78

Race: Shay

Demeanor: Amiable

Level: 26

Prof: Runemaster (Alchemist)

Hits: 25

OB: 20da

AT(DB): 1 (-10)

Runes: 120

PwrPercept: 90

Warding Lore: 82

Ania Cheney is bent with age but manages to get around alright. She wears thick spectacles, which make her eyes look huge and distorted. While she feigns near-deafness, she actually has excellent hearing.

202. Danbelar's Rare Spices & Confections

Type: Spice Dealer

Size: Small

Quality: Good

Prices: 110%

Danbelar packs an amazing selection of spices in his rather cramped shop. Jars and crocks line the walls from floor to ceiling, racks of bins form isles, and bundles of dried herbs hang for the rafters, turning the little shop into a aromatic maze.

Danbelar also stocks a rarity in Sel-kai: candy. He has a variety of hard candies that he makes himself, as well as a limited selection of chocolates. He guards his recipes closely; only Portego Faan the pushcart vendor has better candies.



At the Cold Barley Soup Kitchen

The Cold Barley Soup Kitchen

A Tavern



203. Spring and Pendulum

Type: Clockmaker

Size: Small

Quality: Good-Superior

Prices: 100-500%

Aakex Doran is a Loar Elf of no mean technical skill: his clocks are accounted among the best in the known world. They come in many sizes and shapes, some which chime the hours and others with jewel-inlaid faces. His simplest clocks are about 30 gp, while large elaborate ones can cost hundreds or even thousands.

Doran also has a limited selection of the Loari dart-pistols so coveted by weapons aficionados (see the weapons chart), and several lovely music boxes.

204. Feather & Leather

Type: Leather & decoration

Size: Medium

Quality: Average-Good

Prices: 100%

This shop sells various decorative and useful personal leather goods as well as accoutrements made of feathers and other unusual decorations.

205. The Tea Leaf

Type: Tea Retailer

Size: Small

Quality: Good

Prices: 150%

A small shop specializing in teas from all over Emer and southern Jaiman, the Tea Leaf has many blends, including herbal teas (with disputed medicinal value). Several coffees are also sold, as well as tea pots and other paraphernalia.

206. Smoke and Mirrors*

Type: Alchemist

Size: Small

Quality: Superior

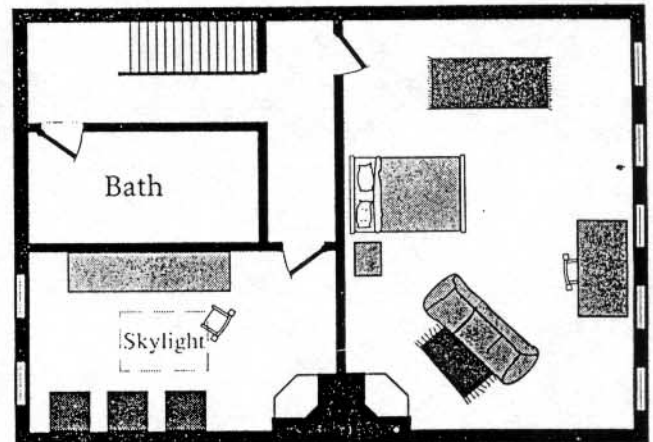
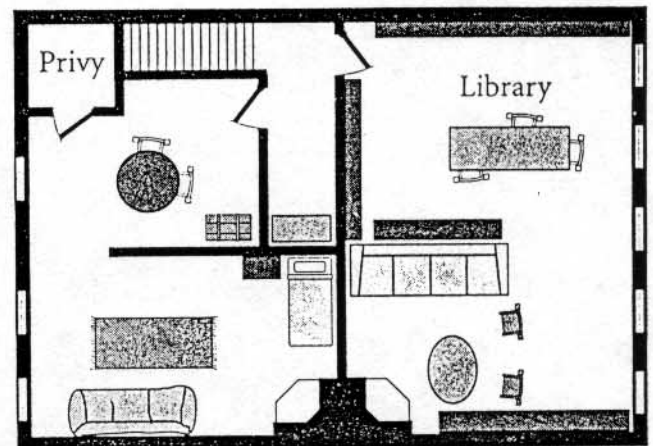
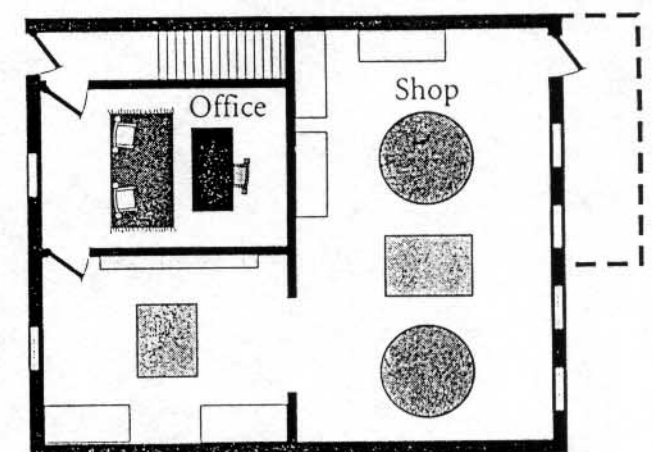
Prices: 120%

The wares in Goloth's shop are expensive but worth it. The Alchemist himself is a rather frightening presence, but is in reality an unusually friendly Loar Elf. He is selective in who he sells his 'trinkets' to, seemingly reluctant to part with every scroll or item. He will often question prospective buyers about their intentions, these interrogations having driven away customers on more than one occasion. But Goloth appears not to be in urgent need of funds, so he is not dissuaded from this behavior. Goloth is an Alchemist himself, but he does not make items; he does recharge, and does some runework.

GOLOTH

Age: ? (Looks 30)	Race: Loari/Laan	Demeanor: Bizarre
Level: 25	Prof: Alchemist	
Hits: 110	OB: 120 rapier	AT(DB): 4 (60)
Appraisal: 120	Stave/wand: 110	Runes: 120

Goloth is a powerful individual with good intentions (a rarity). He is friends with several Loremasters who frequent Selkai City, and he is able to provide them with information about unusual items which pass through his shop. They sometimes subsidize purchases of items which may be perilous in the wrong hands.

Smoke and Mirrors
*Goloth of Kellia, Alchemist***LEVEL THREE****LEVEL TWO****LEVEL ONE**

0 5 10 20 Feet

(1 inch equals 10 feet)





207. The Serpent's Eye

Type: Seer/Foreteller Size: Small
Quality: Unparalleled Prices: 100%

Veriak is an Iylar Elf, blind since birth, but gifted with the Mentalist powers of a Seer. He is never parted from his familiar, the highly intelligent serpent Zaal. The serpent is a twenty-foot long anaconda, and no one but Veriak knows that it actually possesses Mentalist powers!

Veriak will cast fortunes, and provide insights into the past of significant items. He is an eerie man, and the disquieting stare of the mighty snake draped over his broad shoulders has given many a client the willies.

VERIAK

Age: (looks 20)	Race: Iylar	Demeanor: Cryptic
Level: 31	Prof: Seer	
Hits: 160	OB: 120M/A†	AT(DB): 1(110)
Mdtation: 110	Perception: 200	Mimicry: 80

Veriak is able to 'see' via a set of magical earrings which grant him a unique perception of the world around him. He can perceive through walls, invisible objects, and is unhindered by darkness. He can be a terrifying opponent in combat as well, as he is a skilled martial artist. Zaal the anaconda is a foe to be reckoned with as well. Veriak is a 30th level Seer, but able to learn certain combat skills with ease, perhaps because his brain has re-allocated areas, not using sight.

†Veriak can use Rank 4 striking at 120, rank 4 sweeps & throws at 100

208. Sel-kai Fabric Importers

Type: Weaver (retail) Size: Large
Quality: Good-Superior Prices: 100-200%

One of the largest shops offering the fine imported silks from Nuyan-Khôm and fabrics from around Emer, Sel-kai Fabric Importers has an impressive selection of beautiful cloth.

209. The Healing Hand*

Type: Healer (Lay Healer) Size: Small
Quality: Good Prices: 100%

Jerius and his young assistants, the brothers Kindus and Ker Morand comprise the staff of this establishment. Kindus is learning the craft, while teenage Kerk performs orderly duties. Jerius' clinic includes an infirmary/recovery room with three beds, two private rooms, and a surgery room. He has a fairly well stocked medicine cabinet as well, with a selection of healing herbs and potions.

JERIUS

Age: 33	Race: Laan	Demeanor: Friendly
Level: 15	Prof: Lay Healer	
Hits: 55	OB: 30da	AT(DB): 1(10)
Diagnosis: 80	First Aid: 110	Surgery: 90

Jerius is very skilled for so young a man. He learned his trade at the secluded Andarius University and moved to Sel-kai City five years ago. A quiet, studious young man, he lives alone in apartments above the clinic. The boys (orphaned by a fever three years ago) also live upstairs in their own rooms; they pay no rent in return for being 'on call' to patients all day and night.

210. Pots and Pans

Type: Toolsmith Size: Medium
Quality: Good Prices: 100%

A wide selection of serviceable kitchenware, from large restaurant-sized pots to compact travel-cookery sets.

211. Fine Gems from Far Places

Type: Jeweller Size: Small
Quality: Average-Good Prices: 100-150%

There is indeed an interesting variety of gems in this small shop, and Hani Chaako is always interested in buying unusual gemstones from travellers.

212. Herbal Cures

Type: Herbalist Size: Small
Quality: Good Prices: 100%

Omala's selection is limited, but she has most of the important areas of healing covered in her inventory, and her herbs are usually quite fresh and potent.

"Nothing stinks quite like Sel-kai in Summertime"

— CANALER SAYING



213. Shulto Mapmakers

Type: Scribe (Mapmakers)

Size: Large

Quality: Superior

Prices: 100-200-500+%

The prices vary from maps which the junior mapmakers create, through those made by the masters, to ancient maps made long ago (the accuracy of some of which cannot be vouched for)

Bryon the Wainwright (#196) is a junior member of this group, and while he does not have the resources to travel far, his artistic skills have transformed many a rough sketch into a beautiful work of art. He does make occasional journeys into the Sel-kai countryside on his bicycle, armed with his paints and brushes, returning with a beautiful landscape. He also copies some of the other maps, again undercharging for his talents.

The Shulto Mapmakers are of such renown that they are the official mapmakers of the Prince, and even sell many of their works to the Loremasters.

The Studio is on the high-ceilinged upper floor of this building, while the lower floor is devoted to map storage and offices.

214. Tooth Surgery

Type: Healer (Dentist)

Size: Small

Quality: Good

Prices: 100%

Lozemis Talay is one of a handful of men who offers the exclusive service of dental care. Many other healers will handle simple dental problems (usually resulting in the removal of the offending tooth) but Talay is actually able to drill out cavities (with a monstrous looking but effective machine devised by Kerin the smith and Aakex Doran the clockmaker) and fill them with a gold compound. He also makes dentures.

215. Quest Bookshop

Type: Bookbinder (Scholar)

Size: Small

Quality: Superior

Prices: 100-150%

Book copying and illuminating is also offered in addition to binding in this small but high-quality shop. They offer an eclectic library of books for sale as well (nothing magical).

216. Glacier Silversmiths

Type: Silversmith

Size: Medium

Quality: Superior

Prices: 150%

The Salindaris family operates this shop and silversmithy, and show an aptitude for working with fine metal. Father and son create exquisite works such as goblets, plates and lamps, while the mother is gifted in the art of making silver jewelry. They live above the shop.

217. The Liquid Sun

Type: Goldsmith/Jeweller

Size: Small

Quality: Good

Prices: 100%

A small collection of utensils and larger objects is available, as well as a fine variety of rings, chains and other jewelry.

11. CANAL MAZE

A rough part of the city, Canal Maze is thick with taverns, run-down inns, and brothels. The division (south and east of the Southern Hook canal) is a sharp one between relatively safe Old City and this undeniably rough district. To wake up in the morning and see a body or two floating in the canals is not unusual.

218. The Wayside

Type: Inn

Size: Medium

Quality: Inferior

Prices: 80%

A dilapidated place of lodging with bug-ridden beds, poor food and surly staff. Why pay more?

219. Fresh Catch

Type: Fishmonger

Size: Medium

Quality: Inferior

Prices: 100%

The fish at this shop are rarely fresh, and were more likely stolen from the docks than legally purchased.

220. The City Garden

Type: Foodmerchant

Size: Large

Quality: Average

Prices: 100%

Fair selection (nothing really out of the ordinary like oranges or coconuts), but not the freshest stock.

221. The Silver Lining

Type: Moneylender Size: Small
 Quality: Inferior Prices: 5%/month

The proprietor of this seedy-looking office has a look that should make anyone with any sense distrust him immediately—and with good reason. Cynar Torg loans money at surprisingly low rates, but then demands monstrous collateral. He also uses strongarm tactics to get repayment and is inflexible about granting any kind of extensions.

222. The Homestead

Type: Inn Size: Large
 Quality: The Pits Prices: 70%

Possibly the worst guesthouse in all Sel-kai, the Homestead is a rat-infested dive. Food is awful (double the usual chance of illness) beer and wine watery. Beds are broken-down and flea-infested.

223. Marika's House of Pleasure

Type: Brothel Size: Medium
 Quality: Inferior–Average Prices: 1–2 gp

Marika runs a low-end brothel where pleasures can be satisfied at low rates (1–2 gold) but you get what you pay for. Her 'girls' are less than beautiful, and her rooms less than luxurious—by the hour.

GM Note: a cruel GM may wish to make PCs who attend this establishment roll an RR vs disease...

224. The Golden Dragon

Type: Tavern Size: Medium
 Quality: Inferior Prices: 100%

The gaudy interior suggests that the fare at the Golden Dragon might be overpriced, and it is for what you get. Drinks are undoubtedly watered down and food portions are small. One (apparently powerful, as the place is packed nightly) drawing card is the scantily clad barmaids.

225. Kieron's Baths

Type: Brothel Size: Large
 Quality: Good Prices: 5 sp entry fee

A bath house catering to men whose entertainment pursuits would include more than bathing (i.e., the intimate company of other men). While such practices are publicly frowned upon, several well-known Sel-kai citizens are frequent clients of the baths.

226. The Eye of Sotor

Type: Seer Size: Medium
 Quality: Inferior Prices: 1 gp/reading

Lady Junias Xygon purports to be able to speak to the dead through her crystal orb, but her scryings are infamously unreliable.

227. The Black Velvet

Type: Brothel Size: Large
 Quality: Superior Prices: 1–10 gp

The heavy oak door to this three storey establishment is guarded by nothing less than a pair of Changramai warriors. That right off should signal a certain level of service (and expense).

In contrast to Marika's, the Black Velvet is a palatial establishment where a man can spend a night of exquisite pleasure with one (or more) women of extraordinary talent and beauty. However, expect to spend from 1 up to more than 10 gold for this evening of entertainment.

228. The Red Door

Type: Brothel Size: Medium
 Quality: Good Prices: 5–10 (up to 50) gp

This establishment offers to satisfy more unusual pleasures and fetishes than the more mainstream brothel. The proprietor of the Red door is Argan Thrul, a burly man from the Lankan Empire. It is reputed that many of his employees are slaves bought in that land.

Prices are high but the wealthy and perverse of Sel-kai are willing to pay; the Red Door is one of the wealthiest brothels in the city. Discretion is also (not surprisingly) a hallmark of this establishment. There is even rumored to be a secret tunnel between the Black Velvet (a house of more traditional pleasures) and the Red Door, providing even greater secrecy.

Those with an unusual itch should expect to pay anything from 5 gp up to 50 (for special requests) but Argan boasts that the Red Door can accommodate any appetite.

229. Lemarr's Deposit Loans

Type: Pawnbroker Size: Medium
 Quality: Average Prices: 100%

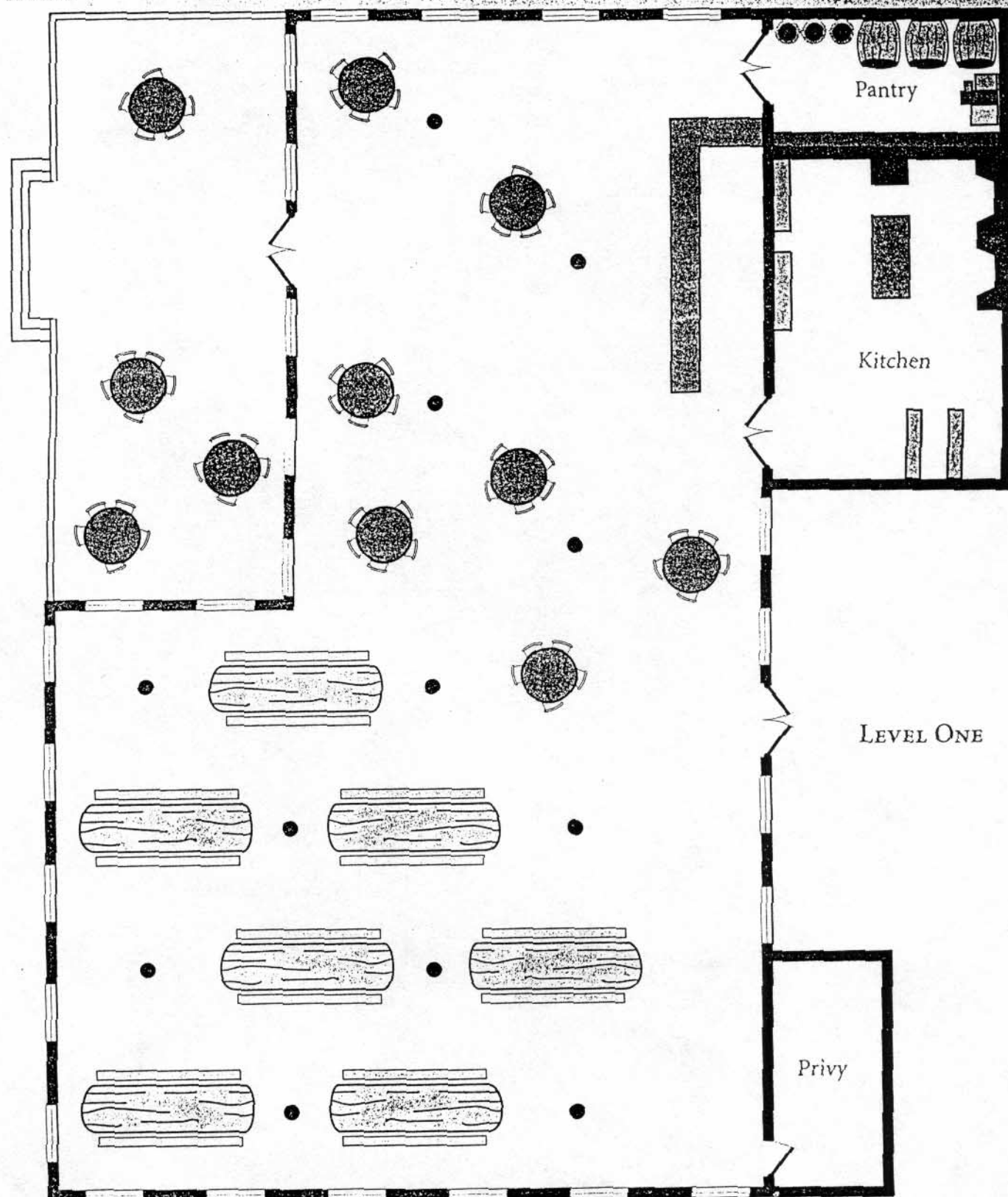
Lemarr is a reasonably fair man, offering competitive money for items left here on deposit.

230. Court Square Tavern

Type: Tavern Size: Medium
 Quality: Good Prices: 200%

An uninspiring place, the Court Square prides itself in a large selection of different beers; thus the rationale for their prices. It is rarely crowded.

Trevor's Tankard Tavern



0 5 10 20 Feet

(1 inch equals 10 feet)





231. T'revor's Tankard*

Type: Tavern Size: Large
Quality: Good Prices: 100%

The origins of the name of this rowdy bar remain a mystery. As far back as anyone can remember there has never been an owner or client named T'revor.

The proprietor is a man by the name of Hiiri Taldin. If asked about "T'revor," he will only smile.

The Tankard is a very popular (though sometimes rather rough) place; Taldin spends a lot on rebuilt furniture.

HIIRI TALDIN

Age: 26	Race: Shay/Laan	Demeanor: Friendly
Level: 17	Prof: Monk	
Hits: 83	OB: 100†	AT(DB): 1(90)
Trickery: 70	Subdue: 110	Diplomacy: 80

Hiiri is a small man, but any who have 'misbehaved' in this tavern will testify that size is no matter: Hiiri is master of the arcane fighting techniques of the Warrior Monks.

†Hiiri is able to use either Martial Arts striking or sweeps & throws at rank four at this value.

232. The Silken Inn

Type: Brothel Size: Large
Quality: Good Prices: 5-10 gp

Barco Egund has a stable of pretty girls who aim to please. The Silken Inn has reasonable rates and clean rooms; it's not palatial, but is popular.

12. PUSH CART VENDORS

These men and women have no permanent location, instead setting up shop wherever they decide to park their cart. Such vendors must have a license from the city to do business in this manner (all listed below do).

233. Portego's Confections

Type: Apothecary Size: Tiny
Quality: Superior Prices: 100%

Portego Faan pushes a brightly-painted cart which is a favorite with children across the city. He sells a variety of candies of all description.

234. Tantella's Fine Jewelry

Type: Jeweller Size: Tiny
Quality: Good Prices: 100%

Tantella sells an interesting collection of her own creations: jewelry fashioned from things of the sea. Shells, coral, and even a few pearls are strung together into beautiful (and inexpensive) ornaments.

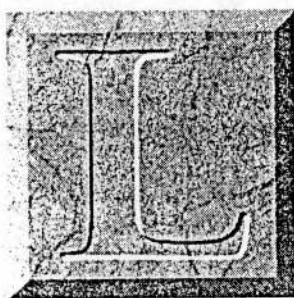
235. Bandar's Remedies

Type: Apothecary Size: Tiny
Quality: Average Prices: 80%

The travelling apothecary has a cure for every ill—so he claims. While many of Bandar's elixirs and potions have no real medicinal effect, they go far to help those with small aches and pains. And Bandar is an honest enough man to know when someone is seriously ill, and to recommend a real treatment if he does not have one (he does stock some genuine healing herbs and potions).



410RN'91



URONEN MOJE JOINED THE NAVIGATOR ON THE foredeck of the skyship. Sulfean appeared young to Moje's trained eye even for an Elven Navigator, and indeed Sulfean was barely out of his teens; somewhat of a prodigy. But Luronen had little time to muse upon the selection processes of Navigators, as the reason for his summons to the deck became clear. Dead ahead of the *Emerian Princess*, the cloudy sky had turned the unnatural, luminous green which could only herald the approach of one of Kulthea's gretest terrors: a Flowstorm.

"I see we have a problem." Moje said without taking his eyes from the eerie phenomenon before them.

"Indeed." Answered Sulfean tonelessly. "It formed about five minutes ago; the shock waves are already extending more than five miles."

The two men stood impassively watching the gathering storm while the crew of the *Princess* wrestled with the flapping sails and fought her air-rudder. The Loremaster cast out a tentative spell to gauge the power of the storm, only to feel the essence torn from him, sucked into the magical vortex.

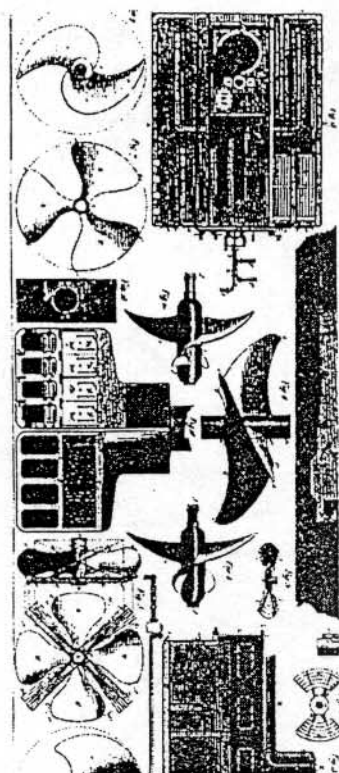
"Perhaps we should *Jump* now, before the storm intensifies." Moje suggested mildly.

Sulfean peered through his sextant-like *Compass* and adjusted a jeweled screw. "Too late."

A moment later there was a brilliant flash from the area ahead, and knives of iridescent lightning stabbed down from the sky to the earth. The green clouds swirled into a monstrous funnel, twisting like a great screw towards the ground. The sky went dark; the sun seemed to go out as everything was lit only by this luminous green tornado, laced with forks of lightning. Then the winds reached them.

The skyship trembled and began to list to starboard, her structure creaking ominously. Both men staggered but regained their balance as the craft slewed about in a strangely majestic spin, drawn towards the Essence vortex.

Ignoring the wind tearing at his clothes and flowing hair, Sulfean carefully replaced his *Compass* in its padded leather pouch. Moje fought to control his own furling cloak in this sudden gale, while the Navigator turned to face the storm.



The captain of the *Princess* rushed up to the two men, clutching at his cap. He still had his composure, but it was clear that even he was frightened by this monstrous storm. "Sirs," he shouted over the rising winds, "I realize you are not responsible for rescuing us from such as this, but any assistance would be much appreciated."

Sulfean continued to stare forward, eyes glazed, his knuckles white on the balustrade. Moje doubted he even noticed the captain.

"Captain Renian, I believe that the Navigator is even now doing his best to divert our course from a disastrous collision with this storm. However, I fear that even his powers will be of no avail against such a powerful flowstorm. I suggest you attempt to steer to starboard and make preparations to jettison the Xenium keel and attempt an emergency ground landing."

The captain was horrified. "That'll wreck my ship!"

Moje cocked an eyebrow. Our alternative is quite likely to be caught in a Flow Vortex, in which case we will surely be destroyed... or worse."

One of the most fascinating aspects of Sel-kai is its fleet of skyships. In this section are described several categories of merchant and military air and water craft of Sel-kai.

1. TERMINOLOGY

Following are some terms which are used to describe types and parts of ships; most are common to both air and watercraft.

Barge: Flat-bottomed craft usually used in the canals; it is unstable in all but calm water. Propulsion is by poling or rowing.

Fore-and-aft Sails: Where the principal sails are set on booms on the longitudinal axis of the vessel, as opposed to square rig where the sails are set on yards at right angles to it.

Forecastle: The forward deck and raised above the main deck.

Ketch: Small, two masted racing vessels with mixed square and fore-and-aft sails.

Lateen Sail: A triangular sail of which the leading edge is bent to a long yard.

Poopdeck: Aft part of the vessel, where a raised deck is located.

