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Shadow World[®]

MASTER ATLAS[™]

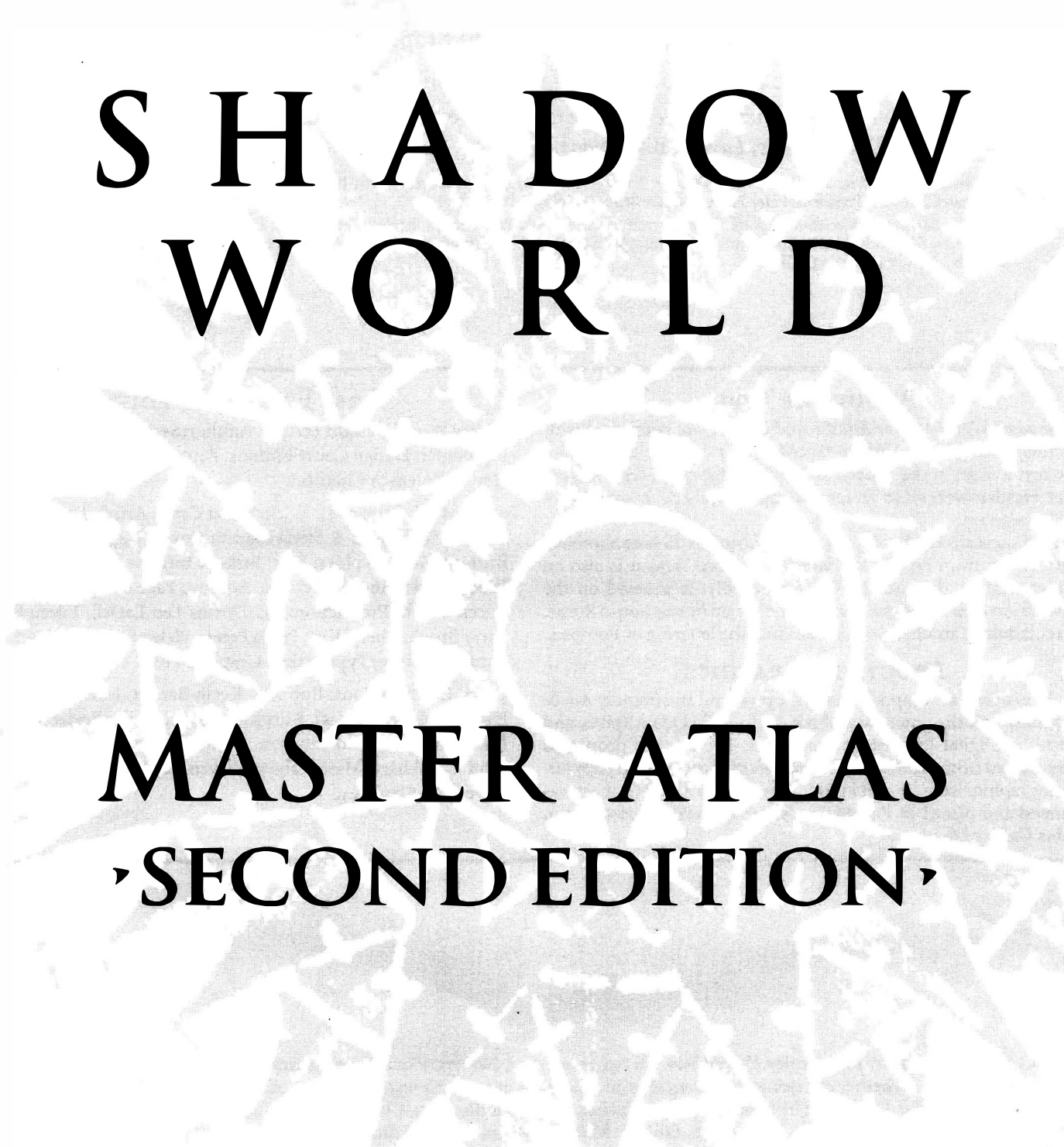
SECOND EDITION

A FANTASY WORLD FOR USE WITH

Rolemaster[™]



TERRY KEVIN AMTHOR



**S H A D O W
W O R L D**

**MASTER ATLAS
'SECOND EDITION'**

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ABOUT THE TYPE

Shadow World Master Atlas Second Edition was composed with *Microsoft Word 4.0* and *Aldus PageMaker 4.2* on a Macintosh IIci. The text was set in the *Minion* and *Minion Expert Collection* typefaces. Headers were set in *Trajan*. Illo captions and drop-caps are set in *Herculanum*.

Minion is an Adobe original face designed by Robert Slimbach and derived from type of the late Renaissance. Trajan is also an Adobe original, designed by Carol Twombly. It is based on the *capitalis monumentalis* letterforms of the Trajan inscription in Rome. Herculanum is another original, recalling the lettering of Pompeii.

ABOUT THE GRAPHICS

The cover was composed using the powerful and friendly *Adobe Photoshop* and the powerful and not-so-friendly *QuarkXpress*, and output at Digital Prepress International. The interior drop-caps were created from the Adobe font *Herculanum* on scanned papyrus. Some graphics were created in *Aldus FreeHand*. All interior art was scanned and placed in *PageMaker*; some art was manipulated in *Aldus Gallery Effects*.

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Produced and distributed by Iron Crown Enterprises, Inc. P. O. Box 1605, Charlottesville, VA, 22902. Phone: 804.295.4280
First U.S. Edition: March 1989. Second US Edition, May 1992

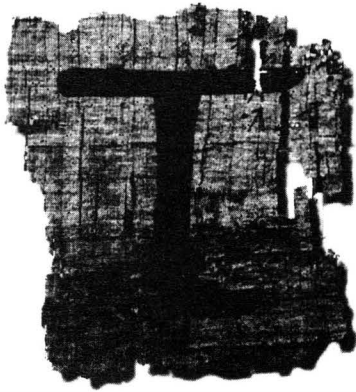
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ISBN 1-55806-025-1

STOCK #6000



› FOREWORD ›



THE APPEARANCE OF CHAOS IS MERELY INDICATIVE of a more sophisticated system which turns out to be—in fact—based upon very simple laws.

ANDRAAX
NOTES ON THE ESSÆNCE
NOMIKOS LIBRARY, JAIMAN



This is the Master Atlas to Iron Crown Enterprises' *Shadow World*, the primary guidebook in an ongoing series of game supplements and novels designed to detail the planet of *Kulthea*. The concept for *Shadow World* is multifold:

- ☛ To provide a complete and cohesive fantasy world, with enough background so that a GM can set up a rich, detailed campaign with minimal preparation.
- ☛ To provide complete system information keyed to the *Rolemaster*® FRP system.
- ☛ To provide conversion notes and arrange the material so that GMs may still find the literature useful and convertible to other systems as needed.
- ☛ To design the world scheme in such a way that *Kulthea* can be united with a GM's existing world, whether the *Shadow World* becomes a part of his campaign, is used in portions to supplement the GM's adventure plans, or is the springboard for a whole new campaign.

Each book will cover an area of the world, whether it is an island, an isolated keep, or an entire realm. Although there will be great variation from package to package, all will fit into the overall mosaic which is this world.

While the size and scope of these modules may vary, each is designed around the *Rolemaster* Fantasy Role Playing system, and all character statistics, as well as spells, combat abilities, etc., will be provided. If the GM should wish to alter some of the statistics and situations, he should not feel that these are absolute restrictions; however, care must be taken to maintain the play balance which has been established.

We hope you enjoy your sojourn into the *Shadow World*.

THE AUTHOR expresses his sincere appreciation to: Paula, for all her help; and the Bad Boys of the Beltway (and Beyond): Graham, Patrick, Kenny, Daniel, Chad, Alan, Craig, David, and Jeff. Thank the God of Abraham!

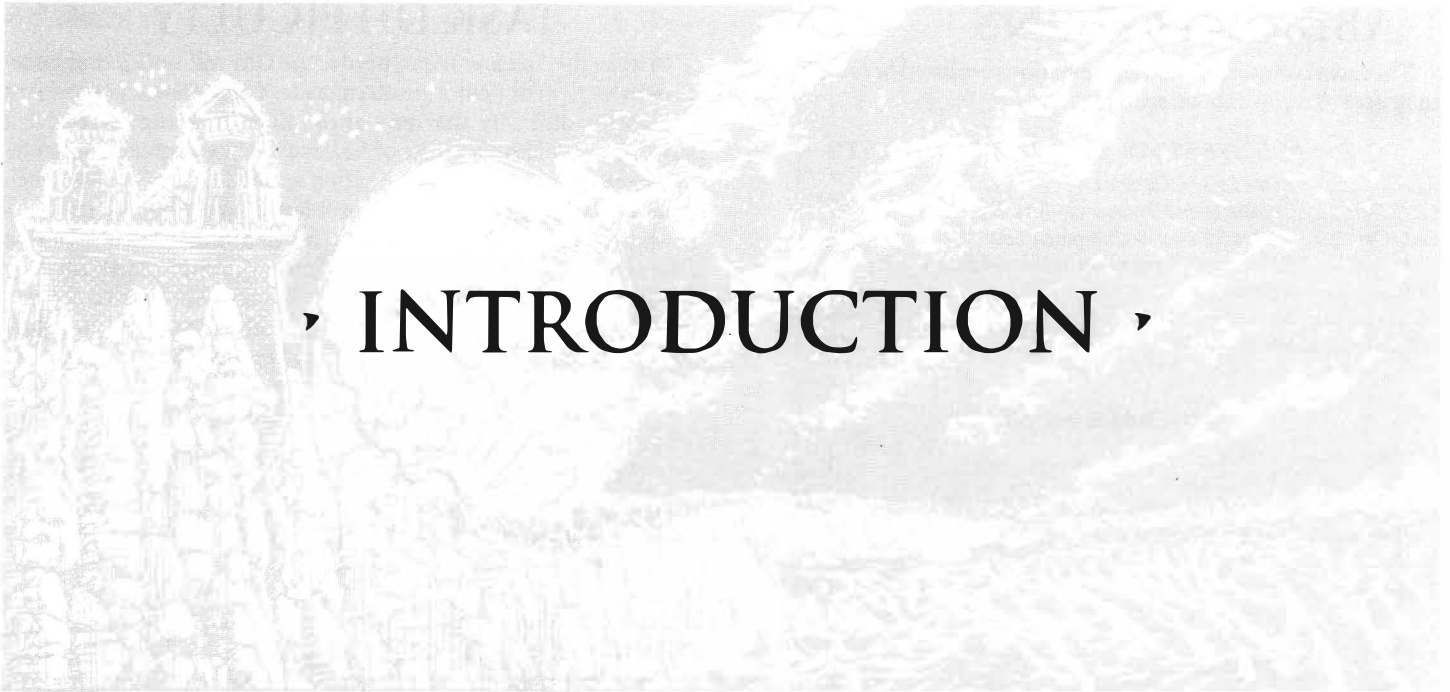
“If you appeal to me as a friend I’ll never forgive you; Menzies tried that. I didn’t mind it so much from him; he isn’t a friend.”

**TOMMY JUDD TO GUY BENNETT,
FROM *Another Country*
A PLAY BY JULIAN MITCHELL**

TABLE OF CONTENTS

FOREWORD	3	V	ARTIFICIAL BEINGS	60
INTRODUCTION	7		1. Kæden	61
1. Abbreviations	8		2. Sentinels	62
2. Keys to System Codes	8		3. Gogor	63
3. General Conversion Notes	10		4. Shards	63
I	KULTHEA: AN OVERVIEW	13	5. Neng	66
1. The Kulthean Solar System	14		6. Mechanical Constructs	66
2. Geography	14		7. Elementals	66
3. Land Characteristics	17	VI	8. Golems	66
4. Fresh-water bodies	18		9. Zephyr Hounds	68
5. Seas	18	VI	DEMONS OF THE ESSÆNCE	69
6. Atmosphere	19		1. Elemental Demons	70
7. The Five Moons	19		2. Thematic Demons	71
II	THE ESSÆNCE	21	3. Singular Demons	72
1. The Nature of Power	22	VII	DEMONS OF THE VOID	74
2. Essence	22		1. The Void: An Overview	75
3. Channeling	23		2. The Planes of the Known Void	75
4. Mentalism	25		3. The Last Planes	78
5. Casting Spells	25		4. The Outer Void	78
6. Barriers.....	26	VIII	MORTAL PEOPLES	82
7. Foci	26		1. Mannish Groups	84
8. Transport	27		2. Subterranean Races	87
9. Flow-storms	27		3. Dark Races	87
10. Existence... and the Void	29		4. Fusion Races	88
III	PLANTLIFE	31	5. Giant Races	88
1. Vegetation	32		6. 'Alien' Races	90
2. Medicinal Herbs.....	32	IX	IMMORTAL RACES	91
3. Dangerous Plants	37		1. Lords of Essænce	92
4. Unusual Plants	38		2. Elven Tribes	93
5. Poisons	40		3. Spirits	94
IV	CREATURES	43	4. Titans	94
1. Aquatic Beasts	44	X	GODS	99
2. Land Beasts	46		1. Interpretation	100
3. Dragons	50		2. Involvement	100
4. Flying Beasts.....	54		3. Lords of Orhan	101
5. Shapechangers	55		4. Spirits of Orhan	109
6. Undead.....	56		5. Servants of the Lords	112
			6. Children of Gods	112
			7. The Dark Gods	113
			8. Local Gods	119

XI	GOOD, EVIL, ORDER & CHAOS ..	120	XV	EMER: THE GREAT CONTINENT.....	160
	1. Good and Evil.....	121		1. Overview.....	161
	2. Unlife Origins.....	121		2. Lands.....	162
	3. Manifestations.....	121		3. Other Powers.....	168
	4. Other 'Evil' Forces.....	121	XVI	FOLENN: LAND OF HUES.....	170
	5. Evil Essænce.....	122		1. History.....	172
	6. Order and Chaos.....	122		2. Lands.....	173
XII	OF CIVILIZATION	123		3. Other Powers.....	173
	1. Cultural Structures.....	124	XVII	TRAVEL ACROSS KULTHEA.....	176
	2. Reckoning of Time.....	126		1. 'Conventional' Travel.....	177
	3. Ancient History.....	127		2. Hiring a Navigator.....	178
	4. Timeline.....	128		3. Portals.....	180
	5. Languages.....	136		4. Navigating Essænce Currents.....	180
XIII	GREATER POWERS	137	XVIII	OTHER WORLDS.....	181
	1. Loremasters.....	138		1. Other Planes.....	182
	2. Navigators.....	142		2. Space Travel.....	182
	3. Dragonlords.....	148		3. Getting to Other Worlds.....	183
	4. The Secret Circle.....	151	XIX	APPENDICES.....	184
	5. Heralds of Night.....	152		1. Character Classes.....	184
	6. The Nameless One.....	152		2. Warding Spell Lists.....	184
	7. Powers Chart.....	153		3. Curses.....	184
XIV	JAIMAN: LAND OF TWILIGHT	155		4. Supplemental Charts (attack, critical).....	193
	1. Overview.....	156		5. Dictionaries.....	201
	2. Lands.....	156	XX	INDEX.....	204
	3. Other Powers.....	159			



› INTRODUCTION ›



ECLEARED THE SUMMIT AND IT WAS AS KIRIN HAD said: ahead of us lay a wide vale, filled with the green of growing things. Sunlight warmed us and shimmered across a long lake ahead.

But scattered across the valley were dark patches which raced across the rolling hills, sliding like ethereal snakes. They were only shadows cast by clouds under the sun, but they gave me a feeling of menace; of malignant purpose. Even as I pondered this, one of the dark patches rose up the hillside and covered us. The sun went out, and suddenly the air was cold. I have never been so afraid before or since. We were in the presence of the Unlife.

FROM THE VISIONS OF ANDRAAX
NOMIKOS LIBRARY, JAIMAN



This is the second edition of the *Master Atlas of Shadow World*. Within is a history of this turbulent world, an overview of the planet itself, geologically, environmentally, and even astronomically. The flows of Essænce are charted and explained, including many helpful pointers for the Gamemaster. Pantheons of good and evil gods are introduced, including specific system information, appearance and personal items.

Later sections discuss the reclusive Loremasters, the aloof yet ever-present Navigators, and other widely-known organizations. Prominent characters from those groups—as well as a selection of lesser individuals whom the players might encounter—are profiled in detail.

Towards the back of the *World Guide* is an Appendix including spell lists for Navigators and Loremasters, several maps depicting Essænce Flows and natural forces, a pronunciation glossary and complete index.

1· ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

GAME SYSTEMS AND SUPPLEMENTS

AL/CL.....	Arms Law & Claw Law
C&T I-III	Creatures and Treasures I thru III
ChL/CpL	Character Law & Campaign Law
RMC I-V	Rolemaster Companion volumes I thru V (etc)
RM	Rolemaster
SL	Spell Law
SM	Space Master

CHARACTER STATS

Ag.....	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
In	Intuition
Me	Memory
Pr	Presence
Re	Reasoning
SD	Self Discipline
St	Strength
Wi	Will (see RMC I)

GAME TERMS

AT	Armor Type
bp	bronze piece(s)
cp	copper piece(s)
Crit	Critical strike
D	Die or Dice
D100	Percentile Dice Result
DB	Defensive Bonus
FRP	Fantasy Role Playing
GM	Gamemaster
gp	gold pieces(s)
ip	iron piece(s)
jp	jade piece(s)
Lvl	Level (exp. or spell lvl)
MA	Martial Arts
Mod	Modifier or Modification
NPC	Non-player Character
OB	Offensive bonus
PC	Player Character
PP	Power Points
R or Rad	Radius
Rnd or Rd	Round
RR	Resistance Roll
Stat	Statistic or Characteristic
tp	tin piece(s)

2· KEYS TO SYSTEM CODES

The *Master Atlas* is filled with useful information about the inhabitants of the *Shadow World*, but one must be familiar with the coding system used in the charts and text blocks in order to fully use the material.

TASK DIFFICULTY

Within the *Shadow World* books, the GM will notice that references to levels of difficulty are often made. This is meant to represent the ease or difficulty that one encounters in trying to resolve a particular problem. In terms of *Rolemaster*, the degree of difficulty translates into a bonus or subtraction applied to the dice roll when a character tries to overcome the problem in question. For instance, if a character is trying to pick a lock, it will be much harder for him if the mechanism is *Sheer Folly* to defeat as opposed to just *Routine*. Note that it will often be the case that the GM will have to assign a difficulty factor to a given action. The difficulty levels and their coincident modifiers are listed here for convenience.

Routine	+30
Easy	+20
Light	+10
Medium	±0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100

Difficulty levels are very flexible and handy tools for the GM who wants to run a game with a great deal of variety and flavor. The modifier applies to the resolution dice roll for the action and is cumulative with skill bonuses, stat bonuses, and any other miscellaneous modifiers that the GM deems applicable to the situation. Generally, a maneuver either requires a modified roll of over 100 to be successful, or the maneuver's success is checked against the appropriate maneuver table found in *Rolemaster*.

KEY TO THE TABLE ENTRIES

Codes: Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and MovM (Movement and Maneuver bonus). The more complex statistics are described below.

AT (Armor Type): The number is the equivalent *Rolemaster* armor type (see later in this section for a listing of the 20 *RM* Armor Types).

DB (Defensive Bonus): Note that defensive bonuses include stat bonuses, shield bonuses, bonuses for equipment (e.g., armor bonuses), and bonuses from continuous spells that are always applicable. A "+" after the DB indicates that other bonuses may apply in certain circumstances (e.g., usually spells such as *Deflections*, *Bladeturn*, and *Displacement*).

Sh (Shield): An "N" indicates that a shield is not normally used, while a "Y" indicates that a shield is normally used and is already included in the character's DB. Shield references also include quality bonuses in addition to the normal +25 for a shield (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively; "N" indicates no greaves.

OB's (Offensive Bonuses): Two offensive bonuses are given for each character: the Melee OB for the character's most often used melee weapon and the Missile OB for the character's most often used missile weapon. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category. *Weapon abbreviations* following OB's:

- ba battle axe
- bo bola
- bs broadsword
- cl club
- cp composite bow
- da dagger
- fa falchion
- ha handaxe
- hb halbard
- hcb heavy crossbow
- ja javelin
- ky kynac
- lb long bow
- lcb light crossbow
- lk long kynac
- ma mace
- ml mounted lance
- pa pole arm
- qs quarterstaff
- ro rock (med./large crush)
- rp rapier
- sb short or horse bow
- sc scimitar
- sl sling
- sp spear
- ss short sword
- th two hand sword
- ts throwing star
- wh war hammer
- wm war mattock
- wp whip

Animal and unarmed attacks are abbreviated using codes from the Animal Statistics Table in *AL/CL*: the first letter gives the attack size (T=Tiny, S=Small, M=Medium, L=Large, H=Huge); the second two letters give the attack type (Ts=Trample/Stomp, Gr=Grapple, etc.).

“MASw” or “Msw” stands for Martial Arts sweeps and throws, “MAst” or “Mst” stands for Martial Arts strikes, and “MA” stands for both types of Martial Arts. The letter before the “M” in one of these types of attacks indicates the attack’s “Rank” (i.e., “S”=Rank 1; “M”=Rank 2; “L”=Rank 3; “H”=Rank 4). “ik” stands for ikasha: a throwing weapon (use short sword attack table) with no penalty to 100’ and short bow penalties after that.

“WE” stands for any weapon, including Martial Arts (Rank 4).

An “*” indicates that the weapon has some special effect (e.g., a damage multiplier, an additional critical, an unusual range, etc.).

KEY TO THE NPC ENTRIES

In the Inhabitants guide are a number of important personalities form the Shadow World. An explanation of the various parts of those entries follows.

TYM THE BRAVE

Age: 17. **Eyes:** Blue. **Hair:** Blond. **Build:** Slender. **Height:** 6’1”.
Race/Sex: Kytaari/M. **Skin:** Tanned. **Demeanor:** Cocky, relaxed. **Dress:** White pants and tunic. **True Attitude:** Scared.
Home: Mur Fostisyr.

The above is a summary of Tym’s basic physical and mental appearance.

Tym is a young warrior of the Kytaari people, a lad who, while seeking adventure, has no desire to lose his head.

That’s a brief summary of Tym’s history and outlook, including any special information which would aid the GM in running him as a realistic personality.

Hits: 83. **Melee:** 9obs. **Missile:** 110 ts.

AT(DB): 1(65). **Sh:** N. **Gr:** N. **MovM:** 20.

Lvl: 5. **Profession:** Monk. **Stats:** St-89; Qu-99; Em-93; In-45; Pr-94; Ag-96; Co-80; Me-35; Re-63; SD-88. **Will:** 363. **AP:** 97. **PP:** 10.

The above paragraphs list Tym’s RM combat bonuses, his Level and Profession (secondary professions in parentheses refer to those found in RC I-III, which the GM may opt to use if he has those supplements). Tym’s stats follow, including the optional stats of Will and Appearance. Lastly, his total Power Points appear.

Skill Bonuses: Climb25; Swim40; S&H30; Perc32; AD30; MAST70R4; MASw50R3; Acro20; AthlG25; Dance40; Seduct26; Ski15; WoodC20.

These are all of Tym’s skills. A key to the abbreviations is found in the Skill Table following.

Spells: All Base Monk Lists to 10th level.

Here are noted all of Tym’s spells known. Keep in mind that, while he knows the lists to tenth, he can only cast spells up to is own level (5) with relative safety.

Special Abilities: None

Most normal people will have no special abilities as such, but powerful beings with such abilities will have them listed here.

Ring: A x2 PP enhancer, it is a plain gold ring.

Snow Boots: A pair of white fur boots which add +30 to all climbing and moving maneuvers on ice or snow.

All of Tym’s magical or otherwise special items are listed last.

ROLEMASTER SKILL LISTING

Rolemaster is a skill based system. Each character and NPC is described not only by his vital statistics (such as Strength, Constitution, etc.) but also by the skill bonuses which he has earned. These values usually run between 1-100 (i.e., a percentage scale), but powerful characters or characters who have intensely developed a skill may have values over 100.

If no skill bonus is given for a character, it indicates that he/she has no skill ranks for that skill. It is entirely possible, however, that the character’s stat, level, and/or profession bonuses would still give that character a bonus for that skill. Certain skills are not specifically described in *MERP* or *Rolemaster* because they are seldom used in a normal campaign (e.g., administration, crafting, architecture, etc.). These skills are merely used to give an idea of character skills developed outside of an adventuring environment.

SKILL TABLE

PRIMARY SKILLS

Abbr	Name	Stat Mod(s)	Type
none	Melee	ST/ST/AG	hand to hand attack
none	Missile	AG/AG/ST	bows, slings, etc.
DB	Defensive Bonus	QU	DB derived from shields, magic, adrenal def., etc
Climb	Climbing	AG	Primary Skill
Swim	Swimming	AG	Primary Skill
Ride	Riding	EM/AG	Primary Skill
DTraps	Disarm Traps	IN/AG	Primary Skill
PLock	Pick Locks	IN/RE/AG	Primary Skill
S&H	Stalking&Hiding	AG/SD	Primary Skill
Perc	Perception	IN/IN/RE	Primary Skill
Rune	Read Runes	EM/IN	Primary Skill
S&W	Staves&Wands	EM/IN	Primary Skill
Chan	Channeling	IN	Primary Skill
DSP	Directed Spells	AG	Primary Skill
Amb	Ambush	none	Primary Skill
Li	Linguistics	none	Primary Skill
AMov	Adrenal Moves	PR/SD	Primary Skill, 5 kinds
ADef	Adrenal Defense	none	Primary Skill
MAst	Martial Arts Strikes	ST/ST/AG	Primary Skill
MAsw	M.A. Sweeps&Thr.	AG/AG/ST	Primary Skill
BDev	Body Development	CO	Primary Skill

SECONDARY SKILLS

Abbr	Name	Stat Mod(s)	Type
Acro	Acrobatics	AG/QU	Secondary Skill
Act	Acting	PR/EM	Secondary Skill
Admin	Administration	RE/PR	Develop as Meditation
AnimH	Animal Healing	EM/RE	Secondary Skill
AnimT	Animal Training	EM/PR	Develop as Herding
Appr	Appraisal	RE/ME	Develop as Music
Arch	Architecture	RE/EM	Dvlpas Mathematics
AthG	Athletic Games	ST/AG/QU	AsAcro. (Fightersat1/4)
Cave	Caving	SD/RE	Secondary Skill
Chem	Chemistry	RE/ME	Develop as Cookery
Cont	Contortions	AG/SD	Secondary Skill
Cook	Cookery	IN/RE	Secondary Skill
Craf	Crafting	AG/SD	Develop as Fletching
Dance	Dance	AG/IN	Secondary Skill
Dipl	Diplomacy	RE/EM	Develop as Falsification
Div	Diving	SD/AG	Secondary Skill
Fals	Falsification	SD/RE	Secondary Skill
FAid	First Aid	SD/EM	Secondary Skill
Flet	Fletching	AG/SD	Secondary Skill
For	Foraging	IN/ME	Secondary Skill
Fren	Frenzy	EM/SD	Secondary Skill
Gamb	Gambling	ME/PR	Secondary Skill
Herd	Herding	EM/PR	Secondary Skill
Lead	Leadership	PR/RE	AsActing (Fighters1/3)
LWork	Leather Working	AG/RE	Secondary Skill
Math	Mathematics	RE/ME	Secondary Skill
Med	Meditation	PR/SD	Secondary Skill
Mus	Music	AG/EM	Secondary Skill
Nav	Navigation	RE/IN	Secondary Skill
PSP	Public Speaking	EM/PR	Secondary Skill
RMas	Rope Mastery	ME/AG	Secondary Skill
Row	Rowing	SD/St	Secondary Skill

Sail	Sailing	EM/IN	Secondary Skill
Sed	Seduction	EM/PR	Secondary Skill
Sig	Signaling	ME/SD	Secondary Skill
Sing	Singing	PR/IN	Secondary Skill
Ski	Skiing	AG/SD	Secondary Skill
Smith	Smithing	ST/AG	Secondary Skill
SpMas	Spell Mastery	varies	Secondary Skill
Star	Stargazing	IN/ME	Secondary Skill
Stone	Stonecarving	SD/AG	Secondary Skill
S&T	Strategy&Tactics	IN/RE	As Frenzy (Fighters 1/3)
Subd	Subduing	AG/QU	Secondary Skill
Track	Tracking	IN/RE	Secondary Skill
Trad	Trading	RE/EM	Secondary Skill
TrapB	Trap-building	RE/EM	Secondary Skill
Trick	Trickery	PR/QU	Secondary Skill
Tumb	Tumbling	AG/SD	Secondary Skill
Wea	Weather Watching	IN/EM	Secondary Skill
Wood	Woodcarving	AG/EM	Secondary Skill

NOTE: Costs for "Primary Skills" are given in Section 3.0 of Ch&CaL; and costs for "Secondary Skills" are given in Section 14.14 of Ch&CaL.

3 GENERAL CONVERSION NOTES

Although *Shadow World* is designed primarily for use with *Rolemaster*, it can be converted for use with most major fantasy role playing systems. Below is a method for such conversion, using the *Rolemaster* Stats as a base.

ICE has chosen to use percentile (D100) terms as a foundation, since conversion to D20, D18, and D10 can be achieved with relative ease. (See below for a handy conversion chart.) Characteristics (stats) are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the changeover from the statistics given here may be troublesome.

CONVERTING HITS AND BONUSSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They include bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

CONVERTING STATISTICS

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

THE CONVERSION PROCESS

Ten stats are used to describe each character detailed in *Rolemaster*. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: power, might, force, stamina, endurance, condition, physique, etc. Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, alignment, wisdom, manna, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, prescience, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table.

CONVERTING COMBAT ABILITIES

All combat values are based on *Arms Law/Claw Law*. The following guidelines will also aid conversion.

- 1) Strength and Quickness bonuses have been determined according to the *Stat Conversion Table* below. Note the stats you are using and compute these bonuses using the rules under your system;
- 2) Combat adds based on level included here are: +3/level for Fighters and Rogues, +2/level for Thieves and Warrior Monks, and +1/level for Bards, Monks and Rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under Armor Type are "offensive" adds.
- 3) If your system is based on Skill Levels (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value.
- 4) Armor Types given are based on the following breakdown:

Armor Type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather Coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

- 5) Defensive bonuses are based on the NPC's quickness bonus as computed in the *Stat Conversion Table*. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 25 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

CONVERTING SPELLS

Spell references provided here are in the form of “lists,” groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of “Fire Law” to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster’s level or degree of skill. FRP systems using rules which provide for the learning and development of spells through “colleges” or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) Look at the NPC’s spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the “Fire Law” list indicates a preference for fire-oriented spells);
- 2) Note the NPC’s level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells—two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC’s level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

A NOTE ON LEVELS

When using certain “level-systems,” a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC’s bonus, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows:

- 1) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity;
- 2) a bonus of +5 is awarded for skill level one (a +30 jump);
- 3) for each skill level between one and ten an additional +5 bonus is applied (e.g., skill level nine yields +45);
- 4) for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68);
- 5) for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty eight yields +78); and
- 6) a bonus of +1/2 is given for each skill level above thirtieth level (e.g., skill level thirty-four yields +82).

STAT CONVERSION TABLE

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

A NOTE ON STATS ABOVE 102

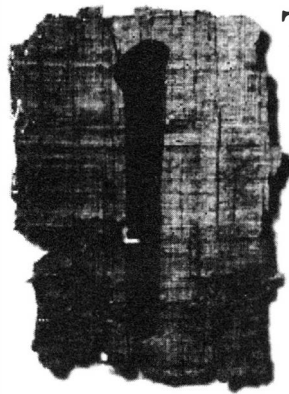
Rolemaster provides bonuses and PP/level’s for stats up to 102. Due to the special powerful nature of the characters presented in the *Shadow World* (e.g., Lords of Essænce, Gods, Dragonlords, etc.), stats are often included that exceed 102. The chart below provides the bonus and PP/level values that were used to calculate the capabilities and bonuses for the characters in the *Shadow World*. Round down if a fraction results (e.g., for a stat of 111, the normal PP/lvl is 8.5 rounded down to 8).

Stat	Bonus	PP/level	
		Normal	‘God’
100	25	3	3
101	30	3	3
102	35	4	4
103	40	4	5
104	45	5	6
105	50	5	7
106	55	6	8
107	60	6	9
108	65	7	10
109	70	7	11
110	75	8	12
110+	+5/stat pt.	+.5/stat pt.	+1/stat pt.



PART I

KULTHEA: AN OVERVIEW



T IS ONLY AFTER CENTURIES OF STUDY IN OTHER planetary systems that we have been able to decipher the mystery of our own home. The strange and unique perturbations of our world have finally been isolated: Kulthea is on the threshold of a radically different universe. This planet stands just outside of a gateway to a plane of existence which has physical laws we cannot begin to understand. The basic rules which govern the conservation of energy and [untranslatable] mean nothing there. Thus, Kulthea is a place, perhaps not unique, but certainly unusual. We have access to energies—flowing through this invisible and intangible corridor—which have no explanation. We only know that they exist, and are powerful beyond our reckoning. A few of us can even channel this power...

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Following is a good overview of the world and its environment. GMs may wish to allow players new to the Shadow World to read all or part of this section.

1·THE KULTHEAN SOLAR SYSTEM

Kulthea's diameter is approximately 8,600 miles, making its circumference about 27,000 miles. Though it is the seventh planet of fifteen, its orbit (averaging 98 million miles from the sun) places it well within the normal limits for a viable carbon-based life form ecosphere about a G-type star. The planets in four of the first five orbits are very small. (Some might be errant asteroids from the belt which circles in the fourth orbit). The sixth planet is sizable, with a 5,000 mile diameter, but the surface is hidden beneath a dense cloudcover and is probably uninhabitable. The eighth planet is also of reasonable size (about 7,000 miles in diameter), but its thin atmosphere is too rarified to support humanoid life. The remaining planets are gas giants—numbers nine and twelve in particular have elaborate ring systems—out to number fifteen, Vuul, which is a rock world slightly smaller than Kulthea.

THE PLANETS

Following is a list of the fifteen planets and their names (in Iruaric, as known to the Loremasters).

Name	Diameter	Type	Ds. fr Sun*	Year†
1.Kuluth	2,100	Rock	31	70d
2.Rhogan	3,100	Rock	40	105d
3.Thasia	1,600	Rock	55	187d
4.(Asteroid Belt)	—	(Rock)	65	(200d)
5.Ithaneus	2,800	Rock	71	280d
6.Nemeris	5,000	Rock	83	310d
7.Kulthea	8,600	Rock	98	350d
8.Liis	7,000	Rock	128	582d
9.Ombari	78,500	Gas	340	8.3y
10.Shiron	59,000	Gas	701	31y
11.Xio	63,000	Gas	1,208	57y
12.Atalan	98,400	Gas	2,050	74y
13.Deisa	33,000	Gas	2,845	160y
14.Ianoris	28,000	Gas	3,318	238y
15.Vuul	7,300	Rock	3,945	315y

* in millions of miles

† year: given in Kulthean days (d) or years (y)

Most of the nearby planets are visible in the Kulthean night sky at various times. Diverse Shadow World cultures have their own names for these glimmering celestial bodies.

2·GEOGRAPHY

A brief overview of the lands which make up the western hemisphere is in order. While in many cases details are not possible, a summary of the land types and principal features is within the scope of this work, as is a description of the major continental forms.

LAND FORMATIONS

While the world has a relatively large percentage of land to ocean, the land areas which exist are fragmented and scattered. Most land masses are better described as large island chains rather than true continents, although there are a few of the latter. The world is large (about 27,000 miles in circumference), but a dearth of some of the heavier elements—and other factors—serves to counter its size as far as gravity is concerned. The lack of metals has also had an effect

on the development of most civilizations: inhabitants have been forced to turn to means other than technology to improve their lives. There are no known chemical explosives or ways to manufacture such without the direct use of Essænce.

It is apparent that the world was cruelly tortured by unusually heavy volcanic and seismic activity in her infancy, explaining the extensive and severe mountain chains and the large number of volcanic islands. There are many active volcanos, as well as countless dormant ones. Both poles are (for the most part) covered by solid ice caps which grow and recede with the seasons. There are considerable glacial formations near each pole.

GREATER LAND MASSES

Fourteen land masses classify as true continents or continental groupings in Western Kulthea: Jaiman, Emer, Mulira, Govon, Gaalt, Palia, Folenn, Murlis, Mythenis, Iyxia, Thuul, Agyra, Falias, and Kelestia. These names are the ancient Lords of Essence titles (like those of the moons), and in some cases the inhabitants are unaware of the original name of their continent.

Some of the continental masses are fusions of several tectonic plates and are divided (usually along those lines) by mountain ranges and similar geological buckling. Most mountains on Kulthea are relatively young and therefore steep, tall and treacherous to cross. They provide effective barriers between regions and serve to further isolate groups of the planet's inhabitants.

NOTE: Certain terms are used to describe the climate and nature of the continents mentioned below. For clarity, they are listed below with brief explanations. Mean temperatures are not necessarily the extreme, but an average of the temperature during the hottest and coldest periods.

Tropical: Hot and humid, this climate is most often found in proximity to the equator and near rivers and/or coastal regions. Isolated Tropical climes may also be encountered in sheltered valleys, or where unusual situations (e.g., hot-air vents from underground) create an unnaturally warm environment. Humid tropical climes average about 80° year-round.

Subtropical: Warm, often associated with coastal areas. This climate is almost always one rich in plant and animal life (though not so diverse as the rain-forest environment). Mean temperatures range from 40° to 80° F. These areas frequently border actual tropical regions.

Temperate: Nearly 40% of the non-polar lands on the *Shadow World* fall into this category. With mean temperatures ranging from 20° to 70°, this climate supports deciduous and coniferous trees, many crops, and is comfortable for most races native to Kulthea. Warm and cool temperate regions can be quite diverse, depending on local topography and weather patterns.

Arid (hot): Such areas have temperature ranges from 60° to 90° F, and are usually either deserts covered with waves of sand dunes, or great cracked flats of salt or parched earth. The life which exists here is suited to such an unforgiving climate.

Sub-polar: These chilly areas are either tundra or snow-covered plain, in the north or south near the polar regions. Average temperatures in the cold wasteland areas range from -10° to 40° F. Brief thaws are the only break in an often frozen, dreary landscape.

Polar: The temperature never approaches freezing and rarely cracks 0° F in these frozen lands, perpetually coated in snow and ice. Only the hardest beasts can survive here, dependent on oceans for food.

JAIMAN

While a small mass of land rather far north, Jaiman has had a powerful role in the world history. It is the home of many Loremasters and the center of several historic conflicts—a few of those tales are revealed in the sourcebook: *Jaiman, Land of Twilight*.

Jaiman is broken by mountain ranges, swift rivers, and a series of great lakes. Much of northern Jaiman is sub-polar (except for the far northeast, which is warmed by extensive volcanic action), while the more southern areas enjoy cool temperate climates.

Northwest of Jaiman lie the isles of the Mur Fostisy

NOTE: for more on Jaiman, see Section XIV.

EMER

Lord of the western continents, Emer dominates the map. It is the legendary home of the *Masters of Emer*, an ancient pantheon of godlike beings who dominated all of Emer, ruling from a great palace in the central island of Votania. The Masters are long gone from Emer though tales of the ethereal gods persist, and Votania remains a haunted place. Navigators will not take you there (fueling erroneous rumors that *their* headquarters is located on Votania).

Climate on the vast continent is quite varied. Much of the southwest is arid, and while the northernmost regions are cool and temperate; the southeast is humid and tropical, and the central areas are temperate to subtropical.

NOTE: for more on Emer, see Section XV.

MULIRA

The name Mulira is applied by most scholars to the great 'H' shaped land mass, as well as the large area of land to the north (which is imprisoned in a glacier). The main continent hosts a wide variety of environments from cold tundra and wasteland to subtropics. Much of southern Mulira is lowland, excellent for farming.

GOVON

Though situated in the middle of the southern hemisphere, much of Govon enjoys tropical or subtropical weather. Areas along the many rivers and lakes are dense with rain-forest and other deciduous growth, while some of the northern areas are given over to desert.

GAALT

Gaalt, along with its sister-continents Palia and Murlis, is more of a grouping of substantial islands than a true continent. Swept by winds from the Endless Sea, the eastern coasts of Gaalt are largely cold, barren places, with few large coastal communities. Some areas find protection, however, and Gaalt supports many scattered populations. Much of Gaalt is cool and moist (inundated by eastern storms), with some temperate areas inland and a few pockets of subtropical climate in the southernmost regions.

PALIA

Palia—partially because of its more southerly location and partly because of its protective mountains—has a generally milder climate than Gaalt. The central western isles bridge the seas between Gaalt and the Iyxian cluster, and powerful flows of Essænce wash over those regions. These islands are subtropical to tropical, and some of the southwestern areas are the most verdant on the planet.

FOLENN

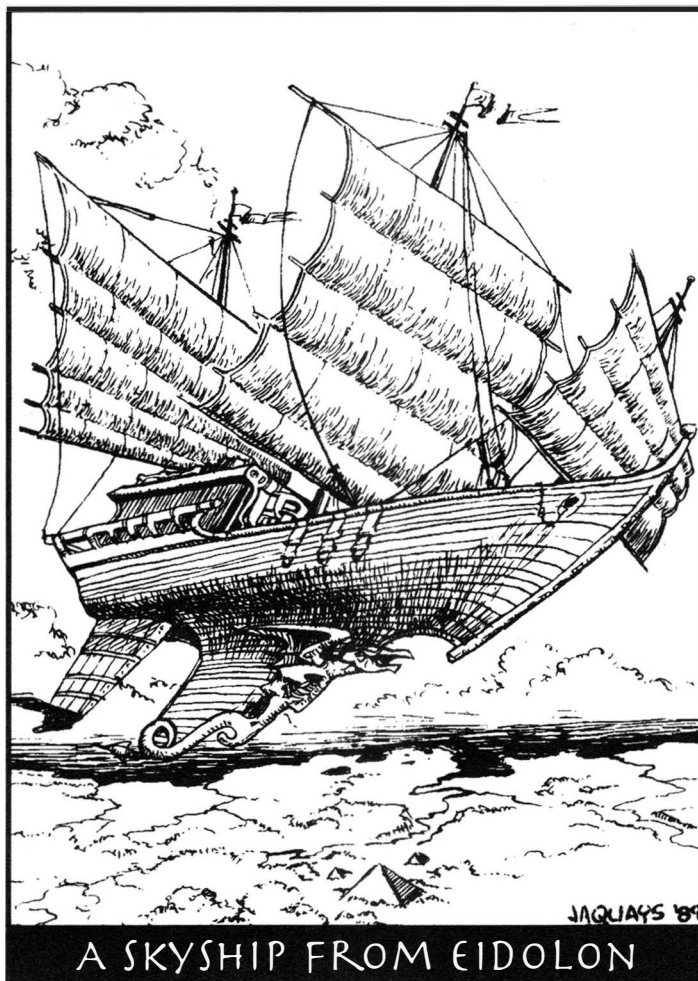
An isolated, 'C'-shaped land, Folenn has had little contact with the rest of the hemisphere, being held apart by a powerful north-south Essænce Flow along the island chain just to the west of the continent. Folenn is thought of by some (the few who think of it at all) as a shadowy land on the edge of the earth. True, it is shielded by the encircling *Gale of Hues* (a name for the Essænce Flow surrounding the continent), and resides against the *Malvin Tesea* (I: "Endless Sea")

which divides the East and West, yet Folenn is still a realm of this hemisphere, and only those who have been there can speak truly about the nature of that land

NOTE: for more on Folenn, see Section XVI.

MURLIS

Most scattered of all the continental groups, Murlis includes (according to accepted records) the long string of islands extending past Folenn to the west, all the way down to the polar regions in the *Kiskaa Arûs* (I: "Chilling Waters") and the strange *Spiral of Marek* south of Falias. Every imaginable climate can be found in this cluster, from desert to tropical to polar.



A SKYSHIP FROM EIDOLON

MYTHENIS

A sprawling continent of contrasts, Mythenis lies to the far south and west of the hemisphere, a mountainous heartland sprouting numerous peninsulas and countless strings of islands. The shores along the north are amazingly temperate for the latitude, while the southern regions are blanketed with snow throughout most of the year. Mythenis is also subjected to considerable volcanism; clouds of ash are not uncommon in the eastern regions. Earthquakes too are chronic: the Mythenian mountain range is along a major fault line and grinds against the south polar plate with alarming frequency.

IYXIA

In actuality, of course, the home of the Navigators is the isle of Nexus, east of Emer at the center of a unique trinary formation of islands and atolls. Nourished by a swirling pinwheel of Essænce, the Navigators are able to propel themselves anywhere in a twinkling. This is the heart of Iyxia, less a continent than a strange collection of mountainous islands jutting from treacherous waters. The climate of most of the Iyxian isles is temperate or subtropical.

THUUL

This great ring of land was formed ages ago by some great cataclysm, changing forever the face of all Kulthea. In the very center is an isle known only as *Luor'ka'tai* (I: "Pillar of the Gods"). It is a tapered column of black Laen and glass rising out of a rocky foundation five miles into the Kulthean sky. The exact origin and nature of the Pillar of the Gods is unknown. Some postulate the impact of a huge meteor, while those few with a more advanced knowledge of physics propose that a supermassive body (such as a tiny black hole) plunged through the planet at tremendous speed, extruding material from the core, creating the Pillar of the Gods.

Powerful Essænce surrounds the ring-shaped continent, and grows stronger in waves as one nears the center—much like ripples from a pebble dropped in a quiet pond. But these ripples are disturbances of pure energy, causing shifts in the very fabric of space and time as one passes the inner pair of guardian isles.

The northwestern area of the Ring is arid desert, while the southwest is semi-arid. The eastern regions are tropical in the north to cool or temperate in the far south.

AGYRA

A large area of land riddled with rivers, bays and lakes, Agyra's southern regions are mostly arid and semi-arid, growing increasingly fertile as one moves north to the warm temperate climes as it touches the sister continent of Mulira.

FALIAS

Lying to the south of Emer, Falias comprises a sizeable land mass, a large adjacent island further south, and a number of islands and island groupings in between.

Protected from the chill southern winds along the west by a range of sheer mountains, much of Falias is temperate and even tropical, with much of the northern portion of the main continent covered by lush rain-forest.

Rumors are circulating in southern Emer that Falias is being conquered by a bizarre army of metal men, similar to golems but not enchanted in the same manner.

KELESTIA

Northernmost of the Inhabited Lands, Kelestia is known to the well-travelled as the land of the Northern Lights. This is because Kelestia is particularly graced by displays of the luminous curtains of gas ignited by the planetary radiation belts. Only one place has more

beautiful displays: the remote islands of the *Mur Fostisyr* northwest of Jaيمان. Northern Kelestia is largely tundra, with limited agricultural capability except near the southern mountains in more sheltered vales. The southern section of the continent is quite lush, however, being primarily temperate in nature.

THE POLES

Beneath the thick snow and ice of both polar regions lurk actual physical continents—though the greater part of their actual coastline is deeply concealed.

THE SOUTH POLE

The South Pole has somewhat less severe temperatures and a wider variety of animal life. It is also the larger of the two polar areas. Wide sections along the coastal areas are actually free of snow during the southern hemisphere's 'summer'.

Beneath the central region of this pole lie the great Ice Grottoes, monstrous caves roofed by vaulted ice. These caverns are so huge that they are said to enclose entire islands surrounded by lakes.

THE NORTH POLE

The geographic (rotational) northern pole is actually not covered by land, and even the ocean is relatively clear of ice. This peculiar situation is explained by ongoing volcanic activity on the ocean floor, keeping the water warmed well above freezing. This activity causes alarming weather changes, and the convection turbulence makes the Polar Bay one of the most treacherous areas to navigate on the entire planet.

Some legends claim that at the center of the pole lies a great hole, and the oceans are sucked into the hollow center of the earth. This is of course a ridiculous idea...

ISLES

Islands are everywhere on Kulthea, in every shape and size, in long chains or resting alone in a wide sea. Some are even in motion, floating domains sustained by exotic marine plants which are no more (or less) than great gas-filled balloons.

Some islands have no permanent home; their relation with the Shadow World is even more tenuous. Linked with the Flows of Essænce, they are in no particular place at any given time, but can be nowhere—or several places at once. Only the Loremasters and the Navigators fully understand these places.

Numerous chains of treacherous atolls also stretch across the seas, making navigation tricky for the skilled—and foolhardy for those without intimate knowledge of the sea-lanes. Among the most famous atoll chains are the jagged ebon fangs which march in long rows to guard the Navigators' realm of *Nexus*. Hundreds of feet high, these craggy black spires rise straight out of the thundering sea, blocking the way to the mist-veiled lands beyond.

UNDEREARTH

This is but a generic name given to the underground areas on Kulthea. Some are much more than mere caverns: gigantic regions lurk deep beneath the surface of the planet, harboring civilizations long forgotten by surface dwellers. Legends tell of continents sinking intact beneath the seas during the ancient conflicts and covered by domes of lava. These places, now miles under the lands and oceans, are illuminated by strange ethereal lights and warmed by the earth itself.

THE ASH LAIRS

A vast subterranean, submarine network, the Ash Lairs are tunnels which connect to cavern complexes beneath virtually all of the major continents. To some they are called the Deeps because of their great distance underground. They may be natural or constructed by the Lords of Essænce—or a combination of both. Few know of their existence; no one knows their extent.

CAVES OF ULGON

Stretching beneath the length of the Spine of Emer, the Caves of Ulgon are considered by some to be a part of the Ash Lairs; there are undoubtedly links between them.

The northern regions are inhabited mainly by Trogli, while the southern portion is dominated by a unique, insectile race called the Krylites. They possess an advanced technology.

ICE GROTTOS

At southern pole lie the Ice Grottoes: monstrous caverns formed of ice with floors of water. These interlinked caves can span miles in grand unsupported vaults. Beneath these crystal roofs lie islands warmed by submarine steam vents. Light in the Ice Grottoes is a dim luminescence which filters through the thick crystalline roof.

CAVERNS OF FIRE

Beneath the Lonely Sea, it is said, lies a civilization in a vast submarine cavern: survivors of the First Era whose entire realm sank beneath the ocean during the Great Wars. Loremasters raise a skeptical eyebrow at the mere mention of the *Nulakh* (I. “Lost Isle”), but rumors of this place persist. In some cultures this legendary land is called *Tarania*.

If *Tarania* does exist, it is likely that it can be reached via the Ash Lairs—should anyone be bold enough to venture those dark avenues.

THE EAST

The Eastern Hemisphere is rarely referred to at all except by the very knowledgeable, and even by them as an unknown. While not believed to be particularly evil or horrible, the East is a place which is almost impossible to travel to—and far more difficult to return from. Navigators will not go there, claiming that no client is wealthy enough to pay the fee. This fuels rumors that the Navigators are *unable* to cross the Barrier.

It is said that Andraax went East, and he is now insane.

3·LAND CHARACTERISTICS

The following paragraphs delve into the aspects of the lands of Kulthea: land formation, geologic instability, and mineral composition (featuring unique and interesting elements).

VOLCANIC AND SEISMIC ACTIVITY

As noted earlier, Kulthea is a world rocked by frequent disturbances from within. The unstable tectonic plates grind against one another, vying for dominance. The powerful lunar gravity tugs at the planet. The Tectonic map in the back of this book shows plate boundaries, the most likely areas for seismic activity—though nowhere is safe. The map shows concentrations of subsurface magma and areas of current volcanic activity. The dots do not show actual volcanos, but the relative density indicates likelihood of live or dormant volcanos in the area.

Volcanic action, while more frequent in those regions, is also scattered all over the globe. Volcanos exist in three basic states:

Active, with continuous lava flows, or at least liquid lava exposed within the crater. These volcanos are subject to intermittent lava flows and occasional blasts of steam and lava from the cone.

Dormant, meaning that the crater has sealed over with hardened lava, but is still believed to have subsurface activity. Such can ‘blow’ without warning and very violently, sending sprays of molten rock and plumes of smoke hundreds of feet into the air.

Extinct, in which the volcano has sealed and all subsurface activity has ceased. Either the magma has re-routed or has cooled and hardened. These volcanos will never be active again, and many have become the exterior of a crater lake or other interesting natural land form.

Flow-storms (see page 27) can also trigger volcanic eruptions and earthquakes. The force of the Essænce is enough to rend the earth itself.

SPECIAL ELEMENTS

The peoples of Kulthea have unearthed a number of unique elements, and from them they have created some materials with interesting properties. A selection of these materials is described here.

Arinyark: A bluish-green mineral which absorbs and retains raw Essence radiations.

Bloodstone: A soft, sandstone 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 being spent, however.

Bluestone: This can protect against evil Essænce; a talisman of a bluestone worn around the neck adds +10 to RR’s vs all Essence spells (including spells the wearer may *want* cast on him).

Eissa’s Tears: 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 RR’s vs Absolutions cast by evil beings (if the wearer’s RR fails, the gem shatters).

Eog: 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 in addition certain pure types of Eog have the power to locally inhibit Essence: white Eog can limit the powers of Dark Essence (originating from the Unlife), while black Eog can inhibit or even nullify all other Essence (note: Eog inhibits magical *Essence* only, not the primeval *Essænce*). The metal has a dull luster.

Ithloss: A strong but light and somewhat flexible metal, it is an enchanted alloy created by the Lords of Essænce, 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. In appearance Ithloss is a light golden color.

Keron: 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.

Laen: An extremely hard volcanic glass which can be forged into very keen-edged, almost indestructible, weapons. Can also be tinted, and (vary rarely) is naturally colored.

Moonstones: As much novelties as talismans, Moonstones are carved in flat cabochons, normally set in a hop-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.

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 2-10th lvl (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.

Rularon: 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. It is very soft, malleable, and enchanted.

Shaalk: 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. Some of the most important tomes of the Loremasters are made with Shaalk pages. Shaalk can also be made into protective garments, incorporated as parts of certain tools, and even fashioned lightweight armor.

Xenium: 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, but perhaps its most fabulous application is the city of Eidolon, suspended in the clouds above the great Sharhya River Delta in northern Emer.

4 FRESH-WATER BODIES

The Shadow World harbors a number of large lakes and freshwater 'seas,' the result of the convoluted terrain and unusual weather conditions. In addition to the larger bodies noted on the map, there are countless smaller lakes. Mighty rivers tumble down from lofty peaks, too many to mention even the largest here. They will be mapped as we tour Kulthea in later publications.

5 SEAS

Even as there are a few dominant continental masses in the world, there are but a handful of unbroken expanses of ocean. Early seismic activity has so convoluted the surface of the planet that there are few stretches of water wider than one thousand miles unbroken by a formidable island or series of islands. Also common are atoll chains, strings of sheer black volcanic rock isles, uninhabitable, but presenting formidable navigational barriers. Many a ship has been wrecked upon these dark crags, either because the hazard remained undetected in the night or the ship was unable to veer away in time—for the currents of the world's seas are often swift and ever-changing. Cruel they have been called; it cannot be denied that they are fickle.

While much of the ocean is shallow (less than half a mile in depth) with wide continental shelves, there are several very deep trenches, some knifing more than ten miles into the depths of the planet.

The seas of the western hemisphere were named by the Lords of Essence as follows: Malvin Tesea (*Endless Sea*), Fárok Tesea (*Forbidden Sea*), Dom Usuiv (*Shallow Ocean*), Tairken Usuiv (*Broken Ocean*), Thrök Tesea (*Guardian Sea*), Kemm Usuiv (*Glass Ocean*), Hulkanen Arús (*Barren Waters*), Loorn Tesea (*Lonely Sea*), and Kiskaa Arús (*Chilling Waters*). Interestingly, though the original Iruaric names have been lost to nearly all but Loremasters, the ocean names in local tongues correspond in translation in almost every case.

TIDES

The mighty Orhan dictates the tides of Kulthea, causing a high tide every 12.17 hours, and two low tides per day between those times. There are two high tides per day because the pull of the Shadow World's largest moon drags the seas towards it. The weaker centrifugal force (created by the two spheres whirling about their mutual center of gravity) causes the oceans to 'bulge away' from the Great Moon. The separation of tides is slightly more than half of the Kulthean day because of Orhan's orbit (in the same direction) around the Shadow World.

In addition to Orhan, there are a number of factors (the other moons, the sun, and even the other planets) which can affect the severity of the tides and create minor tidal shifts. In some areas the difference between high and low tides can be more than 100 feet, given the right conditions.

GREATER DEPTHS

One of the most enduring mysteries of the Shadow World is the nature of the Greater Depths—and what may lurk there. Legends tell of monstrous creatures which make their homes in the darkest reaches of the sea bottom, yet sojourn to the surface to wreak havoc with the fragile ships and coastal homes of men.

OCEAN HAZARDS

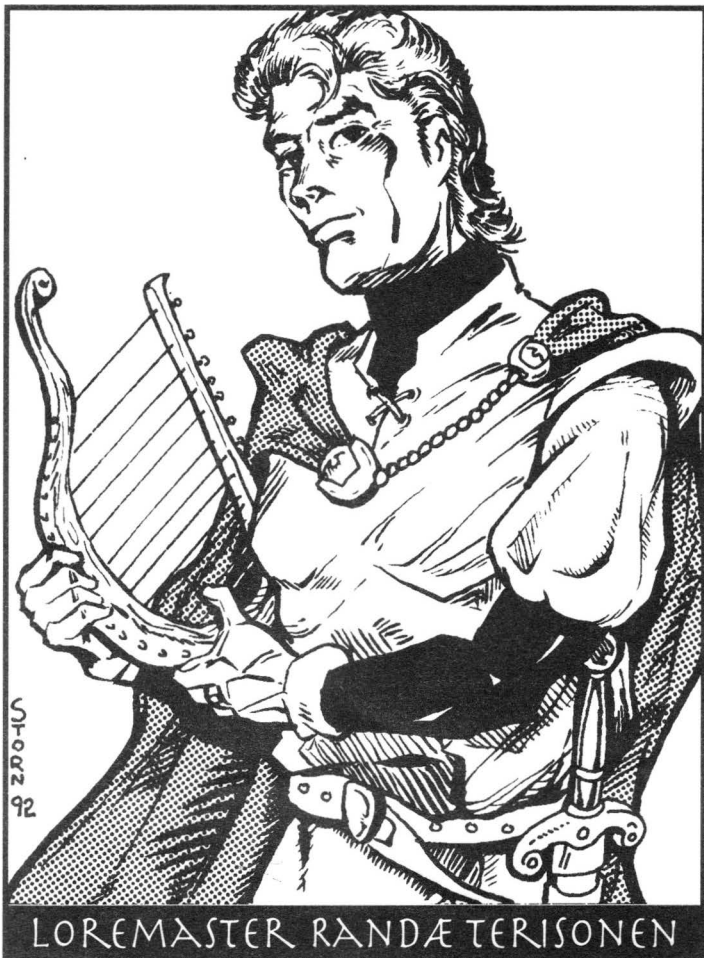
Aside from the numerous sea creatures which roam the waters of Kulthea, there are inanimate terrors of which the ocean traveller must beware. Any one can spell death just as certainly as the tentacles of a kraken.

REEFS

The most common ocean hazards—especially near coastlines—are hidden reefs and shoals. Countless ships have been lost on these concealed perils. A Navigator can safely direct a ship past reefs (for a fee, of course). Failing the guidance of a Navigator, only intimate knowledge of the area, ideally combined with accurate, detailed charts, offers a measure of safety.

WHIRLPOOLS

The extreme and complex tides of Kulthea, conspiring with the thermal water changes and wind patterns, create numerous and variable maelstroms across the planet. These are among the most terrifying obstacles a seagoing Navigator must be particularly wary of. Once a ship is caught, greater whirlpools are difficult for even the most powerful Navigators to escape.



LOREMASTER RANDÆ TERISONEN

ICEBERGS

One might assume that the threat of icebergs is limited to the polar regions, but the unusual currents of the seas bring cold water flows to the very equator. With those 'rivers' come glacial fragments of the polar caps. Icebergs can be as large as 700 feet across; 80 to 90% of their mass is hidden beneath the water's surface. The larger frozen menaces can endure for several weeks before melting.

There are iceberg seasons where they are particularly prevalent, but one is never safe from these floating hazards.

6·ATMOSPHERE

A turbulent sea of air covering the planet, the atmosphere is subject to many forces. Weather is variable—and often violent.

THE WEATHER

Kulthea's axial tilt is approximately 25 degrees, causing definite seasonal weather changes. Additionally, wind and air currents often lead to a variety of divergent local weather patterns. In general, weather is surprisingly mild, with habitable regions extending to quite near the poles. The equatorial regions, while sometimes quite hot, are bearable to most humanoid races.

Like everything else on the Shadow World, weather changes occur in extremes. Shifting wind and water currents cause abrupt and dramatic mutations in prevailing conditions. Temperatures are moderate into areas quite close to the poles, given proper prevailing conditions. While the planet has discernable seasons and consistent temperature ranges in a given area, there are periods when norms are abandoned and completely aberrant weather occurs.

STORMS

The strange forces which have shaped the Shadow World continue to influence her day-to-day environment. Weather prediction, even through the means of powerful magics, is far from a certain thing. Certain areas are prone to very severe weather, however, and have consistently remained so for millennia. It is believed that they are at or near old Essænce Foci, thus attracting the more violent meteorological effects.

ESSÆNCE INFLUENCE

The Flows of Essænce have a role in the way weather patterns form on Kulthea. Just as mountain ranges and coastlines affect frontal movement, so do the Flows. A strong band of Essænce can act just like a sheer, mountainous ridge against a weather pattern. Jet-streams often travel along Essænce Flows.

MAGNETOSPHERE

Like virtually all celestial bodies, Kulthea has a magnetic field. These gigantic 'belts' are generated from the core of the world, which acts like a huge magnet. The magnetosphere is critical to life on the planet, protecting the inhabitants from various types of solar radiation. It also has the side effect of creating beautiful displays of coruscating lights near the poles: a curtain of luminous gases drifting through the night sky.

Unlike many worlds, however, the magnetosphere of the Shadow World is in a state of flux. It appears to be affected somewhat by the Flows of Essænce, for the bands of magnetic force—which should flow in a fairly straight line in a N-S direction over the planet—are often warped as much as 20° along their route. The poles themselves move about, as far as 15° from the geographic pole (the planetary axis) and as close as dead-on. Loremasters claim that the planet's polarity has actually *reversed*, but not in the last several thousand years.

The distortion of the magnetic bands may have played a role in the formation of so many odd races on Kulthea by allowing heavy doses of radiation to reach the planet surface at intervals, stimulating mutation. The magnetosphere and the Flows are somehow related, though which one dominates the other is not clear. In any case, this capricious nature of the magnetic field makes a compass or similar instrument virtually useless.

7·THE FIVE MOONS

The world holds in orbit five moons: one is very large and close, presenting an easily discernible disk. The other four moons are relatively small and more distant, with less visible disks. (The smallest is in fact a satellite of the largest moon, not of the world itself.) Orbiting nearly on the equator five times per year, the largest moon has regular and noticeable phases and profound effects on the tides of the world. The others have less tidal effect, but in conjunction the five act to create very strong and varying ocean currents and weather systems.

ORHAN

By far the largest of the Kulthean moons, Orhan also has a unique characteristic: it has an atmosphere. Just over 3,500 miles in diameter, it has a very slow rotation (70 days; the same as its orbital period around the world). It is also quite massive; Orhan's gravity is 40% of Kulthea's. The atmosphere is remarkably similar to that of the Shadow World, and it is possible that the world was terraformed long ago. The distribution of continents and oceans is uncertain, as the moon is invariably shrouded in thick clouds. Orhan also shows only one face to Kulthea; the other remains forever hidden.

The Great Moon (as it is sometimes called) orbits nearly on the ecliptic at a distance of 270,000 miles. There are powerful Flows of Essænce between Kulthea and her largest satellite.

Orhan has phases as it orbits Kulthea, each full cycle requiring seventy days. The moon is so large and bright that it is quite visible, even in daylight. Such an overwhelming feature in the sky inevitably influenced Kulthea's civilizations, and virtually every society's calendar is based upon the seventy-day cycle. Interestingly.

Orhan is the reputed home of the *Lords of Orhan*, superhuman beings who have limited interaction with the inhabitants of the Shadow World. Whether or not Orhan is inhabited by other intelligent life (or if the Lords actually originate from there) is yet to be verified, as the few Kultheans who claim to have visited Orhan tell incredible tales which no sane man would believe.

The wild tales are true, however, as a few Loremasters know. Orhan is a paradise perpetually bathed in a soft golden radiance during the day and a breathtaking violet twilight at night. Beautiful humanoids (along with a selection from some of the other races, including Fauns and Elves) serve the Lords of Orhan, tending farms and maintaining the homes of the Lords. These structures—like all those on the Great Moon—are fashioned of beautiful and rare materials: the most subtly veined polished marble, lustrous porphyry, even semiprecious stones and crystal are used as building materials here. Impossible cliffs overlook misty waterfalls, and sinuous rivers wind through garden-like landscapes. Orhan is a place of beauty unlike any other—untouched and unspoiled by the Unlife.

VARIN

The second largest of the Five Moons, Varin is considerably smaller than Orhan (just over 600 miles in diameter). Since it orbits more closely (125,000 miles away), Varin has a discernable disc. It also orbits on the ecliptic, in a period of ten days. This provides a secondary calendar subdivision for Shadow World inhabitants. This moon has a strange, mottled orange appearance, a result of constant volcanic turbulence. Varin is tortured by the strong gravitational forces at work in this satellite system.

CHARÓN

Charón circles Kulthea at 190,000 miles (note that it is also inside the orbit of Orhan) and is quite small: 350 miles in diameter. It is a featureless rock ball with a silvery grey appearance. An interesting aspect of Charón is its polar orbit. This is quite an unusual situation and suggests that Charón was not always a satellite of Kulthea. It may have once been a large, stray asteroid caught in the Shadow World's gravity well, or some body from outside the system.

Because of Charón's unusual orbit, it and Orhan rarely conjunct; fortunate considering the tidal and meteorological disruptions, and the strange and bizarre Essænce aberrations which occur during those periods.

Charón is considered an evil presence by most Kultheans, who believe that the orb is a haven of strange, otherworldly beings and presences. Once again, superstition is not without a basis in fact, for Charón is indeed a gate-world which hovers on the boundary between dimensions. Beneath the shining icy surface are myriad caves and tunnels—hiding places for the unspeakable.

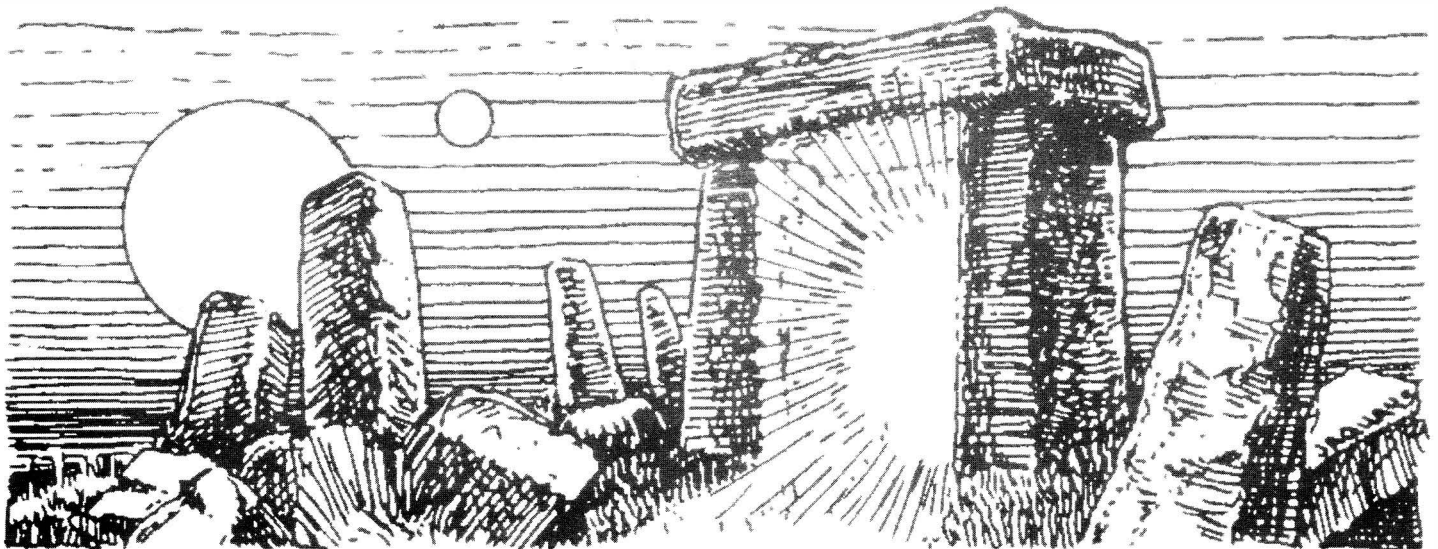
It is shunned by the Lords of Orhan. When Charón passes close the inhabitants of the Great Moon are especially vigilant.