Skiff: Small poleboat designed for tight maneuvering in the canal areas.

Square-rigged Sails: Vessels setting square sails on yards set at right angles to that vessel's centerline.

Ventral Rigged Sails: Applying to skyships only, these are sails which extend downward at about 30° below horizontal. They are critical to stability and good maneuverability at higher speeds.

2. AIRBORNE CRAFT

Eidolon's air-going vessels fall into two categories: the keeled Xenium-levitated craft which make up the bulk of the Eidolon flotilla (generally called the *skyships*), and the generally larger and more unwieldy (but stable) vehicles which are known as *airbarges*.

SKYSHIPS

Fitted with special keels and their undersides plated with the magical alloy *Xenium*, the ships are able to fly at speeds exceeding 30 mph (dependant on winds), making them easily the fastest mode of common travel on the Shadow World (besides a risky Teleport or an expensive Navigator-directed 'Jump').

Even the skyships are not completely free to travel where they will, however. Stronger Essence Flows play havoc with Xenium's anti-gravity properties, and an encounter can mean severe turbulence, even a complete levitation failure—and a fatal crash. As a result, skymerchant captains must be skilled pilots and 'Aerogators', able to steer their craft clear of such flows.

Skyships are also able to sail on water (necessary for docking at more mundane ports than the airborne Port of Eidolon) and can be anchored in water like a normal ship or hover just above the land.

Always docked at Eidolon or patrolling nearby are the swift and powerful warbirds, as the Prince calls them. These are his battle fleet, his defense of the city. Warbirds are equipped with ballistas with explosive heads and other weapons of war, and are said to be the fastest ships in the air.

The Caravel and Sloop can appear in merchant or military forms while the Frigate is strictly a vessel of war. There are also smaller skyships: yachts, ketches and others.

CLOUD CARAVEL

Similar to a standard sea-going caravel (see below), it has a rounded bow and a high, square stern with a poopdeck. Cloud Caravels have three lateen-rigged top sails and four ventral sails (two per side).

Length: 60 ft	Breadth: 20 ft
Sails: Lateen and Ventral	Crew: 14
Passengers: 10	Tonnage: 60
Cruising Speed: 10 mph	Max Speed: 18 mph
Weaponry: Warbird version has 2 ballistas	

SKY SLOOP

This swift craft has one mast with fore-and-aft sails, one set of long ventral sails, and like its sea-going cousin, a long bowsprit. It is complex to fly but with strong winds is the fastest ship in the air and extremely maneuverable.

Length: 50 ft	Breadth: 20
Sails: Fore-and Aft	Crew: 10
Passengers: 10	Tonnage: 80
Cruising Speed: 20	Max Speed: 30-50
Weaponry: Up to two ballistas	

WIND FRIGATE

This ship is only found in the Prince's fleet, and is a formidable sight indeed. It has three masts and a bowsprit, a forecandle and very high poopdeck

Length: 160 ft	Breadth: 45 ft
Sails: Square rigged	Crew: 60
Passengers: (10)	Tonnage: 650
Cruising Speed: 15 mph	Max Speed: 20-25 mph
Weaponry: Eight ballistas	

AIRBARGES

Relatively new entries in the flying ship ranks, Airbarges are actually the design of Loari artisans from Namar-Tol.

The airbarges depend on two factors: cultivating the unique and strange *Balloonpods*, and mastering the relatively advanced concept of steam power. The Loari, Elven masters of what can only be termed 'technology', have managed to grow fields of balloonpods, and have gained a sufficient understanding of aerodynamics and of heat and steam to devise boilers and steam-driven 'engines'.

The Loari cluster the balloons inside of larger, bizarrely shaped structures, which also incorporate areas for passengers and cargo. Most of these vehicles are driven by complex and baroque engines, which power large propellers (or 'airscrews') mounted on the main fuselage. The propellers either drive the barge laterally or change its altitude, depending on their positioning.

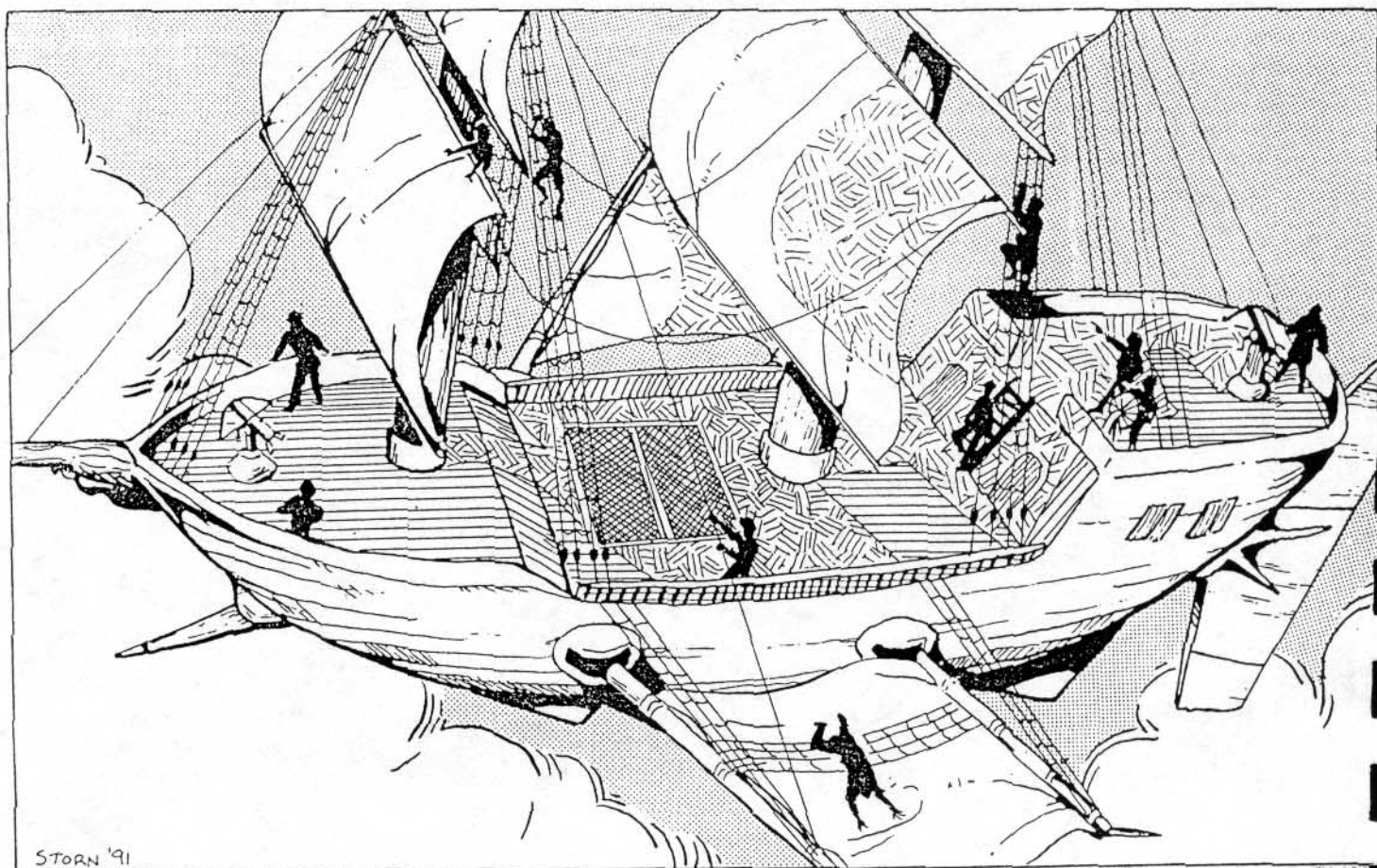
These vehicles are more stable in rough weather, though in most cases are not nearly as swift as the sail-powered Skyships. They also suffer mechanical breakdowns, and are far more expensive to maintain than Skyships, requiring repairs, trained crews, and frequent airbag replacements. Still, they have a growing role not only in Namar-Tol but at the skydocks of Eidolon.

TYPICAL AIRBARGE

Length: 300 ft	Breadth: 100 ft
Sails/Power: 4-8 airscrews	Crew: 70
Passengers: 100	Tonnage: 800
Cruising Speed: 8 mph	Max Speed: 12 mph
Weaponry: None	

3-SEA-GOING VESSELS

Following are several examples of ships commonly seen in the ports of Sel-kai City. These are general classes, with a fairly typical example of each following the description. Many other types of ship exist however, and there are endless variations.



SLOOP

The preferred vessel of pirates and smugglers, the sloop has a long bowsprit (a beam projecting from the front of the craft at about 3° above horizontal and supporting a great triangular sail between and the foremast). It is very fast and maneuverable.

Length: 60 ft Breadth: 25 ft
Sails: Fore-and Aft Crew: 6
Passengers: 80 Tonnage: 100
Cruising Speed: 9 mph Max Speed: 14 mph
Weaponry: up to four Ballistas on main deck.

SCHOONER

Two-masted sailing vessel with a shallow hull, making it relatively fast but not maneuverable. It has only one deck.

Length: 75 ft Breadth: 20 ft
Sails: Fore-and-aft Crew: 10
Passengers: 60 Tonnage: 100
Cruising Speed: 8 mph Max Speed: 11 mph
Weaponry: Up to four Ballistas on main deck.

COG

Small merchant vessel with one mast (usually lateen) and rounded hull. It has a considerable cargo capacity.

Length: 50 ft Breadth: 20 ft
Sails: Lateen Crew: 3
Passengers: 3 Tonnage: 40
Cruising Speed: 4 mph Max Speed: 6 mph
Weaponry: None

CARRACK

Merchant vessel with rounded hull and at least two masts, usually combining square and lateen-rigged sails.

Length: 60 Breadth: 35
Sails: Lateen and square Crew: 20
Passengers: 10-30 Tonnage: 150
Cruising Speed: 5 mph Max Speed: 8 mph
Weaponry: None

CARAVEL

A sailing vessel with a round bow and a square stern; it usually had 2 or 3 masts with lateen sails. The largest caravels (up to 150 tons) have a forecabin and poopdeck.

Length: 70 ft Breadth: 20 ft
Sails: Lateen Crew: 10
Passengers: 15 Tonnage: 70
Cruising Speed: 6 mph Max Speed: 10 mph
Weaponry: 2 ballistas

GALLEON

These large, four-masted vessels which are very sea-worthy but not very fast or maneuverable. The sail arrangement is either square with an aft sail, or lateen rigged. In either case it has 4 ventral sails.

Length: 150 ft Breadth: 40 ft
Sails: Sq/aft or lateen; 4 ventral Crew: 25
Passengers: 50 Tonnage: 600
Cruising Speed: 5 mph Max Speed: 7 mph
Weaponry: eight or more ballistas.

4. RIVER & CANAL VESSELS

These craft are not sea-worthy; and restrict themselves to the rivers, canals, and the relatively calm waters of the Sharhya Bay.

SKIFF

Smallest of the canal-boats (aside from an occasional raft), skiffs are a very common way to travel through Sel-kai City. Canalers use their skiffs as a primary means of income, transporting passengers and sometimes cargo through the city.

Skiffs are usually powered by a single poleman, pushing off the canal bottom (most canals in Sel-kai are 6-10' deep); most have a set of oars for use in case of deep water travel.

Length: 10 ft Breadth: 3 ft
Sails: None Crew: 1-2
Passengers: 1-4 or 500 lbs cargo Tonnage: 150-300 lbs
Cruising Speed: 3 mph Max Speed: 6 mph

BARGE

Larger and less maneuverable than a skiff, a barge is nevertheless a very common sight on the canals and is the workhorse of cargo transport within the city.

Many barges have a tiny (3-4 ft high) cabin in the center of the deck. Poor canalers will even live on their barge, tying up the craft along a major canal at night.

Length: 15-20 ft Breadth: 4-6 ft
Sails: None Crew: 1-2
Passengers: 1-8 or 1500 lbs cargo Tonnage: 500-1000
Cruising Speed: 2 mph Max Speed: 5 mph

BOAT (MEDIUM)

Doing double duty between river trade and canal transport, these craft are usually owned by the merchant families and used by them for cargo transfer. They can negotiate most canals, but are clumsy and require rowers and polers.

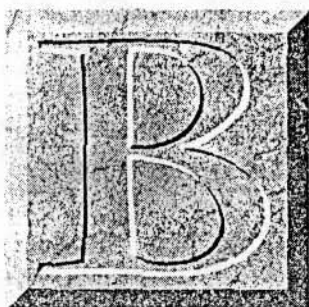
Length: 20-25 ft Breadth: 8-10 ft
Sails: Sometimes. Crew: 3-6
Passengers: 1-10 or 2 tons cargo Tonnage: 800-1500
Cruising Speed: 3 mph Max Speed: 9 mph

BOAT/LAUNCH (LARGE)

These vessels are the largest allowed within the city, and even then they can only navigate the widest canals. Such craft are usually reserved for river travel or as ceremonial/party ships of the merchant lords.

Some launches of the wealthy families are even powered by steam engines with propellers or paddles. They are a terror to the skiff and barge operators. The max speed under engine power is in parenthesis.

Length: 30-40 ft Breadth: 12-18 ft
Sails: Some versions have sails. Crew: 4-7
Passengers: 1-20 or 4 tons cargo Tonnage: 2000-3000
Cruising Speed: 2.5 mph Max Speed: 7.5 (10) mph



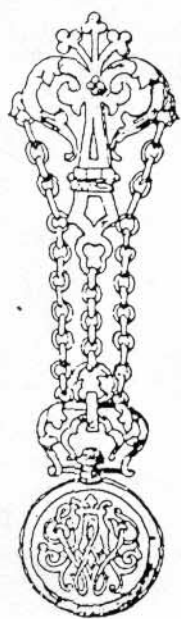
BLOOD FLOWED OUT OF THE RAGGED WOUND, soaking Kedrik's grey breeches. The Loremaster prayed silently to Eissa as skeletons continued to march out of the mausoleum chambers. Sweat coated Kedrik's face and plastered his coal-black hair to his forehead. The glowing white pommel of his mace—the only light in this dank vault—illuminated the room with a grey pallor. His arsenal of spells exhausted, he was forced to destroy these Undead guardians one by one in combat.

Crack! Another skull shattered under the silver blades of his mace. Jointed fingers clasped spasmodically at him, only to crumble into a heap at his feet when the spell binding them was broken by the enchanted weapon. A rusty sword clanged off his shield and he staggered back.

"...blood loss making me dizzy... got to get back out into the light..." He tried clumsily to retreat, but every doorway out of this great round vault looked the same. Then the floor began to tremble; Kedrik's footing was already unsteady, and he fell to his knees. He prepared himself for the rain of blows falling from these mindless constructs to finish him.

But the skeletons had stopped their attack, turning towards the sarcophagus in the center of the chamber. Did the lid move? Kedrik watched in amazement as a glimmer, then a burning red line of light formed along the seam between lid and base of the coffin.

It appeared that the Black Wizard was not as completely dead as his ancient rivals had claimed. The lid rose with agonizing slowness, then fell back to the floor and shattered in a thousand splinters of granite. Out of the angry glow rose a dark form, coalescing into a humanoid shape. Kedrik raised his mace, hoping desperately that its magic was strong enough to combat an Undead sorcerer...



Watch and pendant
(Of Loari Design)
c 6035



Emblem of the
Guild of Apothecaries

In this section we present several adventures, all set in or around the cities of Sel-kai and Eidolon.

The GM should read through all of the adventures before setting up a campaign in Sel-kai or bringing the PCs there. In at least one adventure, it is helpful to establish personal character ties; toward this end, the first section includes a brief list of possible relations the PCs may have in Sel-kai. Since the city is so cosmopolitan, it is quite feasible that the PCs have a cousin, uncle, or even closer relative here. This will aid the characters in quickly becoming acclimated.

Note also under the **Rewards** category a new feature: experience guidelines. This is to help GMs with that difficult (but worthwhile) concept which we called "Idea Points" in *Character/Campaign Law*.

CHARACTER CONTACTS

To keep Sel-kai from being just another city where the player-characters show up, analyze and sell their weird magic items, read some books, buy new weapons, and hang around in taverns waiting for something to happen, it is strongly suggested that at least one (and quite possibly two or three) of the characters have contacts/relatives in the city. The most interesting option would be for the different characters to have associates at the various levels of society, allowing them to experience all aspects of Sel-kai life.

Listed below are a few options for the GM to use to provide a more personal touch for the PCs.

- A Character's (a Mage or other Essence profession) childhood tutor—Hengen Klalok—is now a scholar at the Olvisdari school in Kalingen University.
- A Character (any profession) is sibling to a well-known goldsmith, a journeyman in Sungold Smithies (#37) with great potential.
- A Character (any profession) is cousin to a servant in House Gugulon; this could lead to possibilities in smuggling.
- A Character (any profession) is cousin to Divad Taminger the Tavernkeep (and is also related to the wealthy Taminger family). This provides opportunities in Uptown and Lowtown—though the PC will have to choose fairly quickly who he wants to associate with. Neither faction is willing to put up with a two-faced class-jumper for long.
- A Character (any profession) is nephew to Kendan Arain Baragon, who married into the Merchant family. He is in his mid-thirties and lives in the family home in Sel-kai City.
- A Character (any profession) is cousin to a well-liked Canaler who lives above the *Roasted Bean* in Twelve Bridges.
- A Character (any profession, though ideally one in Channelling) is sibling to a young priest in the Shrine of the Fourth Blood (#161). The priest is not intrinsically evil, but was swept along in the excitement of the religion.

FITTING IN

Different things at different levels of society will—if done correctly—will get you 'in' with ease; if botched they will earn you a disapproving stare and no more dinner invitations Uptown, and perhaps a swim to the bottom of a canal in Lowtown.

UPTOWN

In Uptown society, nothing will betray you faster than bad manners. If PCs are planning to accept an invitation to a party (or, Lords of Orhan forbid, a dinner) at the palace of a Merchant Baron,

they had better be briefed in proper etiquette. The PC's in-town relative can certainly refer them to a tutor who can give them a crash course (for a fee, naturally). Having a strange accent is endearing; using the wrong fork is fatal. It is helpful, however, to be able to speak Erlin and Shay without too much of a 'funny' inflection.

Racially, being an Elf gives you a bonus, as many assume that Elves are highborn; but in the current tense political situation Elves are treated warily, and Elven strangers are suspected spies. Laan have it made, while more unusual races such as Dwarves or Hirazi are treated with respect and barely concealed curiosity ('they must have business up here on Eidolon or they wouldn't be at the Elgata Reception, now would they...?')

MIDTOWN

This level of society is the most fluid, with craftsmen and artists constantly on the move between Kulthea's few centers of civilization seeking patrons. While a large percentage of the skilled workers were born here like their fathers and grandfathers, there are still enough itinerant skilled workers who come to the city in search of fortune. PCs with an old friend or relative should have few problems fitting in, especially if they prove their craft (and don't look like they plan to compete directly with any the contact's circle of friends). Note that most spell-users and warrior-athletes are considered to be artisans.

LOWTOWN

It is here that strangers may have the most trouble really 'fitting in.' While the laborers of Sel-kai often have their ranks swelled by a continuous influx of new blood (to replace the constant attrition from disease and violent death) they are of fairly uniform racial makeup. Nearly all Lowtown residents are of Shay descent, some with Talath or even Laan elements. While a Y'nar or Elven Lowtownier is not unheard-of, they are rare and well-known. A sudden mixed group of newcomers is quickly seen through as strangers and possibly trouble-makers. This doesn't mean the PCs will be treated with hostility, but they won't be given any extra favors the Lowtowners instinctively give "their own." If one of the PCs is a close relative of a well-liked Lowtownier (like a sibling or child) and word gets around, the group might actually get friendly treatment and one or two favors (e.g., well, you're bein' Galfud's sister an' all, I suppose you an' your buds can use my spare skiff for a few hours. But I don't want any trouble from yuns! An' that skiff better look good as new when it's back by Evenin'!").

A strange accent will also immediately peg you as an outsider. The Shay of Sel-kai speak their language with a unique drawl; most other accents count clipped and choppy by comparison. The Lowtown accent on Erlin is hideous to Elven-ears.

2. A LITTLE KNOWLEDGE...

The job is a simple one with quick payback: just copy a few numbers from a logbook. But, as usual, the PCs are merely pawns in a larger game.

PROLOGUE

Aenor of Quaal is far more (and yet somewhat less) than he appears to be. He is not disaffiliated royalty from the dissolved Jaimani realm of Saralis, but in fact one of the heirs to the Dark Elven pirate kingdom of Plasidar (See *Jaiman*). Being the youngest son and only half-Dyar, he had little chance to inherit the wealthy realm. Instead, he used his inheritance to build a new identity; then he moved to the center of the mercantile world: Sel-kai.

Aenor insinuated himself into elite society and within months was betrothed to a daughter of the Merchant Baron Xyrus Betaran.

SYNOPSIS

As far as the PCs are concerned, this is a very straightforward job—if they don't mind doing a little breaking and entering.

Aenor of Quaal (now married to Satha Betaran) is currently competing with House Elgata for several trade deals. He wants to learn the departure times for certain ships (the departure times of important voyages are sometimes kept secret to prevent sabotage... just what Aenor has planned). He will ask the PCs to steal into House Elgata, copy dates and times, and give him the information. For this they will be well paid.

REQUIREMENTS

A small party of characters capable of being stealthy is required. While they need not be high-level, they will need thief-related skills and/or appropriate spells.

REWARDS

Aenor will pay 200 gp for the information he has requested; if the PCs get it wrong (he has an 60% chance of noticing incorrect or faked info) he will refuse to pay. If the information is wrong for any reason and Aenor finds out only after his ships intercept nothing, there is a good chance Aenor will send his bullies to rough up the PCs (including broken bones, perhaps worse).

Experience: If the PCs pull off the job without a hitch, cooperate and work smoothly together, give each member of the group 1500 exp pts. Those who played major roles in concocting a good plan should receive an additional 500 ep; any who showed skill at improvisation (quick thinking under pressure) give 200 ep for every instance. Kill/Hit/Critical etc. points are additional (see Character Law & Campaign Law, pp 62-63), but—as always—discourage killing for points; that's not what good role playing is about. Use the Maneuver Points section of the chart to reward points for maneuvers, including lock picking, etc.

PENALTIES

Getting caught in House Elgata could be problematic. See Crime and Punishment, pg 39. You can bet that the PCs will get the maximum penalty... or if Aldaran Elgata, awakened to deal personally with burglars, feels particularly annoyed, he might just have them disappear.

See also the *Denouement* section for more intangible penalties.

AIDS

None offered. The GM may wish to have Aenor supply the PCs with a sketchy map of the house if it appears as though they intend to just bust in randomly; surely a disastrous plan. This would obviously make the adventure a much shorter and more simple one.

OBSTACLES

The city guard is always on patrol, but easily dodged; the Elgata security men are more attentive and formidable.

SCENE 1: A TAVERN

One assumes the PCs are hanging about some tavern, eyeing the crowd like cheap tarts waiting to be picked up. A barmaid will bring them a round of beers free, and when asked, will say that a man in the back private booth paid, and would like to see them.

At the booth the PCs will see a handsome young man with slightly pointed ears sitting before a plate of rare seafood and a glass of wine. He wordlessly beckons them to sit.

Once in the curtained booth, Aenor will introduce himself as Deltar of Urgan, an independent merchant. Then he will ask the group if they able to read and write Shay and Erlin (the two common languages used in Sel-kai), assuming someone can, he will ask how they feel about Uptown politics. If they respond neutrally, he will sit back with a smile and a sip of wine and ask if they are interested in acquiring a little information for him—a small errand—a matter of Uptown competition for trade contracts. Aenor will strive to make the purpose of the information seem very mundane; no one would be hurt except a small profit percentage.

The PCs will notice that 'Deltar' has a curious accent, very difficult to place. It is Kaitainian, one that Aenor affects as part of his cover.

At last Aenor will ask if they think they can slip into House Elgata, copy a specific series of dates from a logbook in the shipping office. His offer:

"Your trouble is worth two hundred gold to me."

If they accept, the PCs are given three days to get the information

"Look for the Departures logbook, between the dates (he gives a ten day span about forty days away); you are seeking the departure of the Westwind. The office is on the first floor of the House; getting inside should not be too difficult."

SCENE 2: ELGATA VILLA OUTSIDE

Hopefully the PCs are smart enough to case the place before making their foray.

The Elgata villa faces canals on three sides, while the fourth side abuts another villa. The canal facing the side is a small service way, with only a few dim lamps; it is the best side for the break-in and also the side where the log room is located.

They will notice that inside the shutters (open during the day) there are bars on the first-floor windows and balcony doors, but that they can be unlocked relatively easily. Security people are stationed at the entrances, but none are seen on the roof or patrolling the canal.

SCENE 3: INTERVIEWING

Intelligent PCs with friends in town might also try to get an idea of the layout of the villa (so they don't go stumbling around the place looking for the office where the logbooks are kept. The best way to do this is to get someone who knows to talk. Below are two examples of people the PCs may find out about and manage to contact. The GM may wish to invent others.

MEMRIS DALGON, CLERK

An accountant for the Elgata family, Dalgon is familiar with the office wing and knows exactly where the books are kept. However, there is a 20% chance that he will take the bribe (he will demand 20 gp), give wrong information, and tell Aldaran Elgata.

HELGAR KRAIN, FORMER DOMESTIC

Now a drunk, Krain is bitter about his firing and, bribed with a bottle of wine, will describe the layout of the villa and the location of the office where the logbooks are. Unless he is drunk, the description will be accurate. If he is drunk (50% chance) the information may be somewhat garbled (he indicates that a room next to the log room is what they want, etc.).

SCENE 4: ELGATA BY NIGHT

No one in their right mind would attempt to break into Elgata by day, so let's assume it's night. The best time would be after midnight.

OUTSIDE THE VILLA

Determine the weather for the night of the break-in and navigate the PCs there. One hopes that they found out where the log room is and will park their boat under it in the relatively dark side alley. Opening the shutters with the right tools is an *Easy Lockpick*; it is *Medium* to unlock the iron bars and *Easy* to open the windows, which swing in.

During the burglary, there is a 10% chance every minute that a boat goes by on the larger canal; but only a 5% chance that they will be noticed. There is only a 10% chance during the whole time that a boat will come down the side canal.

INSIDE THE VILLA

The room is dark; PCs must have their own lights. The book is not difficult to find, and the copying takes 10 minutes. If the PCs are silent there is only a 5% chance that someone actually enters the room. If they make any appreciable sound, each time there is a 10% chance they are heard by a guard outside in the hallway.

DISCOVERED!

Should a guard manage to sound an alarm, things will get very scary very quickly. Elgata has one of the best private security corps in the city. These men are well-armed and better paid and trained than the Redcapes. (Don't even think of trying to bribe your way out of it!)

SCENE 4A: CAPTURED

Should the group be caught, they will be brought before an irritable Aldaran Elgata, who will lecture them about what happens to those captured for burglary and sent to the Palace.

However, Aldaran Elgata is not a stupid man; he will want to know why a group of strangers with no obvious mercantile interests are prowling around in his logroom. He might very well not turn the PCs in, but instead force them to work for him against their previous employer. He will offer to pay them the same amount if they find out who their employer is. He might hold a couple hostage to ensure the loyalty of the others.

On the other hand, he might just have them tortured and thrown into the canals.

SCENE 5: A TAVERN, REPRISÉ

Assuming success, the PCs return to the tavern with the info. There, Aenor will be waiting at the booth with the money. A quick examination of the documents will let him know if they are genuine. He will pay if they are, thank the group, and warn them never to mention this to anyone.

EPILOGUE

After this adventure, the PCs should be able to move on to other matters without any permanent effect.

DENOUEMENT

It won't be for at least a month before the news perhaps reaches the PCs that a convoy of three ships of the Betaran fleet were attacked by pirates flying the White Swan. One managed to escape into Sel-kai patrolled waters, but the others—including one called the *Westwind* carrying Aldaran Elgata's son Erion—were boarded. It is assumed that all were killed.

GM Note: As planned, Aenor used the information to raid the Elgata ships. The GM can have Erion killed, or perhaps more interesting, kidnapped and taken to the pirate hold in southern Urulan. The PCs might then somehow become involved in a rescue operation... (true mercenaries).

THE BIG PICTURE

Whether the PCs feel guilty about this is up to them, but this event will bring about a new level of paranoia among the Barons.

3. WHAT PRICE HEALTH?

The PCs are asked to help with a small smuggling operation in return for valuable healing herbs...

PROLOGUE

Drug and alcohol abuse exists in almost any society, and Sel-kai is no exception. While mild drugs—like alcohol—are not banned, those who use them heavily are frowned upon in polite society. Certain stronger drugs are banned and their importation is forbidden. Anyone caught smuggling them is severely punished. But this does not stop the inflow of powerful mind-altering substances; the bored and unhappy are always looking for diversions.

SYNOPSIS

Healing herbs are a staple for adventuring characters; often they are the difference between life and death. In this adventure, the PCs will be offered a valuable selection of herbs in return for their services.

They must pick up four parcels from a ship, smuggle them into the city past the security perimeter, and deliver the packets to an herb shop.

REQUIREMENTS

A group of adventurers with some boating knowledge and familiarity with the city. Also a certain lack of curiosity could be a bonus.

REWARDS

The herb selection can total 3,000 gp in value (GM's discretion what herbs, or they can pick from the list).

Experience: Combat is unlikely in this adventure, unless the PCs attempt to tangle with the Sel-kai perimeter guard. Use the Maneuver Points section of the chart to reward points for maneuvers, including boat maneuvering, etc. Idea points of up to 1000 are possible if a PC thinks of a particularly clever twist.

PENALTIES

Smuggling carries a fine and/or imprisonment, depending on the nature of the material. Illegal drugs are a serious offense, so caught PCs can count on at least a month (70 days) in the city dungeon.

AIDS

None offered. PCs must have or acquire their own boat and are essentially on their own through the adventure.

OBSTACLES

The group must avoid detection through every part of the pickup and delivery—no mean task.

SCENE 1: MEETING TOMÛK

The PCs will be walking around town, in a bar, or even shopping in an herb store, when a tall man with black hair in a ponytail approaches them. He looks Laan, dresses in simple but expensive-looking clothes, and speaks Erlin.

"You look like a group that might be interested in running a little errand, perhaps in exchange for a considerable selection of potent healing herbs..."

Should the PCs respond favorably, he asks to meet them at landing number 45 in Sighing Docks at the sounding of the Night Quintar (see *Telling Time*, pg 12; it's about 9:00 PM), and to have a canal boat ready for later that night, to depart from another part of town.

Tomûk Graîain has a constant companion: a very large wolf-like dog named Jak. The dog is well-trained and always seems very docile, but at a work from Tomûk, the beast will attack to restrain... or kill.

SCENE 2: AT THE DOCKS

Tomûk and Jak will be waiting when the PCs arrive. He has a map of the Sharhya Bay (see the map on page 152) and points out a spot for the meeting. It is between the coast and a rocky, uninhabited isle, to minimize the chances of being seen on the horizon. The ship will flash a red light twice as they approach; they should be there by the sounding of the Predawn Quintar.

When the PCs pull alongside, the package will be dropped in the water in a moisture-proof bag. They must then bring the package to the Library Herbs and Tobaccos (#32) shop that next morning. Tomûk takes the map and says they will not see him again. The shopkeeper will give them their reward.

SCENE 3: THE PICKUP

This is probably the most tense part of the adventure, as the PCs must rendezvous with the ship carrying the parcels and get away without being detected by the sharp-eyed patrol ships.

The bay is constantly under surveillance by Sel-kai trade enforcement craft, manned by Elves who can see in the night as well as day. Any meeting of ships is viewed with suspicion—especially when a seafaring vessel meets a canal boat. Ships are all directed to the docks at the north end of the city where their cargoes can be properly assessed; skiffs and small canal barges are not to go more than a few hundred feet beyond the eastern tip of Canal Maze.

PCs with resources might manage to have the entire boat turned invisible; others will just have to depend on quiet and luck. The boat will have to be rowed out; obviously poling won't work in the deep waters of the Bay.

If the weather is cloudy or rainy and the PCs quiet, there is only a 15% chance of them being seen. If it clear with bright stars there is a 25% chance (plus more if the PCs make noise or cause other disruptions). There is no Orhan tonight; Tomûk chose it because of the new moon.

There is a 60% chance that the PCs will see other craft while out here, either ships or boats. These are not necessarily patrol boats; many others are out on the bay on business of their own—and you can bet it's not legal.

The ship will be waiting; it looks like a caravel flying a dark flag (*Hard Perception* reveals that it is a black flag bearing a white swan). The ship signals, and as the PCs' boat draws aside, there is a splash. Without any delay, the ship hoists sail and heads on towards the harbor.

Hopefully someone on the boat can see fairly well in the dark and can use the boathook to pull the small package on board.

The parcels are small cedar boxes with seals; it would be *Sheer Folly* (-50) to open them without damaging the seals, but should the PCs do so, they will find a small cloth pouch in each, filled with about a pound of dried mushrooms. A successful *Medium Identify Herb* roll will tell the PCs that these are Nygath: strong hallucinogens that can cause suicidal tendencies—but they also give Essence and Mentalism users 2x their normal power points for the day. Anyone at all familiar with Sel-kai law knows that Nygath is quite illegal.

SCENE 4: RETURNING

There is a 10% chance that the PCs are intercepted by Redcapes on foot as they scoot back into the canals. They can either try to evade (*Extremely Hard*, -30) or fast talk the men (*Sheer Folly* -50) and avoid being searched.

DUMPING THE DRUG

Of course, if the Redcapes search they will find the Nygath. The PCs might try to throw it overboard before the Redcapes get to them; there is a 60% chance the package is not noticed as it floats away down the canal. This way the group gets off, but Tomûk will hunt them down. They owe him 15,000 in gold for the drugs and have three days to pay up or he takes his fee "in eyeballs."

If the PCs try to flee the city, they might realize (*Light* +10) that they are being shadowed by tough-looking guys with a Laan/almost Dyar-elf look. Getting away from Tomûk and the pirates of Jerel of Urulan will be an adventure unto itself.

GETTING ARRESTED

See Penalties. The PCs might try to overpower the Redcapes and escape, but they would lose their boat and the drugs. And unless their faces were covered, they stand a good chance of being tracked down by the City Guard.

SCENE 5: LIBRARY HERBS AND TOBACCOS

Assuming nothing goes seriously wrong, the PCs wait out the rest of the night then head for their final destination: Library Herbs and Tobaccos (#32).

The shop opens three hours into the Morning Quintar (about 8 AM) and the proprietor is a short, rotund man named Leker Monn. The PCs enter and present their charge, which the man will open and briefly examine the seals on the boxes before stowing. Then he will cheerfully ask what herbs the PCs would like as part of their 3,000 gp allotment. He has an excellent stock (90% chance of having any given herb).

EPILOGUE

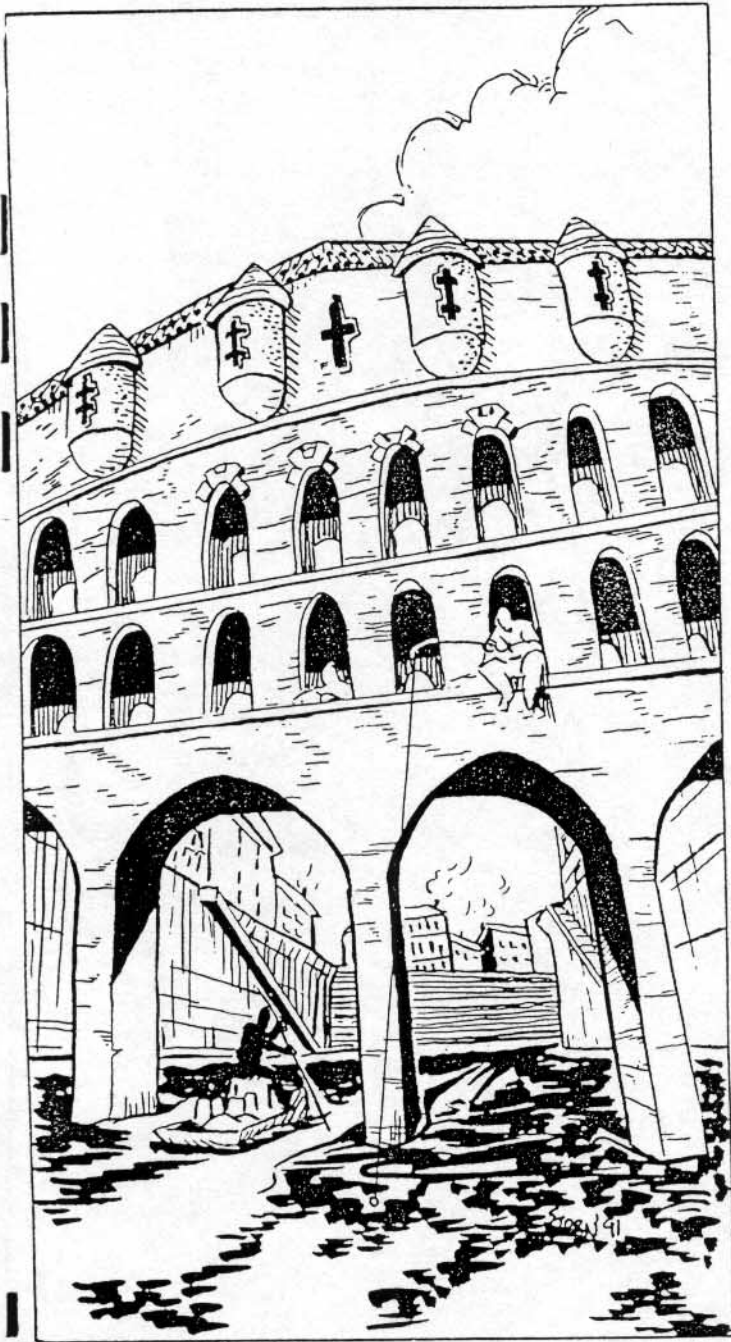
After the PCs have pulled off this little crime, they might feel a little guilty (but then, they may not...). They may remain blissfully ignorant of just what it was they were transporting, which might be just as well for everyone.

DENOUEMENT

If the PCs do a smooth job, Tomûk may contact them again. However, should they ask this of the shopkeeper, he will look confused and a little nervous; he denies knowing a Tomûk or anything but his immediate responsibilities.

THE BIG PICTURE

This exchange is just one of probably dozens going on every night in Sel-kai. The drug trade is one of several clandestine operations running on the currents of the Sél-kai canals.



4. A LITTLE INTRIGUE

Long has House Alaxatan awaited their chance for vengeance against the Pharnese Family; those who dared to shame them before the entire city! Though the outrage was perpetrated more than two centuries ago, the high-born have long memories.

Now that opportunity had come—the chance to wound Kyse Pharnese and his family; to make him pay dearly for the insults of his ancestor.

PROLOGUE

Jarl Alaxatan, second son of Lord Kellis, believes that he has figured out a way to avenge House Pharnese for its insulting behavior over the last several centuries. With Kyse Pharnese still trying to get a firm hold on the family operations after the sudden death of his parents, this is an ideal time to strike. Not many people knew that the young head-of-house was seeing the girl Xarna, a barmaid in the Cold Barley Soup Kitchen. But Jarl knew, and he had a plan to use this information to wound Kyse, and wound him deeply.

GM Note: This adventure can begin most naturally if the PCs are already fairly familiar with the Old City and specifically the Cold Barley Soup Kitchen tavern (#198) and its owner Divad Taminger. This is an inexpensive bar with good food and drink, and Divad is an excellent source of contacts all through the city; it would be worth the PCs' while to cultivate him and his associates as friends.

This adventure has a less clear linear path, and as a result the scenes are not numbered.

SYNOPSIS

The PCs are recruited by Divad Taminger to help his friend, the young Merchant Baron Kyse Pharnese. Few knew about Kyse's meetings with the barmaid Xarna Yanalan, and few suspect the reason for her sudden disappearance three days ago. Kyse is distraught: he just got a message that she was captured by an agent of House Alaxatan, and would be killed unless Kyse signed over several lucrative contracts. He is afraid to tell anyone for fear of Xarna being hurt, but Divad knows what is happening. He will talk the PCs into helping in a rescue.

Xarna is of course not held at House Alaxatan, and no one in the family knows of this evil scheme but Jarl and his bodyguards. They are holding Xarna in an apartment in the Canal Maze. Any action taken (and punishment of Jarl!) will have to be unofficial and carefully handled without Kyse's or the authorities' help.

REQUIREMENTS

A daring, skilled group not afraid of clashing with a major house, spending a little cash for bribes, and some time sneaking around town.

REWARDS

PCs will get a warm feeling from helping an honest merchant baron (a rarity), and perhaps a reward of one of the following: an allowance of up to 200 gp a month (remember, 70-day months), a cash reward of up to 2,000 gp, a promise of unlimited favors in the future (such as free passage on any Pharnese ship), a free place to live, a free small ship.

Experience: Obviously, the successful rescue of Xarna is paramount. Award all PCs who participate 3000 ep; those who primarily planned the operation reward an additional 1500 ep.

Kill/Hit/Critical etc points are additional (see Character Law & Campaign Law, pp 62-63). Use the Maneuver Points section of the chart to reward points for maneuvers.

PENALTIES

These could be highly variable, including arrest for any number of crimes perpetrated towards the goal. If Xarna is killed, Kyse will never forgive the PCs.

AIDS

Divad will lend any resources he has, and up to 50 gp for bribes, etc (that's a lot for him). His friends Bryon the Wainwright and Kerin the Smith, as well as a handful of canal boaters and others, will also lend a hand.

OBSTACLES

These will be encountered throughout the adventure.

SCENE: COLD BARLEY SOUP KITCHEN

The PCs are hanging about, having a beer and chatting with Divad. If regulars, they might even notice that the very beautiful and intelligent barmaid Xarna has been missing the last few days. Divad will say with a frown that she has been 'tied up.'

Kyse Pharnese might even be at the 'Kitchen, looking glum over a carafe of wine.

Later, Divad will come over and sit with the PCs, and tell them the truth about Xarna (and Kyse), and ask for their help.

SCENE: HOUSE ALAXATAN

No clues here; as noted before, no one but Jarl and his bodyguards will know anything about the kidnapping (while Alaxatan hates Pharnese, kidnapping and threatening to murder an innocent is more than most would stoop to).

SCENE: QUESTIONING

This could be a long and frustrating process, but necessary if the PCs want to find Xarna. They might be able to supplement their efforts with spells, but they simply can't cast a Location spell and find her.

Someone will have seen three men carrying a body into the seedy second-floor apartment above the Silver Lining (#221) in Canal Maze. The owner of the building, the oily Cynar Torg, will talk only after being handed a significant bribe (5-10 gold).

SCENE: THE APARTMENT

There will always be three men here watching Xarna. She will be tied to a chair, not physically abused but frightened and exhausted. All three men are armed with swords and are skilled fighters. There is a 20% chance that Jarl is here as well. If so, he will want the PCs dead to insure that he is never implicated.

EPILOGUE

Assuming success, there can be no legal repercussions from Jarl of course, but he may hound the PCs for revenge. He will no doubt fear that his kidnapping is uncovered.

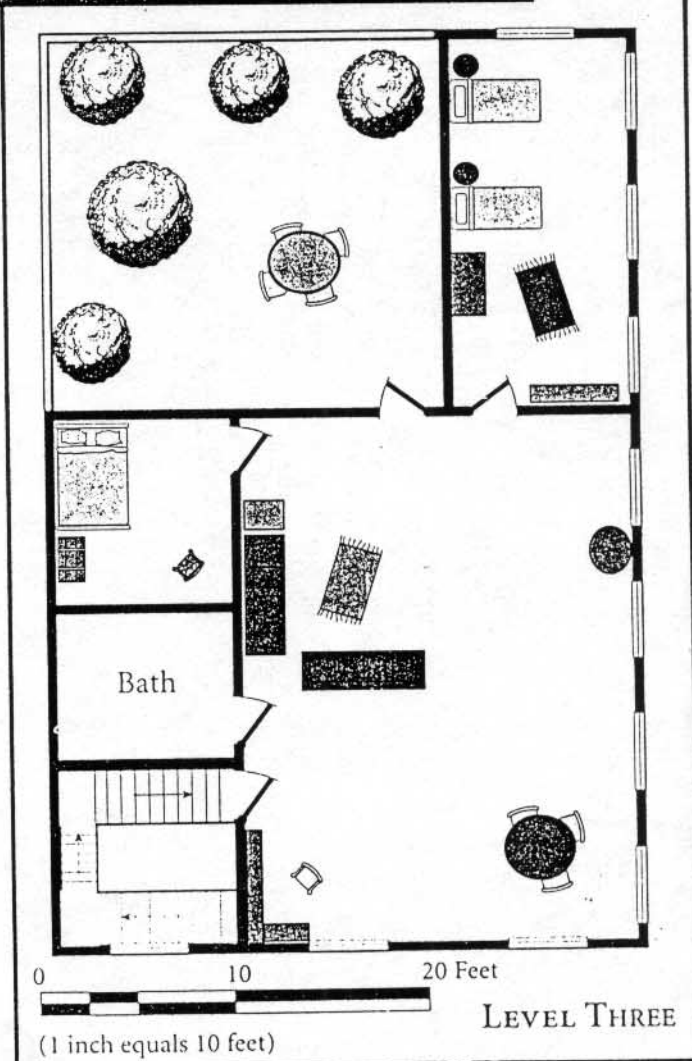
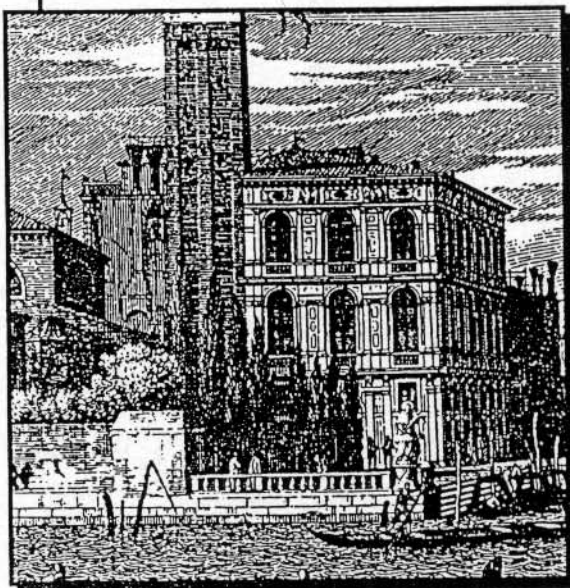
DENOUEMENT

A happy reunion between Kyse and Xarna is inevitable, but then they will have to guard themselves against something like this happening again.

THE BIG PICTURE

In any case, Kyse will be unwilling to pursue legal channels. The Pharnese/Alaxatan hatred will continue. Embittered by this incident, Kyse might hire an assassin to kill Jarl.

Canal Maze Apartment



5. I'VE GOT A JOB FOR YOU...

The characters are asked by tavernkeep Divad Taminger if they'd be interested in protecting a cargo for friend...

PROLOGUE

Bryon the wainwright received a commission several months ago from the government of Nuyan Khôm to build forty bicycles. The Hutarn (the overlord of the feudal Nuyani kings) wants to use these vehicles for his messengers instead of runners (the Nuyani do not use horses). Bryon has labored night and day to complete them and his job is finally done. Now they must be shipped to Ashenoq, the capital on the southern shore of the Lake of Glass.

These bicycles are quite expensive because of the high quality materials required; the Nuyani are paying 100 gp for each, though Bryon is only clearing a few gp after expenses (assuming he pays the PCs what he feels he has to offer for such a dangerous trip).

Bryon is understandably nervous about his bicycles getting to their destination safely, despite the arrival of three Nuyani who are signed to escort the bicycles and other equipment back to the Hutarn. Apparently Bryon does not get the balance of his money until the Hutarn himself examines the merchandise. He has turned

Divad to find some trustworthy friends who will see to the arrival of the bicycles and to bring payment back.

A COMPLICATION

What Bryon does not know is that Nuyan Khôm is in the grip of a political and religious struggle. It had been brewing for decades, but was triggered three events: the arrival of the Nameless One thirty years ago and his prophecy of doom, the theft of the Imperial epter, and a deadly plague which swept through the land.

There are factions in the government who believe that the current Hutarn is too enamored of technology and things from her realms. Followers of Xagur, a previously radical fringe-cult, have risen to prominence in the last few years, threatening to overshadow the majority who worship the more benign To-to-nar, the two-faced (actually an incarnation of the Orhanian gods Jaysek and Kieron). The Xagur followers wish to overthrow the Hutarn and return to a policy of isolation. This seemingly frivolous purchase of machines from Sel-kai (considered the center of greed and evil) is the last straw for some, including the Interior Minister Narôn Chuk, a secretly a leader in the Cult of Xagur. He has chosen the men to escort the equipment, and their actual orders are to be sure the machines never reach their destination. They plan to instead expose the Hutarn as incompetent and unfit to rule.

GM Note: This should be more than just a job for the PCs (although they will of course be financially compensated). By now one hopes they have befriended some of these NPCs and will have a moral obligation to help them out.

SYNOPSIS

The PCs agree to help Bryon and set sail for Nuyan-Khôm through the Sea of Tears, and then overland to the capital on the Lake of Glass. They must brave natural disasters and defeat a conspiracy to destroy the cargo to succeed.

REQUIREMENTS

A tough and alert group is all that is needed.

REWARDS

Bryon will pay the PCs 400 gp plus travel expenses (not by skyship) round-trip to make sure that the bicycles arrive safely and to bring back his payment balance of 3000 gp. Divad will offer free meals for all for a week.

In addition to the money Bryon has promised, the PCs might very well be rewarded by the Hutarn for exposing the traitors. Information about the delicate political situation in Nuyan Khôm might also be valuable to the right people in Sel-kai.

Experience: This entire adventure could earn the PCs up to 3,000 each if they are alert and the mission is a complete success. Any PCs who detect the treachery of the escorts before it becomes obvious earn an additional 500-1,500 ep.

Kill/Hit/Critical etc points are additional (see Character Law & Campaign Law, pp 62-63). Use the Maneuver Points section of the chart to reward points for maneuvers, including lock picking, etc.

PENALTIES

The followers of Xagur are bloodthirsty and will kill without hesitation if someone is interfering with their plans.

AIDS

Aid is unlikely unless the PCs are lucky enough to get help from Nuyani who are loyal to the Hutarn and realize that Ahnta and his cronies are traitors. This will be difficult, however, as Nuyani are xenophobic and not usually willing to take the word of an outsider above that of their own kind.

OBSTACLES

The greatest obstacle is of course the conspiracy to destroy the vehicles. They saboteurs have not yet decided when or how to strike; they believe that all they have to do is choose a time when they can 'help along' one of the many perils already along the way.

SCENE 1: THE 'KITCHEN

The group is having a meal at the Cold Barley Soup Kitchen when in come Bryon and Kerin (see #197 in Sel-kai City). Kerin is congratulating Bryon and telling him how relieved he should be, while the wainwright is shaking his head and saying he'll be relieved when the bicycles are safely delivered and he has his gold. Divad of course asks if the 'infernal machines' for the little Nuyani are done. Bryon says they are; Divad gives him a free beer and tell him to cheer up.

The GM should get the PCs involved in this little 'celebration,' so they can get in on the whole story of the bicycles and Bryon's concern about them getting safely to Ashenoq, in Nuyan-Khôm. He is willing to pay someone well to do it, but knows few people that he can trust, who can also afford to be out of town for so long.

The upshot is of course that Divad should get the PCs to agree to escort them there.

SCENE 2: THE DOCKS

The PCs, after agreeing to this mission, will meet Bryon at a particular dock at a specific time a few days later. He is supervising the loading of the bicycles (all in crates) into the unusual Nuyani ship. The craft is boxy and barge-like, and does not look like it would do well in open water, but it is seaworthy nevertheless. They meet the three emissaries from Nuyan-Khôm: Farish, Mour-tah, and the leader: Ahnta.

A Nervous Bryon paces back and forth, makes a nuisance of himself with the dock workers, and repeats the instructions over and over to the PCs. At last it is time to get on board, and he says farewell.

SCENE 3: THE 'EVENING STAR'

This Nuyani merchant ship is not particularly fast, but it can carry a great cargo and is very stable. The PCs are shown to cabins (up to four are expected to share a room) after they watch the loading.

Captain Alaang is *not in* on the plot, though his first mate is a follower of Xagur and can provide covert help for the conspirators. The trip across the Sea of Tears should take about eight days (some tacking will be involved, and the ship is not terribly fast anyway).

The first six days are uneventful, but should be played out carefully, to lull the PCs into a sense that maybe nothing will happen. Several false alarms can numb their sensitivity: a disturbance in the water turning out to be giant sea turtles; a fire can be a minor kitchen blaze; a suspicious-looking passenger (their could be several others besides the PCs) turns out to be very friendly and possible contact for the PCs at some later time.

SCENE 4: STORM?

The GM may wish to summon up a storm, throwing the ship off course, perhaps washing a crewman or two overboard. Concerns about the bicycles might be unfounded, or perhaps a conspirator will loosen their lashings, causing the crates (if not checked) to jostle loose, crack open, and damage the bicycles!