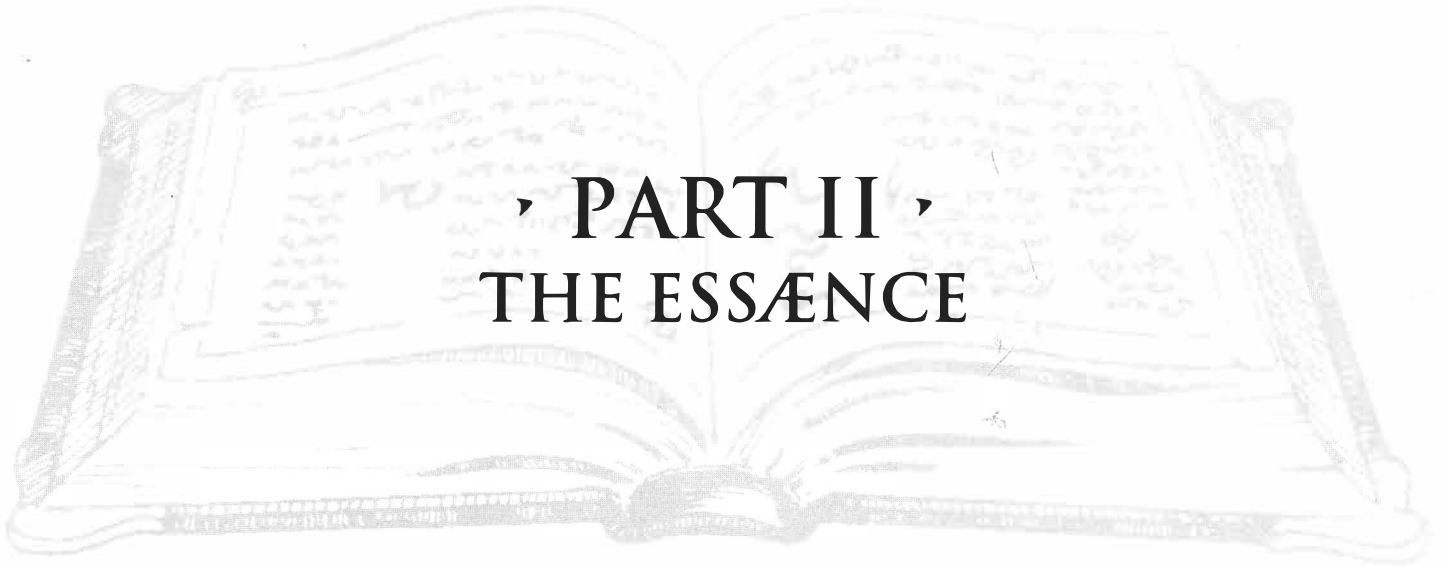
MIKORI

With a diameter just shy of 100 miles and a distant orbit (520,000 miles), Mikori is the least visible of the Kulthean moons. It can barely be made out as a gleaming mote in the night sky, brighter than most stars and planets, but no match for the other moons.

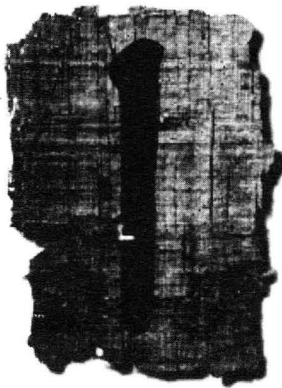
TLILOK

As noted elsewhere, Tlilok is actually a satellite of Orhan, rather than Kulthea itself. Only about 40 miles in diameter, it is not a significant feature, though it can be seen against the backdrop of Orhan on clear nights. It is pocked with craters and is a multi-hued grey color. This moon may have originated as an errant asteroid captured by the powerful gravity wells of Orhan and Kulthea. It has no atmosphere.





› PART II › THE ESSÆNCE



CLOSED MY EYES AND CLENCHED MY TEETH

in preparation for the *Jump*, partly in anticipation of the stomach-wrenching vertigo, partly because of the large sum of gold I was about to be separated from. Teleport-Jumps cast by Navigators were expensive. But we had come to the eastern edge of Emer, standing now on the beach of Malqanar, and I knew that we had to somehow reach Folenn. We had no ship. The only possibility was a *Jump*.

Time went by.

Nothing happened. No sensation of falling, no whirling gust of wind, no popping ears. I tentatively opened one eye to squint at Iarsang.

He stood in profile, a Loar Elf tall even among his own kind, long dark hair blowing in the sea breeze. His powerful arms were held out to the sides, the *compass* on his left wrist blazing with a light to outshine the sun. His gaze was fixed at the place where sea met sky, far to the east beyond the curve of the world.

Still nothing happened.

Out of the corner of my eye I saw my Squire Jad shifting from foot to foot. He caught my glance and looked at me as if I could somehow explain this delay. I shrugged.

Then Iarsang lowered his arms; the light of his compass failed.

“Our route appears to be blocked.” The Navigator showed no sign of irritation—no emotion at all, in fact. Of course, the greatest reaction we had gotten from him after travelling together for nearly three months was a smirk, so anything here would have been out of character.

“Is there no other way?” I was incredulous. Navigators were all-powerful (or at least very resourceful); I couldn’t accept that getting to Folenn was just plain *impossible*.

Iarsang looked speculatively at the sky. “The Flows of Essænce about the Bladelands are agitated. Travel there by magical means is not advisable at this time.”

“And what are you going to do about it?” Jad stomped across the sand to face the Elf, hands on hips.

Uh-oh.

“Entertain suggestions.” Iarsang replied impassively, staring down into Jad’s face. “Perhaps you have one?”

—KALEN AVANIR

FROM HIS TRAVEL JOURNALS



The Shadow World is unique in its relationship with that mystical power known commonly as the *Essænce*. Kulthea hangs on the threshold between two universes, and this tenuous position is inherently unstable. The universal interphase manifests itself in the aura of power surrounding the planet, an aura which is dynamic in its form and intensity. This halo of *Essænce* manifests itself in three basic forms: *Foci*, *Flows*, and *Storms*.

1•THE NATURE OF POWER

Power, as discussed below is that arcane force which cannot be explained by conventional physics.

ARCANE POWER

It is widely believed that in the youth of Kulthea the three realms of power were essentially the same. In support of this contention, Loremasters point out that in those tumultuous days there were no gods—not even the pantheon of Orhan—but only the Lords of *Essænce* (unless one could consider the Lords themselves gods). Those beings could tap the power of their minds and the radiation of the Flows with equal ease; in fact, the two were one energy, as those who attempted to flee the Shadow World discovered to their undoing. Thus, the origins of the three realms are, in reality, one. In a way, the three ‘hybrid’ followers (Sorcerers, Astrologers, and Mystics) are actually precursors of the more specialized magics of the current Era.

Those capable of tapping into the united *Essænce* (referred to by many as the *Arcane Power*) have a unique flexibility and sensitivity; perhaps they are descended from the Lords of *Essænce*. In any event, the ability to tap the *Arcane Power* is extremely rare and much sought-after by the mighty.

ESSÆNCE VS ESSENCE: A SYSTEM NOTE

A clarification is needed here between the *Essænce*—the arcane term for primal magical power, and the source of what later became the three realms (Channeling, Mentalism, and *Essence*). The need for an explanation goes back, in a way, to the reality presented in *Spell Law*, where *Essence* was used to describe not only the general concept of ‘magic,’ including the power channeled by Deities and the energy of the Mentalist, but also as one of the three realms of power. When we designed a world which would embrace the concepts of *Spell Law*, the flaw in that single terminology became evident.

This is not to admit that our conceptualization was flawed; indeed, the primal *Essænce* is the same, simply mutated into the three realms. Our problem was that there was no way to tell the difference when trying to discuss one with the other. The all-encompassing *Essænce* was being referred to as the *Arcane Essence*, which differentiated but was cumbersome. So now we are making a distinction by using the special character ‘æ’ for the *Arcane*, primal energy, and the more modern spelling for the *Essence* which is one of three kinds yet very similar to the original *Essænce*.

There are three realms of power which can be tapped on the Shadow World, and while all share origins with the *Essænce*, they differ in nature and application.

A NOTE ON TELEPATHY

Telepathy (the Psionic power available to some characters in the universe of *Space Master*) differs from the realm of Mentalism in one important way. Mentalism is a permutation of the *Essænce* and is exclusive to creatures of the Shadow World (or other ‘threshold’ worlds). Only those of Kulthean origin can tap the *Essence*—even if it is their own personal *Essænce*.

Psionics, on the other hand, is a power which originates in this universe and is comfortable anywhere in it. Users of Psions can be found throughout human space, and no doubt beyond. It was the unique ability of the Kadænans (later known as the K’ta’viir) to use both Psionics and *Essænce*, allowing them to rule the sprawling Galactic Empire for so long.

2•ESSENCE

Essence is that which is common to all things, living and dead, organic and inorganic. It represents a force and an order which define the ways of the world. Changes in the patterns of the *Essence* dictate the flow of events, and the course of life itself. It is a power beyond the total grasp of any being.

Nonetheless, some who become one with the Essence find ways of manipulating its patterns on a temporary basis. This fleeting strength allows them to redefine the reality around them, molding elements and wielding very real power. Thus, the spells of those who are of the realm of Essence can be both beautiful and lethal, affecting one or many. In the end, however, normal patterns will prevail, and only the effects will remain to tell the tale.

Those things unliving interfere with the manipulation of the patterns of the Essence. Being essentially inert, they inhibit the usual extension of one's life Essence, creating difficulty for the spell user seeking to alter patterns outside his body's immediate sphere. This ability to mold the Essence is a prerequisite to the successful casting of spells. Inorganic substances—particularly metals—provide stronger protection against the powers of the Essence. No shield, however, can completely defy that which is the basis of all things.

3 CHANNELING

Channeling represents the power of the deities as channeled through their followers or other spell users. It is spiritual and religious in nature and is independent of the Essence. (Although the deity himself may draw power from the Essence to supplement his own stores, his followers gain strength directly from him and have no contact with the pervasive Essence.) A spell user of this realm may draw his strength from his respective deity, and often does not require that deity's cooperation; this is especially true where the spell-user employs relatively weak or subtle spells (e.g., minor healing, detection). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as those which take or give life, might require the active consent of a deity.

Inorganic substances—notably metal—interfere with the drawing power from the gods.

FROM ORHAN

Users of Channeling who are followers of a Lord of Orhan have the advantage of rarely needing to worry about being 'cut off' from their usual supply of Power Points: only in the rarest circumstances would someone be in a position where a Lord of Orhan was unable to Channel. On the other hand, the Lords, being so omnipresent, are quite unlikely to take any interest in a specific follower. A PC worshipper of a Lord might go his entire mortal life without even seeing his chosen god.

Holy places dedicated to specific Lords (and occasionally to the entire pantheon) are scattered across Kulthea, offering the possibility of stepped-up power points in the vicinity of those locations.

For more on the Lords of Orhan, their religions and the benefits of membership, see Part X.

FROM LOCAL GODS

Followers of a god closer to home have the advantage of a more intimate relationship with their master, and so have a much better chance of getting personal help while they are in the vicinity of the god's influence. This can become problematic if the character travels far, however. A god may have no power or influence a continent away, and the character's daily PP allotment might be reduced or even lost until he returns to his home.

NOTE: This problem can be averted if the PC is given an amulet or other item which can serve almost as a "portable holy place" for the follower (i.e., a PP enhancer).

Worse, the character may travel to an area where his god is particularly disliked. Things could quickly become unpleasant for the unwary faithful, for not only will he be unable to gain power points, but any conscious petitions to the god may actually alert the resident god.

FROM ARTIFACTS

PCs who are of Channeling may be able to channel from inanimate objects, such as holy sites (see below) or amulets. Often, characters such as Animists, Sorcerers or (in RMC) Druids are inclined to be associated with sites which are actually Channeling foci, remainders of a god long gone. Though the god is no more, the site/artifact acts almost like a passive god.

EFFECTS

Should a PC wish to gain more Power Points than the normal daily allotment, there are two basic courses: tapping power from a holy site, and prayer. Praying at a holy site is especially effective.

The GM must decide exactly what form the additional powers will take; naturally this may vary with the situation. However, it is suggested that the PC develop skill in Channeling, and be required to make a successful roll in order to receive extra points and/or abilities from the holy place or god.

'HOLY' PLACES

Holy places on the Shadow World are nearly always more than simply symbolic locations; they are the sites of a focus for one of the many deities of Kulthea.

A god of Kulthea is often tied to a holy place, to which he is (or becomes) specifically attuned, and from whence his powers emanate. Such a deity is thus limited in how far he can stray from that holy place without losing his powers—or even dying. This limit is called the *sphere of emanation* which has a range which is usually between one and a thousand miles (though terrain, Flows of Essence, and environment can be factors).

CHANNELING

Tying directly into the concept of holy places is that of Channeling. While users of that realm of power do not tap directly into an Essence focus, they receive their powers through the worship of a god who does get his energies from the Essence, and then 'channels' them to his followers. Characters who use spells of that realm must have some deity whom they are channeling *from*. Followers of this god are able to draw on the power of the Holy Place while within the sphere of emanation of the place and the god.

GM NOTE: The GM may wish to interpret a Channeling-based character's PP availability in one of a number of ways: 1. Full PPs while inside the god's sphere; none or half outside. 2. Extra PPs while within the sphere. 3. Access to Base lists or other very powerful spells (Absolution, Lifegiving, Commune) only while in the sphere; otherwise, all spells as normal.

This can be useful as a guide to determining the beneficial effects of a holy place. These can be somewhat trickier, however, since Essence is merely a non-sentient force waiting to be tapped, where holy sites contain the residual life-force of a thinking, feeling being. This force has a pseudo-personality unto itself, and cannot be tapped by just anyone. Even a devout follower who attempts to overreach himself or too-frequently abuses his privileges at a given site will attract the annoyed attention of the patron himself.

Generally, however, a PC who is devoted to a god will easily be able to tap into the energy of that god's site.

PRAYER

Prayer is a concept that every GM running Channeling-based characters must consider carefully before the game begins. A few specific concepts which must be worked out (and some suggested solutions):

1. Can the PC 'pray' at any given moment and expect to get some sort of response? The GM must think about how he wants to handle prayer in the game. The nature of 'prayer' may vary from god to god, since it would hardly seem practical to have to change into ritual vestments and perform some rite in the heat of battle to get a few extra Power Points.
2. Would he make actual contact with the deity? (Would the god speak to him? Would the god put in a personal appearance or a vision, or just be a disembodied voice?) This is tricky, as there are specific spells allowing a character to glean information from his god. Therefore, if the GM wants to allow communication outside the formality of these spells, he must be careful not to have the god handing out free information. Gods can range from mischievous to deceptive to merely tight-lipped, but it is never in their nature to reveal information without cause. In general, the more local the god, the more likely he is to appear in some form or another. The god would be much more likely to appear if the PC were at a holy place devoted to him.
3. How much is the god going to help out his follower in tight spots? Just because a player makes his Prayer roll doesn't mean he gets automatic help. There's nothing more pathetic than a worshipper who always needs bailing out by his god. Most gods simply won't put up with it, and ignore all but the most important pleas. It should be made clear to users of Channeling that petitions for aid should be made rarely and only in the direst of circumstances. Help should also come in the form of extremely limited, consistent, and non-overwhelming aid. For example, almost never should a god allow a player to cast spells from a list he does not know. Perhaps—if the need is great—the player may be given a bonus to overcast a spell on a list he *does* know (but never a guaranteed safe overcast).
4. Should the PC be required to 'pray' in order to cast some spells he theoretically has the ability to cast normally? The idea behind this question is that some spells (such as the various *Death Channels*, *Lifegiving*, and *Commune*) are so powerful and special by nature that they are going to require the attention of the god, at least on a subconscious level. It is not that the PC will have to actually pray or channel in addition to the spell. In this case the spell itself is a request to the god (e.g., "Slay Herbert my enemy!" or "Please raise my friend Zachary from the dead!"). If the god should find such a request unreasonable, he may simply refuse. This might not happen often, but should the character be trying to slay an innocent or someone who has in fact been a devout follower of the god (or former lover or any of a slew of other reasons the PC could be clueless about) he could find his spell nonfunctional.

FATAL CHANNELINGS

The following is not a true list, but is rather a collection of Fatal Channelings which might be available to various Priests. Some are oriented more towards the Unlife, while some are favored by followers of the Dark Gods. The level of the spell is listed to provide an indication of the relative power level and accessibility of the various channelings.



STORM GIANT

- 30) **Call of the Void (F*)** D:— R: 200'. Failure means that Target is physically removed to the Outer Void. The GM may wish to assign probabilities for which plane of the void, including the six 'Pales' and the planes 'Beyond the Pale.' A generous GM might allow the PC to fight his way to a portal back to Kulthea. (Of course, fighting your way through demons of the Pale is no mean feat, but then, one should be aware of the risks when engaging someone who can cast 'Call of the Void!')
- 20) **No Spine (F*)** D:— R: 10'/lvl. Target has no spinal column. He collapses, paralyzed, in a heap and dies in 1-6 minutes from crushed organs and asphyxiation.
- 20) **Veins of Fire (F*)** D:— R: 100' Target's blood begins to boil; he is at -100 after one round of agony, and after three rounds he explodes in a 10' radius of hot blood and gore.
- 20) **Blood of Ice (F*)** D:— R: 110' Target's blood freezes instantly. He immediately falls into a coma, and dies in 1 minute. Major Repairs to all organs and the circulatory system will be needed.
- 25) **Hard Heart (F*)** D:— R: 200' Target's heart turns to iron. He dies.
- 50) **Arid Breeze (F*)** D:— R: 10'/lvl. 100% of Target's bodily water is removed, leaving a fine powder of dust.
- 60) **Kadæna's Kiss (F*)** D:— 60'/lvl. Target is stunned as his cheek begins to turn black. Target deteriorates over a period of 6 minutes while the blackness, followed by cracking, sloughing skin, spreads over his body. Target eventually collapses, skin and muscle peeling off an exposed skeleton. Target will (incredibly) live an additional 6 hours in exquisite pain, a bloody, hideous, immobile mess of exposed organs and skeleton. Nothing Short of an *Uncurse True* followed by a *Livegiving True* (and probably radical healing and regeneration spells, depending on the condition of the body) can reverse the process. If these are not performed before the target dies, his soul is destroyed.

4·MENTALISM

The mind is an amazing tool, especially for those who use it. Yet, no one uses it to its full capacity. Mentalism is that realm of power in which masters of spells strive to use the "Essence of their minds" in ways few contemplate. By using the very personal power locked within themselves, Mentalists are able to channel the power of the Essence through their own mental corridors, thus manipulating and altering the reality which surrounds them. In a sense, they act as minute imitations of the gods themselves, giving power not to Clerics, but retaining it and directing its manipulation. Mentalists are masters of the Essence within their own minds.

Because Mentalists are not deities, however, they work within the limitations of their worldly bodies—their own senses and perceptions. Rarely are they able to direct their spells beyond themselves or one target. Manipulation of one's own Essence does not yield the wide-reaching power of the other realms. Nonetheless, the power of the Mentalist can reach great heights. They are the masters of thought, gatherers of Presence and inner strength. Even though their focus is generally limited to singular targets, their abilities regarding personal confrontations are considerable indeed... for it is the Mentalist who seeks to fulfill the destiny of his own mind.

5·CASTING SPELLS

One of the most powerful concepts in roleplaying a fantasy milieu is—of course—magic. Unfortunately, while there are lists and lists of spells in *Spell Law* and its companions, little is devoted to exactly how these spells *manifest* themselves. Certainly, the spell results are explained in—sometimes gruesome—detail, but what do these spells *look* like in action?

This section discusses some general ideas on the form of spells in the Shadow World.

Most spells are cast without a material component (unless otherwise noted in the spell). However, the caster must marshal his Essence (whether it be his own psyche, the Essence around him, or the channeled power of a Deity).

GM Note: This section in particular is meant to reflect one visualization of the workings of spells in Shadow World. These concepts may not be consistent with descriptions of spell casting in the GM's own vision of Shadow World, and should definitely be considered an optional idea.

SPELL MANIFESTATIONS

One way to categorize the spells is by their Class (*Spell Law* Second Edition, pg 35).

Note: if the caster is invisible and casting a non-offensive spell, his spell manifests invisibly as well (See Spell Law, p. 33). Also, he may inhibit the noticeable aura some non-offensive spells generate if he wishes to remain unnoticed.

Defensive Spell: As these spells usually generate some form of barrier to inhibit or deflect an attack, the spell generates either some sort of shimmering shield or aura about the caster; or, if it is similar to *Deflections*, the caster's hand glows for a moment as he deflects the attack.

Elemental Spell: The results of these spells are obvious and often ostentatious. When such a spell is being prepared, the caster's hand will glow, and the chosen element becomes visible as a whirling mass about four inches in diameter, cupped in the caster's palm. The spell is then shot or hurled when ready.

Force Spell: Hard to hide, these spells include everything from *Repel Undead* to *Shapechanging* to *Teleportation* to spells which effect the elements. Exact manifestations might vary with realm and the nature of the spell, but spells of Essence might involve the tracing of a runic pattern of glowing lines in the air. *Repulsions* might summon actual misty rays of light which fan out from the caster's hands against the targets. *Telekinesis* would cause the target item to glimmer. *Teleportation* and *Long Door* would cause the target to glow with an aura of light, then perhaps fold or collapse prismatically as it vanishes.

Healing Spell: The wound and healing hands (if appropriate) would glow with a dim light.

Informational Spell: This is a type of spell which would almost certainly have no visible manifestation.

Mental Attack Spell: The nature of Mentalism would suggest that any visible manifestation would be subdued. Mentalists' eyes have been known to sparkle unnaturally, or their PP enhancer might give off a warning glow, but as often as not, there is no betraying indicator that a Mentalist Attack spell is being cast.

Passive Spell: Like Informational Spells, Passive spells (such as *Presence*) do not betray their caster.

Subconscious Spell: These unusual spells will sometimes bathe the caster in a faint light as they activate, but it is often subtle and can optionally be completely invisible.

Utility Spell: Spells which affect the caster such as *Haste*, *Leaping*, etc., are usually accompanied by a faint aura of light which dissipates as the spell duration ends.

THE COLORS OF ESSÆNCE

The Essænce manifests itself in a rainbow of colors and hues, depending on the realm, the nature of the user, and even the environment. General guidelines for the color manifestations of spells follow.

Very powerful spell casters can alter the appearance of their spells to make them seem to be of another alignment or nature, but those skilled in power perception or related skills can see through this ruse.

The GM should decide in what color a PC's spells manifest, not the PC. A spellcaster's spell color may be a mingling of two colors, or could change from one to another if his nature is shifting. The hue would not change from day to day; the shift would be gradual.

When creatures of the Void cast spells, the color is a strange rainbow of color, a twisting, often nauseating swirl of impossible hues which, while not 'evil' is in its way even more loathsome.

CHANNELING

The mightiest of the three realms in terms of raw power, Channeling is also a rather 'pure' concept. It of necessity is aligned with whatever deity is channeling the power.

Silver-white: Purest of Good Channels. Spells cast by devout followers of the Lords of Orhan and a handful of others have this color. Holy Weapons glow with this light. The GM may rule that only very powerful spells, powerful true Clerics, or spells from certain Orhanian deities (such as Eissa) are silver-white; all others being gold. Often, followers of even the purest deities will be less than altruistic all of the time, yet might not be deserving of punishment or excommunication. Such would manifest in gold due more to the nature of the user than the deity.

Gold: This color stands for Good, though not selflessly altruistic or blindly crusading. Many spells channeled from 'local gods' radiate this color, as do virtually all spells of users of lesser Channeling spells.

Black with a red halo: Evil Channelings, invariably with the Dark Gods of Charón or the Unlife itself as a source. The dark channelings are unmistakable.

GM Note: a PC could never cast a spell of this nature without risking a turn to Evil (see pg. 122).

ESSENCE

Most common of the three realms, Essence colors are based on the rainbow of light. The colors are more down-to-earth, as would be expected for a power which comes from the earth.

THE COLORS OF MAGIC

Blue: The purest Magic, often associated with the Iylari. Its appearance would be more common than 'good' Channeling except in powerful magic items created by pure Alchemists.

Green: More suspect than golden Channeling, Green Essence implies a certain selfishness or impurity of spirit. Certainly not evil, but not necessarily to be trusted as a brother, either.

Red: Those who have fallen to the Shadow cast spells with a luminous red hue. Evil Magicians such as the Dyari wield the red light of dark magic with skill and ease.

GM Note: a PC could never cast a spell of this nature without risking a turn to Evil (see pg. 122).

MENTALISM

Mentalism, being a self-oriented realm has only two colors. Either it is evil or it is not; there are not further distinctions of character. In general, Mentalism manifests itself much more subtly than the other realms.

THE COLORS OF MENTALISM

Blue-violet: Non-evil Mentalism is a faint aura of this color. It is easily discernable from blues in the other realms because of a certain transparent quality.

Yellow-orange: Not a rich color like the sunset but a sickly yellow halo which is troubling to look upon, this ochre tone of evil Mentalists triggers a deep uneasiness, as when confronted with acts of an amoral nature.

GM Note: a PC could never cast a spell of this nature without risking a turn to Evil (see pg. 122).

6 BARRIERS

Even as the Essænce can be a means of transport, it can be a powerful wall. Essænce barriers take two distinct forms, both of which occur naturally, though they can also be erected by a skilled Essence-user.

PHYSICAL WALL

As the name suggests, this type of barrier is primarily tangible in nature, though it is usually invisible. It physically prevents the unwanted from passing through it. Natural Essænce Barriers are indiscriminate, impeding everyone who tries to pass, though Essence users usually find the way easier. Constructed barriers can be designed to be more selective, allowing certain individuals to pass while stopping others.

In any case, the very powerful can override any such barrier with brute Essænce Force.

MENTAL WALL

Much more subtle, Mental walls are usually erected around a natural boundary (such as the perimeter of a forest) and divert the unwanted by misleading them and misdirecting them, sending the victims wandering away without being aware that they have been diverted. It sometimes appears as a shimmering mist, a distortion, or an amorphous darkness.

7 FOCI

A very important aspect of the Essænce is its tendency to form foci, both permanent and temporary. These concentrations of pure primal Essænce come in many forms and manifestations, but all can have a telling effect on the surrounding lands (or waters).

An excellent example of a major focus is the island of *Nexus*, home of the Navigators. One of the half-dozen Key Foci on the planet, Nexus serves as a gathering place of power and a springboard for the Navigators' transport. The latter function is made elementary by the three curling 'arms' of power (corresponding to the three arms of land) which whorl out from the focus in the island. This permanent focus not only provides enhanced power to the inhabitants, but wards off errant lesser Flows and Flow-storms.

Aside from the Key foci, there exist Greater and Lesser Foci, of which there are hundreds of the former and thousands of the latter. Greater Foci are almost always rooted to a specific location or tied to a large item (like a great crystal sphere, a rock formation, or an ancient tree). Some were discovered long ago, and ancient monuments have been built around them to mark their location; some have arcane colleges, citadels, or towers of powerful Magicians built over them. Others are all but undetectable, except by sheer accident.

Most of these foci exist as mystical locations from which Essence users are able to draw power when they are in proximity.

GM NOTE: The function of an Essænce Focus is an important part of the Shadow World. How a given focus will affect players is something the GM should consider carefully.

Greater Foci have an effective radius of from 1 to 100 feet, while Lesser Foci are less defined, often existing as a wave that passes over an area, or a mutable 'cloud'.

FOCUS PARAMETERS

Following are some options regarding Foci. Obviously, Greater Foci would exhibit more of these attributes, while a Lesser Focus might pass invisibly near an Essence user, giving him a shiver and a few random Power Points.

Perceiving the Focus: only users of Essence (yes, Essence: only users of this realm are in touch with the ambient, primal Essænce) would be able to pick up these signs, and maybe only those trained to do so. Different foci may exhibit one or more of these attributes:

1. Seen as an occasional, faint shimmering, like a heat distortion, growing more severe or frequent towards the center.
2. Felt as a tingling, like static electricity buildup.
3. Smelled as a unique, ozone-like odor.
4. Heard as a high-pitched whine, or an almost sub-audible thrumming.

Effects of the Focus: One focus might even do all of these things, a different one for each Essence-user who encounters it. Some effects are obviously weaker and better suited to Lesser Foci, while others only a Greater Foci should be capable of.

1. Provides caster with 1-10 extra PPs for that day only (and only once per day; if the caster remains within the focus sphere for a day or returns there, he would get a random 1-10 points).
2. As #1 except PPs are doubled.
3. As #1 or #2 except extra PPs are only available while within the sphere.
4. Provides caster with unlimited PPs while within the sphere.

Note that Hybrid spell users would only receive the benefits towards their Hybrid Base lists and their Essence Lists. Arcane Spell users would receive full benefits, or perhaps even enhanced benefits. Mentalism users might receive some reduced benefits, perhaps with a successful Meditation.

One additional aspect is worthy of note here: Foci—either Greater or Lesser—are capable of becoming natural portals. This occurs when conditions cause two random Foci to *resonate* with each other. Fortunately, this is extremely rare, as resonance must be precise and cannot last very long.

8·TRANSPORT

Transportation utilizing the Essænce can take several forms, from instantaneous relocation via portal to slowly riding the Flows themselves. Because the relationships of space and time are different in the universe of the Essænce, distance is meaningless. The only limit is the power to open the way, the user's familiarity with his destination, and skill with the spell.

9·FLOW-STORMS

One of the most terrifying characteristics of the Flows of Essænce is a storm of their causation.

When the Essænce is disturbed, the result can often be a *Flow-storm*. The cause of such an Essænce disturbance can be one of any number of events: solar flare, a planetary or lunar conjunction, even a particularly strong thunderstorm. Powerful Mages can trigger flow storms if they try to tap into a strong flow or focus and lose control of the Essænce unleashed.

The properties of a flow-storm can vary somewhat, but there is always a tremendous flux in energy levels, making it very dangerous to use the Essence (or in some cases even to be attuned to the Essence) in that area. Power points might be drained or quadrupled randomly, and the actual effect of a given spell might be warped, diminished, or increased radically. Sometimes a flow-storm is localized, while every thousand years or so a single storm can envelop the entire planet. In many ways, flow-storms behave in a similar fashion to a hurricane or thunderstorm and are almost always accompanied by high winds, violent lightning discharges, and unusual weather. In addition, the energy release can trigger volcanic activity and earth tremors. Flow-storms can also have such strange secondary effects as opening random gates to unknown locations and dimensions, allowing bizarre, nightmarish creatures to enter the Shadow World.

As noted elsewhere, the flows move not only across the surface of the World, but beneath it and far out into space. Orhan produces a considerable Essænce force of its own, and the flow between it and Kulthea is strong.

GM Note: In space, a Flow-storm can disrupt communications, sensor capabilities, and even interfere with hyperspace jumping and defense field operation.

Underground (depending on the size of the cavern), flow disturbances can cause tremors, cave-ins, electrical discharges and volcanic upheavals.

FLOW-STORM EFFECTS

In nature, a Flow-storm takes the form of a great whirlwind, usually in size between 100 feet and ten miles in diameter. Smaller perturbations cannot sustain themselves, and dissipate within a few minutes. On the other hand, there have been recorded storms as large as five hundred miles across. These monstrosities behave like hurricanes, and can last for weeks or months, wreaking havoc with weather, Essænce, and life. While none have been witnessed in recent times, the Loremasters tell of Essænce storms which shrouded the entire planet in a tortured veil of power.

While to the untrained observer the impact of a Flow-storm is very similar to that of a normal (albeit prismatic and extremely violent) meteorological event, this is but a side-effect of a far more devastating damage to the invisible Essænce.

ESSÆNCE DISCHARGES

Those caught within a Flow-storm will inevitably feel a tingling sensation as electrical and magical energies build up. Short neck hairs will stand on end; a smell like ozone might be detected. Essænce discharges occur as explosions of colored light. Small discharges are called *microbursts*, and are rarely more than a foot in diameter and their duration is only a fraction of a second. Larger ones—called *Essænce Bolts*—are like lightning in power and appearance—except the bolt is multiforked, has a longer duration as the charges dance and waver, and is multicolored.

Rules: To be in contact with a *Microburst* means taking 1 hit, but Essence users also gain 1-6 PP. To be the target of an *Essænce Bolt* means an “A” Electricity critical and, depending on the target’s realm of Power, he gains or loses PP. Essence and Hybrid users gain full PP for the day plus 10 additional points (for that day only) and must make an unmodified Non-attack Spell Failure roll (*Spell Law*, pg. 150). All other spell users lose all remaining points and must make an unmodified Attack Spell Failure roll (*Spell Law*, pg. 150). Note that spell adding devices are unaffected, and multipliers will amplify the new total. In an intense storm, roll percentile dice for each character each round; an 03-20 means contact with a *Microburst*, while 01-02 means being hit by an *Essænce Bolt*.

ESSÆNCE DRAINING

Essænce Storms require vast amounts of raw power to fuel their violence. They tap this energy from nearby Flows and Foci. Thus, after a storm has passed through an area, those Essence users living within it will suffer from reduced PP renewal for 1-100 days while natural energies recharge. GM’s should figure the percent reduction (1-100) that PCs will get. Mentalists and Channelers are unaffected. Hybrids will have to do ugly averaging calculations (or, the GM could just make an estimation).

Example: Aldon the Mage normally gets 20 PP after each rest when he sleeps in his home city of Lethys; his x3 PP enhancer gives him a total of 60. An *Essænce Storm* sweeps through and drains the ambient *Essænce* by (roll D110) 45% for (roll D100) 10 days. When Aldon wakes up in the morning for the next ten days, instead of his usual 20 PP, he gets only 9. His multiplier still works as usual, so he has a total of 27. Bummer.

DIMENSIONAL RIFTS

Perhaps the most majestic—and terrifying—aspect of a powerful Essænce storm is the dimensional rift. This is essentially a great temporary portal between the Shadow World and any one of the countless other planes of existence. Rifts may appear in several forms:

- As a pure-black ‘hole,’ floating just above the ground, with wavering, luminous edges. The hole could be anywhere from ten to fifty feet in diameter, and remain open from one minute to several hours. It is relatively immobile, and the other end of the hole (where one would emerge after passing through it) is also usually constant. The ‘hole’ appears the same from all vantage points, but from any one direction it appears two-dimensional (flat, face-on). This creates a disquieting effect for beings with depth-perception vision like humanoids. These smaller rifts can be closed by powerful Essence users. This hole lasts from 1 minute to 1 hour.
- A ‘curtain’ of energy, usually 100 to 1000 feet across (though curtains such as this have been recorded at several miles in length). The height is at least 100 feet, sometimes reaching up to the lowest clouds. This ‘curtain’ is much like the one described in the opening text: of part 181: like a wall of rain or shimmering crystal, it moves

across the landscape. Behind it is deposited a strange debris of creatures and beings from other worlds. To be caught in its path is to be swept far away, often to another reality. This curtain can last up to 6 hours; longer in a cataclysmic storm.

- An instantaneous flash of energy. Rather than an interdimensional effect with a real duration, the discharge occurs only for a split second. Having a radius of from 10 to 100 feet, it will randomly transport Essence-sensitive beings and objects to another plane and/or location.

OTHER MAGICAL EFFECTS

Following are some other (usually detrimental) effects that an Essænce storm may have on people and magical items. Nearly all such symptoms will clear up almost immediately upon departure from the storm area. Some are rather harsh, and the GM may wish to not employ them in his milieu.

- Continuous spells (e.g., Invisibility, Fly, etc.) have a 20-50% chance of failure every minute. Chance is dependant on storm severity.
- Add an unmodified 20-50% to the chance of the failure of any spell cast within a Storm. The GM may wish to create *special* (i.e., larger) penalties for attempting to Teleport into or out of storm areas.
- All non-intelligent spell-casting items have only a 50% chance of operating within a storm. E.g., every time Jarek tries to use his Boots of Leaping, they have a 50-50 chance of just not working.
- Intelligent items are at -20 to speak or accomplish other activity in a storm.
- There is a 5% chance per minute in a storm that magical items (e.g., belt of flying, wand of firebolts) will ‘go off’ randomly. This does not affect runes or intelligent items.

SECONDARY EFFECTS

The following physical effects are often triggered by Flow-storms.

WHIRLWINDS

Almost all Flow-storms spawn whirlwinds of varying intensity. A small storm (sometimes referred to as a *flow squall*) may only support one small whirlwind while larger ones may create dozens of powerful effects, some similar in might to minor tornadoes.

Rules:

Small: All within effect (1-10’ radius) are at 50% activity; standing requires a successful *Medium* maneuver every round, and all suffer an ‘A’ severity Impact critical each round.

Medium: All within effect (11-50’ radius) are at 20% activity; standing requires a successful *Hard* maneuver every round, and all suffer an ‘B’ severity Impact critical each round.

Large: All within effect (51-100’ radius) are at 10% activity; standing requires a successful *Very Hard* maneuver every round, and all suffer an ‘C’ severity Impact critical each round.

TREMORS/VULCANISM

Planes of Essænce energy knifing into the earth can trigger seismic and—in the right areas—volcanic reactions.

Rules:

Small: Minor tremors only; little or no damage to structures; to remain standing is a *Light* maneuver; movement is reduced by 50%. Tremors are intermittent: once every half hour or so.

Medium: Moderate shaking occurs at irregular intervals, as close as ten minutes apart and lasting 3-5 minutes. It requires a *Medium* maneuver to stand; movement is reduced to 20%. Poor construction may be damaged; small rockslides or other natural disturbances may be triggered.

Large: It is relatively rare for a Flow-storm to cause strong quakes, but it is not unheard-of. Villages have been levelled, tidal waves created, hundreds killed, when a Flow-storm triggered strong earthquakes. Standing is a *Hard* maneuver, movement is at 10%; all but the most solid structures are damaged or destroyed.

SUMMARY

Flow-storms should not be overused by the GM, but they are an important part of what makes the Shadow World unique. Don't be afraid to give your players a good scare.

Roll daily. 01-98: No Flow-storm activity; 99-00: Flow-storm; roll again on the chart below:

- 01-50 **Minor Flow Disturbance.** Lasts about 1 minute, about 100 feet in diameter. Essence users lose ¼ points for the day. For each minute in the disturbance 50% chance each character contacts 1-4 Microbursts. No Other Magical Effects or Secondary Effects.
- 51-75 **Small Flow-squall.** Lasts about ten minutes, about 500 feet in diameter. Essence users lose ½ points for the day. For each minute in the squall 50% chance each character contacts 1-10 Microbursts; 10% chance characters contact an Essence Bolt. No Other Magical Effects or Secondary Effects.
- 76-90 **Large Flow-squall.** Lasts about an hour, about a mile in diameter. Essence users lose all points for the day or double points. For each minute in the squall 75% chance each character contacts 1-10 Microbursts; 30% chance characters contact an Essence Bolt. No Other Magical Effects or Secondary Effects. 10% chance a Dimensional Rift opens.
- 91-95 **Minor Flow-storm.** Lasts 1-4 hours, 1-4 miles in diameter. Essence users lose all points for the day or double points. For each minute in the storm 75% chance each character contacts 1-10 Microbursts; 30% chance characters contact an Essence Bolt. Other Magical Effects in force. 10% chance of a Secondary Effects. 20% chance a Dimensional Rift opens.
- 96-97 **Serious Flow-storm.** Lasts 2-8 hours, 5-10 miles in diameter. Essence users lose all points for the next 1-10 days or double points. Roll percentile dice for each character each round; an 03-20 means contact with a Microburst, while 01-02 means being hit by an Essence Bolt. Other Magical Effects in force. 20% chance of a Secondary Effects. 40% chance a Dimensional Rift opens.
- 98-99 **Major Flow-storm.** Lasts 6-12 hours, 10-20 miles in diameter. Essence users lose all points for the next 1-20 days or quadruple points. Roll percentile dice for each character each round; an 03-20 means contact with a Microburst, while 01-02 means being hit by an Essence Bolt. Other Magical Effects in force. 50% chance of a Secondary Effect. 70% chance a Dimensional Rift opens.
- 00 **Cataclysmic Flow-storm.** Lasts 25+ hours, 20-100 miles in diameter. Essence draining rules in effect Roll percentile dice for each character each round; an 10-50 means contact with a Microburst, while 01-09 means being hit by an Essence Bolt. Other Magical Effects in force. 80% chance of a Secondary Effect each hour. Roll: 01-75; one Dimensional Rift opens; 76-00, more than one rift. 80% chance storm lasts another day, 50% chance the storm grows by 20%.

10·EXISTENCE... AND THE VOID

Kulthea exists in one specific location in time and space. In that same location in time and space, but in different 'locations' and continuums not entirely understood by most, there are other Kultheas where Life and Unlife are very different.

Note: The Chaos planes and the Planes of the Void—including their demonic inhabitants—are discussed in more detail in Parts VI and VII.

THE ESSÆNCE PLANES

This is the universe which is of *existence*, or, to put it another way, not of the Void. Kulthea is one of these myriad planes, residing somewhere on the lower end of order. Above lie the mysterious Higher Planes, and below lurk the terrifying Chaos Worlds.

THE HIGHER PLANES

Perhaps the original home of the Lords of Orhan lies on one of these Planes, for they are more 'orderly' than the Chaos Planes or even Kulthea's home universe. Little is known of the Higher Planes; they are closed to interdimensional travel. Even the Lords cannot return to their home, and the reason is uncertain. Some research has suggested that a terrible cataclysm wracked the Planes of Order long ago, and may have damaged or destroyed several of them.

THE NEAR PLANES OF EXISTENCE

These are the Parallel Worlds, environments much like Kulthea, except in small ways. The same races and beasts (for the most part) walk the earth, and even the same individuals may live on these other Kultheas, but they differ in character and desire.

Ironically, these Parallel worlds are difficult to reach because they are so close to Kulthea in nature. Those attempting interdimensional travel may be thrown past them into the Chaos Planes, or worse, into the Void.

THE CHAOS PLANES

So named because they stand for the opposite of order and Existence, the Unlife itself originates in the heart of Chaos. The Dark Gods entered the Kulthean universe from the Chaos Planes, though they are not the pure antithesis of existence that the Unlife is.

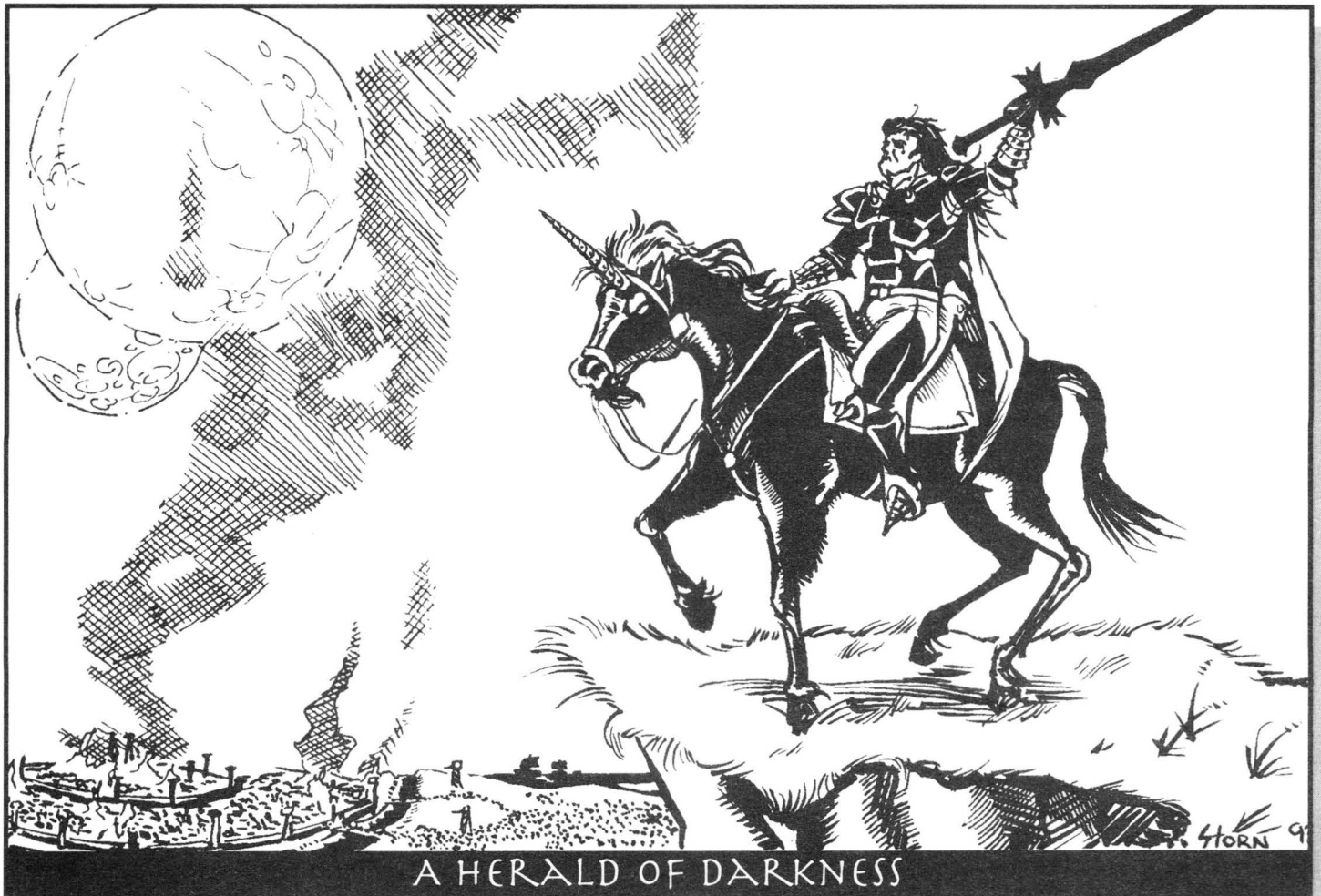
In the Chaos planes time runs fast, slow, or in reverse; space has no meaning or constancy. The further one travels into the Chaos Planes, the more difficult it is to maintain one's sanity.

Demons of the Essence originate in the Chaos Planes, their form becoming more discordant the further their origins within Chaos.

THE VOID

Beyond Order and Chaos, beyond Existence, lies the Void. Contrary to what one might assume from the name, however, the void is not empty. To our senses the Void is without form or mass. It is infinitely large and infinitely small. To go there means insanity.

Some Loremasters believe that there are planes within the Void paralleling (in yet another 'dimension') the planes of Order and Chaos. This would explain why some creatures from the Void are actually more recognizable in form than some creatures of the far planes of Existence. Others claim that the forms of the Demons of the Pale are merely conventionalizations so that these creatures may interact with their physical surroundings. Residing within these bodies drives them towards insanity, and is much of the reason for their incomprehensible and senseless (to us) behavior.



A HERALD OF DARKNESS

There is no denying, however, that the motivations of all natives of the Void are completely enigmatic, and that the Older Ones of the Outer Void are the most alien of all beings.

THE SIX PLANES OF THE KNOWN VOID

Exhibiting behavior more understandable than creatures of Chaos, the Demons of the Six Planes (or “Pales”) are often summoned forth by magicians to do their bidding. Being of the Void, these creatures are not even necessarily ‘evil,’ though it is still unwise to treat them with anything but great caution.

THE LAST PLANES

On the brink of the oblivion of sanity, here prevail the Demons Beyond the Pale. More wickedly intelligent than the Demons of the Six Planes, these mighty entities are lords of dark power. Seemingly capable of residence in this plane for long periods of time, the Demons beyond the Pale are majestic terrors with few equals. They will submit to no one.

THE OUTER VOID

Beyond the Last Planes is a realm which means instant insanity, where the last shreds of reality are stripped away into a nothingness so distant and complete that it cannot even begin to be described. Here lurks Agoth. Writhing in a perpetual torment from which there is no relief, Agoth reaches out with a mentality unguessed-at and a power unequalled. His motivations are hopelessly alien, but his twisted malice is palpable. His servants are incomprehensible.

Only the most powerful of spells or the mightiest Flow-storm can open a door to the Outer Void, and—thankfully—that door does not stay open for long.



› PART III › PLANTLIFE



ALTHOUGH OUR SMALL PARTY WAS LED

through the Rulaash forest by the Navigator Tar-esiir, I could not shake off the feeling of forboding which hung over me like a fog. Surely, this wood could not hold any threat? Sunlight streamed in shimmering rays between bright green branches. Healthy trees strove skyward, and beneath was alive and lush. This was not what I imagined an evil place might be like.

But Tar-esiir had warned us that the Rulaash was a home of evil spirits: plants that had wills of their own... wills that did not like humankind.

A sweet fragrance tickled my nose, and I perceived a cluster of beautiful lily-like blossoms just off the path. The smell was invigorating, and for a moment banished my feeling of unease. The Navigator had told us to stay on the path, but they were so near...

With a gesture to follow made to Taluk, I hurried over to draw a deeper scent. For some reason, I was not alarmed by his shout, and as I approached the tall flowers it did not seem strange that one of the huge white blossoms turned to face directly towards me. It had six graceful petals radiating from a large center. The stamen were very long, with a red, shiny appearance.

I was struck from behind and knocked to the soft earth just as I heard a *whoosh* followed by a strangled cry. Revived by the scent of clean moss, I rolled over to see poor Taluk, his chest pierced by several of the dart-like stamen, collapse to the ground. Behind him, Tar-esiir had come off the path towards us and raised his hand. There was a blue flash and a crackle as lightning arced over my head—and the blossom was a charred stump.

The rest of the party rushed up; Keela, the Lay Healer, knelt over Taluk.

“You were fortunate,” the Navigator said without emotion. “Your friend Taluk saved you from the Dartspore.”

Keela looked up sadly, her hand on Taluk’s forehead. “There’s nothing I can do; he is dead. The pollen on these barbs is a deadly poison.”

Tar-esiir turned back towards the path. “Next time perhaps you will heed my instructions.”

KALEN AVANIR
FROM HIS TRAVEL JOURNALS OF EMER



While the many races and countless beasts of the Shadow World may dominate the landscape, we must not neglect the landscape itself. In addition to the familiar flora, there are some interesting—and sometimes deadly—variations.

1. VEGETATION

First we touch on the general types of flora and where they might be found.

The color map gives hints as to the density of the land (the richer the green, the more verdant), but beyond that it is up to the GM to decide—based on latitude, altitude, and proximity to bodies of water. Following are five basic vegetation patterns, and a set of climatic descriptions which can further guide the GM in his decision.

- 1) Tundra and wasteland (desert);
- 2) Grassland;
- 3) Mixed vegetation with grass;
 - a) Scattered woodland and grass;
 - b) Shrubs and grass;
- 4) Mixed vegetation without grass;
 - a) needle-leaf and broad-leaf tree mixes;
 - b) Mixes of trees and shrubs;
- 5) Forest;
 - a) Coniferous vegetation: cone-bearing plants, normally broad and needle-leaved evergreens;
 - b) Broad-leaved deciduous vegetation;
 - c) Broad-leaved evergreen vegetation.

FORESTS

- 1) **Cool areas:** the forests tend toward stands of a) needle-leaved evergreens; b) needle-leaved deciduous trees; or c) mixes of the two evergreen varieties, all with little undergrowth. Except in the coldest areas, near polar reaches or along the highland tree lines, these trees are quite large and tall. Mature trees rise 100-200 feet and many exceed that height. Like other living things, trees tend to get larger and bunch closer when they need to retain heat. In order to capture the less generous amounts of light, they assume tall profiles. When the temperature and winds become extreme, however, these same varieties grow low, spreading and intertwining, eventually forming a sort of carpet.
- 2) **Temperate regions:** the forests generally include a mix of broad-leaved deciduous and needle-leaved evergreen trees. Mature stands normally vary in height from 50-100 feet, and variety abounds. Undergrowth is moderate in the deep forest, and rather dense along the edges of clearings.

- 3) **Hot, humid locales:** broad-leaved evergreens predominate. Undergrowth is uniformly extensive, and the variety of plants in these regions is unparalleled. Trees thrive and take on a tall, lean profile in order to reach the sunlight above the forest canopy. True ‘rain forests’ may actually be composed of distinct layers: undergrowth (up to 20’), stands of younger trees (to 50’), and mature trees which form the “roof” at a height of 80-150 feet.
- 4) **Hot, dry areas:** trees are relatively scarce and tend toward specialized varieties, or broad-leaved deciduous and evergreen shrubs and scrub.

OTHER VEGETATION

- 1) In cold non-waste regions, as one approaches the tree line or tundra, the trees get smaller and eventually give way to scattered broad-leaved evergreen shrubs. These get smaller as the locale gets more extreme, and dwarf varieties eventually predominate.
- 2) Lichens and grasses form **tundra** in very cold areas. Still colder areas that are not yet barren are covered with tundra composed of moss and lichens. Root and soil structures in tundra areas make for a damp, spongy ground which is almost rock-hard in times of cold (since the water is frozen). In warm seasons this ground becomes a soft, cushiony carpet which is often swampy or bog-like.
- 3) Vegetation in waste regions is adapted to long periods of dormancy, broken by short spurts of explosive activity. When active, these plants spread quickly and bloom with fervor.
- 4) Warm waste areas are often surrounded by belts of scattered broad-leaved deciduous dwarf shrubs.

2. MEDICINAL HERBS

In the perilous world of Kulthea, medicinal herbs play a crucial role in the survival of peoples of many cultures—and any party of bold adventurers.

GM NOTE: An exhaustive chart and supplementary material follows. While the chart indicates the general environment in which an herb might be found, specific locations are not mentioned. As the Shadow World is revealed, the GM may wish to designate exclusive regions (and seasons) where certain herbs can be found. He should also feel free to make up herbs of his own to further enrich the campaign.

MEDICINAL HERBS CHART

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

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

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

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

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

Addiction Factor: GMs may wish to make certain herbs addictive. The # code preceding the effect is the suggested addiction factor. Each time an herb is employed after its initial use in any given week (10 days), the GM should roll to see if the user becomes addicted. GMs can double the addiction factor # with each subsequent use (after the 2nd) in the given week. If the roll is under the adjusted addiction factor #, addiction results. Subsequent effects: (a) loss of effectiveness of herb; (b) loss of effectiveness of user (-50) when they are not using the herb; (c) loss of user's ability to resist using herb under stress; or (d) unpleasant, possibly violent, withdrawal symptoms without usage.

Effect: Unless otherwise stated, a max of one dose can take effect in any given round. The effect is based on a dose weighing ½ ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Sense Enhancement & Hallucinogens					
Agaath	fM30NW	berry	chew	5gp	Breathe in low oxygen (25%+) 12 hrs. Once per day. AF 3.
Alzo	mD10U	seeds	cr/boil/dr	60gp	Adds 50 to adrenal maneuver rolls for 3 rounds. AF 10.
Basira	mF20S	bud	boil/inhale	15gp	Allows one to perceive Ess�ence Flows, and enchantments. Imbibers eyes glow red. (1 hr). AF 15.
Ezrin	mV25U	flower	chew	30gp	Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. Euphoric. (1 hr). AF 7.
Furk	aW10M	leaf	boil/inhale	15gp	Enhanced vision (x3 plus mild infravision) for 3 hrs.1x/day. AF 25.
Hristo	cC5N	leaf	crush/burn	30gp	Allows mental summons of one known sentient friend (100 feet x level of user). AF 23.
Jiri	mO15W	lichen	rub (on eyelids)	10gp	Infravision (one hour). AF 3.
Kilmakur	hS10U	root	boil/eat	65gp	Protects versus all (within reason) flame and heat for 1-10 hours. AF 33.
Kylan	fW20N	berry	chew	45gp	2x strength (double concussion damage, +10 to hit) 4 rnds. AF 35.
Nira	hO60U	root	chew	60gp	Haste (3 rnds). AF 25.
Oranto	tU20E	mushroom	eat	100gp	Haste (6 rnds) user takes 20 hits due to drug reaction 10 rounds after being taken. AF 35.
Paran	tU5SW	stem	boil/inhale	80gp	See invisible things or beings for 10 minutes. AF 80.
Resha	hV20SE	flower	chew	90gp	Allows mental contact with friend.(10 miles x level of imbibers) Contact lasts 6 rounds. AF 50.
Rud-tekma	hJ6S	fruit	eat	25gp	Bonus of +20 for casting spells or over-casting attempts. Lasts 1 hr. Maneuver and melee -20. 10% chance any spell will be cast on nearest unintended target. AF 10.
Selig	mF30U	fungus	chew	18gp	Enhances hearing 1 hr. AF 5.
Somiren	sB10E	leaf	boil/inhale	30gp	Restores as nights' sleep or meditation. Use in given week results in: once = loss 1 pt Con; twice = loss 5 pts; thrice = 25 pt loss (temp). AF 9.
Gort	hJ25S	leaf	powder/inhale	2gp	Mild euphoria. Add 10 to all Presence RRs. (1 hr). Psychologically addictive.
Zapic	hJ4S	leaf	powder/inhale	80gp	Euphoric. Add 50 to all spell failure avoidance rolls when overcasting. (5 rnds). AF 20.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Concussion Relief					
Akbutege	sO82S	leaf	chew	12sp	Heals 1-10. AF 1.
Akunga	tOssSE	leaf	salve	8gp	Heals 2-20. AF 1.
Anneke	ch15N	flower	chew	30gp	Heals 5-50. AF 4.
Bayla	eV90N	lichen	boil/inhale	50gp	Heals 1-100. AF 2.
Blenna	cC7N	fruit	eat	70gp	Heals 10-100. AF 6.
Darric	cM80U	berry	chew	10gp	Heals 10 (instant effect). AF 2.
Forb	fM85NE	berry	chew	40gp	Heals 10 and relieves 2 rnds accumulated stun. AF 3.
Kenja	tD80U	leaf	brew/drink	3sp	Heals 1-4. AF 0.
Morue	fH20NW	root	chew	80gp	Heals 50. AF 7.
Purg	mD10NW	nectar	dissolve/drink	30gp	Heals 20. AF 3.
Raman	sO40W	leaf	chew	10sp	Heals 1-10. AF 1.
Rigni	cM90E	lichen	crush/poultice	120gp	Heals 3-300. AF 12.
Sheku	aD5M	berry	place in mouth	140gp	Heals all hits. Instant effect. Imbiber stunned for one round due to shock. AF 50.
Shuab	eW10M	leaf	poultice	30gp	Heals 2-20. Doubles healing of all major wounds. Antiseptic. AF 1.
Antidotes					
Alzo	tF15U	leaf	chew	27gp	Antidote for Yosis. AF 5.
Bevolin	mO20SW	leaf	brew/drink	45gp	Antidote for Ghida. AF 5.
Deon	hO5S	root	eat	110gp	Antidote for Loryaak. AF 3.
Eshetu	mT20M	grass	poultice	80gp	Antidote for Kadah. AF 9.
Ikbal	mF2U	crystal	dissolve/drink	300gp	Antidote for any poison if taken within one hour. AF 20.
Nega	mS80N	leaf	brew/drink	80gp	Slows effect of any poison 10x. Lasts 24 hours. AF 0.
Radoje	tH90U	root	crush/rub	10gp	Cures infections (1 wound). AF 1..
Retta	tC14U	flower	chew	120gp	Neutralizes any poison below 10th level. AF 15.
Siri	aW10SE	root	chew	80gp	Antidote for Luku. AF 8.
Tevy	mO20S	leaf	boil/inhale	25gp	Antidote for Vyurk. Cures Hurothgaar. AF 3.
Stat Modifiers					
Alaec	aD25W	flower	chew	450gp	Restores any stat losses other than those due to age. Affects only one stat. AF 10.
Azele	fG1NE	bud	chew	340gp	Allows one to increase any one stat's potential by one point. Effect permanent. User can only use the drug once in his lifetime, or body will reject (all stats drop by 5-50).
Sahn	cA3NE	flower	chew	500gp	Allows one to increase any one stat's potential by 4 (up to 100), but 10 must be deducted from any other one stat of the imbiber's choice. Effect lasts one year exactly. AF 50.
Specific Repairs					
Amar	tS20U	leaf	poultice	70gp	Stops bleeding by clotting and sealing wound (up to 5 hits/rnd; more severe wounds are unaffected). Wound is closed and healed; will not re-open. AF 9.
Arrine	mF30U	stem	rub	10gp	Doubles rate of healing fractures. AF 1.
Baalak	hO3U	reed	br/dr	160gp	Repairs one shattered bone. Takes one minute. AF 12.
Cellane	tH85U	leaf	boil/inhale	2sp	Decongestant. Adds 20 to resistance versus cold and pneumonia. AF 5.
Chuma	hO15S	root	crush/rub	12gp	Doubles rate of healing for sprains, torn ligaments, cartilage damage. AF 8.
Cicala	mT30M	grass	poultice	40gp	Mends one muscle (instant). AF 6.
Crale	tC30N	berry	chew	65gp	Restores hearing. AF 6.
Curfalaka	hJ12U	fruit	eat	40gp	Mends muscle damage. AF 15.
Daral	tO90U	leaf	poultice	1gp	Cures fever. AF 1.
Dorn	tF15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to 2nd degree burns. 3rd degree healed in one hour. AF 3.
Dorub	cC30U	cone	cr/boil/poultice	60gp	Nerve repair (one limb) takes one hour. AF 20.
Efrid	hJ10S	flower	place in mouth	250gp	Massive nerve regeneration. One hour. AF 50.
Ghiloa	eG2NE	flower	crush/soak	10gp	Cures frostbite. AF 1.
Gursamel	tS3N	stalk	cr/po	30gp	Mends bone. Takes one minute. AF 20.
Hegheg	hS12U	root	bo/cr/poultice	25gp	Heals cartilage damage. AF 5

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Inexes	mD20SW	leaf	poultice	70gp	Stops bleeding of any one wound instantly. AF 9.
Iolar	cO60SE	mix	salve	10bp	Depilatory (removes hair in area applied). AF 0.
Irit	mM20NE	berry	salve	5sp	Local anesthetic. Lasts 4-5 hours. AF 1.
Irona	hJ20SE	leaf	boil/inhale	85gp	Cures mental disease. Takes one day. AF10.
Jaymis	tM10SW	algae	dry/eat	60gp	Allows free breathing underwater (as well as in air). Lasts five hours. AF 2.
Jervie	mC20W	seed	cr/boil/poultice	145gp	Major organ repair (not brain). Takes one day. AF 50.
Jes	cH16N	flowers	salve	255gp	Joins limbs. Takes one day. AF 40.
Kadir	aD80M	stem	powder/dissolve/dr	3bp	Analgesic. AF1.
Kiran	hV60SE	leaf	poultice	25gp	Heals cartilage damage instantly. AF12.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly. AF 15.
Macajou	cO4N	leaf	boil/apply	250gp	Regenerates one major organ. Takes five minutes. Imbibor is a max hits due to drain on body. AF60.
Milinka	aD10U	root	salve/rub	12gp	Mends bone. Takes one hour. AF 7.
Nayeeek	mS10W	flower	place in mouth	30gp	Lifekeeping (one hour). AF 10.
Nizzar	mV15S	root	poultice	80gp	Repairs one bone shatter. Takes one day. AF5.
Nyasani	tF3M	flower	boil/dr	240gp	Regenerates one eye. Takes one day. AF20.
Nya	eG1NE	flower	place in mouth	850gp	Lifegiving for Elves. Will acts as Lifekeeping on anyone, lasting 10 days. AF 20.
Orlian	fF30NW	leaf	poultice	30gp	Preserves one limb. AF0.
Pok	tU2U	mushroom	place in mouth	200gp	Regenerates brain tissue. Depending on area and extent, any lost accumulated experience is not regained. AF 70.
Reslyn	tO35SW	kelp	poultice	90gp	Cures blindness (if eyes not destroyed). AF 20.
Rumar	fM25U	berry	chew	60gp	Relieves up to 3 rounds accumulated stun. Takes effect one round after ingestion. AF30.
Salufa	mO3W	flower	place in mouth	1000gp	Lifegiving. AF 40.
Sappora	mM15E	root	chew	2gp	Stun relief 1 round. Acts instantly. AF 20.
Savarhet	tD20U	clove	place in mouth	380gp	Will regenerate any damaged nerves and organs. Takes one day. AF 25.
Sebrun	cF45N	root	chew	5gp	General anesthetic. Lasts 10-12 hours. Level 5 atk. AF 5.
Sek	hJ60M	nectar	boil/inhale	20gp	Relieves coma, if related damage already cured. AF 15.
Shlorp	tU10U	mushroom	place in mouth	160gp	Lifekeeping (10 days). AF 40.
Shuab	tM80S	leaf	poultice	35gp	Heals up to 3rd degree burns in ten rounds. One dose will treat one square foot of area. AF 20.
Shumaran	sW20E	clove	place in mouth	1200gp	Lifegiving. AF 80.
Starza	tC23U	resin	dissolve/soak	25gp	Cures frostbite. Heals 2-20 cold related hits. AF 12.
Sterhen	tH40S	nut	eat	60gp	Stimulant. Add 10 to quickness for 5 rounds. Assures wakefulness for next 10 hours. AF 10.
Suman	mD8N	gold berry	place in mouth	200gp	Lifekeeping 30 days. AF 90.
Taline	mD40S	berry	crush/poultice	15gp	Blood vessel repair. AF 10.
Telpi	tT30NE	grass	poultice	45gp	Stops bleeding (up to ten hits/rnd). Victim cannot engage in strenuous activity without reopening wound. AF 8.
Tesh	mC75SE	resin	dissolve/poultice	80gp	Repairs ear. Takes one hour. AF 2.
Torrain	fH20NW	root	chew	20gp	Cures concussion. AF 6.
Tovo	sB10W	leaf	boil/inhale	5sp	Mild stimulant. Assures wakefulness for 5 hours. AF 8.
Trice	tO10SE	kelp	poultice	200gp	Will heal up to two square feet of fourth degree burns. Victim must recuperate one day. AF 2.
Trimas	tU8U	mushroom	eat	150gp	Regenerates appendage (finger or toe takes one week; arm or leg one month). AF 50.
Turfik	sW10U	leaf	boil/poultice	50gp	Regenerates one bone (and attached tissues such as cartilage and tendon). Takes one day. AF 40.
Ujama	tM30U	leaf	poultice	10gp	Repairs sprain. Effect immediate. AF 30.
Vaniro	mH80N	berry	cr/rub	20gp	Restores heart action. AF 5.
Wor	aD30NE	cactus sap	poultice	60gp	Skull repairs. Takes one minute. AF 14.
Wumbar	sB35U	fruit	crush/rub	120gp	Joint repair. Effect immediate. AF 6.
Zaklar	tM80U	leaf	boil/inhale	3sp	Restores free breathing. AF0.
Zan	cO20S	stem	crush/rub	250gp	Spine repair. Takes one minute. AF 18.
Zorm	mS15N	grass	poultice	150gp	Shatter repair. Takes one round. AF 22.

To Compute price/availability use the following steps:

- (1) Find compass area.
 - (a) Mid-continent is always one compass region away from adjacent regions.
 - (b) Universal Herbs are uniformly distributed.
 - (c) Remaining regions are based on compass points (N, NE, E, SE, S, SW, W, NW). Cost is based upon main home, but any region containing compass point (e.g. E is in NE, SE and E) uses base price. Regions 1 step away use 2x cost; areas 2 steps away use 4x cost.
- (2) Use cost multipliers below:
Market/Availability:
 - 1/2x if market oversupplied in good
 - 1x if normal/cosmopolitan market
 - 2x if rural market
 - 3x if isolated/black market
 - 10x if insulated/inaccessible market
- (3) When selling an herb to a merchant or interested (and rich) individual, employ two more factors (it's not that bad, really):
 - (a) If the herb is not 'universally' available it may be hard to sell, particularly where cheap local equivalents are available.
 - (b) Prices are computed as normal where there is a demand. Where there is no demand, the herb will bring 50% of the price of the cheapest equivalent locally in demand and available. All price fractions here should be rounded down.
 - (c) Unless otherwise stated, (due to culture, locale, circumstance, etc., etc.) PCs deduct 50% of the price when selling the herb.
 - (4) Weights should be calculated at 1/2 ounce per dose. This might vary in certain cases within the GM's discretion.

FINDING AN HERB IN THE WILD:

- A) This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought.
- B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.
- C) For a group which separates into smaller units, each group makes a separate roll. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.
- D) Formula: #doses = $[(1-100) \text{ on open-ended D100}] + \text{modifiers} + \text{frequency \#} - 100$ divided by 5 OR the frequency #, *whichever is LOWER*.
- E) Modifiers:
 - Searching in area searched in last 6 months -50
 - Searching in compass code area adjacent to home of herb -50
 - Each Animist in group +30
 - Each Ranger in group +20
 - Each additional searcher +02
 - Each day spent unsuccessfully searching +05

NOTE: When used too frequently most herbs 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 any of these herbs 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:

- a) dependence forces user to imbibe drug once/ day or face violent, unpleasant withdrawal.
- b) drug ceases to be effective; more and more doses required *at once* to be effective.
- c) 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.
- d) imbiber who frequently uses, for instance, a 'haste' herb in "tense" situations may, in a "tense" situation in which he does *not* use the herb, trigger a withdrawal reaction, such as *slowed* movement



3·DANGEROUS PLANTS

The Shadow World is home to innumerable plants which—for one reason or another—are dangerous to humanity. A selection of them is listed below. Some of these herbivorous threats use poison to strike down their prey: a guide to these various substances can be found on page 40: Poisons.

PASSIVE THREATS

The noxious substances created and emitted by certain plants—toxic pollens, poisonous spores, or envenomed hairs—make them menaces to all. Often a deceptive beauty encourages the traveler to admire more closely, leading him to inhale damaging fumes or to touch corrosive oils.

Ansilius: *Pollen is lvl 6 special poison (var. C)—inhalation produces violent behavior together with memory loss: mild: 1/2-1 hrs; moderate: 1-2 hrs; serious: 2-6 hrs; extreme: 6-12 hrs.*

White, many-petaled blossoms cluster among the shiny, dark green leaves of this decorative creeper. A sweet fragrance drifts from them, inviting enjoyment. Yet fate punishes those who accept the invitation and inhale more deeply from the flower-cup. An expression of inhuman rage transforms their faces, while they perform almost every kind of violent depravity imaginable. Amnesia claims their memories of the events, but victims do not forget so easily.

Clivimis: *Pollen is lvl 4 special poison (var. B)—damage to lungs requiring complete rest (or healing magic) for recovery: mild: 5-15 hits & 1 wk rest; moderate: 15-25 hits & 2 wks; serious: 25-40 hits & 4 wks; extreme: 40-60 hits & 8 wks.*

Growing in clusters that resemble moss from a distance, purple bell-like flowers hang from small, delicate stalks. In springtime they disperse a pollen that severely burns the lungs when inhaled. A season of bedrest and healing must follow to prevent death.

Deadly Milk-white Trumpet: *Pollen is lvl 7 special poison (var. D)—if fail RR by 01-100, 4-8 days nausea, blindness; if fail by 100+, madness; Seed is lvl 1 special poison (var. A)—if fail RR, euphoria & -25 in combat.*

A dead-white shrub that grows in temperate, coniferous woods to twice the height of a man, the trumpet exudes a sickening odor when bruised. In late summer, huge pale flowers bloom, producing a pollen that causes blindness and nausea lasting a week if inhaled, and in extreme cases, madness. In mid-autumn, a prickly seedpod shelters black, bitter seeds that bestow euphoria and a false sense of surety in battle (when ingested). The shadows of evil strongholds foster an unusual concentration of these plants.

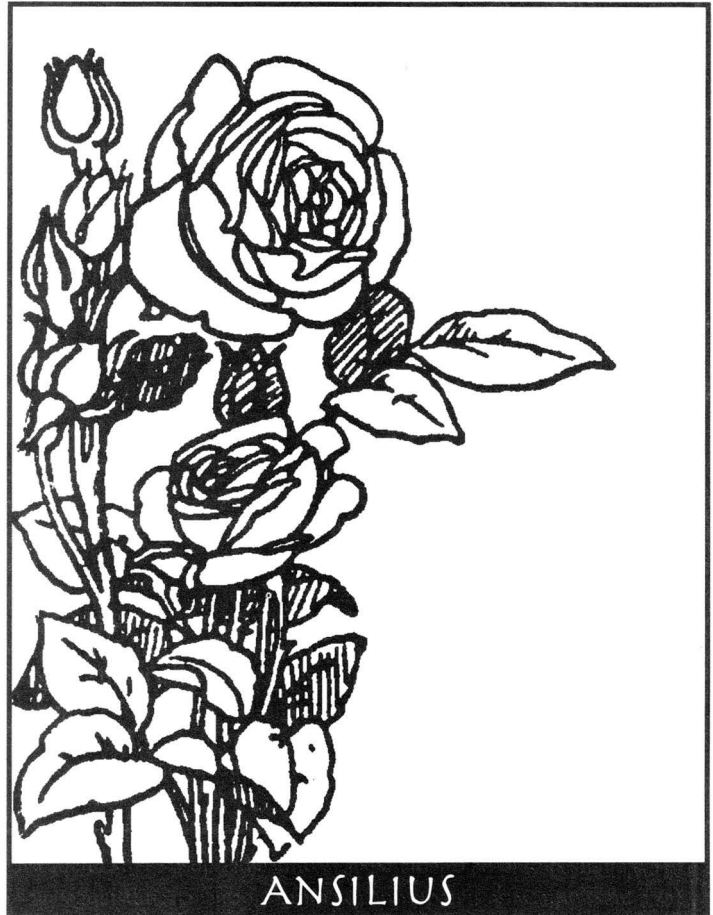
Delphinuris: *Oil is lvl 10 special poison (var. E)—amnesia: mild: 1-10 days; moderate: 10-25 days; serious: 25-50 days; extreme: 50-100 days.*

Many rocks and northerly slopes of deciduous forests display a thick carpet of this springy moss (whose name means “Night’s Silence” in the Elven tongue). Its natural pillows beckon the weary to rest within silvan dells, but this enticing prospect is best resisted. The weight of a relaxing traveler presses a volatile oil from the moss, inducing several days amnesia upon contact with it.

Exploding Mushrooms: *Spores are a lvl 15 special poison (var. H)—one breath delivers 5-20 hits.*

Ripening inside the umbrellas of these mushrooms, spores produce ever-increasing pressure as they approach maturity. In late autumn the mushrooms burst, disseminating great clouds of spores into the air. Unwary footsteps often hasten this explosion, bathing the unfortunate in the poisonous spores.

Lævenus: *Pollen is a lvl 2 special poison (var. B)—if fail RR, death in 2-12 hrs.*



A showy, orchid-like flower with black petals, the lævenus thrives in the warm, moist climate of the jungle. The unfortunate who breathes its scented pollen dies slowly and euphorically as his blood turns into a black, sticky, toxic fluid.

Spinewood: *Spine irritant is a lvl 5 special poison (var. E)—mild: -50 to maneuvers; moderate: convulsions; serious: blindness; extreme: death.*

Low-growing, shrubby trees, spinewoods often form dense thickets on islets and along streams. The twigs and leaves blur behind a covering of fine, short downy hairs. Brushing against the foliage reveals the “hairs” to be extremely sharp spines that pierce the skin, causing an extensive, burning rash and occasional muscle spasms. Spines violating the eyes may cause blindness, and those inhaled may cause death by suffocation.

Salorisa: *Pollen a lvl 4 special poison (var. C)—one breath delivers: mild: 25-50 hits; moderate: 50-100 hits; serious: 100-175 hits; extreme: 175-275 hits.*

Delicate pink flowers sprinkle the dense, blue leaves of this prolific ground-covering shrub. It grows wild in shaded beds along the edges of meadows. Deer graze on its foliage in all seasons except early spring, when the budding flowers carry harm in their fragrance.

Spirium: *Pollen is a lvl 12 special poison (var. G)—one breath brings: mild: drowsiness, -25 to general effectiveness; moderate: 1-2 hr doze; serious: 1-4 hrs sleep; extreme: 4-8 hrs sleep.*

A white snowy moss, spirium hangs in garlands from the boughs of trees in warm climates. Its soothing pollen brings restful sleep to the passerby, a gift to the insomniac, but a grave risk in territory frequented by enemies or bloodthirsty beasts.

SENTIENT PLANTS

The violence manifested by many of the dangerous plants is an unwitting response to the pressures of evolution. True choice is the prerogative of only a few dwelling within the arboreal world.

Sentient Tree: *20' R drowsiness and sleep (RR).*

Warped and awakened by the power of the Unlife, these gnarled trunks gather shadows about themselves like dark foliage. Malicious and spiteful, they hate all creatures who walk or run, desiring to destroy all such life. Their grasping branches can be surprisingly quick and strong, and the most powerful of them can dominate an entire forest. They can also give off a scent which causes drowsiness in humans, rendering them more easily captured.

TRAPPING PLANTS

Those who run on legs, slither on scales, or fly with wings are threatened by trapping plants. Flesh and blood forms an integral part of their diet, and these flora have devised many tricks with which to obtain both.

Dartspore: *Proximity produces euphoria; blossoms fire a spray of deadly dart-spores up to 10'. Dead victims are dragged close and consumed by root-tendrils.*



DARTSPORE

One of the most insidious and frightening denizens of the plant world is the Dartspore. Several beautiful lily-like blossoms and long, slender leaves sprout from a central cluster. The entire plant may grow to six feet in height. These blossoms give off a sweet scent which is slightly euphoric but otherwise harmless. However, should a foolhardy target draw too near, the plant—being 'conscious' of a presence—can actually aim a blossom at the victim, firing the spray of barbed, needle-sharp spores, tipped with poison. The result is instant death. Its victim downed, the plant sends myriad tiny roots up into the corpse to digest the prey. Note that the root structure extends to at least ten feet around the plant, and although they do not move fast enough to trap a moving target, they can digest an immobile one in about five days. Any metallic accoutrements are left on the surface to be claimed by birds or small woodland animals (such are not worth the Dartspore's effort). Large items are left to rust. Each blossom (of which there can be 5-10 on a plant at a time) can fire 4 sprays before being exhausted, at which time it dies and is replaced.

Dreamvines: *Touch produces euphoria after 10 turns, then sleep (RR); roots which achieve a Gr critical suck fluid from flesh, dealing 21-40 hits/rnd.*

Wiry creepers with shriveled black leaves, dreamvines grow among the exposed roots of the greatest trees. Prolonged contact with the leaves (while lounging on them) brings a dreamy joy followed by slumber, allowing the vines to twine around their victim, sinking hair-like roots securely into his flesh. Death comes swiftly even if the sleeper awakes, since euphoria saps his will to escape.

Fly Trap, giant: *Trap shuts in 1 rnd; digestive acids deliver 5-10 hits/rnd.*

A cluster of thick shoots, each terminating in a man-sized leaf with a spring-like hinge down its middle rib and fringed by spikes, the fly trap requires more than earth, rain, and sunshine to sustain life. Animal flesh supplies the missing nutrients. Careless prey venturing onto the broad leaves brush sensitive trigger hairs which cause the trap to snap shut, imprisoning the beast or man behind the spines that complete the cage. Digestive juices work at leisure, dissolving the prisoner in two or three days.

Grippershrub: *Trap closes in 1-2 rnds; digestive acids deliver 2-4 hits/rnd.*

Smaller cousin of the giant sundew, grippershrubs rarely grow large enough to threaten a grown man, but many possess sufficient size to harm dogs, goats, and stray children. Its sticky leaves are resilient, resisting cuts and the blows of blunter tools, but they burn readily when exposed to a hot flame. Marshes darkened by evil powers shelter numerous grippershrubs, but they thrive in any swampy area.

Pitcher Plant, giant: *Stomach acid delivers 10 hits/rnd.*

The carnivorous pitcher plant shadows its gourd-shaped stomach by a tall, leafy stalk where a giant crab spider usually takes shelter. The spider stretches its web across the brightly-colored lip thick with sweet, sticky plant fluids. Smaller prey are caught in the web, killed by the spider's poisonous fangs, and sucked dry of bodily fluids. The withered corpse is discarded into the plant's viscous belly. Larger prey, intrigued by the curious appearance of the interior of the stomach gourd, break through the web, sliding rapidly into a pond of digestive acids.

Sundew, giant: *Trap closes in 1-2 rnds; digestive acids deliver 3-6 hits/rnd.*

A tall, narrow shoot sprouts from the center of huge, sticky leaves clustered around its base. The unwary are caught by the leaves which curl up and around their prey to form a temporary stomach in which digestion occurs. The largest of sundews can trap and digest a human being in 48 hours.

4·UNUSUAL PLANTS

The preceding sections have dealt exclusively with flora which is either beneficial or inimical to other life. Here we include plants which are simply unusual.

Balloonpod: *A plant which grows huge balloon-like pods.*

This intriguing, cactus-like plant produces a translucent, green-grey elastic bag at the top, and slowly generates hydrogen gas to fill it with over a period of about 10 days. The bag, once filled, is released to drift with the winds, bearing the plant's seed-pod cluster at the bottom. After release, the plant is dormant for about 100 days before beginning to grow another pod. The pod itself has the ability to produce enough hydrogen to keep it afloat indefinitely, as long as the pod receives periodic sunlight. Typical pod size is 2-10 feet in diameter; tales of pods reaching 100 feet around

are unsubstantiated. A few peoples actually cultivate the pods and cluster them to carry gondola-boats into the air. One peril is that the bags, though tough, can be punctured, and hydrogen is rather explosive.

Blastnuts: *exploding seeds.*

Large, roughly spherical nuts about 4-6" in diameter, these grow on vines along the ground like squash. However, should the nut be stepped on or struck against a hard surface, it will explode (Fireball Table, 2x damage, impact crits).

Bubble Kelp: *sea-plant which grows air-filled bubbles of float on water.*

This undersea plant generates air-filled sacks along the stalk which buoy the plants up from the sea-bottom. Interestingly, this variety of kelp does not even require nutrients from the ground. As the tops of the plants reach the surface of the water and thicken, the kelp has been known to pull free from the sea bottom and form great floating islands, complete with other plants growing on top and resident animal life. Bubble-kelp islands as large as ten miles across have been recorded.

Canopy Tree: *tree with opening fronds.*

This ornamental tree rarely grows to a height of more than ten feet, and always has one main trunk. Sprouting from the trunk at the crown are a number of slender branches which support a dome-like lattice at least as wide as the tree is tall. The circular leaves of the tree grow in a shingle pattern, making the tree virtually perfect rain shelter for those beneath. An interesting twist to this plant is that it 'closes' at night, the main branches shrinking to pull the umbrella-like top down around the trunk. This is apparently a defensive mechanism, as many nocturnal forest animals find the tender bark delicious, while the leaves are poisonous.

Chameleon Vine: *tall grass which changes color.*

Unique grass found only in sections of central Emer and other equatorial regions, chameleon vines are parasitic, growing on larger trees and gaining nutrients from them while not killing the host. They have the ability of changing color to appear exactly the same as the host, even to mottlings and fine shading. What is useful about these plants is that they can be processed to provide a dye which retains the color-changing ability even after the plant is dead. Thus, cloth treated with the dye is chameleon-like in nature. Exactly how the plant/dye works has yet to be determined, though Essænce is no doubt involved.

Driftfrond: *floating airborne plants.*

These ferns grow very light, sail-like leaves. When mature, they release an upper portion of the plant which includes a flower/seed pod and a set of aerodynamic leaves. Borne by the wind, this gliding plant can travel for miles before landing and taking seed. The movement does not seem aimless, either, as if there is a minute intelligence guiding the driftfronds to beneficial updrafts and strong winds. Flocks of hundreds of them have been seen, individual fronds ranging from six inches to three feet across.

Island Tree: *palm which floats on gas bags.*

Resembling to outward appearances a large palm tree, the island tree actually has roots which swell with air to allow it to float. It invariably begins life on land, often sprouting on a beach. (Oddly, it needs salt water to grow). As the gas-permeated roots grow, it is carried out by the tides. Once in the water, the tree roots swell larger and spread across the water's surface. It is quite capable of existing on sun, sea water, and what little other nutrients arrive with the waves. Many, however, attach to bubble kelp, or serve as the core of their own floating isles. Clusters of these mobile trees are not uncommon off temperate or tropical coasts.

Mistmoss: *generates thick (harmless) fog.*

Mistmoss is somewhat rare, except in deep forests or jungles. It looks like brownish-green moss, growing in large patches on the forest floor. However, it constantly gives off a thin trail of steam, a side effect of its peculiar photosynthesis. When disturbed, however, (such as stepped on) it gives off thick plumes of fog which continue for several minutes. A 1' diameter patch of mistmoss can generate 5000 cubic feet of dense mist, which seems to cling to surrounding trees and is not easily cleared, thinning only after several hours. The moss can only generate such a cloud once per day.

Sirenflower: *petals create eerie song.*

This interesting plant comes in several varieties, though the song is always similar: resembling a keening, sad song of a woman. Rising and falling in an almost hypnotic call, the plants may induce melancholy, but they have no magical power. In appearance they are like snapdragons, with intricate flower-petal arrangements which create the song as even the lightest breeze passes through them. Each flower rarely has more than one large blossom at a time, but a cluster together has a very unique, chorus like sound. They are often found in the wild (ironically) near grave sites and ancient battlegrounds.

Stickvine: *sticky bulb at end of vine.*

Parasitical vines which grow only in tropical rainforests, the stickvine is essentially a very long, slender, tough root—most of which is normally above-ground. At the top of the vine is a cluster of leaves and the stick-bulb. This unique sphere is filled with an adhesive. When the bulb strikes a surface, some of the adhesive oozes out, instantly bonding. Within minutes, tiny roots emerge to form a more permanent attachment, as the adhesive reacts with air and releases after about an hour. Stickvines, which often grow to 30-50 feet in length, are superior climbing tools, since, for months after being removed from their habitat, the adhesive is still function, and the average bulb has adhesive for 20 or so uses. The stuff bonds to any surface instantly, and the vine can bear up to 500 lbs weight.

Torchstalk: *flammable seed pods.*

A useful plant which sprouts bulbous seed pods on tough stalks about 3 feet long. These pods are flammable, burning brightly and slowly over a period of 10-20 hours.

Fogflowers: *produce a thick mist at night.*

Resembling a lily, these lovely white flowers give off a sweet scent during the day, but as night settles, they exude a bluish mist. Herbalists theorize that the mist is a defensive mechanism, driving away nocturnal beasts which would consume the Fogflower's sweet leaves. The fog-like emanations of these flowers can be considerable; a field of fogflowers can blanket the countryside in a heavy mist, only burning away in the late morning sun.

Siene: *preserves of berries cure hangovers and addictions.*

Said to be the gift of Kieron, Siene is a bush which produces a luminous orange berry. The berries do not keep well, but can be made into a preserve. In any case, a small amount of the fruit has the effect of cleansing the body of any intoxicant in seconds (it also cures hangovers). This miracle fruit is indispensable for curing addictions; it is also quite rare.

Thokot: *shrub with poisonous barbs.*

A sturdy shrub, Thokot is able to thrive in even the most hostile of environments. It has small bluish leaves and produces bitter red berries, but Thokot's main feature is the 4" long thorns which grow all over the plant. These thorns exude a sticky fluid which has the effect of a mild to moderate nerve poison. Shadowy landowners use the bush to guard their borders.

Clingleaf: *vines which can trap a man.*

Tall plants with several palm-like 'tiers,' the Clingleaf has long trailing leaves with a very sticky liquid on the top. Ostensibly, the liquid's purpose is to capture insects which are subsequent decomposed, but the adhesive—and the leaf structure—is quite strong. If one runs into a patch of Clingleaf unawares, one could be almost immediately wrapped in a cocoon of very strong fibrous tentacles (treat as a Large Grapple attack, with bonuses depending on how many plants and how hard they are encountered). The adhesive begins the breakdown process immediately, delivering 1 hit per round until the target is dead. He is then consumed (except for bones and non-organic coverings) over a period of about a week (10 days on Kulthea).

UNUSUAL WOODS

The following woods are particularly beautiful and/or have special powers. Some can be used to fashion weapons with a certain bonus if the craftsman has sufficient skill.

Dir: *black wood, makes +20 bows, +5 staves.*

The black wood of Dir is among the most prized of hardwoods, being similar to ebony. Durable and fine-grained, it makes superior 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. Aside from the great Forest of Dir in northwest Jaiman, Dir trees are primarily found in the northern regions of Hæstra, southwest Uj, and Ræl.

Hoen: *grey-white wood, makes +15 bows.*

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.

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

Navaal: *prized for hardness and grain.*

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.

Miran: *light brown wood, nourishing nuts.*

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.

5 POISONS



While sometimes not actually herbal in nature, many poisons are derived from plant extracts. A collection of various poisons common over much of the Shadow World is included here.

Poisons come in many forms and involve myriad effects. Actually, they count any substance which destroys life or impairs health from within the victim, regardless of the ultimate result.

The guidelines here relate to the design of poisons suitable for an FRP game.

Regarding beasts which attack with a poison, *Rolemaster* has a variability system involving a special level roll, for simplicity's sake, we suggest that the GM may wish to use the beast's level as the actual poison attack level.

When designing your own poisons, you need to consider these factors, as well as noting any peculiarities the poison might have (e.g., attack bonuses).

THE TYPES OF EFFECT

We classify poisons in six effect categories:

Circulatory Poisons

Nerve Poisons

Conversion Poisons

Reduction Poisons

Muscle Poisons

Respiratory Poisons

Each is a grouping of substances which share symptoms and means of attack and work toward the same detrimental aim (unpalatable result). All poisons in a given category affect a given system in the victim's body. Essentially, circulatory poisons disturb the system which moves blood and lymph through the body. Conversion poisons transform fluids or tissue into a new form, muscle poisons attack the tissues and organs which produce movement, and nerve poisons disrupt the body's signalling mechanisms. Reduction poisons dissolve tissue, while respiratory poisons retard a victim's ability to take in oxygen and give off carbon dioxide.

DETERMINING THE SEVERITY OF EFFECT

Within these categories are four levels of severity that determine the degree of harm to the victim: *mild*, *moderate*, *severe*, and *extreme*. Normally, the degree of severity is based on the potential victim's resistance roll (RR), but the description of the poison or circumstance may dictate otherwise. If two or more means of determining severity are specified (e.g., the victim must make a RR and a roll based on his Con), resolve each and apply the most severe result.

RR-BASED SEVERITY

Generally, a person receiving a critical strike in an attack that is accompanied by a poison must make a RR (using the standard RR table, found in *Spell Law*, pg. 51, and elsewhere), comparing his own level with the level of the poison. When the unfortunate soul fails a RR, the GM should determine how much of a failure is involved by comparing the adjusted RR with the number needed to succeed. (Generally the victim adds his Constitution stat bonus and his Race bonus to the RR.) Unless the poison attack is described otherwise (e.g., the poison delivers only mild effects or the effects are not RR dependent), the difference indicates the resulting level of severity.

RR FAILURE		SEVERITY LEVEL
01-25	=	mild
26-50	=	moderate
51-100	=	serious
101+	=	extreme

CONSTITUTION-BASED SEVERITY

Some poisons affect the victim in ways which are independent of his level. Instead, the victim's fate is a factor of his constitution, or even his luck.

In the case of Constitution-based results, the determination begins with a single closed-end D100 roll that determines whether or not the poison affects the target. Individual poisons may modify the roll (e.g., a +20 venom would subtract 20). The potential victim adds his Con stat to the roll, hoping for an adjusted result of 101+. Should he get a result of 00 or less, the poison affects him and another closed D100 roll is made. Severity levels are based on the second roll:

ROLL		SEVERITY LEVEL
15 or below	=	extreme
16-40	=	serious
41-80	=	moderate
81-120	=	mild

LUCK-BASED SEVERITY

Luck-based effects are determined by a single closed-end D100 roll. These are often very powerful substances which will harm anyone unfortunate enough to experience their penetration. Typically, the poison will affect anyone, should the roll fall into affect range. For instance, a poison which will affect anyone on roll of 01-10 (10 or less) attacks a 20th level lord with the same vigor as it does a 1st lvl peasant, and each target is equally vulnerable. As with any poison, however, the effects of such an attack can be negated if the victim possesses special powers, items, or immunities.

The severity of effect may be specified, or it can be a function of the roll; the lower the roll, the more severe the result. We suggest the following ranges for severities versus rolls. They serve as handy examples.

AFFECT RANGE

- 01-50
- 01-25
- 01-10
- 01-05

SEVERITY RANGES

- 01-05 = extreme; 06-15 = severe; 16-30 = moderate; 31-50 = mild
- 01-03 = extreme; 04-10 = severe; 11-17 = moderate; 18-25 = mild
- 01-02 = extreme; 03-05 = severe; 05-07 = moderate; 08-10 = mild.
- 01 = extreme; 02 = severe; 03 = moderate; 04-05 = mild.

The GM should remember that, while most poisons are limited by their purity or concentration (i.e., level), some yield effects restricted to lesser severity levels (e.g., the effects are never worse than moderate).

DESCRIPTIONS OF EFFECT

The following descriptions delineate the impact of each variety of poison, based on severity levels. Effects are generally cumulative, so a victim beset with two impairments reducing his activity by -25 is actually at -50. A victim experiencing serious effects must also weather moderate and mild effects. In other words, the effects of upper level severities include all the lower severity results in the same category.

EXAMPLE: The starving and overly-excited 3rd lvl Mystic T'revor attempts to eat a live "Sheepmonger" Tree Frog. He succeeds, but is embarrassed when he realizes that the glands on the frog's back contain a 6th lvl nerve poison. T'revor rolls an adjusted RR of 64, barely resisting the effects. He breathes a sigh of relief. Unfortunately, the poison also requires a luck-based roll, and affects anyone with a roll of 01-10. T'revor rolls again, this time getting an 01. Sadly, the young mystic receives the maximum result: an extreme severity effect. The GM consults the descriptions of effects and rolls to see when the symptoms at each of the various severity levels set in. Because the severity is extreme, T'revor experiences mild, moderate, severe, and extreme effects. Sometime later, his already clouded brain fails. T'revor dies with a smile on his face.

Time of Effect: The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect: The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver or critical strike indicates that the spider injects the reduction poison in the victim's neck), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart:

POISON	AREAS AFFECTED (Suggested Sequence)
Circulatory	feet, legs, hands, arms, abdomen, chest, neck, head.
Conversion	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle	hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve	extremities, eyes, mouth, brain.
Reduction	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory	lungs, throat, brain.

CIRCULATORY POISONS

Mild or initial effects involve swelling around the point of injection or ingestion, drowsiness (-15), and slightly blurred vision (-25), all beginning in 1-50 rnds and lasting 1-50 hours.

Moderate or secondary effects occur after 3-30 rnds and include lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers), together with mild euphoria (-20).

Severe effects set in after 5-50 rnds. They boil down to pronounced discoloration and chills, together with incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma).

Extreme effects take place in 10-100 rnds and involve death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

CONVERSION POISONS

Mild effects occur in 5-50 rnds. They center on queasiness and an upset stomach (2-20 hits; -20).

Moderate effects kick in after 10-100 rnds and involve painful vomiting (3-30 hits; 10% chance of incapacity each rd).

Severe effects take place in 20-200 rnds and involve partial conversion (1-100%) of bodily tissue to another form (with given disability). Victim is at negative 51-100, lapses into unconsciousness, and will die if the area affected is a critical organ.

Extreme effects set in at 20-200 rnds. Area affected is fully transformed, with all the associated results, including the possibility of death.

MUSCLE POISONS

Mild effects occur in 3-30 rnds. They involve lightheadedness and swelling (-10) and pain (1-5 hits/rd).

Moderate effects come to pass in 5-50 rnds. Victim has a moderate loss of overall coordination (-30) and in any given rd, there is a 5% chance that he cannot effectively operate the muscles required for the desired action.

Severe effects arise in 1-10 hrs. Victim is beset with a fever and sweating and lapses into unconsciousness for 1-10 days.

Extreme effects occur in 1-50 hrs. Victim dies due to overall muscle failure, which includes cessation of heart activity.

NERVE POISONS

Mild effects occur in 1-10 rnds. They center on mild loss of thought and motor coordination (-20).

Moderate effects hit in 1-20 rnds, leaving victim with 5-50 hits and operating at -75 due to nervous system shock.

Severe effects strike in 2-20 rnds. Victim suffers a stroke and is at negative 1-100 for all activities. All of his temporary stats are reduced by 1-80 (D100 roll; ignore 81-00).

Extreme effects set in 2-50 rnds. Victim dies due to brain failure.

REDUCTION POISONS

Mild effects beset victim in 10-100 rnds. They center on great pain (4 hits/rd until unconscious).

Moderate effects occur in 20-200 rnds. Victim begins bleeding through pores at a rate of 3 hits/rd.

Severe effects occur in 30-300 rnds. Victim is incapacitated and, after 1-100 minutes, lapses into a coma that lasts 1-100 days.

Extreme effects set in after 1-10 hours. Victim dies due to dissolution of vital tissue and destruction of associated organs (e.g., his heart turns to jelly).

RESPIRATORY POISONS

Mild effects occur in 1-20 rnds. Victim is struck with mild euphoria (-20).

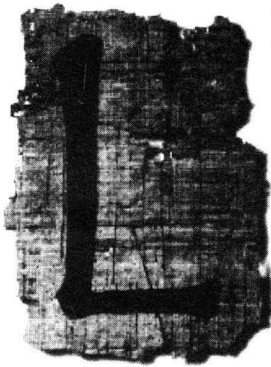
Moderate effects strike in 2-20 rnds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rd, for 1-100 rnds).

Severe effects occur in 1-100 rnds. Victim coughs uncontrollably (1-10 hits/rd, for 1-10 rnds), lapses into unconsciousness and, on a roll of 01-50, slides into a coma which lasts 1-10 days.

Extreme effects occur in 2-200 rnds, leaving victim dead due to respiratory failure and associated oxygen starvation.



› PART IV › CREATURES



L**IGHTNING** TORE THROUGH THE CURTAINS OF rain while icy winds swept the already tortured ocean into a fury of foam. All around I could see the tips of icebergs—strange bobbing islands luminous in the electrical light. Day or night, it was impossible to tell—the storm seemed to have no end for our trio of merchant galleys, tossed like so much flotsam. The weather off the Urulan coast was particularly bad this spring.

As if things were not hard enough, I saw a blue-white glow through the heavy clouds. I knew what it was from personal experience; one of the few to survive to see it twice. Bursting through the ceiling of clouds, the monster dove upon the lead ship.

Even above the roar of wind I heard the Ice Dragon shriek, all wings and limbs as it swept out of the sky. Bathed in a misty glow, it hovered before the galley, unphased by the tempest. Then a mighty breath—and a spray of jagged ice and freezing air erupted from its bowels to envelop the seemingly tiny craft. Sails were shredded in the deadly barrage, and the ship was abruptly transformed into a sinking mass of crystal.

One flap of its great wings and the beast was gone. Those aboard the remaining two ships counted our few blessings in this cruel place.

TUROY MARESKION
CAPTAIN'S LOG,
The Velution Princess

This section will describe the various fauna of the Shadow World, concentrating more on fantastic beasts: those with which the GM and players—because of their mundane background—might not be so familiar.

Note that most of the beasts described here are those particularly in character with the Shadow World. Some beasts which appeared in the first edition have been deleted; a few have been added. In addition, some common animals appear in charts with no supplemental text—they need no additional description. GMs wishing more detailed information on all sorts of other creatures are referred to the *Rolemaster* supplements *Creatures and Treasures*, *C&T II*, and upcoming *C&T III*.

1. AQUATIC BEASTS

The denizens of the deeps are myriad. They are also remote and elusive, being of another sub-world. The very clever or the extremely shy often escape detection altogether, so one can only guess at their nature or their numbers. Others, however, are more evident. Of those, the list below provides a sampling.

SEA DRAKES

These incredibly powerful beasts are the lords of the ocean. They are described in detail under the 'Dragons' section, page 50.

SQUID

Large: 8'-30' body; 9'-30' tentacles; "ink" cloud.

Giant: 30'-50' body; 30'-90' tentacles; "ink" cloud.

Squid are invertebrates, with fresh- and salt-water varieties. They capture their prey on the suckered tips of two long tentacles, then haul it to the mouth region where it is held fast by smaller tentacles. Squid are fast swimmers, forcing water through a adjustable nozzle in a type of jet propulsion. Squid vary greatly in size, ranging from 18" to the giant squid of up to almost 150' in length.

Squid have a 'beak' at the junction point of the tentacles, used to crack shells and otherwise open prey's stubborn defenses. The very rare giant squid has been known to attack seagoing ships

OTHER SEA MONSTERS

Dragon Turtle: *Emit fiery breath (FBr; 1x/min; 30x/day; bolt range 200'; cone length 100', cone base 50'); spray steam (WBr; 1x/3 rnds; bolt range 150'; use waterbolt table; add heat crits of 1 lesser degree of severity); base movement 100% in water, 20% on land; 2'-3' prehensile tongue, 3'-5' neck, 15'-25' body.*

These huge carnivorous beasts are essentially giant terrapin-like creatures protected by great, spined shells and long, coiling necks. Although they have beaks like snapping turtles and use quick flicks of their whip-like prehensile tongues to down most prey, they are capable of directing flames born by a fiery breath. Some (50%) emit bolts of steam through their nostrils.

Dragon Salamander: *Breath under water or even in lava, can immobilize at will (1 rd prep) to deliver a +75 fireball attack to all within 10' (each rd); move equally well in water or on land; 21'-30' (including a 7'-10' tail).*

Dragon salamanders (a.k.a. "salamanders") are reddish gold or red serpent-like beasts. They are akin to lesser drakes, but have short necks, huge heads, and smaller legs. A fan-like (foldable) mane of upright scales wraps around their neck. Deriving their name from their fully amphibious lifestyle, dragon salamanders are commonly found near steaming waters or molten lava, their favorite playgrounds.

Giant Hellbender: *Primarily aquatic carnivore; drowns foes; 5'-8'; 2-6 young.*

The giant hellbender is a slimy, loathsome, four-legged amphibian that spends little or no time on land. It resembles a long-necked lizard, its limbs ending in crudely formed, hand-like appendages. Preferring to lurk in stagnant pools or in the mud of freshwater shallows, it awaits opportunities for ambush. The blue-grey creature strikes quickly, darting from below and unbalancing its prey. Those small enough to fit into its eighteen-inch wide jaws are swallowed whole, while larger victims are wrestled beneath the water. Using its sharp claws and a powerful, vise-like bite, the hellbender immobilizes the adversary, drowns it, rises back to the surface with the body, rolls over, and proceeds to feed on the kill using its chest as a dinner table. Although these creatures have little stamina, they can go for weeks without eating.

Hippocampus: *Aquatic serpentine horse; 11'-15'.*

Sleek, powerful, and noble, the hippocampus is the lordliest of the sea-steeds. It resembles a horse, but has the hind parts of a sea serpent. Its forelimbs end in great webbed feet, which sport arrays of curving claws. Some aquatic cultures have actually tamed hippocampi and ride them like terrestrial horses.

Red Jaw: *Colorless aquatic scavengers; light-producing fin growths illuminate 100' rad; 4'-6'.*

The red jaw is a bottom-dwelling scavenger that haunts underground lakes and streams. Voracious, they will eat any meat, live or dead, that presents itself. Their reddish maw contains seven rows of large, razor-sharp teeth, which cut through bone like a pair of sharp swords. Colorless, they are adapted for subterranean life, and perform poorly (-50) in hot or cold waters. These creatures have several hundred light-yielding organs set along the flanks of their large fins. These illuminate large areas, enabling the fish to see with its very small eyes. The eerie glow casts a bright fog into hazy water, leaving other swimmers at a pronounced disadvantage (-25).

Sea Serpent: *Exclusively aquatic; live in coastal caves; spray steam (WBr; 1x/3 rnds; cone length 300'; cone base 100'; use waterbolt table; add heat crits of 1 lesser degree of severity); vert leap 40', horiz leap 150'; can coil 60% of body out of water; 25'-100' body (including 8'-20' prehensile tail).*

Sea serpents are related to water drakes, but are generally longer and more snake-like. They can also breathe under water. Swift and given to coiling through stormy waters, they have a penchant for crushing ships (up to a maximum of half their length). Unwary sailors may mistake them for whales, since they frequently spray steam or water; and, when coiling in and out of the water, their twisting bodies may look like a school of leaping fish.

Sirrush: *Agile climbers; nest in caves, breaks, or glens; electrified breath (SBolt; 200' range; 1x/min; 10x/day); employ spells (6x/lvl PP); grapples with 5'-10' prehensile tongue; 20'-40' body (including 6'-12' tail).*

The sirrush is a marsh-dwelling beast, a wingless, drake-like creature with powerful legs and a long, narrow head. Its forelimbs end in compact paws, while its hind legs sport cruel talons. These specialized appendages enable it to run on two or four legs and give it a peculiar gait. They like to set clever ambushes and prefer to hunt at night, using their long, grappling tongues and a myriad of illusion spells. SIRRUSHES possess all the "Illusionist" base lists (Ess).

Spineshark: *Strong knife-edged dorsal fin; 16'-20'.*

Spinesharks are nightmarish creatures. Huge carnivorous fish, they are an abhorrent breed of shark known for their exceptionally hard upper back armor and obvious spine-ridge. Their steely dorsal fins are quite capable of inflicting mortal slashing wounds through the toughest of coverings.

Note: the undersea vehicle of Ulya Shek (and perhaps other such submarine boats) has been mistaken for a great spineshark by unlearned witnesses.

AQUATIC BEASTS CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Squids										
Small	1A	40*	Run/30	MF/MF	S/—	20B	1(50)*	40SGr100/30TPi†	1	Normal
Medium	3B	60*	Run/20	MF/MF	M/—	40D	1(30)*	60MGr100/40SPi†	1	Normal
Large	6D	80*	Run/10	MD/MF	L/II	70E	1(30)*	80LGr100/60MPi†	1	Normal
Giant	10E	100*	Run/10	MD/MF	SL	130F	1(20)*	100HGr100/80LPi†	1	Normal
Dragon Salamander	10G	140	FSpt/30	VF/VF	H/LA	250H	12(40)	60LBi/70LCI/50HBa/50FBall*	1	Protect
Dragon Turtle	15G	100	Spt/10	MF/FA	H/SL	400G	20(30)	70HPi/110wp(4D)/70FBr/80WBr[Heat]*	1	Inquis.
Giant Hellbender	4D	75	Spt/10	MD/VF	M/I	130F	7(20)	70MBa/60MBi/70LGr†/Special§	1	Hungry
Hippocampus	6F	90	Dash/20	FA/MF	L/I	140G	4(30)	50MBa/40MCI(2x)	1-5	Carefre
Red Jaw	3C	90	FSpt/30	FA/VF	M/—	80D	4(30)	70MBi/Special	1-5	Bellig.
Sea Serpent	15G	100	FSpt/20	MF/FA	H/SL	400G	16(30)	90HGr/150HCrt†/80HBi/90WBr[Heat]	1	Aggres.
Sirrush	10G	150	Dash/10	VF/BF	H/SL	350G	12(40)	80LCI/100LGr/150HBi†/Spells	1	Greedy
Spineshark	5E	100	FSpt/20	FA/VF	L/I	200E	11(40)	70Lba/120HCl(dorsal fin)†/70Lbi	1-5	Hungry

MISCELLANEOUS BEASTS

Dolphins/Porpoises										
Dolphin	8F	80	FSpt/40	VF/FA	L/—	80E	1(40)	50MBa80/40MBi20	20-100	Normal
Killer Whale	9F	100	FSpt/25	VF/VF	H/LA	450H	8(20)	100Lba30/110HBi70/150HGr§	1-5	Belligerent
Porpoise	7E	80	FSpt/35	VF/FA	L/—	85E	1(40)	60MBi100 2-20		Normal
Eels										
Conger	4C	70	FSpt/30	FA/FA	L/—	65E	3(30)	70Lbi100 1-2		Aggres.
Electric	2B	60	Spt/20	MF/FA	L/—	60E	3(20)*	80SBolt60/40MBi20/Both20*	1-2	Aggres.
Moray	3C	80	FSpt/40	FA/VF	M/—	50D	3(40)	60MBi100 1-2		Belligerent
Fish										
Large	3C	90	Spt/20	FA/FA	L/—	35D	4(20)	50MPi100 1-5		Normal
Medium	1B	70	Spt/30	FA/FA	M/—	20B	3(30)	30SPi100/40MPi(3)	1-20	Normal
Small	0A	50	Spt/40	FA/FA	S/—	8A	1(50)	0TPi100/10SPi(6)	1-100	Passive
Jellyfish	0A	5	Walk/0	IN/IN	T/—	2	1(30)	Touch gives 1-10 hits	1-100	Passive
Lamprey	1A	30	Run/0	SL/SL	S/—	15D	3(20)	50SGr100/Special§*	1-5	Aggres.
Piranha	0A	70	FSpt/30	VF/VF	S/—	10B	1(40)	30TPi100/40SPi(6)/70MPi(20)	1-100	Aggres.
Man-o-war	3B	20	Run/0	VS/SL	L/I	40C	1(10)	50LGr100/Poison†/Special*	1-5	Passive
Rays										
Electric	3B	40	Run/10	SL/MD	L/—	50D	1(30)*	60SBolt60/50MBa20/Both20*	1-2	Normal
Manta	3C	50	Run/20	MD/MD	M/—	40D	1(40)	40SBa100 1-10		Normal
Sawfish	4D	70	Spt/20	FA/MD	L/I	120F	1(30)	70LCI60/50MBa40	1-2	Normal
Sting	3C	60	Run/20	MD/FA	M/—	45D	1(40)	80wp100/60MSt†/Poison†	1-2	Normal
Sea Anemone	0A	—	—/10	—/MF	T/—	5A	1(30)	30TGr100/Poison§/100TGr§	1-20	Passive
Sharks										
Large	5E	100	FSpt/20	FA/FA	L/—	180F	4(20)	100Lbi100 1-10		Belligerent
Small	2B	80	FSpt/30	FA/VF	M/—	90E	4(40)	60MBi100 1-20		Aggres.
Starfish	1A	5	Run/0	IN/SL	T/—	8A	8(30)	40TGr100/30TPi§/Special§	1-20	Passive
Sword/Sailfish	4C	150	Dash/20	VF/FA	L/—	95F	1(30)	90LHo70/50MBa30	1-2	Normal
Viperfish	1A	40	FSpt/20	FA/FA	S/—	12B	1(40)	40SHo100 1-10		Aggres.
Whales										
Beaked	6E	90	Spt/20	MF/MF	H/LA	400G	8(40)	85HPi75/60Lba25	6-10	Timid
Narwhale	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	80HHo60/60Lbi20/50Lba20	2-10	Normal
Toothed (Large)	9F	110	Spt/20	MF/MF	H/SL	550H	8(40)	80HBa50/90HBi50/70HGr§	2-20	Normal
Toothed (Small)	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	75Lbi75/60Lba25	2-10	Timid

Note: The statistics above are for activities in water. * = Special. § = If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical

2·LAND BEASTS

All creatures in this section move about (primarily) on the surface of Kulthea rather than swimming the ocean depths or cruising the lofty airs.

ENCHANTED CREATURES

Basilisk: *loners; its stare instantly turns those looking upon it to stone (RR failure treated like poisons: mild = 1-100 minutes, open-ended; moderate = 2-20 hrs; serious = 1-100 days, open-ended; extreme = 1-100 yr, open-ended; although these durations may be shortened by certain spells, rituals, or herbs); can cast "Cracks Call" (Ess, "Solid Destruction," 4th lvl, range = touch, 100x/day); when hissing all within 50' must make RR vs fear or flee; 50% have poisonous breath (GCone; 10' base; 10' length); 21'-30' body (including 7'-10' tail), 21'-30' wingspan.*

The basilisk is an extremely rare beast with a serpent-like body, feathered wings and legs. It has no arms and its feathery head ends in a sharp beak. Thus it looks like a cross between a cock and a drake. Legends say that they derive from cocks' eggs that hatch beneath a fell beast. Although their origin is clouded, it is clear that basilisks evolved so that their leathery surfaces became lighter and better insulated. Whatever the case, they have a hideous countenance which turns all who gaze upon them to stone (including themselves, should they look into a mirror—an interesting contradiction, for the only safe way to observe a basilisk is by its reflection).

Tortured creatures, basilisks are constantly unhappy and extremely bitter. Despite their moderate intelligence, they seem unpredictable and insane. Their power is considerable, however, and whenever they employ their wailing hiss, all those within fifty feet must resist fear (RR failure of 01-50 = 1-10 minutes flight; 51-100 = 1-100 minutes flight; 100+ = 1-10 rounds of paralyzed inactivity). Sharp talons and a vise-like beak complete their array of battle tools. Those that challenge a basilisk for its inevitably considerable treasure are either very strong or exceptionally stupid.

Black Unicorn: *See Unicorn for general appearance. Able to See Invisible at will, yet blind in sunlight, they possess the same spell abilities as the Unicorn (no poison resistance).*

The antithesis of the Unicorn, these demonic beasts are creatures of the Unlife. Hellish, luminous green eyes stare from above the beast's flaring crimson nostrils. The Black Unicorn has a mane and hide of deepest ebony, the horn is a metallic golden color. It is intelligent, and is often the steed of the powerful Heralds of Night.

Cockatrice: *loners; its stare instantly turns those looking upon it to stone (RR failures treated like poison: mild = 1-100 minutes, open-ended; moderate = 2-20 hrs; serious = 1-100 days, open-ended; extreme = 1-100 yr, open-ended; although these durations may be shortened by certain spells, rituals, or herbs); 3'-12' body (including 1'-4' tail), 3'-12' wingspan.*

The cockatrice is a small relative of the basilisk. Although they are more common than their kin, they are less dangerous, for they lack the ability to breathe gas, crack stone, or elicit fear (they do not hiss). Otherwise they are just like basilisks. Most nest in trees, in towers, or upon rock spires, but one can find them anywhere.

Gorgon: *1-2 young; females encountered more often (85%) than males; sight of its face instantly turns victim to stone (RR, see Basilisk); the snakes' venom is 5th level special poison (Var. E) which paralyzes victim: mild, 1-5 rnds, moderate, 1-10 min, serious, 1-2 hrs, extreme, 1-2 days.*

Writhing serpents rather than curling tresses frame this charmer's face. Her nubile figure rivals the beauty of her visage, but a gorgon acquires few lovers. One glance at the lady's face turns the admirer to stone, if the venomous kisses dispensed by her snaky hair do not poison him first.

Unicorn (White): *1 foal; can use "Shield Mastery," "Lofty Bridge," "Elemental Shields," and "Spell Reins" lists (Ess) to 20th lvl; all poisons within 10'R of its horn are neutralized; if horn is removed (an extremely difficult task) the radius is only 6." Unicorns are able to freely utilize various Navigator Arcane lists.*

A beast of unequalled beauty, the unicorn resembles a graceful pure white horse with a single spiralling horn projecting from its forehead. The whorled horn can be either gold or silver, but always has an unnatural, metallic look about it. Unicorns, while intelligent, have an inscrutable outlook, and will almost never embroil themselves in mundane events. They are incredibly rare, but sightings seem to occur most often in the vicinity of Flow-storms. Unicorns are creatures of the Essænce and are apparently able to travel through the Planes with ease. All are highly intelligent, and follow their own mysterious paths.

GREAT SPIDERS

Lesser: *Arboreal; bite accompanied by a 2nd lvl muscle poison (variability B) or a 3rd lvl reduction poison (variability A); live in groups of 2-20; 1'-2'.*

Greater: *Bite accompanied by a 4th lvl muscle poison (variability B) or a 6th lvl reduction poison (variability A); live in groups of 1-10; 4'-8'.*

Major: *Nocturnal; bite accompanied by a 10th lvl muscle poison (variability B) or a 20th lvl reduction poison (variability A); loners; use spells (3xlv PP); 11'-20'.*

Giant spiders are huge predatory arachnids, the largest variety of venomous, eight-legged web-spinners. Armed with both reduction and muscle poisons, they lurk in large trees or rocky defiles, suspending themselves above their complex web traps. Groups build their traps along commonly used tracks or trails, leaving an opening for their wandering prey. As the unwary traveler enters the insidious silk canyon, the spiders close off the approach. Then, the spiders close on their victim, injecting a muscle poison. The paralyzed prey is bound in a cocoon of strong but valuable silk, carried off to the dark spider lair, and then suspended until dinner-time. Just before being consumed, the victim is injected with a reduction poison. This breaks its innards down into a savory jelly that the spider simply sucks out of the imprisoned body.

Major individuals of this race are often ascribed to be, at least in part, demons. Clearly enchanted, they are exceptionally large and are capable of casting spells. They augment their already considerable hunting skills and superb senses of smell and hearing with knowledge of the "Essence's Perceptions," "Detecting Ways," and "Spirit Mastery" lists (Ess, "Open" and "Closed"). Hunting as nocturnal loners, they live in remote regions, setting long-lived traps in caves and well-defined channels. Their sensitivity to subtle changes in pressures on the nearby ground (range 100') and along their two to three hundred foot wide webs is astounding.

RIDING & DRAFT ANIMALS

The following are a sampling of traditional beasts of burden—and a few unique to Kulthea.

CAMELS, LLAMAS, AND ALPACAS

Camels and their relatives, alpacas and llamas, are the principally domesticated members of the camel family. These beasts are noted for their unique two-toe foot structure, with wide, padded soles adapted to travel on soft, sandy soils. Their long necks support relatively small heads, and their teeth are designed to cut and chew tough, often thorny vegetation. Each has a three-chambered stomach which is ideal for digesting their vegetarian diet.

The two camel species, dromedaries and bactrian camels, both have large back humps that store fat and provide a food and water reserve for times of famine or drought. Dromedaries can store and lose amounts of fat equal to over 25% of their body weight and, in order to replenish their reserves, have been known to consume over 26 gallons (100 liters) of water in 5-10 minutes. Thus, both types are ideally suited for slow, steady travel in rugged, remote reaches. The one-hump, short-haired dromedaries are masters of the hot, arid desert, while the two-humped bactrian is less specialized and works well in cold or hot regions. In winter or in cool regions, the bactrian grows a long coat, but in warm climes it sheds its hair to become virtually naked. Their great strength allows them carry great loads, but they are generally slow animals (with exception of the racing dromedary) and are loud, temperamental, dirty, and given to spitting.

Alpacas and llamas are smaller than camels and have no humps. Both are domesticated forms of the guanaco, beasts adapted to high altitudes and arid or semi-arid locales. Rugged, fast, and lively, they are good pack animals and produce fine fleece. Although they cannot support a full grown man as can a camel, alpacas and llamas are superb climbers and can bear goods up seemingly invincible grades.

ELEPHANTS

The biggest typical land animals, elephants are huge herbivores and may weigh up to 13,000 lb. They are not above consuming as much as 450 lbs of vegetation in a single day. Elephants fan themselves with their large ears, feed themselves with a long prehensile trunk (actually an elongated nose and upper lip), and walk on thick, pillar-like legs which end in flat, padded feet. They use their size, their trunk, and a pair of curved ivory tusks when in combat. Although they rest at midday and twice in the night, they are otherwise constantly active.

Elephants have poor eyesight, but otherwise their senses are excellent. Young males may operate alone or in small groups, but elephants are primarily social beasts and prefer to travel in herds led by an old female. All rely on leaves, shoots, grass, and fruit for their diet, feeding and drinking with their nimble trunks.

HORSES, DONKEYS, AND MULES

Horses, mules, and donkeys are generally domesticated herbivores, members of the same family that contains the zebra and the wild ass. Hoofed beasts, they are adapted to fast, fluid running. (Their hoof is actually an extended third toe.) They live in herds and migrate between grasslands, depending on changes in supply and weather.

Donkeys are domesticated asses and, like their wild kin, are wonderful climbers. Tough and ornery, they live and travel in loose-knit troops rather than herds. Donkeys are difficult to work with and prefer to be active in the dark hours. Many folk prefer to use mules, the offspring of a mare and a male ass, for they are larger than donkeys and more rugged than typical horses.

Domesticated horses come in many varieties. Ponies are exceptionally rugged and often shaggy-haired creatures, well-suited to difficult climes. Plow horses and warhorses are huge breeds which are adapted to heavy work and cavalry warfare, respectively. Bred for short sprints (e.g., ¼ mile), quarterhorses are light, delicate, and swift. All of them can be mixed breeds or thoroughbreds, the latter referring to any pure-blooded horse.

KITH

Kith are large, strong mammals which resemble—at first glance—giant, six-legged panthers. These beasts are herbivores, however, and are clearly a strange experiment of the Lords of Essence. Agile and fast, they make excellent riding animals, and can carry a respectable amount of gear as well. Kith are fairly intelligent, and very loyal to their master. They can leap 20' laterally and 10' vertically, even when carrying 300 pounds. Kith fur varies in color from a light grey to coal black, and their eyes are a luminous green. While their short fur is fabulously thick and plush, it falls out after the animal is dead, so the animal is not valuable for pelts.

MAIREL

Not unlike a shorter version of the Terran giraffe, the Mairel is a fast runner, and while not particularly agile over rough terrain, is a good light steed. Its hide is generally light tan to brown in color.

REINDEER (CARIBOU)

Reindeer (or caribou) are large deer, the only species where both males and females grow horns. They vary in coloration, but all have large, heavily branched antlers. Herd animals, they travel in often huge, migratory groups that circulate between the tundra (in summer) and coniferous taiga forests (in colder periods). Lone adult males, however, are not uncommon.

Because of their preference for cold weather, their ability to ingest scrub and lichens, and their ability to negotiate rugged, snowbound terrain (they have wide two-toed hooves), reindeer are fine winter draft animals.

UNIQUE ARTHROPODS

Gemsting (Giant Scorpion): *Nocturnal predators; stinger attack injects a 6th lvl respiratory poison (variability A); 10"-18" pincers; 4'-6' body.*

Jadeback (Giant Beetle): *Nocturnal omnivores; bite accompanied by 4th lvl reduction poison (variability B); 4"-7" pincers; 5'-8' body.*

The giant spider is not the only huge predatory arthropod (invertebrate with a segmented body). Its relatives, the gemsting and the jadeback, are two other exceptionally dangerous foes.

The gemsting (or "giant scorpion") is another arachnid known for hunting large prey, including man. Stalking in rugged terrain, these sneaky creatures literally walk up and attack their quarry. Their quiet and patient manner often leaves its sleeping victim oblivious until the final strike. Fortunately, they are only found in desert regions of northwest Thuul.

Less subtle, but no less dangerous, the blue-green jadeback is also a nocturnal predator. These giant beetles are well-armored and have adapted to virtually any ecosystem. Jadebacks will eat virtually anything they can get their pincers on, which includes men. Their poisonous bite can slay even a hearty soul.

LAND BEASTS CHART

Type	Base Lvl	Max Pace/Rate	MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	#	Outlook Enc (IQ)
ENCHANTED BEASTS										
Basilisk (fly)	6F	80	FSpt/10	MF/MD	L/II	110F	12(30)	60LPi/50LCI/Spells/Special	1	Cruel(AV)
Black Unicorn	10G	160	Dash/40	BF/VF	L/I	200H	11(80)	200LHo/120MBa†/110MTst/Spells	1	Cruel(SU)
Cockatrice (fly)	5E	90	Dash/20	VF/MF	M/-	70D	3(60)	50MPi80/special†/50SCL20	1	Greedy(AA)
Gorgon (Medusa)	7F	50	Dash/10	MD/FA	M/—	90D	1(30)*	75We/40SSt(3x)/poison†/Special	1	Domin.(SU)
Unicorn (white)	10G	160	Dash/40	BF/VF	L/I	200H	11(80)	200LHo/120MBa†/110MTst/Spells	1	Good(SU)
Great Spiders										
Lesser	3C	60	FSpt/30	MF/FA	S/—	30D	3(30)	20SPi/40SSt/poison†/Special	2-20	Hungry(NO)
Greater	8F	80	Spt/20	MF/FA	M/I	160F	4(40)	70LPi/75LSt/poison/Special	1-10	Hungry(LI)
Major	20G	100	Dash/10	FA/VF	L/LA†	350G	12(60)	120HPi/90LHo/poison/Spells/Special	1	Cruel(HI)
RIDING AND DRAFT ANIMALS										
Type	Base Lvl	Max Pace/Rate	MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Stationary Attacks	Charging Attacks	Carrying EnCapacity Bonus
Camel	3C	50	Spt/10	SL/MD	L/—	140E	3(10)	40MBi100 *	30MBa100/40LTst†	450 -15
Donkey	3C	60	FSpt/40	MD/MF	M/—	90E	3(40)	40SCr60/40SBI40*	10MBa100/20STst†	300lb -10
Elephant	7E	120	Spt/10	FA/FA	H/LA	350H	12(20)	75HHo70/60LGr30/90MCRs† *	75HBa100/75HTst†	1000lb -10
Kith	5D	100	Dash/30	FA/MF	L/—	150F	4(25)	85LCI100/85LBI/120LCI	(same +20)	200lb -10
Llama/Alpaca	3C	100	FSpt/30	MF/MF	M/—	60D	3(20)	20SBI100 *	20MBa100/40MTst†	350lb 0
Mairel	2C	90	Dash/20	FA/MF	L/—	95F	3(25)	30LTs100	—	250lb -10
Mule	4C	90	Dash/20	MF/FA	M/—	110F	3(30)	40MCR60/40MTst\$/30MBi40 *	30MBa100/40MTst†	450lb -10
Plow Horse	2B	80	FSpt/10	MF/MF	L/—	130E	3(10)	10MCR30/30LTst\$/10MBi70 *	20MBa100/30LTst†	500lb +10
Pony	2B	70	Dash/30	MD/MF	M/—	75E	3(40)	30SCr40/20MTst\$/20SBI60 *	10MBa100/20MTst†	180lb +5
Quarterhorse	3C	110	Dash/30	FA/FA	L/—	110E	3(30)	30MCR70/40MTst\$/30MBi30 *	30MBa100/40MTst†	300lb 0
Reindeer/Caribou	2B	110	Dash/20	FA/FA	M/—	130E	3(15)	40MHo50/40MBa50/40LTst\$ *	30MBa100/40MTst†	350lb -10
Thoroughbred	4D	120	Dash/20	VF/FA	L/—	100D	3(20)	20MCR60/30MTst\$/20MBi40 *	20MBa100/30MTst†	200lb -5
Warhorse, Greater	6F	80	Dash/40	MF/VF	L/I	150G	3(40)	70MCR50/60LTst\$/60MBi50 *	50LBA100/60LTst†	400lb +30
Warhorse, Lesser	5E	90	Dash/30	MF/FA	L/—	140F	3(30)	50MCR50/50MTst\$/40MBi50 *	40LBA100/50MTst†	350lb +15
CARNIVOROUS MAMMALS										
Bears										
Large	10G	90	Spt/10	MF/MF	L/I	230G	8(30)	85LGr60/65LCI†/70MBi\$/90MBa40	1-5	Aggres.
Small	5E	80	Spt/20	MF/MF	L/—	150F	8(20)	60LGr60/50LCI†/50MBi\$/70MBa40	1-5	Aggres.
Cats										
Large	5D	100	Dash/30	FA/MF	M/—	100E	3(40)	40MCI40/60MBa60/60MBi\$	1-2	Aggres.
Small	3C	110	Dash/40	VF/VF	S/—	60D	3(60)	30MCI30/20SBI30/Both40	1-2	Aggres.
Cheetah	3C	180	Dash/30	BF/VF	M/—	70G	3(50)	60MBa100/70MBi\$/60MCI†	1-2	Aggres.
Dogs										
Large	4C	120	Dash/20	VF/FA	M/—	65G	3(40)	45MBi100	2-20	Aggres.
Small	2B	100	Dash/30	FA/FA	S/—	45F	3(50)	50SBI100	1-10	Normal
Ferret	2B	60	Run/40	MF/VF	S/—	30C	3(50)	40SBI100/40TCl†	1-2	Playful
Fishing Cat										
land	2B	90	Dash/40	VF/VF	S/—	50D	3(50)	40MCI40/30SBI30/Both30	1-5	Aggres.
Water	2B	30	Run/20	MD/MF	S/—	50D	3(30)	20SBI50/30MCI40/Both10	1-5	Aggres.
Housecat	1A	80	FSpt/40	FA/FA	S/—	10A	1(40)	10TCl50/0TBI20/†Both30	1-2	Normal
Lion	5D	100	Dash/30	FA/MF	L/—	150F	4(20)	85LCI100/85LBI†/120LCI\$	2-10	Aggres.
Mongoose	2B	70	FSpt/30	FA/BF	S/—	40C	3(70)	50SBI100/40SCL†	1-2	Normal
Mustelids/Civets										
Large	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	40MBi60/40SCL20/Both20	1-2	Inquis.
Small	1B	70	Run/40	FA/VF	S/—	35C	1(50)	50SBI00/40TCl†	1-2	Inquis.
Otter										
Water	2B	50	Run/30	MF/FA	S/—	50D	3(40)	40SBI	1-5	Normal
Land	2B	70	FSpt/30	MF/FA	S/—	50D	3(40)	40SBI	1-5	Normal
Raccoon	2B	60	Spt/30	MF/FA	S/—	40C	3(40)	40SBI50/30SCL30/Both20	1-2	Normal
Skunk	1B	50	Run/40	MD/FA	S/—	30B	1(40)*	30SBI100/20TCl†/Special*	1-2	Normal
Tiger	5E	100	FSpt/30	FA/VF	L/—	150F	4(30)	75LCL40/90MBa60/110LBI^	1-2	Normal
Wolf	3C	110	Dash/20	FA/FA	M/—	110E	3(30)	65MBi100	2-20	Aggres.
Wolverine	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	50MBi40/45MCI10/Both50	1-2	Belligerent
Unique Arthropods										
Gemsting	4D	80	Run/10	MF/VF	M/I	85D	12(40)	60LPi(2x)/80LSt/Poison	1-2	Hungry (NO)
Jadeback	2B	50	Spt/10	SL?MF	M/II	65D	20(10)	&0MPi/Poison	1-5	Hungry (NO)

HERBIVOROUS MAMMALS

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	#	Outlook Enc (IQ)
Anteater	1B	50	Spt/20	SL/SL	S/—	40D	3(30)	30MCl100/10TGr*	1-2	Timid(N)
Antelope-like Animals										
Small	1B	110*	Dash/40	VF/FA	M/—	55E	3(40)	20SHo80/20STs20	5-500	Jumpy(N)
Large	2C	130*	Dash/30	VF/FA	M/—	75F	3(30)	30MHo90/30MTs10	2-200	Timid(N)
Armadillo	1A	40	Spt/10	SL/SL	S/—	35D	12(30)*	20MCl100	1-2	Normal(N)
Beaver**	2A	40	Run/20	MD/MD	S/—	40C	3(35)	40SBi100	1-5	Timid
Buffalo/Bull	4C	90	Dash/10	MF/MF	L/—	150G	4(10)	50MHo50/60Lba50/70LTs^	1-50	Aggress.(N)
Deer	2B	130	Dash/30	VF/FA	M/—	70F	3(40)	20MHo90/20MTs10	2-20	Timid(N)
Elk	4C	110	Dash/10	FA/MF	L/—	190G	3(35)	65LHo50/50Lba50/60LTs†	4-40	Normal(N)
Giraffe	2C	110	Dash/20	FA/MF	L/—	85F	3(30)	30LTs100	2-10	Timid(N)
Koala	1B	30	Spt/30	SL/MD	S/—	35B	3(30)	20TCl100	1-5	Jumpy(N)
Mole	0A	10*	Spt/0	VS/SL	T/—	20A	1(30)	10SCL100	1-2	Jumpy(N)
Moose	3C	120	Dash/10	FA/MF	L/—	180G	4(20)	55Lba100/60LTs†	1-2	Normal(N)
Opossum	1A	20	Spt/10	SL/MD	T/—	10A	1(40)	0Tbi100/10TCl†/10TGr*	1-2	Timid(N)
Pangolin	2B	40	Spt/0	SL/MD	S/—	45C	12(30)	20MCl20/10TGr*	1-2	Normal(N)
Platypus**	1B	40	Run/10	MD/MD	S/—	30B	3(20)	20SPi40/30SCL60/Poison†	1-2	Timid
Rabbit/Hare	1A	100*	Dash/40	VF/FA	T/—	10D	1(50)	0Tbi100/10SBa(6)	1-10	Jumpy(N)
Rodents										
Large	1A	30	FSpt/10	MD/MF	S/—	15B	1(20)	10SBi100/20Tbi	2-20	Timid(N)
Small	0A	20	FSpt/20	MD/MF	S/—	8A	1(30)	20Tbi100/20SBi(6)	2-20	Timid(N)
Sheep (Male)	2B	110	Dash/50	FA/FA	M/—	45E	3(40)	60Mba100/50MTs§	1-10	Normal(N)
Sloth	2B	20*	Run/30	VS/MD	S/—	35C	3(20)	40MCl100	1-2	Timid(N)
Tapir/Pig	2A	90	FSpt/20	MF/MF	M/—	70D	4(20)	30Mba100/40STs†/40MCl§	1-5	Jumpy(N)
Wombat	2B	60*	FSpt/30	MD/MF	M/—	60C	3(30)	40MCl100	1-5	Timid(N)
Zebra	3C	110	Dash/30	FA/FA	L/—	120G	3(30)	40Mcr50/30Mba50/30MTs§	2-20	Normal(N)

** — These animals can swim at approximately the same speed.

Note: Female deer, cattle, sheep, antelopes, etc. have smaller horns than males or do not have horns at all, and thus usually attack only with hooves or a Horn attack one size smaller than the one given.

REPTILES AND AMPHIBIANS

Alligators/Crocodiles/Caimans										
Small, water	1A	40	Run/20	MD/MD	M/—	85D	7(20)	50MBi100/30SGr§/Special *	1-10	Aggres.
Land	1A	20	Run/0	VS/MD	M/—	5D	7(0)	30SBi50/30SBa50/50MBi§	1-10	Aggres.
Large, water	3C	50	Run/10	MD/MD	L/—	20E	7(10)	80Lbi100/80MGr§/Special *	1-10	Aggres.
Land	3C	30	Run/0	VS/SL	L/—	20E	7(0)	40MBi30/60Mba40/80Lbi§	1-10	Aggres.
Chameleon	0A	10	Spt/10	FA/VF	T/—	A	3(50)*	0TGr100/10Tbi§/20TGr§	1-10	Normal
Frogs										
Frog	0A	10*	Run/20	SL/FA	T/—	A	3(30)	0Tba20/0TGr80/20TGr§	1-10	Timid
Toad	0A	10	Run/10	SL/FA	T/—	A	3(40)	0Tba30/0TGr70/10TGr§	1-10	Normal
Tree Frog	0A	10*	Run/10	SL/FA	T/—	A	3(40)	0Tba30/0TGr70/10TGr§	1-10	Normal
Gila Monster	1A	15	Run/0	SL/MD	S/—	5C	3(30)	20SCL30/10SBi70/Poison	1-2	Normal
Komodo Dragon	5E	50*	Spt/10	MD/FA	L/II	10F	7(30)	60Lbi50/60Mba50/90LCL§	1-2	Aggres.
Lizards										
Small	0A	10	Dash/10	VF/FA	T/—	A	3(60)	0Tbi60/0TCl40/20SBi(6)	1-10	Normal
Large	1B	20	FSpt/0	MD/MD	S/—	0C	3(50)	10SBi50/20SCL30/Both20	1-10	Normal
Salamanders/Newts	0A	10	Run/10	SL/MD	T/—	A	4(30)	10Tbi100	1-5	Timid
Snakes										
Boa/Python	3C	30	Run/0	VS/MD	L/I	5F	3(0)	70MBi30/60MGr70/90LGr§	1-2	Aggres.
Cobra	2B	40	Spt/20	SL/VF	S/—	0B	1(40)	30SSt100/Poison†/Special *	1-2	Aggres.
Non-Poisonous	0A	40	Spt/10	SL/VF	S/—	0B	1(40)	20Tbi100/0SBi(6)	1-5	Normal
Pit Viper	2A	40	Spt/20	SL/BF	S/—	0B	1(40)	40SSt100/Poison†	1-2	Aggres.
Sea Snakes	1A	30	Run/10	SL/FA	S/—	0B	1(40)	30TSt100/Poison†	1-2	Normal
Viper	1B	40	Spt/10	SL/VF	S/—	5B	1(30)	20SSt100/Poison†	1-2	Normal
Tortoises/Land Turtles										
Small	0A	5	Run/0	CR/VS	S/—	0B	2(30)*	10TPi100	1-2	Passive
Large	1B	10	Run/0	CR/VS	M/—	0D	2(20)*	20SPi100	1-2	Passive
Turtles, Aquatic&Land										
Small, water	0A	30	Run/10	SL/SL	S/—	0B	12(20)*	20SPi90/30Tba10	1-2	Passive
land	0A	5	Run/0	CR/SL	S/—	0B	12(20)*	0SBi100	1-2	Passive
Large, water	2B	40	Run/10	MD/MD	M/—	0E	12(0)*	50MPi70/60SBa30	1-2	Passive
land	3C	10	Run/0	CR/SL	M/—	0E	12(0)*	20Mbi100	1-2	Passive

3 DRAGONS

A noble and mysterious race, dragons are among the most potent and terrible of all creatures. They are huge yet agile, bright but vain, enchanted but physical, and learned yet savage beasts. Dragons are the embodiment of all natural forces of knowledge, motion, strength, and magic, be it for defense or offense. No other creature epitomizes such a wondrous blend of attributes.