SCENE 5: THE PORT OF NÔM-RUL

At the southern end of the Rust Mountains, this sea-port serves as the primary Nuyani contact with the Sea of Tears and therefore Sel-kai. It is sprawling, but not as built-up or old as Sel-kai. Structures jut out on piers and most land-bound buildings are of adobe. Colorful awnings and shades hang everywhere; the place is a maze. There is little violent crime but many small and agile pickpockets.

A smart dealer could buy opals, emeralds and lapis, though the less knowledgeable could be taken.

Perhaps the PCs should just avoid the city altogether.

SCENE 6: ON THE ROAD

On the same day that the Evening Star arrives in the port city, the cargo is loaded onto wagons pulled by what appear to be teams of sandy-furred wolves (they are desert dogs, very intelligent pack animals). This is a caravan of about fifteen such wagons (it takes four to carry the bicycles) and forty or so men and women. Everyone is expected to walk.

The trip overland is about 200 miles, all of it on a fine paved highway. It should take about ten days, including stops at caravansaries (which occur about every three days' travel). The land is either flat, barren land or low rolling hills with some scrub growth and a few clumps of trees. There are periodic clusters of farms, but much of the land is empty.

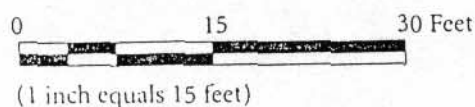
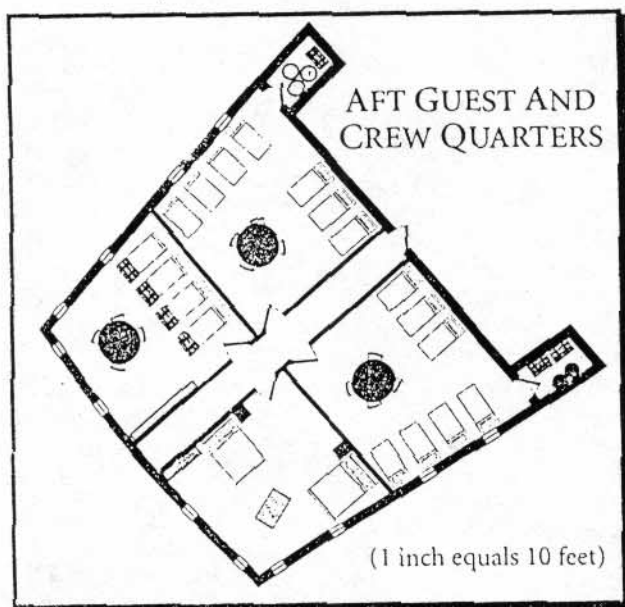
The three followers of Xagur will not talk much, and certainly they will take care to conceal their true intentions, but a skilled group on the alert might notice Farish and Mour-tah hanging around the bicycle crates a lot.

This part of the trip is even more dull than the last, until...

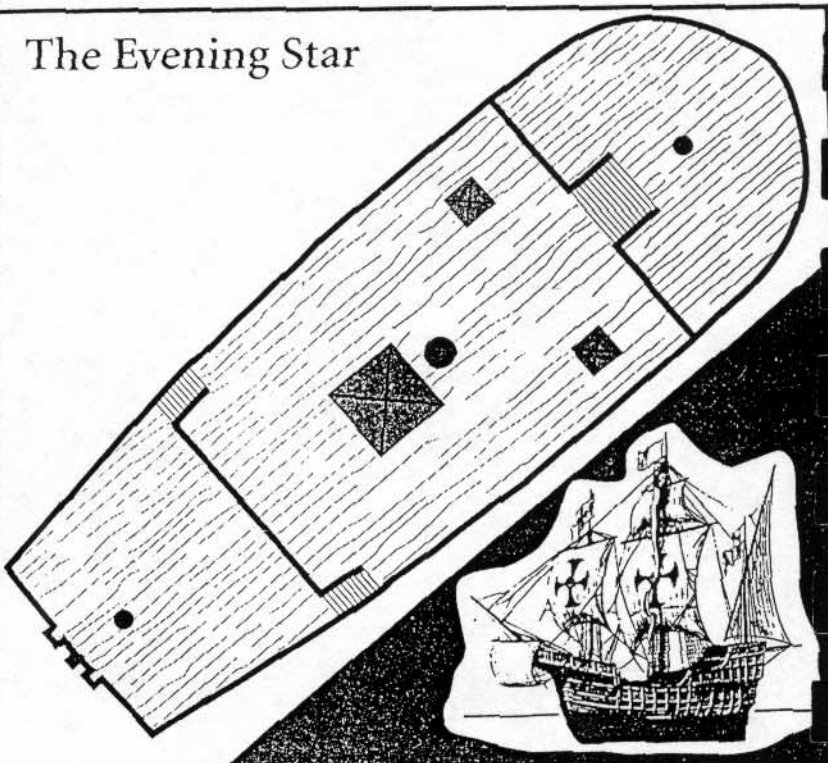
SCENE 7: AMBUSH!

One night, when the campfires have burned low and the few sentries are dozing, the quiet of the scene will be shattered by the howl of the dogs. A pack of Night Hounds bursts into the encampment, followed by more than two-dozen Lugerôki wielding scimitars. Alert PCs will be guarding the bicycles, and will hopefully catch Farish and Mour-tah trying to set fire to the bicycle crates in the confusion.

Eventually the attack should be driven off, and most of the desert dogs will wander back by dawn. If the PCs killed the saboteurs (and failed to make it look like Lugerôki-work), they'll have some explaining to Ahnta to do (he will try to have them arrested, and thus put out of the way while he finishes the job). On the other hand, if they let the two live, all three conspirators will say that the PCs are actually planning to destroy the bicycles. Could be a mess.



The Evening Star



Should the PCs get free of that, they still must keep Ahnta at bay (they have no reason to suspect him yet, and he'll deny knowing the other two well unless they already picked-up on the conspiracy). Ahnta will become increasingly desperate as the trip nears an end but will not compromise his own cover. The bicycles arriving intact is a setback but not the end of the world.

SCENE 8: ASHENOQ

The Hutarn will greet the PCs royally—assuming that Ahnta does not succeed in one of his deceptions. Others loyal to the Hutarn who were in the caravan may step forward. The GM may wish to have an elaborate trial with the PCs detained while testimony is heard.

EPILOGUE

Should everything be resolved happily, there will be a great celebration where the bicycles are shown off (hopefully the PCs have learned to ride so they can teach the Nuyani). They will be escorted back to Sel-kai with a royal escort, the money, and the Hutarn's thanks. Ahnta will be put to death.

If things don't go well, the group could be imprisoned, and have to be rescued or escape. If Ahnta was forced to save his own skin at the expense of his bicycle sabotage plan, the Hutarn will have the balance of the money sent to Bryon.

THE BIG PICTURE

The instability in Nuyan-Khôm will continue whatever the result of this incident, though the PCs' knowledge will be valuable to Sel-kai politicians.

6. SLAVE TRADE

Where the PCs have a close encounter with an ugly business—and one of their own may be the one who pays the highest price for human bondage.

PROLOGUE

Slavery is an evil frowned upon but not aggressively condemned by the powers of Sel-kai. While it is illegal to own a slave in this realm, those who trade in human flesh operate from this city—and even acquire their merchandise here for sale in the markets of Kaitaine, Vornia and the Lankan Empire.

SYNOPSIS

Either a close friend of the PCs, or—(ideally) one of the PCs—does not return from an errand; he disappears for no apparent cause. The rest of the group traces his movements and learns that he was grabbed by young blond men—possibly members of the Golden Hand gang. The PC was sold to Dolnegan traders and awaits transfer to the Coastal Queen, a ship carrying slaves to Kenezán in the Lankan Empire where they will be sold.

The PCs must rescue their fellow from the dungeons under House Dolnegan—or pursue the traders all the way to the Lankan Empire if they take too long.

GM Note: In terms of game mechanics, it would be best if the captured group member was one whose player was going to be out of the game for a few sessions for other reasons so the player is not forced to sit idly by. Otherwise, the GM can run him separately in escape attempts. The character chosen for capture would likely be an attractive female, or a strong and/or attractive male.

REQUIREMENTS

A group with quick wits and loyalty will be needed for the excursion.

REWARDS

The only real reward is getting the group member back; no one else will offer money for his return.

Experience: Quick action is necessary, and whoever takes charge of the situation and makes the most correct deductions should be rewarded 1000 ep (or split between major players. All who participate in the rescue should get 1500. If the captured PC is being run and manages to escape, award him 2000-3000 ep (depending on difficulty). If he manages to leave some clue as he is captured that helps lead his friends to him, give 500-1000 ep.

Kill/Hit/Critical etc. points are additional (see Character Law & Campaign Law, pp 62-63). Use the Maneuver Points section of the chart to reward points for maneuvers, including lock picking, etc.

PENALTIES

Failure means the loss of a character (and maybe a player). The GM might allow the PC some means of escape if things have gone on "long enough."

AIDS

Sadly, none.

OBSTACLES

One obstacle is time. As noted below, the captive will be moved after less than two days, and become harder to rescue.

SCENE 1: THE CAPTURE

It is important to run this situation with the PC, giving him a chance to drop a clue or otherwise leave a sign indicating what happened. It is also important that this be done in a manner that the other players do not know what is going on; they should be as in the dark as the characters.

SCENE 2: WAITING

The group member does not return; let the PCs run with this and do not guide them. Depending on the nature of the errand, the PCs might waste a lot of time.

SCENE 3: TRACING THE ROUTE

The GM will have to construct this encounter based on the actual errand. The PC will have been captured by three young blonde men—members of the youth gang the Golden Hand; there will have been a frightened witness or two.

SCENE 4: THE GOLDEN HAND

Young zealots, the members of the Golden Hand are Talath boys who have turned to crime. Muggings, robberies, and even random beatings are typical activities, as well as fighting with other gangs. Murder is a bit serious for them, but they show no remorse at kidnapping and selling people into slavery.

Golden Hand members are not too hard to find, they hang out in small groups all over the seedier sections of Sel-kai city, including the docks area (some get honest day work as laborers), Burning Rock and Canal Maze. They generally wear no shirt, only a suede vest, a golden cloth headband over long blond hair, and all have vicious looking brass knuckles, worn as much as decoration as for use as a weapon. At night they get drunk and vandalize. A few can be seen in

certain sections of Canal Maze late at night prostituting themselves.

When encountered in groups they will be completely uncommunicative and probably hostile. If one can be gotten alone he'll gladly volunteer information for a sp or so.

SCENE 5: HOUSE DOLNEGAN

This house lies in the far north-west section of Black Oak, on the edge of the city. It has a very large basement, semi-submerged (but fairly dry inside) where prisoners are kept in cells until they are taken away. The only external entry to the basement is via a water-gate on the western side where barges come and go, and that is always guarded. The other way is internally, through a large trap door in a back store-room. See the plans on pages 84-85.

Any time after late the second night is too late: the slaves will be moved to the ship (see below).

SCENE 6: LATER RESCUE

The slaves will be drugged, placed in large crates and taken by barge to the docks in the predawn hours the second morning after the capture of the PC. They will be loaded on board the Coastal Queen (a customs official is bribed to pass the "furniture"), uncrated and chained in the hold. The ship leaves just after dawn. The PCs will have to pursue through the Sea of Tears, or all the way to wild and barbaric Kenezán. They might end up paying a bundle to get their friend back (a healthy young slave might draw 1000-2000 gp on the block).

EPILOGUE

Dolnegan will not pursue if it looks fairly certain that the prisoner will escape; they can't afford any bad press—and what's just one slave?

DENOUEMENT

This might help the players learn that Sel-kai can be a dangerous place and that PCs are not immune the dangers everyone else faces.

THE BIG PICTURE

Even if the players are filled with righteous indignation as a result of this adventure, they will have little chance of altering the status quo in Sel-kai. If they protest too loudly about the 'evil slave trade' of House Dolnegan, they will eventually be offered a healthy bribe to shut up. If that fails, worse measures may be taken. While the Dolnegan family does not endorse violence, they deal with some very dangerous characters—especially the Lankani—who are not so restrained (a possibility for further adventures!). PCs who continue to make waves may find themselves making ripples in the canals with their throats cut.

7. A CIRCLE OF THIEVES

Eidolon and Sel-kai are being terrorized by a rash of thieveries. The perpetrators seem to be able to get in and out of even the most secure places without even picking locks or breaking in. Regular Teleportation has been ruled out, (or the transporters are absurdly lucky and/or insane!), but no other explanation can be found.

PROLOGUE

Gevallis Gorm was a mean-spirited man, a loner who made a marginal living panning gold in the rivers of the Mountains of Gold in Hæstra, until he made an incredible find.

One day after a heavy rain, Gorm was trudging along a riverbank when he noticed a cave opening apparently exposed by recent high water. Within a small niche rested an ancient box, very narrow, and perhaps six feet long. He impatiently broke the lock open, revealing within three very unusual belts. It did not take the fortune hunter long to realize that these belts were nothing less than artifacts of the Lords of Essænce. It took him considerably longer to figure out how they worked.

They are teleporter belts, but work in such a way as to be absolutely safe (with one exception noted below) as well as immune to any anti-magical influences, including kregora. Actually they are more like belts of *Returning*. The wearer stands in a place he wants to teleport to later, then presses a small jewelled switch on the belt; this locks in one of up to six locations which can be simultaneously programmed. When another switch just above that programming button is pressed, the wearer is sent to that location.

Gorm took the belts to Sel-kai and gathered about himself a circle of youths to act as his own ring of super-thieves.

What Gorm has kept from the youths is that the teleporter belts 'age' them a year every time they use it. It will even affect Elves, causing a similar effect (see old age factors, *Character/Campaign Law*, pg 81) 'ageing' them with each use as if they had a lifespan of only a hundred years (Pureblood Lords of Essænce are the only immune race). Youths not fully grown age in their own size (old little boys). Gorm himself was about thirty-five when he found the belts, and aged ten years before he realized what is happening.

Gorm 'retires' those who grow too old or begin to suspect what is happening to them (he kills them before their compatriots notice the changes).

OVERVIEW

In the past three months, four branches of the most secure banks in Sel-kai and Eidolon have been robbed; this in addition to countless private homes and shops. While safes in the buildings have been conventionally broken open, the buildings themselves show no sign of forced entry.

This adventure is also more free-form and almost impossible to plot clearly; as a result a series of ideas for options for the PCs is listed.

Note: The Grey Ring is onto this circle of thieves, and they could be ahead of the PCs every step of the way and in the end the PCs might even witness the Grey Ring capturing the thieves. (A sobering adventure).

CLUES AND IDEAS FOR ACTION

- The belts make the thieves virtually untraceable unless a Mentalist can put a Mind Store on them (they don't go far; their hideout is an apartment in Sighing Docks). But that means being at the scene of the crime when it's being committed, of course.
- Belt use does leave a residual power, detectable by *Sense Reality Warp* for one day, the Mentalist or Bard spells *Detect Power* for three days. A successful *Medium* difficulty *Sense Reality Warp* means the PC sees a faint residual aura of a dimensional portal, but not like a magical teleport. Those succeeding by more than fifty can faintly detect the other end of the portal: they get direction and enough of a distance feel to know that it is within the city.

- Rumors on the canals: a few are panicked that a new disease is catching among poor youths: a 'withering' like aging seems to have struck several boys (these youths will soon die, as Gorm will kill them; this will only make the isolated but spreading rumor more intense).

GM Note: it is important that the youths Gorm uses do not drop out of sight when they start stealing for him; in fact they are out quite a bit, spending their new earnings. Many notice the aging before the boys do, but don't have the nerve to mention it to the victims. Specifically, see the next idea.

- While Gorm normally keeps close watch over the belts, boys will be boys, and one may manage to slip off with one while Gorm is drunk one night. The youth will certainly do something foolish like vanish and reappear in the middle of a bar, pop into a girlfriend's room, etc. If he does this several times in quick succession (why not? he has no idea what it is doing to him) he starts making rolls on the Shock Critical table (see *Emer*, pg 94), an "A" the second teleport, "B" the second, etc. eventually he's going to incapacitate himself.

If he does this enough times, he is also going to age visibly to the amazed witnesses. Someone is bound to blurt something out about the kid's face suddenly starting to wrinkle...

GM Note: Should the GM decide to have a thief go AWOL, and show off in a tavern, there's no reason the PCs can't happen to be there; this could be the tag that gets them interested. If they're already on the case (the thieveries are widely known through the criers and postings).

- One or more of the PCs might try to infiltrate the gang and thus gain access to the belts (a good solo or duo run, though dull for other players until they are ready to raid the hideout). But Gorm is paranoid and if the spy is caught he could be killed.
- Resourceful PCs might be able to detect the belt residue and match it up with other locations.
- Certain NPCs might be enlisted to aid in this adventure—but only to a point. Theodoric the Mad, for instance, might be convinced to visit a burglary site and use one of his *Vision Behind* spells to discern the identity of the thief and the nature of the entry and escape. He will not participate in any sort of raid or follow-up to locate the hideout, however. It is also quite likely that a few days later he will request some sort of return favor: a tedious delivery to some far city, or perhaps even some new adventure...

REQUIREMENTS

A competent party with a fair arsenal of spells is probably required. It is doubtful that a group averaging under 4th or 5th level could hope to catch Gorm and his gang.

REWARDS

The PCs will receive the 1000 gp reward for bringing the thieves to justice if they hand over all the belts and Gorm is caught. They can simply report Gorm's location and hope the Redcaps don't blow it, or try to capture him themselves.

In addition, the Navigators would reward the PCs richly, perhaps with a large account of free transport (not too large). Of course, the Navigators would want to have all of the belts (difficult if the PCs report their solution of the crime to the authorities, who will also want the belts). They could have investigated these crimes on their own, but they do not become involved in local affairs unless the actions directly threaten their commerce. Gorm and his thieves have yet to do so, so the Navigators are merely curious.



Experience: Those who come up with good ideas that work out and result in the capture of the gang and recovery of the belts should be rewarded 2,000-3000 ep each; those in the action should get 1000 each; anyone using a belt gets 500 the first time and 200 every time thereafter.

Kill/Hit/Critical etc points are additional (see Character Law & Campaign Law, pp 62-63). Use the Maneuver Points section of the chart to reward points for maneuvers, including lock picking, etc.

8 MYSTERY CARGO

The characters are in the wrong place at the wrong time and find themselves in possession of a barge littered with bodies, and an unusual parcel...

PROLOGUE

Long has it waited inside the cursed prison—ever since She Who Rules walked the gates of the Worlds. Those were the years of power... and pleasure. Then She was felled and the Gates closed. It was taken and forced into this confinement, this cage of crystal. Every minute, every year, every millennium it felt acutely, but with the patience borne of a supernatural soul. Now, however, it sensed even through the crystal, even through the blazing pillars of pain which surrounded it... new life to corrupt.

Alisia Tharal, a niece of Lord Hengiis, has been fascinated by the occult all of her adult life. One artifact in particular, a Lords of Essence device known obliquely as the *Spirit Box*, has been the recent target of her research. Unfortunately for Alisia, other factions have had their eye on artifacts similar to the Box.

Agents of the Order of the Eye have been trailing Alisia's archaeological expedition as it travelled through Silaar, and observed Alisia as she excavated the Box from a buried crypt. But when they attacked, she and a handful of assistants escaped and managed to elude them. She made it all the way back to Sel-kai City, only to be ambushed in the canals by other agents lying in wait. Once again the attack was foiled, this time by the unwitting PCs.

Alisia had several books which referred to the Box (and the Demon) but they are all at Tharal. She committed much of the information to memory, and was also reluctant to take the books out of the safety of her house. The books do tell of how the Demon was imprisoned, and therefore how to do it again.

SYNOPSIS

The characters, out on the canals at night, hear a scuffle under a nearby bridge. As they arrive, they see six people fighting over a barge. Two of the assailants flee and one defender falls into the water. The PCs find in the boat a woman, badly wounded. She mutters almost incoherently and dies. Also on the barge is an object covered by a tarpaulin: a chest.

Using the handful of clues supplied, the PCs must discover the nature of this chest, and either dispose of it and its perilous contents or claim it for themselves. Should they unwittingly remove the Skull and free the Demon Kaddar, they must learn the ritual and use the Skull to return the Demon to its ancient prison.

In addition, they must evade the agents of the Order of the Eye, who seek the Box, hoping the Demon inside can be forced to aid them in their search for the Eye of Agoth.

REQUIREMENTS

A group with either adequate research resources or contacts, a daring spirit, and considerable willpower.

REWARDS

Experience: If the group decides to get rid of the box right away, award everyone 500 gp and end the adventure.

Should the group decide that this item might be out of their league after opening the box, award 1000 to each opting to hand it over to reputable authorities; award 500 to those who simply want to sell or ditch it.

If they keep it:

Award 500 for each clue discovered (see 'researching the Box' below. Being seduced by Kaddar nets you 500 ep; resisting gets you 800. Striking a deal with Kaddar nets you nothing.

Whomever discovers how to return Kaddar to her prison deserves 5,000 ep.

Kill/Hit/Critical etc points are additional (see Character Law & Campaign Law, pp 62-63). Use the Maneuver Points section of the chart to reward points for maneuvers, including lock picking, etc.

PENALTIES

Penalties are whatever Kaddar might manage to do to the victims. Tangling with the Order of the Eye could result in an unpleasant death (only after a period of even more unpleasant interrogation).

AIDS

The Demon is incapable of travelling more than 600' from the Skull unless the Skull is destroyed, and the holder of the Skull always knows where the Demon is (holding the Skull and using this power does not injure or corrupt the PC as the other powers would).

House Tharal will not be very cooperative, and if pressed about Alisia, member will begin to suspect the PCs had something to do with her death. They could arrange to have them arrested. There is a slight chance (especially if the PCs are clearly in over their heads) that the permanent guest Agonar will give some (small) aid. The Grey Ring might, therefore, take clandestine interest, especially if they learn that the hated Order of the Eye is involved.

The Loremaster Luronen Moje (or, at the GM's discretion, another Loremaster) might become aware of this new evil presence and help indirectly.

OBSTACLES

Between the Demon, the curse on the Skull, and the Order of the Eye, the PCs should have their hands full. Plus, the Grey Ring and perhaps a Loremaster could be lurking about, looking like potential foes as well.

SCENE 1: AN ALTERCATION

As the PCs pole around the canal-bend, they see a barge pulled against a quay under a bridge; across it battle seven combatants: three (including a woman) appear to be defending the barge while four attack.

The four attackers all wear dark blue short cloaks with blue quilted-cloth armor. They all wield *Dags* (+10 falchions) made of some gold alloy with yellow orbs in the hilt and have small shields. Tattooed on the palm of each is an eye symbol. The defenders are clothed in wilderness garments and fight with broadswords.

As the PCs pull up, one of the three attackers falls into the river, a dagger in his throat. One of the defenders is already dead and both the others (including the woman) are wounded. Another attacker falls into the river and the male wounded defender fall into the river and do not surface. At this time, hopefully the PCs intercede. The remaining two attackers will flee, and if the PCs pursue, they will turn invisible and become *Extremely Hard* to track. Only the woman remains, gasping and seriously wounded (lungs, heart and apparent brain damage).

SCENE 2: THE DYING WOMAN

As the PCs try to comfort her, she reaches spasmodically towards the tarpaulin-covered crate, and gasps: "...Raddak..." The word will be hoarsely whispered and only those with an ear less than three feet away will hear at all, and they must make a successful *Hard Perception* to get it right. Then she collapses and dies. There is no hope to heal her (resurrection might be possible, but she has a very serious wound to the back of the head; she might not recover her faculties).

A search of the woman reveals a pendant (worn inside her dress) with a family crest: that of House Tharal. In her pocket she carries a small, golden key (and seven gold *sellini*). The boat is empty except for travel packs and a few digging tools, and the tarpaulin-covered crate.

SCENE 3: WHAT HAVE WE HERE?

Inside the crate, packed within layers of protective padding, is a beautiful dir-wood cubical box, about 16" on a side. The box is deeply carved with intertwined, naked, obscenely-posed humanoid figures.

ALTERNATE SCENE: WASHING THEIR HANDS

Faced with this enigma (not to mention the dead bodies) the PCs have several options:

1. Dump the bodies into the Sharhya. Whether they keep the boat and/or box, this is probably not a wise choice. There are no doubt witnesses, and strangers are easy to prosecute for a crime, thus making everything neat and easy.
2. Call the Redcapes. The most prudent maneuver (50% chance the 'capes are on the way anyhow). They could hand over everything, of course, but probably nobody will be the wiser if they keep the gold, the box and the key (and even the pendant). The boat will of course be impounded.
- 2A. They could hand the box and pendant over to House Tharal, maybe trying to weasel a reward; but they will get nothing but denials.
- 2B. They could keep the Box. Undoubtedly the most exciting (and dangerous) option.

SCENE 4: THE BOX

Assuming the PCs decide not to immediately chuck the whole problem, the box will no doubt become a source of irresistible curiosity.

RESEARCHING THE BOX

Very cautious (or paranoid) PCs may take the box to a reliable professional for analysis. The following facts can be discerned through spells and research:

- First of all, the interior of the box resists any sort of spell-probing; it may be protected by *eog* or *gregora*. A superior roll by a superior being (e.g., *Veriak*) might reveal 'immense age' and 'distant malice.'
- The Box itself is about 1000 years old. It is very well preserved considering its great age, but then dir-wood is extremely durable. The style is reminiscent of a tribe of Dyar Elves on the eastern continent known as *Folenn* or the *Bladelands*.
- About 'Raddak' (should the PCs remember to look into it), successful *Extremely Hard* research reveals that it was the name of a Demonic lieutenant of *Kadæna*. (In case you haven't caught on, *Raddak* is *Kaddar* spelled backwards!)

The box has an intricate lock, *Extremely Hard* to pick. The key worn by the woman fits it. Should the PCs open the box, they will discover that the top and back flip back, and the front and sides all fold out on hinges, like a flower opening. The box insides are lined with red velvet, and the four small posts surrounding the contents are also covered in velvet. The cores of the posts are of *gregora* (though of course this is not immediately obvious).

Set between these posts is a beautiful skull fashioned of pure, solid, clear crystal (including a hinged jawbone).

SCENE 5: THE SKULL

This lovely object is an extremely powerful device in itself, but its most fearsome aspect is the evil, Demonic presence imprisoned in it: a Procreator. The moment the Skull is lifted from its magical prison between the *gregora* posts, its powers are released. The presence of the Procreator is also freed, but it will not act immediately, instead observing for awhile.