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

Internally, dragons have a mystical configuration. Their enchanted blood is always caustic and frequently corrosive, and their foul secretions exceptionally acidic.

Great drakes reside in many remote or devastated locales, but all prefer to live in cavernous lairs. These chambers have narrow mouths, just large enough to admit a dragon with backswept wings. Passages within the cavern may be just as confining, although a dragon’s nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a great drake travels, however, stench and acid-etched markings serve as a trail.

Dragons are generally very intelligent and enjoy battles of logic and wit. Skilled in many tongues and adept at understanding subtle inflection, they are masters of conversation and debate. Riddles and puzzles fascinate them, for word games provide these magnificent beasts with rare challenges. A great drake can be swayed by trickery in situations where weaponry or spells would do nothing but sow the speaker’s doom. Still, dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and façades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve fear; but then again, a great drake always assumes that it is being held in awe.

Although dragons are disarmingly perceptive, they are amazingly boastful and self-centered, and invariably consumed with pride. They revel in flattery and bask in other’s adoration. Signs of fearful panic spur them on. A great drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although dragons are capricious, they are quick to anger and despise disrespect.

Most dragons live alone, apart from their (single) mates. Males and females are similar in habits and size, although the latter are less apt to move their lairs. This is particularly true during the prolonged and elaborate courting period, when the male makes a pilgrimage to his mate’s home. There he will conduct a ritual dance (be it at sea, on ground, or in the air) and combat any pretenders or rivals. After a few days of breeding, the male departs for 10-100 years, and, six months or so later, the female lays 1-10 eggs. These hatch in another six months. (Little dragons use their sharp horns to break out of their tough, hard-rubbery shells.) It is during these long days that dragons are most fearsome.

Great drakes sleep a lot and, even when awake (50% of the time when active, 10% of the time when hibernating), while away the hours while reclining on beds of wealth in their treasure-laden lairs. Once they clear (devastate) the region around their chosen abode, making it safe for habitation, they spend some time gathering a hoard. Slaughtering their prey, they cower the countryside and then retreat into their cavernous home until they grow restless, irritated, or bored. All dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their bizarre metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lie dormant for years. Some (10%) lie in one place long enough for jewels, gems, or coinage to become permanently embedded in their undersides.

A dragon’s weapons are legion. Their huge claws, whip-like tails, and massive, multi-rowed teeth enable them to physically overpower most any beast. The beat of a dragon’s wings can stir the ground with a fierce whirlwind, doubling the spreading speed of a fire and making all maneuvering difficult (-75). They can use spells like the best of men (when not in melee), and breathe with deadly vigor. Even their blood is dangerous, for its burning acids will eat through almost anything (for each exposure, treat it as a point-blank +50 Fireball, using the Acid Critical table located in the back of this book). Their great (4-40 lb) horns—renowned for their enchanted musical, weapon-making, and curative properties—are coveted by artisans, physicians, and kings (at 5 gp/oz raw or 2000 gp/whole horn). When made into a bugle, their sound carries 2-20 miles; as fronting for a composite bow, they make it a magic dragon-slaying weapon and bestow a +25 bonus (1 bow/horn core). When ground (1-10 doses/horn), the horn is an antidote for all drake venoms (e.g., wyvern stings) and toxins (e.g., dragon-blood burns), as well as being a cure-all for any damage done by a dragon’s breath (if the victim is still alive).

As noted, dragons are accomplished spell users. Some employ spells to augment their brute strength, while others prefer to rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magicks vary with the sub-race and individual, but all possess knowledge of the *Spirit Mastery*, *Spell Reins*, *Dispelling Ways*, and *Essence’s Perceptions* spell lists (Ess, Open and Closed). In addition, their enchanted senses of smell, hearing, sight (they have perfect infravision), and intuitive feeling give them the inherent ability to discern illusions (when they may make a RR as if half their usual lvl) and invisible beasts (multiply their “Presence” spell range by their lvl).

The defenses of a great drake are nearly as formidable. Immune to the elements (fire, ice, light, air, and water) and highly resistant to spells, they are rarely bothered by incantations. Their scaly skin forms a natural armor of multi-layered, overlapping plates. Even their softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g., the eyes) and their strange “birth spots,” places where scales mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a death blow. Dragon-slaying arms seek these places. Young drakes, of which there are few, have softer, less-developed hides, and are of course more vulnerable... although no dragon can be called weak.

DRAGON VARIETIES

Over time, drakes have adapted to many conditions. The great drakes, those creatures that have a breath weapon, are no exception. They come in many colors—usually grey or black, or some warm hue such as red, gold, or brown—and some have an exceptionally unique appearance.

Cold Drake: *May attack with coldbreath (CBr; 1x/min; 50 times/day; ice bolt range 500'; cone length 300'; cone base 50'); employs spells (3xlv PP); 15% winged; 30'-80' body, 50'-120' wingspan.*

Cold drakes are frequently grey-white or even white and live in cool or frigid climes. They are proportionally bulkier than other dragons and although relatively few (15%) have wings, are good swimmers. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No dragon can go so far on so little, and no dragon is as likely to physically attack its enemies. In addition to their other spells, cold drakes know the "Ice Law" and "Delving Ways" lists (Ess, "Magician Base" and "Open").

Fire Drake: *May attack with fiery breath (FBr; 1x/min; 50 times/day; bolt range 500'; cone length 300'; cone base 100'); employs spells (3xlv PP); 60% winged; 30'-90' body, 50'-140' wingspan.*

Fire drakes are the most common of the dragons. They live in well-removed lairs in every clime. The oldest of sub-races, they are versed in the ways of all beasts and all realms. Large and graceful, they are suited for land or sky and make poor swimmers.

Fire Drakes are typically red or reddish gold, but many are grey, black, brown, and/or gold. Confirmed sightings of green or greenish-gold fire drakes, however, indicate that these creatures are unrestricted as to hue. Not surprisingly, fire drakes know the "Fire Law" and "Spell Reins" lists (Ess, "Closed").

Gas Drake: *May attack with gaseous breath (GBr; 1x/min; 40 times/day; cone length 100'; cone base 100'); employs spells (3xlv PP); 20% winged; 40'-70' body, 60'-100' wingspan.*

Gas drakes are commonly marsh creatures, although they are known in the wild heath of remote moors. Grey, green, black, or brown, they blend into the foliage of forested swamps. There they wade in stagnant pools, occasionally diving for snacks. With the exception of sea drakes, they are the best swimmers among the dragon sub-races. Gas drakes surround themselves with sickening odors and fetid mists, creating a sense of death in their land. This allows them privacy, for their gaseous breath is unsuited to the complete devastation of the local countryside. Wise and cunning in the arts of enchantment, they prefer to trap their prey. Gas drakes know the "Confusing Ways" and "Liquid Alteration" lists (Ment, "Mystic Base"), also the "Lesser Illusions" list (Ess, "Open").

Light Drake: *Most nocturnal (80%); may attack with electrified breath (LBr; 1x/min; 25 times/day; bolt range 300'; cone length 200'; cone base 40'); employs spells (3xlv PP); 80% winged; 25'-60' body, 40'-90' wingspan.*

Light drakes, are comparatively rarer and more fragile than other drakes, albeit more dangerous. Their electrified breath is akin to a bluish lightning bolt and is one of the more frightening weapons in all of dragonkind. Generally black, bluish black, sky blue, or black-gold, light drakes are nocturnal predators. They are restless (hyperactive by dragon standards) and, as drakes go, are peerless fliers. Their lairs are always in remote highlands, where storms are near and the air is clear. Since they favor thunderous electrical storms, the battered heights provide them with ideal lodgings. Light drakes have command of the "Light Law" and "Detecting Ways" spell lists. Fair swimmers, they move 20% of their usual pace while in water.

Sea Drake: *May attack with watery breath (WBr; 1x/min; 100 times/day; bolt range 300'); can submerge for 2 min/lvl; employs spells (2xlv PP); 2% winged; 25'-70' body, 15'-40' finspan; 40'-95' wingspan.*

Sea drakes are almost always wingless, and therefore confined to the land and the deeps. Superbly streamlined, those that do not fly have modified wings, fins which enable them to propel themselves at an incredible pace while at the water's surface and quite fast even when submerged.

Sea drakes live in caverns with submarine entry-ways and prey on other waterbeasts and ships. They have no gills; instead they rely on their huge lungs and their ability to conserve oxygen when diving (safely 2 minutes per level). In this they are like seals. Striking from below, they can hurl themselves out of the water and make gliding leaps of up to 300 feet (or 75 vertical feet). Even in "flight," they can spray their quarry with stunningly powerful water bolts or resort to their modest arsenal of spells. Their incantations include those common to all dragons, as well as the "Water Law" spell list (Ess, Base Magician).

LESSER DRAKES

Air Drake: *Nocturnal hunters; nest in cliff nooks or giant trees; 20'-40' body, 30'-60' wingspan.*

Land Drake: *Agile climbers; nest in caves, breaks, or glens; 50% use spells (2xlv PP); 20'-50' body (including 7'-15' tail).*

Cave Drake: *Bite accompanied by burning acidic saliva attack (with crit, delivers heat crit 1 severity higher); nest exclusively in caves; -50 in natural daylight; 15'-40' (including 5'-12' tail).*

Water Drake: *Almost exclusively aquatic; live in coastal caves; vert leap 30', horiz leap 100'; 25'-60' body (including 8'-20' prehensile tail).*



SEA DRAKE

DRAGONS & OTHER FELL CREATURES CHART

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	AT Hits	# (DB)	Attacks	Outlook Enc.	(IQ)
DRAGONS (Great Drakes)										
Cold Drake (land, 15% winged)										
Young	10G	170	FSpt/20	FA/VF	H/LA	400G	12(60)	80HBi/100HCl/90HBa/60HHo/50CBr/60IBr*	1	Varies(AA)
Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120HBi/120HCl/120HBa/80HHo/60CBr/80IBr*	1	Varies(SU)
Old	50G	130	Spt/0	FA/FA	H/SL	650G	20(65)	150HBi/130HCl/150HBa/90HHo/75CBr/100IBr*	1	Varies(HI)
Fire Drake (air, 60% winged)										
Young	10G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70HBi/120HCl/80HBa/50HHo/80FBr*	1	Varies(HI)
Mature	38G	200	FSpt/15	VF/FA	H/SL	450G	16(50)	100HBi/140HCl/110HBa/70HHo/100FBr*	1	Varies(VH)
Old	66G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125HBi/150HCl/130HBa/90HHo/120FBr*	1	Varies(EX)
Gas Drake (land, 20% winged)										
Young	10G	140	FSpt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr*	1	Varies(HI)
Mature	20G	120	FSpt/15	FA/FA	H/SL	350G	20(40)	100HBi/100HCl/100HBa/80HHo/GBr*	1	Varies(VH)
Old	30G	100	FSpt/10	MF/FA	H/SL	400G	20(50)	120HBi/120HCl/120HBa/90HHo/GBr*	1	Varies(EX)
Light Drake (air, 80% winged)										
Young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60HBi/80HCl/60HBa/90HHo/100LBr*	1	Varies(SU)
Mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80HBi/100HCl/70HBa/100HHo/120LBr*	1	Varies(HI)
Old	60G	220	FSpt/10	VF/FA	H/SL	450G	12(50)	90HBi/110HCl/80HBa/110HHo/140LBr*	1	Varies(VH)
Sea Drake (water, 2% winged)										
Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/40HHo/90WBr*	1	Varies(AV)
Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/60HHo/120WBr*	1	Varies(AA)
Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(50)	130HBi/90HCl/180HBa/80HHo/150WBr*	1	Varies(SU)
LESSER DRAKES										
Air Drake (air, 100% winged)										
Young	6F	300	Dash/40	BF/VF	H/LA	150G	11(80)	50LBi/90HCl/50Lba/70LHo*	1	Varies(AV)
Mature	15G	280	Dash/25	BF/VF	H/SL	200G	11(50)	60HBi/110HCl/60HBa/70HHo*	1	Varies(AA)
Old	25G	240	Dash/10	VF/FA	H/SL	300G	12(40)	80HBi/120HCl/70HBa/80HHo*	1	Varies(SU)
Land Drake (land, 0% winged)										
Young	6F	180	Dash/25	VF/VF	H/LA	250G	11(60)	80Lbi/90LCl/90HBa/60LHo*	1	Varies(AA)
Mature	18G	160	Dash/15	VF/FA	H/SL	350G	19(40)	100HBi/100HCl/100HBa/70HHo*	1	Varies(SU)
Old	30G	140	FSpt/10	FA/FA	H/SL	450G	20(50)	110HBi/110HCl/110HBa/90HHo*	1	Varies(HI)
Cave Drake (land, 0% winged)										
Young	6F	160	Dash/30	VF/FA	H/LA	200G	11(60)	80Lbi/50LCl/50Lba/70LHo*	1	Varies(IN)
Mature	13F	140	FSpt/20	FA/FA	H/SL	250G	19(40)	90HBi/50HCl/50HBa/80HHo*	1	Varies(MD)
Old	20G	120	FSpt/10	MF/FA	H/SL	300G	20(30)	100HBi/60HCl/50HBa/90HHo*	1	Varies(AV)
Water Drake (water, 0% winged)										
Young	6F	140	FSpt/40	VF/FA	H/LA	180G	11(60)	100Lbi/50LCl/90HBa/50LHo*	1	Varies(IN)
Mature	15G	120	FSpt/30	FA/FA	H/SL	240G	12(40)	110HBi/50HCl/100HBa/50HHo*	1	Varies(AV)
Old	25G	100	FSpt/20	FA/MF	H/SL	350G	16(40)	120HBi/50HCl/110HBa/60HHo*	1	Varies(AA)
WYVERNS (Minor Drakes)										
land	8F	180	Dash/50	BF/VF	H/LA	200G	19(35)	70LCl/110HSt/poison†/80Lbi/poison†	1	Hungry(LO)
water	6F	150	Dash/50	BF/VF	H/LA	180G	16(45)	90Lba/60LCl/100HHo/poison†	1	Hungry(LI)
winged	10G	300	Dash/50	BF/VF	H/LA	160G	12(65)	50LCl(2x)/90HSt/poison†	1	Hungry(LI)
Hydra	20G	100	Run/10	MD/VF	H/SL*	380G	19(40)*	150HBa/90Lbi(3-9x)/60FBr(3-9x)	1	Hostile(IN)
Cave Worm	10G	50	Spt/0	SL/MD	H/LA	160H	12(20)	90HGr/110HHo/120Lbi^ [Heat]	1	Hungry(VL)

* — Special. ** — On ground movement rate is 1/4 of that given, "run" is the maximum pace, the DB is halved, and claw (Cl) attacks cannot be used.

Attack Patterns for Drakes: (wyverns and fell beasts [see flying beasts table] follow a similar pattern)

Each round while *in flight*, a drake may:

- 1) use its breath weapon (if able) *and* if diving on a target, it may also use:
 - a) its horn attack (roll each critical twice and take both results) or
 - b) its claw attack (can be used as a HGr attack to attempt to grab smaller targets) or
 - c) its bash attack (can be used as a HCr attack with double damage in an attempt to land on a smaller target).

On land or in the water a drake may use:

- 1) its breath weapon (if able to) and one claw attack or one bash attack or
- 2) its horn attack and one claw attack and its bash attack (tail) or
- 3) its bite attack and one claw attack and its bash attack (tail) or
- 4) two claw attacks and its bash attack (tail).

Effects of Age on Drake Statistics: In the table above, the statistics for drakes are classified according to age; however, several other capabilities and characteristics given also vary with age:

- 1) The ranges (bolt range and cone length and base) given for breath weapons in the descriptions for dragons are for 'mature' and 'old' dragons. The ranges for 'young' dragons are only half of the given ranges. In addition, a 'young' drake can only use its breath half as often as indicated in the descriptions.
- 2) 'Young' drakes of a given type fall into the lower half of the size ranges, 'mature' drakes fall into the middle half, and 'old' drakes fall into the upper half (so there is some overlap of size and age combinations). Roll (1-100 open-ended) to get an estimate of exact sizes.

Changes in Base Movement Rate due to Environment: The base movement rates above for drakes and wyverns are for movement in their primary environment (air, land or water; listed after the creature type above). The chart below gives the percentage of primary base movement rate which may be used in other environments. In parentheses after the percentage is the actual base movement rate for a 'mature' drake of the given type. A dragon in flight must be in a dive to achieve a 'pace' of 'FSpt' (x4) or 'Dash' (x5, a power dive). No drake may 'FSpt' or 'Dash' *underwater*.

	Winged In Air	Winged On Land	Unwinged On Land	Unwinged In Water
Cold Drake	120%(180)	50%(75)	100%(150)	30%(45)
Fire Drake	100%(200)	30%(60)	70%(140)	10%(20)
Gas Drake	150%(180)	75%(80)	100%(120)	50%(60)
Light Drake	100%(250)	20%(50)	50%(125)	10%(25)
Sea Drake	100%(100)	10%(10)	50%(50)	100%(100)
Air Drake	100%(280)	25%(70)	NA	10%(28)
Land Drake	NA	NA	100%(160)	25%(40)
Cave Drake	NA	NA	100%(140)	50%(70)
Water Drake	NA	NA	10%(12)	100%(120)
Land Wyvern	NA	NA	100%(180)	10%(18)
Water Wyvern	NA	NA	NA	100%(150)
Winged Wyvern	100%(300)	25%(75)	NA	5%(15)



Lesser drakes resemble the great drakes (dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly and less numerous brethren. These creatures possess no breath weapons and, with the exception of the land drake, only rarely (10%) cast spells. They are, however, quicker than dragons.

Lesser drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the great drakes.

Note: Treat lesser drakes that use spells as having one list per 5 lvls. Lesser drakes know spell lists up to their own level and receive two PP per level.

WYVERNS (MINOR DRAKES)

Land: *Agile climbers; nest in highland caves or huge, hollow trees; bite or tail-stinger attack injects muscle poison; 15'-30' body (including 5'-10' prehensile tail).*

Water: *Exclusively aquatic; live in submarine caves; horn or stinger attack injects nerve poison; vert leap 35', horiz leap 200'; 20'-40' body (including 7'-13' prehensile tail).*

Winged: *Nest in highland caves or atop pinnacles or giant trees; tail-stinger attack injects nerve poison; 5% in water; 15'-25' body, 25'-45' wingspan.*

Like the lesser drakes, wyverns do not have a breath weapon; nor do they employ incantations. Instead, they rely on their superb agility and deadly venoms. Land wyverns have muscle poison glands in their mouths and tails, with ducts through their 5" fangs and barbed tail-stingers. Water-based varieties deliver a nerve poison through their two foot-long horns, while winged wyverns rely solely on their venomous tail barb. (Unless otherwise specified, a wyvern's level is equal to that of its poison).

Wyverns are smaller and more gracile than either dragons or lesser drakes. They are also less intelligent, scoffing at word games and trite conversation. Instinctive and physical, they are active, predatory hunters who spend little time (20%) asleep or confined

at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences.

Hydra: *Regenerative heads; each head emits fiery breath (standard FBr; 1x/min; 10x/day); cone base 25'; 5'-10' necks, 7'-15' body, 7'-15' tail; primary head and body defend on super large crit table, other heads use large crit table.*

Hydras are flightless relatives of dragons, dull-witted, multi-headed creatures seemingly spawned by some heinous nightmare. Fully scaled, their armor rivals that of great drakes. Their appearance is akin to a fat serpent with a long neck and tail, two strong legs, and a pair of small arms. Most have nine heads, but some have as few as three (01-05 = 3; 06-09 = 4; 10-14 = 5; 15-17 = 6; 18-22 = 7; 23-25 = 8; 26-100 = 9). These fanged skulls operate independently and, if killed, each neck will split and regenerate as two new heads in 2-20 rounds. Only a cauterized (as from a flaming sword) wound will stay this horrible process. One head, however, serves as the original (and immortal) core. It cannot regenerate, nor can it be stunned; but if slain, the hydra perishes. Alternatively, one can kill a hydra by destroying its body.

Each hydra head possesses the power to speak and breathe fire, and some (5%) have heads which use individualized breath weapons.

Cave Worm: *Blind and exclusively subterranean; -75 in natural daylight; moves 25'/rd through packed earth, 5'/rd through solid rock; crit from bite accompanied by heat crits of every lesser severity (same roll); prehensile tongue grapples from 10'; 24'-26'.*

Cave worms are colorless, legless drake-like beasts, huge and foul subterranean serpents. Oozing a rancorous, acidic slime, they wind through caverns and chasms and slither through earth and rock. Their repugnant excretions soften all but the hardest of substances, while the six three-foot horns that encircle their bizarre head cut through obstacles. In this way they move directly toward their prey, meals which they track using their uncanny senses of hearing, smell, and feeling. Omnivorous, they eat anything, even stone, although their preferred delicacy is bone. Six-inch fangs enable them to tear through armor with casual unconcern, and their pungent acids act to melt their fodder.

4·FLYING BEASTS

Fell Beast: *Nocturnal hunters; nest in cliff nooks or atop rock spires; 15' - 25' body, 20' - 30' wingspan.*

Spawned from the line of flying cold drakes, fell beasts look much like small armless dragons. Although they lack the dragon's breath weapon, their powerful talons and huge jaws down most any adversary. Most (75%) of these winged nocturnal predators live in "flights" of 1-10, starting their encircling searches from open nesting areas set high upon virtually inaccessible outcroppings or stone pillars. Agile, strong, and moderately bright, they can be cowed or tamed, making them fine (but invariably evil) air steeds.

Gargoyle: *4-8 young; 5-7' wingspan.*

Winged lizards or goblins of stone, gargoyles resemble statuary when still, but rarely display uniformity. Some possess fangs while others have beaks; one is fox-sized, another man-sized; this one flies on bat wings, that one on bird wings. All covet bright, shiny things, which they hoard in concealed nooks. Gargoyles frequent monumental stone buildings, posing on the capital of a column, then moving to a cornice. Skilled counterfeits of architectural ornamentation, gargoyles are difficult to perceive and recognize except when in motion.

Griffin/Gryphon: *1 cub; 30' wingspan.*

The scent of warmblood exerts a compulsion akin to battle-lust in the savage gryphon, drawing it into combat with a swiftness unsurpassed by that of hunger. Metallic plumage clothes its eagle's head and wings, and feathers conceal the razor-sharp talons of its forequarters. Tawny fur covers its lion's hindquarters. Captured in its youth and intensely trained, the gryphon can become a fierce, loyal steed, obedient to none save its rider.

Hippogriff: *1 foal; 30' wingspan.*

Wary of men, the hippogriff dwells among the lonely crags of deserted mountains. It shares the eagle-like forequarters and wings of the gryphon, but the hippogriff's ears and hindquarters are equine. A frisky disposition leads the hippogriff to play among the winds and thermals of the sky, where it occasionally falls victim to the more fierce leonine gryphon.

Pegasus: *1 foal; 35' wingspan.*

Remote alpine valleys secure privacy for the shy Pegasus. Meadow grasses and flowers underfoot, winds whistling through the peaks above, and the company of its own kind satisfy the simple desires of this winged horse. The lure of excitement and change draws a few from their secluded abodes into the wide world. Men driven by greedy hearts steal others at foalhood to rear as steeds. Abducted pegasi often kill their cruel masters to escape and return home. Those who leave willingly in search of adventure form friendships, finding pleasure in carrying such friends on their backs.

FLYING BEASTS CHART

Type	Base LVL	Max Pace/Rate	MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	# Attacks	Enc.	Outlook (IQ)
Fell Beast	12G	320	Dash/30	BF/VF	H/LA	240H	11(40)	80HCl/60LBa/90LBi		1-10 Bellig.(LI)
Gargoyle	5D	80	FSpt/30	MF/FA	M/@	80F	16(35)	60LCl/40MBi†/50We		1-10 Greedy(IN)
Griffin/Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90LCl/60LBa/100MPi†Both		1-2 Bellig.(LI)
Hippogriff	9F	120	Dash/40	FA/FA	L/I	180G	8(20)	90LCl/75LPi/Both		1-2 Carefre(MD)
Pegasus	6F	140	Dash/40	VF/FA	L/I	150G	3(40)	50MBa/60MTst/40MBi		1-5 Timid(AV)
Roc **	10G	180	FSpt/10	BF/FA	H/LA	400G	4(60)	140HCl/90LBa†/120HPi§		1-2 Bellig.(VL)
Stearidan	5E	120	Dash/20	FA/FA	L/I	200H	3(50)	70MBa/80LTs/50MBi		1-5 Normal(VL)
Thyfur **	10G	140	Dash/40	VF/FA	L/I-	200G	4(40)	100HCl/80LPi		1-2 Aggres.(AV)
Birds										
small	0A	70	Dash/30	FA/FA	T/—	5A	1(70)	00Pi50/0TCl150/0SCL(6)		1-200 Timid
large	1A	100	Dash/30	FA/FA	S/—	8A	1(50)	0SPi50/0SCL50/20MCL(3)		1-100 Timid
Bats										
small	0A	50	FSpt/40	VF/VF	T/—	4A	1(60)	10TBi100/20SBI(6)		1-100 Passive
large	1A	90	Dash/30	VF/VF	S/—	10A	1(60)	20SBI100/30MBi(3)		1-50 Normal
Gliders										
Flying Lizard	0A	20	Jog/0	SL/SL	T/—	8A	1(30)	0TBa100/10TPi /10Sba(6)		1-5 Passive
Flying Fish	0A	25	Run/10	MD/MD	T/—	2A	1(40)	10TBa100/0TBi /20Sba(3)		5-50 Normal
Flying Frog	0A	10	Jog/0	VS/SL	T/—	5A	1(20)	0TBa100/0Sba(10)		1-5 Timid
Gliding Mammal	0A	30	Run/20	MD/MD	S/—	15A	1(30)	10TBa100/0SBI 20SBI 4		1-10 Normal
Bee/Wasp	0A	30	Dash/30	MD/VF	T/—	1	1(40)	0TSt80/0TPi20/20TSt(10)		1-300 Normal
Condor	4C	100	Spt/10	FA/MF	M/—	90E	1(30)	50LCl100/45MPi 4		1-2 Passive
Eagle	3C	130	Dash/20	FA/FA	M/—	30E	1(30)	50MCl100/35SPi 4		1-2 Aggressive
Falcon	2B	200	Dash/40	VF/BF	S/—	20E	1(60)	45SCL100/20SPi 4		1-2 Aggressive
Hawk	2B	150	Dash/30	VF/BF	S/—	25B	1(50)	40MCl100/25SPi 4		1-2 Aggressive
Owl	1A	100	FSpt/20	FA/FA	S/—	20A	1(50)	35SCL100/10SPi 4		1-2 Normal
Penguin	3B	80	Spt/30	MF/MF	S/—	35B	1(30)	30SPi100 1-50		Passive

* — Special.
 ** — On ground, movement rate is G of that given, "run" is the maximum pace, the DB is halved, and claw (Cl) attacks cannot be used.
 Note: These statistics are for the given creatures in flying mode.

Roc: 1-3 young; 80-120' wingspan; treat claw attacks as "magic" against large or super-large creatures.

A survivor from primeval eras, the roc remains one of the largest birds hunting the skies. Its strength can easily lift an elephant to the clouds, while its talons and razor-edged beak challenge the might of dragons. Silk-black plumage gleams from the roc's colossal form, and malevolence shines from its yellow eyes. A grove of great trees supports the tangled mass of its nest at their tops. Piles of bones (and rusted weapons) testify to the roc's carnivorous nature and bloated appetite.

Steardan: 1 foal; 35' wingspan.

Perfect reflections of the graceful pegasi, steardan mirror their cousins in form alone. A steardan's intelligence, although remarkable, is suited to a beast. As steeds, steardan display fierce loyalty, and they make excellent warhorses.

Thyfur: 1-2 young; 30' wingspan; usually accompanied by rider.

More companionable than the Great Eagles whom they resemble, the thyfur form enduring friendships with men and women, rarely parting from the rider of their choice. Bird and rider shelter in a shared cave, hunting together to supply their meals, and flying together to furnish their pleasure. Thyfur normally inhabit the glacial mountains, invigorated by the icy cold of winter and refreshed by the brief, chill spring.

5 SHAPECHANGERS

Wherever a shapechanger exercises the aberrant possibilities of a mutable form, confusion spreads through civilization like ripples in still water. Doubt and horror grip the witness of a shapechanger's fluid metamorphosis from woman into tiger or serpent into king. Which is real: woman or cat, snake or king? The insane imagery relayed by the outraged senses persists as an hallucination straight out of nightmare. Unwitnessed transformations permit subtler delusions. The contradictory decrees issued by a monarch, the unexplained mutiny of an army, or a new coolness displayed by one's wife all suggest the tampering deceit of a shapechanger.

LYCANTHROPES

Werebear: Infection (10%); unharmed by non-magic, non-silver weapons while in beast form; slow to anger in bear form.

Werejackal: Infection (5%); unharmed by non-magic, non-silver weapons while in beast form; cowardly and sneaky in jackal form.

Werewolf: Infection (10%); unharmed by non-magic, non-silver weapons while in beast form; occasionally maintains the partially transformed shape of a wolf-man.

During the hours of darkness between dusk and dawn, the phase of the moon Orhan (or sometimes the other moons, depending on the nature of the change) affects the shape assumed by lycanthropes. The new moon helps a werebeast to retain his human form, while the full moon tries to mold him into a beast. With morning, the sun's brilliance conquers the moon's gentler elegance, restoring to werecreatures more control over their humanity. Strength of will and experience help free some from the dominion of these luminaries; both in inhibiting the transformation when it is undesired and in aiding the transformation when it is desired.

False rumors imply that wounds received from werebeasts invariably cause lycanthropy in the injured. Actually, the syndrome is rarely transmitted in this fashion (percentage chances of such "infections" are given above). Only the offspring of werebeasts consistently inherit the shapechanging skill, a phenomenon that manifests at puberty. The first plunge into the night-world of bestial passions drowns human reason, but practice facilitates its retention. Werebeasts progress from innocence to altruism or villainy, choosing as Men, Elves and other free-willed races do.

TRANSFORMATIONS

The werebeasts given above are a list of the most common forms. A GM may decide to use any type of animal as the base for a lycanthrope in his world. Similarly, lycanthropes are usually men in their humanoid form; but a GM may use any race he wishes.

Transformations: The chance of transformation into beast form varies depending upon the phase of the moon—normally Orhan—at night, the lycanthrope's "control" skill bonus (treat as a secondary skill modified by SD), and several other factors. In any "tense" situation and every time the moon rises or daybreaks, a transformation roll must be made. When the lycanthrope wants to change at other times, he may concentrate for one round and make a transformation roll. After the roll (1-100 open-ended) is made, the lycanthrope's "control" skill (and stat) bonus is added (he does not want to take beast form) or subtracted (he wants to take beast form). Then any applicable modifications are added. If the result is negative (or 0), the lycanthrope takes on (or remains in) beast form. If the result is positive, the he takes on (or remains in) human form.

Control While in Beast Form: If the circumstances dictate it, the GM may require a lycanthrope to make a control roll. The lycanthrope's "control" skill bonus, Self-discipline stat bonus, and any applicable modifications (see above) are added to a roll (1-100 open-ended). If the result is 50 or under, the lycanthrope acts as an animal of his type would; if it is 51-100, the human part has partial control; and if it is over 100, the human part has full control.

SHAPECHANGERS (LYCANTHROPES) CHART

Wereboar	6E	90	Dash/30	MF/FA	M/—	120E	4(40)	70MHo/70MBa†/60STs†	1-2	Belligerent(—)
Wererat	3C	60	Dash/20	MD/FA	M/—	50E	4(30)	Both — 40MBi/30SCl(2x)	1-10	Greedy(—)
Weretiger	10G	110	Dash/40	VF/VF	L/I	150F	4(40)	95LCI/110MBa/130LBi^	1	Protect(—)
Werebear	8F	100	FSpt/30	FA/FA	L/II	250G	8(40)	110MBa/90LGr/75LCI@/80MBi^	1	Aloof(—)
Werejackal	5E	120	Dash/40	FA/FA	M/—	80G	3(50)	60MBi	1-5	Greedy(—)
Werewolf	7F	130	Dash/30	VF/VF	M/—	130E	4(50)	Both — 70MBi/60SCl	1-5	Aggres.(—)

Note: For creatures with a human form and a beast form, the stats given are for its beast form unless stats are specifically given for a human form. Most of these creatures can have any of the professions and capabilities in their human form. The attack sizes and types for creatures who can take on more than one beast form will vary; usually a OB is given and the attack types can be obtained from the animal tables.

Transformation Modifications (to transformation rolls and control rolls):

full moon	-100	daybreak	+100	have taken hits	-25
half moon	-50	daylight outdoors	+50	have taken a critical	-50
new moon	+0	daylight indoors	+25	see a friend wounded	-25
no moon	+0	daylight underground	+10	see a friend killed	-50

Plus any similar modifications for emotional responses due to circumstances (GM assigned).

6·UNDEAD

Unnatural extension of human or bestial existence gives birth to the Undead—transformed spirits that harbor disturbing intentions. Some retain an ability to reason and to act upon their thoughts. Many become pawns responding to the will of the spellcaster who created them. All have passed through the gates of death and linger in the world unnaturally. They prefer the shadowy lack of definition that fills the night rather than the harsh clarity of day, since man's fear of the unknown is heightened by dark. Ironically, the force of life feeds this terror, since often slaughter by Undead creates Undead.

The statistics given for the 6 specific Classes of the Undead (I-VI) are intended to be for Undead “created” through the use of *Create Undead* spells from the Evil Cleric Base list, “Necromancy.” Usually these Undead have a physical presence in the form of the bodies used to create them. Special Undead are detailed separately, with their “Classes” given in the table in parentheses after their types. An Undead’s “Class” is used to determine the exact effect of “Repel Undead” spells from the Cleric Base list “Repulsions,” and of “Control Undead” spells from the “Necromancy” list.

“KILLING” THE UNDEAD

Normally Undead are not “killed” when given their hit total or incapacitated due to criticals. Enough hits to cause “unconsciousness” (or similar minor critical damage) in a living being will cause an Undead to “drop” due to loss of physical structure; however hits are “healed” at a rate of one every minute, and the Undead will become active when its “hits taken” total drops below its hits total. While “dropped” the Undead may be given more hits by attacking its inert form; even the Undead without a solid body may be attacked like this as their “bodies” are assumed to “drop” to the ground.

Enough hits to “kill” (or similar major critical damage) a living being will cause the Undead to fragment; at this point the hits heal at a rate of one every 10 minutes as the pieces come back together. When the “hits taken” falls below the “death” point (i.e., the Undead has pulled itself together), the hits will “heal” at the above rate of one every minute as specified above. If pieces of the body are separated by physical barriers, this process will be hindered or delayed with respect to those pieces (e.g., an Undead might be missing a head, hand, or arm and still be functional with a penalty).

For damage due to criticals the GM must classify the critical damage as minor or major and “heal” it in a manner similar to the processes given above. We suggest an average “healing” time of 10 minutes for minor critical damage and 1 hour for major critical damage (each critical being healed separately).

To actually destroy an Undead other steps must be taken. The standard and most straightforward method is to burn the pieces of the Undead’s “body”; this consists of merely applying a flame to each piece. Undead without solid “bodies” may be destroyed by burning only when their “bodies” have pulled together enough to begin the one per minute “healing” process. Damage caused by holy weapons and appropriate “slaying” weapons is never “healable” by Undead and thus can destroy them. Other methods of destruction may be allowed for specific Undead or at the discretion of the GM (i.e., spells, rituals, holy water, etc.)

TYPICAL SUMMONED UNDEAD

Classes I-VI: *Those practiced in the art of Necromancy, pronouncing foul incantations over the helpless dead, produce mindless abominations chained to a malevolent will. These animated corpses are preserved from decay, but their cold flesh emanates the dark chill of the grave. The degree of power inherent in these creations reflects the skill of the necromancer.*

A created Undead’s Class is determined by the spell (*Create Undead*) used to create it. If not controlled by a *Control Undead* spell, they will attempt to attack the closest living being with cruel fists or savage weapons. Normally they can take no activity other than moving to and attacking the closest living being.

SPECIAL UNDEAD

Apparition: *Class III: “Disease” and “Curses” lists to its lvl; touch drains 1 Con pt/rnd (RR); non-solid form; only magic weapons will damage them.*

Men so strong in their evil ways that they cling to the world and the wicked chances it affords persist as apparitions. Some remain free to exercise their own depraved will, while others serve as tools of the Pale or the Void. Their touch heralds pain, but they do not wield weapons, seeking victory in combat through sorcery.

Barrow-wight: *Class V: 60’R ‘Fear’ spell; touch casts ‘Paralysis’ spell or ‘Sleep’ spell or drains 5 Con pts/rnd (-25 RR); non-solid form.*

Dark, shadowy human forms with eyes akin to faint lights, barrow-wights haunt the mounded tombs erected to honor great warriors and kings. Evil forces such as Priests of the Unlife create them by perverting the spirits of the fallen. When observed through magic, they take on the tattered forms of great lords and ladies with cold cruel gleaming eyes. Wights wield with chill efficacy the enchanted weapons often buried with the dead and cast dread spells on the living who violate the burial grounds by night.

Corpse Candle: *Class III: trance on sight (RR), victim rolls RR each rnd to wake before death; its gaze drains 4 Con pts/rnd (RR).*

The flooded graves of unquiet spirits beget the alluring malice of these water dwellers. Illusion cloaks the remains of the corpse, bequeathing upon it a whole and fair, if moist appearance. The image seems to float just below the surface of the water, cupping a beckoning light in its hands. Those attracted by its glamor fall into a trance from which they may never awake.

Corpse Lantern: *Class IV: while viewing, victim must make RR each rnd to refrain from drowning himself; its gaze drains 5 Con pts/rnd (-10 RR).*

Born of the same waters as the corpse candle, these more powerful sirens lure the living to death by drowning. The victims harbor different delusions—a gallant warrior in need of rescue from the depths, a brave lady desiring companionship in her enchanted realm—which entice them below the watery surface.

Firephantom: *Class III: Touch drains 1 Con pt/rnd (RR); non-solid form; only magic weapons will damage them; all cold and water spells do double normal damage against them; immersion in water will “kill” them as burning does other Undead.*

Dead of flames, the unreleased souls of these sufferers are swathed in supernatural fire. Any conflagration may draw them to its light, as a candle attracts moths, where they engulf new victims in a desperate, belated plea for succor.



"IT WAS FORTUNATE THAT FALTAR KNEW A 'REPEL UNDEAD' SPELL..."

Ghost: *Class II-V: Drains 3-5 Con pts/rnd of all in 10' R (RR); only magic weapons will damage them; non-solid form, and may be destroyed only if their "focus" is destroyed.*

Frequently the most subtle of the Undead, ghosts masquerade as the living, often unaware of the true nature of their own existence. The lesser reveal their deceit by a slight haziness that blurs their image, while the greater bestow no visual clues. They drain energy from the living, often unknowingly, through mere proximity. Only magical weapons can release a ghost from its ties to the earth, if its focus—a person, a weapon, a treasure, a place—cannot be located and destroyed or dispersed.

Ghost Wolf: *Class IV: Touch drains 3 con pts/rnd (RR); non-solid form; only magic weapons will damage them.*

Counterfeiting the dread Great Wolves, this ghost's canine fangs and claws draw blood like those of its living brethren. But, when death calls it, the bloody corpse dissipates like smoke.

Ghoul: *Class I-II: 'Fear' at sight (RR); 30% wounds dealt become infected (50% for greater ghouls).*

A strangely transformed, putrescent corpse with teeth lengthened into fangs and nails strengthened into claws, the ghoul prowls moist, swampy areas. Stupidity clouds its behavior; a ghoul remains preoccupied with the protection of territory. Older ghouls inspire terror with their more ghastly appearance and dispense more certain infection with their decomposing talons.

Ice Skeleton: *Class II: 10' R 'Fear'; after 3 rnds drains 2 Con pts/rnd in 10' R (-10 RR); unaffected by puncture crits; fire does double normal damage.*

Shrouded by a mist of evaporating ice, this chill spook freezes all that it touches. Shrubs in its wake sparkle with frost, and tree branches grow icicles.

Lich: *Class VI: Mere presence causes 'Fear'; touch delivers Cold Bolt (+50); touch drains 5 Con pts/rnd (-20 RR); many spell lists available depending upon profession and level (always all appropriate base lists), roll 1-10: (1-2) Evil Magician, (3-7) Evil Cleric, (8-10) Sorcerer.*

When confronted by unavoidable death, most Evil Clerics, Evil Magicians, and Sorcerers depart life with one last, dreadful curse. A few forego this privilege to become Undead, securing immortality as liches. A lich brings all of his powers and possessions through this last feared portal, retaining his memories and magic abilities along with his treasures and their stronghold. But his humanoid form must be exchanged for that of a skeleton, often draped in concealing robes and wearing a crown.

Mummy: *Class III-IV: Greater may use "Disease" list to its lvl; susceptible to fire, -25 to heat and fire RRs, double damage from fire.*

Embalmed human remains secured by many layers of wrappings, mummies often prowl the necropolis built for their interment. Concerned primarily with grave robbers, a mummy usually limits its attention to its own sepulcher, where intruders are ruthlessly attacked. Lesser mummies crush with their well-wrapped arms; greater ones utilize sorcery. Both will falter when confronted by fire, to which they are particularly susceptible.

Shadow: *Class II & IV: All in 10 'R must make RR or fall into trance 1-10 rnds; bite drains blood at 2-20 hits/rnd.*

Huge, cloudy bat wings augment the soaring flight adapted by this spirit, a shred of darkness barely visible against the night sky. Invisible fangs facilitate consumption of the warm and living red blood of its prey to satiate its raging hunger. Once human, the shadow favors Mannish life fluids, transformed into a cannibal by its unnatural existence.

Skeletons: *Class I-III; unaffected by puncture crits—Lesser: drains 1 Con pt/rnd after 3 rounds in 10 'R (RR)—greater: drains 3 Con pts/rnd after 3 rounds in 10 'R (-10 RR).*

The animated skeletons of dead creatures, man or beast, possess little except bones and hostility. Retaining expertise at wielding weapons or claws and tusks, they scamper to denude bones of their cloaking flesh at every encounter with the living. Since sorcery rather than muscles and ligaments holds their own limbs intact, broken or shattered bones rejoin during tranquil times.

Spectre: *Class II-V: 100 'R 'Fear'; Bolts have 100' range; major spectres may use "Ice Law" and "Wind Law" lists to their lvl; touch drains 10 Con pts/rnd (-20 RR); only magic weapons will damage them; non-solid form.*

Cold white lights inhabiting the region where eyes might shine reveal the presence of these nearly invisible spirits. Terror heralds their arrival and fades with the departure of the tattered cloaks they often wrap around their non-solid forms. Lust for power and evil has rendered them inhuman.

Vampire: *Class IV-VI: Can cast all Evil Mentalist base spell lists to lvl; bite drains 20-30 hits/rnd; touch drains 2-4 Con pts/rnd (-15 RR); drained victims become vampires under the control of their killer; only harmed by magic weapons, silver weapons, puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells.*

Alone among the undead (with the possible exception of the Lich), Vampires possess some free will, and may rise to considerable political and/or military prominence. Naturally, they must take careful steps to shield their true nature to avoid attacks from the righteous. A GM might consider elaborating on these rules and even creating interesting vampiric subcultures on the Shadow World.

Unusually handsome men and women, vampires prey on the living to counteract their own deaths and to maintain their excellent health indefinitely. With this change in values, they acquire the ability to change shape—into a bat, a wolf, or a cloud of vapor—as well as the lack of a reflection in mirrors. Vampires fear direct sunlight and running water, since both mediums curtail their supernatural abilities. Repose in a coffin or similar enclosed area (i.e., mausoleum or vault) is essential to their vitality, and most vampires maintain a stronghold in which to protect their various weaknesses. A stake through the heart or blows from silver weapons will harm a vampire.

Wight: *Class IV-VI: Casts spells from "Illusion Mastery" list to its level; non-solid form—minor: 50 'R 'Fear'; touch delivers 'A' cold crit; drains 4 Con pts/rnd in 10 'R (RR)—lesser: 70 'R; 'B' cold crit; 5 Con pts/rnd—major: 100 'R, 'C' cold crit, 6 Con pts/rnd.*

Kin to the dreaded barrow-wights, the less insular wights haunt abandoned graveyards and profaned cemeteries. Their vague, dark forms, with a flicker of light where eyes should gleam, present (through magic) the uncertain image of fair and perilous folk whose stern faces promise death and whose weapon arms are quick to fulfill the promise.

Will of the Wisp: *Body size can range from 1 'R to 5 'R at will; body can act as a 'Cold Ball' attack.*

Prismatic globes of light float through the mists that rise from marshes and fens, luring the wayfarer towards certain danger. A supernatural lantern, the will of the wisp alternately dims and brightens its glow while gliding slowly or flitting from place to place, confusing and attracting its prey. The traveler who succumbs to quicksand or deep water feels its cold touch, draining the warmth of life from the dying.

Wraith: *Class IV-V: All spells mastered in life; gaze delivers 'True Hold'; non-solid form; only magic weapons will damage them. —lesser: continuous 'Aura' spell; 50 'R 'Fear'; 'A' cold crit to all in 5 'R; touch drains 10 Con pts/rnd (RR)—greater: continuous 'True Aura' spell; 100 'R 'Fear'; 'B' cold crit to all in 10 'R; touch drains 20 Con pts/rnd (RR).*

A quivering in the air, a red glow where the eyes might flash, a garment or armor housing empty air: these are the signs of a wraith. Its corporeal structure has been so changed through magic that it hardly exists in the physical world. A wraith's weapons also must straddle the gap between the spirit world and the physical world. Many carry a slay-knife, fragments from which break off in a wound and drain the injured; at death due to these fragments a new wraith is created.

Wild Hunt Hound: *Class I: 20-2000 hounds (GM discretion); 100 'R 'Fear'; touch drains 1 Con pt/rnd.*

A pack of ghostly, white hounds whose eyes and mouths glow red races across the skies and the lands on cold, windy, moonless nights. Their wild cries drive all without shelter before these tireless pursuers. The dogs do not pause to accommodate the weary, but bite deeply once, leaving the laggard to the fangs of the rest of the pack as it passes.

Zombie: *Class I: Touch causes nausea, -10 to activity (RR).*

The rotted, shambling remains of dead men drip from the frames of these mindless monstrosities, creatures who serve the wishes of necromancers or more powerful Undead. Zombies unimaginatively batter their victims, raising bruises and an often incapacitating nausea.

UNDEAD CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	# Enc.	Outlook (IQ)
STANDARD CREATED UNDEAD									
Class I	1H	40	Run/0	VS/SL	M/I#	25	1(10) 25SBa90/15We10	1-30	Berserk(NO)
Class II	3H	50	Run/0	SL/MD	M/I#	50	1(20) 40MBa60/45We40	1-20	Berserk(NO)
Class III	6H	50	Spt/0	SL/MF	M/I#	100	1(30) 60MBa50/50We50	1-10	Berserk(NO)
Class IV	9H	60	Spt/0	MD/FA	M/II#	135	1(40) 70LBa40/95We60	1-5	Berserk(NO)
Class V	13H	80	Spt/0	MF/VF	M/LA#	165	1(40) 90LBa30/110We70	1-2	Berserk(NO)
Class VI	16H	100	FSpt/0	FA/BF	M/SL#	200	1(40) 90LBa20/180We80	1	Berserk(NO)
SPECIAL UNDEAD									
Apparition (III)	6D	45	Run/20	L/MD	M/II#	80F	1(50)* 50MBa[Elect]/Spells	1	Cruel (SU)
Barrow-wight (V)	15D	50	Spt/10	SL/VF	M/LA#	145E	1(90) 110We[Cold]/90LBa(Cold)/Spells	1	Protect(AV)
Corpse Candle (III)	7H	-	-/-	-/-	M/I#	100A	1(30) Spell/Special(4 Con pt/rnd)	1	Cruel (LO)
Corpse Lantern (IV)	10H	-	-/-	-/-	M/II#	135A	1(40) Spell/Special(5 Con pt/rnd)	1	Cruel (LO)
Firephantom (III)	5C	100	FSpt/30	FA/FA	M/LA#	90F	1(50)* 50FBall(its body)/Special	1	Special(AV)
Ghosts									
minor (II)	3H	75	Spt/10	MF/MF	M/LA#	55A	1(40)* 40MCl/Special(3 Con pt/rnd)	1	Bellig.(AV)
lesser (III)	7H	100	Spt/20	FA/FA	M/LA#	100A	1(30)* 60MBa/50We/Special(4 Con pt/rnd)	1	Bellig.(AV)
greater (V)	15H	130	FSpt/30	VF/VF	M/LA#	165A	1(50)* 110WE/90LBa/Special(5 Con pt/rnd)	1	Bellig.(AV)
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA#	200A	4(55)* 100Lbi/75MCl50/Special	1-5	Berserk(NO)
Ghouls									
lesser (I)	1A	50	Spt/20	SL/MF	M/I#	25D	4(10) 25SBa100/30SCl†/10Sbi†	1-10	Protect (NO)
greater (II)	3H	65	Spt/20	MF/MF	M/I#	50E	4(20) 40MBa(%)SCl†/45We/Special	1-5	Protect(NO)
Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/I#	50G	1(35)* 45MBa100[Cold]/Special	1	Hostile(IN)
Lich (VI)	20G	40	FSpt/20	SL-VF	M/LA#	150D	18(75) 70We[Cold]/Spells/Special	1	Domin.(EX)
Mummies									
lesser (III)	6C	40	FSpt/0	VS/MD	M/II#	100F	8(30) 70LBa100/120LGr\$	1-2	Protect(IN)
greater (IV)	10H	55	FSpt/0	SL/MF	M/LA#	150G	8(40) 110LBa/150Gr\$/Spells	1	Protect(AV)
Shadows									
lesser (II)	4H	80	FSpt/20	MF/MD	M/I#	60A	1(35) Special/75MBi\$/Special†	1	Hungry(VL)
greater (IV)	8H	70	Spt/10	MD/MD	M/II#	100A	1(30) Special/110MBi\$/Special†	1	Hungry(LO)
Skeletons									
minor (I)	1A	40	Spt/0	VS/MD	M/I#	25F	1(0)* 25We50/40MBa50	2-20	Berserk (NO)
lesser (II)	3H	60	Spt/0	MD/MF	M/I#	55E	1(10)* 40We50/50MBa50/Special	1-10	Berserk (NO)
greater (III)	5H	80	Spt/10	MF/FA	M/I#	100F	1(30)* 50We50/60MBa50/Special	1-5	Berserk(NO)
Specter									
minor (II)	5H	100	FSpt/40	FA/VF	L/II#	150F	1(100)* 40SBolt100	1	Playful(IN)
lesser (III)	10H	90	FSpt/30	FA/VF	L/LA#	200F	1(75)* 50LBolt100	1	Cruel(AA)
major (V)	15H	80	FSpt/20	MF/FA	L/LA#	250F	1(50)* 70MBa[Cold]/Spells/Special	1	Cruel(HI)
Vampire									
minor (IV)	10H	120	Dash/30	VF/BF	M/II#	110E	1(100)* 90We[Cold]/70MBi/Special\$/Spells	1	Domin.(HI)
lesser (V)	15H	100	Dash/20	FA/VF	M/LA#	120F	1(90)* 110We[Cold]/90MBi/Special\$/Spells	1	Domin.(VH)
greater (VI)	20G	100	Dash/10	FA/VF	M/SL#	140G	1(80)* 150We[Cold]/120MBi/Special\$/Spells	1	Domin.(EX)
Wight									
minor (IV)	10H	50	Dash/10	SL/MD	L/II#	90E	11(30) 90We[Cold]/80LBa/Special/Spells	1	Cruel (AV)
lesser (V)	15H	60	Dash/10	MD/MD	L/LA#	120G	16(30) 110We[Cold]/80LBa/Special/Spells	1	Cruel (AA)
major (VI)	20G	80	Dash/10	MD/MD	L/SL#	170H	19(30) 150We[Cold]/80LBa/Special/Spells	1	Cruel (SU)
Will of the Wisp	6E	130	FSpt/20	VF/MF	M/LA#	80D	1(100) Body acts as a 50Cball	1	Cruel(MD)
Wraith									
lesser (IV)	10C	70	Dash/30	MF/VF	M/II#	120D	1(70)* 80We[Cold]/70LBa/Special/Spells	1	Cruel (SU)
greater (V)	15F	60	Dash/20	MD/BF	M/LA#	165E	1(50)* 100We[Cold]/90LBa/Special/Spells	1	Cruel (HI)
Wild Hunt Hound (I)	1A	160	Dash/40	BF/BF	M/I#	50A	1(40) Special(touch: 1 Con pt/rnd)	*	Hostile (NO)
Zombie (I)	2B	30	Run/0	VS/MD	M/I#	45F	1(15) 30MBa100/Special	2-20	Berserk (NO)

* — Special

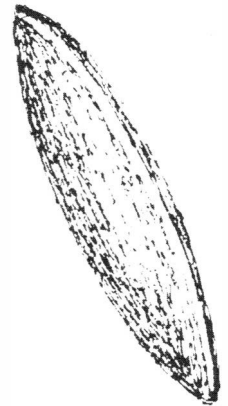
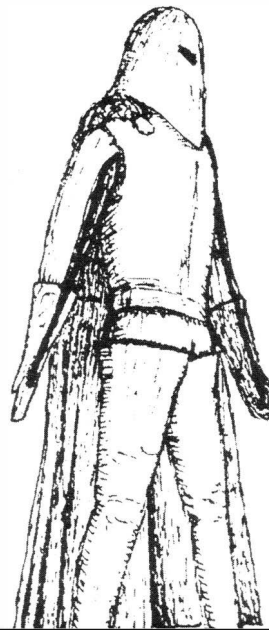
› PART V › ARTIFICIAL BEINGS

*Beware of wooden pedestals,
thrones hewn of ancient woods unbright.*

(FIVE LINES MISSING)

*And if there should be a stone,
Run and seek safety in open light.
For with a glow and a mist of rouge
there will be no right.
First Six, then one, then all will war,
the land torn by blight.*

— JOURNALS OF UGUS FOST
TE 4166 (LAST ENTRY)



*Rough sketch of a Shard and
disk by the Loremaster
Elor Once Dark*



LEMENTALS AND ARTIFICIAL BEINGS ARE unnatural creatures constructed by enchantments and/or technology. Composed of virtually any element or substance, they have no inherent soul. Instead, their spirit (if they have one at all) is a gift or a temporary lodger. Their bodies would not “live” but for the incantations that unite them with a wandering soul or part of the maker’s own spirit.

1·KÆDEN

One of the many devilish constructs to emerge from the First Era, the Kæden stand with the Shards and N'eng as monstrous aberrations and parodies of life. Slightly larger than man-sized, they combine maneuverability with a frightening array of offensive abilities. While in some ways insectile in appearance, Kæden are basically anthropoid in form. They have a considerable intelligence—and might be some sort of unholy fusion.

Large, faceted eyes allow 270° vision. The long, prehensile tongue is a powerful scent organ, and antennae act as unique sensors. Thus, while they do not see well in darkness, (-30) their powers of scent and ecolocation more than compensate.

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

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

Kæden are carnivorous creatures, and though they have no teeth, their tongue is a powerful 'needle'. They capture food and 'cocoon' living prey, inject a powerful reduction poison and later drink their victim's bodily fluids for nourishment. Kæden are actually nocturnal by choice—though if needed they are able to switch to sidereal living.

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



WARNINGS

These hideous creatures leave many signs of their passing. Wary adventurers will see these harbingers and flee.

Warnings of the proximity of Kæden include:

- Large, greenish, glittering webs blocking cave corridors, or strands of similar material spanning crevasses.
- Shrill piping (Kæden sonar in use).
- Cocoons: 6' long ovoids of a translucent green opalescent appearance.

WEAKNESSES

Kæden have few weaknesses, but the few they have can be their undoing. These insectile beasts do not care for fire, and take double hits damage from fiery attacks. Often they will flee from intense flames unless driven by a powerful will. Sunlight they also shrink from (though it does them no physical damage). Lastly, Kæden will

flee from the power of Oriana or Phaon. Powerful servants of either of these Lords of Orhan might be able to summon their blessings and drive forth these vicious servants of Darkness. (Most, however, must seek more mundane defenses.)

GM Note: Loyal priests of Oriana or Phaon may employ Repel Undead spells from the Repulsions list (they must know the list, of course) against Kæden as if the constructs were undead. Warrior Kæden have 3 pts, leaders have 6 pts; Queens are immune.

FEEDING

Should a victim be rendered unconscious or immobile, he is enclosed in a cocoon (see above), injected with a dose of *Extreme Severity Reduction* poison (see page 42) and suspended in a convenient place for later consumption. On occasion, a lucky captive will only be rendered unconscious, kept 'fresh' for a few hours until the Kæden are ready to feed.

Kæden were made in squads of six (five workers and a warrior) and there were reputedly six 'Queens' (with Kadæna as the 'High Queen').

In a particularly disturbing footnote, Schrek has several Kæden in his labs and is working towards a version which is able to reproduce itself, imbedding the larva in a human host. This was also apparently Kadæna's intention, but she was never able to fulfill this gruesome plan.

GENERAL

Senses: Hear as well as a dog, see at night as in full light; -30 to activity in full daylight; sonar allows them to 'Detect Invisible.'

Webs: The Kæden webs are one of their most versatile tools, useable as weapon, transportation mode and defensive barrier, as well as a hibernation enclosure. The web fluid can be mixed to form a tough, rigid

lattice and woven across doorways or a passageway, with 5-10 fibers (AT 12(20), 30 hits each fiber) which must be cut before a man could pass through.

As a cocoon, treat the web as AT 20(50), requiring 100 hits—no criticals—to cut through to the sleeping creature. Each round the cocoon is delivered hits the Kæden inside has a 5% chance of awakening, after which it requires only one round of preparation before bursting from the cocoon.

As an attack, the web is treated as a Large (or Huge) grapple, with appropriate criticals. The attack web has the following range modifiers:

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

Chameleon Power: As with all Kæden, the Warriors may alter their coloring to match their surroundings (+50 to hiding). This is especially effective when hiding among tree branches or other foliage (+80 to hiding).

WARRIOR

As noted above, they form in groups of five, making the squad a total of six with a Leader.

Webs: Treat as Large Grapple +60.

Poison: Delivered by the stinger-like tongue, it is an 8th lvl Reduction Poison.

LEADER

Slightly larger than Warriors (standing about 8' feet while on their hind appendages) Leaders have noticeably larger pincers and their abdomen is also more elongated.

Breath Weapon: x3 +50 *Cold Ball* in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day (the secondary use of this is to finish a cryogenic cocooning process).

Flight: Equipped with large insectile wings, Leader Kæden have the power of flight.

Webs: Treat as Large Grapple +80.

Poison: Delivered by the stinger-like tongue, it is an 12th lvl Reduction Poison.

QUEEN KÆDEN

There are only Six 'Queen' Kæden known to have been created. Tales tell of the deaths of at least four in the Great Conflicts which ended the First and Second Eras, but there was never proof that any really perished. All six may still survive, in slumber in some deep cavern, or ruling some dark corner of the Shadow World. The Queens stand well over 20 feet tall, with massive pincers and a bulbous abdomen extending beyond the wasplike thorax.

Breath Weapon: x3 +50 *Cold Ball* in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day.

Chameleon Power: As with all Kæden, the Queen may alter her coloring to match her surroundings. Of course, her sheer bulk prevents her from hiding in any but certain types of terrain.

Webs: Treat as Large Grapple +150.

Poison: Delivered by the stinger-like tongue, it is an 30th lvl Reduction Poison.

2 SENTINELS

Once Sentinels guarded all of the Dark Queen's palaces and holds, their inimical gaze unwavering as they scrutinized every being who passed their gates. Many were destroyed in the great conflict which ended the First Era, but some survived and now guard other portals to dark fortresses.

These constructs are not unlike golems in some ways, being fashioned out of stone or other adamantine substance, but they are more intelligent, and even possess a perverse arrogance to match their formidable powers of guardianship.

Most assume that these towering statues were forever immobile, dismissing the ancient tales of the Sentinels could actually 'come to life', however powerful their malevolent intelligence. In any case, a perusal of the Sentinels' powers below and in the accompanying chart will show that they need not have the power of mobility to be fearsome opponents.

Sentinels appear in myriad forms, some fully human, some resembling huge beasts, some impossible creatures not even imagined in the most evil of dreams. But all share their eerie luminous eyes, and an oppressive presence which can smother an unwelcome intruder.

Sentinels were always set in pairs, facing each other across a portal-way. Their awareness and spells work together, as if they were one unit. If one is destroyed, the other falls into ruins.

Note: in order to incapacitate a sentinel, one must either destroy an eye, deliver a killing critical, or give it more than max hits.

Once any one of these is done, it and its partner both crumble into ruins with an unearthly wail of anger and pain

WARDERS

Least imposing of the Sentinels, Warders were of ten placed at the outer gates of lesser outposts. Rarely more than eight feet tall, they are frequently fashioned to resemble a pair of humanoid guards in armor. Deep inside their helmet visor one can make out their glowing eyes.

Awareness: Warders are dormant until a presence which does not speak the password attempts to pass between them, or they are attacked by anyone within 100'.

Attacks: As is usual with Warders, they have a three-step attack, each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Mentalist Base List Mind Control, and all are tenth level in power. First they cast *Confusion*, failing that *Fear*, and finally *Mind Break*. Warders have Unlimited PPs. And can attack up to 10 intruders simultaneously.

GUARDIANS

More imposing than Warders, Guardians are sometimes fashioned to resemble great beasts or demons, crouched to attack.

Awareness: Guardians are dormant until a target enters within thirty feet (detected via *Presence*), or they are attacked by anyone within 300', at which time they scan the intruder's mind. Using *Thoughts* (Seer Base Mind Visions) they decide whether the intruder intends hostility to the hold or inhabitants. They then decide whether to allow the target to enter.

Attacks: Guardians have a four-step attack, each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Mentalist Base List Mind Attack, and all are tenth level in power. First they cast *Minor Pain*, failing that *Major Pain*, then *Shock C*, and finally *Shock E*. Guardians have Unlimited PPs. And can attack up to 20 intruders simultaneously.

HIGH SENTINELS

Most imposing of the Sentinels, these gate watchers are often more than ten feet in height. Some have multiple heads, and sit on massive thrones, giving them an even more imposing appearance. A few even give off a continuous *Aura of Dread*.

Awareness: High Sentinels are constantly aware of their surroundings, equipped with a 300' radius *Presence Ability* and vision even in darkness. Most intelligent of the Sentinels, they are usually keyed to the mind of the hold's master, understanding his subconscious enough to analyze whether the potential intruders should be allowed to pass. Should the High Sentinels be defeated, they mentally alert the master (unless they are destroyed instantly).

Aura of Dread: (optional) All within 30' must resist vs 10th lvl or feel dread (-20 to all activity, -50 to morale rolls). Anyone failing by more than 50 is forced to flee as in *Fear*.

Attacks: Like the Guardians, the High Sentinels have a four-step attack, each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Mentalist Base List Sense Control, and all are thirtieth level in power. First they cast *Numbing*, failing that *Nerve Stun*, then *Sensory Overload*, and finally *Mind Erosion True*. Warders have Unlimited PPs and can attack up to 30 targets simultaneously.

3•GOGOR

Once the skies were blackened with thousands of these winged beasts, but that was in the First Age when Kadæna ruled. It was thought that those few Gogor who survived the Conflict had perished over the stretch of time, but the world is not so fortunate. New evils awoke, and sought the accounts of that buried Era. Guided by hints millennia old, the dark priests searched deep in lost caverns and the ruins of ancient citadels. They found certain crypts, and within them row upon row of stone jars, seven feet tall, their lids sealed. Sleeping within each, submerged in a foul but nutritive fluid, was an unspeakable beast-servant of the Queen of Evil, waiting through the long years until it might be needed again. Some did not survive the eternity of suspension, but many answered the call and now darken the skies of Kulthea again.

Not unlike gargoyles in form, Gogor are black as midnight, with tough hides and leathery wings. They stand about 7 feet tall; the leaders are a bit larger, though are somewhat hunched. While the average Gogor cannot carry away a full grown human, a leader can with difficulty.

Their green glowing eyes see in complete darkness with ease (infravision); overcast skies allow them to operate (reluctantly) at -50. Their sense of smell is extremely well-developed. Their powerful, clawed hands can tear a man apart and their prehensile tail is an added threat.

TYPICAL GOGOR

Poisoned Tail: 10' long, it can be carefully controlled to slither behind a foe and strike him, delivering a (8th level) Respiratory poison.

LEAD GOGOR

Poisoned Tail: 12' long, it can be carefully controlled to slither behind a foe and strike him, delivering a powerful (15th level) Respiratory poison.

Defense: Criticals vs. Lead Gogor are reduced one level in severity.

4•SHARDS

Lesser: Nocturnal; -50 in natural daylight (-100 if their facial skin is folded up); savage arboreal predators; smell as an elf might see; attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); found in groups of 6 (including 1 greater shard leader); 6'-7'; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

Greater: Nocturnal; -25 in natural daylight; somewhat cunning but predominantly cruel and instinctual arboreal hunters; hear and smell as an elf might see; enchanted gemstone eyes emit "plasma bolts" (treat as one attack; 1x/min; 6x/day; 100' range; use plasma bolt attack and critical charts—found in the World Guide); attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); lead groups of 5 lesser shards; 7'-8'; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

Shards are awful "amalgams," artificial creatures who incorporate enchanted organic features akin to those found in constructs. Immortal but unable to reproduce (as are all artificial beasts), these heinous creatures are haunting arboreal spirits. Nothing surpasses them in speed or agility, and few entities possess their fetish for unrestrained terror.

Shards look like tall, featureless men. Their entire body—including the face—is covered with a sort of greenish hide, a thick skin which resembles tight clothing. On the feet, it is an inch thick and permeated by bizarre wart-like protrusions, "gripper-like" soles designed to accentuate their already stunning traction. Their hairless heads are also adorned with a second outer skin. Extending down from a heavy bone brow which surrounds the shard's skull, this semi-transparent layer flaps down over their lower head, obscuring the creature's facial features. Shards pull the skin up when eating, but retreat behind its light-shielding protections at all other times.

Shards normally live in *lats* of six: five lesser led by one

greater. Omnivorous, they reside in dark nests and live on tree products, but retain a quaint fondness for raw meat, particularly fresh brains. Their diet is ideal given their peculiar routine, for shards are active less than an hour a day. Although they are capable of moving about for up to six hours, they prefer to rest.

This is no doubt due to the fact that they never move at speeds under 1000'/rd (a shardic 'walking pace': about 70 mph). Shards either stand still, or they burst about with alarming velocities; they travel 5000'/rd when dashing. Effortlessly leaping distances of up

Kadæna owned the Lat and so ruled them. Yet, she was cool to speak to others than the 1-Lat Norg. Of these there were six, Shar-Bu the one. It was his terror that killed uncounted hundreds by the laws of the heart alone. His very presence proclaimed the ire of his accursed mistress.

Shar-Bu threw discs of untold natures, resided in high spires, seemed impervious to flame and foil, and killed with a smile; and in the last I should be taken quite literally.

*Of the Shards
Elor Once Dark*

to 100', they move along tree limbs with the ease of a skilled (and hyperactive) monkey, hurtling forward in a blur which defies the most excited of imaginations. When at rest, they spread their arms to their sides and stare forward in a rigid pose, as if statues. This absolutely immobile form of relaxation has led many an unwitting victim to believe he was surrounded by sculptures, only to later discover that his brain was missing.

Shards must also remain still when attacking. Using but a fraction of a second's momentum, a shard strikes by swinging its arms back along its side, up behind its back, over its shoulders, and then down until pointing straight forward. This wheeling motion brings their head down and upper body forward, and pulls two natural bone-hard discs out of the shard's interior chest reservoir. These sharp, 2" diameter discs travel along an exposed bone track on the shard's inner arm; then they are flung forward at amazing speed. Deadly missiles, they are coated with a fluid of diluted shard blood, which serves as a third level nerve poison. Such attacks are always preceded by at least one round's movement, for the shard must generate momentum. With a full reserve of sixty discs, a shard can initiate thirty dual attacks over the course of sixty rounds. A shard's disk supply renews at rate of 4/hr; they 'grow' these disks in their chest cavity.

While the Lesser shards rely on their hideous missiles, greater shards have another enchanted means of assault. Truly blind, they have magical gemstone eyes which pierce their facial covering. These emit bolts of power even when the creature is (and has been) motionless, making greater shards exceptionally deadly. Unfortunate adventurers who take them for statues and attempt to steal their valuable eyes (500 gp) usually find the experience to be an unwelcome climax to their journey.

The best way to attack a shard is while it is motionless. When it moves, it is virtually un-hittable (unless caught in a confined area, when DB drops). Fortunately, since shards must decide where to start, turn, or stop seconds ahead of time, they can be ambushed even while moving. One need only know their exact path. Once the shard stops, of course, any readied attack will serve quite well. With a successful orientation roll, an adventurer can react to the shard's pause. Then, assuming the dauntless warrior does not swallow a disc or two, he can fell the pitiless creature.

Loremasters hold that this poisonous blood serves as a lubricant, and that it is peculiar to the variety of shard. According to legend, there are six "i-lats" of shards, each being a group of six lats. The blood of each i-lat is reputedly unique, and it is said that shard blood types equate with the six forms of poison: circulatory, conversion, muscle, nerve, reduction, and respiratory. These same tales speak of the greater shards from each i-lat as having gemstone eyes which cast differing bolts of power. Some supposedly use plasma bolts, while others use fire, air, water, cold, and earth.

And above them all stood the high Lord of the Lats: Shar-Bú. His cruelty is renowned. According to legend, he slew Ilmaris Terisonen (one of the three founders of the Loremasters) in the Wars of Dominion, and ate his brain on the battlefield. Given the nature of incantations, this is possible, but hardly plausible.

GM Note: There are indeed six i-lats ("high-lats" or larger groupings) of Shards, each led by a terrifying master. These six are known as the I-Lat Norg (lords of the High Lats). As you read further, you will find that all the worst rumors of the Shards are true. On the following pages you will find text from the Loremaster Elor Once Dark and from Andraax, each contributing to the tale of the Shards in his own way. This text might be 'discovered' by characters to provide additional atmosphere to an adventure. To clarify these texts for the GMs, we supply the following notes:

RE Elor's Text: this refers to the fact that Kadæna created the lat ('group') of shards, and that she didn't deal with any directly except the six lords of the i-lats, and the high lord Shar-Bu.

RE Andraax's Text: regarding Dir, this simply refers to Kadæna's subjugation of the land, and how it was ruled

under the frightening sway of Shar Ti, chief of the i-lat of Dir.

Samli: A region near the northern pole was depopulated by these Shards, who could operate for months at a time in the dim light.

Viour: brown for burgundy is a reference to the blood-drinking proclivities of this lat.

Thanor: tells of the fall of Thanor (in northeast Emer) against the Dragonlord Voriig Kye. But the Shards of the land escaped, and at least six still live in the Værkan Mire.

Ubenmas: Pretty obvious.

Aarn Voru: again, refers to waiting Shards, and their leader Leste Kii Lormas.

OF THE SIX I-LATS

Dir: *There is a great forest in northwestern Jaiman, and it is called Dir. Of all of the non-desolate Northern realms, it is the closest to the pole, and thus laid open to the Umli. Yet, Kadæna was of mind and allowed only a few—survivors of the war on the forest men. Four hundred came, forever to reside down under the wicked cloak of six and sixty Shards. And then there was Shar-Ti.*

Samli: *Fifty leagues and over the northern pole, that is what Arak said to the Dark Captain. It was here that the "White Lat" came. With the rings of ice they stood, and the land was subjugated. All fine, for the light was never strong.*

Viour: *In the glen of Norg, astride the northern face of the Shadowed Hills, the Shards of Hoar Ak settled at the bidding of the Ahrenreth. They drank the blood of the lowland breed. Perhaps this is why Hoar Ak traded brown for burgundy.*

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

Ubenmas: *Along the Sea of Fate there is a green beach. There are trees aside the water. Do not, if you can see life, attempt to uncover those who dwell there.*

Aarn Voru: *In the forest by that name in the land of Rulaash, Kadæna left a scar. To undo it would be trying. And one would have to face Leste Kii Lormas.*

Andraax

under the frightening sway of Shar Ti, chief of the i-lat of Dir.

Samli: A region near the northern pole was depopulated by these Shards, who could operate for months at a time in the dim light.

Viour: brown for burgundy is a reference to the blood-drinking proclivities of this lat.

Thanor: tells of the fall of Thanor (in northeast Emer) against the Dragonlord Voriig Kye. But the Shards of the land escaped, and at least six still live in the Værkan Mire.

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THE THRONES

More mysterious than the Shards themselves are perhaps the wooden thrones which Elor refers to in his text (in the beginning of this section). Few have been seen, but always they are clustered in groups of six, each with a single huge (3" diameter) gem set in the tall back. In form the thrones are like great tree stumps, with the core carved out to make a seat, and the back rising up never less than eight feet high.

These thrones are artifacts which can summon Shards. It would seem that there are six types of throne, each with a different color gem, and that these colors correspond to the six I-Lats (see above). The colors correspond as follows:

I-Lat.	Poison	Energy Bolt	Eye/Gem Color
Dir	circulatory	Fire	Red
Samli	conversion	Cold	Clear
Viour	muscle	Force	Yellow
Thanor	nerve	Lightning.....	Blue
Ubenmas	reduction	Plasma	Green
Aarn Voru	respiratory	Energy	Violet

THE I-LAT NORG

Following is a summary of the special abilities of each of the *I-Lat Norg* (High Shards). See the Constructs Chart for the rest of their stats.

Like the leaders of the Lat, the I-Lat Norg lack the facial skin covering which protects the features of the lesser Shards. As a result, the Lords of the Shards have a slightly more human appearance, although they still seem somewhat featureless. They have no lips or nose, and their eyes are set deep in bony sockets. Their heads are hairless and their ears are plain of form and flat to the head.

As with their lesser brethren the I-Lat can run at blinding speed and hurl small disc-shaped projectiles with frightening accuracy. Above all stands Shar-Bu, with his deadly gaze and unique discs, said to have a metallic character and enchanted powers.

SHAR-TI

Leader of the Lat of Dir, Shar-Ti wears brown leather-like garments with a helm of bright crimson. Like all the I-lat Norg, he is ten feet tall.

Shar-Ti prefers the brains of living humans as his personal delicacy, sometimes capturing prey to dine on them at a later time.

SYSTEM DATA:

Energy Weapon: Eyes fire beams of heat (treat as Fire Bolts 4x hits, but do Puncture and Heat criticals)

Poisoned Discs: Discs are coated with a 20th level Reduction poison.

QUORN-TAS

As master of the Shards of Samli, Quorn-Tas wears shimmering white and a silvery helm. These Shards are especially suited to the icy climes, having spurs on the soles of their feet to provide superior traction even on the smoothest ice.

Energy Weapon: Eyes fire white beams of intense cold, treat as Ice Bolts 4x hits, except all criticals are Impact and Cold.

Poisoned Discs: Discs are coated with a 20th level Circulatory poison.

SHAR-AK

Shar-Ak wears leather-like clothes of an amber-green hue with a golden helm. He—like the other Shards of Viour—prefers the human heart to brains, taking the beating organ from their living victim.

Energy Weapon: Eyes fire yellow beams of force (use Fire Bolt attack table 4x hits, Shock and Impact Criticals.

Poisoned Discs: Discs are coated with a 20th level Respiratory poison.

ORLAK-SHAR

Master of the Shards of Thanor, Orlak-Shar has clothing of a deep blue, with a helm a slightly lighter, metallic color. They drink the blood of some human victims, but do not eat organs as the other I-Lats.

Energy Weapon: Eyes fire blue beams of charged energy. Use Lightning Bolt Table 4x hits, Electricity and Puncture Criticals.

Poisoned Discs: Discs are coated with a 20th level Nerve poison.

N'KORU

N'koru is master of the I-Lat of Ubenmas, and wears garb of a forest-green hue, with a matching helm. As with some other I-Lats, Ubenmas enjoys the brains of humanoid foes, including primates.

Energy Weapon: Eyes cast green rays of superheated Plasma, use Plasma attack and Critical table, 3x hits.

Poisoned Discs: Discs are coated with Conversion poison.

LESTE KII LORMAS

Master of the Shards of Aarn Voru, Leste Kii Lormas wears garments of shimmering black and a helm of violet. All other shards wear simply black, which, in the dark rainforest, reflects a shadowy green color. Leste Kii Lormas considers the intestines of human prey a delicacy.

Energy Weapon: Eyes cast a violet, pulsing spray of energy. Use Fire Bolt Attack 4x hits, Heat and Slash criticals.

Poisoned Discs: Discs are coated with a 20th level Muscle poison.

SHAR-BÚ

Lord among the Shards, Shar-Bú is more human-like in appearance than his brethren, but this makes his countenance that much more hideous. His eyes are absolutely transparent, though they have no energy-weapon ability as do the orbs of his lieutenants.

Special Weapon: Shar-Bu has a unique Fatal Channeling: his smile can kill. Treat as an *Absolution* (Evil Cleric Dark Channels) with a 300' range (reduce effectiveness for range as noted on BAR).

Poisoned Discs: Discs are coated with a cruel poison which is said to slowly destroy the brain. In addition, they have a metallic nature and a unique 'following' power. Once Shar-Bu has seen a target, he may cast the disc at any later time and it will travel up to 600' (around corners, etc) to hit.

Whether Shar-Bú or any of his six lieutenants survive into the Third Era is unknown, but certainly the horrific power of their presence is nearly unmatched.

5•NENG

Neng (N'ng): *Attack accompanied by acidic spit (1/rd; +40 firebolt; range 40'); 5'-6.5'.*

Neng are demonic creations, spirits from another plain whose saliva is composed of a powerful acid. Their six inch tongues contain a hollow tube which enables them to spit up to 40' with startling accuracy. This power, coupled with their human appearance and exceptional intelligence, makes them formidable. Worse, a Neng has the ability to turn movable objects (total weight not to exceed their encumbrance allowance) invisible with a mere touch, should they so desire. Such items will remain invisible for the duration of the Neng's touch, save for any round in which they are struck or jarred. Neng can also make their own bodies invisible (4x/day; 4 hrs total), but they must concentrate (1 rd) and will remain visible after making a violent move or being subjected to attack.

6•MECHANICAL CONSTRUCTS

Minor: *Small and lacking intelligence; often have single mission; possess built-in dart-thrower (lcb; 1x/rd; unusable in melee); 4'-6'.*

Lesser: *Instinctive; possess built-in projectile weapon (lcb; 1x/rd; unusable in melee); 6'-10'.*

Greater: *Modest intelligence; possess built-in projectile weapon (lcb; 1x/rd; unusable in melee) or energy weapon; 11'-15'.*

Constructs are creatures whose bodies consist of numerous separate parts, like a full suit of plate armor. A robot is a construct, as is a scarecrow. As such, they come in many forms, most of which mimic the human structure. Those that are tools of war or vigilance often have specialized appendages—hook-hands, wrist-mounted dart-throwers, blade-tipped fingers, spiked toes or elbows, and the like—for a construct's weaponry is always a part of its being. Artificially animated, they are as dependent on their bodies as any creature, and usually limited with respect to mobility and flexibility. After all, a moving suit of armor is rarely mistaken for poetry in motion.

7•ELEMENTALS

Air: *A tornado-like structure visible only by virtue of suspended particles caught in its wake; flies; grappled victim takes a "D" ("B" for lesser) impact crit (1/rd); 7'-11'; "electricity" crits against it rolled on slaying column.*

Cold: *A mass of swirling ice surrounded by a cool fog; must maintain contact with water or ground; grappled victim takes a "D" ("B" for lesser) cold crit (1/rd); 7'-11'; "heat" crits against it rolled on slaying column.*

Earth: *A concentration of billowing earth; must maintain contact with ground; grappled victim takes a "D" ("B" for lesser) impact crit (1/rd); 7'-11'; "air" crits against it rolled on slaying column.*

Fire: *A moving flame capable of casting flamelets; must maintain contact with ground; grappled victim takes a "D" ("B" for lesser) heat crit (1/rd); 7'-11'; "cold" crits against it rolled on slaying column.*

Light: *A swirl of bluish, electrically charged particles; flies; grappled victim takes a "D" ("B" for lesser) electricity crit (1/rd); 7'-11'; "water" crits against it rolled on slaying column.*

Water: *A spinning waterspout-like form; must maintain contact with water source or ground (e.g., flies in rain); grappled victim takes a "C" ("B" for lesser) impact crit (1/rd) and will drown in 11-20 rds; 7'-11'; "earth" crits against it rolled on slaying column.*

Elementals are creatures whose bodies are made from one of the basic raw elements and whose form is derived from motion. They must be summoned (10' x summoner's lvl range) from an essential source (e.g., a camp-fire for a fire elemental) consistent with their composition and exist only as long as their summoner concentrates, or for a number of rounds equal to the summoner's level (whichever is longer).

Constant movement enables an elemental to maintain shape. Their spirit lodges in a focus which, like the ice in the center of a snowball, becomes the core or "heart" of the creature. Gathered material swirls around this focus, increasing in speed whenever the elemental hastens its pace or assumes a more compact form.

Since these creatures are flexible and quasi-amorphous, they are difficult to slay. One dispatches an elemental by separating it from its spirit or by killing its core. Any slowing of its movement stuns it, however, so these creatures are vulnerable to any disruption of their material flow. When an elemental is frozen or disintegrated, it cannot function. Then its spirit must make an RR or it will depart, prompting the abandoned body to return to its natural state.

Elementals have vague, ever-shifting shapes. They maintain contact with the ground, but have no definitive appendages; nor do they have true facial features, although a hint of eyes or a mouth may suggest characteristics common to its spirit. The creature's arms, legs, and head take shape with need, such as when it wishes to strike or speak. As with all creatures, they depend on their substance and cannot wield anything much more solid than their own essential base. Only earth and water elementals can carry solid objects, while air, cold, fire, and light elementals are incapable of bearing any item.

8•GOLEMS

Flesh: *Capable of wearing garb (including armor) and using weapons; may appear as human; 4'-7'.*

Clay: *Ignore crush crits; 5'-8'.*

Brass: *Quick, but not very durable; 5'-8'.*

Stone: *Softer weapons must make a RR each time they deliver hits (wood -5; bone -0); not-brittle; moves as clay golem; 5'-8'.*

Iron: *Softer weapons must make a RR each time they deliver hits (wood -30; bone -10); 5'-8'.*

Steel: *Softer weapons must make a RR each time they deliver hits (wood -40; bone -20; iron -10); 5'-8'.*

Eog: *Softer weapons must make a RR each time they deliver hits (wood -60; bone -40; iron -30; steel -10; keron -10); 5-8'.*

Laen: *Softer weapons must make a RR each time they deliver hits (wood -70; bone -50; iron -40; steel -30; keron -10); 5-10'.*

Golems are formed of solid substances imbued with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul; others are animated sculptures. All appear as living statues. They serve only their maker, responding to simple instructions. Whenever a golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (range 200'; Bash attack at 50% OB). Should their maker perish, they will attempt to complete his last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers.

Unlike 'mechanical' constructs, golems are composed of a single piece of a particular substance. Mannish in appearance, their features are only as defined as their maker's sculpting skill allows.

ARTIFICIAL BEINGS

MOVEMENT STATISTICS			COMBAT STATISTICS				ENCOUNTER STATISTICS			# Enc.	Outlook (IQ)
Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks			
Kæden											
Warrior	8	100	FSpt/30	F/VF	M/I	80	11(40)	50MPi(2x)/80LSt*/60LGr	1-5	Hostile (MD)	
Leader	12	120	FSpt/40	F/VF	L/LA	120	11(70)	80LPi(2x)/110LSt*/80LGr	1	Hostile (AA)	
Queen	30	90	Spt/30	MF/F	L/SL	280	12(100)	160HPi(2x)/140HSt*/150HGGr	1	Hostile (HI)	
Sentinals											
Warders	10	—	—	—	LA	300	20(0)	Special	Pair	Protect (SU)	
Guardians	10	—	—	—	LA	400	20(0)	Special	Pair	Protect (SU)	
H. Sent.	10	—	—	—	SL	500	20(20)	Special	Pair	Protect (SU)	
Gogor											
Typical Gogor	8	250	Dash/30	VF/VF	L/I	150	4(60)	100LCI(2x)60HSt†	1-2	Belig. (AA)	
Lead Gogor	15	300	Dash/30	VF/VF	L/II	250	11(80)	180LCI(2x)100HSt†	2-12	Belig. (AA)	
Shards											
Lesser	15H	1000‡	Dash/50	BF‡/BF‡	M/II	175G	12(50)‡	120lcb(2x)(Slash)/poison‡	1-5	Cruel(AV)	
Greater	25H	1000‡	Dash/50	BF‡/BF‡	M/LA	225H	12(50)‡	150lcb(2x)(Slash)/poisn‡/100Bolt‡	1	Cruel(VH)	
Lord Shards											
Shar-Ti	45	1000†	Dash/50	BF†/BF†	M/II	300	12(90)*	230lcb(2x)(slash)/Poison3/Bolt 160†	1	Cruel (HI)	
Quorn-Tas	45	1000†	Dash/50	BF†/BF†	M/II	300	12(90)*	250lcb(2x)(slash)/Poison3/Bolt 145†	1	Cruel (HI)	
Shar-Ak	45	1000†	Dash/50	BF†/BF†	M/II	300	12(90)*	220lcb(2x)(slash)/Poison3/Bolt 170†	1	Cruel (HI)	
Orlak-Shar	45	1000†	Dash/50	BF†/BF†	M/II	300	12(90)*	240lcb(2x)(slash)/Poison3/Bolt 150†	1	Cruel (HI)	
N'koru	45	1000†	Dash/50	BF†/BF†	M/II	300	12(90)*	250lcb(2x)(slash)/Poison3/Bolt 150†	1	Cruel (HI)	
Leste Kii Lormas	45	1000†	Dash/50	BF†/BF†	M/II	300	12(90)*	270lcb(2x)(slash)/Poison3/Bolt 140†	1	Cruel (HI)	
Shar-Bú	90	1000†	Dash/50	BF†/BF†	LA/I	500	20(180)*	360lcb(2x)(slash)/Poison3/Bolt 200†	1	Cruel (EX)	
Neng											
	8F	90	FSpt/20	MF/FA	M/I	120F	11(50s)	110We/Special/40FBolt ‡	1	Cruel(HI)	
Mechanical Constructs											
Minor	3H	40	Run/0	VS/MD	M/I#	150A	20(0)	60We(2x)/50lcb/Special	1	Mission(NO)	
Lesser	8H	60	Run/0	MD/MF	M/II#	250A	20(10)	120We(2x)/75lcb/Special	1	Mission(NO)	
Greater	13H	80	Run/0	MF/VF	M/LA#	400A	20(20)	180We(2x)/100lcb/Special	1	Mission(MD)	
Elementals											
Air:	Weak	10H	140	Spt/10	VF/VF	M/LA#	80H	1(60)	30Lba(3x)/50LGr/[Impact B]†‡	1	Berserk(NO)
	Strong	20H	120	Spt/10	VF/VF	L/SL#	120H	1(50)	40Lba(3x)/70LGr/[Impact D]†‡	1	Berserk(NO)
Cold:	Weak	10H	90	Spt/10	MF/MF	M/LA#	80H	1(50)	30Mba(2x)/60MGr/[Cold B]†‡	1	Berserk(NO)
	Strong	20H	70	Spt/10	MF/MF	L/SL#	120H	1(40)	40Mba(2x)/80MGr/[Cold D]†‡	1	Berserk(NO)
Earth:	Weak	10H	45	Run/0	SL/MD	M/II#	80H	8(20)	90Lba/40LGr/[Impact B]†‡	1	Berserk(NO)
	Strong	20H	45	Run/0	SL/MD	L/LA#	120H	8(10)	120Hba/60HGGr/[Impact D]†‡	1	Berserk(NO)
Fire:	Weak	10H	110	Spt/10	FA/FA	M/LA#	80H	1(40)	40Mba(2x)/70MGr/[Heat B]†‡	1	Berserk(NO)
	Strong	20H	90	Spt/10	FA/FA	L/SL#	120H	1(30)	50Mba(2x)/90MGr/[Heat D]†‡	1	Berserk(NO)
Light:	Weak	10H	180	FSpt/20	BF/VF	M/II#	80H	1(70)	20Sba(4x)/60MGr/[Elect. B]†‡	1	Berserk(NO)
	Strong	20H	150	FSpt/20	BF/VF	L/LA#	120H	1(60)	30Mba(4x)/80MGr/[Elect. D]†‡	1	Berserk(NO)
Water:	Weak	10H	60	Spt/0	SL/FA	M/II#	80H	3(30)	60Lba/60LGr/[Impact B]†‡	1	Berserk(NO)
	Strong	20H	50	Spt/0	SL/FA	L/LA#	120H	3(20)	100Hba/75HGGr/[Impact C]†‡	1	Berserk(NO)
Golems											
Flesh	5H	60	Spt/20	MF/MF	M/II@	100D	1(55s)‡	80Sba/50MGr/80Mcr‡/100We‡	1	Varies(NO)	
Clay	8H	40	Run/10	MD/MD	M/LA#	120G	3(20)‡	90Mba/60MGr/100Mcr‡	1	Varies(NO)	
Brass	10H	70	FSpt/0	MD/MD	M/LA#	150G	20(10)	150Mba/50MGr/150Lcr†‡	1	Varies(NO)	
Stone	10H	40	Run/0	MD/MD	M/LA#	170G	16(20)‡	100Lba/60LGr/150Lcr†‡	1	Varies(NO)	
Iron	15H	50	Spt/0	MD/MD	M/SL#	200H	20(30)‡	120Lba/70LGr/170Lcr†‡	1	Varies(NO)	
Steel	20H	60	FSpt/0	MD/MD	M/SL#	250H	20(40)‡	150Lba/70LGr/170Lcr‡	1	Varies(NO)	
Eog	30H	60	Spt/0	MD/MD	M/SL#	500H	20(60)‡	250Hba/60LGr/250Hcr‡	1	Varies(NO)	
Laen	35H	60	Spt/0	MD/MD	M/SL#	600H	20(70)‡	300Hba/90LGr/300Hcr‡	1	Varies(NO)	
Zephyr Hounds											
Fire Hound	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70Mbi/50FBreath	1-10	Bellig.(NO)	
Ice Hound	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70Mbi/50IBreath/30CBreath	1-10	Bellig.(NO)	
Night Hound	5E	140	Dash/20	VF/FA	M/—	80G	4(30)	60Mbi/GBreath	1-10	Bellig.(NO)	
Storm Hound	3C	140	Dash/20	VF/FA	M/—	60G	4(30)	50Mbi/60SBreath	1-10	Bellig.(NO)	
Vapor Hound	5E	140	Dash/20	VF/FA	M/—	80G	4(30)	60Mbi/GBreath	1-10	Bellig.(NO)	
Water Hound	4D	140	Dash/20	VF/FA	M/—	70G	4(30)	50Mbi/60WBreath	1-10	Bellig.(NO)	

* Reduction Poison; poison level is equal to level of Kæden attacker. †Special: see text and rules ‡ — Special.

9 ZEPHYR HOUNDS

Dragon breath streams from the slavering mouths of the brutish zephyr hounds. A pack of the creatures devastates swiftly the lands through which it roams, adopting a wandering existence through necessity. Each breed of hound adheres to its own kind, fighting to the death in encounters with other breeds. All of these hounds can operate in daylight or at night, and they all blend in with their base environments (+50 to stalking/hiding).

Fire Hound: 3-5 young; uses fire breath (FBr): bolt range is 50', cone length is 30' with a 20' base; immune to fire attacks; takes double damage from cold attacks.

Glowing red eyes match the smoking flames that roar from a fire hound's fanged mouth. Soot dulls its coppery fur and marks the ground where it passes. A pack of fire hounds pollutes the air and the earth with ashen residue while shedding the blood of all who cross their path.

Ice Hound: 3-5 young; uses cold breath (CBr): cone with 50' length and 30' base; also uses ice breath (IBr): 50' range; immune to cold attacks; takes double damage from fire attacks.

Grey fur and fluorescent blue eyes suggest the frigid nature of this hound. It is very sure-footed on snow and ice with no maneuver penalties.

Night Hound: 3-5 young; uses gas breath (GBr) 4th level poison (Var. C) which induces comas: mild 1-10 rounds, moderate 1-10 minutes, serious 1-10 hours, extreme 1-10 days; breath is standard cone: 50' length and 30' base; each breath will coalesce into a 10'R sphere after the first round and drift with the wind, lasting 2-20 rounds before dispersing; it is immune to its own breath and all sleep spells.

Night Hounds shun the sun, wandering by starlight when their coal black coats conceal their presence.

Storm Hound: 3-5 young; uses shock breath (SBr): bolt range is 100', cone length is 50' with a 30' base; immune to electricity attacks; takes double damage from water attacks.

Static-filled, yellow fur crackles around the lithe forms of these hounds, and their eyes glow citron yellow.



Vapor Hound: 3-5 young; uses gas breath (GBr) 3rd level reduction poison (Var. B); breath is a cone: 30' length and 20' base; each breath will coalesce into a 5'R sphere after the first round and drift with the wind, lasting 1-10 rounds before dispersing; it is immune to its own breath and all reduction poisons.

Soft-footed as the breeze, these hounds stalk their prey with feline care. Disguised by thick snowy coats, they creep along the ground like small clouds to bathe victims in a fog of green vapor.

Water Hound: 3-5 young; uses water breath (WBr): it is a bolt with a range of 100'; immune to water attacks; takes double damage from fire attacks; can swim well and can breathe water as well as air.

These hounds are as much at home in the water as on land. Many a swimmer has found himself besieged by these blue-furred hounds both in the surf and on the beach.



› PART VI ›

DEMONS OF THE ESSÆNCE



HANARAK PACED AROUND THE INLAID CIRCLE

once, twice, and yet again, his fingertips glowing in the dim room. On the completion of the third circuit, however, the smooth grey ring of metal set in the stone floor erupted with a pale light. The Dark-elven Mage held forth his hands and uttered a spell from a time long past. As he spoke a twisting flare spiralled up from the circle, tracing over the glowing strip as it slowly climbed towards the high arched ceiling. It left a luminous trail as it revolved once, twice...

A shrill keening filled the room, starting above the range of even Elven-ears, sliding downward in a painful cry as the tiny comet finished its sixth circuit. With a gust of hot wind the spiraling coil imploded to the center of the ring—and all was silent and dark.

A few papers wafted to the floor in the ensuing quiet, and a new sound began: a hissing like steam from a vent in the earth. This came from the huge form crouched in the center of the circle, as it began to glow red. It turned towards Shanarak as it rose to its full height—more than twice the Magician. Its luminous skin glistened as if oiled. It was in the shape of a man but had only four fingers and toes on each hand. It was naked and hairless, grotesque in its masculinity. It had no ears or lips, and when it opened its eyes there showed nothing but a bright orange light. Its long black fangs showed when it spoke—a curious screeching sound like many angry female voices in near-unison. “I am yours to command, my lord,” it said, its voice full of hate. Then its flesh burst into flame.

*A Procreator
(Stylized rendering)
C. 4500 TE*

Spirits from the realm which is the opposite of what we consider ‘order’— Demons of the Essænce are just that. Some are singular and unique creatures, while others are sparks of twisted intelligence formed together in a maelstrom of pure energy. They are at home in an environment where all that we understand has been cast aside.

Demons of the Essænce include Elemental Demons, Thematic Demons and Singular Demons.

When Demons enter the material world, they generally require a form, a tool by which they can interact with the physical reality. (An important exception is the Singular Demon, who has no form other than the place to which he is tied.) While the spirit is not dependent upon this incarnation for existence, destruction or even serious damage to the material form is usually enough to cause the spirit upheaval. It thus loses its grip on the material plane and is forced to abdicate the form, leaving an empty husk. (Sometimes even this disappears in a wisp of smoke or a glow of released Essænce.)

Despite the intrinsic nature of the demons and after many centuries unchallenged in a specific form, many of these spirits have found themselves tied to their shapes. No illusion can change their countenance. Thus, many demons live in a tortured existence, locked in a body they cannot escape, yearning for freedom yet loathing the defeat of death. Most avoid this predicament by remaining nomadic and shifting from plane to plane.

While demons will not necessarily serve the Unlife or even be allied with it, nearly all are evil in their own way. This is their nature, inevitable because of their origins in Chaos.

The most common Demons of the Essænce are the Elemental Demons, manifestations of the five Elements of the Essænce: air, earth, fire, light, and water. Thematic Demons, the least common of these spirits, represent more complex, non-physical concepts: harmony and discord, birth and death, love and hate, war and peace, etc. Singular Demons, on the other hand, gain access to our world via specific places and/or circumstances, some surprisingly unlikely. They are undoubtedly the least definable of the Souls of the Essænce.

THE CHAOS PLANES

This is the home of the Demons of the Essænce. As one travels further into the realm of Chaos, all things which are assumed to be immutable in our world become fluid. At first subtle changes may give clue to the fact that one has entered the realm of Chaos: days and nights have no predictable length, and the stars flicker across the sky in random and sudden movements. Then colors and forms change; the logic of appearance and form no longer is relevant. The earth is a tortured place where oceans boil away and mountains are thrust up in a matter of minutes. Weather changes occur in seconds, and gravity sometimes falters.

This is a place where rock flows like water and air becomes viscous. Huge meteors crash to the earth constantly, while masses of earth rise up and into space, as if gravity has suddenly failed. The oceans boil. Winds of more than 200 miles an hour blow in ever-changing directions. A day of three suns follows a night with four green moons, followed by a day of one sun which fills half the sky with a sullen angry face. As one is drawn further towards the ultimate incongruity, space itself begins to distort, stretching and contracting, twisting on itself. Past, present and future seem to reverse or even intersect.

At the end of Chaos is the Unlife, the ultimate contradiction.

1·ELEMENTAL DEMONS

When Elemental Demons enter the Shadow World, they frequently manifest themselves in vaguely humanoid forms, the better to interact with their environment. When it suits them, however, they may assume a more fundamental shape related to their element (e.g., a Fire Demon would become a ball of flame, an Air Demon a whirlwind, a Light Demon a sphere of electrical energy, etc.)

Elemental Demons have inherent control over their related element. (Fire-demons, for instance, know the Fire Law spell list, as well as any other spell whose name contains the word *fire*, while those of light know Light Law and any spell with a name including *light*.)

FIRE DEMONS

Fire-demons are associated with destruction and typically are summoned by the forces of evil. Their power comes from the depths of the earth and the energy of the sun; they love the day and fiery caverns. Driven by avarice for power and death, they are among the most fearsome of demons.

The favored guardsmen of Kadæna, most were banished forever during the Final Conflict. But some were actually imprisoned within deep caverns, unable to return to their planes and yet unslain. They await the unwary who might free them and find death as a reward.

STATISTICAL INFORMATION

Typical Fire-demons reach about 13' in height and are large, cunning creatures. Most (80%) are armed with Fire-weapons (e.g., a *Sword of Flame*), great two-hand arms that they wield in one hand.

All Fire-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Fire Law. Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons. Those using a flaming sword deliver 3x damage on the 2-h sword table. Their critical strikes are accompanied by "B" Heat crits. When they immolate, they deliver a "D" Heat crit to every victim within 5' of their flaming bodies.

AIR DEMONS

While usually solid-appearing in form, Air-demons can become as ephemeral as the four winds at a thought and pack the power of a hurricane. When solid, Air-demons are usually a pale, cloudy grey in color, with glimmering blue eyes and cirrus-like mane. Not surprisingly, they are weightless at will and can fly at tremendous speeds. They can also enter into any place accessible to the air, though they require a moment (2 rounds) to reform.

STATISTICAL INFORMATION

Air-demons differ in size from 10' to 20' in height. Their size seems to have little effect on their power, however. Most (80%) are armed with Fire-weapons (e.g., a *Sword of Flame*), great two-hand arms that they wield in one hand (delivering 3x damage).

All Air-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Wind Law and the Sorcerer list Gas Destruction. In addition, they wield bolts of air at will. (Treat as Fire Bolt, 100' range, but use Impact Criticals; Demon can fire 1/rnd.) The insubstantial nature of the Air Demons means they cannot be harmed by normal weapons. A whirlwind about these creatures means that all within 5' suffer a "B" Unbalancing critical every round.

LIGHT DEMONS

The focusing of powerful light seems to be a major goal of these incandescent beings. Darkness is their enemy, and they are weakened at night or even on cloudy days. They are among the few demons most to be feared in the sunlight, as they feed on that source. They love the desert; they dislike water and will not go underground.

STATISTICAL INFORMATION

Typical Light-demons reach about 12' in height and their smooth skin has an inner radiance, whether it be red, green or blue. Most (70%) are armed with deadly whips of light. They also have a fearsome innate weapon: their eyes.

All Light-demons can cast 2x the equivalent of their level in Power Points per day of spells from the Magician Base List Light Law and the Mentalism list Brilliance (except the Dark spells). Their glassy smooth hide is both enchanted and resilient and cannot be harmed by normal weapons. Their light-whips strike as flails delivering 3x damage plus Electricity and Impact criticals. Anyone within 50' looking at the Light-demon must make a RR vs 5th lvl or be blinded for 1-10 rounds. Finally, Light-demons can fire powerful beams of light from their eyes 1x every six rounds. (Treat as lightning bolt 300' but delivering Heat criticals. They cannot perform any action one round before or the round during their fire.)

WATER DEMONS

Denizens of the deeps, Water-demons combat Shaal for mastery of the waters of Kulthea. Cruel in nature, they sink ships and drown the unwary out of spite.

STATISTICAL INFORMATION

Typical Water-demons reach about 17' in height and tend to be elongated, sinuous creatures. About half are armed with great watery nets (treat as Huge Grapple), which entangle and drown their victims.

All Water-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Water Law. Their flowing, enchanted hide cannot be harmed by normal weapons. Victims entangled in their nets will drown (lose consciousness) in the number of seconds equal to their potential Co. All within 5' of a Water-demon are soaked and splattered with water, causing all melee and maneuvering to be at -20.

EARTH DEMONS

Monstrous creatures, they are one with stone and can move freely through solid rock. Earth-demons consider the deep underearth to be their domain and will destroy any who attempt to usurp their supremacy there.

STATISTICAL INFORMATION

Largest of the Elemental Demons, typical Earth-demons reach about 20' in height and are massive though surprisingly nimble beings. About half choose to arm themselves with great stone hammers, while the rest find their rock-hard fists sufficient to pulverize any foe.

All Earth-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Earth Law. Their thick, rocky hide is both enchanted and resilient and cannot be harmed by normal weapons. Earth-demon hammers strike as war mattock delivering 3x damage while Earth-demon fists are Large Stomp 2x damage. (A Demon may strike twice each round with his fists!)

2-THEMATIC DEMONS

These beings are in their way more cruel and insidious than the Elemental Demons, concerning themselves at least as much with the subversion of the spiritual as with the destruction of the physical.

DOOMBRINGERS

Typical of the Thematic Demons, Doombringers rely first on evoking an emotional reaction before resorting to physical attacks. Their very appearance brings panic and despair; their moaning voices summon tears and helpless depression.

Doombringers generally look like huge (12-15' tall) man-like creatures veiled in a thick, swirling mist, a foul-smelling blackness. A Doombringer's vague image can barely be seen through this tattered cloud, like a fateful moon on a clouded night, or a specter in an evil dream.

They are harbingers of inevitable and pitiless failure; their presence means utter despair and enduring fear. Doom is at hand.

STATISTICAL INFORMATION

Anyone gazing upon a Doombringer must roll a successful RR or flee in terror (for 1-100 minutes). RR failure of greater than 100 results in death due to shock and irreversible hopelessness. The danger they present cannot be overemphasized, since it is *Extremely Hard* to avoid looking at such a creature even under the best of circumstances, and the lighting conditions provide no salvation. When a Doombringer appears, he intends to be seen—regardless of the circumstances of his surroundings. Fortunately, once a person has withstood the sight of a particular Doombringer, he is immune to its awful presence.

Doombringers can bathe themselves in a shroud of electrical splendor, sending twisting bolts of lightning through their misty aura. Anyone within five feet of the demon receives a +50 *Lightning Bolt* (point blank range) attack during each round they are within the effect radius. Doombringers possess spells from the open Essence and Mentalist spell lists. They know all of these lists to their level and receive 3 power points per level.

PROCREATORS

Where the planes of Order have love and devotion, Chaos has lust and depravity. Procreators take delight in carnal pleasures, corrupting the innocent and reducing them to desperate, animalistic creatures.

Appearing as fantastically virile, sensual humans, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams, and seduce their quarry with spells and soothing words. The victim awakes tormented with need. The Procreator returns, sometimes at night, sometimes appearing to them in daylight to torture their 'love.' Sometimes the Procreator denies the victim, relishing their shameless desperation, but they will often relent, as it only strengthens the victim's addiction.

Their other goal is the conception of a half human demon-child, one who will serve them for eternity. Unfortunately, the mother of the child usually (75%) dies at childbirth, while a human father (seemingly without explanation) goes insane.

STATISTICAL INFORMATION

Procreators are Shapechangers: they can alter their size (from 5'-14') and exterior features (or shift to mist form) whenever they concentrate, enabling them to change both their strengths and identity. A Procreator cannot, however, change its odor (which is musky and slightly foul) or its fundamental structure, which resembles that of a normal man or Elf. These demons typically possess all the Mentalist Base, Evil Mentalist Base (and Hourly Base, *RMC IV*) spell lists and receive six power points per level. Additionally, Procreators can float or fly, either as a mist or in typical form, although they do not possess wings.

ORDAINERS

The mightiest of the Thematic Demons are known as Ordainers or, as they are sometimes called, *Death-watchers*. Others (erroneously) call them *Moloch*. These lordly demigods serve those who feed their appetite for death and destruction. Some are united in their service to the Unlife, but all are unique in form. Ordainers possess the power to change shape at will (1 rd prep), but they cannot hold fair form without concentration. Their natural form is one they normally prefer anyway, for it suits their unsubtle purposes. They are often more than 20' in height, and though manlike in form, they have rough, scaled hide, a dangerous prehensile tail and huge leathery wings. Their limbs are short and powerful, their heads unspeakably awful fanged visages.

As noted elsewhere, these demons sometimes are transported into the Void. Their origins are of the Essænce, however.

STATISTICAL INFORMATION

Ordainers can fly (200'rd) and employ Essence or Mentalist Base spells to their level (lvl x 5 PP). When utilizing arms they carry two 2-hand weapons, striking each round as if 2 individuals. When unarmed, they simply use their hands, which strike as maces. In any

case, their immense strength yields 3x damage (hits). Given to *immolation*, an Ordainer can explode into flame or shroud himself in swirling ice, and all within 6' receive a "D" heat or cold critical each round they remain in the terrible, churning radius. These demons can also *Ordain* a foe, tearing the target's soul from his body with *Dark Absolution* (30th lvl Evil Cleric Dark Channels).

SOULSLAYERS OF MURLIS

Assuming hideous, vaguely humanoid forms, the Soulslayers have a thick pinkish hide with visible veins and a wet, oily appearance. Long sinuous arms mounted on disturbingly placed shoulders end in trinary pincer-like claws that can rotate freely to either slash in an even row or grasp with frightful power. Sinewy bowed legs end in large, three-toed feet built for running.

The Soulslayers have an active following in the Bladelands of Folenn. Their loyal servants are the humanoid *Vancu*. Their rivals are the Watching Sisters of the Steel Rain, an elusive cult following the Dragon Ulya Shek.

STATISTICAL INFORMATION

Armed with a vicious range weapon, the Soulslayers can fire three *Nether Bolts* per day, each at x3 hits. They need one round of inactivity to prepare each bolt.

In Melee Soulslayers strike with their claws, slashing or pinching, able to make one attack with each per round. Their surprising reach gives them a +50 first-strike advantage in melee to all but wielders of pole arms. Should a victim be stunned, they can close and grapple, reducing their DB by 50 but enabling them to use their cruel soul-draining power.

True to their name, the Soulslayers of Murlis consume the very souls of their victims, drawing on the life-force for energy. This has the effect of a *Dark Absolution*, with the bonus of touching (the Soulslayer must be in physical contact with the victim). They can perform this operation an unlimited number of times, and in fact can heal up to the number of the victim's hit point total and/or any one critical inflicted on it per soul. The victim's soul can often be seen as a faint bluish aura being drawn out of it and into the Soulslayer's sucking maw.

3·SINGULAR DEMONS

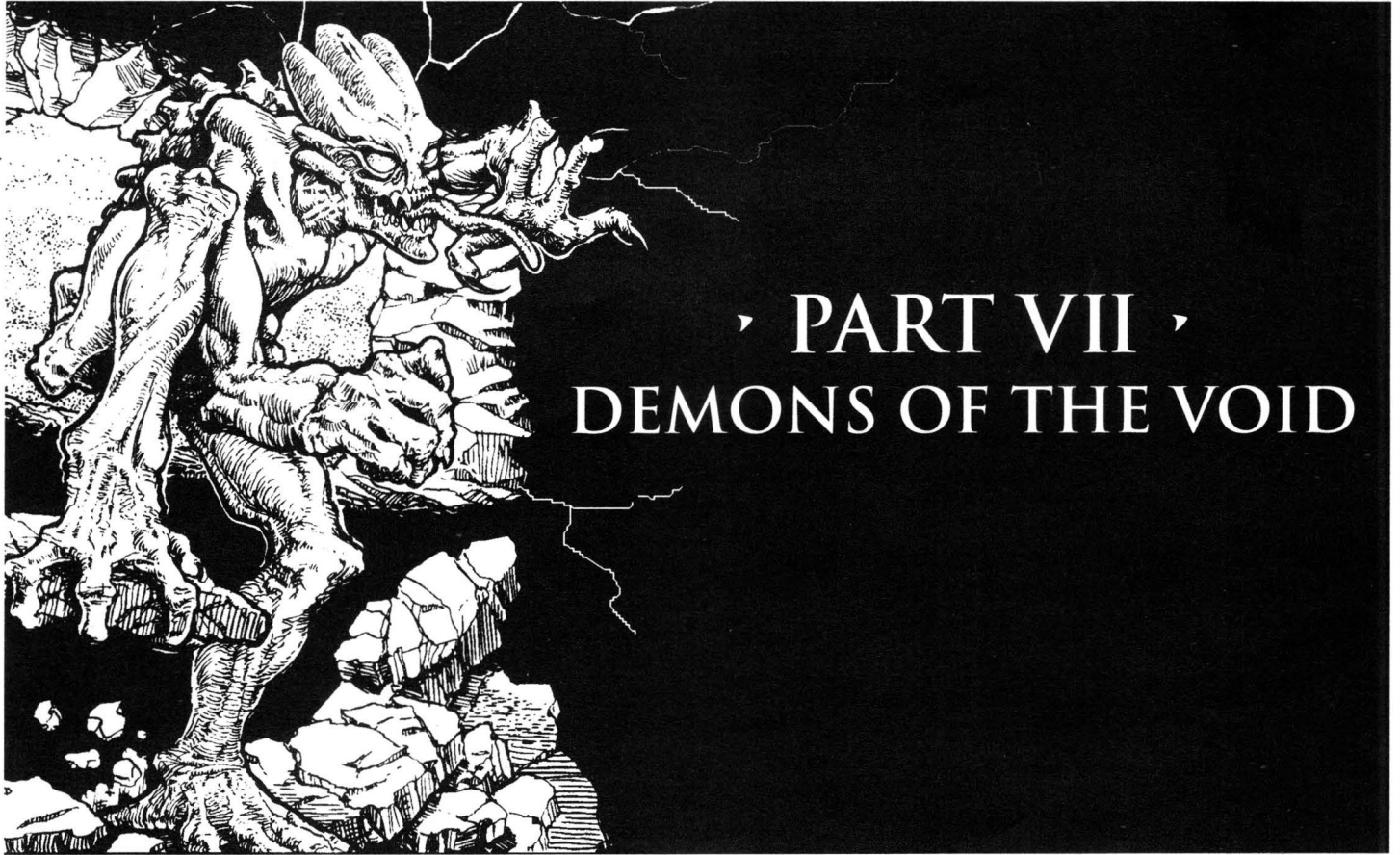
Called so because each is unique, and each is chained to a specific location by bonds of Essænce far stronger than any alloy. Dark places of power are frequently the homes of unwilling Singular Demons. Ruins of ancient temples, or other ancient constructs of evil nature are frequent traps of the Singular Demon. More often formless than not, their malevolent spirits nevertheless haunt these locations, lurking in the shadows of power in order to snare unwary travellers. They feed on pure Essænce, draining the very life out of their victims.

STATISTICAL INFORMATION

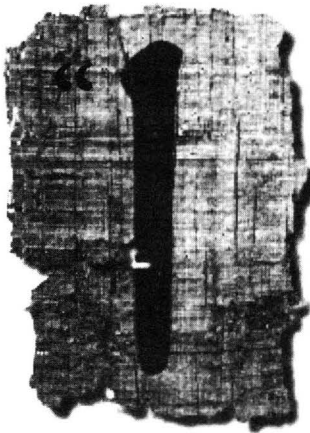
Nearly all Singular Demons are capable of casting spells from one to three of the following Evil Mentalist lists: usually Mind Domination, Mind Erosion, Mind Death, Mind Disease. Some also possess the Mystic Base List *Confusing Ways* to better lure in their prey. While Singular Demons are unable to venture from their foci, their range of spells varies tremendously. While some cannot affect creatures more than twenty feet away, a few rare and powerful demons have a range of more than a mile. Singular Demons vary in level from 10 to 50, and have 5x their level in PP.



LTORN 92



▸ PART VII ▸ DEMONS OF THE VOID



BELIEVE THAT OUR RESEARCH SUPPORTS THE

conclusion that the near planes of the Void are contiguous planes along one track of space-time.

“Imagine a point on the ground: this is the beginning of time and space, the Nexus. Radiating from it in every direction are lines of reality. We are but one of those lines, running along the ground, moving further and further from the Nexus as Time advances. We are at a given point. Towards the Nexus is the Past; away and ahead is the Future. Running directly opposite from our direction away from the Nexus is Chaos. Not backwards in time because time ends at Nexus; more like a mirror image. This is but one dimension.

“Imagine other lines which radiate from the point, all on the ground. These have been known as (ironically, and erroneously, if my theory is correct) the Parallels, worlds similar to our own. The greater the angle, the more at variance from our world these realities are. Infinite numbers of new ‘parallels’ are created every instant, diverging with alternate realities. This is two dimensions.

“Now, imagine lines radiating from the Nexus but rising above and diving below the Plane of the ground. These are the ‘Planes of the Void’ as they have been named. The six ‘Near’ planes are those immediately adjacent to us in the Space-time, much the way six beehive cells cluster about a central cell. What’s that? ‘What about the two Parallels which should lie to either side of our line of reality?’ Yes, well, I think you are taking my analogy a bit too literally. They are there, but co-existing in a different material existence, you see. The Parallels are of Existence, while the Six Pales are of the Void, in a way co-existing in perhaps a ‘negative’ copy of our world.

“At any rate, these six nearby Planes are in ways alien, but in other ways strangely similar to our world. The Demons of the Pale are almost human in certain aspects.

“Beyond the Six Pales that cluster about our own little line of space-time are the *Last Planes*, those alien places which bear less and less resemblance to our reality. They have never been catalogued; the Sorcerer Kulthog Ruan claimed to have visited more than 300. There are, I believe, an infinite number. We now have—in a manner of speaking—three dimensions.

“Now things become conceptually treacherous. The Outer Void is so alien as to not fit into our little scheme in three dimensions, so I must ask you to envision a place which is beyond these three dimensions, a fourth dimension, if you will. It is a place which has no Place, a time where there is no Time. It has no relation to Existence, Chaos, or even what we call the Planes of the Void. It is totally alien.”

TALIAX CHUN

FROM THE LECTURES ON

THE NATURE OF EXISTENCE

(NOMIKOS ADVANCED THEORETICAL STUDIES)



The term *Demon* is rather simplistic and when used to apply to such a large and varied group it is actually deceptive. The creatures loosely referred to as *demons* fall into two very different (and in fact unrelated) categories: those of the *Essænce* and those of the Void. In this section we will discuss Demons of the Void; these are beings from beyond even what we know as the other planes of existence; indeed, they are from beyond existence itself. Their intermittent presence on the Shadow World is as unpredictable as their own quixotic motivations. Their nature is totally alien to this universe; they are drawn and repelled by the *Essænce*. To the ways of thinking most would consider rational, their actions are pointless, contradictory, and hopelessly chaotic.

This section will also briefly discuss the Planes of the Void and some of the lesser creatures which inhabit them.

GM Note: the stats given throughout the demons sections are often fragmentary; this is because only stats which are applicable to humanoid norms are included; others must be extrapolated by the GM.

1·THE VOID: AN OVERVIEW

The following section will attempt to briefly describe the nature of the Void. As noted elsewhere (see page 74) many scholars believe that the Void parallels the planes of Order and Chaos on an axis even more incalculable than that leading to the Planes of Chaos.

One theory states that the entirety of the universe is actually a fan of axes, and Existence is but one while the Void is others. The Scholar Taliax Chun said it well in his famous lecture at Nomikos, reprinted in part at the beginning of this section.

2·THE PLANES OF THE KNOWN VOID

These are also known as the Near Planes or the *Six Pales*. They are the home of the demons most often summoned by powerful (or reckless) mages and sorcerers in search of knowledge and power. The fact that these demons are able to travel through their planes and gain knowledge of this world supports the theory that the axis of the Void parallels the Order-Chaos axis of Existence.

The Six Pales share a singular feature: the constant faint light which differentiates the tortured landscape from the horizon. This would resemble the first grey light of dawn except that it emerges from all around, and has only the ability to light the sky near the horizon. On most of the Planes, it is depressingly constant in its changelessness. The upper sky is dark and starless.

DEMONS OF THE PALE

These are the more familiar and lesser echelons of the demons which are known as the *Outsiders*. Outsider is a general classification referring to all demons of the 'Planar' or 'Inner' Void. Demons of the Pale are categorized according to their home plane. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest.

These are in fact related to the Dark Gods of Charón, and serve those evil masters when summoned from their homes in the Planes.

Following the demons which rule the Pale is a listing of a few other beasts which share that bizarre realm. These other creatures are rarely seen outside of their home environment, but can be drawn into the Shadow World through Portals or Flow Storms.

Entities from other planes vary considerably. Some are friendly and benevolent (despite their terrifying form); most are selfish, malevolent creatures whose enchanted souls harbor awesome power.

THE FIRST PALE

The entirety of the First Pale would seem to be a vast grey wasteland, broken only by clumps of skeletal woods: gnarled, spindly trees bleached white. The light never changes, and the temperature remains the same: a bone-chilling cold. This is not alleviated by the icy winds which blow from random directions, flowing through the tree-branches with a low moaning wail. There are occasional patches of dry grass, but these, like the trees, are completely dead.

It is impossible to judge direction here, as the light comes from all around, and normal navigational techniques are useless.

DEMONS OF THE FIRST PALE

Easily the weakest of the Demons, these tend to travel in groups (2-20). Averaging about 7 feet in height, they have pale grey skin and are naked and hairless except for a single clump of wiry hair protruding from the top of their large skulls. Although capable of wielding clubs, they have no understanding of sophisticated fighting techniques and are in fact quite stupid.

OTHER CREATURES

Orgal: Resembling white, hairy, ten-legged spiders about five feet across, Orgal are less aggressive but can be very dangerous if they feel threatened. Their poisoned bite is deadly. Orgal spin webs among the white trees, sometimes snaring even the demons.

Shaan: Not unlike a stingray, Shaan hide themselves under the surface of the dusty grey earth and remain there unless disturbed. If stepped on or otherwise bothered, the Shaan will curl up and wrap itself around the offending limb. Using leech-like mouths scattered over its surface, it bites and feeds on the target's blood. Shaan can fly like a stingray swims, though they never go higher than a foot or so above the ground.

THE SECOND PALE

The Second Pale is a world completely covered by water. This murky ocean is inundated by myriad currents through treacherous reefs and contorted rock formations. The unwary can be swept upon dagger-like stone or coral. A few luminous jellyfish-like creatures drift through the deeps, but overall the only light is a dim haze which pervades the entire environment. The temperature of the liquid varies from literally boiling to a frigidity that would freeze but for its constant churning.

The surface of the water is covered by an oily sheen and nearly dead-calm. Plumes of steam swirl up from the waters into the darkness. Visibility is limited, though an occasional gust of icy wind will reveal a vista: a hopeless expanse of unbroken ocean.

DEMONS OF THE SECOND PALE

Ideally suited for the murky undersea world, the hands and feet of Second Pale Demons are webbed, and they are equally capable of breathing water or air. They can propel their sleek, hairless bodies through the water with surprising speed, and wield small, curved knives with a frightening skill. These demons have large, protruding eyes which allow them to see perfectly even in this murky liquid of their home.

OTHER CREATURES

Vooj: Sea-snakes with a deadly barbed tail, Vooj often grow to more than thirty feet in length. While constrictors, their tail barb also carries a swift-acting poison (5th level Nerve Poison). The huge mouth can swallow a man.

Algalon: Beautiful and graceful, the Algalon is like a large, translucent jellyfish. Inside its clear shell (often more than eight feet across) are myriad blue and yellow lights, and from its underside hang undulating tentacles. While they appear to be about ten feet long, they can extend to more than 3x that length, snapping out with terrifying speed to entangle a victim and shock him (1-4 "A" Electricity Criticals). Then the prey is drawn in and consumed (injected with a 10th level reduction poison).

THE THIRD PALE

Rocky pillars and towering buttes dominate this world. Between these sheer spires lie narrow channels like dry riverbeds, constantly swept by bitter cold winds. The myriad overhanging cliffs are punctured with shallow caves, in which live the denizens of this plane. The rock itself is uniformly black with a volcanic porosity. Nearly constant lightnings flash through the sky, brilliantly illuminating the stark landscape with a strobe-like brilliance, but no clouds can be seen, and there is no sign of vegetation or moisture. A high-pitched keening fills the air like the squeak of bats.

DEMONS OF THE THIRD PALE

Nine feet tall and lithe, Third Pale demons are the only ones equipped with huge, bat-like wings extending down from their long arms. Dark grey in coloring, these slender monsters have excellent senses of hearing, smell, and reflected sound location (akin to bats).

While nearly blind under normal lighting conditions, these demons see fine in the flashing maelstrom which is the Third Pale. They also have superb flying and gliding skills.

OTHER CREATURES

Urki: Grotesque parodies, Urki resemble black, hairless flying squirrels with long, whiplike tails, but they fly much better than the furred creatures they imitate. While their little claws are best suited for clinging to rocky crags, their sharp fangs are dangerous. They often travel in small flocks, and a massed attack is truly fearsome.

Morl: Slug-like beasts which crawl inexorably along the sheer cliff-sides of the Third Pale environment, they are less defenseless than they seem. Their slimy flesh exudes a dangerous acid (which allows them to actually tunnel into rock if they wish). Touching one results in a "C" Acid Critical.

THE FOURTH PALE

The entirety of this world is to be an underground maze of tunnels all uniformly four to ten feet in diameter. With the additionally confusing factor of no gravity to anchor the inhabitant, the warren is a completely disorienting. The darkness is nearly absolute as well, and only those with superior infravision can see at all.

DEMONS OF THE FOURTH PALE

Fourth Pale Demons are ten feet tall—though one could rarely tell their true height as they are constantly stooped to crawl through the tunnels of their Pale. All insane, these creatures are doomed to forever wander the endless corridors. Each has superb sight (including infravision and imagesight), but lacks development of other senses. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail. Slender, agile, and strikingly precise, they usually throw things or resort to spell-casting; as a race, they have mastered both forms of attack.

System Data:

Spells: Each possesses knowledge of all the Ranger Base lists Moving Ways and Path Mastery, and receives two power points per level.

THE FIFTH PALE

The Fifth Pale is a nightmarish place of industrial technology gone mad. Smokestacks and gigantic refinery-like superstructures fill this world, which is constantly washed in a luminous steam. The rhythmic wheezing of bellows mixes with the clatter of gears and the roar of engines. Foul pools of chemicals, their oil-slicked surfaces aflame, illuminate open-scaffold elevators, steel mesh platforms, and large, powerful machines of incomprehensible function. Climbing over these machines (and apparently servicing them) are countless monkey-like creatures.

DEMONS OF THE FIFTH PALE

Strong and standing over eleven feet in height, Fifth Pale Demons wield baroque weapons whose origins lie in this strange machine environment. Often covered with gears, pulleys, and other simple mechanisms, these devices are complex but all too often deadly.



DEMON OF THE FIFTH PALE

Although similar in some ways to Fourth Pale Demons—using spells and enjoying superb sight—they are a darker blue, tail-less, stocky, and powerful of build, and have heightened senses of smell and taste (but not hearing).

No Demons of the Pale are stronger from the point of brute force. Legends commonly cite these creatures as being capable of punching through steel doors or thick, stonewalls. Many are also quite bright, as evidenced by their skills in the ways of spell-casting and organized war-craft. Fifth Pale Demons are jealous of power and forever seek to dominate others. They travel to other planes to gather slaves to operate their machines.

System Data:

Spells: Each possesses knowledge of all Monk Base lists and receives three power points per level.

OTHER CREATURES

Xuun: Small, monkey-like creatures, Xuun are the servants of the demons. They have six limbs; all are like long arms with dextrous fingers. Xuun have no fighting abilities, but scream loudly if they see a creature they do not recognize.

Ag-Ak: Not living creatures but constructs, Ag-Aks are robots built by the Demons. They come in countless forms, ranging in size from less than a foot to more than ten feet in height. Uniformly stupid, they are nevertheless often well-equipped fighters.

Ophul: Humanoid slaves, Ophul resemble men who have gone beyond the edge of starvation. These naked, skeletal creatures have dark, sunken eyes and fragile-looking limbs. They are the laborers of this realm, hauling the fossil fuels which power the machines. Emotionless and unthinking, they are like automatons.

THE SIXTH PALE

Another dramatic place, the Sixth Pale consist of endless vertical cliffs which plunge into fiery chasms. These sheer walls continue upwards as far as the eye can see, and drop hundreds of feet to brilliant lava rivers. The sides are laced with treacherous, narrow shelves of rock, barely wide enough for one man to pass. Sections of these shelves frequently crash into the abyss without warning.

DEMONS OF THE SIXTH PALE

Intelligent, but insane and wildly violent, these are the most feared of common Demons of the Pale. While resembling First Pale varieties in stature and structure, they have glistening black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues contribute to a visage beyond terror.

Nearly all are virtually immune to extremes of temperature, particularly fire, and pain seems alien to their being. Worse yet, they are powerful and elusive foes. Sixth Pale demons have a 'recurved' musculature, and are capable to feats of tremendous acrobatic skill and rarely paralleled strength. These creatures may leap up to 100' from one chasm wall to another, holding on to the adamantite rock by literally driving their steely claws into the stone. Such fearless displays of raw, dexterous power are inherent in their character.

Perhaps the most grisly and terrifying legend surrounding the Sixth Pale demons is that many have been known to tear the head off of a fallen foe with one swift motion. All the worse because it is true.

OTHER CREATURES

Murg: Insectile beasts, Murgs crawl along the cliffs on sticky appendages. While capable of short hops, they cannot fly. Murgs are about two feet across and resemble a glistening blue locust. They can spit a powerful acid (Shock Bolt Attack Table, Acid Critical) up to 100' with deadly accuracy.

Karax: Mighty beasts which live without harm in the lava of the Sixth Pale, Karax lurk just beneath the surface, waiting for a creature to move too close to the liquid rock. If a Demon or Murg ventures too close, the serpentine neck shoots up (as far as 50 feet!) and snaps shut on the poor victim.

3·THE LAST PLANES

Home of the Demons Beyond the Pale, the Last Planes are not a place where sanity can survive. The senses are warped by energies and effects which cannot be understood. No more can be said, for no one has returned from the Last Planes and recounted anything which makes the least sense.

In reality of course, the Last Planes are made up of myriad worlds, but the subtle differences between the different incredible environments are lost on humanoid senses.

DEMONS BEYOND THE PALE

Most powerful of the Outsiders, the Demons beyond the Pale are in another class altogether. They may choose a form while in this universe, but it requires great control and power. Most instead accept the awful form they take when they enter the Shadow World.

Malevolent demigods, the Demons Beyond the Pale are souls inimical to the Essænce. Some were born of the Essænce and later banished into the Void—indeed some theorize that Ordainers who have become too wild and powerful are thrust into this realm. They are lords who control their own, bizarre dominions and exercise control over many of the lesser demons that inhabit the Known Planes. While most of their motives remain wholly mystifying, they sometimes act in a clearly understandable fashion and according to standards familiar to the men and Elves of Kulthea.

Demons Beyond the Pale are incarnations of tremendous Evil. Most take gigantic forms, although virtually none are fair-seeming. All are agile and powerful, and enjoy swift flight (60'/rd acceleration; max speed 240'/rd). Even the weakest of these demons can wield a great (two-hand) weapon in each hand. Each possesses an almost irresistible voice and commanding presence which enables them to lead large groups or dominate exceptionally strong minds.

System Data:

Spells: Cast spells up to 50th from the Essence list Spirit Mastery.

Aura of Fear: Those within a fifty foot radius who view them for the first time must make a RR versus fear. Failure of 01-25 results in the victim being immobilized by terror for 1-10 rds; failure of 26-100 forces the victim to flee for 1-10 hours, while a failure of 101+ results in instant death due to shock.

4·THE OUTER VOID

The Outer Void is oddly tranquil after the unthinkable realm of the Last Planes, though it has even fewer reference points, and serenity can lead swiftly to insanity. It is utterly silent. An almost tangible darkness is everywhere, while small white lights dodge and dart about, seemingly without mission or purpose. These glimmering lights are the Agothu as they exist in the Void. It is only in the Shadow World that they are forced to don hideous guises.

OLDER ONES: AGOTHU

The Older Ones are ancient spirits, eerie demigods and their servants who predate Creation and have no connection with the Essænce. While their appearance in most cases is the most hideous and disgusting of all the demons, their purposes are sometimes not even what would be considered 'evil.' At the head of this strange and

indecipherable order is Agoth itself, a sentient presence which is master of the entire chaotic hierarchy of the Older Ones.

In many ways the Older Ones are mere extensions of the Agoth, though their actions and intentions are so alien that they seem without purpose, often pointless and sometimes contradictory.

The 'high court' of Agoth, these individuals—if they can be called such—are the chief lieutenants of the force of Agoth. Each has a distinctive form (more or less), and even a twisted uniqueness which might be called a personality.

ALTHOI (OVERSEERS)

Often called The *Eyes of Agoth* or simply the *Overseers*, Althoi resemble more than anything else large (8' long), inflated blowfish, except that their bodies are covered with eyes on short, wavering stalks. Over two dozen sight organs bulge from the creature's cold, slimy skin, blinking and staring. An Althoi's fins are of a shimmering diaphanous nature and seem to propel it as if it were swimming in water, though it hovers in the air with no apparent effort. Several prehensile tentacles emerge from the large-jawed mouth, organs of sense and manipulation. Though not strong by **Demonic** standards, they can take hold of a man—paralyzing him with **poisoned** barbs—and drag him to the gaping maw. Then the creature drains its victim of blood and drops the empty carcass.

An Althoi almost always travels **alone, and will rarely** attack. True to its purpose, the Althoi is **an observer, not a warrior**. If threatened, however, it can be a **deadly opponent**.

An Althoi has the **power of inter-planar travel**; it can also propel itself through the air at about 5 mph.

System Data:

Spells: Seer Base True Sight and True Visions to 30th; Bard Base Mystical Change 20th; Mentalist Base Mind Speech to 10th. It can also use the spell *Passing* to get through physical barriers.

TRESH (THE SEEKING)

Tending to be another loner among the Agothu, Tresh travel either by themselves or at most in small groups. They specialize in small-scale operations. More aggressive than the Althoi, they will attack first if confronted with a situation they consider to be potentially threatening.

Very similar in form to a large, slightly bloated squid, a Tresh floats in the air vertically, tentacles dangling below it, though they waver about in all directions, and three extremely long ones have a reach of 40 feet. The other tentacles have a 20-foot reach, and the body is about fifteen feet long. In the center of the ring of tentacles (normally hidden) is the beak. Potential food (including humans, but the Tresh prefers larger prey) is held to the beak by the short tentacles while pieces are bitten off and ingested.

Its skin is green and leathery, covered with large, wart-like lumps. The long, powerful tentacles have moist suckers, however. A Tresh also has three eyes, spaced evenly about the main body, and instead of the pointed, finned end of a squid there appears to be a huge humanoid brain, pulsing inside a transparent, globular casing.

System Data:

Spells: Tresh have the ability of inter-planar travel at will and are powerful wielders of Mentalism (all Mentalist Base Lists to 20th level); they are immune to Mental attacks, are deterred by strong Essence (takes half damage) and avoid all Channeling (takes full damage).

MOGLATH (THE SHATTERERS)

Most humanoid of the Agothu, a Moglath has the basic form of a bloated, black-skinned man with a bat head and large bat wings. It also has arms ending in long, six-fingered hands with retractable claws. The bat-like head includes a snout with fanged mouth and long, prehensile tongue, and large upward-pointing, membranous ears. The eyes, however, are huge and eerily humanoid. Shatterers sometimes wield a terrifying 2-handed weapon in one clawed hand.

Moglath are frequently the Captains of the armies of the Void. While not as physically imposing as the Ordainers, they coordinate large offensives by virtue of their cooler heads and better understanding of the normal planes.

Moglath have the power of inter-planar travel at will; and can fly at speed of up to 40 mph.

System Data:

Spells: Moglath know all Evil Channeling lists to their individual level, and gain 4 PPs/lvl.

Resistance: Moglath avoid Essence (takes full damage), but is unphazed by all but the most powerful Channeling or Mentalism.

UTHURO (THE HUNGRY)

When at rest an Uthuro appears to be a blob of oozing protoplasm about ten feet in diameter, but this is just this beast's quiescent state. It can assume a number of shapes to suit its needs, forming tendrils, pseudopods, etc. It can squeeze itself to 1" high or through a 6" diameter tube if necessary (though it is very vulnerable in that state).

Uthuro is not very intelligent and is usually an enforcer brought along with other Demons to assist. It is willful, however, and tales from the Wars of Dominion recount that these awful monstrosities were seen to turn on their own masters without apparent reason. Its most powerful drive seems to be a hunger for Essænce. It is naturally drawn towards any being or thing which emanates such, and envelops it, draining its energy.

System Data:

Attacks: The Uthuro may attack up to five foes per round, as long as they are within 20' of each other. Once the Uthuro has successfully entangled a target, the victim takes 1 "C" Acid Critical per round while the blob-like form surrounds its prey.

Resistance: Uthuro has the power of inter-planar travel at will; it is immune to all attacks of Mentalism, deterred by strong Essence (takes half damage) and avoids all Channeling (takes full damage). Uthuro does suffer double hits from Lightning attacks, and suffers *normal* (not Super-large) Electricity criticals.

Spells: Uthuro has a *Presence* ability similar to the Mentalism Base Spell, with a range of 20' per level.

GUGUTH (THE BREATHLESS)

The Breathless are vaguely humanoid, but their oversized heads are little more than skulls. Their bodies are covered by a skin like grey parchment, dry and peeling. Their large, claw-like hands are skeletal. Their eyes show moisture, however, oozing a bloody liquid as they move in their sockets. Clothing themselves in armor fashioned of sea-turtle shells, they wield jagged swords of a bony material. But the most fearsome weapon is their breath attack.

Sometimes the Breathless are seen riding in eerie air-chariots, powered by the Flows.

System Data:

Attacks: A Guguth can cast unlimited Great Vacuums (Gas Destruction 14th lvl, *SL* pg 99), but must be inactive for the previous round

to prepare and the 10' radius of effect must be adjacent to the Breathless. Once per day it may create an Implosion (50th level), but must be in a doorway or window to the structure.

Resistance: Guguth has the power of inter-planar travel at will; it is immune to all attacks of Mentalism and Channeling, and avoids all Essence (takes full damage). It is immune to air-related attacks, simply inhaling the effect.

AGOTHU SERVANTS: DESTROYERS

The creatures listed below are Demonic servants of the Older Ones. Any of the below may be in the service of the Agothu above.

GLAAR

Strange, almost formless creatures, these beings are composed entirely of energy. Somehow electrical in nature, they feed on that power and need it to survive. They are drawn by any electrical charges—including that generated by living creatures. Glaar are able to coalesce during powerful electrical storms (and so often accompany Flow-storms), a particularly potent lightning strike allowing a nearby Glaar spirit to re-form. After that, a Glaar is an insatiable feeder, always requiring electricity to live. They take on a vaguely anthropoid form, standing about 10 feet tall.