SKULL POWERS

The Skull is not inherently evil, but holding the hideously diabolical presence of the Procreator has perverted it almost beyond redemption.

GM Note: Attempting to use any of the Skull powers means the PC must make a RR vs his own level; success means he takes 1-10 hits; failure means the hits plus: 1. If the PC is 'good', his Temp PP stat drops 1-10 points. 2. If the PC is 'neutral', he loses 1-10 points off an artificial number equal to his Temp PP stat. Should this number reach zero or below, the PC is evil. The neutral PC who fails also need to make a RR every hour while in possession of the Skull or use it again.

It is intuitively clear that these effects are the result of the evil curse of the Skull. Only a successful Uncurse True vs 60th level will purge the Skull; and it cannot be purged while Kaddar inhabits it. (It is advisable to keep this item from becoming a permanent toy of the PCs unless the GM is running a rather high-level campaign.)

1. See Invisible. Holder can see as if through the eyes of the Skull, and invisible objects and beings appear as glowing figures. Useable 3x per day, 6 minutes per use.
2. Watch. As the *Essence* spell (*Spell Law*, pg 72), range 600'. Useable 3x per day, 6 minutes per use.
3. Resistance True. As the 50th level *Essence* spell (*Spell Law*, pg 73). Useable 3x per day, 6 minutes per use.
4. Eyes of Fire. From the eyes of the Skull stream twin rays of intense heat. Treat as *Firebolt* 300', x6 damage. Useable 3x/day.
5. Fatal Channeling Projection: Desert Curse. As the *Black Channel III* (*Spell Law*, pg 30), range 60'. Useable 1x per day.
6. Demon Mastery V. This spell is similar to the *Evil Magician* spell (*Spell Law*, pg 96). Chance of failure is 2x the Demon's type (10% in Kaddar's case). The caster need not concentrate, but the spell must be re-cast each day to maintain the control. This is how Kaddar can be forced into proximity with the Skull and returned (once the ritual—described later—is known; Kaddar cannot be forced to tell).

KADDAR THE PROCREATOR

An ancient and powerful Demon of the *Essænce*, Kaddar is a Procreator, and a lord among its kind. It is incredibly evil and corrupt.

The Procreator seeks the destruction of the Skull, which will finally free it completely from bondage. This can only be accomplished through a complex, hour-long ritual which culminates in murdering a virgin (male or female) and spilling the blood over the Skull. Kaddar knows the ritual and will arrange to do it as soon as it can. While Kaddar cannot touch the Skull or actually perform the ritual, it can cast Geas or a similar mind control spell on a tool (i.e., a character) to perform the ritual for it. Should the ritual be complete, the Skull shatters into dust.

POWERS

Appearance: The Procreator can appear in any form, but usually chooses that of an incredibly handsome, virile man or beautiful, voluptuous woman.

Hits: 1200 Melee: 175bs Missile: 145cb

AT(DB): 11(90). **Sh:** Y20. **Gr:** (A/L). **MovM:** 30.

Lvl: 30. **Profession:** Mystic. **Stats:** St-93; Qu-99; Em-99; In-85; Pr-100; Ag-95; Co-94; Me-97; Re-89; SD-91. **AP:** 93. **PP:** 525 (105 x 5).

Skill Bonuses: S&H80; Perc120; Rune60; Act100; Cont80; Diplom65; Music80; Seduct160; Sing70; Trick70.

Spells: Base Spell OB: 30 *Directed Spell* OB: 100 Shock Bolt. Knows all Base Mentalist and Evil Mentalist to 30th, all Open and Closed Mentalist 20th.

Special Abilities: Defends as a Large Creature.

Seduction Curse: Anyone seduced by Kaddar must make a RR or suffer the following curse:

10) **Love's Agony** (F) D: Until removed R: 10'/lvl. Target is hopelessly in love with the person of the caster's choice. Assuming that this person is unattainable (that is the idea), the target is plunged into a deep depression. He is unable to fight even if threatened (he may parry if attacked). Depending on the severity of failure of his RR, he must roll a Depression Critical every day when he awakens and suffers the effects for the entire day. RR Failure: 01-25: "A" Depression; 26-50: "B" Depression; 51-75: "C" Depression; 76-100: "D" Depression; 101+: "E" Depression.

Kaddar Note: The target can recognize Kaddar in any form; this could be painful (and maybe embarrassing) for the target, but potentially helpful when trying to track down the Demon.

Sword of Pain: This +20 two-handed blade (which Kaddar can use one-handed) delivers an additional *Disruption* [alternately, *Impact* if *Disruption* unavailable] critical (of same severity) on top of any it would normally give.

INTERLUDE: THE EYE

The two Eye survivors will flee to their master, who will (naturally) be enraged but afraid to tell their leader in Sel-kai (Koren Maas) that they have failed. A search for the Box will resume...

The Order of the Eye will stop at nothing to get the box. Murder is certainly not out of the question.

BELAG THE PRIEST

Belag is actually a Priest of Moralis, a lieutenant of the High Priest Ormool. He will be hired by the Order of the Eye for this job, to help control the Demon. There is a good chance, however, that Belag will try to control the Demon for his own (and Moralis') purposes. This could only create more confusion.

SCENE 6: KADDAR APPEARS

After sizing up the situation, Kaddar will wait to appear when it thinks it can make the most of the situation: when a PC is alone, for instance. It can then materialize, claiming to be a genie or other 'good' being, imprisoned by the 'evil' Skull. Then Kaddar will seduce or control (or both) the poor character.

Remember that the Skull need be removed from the posts but once to free Kaddar; replacing the Skull does nothing to impair the Demon; it is only restricted by the tie between it and the Skull.

CHASE SCENES

Here the GM is on his own. Depending on how events unfold, the PCs could be chasing Kaddar while the Order of the Eye is chasing the PCs all over the city and countryside. In general Kaddar seeks only pleasure and pain—with the only short-term goal being the destruction of the Skull.

ALTERNATE SCENE: DEAL WITH THE DEVIL

Alternately, the PCs might want to live dangerously and try to keep the Demon as a servant. In addition to the risk of that morning the PC wakes up and fails to control Kaddar, there are elements in Sel-kai who can (eventually) detect the presence of a powerful evil Demon and either try to take it for themselves (*The Order of the Eye* or certain temples) or destroy it for the PCs. In either case the characters are in for a rough time.

FINAL SCENE: IMPRISONING KADDAR

The goal here is to re-imprison Kaddar and hand over the artifact to someone who can keep it safe. Agonar of Quaal is an excellent choice; should the PCs know Theodoric the Mad or Veriak the Blind Seer, both will recommend either him or the Loremaster Luronen Moje.

THE RITUAL

A pair of concentric circles is drawn, and around that a pentagon (see illustration) and the symbols of the Five Moons. The Skull is taken to the center held by the user.

Assuming Kaddar is under control, it is forced into the pentagon, at which point it becomes paralyzed. The lines sparkle with a wavering light as the Skull begins to glow.

The user exits the pentagon and says the Names in succession: "Raddak, Kaddar, Raddak." At the utterance of the last name, the Demon turns to vapor and, with an unearthly cry, is sucked into the Skull. The Skull must be returned to the box while still within the pentagon. The box closed, the deed is done.

Note: The Demon cannot be banished by using a spell (or any other conventional Demon-removal means), and if it feels threatened at all it will simply depart until it recovers.

EPILOGUE

Just because the Demon is imprisoned and the Skull handed over to a 'safe' keeper does not mean that the PCs' troubles are over. The Order of the Eye will not soon forget that they have been foiled, and the characters may find they have made a permanent—and powerful—enemy.

THE BIG PICTURE

While Kaddar is on the loose it could do a lot of damage: seducing and emotionally destroying important Sel-kai citizens (not to mention random murder and violence; it has an occasional inclination to kill its lover in the act). Whether they re-imprison the Demon or not, if found responsible for releasing the Demon and it does wreak havoc, they could be severely punished.

A SHADOW LENGTHENS

While Sel-kai has its share of problems, from petty political disputes to disease, to any number of factors which could interfere with trade, these are all but insignificant in the face of events now occurring in other parts of the world. Dark forces are gathering, forces which could enslave or destroy all life on the Shadow World...

PROLOGUE

This last adventure, while intended to stand on its own, is also designed to introduce the characters (and players) to the larger perils which threaten civilization as they know it. They will encounter an agent of one of the five Dragonlords, be given clues as to the nature of a great ancient evil, and (perhaps) escape with their lives. Unlike the other adventures, this one is designed to be too powerful for the PCs and somewhat overwhelming. It's therapeutic for players to occasionally feel like they are in over their head.

Gireg Jaan is a powerful Loremaster, one of several charged with tracing the activities of the Jerak Ahrenreth. He has recently arrived in Sel-kai and has paid a visit to Luronen Moje. The recent loss of the Northern Eye of Utha has caused widespread disruption, and the assassination attempt against the Prince smacks of a maneuver by the Secret Circle.

Guri Kadorian is an agent of the Dragonlord Voriig Kye. While his master's ultimate goal is to have this powerful trade realm under his scaly wing, he does not desire the devastation and chaos the Secret Circle is maneuvering for. He requested a meeting with Jaan, and the Loremaster reluctantly agreed. They guardedly exchanged information, and Kadorian departed. Minutes later, Gireg Jaan was murdered. Unfortunately, one of the PCs is the closest thing there is to a witness, and they become involved in the complex machinations of several very powerful factions. Also, this PC displays a very unusual ability, which could lead the group on into greater adventures.

In fact, Jaan was killed by an assassin sent by Schrek, Oan Lyak and Dari Holvir of the Jarek Ahrenreth (see *Emer*, pp 53-64) in such a manner as to imply the work of a Dragonlord to the Loremasters who will investigate. The three members of the Secret Circle met covertly and have decided to eliminate Voriig Kye. This plot also potentially disposes of Kadorian in Sel-kai, who they suspect warned the Prince against the earlier assassination attempt.

THE CULT OF STARS

This is an order of assassins, all women, all unmatched in their skill and cold-blooded determination. They serve the Lyax Kháng, one of the Eight. She who is the *Dreaded Assassin* was born Oan Lyak (see *Emer*, pp 54, 61-63).

The headquarters of the Cult of Stars is the Tower of Vour, an observatory-citadel located on the moors of the far south of Emer. Also known as the Ahren-Lyax, it is one of the Eight Secrets.

OAN LYAK

A Dyar Princess, Oan Lyak left her homeland ages ago and joined this haven of death. She was not the first of the Cult; rather she continues a dark tradition which stretches back into the First Era of Ire. Oan controls the Cult with practiced efficiency. Finally, she is a cold-blooded killer; no pleas for mercy will sway her from her directives. Few know that she is female, as she chooses to drape her feminine curves within the heavy woolen robes of the Cult.

Lore says that the Chief of this order was once a member of the mysterious Dænkú Ahrenreth—a cult long thought to be extinct. That belief is, of course, naive.

THE ASSASSINS

Serving the Cult is an elite corps of assassins, all female. The underlying motivations of this group are uncertain, for they serve no single ultimate master. They are in fact a mercenary group, killing for monetary (or other, usually material) compensation.

The company consists of 29 women, mostly Dyari or Erlini. All are trained in a variety of stealthy skills, and the methods of killing quickly and silently.

TOOLS

The assassins of the Cult employ a number of unique items when perpetrating their missions.

GM Note: All of the items below (including the Images, which are cursed, and unusable unless attuned anyway) should be considered Evil, and each use is like casting an evil spell (see Master Atlas World Guide, pg 34).

The Images: Members of the Cult utilize the *Images* to teleport themselves away from danger. The *Images* are sometimes inhibited by Essænce storms, rendering them unreliable or even useless. An image resembles a rectangle 3" by 5", made of shalldk, shiny silver on one side and matte black on the other. An Assassin is attuned to the image through a ritual performed at Vour, allowing her to use it essentially as a re-useable *Teleport* rune. She can also teleport safely to Vour.

Cloaks of Invisibility: Will cast Invisibility to 1' about the wearer 4x per day.

Belts of Passing: Allow the wearer to pass through up to four inches of wood, two inches of metal, or three feet of stone, 4x per day.

Laen Shuriken: This item is the signature weapon of the Cult of Stars. Each woman carries an array of these deadly little throwing weapons.

In addition, the Lyax Kháng has in her possession one of the Access Orbs (See *Jaiman*, pg 84).

SYMBOLS

The assassins of the Cult leave a sign of their handiwork: a small brand of a seven-pointed star burned in the center of the victim's forehead.

The tool for accomplishing this is a black laen dagger each woman carries: on the end of the hilt is the star-brand, and the woman can — at a thought — cause the very end of the hilt to magically grow very hot. Just a touch will burn the Star onto the deceased.

GM Note: The Cult does not always leave such an emblem; on occasion—such as in the following adventure—they kill in a manner to implicate another faction.

SYNOPSIS

One of the PCs runs errands for Luronen Moje in his spare time (he gets free tidbits of info in return) and one day is given a note to deliver to a man currently residing at the House of Dreams (#16 in Eidolon). The PC finds instead a dead body, brutally murdered. Authorities are summoned. Ambassador Kadorian—the last person known to see Jaan—is arrested; only the PC saw a dark-clothed woman leave the room afterwards—by a very unusual means. After telling Moje, the Loremaster begins the search for the dark woman, getting help from the Canal Rats among others.

He also begins to wonder about the PC who can somehow see the assassin, who clearly thought herself invisible. The search succeeds—after a fashion. Women answering the description are soon seen all over the Cities, but each eludes even the most skilled tracker. Moje fears that these women are members of the arcane Cult of Stars, a cabal of evil female assassins, often associated with the Jerak Ahrenreth.

They are indeed who he suspects, but are one step ahead. They believe that the PC who saw the woman who killed Jaan is a descendant of one of the Orders of the old Emerian Empire. They are laying a trap to capture him.

Finally, one of the women is followed to a run-down villa in Canal Maze, and the PCs close in. They witness three of the woman conferring with another via a large mirror. Then they are detected and the women strike; it appears certain that the women will be victorious. They are rescued at the last moment by Moje, but one gets away by using her *Image*.

REQUIREMENTS

One PC in particular will be on the spot through most of this adventure; the others must of necessity have supporting roles. Characters should be at least 4th or 5th level, but the Cult of Stars Assassins should still be clearly superior.

The one PC should be chosen as a likely candidate to be the heir to membership in one of the ancient Orders of Emer (mentioned also below under *Further Adventures*). Ideally, the candidate will have a complimentary profession (i.e., appropriate for the item involved), but at least he should be mainly of Laan blood. Thus the GM should decide this in advance, and perhaps Luronen Moje picks who is to deliver the message.

REWARDS

There are few rewards in this adventure, except the experience, and for the particular PC, the knowledge of his inheritance.

Experience: The PC most involved (the Witness) could earn up to 3,000 for quick thinking and smart actions. The others might gain up to 1,000 if involved and supplying wise help.

Kill/Hit/Critical etc points are additional (see *Character Law & Campaign Law*, pp 62-63). Use the *Maneuver Points* section of the chart to reward points for maneuvers, including lock picking, etc.

PENALTIES

Death is a real possibility, especially at the climax of this adventure.

AIDS & OBSTACLES

The two could become confused here, as Luronen Moje may be reluctant to allow the PCs to become too involved in this situation. The Redcapas as well will not appreciate any 'help' from a bunch of civilians—especially strangers.

SCENE 1: COLD BARLEY SOUP KITCHEN

Luronen Moje enters, looking for one of the PCs to deliver an important message for him. The reason Moje does not deliver some of these himself is that he is watched, and some of his contacts need to be kept at least somewhat secret.

SCENE 2: HOUSE OF DREAMS: THE HALL

The PC arrives at the elegant House of Dreams just as a powerfully-built Laan gentleman emerges, dressed in fine silk garments. The doorman greets him, saying "Good day, Ambassador Kadorian!" The man nods and walks purposefully down the street towards central Eidolon.

The character heads in, after stating his business to the doorman, and finds out where Gireg Jaan's room is and heads up.

As the PC makes a turn on the stairs, he sees a tall, dark-haired woman in blue and black clothes emerge from Jaan's room. But she does not open the door and exit; she seems to go *through* the closed door. She also has a shimmering, silvery glow about her. If he decides to hide and is successful, she heads down the hall the other way without noticing him. If she sees him, he gets a surprised look, followed by a very cold, appraising stare, before she hurries away. The woman is striking: her skin is pale, and she has a silver streak in her hair. Her snug-fitting black leather garments are well-made and distinctive, as is the full-length midnight-blue cloak.

SCENE 3: THE ROOM

The PC knocks on the door and receives no response. He notices the door ajar. A gentle push opens it, to reveal a grisly scene. Gireg Jaan is sprawled in a chair, his eyes wide open in an expression of horror. His throat and chest are covered with great, gouging claw-marks, as if a huge beast had mauled him. The body is still warm, the blood bright red. He was killed moments ago.

GM Note: a quick-thinking—and well-prepared—PC might have a handy *Lifekeeping* or *Preservation* herb and use it on Jaan. If he uses it, Gireg can be saved with several additional herbs/operations, but he will have no recollection of the real murderer without intense mental probing. In any case, this will make the PC quite a hero, (give him 2,000 extra ep) and place him even higher on the Cult of Stars hit list.

Pieces of thin, hammered silver that look like huge fish-scales are scattered over the body. (Taking one of these scales is probably unwise; the PC might be searched, and there is nothing remarkable about them anyway.)

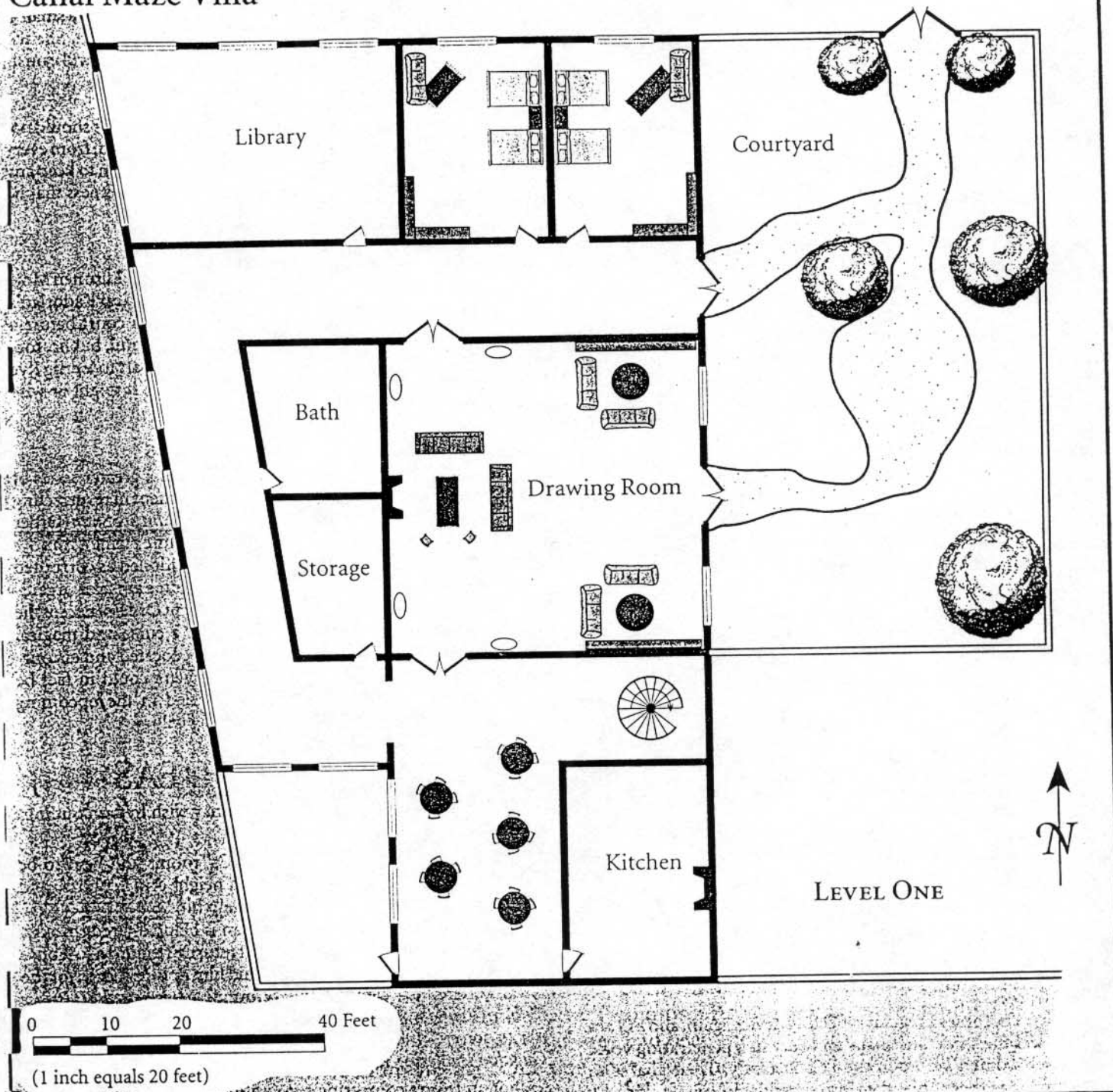
SCENE 4: THE AUTHORITIES

The wise PC will immediately go back downstairs and ask the desk clerk to summon the Wardens. They arrive within a few minutes, and close off the building. Everyone is questioned privately. The PC is released after giving his address, and the Wardens warn him not to leave the Cities. If he mentions the woman, the Warden will dutifully write it down, quizzing the PC as to whether he was sure she came out of Jaan's door.

The owner of the House of Dreams is distressed. "Nothing like this has happened on Eidolon in centuries."

The desk clerk says that the last person to see Jaan was Ambassador Kadorian, who was there moments before. (This contradicts the PC report of course.) Others in the hotel will be questioned, but no one will have seen the woman.

Canal Maze Villa



SCENE 5: TELLING MOJE

Moje is waiting at the *Kitchen*, and is stunned by the news of the death of his associate. Hopefully the PC reveals that he saw a woman in black leaving the room after Kadorian departed. Moje will be very thoughtful, then assure the PC that he believes him. He says that the woman might have been an assassin of an order with formidable powers. She might have actually been invisible, but that the PC was able to see her nevertheless. He might mention aloud what he is thinking: that this woman matches the description of the woman who tried to kill Qateris.

SCENE 6:
LOOKING FOR THE WOMAN

After considering for a while (and having a whiskey), Moje asks Divad and the PCs for help: he wants this woman found, and offers 50 gp for whoever leads him to her. Divad alerts his contacts, who include canalers and workers everywhere—even in Eidolon (several Canal Rats wash up and work as houseboys in Eidolon, making decent wages). The PCs should be encouraged to search in pairs, for practicality and their own safety.

Soon, however, more reports than seem possible come in. Tall, Laan women in black leather with a streak in their hair seem to be all over the place. However, even the most subtle and skilled among them cannot follow the women far: they seem to be able to vanish into thin air!

GM Note: the women are of course trying to cause confusion while setting their trap to capture the PC.

SCENE 7: LATER THAT DAY

Uptown is rocked by the arrest of Kadorian as announced by criers. The Ambassador is well-liked more for his personal charisma than the fact that he represents a strange little land. In general, the Lowtowners show little interest, considering it 'Uptown trouble.'

SCENE 8: CANAL MAZE ENCOUNTER

The search continues, though the sightings reduce somewhat, until...

Late in the evening two days later, one of the women is spotted debarking from a poleboat and entering a villa in Canal Maze. A peek inside reveals two of the women at ease in a drawing room, having tea.

The PCs return to the Kitchen to gather their compatriots and Moje, but the Loremaster is nowhere to be found.

Note: Playing on fears that the woman could get away, the PCs should be encouraged to nab them immediately.

THE COMMUNICATION

The group arrives at the villa, and makes their way inside through an unguarded courtyard. In the drawing room (through a set of french doors), they now see three almost identical women, all sitting at ease. Two muscular (but rather vacant-looking) men stand at the door, clearly servants. The women are all looking at a large mirror-like object, about six feet tall and three wide. But this mirror is aglow and actually a communication device. As the PCs watch, the image of another woman appears. She lounges on a couch, clothed in a silk dressing-gown.

One of the woman stands and faces the image. "Your Servants attend, Lyax Kháng."

The image speaks: "Your report, Tara?"

"We continue with the confusion operation, Mistress."

"Have you located the one who saw Mara at the House of Dreams?"

"No, Mistress."

"I am disappointed. I expect you to have him tomorrow by this time."

"Yes Mistress."

The mirror becomes a regular reflecting device again, and as Tara turns, she sees the spies. She snaps an order in a penetrating voice and all three women are upon the PCs instantly. Their goal is to capture the PC witness; the others are expendable.

Should the characters try to flee, they will find the doors to the villa slamming in their face, and two more burly guards guarding them.

MOJE ARRIVES

Just as things look very bad, the gates of the villa explode inward, and Luronen Moje enters, bathed in an aura of power. Depending on the situation, he might use "Word"s from the Spirit Mastery List, or similar incapacitating spells. He is reluctant to kill.

TARA ESCAPES

When things start to look bad for the women, Tara (who will have been holding back throughout the conflict) will pull a small 3" by 5" rectangle with one mirrored surface out of her belt. She will gaze into it for a moment, then, in a prismatic flicker, she will vanish.

EPILOGUE

This adventure should be resolved carefully. The PCs should not be given the impression that Moje is going to rescue them from every scrape; this is to be an exception. He will not allow them to keep any items from the Cult Women, and will warn the PC witness that he is probably a marked man.

TESTIFYING

Any survivors will be turned over to the Wardens. Luronen Moje will reluctantly explain who the real killer is and thus clear Kadorian's name, though the PC may be asked to testify in a court before a truthsayer as to what he saw. Kadorian will be grateful, but he, too, will now be very curious about this person. His report to Voriig Kye will make the Dragonlord quite interested as well. It might be wise to lay low (or even leave) Sel-kai for awhile...

FURTHER ADVENTURES

This adventure leads the characters towards a greater series of crises. The GM may lead them towards involvement in resurrecting the ancient Orders of the Emerian Empire. The *Ahn Sye Shan* (Order of the Sun), *Ahn Sye Ni-Vulma* (Order of the White Flame), *Ahn Sye Nokora* (Order of the Flaming Sword) are mentioned as corrupted in the *Emer* book. However, these current groups are false organizations and cannot use the artifacts of the ancient Orders (except the Nokora, who wield the Yarkbalkas through a curse and magical trickery). True heirs to these orders should be located and encouraged to re-found the brotherhoods (these heirs could in fact be PCs...). More on the Orders will be revealed in the upcoming *Shadow World Grand Campaign* role playing trilogy.

10 ADVENTURE IDEAS

Following is a list of ideas that a GM may wish to flesh out into full adventures in and around Sel-kai.