Glaar can also be summoned and directed by the Agothu, though the energy requirements usually make them an impractical tool.

A Glaar is naturally and permanently invisible. It can sometimes be detected by its trail: its toeless 'feet' instantly wither any vegetation it treads on. A Glaar will not cross water (it will 'short out') and can only be harmed by enchanted weapons.

System Data:

Lightning Bolt: it can fire 1x/round, with a +50 bonus. It uses its hits as Power Points.

Invisibility: Naturally invisible, it can only be 'seen' by those skilled in *Power Perception*, though it can be detected by those who can *Sense Reality Warp* as a distortion.

Bash: Swiping at a target with its forelimb, it can deliver a brutal strike, including a supplemental Electricity critical on top of any normal Crit given (at no 'charge' to the Glaar).

Envelop: When it wants to draw energy, it will grapple with a target, and hits delivered by the Grapple attack are drained from the target and added to its hit total. It will continue to drain hits from an unconscious target, draining the Con points until target is tapped out (and dead).

Defenses: Those striking it with metal weapons will receive an 'A' Electricity crit (hits are drained from the Glaar as well, though). Magic has little effect on it: Elemental attacks do half damage (Ice and Earth bolts will splatter and vaguely reveal its hulking, monstrous form; Electrical attacks will *add* to its hit total and agitate it).

Weaknesses: Without fresh energy, a Glaar will dissipate at the rate of 10 hits per hour. If the Glaar goes over max hits, it dissipates into harmless static electricity.

YATHLU

Luminous, transparent beasts, the Yathlu appear in ways similar to the Tresh but are unrelated. They manifest as a large jellyfish-like creature, about three feet wide with dozens of multicolored tentacles hanging from the underside. The main body pulses and undulates as it floats in the air. The tentacles waver and drift, seeming aimless but actually searching. It seeks life-force and is drawn to it.

Each tentacle has an eye on the end, allowing the creature a very complex (if disjointed) vision. While not strong, these tentacles also deliver a powerful sting if they touch unprotected skin. Once the target is stunned, the creature can actually carry away a single beast as large as a cow, draining its fluids and leaving a husk. A Yathlu can attack as many as three foes at once, and if not surprised, can hold them at tentacles' length (the tentacles have a better defensive ability than the vulnerable body).

Again, Yathlu are not particularly strong, but they are frequently found accompanying a Moglath as bodyguards or scouts.

System Data:

Attacks: Yathlu tentacles deliver a powerful (10th level) poison which immediately paralyzes the foe. However, they must touch bare skin. This is indicated by a Medium Stinger Crit (a Stinger Attack roll is automatic after a Grapple Critical is achieved).

Defenses: Yathlu are immune to all but Elemental Spells. They take half damage from all but Fire, which delivers 2x hits but regular (i.e., Large) criticals.

XYR

Another unspeakable horror from the Void, the Xyr are vaguely anthropoid, yet have a certain 'melted' look to them from a distance, and in close proximity they actually look inside-out. Transparent skin reveals pulsing veins and arteries. Their feet are mere stumps (like an elephant's) and their long arms end in three strong tentacles equipped with powerful suckers with which they try to grab an opponent. While easy to hit, they are resistant to serious damage.

Among the most common of the Destroyer servants, the Xyr act as a guard about the more powerful Agothu in battle situations. They are rarely seen alone, however, unless they have been thrust into the Shadow World by some accident.

System Data:

Attacks: Any critical result means a secondary *Disruption* critical as the creature's suction cups drain blood from the target. Successful Grapples mean the beast has a grip and will do an automatic "B" *Disruption* every round unless the target makes a successful *Very Hard* disengagement maneuver (add Ag/St bonuses); target may attempt this while parrying the other arm's inevitable attack.

Blood drain with Grapple: any bleeding hits from target while successfully grappling mean hits are healed on the Xyr that are taken from the Target.

Wound healing: Bleeding wounds close and heal at the rate of one hit per round (e.g., a 5 hit per round wound will only bleed at the rate of 4 the next round, 3 the next, etc, until healed after five rounds).

NOH-KEF

The Destroyers of Noh-Kef are among the most powerful and mindlessly destructive of their ilk. Fortunately, they are very rare, and if not roused from their lengthy sleep they can be easily avoided.

The Destroyers stand about ten feet tall. Since they do not move and their skin has the texture and appearance of smooth, grey stone, they seem very much like odd pillars. They are roughly cigar-shaped with eight longitudinal ridges. At their base are sixteen 'tentacles' radiating out about two feet. These tentacles are incredibly strong and support the creature while resting. They fly when active so these tentacles are really their manipulative organs. The tentacles surround an orifice which is totally sealed when dormant, but may open wide enough to actually swallow a man whole.

The Destroyers of Noh-Kef are apart from many of the other Older Ones, ancient beings who, while residing in the Shadow World, have for the most part been in a state of slumber for thousands of years.

System Data:

Digestion: When swallowed by a Destroyer, targets suffer an "E" severity Acid critical every round until docile, then they will be infused with a level 30 Reduction poison.

Spells: All Destroyers (when awakened) have considerable spell-like mental abilities. Each has all Evil Mentalist lists as well as Mind's Door and Mind Control.

MIND-EATERS

Like a large (one foot diameter) opaque jellyfish with clawed tentacles instead of feelers, Mind-eaters are grotesque little beasts which attach themselves to the victim's head and suck out the brains.

Mind-eaters appear out of thin air directly over a target. They normally attack one per person. If they fail their initial attack, they will attack by leaping, but they will flee if destruction is imminent.

System Data:

Attack Mode: It is a *Light* (+10) maneuver to avoid allowing a Mind-eater attach to the head if they are detected. To anticipate a Mind-eater attack requires a *Sheer Folly* (-50) Perception maneuver. To see a Mind-eater above one's head is a *Medium* (±0) Perception.

Spells: Mind Eaters have *Presence* like the Mentalist Base Spell, which they use to locate prey.

JANAK (HUE-EATERS)

Akin to hairless men, Hue Eaters are unspeakably evil servants of the Breathless. They are covered by tough, toenail-like protrusions, which form a scaly skin. Hue Eaters have beaks instead of mouths, surrounded by an array of eight squid-like tentacles, tipped with hollow spines. They have four eyes in the front and four in the rear of their elliptical skull. Four ears crown their heads, each protected by a bony tusk. Their four arms end in four-fingered talons.

These creatures dominate the southern wilds of Foleenn and make frequent sorties into neighboring areas and along the coast.

System Data:

Attacks/Weapons: Each fighter carries a small, double-stocked cross-bow, and a large, biting axe. The twin blades of the axe close when they strike, chewing the flesh out of the victim and opening a wide wound from which the Feeder will feed. Hue Eaters wear light leather armor made from sea turtle hide or layers of human skin. Some adorn themselves with peculiar helms. Extra armor protects them from the rear, where they attach a narrow banner showing their affiliation.

Warriors often ride Tartu, huge reddish sea turtles which have been bred to sport double shells with an armored compartment. This small chamber, located between the Tartu's two shell layers, accommodates 2-4 Hue Eaters. Hue Eaters cut apertures in the outer shell, transforming the Tartu into a living tank.

Hue Eaters thrive on blood and other bodily fluids, which they suck out through syringe-like tentacles. An adult Hue Eater can drain the fluids from a grown man in about an hour, although it often feeds on a victim for a day or two. Within a minute, a Hue Eater consumes enough blood to render its prey unconscious.

DEMONS CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks (Prim/Sec/Tert)	# Enc	Outlook (IQ)
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DEMONS OF THE ESSÆNCE

Elemental Demons

Fire (VI)	25	90	Dash/30	FA/FA	H/SL	300	20(60)	210We(2x)(heat)Spells/Special	1	Domin.
Air (VI)	25	90	Dash/30	FA/FA	H/SL	280	20(80)	180We(2x)(heat)Spells/Special	1	Domin.
Light (VI)	25	90	Dash/30	FA/FA	H/SL	270	20(80)	200We(2x)(heat)Spells/Special	1	Domin.
Water (VI)	25	90	Dash/30	FA/FA	H/SL	300	20(70)	200We(2x)(heat)Spells/Special	1	Domin.
Earth (VI)	25	90	Dash/30	FA/FA	H/SL	350	20(60)	230We(2x)(heat)Spells/Special	1	Domin.

Death-watcher	35	100	Dash/30	FA/FA	H/SL	450	20(80)	250We(2x)(3D)[Heat]/Spells/Special	1	Domin. (HI)
Doom bringer	20	80	Dash/20	FA/MF	H/SL	300	12(60)	150We(Elec)/Spells/Special	1	Domin. (HI)
Procreator	12	80	Dash/10	MF/MF	M/—	140	3(50)	100We/Spells/Special	1	Special (VH)
Ordainer	60	120	Dash/30	VF/FA	L/SL	400	20(80)	200HBA/250HCr\$/300We/2400We/Both	1	Cruel (VH)
Soulslayer	15	100	Dash/20	FA/FA	L/LA	200	11(100)	150LCl/120LPi/150Gr/Spells/Special	1-2	Cruel/VH
Sing. Demon	10	—	—/—	—/—	M/—	150	20(50)	Spells/Special	1	Special (VH)

DEMONS OF THE VOID

Pale I Demon	1	90	Dash/10	MF/FA	M/I	35	1(20)	40MCl(2x)/30MBa/60MCR\$/50cl(2D)	1	Berserk (LI)
Orgal	8	80	Spt/20	MF/FA	M/I	160	4(40)	70LPi/75LSt/poison/Special	1-10	Normal
Shaan	3	60	Run/20	MD/FA	M/—	45	1(40)	80wpl00/60MSt«/Poison«6	1-2	Normal

Pale II Demon	4	110*	Spt/10	FA/FA	M/II	60	3(30)	50MCl(2x)/40Lba/80LKr\$/70bs(2D)	1	Berserk (IN)
Vooj	4	30	Run/10	SL/FA	M/—	120	3(0)	70MBi30/100LGr70/140HGr«	1-2	Aggres.
Algalon	5	10	Walk/5	SL/BF	M/II	100	3(10)	100LGr«/Special	1-2	Aggres.

Pale III Demon	8	130*	FSpt/20	VF/FA	L/II	90	4(50)	60MCl(2x)/70Lba/105Lcr\$/90th	1	Cruel(MD)
Urki	1	30	Run/20	MD/FA	S/—	5	1(30)	30Tbi«/10ScI	1-20	Normal
Morl	0	5	Walk/0	SL/SL	S/—	5	1(0)	Special	1-5	Passive

Pale IV Demon	13	160	Dash/40	BF/FA	L/LA	120	4(60)	60wp(2D)/70Lba/130Lcr\$/Spells/90We	1	Cruel(SU)
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Pale V Demon	18	100	FSpt/20	VF/FA	L/LA#	300	8(50)	150Hba/200Hcr\$/Spells/140We(2D)	1	Domin.(HI)
Xuun	2	50	Spt/40	MD/FA	S/—	35	3(40)	30Sbi50/40SGr50	2-20	Normal
Ag-Ak	8	60	Run/0	MD/MF	M/II	200	20(10)	120We(2x)/75lcb/Special (varies)	1-10	Protect
Ophul	1	20	Run/0	MD/MD	M/—	50	1(0)	10Martial Arts Rank 1	1-20	Passive

Pale VI Demon	27	150*	Dash/50	VF/FA	M/LA#	250	12(60)	180LCl(2x)/130Lba/100MBi+/150Lcr\$	1	Cruel(AV)
Murg	2	20	FSpt/20	Vf/VF	M/I	100	12(30)	100Sblot (Acid Crit)/50LPi	1-4	Normal
Karax	10	100	FSpt/30	VF/VF	H/LA	250	12(40)	100Hbi/70LCl/Special	1	Normal

Beyond the Pale Demon	50	120	Dash/20	VF/FA	L/SL	400H	20(60)	200Hba/250Hcr\$/240We/180We/Both	1	Varies(EX)
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AGOTHU

Althoi	30	60	20	MD/FA	L/LA	200	11(40)	+60 MGrapple/+40 SStinger/Spells	1	Aloof (VH)
Tresh	20	50	30	MD/VF	L/LA	300	12(50)	+120 LGrapple/+80HBeak/Spells	1	Aloof (HI)
Mogloth	25	120*	30	FA/FA	L/LA	250	11(60)	+100 LClaw (2x/rnd)/Spells	1	Cruel (HI)
Uthuro	30	20	0	MD/FA	SL/LA	350	3(100)	+150 HEnvelop/LTrample/Spells	1	Hostile (IN)

AGOTHU SERVANTS

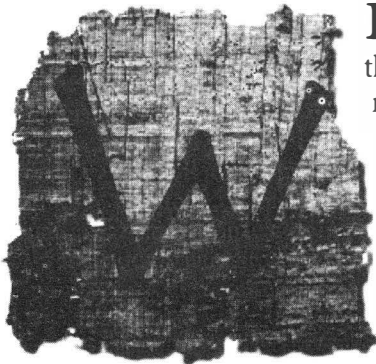
Glaar	10	30	20	F/VF	L	120	11(30)	LBolt50/LBash100/LGr+Special	1	Hungry (AV)
Yathlu										
Body	8	10	10	F/VF	no stun	80	1(10)	—	1	Bellig. (AA)
Tntcles	—	—	—	—	none	120	3(40)	1-4Whip60Special2/	—	
Xyr	20	40	/50	MD/MD	L/	200	11(20)	+120 LgGr+Disruption/ Ltng Blt +40	1	Normal (AV)
Noh-Kef	12	20	100	SL/FA	L/LA	300	20(10)	100Lba/110LGr/Spells	1-10	Passive (HI)
Mind-eatrs	5	80	60	FA/VF	S/—	70	3(30)	50ScI/Special	1-10	Hostile (LI)

† — See the text for more on these creatures.

\$ — If the attack on the left has attained a non-tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical.

» — If the attack on the left has attained a non-tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.

▸ PART VIII ▸ MORTAL PEOPLES



WE WERE TWO HOURS INTO THE GROTTO PATH, AND the tunnel was now quite dark. Captain Pharuq had ordered the running lamps aboard the *Dawn Princess* lit, but their radiance seemed lost in the passage. The ceiling was at least a furlong above us, and the walls a hundred feet to either side. Deep under the water's surface we could see patches of luminous lichen, but it too was far to dim to provide more than an eerie glow. The stiff wind and tidal current stayed at our back, thrusting our ship along the tunnel at a breakneck pace.

"It's awfully dark," Jad observed quietly. He was only a dim form next to me.

"The Captain told me he has travelled this way dozens of times without incident—and without a Navigator." I tried to reassure my Squire.

Jad's reply was conversational. "Then why are his knuckles so white on the wheel?"

Damn his Half-elven blood! Jad's vision was probably much better than mine in this gloom. I peered ahead, barely able to see our Navigator, the stoic Iarsang, standing at the prow of the ship. He turned back toward us...

Then—all the more strange because of the initial silence—a flash of brilliant blue-white light cast the tunnel walls into high relief. The glare dimmed, and while spots swam across my vision a sharp *crack* echoed through the cavern.

Iarsang leapt down from the foredeck. "Arm yourselves!" he called in a controlled voice.



“What is it?” I demanded as he passed back towards the stern. “Pirates?”

In answer he only pointed ahead down the tunnel and turned away. Jad handed me my longbow and, while we set to stringing our bows, I strained to see ahead. More sparks of light had begun to flash, though much dimmer and quieter than before.

The ship was arcing through a gentle bend in the tunnel, and, as we made the turn, a strange battle scene was revealed. A stone bridge curved gracefully across the passage high above us, and two forces were clearly vying for control of it. To the right a squad of ugly Trogli crouched near a corridor exiting onto the bridge. They fired crude short bows or threw rocks. On the left stood a group of creatures strange indeed. The flickering light danced across their shimmering green exoskeletons, and deep within their faceted eyes I thought I saw an inner glow. They looked more than anything like giant grasshoppers, but they held—as a man would hold a crossbow—metallic rods with jewelled tips. These were the source of the light, for these rods threw bolts of lightning! As we watched in amazement, one bolt twisted across the gap and struck a Trogli. Instantly the hideous creature spasmed and fell screaming into the black water.

Then I nearly lost my footing as the ship lurched forward. The masts creaked as a gust of wind siezed us and the *Princess* shot under the bridge. A couple of small rocks bounced on the deck, but we were past them in seconds, leaving this bizarre conflict behind. The combatants might not have even seen us.

I relaxed my trembling grip on my bow, and Iarsang came up to stand by us, hands clasped behind his back. “I thought it best to accelerate our pace through that area with a *wind* spell. Otherwise we might have proved an unfortunate distraction.” He then stared ahead, lips pressed together.

“What were *they*?” Jad burst out.

“I assume you mean the Krylites?”

“I mean the giant grasshoppers with lightning guns!”

“Yes. Those were Krylites. Strange race. I thought perhaps the Trogli had exterminated them by now.”

I cleared my throat. “Thank you for giving us a push.”

“That’s quite alright; I’ve already added it to your bill.” He smiled humorlessly and strode to his usual position at the prow.

—KALEN AVANIR
FROM HIS TRAVEL JOURNALS

Though the peoples of the Shadow World are without number in their variety, they fall into one of two basic categories. All are either immortal (meaning that they can be killed through violence yet do not age past maturity) or mortal, aging and eventually passing from the world. All evolved from the father race of the Altha, a homogeneous people scattered across the globe. The ages of time and the strange, unpredictable effects of the Flows of Essænce mutated the Althan race into a plethora of different beings. In addition, the Lords of Essænce—Althans who developed incredible Essænce powers—began to alter other races to suit themselves. This tends to explain some of the more bizarre animal types as well.

1·MANNISH GROUPS

The following paragraphs present an overview of the mortal, humanoid racial types found on the Shadow World.

SPECIFIC RACES

The following are considered 'specific' because they have emerged from one culture or geographic location (e.g., *Kuluku* are a specific race while *Dark Men* are a Generic race.

Anzeti: 5'4"-6'0" tall, no professional limitations. Lifespan: 100 years.

The Anzeti are a smallish people, but hardened greatly by the unfriendly nature of the chilly climes they inhabit. Dark haired, with red-brown skin and green or hazel eyes, they reside almost entirely in the high, mountainous areas of central Emer. They are generous, quiet, and shy, for they are seldom encountered by other races.

Dúranaki: 5'4"-6'2" tall, no professional limitations. Lifespan: 80 years.

The most reclusive and mysterious of the cultures in Jaiman is perhaps the Dúranak society. Living in vast, maze-like cavern complexes, the Dúranaki deal with the other peoples of Tanara only on a limited basis, warily trading herbs and their fine items of metal and woodwork with the Sulini and the Myri for grains, livestock and fish. They make no effort to hide their intense loathing for the neighboring Y'kin.

The Dúranaki capture hundreds of the stalwart Myri and keep them as slaves, somehow conditioning their minds to total loyalty. A Dúranaki is almost never seen outside of the sheltering caves without at least one Myri bodyguard.

This nocturnal people has a distinctive style of dress, featuring black leather with silver and platinum studs and buckles, and brightly colored silks from the Nuyani of Emer. Their hair is bleached white, dyed bright colors and treated to stand out from their scalp. They are very skilled craftsmen and often talented Mentalists and Mages.

Haid: 5'6" an 6'2" tall, no professional limitations. Lifespan: 70 years.

The Haidic tribes of the Blue Forest (NW Jaiman) are related to the more northerly Fustir, but have always been more plentiful—and more warlike. Petty squabbles have peppered the history of the Haid, and the clash of steel reverberates through the Blue Forest more often than not.

Of average height, Haid have ruddy skin, dark brown hair and eyes, and tend to be stocky of build.

Jaaderi: 5'6"-6'4" tall, no professional limitations. Lifespan: years.

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 are average 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: 6'4"-7' tall no professional limitations. All possess *Mind Speech* to 10th level as innate ability. Females are semi-intelligent. Lifespan: males: 100 years; females: 50 years.

The Jhordi (pronounced 'jord-eye', at variance with normal Iruaric pluralization) have no body hair, are tall 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



A JAADER & TALATH FACE OFF

shimmering material. They take evident delight in creating discomfort for the more 'modest' cultures. In truly cold climes, they do don a coat of plush white fur.

If Jhordians can speak, one has never been heard to do so; 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.

No Jhordi woman has ever 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. (Jhordi women are unlike females of any other humanoid race: they are genetically unintelligent, kept like animals merely to breed.)

Kuluku: 5'8" - 6'10", no professional limitations overall, though the *Kuluku Animists and Druids* are considered among the most powerful. *Lifespan:* 80 years.

Tall and graceful, the Kuluku are the dominant race over much of the Khùm-kaan rain forest basin. Their skin is chocolate brown, eyes emerald green, and their hair is straight and almost always black. Kuluku also have full lips and flattened noses. There are other unusual traits unique to the Kuluku race:

☞ **Chameleon Color:** Kuluku (males to some extent, females more so) have the strange ability to concentrate and change the color of their skin. By staring intently at a surface near them, they may gradually change their skin tone from its natural chocolate color to a light brown or even grey. Sophisticated mottling is not possible, nor are strange colors. The change lasts only as long as the Kuluku concentrates, but can add +50 (females +80) to hiding in the forest.

☞ **Retractable finger/toenails:** Kuluku fingers are extremely strong, and their fingernails are thick and sharp. The Kuluku can retract them slightly. Used primarily to aid this arboreal people in climbing, these can also be used as a brawling weapon. When climbing a soft surface (such as a tree) add +40. GMs may wish to rule on whether they can learn to fight with their hands as medium claws.

☞ **Inner eyelids:** Kuluku eyes are—in contrast to their dark brown skin—bright emerald green. They are also very large, and allow the forest people to see very well in the dim jungle night (see at only -20 at night). They have an inner eyelid which they closed during the day to shield their sensitive eyes. These membranes are thinner than the Rhiani eyelid; the Kuluku can actually see well through theirs.

☞ **Superior scent:** The wide, flattened Kuluku nose is also functional: their sense of smell is better (+30) than any mannish or Elven race.

GM Note: the Kuluku retreated deep into the jungles of Khùm-kaan many years ago. The appearance of one in civilization would cause a stir.

Laan: 6' - 6'10" tall, no professional limitations. *Lifespan:* 150 years.

A group similar to the race sometimes referred to as *High Men*, the Laan are usually somewhat taller and heavily boned than Elves, but otherwise carry a measure of that immortal grace. Mortality gives them a grim determination absent from the bearing of the fair race, sometimes clouding otherwise beautiful features. Laan tend towards fair or olive skin, with dark hair and grey or blue eyes. Only a few lines of men can grow facial hair; as a people they are generally smooth-skinned, though again, not as completely as the Elves.

Through history on Kulthea, the Laan and the Loari Elves have frequently found themselves at odds with one another, 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.

Rhiani: 5'6" - 6'4" tall, no professional limitations, though spell users would be rare. *Lifespan:* 75 years.

Favoring a culture which is nomadic, fierce, and strong-willed, the Rhiani make their home in the desert regions of Uj and are superlative horsemen. The Rhiani have light brown skin and hair streaked by the sun to a mixture of colors from blond to dark brown; they have no facial hair and little body hair. Rhiani have fine features and a unique trait: they possess two eyelids. The regular outer eyelid is like that of other races, but they possess another thin membrane which shields the eye when in bright sunlight. Underneath both eyelids they have eyes of a strikingly brilliant pale blue or violet (with excellent night vision). With the inner lid closed the Rhiani have a disturbing, 'blind' look about them.

Shay: 5'4" - 6'2" tall, no professional limitations. *Lifespan:* 70 years.

Made up of a mixture of several racial subgroups, the Shay peoples are smaller than most other races, 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 in Emer.

Talath/Myri: 5'10" - 6'10" tall, no professional limitations. *Lifespan:* 75 years.

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. (The Myri of Tanara are virtually identical.)

Powerfully built, 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. They make terrible slaves, are protective of personal freedoms, and if they are assailed by servants of the Unlife they fight with a fevered determination. The one notable exception is the Myri of Tanara who are routinely enslaved by the Dúranaki. In this case, however, some enchantment seems to be employed which renders the Myri docile.

Vorloi: 4'8" - 5'6" No professional limitations overall, though many are *Animists*. *Lifespan:* 300 - 600+ years

The Vorloi (tree spirits) are a strange race apparently unique to the Isle of Jade Forest (located south of Khùm-kaan). They are very small and lithe, and—because of their pointed ears and longevity—are perhaps the result of a mating of an Elven race with a mortal group long ago. But the Elven grace of this people may be a façade: behind their beautiful lips are sharp fangs, and their long, delicate fingers end in hard, sharp nails.

Y'kin: 5'4" tall, no professional limitations. *Lifespan:* 80 years.

The Y'kin—also known as the *Yinka* in Tanara—is a race which currently populates southeastern Jaiman. It is clear that they are not native to this region, and it is assumed by Loremasters that they migrated there from Emer sometime during the Second Era, or even as early as the Interregnum. Tending to be short and stocky, Y'kin bear little resemblance to the fair-skinned Talath and Zori, or the lithe peoples of mixed Elven descent. All have mahogany skin and brown eyes, with straight black hair. Large noses and full lips add to the contrast.

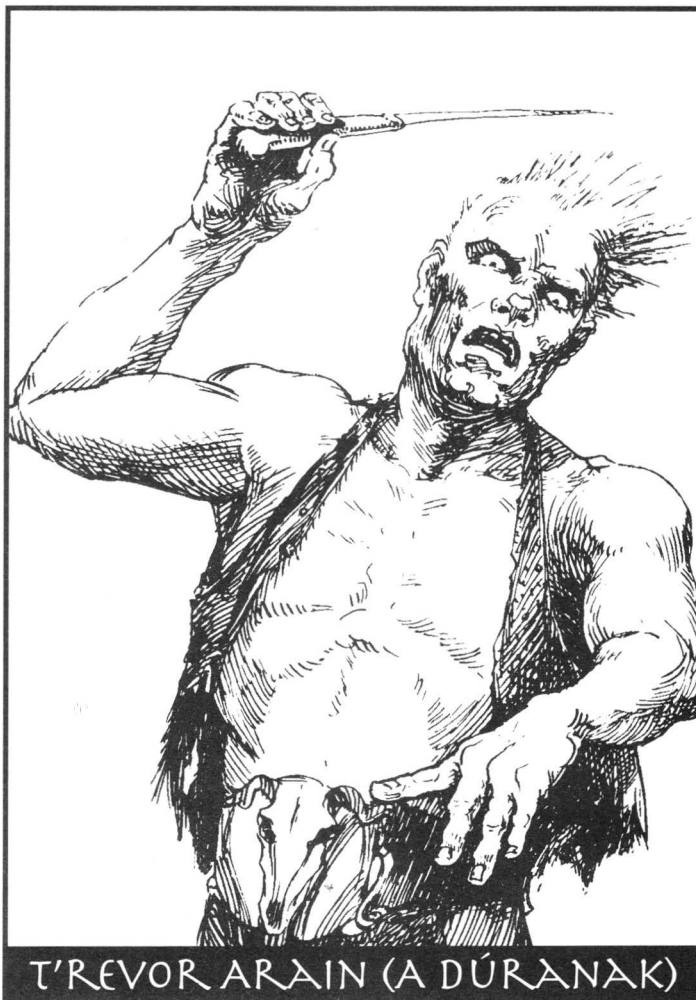
The Y'kin peoples have never fully integrated into Jaiman, remaining separate from other races. Not that they have been encouraged: Rhakhaan warred with the Y'kin tribes through much of the early Third Era, and though they kept them east of the Grey Foothills, they never drove them from Jaiman shores.

Ruled by orders of priest-kings, the Y'kin are in some ways barbaric (human sacrifice to their cruel gods is practised by all Y'kin peoples) and brutal. Yet the Y'kin are scholars, and their architecture has a certain harsh beauty.

The Y'kin are an offshoot of the Jaaderi people, but hard living in the cooler land of Tanara has stunted them.

Y'nari: 5'2"-6'2" tall, no professional limitations. Lifespan: 110 years

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, 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.



Zori: 5'10" and 6'6" tall, no professional limitations; lifespan 120 years.

Once perhaps the Zori were cousins of the Talath, but that was before the lands came to rest in their present shape. Long ago the Zorians settled west of the Grey Mountains, and ever since the two have moved apart.

The Zorian race is tall, though neither as great in height nor sheer mass as the Talath. As a race the Zori have fair skin, but their hair color can range from coal black to golden blond. Eye color can be blue or grey, but many have irises of a striking emerald hue. Zori are among the most regal of all Jaimani peoples, a fact not lost on their own egos. Zori are historically arrogant, aggressive and often seek to dominate 'lesser' peoples; more often than not this has led to their own destruction. The Rhakhaan nobility, much of the U-Lyshak population (and of course the now-extinct people of Zor) are of this race. They are unrelated to the Laan of Emer, though the two are rivals.

GENERIC RACES

The following might be used as guidelines for other peoples not falling into the above types. They are not necessarily identical to the races of the same name in Character & Campaign Law; the GM may use either.

High Men: 6'-7' tall, no professional limitations; lifespan 300+ years.

The High Men tend to be even taller than the lordly Elves, but more heavily boned and physically stronger, though perhaps less

nimble than the Elven-kind. Their hair is dark brown or coal black, eyes blue, grey or black, and they tend to be fair-skinned, from very pale seeming to a ruddy but still light complexion. Few of the men sport beards, and many have no facial hair anyway. The lifespan of High mortals is relatively long. They are great warriors, leaders and empire-builders, as their ambition matches their great stature.

One subgroup of the High Men is fair-haired and may have been the result of a mix with a Northman group in the distant past. However, they retain all other aspects of the High race.

Dark Men: 5'6"-6'4" tall, no professional limitations, though spell users would be rare. Lifespan: 75 years.

The Dark Tribes are a dispersed group of Common Men, distinguished by a somewhat smaller stature than others though toughened by their invariably difficult environments. They are the men of the deserts. They usually favor a culture which is nomadic, fierce, and unfortunately in many locales, evil. They are usually superlative horsemen.

Northmen: 5'10"-6'6" tall, no professional limitations, though spell users would be very rare. Magical arts are frowned upon on most cultures. Lifespan: 100 years.

The Northmen are the proud, well built, tall, and blonde peoples of the north. They are by some standards the finest horsemen in the world. They are practical, rugged, straightforward, and somewhat loud. They are warlike but usually not 'evil' in nature.

Arctic Men: 5'4"-6'0" tall, no professional limitations. Lifespan: 100 years.

The Arctic Men are a smallish people but hardened greatly by the unfriendly climate of the north. They have dark hair and eyes, and are tanned from exposure to the snow-reflected sun. They are a sparsely settled nomadic folk that keep up with the seasonal migrations of big game.

Mixed (Common) Men: Tremendous height and longevity range. No professional limitations overall, though certain groups might have such.

The Mixed races are widely represented in the world, being the descendents of the so-called High Men. Through years of intermarrying with the common races and the ages which have passed since their early extraordinarily rich and magical heritage, their High Man characteristics have diminished. However, they still form an extremely important and numerous contingent among the mannish races.

2·SUBTERRANEAN RACES

Dwarves: 4'-5' tall; resistant to disease; superior sight underground and in near total darkness; suggested professional limitations: no *Essence* or *Mentalism* spell users; average lifespan: 250 years with many individuals reaching 400 years.

Legend and song assert the Dwarves to have been born of stone, naming them as Sons and Daughters of Earth. They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palatial dwellings. Like the Goblins and Lugrôki, Dwarves are masters of metalcraft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of ridicule for the ways of conjurers, they employ such magic only to enhance the powers of the weapons and artifacts reluctantly released from their forges. Dwarves are short and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, and their hair is brown or black, occasionally flame-colored. Dwarves favor colorful clothing and hand arms. Many are proficient with standard bows, but a liking for mechanical devices prompts them to employ crossbows when a need for missile weapons arises.

Trogli: 4'6"-5'6" tall; suggested professional limitations: no spell users; fear daylight, but can become accustomed to it; average lifespan: 50 years.

Primitive cave drawings mark the stone surfaces where Trogli have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of dying Goblins and Lugrôki emphasize the identities of their chief enemies, although

Trogli fear all things alien to the underground world. Terror keeps them far from the surface and entrances where sunlight penetrates; encounters with beasts or Men from the sky-covered fields quickly become bloody frays driven by panic. Trogli skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as ornament. Goblin hides dominate Trogli raiment, but the occasional Mannish or Elven skin stirs deep rage and horror in the one who recognizes a friend by its preserved details. Beneath this macabre clothing, Trogli possess muscled bodies with bluish-white skin (their own dead do not provide clothes). Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when their swords and maces are lost or damaged.

3·DARK RACES

Garks: 4'-4'6" tall; suggested professional limitations: no non-channeling spell users; average lifespan is 30 years.

Mottled grey fur covers covers all of the ape-like Gark, except the palms and soles of his feet. Long arms hang to his knees, and a powerful, prehensile tail grows from the base of his spine. Most Garks possess only limited intelligence, and usually use crude weapons such as clubs, hatchets, and spears. They wear simple, decorative clothing and organize themselves by family groups. Each group shares a large nest suspended high above the ground in the trees. Occasionally, males band together to raid the homes of nearby Mannish peoples. Garks are omnivorous, but some groups relish the taste of raw human flesh.

Garks have been trained by some dark sorcerers and lords to act as a crude military force, and though they are powerful fighters, they are not as easily disciplined as the more military Lugrôki.

LUGRÔKI

Lesser: 4'-5' tall; partially blinded by direct sunlight (-50 to all activities); suggested professional limitations: no spell users; average lifespan: 100 years.

Greater: 5'-6' tall; dislike, but can operate normally in sunlight; no suggested professional limitations; same as lesser Lugrôki in other respects.

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



A LUGRÔKI



A FAUN OF URULAN

4. FUSION RACES

Hirazi: 6' - 6' 8" tall, no professional limitations. Lifespan: 80 years.

The Hirazi are a rare winged race (suspected to be another bizarre experiment by the Lords of Essence long ago). The Hirazi found in certain areas of Emer are like large, muscular humans, with wide shoulders to support their wing structures.

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 fabulous 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.

Centaurs: 6' 6" - 7' 4" tall from front hooves to head; no suggested limits on profession; average lifespan is 150 years.

Nobly proportioned men (and women) whose torso joins at the waist to the four-legged body of a horse, Centaurs rarely mire their aspirations with the greed for material possessions that so often traps Mannish beings. They strive for less tangible goods such as knowledge, power, and friendship. Interpretation of the great dance preformed by the stars century after century occupies their wisest sages, a role to which all Centaurs aspire. This fascination with the sky's luminaries makes them prefer dry climates where few clouds hide the heavens. Their architecture characteristically uses many skylights.

Fauns: 5' 6" - 6' 4" tall; run almost twice as fast as a man; no suggested limits on profession. Lifespan: 150 years, appearing young until they die.

Spirits of the woods and fields, Fauns are a somewhat mysterious race, and apparently have a number of sub-groups. Some possess the hind legs of a goat; others only the hooves of a goat instead of human feet, and others have normally developed human bodies. All, however, display small goat horns springing from the invariably chestnut curls that cover their pointed ears. Fauns are boyishly handsome (beardless), muscular young men with an infamous libido. They are musically talented and they shamelessly employ their enchanting voices to beguile humans into their arms.

One bizarre aspect of the race is that they are all male. Fauns mate with other humanoid females, and if the child is male, there is a 20% chance of it being a Faun.

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

Mermen/Mermaids: 6' 6" - 7' 6" from head to fin; no suggested limits on profession; average lifespan is 80 years; must totally immerse once a day in water, -10 to all activities for each missed day (at -80 a coma ensues, at -100 death occurs); a small percentage (5%) are mutations that can shapechange their fish tail into a pair of scaled human legs, this transformation (either way) usually takes 1 minute of concentration and each day it can be maintained for 4 hours + 1 hour/level. Lifespan: 200 years.

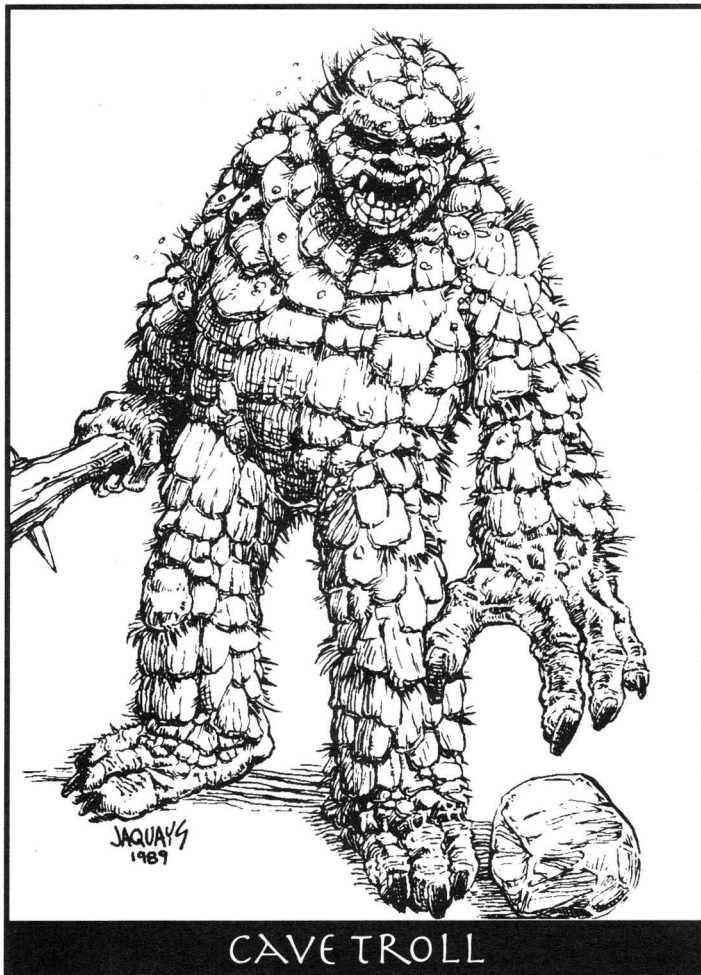
The fair skin of a Merman's torso blends at the waist into the shimmering scales of his fish's tail. Comfortable above and below the waves, Mermen eschew land merely because of the difficulty they experience in locomotion. They are fond of sunlight and build their manors and palaces in the shallows, away from the gloomy deeps where only the attenuated, fanged sea monsters lurk. Nators and seahorses serve them as steeds and draw their carriages, while certain fish become pets. Since cloth deteriorates when constantly waterlogged, Mermen wear strings of shells, precious stones, or gems as raiment.

5. GIANT RACES

Superhuman strength allows Giantish folk frequent victory over lesser foes. Yet lack of numbers, fear of daylight, or altruistic intentions diminish their threat to Mannish civilizations. Some increase the pride-swollen armies of evil lords, but most value their independence above all else and wander uninhabited tracts of wilderness.

Cyclops: 23' -27' tall; suggested professional limitations: no spell users; average lifespan: 120 years.

One-eyed giants who prefer solitude, Cyclops keep tidy, well-provisioned caves full of wax-sealed cheeses, dried meats, jars of honey, and casks of wine. The remains of trespassers are flung out onto the garbage heap, but their belongings find places in orderly chests and closets. Cyclops rarely seek violence, but will not tolerate any breach of their privacy. Even chance encounters in the woods and fields adjacent to a Cyclops' abode stir him to repel intruders with fury. The man who flees may live to tell the tale, but he who stands to do battle seldom escapes the compost pile. When a Cyclops meets another of his kind, both usually perform an about-face and stride rapidly away.



Lesser Giants: Suggested professional limitations: Fighters only. minor: 9' 12' tall. normal: 13' -15' tall. major: 16' -20' tall.

These giants are not usually classified as intelligent races; they include the very stupidest Giants who exhibit the instinctual ferocity of beasts and deserve no one's trust. Hairier and uglier than their brethren, these Giants take noisy pleasure in hurling rocks at randomly picked targets.

Greater Giants: Suggested professional limitations: non-spell using professions with the special ability of using the spell lists noted (all elemental lists are Magician base lists). Average lifespan: 75-150 years.

They are further classified according to an environment or element that they have an affinity for:

Cloud: 17' -19' tall; "Liquid Alteration" (Mystic base list), "Essence Hand" (Ess), "Lofty Bridge" (Ess), and "Wind Law" spell lists to own lvl (4xlv PP).

Fire: 12' -14' tall; "Fire Law" spell list to own level (3xlv PP); immune to heat and fire; double damage from cold or ice attacks;

Forest: 13' -15' tall; "Nature's Lore" and "Nature's Protection" spell lists (Chan, Animist base lists) to own level (3xlv PP).

Frost: 17' -19' tall; "Ice Law" spell list to own level (3xlv PP); immune to cold; double damage from fire.

Hill: 10' -12' tall; "Solid Alteration" (Mystic base list) spell list to own level (2xlv PP); excellent diggers.

Mountain: 18' -20' tall; "Solid Destruction", (Sorcerer base list) and "Earth Law" spell lists to own level (3xlv PP).

Stone: 11' -13' tall; "Earth Law" spell list to own level (2xlv PP); tunnels through stone easily.

Storm: 18' -22' tall; "Ice Law", "Water Law", "Wind Law", and "Light Law" lists to own level (4xlv PP).

Water: 14' -16' tall; "Liquid Alteration" (Mystic base list) and "Water Law" spell lists to own level (2xlv PP); can breathe underwater as well as out of water.

Huge, muscular men often standing twice or thrice the height of men, Giants possess immense strength, but lessen its effectiveness with frequent clumsiness and stupidity. The smartest among them aspire to civilized life, building stone castles on craggy hills and icy peaks or (as legend has it) conjuring enchanted palaces among the clouds. Unfortunately, a veneer of sophistication and ease does not guarantee benevolence. Many intelligent Giants are malicious man-eaters who disguise their proclivities from visitors, hoping trickery will net them an easy meal. Less intelligent Giants content themselves with simple caves in the wilds, foraging among the beasts and plants for food. Needy travelers can expect to receive warmhearted hospitality from these rustic folk, whose lack of wit mixes with kindness more often than does cunning.

Ogres: 8' -10' tall; suggested professional limitations: no spell users; average lifespan: 90 years.

An unkempt, slovenly race whose coarse, grizzled features betray their rapacious greed, Ogres resemble Giants when distance blurs details and disperses their rank odor. Garments constructed of hastily cured animal skins add to the stench. The fetid odor of their littered dens keeps most thieves at bay, effectively guarding the enchanted things and extensive wealth garnered within. While relaxing and quarreling at home, a clan of Ogres displays the rollicking exuberance of a band of clowns. When they leave their cave to raid the countryside, this levity yields to intent eagerness for a fight. Wood or stone clubs accompany them on these forays, but are frequently abandoned in the heat of battle for the more satisfying sensation of knuckle against tender flesh and bone.

Trolls: Suggested that all be limited to non-spell using professions; average lifespan: 300 years; immune to normal heat and cold; half damage from heat and cold attacks; for the purposes of trolls, direct sunlight is sunlight unobscured by clouds, precipitation, foliage, shade, etc.; given type indicates preferred environment:

Cave: 10' -14' tall; when outside in the daytime they take 10 hits/hour.

Forest: 8' -10' tall; -50 to all activities when exposed to direct sunlight.

Hill: 9' -12' tall; -30 to outside in the daytime; when exposed to direct sunlight they go blind for a number of rounds equal to the time exposed.

Mountain: 12' -15' tall; can function normally regardless of sunlight.

Snow: 10' -12' tall; turns to ice when exposed to direct sunlight, but become normal again when night falls.

Stone: 8' -10' tall; turn to stone when exposed to direct sunlight.

War: 9' -11' tall; wears armor and favors war hammers; unaffected by sunlight; bred for war in any environment.

Hideous travesties of life, Trolls possess huge, hulking bodies patched by bushes of harsh, wiry hair. Ill-proportioned hands and feet display granite claws, while flattened nostrils deform a cruel visage. A perpetual snarl distorts the sneering maws of these battle fiends to reveal curving, blood-stained fangs. Grey, stony hides with the rough texture of a cliff face protect the calcified innards of reclusive, solitary Trolls, but more formidable armor guards the dread War Trolls. Articulated plates of Adamant (a stone-like material) grow naturally from their petrified skin, warding the sharp edges of an enemy's sword with ease. Bred to withstand the sun's bright gaze, War Trolls are quicker and more clever than their ancient brethren. Hill Trolls (more timid, but equally fond of man-flesh) lose their sight when exposed to direct sunlight, while Stone Trolls return to the rock from which they were born.

6. 'ALIEN' RACES

GM Note: While these races differ radically from other races on Kulthea, they are just examples of the strange extraterrestrials who might have been imported by the K'ta'viiri in the First Era.

KRYLITES

Krylites (Insect-people): 3'-5'6" tall, 60-120 lbs; suggested professional limitations: no Channeling or Essence professions; Mentalist powers rudimentary except for Minds, who are 60th lvl Mentalists. Some maneuver skills are impossible for physiological reasons.

Deep beneath the southern stretch of the Spine of Emer lie vast caverns. The southernmost reaches of those are known as the *Caves of Ulgon*, realm of the bloodthirsty Trogli. But the cave-dwellers and their twisted brood are not the only inhabitants of the Spine; indeed there is a strange culture of alien beings whose nature is so different from any race on Kulthea that they must be from another world entirely, perhaps thrusted through an Essænce interface long ago and trapped here against their will.

Almost no one on Kulthea is even aware of the presence of the Krylites; much less what they might think of these strange beings..

In form, Krylites look vaguely like giant grasshoppers standing on their hind legs. Their head is mobile, and their rear legs are very powerful. If Krylites had a middle pair of legs, they long ago evolved away. Their skin is blue-grey, very hard, jointed and resilient, almost like an exoskeleton. Their eyes are huge, bulging and lidless, with faceted clustering around the perimeter. The head has a protruding snoutlike area with insectile mandibles, while the back of the cranium is a huge, distended two-lobed case. On each 'hand' are two powerful opposing claws and four long, knobby-jointed fingers. The torso is long and cylindrical, with stunted wings.

Krylites fall into three categories: Workers, Defenders and Minds. Workers are nominally female (3'-3'6" tall) though they cannot reproduce, and they are very stupid; Defenders are Males and larger (5'-5'6" tall), and relatively intelligent; in addition to more powerful pincers, they have a strong tongue-like appendage which can deliver a reduction poison. Minds are similar to the others — resembling a huge grasshopper — and of medium size (4'6"-5' tall), but with a large distended abdomen and massive braincase. They are like queens in a beehive, female and the breeders of the hive. Minds are the most intelligent, forming a collective 'brain' of genius capacity. They also have spells.

Krylites possess a technology which—while nowhere near the old knowledge of the Lords of Essænce—is one of the most advanced on the planet. They understand electricity and can generate it using the virtually inexhaustible heat source of magma. They hate the Trogli and are constantly at war with the loathsome creatures, but

despite their advanced weaponry, they cannot do more than hold back those hordes. The reason is simple lack of manpower: the Krylites are few and reproduce slowly. These insectile creatures are cold-blooded and hibernate in cooler environments. Their caves are heated by steam power and lighted with their unique electric lamps.

Krylites have a very rigid hierarchical social structure which never varies. In fact, the entire Krylite way of thinking is different than that of mammalian species. They have an almost 'collective' mentality, controlled by the six *Minds*. As a result, there is no chance of conspiracy, rebellion, or even discontent.

The Krylites seem to have no overriding motivation aside from survival — something which is challenge enough with the Trogli always dogging them.

SAURKUR

Saurkur (Lizard-people): 5'8"-7' tall, 250-350 lbs, no professional limitations (except some maneuver-related skills are inappropriate for physiological reasons).

Saurkurians appear as tall, thin, bipedal lizards. They are usually dark green to brown in color with lighter underbellies, and possess mottled brown and yellow patches on their backs. Their hands have four digits: three fingers and an opposable thumb. Their eyes can be virtually any color, but most often appear a reddish yellow, with black slits for pupils. They possess an uncanny strength for their build, and move very quickly. Below their wide jaw are loose flaps of skin that increase in size with age. They have long, thin tails, and greenish-white undersides.

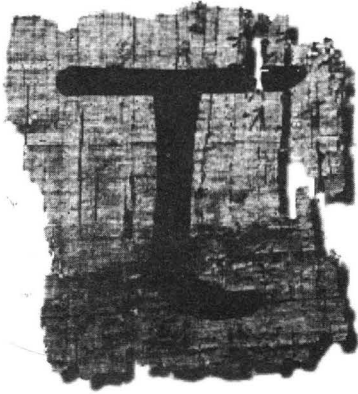
The Saurkur are a race of warm-blooded reptilian people that make up the bulk of the population of the Abarquan Islands (about 700 miles south of Kelestia). Loremasters believe them to be the descendants of a space-faring race that came to Kulthea on a colony ship which crash landed on the islands. Whether myth or history, over time the Saurkurian civilization has loosened its connections with the stars and has become less and less dependent upon the "Gifts from the Sky" that they may have once possessed.



SAURKUR



› PART IX › IMMORTAL RACES



HEY ARE THE 'BORN FOREVER ONES.' OFTEN powerful Mentalists, they travel the world gathering information and pursuing quests which only they know and understand. Although the Thalan have no power to radically change their actual physical form, they are able to go into a state of hibernation at the death of their body and enter an inanimate object. Then (eventually, often several hundred or even thousand years later) they will mystically impregnate a female. Be it animal or humanoid, their consciousness is able to slightly mutate the offspring, and they are born fully aware, with their mental powers intact.

While only a handful of the Thalan race are known to have revealed themselves, since they actually have the physical form of other peoples, there are quite possibly far more of them than we could know. Their powers of reincarnation, however, are apparently not genetically transmittable, so the race is doomed to remain at the same number forever. This begs the question: where and how did their people come to be?

ANDRAAX
ON THE THALAN
THE NOMIKOS MONOLOGUES



More handsome than the Mortal races, the fairer people surpass their lesser brethren in many ways. Nobler, more skillfully molded lines and more graceful limbs combine with flawless skin to create the image of perfection. Keener senses and diminishment of the need for sleep allow them the freedom of clear, starlit nights for solitary rambles undisturbed by diurnal mortals. Virtual immunity to disease and the absence of aging bestow eternal youth upon K'ta'viiri, Elves and the Fairy races, but a vulnerability to death by sword or poison snatches true immortality from their grasp. Often bloody inclinations of pride are a major hindrance to the extension of their long, fey lives.

1·LORDS OF ESSÆNCE

Little is known for certain about these powerful beings except that they commanded great energies with an ease unheard-of in current times. In some tales they are referred to as the *K'ta'viiri*—which means literally 'Lords of Essænce' in the Iruaric tongue. These beings were of the original race of Kulthea, but whether they were actually native to this world is a question yet unanswered. The whole of this race was known as the *Altha*, a curious word which has no meaning in Iruaric or any other Kulthean language. It is important to make the distinction between the Althan peoples and the *K'ta'viiri*, as only the latter people became Lords of Essænce. The Althans constitute all of the original humanoid inhabitants of the Shadow World during the First Era. They formed the 'raw material' if you will for the myriad races to follow, whether they evolved naturally through the course of time and the mutating effects of the Flows, or were the result of direct manipulation through *K'ta'viir* experimentation.

A *K'ta'viir* possesses brown skin (similar to tanned Caucasians) and straight coal-black hair which grows very thickly on the scalp. Neither sex has any other body or facial hair whatsoever. Eyes are slit-pupiled and deep violet—the violet coloring is quite vibrant and cannot be missed. *K'ta'viir* eyes also possess a thin, transparent inner lid which screens certain ultraviolet radiation as well as dust and impurities. It is noticeable when closed. Men average 6'2"-6'10" and appear slender, though dense bone and muscle structure cause them to mass more than would be expected. Women are slightly smaller. Hands and feet are six-digitated, with fingers and toes slightly longer and more slender than humanoid average. Ears are small and more rounded. In general the *K'ta'viiri* are very attractive humanoid specimens, all having soft, youthful features and graceful bodies.

GM NOTE: A GM should use K'ta'viir NPCs very sparingly (if at all) in his campaign. They are incredibly rare, being a tiny remnant who have somehow survived the millennia since the downfall of their empire. They are also personally very powerful beings, possessing abilities unsurpassed on the Shadow World.

One organization of them which does still exist is the Duskwalkers.

SYSTEM NOTES: K'TA'VIIRI

All *K'ta'viiri* possess the equivalent of the following Special Abilities (Similar abilities can be found in *Character Law/Campaign Law* and the *Space Master Player Section*; note that the corresponding system penalties are not included—the *K'ta'viiri* do not suffer them).

- ☞ Inner eyelid (protection from dust/sand/bright light). No penalty when operating under such circumstances.
- ☞ Six-digitated hands/feet. +10 to Balance rolls and manipulative rolls (picking locks, delicate repairs, etc).
- ☞ Acute sense of smell: distinguish odors at +50; 100' upwind and 3000' downwind; 200' in still air. Tracking at +25. Skill in recognition possible at 1/3(IN/ME).
- ☞ Natural night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark.
- ☞ Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the psionic powers of Voice.
- ☞ Acute hearing allows isolation and analysis of any sound within 1000' under normal circumstances, and through up to 10' of solid (non-dampening) material. Also can use high pitched, whistling sounds to determine the size and shape of enclosed spaces (up to 1000') with great accuracy using sonar.



V'GLIN, ONE OF THE DUSKWALKERS

- ☞ Incredible appearance provides +30 to all Seduction, Public Speaking and Acting rolls and certain charisma-oriented Telepath Psions (useable against own or very similar race). For other skills using Presence add a 20 bonus to that Stat.
- ☞ Improved bone and muscle structure allow a +20 to all leaping maneuvers, as well as double the normal range (6' vertical; 20' horizontal static start; 45' horizontal running start). This attribute also allows a +20 bonus to movement and such skills as Skiing, Tumbling, and Dance.
- ☞ Training and selective brain use allows a slip into Memory Mode which permits assimilation of data at 10x normal speed (reading about 5,000 wpm) and total recall. This is particularly useful for learning languages and other memory related skills. It is important

to note, however, that Memory Trance duration is pre-set before entering to last, for instance, as long as the conversation, tape or manuscript. Someone in the Trance cannot be awakened prematurely except by extreme means (slapping or other pain) in which case the memory of the trance in progress is lost completely. Short-term Memory Mode (memorizing a brief manuscript or conversation) has no such drawbacks

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

Consider all K'ta'viiri to have unlimited Telepathic communication skills with a range of up to 50 kilometers. Some have a longer range. They also often possess a variety of Mentalist (and Psion) lists.

THE DUSKWALKERS

While the Race of the Altha (and therefore the K'ta'viiri) is technically extinct, there seem to be isolated members who survive. Rumors of Andraax (see more on him under the Loremasters) will not die, and there tales of others who rule as lords of isolated cults. Most, unfortunately, have fallen to evil.

However, there is a group of surviving Lords of Essænce whose purpose seems to be benevolent. Without seeking to impose their wills upon other peoples, the *Duskwalkers* are a shadowy cabal of men and women. They are said to hail from the Bladelands, but they have been encountered elsewhere. Little is known about them beyond these facts.

2·ELVEN TRIBES

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 Elves seem to age may be attributed to intermingling with mortal races.

A facet of the High Elves which cannot be emphasized enough is their egos. While all Elven groups are immortal, and generally fairer in appearance than the mortals, the Erlin retain a certain self-effacing attitude. Not so with the Iylari (though the Linæri manage to retain a certain patronizing charm). The Loari, however, rarely attempt to restrain their contempt for mortals. Their arrogance is legendary. This goes a long way to explain why they have been hunted by certain peoples in Jaiman and other regions.

In Námár-Tol for example, the Loar Elves have organized their own realm as they see fit. Their visualization of the proper order of things is that High Elves were born to create art and music, to create

things of beauty (and be things of beauty). Mortals, on the other hand, were born to support an environment in which the Iylari are free to do these things. To the credit of the Loari, they don't endorse slavery—they pay their mortal servants well—but their attitude towards their servants is disdainful and sometimes contemptuous.

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 Loar Elves 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 other races. Instead they seem content to flaunt their superiority.

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 Linæri, they prefer to live close to nature in her unaltered state. When they employ tools and structures these are always subtle and clever of design, simple yet practical.

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

The Dyari are also sometimes called the *Dark Elves*. However, despite their name, they 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, 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 pale, 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 Shuluri 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, 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.

3·SPIRITS

Peoples who live under green knolls, beneath the sea, or among tree roots, the Fey Folk gather within their miniature domains to form noble courts ruled by queens, kings, and princes. The ephemeral concerns of Mannish cities and kingdoms hold little interest for these eternal folk, and their own jealousies, intrigues, and feuds demand most of their attention. Infrequent meetings between sprite and man may endow the mortal with the fairy gift of enhanced beauty and wit or distress him with the spite of a cruel, mischievous prank. The Fey Folk rarely display any but a capricious nature to outsiders. “Traditional” religious symbols and rituals will often cause them deep unease, since the Fey Folk believe themselves to be the only races independent of a deity.

Nymphs: 5-6' tall; limited strength; suggested professional limitations: spell users only due to non-violent disposition and lack of strength; dryad (tree spirit); naiad (river or lake spirit); nereid (sea spirit); oceanide (ocean spirit); oread (hill spirit); usually closely tied to a specific ecological or geographical feature of the type given; damage to the feature is reflected in the spirit.

Felling a dryad's tree or polluting a naiad's stream brings death or disease to these nymphs. Born with the first sprout to emerge from a seed or the first drops to collect in a fold of the land, nymphs rarely stray far from the ecological or geographical features that give them life. Guarding the waters, trees or hills, and engaging in dances, frolics or feasts, nymphs desire little else from existence. The only impending dooms that might wrench them from their sylvan idyll are those that threaten the rural world, since the nymphs' immortality rests upon the land's health.

Note: More information on the Spirits is given in the section on Servants of the Lords, pg 112.

Sylphs: 12-18" tall; 2' wingspan; limited strength; suggested professional limitations: Essence spell users only; may learn the open channeling list 'Weather Ways'; unaffected by natural extremes of temperature. An occasional Sylph is a powerful Magician, Illusionist, or Mystic (Warlock, Witch).

Scantly clad sprites with rainbow-tinted gossamer wings, Sylphs lead a carefree existence among the tops of trees. Frequently possessing an influence over the weather, these fey fliers appear to usher in the frosts of winter and the rains of spring. They delight in all of the seasons, but control no more than the winds and clouds. Comprising the most fluid and informal assemblage of feys, Sylphs occasionally join forces with Mannish friends for the novelty of the experience.

THALAN

A strange race which may not even be native to Kulthea, the Thalan are a people who are not exactly immortal, yet their souls remain in the universe of mortals forever. Little is known for certain of these beings, yet a scroll in the Library of Nomikos describes some of the legends surrounding them (see the excerpt at the beginning of this section). It was penned by the Loremaster Andraax, who is perhaps most qualified to sort through the wild tales and half-truths which surround this rare, enigmatic, race.

4·TITANS

Titans: 18'-24' tall; proficient in at least the Mentalist base spell lists to own level (5xlv1 PP), but may have more/other spell abilities; superb fighters as well; no suggested professional limitations; average lifespan: thousands of years—if not immortal.

Clean-shaven giants with handsome, nobly proportioned bodies, Titans drape their muscular limbs with pleated swathes of translucent silk. Elegantly wrought breastplates and greaves conceal these flowing garments when a Titan marches in battle, but few war against any save their own kind. The ephemeral concerns of the Mannish peoples bore these long-lived beings, although they feel a similar disinterest for the immortal fairy races. Occupied by the solitary pursuit of leisure within the elaborate marbles of his lonely castle, a Titan frequently ignores even his own kin for decades at a time. The echo of a forgotten whim or jealousy stirs him at irregular intervals to break his seclusion and disturb the privacy of his similarly preoccupied friends with war, seduction, or intrigue.

On the Shadow World, Titans are reclusive beings in general, though occasionally an individual or group will become embroiled in the affairs of Men and Elves. While Titans would never serve the Unlife or cooperate with its minions, they are capable of their own evils and corruptions.

The most famous group of Titans is no doubt the Masters of Emer, a small gathering of lords and ladies on the highest cliffs in the central Emerian mountains. From there they once ruled the entire continent, a reign lasting for thousands of years. But the Titans grew bored with their subjects, and to amuse themselves began to incite wars amongst the various Emerian peoples. In the end the continent was practically depopulated, and the Titans realized that they had destroyed their own land. They retreated to their lofty citadel, and though one is encountered only very rarely, it is believed that the Masters still reside there, and may one day return to rule again.

HUMANOID RACES CHART

Type	Base Lvl	Max Pace/Rate	MM Bonus	SPEED MS/AQ	Size/ Crit	AT Hits	(DB)	Attacks	# Enc.	Outlook (IQ)
SPECIFIC RACES										
Anzeti	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40ss/25sb	*	Varies(AV)
Dúranaki	4D	50	Dash/10	MD/MD	M/—	50D	1(65s)*	40rap(long kynac)/25rap (kynac)	*	Varies(AV)
Haid	2D	50	Dash/15	MD/MD	M/—	50D	6(25s)	35ss/35sb	*	Varies(AV)
Jaaderi	2D	50	Dash/15	MD/MD	M/—	60D	1(35s)	45sc/—	*	Varies(AV)
Jhordi	4D	50	Dash/20	MD/MF	M/—	60D	1(40s)	60bs/30hcb	*	Varies(AV)
Kuluku	3D	60	Dash/20	MF/MF	M/—	50D	1(40s)	50axe(baw)/35blowgun	*	Varies(AV)
Laan	4D	50	Dash/15	MD/MD	M/—	60D	18(35s)*	80bs/60cb	*	Varies(AV)
Rhiani	3D	50	Dash/15	MD/MD	M/—	50D	1(35s)	40sc/50 boomerang(chegain)	*	Varies(AV)
Shay	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies(AV)
Talath/Myri	3D	50	Dash/15	MD/MD	M/—	65D	1(30s)	50bs/—	*	Varies(AV)
Y'kin	2D	50	Dash/15	MD/MD	M/—	40D	9(20s)	35ma/25lcb	*	Varies(AV)
Y'nari	3D	50	Dash/10	MD/MD	M/—	50D	14(40s)	60sc/30cb	*	Varies(AV)
Zori	4D	50	Dash/15	MD/MD	M/—	60D	18(35s)*	80bs/60cb	*	Varies(AV)
GENERIC RACES										
High Men	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40 Melee/25Missile	*	Varies(AV)
Dark Men	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40 Melee/25Missile	*	Varies(AV)
Northmen	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40 Melee/25Missile	*	Varies(AV)
Artic Men	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40 Melee/25Missile	*	Varies(AV)
Mixed Men	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40 Melee/25Missile	*	Varies(AV)
SUBTERRANEAN RACES										
Dwarves	3C	50	Spt/0	SL/MD	M/—	50E	16(35s)	60Melee/30Missile	*	Varies(AV)
Goblins	2B	45	FSpt/0	SL/MD	M/—	40D	8(30s)	40Melee/20Missile	*	Hostile(MD)
Garks	2B	60	Dash/15	MD/MD	M/—	60F	3(20)	40Melee/20Missile/50SGr(tail)	C	Hungry(LI)
Krylites	5B	60	Dash/15	MD/MD	M/—	35D	11(10)	60MPi/80Lightning	*	Protect(MD)
Trogl	2B	60	FSpt/10	MD/MD	M/—	55F	3(30)	50Melee/10Missile	*	Bellig.(MD)
DARK RACES										
Lugrôki										
Lesser	2B	50	FSpt/0	SL/MD	M/—	50D	8(30s)	40Melee/40Missile	*	Cruel(MD)
Greater	4D	60	Spt/10	MD/MD	M/—	70F	17(40s)	80Melee/60Missile	*	Cruel(AV)
FUSION BEINGS										
Hírazi	3C	90	Dash/25	MF/MD	M/—	40D	1(30s)	20Melee/50Missile/Spells	C	Aloof(AV)
Centaur	3C	110	Dash/10	FA/MD	M/—	50D	3(25s)	50Melee/60Missile	C	Varies(AV)
Fauns	3C	100	Dash/15	FA/MF	M/—	60D	3(20)	50Melee/50Missile/60SHo	*	Playful(AV)
Mermen/Mermaids	3C	60	Dash/10	MD/MD	M/—	50D	1(35s)	60Melee/30Missile	C	Varies(AV)
GIANT RACES										
Cyclops	12G	100	FSpt/10	MF/MD	H/SL	450G	11(30)	90We*(3D)/70LGr*/110LCr§	1	Hostile(AV)
Giants, Lesser (non-intelligent)										
Minor	6E	100	Dash/20	FA/FA	L/LA	200F	4(20)	60We(2D)/50LGr/80LCr§/50ro	1	Bellig.(VL)
Normal	12F	110	FSpt/10	FA/MF	H/LA	250G	8(20)	80We(3D)/70LGr/100HCr§/70ro(150')	1	Bellig.(VL)
Major	15G	120	FSpt/10	FA/MF	H/SL	350H	12(30)	100We(4D)/90LGr/150HCr§/90ro(200')	1	Bellig.(VL)
Giants, Greater (intelligent races)										
Cloud	12G	120	FSpt/20	FA/MF	H/SL	400H	16(70s)	140We(4D)/90ro(300')/Spells	*	Varies(SU)
Fire	6F	90	FSpt/20	MF/MF	L/LA	325G	11(50s)	100We(3D)/70ro(300')/Spells	*	Greedy(AA)
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lb(2D)(2xRange)/Spells	*	Aloof(AV)
Frost	6F	80	FSpt/10	MD/MD	H/LA	350G	11(40s)	100We(3D)/60ro(250')/Spells	*	Greedy(AV)
Hill	4D	80	FSpt/20	MD/MD	L/II	200F	12(35s)	60We(2D)/70ro(100')/Spells	*	Normal(MD)
Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120We(4D)/90ro(400')/Spells	*	Hostile(AA)
Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90We(2D)/50ro(150')/Spells	*	Normal(MD)
Storm	15G	130	Dash/30	VF/MF	H/SL	450H	16(70s)	180We(5D)/100ro(400')/Spells	*	Varies(HI)
Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90We(2D)/60ro(200')/Spells	*	Greedy(AV)

Type	Base Lvl	Max Pace/Rate	MM Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Ogres										
Small	4D	80	Dash/20	MD/MF	M/I	100F	3(20)	40We/75MBa/50MC1†	*	Greedy(LO)
Large	8F	80	FSpt/10	MD/MF	L/II	160F	4(10)	70We/100LBa/80LC1†	*	Bellig.(IN)
Trolls										
Cave	12F	70	Spt/0	MD/MD	L/LA	220G	11(25)	100HCl/85We/80ro	*	Hostile(IN)
Forest	6D	80	FSpt/10	MF/MD	L/II	150F	11(10)	70LCI/60LBI/40We/50ro	*	Hostile(LI)
Hill	10E	60	FSpt/0	SL/MD	L/LA	175F	11(20)	95LBa/85LCI/50We/60ro	*	Hostile(LI)
Mountain	10F	75	Spt/10	MD/MD	L/LA@	240G	16(40s)	110We/100LBa/100ro	*	Hostile(MD)
Snow	13F	65	FSpt/10	MD/MD	L/LA	200G	11(30)	105HCl/80HBa/70We/80ro	*	Hostile(MD)
Stone	7D	65	FSpt/0	SL/MD	L/II	150F	11(15)	80LBa/65LCI/40We/60ro	*	Hostile(LO)
War	8F	70	Spt/10	MD/MD	L/LA@	250H	16(50s)	120We/80LBa/70ro	*	Hostile(AV)
IMMORTALS										
K'ta'viiri	40G	90	Dash/30	FA/MF	M/—	100D	20(100s)*	150Melee/150Missile/Spells	*	Varies(SU)
Elves										
Linæri	5E	75	Dash/15	MD/MD	M/—	50D	14(50s)*	80Melee/100Missile/Spells	*	Varies(AV)
Loari	5E	75	Dash/15	MD/MD	M/—	50D	14(50s)*	80Melee/100Missile/Spells	*	Varies(AV)
Erlini	4D	70	Dash/20	MD/MD	M/—	50D	9(40s)*	50Melee/60Missile	*	Varies(AV)
Dyari	6F	80	Dash/15	MD/MD	M/—	50D	18(60s)*	100Melee/100Missile/Spells	*	Varies(AV)
Aquatic	5E	70	Dash/15	MD/MD	M/—	50D	1(35)*	60Melee/30Missile/Spells	*	Varies(AV)
Half	4D	70	Dash/10	MD/MD	M/—	50D	9(30s)*	60Melee/70Missile	*	Varies(AV)
Fey Folk										
Nymphs	3C	80	Dash/20	MF/MD	M/—	50D	1(20)	10Melee/30Missile/Spells	*	Protect(AV)
Sylphs	3C	60	Dash/45	FA/MD	T/—	20C	1(50)	5Melee/20Missile/Spells	*	Carefree(AV)
Thalan	30G	—	—	—	—	—	—	Spells	1	Domin(AA)
Titans	15G	140	Dash/20	VF/VF	H/SL	375H	18(40s)	180We(4D)/110HGr/200HCr^/Spells	*	Aloof(HI)

* — Special.

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according the Rolemaster rules (use Character Law Table 15.64). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

Note: Unless stated otherwise, a rock thrown (ro) by one of the creatures in this class has a range of 100' and is treated as a Large Crush (LCr) attack (they don't use just rocks, any large object will do).

SHADOW WORLD RACES

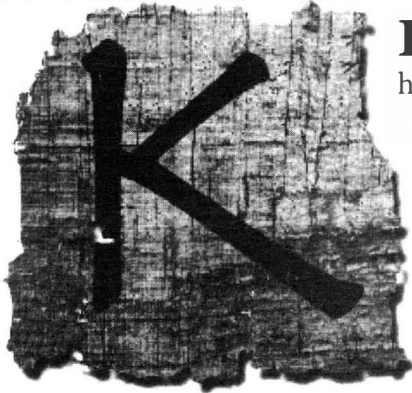
MORTALS RACE CHART

Type	STAT BONUS MODIFICATIONS										RRMOD				HEALING AND INJURY				MISC	Bkgrnd Options	Source/Info Page #									
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	son	Poi-	Dis-	Soul				Stat	Rec	x	Lng	Type	Dice	Max	Hits	
MEN: SPECIFIC RACES																														
Anzeti	+5	+0	-5	+5	+0	+10	+0	+5	+0	+5	+0	0	0	0	+10	+20	12	0	1.5x	2	D10	130	4							
Dúranaki	+0	+10	+5	-10	+5	+0	+10	-5	+0	+5	+0	-10	+5	+5	+5	+20	10	0	1x	3	D8	100	5	Jaiman/6						
Haid	+5	-5	-10	+5	-5	+5	+0	+5	+0	-5	0	0	0	0	0	+10	12	0	1x	2	D8	100	6	Jaiman/6						
Jaaderi	+10	-5	+5	+5	+5	+0	-5	-5	-5	+0	0	0	0	0	+10	+30	8	-1	1x	2	D10	150	5	Emer/13						
Jameri	+5	+0	+0	+0	+0	+0	+5	+0	+0	+0	0	0	0	0	+5	+10	12	0	1x	2	D8	100	6	Jaiman/6						
Jhordi	+15	0	+15	0	-5	+5	0	+5	0	+5	0	0	+20	0	+10	12	0	1x	3	D10	150	3/Spec								
Kuluku	+0	+5	+5	+10	+0	+0	+15	-5	+0	+0	+5	-10	+10	+5	+10	+10	10	0	1x	2	D10	120	6	Emer/13						
Laan	+10	-5	+10	+0	+5	+5	+5	+5	+0	+10	-5	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150	4	Emer/13						
Rhiani	+5	+0	+5	+5	-5	+5	+5	+5	-5	-5	+5	0	0	0	+5	+10	12	-1	.8x	2	D10	120	6	Emer/13						
Shay	+5	+0	+0	+0	+0	+5	+0	+0	+0	+0	0	0	0	0	+5	+10	12	0	1x	2	D8	100	6	Emer/13						
Talath (Myri)	+15	-5	+10	+5	+5	+10	+0	+5	-5	-10	+10	+10	-5	+5	+15	+30	15	-1	.7x	2	D10	150	5	Jaiman/6						
Vajaari	+10	+5	+0	+10	+5	+0	+5	+10	-5	-5	+0	0	0	0	+10	+20	10	+1	1x	2	D10	140	5	—						
Vorloi	-5	+15	+0	+5	+10	+5	+15	-10	+0	+0	+5	0	0	0	+10	+5	6	+1	1x	3	D8	80	6	—						
Y'kin	-5	+0	-5	+10	+0	+0	+0	-5	+5	-5	-5	-10	-10	-5	0	0	12	+2	1x	2	D8	100	6	Jaiman/6						
Y'nar	-5	+5	+10	+0	-5	+5	+5	+10	+5	+5	+0	0	0	0	+5	+10	12	0	1x	2	D8	100	6	—						
Zori	+10	-5	+10	+0	+5	+5	+5	+5	+5	+0	+10	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150	4	Jaiman/6						
MEN: GENERIC RACES																														
Common Men	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	0	0	12	0	1x	2	D8	120	5							
High Men	+10	-5	+10	0	0	+10	-5	0	0	+5	-5	-5	-5	-5	0	0	10	0	.7x	3	D10	150	4							
Dark Men	+5	+5	-5	+5	+5	+5	0	0	0	0	0	0	0	0	0	0	12	0	1x	2	D8	120	6							
Northmen	+10	0	+5	0	-5	+10	0	+5	0	0	+5	0	0	0	0	+10	12	0	1x	3	D10	150	4							
Arctic Men	+5	0	+5	0	+10	0	+5	0	+5	0	0	0	0	0	0	+15	10	0	1x	2	D8	120	4							
Mixed Men	+5	0	+5	0	0	+5	0	+5	0	0	0	-5	-5	-5	0	0	10	0	.8x	2	D10	135	5							
SUBTERRANEAN RACES																														
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	-20	+40	0	+40	+20	+15	18	-1	.5x	2	D10	120	5							
Goblins	+5	-5	-5	-5	-5	+10	0	-5	-5	-5	-60	0	0	0	+5	+5	6	0	.5x	1	D8	100	3							
Trogl	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-70	+20	+20	+20	+10	+10	12	0	.5x	1	D10	150	3	Emer/14						
DARK RACES																														
Garks	+10	+5	-5	0	+5	15	10	-10	-5	-15	-40	+20	+5	+20	+10	+5	18	-1	.6x	1	D10	140	2							
Lugroki																														
Lesser	+5	0	-5	-10	-5	+5	0	-10	-10	-5	-80	0	0	0	0	+5	1	0	.5x	1	D8	80	3							
Greater	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-80	0	0	0	+5	+10	1	0	.5x	1	D10	120	4							
FUSION RACES																														
Centaur	+10	-5	+10	+10	+0	+5	-5	+0	+0	-5	-5	-5	-5	-5	+10	+15	10	0	1x	4	D12	220	4							
Fauns	+5	+10	-5	0	0	+10	+10	-15	-5	+10	+30	-5	-5	-5	+20	+100	20	-2	.5x	1	D10	180	4							
Hirazi	-5	+5	0	0	+5	-10	+15	0	0	0	0	-5	-5	-5	-10	-20	12	0	1.2x	3	D5	90	3							
Mermen	0	0	0	0	0	0	0	0	+5	+5	+15	0	0	0	0	0	12	0	1x	2	D8	120	5							

Type	STAT BONUS MODIFICATIONS													RR MOD					HEALING AND INJURY					MISC	
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dprt	Stat Det	Rec x	Lng	Dice Type	Max Hits	Bkgrnd Options	Source/Info Page #	
MEN: SPECIFIC RACES																									
GIANT RACES																									
Cyclops	+40	-10	-5	-5	-5	+30	-5	-10	-5	-10	-90	+20	+20	+20	+30	+30	9	0	1x	1	D30	550	2		
Giants																									
Forst, Hill, Stone	+25	0	-5	-5	-5	+20	0	5	-5	-10	-20	0	+10	+10	+10	+10	9	0	1x	1	D20	400	3		
Fire, Frost, Water	+30	-5	-5	-5	0	+25	-5	-5	-5	-20	0	+15	+15	+15	+15	+15	9	0	1x	1	D25	450	2		
Cld, Mntn, Strm	+35	-5	0	-10	+5	+30	-5	0	0	-20	0	+20	+20	+20	+20	+20	9	0	1x	2	D30	500	2		
Trolls																									
Forst, Hill, Stone	+15	-10	-10	-10	-10	+15	-10	-10	-10	-70	0	0	0	+10	+10	+10	1	0	.5x	1	D10	250	3		
Cave, Mntn, Snow	+20	-10	-10	-10	-10	+20	-15	-10	-10	-70	0	0	0	+15	+10	+10	1	0	.5x	1	D15	300	4		
War	+20	0	-5	-10	-10	+25	+5	0	-5	-70	0	0	0	+20	+10	+10	1	0	.5x	1	D20	350	4		
Ogres	+15	-5	-15	-10	-10	+10	-5	-10	-5	-80	+5	+5	+5	+10	+10	+10	1	0	.7x	1	D10	220	5		
IMMORTALS RACE CHART																									
K'ta'viiri*	+15	+15	+20	+10	+10	+20	+20	+0	+20	+10	+30	+20	+10	+30	+30	+50	5	2	.5x	10	D20	200	Special		
ELVEN RACES																									
Elves																									
Iylari (Loari)	0	+10	+10	0	+5	0	+5	-20	+5	0	+20	-5	-5	-5	+10	+100	2	+4	2x	4	D10	120	3		
Iylari (Linari)	0	+10	+15	0	+5	0	+5	-20	+5	0	+30	-5	-5	-5	+10	+100	1	+6	3x	5	D10	120	2		
Erlini	0	+5	+5	0	+5	0	+10	-20	+5	0	+10	-5	-5	-5	+10	+100	3	+2	1.5x	3	D8	100	4		
Dyari	0	+10	+10	-5	+10	-5	+10	-20	+5	+5	+10	-5	-20	+5	+10	+100	1	+4	2x	4	D10	120	3		
Shuluri	+5	+5	+5	0	+5	+5	+10	-20	+5	0	+5	-10	+5	+10	+30	+100	3	+2	2x	4	D10	120	4		
Ta-lairi (Half-elves)																									
Kyrtari	+5	+10	+10	0	0	+5	+5	-5	0	0	+10	-5	-5	+10	+20	+80	6	+1	1x	4	D10	120	4		
Sulini	0	+10	+5	+5	+5	+5	-10	0	-5	+10	0	0	+10	+20	+60	+60	8	+1	1x	3	D8	100	4		
SPRITS (Fairy Races)*																									
Sylphs	-40	+30	0	-10	+15	-5	+30	0	0	0	+30	-5	+20	+10	0	+100	9	0	1.5x	1	D5	60	1		
Nymphs	-10	+10	+5	0	0	+5	+15	-15	0	0	+30	-5	-5	-5	+20	+100	20	-2	.5x	1	D10	150	2		
Thalar*	—	—	+30	+10	+10	—	+10	+40	+20	—	—	—	+50	—	—	—	1	+2	—	20+	—	—	Special		
Titans*	+30	0	+30	0	0	+30	+15	0	+5	+5	+30	0	0	0	+75	+100	5	0	1x	6	D20	450	4		

* Specifically NOT recommended as PCs. Stats are given should a GM wish to create a detailed NPC

› PART X › KULTHEAN GODS



KIERON AND JAYSEK, TWIN BROTHERS,

hovered over the swirling blue globe. Floating unharmed in the void of space, their bodies were translucent luminous forms, barely recognizable as humanoid. It mattered little to these two, since bodies were just shells of the spirit. They were, after all, gods. They ‘spoke’ to each other, their powerful minds linked intimately.

“It remains a lovely sight,” sighed Jaysek.

“I suppose so.” Kieron performed the mental equivalent of a smirk. “Let’s go.”

“You’re always in a hurry. It’s not as if you’re getting any older.” Jaysek was sullen.

I know, but *they* are.” Kieron gestured expansively across the curve of the firmament below them. “Millions of beautiful youths, all dreaming of me!” He began to giggle uncontrollably.

“I wonder who the Nameless One is,” Jaysek mused when his brother’s mirth subsided. Kieron did a graceful weightless backflip to face his twin. “I thought it was you!” He seemed genuinely surprised.

The somber twin shrugged. “Not me. It’s a little too flashy for my taste, though I like the idea.”

“And you can’t tell who it is?”

“No, he’s blocked my spells and dodged my priests. I admit I haven’t tried very hard to find out—it would spoil the fun.”

“I don’t remember the last time I heard you utter the word ‘fun,’ brother. The Nameless One *must* be Andraax.” Kieron idly wiggled a finger, swirling cloud formations over Jaiman. He triggered a monstrous hail storm. “Oops.”

*Stylized rendering of
Reaan and his horse
by Rhakhaan artist
Jirl J’hoorn
5908 TE*

“The style of these proclamations does bear his stamp. He worries me, though. And what *is* causing these disasters, and how does he know of them before they happen?”

“You worry too much. It is intriguing, though. I hope he isn’t... causing them.”

“The darkness grows.” Jaysek whispered.

Kieron did not answer for a long moment, then: “Let’s get moving.” He hurtled towards the planet, Jaysek a thoughtsbreadth behind.



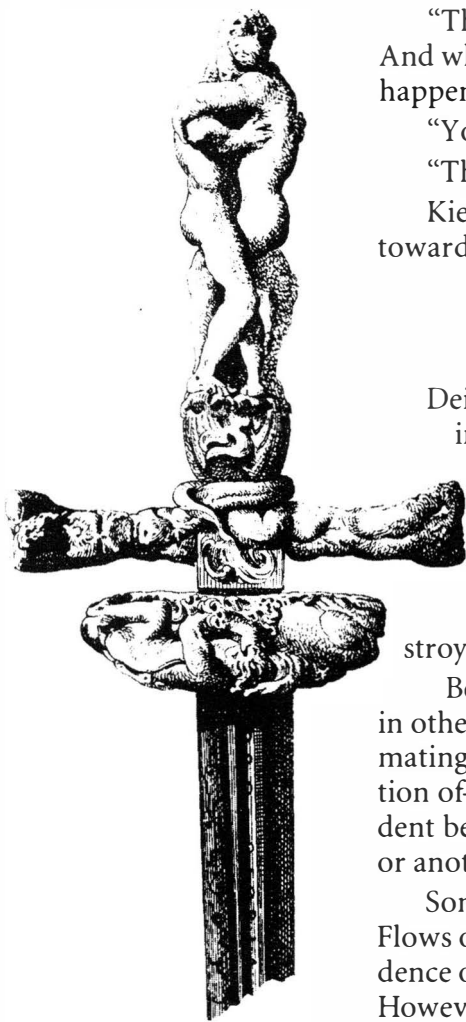
Deities are an integral part of Kulthea, and there are many such beings, real and imagined, of various power levels, scope, with influence all over the globe.

A discussion of the nature of gods is crucial at this point, as they are not really a ‘race’ like Men, Elves, or even Lugrôki, yet they are physical beings. Immortal in the truest sense, gods do not age or grow old and they cannot be killed, even through violence. A god can only be ‘slain’ (permanently rendered discorporate) should the focus of his power be destroyed—a feat nearly impossible for even another god.

Beings who can be considered gods are similar in some ways to the Titans, and in others to the Nymphs (or, conversely, these races were perhaps borne from the mating of gods with mortals in the distant past). Gods also have the unique distinction of—according to lore—predating the Lords of Essænce. A god is an independent being whose spirit is truly immortal, and will (apparently) survive in one form or another until the end of time.

Some Loremasters theorize that the gods are actually manifestations of the Flows of Essænce: entities of pure energy who evolved intelligence and independence over the eons. While this seems somewhat farfetched, the theory has merit. However, one aspect of the gods is not explained by this: they are able to mate with intelligent races and parent offspring. (A child of such a union is manifested in an extremely powerful, long-lived and beautiful member of the other parent’s race.)

One thing is clear: they are not *the* Lords of Essænce, though at times a Lord would impersonate a god, or set up a realm in which he or she desired to be considered a god. Gods on Kulthea are a group unto themselves, with strengths and weaknesses unique to their kindred.



Sword of Moralis
(used in rituals)

1·INTERPRETATION

Users of Channeling gain their powers not from the Flows of Essence but from the very energy of their patron god. This can limit someone who wishes to travel far from his god’s home, for more localized gods (the vast majority of deities on Kulthea) have limited influence outside of their defined home boundaries.

The source of a god’s power is similar in concept to that of Mentalists (in that they depend only on their own energies rather than the Flows of Essænce or Channeling from someone else). Many, however, are tied to a specific location, and their powers are significantly reduced when they stray from their home. More on this in Local Gods below.

2·INVOLVEMENT

Local gods frequently exert considerable influence in their limited area; some even rule a land as the god-king. Others remain more aloof, residing in a remote area or only appearing when the mood strikes. For most Kultheans, an occasional show of power is enough to keep them convinced of the god’s continuing reign, and so order is maintained. Gods can range from completely benign (or even overly protective, like a doting mother) to savagely demanding, requiring regular human sacrifices.

Interestingly, gods rarely come into direct conflict with each other, the patterns of their control having been established long ago. Very rarely, an aggressor god will send his people against a more passive neighbor and successfully seize their land, but the true dislocation of a god has only happened a handful of times in the entire history of the world.

The role of the gods in the Lords of Essænce conflicts and the war against the Unlife is not clearly documented, though many deities labored long and hard after the conflicts to bring their peoples back from ruin.

3·LORDS OF ORHAN

Of all the gods and pantheons which have come and gone through the history of Kulthea, the Lords of Orhan stand alone. Though some believe that they are merely refugee Lords of Essænce from the First Era, they predate even that time. Besides, the Lords of Orhan draw power from within themselves, whereas the Essænce-masters tap into the Flows for their energies. Their godlike abilities are without parallel. However, they rarely intervene actively in the affairs of the Shadow World, and would never exert their full strength against any Kulthean (except in the unlikely need for self-defense).

ORHAN

Making their home on the great moon of Orhan, the Lords reside primarily within vast palace complexes in various locations on that small world. The sky of Orhan is almost always shrouded in clouds, preventing easy viewing of the surface from Kulthea. In addition to the Lords themselves, Orhan is inhabited by a variety of interesting beasts (most of them quite docile) and a population of Elves, Men and other races who serve the Lords. Orhan itself has not felt the dark touch of the Unlife, and the Lords are careful to keep their home safe from its agents.

Whether or not the souls of dead Kultheans go to Orhan is uncertain, but the Lady Eissa does guard the portal to another dimension, from whence she has the power to recall souls from the dead. She can also channel that ability to her devout followers.

GM NOTE: Access to Orhan by PCs should not be possible under any but the most bizarre circumstances—the moon should be considered a place of great power and mystery, not an advisable place to go adventuring.

THE CONCLAVE OF ORHAN

This is the council called by Kuor on rare occasions, to which all of the Lords must attend. Even Shaal must return to Orhan to attend the Conclave.

It has only been called a dozen times since they arrived in this space-time. (This is not to say that the Lords have only met that many times, but the formal Conclave is only called in a crisis.)

On Orhan there stands a great domed palace which is normally empty; but when Kuor calls the Conclave, the Lords enter the central council hall wherein stand twelve large marble thrones. Issues are debated and there is usually a vote, for the issue is almost always one which concerns the entire pantheon, and the Lords need to act as a united group. Kuor breaks ties.

ORHAN ALLIANCES

A GM should consider when running the Lords that they are not necessarily a united group. In fact, the Lords live apart from each other, only gathering in full Conclave under the direst circumstances. The 'married' pairs may spend more time together, but not even that is necessarily a political bond. The Lords' powers are matched by their egos; virtually all of them have overwhelming superiority complexes. Most are quite vain, and the more quick-tempered are easily angered by the smallest insult.

They sometimes compete in bizarre games involving cosmic forces or human emotions, but almost never would they allow an inhabitant of Kulthea to come to permanent harm.

However, the fragmentary nature of Orhanian society cannot be stressed enough. The last time the Lords agreed unanimously on something was when they decided to join in the Wars of Dominion against the Unlife—and even then there was initial dissention.

While they are all basically 'good' in orientation, they are subject to disagreements and even petty rivalries.

Kuor and Valris: Complementing each other these 'elder gods' are the most level-headed of the Lords. Valris is strong-willed as well as wise, and Kuor will often turn to her for advice.

Reann and Jaysek: The moody, often grim pair will frequently travel to Kulthea together.

Eissa: Almost always alone, beautiful Eissa wanders through her forest-garden where the River of Life flows. While friendly with all the other Lords, she prefers solitude and the others respect her wishes.

Phaon, Oriana and Cay: This triad always seems to be involved in playful contests of athletic and combat prowess.

Iloura and Iorak: It might seem that the earth-mother and the metal-worker would be at odds, but Iloura and her husband have achieved a certain harmony.

Kieron and Teris: Most playful and immature of the pantheon, these two often exhibit childish tendencies, exacerbated when they are together.

RELIGIONS OF THE LORDS

Each of the Lords is worshipped in countless ways across the Shadow World, either individually or in groups, by lone followers or in large sects. Following are a few examples of organized religions using certain Lords as Foci.

SISTERS OF EISSA

Focus: Eissa

Culture (Temple Locations): Varies. Temples in most major cities.

Membership: Entirely female, usually various mortal human races.

Benefits of Membership: Sisters get free medical attention at any temple.

Restrictions: Cannot eat any meat (except fish). Must not kill except in self-defense. (E.g., sisters have sever restrictions against using Absolution.) A sister travelling with a group who kills without pretty good reasons will soon run into problems (reduced or intermittent power points, inability to heal offenders, etc.).

Symbol: A golden Key, symbolizing Eissa's keys to Life, Death, Mind, Body, Soul, and the Void.

Dress: White flowing gowns with a belt. The color of the belt indicates rank. When outside of the church they don hooded black cloaks.

Structure: The chief Priestess is called 'eldest' and has a gold belt with crystal keys. The next rank are called 'elder sisters', with silver belts. The rest are called simply 'sisters' and wear a blue belt. Novitiates have a white belt.

Philosophy/Purpose: All killing is evil, though death of the body is not necessarily the end of life. Strict vegetarians, the Sisters believe that all animals have souls that are sacred.

Activities: Sisters maintain herb gardens and will sell their healing herbs and potions, the money going to maintain the church and further the cause. Many Elder Sisters are Clerics or Healers, and will aid unfortunates who are sick or injured. They do not charge but ask for a donation (the 'donation' should approximate the value of the herbs/services, however, or future aid might be de-

nied). In many churches, the sisters will make clear their disapproval of killing—even creatures like Lugrôki and Goblins. In every church at least one woman (often the ‘Eldest’) can raise the dead. Sisters are rarely seen outside of urban environments.

BROTHERHOOD OF THE EARTH

Focus: Iloura, also Quen the Spirit.

Culture (Temple Locations): Varies. Temples are usually simple affairs in the country. They are not located in cities.

Membership: Humans or elves, usually a male-only institution (interesting, since Iloura is female).

Benefits of Membership: +10 locating herbs in the wild, identifying plants or herbs, tracking outdoors.

Restrictions: No killing of any animal or plant needlessly.

Symbol: A tree.

Dress: Brown hooded robes with a leather belt. All wear a simple amulet in the shape of a tree; the color and ornamentation indicates rank. (It is often a PP enhancer as well).

Structure: The head of a *branch* (the church is often referred to as the *Tree*) is referred to as *Father*, while all other are simply *brothers*. The structure of the religion is very loose.

Philosophy/Purpose: Respect for nature is the theme stressed by the Brotherhood. While not vegetarians, they teach that killing for sport or other wasteful purpose is evil. The Brotherhood has an understanding of smart farming techniques (crop rotation, etc.) and imparts this information to area farmers. They bless harvests and often preside at fall festivals.

Activities: Most members are Animists or Rangers, a few are Clerics. Unlike the Sisters of Eissa, they are rurally oriented and a good portion of the membership travels constantly, teaching of the value of the earth.

ORDER OF LIGHT

Focus: Valris.

Culture (Temple Locations): Varies. Temples in most large cities, major temple on Nomikos.

Membership: Male or female, human or elven. A specific ‘Archive’ is usually one sex or the other, however.

Benefits of Membership: Most temples have libraries, open to the use of Order members. Members also have free access to Nomikos Library.

Restrictions: Destruction of any written text is considered a terrible waste, but aside from that (and a prohibition against service to the Unlife) there are few restrictions.

Symbol/Dress: Grey tunics or robes.

Structure: The Chief Scholar presides over a given Archive, while there is a complex infrastructure of Scholars and Scribes who administrate various aspects of what is essentially a library and religious center.

Philosophy/Purpose: The ‘light’ is the light of knowledge, to which the followers of the Order of Light devote themselves. Books are considered holy items to be treasured and protected. Scribes have died protecting their Archives when cities are attacked.

Activities: Relatively reclusive, most members rarely leave their cloistered homes. While there frequently are archives in large cities, only certain members of the Order are usually permitted to leave the complex.

FOLLOWERS OF THE SUN

Focus: Oriana (Arianna)/ The Sun.

Culture (Temple Locations): Ky’taari/Mur Fostisyr.

Membership: Priestesses are female while the basic membership is all male.

Benefits of Membership: Extensive training.

Restrictions: Only chosen young men may join. Very selective.

Dress: White tunics and pants.

Structure: As noted above, the temple is ruled by a priestess, while all of the other members are male. In the Ky’taari culture there is a male king and a female priestess who co-rule.

Philosophy/Purpose: basically a peaceful culture, the Ky’taari worship the sun because it is especially precious in the far northern clime which is their home.

Activities: The monks are trained in martial arts skills and make up the elite defensive force of the Ky’taari.

POWERS COMMON TO THE LORDS

☞ The Lords can transport themselves instantly between Orhan and anywhere on Kulthea; they can fly at high speeds (riding the Flows of Essænce) and are immune to natural cold and heat. Though their ‘normal’ size and form is that of beautiful humanoids, they have an alternate size of about twelve feet in height (all of their personal items and clothing are enchanted and change with them).

☞ All lords resist attacks as *Large* Creatures, and when they are in their 12’ tall form, they resist as *Super-large* creatures. They resist spells as per their noted level. Attaining a “Stun” result against a Lord only forces them to parry; obtaining an “Stun No Parry” result means they are stunned, but may parry. Lords can *Haste* themselves at will for the duration of any melee.

☞ As with all of the more powerful deities, the Lords are truly immortal. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items—those are left in a heap) vanishing in flash of light. The ‘soul’ of the Lord returns to Orhan where he recovers his strength—a process requiring one full revolution of that moon (70 days). During that time the Lord cannot affect physical reality, though he may appear and interact with the other Lords on Orhan.

☞ Lords are aware—at least subconsciously—of all of their followers on the Shadow World, and should a follower repeatedly abuse his god’s name or power, the Lord may inhibit or cut off powers, or even show up personally to have a talk with his sycophant. In addition, the Lords provide the information for scrying spells of other users of Essence such as Seers and Astrologers.

☞ Lords resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Lords never suffer any ‘partial effects’ from spells.

☞ Lords are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists (in *RM*) and/or martial skills. GMs may also wish to give various Lords certain High Level Spells from *RMCI*. A few suggestions are included but should not be considered limitations.

☞ Lords can—theoretically—communicate mentally with each other instantly wherever they are. Some, however, choose not to answer a call, for various reasons.

THE LORDS OF ORHAN

GM NOTE: Notations in parentheses refer to powers, professions or abilities in the *Rolemaster Companion Books*, should the GM have these books and wish to use these alternate choices.

KUOR

Age: ? Eyes: Grey. Hair: White. Build: Muscular. Height: 6'6" Race/ Sex: Godlike Being/M. Skin: Ruddy Demeanor: Aloof, Commanding. Dress: Flowing, toga-like garment. True Attitude: Reserved, Cautious. Home: Orhan.

Kuor is King of the gods and ruler of Orhan. He can control the weather on Kulthea and reputedly is master of the Flows of Essænce. While this isn't strictly true, he is able to manipulate the paths of the lesser Flows. Appearing as a man of middle years yet hale, he has a wild mane of snow-white hair. Kuor is almost never seen on Kulthea, preferring to observe activity on the Shadow World from afar. As leader of the Lords of Orhan, he keeps the others in check and will sometimes overrule one who is planning a rash action. One who he will not overrule, however, is Eissa, whose judgement is final. He presides over the Conclave of Orhan: the gathering of the Lords to debate a major issue.

Hits: 960. Melee: 630ma* Missile: 560lb*.
 AT(DB): 20(210)*. Sh: Y60*. Gr: A/L*.
 MovM: 115. PP: 9000 (1500 x 6).

Lvl: 210. Profession: Cleric/Fighter. Stats: St-120; Qu-117; Em-120; In-121; Pr-120; Ag-118; Co-120; Me-110; Re-116; SD-108. Will: 550. AP: 110. Skill Bonuses: Climb180; Swim180; S&H240; Perc360; Rune110; S&W210; Chan400; DirS480; Amb30; AMov100; Acro100; Act240; Admin240; Arch150; AthlG240; Craft150; Dance120; Diplom210; Lead480; Music165; PubSp360; RMas120; Seduct240; Sing145; SpellM130; Stra&Tac360; Subdu360.

Spells: Base Spell OB is 240; Directed Spell OB is 480. Though technically a Cleric, Kuor has access to all spells on every Channeling and Essence-related list (including RMC Archmage lists). Kuor has been known to cast *Absolutions Pure* and his own Cruel Channeling: *Kuor's Wrath*, which reduces the target's Temp Stats to 10.

Special Abilities: As all Lords of Orhan (above).

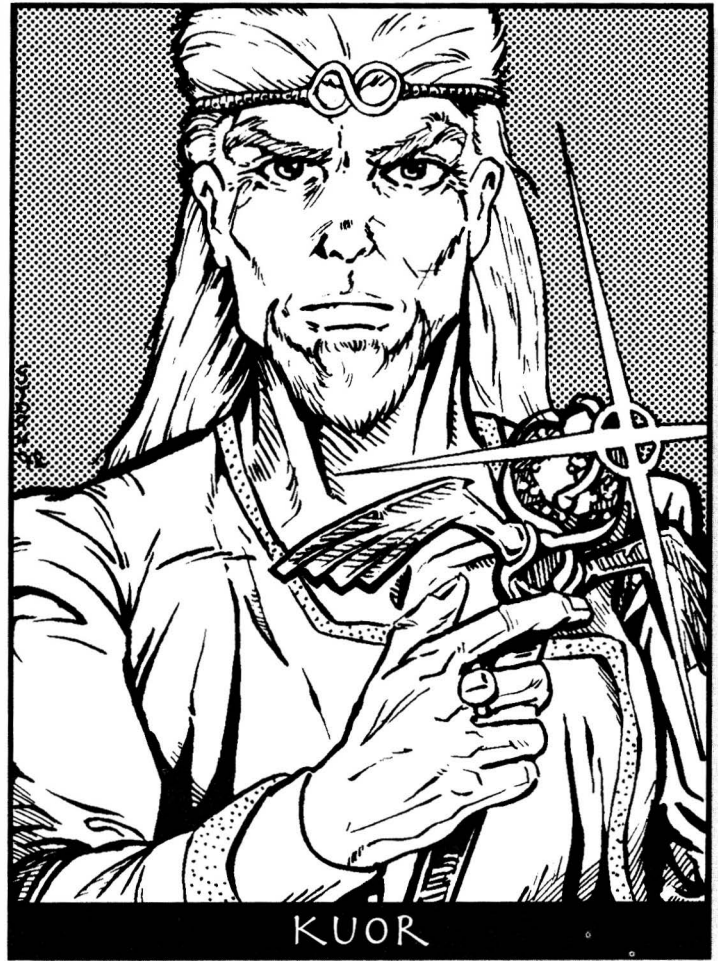
Scepter of Orhan: A great scepter of platinum, ebony and adamant, it strikes as a +60 Holy mace, doing triple damage and double criticals. If Kuor desires, he may strike the earth with the Sceptre and cause *Tremors* (30th lvl Mage Earth Law). The sceptre also glows with a blue-white radiance, *Blinding* all creatures of the Unlife within 100'.

Crown of the Lords: x6 PP, a glittering crown of gold, platinum and jewels, it adds 100 to DB and projects a powerful aura about the wearer.

Bow of Wrath: +40 Longbow with 5x normal range. All arrows shot from it deliver (in addition to the regular attack) a point-blank +100 Lightning Bolt, x5 damage.

Armor: Full Plate armor of an alloy known only to Iorak the Orhanian Smith, it provides an incredible defensive bonus. It is a beautiful silver color, covered with intricate etching.

Shield: Of clear Laen with a rim of silver, it is a full shield, weightless, and enchanted to offer full protection vs dragon-breath. It is +80 to frontal DB, +50 vs directed spells.



VALRIS

Age: ? Eyes: Pale grey. Hair: Black. Build: Slender. Height: 6'1" Race/ Sex: Godlike Being/F. Skin: Pale. Demeanor: Aloof, Quiet. Dress: Flowing garments of light grey or white. True Attitude: Serene, Scholarly. Home: Orhan. Aka: "The Wise".

Wife of Kuor and goddess of learning and wisdom, Valris is patron of scholars and masters of thought. Thick sable hair which flows down her back, large pale grey eyes and ivory skin are Valris' most striking features. She favors Mentalists, though of course does not channel power directly to pure users of Mentalism—they tap their own 'Essænce'. Astrologers also often follow her.

Hits: 700. Melee: 300bs*. Missile: 360ja*.
 AT(DB): 17(200). Sh: (Y). Gr: (A/L).
 MovM: 75. PP: 19,200 (2400 x 8).

Lvl: 200. Profession: Astrologer (Also Scholar/Sage). Stats: St-105; Qu-108; Em-112; In-120; Pr-120; Ag-110; Co-110; Me-122; Re-120; SD-115. Will: 560. AP: 118.

Skill Bonuses: S&H150; Perc250; Rune200; S&W180; Chan250; DirS200; Act130; Admin140; Chem80; Cook120; Craft90; Dance160; Diplom120; Math70; Medit230; Music150; Nav100; PubSp140; RMas120; Seduct150; Sig140; Sing135; SpellM160; StarG220; WeathW190.

Spells: Base Spell OB is 200; Directed Spell OB is 400. (Valris' favored spell is *Starhand*, a +30 Firebolt which has the appearance of a blue beam of light.) Valris has access to all Astrologer (Sage from RMC I; Moon Mage from RMC III) Base Lists, as well as all Open and Closed Mentalism lists.

Special Abilities: As all Lords of Orhan (above).

Girdle: A fabulous accoutrement of woven silver, gold and platinum threads, it is sewn with diamonds and other precious gems which form the various constellations in the sky, overlapping in a changing pattern. In addition, the girdle provides +60 to DB and acts as AT 17.

Tiara: Eyes of the Ages. Her tiara is in the form of a simple headband of silver open at the front. It has two large teardrop shaped black pearls suspended from the band so as to lie just over her temples. They are indeed 'eyes', allowing Valris to see into the past and future.

Ring: One of the Four "Rings of the Elements" made by Iorak, this one is of Air. x8 PP.

Starsword: A +40 Holy sword, the *Starsword*, it is of clear Laen tinted dark blue. When looked at carefully, though, it has the disconcerting appearance of a 'window,' with a panoramic view of the night sky inside.

Javelin: Of clear Laen tipped with a silvery alloy, it strikes as a +50 lance with a 1000' range (no range penalties). It is also *Of Slaying* anyone Valris wishes dead (one target at a time).

REANN

Age: ? Eyes: Dark grey. Hair: Black. Build: Slender. Height: 6'8". Race/Sex: Godlike Being/M. Skin: Fair. Demeanor: Sleepy; Sardonic. Dress: Various garments, always black. True Attitude: Alert, yet Weary. Home: Orhan. Aka: Dream-master, Bringer of Sleep, Lord of Dreams.

God of the Night, he is master of sleep and dreams, sending visions to his followers. He is the only god who prefers the night. It is his domain, though one which is tainted by the evils of the Unlife. As a result, Reaan has faced the terror of the Unlife more than any other Lord. While there is little danger that he would ever be turned to its evil path, the endless (sometimes seemingly hopeless) struggle has wearied him.

He often travels to the Shadow World, hunting evil beasts through the night astride his mighty steed: a white Unicorn with luminous silver horn. He is feared by servants of the Unlife more than any other Lord. Riding through dark forests, a misty, shimmering presence in the night, his endless quest is to save the helpless from the fangs and claws of the evil demonic creatures of evil.

Reann also has a wry sense of humor and has been seen in Jaysek's company (in his rare appearances during the day).

Reann is a tall, slender young man with fair skin, black hair and dark, hypnotic eyes. He wears only sable-hued cloth garments, often trimmed with black leather.

Hits: 720. **Melee:** 420bs*. **Missile:** 420lb*.

AT(DB): 20(210). **Sh:** Y30. **Gr:** (A/L).

MovM: 115. **PP:** 15,750 (2250 x 7).

Lvl: 180. **Profession:** Seer/Ranger. **Stats:** St-110; Qu-118; Em-118; In-119; Pr-120; Ag-118; Co-110; Me-116; Re-108; SD-111. **Will:** 505. **AP:** 117.

Skill Bonuses: Climb100; Swim100; Ride210; DTraps200; PLocks210; S&H280; Perc220; Rune110; S&W120; Chan250; DirS125; Amb20; MAS120; MASw120; Acro180; Act240; AnTri160; Cav170; Cook130; Craft115; Dance200; Diplom210; Diving170; FAid155; For120; Herd135; Medit155; Music140; Nav170; PubSp120; RMas100; Sail90; Seduct130; Sig110; Sing190; SpellM90; StarG120; Stra&TAc145; Subdu180; Track; 250 Tumb160; WeathW280.

Spells: Base Spell OB is 180; Directed Spell OB is 360 (Starfires True). Reann has access to all Seer and Mentalist Base Lists, as well as the Mystic Lists *Confusing Ways*, *Mystical Change*, and *Hiding*, all Open and Closed Mentalism lists and all Ranger Base Lists. (Also all Dream Lord base Lists from *RMC III*.) Reaan also has a unique 'Fatal' Channeling (For effectiveness, treat as Absolution Pure on the Clerical Base *Channels* list): "Reaan's Sleep." The effect on those who fail varies:

anyone of the Unlife is immediately slain; those not following the Unlife are immediately cast into a deep and unwakeable slumber. Only the successful casting of the spell "Awake" or Reaan himself can reverse the spell.

Special Abilities: As all Lords of Orhan (above).

EISSA

Age: ? Eyes: Grey/Blue. Hair: Blonde. Build: Slight. Height: 5'10". Race/Sex: Godlike Being/F. Skin: Pale. Demeanor: Somber. Dress: Flowing black hooded robes with a white gown underneath. True Attitude: Restrained, Pensive, yet not Unhappy. Home: Orhan.

Goddess of Death/Rebirth (and Winter), she is the sister of Reann. Eissa is the deity appealed to when a religious 'Lifegiving' is administered. She guards the Gates of Oblivion and it is her decision whether a soul is returned—even Kuor will not overrule her decision. Eissa is more inclined to allow the return of a soul whose mission on Kulthea has not been completed. If the being in question has lived a full life, or has died in a significant and meaningful way, she will usually deny the soul's return.

Eissa wears a hooded, flowing black robe and carries a staff of crystal—and a set of crystalline keys to the Gates. Before the Gates is a small garden, in the center of which is the Spring of Youth, which feeds the enchanted River of Life on Orhan. Eissa rests here often, staring into the mere by the spring, through which she views her followers on Kulthea.

Cultures on Kulthea have myriad differing beliefs regarding the soul and what becomes of it when someone dies. Those who follow Eissa believe that the soul lives forever, though if the body is destroyed or fails due to age, the soul passes beyond the gates into another state of being. The worst fate is if the soul itself is somehow destroyed, something which can only happen to someone who falls victim to one of the Unlife's cruel servants.

Hits: 600. **Melee:** 300qs. **Missile:** —.

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

MovM: 70. **PP:** 19,440 (2160 x 9).

Lvl: 180. **Profession:** Cleric/Healer. **Stats:** St-100; Qu-108; Em-120; In-120; Pr-116; Ag-109; Co-113; Me-108; Re-97; SD-118. **Will:** 485. **AP:** 117. **Skill Bonuses:** Perc180; Rune150; S&W220; Chan320; DirS120; AMov150; AD100; MAST210; MASw220; Acro150; Dance200; Diplom150; Lead160; Medit140; Music165; PubSp180; RMAs130; Sing190; StarG100.

Spells: Base Spell OB is 180; Directed Spell OB (Lightning Bolt) is 360. Eissa has all healing spells on any list, and all Base Clerical Spells. Eissa also has a unique Fatal Channeling (For effectiveness, treat as Absolution Pure on the Clerical Base *Channels* list): "Eissa's Call." Anyone failing is 'dead,' though their body slides into a deep coma. Their soul is stored in Eissa's Staff if she wishes—or (in the case of creatures of the Unlife only) destroyed.

Special Abilities: As all Lords of Orhan (above).

Mere of Life: Allows Eissa to view any of her adherents who call upon her for help.

Staff of Doom: A 6' long rod of clear laen which can be used as a +30 quarterstaff. It can hold as many as 12 souls; Eissa uses the staff to transport souls to and from Oblivion, and to aid her in returning them to a body on Kulthea.

Keys: A set of six keys, two of which (The Key of Life and the Key of Death) open the Gates of Oblivion. One, a key never used, is the Key to the Void.

Necklace: A chain of gold with three suspended teardrop diamonds (each 2" long). The necklace is a x9 PP enhancer.

PHAON

Age: ? Eyes: Amber. Hair: Golden Blond. Build: Muscular. Height: 6'10". Race/Sex: Godlike Being/M. Skin: Tanned. Demeanor: Egotistical. Dress: short tunic of white cloth trimmed with gold. True Attitude: Well-meaning, yet Self-confident. Home: Orhan.

God of the Sun (and Summer), Phaon rides a great winged horse with flaming mane and tail. His eyes are a deep amber and his hair is golden blond. Very tall, tan and muscular, he wears only a short tunic of white cloth trimmed with gold.

Phaon was once patron of the Cloudlords of Tanara; he is often considered the god of 'fatherhood' in that, as husband of Oriana (the Earth-goddess) and god of the Sun, he represents the masculine aspect of fertility. He has fathered numberless children on Kulthea.

Hits: 900. Melee: 560ma. Missile: 500ja.
 AT(DB): 17(210). Sh: Y*. Gr: A/L*.
 MovM: 65. PP: 10,800 (2160 x 5).
 Lvl: 180. Profession: Mentalist/Fighter. Stats: St-120; Qu-117; Em-101; In-103; Pr-119; Ag-115; Co-119; Me-108; Re-99; SD-110. Will: 320. AP: 118.

Skill Bonuses: Climb270; Swim180; Ride300; S&H90; Perc270; S&W180; Chan270; DirS270; AMov180; AD100; MAST180; MASw180; Acro270; Act180; AthlG200; Dance150; Diplom135; Diving180; Lead270; Music145; PubSp300; Seduct270; Sing180; SpellM180; StarG100; Stra&Tac195; Subdu270; WeathW180.

Spells: Base Spell OB is 180; Directed Spell OB is 270. Phaon has the Mentalist Lists *Brilliance*, *Self-healing*, *Spell Resistance*, *Sense Mastery*, *Speed*, *Mind's Door*, *Movement*, *Mind Control* and *Mind Speech* to 50th level, (the Mana Fires lists and High level spell *Hellscape* from *RMC I*). Special Abilities: As all Lords of Orhan (above). Phaon is also immune to all forms of heat (including dragon fire-breath).

Winged Steed: The Pegasus *Shurok* is an immortal beast, highly intelligent. His air speed—over 200 mph—is partially due to his enchanted nature. He can mentally summon and command any Pegasus or Steardan within 5 miles. *Shurok's Stats*: Lvl: 30; Base Rate: 200 (ground) 3000 (air); Max Pace: Dash; MnvBns: 80; Hits: 300; AT(DB): 12(100); Attacks: 150 LBa/ 100LMTs/ 100LBi. *Shurok* is a Large Creature.

Scepter of the Sun: A great golden mace set with yellow sapphires and inlaid with wood and onyx. The scepter strikes as a +50 Holy Mace, delivering double hits and a Plasma critical of equal intensity as the regular crit. The head of the mace (a single large globe of yellow laen) glows with a bright light, blinding all creatures of the Unlife within 300' (they are at -90). The scepter can also cast *Sunfires True*, but Phaon uses the *Plasma Attack* and critical tables (*RMC III*), x6 damage.

Javelin: +60, of a golden alloy. Can be thrown up to 500' without distance penalty; returns instantly to wielder. Bursts into flame in flight and strikes delivering an additional Plasma critical of equal severity as the regular crit.

Armor: (only worn into battle) Breastplate and greaves of a lightweight yet resilient golden alloy, +50.

Circle: A golden band set with a single large yellow sapphire, it protects Phaon's head as a full helm and negates head and neck criticals 75% of the time. It is also x5 Mentalist PP.

Sandals: Of golden dragonskin, they allow Phaon to fly at speeds of up to 100 mph and run at 50 mph.

ORIANA

Age: ? Eyes: Violet, gold-flecked. Hair: Golden blonde. Build: Statuesque/Voluptuous. Height: 6'3". Race/Sex: Godlike Being/F. Skin: Lightly tanned. Demeanor: Caring; Sometimes Amorous. Dress: White gown. True Attitude: Serene; Empathic. Home: Orhan/Mur Fostisy.

Goddess of Love and Fertility (and Spring), Oriana is a beauty with golden hair and violet eyes. She is the wife of Phaon, and flies beside her husband on golden wings made for her by Iorak.

As is typical with the Lords of Orhan, the concept of 'marriage' between gods is more a loose association than a true spiritual union. Both Oriana and Phaon have many lovers; in Oriana's case it was part of her first ritual with the Kytaari to bear the first members of the royal line.

Called upon to aid in many wedding ceremonies, her blessing promises many healthy children, and (perhaps ironically) an undying mutual love. She is called upon often, but rarely bestows her full blessing. Although almost always bearing a serene visage, Oriana has been known to break down and weep should one partner in a beautiful relationship (which she may have nurtured) meet with a tragic end. She also has a more sensual side, playful and lustful.

Oriana favors a tunic or gown of shimmering white trimmed with gold. Sometimes her tunic is a sheer, revealing garment.

She is an adept martial artist, and may have brought those skills to her Kytaari people—along with the unusual weapon called the *Ikasha*. It is similar to a large throwing star, but more effective, and the accomplished user can cast it so that it will return safely to him.



NOTE: Oriana is worshipped by the arctic Ky'taari people as *Ariaana*, goddess of the Sun (the reason she is worshipped rather than Phaon is not clear). She appears to her followers there with golden eyes.

Hits: 720. **Melee:** 36obs. **Missile:** 42ots*.
AT(DB): 20(160). **Sh:** (Y). **Gr:** N.
MovM: 50. **PP:** 17,280 (2160 x 8).
Lvl: 180. **Profession:** Mage/Monk. **Stats:** St-110; Qu-110; Em-118; In-110; Pr-119; Ag-116; Co-105; Me-110; Re-111; SD-113. **Will:** 480. **AP:** 118.
Skill Bonuses: Climb180; Swim180; Ride90; S&H90; Perc270; Rune270; S&W270; Chan360; DirS360; AMov180; AD100; MAST270; MASW270; Acro270; Act180; Admin180; Arch180; Cook90; Craft90; Dance180; Diplom180; Lead150; Medit120; Music180; PubSp210; RMas145; Seduct360; Sing270; Ski180; SpellM210; StarG220; Subdu180; Track250; WeathW230.
Spells: Base Spell OB is 180; Directed Spell OB is 360 (Firebolt). All lists dealing with fire, including Mentalist *Brilliance* (Mana Fires from RMC I), all Base Monk to 50th.
Special Abilities: As all Lords of Orhan (above).
Sunsword: +40 Holy broadsword, it flames on command and can thus give an additional Heat critical.
Pendant: A golden sunburst with a large cabochon of yellow crystal set in the center. It will cast *Sunfires True* at will, 3x normal power. It is also a x8 PP enhancer.
Bracers: Gold-alloy wrist bracers which add 80 to DB and allow Oriana to parry missiles as frontal melee attacks. They also generate an energy field which protects at AT 20.
Ikasha: Gold-alloy throwing star. It strikes as a +40 broadsword, and returns magically to the wielder. 5x range.
Tiara: Golden filigree diadem set with yellow stones. It protects as a helm and negates head criticals 60% of the time.

CAY

Age: ? (Appears ≈20) **Eyes:** Azure. **Hair:** Brown, curly. **Build:** Muscular. **Height:** 6'10". **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Lighthearted, Playful. **Dress:** Plain tunic. **True Attitude:** As Demeanor. **Home:** Orhan.

Lord of physical strength and athletic prowess, Cay appears as a muscular yet not brawny youth. He cannot be bested in unarmed combat, and only Kuor can beat him with weapons. Cay is considered most handsome of the gods (with the exception of the twins). He wears only a short blue tunic off one shoulder unless leading mass combat—an extremely rare occurrence for any of the Lords—in which case he dons shimmering silver armor. His favored weapon is a spear. Patron of athletic games, Cay is also an infamous seducer, having fathered countless children across Kulthea.

Hits: 900. **Melee:** 60osp. **Missile:** 60osp.
AT(DB): 11(330)/20(250). **Sh:** (Y). **Gr:** (A/L).
MovM: 130. **PP:** 10,800 (2160 x 5).
Lvl: 180. **Profession:** (High) Warrior Monk/ Mentalist. **Stats:** St-121; Qu-121; Em-104; In-101; Pr-118; Ag-121; Co-116; Me-110; Re-105; SD-98. **Will:** 260. **AP:** 120.
Skill Bonuses: Climb270; Swim270; Perc180; Chan180; DirS360; Amb70; AMov270; AD100; MAST490†; MASW490†; Acro270; Act180; AthlG290; Cont210; Dance240; Diving150; Frenzy200; Lead180; Music120; PubSp180; Seduct360; Sing180; Stra&Tac180; Subdu360; Trick160; Tumb240.
Spells: Base Spell OB: 180; Directed Spell OB: 270 (Lightning Bolt from bracers). Cay has access to all Monk Base Spells and Essence *Shield Mastery* to 50th level (and Paladin Base lists from RMC I).

Special Abilities: As all Lords of Orhan (above). Also, Cay can regenerate 18 hits per round, cannot be stunned or forced to parry. His bare skin is AT 11. Cay's unarmored DB is based on his 121 Qu, his 100 Adrenal Defense, and his ability to *Deflect* and *Bladeturn* up to 180 attacks per round (!), subtracting 100 from them.

† Cay can engage up to four foes in melee combat with no subtraction to his bonus. Also, he delivers 4x the damage shown on the Martial Arts charts and should use the "Breaking 150" rule if at all possible (see Appendices).

Spear: Fashioned of Dir-wood with an adamantine head, this Holy weapon strikes as +40 Mtd Lance when used in melee, can be used to parry missile weapons, and if thrown has a range with no penalty of 600'; returning by instant *Long Door* to the wielder. (Cay rarely uses his spear except when armored).

Bracers: Four bands of a dark silvery alloy worm around ankles and wrists; these bracers allow Cay to parry weapons without harm. The wrist bands will also, when struck together, unleash a devastating *Lightning Bolt* (300' range, x5 hits) 5x per day.

Gé: A bola-like weapon, it has a range of 300', strikes on the Flail table +50 and is *Of Slaying* creatures of the Unlife. It returns safely to the wielder's carry pouch after each throw.

Armor: Full plate of overlapping grey plates.

Chain: A simple gold neck-chain, it protects vs neck criticals 85% of the time. It is also a x5 PP enhancer.

ILOURA

Age: ? **Eyes:** Hazel. **Hair:** Auburn. **Build:** Full-proportioned yet not overweight. **Height:** 6'2". **Race/Sex:** Godlike Being/F. **Skin:** Ruddy. **Demeanor:** Warm, Hospitable. **Dress:** Green and brown robes. **True Attitude:** Caring, Motherly. **Home:** Orhan. **Aka:** Illila (to Myri), Earth-mother.

Goddess of the Earth (and the Harvest/Autumn), she is the mistress of growing things, of plants and animals of the lands. Iloura wears flowing robes of green and brown, and her auburn hair is often adorned with flowers and colorful leaves. Her eyes are large and hazel, framed by soft features; she frequently appears on Kulthea in the form of a deer or other fleet-footed animal. Harvest festivals are the time she is most honored, and many peoples of the Shadow World give thanks to her for bountiful returns. Her husband is Iorak the Smith.

Hits: 640. **Melee:** 320qs. **Missile:** 320 (special).
AT(DB): 17(180). **Sh:** N. **Gr:** N.
MovM: 105. **PP:** 14,000 (2000 x 7).
Lvl: 160. **Profession:** Animist/Ranger (Druid). **Stats:** St-109; Qu-112; Em-120; In-121; Pr-113; Ag-116; Co-114; Me-108; Re-110; SD-114. **AP:** 113.
Skill Bonuses: Climb240; Swim160; Ride320; S&H450; Perc240; Rune240; S&W300; Chan320; DirS320; AMov160; Acro160; Act200; Admin140; AnTr320; Cav160; Cook320; Craft240; Dance240; Diplom180; For320; Herd320; Medit240; Music240; Nav320; PubSp160; RMas120; Sail160; Seduct120; Sing240; Track320; WeathW320.
Spells: Base Spell OB is 160; Directed Spell OB is 320 (Earthbolt—uses Icebolt attack and Impact Critical). All Base Animist, Ranger (and Druid and Beastmaster from RMC I, Arcane Coven Base lists from RMC III) lists to 50th level. Iloura also has an unusual 'Fatal Channeling' (For effectiveness, treat as Absolution Pure on the Clerical Base *Channels* list): "Reaan's Sleep." The effect on those who fail is that they are turned into a tree or other large plant form appropriate to the environment. Only Iloura can change them back.

Special Abilities: As all Lords of Orhan (above). Iloura can command any and all foliage within a 5 mile radius to do her will (within its ability).

Earthstaff: A tall staff which is ever shifting and (seemingly) growing. It takes on the appearance of various types of tree, always with a leafy branch or two sprouting from the top. It is a x7 PP multiplier, can be used as a +40 Quarterstaff, and can shoot 'rootlings': small roots which attack a target by growing at incredible speed and entangling him. Rootlings strike on the Grapple/ Grasp/ Envelop Table (Huge). If one gets a critical on the first attack, it gets to attack again every round, with the target no longer getting and DB due to Qu or other avoidance abilities. The Rootlings will not kill unless ordered by Iloura; just immobilize.

Robes: Flowing green and brown robes, they add 200 to Iloura's Hiding bonus while outdoors (they change color to match their surroundings) and are of an enchanted material which protects as AT 17.

Garland: A crown of living leaves and flowers, the garland protects Iloura's head as a helm and prevents head and neck criticals 70% of the time.

SHAAL

Age: ? Eyes: Blue. Hair: Blue-white. Build: Muscular. Height: 6'8". Race/Sex: Godlike Being/M. Skin: Pale (almost white). Demeanor: Stern; Angry. Dress: Naked or draped in a rough kelp garment. True Attitude: Impatient; Quick-tempered. Home: Orhan/Kulthea's Oceans. Aka: Allanda (female, to the Myri).

God of the sea (and of Fall). Shaal is also called 'The Destroyer' by some, in association with the erosion of the sea and sea storms.

Shaal is moody and rarely is seen in his human form, instead assuming the shape of a Merman, whale or great dolphin. When in human form, he is a burly man with blue-white hair and beard, pale skin, and blue eyes. He wields a great trident of greenish alloy set with emerald points. Ruthless and unsympathetic to all but sea beasts and peoples, he cares little about events on the land.

Hits: 700. Melee: 50osp*. Missile: 54onet*.

AT(DB): 17(180). Sh: N. Gr: A/L.

MovM: 125. PP: 12,800 (1600 x 8).

Lvl: 160. Profession: Sorcerer/Fighter. Stats: St-117; Qu-120; Em-112; In-115; Pr-118; Ag-117; Co-116; Me-112; Re-113; SD-106. AP: 114.

Skill Bonuses: Climb160; Swim320; Ride; S&H; Perc; Rune; S&W; Chan320; DirS320; Amb30; AD60; Acro160; Act80; Admin160; AnTr240 (sea only); Diving320; Lead160; Medit160; Nav320; PubSp160; Sail320; Seduct160; Subdu240; WeathW210.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Water Bolt). Shaal has all Base Sorcerer, and any list which deals with the control of liquids and weather—as long as it is weather over or adjacent to a body of water—to 50th level. (Also the High Level Spell *Hellsea*, RMC I) Shaal also has a unique Fatal Channeling (For effectiveness, treat as Absolution Pure on the Clerical Base *Channels* list): "Shaal's Demand." Anyone failing is completely dehydrated as Shaal sends your body's water back to the sea. The remains are a pile of powdery chemicals; difficult to recover. He also controls sea creatures, and his influence extends wherever there is water (lakes, rivers, etc.), though his power is significantly reduced outside of the greater seas.

Special Abilities: As all Lords of Orhan (above).

Trident: A fearsome weapon, it is not only a +60 *Holy* weapon that strikes as a spear to deliver 3x normal damage, but can fire "Tribolts 300": a simultaneous Ice, Water and Steam Bolt (steam bolt uses Firebolt tables). All are equally effective in air or underwater.

Net: A net with a 300' casting range, it is of unbreakable living fibers. Natural Armor: Shaal's skin transforms to scales when he goes into combat, conferring on him AT 17.

Crown: A diadem of silver and coral, it is a x8 PP enhancer, and protects as a full helm, also cancelling head criticals 70% of the time.

JAYSEK

Age: ? (Appears ≈ 20) Eyes: Hazel. Hair: Dark Brown. Build: Slight. Height: 6'8". Race/Sex: Godlike Being/M. Skin: Fair. Demeanor: Pouting; Sullen. Dress: Dark, monochrome clothing. True Attitude: Self-possessed. Home: Orhan. Aka: The Poet.

Jaysek is god of Visual Art and Magic, twin brother of Kieron—and like his brother, he is lean and beautiful. Very serious and at times sullen, he occasionally takes to writing morbid poetry. He wears black or grey garments, and has been seen on the Shadow World astride a dark horse, wearing a black, hooded cloak and speaking dark prophesies (though he is not the Nameless One).

Jaysek composed (or has claimed to compose) many of Kulthea's alphabets. He is the patron of Illusionists, Mystics, and Seers.

Jaysek at one time took an interest in the Dúranaki race in Tanara, and has adopted their favored weapon: the Kynac.

Hits: 700. Melee: 46orp*. Missile: 42orp*.

AT(DB): 18(180). Sh: Y*. Gr: A/L.

MovM: 115. PP: 13,720 (1960 x 7).

Lvl: 160. Profession: Seer/Mystic. Stats: St-115; Qu-120; Em-118; In-113; Pr-121; Ag-118; Co-109; Me-118; Re-107; SD-114. AP: 122.

Skill Bonuses: Climb120; Swim160; Ride240; DTraps220; PLocks240; S&H290; Perc320; Rune320; S&W320; Chan320; DirS320; Amb60; AMov90; AD60; MAST160; MASW160; Acro150; Act380; Appr210; Arch160; Chem90; Craft240; Dance160; Diplom240; Fals180; Lead180; Math90; Medit240; Music160; PubSp320; RMA240; Seduct260; Sing160; SpellM190; StarG150; Subdu180; Track200; Trick145; WeathW240.

Spells: Base Spell OB is 160; Directed Spell OB is 320 (Fire Bolt). Jaysek has all of the Mystic, Illusionist and Seer Base Lists, as well as the Loremaster Lore-related lists (and all Sage Lists—RMC II).

Special Abilities: As all Lords of Orhan (above).

Long Kynac: A long knife fashioned of *Keron* alloy, it strikes as a rapier. This kynac is also +50 (rapier table), is *Of Slaying Demons*, and cannot be fumbled.

Kynacs (4): Shorter, throwing versions of a Long Kynac, these are all +40 (rapier table) and have 3x the normal throwing range (up to 150' w/no penalty; up to 300' at only -25). They return safely to the wielder (Jaysek can throw all four in one round, at up to two foes).

Armor: Black Dragonskin with platinum fittings.

Orb: A fist-sized sphere of crystal, allows the user to cast all Seer spell lists freely and in combinations. It is intelligent and has a personality of its own—with a wry wit.

KIERON

Age: ? (Appears ≈ 20) Eyes: Blue. Hair: Dark Brown. Build: Slight. Height: 6'8". Race/Sex: Godlike Being/M. Skin: Fair. Demeanor: Playful; Mocking. Dress: Highly varied clothing. True Attitude: Self-infatuated. Home: Orhan. Aka: Davix (Myri), The Bard.

God of festivals, including the performing arts (music, plays, some poetry). He plays a stringed instrument called the *Quindera* and has a hypnotic singing voice. He is called upon to bless wine and ale, and to aid in recovery from hangovers.

Also a prankster, he will often pose as his twin Jaysek (the two are 'naturally' identical, except that Kieron's eyes are blue), causing mischief on Kulthea.

Although Kieron's clothing tastes are quite varied, he will often don a tunic of sheer silk. His hair is most often shoulder length or gathered in a ponytail.

Kieron is somewhat of a lustful god, appearing in many attractive forms—including that of a beautiful woman—to seduce unwary Kultheans.

Hits: 700. **Melee:** 52orp. **Missile:** 500lb.
AT(DB): 4(260). **Sh:** (Y). **Gr:** N.
MovM: 118. **PP:** 14,560 (2080 x 7).
Lvl: 160. **Profession:** Bard. **Stats:** St-115; Qu-120; Em-119; In-113; Pr-121; Ag-118; Co-109; Me-118; Re-107; SD-114. **AP:** 122.
Skill Bonuses: Climb220; Swim160; Ride150; DTraps260; PLocks300; S&H320; Perc320; Rune190; S&W200; Chan300; DirS320; Amb60; AD80; MAST240; MASW240; Acro190; Act280; Appr250; Chem190; Craft200; Dance320; Diplom210; Fals260; Gamb240; Lead160; Medit160; Music320; Nav140; PubSp240; RMas210; Sail180; Seduct320; Sig160; Sing320; SpellM; StarG160; Subdu250; Track180; TrapB160; Trick280; Tumb160; WeathW230.
Spells: Base Spell OB is 160; Directed Spell OB is 320. Kieron knows all Bard and Mentalist Base lists, Mystic Base *Confusing Ways*, *Hiding*, and *Mystical Change*, and all Open and Closed Mentalist lists to 50th level (and all Montebanc lists from *RMC III*).
Special Abilities: As all Lords of Orhan (above).
Quindera: A lute-like instrument, very complex to play but with a unique sound. Kieron is a master of its subtleties.
Rapier: +50, of Keron alloy, it is an unusual weapon for Kulthea, but Kieron is skilled with it and a match for the best swordsmen. It is a *Holy* weapon.
Main Gauche: A defensive weapon, it casts *Total Deflect True*, subtracting 100 from all attacks in every direction. Kieron can also use it as a shield and to parry any attack.
Lockpick Kit: An assortment of magical devices which aids in picking almost any lock.
Cloak: A black, hooded, full-length garment which can change color to match the surroundings; adds +100 to hiding.
Longbow: A beautiful bow of a pale wood, it is +60, 3x normal range. Kieron has 30 arrows of the same wood, with tips of laen, each *Holy*.

TERIS

Age: ? **Eyes:** Light Brown. **Hair:** Blond, curly. **Build:** Slender. **Height:** 6'4". **Race/Sex:** Godlike Being/M. **Skin:** Lightly Tanned. **Demeanor:** Hyperactive, Childlike. **Dress:** Short, diaphanous tunic. **True Attitude:** Serious about his duties, but little else. **Home:** Orhan.

Messenger of the gods, he appears as a beautiful, androgynous youth in his middle teens. He carries a short staff which records the messages to be delivered. Always barefoot, he can run faster than any living creature, or travels on his magical shield with superlative balance. Teris is the patron of one of the Navigator Guilds (*The Navigators*), his name occasionally mentioned—not always in a positive way—by other Navigator guilds.

Hits: 500. **Melee:** 380qs. **Missile:** 360lb.
AT(DB): 4(250). **Sh:** Y. **Gr:** N.
MovM: 125. **PP:** 10,080 (1680 x 6).
Lvl: 140. **Profession:** Mentalist. **Stats:** St-110; Qu-121; Em-105; In-95; Pr-120; Ag-120; Co-103; Me-104; Re-96; SD-99. **Will:** 225. **AP:** 118.
Skill Bonuses: Climb140; Swim140; Ride280; Perc280; Rune140; S&W280; Chan280; DirS280; AMov210; AD70; MAST280; MASW280; Acro200; Act155; AthlG140; Dance165; Diplom130; Diving210; Fals180; Fletch190; Lead160; Math145; Medit280; Music200; Nav280; PubSp280; RMas130; Sail110; Seduct210; Sig260; Sing100; Ski250; SpellM240; StarG280; Subdu100; Track170; WeathW200.
Spells: Base Spell OB is 140; Directed Spell OB is 280 Lightning Bolt). In addition to the Base, Open and Closed Mentalist lists, Teris has access to all Navigator Spell lists.
Special Abilities: As all Lords of Orhan (above).
Staff of Remembering: A short, silver staff, the gold head of which is a pair of spread wings, with a crystal sphere held between them. It will serve as a +50 *Holy* Quarterstaff, but its main purpose is as a recorder:

it speaks, and will perfectly record any message, to be replayed when Teris desires. It will even produce holographic images.
Shield of Essence-Riding: A long, oval shield of pale golden wood, it will float in front of Teris to defend him, or alternatively, he can stand on it and it will carry him at high speeds.
Longbow: Of the same golden wood as the shield, it is +40 with twice the normal bow range.

IORAK

Age: ? (Appears ≈ 30) **Eyes:** Brown. **Hair:** Black. **Build:** Bulky/Muscular. **Height:** 6'2"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Dark Tan/Brown. **Demeanor:** Impatient, Surly, Distracted. **Dress:** Sturdy cloth/leathergarments. **True Attitude:** Gentle, Uncomfortable among others. **Home:** Orhan.

Husband of Iloura and Smith of the gods, Iorak is physically strong but not the match in combat of Cay or Kuor. With his dark complexion, black hair and beard, Iorak is an imposing character, an appearance which belies his gentle nature. He almost never leaves his great smithies on Orhan. In fact, he is somewhat of a recluse, avoiding many of the social gatherings frequented by the gods and their aides.

Iorak has made all of the items used by the Lords of Orhan, and is in most ways the most powerful Smith of the Kulthean system. However, an occasional Human or Elven smith has risen above Iorak's incredible yet 'workmanlike' abilities to produce an item of surpassing beauty or elegant power. The Smith Tethior was among this very small group.

Hits: 750. **Melee:** 480ths. **Missile:** 460hcb.
AT(DB): 20(260). **Sh:** Y. **Gr:** A/L.
MovM: 119. **PP:** 17,680 (2210 x 8).
Lvl: 170. **Profession:** Alchemist. **Stats:** St-118; Qu-113; Em-121; In-118; Pr-111; Ag-119; Co-110; Me-120; Re-109; SD-116. **Will:** 500. **AP:** 108.
Skill Bonuses: DTraps340; PLocks340; Perc255; Rune340; S&W340; Chan300 DirS340; Admin170; Appr340; Arch290; Chem310; Craft340; Fals300; Fletch260; LeatherW340; Math310; Medit255; RMas320; Smith340; SpellM210; StoneC200; TrapB330; WoodC340.
Spells: Base Spell OB is 170; Directed Spell OB is 340. Iorak has all Alchemist, Mage, (and Runemaster and Arcane) Base Lists, as well as all Open and Closed Essence lists.
Special Abilities: As all Lords of Orhan (above).
Tools: Special, enchanted tools for smithing and crafting.
Mask: A curved sheet of clear laen, it is held in front of Iorak's face by a headband device. The mask is intelligent and speaks, even as it can display (as a visual overlay) the components and powers of any magic item. The mask protects Iorak's face (head, neck) against heat, cold, and other dangers.
Ring: x8 PP enhancer.
Gloves: Heat/cold resistant gloves which allow Iorak to grasp something with the strength of a vise or powerful tongs.
Forge: Iorak's smithy and forge complex is like nothing known on Kulthea—a vast compound of buildings suited for every imaginable (and some unimaginable) type of crafting. Iorak also supervises mining on Orhan for the raw material he needs.
Sword: A two-handed blade of a strange blue alloy, it is a +60 Irgaak (total +65, all criticals doubled), casts *Total Deflect True*, and can deflect any spells cast against the wielder.
Heavy Crossbow: An enchanted weapon, it reloads every round, delivers 3x hits, has 3x range.

4 SPIRITS OF ORHAN

These are among the more powerful servants and aides of the Lords of Orhan, and much more likely to be encountered (or at least seen) by an adventurer than the Lords Themselves. Also known as *Angels* or the *Pursuivants*, they are more powerful as a rule than the earth-tied servants of the Lords (the Nymphs, Sprites, and Sylphs). Some of the Kulthea-linked spirits are detailed at the end of this section. The Angelic Powers, however, are fully independent, answering only to their masters, the Lords of Orhan.