- An escaped slave stumbles into the PCs' rooms and begs to be hidden; he claims to be royalty from a neighboring country and will repay the players in gold if they help him get out of Sel-kai. Meanwhile, a huge reward for this man is being offered through the underground network for the quiet return of this man to House Gugulon. Who is he really? Will they aid him or turn him in for the reward offered through the underground? *Suggestion: he is Prince Kellas of Reandor (see Emer, pg 34, heir to the kingdom. His father will pay 10,000 gp for his safe return, but that is not common knowledge. Gugulon is offering 2,000—still quite a lot.*
- A saboteur from a competing corporation in Kaitaine is uncovered by the PCs. Will they take action?
- A series of brutal murders have the authorities confused. The Grey Ring is blamed but they, too are searching for the killer. It is a Xyr (see *Atlas Addendum*, pp 28–29) living in the canals.
- The PCs find themselves face-to-face with 10–12 gang members (such as the Golden Hand) in a dark alley. These kids are tough, and unless the group is very skilled or well-equipped, they could be in trouble.



PART XII

EQUIPMENT AND COMMERCE



JAD'S VOICE WAS TIGHT WITH STRAIN AS HE WALKED close behind me. "Kalen, I think we're lost again." His gaze darted to every shadow as if it concealed some monstrous terror.

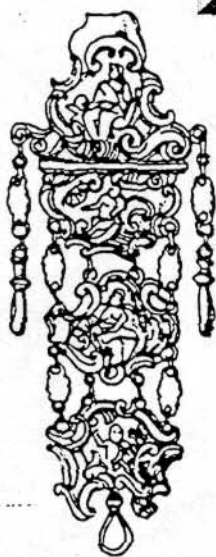
"I know where we are; it's just two blocks more and over that bridge to the left." I tried to sound confident, but the directions given by the strange foreteller in the Old City were convoluted even for this twisted place. The night was warm, the air thick with humidity as we edged along the narrow canalside street. The Canal Maze. A clock sounded the beginning of the Predawn Quintar; what were we doing in this part of Sel-kai in the middle of the night? We were looking for a tavern called *T'revor's Tankard* and a man named Hiiri Taldin. According to Veriak the Seer, only Taldin could answer the riddle of the magical amulet I carried.

Raucous laughter echoed over the water from somewhere a street or two away, yet here it was quiet; no one else was in sight.

"Kalen..." Jad whispered.

I stopped and spun around "Now what?" I demanded. But I glanced over his shoulder and suddenly knew. Two muscular young men were standing in the street. They slouched casually as if they had been there for hours, but we had just passed there moments ago. One was Shay, the other looked like he had Elven-blood. Both wore black silk calf-shorts and black sleeveless shirts with a red design on the breast. Red Dragon. I felt a rush of adrenaline as I recognized the clothing associated with that criminal brotherhood; they appeared not to see us, however. "Let's go." I muttered, turned back again—and froze. Not thirty feet ahead loitered another two young men, identically dressed. One had the black hair and fair skin of the Laan, the other was clearly a High-elf; perhaps Dyar. Unlike the two behind us, both looked me in the eye and smiled. They began to walk casually towards us.

"The two behind are moving up." Jad loosened his sword. I looked ahead—no alleyway to duck into; only high brick wall on the right and dangerous canal on the left.



Brooch,
Gold and platinum with opals.
Of uncertain origin.
Currently available at 'A
Brilliant Facet' (#149) for 250 gp



The Dyar youth stopped about ten feet away, hands on hips and feet apart. Several gold earrings glittered in his ears, the twisting embroidered red drake symbol was easy to see on his shirt, and there was another tiny one tattooed on his left temple. Like the others, he had knives in thigh-sheaths on each leg. "Welcome to Sel-kai, strangers. I am Seylars of the Red Dragons." His musical voice held no tinge of threat, but I dared not hope that the intentions of these Red Dragons would be benign.

"Thank you." I had trouble smiling back. "If you do not mind, however, we have business down the street." Could we take the four of them? I doubted it; all seemed in excellent shape; I was sure they were skilled with those blades.

His eyes flicked to a point over my shoulder; I was sure it was a signal to the other two. I sensed Jad draw closer.

"As newcomers you must be unaware of our service here in Canal City. We will personally escort you to your destination and guarantee your safety."

"I think we can find our own way." I replied evenly, sure that we would not get away with a simple no, thank-you.

"I really must insist." Now there came an edge to that lovely voice; the touch of menace.

"Very well. What is your fee?" I hoped we could get away with just losing the coin we carried; it was only a few silvers.

"Ah, just one little thing we desire. I believe you have a certain amulet in your possession—"

But Seylars stopped in mid-sentence as from behind us came a sound I could not immediately place: a thwik-thwik repeated twice. Seylars' expression turned from one of cruel enjoyment to anger and surprise; he and his second both drew their knives. I risked a glance around to see the two dragons behind us collapse to the cobbles, and a skiff curling around the canal-bend. A boy with dark-touseled hair pushing one pole and—Bryon the wainwright at the other! What was he doing here at this hour? A third young man knelt on the deck, a strange pistol-shaped device in his hand.

I spun around again and drew my sword even as Seylars rushed forward. I deflected his attack, but he was strong and agile. I fought to maneuver him between myself and the other remaining Dragon and heard the *shing* as Jad drew his own blade—then came the sound of wood scraping against stone nearby.

"In the boat!" A boy's voice called, but I didn't dare glance away from Seylars. Another, quieter voice said "Run now, red lizards, and I won't kill you."

Seylars looked at me, then over towards the canal, then he turned and—his second only a step behind—turned and fled down the street.

Behind, the trio on the boat looked up at us: Bryon grim-faced, the tousel-haired boy grinning widely, and the third standing uncertainly as if he expected the boat to flip over.

"Veriak said you two might need, uh, help." Bryon volunteered. "G-get in, before they come back with reinforcements."

"The other two will wake in a few minutes as well." Added the unsteady young man.

"This is my friend Kerin," Bryon gestured toward the tall youth with the pistol and then to the boy with the pole: "and that's Tad. It's past his b-bedtime."

"Hey!" Tad snapped. "You take my boat and then insult me! Let's get going; I don't like this place."

"Thanks so much for your help; I don't know what we would have done."

Bryon blushed. "Aw, they would have run when you decided to fight; they're all c-cowards."

Meanwhile, Jad was looking curiously at the weapon in Kerin's hand. "What's that little thing—and how did it drop those two guys?"

"Dart pistol." Smiled Kerin. "It fires barbed needles with a sleep-poison on the tip. Works good against targets with no armor."

"I don't know how you knew we would be here, but I'm truly grateful for their help. How can we repay you?"

"Let us take you to T'revor's. Hiiri will give us all some, uh, coffee, then I'd like to know what you g-guys are up to here in Sel-kai."

I hesitated to share the purpose of my mission with anyone, but these three seemed as trustworthy as anyone I had met in some time. Without them, Jad and I might very well be floating face-down in the canal right now. "Very well, But you might regret being drawn into this; it is a dark and dangerous tale."

"My favorite kind." Tad said, though I couldn't tell if he was sincere or not.

Between Eidolon and Sel-kai City, the shopper (provided he has the cash) can buy just about any item or service imaginable.

Note: The following section is a variation on the Equipment and Commerce section found in the Rolemaster book Character Law & Campaign Law. It has been edited to be specifically applicable to Eidolon, and presented here for the GM's and players' convenience.

1. COINAGE STANDARDS

Sel-kai mints its own silver, gold, bronze and copper currency, and also prints a currency, though this is used almost exclusively within Sel-kai (few outside of the isle will take paper money, despite the robust Sel-kai economy). This paper is useful when making large transactions, and can be converted to coin at the mercantile centers or any large bank.

While most merchants will accept coin that is not Sel-kai mint, they will covertly mark up the price of goods bought with 'outsider' money, mistrusting its quality. PCs would actually do well to convert their cash at a bank, moneylender or mercantile center before going on that inevitable buying spree. Their coin will be (usually) analyzed fairly and their Sel-kai coin happily accepted at any vendor in the realm (or most other places as well).

A Sel-kai silver piece (the most common monetary denomination) is commonly called a *sellin*, a gold piece an *orlin*, etc. Plural is *sellini* (e.g., "I'll give you ten sellini for that brooch!") or *orlini*.

Currency	Abbreviation	Breakdown
Diamond note	dn	= 100 gold pieces
Platinum note	pn	= 10 gold pieces
Gold note	gn	= 1 gold piece.
Coin	Abbreviation	Breakdown
1 gold piece (orlin)	gp	= 10 silver pieces
1 jade piece	jp	= 2 silver pieces*
1 silver piece (sellin)	sp	= 10 bronze pieces
1 bronze piece	bp	= 10 copper pieces
1 copper piece	cp	= 10 tin pieces

* included for comparison only; Sel-kai does not 'mint' jade coins.

This system revolves around a gold standard, since a gold piece is the most valuable commonly used currency (although silver coins are in much wider circulation). This assumes a half-ounce currency.

2. PURCHASE AND RESALE OF GOODS

When the PCs sell the goods they have acquired they may accumulate a large profit. This may be fine, but occasionally it will result in a game imbalance that defies mercantile sensibilities. Therefore, the GM may wish to employ the following guidelines governing the purchase and resale of goods.

The GM should consider two primary factors when handling resales: (1) are there buyers who desire the good?; and (2) can they afford the item?

When handling purchases the factors are: (1) are there sellers who have the good?; and (2) how much do they want for the item?

These concepts dictate local supply and demand and are embodied in the *Purchase and Resale Price Chart*. The categories relate the resale price and the purchase price to demand and risks. All things considered, risk will restrict the number of people who can buy the good by driving up the cost, both in terms of price and the associated danger.

USING THE PURCHASE AND RESALE PRICE CHART

1) Price: Determine the "intrinsic value" of the item (see RM Section 7.3.2) and determine whether it is:

<i>inexpensive</i>	(less than 10 gp)
<i>average</i>	(from 10 gp up to 100 gp)
<i>moderately expensive</i>	(from 100 gp up to 500 gp)
<i>very expensive</i>	(from 500 gp up to 1000 gp)
<i>outrageous</i>	(1000 gp or more)

These are suggested ranges and the GM should decide if they are appropriate for his world system.

- 2) **Utility:** Figure the item's utility. Is it a mere oddity (e.g., a left-handed smoke-shifter)? Does it have awesome applications (e.g., it turns deserts into deep water ports)? Note that local tastes and needs may dictate its usefulness.
- 3) **Rarity:** Establish the item's rarity. Throw and return crossbows may be considered passe in the local area. Family heirlooms might be patently unique.
- 4) **Market:** Determine the type market in where the resale takes place. Illegal markets involve a higher risk and better prices. Street buyers (e.g., transient vendors and passersby) have modest overheads and may set better prices, but are generally less trustworthy. Merchants (e.g., shopkeepers and trade guilds) often have a code of secrecy or stake in their reputation. Given the same price structure, most individuals would prefer to deal with a merchant, since there is considerably more security. Strong guilds and/or merchant organizations can really restrict relative purchase and resale prices; the GM should use this factor to control the market place in his game.
- 5) **The Roll:** The GM should roll an open-ended 1-100 roll and apply any availability, price, utility, or rarity modifiers. (Note that a bonus based on the secondary skill "Trading" is often applicable). *It is necessary for the GM to roll because characters should be initially unaware of any swindle or theft results. One dice roll per locality per month should be allowed. Huge cities might have more than one locality.*
- 6) **Calculate the Price:** Using the appropriate section of the Purchase and Resale Chart, cross-index the modified roll to get a result. The item's intrinsic value (refer to Part XII, section 3) is then multiplied by any % result and any applicable market multipliers. This determines the price for the item in that locality for the next one month period. Other results are described below.
- 7) **Swindles:** If the result indicates a swindle instead of a %, there will be an attempt to deceptively cheat the buyer/seller (e.g., the buyer gets flawed merchandise, the seller gets counterfeit or poor grade currency, etc.).
- 8) **Thefts:** Should a "theft" result, someone (e.g., a pickpocket or a gang of fast-moving kids) will make an unarmed attempt to steal cash or goods from the buyer/seller.
- 9) **Armed thefts:** In the case of an "armed theft" result, someone (e.g., an organized gang of brigands) will attempt to physically overpower the buyer/seller and rob him.
- 10) **Turned In:** Someone informs the authorities of the buyer/seller's attempts to deal in an illegal commodity.



Pendant,
Silver with Malqanar pearls,
Tamingers

3 PRICE CHARTS

The following charts cover the suggested basic price of various goods which reflect the usual range of common non-magic items. The services allow for a comparative standard based on typical locales. Note the following when considering character of the purchases:

- a) **Weights:** The weights are listed as ranges to reflect differences in length and construction. Certain steels, for instance, are heavier than others. Where the variation in construction and materials is too great to allow a good to be classed as one type, a number of listings has been made. Note that the armor weights include all associated lining, ties and padding.
- b) **Superior or Enhanced Goods:** Goods with significant bonuses or unusual properties based on heavier designs, superior technology, enchantment, magic, etc. are not listed. Prices for these items should be calculated using the process described in Part XII, Section 2. Note that typical weights and lengths are given as ranges.
- c) **Breakage Factors (BF):** The numbers listed in the "BF" column indicates the breakage resistance of a given good. See *Character & Campaign Law* for more on this option..
- d) **Fumble Range:** Each weapon has a fumble range. An unmodified combat roll within this range results in the attack having no effect. Instead, another percentile dice roll is made and this number is referenced to the applicable Fumble Table. See AL Table 8.2.1.



PURCHASE AND RESALE PRICE CHART

Purchase Section:					Resale Section:				
Roll	% Cost Open Market		% Cost Illegal Market		Roll	% Return Open Market		% Return Illegal Market	
	Merchant	Street	Merchant	Street		Merchant	Street	Merchant	Street
(-51)	Swindle*	Armed Theft*	Theft	Armed Theft	(-51)	Swindle*	Armed Theft*	Theft	Armed Theft
(-50)-05	0*	Armed Theft	Swindle*	Armed Theft	(-50)-05	0*	Armed Theft	Swindle*	Armed Theft
06-10	Unavailable*	Theft*	Swindle*	Armed Theft*	06-10	5	Theft*	Swindle*	Armed Theft*
11-15	Unavailable	Swindle*	Swindle	Theft*	11-15	10	Swindle*	Swindle	Theft*
16-20	Unavailable	Unavailable*	Swindle	Theft*	16-20	15	0*	Swindle	Theft*
21-25	300	Unavailable	0*	Swindle*	21-25	20	0	0*	Swindle*
26-30	200	Unavailable	Turned In*	Swindle	26-30	25	0	Turned In*	Swindle
31-35	175	Unavailable	Unavailable*	Swindle	31-35	25	20	Turned In	0*
36-40	150	Unavailable	Unavailable	0*	36-40	30	25	0	0
41-45	140	200	Unavailable	Turned In*	41-45	30	30	0	Turned In*
46-50	130	175	Unavailable	Unavailable*	46-50	35	35	0	Turned In
51-55	130	150	Unavailable	Unavailable	51-55	35	40	0	50
56-60	120	120	Unavailable	Unavailable	56-60	40	45	0	60
61-65	120	110	Unavailable	Unavailable	61-65	40	50	20	70
66-70	110	110	Unavailable	400	66-70	45	55	40	80
71-75	110	100	Unavailable	300	71-75	50	60	60	90
76-80	110	100	Unavailable	200	76-80	50	65	80	100
81-85	105	95	Unavailable	175	81-85	55	70	90	125
86-90	105	95	Unavailable	150	86-90	60	75	100	150
91-95	105	90	400	125	91-95	60	80	110	175
96-120	100	90	300	110	96-120	70	90	130	200
121-140	100	80	200	105	121-140	75	100	140	250
141-160	90	70	150	100	141-160	85	125	150	300
161-180	80	60	110	90	161-180	100	150	175	350
181-200	70	50	100	80	181-200	120	200	200	400
201+	60	40	90	60	201+	150	250	300	500

* - Unmodified die roll.

* Unmodified die roll.

Purchase Roll Modifiers:

Price	hamlet	village	town	city
inexpensive	-20	0	+10	+50
average	-50	-10	0	+25
moderately exp.	-75	-40	-20	+10
very expensive	-100	-75	-50	0
outrageous	-150	-100	-75	-10

Rarity

Unique	-75	Utility	awesome	-40
Unusual	-25	very useful		-20
Common	+20	useful		0
		marginal		+10
		odddity		+30

Resale Roll Modifiers:

Price	hamlet	village	town	city
inexpensive	-20	-10	0	0
average	-40	-25	-10	0
moderately exp.	-60	-50	-25	-10
very expensive	-100	-75	-75	-25
outrageous	-200	-100	-100	-50

Rarity

Unique	+20	Utility	awesome	+30
Unusual	+10	very useful		+10
Common	-30	useful		0
		marginal		-20
		odddity		-40

Strong Guild Restrictions: Varies: (-10) to (-100)

.5x	Oversupplied Market: Areas where the good is is overstocked or is produced in relatively large quantities and then exported.
1x	Supplied Market: Normal market conditions found in a stocked trade town or cosmopolitan area.
2x	Undersupplied Market: Market for normal imports.
3x	Isolated Market: Areas where delivery of the good is very costly or time consuming.
4x	Unsupplied Market: Market for extremely rare imports.
10x	Insulated Market: Areas where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	Seasonal Product: Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

Strong Guild Restrictions: Varies: (-10) to (-100)

.25x	Oversupplied Market: Areas where the good is is overstocked or is produced in relatively large quantities and then exported.
.5x	Supplied Market: Normal market conditions found in a stocked trade town or cosmopolitan area.
1x	Undersupplied Market: Market for normal imports.
1.5x	Isolated Market: Areas where delivery of the good is costly or time consuming.
2x	Unsupplied Market: Market for extremely rare imports.
3x	Insulated Market: Areas where where the delivery of the good is extremely costly, time consuming, and dangerous.
Varies	Seasonal Product: Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

NOTE: Factors such as delivery time, the rarity of component parts, the effects of weather, etc. can all be abstracted into this scheme, but the GM may find others which they feel should be reflected in more detail. Again, it will vary with the campaign.

ACCESSORY PRICE CHART

Note: These prices are substantially different from the depressed prices found in Character & Campaign Law. GMs should be sure all Players use the same list.

Good	Price*	Weight	To Make	Note (BF)
Arrows (20)	1sp	3 lbs	1 day	BF 06-40.
Bedroll (light)	1sp	4-7 lbs	.5 days	Wool blanket. 2 season.
Bedroll (heavy)	2sp	8-11 lbs	1 day	Wool/fur. 4 season.
Brush (writing)	3cp	.25 lbs	4 hrs	Hair. 4" stem. Capped.
Bucket	5bp	2-3 lbs	1 day	Copper. Holds 3 gallons.
Caltrops (5)	7bp	2 lbs	1 day	Portable spike traps.
Candle	3cp	.25 lbs	.5 days	Lights 20' dia; burns 2 hrs.
Case	3sp	1 lb	2 days	Water-resist. lther. 12"x3"x6".
Cask	2sp	5 lbs	1.5 days	Wood. Holds 4 gallons.
Chain	5bp	8-10 lbs	1 day	Iron. 10'. BF 01.
Chalk (10)	24cp	.25 lbs	2 hrs	5 pieces.
Charcoal	27cp	1 lb	.5 days	Hot 4 hr fire.
Chisel	8bp	1 lb	1 day	Iron. -40 dagger. BF 01-02.
Climbing pick	25bp	2 lbs	1 day	Iron. -15 mattock. BF 01.
Cb bolts (20)	2sp	3 lbs	2 days	BF 06-16.
Fire-starting bow	9tp	.5 lbs	1 hr	Starts fire in 5 min.
Flint and steel	1bp	.5 lbs	—	Starts fire in 3 min.
Grappling hook	9bp	1 lb	1 day	Iron. BF 01. Grip fail. 02-03.
Hammer	9bp	1 lb	1 day	Iron. -30 mace. BF 01-02.
Hammock	13cp	2-3 lbs	3 days	Rope; wood spreaders; iron hooks.
Harness	4sp	4 lbs	2 days	Leather/iron. Includes bit, reins.
Ink	1bp	.25 lbs	—	Black; non-soluble.
Ladder	5bp	15 lbs	2 days	Wood. 10'. Bears 400 lbs. BF 01-02.
Lantern	10bp	1-2 lbs	4 days	Lights 50' diameter.
Lock pick kit	5sp	.5 lbs	2 days	+5 bonus. BF 01-05. 5 gp buys a +10; 50 gp a +15)
Mirror	37bp	.5 lbs	1 day	Glass/silver. 6"x4". BF 01.
Nails (20)	8tp	.5 lbs	3 hrs	Iron. 3" length. BF 01-08.
Oar	7cp	4-5 lbs	7 hrs	Wood. 6'-8'. BF 01.
Oil flask	3bp	1 lb	1 day	Includes 1 pt oil (6 hr refill).
Paddle	6cp	3 lbs	5 hrs	Wood. 4'-5'. BF 01.
Padlock	21bp	1 lb	2 days	Iron; with 2 keys. Light to Pick
Paper (10)	9bp	.25 lbs	1 day	10 sheets. 12"x6".
Papyrus	11bp	.25 lbs	1 day	1 roll. 12"x5".
Parchment (10)	13bp	.25 lbs	1 day	10 sheets. 12"x6". Not for magical enruning
Pegs (10)	1cp	2 lbs	2 hrs	Wood. BF 01-08.
Pitons (10)	18cp	2-3 lbs	1 day	Iron. BF 01-03.
Plank	7tp	11-12 lb	4 hrs	Wood. 10'. Bears 350 lbs. BF 01-02.
Pole	6cp	5-10 lbs	3 hrs	Wood. 10'. BF 01-05.
Pot (cooking)	8bp	2-3 lbs	1 day	Iron. Holds 2 gallons.
Quill-pens (10)	3cp	.25 lbs	2 hrs	Goose. 10/quiver.
Quiver	15cp	.5 lbs	1 day	Holds 20 arrows/bolts.
Rope	3bp	4-7 lbs	3 days	Hemp. 50'. BF 01-04.
Rope (superior)	9bp	2-4 lbs	5 days	Rein. hemp. 50'. BF 01-03.
Sack (50 lb)	8cp	2-3 lbs	2 hrs	Holds 50 lbs. 3 cu'.
Saddle	6sp	10-12 lb	6 days	Includes stirrups, blanket.
Saddle bag	9bp	4-6 lbs	2 days	Holds 15 lbs. 1.5 cu'.
Saw	25bp	2-3 lbs	2 days	Iron. 24" wood-tool.
Spade	17bp	3-4 lbs	1 day	Iron. Wood shaft. BF 01-04.
Sundial	2sp	1 lb	2 days	Iron. Approx. time.

Tarp	11cp	3-5 lbs	2 hrs	Canvas. 5' x 8'.
Tent	23bp	8-10 lbs	2 days	Canvas. 5' x 8'. Two man.
Tinderbox	2cp	.25 lbs	.5 days	Wood. Enough for 7 fires.
Torch	1cp	1 lb	1 hr	Lights 20' dia. (6 hrs).
Vial	12cp	.25 lbs	2 hrs	Glass. Holds .25 lbs.
Waterskin	1cp	.25 lbs	6 hrs	Holds 1 pt (.5 lbs).
Wedge (staying)	1cp	1 lb	1 hr	Hardwood.
Wedge (splitting)	3cp	3 lbs	2 hrs	Iron.
Wire (10 gauge)	8bp	3 lbs	5 hrs	Iron. 100'. BF 01.
Whistle	26bp	.5 lb	1 day	Wood/iron. 4". Range 1+ mi.

CLOTHING/ACCOUTREMENTS CHART

Good	Cost*	Weight	To Make	Note (BF)
Backpack	2bp	2-3 lbs	1 day	Holds 20 lbs; 1 cu'.
Boots				
Average	1sp	3-4 lbs	3 days	
Good	2sp	3-4 lbs	5 days	
Cloak				
Plain Wool	9bp	2-3 lbs	1 day	Knee length
Long Wool	15bp	6-7 lbs	2 days	Ankle Length
Lined Wool	3sp	8-9 lbs	10 days	Lined with silk or satin
Clogs	2cp	4 lbs	1 day	Wooden shoes
Coat				
Plain Wool	15bp	5-9 lbs	2 days	
Fine Wool	3sp	5-9 lbs	2 days	
Fur	2gp	8-12 lbs	5 days	
Framepack	33cp	3-4 lbs	1.5 days	Holds 45 lbs; 2 cu'.
Gloves				
Wool	2bp	.5 lbs	1 day	
Leather	5bp	.5 lbs	2 days	
Heavy	4bp	.75 lbs	2 days	
Gown, fancy	5gp	3-10 lbs	10 days	
Hat 6bp	1 lb	1 day	Leather.	
Hood	16cp	.5 lbs	.5 days	Covers head & shoulders.
Padded Undercoat	6bp	2-4 lbs	.2 days	
Pants				
Basic	25cp	1-2 lbs	1 day	
Fine	3bp	1-2 lbs	2 days	
Scabbard (belt)	25bp	1 lb	1 day	Holds one 1-h weapon.
Scabbard (shoulder)	3sp	1.5 lbs	1 day	Holds one 2-h weapon.
Shirt	3bp	1 lb	1.5 days	
Shoes	8bp	2 lbs	2 days	Leather
Surcoat	9bp	1-2 lbs	1.5 days	
Weapon belt	5bp	1 lb	.5 days	Holds 2 scabbards, 3 pouches.

* Subject to modification as noted in individual shop texts.

Note: creation times are just a general guideline. Some items require considerably longer for such steps as drying and curing; this is not reflected in the times listed here.

NOTES ON HEALING

Healing 'professionals' are usually Lay Healers. They will either cast spells or use herbs (at a markup of 50% over the list rate).

Healing costs as charged by Lay Healers are usually 10 gp x the level of each spell cast.

Some religions also have full-time Clerics and Healers who will aid those of their faith. More practical (some say mercenary) temples have healers who will help just about anyone in return for an appropriate 'contribution'.

TRANSPORT PRICE CHART

The prices given are for all of Sel-kai; for Sel-kai City use the City listing; for Eidolon add 50% to that price (though most animals are unavailable in Eidolon).

Good	Cost	Base Rate ft/rnd	Max Pace mph	Maneuver Bonus	Ht/Wt	Capacity	OB
Animals							
Horse (light)†	45sp	100/Dash	7/30	40	5'/800	200 lbs	5
Horse (medium)†	60sp	110/Dash	7.5/38	25	6'/900	300 lbs	5
Horse (heavy)†	80sp	80/FSpt	5/20	10	6'+/1300	400 lbs	5
Mule/donkey†	32sp	90/Dash	6/30	20	4'+/550	250 lbs	—
Ox†	95sp	60/FSpt	4/16	20	5'/2000	700 lbs	—
Pony (mature)†	40sp	70/Dash	4.5/20	30	4'/500	180 lbs	—
Water-craft							
Skiff (pole boat)	5gp	20/fast walk***	3/6	—	10'/200	500 lbs	—
Barge	20gp	40/sail***	3/5	—	20'/800	1500 lbs	—
Boat (medium)	11gp	40/sail***	3/9	—	20'/800	2000 lbs	—
Boat/Launch (large)	40gp	30/sail***	2.5/7.5	—	30'/2000	5000 lbs	—
Canoe	8gp	50/Spt***	2.5/8	—	15'/130	500 lbs	—
Ship (small)	80gp	40/sail***	7/15	—	45'/6000	19,000 lbs	—
Ship (medium)	190gp	30/sail***	6/13	—	60'/12000	35,000 lbs	—
Ship (large)	650gp	30/sail***	6/11	—	80'/20000	55,000 lbs	—
Land Vehicles							
Hand-cart	11sp	40/Spt	3/9	-70	4.5'/100	250 lbs	—
Horse-cart (open)†	4gp	50/FSpt	3.5/14	-25	6'/450	800 lbs	—
Wagon (open)†	6gp	50/FSpt	3.5/14	-30	8'/600	1200 lbs	—

TRANSPORTATION FEES

Service	Cost	Base Rate ft/rnd	Max Pace mph	Maneuver Bonus	Passenger Capacity	Cargo Capacity
Slip Taxi (in-town)	1bp	30/Run***	3/7	—	1-2	250 lbs
Skiff Taxi (in-town)	5cp	20/fast walk***	3/6	—	2/4	500 lbs
Coach service	1bp+1cp/mi	60/FSpt	4/16	—	1-4	200 lbs
Ship passage‡	5bp+1cp/mi	30/sail***	6/13	—	10-50	Varies
Skyship Passage‡	10gp+2sp/mi	—	20-30	—	4-35	Varies
Airbarge Passage‡	15gp+15sp/mi	—	10-15	—	20-100	Varies

* Height is at shoulder level. Size reflects low to average.

** Rarely available unless purchased from lord or wealthy dealer.

*** Speed in dead water. Add or subtract the affect of currents and winds.

† Not available in Eidolon; riding and pack animals are only sold on the western outskirts of Sel-kai City.

‡ Along pre-existing routes only; otherwise craft must be chartered (at considerable cost). Higher costs for passage may also include amenities (e.g., 'pricy' cost may include a larger, well-furnished stateroom with good meals, while 'cheap' might imply cramped surplus crew quarters and crew rations.). Airbarges are typically more suited to passenger travel and are more luxurious, but much slower.

Definitions:

Ships are vessels capable of negotiating open seas, while *Boats* are adapted to relatively shallow waters: coastal channels, lakes, etc. CODES: Maximum Paces (Max Pace) are max. multiples of normal movement allowance (Base Rate). Run = 2x; Spt = 3x; FSpt = 4x; Dash = 5x.

FOOD, LODGING, AND SERVICES PRICE TABLE

All prices are for Sel-kai City. Only higher quality available in Eidolon, and at 2-5x cost.

Good/Service	Cost	Note
Drink		
Cheap beer/ale	5cp	Pint.
Good beer/ale	1bp	Pint.
Premium beer	15cp	Pint.
Brandy	1bp	Half-pint.
Mead	6cp	Pint.
Cheap wine	5cp	Cup.
Good wine	1bp	Cup.
Premium wine	2bp	Cup.
Food		
Light meal	5cp	Soup and bread.
Normal meal	1bp	Above plus meat or cheese.
Heavy meal	25cp	Above plus veggies, etc
Gourmet meal	1sp	Specially prepared; unusual.
Week's rations	8bp	Normal spoilage. 18 lbs.
Trail rations	2sp	1 wk. Preserved. 14 lbs.
Greatbread	5gp	1 wk. Preserved. 4 lbs.
Lodging: Inn/Greathouse (rates are per room, per night)		
Inn: 2-4/bed; †	2bp	Communal sleeping, 1 bed
Inn: 2/room†	5bp	Separate bedding
Inn: 4/room†	8bp	Separate bedding
Inn: Private rm†	3sp	Separate room
Inn: Suite†	6sp	With sitting room, anteroom
Stable	5cp	Includes food for beast
Hospitalization		
Private Room‡	5sp	Bedding, food, care
Semi-private‡	3sp	Bedding, food, care
Ward (6-20)‡	1sp	Bedding, food, care
Lodging: Apartment (rates are per 70-day month. Most include small kitchen and sitting-room. Prices can vary)		
1 bedroom Uptown	4gp	(Library, Black Oak, Ave of the Gods)
1 bedroom Midtown	3gp	(Twelve Bridges, City Center, Granite Knoll, Old City)
1 bedroom Lowtown	5sp	(Sighing Docks, North Delta, South Commons, Burning Rock, Canal Maze)
2 bedroom Uptown	6gp	(Library, Black Oak, Ave of the Gods)
2 bedroom Midtown	4gp	(Twelve Bridges, City Center, Granite Knoll, Old City)
2 bedroom Lowtown	1gp	(Sighing Docks, North Delta, South Commons, Burning Rock, Canal Maze)
Luxury Eidolon	200gp	3+ bedrooms, 2-3 additional rooms
Luxury Uptown	30gp	3+ bedrooms, 2-3 additional rooms
Luxury Midtown	10gp	3+ bedrooms, 2-3 additional rooms
Luxury Lowtown	3gp	3+ bedrooms, 2-3 additional rooms
Villa Uptown	100gp	2-3 stories; possible pier access; view
Villa Midtown	20gp	2-3 stories; possible pier access; view
Villa Lowtown	5gp	2-3 stories; possible pier access
Villa Eidolon	1000-5000gp	Freestanding structure; few available

Notes:

‡ Subject to adjustment according to specific shop.

† Rates are per room

‡ Hospitalization allows for 1.25-2x heal rate (depends on quality of care).

ARMOR PRICE CHART

Armor	AT	Cost	Prd. Time	Weight	Str	BF	Note
Leather Jerkin	5	1sp	1 day	7-12 lbs	5	80+	Vest which covers abdomen.
Arm Greaves	*	1sp	2 days	2-3 lbs	55	120+	Protects vs. arm crits.
Leg Greaves	*	1sp	2 days	3-4 lbs	55	120+	Protects vs. leg crits.
Leather Coat	6	6sp	6 days	15-20 lbs	5	80+	Protects most of legs.
Rein. Leather Coat	7	9sp	2 weeks	17-25 lbs	15	85+	Protects most of legs.
R. Full-lgth L. Coat	8	11sp	16 days	19-30 lbs	15	85+	Protects legs and arms.
Leather Breastplate	9	45bp	4 days	10-18 lbs	18	90+	Rigid vest which covers abdomen.
Chain Shirt	13	15sp	3 weeks	15-25 lbs	40	95+	Covers abdomen and half upper arms.
Full Chain	15	65sp	2 months	35-50 lbs	40	95+	Long-sleeved shirt and leggings.
Chain Hauberk	16	55sp	35 days	35-40 lbs	40	110+	Long coat that covers arms and legs.
Breastplate	17	20sp	21 days	20-30 lbs	55	160+	2 pc. metal vest that covers abdomen.
Half Plate	19	100sp	10 weeks	50-70 lbs	50	145+	Plate/chain combo covers whole body.
Full Plate*	20	200sp	4 months	60-85 lbs	55	160+	Plate covering all exposed areas.
Target Shield	—	35bp	3 days	3-10 lbs	40	140+	+20 vs. melee; +10 vs. missile.
Normal Shield	—	55bp	5 days	10-20 lbs	45	155+	+20 vs. melee or missile.
Full Shield	—	7sp	6 days	15-30 lbs	50	170+	+25 vs. melee or missile.
Wall Shield	—	9sp	7 days	30-50 lbs	60	185+	+30 vs. melee; +40 vs. missile.
Leather Helmet	—	15bp	1 day	1-2 lbs	10	80+	Padded skullcap.
Super. Leather Helm	—	25bp	1.5 days	1.5-2.5 lbs	20	85+	Reinforced metal/leather.
Plate Helm	—	35bp	1 day	1.5-3 lbs	25	90+	Interlocking, overlapping plates.
Pot Helm	—	4sp	3 days	1.5-3 lbs	55	120+	Reinforced metal skullcap.
Full Helm	—	9sp	8 days	2.5-5 lbs	60	145+	Covers neck and face; has vent slits.
Visored Helm	—	125bp	10 days	2-5 lbs	55	135+	Protects neck; movable face covering.
Aventail	—	3sp	5 days	1 lb	40	95+	Chain neck armor; attaches to helm.
Leather Barding	7	35sp	2 weeks	100 lbs	15	85+	Covers horse's trunk. -15 to manuev.
Chain Barding	16	150sp	40 days	160 lbs	40	110+	Covers horse's trunk. -20 to manuev.
Plate Barding	19	300sp	4 months	190 lbs	55	160+	Covers horse's trunk. -30 to manuev.
Leather Chanfron	—	6sp	1 week	15 lbs	20	85+	Covers horse's head. Treat as helm.
Plate Chanfron	—	9sp	9 days	25 lbs	50	140+	Covers horse's head. Treat as helm.
Leather Crinet	—	5sp	6 days	25 lbs	15	85+	Covers horse's neck. -5 to manuev.
Chain Crinet	—	27sp	10 days	31 lbs	40	110+	Covers horse's neck. -5 to manuev.
Plate Crinet	—	60sp	20 days	38 lbs	55	160+	Covers horse's neck. -5 to manuev.
Leather Bracer	—	1sp	1 day	.5 lbs	25	100+	Archer's wrist-guard. 25% greave prot.
Plate Bracer	—	2sp	2 days	.75 lbs	55	115+	Archer's wrist-guard. 50% greave prot.

* Helm of choice included in price.

NOTE: Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic fell beast skin). ATs 10, 14, and 18 are achieved by using the appropriate base armor (9, 13, and 17, respectively) with greaves.

POISONS CHART

NAME	PRICE/DOSE	SOURCE	FORM	APPRNCE	EFFECT	LEVEL	FREQ
Erink	10 gp	Grain Extract	Fluid	Clear Brown	Body Paralysis 2-10 months	4	Moderate
Gaggur	66 gp	Plant Sap	Fluid	Green	Instant Death	10	Very Rare
Ghida	5 gp	Spider Venom	Fluid	Blue	Coma	3	Rare
Idus	6 gp	Berry	Juice	Red	Convulsions 1-10 hours	5	Moderate
Jubled	20 gp	Flower	Powder	Blue	10-100 Hits	10	Rare
Kadah	3 gp	Clam Extract	Juice	Beige	Joints Fuse (in 10 days)	2	Rare
Loryaak	25 gp	Mushroom	Juice	Brown	Bleed to death through pores	4	Very Rare
Luku	20 gp	Moss Extract	Powder	Brown	Death in 6 Rounds	5	Rare
Maceo	15 gp	Snake Venom	Liquid	Clear	1-100 Hits	2	Common
Meerk	10 gp	Fish Venom	Liquid	Clear Green	Suffocation in 18 rounds	4	Moderate
Nehrum	20 gp	Kelp Extract	Liquid	Clear Blue	Loss of Free Will (1-4 hours)	10	Rare
Perolk	6 gp	Leaf	Paste	Green	3-30 Hits	5	Common
Quilvort	15 gp	Berry	Juice	Yellow	5-50 Hits	8	Moderate
Rochan	100 gp	Spider Venom	Liquid	Purple	Instant Death	20	Very Rare
Skalan	100 gp	Shaskan Venom	Liquid	Clear	Instant Death	20	Very Rare
Taryank	4 gp	Bar Venom	Juice	Clear	Unconsciousness 1-10 minutes	5	Common
Vyurk	12 gp	Pollen	Powder	Yellow	Sneeze to Death	5	Rare
Yosis	20 gp	Plant Sap	Fluid	Green	Blindness 1-10 Days	10	Moderate

DRUGS CHART

NAME (slang)	FORM	PREP/APPLY	COST	EFFECT
zo	seeds	cr/boil/dr	60gp	Adds 50 to adrenal maneuver rolls for three rounds
isira ("gloweyes")	bud	boil/inhale	15gp	Mild Hallucinogen. Allows one to perceive Essence Flows, and enchantments. Imbiber's eyes glow red. (1 hr).
Borga ("voyager")	toad secretion	drink	50gp	Strong hallucinogen. Subtract 50 from perception, 30 from maneuver and melee. (4-6 hours).
erlin	flower	chew	30gp	Mild euphoric. Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. (1 hr).
errot ("fang")	oyster	eat	250gp	Strong Hallucinogen. Imbiber is in a trance (subtract 90 from perception, 60 from maneuver and melee) and has sometimes prophetic visions. (2-3 hours).
ort ("sniff")	leaf	powder/inhale	2gp	Mild euphoric. Add 10 to all Presence RRs. (1 hr). Psychologically addictive.
ri	lichen	rub (on eyelids)	10gp	Hallucinogen. Infravision (1 hour).
alanga	leaf	burn/inhale	5sp	Mild depressant. Subtract 20 from maneuver and melee (2 hours).
jat ("zoom")	bat blood	drink	300gp	Strong stimulat. Imbiber is hasted for 10-20 rounds, after which there is a 20% chance of a damaging heart attack (result: reduced Con, endurance, danger of more attacks).
gath ("zap")	mushroom	eat	200gp	Strong hallucinogen. Imbiber in a coma for 15 minutes, then awakens with 2x full PP restored (any extra points are lost after the next sleep). 2% chance per use (cumulative) that visions are so frightening that imbiber becomes suicidal.
ran	stem	boil/inhale	80gp	Mild hallucinogen. See invisible things or beings for 10 minutes.
lig	fungus	chew	18gp	Audio hallucinogen. Enhances hearing for one hour.
apic	leaf	powder/inhale	80gp	Euphoric. Add 50 to all spell failure avoidance rolls when overcasting. (5 rnds).

NOTE: When used too frequently most drugs will cause either dependence or a negative allergic reaction in the imbiber. The frequency necessary and ramifications should be determined by the GM. However, use of any of these drugs on the average of more than once per day for more than a week should be dangerous. Alternatively, using the herb a given number of times within any given period may trigger addiction.

Some possible afflictions:

- dependence forces user to imbibe drug once/ day or face violent, unpleasant withdrawal.
- drug ceases to be effective; more and more doses required *at once* to be effective.
- imbiber develops allergy to drug, and cannot take drug without a reaction (from sneezing fits or hives, to a serious overall swelling, trouble breathing, and even a chance of heart attack or death).
- is also important to note that the PCs will not necessarily be aware of the possibility of becoming addicted, or else they will take precautions.

DISEASES CHART

NAME	SOURCE	FORM	TREATMENT	EFFECT	LVL	FREQ.
Bahaar	People	Bacterial Pneumonia	(antibiotic)	Incapacity 10-50 days/death	3	Rare
Dereath	Mosquito	Malaria		20-100 days incapacity	20	Rare
urothgaar	Sheep	Bacterial Infection	(antibiotic)	Cruel Skin Rash	5	Common
adæna's Revenge	Rats/Fleas	Bubonic Plague		50-100 days incapacity/Death	20	Very Rare
Dry	Bad Water	Bacterial Cholera	(antibiotic)	Fatal Dehydration in 1-10 Days	5	Very Rare
vamp Sickness	Virus (airborne)	Viral Pneumonia		Incapacity 10-50 days/death	1	Rare
lmar's Fever	Fleas	Influenza-A		Fever, congestion*	2	Common
Canal Cough	Airborne Virus	Bronchitis		Persistent cough, congestion	1	Common
akes	Virus (waterborne)	Influenza-B		Fever, runny nose, congestion*	5	Rare
ssing Curse	saliva	Mononucleosis	Rest	Fever, exhaustion 30-150 days	4	Rare

Can lead to pneumonia

WEAPON PRICE CHART

Weapon	Cost	Type	Prd. Time	Weight	Str	BF	Fumble	Note
Bastard sword	20sp	1hs/2h	45 days	4-6 lbs	75	175+	04/05	
Battle axe	13sp	2h	2 days	5-9 lbs	70	155+	01-05	
Baw (Kulukan)†	100gp	1hs	20 days	4-5 lbs	80	160+	01-05	Made of beryllium alloy
Blackjack	2cp	1hc	6 hrs	.5 lb	5	120+*	01	
Blowpipe	12sp	mis	1 day	2-4 lbs	—	—	01-05	
Bola (2-hand)	5sp	th[gr]	1 day	2-6 lbs	12	75+*	01-07	
Boomerang	2sp	th	12 hrs	.5 lb	—	—	01-04	
Broadsword	10sp	1hs	3 days	3-5 lbs	75	160+	01-03	
Cabist†	30sp	th	25 days	3 lbs	70	160+	01-04	
Chegain†	15sp	th	15 days	1.5 lbs	—	140+	01-04	Rhiani bladed boomerang
Club	1cp	1hc	6 hrs	3-7 lbs	10	140+	01-04	
Composite bow	17sp	mis	14 days	2-3 lbs	—	—	01-04	
Crossbow (heavy)	25sp	mis	16 days	8-12 lbs	—	—	01-05	Uses crank
Crossbow (light)	11sp	mis	7 days	4-8 lbs	—	—	01-05	
Cudgel	5cp	1hc/2h	12 hrs	2-4 lbs	8	130+	01-03	Baton used by Wardens
Dagger	3sp	1hs/th	1 day	.75 lb	18	195+	01	
Falchion	15sp	1hs	3 days	3.5-5 lbs	75	160+	01-05	Heavy sword
Flail	19sp	2h	5 days	4-8 lbs	60	150+	01-08	
Foil	21sp	1hs	5 days	2-3.5 lbs	8	95+	01-03	Fencing sword
Gauntlet	2sp	1hc	4 days	.5-1 lb	45	110+	01**	
Gét†	10gp	th[gr]	10 days	4-6 lbs	—	130+	01-08	Killing bola
Handaxe	5sp	1hc	1 day	4-6 lbs	70	160+	01-04	
Harpoon	25bp	th	1 day	4-8 lbs	20	135+	01-04	
Javelin	3sp	pa/th	1 day	3-5 lbs	17	105+	01-04	
Kalta	100gp	mis	30 days	1.5 lb	—	90+	01-04	Use 1h proj fumble if SM avail
Kynac (long)	20gp	1hs	20 days	2.5 lbs	50	140+	01-03	Dúranaki weapon; training req'd
Kynac (short)	18gp	th	20 days	1.5 lbs	—	130+	01-02	Dúranaki weapon; training req'd
Long Bow	10sp	mis	9 days	2-3 lbs	—	—	01-05	
Long Sword	18sp	1hs	4 days	3.5-5 lbs	75	160+	01-04	
Mace	6sp	1hc	2 days	3.5-8 lbs	65	250+	01-02	
Main gauche	12sp	1hs	3 days	1-2 lbs	18	190+	01-02	
Morning star	16sp	1hs	2 days	4-8 lbs	60	145+	01-08	
Net (fighting)	7sp	sh	6 days	5-9 lbs	75	165+	01-05	
Net (fishing)	1sp	1hc/th[gr]	3 days	3-5 lbs	1	20+*	01-08	
Pick	4sp	2h	2 days	3-7	20	120+	01-06	
Quarterstaff	5cp	2h	1 day	3-5 lbs	20	140+	01-03	
Rapier	22sp	1hs	5 days	1.5-3 lbs	30	100+	01-04	
Sabre	9sp	1hs	2 days	3-4 lbs	70	150+	01-03	
Sarent†	70sp	1hs/2h	30 days	4-7 lbs	70	180+	01-03	Resembles Terran Katana
Scimitar	10sp	1hs	3 days	3-5 lbs	60	150+	01-04	
Shangkana†	4cp	1hc/2h	1 day	1-2 lbs	20	125+	01-07	Resembles Terran Nunchaku
Short bow	6sp	mis	3 days	2-3 lbs	—	—	01-04	
Short sword	7sp	1hs	2 days	2-4 lbs	75	185+	01-02	
Shuriken	4sp	th	1 day	.25-.75 lb	—	—	01-05	
Sling	9bp	mis	12 hrs	.5-1 lb	—	—	01-06	
Spear	23bp	pa	1 day	3-8 lbs	15	130+	01-05	
Trident	4sp	pa	2 days	4-6 lbs	30	140+	01-05	
Two-handed sword	20sp	2h	5 days	5-12 lbs	75	200+	01-05	
Typh†	30sp	th	8 days	5 lbs	—	160+	01-06	Dangerous throwing weapon
War hammer	15sp	1hc	2 days	4-7 lbs	60	155+	01-04	
War mattock	15sp	2h	2 days	4-8 lbs	60	145+	01-06	
Whip	2sp	1hc[gr]	12 hrs	2-5 lbs	10	75+*	01-06	

* These weapons cannot cause breakage, and are only affected by slashing weapons.

** Fumble simply results in no action during the given round.

† Special weapons not commonly available. See the Fantasy Weapons Chart, page 145 for further information on these weapons.



FANTASY WEAPONS CHART

Weapon	Type	Wt.	Len.	F	RANGE MOD (in feet)					Tbl Used	ARMOR MODIFICATIONS					Special
					10	25	50	100	150		20-17	16-13	12-9	8-5	4-1	
Baw	IHS	4-5	2-3	5	—	—	—	—	—	Handaxe	+15	+15	+10	+10	+10	Can be used as an ice axe.
Chegain	TH	1.5	2	4	0	0	0	-5	-10	Scimitar	-10	0	0	0	+5	Returns to trained user (need glove)
Cabis	IHS	2-3	1.5-2.5	4	0	0	-10	-25	—	Handaxe	-10	-10	-10	-10	-10	Basically a throwing weapon.
Dag	IHS	5-6	3-4	6	—	—	—	—	—	Falchion	+10	+10	+10	+10	+10	A very large bladed weapon.
Gé	TH	4-6	4-5	8	as Bola					Bola(2xDam)+10	+10	+10	+10	+10	+10	Treat any criticals as both K and G. (a super bola) If fumbled, roll a "DG" on thrower.
Irgaak	2H	5-6	5-6	3	—	—	—	—	—	2-H Sword	+15	+15	+15	+15	+15	Roll criticals twice applg all results.
Kalta	1H	1.5	.5	4	—	—	-15	-40	-80	Light Crossbow	-20	-15	-10	0	0	+5 Loari Dart Pistol. Fire 2x/rnd (missile & melee). Can be poisoned. 10 dart clip.
Kynac	IHS	1-2	1-2	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Kynac	IHS	2-3	2-3	3	-20	-20	-20	-50	—	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Saren	1/2HS									Falchion	+5	+5	+15	+15	+20	Loari sword; resembles Terran katana
Shangkana	1HC	2-3	2.5-3	7	—	—	—	—	—	Morning Star	-5	-5	-5	-5	-5	Okinawan cereal beater.
	2H	2-3	2.5-3	7	—	—	—	—	—	Flail	-5	-5	-5	-5	-5	
Typh	1HC	4-5	3-4	6	0	0	-10	—	—	Flail	-10	-10	-10	-10	-10	If fumbled, roll a "DK" on thrower.
Yarkbalka	IHS	4-5	3-4	6	—	—	—	—	—	2-H Sword	-10	-10	-10	-10	-10	If fumbled, roll a "CS" on thrower.

Type: 2H = Two-Handed Weapon; IHS = One-Handed Slashing Weapon; 1HC = One-Handed concussion Weapon; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

Wt: Weight of weapon in pounds.

Len.: Length of weapon in feet.

F: Fumble Range (a fumble occurs if unmodified attack roll is less than or equal to this number).

RANGE MOD: Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (— means not allowed.)

Table Used: The AL&CL attack table used to resolve attack.

ARMOR MOD: Modifications to the attack roll based upon the armor of the defender.

Special: Varies for each weapon.

title/Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Spell Ob	Mov
KED DRAGONS								
Seylars	7	90	1(40)	Y*	N	80 Short sword*	65 Dagger	20
Dyar/Rogue. Age: 25. Eyes: grey. Hair: black. Build: lean/musclcd. Height: 6'3". Able to fight with two long knives (strike as short swords, but Krush criticals are Slash) at once.								
(Average Member)	4	60	1(20)	N	N	60 Short sword	45 Dagger	10
Laan/Fighter. Age: 20. Eyes: grey. Hair: black. Build: lean/musclcd. Height: 6'1". Use Long Knives (strike as short swords, but Krush criticals are Slash).								
THE NINE								
Magician/Talla Cenn	28	68	4(90)	(Y)	N	66 Dagger	120 Lightning bolt	+10
Ring: Ruby in gold (x6 PP). Age: 50 (Appears ≈30). Eyes: Green. Hair: Black. Build: Slender. Height: 5'9". Race/Sex: Laan/F. Skin: Fair. Demeanor: Aloof. Dress: Iridescent red/blue robes.								
Sorcerer/Mogred Al'goro	31	87	1(60)	N	N	50 Dagger	115 Firebolt	+5
Ring: Black Sapphire in gold (x6 PP). Age: ?? (Appears ≈50). Eyes: Black. Hair: White. Build: Slender. Height: 6'1". Race/Sex: Jaaderi/M. Skin: Chocolate brown. Demeanor: Distracted. Dress: Creme-hues garments.								
Mystic/T'revor Dekdarion	27	98	12(90*)	(Y)	(Y)	90 Dagger	110 Firebolt	+20
Ring: Black Opal in platinum. Age: ?? (Appears ≈20). Eyes: One Hazel, One Silver. Hair: White with purple streak. Build: Lean/muscular. Height: 6'3". Race/Sex: Dúranak-Dyar/M. Skin: Pale (facepaint). Demeanor: Surly. Dress: Black leather with silver buckles/trim. Younger brother of the famous T'vaar Dekdarion (one of the twelve members of the Loremaster High Council), T'revor is less altruistic. As a Mystic, he frequently travels in disguise and his covert activities are untraceable. Rumors that he is <i>the</i> infamous T'revor, namesake of the bar in the Lower City, are unsubstantiated.								
Jeer/Veriak	30	160	1(110)	(Y)	(Y)	120 Martial Arts	Mental Attacks	+30
Ring: Diamond in gold (x6 PP). Age: ?? (Appears ≈20). Eyes: Very pale blue. Hair: Blond. Build: Muscular. Height: 6'8". Race/Sex: Iyla(Linær)/M. Skin: Light tan. Demeanor: Cryptic/Vacant. Dress: Simple tunic. Operates The Serpent's Eye, a shop (#207)								
Astrologer/Theodoric	31	120	12(100)	(Y)	N	120 Broadsword	90 Starfires	+15
Ring: Amethyst in Platinum (x6 PP). Age: ?? (Appears ≈30). Eyes: Blue. Hair: Dark brown. Build: Slender. Height: 6'1". Race/Sex: Laan-Dyar/M. Skin: Fair. Demeanor: Gruff. Dress: Dark blue tunic & breeches. Resides in #200, the Tower of Five Moons.								
Mentalist/Telax	35	90	1(100*)	(Y)	N	80 Dagger	110 Shockbolt	+15
Ring: Blue Sapphire in gold (x6 PP). Age: ?? (Appears ≈25). Eyes: Grey. Hair: White. Build: Slender. Height: 6'4". Race/Sex: Loar/M. Skin: Pale. Demeanor: Condescending. Dress: Grey leather garments. *Displacement spell.								
Illusionist/Ophal Tu	26	110	1(90*)	(Y)	N	70 Dagger	—	+10
Ring: Yellow Sapphire in gold (x6 PP). Age: 45. Eyes: Amber. Hair: Black. Build: Stocky. Height: 5'6". Race/Sex: Y'nar/M. Skin: Fair. Demeanor: Dreamy. Dress: Silk robes.								
Bard/Yhani Rohmian	28	120	11(60)	Y	(Y)	145 Rapier	60 Shockbolt	+20
Ring: Fire opal in gold (x6 PP). Age: ?? (Appears ≈20). Eyes: violet. Hair: blonde. Build: slender. Height: 6'1". Race/Sex: Linær/F. Skin: fair. Demeanor: charming. Dress: Simple tunics.								
Runemaster/Ania Cheney	31	25	1(-10)	N	N	20 Dagger	—	-5
Ring: Emerald in gold (x6 PP). Age: 78. Eyes: grey. Hair: grey. Build: slender/stooped. Height: 5'3". Race/Sex: Shay/F. Skin: Fair/wrinkled. Demeanor: Amiable. Dress: Dark robes.								
THE GREY RING								
Agonar of Teusilya	30	140	4(90)	Y	(Y)	180 Broadsword	90 Firebolt	+25
Laan-Loar/Warrior Mage. Wields flaming sword. Age: ?? (Appears ≈30). Eyes: Blue. Hair: Black shot with grey/shoulder length. Build: Muscular. Height: 6'0". Skin: Tanned. Demeanor: Unpredictable/violent. Dress: Finery.								
Lirasil Lightbinder	18	45	1(150)	N	N	20 Dagger	140 Lightning bolt	+10
Shay/Illusionist. Age: 35. Eyes: Green. Hair: Red. Build: Full-figured. Height: 5'0". Skin: Fair, freckled. Demeanor: Flighty. Dress: Green garments.								
Tantali Thay	20	90	1(50)	N	N	60 Quarterstaff	90 Sunfires	+10
Mentalist; carries a x6 focus crystal Age: 40. Eyes: Green. Hair: Brown. Build: Slender. Height: 6'3". Race/Sex: Kuluku(Itanian)/M. Skin: Brown. Demeanor: Serious. Dress: White robes.								
Cestus al Jorni	23	120	11(90)	(Y)	(Y)	160 Broadsword	150 Shuriken	+35
Loar/Thief. Age: ?? (Appears ≈30). Eyes: Blue. Hair: Black/long in ponytail. Build: Muscular. Height: 6'2". Skin: Fair. Demeanor: Friendly. Dress: Black, close-fitting garments.								
Kennar the Green	17	135	4(80)	Y	N	140 Broadsword	170 Longbow	+30
Erllin/Animist. Age: ?? (Appears ≈20). Eyes: Hazel. Hair: Sandy/long. Build: Athletic. Height: 6'3". Skin: Fair. Demeanor: Cheerful. Dress: Green and brown.								

MASTER MILITARY CHART

Type/Rank	#	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
SKYSHIP CREWS								
Skyship Officer	200	10	120	1(35)	Y10	120 Broadsword	100 Compbow	15
Skyship Crewman	4,000	4	80	1(15)	Y	100 Broadsword	70 Compbow	10
CITY WARDENS, SEL-KAI								
All wear grey leather breeches and boots, black tunics with red collar and cuffs, and red-trimmed grey cloaks. All carry small clubs, short swords, notepads and a rope with small floater (to help people out of canals). Captains have compact crossbows.								
Captains	40	8	90	10 (30)	Y	90 Longbow	50 L. crossbow	0
Armor is lightweight, quilted cloth/leather.								
Investigators	20	5	80	1 (10)	N	70 Short sword	—	5
These men follow up complex or mysterious crimes.								
Warders	1000	2	45	10 (15)	N	60 Club	—	0
Armor is lightweight, quilted cloth/leather.								
There are approximately 2,000 Wardens in offices across the islands. They use broadswords and longbows, and rarely wear armor								
Chief	8	10	110	1 (30)	Y	100 Broadsword	75 Longbow	5
Marshall	80	6	85	1 (20)	Y	80 Broadsword	50 Longbow	5
Deputies	1800	3	52	1 (20)	Y	55 Broadsword	30 Longbow	0
PRINCE'S GUARD								
About 500 are stationed on Eidolon, the rest in barracks across the islands. All wear a beautiful grey leather breastplate reinforced with silver which protects as chain. All are muscular Laan warriors.								
Commanders	10	12	120	14 (45)	Y10	140 Broadsword	90 Dagger	5
Centurions	500	7	95	14 (30)	Y	90 Broadsword	60 Dagger	5
Guard	5000	5	80	14 (25)	Y	65 Broadsword	40 Dagger	5
HOUSE GUARD & STAFF (typical)								
Commander	1	10	90	15 (20)	Y	100 Broadsword	—	0
Guard	10-30	3	50	13 (10)	Y	75 Broadsword	—	0
Domestics	10-40	2	25	1 (0)	N	10 Dagger	—	0
HOUSE GUARD & STAFF (superior)								
Commander	1	15	110	15 (20)	Y	120 Broadsword	60 Dagger	0
Guard	10-30	6	80	13 (10)	Y	90 Broadsword	—	0
Domestics	10-40	3	30	1 (0)	N	15 Dagger	—	0

KEY:

† Indicates special race powers; see *Shadow World Inhabitants Guide* for details.

‡ Only delivers second attack if a critical is delivered by first attack that round.

a) Many Dúranaki utilize the Kynac (the melee 'long kynac' or throwing kynac); which uses the rapier table with an additional +20.

b) Unless otherwise stated, mounted troops have fully effective OBs when fighting from horse (or Steardan).

c) Unless otherwise noted, the OB given for Martial Artists (abbr. 'MA') is for rank four. The note following indicates skill in either strikes (t) or sweeps and throws (w). If both letters are present, this indicates that he is skilled in both.

ERLIN (MURI-ELVEN) VOCABULARY

Below is a sampling of Erlin vocabulary. Scholars of Vog Mur will recognize it as similar to Muri-Elven, but keep in mind that while the vocabulary is similar, the Muri pronunciation is quite different. As noted elsewhere, Erlin is the most common language spoken in Sel-kai (whose name is in fact, Erlini).

ale	gudd
avenue	thal
bay	hel
black	burn
blue	orn
breaker	sulem
bridge	cisur
canal	lenov
cliff	kai
cloud	kindag
cove	lew
coven	dorth
death	vog
deathless	oevaag
depth	surth
dweller	eduum
eagle	resiv
east	esov
fall	daart
fire	bur
fires	buir
forever	yenor
gate	turic
glass	krem
gold	or (arc. orv)
great/grand	kyr
great hall	tyrl
grey	burs
guardian	throk
hall	tyl
haven	cibur
head	faal
heather	haft
heavens	ordag
hill	wode
hollow	baas
hound	zurt
iron	encla
island	dalov
islands	daloiv
islet	dalla
jewel	gref
keep	throg
lagoon	rel
lake	lyry
moneyless	oedum
narrows	shurth

part; piece	lin
passing	veurd
pirate	yyn
pit	murten
plaza	nadek
point	ien
privateer	yon
river	sarat
secret, rite	vurd
shore	ras
silver	sel
sky	ordye
smoke	burth
spires	kirn
steep	galeb
straight water	perce
strait	perac
sword	saren
twin	matha
watch	mur
water	usiv (arc. usuv)
waterfall	usiiv-daart
waters	usiva (arc. usuiv)
wild	vurt
wind	purll
winds	perll (arc. puirl)
wolf	zart
woods	nadum

Erlin to English

baas	hollow
buir	fires
bur	fire
burn	black
burs	grey
burth	smoke
cibur	haven
cisur	bridge
daart	fall
dalla	islet
daloiv	islands
dalov	island
dorth	coven
eduum	dweller
encla	iron
esov	east
faal	head
galeb	steep
gref	jewel
gudd	ale
haft	heather
hel	bay
ien	point
kai	cliff
kindag	cloud
kirn	spires
krem	glass
lenov	canal
lew	cove
lin	part; piece
lyry	lake

matha	twin
mur	watch
murten	pit
nadum	woods
oedum	moneyless
oevaag	deathless
ordag	heavens
ordye	sky
orn	blue
orv	gold
perac	strait
perce	straight water
perll (arc. puirl)	winds
plaza	nadek
purll	wind
ras	shore
rel	lagoon
resiv	eagle
saral	river
saren	sword
sel	silver
shurth	narrows
sulem	breaker
surth	depth
thal	avenue
throg	keep
throk	guardian
turic	gate
tyl	hall
tyrl	great hall
usiv (arc. usuv)	water
usiva (arc. usuiv)	waters
usiiv-daart	waterfall
veurd	passing
vog	death
vurd	secret, rite
vurt	wild
wode	hill
yenor	forever
yon	privateer
yyn	pirate
zart	wolf
zurt	hound

Note: plurals of indigenous words tend to be formed by the addition of a second vowel after the last vowel in the singular word; usually it is an *i*. Lone *u*'s are most often indicative of a singular. Compound words such as breakwater or waterfall are commonly separated by dashes, with any ending vowels dropped in both component words. The language has four distinct secondary vowels: *a*, *e*, *i*, and *y*, and one primary: *u*. One further note: the term *arc.* that follows certain words is an abbreviation for 'archaic', and it indicates the older and less common term for a presently-used word. More powerful or educated folk tend to use the older forms in everyday speech.

THE EIDOLON TYPEFACE

CONSONANTS

b	—	▷
d	—	◁
f	—	⌈
g	—	⌊
h	—	┌
j	—	┐
k	—	▽
l	—	└
m	—	⌘
n	—	⌘
p	—	▽
r	—	⌈
s	—	⌘
t	—	◁
v	—	└
w	—	⌘
x	—	✕
y	—	┐
z	—	⌘

SHORT VOWELS

a	—	·
e	—	·
i	—	·
o	—	·
u	—	·

LONG VOWELS

(<shift>-char)

A	—	·
E	—	·
I	—	·
O	—	·
U	—	·

SPECIAL CHARACTERS

Æ — "
 (<opt><shift><'>)

Œ — "
 (<opt><shift><q>)

ch — ✕
 (<opt><c>)

th — ⌘
 (<opt><t>)

sh — ⌘
 (<opt><t>)

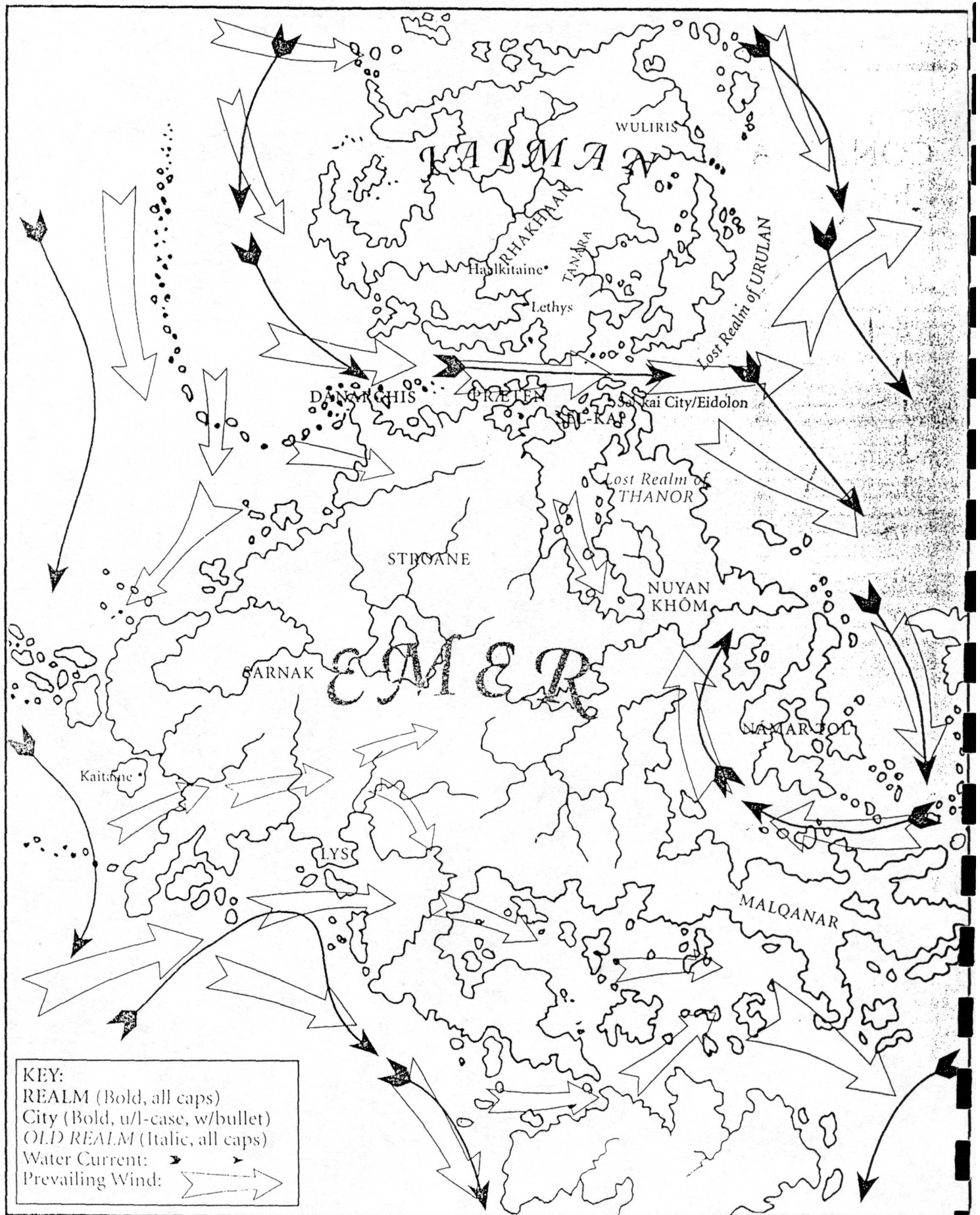
(pause) —
 (<->)

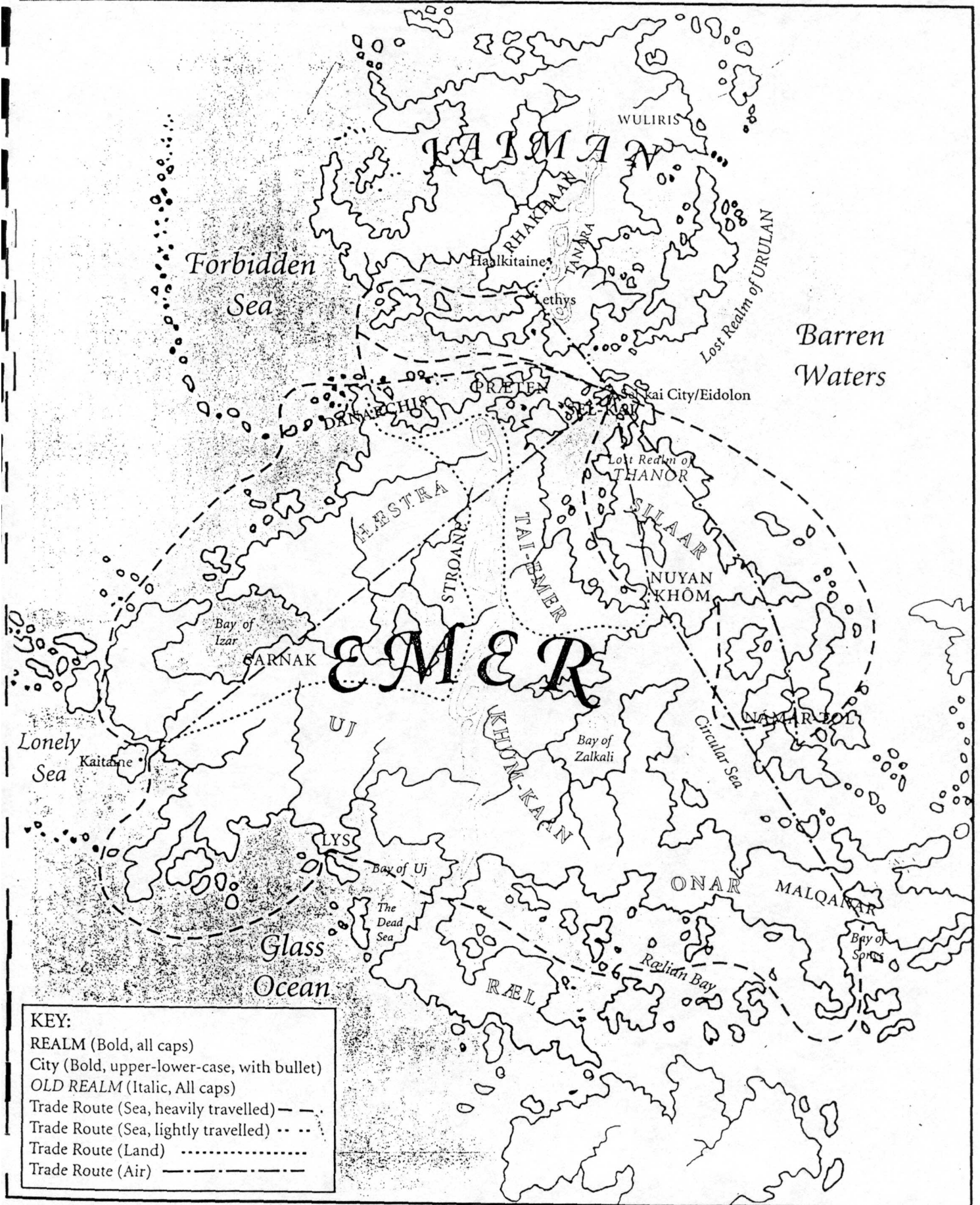
GENERAL NOTES

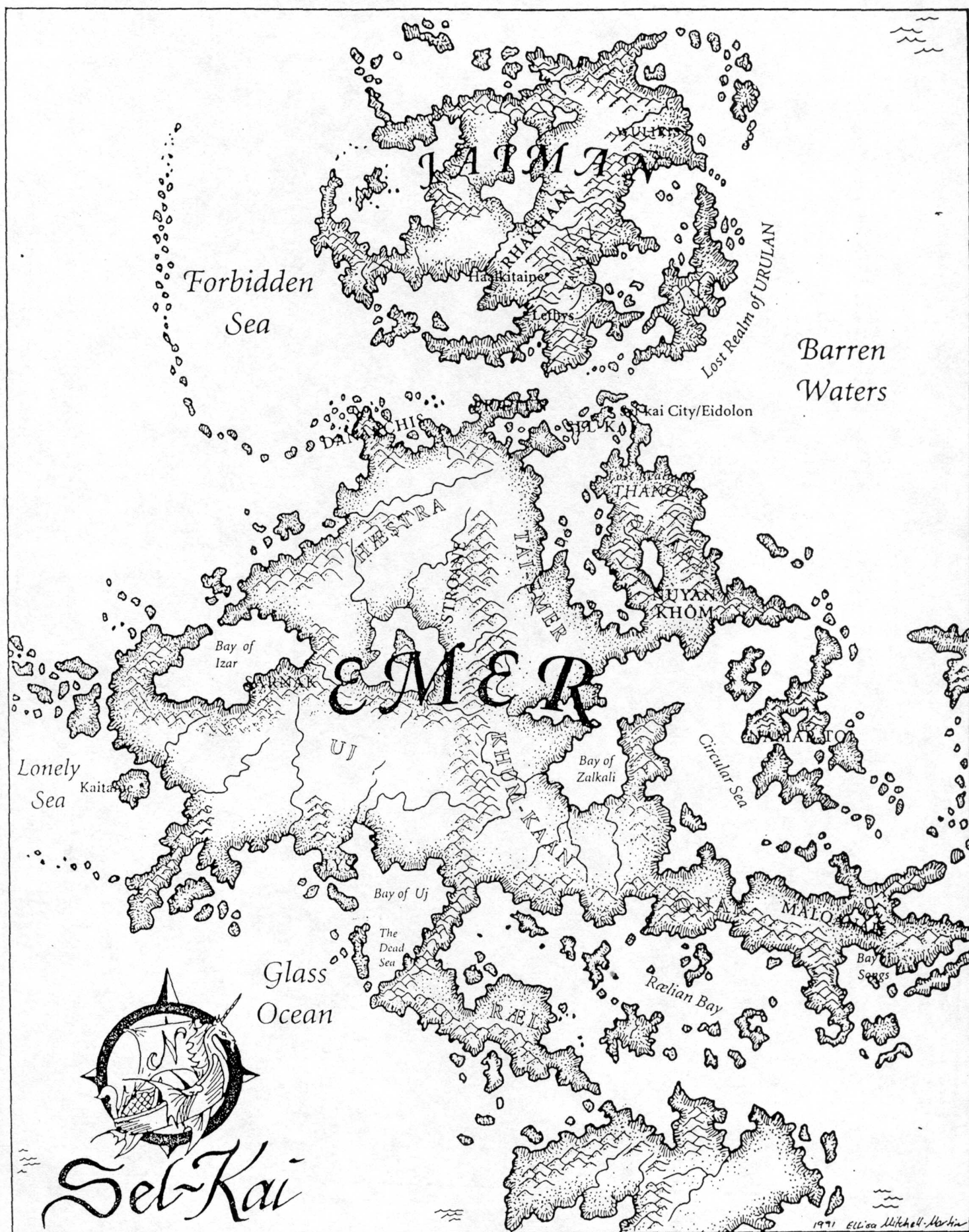
This alphabet was designed to commemorate the rise of the sky-city. It is created primarily to be written in brush-strokes or engraved in stone.

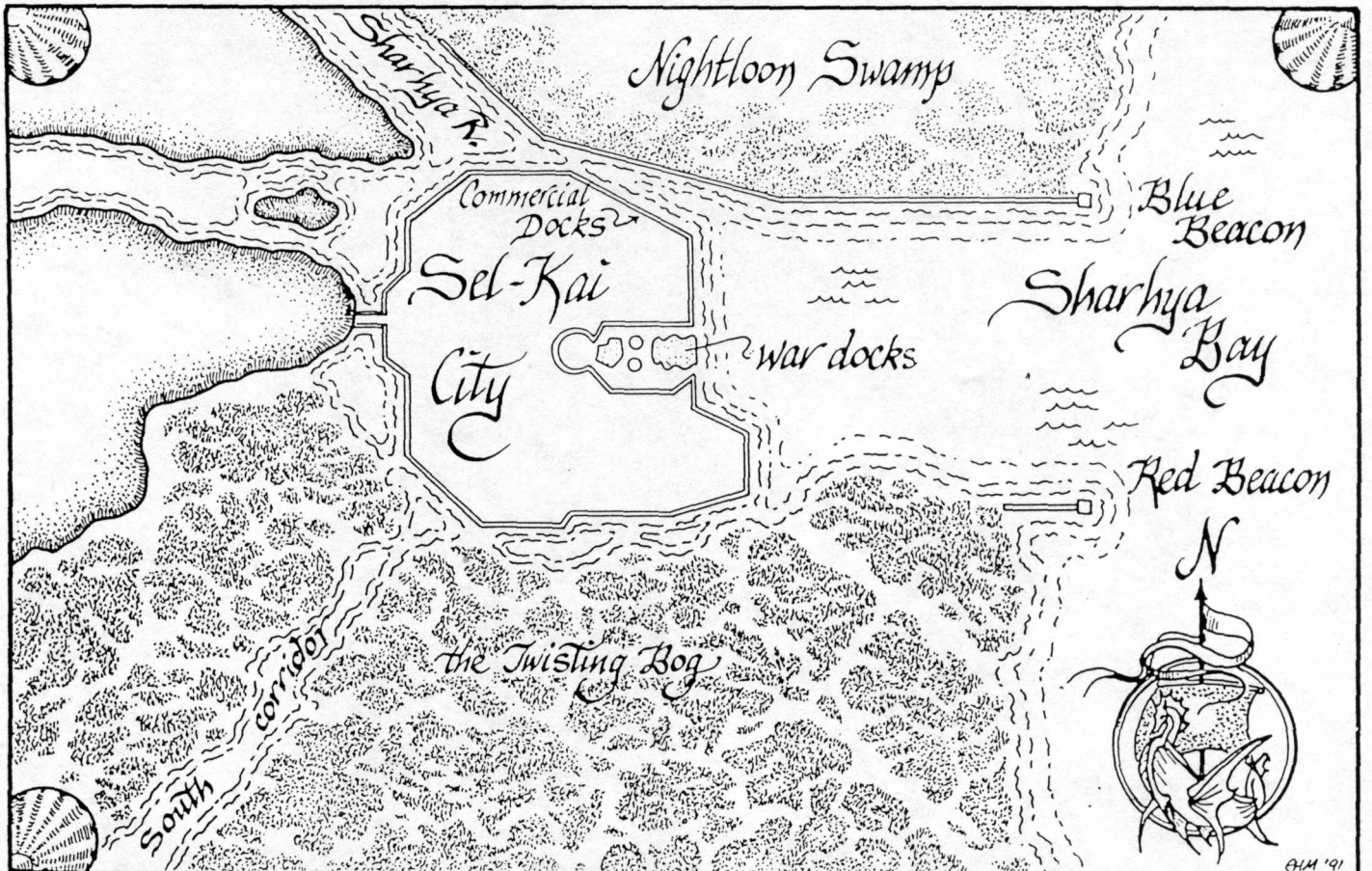
The characters "◁" and "▷" are used to designate the beginning and end of a passage, and are created by typing the characters <,>(comma) and <.>(period), respectively. Words are generally not separated, and vowels are kerned to nest within consonants where possible.

Macintosh owners may acquire a free copy of the postscript version of the Eidolon typeface by sending a formatted DS 3.5" floppy with adequate return postage and packaging to ICE, attn Terry Amthor.









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