THE NATURE OF THE SPIRITS

The Spirits of Orhan come primarily from two sources: either they are lesser beings who entered this space-time with the Lords and have always served them, or they are children of a Lord-Kulthean union. The latter, while not unheard-of on Kulthea, are almost never powerful enough to reside on Orhan with the Lords. More than sheer Essænce control, the Spirit must be enough like a Lord to survive the stretch of time as a nearly omnipotent being and maintain his 'humanity' as it were. A few children have fallen from grace over the millennia, and had to be destroyed by the Lords at great cost. These occurrences are a special tragedy for the Lords of Orhan.

GENERAL SPIRIT POWERS

The following powers are common to all the Spirits of Orhan. They are similar to the powers of the Lords, though in many cases lessened somewhat. These reflect the fact that the Spirits have tremendous innate resistance because of their common origins with the Lords. However, their ability to affect their environment is considerably less than that of the Lords.

- ☞ The Spirits can transport themselves instantly between Orhan and anywhere on Kulthea; they can also fly at high speeds (riding the Flows of Essænce) and are immune to natural cold and heat. Though their 'normal' size and form is that of beautiful humanoids, they have an alternate size of about twelve feet in height though slightly smaller than the Lords (all of their personal items and clothing are enchanted and change size with them).
- ☞ All Spirits resist attacks as *Large* Creatures, and when they are in their 12' tall form, they resist as *Super-large* creatures. They resist spells as per their noted level. Attaining a "Stun" result against a Spirit only forces them to parry; obtaining a "Stun No Parry" result means they are stunned, but may parry. Spirits can *Haste* themselves at will for the duration of any melee.
- ☞ As with all of the more powerful deities, the Spirits are truly immortal. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items—those are left in a heap) vanishing in a flash of light. The 'soul' of the Spirit returns to Orhan where he recovers his strength—a process requiring one full revolution of that moon (70 days). During that time the Spirit cannot affect physical reality, though he may appear and interact with the other deities on Orhan.
- ☞ Spirits resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Spirits never suffer any 'partial effects' from spells.
- ☞ Spirits are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists and/or martial skills. GMs may also wish to give various Spirits certain High Level Spells from RMC I. A few suggestions are included but should not be considered limitations.
- ☞ Spirits can—theoretically—communicate mentally with each other instantly wherever they are. Some, however, choose not to answer a call, for various reasons.

SOME OF THE SPIRITS

Following is a selection of a few Spirits of Orhan. There are in fact dozens of these beings.

GM Note: Notations in parentheses refer to powers, professions or abilities in the Rolemaster Companion Books, should the GM have these books and wish to use these alternate choices.

LAIA

Daughter of Cay, Laia is one of the few children of the Lords of Orhan (see the following section) who has been elevated to 'godhood.' She is a superior warrior, a martial artist like her father, though unlike him she has a cool demeanor. She is the patroness of the Amazon warriors of Itanis.

Age: ? (Appears ≈ 20). Eyes: Azure. Hair: Mahogany/wavy. Build: Slender but athletic. Height: 6' 0". Race/Sex: Godlike being/Female. Skin: Light Brown. Demeanor: Aloof, Confident. Dress: Belted tunic. True Attitude: Indifferent, Reserved. Home: Orhan.

Hits: 300 Melee: MAST 350 MASw 350 Missile: 400gé

AT(DB): 12 (240). Sh: (Y). Gr: Y.

MOV: +60. PP: 1500 (5 x 300).

Lvl: 60. Profession: Monk. Stats: St-108; Qu-108; Em-102; In-100; Pr-105; Ag-107; Co-102; Me-95; Re-92; SD-94. AP: 108.

Skill Bonuses: Climb150; Swim150; Ride120; S&H180; Perc150; Amb±20; AMov (all) 100; AD150; Acro120; AthlG200; Cont120; Dance120; Frenzy120; Subdu180; Tumb180.

Spells: Base Spell OB is: 60. Laia knows all Monk Base lists to 50th level (she is a Monk of Mentalism) and five Open and Closed Mentalist lists to 20th.

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Combat Prowess: Laia may engage three foes simultaneously without penalty (i.e., she must divide her OB among them, but suffers no other penalty; she does get her full DB against all foes)

Bracers: Wrist and ankle bands which allow Laia to parry weapons without harm.

Gé: A gé of returning, it can be thrown up to 300' without penalty, and returns to Laia's belt pouch by *Long Door*.

Belt: Of armor; it gives the wearer an effective AT of 12 (40)

Headband: Of leather, it protects Laia's head as if it were a full helmet and acts as a x5 PP enhancer.

BÆRIS

A servant of both Oriana and Eissa, Bæris has the interesting occupation of being the patron of young love—and its inevitable tragedies. While boyishly attractive, he never smiles and always looks to be on the verge of tears. He will sometimes act to re-unite couples who are divided because of a misunderstanding, and he comforts those who have lost a lover.

In cases of a special tragedy where one lover has been slain, Bæris will beseech Eissa to allow him to return the dead lover to the living. If Eissa allows him to cry, his tears falling on the face of the dead youth will heal his or her wounds and bring him or her back to life. This would be quite unusual of course, and Bæris will only ask for this under the specific circumstances of star-crossed lovers. Bæris does have considerable healing powers short of raising the dead, however, and his followers will often call upon him to protect or save their loved ones who have been injured—especially in battle.

On a more tangible level, Bæris frequently combats the *Procreators*, demons of Essænce who pervert the higher ideals of love. In his fury he will sometimes get in over his head, and has had to be rescued more than once. Frequently his savior has been the (seemingly) compassionless Laia.

Age: ? (Appears ≈ 18). **Eyes:** Green. **Hair:** Red-blond. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** Godlike being/Male. **Skin:** Fair (freckled). **Demeanor:** Melancholy. **Dress:** Short, belted tunic off one shoulder. **True Attitude:** Angst-ridden. **Home:** Orhan.

Hits: 350 **Melee:** +35obs **Missile:** +300 lb

AT(DB): 17 (200). **Sh:** Y. **Gr:** Y.

MovM: 75. **PP:** 5040 (720 x 7)

Lvl: 80. **Profession:** Cleric. **Stats:** St-110; Qu-107; Em-110; In-112; Pr-109; Ag-110; Co-110; Me-106; Re-107; SD-105. **AP:** 112.

Skill Bonuses: Climb100; Swim120; Ride120; Perc200; Chan200; AD100; MAST180; MASW180; ACro175; Act100; Dance140; Diplom180; FAid200; Lead100; Medit150; Music170; Seduct180; Sing150; Track90; WeathW120.

Spells: Base Spell OB is: 160. All Open and Closed Clerical spell lists to 50th level, also the Clerical Base Lists Repulsions, Protections and Channels to 50th.

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Livegiving Tears: (see text above) Bæris' tears have the power of *Livegiving True*.

Sword: A great weapon of gold, it is a +35 *Holysword* which glows with a bright light when Bæris wishes, Blinding all Demons within 30 feet.

Shield: Of *Reversal*, this mirror-bright shield can absorb one spell per round and reverse it back onto the caster.

Bracers: Gold arm and leg guards which stop criticals in those areas 70% of the time.

Earring: X7 PP enhancer for Healers.

Tunic: Protects as AT 17 but does not encumber.

Long Bow: a bow with 3x normal range, it gives an additional Disruption Critical to Demons.

TALARAINÉ

Age: ? (Appears ≈ 20). **Eyes:** Blue. **Hair:** Blond. **Build:** Average. **Height:** 6'4". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** Varies. **True Attitude:** Self-indulgent. **Home:** Orhan.

A servant of Kieron, Talaraine is the patron of Music and Dance. While he is usually light-hearted, he is a deadly foe when confronted with a genuine challenge (such as Inis the Dark Goddess). Talaraine frequently travels as a wandering minstrel in disguise to seek out new musical talents. When he finds gifted young men and women he will often stay and tutor them for a few months, greatly increasing their skill, and sometimes imparting magical abilities.

GM Note: the GM may wish to consider having a Bard PC be tutored by a mysterious minstrel in his youth, and give him a +10 bonus to spells involving singing or playing an instrument because of Talaraine's teaching.

Hits: 300 **Melee:** +260 rap **Missile:** +240 da

AT(DB): 4 (180). **Sh:** Y. **Gr:** N.

MovM: +65. **PP:** 2880 (6 x 480).

Lvl: 60. **Profession:** Bard. **Stats:** St-104; Qu-107; Em-110; In-101; Pr-108; Ag-108; Co-103; Me-103; Re-101; SD-98. **AP:** 112.

Skill Bonuses: Climb80; Swim80; Ride150; S&H180; Perc200; Rune140; ACro120; Act200; Appr200; Dance250; Diplom100; Music250; PubSp150; Seduct200; Sing250; Subdu150; Trick180.

Spells: Base Spell OB is: 120 Directed Spell OB is: 140 Fire Bolt. Talaraine knows all Base Bard Lists to 50th, ten Open and Closed Essence lists to 20th. (Talaraine is an Essence Bard).

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above)

Pendant: A golden necklace with an emerald setting. It is a x6 PP enhancer.

Lute: A beautiful instrument, it can never be out of tune.

Rapier: a +35 weapon of keron.

Dagger: +30,, it can be thrown up to 200' without penalty, and returns via *Long Door*.

QUEN

Age: ? (Appears ≈ 20). **Eyes:** Hazel. **Hair:** Light Brown. **Build:** Muscular. **Height:** 6'8". **Race/Sex:** Godlike being/Male. **Skin:** Ruddy. **Demeanor:** Gentle. **Dress:** Flowing green-brown robes. **True Attitude:** Serene. **Home:** Orhan.

The patron of herbs and flowers, Quen is a strange character. He is a large, almost hulking presence, his shimmering green, amber and brown robes unable to conceal his brawny shoulders. He is as gentle as a father with his newborn, but there is a sense of controlled might. Destroyers of his wild flowers beware!

Quen is called upon by many Herbalists and Animists when working in their gardens. Flowers grow spontaneously in his wake. Where he walks, plants are not crushed or flattened. He can pass through even the most dense undergrowth with ease.



Hits: 350 **Melee:** +32obs **Missile:** +280lb
AT(DB): 12 (160). **Sh:** N. **Gr:** N.
MovM: +45. **PP:** 3640 (7 x 520).
Lvl: 65. **Profession:** Animist. **Stats:** St-105; Qu-103; Em-102; In-110; Pr-105; Ag-104; Co-105; Me-100; Re-100; SD-102. **AP:** 106.
Skill Bonuses: Climb120; Swim130; Ride120; S&H140; Perc150; Rune100; S&W150; Chan200; AnTr150; Cav180; Cook140; For300; Herd200; Track160; WeathW200.
Spells: Base Spell OB is: 130 Directed Spell OB is: 200 Earth Bolt (Water Bolt Tables). Quen knows all Animist Base lists to 50th level.
Special Abilities:
Godlike Powers: As all Spirits of Orhan (above).
Staff: At a thought it will become a wooden sword, a +30 broadsword which will not harm plantlife. It is a x7 PP enhancer.
Long Bow: +35 Longbow, it has 3x the normal range, and rather than shoot arrows, it shoots 'vines,' which make a grapple critical instead of puncture.
Robes of Autumn: Beautiful robes which shimmer through shades of green, amber, and red-brown, they protects as AT 12 and add +100 to hiding outdoors.

NEELA

Age: ? (Appears ≈ 16). **Eyes:** Blue. **Hair:** Pale Blonde. **Build:** Slender. **Height:** 5'9". **Race/Sex:** Godlike being/Female. **Skin:** Very Pale. **Demeanor:** Wistful. **Dress:** Clinging blue-green gown. **True Attitude:** Melancholy. **Home:** Waterways of Kulthea.

Said to be a daughter of Shaal, Neela is one of the few who might stay his temper. She is mistress of waters and patron of sailors.

With the look of a spritely but somewhat pensive young woman (no more than a girl, really) she swims through the waters of the world seeking for ships in trouble.

Neela tries to moderate Shaal's stormy temper and save those who might otherwise be lost at sea. Even if she cannot stop a ship from being smashed, she will guide shipwrecked sailors to islands (admittedly, she saves young men who she finds attractive).

Hits: 350 **Melee:** +250 bs **Missile:** +280 net
AT(DB): 11 (170). **Sh:** N. **Gr:** N. **MovM:** +70.
Lvl: 60. **Profession:** Mystic. **Stats:** St-104; Qu-107; Em-108; In-104; Pr-108; Ag-109; Co-104; Me-100; Re-99; SD-95. **AP:** 109. **PP:** 2520 (6 x 420).
Skill Bonuses: Swim250; S&H150; Perc180; Rune80; S&W100; Acro150; Cav150; Dance120; Diving200; Nav150; Sail200; Seduct140; Sing130; WeathW150.
Spells: Base Spell OB is: 120 Directed Spell OB is: 180 (Water Bolt). Neela knows all Mystic Base Lists to 50th level, also Magician Water Law to 50th, and ten Open Mentalism or Open Essence lists to 25th.
Special Abilities:
Godlike Powers: As all Spirits of Orhan (above).
Form Mastery: Neela can maneuver through and breathe water with ease, and can assume the form of any sea creature up to 5x her mass at will.
Net: Uses the Grapple Tables +30 and Neela can cast it up to 100' in air or underwater. If it entangles a target (GM discretion) it can be ordered to Long Door to Neela's feet either empty or including its prey (target gets a RR vs 30th level). Net is enchanted and cannot be cut except by laen or eog weapons.
Knife: a slender curved dagger, it actually strikes as a +30 broadsword.
Gown: Neela's gown protects her as AT 12.
Necklace: of shells, it is a x6 PP enhancer.

VULT

Age: ? (Appears ≈ 25). **Eyes:** Blue. **Hair:** Black. **Build:** Muscular. **Height:** 6'7". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Grim, sometimes Snide. **Dress:** Black chain with white surcoat. **True Attitude:** Determined. **Home:** Orhan.

Vult is indirectly a servant of Eissa, as it is his task to free the Undead and cleanse their souls. He wanders Kulthea alone seeking out cursed Undead and slaying them.

With his flowing sable hair and striking blue eyes, he is handsome but unapproachable. His black chain armor looks like it is rent in places, but his surcoat is always gleaming white.

Hits: 350 **Melee:** +350ths **Missile:** —
AT(DB): 17 (180). **Sh:** Y. **Gr:** Y. **MovM:** +45.
Lvl: 60. **Profession:** Fighter (Paladin). **Stats:** St-107; Qu-105; Em-102; In-108; Pr-; Ag-104; Co-105; Me-99; Re-94; SD-104. **AP:** 103. **PP:** 2100 (5 x 420).
Skill Bonuses: Climb120; Swim100; Ride150; S&H100; Perc170; AMov100; Nav130; Track120.
Spells: Base Spell OB is: 120. Vult knows the Open Channeling list Purifications and Detection Mastery, and the Closed lists Lore and Locating Ways to 20th level. Also the Cleric Base List Repulsion to 50th level. (Paladin Base List Spell Breaker, RMC).
Special Abilities:
Godlike Powers: As all Spirits of Orhan (above).
Immunity: While all the Lords are resilient, Vult is completely immune to any spells or special magical effects Undead may have.
Liberator: +30 2-h sword of clear blue laen, Liberator is *Of Slaying Undead*, in this case delivering an additional Disruption Critical to any Undead it gives a Crit to. Liberator detects Undead within 300', giving off a soft blue radiance.
Armor: Chain armor enamelled black, it protects as AT 17 (-20) but encumbers as leather.
Amulet: Necklace: a 5x Channeling PP enhancer.

JAYNOR

Age: ? (Appears ≈ 16). **Eyes:** Hazel. **Hair:** Long, Brown. **Build:** Slender. **Height:** 6'2". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Playful. **Dress:** breeches and feathered bands. **True Attitude:** Lighthearted. **Home:** Orhan.

Follower of the Four Winds, Jaynor is also friend of birds and all non-evil flying beasts.

His costume consists of green breeches and many colored bands about his arms, wrists and head. From all the bands hang brightly-hued feathers given by his many bird-friends. He communicates with the birds, and they serve him as a vast information network.

Hits: 350 **Melee:** 300qs **Missile:** +290 bmrng.
AT(DB): 15 (200). **Sh:** N. **Gr:** (Y). **MovM:** +70.
Lvl: 60. **Profession:** Cleric (Druid). **Stats:** St-105; Qu-104; Em-102; In-109; Pr-107; Ag-109; Co-108; Me-100; Re-96; SD-94. **AP:** 108. **PP:** 2520 (6 x 420).
Skill Bonuses: Climb150; Swim120; Ride150; Perc200; Rune80; S&W120; Acro200; Cont180; Diving140; For110; Sig140; Sing100; Track150; Trick140; Tumb120; WeathW180; WoodC130.
Spells: Base Spell OB is: 120 Directed Spell OB is: 180 (Air Bolt 300': use *Water Bolt* Attack Table, Impact Crits only). Jaynor Knows The Open Channeling Lists Weather Ways and Lofty Movements Nature's Law to 50th, (Also Druid Base Druid's Peace, Animal Mastery and Nature's Forms to 50th.)

Special Abilities:

Godlike Powers: As all Spirits of Orhan (above).

Flight: Jaynor can fly faster than any living thing—except Teris.

Speech: Jaynor can speak to and understand the speech of any Bird.

Necklace: of lapis and other beads strung on a leather thong, it is a x6 PP enhancer, and should Jaynor be stunned or otherwise incapacitated it will keep him aloft.

Quarterstaff: A golden wood 10" long wand, it transforms at a thought to a 6' staff, it strikes as a +35 quarterstaff, and allows Jaynor to parry as many as three attacks per round, including missiles, and from whatever direction they are coming. The staff is semi-intelligent.

Bands: Jaynor's many feathered bands protect him as AT 15 (50).

Boomerang: 300' range, it strikes as club +25, and returns to Jaynor.

5·SERVANTS OF THE LORDS

Certain creatures on Kulthea are tied intrinsically to specific Lords of Orhan. A few—and their relationship to their Lords—are discussed below.

SPIRIT SERVANTS

These are actually incorporeal personalities; extensions of the Lords of Orhan who inhabit various places and objects on Kulthea.

NYMPHS

These are the *Dirloi*, the spirits of the earth. Shaal is the master of the Nereids and Naiads: the watery spirits. Iloura looks after her children, the Dryads (Tree spirits). Though common legend says that these are insubstantial creatures with a carefree and almost capricious nature, they are not so scatter-brained as they might choose to appear.

In fact, Nymphs are often the eyes and ears of the gods, able to observe events in a wide variety of locations.

Nymphs are human-sized, and most often take the form of impossibly beautiful youths, the males sinewy yet slender, the females just blossoming with womanhood. They are either naked or draped in only the most minimal gossamer covering. None have any body hair, though their scalp hair is always luxuriant and thick. The only other difference is the skin: water spirits have a decidedly blue tint, while plant spirits are green; their hair is of normal color.

Nymphs live on Kulthea as long as the source of their life, be it river or tree; should their source fail, they return to the greater spirit of their master on Orhan.

Nymphs do have a well-deserved reputation for playfulness, including the possession of a boundless libido. They love flirting with (and sometimes seducing) attractive Elves and Mortals alike. Of course, no children are possible from such a union, as Nymphs are not a true race in the genetic sense.

SYLPHS

These winged little people are also known as *Tykili*, the air-spirits. They are enamored of Teris and often serve as messengers for him. More delicate and 'fairy-like' than Nymphs, the sprites are even more incomprehensible, and seem incapable of a serious conversation. Rarely do they grow to be more than a foot tall. *Tykili* are 'born' in the spring, emerging from a few chosen flowers. Only enough are born to replace those who have perished in the past year; this is a rare occurrence, as *Tykili* are long-lived and hardy little creatures.

For all their playfulness, they can be responsible—and have helped in their own way to resist the forces of evil.

JEWEL KNIGHTS

Elven warriors, the Jewel Knights are seen primarily in the lands of Folenn, but in recent centuries they have been ranging further afield, in search of legendary sites known as Jewel Wells. These wells appear and disappear randomly and are reputed to be virtually unlimited sources of magical strength.

Heralds of the the Lords of Orhan, the Jewel Knights act as their agents and emissaries on certain formal matters.

The Jewel Knights themselves draw power from gold laen; perhaps it is through this rare gem that they channel power from the Lords.

A JEWEL KNIGHT

Age: ? (Appears ≈ 25). Eyes: green. Hair: Long, Golden. Build: Lean/muscled. Height: 6'4". Race/Sex: Linær Elf/Male. Skin: Fair. Demeanor: Serious. Dress: Gold armor, green cloak. True Attitude: Dedicated. Home: Orhan/varies.

Hits: 180

Melee: 240

Missile: 160

AT(DB): 20(100/200).

Sh: Y*.

Gr: A/L.

MovM: +30 .

PP: 240 (60x4)

Lvl: 20. Profession: Fighter (Paladin). Stats: St-101; Qu-102; Em-95; In-100; Pr-101; Ag-101; Co-99; Me-95; Re-85; SD-90. AP: 102. .

Skill Bonuses: Climb60; Ride120; S&H100; Perc120; Rune80; Chan100; Dir570; Acro60; Cont50; Diplom70; FAid50; Lead40; PubSp60; Stra&Tac30; Track70.

Spells: Base Spell OB: 20 Directed Spell OB: +100 Firebolt (from sword).

Special Abilities: Knows Paladin Base lists (or Cleric Base Repulsions, Protection).

Gold Laen sword: Blade of Orhan.

1. Of clear, golden laen, it is a +40 bastard sword.
2. Delivers a heat critical in addition to any other.
3. Will cast, 3x per day, a 300' range Firebolt.

Gold Armor: Lightweight plate mail, protects as full plate.

Throwing Stars: Two large stars strike as +20 short sword, 100' range. Of gold alloy, return via *Long Door*.

Steed of Orhan: A great white horse bears the Jewel Knight through the air and along the *Essænce Flows*. This enchanted, intelligent beast has the innate ability to fly at speeds up to 100 mph and can freely perform the equivalent of the *Flow Rider* spell from the Navigator Flow Mastery list (pg 190).

6·CHILDREN OF GODS

The fact that supposedly incorporeal beings such as the Lords of Orhan can sire or mother offspring is a concept to make any Loremaster squirm. However, there are beings on Kulthea who claim to be the child of a god, and flaunt superhuman powers to prove it. Most are no more than magnificent humans, however; the vast majority are not even immortal. It is suspected that the Lords have some supernatural ability to act as parents, something which their lesser brethren (the Spirits and Fairie Folk) cannot do. Also, descendants of offspring of the Lords grow closer and closer to normal mortals with each successive generation—though there is an occasional throwback with extraordinary abilities.

GM Note: allowing PCs to be offspring of the Lords of Orhan is in general not a good idea, unless he wishes to give the PC very limited powers, virtually no access to his 'parent' and a healthy disadvantage to go along with his very special ancestry.

7·THE DARK GODS

Paralleling the rather benign Lords of Orhan, there is another pantheon of immortal beings residing on another of Kulthea's moons.

THEIR HOME: CHARÓN

The third moon of Kulthea is known as *Charón* and is considered an evil presence by nearly every culture on the planet. One of the strange things about Charón is its unique polar orbit (meaning that it circles Kulthea by passing over the poles rather than roughly on the equatorial plane, like the other moons). It takes about 21 days to make this orbit, but it has many disturbing perturbations.

THE NIGHT OF THE THIRD MOON

Because of this anomaly, Charón is invisible for more than half of its rotation, as it is between Kulthea and the sun. As it comes around the planet, however, it rises slowly from the south, every night rising higher and becoming more full, until one night every 149 days Charón is full and at Zenith in a given location (this occurs in different places at different times, of course, and the latitudes further from the equator are fortunately spared this horrible event). It shines much more brightly, and with a reddish glow. There is no mistaking the Night of the Third Moon.

Darkcults worship Charón. They consider the zenith to be a time of particular importance, a time when servants of the Unlife are able to leave their home on Charón and come to the Shadow World.

It should be noted that every 10.2 years in certain locales near the equator there is a correspondence of perigee (closest proximity to Kulthea) and zenith in which Charón hangs huge and red over the night sky. It is a time to fear.

THE CAVERNS

The surface of Charón is a frozen waste; there is no atmosphere and the exterior is encased in a solid coating of ice (possibly frozen carbon dioxide) which Kulthean Astrologers think to be as much as hundreds of feet thick.

But under that coating of ice, Charón is heated from within by volcanic forces, creating a (barely) livable environment in the thousands of caves and tunnels. It is here that the Dark Gods survive.

The Third Moon is a sphere 350 miles in diameter, and even though it possesses a massive core, it has only enough gravity to barely maintain a small hold on objects. Thus, the caverns and warrens have the added disorientation of almost no perceptible 'up' or 'down.' Any poor unfortunates who are transported suddenly to Charón will find themselves in a totally alien world.

The caverns of Charón are populated by all manner of monstrous creatures, awful travesties of life summoned to guard the passages of the Third Moon.

GM Note: See Demons of the Pale for details of lesser creatures who might be lurking in the corridors of Charón.

ABOUT THE DARK GODS

The Pantheon of Charón is really not a pantheon at all; no single god is recognized as the leader. The Dark Gods coexist on the Third moon in little more than an uneasy alliance. Often they bicker amongst themselves, their servants sent on errands of petty sabotage and mischief.

POWERS OF THE DARK GODS

The Dark Gods are not intrinsically as mighty as the Lords of Orhan, mainly because their origins and power base are different. This lack of innate power is more than offset by the Dark Gods' lack of restraint: They, unlike the Lords of Orhan, do not make an effort to distance themselves from direct interaction with Kulthea and her inhabitants.

✦ **Transport:** The Dark Gods can only come in person to Kulthea via three routes. They can only remain on Kulthea for a matter of hours in cases one and two.

- **Through Space.** It requires considerable power for a Dark God to make the journey, and still project a physical form. As a result their powers are diminished by the time they arrive on Kulthea, and then they can remain for only a few hours

- **Via a ritual summoning, usually under the Third Moon.** This is the most dangerous, as evil servants of a Dark Lord may open a temporary Gate for a God to enter through, and by continuing to make sacrifices or otherwise channel power (through a ritual chant, for instance), they can thus allow their master to remain for as long as they can keep up the activity. Fortunately, there are few priests and cults with the power to open such a portal.

- **Through a Portal.** A Dark God can only pass through a Portal opened at the Kulthean side, but once this is accomplished the god may remain unchecked until it is forced back or the Portal closed.

✦ **Form:** Dark Gods are each tied to a unique form (often large and hideous), but most can assume a humanoid form at will.

✦ **Resistance of Form:** All Dark Gods resist attacks as *Large* creatures when in their humanoid guise, and when they are in their natural form, they resist as *Super-large* creatures. They resist spells as per their noted level. Attaining a "Stun" result against a Dark God only forces him to parry; obtaining an "Stun No Parry" result means they are stunned, but may parry. Dark Gods can *Haste* themselves at will for the duration of any melee. They are also immune to natural cold and heat (unless otherwise noted, they take half hits from elemental spells, and of course use the *Large* or *Super Large* Spell Criticals).

✦ **Immortality:** As with all of the more powerful deities, the Dark Gods are truly immortal. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items—those are left in a heap) vanishing in a ball of fire or other showy end. The 'soul' of the Dark God returns to Charón where he recovers his strength—a process requiring from 50 to 150 days. During that time the Dark God cannot affect physical reality, though he may appear and interact with the other Dark Gods on Charón.

✦ **Awareness:** Dark Gods are aware—at least subconsciously—of all of their followers on the Shadow World, and should a follower repeatedly abuse his god's name or power, the Dark God may inhibit or cut off powers, or even show up personally to have a talk with his sycophant.

✦ **Resistance to Essænce:** Dark Gods resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Dark Gods never suffer any 'partial effects' from spells.

✦ **'Profession':** Dark Gods are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists and/or martial skills. GMs may also wish to give various Dark Gods certain High Level Spells from *RMC I*. A few suggestions are included but should not be considered limitations.

THE DARK GODS

Below is a selection of the evil entities which inhabit Charón and terrorize the inhabitants of Kulthea.

GM Note: Notations in parentheses refer to powers, professions or abilities in the Rolemaster Companion Books, should the GM have these books and wish to use these alternate choices.

ORGIANA

Age: ? (Appears ≈20). Eyes: Glowing red. Hair: Long, Black. Build: Shapely. Height: 5'9". Race/Sex: Godlike Being/Female. Skin: Steel Grey; Aflame. Demeanor: Cruel, Destructive. Dress: None. True Attitude: As Demeanor. Home: Charón/ the Black Hel.

Goddess of Darkness, Orgiana escaped a purge of Dark Godlings in southern Jaiman during the Wars of Dominion. She alone escaped back to Charón, while the others were imprisoned, banished to one of the Outer Planes (a place known as the 'Black Hel'), or utterly destroyed. She had a number of serving Spirits, who were also destroyed.

But she has been rebuilding her power and prepares for the day when she will return to the Shadow World. Cruel beyond belief, she delights in pain. She has a particular loathing for men, and her cults are most frequently made up of females who torture and kill the males of their species.

Hits: 450 **Melee:** +330 Flail Missile: —

AT(DB): 20 (160). **Sh:** (Y). **Gr:** (Y). **MovM:** +65.

Lvl: 100. **Profession:** Sorcerer. **Stats:** St-102; Qu-111; Em-110; In-109; Pr-110; Ag-108; Co-104; Me-105; Re-102; SD-104. **AP:** 105. **PP:** 750.

Skill Bonuses: S&H100; Perc180; Rune150; S&W180; Chan210; DirS240; Chem90; Lead180; PubSp120; RMas90; SpellM120.

Spells: Base Spell OB is: 120 Directed Spell OB is: 240. Orgiana can cast spells from the Magician Base List Fire Law at will, and can also cast *Streams of Fire*, like a Firebolt 300' range, 5x hits. The effect is like a powerful flamethrower. She knows all of the Sorcerer Base Lists, and Open & Closed Essence Lists to 50th level.

Special Abilities:

Godlike Powers: As all Gods of Charón.

Immunity to Heat: Orgiana is totally immune to all forms of heat and flame (however, cold attacks deliver 2x normal hits).

Armored Skin: Orgiana's metallic skin grants her an intrinsic AT of 20 (-40).

Orb of Agony: Orgiana may use the orb to draw the soul of any target within 300' who fails to resist (vs 30th lvl). The soul remains in the orb for 1 rnd/10 failure, and each round his Temp SD, IN, and EM drop by 1-10. Assuming the target's soul survives, it returns to the body after the duration.

Firewhip: Strikes as a +35 flail and delivers a heat critical with any other. Orgiana can hit creatures up to 20' away with it.

Tiara of Torment: If the wearer wills, all within 10' who fail their RR vs 20th lvl are -25 for that round and take 10% of remaining hits every round. (The Tiara alone would take a very long time to reduce the targets below 1 hit.)

INIS

Age: ? (Appears ≈25). Eyes: Green. Hair: Blonde. Build: Voluptuous. Height: 6'1". Race/Sex: Godlike Being/Female. Skin: Fair. Demeanor: Seductive. Dress: Diaphanous skirt; veils. True Attitude: Insatiable. Home: Charón.

The Dancer is a lovely woman with fair skin—and four arms. She vies with Moralis for the attentions of the weak, seducing those who cannot control their lusts.

Cults of Inis are invariably devoted to the carnal pleasures, including any number of perversions, most of them unspeakable. Her servants infiltrate cultures and bring about their downfall through the violence brought about by uncontrollable jealousy and lusts.

Inis is not a warrior herself, though she can be a formidable opponent in combat, wielding four curved swords with her four arms in a whirling dance of death.

Hits: 350 **Melee:** 320bs (4 attacks/rnd) **Missile:** —

AT(DB): 12 (240). **Sh:** N. **Gr:** (Y). **MovM:** +75.

Lvl: 80. **Profession:** Bard/Mentalist. **Stats:** St-104; Qu-108; Em-107; In-103; Pr-109; Ag-110; Co-104; Me-103; Re-103; SD-105. **AP:** 120. **PP:** (560 x 1).

Skill Bonuses: Climb120; Swim120; Ride90; S&H180; Perc150; Rune100; S&W90; Chan200; Amb±15; AMov100; AD100; MAST180R4; MASw180R4; Acro200; Act150; Dance300; Diplom100; Music150; Seduct300; Sing240; Tumb180.

Spells: Base Spell OB is: 160 Directed Spell OB is: 160. Inis knows all Bard Base lists to 50th, Evil Mentalist Base Mind Disease, Mind Subversion, Mind Death to 50th (All Dervish Base Lists, *RMC II*, pp5, 76-79 to 50th; Arcane Coven Allurement List, *RMC III* pg 97 to 50th; all Houris Base Lists, *RMC IV*, to 50th).

Special Abilities:

Godlike Powers: As all Gods of Charón.

Daggers: Four curved blades which strike as +30 broadswords, they are forged of a golden alloy.

Skirt and Veils: Magical garments which grant Inis an AT of 12 (100)

Necklace: Of platinum with a milky white stone. Called a Lovestone, it is a x7 PP enhancer, and, when the gem is touched with the perspiration of a Kulthean being, they are enslaved to the wearer Forever. There are reputedly other Lovestones on Kulthea, though whether they occur naturally or are made is unknown.

KESH'TA'KAI

Age: ? (Appears ≈35). Eyes: Grey. Hair: Short; Black with grey streak. Build: Average. Height: 6'5". Race/Sex: Godlike Being/male. Skin: Olive. Demeanor: Cool; calculating. Dress: Hooded robe. True Attitude: Distracted. Home: Charón.

Kesh'ta'kai is the master of signs and symbols. The magic of words and letters is known better by him than perhaps any entity in the Shadow World milieu. This Dark God would be considered master of Charón due to his superior powers, but he is relatively reclusive and has no desire to dominate the others. In fact, he (along with Andaras) is in some ways not what one could consider 'evil.' He does hate the Lords of Orhan and the Loremasters—and nearly slew one of the Masters of Emer an age ago—but has little wish to dominate the peoples of Kulthea.

But in some ways she is still the most dangerous of the Dark Gods. His followers are scholarly men and women, devoted to learning and copying ancient texts, and to mastering the arcane arts. Among these they count the mastering of Demons and the control of Gates and Portals. Unfortunately, their experimenting disrupts the Essænce balance and is causing constantly increasing access to the Shadow World by more unpleasant creatures.

In appearance, Kesh'ta'kai is a man of perhaps 35, though his eyes have a much older look, and his hair has a streak of grey. Ironically, his natural form is most hideous: a tentacled mass which resembles the unspeakable Agothu more than a creature of the Essence.

Kesh'ta'kai is a master of glyphs (spells cast by tracing luminous symbols in the air) and Power Words. He could paralyze an army in an instant.

Hits: 600 Mele: 350thsword Missile: —

AT(DB): 12 (180). Sh: Y*. Gr: (Y). MovM: +50.

Lvl: 140. Profession: Mage/Cleric (Magus/Runemaster). Stats: St-108; Qu-109; Em-110; In-110; Pr-105; Ag-105; Co-104; Me-108; Re-104; SD-103. AP: 98. PP: 6720 (6 x 1120).

Skill Bonuses: Perc140; Rune300; S&W180; Chan200; Admin150; Medit120; RMas300; Sig200; SpellM220.

Spells: Base Spell OB is: 280 Directed Spell OB is: —. The Dark God knows every list in any realm which deals with Power Words, Runes, Symbols, Signs, etc.

(Ideally, Kesh'ta'kai would have access to all Magus base lists from *RMC III* pp 15, 60-64, and/or the Runemaster base lists to 50th from *RMC II* pp 9, 63-68).

Special Abilities:

Godlike Powers: As all Gods of Charón.

Runesword: A glittering silver blade with a clear laen edge, the sword is one-handed but strikes as a +30 2-h sword. Runes run up and down the blade, and after once hitting an opponent, they reconfigure so that the blade is *Of Slaying* that target. The sword is a x6 PP enhancer for Essence (Runemasters/Magi). It will also store up to 20 spells of 20th level as if it were runepaper.

Robes: Flowing robes which seem to be embroidered with intricate symbols, but the symbols shift and move into ever-changing patterns. These hooded robes protect as heavy hide: AT 12 (80).

Book: Kesh'ta'kai is never without a large tome, though its contents are said to change depending on the powerful magician's needs.

ANDARAS

Age: (Appears ≈25). Eyes: Brilliant green/slit pupils. Hair: Shoulder-length, straight, black. Build: Muscular but lithe. Height: 6'8". Race/Sex: Godlike Being/Male. Skin: Very dark. Demeanor: Playful. Dress: Black leather loincloth. True Attitude: Sadistic or indifferent. Home: Charón.

The Lord of Cats is an interesting character, being less single-minded than some of his brethren. He is lord of numerous cat-cults on Kulthea, and has a certain twisted sense of humor when dealing with his minions or their foes. Like a cat, he will toy with his prey before finishing it off.

Andaras' alternate form is—not surprisingly—that of a huge black panther, 8' high at the shoulder.

Human Form:

Hits: 300 Mele: 440ma Missile: 350lb

AT(DB): 11 (220/170). Sh: N. Gr: A. MovM: +65.

Cat Form:

Hits: 600, HCl (2x) (LgRam 2x hits if leaping) 400, LgBt: 300

AT(DB): 11 (150). Sh: N. Gr: N. MovM: +100.

Lvl: 130. Profession: Seer/Mentalist. Stats: St-108; Qu-109; Em-105; In-102; Pr-110; Ag-108; Co-106; Me-102; Re-104; SD-105. AP: 112. PP: 8320 (1040 x 8).

Skill Bonuses: Climb160; S&H220; Perc180; Rune100; S&W180; Chan200; DirS180; Amb±20; AMov150; AD100; MAST180R4; MASW180R4; Acro120; Act150; AnTr200; Frenzy150; Seduct150; Track180.

Spells: Base Spell OB is: 80 Directed Spell OB is: 180 (Lightning Bolt). Andaras knows all Open and Closed Mentalist, all Base Mentalist and Seer lists to 50th level.

Special Abilities:

Godlike Powers: As all Gods of Charón.

Sceptre: A +40 Mace, it is an ebon rod with a head wrought in silver to resemble a cat-head. It delivers 2x damage.

Collar: A wide, golden segmented collar which drapes over the shoulders, it adds +100 to Andaras' DB. The metal plates are set with dozens of beautiful jewelled inlays. It transforms and stays with him when he becomes a cat.

Bracers: Golden wristbands, together they act as a x8 PP enhancer. Andaras can also use them to fire Lightning Bolts, 1x per round 200' range.

Longbow: Of black yew, it fires 2x per round, 2x normal longbow range. It is *Of Slaying* all dogs and hounds.

Z'TAAR

Age: (Appears ≈30). Eyes: Black/Luminous red. Hair: Silver. Build: Muscular. Height: 6'8". Race/Sex: Godlike Being/Male. Skin: Marble-white. Demeanor: Determined. Dress: Black silk tunic or Black chain shirt. True Attitude: Righteous, Obsessive, Vengeful. Home: Charón.

Z'taar is one of the more terrifying Dark Gods, partly because he seems almost mindless in his pursuit of followers and the destruction of his enemies.

A fearsome warrior, he wields the *Slayer* with a grim vengeance. He is the unofficial champion of Charón, though he will rarely enter battle on behalf of any other God. Z'taar's cults are always oriented towards warfare and dominating less martial cultures. He faced Cay in single combat once during the Wars of Dominion, but the contest was inconclusive—interrupted by a shattering Flow-storm which swept them apart. Between them lies a grudging mutual respect.

Hits: 800 Mele: +500 ths Missile: —

AT(DB): 20 (400/200). Sh: Y. Gr: Y. MovM: +40.

Lvl: 140. Profession: Fighter. Stats: St-111; Qu-106; Em-100; In-101; Pr-106; Ag-105; Co-107; Me-101; Re-100; SD-104. AP: 103. PP: 700.

Skill Bonuses: Climb150; Swim100; Ride180; Perc150; Chan150; Amb±10; AMov150; MAST250R4; MASW250R4; Acro200; Cont150; FAid120; Frenzy200; Lead180; PubSp150; Stra&Taci80; Subdu200; Track120; WeathW120.

Spells: Base Spell OB is: 70.

Z'taar knows all the Monk Base Lists to 50th lvl, and the Clerical lists Dark Lore and Light Lore.

Special Abilities:

Godlike Powers: As all Gods of Charón.

Black Armor: Chain armor of blackeog links, it is only a sleeveless tunic falling to the upper thigh, but protects (with Z'taar's silver armbands) as AT 20 (100). It also protects vs magic: all nonevil Essence must resist vs lvl 50 or be annulled.

Sword: Called simply *Slayer*, this is a magnificent +35 two-handed sword of black eog with an edge of silvery Vaanum (an alloy native to Charón). In the center of the blade near the hilt is a huge flat-cut ruby which glows when the sword draws a soul. The sword delivers 3x normal damage, and a *Slaying* critical when it gives a regular crit. Also, if the sword gives a critical, it casts a point-blank *Dark Absolution*, absorbing (and destroying) the target's soul if he fails to resist. *Slayer* also allows the wielder to parry any frontal attack (missile or mele) at up to half his OB—without any penalty to his OB. It is intelligent,

intensely evil, and cannot be fumbled.

Helm: Of black eog with a faceplate made to resemble a skull.

Gauntlets: Of keron alloy, they make Z'taar's hands and forearms immune to heat, cold and criticals.

Armbands: Twin bands of silver, they protect as greaves.

Surcoat: Of crimson cloth, it continuously *Deflects* and *Bladeturns* all attacks behind and flanking Z'taar (-100 to all non-frontal attacks).

SCALŪ

Age:? (Appears ≈ 30 as a human). **Eyes:** Luminous Yellow (amber as a human). **Hair:** Black furred hyena head (shiny black hair as a human). **Build:** Very muscular. **Height:** 10' (6' as a human). **Race/Sex:** Godlike being/Male. **Skin:** Pale. **Demeanor:** Cold; Emotionless. **Dress:** A metallic gold kilt. **True Attitude:** Cruel. **Home:** Charón.

The bringer of Night (and nightmares), Scalu has a particularly terrifying visage, if only because of its strange fusion. Though he may appear as a handsome human, Scalu's normal form is that of a ten foot tall man with the head of a black hyena.

Scalu is frequently at odds with Reaan, the Lord of Orhan who also sees the Night as his realm.

Hits: 400 **Melee:** 300 **Battle-axe Missile:** +280 javelin
AT(DB): 19(200). **Sh:** N. **Gr:** Y. **MovM:** +55.

Lvl: 150. **Profession:** Mystic (Moon Mage/Dream Lord). **Stats:** St-104; Qu-108; Em-110; In-107; Pr-110; Ag-106; Co-104; Me-105; Re-104; SD-102. **AP:** 108. **PP:** 9600 (8 x 1200).

Skill Bonuses: Climb100; Swim80; Ride150; S&H180; Perc200; Rune170; S&W150; Chan200; DirSt80; Act170; Dance140; Diplom150; Medit100; Music150; PubSp120; Seduct200; Sing140; SpellM200; StarG140.

Spells: Base Spell OB is: 150 Directed Spell OB is: 150 (Ice Bolt).

Scalu has a bewildering array of spells at his disposal. He is theoretically a Mystic, but knows every spell which has to do with controlling and manipulating the mind. (Ideally, Scalu would possess the Moon Mage and Dream Lord Lists from *RMC III*.)

Special Abilities:

Godlike Powers: As all Gods of Charón.

Dream-Cleaver: A large hand-axe which strikes as a +30 Battle-axe, Scalu's subtle weapon can be used in melee or thrown as far as 200', returning safely to the wielder. It is *Unholy*, and has this additional feature: should it have a critical result indicating a strike on the head, neck or shoulder area, it decapitates the target.

Dreamstaff: A six-foot rod of milky-white, crystalline material, it allows Scalu to scan the minds of all intelligent beings within 100' without resorting to spell casting. Additionally, he need only say 'sleep' and all within 100 must resist vs Lvl 50 or fall into deepslumber. It is also a x8 PP enhancer.

Armor: Shimmering silver breastplate with etched tracery and matching greaves, Scalu's armor is complemented by a flowing gossamer surcoat. The armor protects as AT 19 (80).

Javelin: Silver with a black tip, the javelin is +30 and can be thrown up to 400' without penalty. If it delivers a "C" crit or higher, it automatically casts *Banishment* (Evil Mentalist Mind Domination). It can also be ordered to 'seek' a target who has been Mind Stored by Scalu. In this mode Scalu only gets 1/2 his normal OB but the range is 400 miles. In any case, the javelin returns to Scalu by a safe Teleport.

Amulet: A massive silver necklace with a moonstone setting. The 4" diameter stone echoes the phases of Charón as seen from Kulthea. It is intelligent, and Scalu may look into the gem and view the dreams of anyone on Kulthea who he has previously Mind Stored (assuming they fail a RR).

MORALIS

Age:? (Appears ≈ 20. **Eyes:** Blue. **Hair:** Blond. **Build:** Muscular. **Height:** 6' 4". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress:** A fine tunic or silk loincloth. **True Attitude:** Unspeakably Sadistic. **Home:** Palace of Tears, Charón. **Aka:** The Lover.

The God of Love and Pain is one of the more twisted of his pantheon. He appears normally as a very handsome blond young man, virile and charming—though he sometimes assumes female guise, equally beautiful. He visits Kulthea to seduce young women and men, and once he has them in his thrall, he takes them to his palace in the caverns of Charón where he keeps them as slaves. He abuses them in a perversion of love, leaving them bloody and battered, yet they are so taken with him that they fight for the opportunity to be with him. His harem is large but the membership turns over rather frequently.

Moralis' followers differ from Inis' in that they are more self-obsessed and masochistic. Their orgies end with many of them dead.

Hits: 600 **Melee:** +400 bsword (also M/A skills) **Missile:** +400 longbow
AT(DB): 11 (200). **Sh:** N. **Gr:** N. **MovM:** +70.

Lvl: 110. **Profession:** Mentalist/Bard (with other lists). **Stats:** St-110; Qu-108; Em-103; In-108; Pr-115; Ag-109; Co-107; Me-108; Re-102; SD-105. **AP:** 125. **PP:** 6600 (1100 x 6).

Skill Bonuses: Climb150; Swim180; Ride180; Perc200; S&W140; Chan200; DirS90; AMov200; AD150; MAST250R4; MASw250R4; Acro150; Act180; Dance200; Music200; Seduct 300; Sing180; StarG140; Trick 120.

Spells: Base Spell OB is: 110 Directed Spell OB is: 200 Water Bolt. Moralis Knows all Base Mentalist, Evil Mentalist and Bard Lists to 50th level, and all Open and Closed Mentalist lists to 20th. (All Dream Lord Base Lists to 50th, *RMC III*, pp 16, 74-77; Arcane Coven Allurement List, *RMC III* pg 97; all Houri Base Lists, *RMC IV* to 50th).

Special Abilities:

Godlike Powers: As all Gods of Charón.

Resilience: Moralis' skin, while in all other ways is like normal human flesh, can protect as AT 11.

Pendant: A gold pendant with a blue stone, it is a x6 PP enhancer.

Drinker: A broadsword with black blade and ornate hilts, it is said to give the victim spasms of orgasmic pleasure as he dies.

Bracers: Golden wrist-bands and ankle-bands, they allow Moralis to parry missile and melee attacks with half his OB without reducing his OB. Moralis may engage up to 5 foes simultaneously, in a full 360° arc.

Sandals: Golden footwear, they allow Moralis to utilize any spells from the Monk Base Monk's Bridge Spell list at will.

Bow: A +35 longbow, it has 3x normal range. If a critical is indicated, the target does not take a puncture strike; instead they suffer a depression critical and must make a RR vs 50th level. Failing, he (or she) is hopelessly (and incapacitatingly, at -90 for all activity) in love with Moralis, sex notwithstanding. The only cure is *Remove Curse* or *Mind Disease Cures*.

Loincloth: Protects vs hip, lower torso and groin crits 90% of the time.

KLYSUS

Age: ? (Appears ≈ 30). Eyes: green/slitted & reptilian. Hair: black; slicked back. Build: Extremely muscular. Height: 7'. Race/Sex: God-like being/Male. Skin: Bronze. Demeanor: Creepy, yet persuasive. Dress: A long white pleated tunic. True Attitude: Treacherous; sadistic, bloodthirsty. Home: Palace of Golden Sand, Charón. Aka: Soul-taker, The Lizard.

The lizard-god is the God of Death, enemy of Eissa (a Lady of Orhan). While she is the Goddess of Death as well, hers is a clean ending, with the release of the soul. Klysus' death is a tortured sacrifice, where he drinks the blood and devours the very spirit of the dead. He is the Soul-taker.

Very tall, muscular, with skin of an almost metallic bronze color, Klysus has large almond eyes which have slitted, reptilian pupils. His long, forked tongue and fangs are not normally noticeable, though he does speak with a hissing lisp.

Klysus has a continuous thirst for victims and is one of the more frequent visitors to Kulthea to partake personally. One of his most favored groups of followers is the Lankan Empire in Tai-Emer.

Klysus' alternate form is of a huge winged snake with a great frilled collar. While he has no limbs, he has the power of levitation and swift flight, and he can cast any spell from any *Air* or *Wind* list (any realm), can cast his other spells as normal, and can breathe a *Death Cloud* of a cone 100' long by 30' at the far end, which delivers Disruption criticals: "E" the first round, "D" the second, etc.

Klysus and his followers are turned back by the lovely but inexpensive gem *Eissa's Tears*. Klysus himself can overcome small concentrations of the gems (though at a subtraction). But they can literally kill his priests if they come into contact with the Tears.

Hits: 300 Melee: +300 tdt Missile: +280 trident

AT(DB): (12)180. Sh: Y. Gr: (Y). MovM: +60.

Lvl: 100. Profession: Evil Priest (Necromancer). Stats: St-108; Qu-109; Em-90; In-110; Pr-109; Ag-107; Co-105; Me-107; Re-104; SD-101. AP: 90. PP: 5600 (7 x 800).

Skill Bonuses: Climb100; Swim150; S&H180; Perc200; Rune150; S&W150; Chan200; DirS140; Act140; Admin100; Dance150; Music180; PubSp200; RMas180; Seduct140; Sig120; SpellM140; StarG150; Stra&Tac130; Subdu170.

Spells: Base Spell OB is: 100. Directed Spell OB is: 180 (Nether Bolt). Klysus knows all the Evil Channeling lists to 50th, Open Channeling Barrier Law, Detection Mastery and Weather Mastery to 50th level. (All Base Necromancer lists to 50th, *RMC II*, pp 7, 44-47.)

Special Abilities:

Godlike Powers: As all Gods of Charón.

Resilience: Klysus' skin, while in all other ways is like normal human flesh, can protect as AT 12.

Trident: A three-pronged weapon, it is fashioned of a blue-green alloy with tips of black eog. Striking as a +40 pole arm, it can also be thrown up to 200' with no penalty and is *Of Slaying* elves.

Amulet: A golden necklace with a glittering red gem, it is a x7 PP enhancer. It can also be used to take the soul of a target up to 100' away, similar to a *Dark Absolution*, except that the soul is drawn into the amulet. Klysus may then use the stored soul to cast a *Nether Bolt*, x4 hits. It will hold up to ten souls.

Bracelet: Named *Defender*, it will cast *Deflections* or *Bladeturn* 1x/rnd, and adds +50 to Klysus' DB vs frontal Elemental attacks.

DARK SPIRITS

Below is included a selection of lesser beings ('Demigods,' if you will, or *Dark Spirits*) which act as servants for the Dark Gods. Unlike the Dark Gods, many of the Spirits have specific weaknesses which they take great pains to hide. However, should their enemies discover this weakness (vulnerability to Fire or another element, poisoned by nectar of a specific flower, driven away by a certain sign, etc.), it can be freely exploited.

POWERS OF THE DARK SPIRITS

Interestingly, many of the Dark Spirits can remain on Kulthea indefinitely, and can thus act as minions for their Charón-tied masters. Their powers are considerably more limited than the true Dark Gods, however, and each has his or her own vulnerabilities.

- ♣ **Transport**: The Dark Spirits can only come in person to Kulthea via three routes (same as the Dark Gods). However (perhaps ironically) they can remain on Kulthea for a theoretically indefinite period of time, perhaps because their masters can channel power to them to maintain their form.

- ♣ **Form**: Dark Spirits are each tied to a unique form (often hideous), but most can assume a humanoid form at will.

- ♣ **Resistance of Form**: All Dark Spirits resist attacks as *Large* creatures; some resist as *Super-large* creatures when in their natural form. They resist spells as per their noted level. Attaining a "Stun" result against a Dark Spirit only forces them to parry; obtaining an "Stun No Parry" result means they are stunned, but may parry. Dark Spirits can *Haste* themselves at will for the duration of any melee. They are not necessarily immune to natural cold and heat, but certain Spirits may be, as noted.

- ♣ **Immortality**: Unlike the greater deities, the Dark Spirits are not exactly immortal, as they are really little more than manifestations of their master's will. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items—those are left in a heap) vanishing in a ball of fire or other showy end. The 'soul' of the Dark Spirit flees to Charón if his master wills it—and he has the energy; many Spirits are unable to make the trip and are dispersed forever. If he makes it, he will be either permitted to reform, or the angry God may dissolve him anyway.

- ♣ **Awareness**: Dark Spirits are aware of their own followers only if summoned or otherwise alerted (by a ritual, for instance). Their Dark Master might contact them and send them to a location, however.

- ♣ **Resistance to Essænce**: Dark Spirits resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Dark Spirits never suffer any 'partial effects' from spells.

- ♣ **'Profession'**: Dark Spirits are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists and/or martial skills. GMs may also wish to give various Dark Spirits certain High Level Spells from *RMC I*. A few suggestions are included but should not be considered limitations.

A FEW DARK SPIRITS

The 'serving souls' of the Dark Gods, these beings share their masters' intense loathing for all things of goodness and beauty in the Shadow World. Petty, spiteful and pointlessly destructive, they encourage all things loathsome and malignant.

GM Note: PCs are much more likely to encounter these servants, which are incidentally more vulnerable than the incredibly powerful gods themselves. However, slaying the servant of a Dark God may just anger him enough to provoke him to avenge his slave's death...

OMIR

Age: ? (Appears ≈30). Eyes: Grey. Hair: Black. Build: Slight. Height: 5'9". Race/Sex: Godlike Being/Male. Skin: Fair. Demeanor: Relaxed, Confident, Friendly. Dress: Varies. True Attitude: Cold-blooded, emotionless. Home: Charón.

Omir is known in some circles as the Assassin of Charón. Unlike the other Spirits, he is coolly professional and rarely kills without reason. He is sent to Kulthea to do away with those who the Dark Gods find particularly troublesome.

He particularly likes to assume the *Waterform*, *Mistform*, or *Flattening* to get to his prey.

Hits: 300 Melee: 240bs; 180MedCl (2x; poisoned) Missile: 210 Rapier AT(DB): 12 (210). Sh: Y. Gr: Y. MovM: +80.

Lvl: 60. Profession: Thief/Mystic (Assassin). Stats: St-106; Qu-109; Em-102; In-95; Pr-108; Ag-111; Co-104; Me-101; Re-100; SD-102. AP: 101. PP: 1800 (5 x 360).

Skill Bonuses: Climb200; Swim120; Ride150; DTraps200; PLocks250; S&H240; Perc190; Amb ±40; AMov100; AD100; MAST120R4; MASW120R4; Acro100; Act120; Chem90; Cont150; Sig100; Subdu200; Track150; Trick100; Tumb150.

Spells: Base Spell OB is: 40. Omir knows the Mystic Base lists Confusing Ways, Hiding, and Mystical Change to 50th. Also Mentalist Closed Lists Movement, Mind's Door, and Shifting to 50th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Fingernails: Omir's fingernails look normal, but he is able to use them as Medium Claws, and each holds a tiny poison gland which Omir can trigger at will, delivering the dose of Level 30 Nerve Poison when he gives a critical with his nails.

Weakness: The scent of lillies of the valley will turn away Omir more firmly than any bodyguard. He cannot approach within 100' of the flowers.

Dagger: Strikes as a Broadsword; this dagger of black eog is Omir's pride and joy.

Coverall: A suit of shimmering black material, it will change color to match its surroundings. It adds +80 to hiding.

Boots: Allow Omir to use all of the Monk Base Monk's Bridge spells to 30th level (he may cast any 4 per day).

Ring: a plain gold ring which is a x5 PP multiplier for Mystics.

AKALATAN

Age: ? (Appears ≈20). Eyes: Green. Hair: White. Build: Muscular. Height: 6'4". Race/Sex: Godlike Being/Male. Skin: Bronze. Demeanor: Arrogant. Dress: White silk pants. True Attitude: Cruel. Home: Charón.

A servant of Klysus, Akalatan is also frequently on Kulthea to oversee ritual sacrifices. A striking figure with his white hair and broad, bare chest, he craves human blood and is energized by frenzied religious celebrations. While not as visibly tied to reptilian roots, Akalatan's eyes have slitted pupils and his tongue is unnaturally long.



Hits: 250 Melee: +300 fal Missile: +280 da.

AT(DB): 11 (120). Sh: Y. Gr: N. MovM: +55.

Lvl: 45. Profession: Sorcerer. Stats: St-105; Qu-104; Em-103; In-103; Pr-102; Ag-106; Co-103; Me-104; Re-100; SD-101. AP: 105. PP: 1260 (7 x 180).

Skill Bonuses: Climb80; Ride; Perc120; Rune120; S&W150; Chem90; Dance90; Diplom80; Lead150; PubSp160; Seduct120; Stra&TAc100; Subdu150; Trick100; WeathW140.

Spells: Base Spell OB is: 70 Directed Spell OB is: 140 (Fire Bolt). Akalatan knows all base Sorcerer lists to 30th, plus ten Essence and Channeling lists to 20th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Resilience: Akalatan's skin, while in all other ways is like normal human flesh, can protect as AT 11.

Weakness: Akalatan's bane are the the gems known as Eissa's Tears. Within 50' he attempts to retreat; within 10' they begin to give him hits. If enough touch him at once, he could be banished.

Falchion: A +40 weapon of clear laen, it is *Unholy* and bears the name Blade of Go'orth. It also has the unique power of 'burning both hot and cold': one side flames while the other is gold. Along the edges it constantly steams while drawn from its clear laen scabbard. When it delivers a critical, it also gives Heat and Cold criticals of the same severity.

Dagger: +30, it can be thrown up to 200' without range penalty, and returns to Akalatan by *Long Door*.

Diadem: A golden circlet which is a x7 PP enhancer for Sorcerers. It also protects his head as a full helm.

MORGU

Age: ?. Eyes: Luminous green. Hair: None. Build: Muscular. Height: 8'. Race/Sex: Godlike being/Male. Skin: Black, glistening. Demeanor: Wantonly cruel. Dress: None. True Attitude: Evil. Home: Charón.

A hideous creature with glistening black skin, leathery wings and large, red claws, Morgu has a distinctly demonic presence, and has been confused with the greater demons—by those who have the time to think about it.

Morgu is frequently accompanied by his favorite pets, the constructs known as *Gogor*. He has found hundreds hidden away in ancient crypts on Kulthea, and has succeeded in awakening them from their long hibernation after the Great Conflict at the end of the First Era.

Hits: 350 Melee: +350HClaw; +350 fl
 AT(DB): 12 (150). Sh: N. Gr: N. MovM: +40.
 Lvl: 70. Profession: (Fighter). Stats: St-110; Qu-105; Em-102; In-105; Pr-100; Ag-103; Co-110; Me-95; Re-98; SD-102. AP: 30. PP: 350.
 Skill Bonuses: Climb100; Perc150; Acro200; Diving250; Lead150; Stra&Tact180; WeathW140.

Spells: Base Spell OB is: 70. Directed Spell OB is: 140 (Absolution). Morgu knows the Evil Cleric lists Dark Channels, Disease, Curses to 30th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Resilience: Morgu's leathery skin protects him as AT 12(30).

Flight: Morgu can fly as fast as 600' per round (40 mph). His power of flight is not based entirely on his wings; he can hover with ease, and even carry up to two human-sized 'passengers' in his claws.

Weakness: Morgu dislikes running water, and rainfall is his greatest bane. Rainfall delivers hits to Morgu, 5-50 per round in a downpour.

Whip: Strikes as a flail. Morgu can hit a target as far as 15' away.

Collar: An iron collar which Morgu wears only for decoration.

ZANIA

Age: ? (Appears ≈25). Eyes: Grey. Hair: Silver. Build: Statuesque. Height: 6'. Race/Sex: Godlike Being/Female. Skin: Fair. Demeanor: Spaced-out. Dress: Silver breastplate, grey tunic. True Attitude: Insane. Home: Charón.

Zania is called the Keeper of the Moon by her followers, and it is believed that she drives a spectral chariot through the sky, towing the moon Charón. She is also reputedly insane, and sends her followers to the same twisted end.

She does indeed drive a misty chariot pulled by spectral grey stallions to Kulthea, where she haunts the tormented souls of its inhabitants.

Hits: 280 Melee: +250 ha Missile: +300 lb
 AT(DB): 17 (150). Sh: Y. Gr: Y. MovM: +50.
 Lvl: 50. Profession: Astrologer/Evil Mentalist (Moon Mage). Stats: St-104; Qu-106; Em-99; In-106; Pr-106; Ag-105; Co-104; Me-103; Re-102; SD-101. AP: 107. PP: 2100 (7 x 300).
 Skill Bonuses: Ride150; Perc140; Rune120; S&W140; Chan200; Dance120; Nav100; Seduct140; StarG120; WeathW120.
 Spells: Base Spell OB is: 100 Directed Spell OB is: 180 (Moonfires True; strikes as a Firebolt 300', with Depression and Cold Criticals). Zania knows all Base Astrologer and Evil Mentalist (and Moon Mage) to 50th level, and ten Open and Closed Mentalist and Channeling lists to 20th.

Special Abilities:

Godlike Powers: As all Dark Spirits of Charón.

Sceptre of the Moon: Strikes as a +30 hammer, it is a silver rod with a milky-white orb in the spiked head.

Longbow: +30 longbow, it has 2x normal range, and delivers a Depression critical in addition to any other.

Armor: Gleaming silver form-fitting breastplate and greaves, they protect Zania as AT 17 (50).

DANCERS OF INIS

Age: ? (Appears ≈20). Eyes: Green. Hair: Blonde. Build: Voluptuous. Height: 5'9". Race/Sex: Godlike Being/Female. Skin: Fair. Demeanor: Sultry. Dress: Diaphanous skirt and veils. True Attitude: Mindless. Home: Charón.

A dozen beautiful women, these dancers are all identical, and resemble Inis (including their colorful costumes). They will sometimes appear during rituals to entertain her followers—or destroy her enemies.

Hits: 180 Melee: 120sc (2x/rnd) Missile: —
 AT(DB): 4 (90). Sh: N. Gr: N. MovM: +40.
 Lvl: 30. Profession: Fighter (Dervish). Stats: St-102; Qu-102; Em-95; In-90; Pr-103; Ag-103; Co-100; Me-80; Re-80; SD-80. AP: 105.
 Skill Bonuses: AMov110; AD50; Acro150; Dance200; Music100; Seduct120; Sing100.

Spells: None.

Special Abilities:

Recovery: The Dancers vanish when 'killed,' to reform later on Charón.

Weakness: The sound of certain 'holy songs' (sung only by devoted followers of certain 'good' deities like Iloura, Kieron, etc.) will drive away the dancers.

Scimitar: a +20 weapon, each has 2.

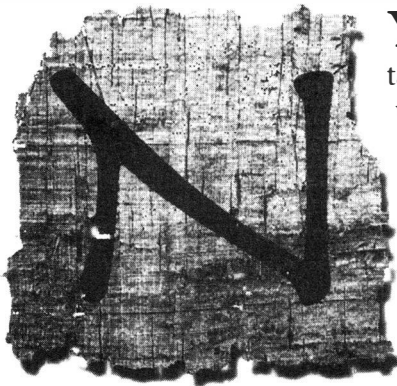
8 LOCAL GODS

Few gods have the personal energy to be truly global powers (the Lords of Orhan and the Dark Gods of Charón are among this elite), yet within the boundaries of their locality any god can be formidable. The relationship of a god to his locality can be explained thus: it is as if the locality is part of the god, whether the actual focus is a temple, an item (such as a large stone), or an entire country. Thus, the separation causes a strain. The greater the distance, the more energy is required just to maintain the all-important linkage. Gods have been rendered harmless—and even destroyed—by foes who have successfully isolated them from their locality (usually by some enchanted means).

THE LORDS VS LOCAL GODS

The Lords of Orhan have a 'policy' (if you will) of not interfering with the authority of any local deity. While this sounds quite magnanimous of the Lords, it is as much a pragmatic decision as anything else. A local god could conceivably defeat (certainly not destroy, but perhaps drive away) a lord while that god is on his home soil. This would be very embarrassing at the very least. Thus, when the Lords want something done on Kulthea, they usually employ more subtle means.

› PART XI › GOOD & EVIL, ORDER & CHAOS



NYRDRU, HIGH PRIEST OF THE GALTHON, HAD taken refuge in the Temple of Night, but none of his Demonic servants remained to guard the way. Led by the reluctant Loremaster Kedrik, we quickly destroyed the heavy stone doors of the unholy place and charged in. He stood at the far end, his back to the marble altar, his once-handsome face now a snarling visage of animal rage and hatred. A twist of his hand and a bolt of dark energy arrowed toward our party. But Kedrik, was ready for such an assault, and the deadly force was splattered like water against a scintillating energy shield the Loremaster cast before us.

Then Kedrik raised his hand, and speaking words in the ancient tongue of the Lords, he summoned a spell to Absolve the Dark Priest. Nyrdru gave a cry which was a sound no human should be capable of: a shriek whose origins were beyond the Wall of Darkness and could only have been the utterance of the Unlife. Nyrdru's body arched in a convulsion of agony, and—frozen on a contortion of pain—his skin and clothing began to disintegrate, revealing an empty shell within. It was as if his outer appearance was all that remained of him. Burning through in several areas with an orange light, he was soon unrecognizable, and in only a few moments there was nothing left but a heap of smoldering bits of cloth. He had been utterly consumed by his insatiable master.

TURIS OF EIDOLON
FROM "THE PURGE OF GALTHON"
T.E. 450

The force which is the beginning and the end of all True Evil—whether its servants know it or not—the Unlife is the shadow which taints many of the wonders of Kulthea. There are those who do not consider themselves ‘evil’: the Dragonlords and certain cults believe that they are merely imposing a better structure on the world. However, they tap their power from the raw, unfocused power of the Unlife: the Anti-essænce.

1·GOOD AND EVIL

‘Good’ and ‘Evil’ fall at the two extreme ends of a spectrum; most thinking beings exist somewhere in the middle ground. In addition, there are the complicating factors of the competing affiliations among those of evil ambition: the servants of the absolutist Unlife sometimes find themselves at odds with power-thirsty Dragonlords, the Dark Gods, and numerous other agencies of evil.

When evil is referred to in the Shadow World, it does not mean the small injustices one man commits against another; nor does it even mean most acts of violence or warfare. True Evil, the evil which is fostered by the Unlife, is the drive to destroy—and to feed on that destruction. The Unlife desires not only to kill, but to draw energy from the poor spirit as it dies. Without attempting to make a judgment on what is ‘evil’ and what is not, the concept of pure, true, universal evil in the context of Shadow World applies only to the Unlife and its willing servants. Others may do ‘evil’ deeds, but they are not evil until they succumb to its power.

It has been theorized that without the ‘Positive Essænce,’ the ‘Negative Essænce’ of the Unlife could not exist. It is even believed that, should the Unlife somehow succeed in its horrible desire to absorb the entire Essence of the world, it would itself be destroyed. This might be what the Unlife seeks: complete annihilation.

When the Unlife is moved to use force, it can unleash servants who wield a terror of majestic proportions. Not the horror of the Demons, nor the brute force often preferred by the Dragonlords, but such lieutenants as the Heralds of Night and the Priests Arnak, who possess a commanding presence. They are lordly and distant, and cannot be swayed by bribes or other coercions. They are inhuman in their unwavering allegiance to that formless ultimate evil which is the Unlife.

2·UNLIFE ORIGINS

This Anti-essænce has emerged in the universe here, on the Shadow World, because of the very powerful flows of energy which—by their very presence—set the stage to allow the Unlife to enter. Before the tapping of the Flows by the early Lords, the Unlife remained safely beyond the reach of our universe. When they began to utilize these massive energies, the balance was upset and the barrier of Essence which keeps the planes of existence separate was weakened. The Unlife perceived a window through which to attack, and did so without hesitation.

Let it not be misunderstood: the Unlife itself is not a single intelligent entity. It is a collective energy which may or may not possess what could be called ‘awareness.’

THE WALL OF DARKNESS

This barrier has come to mean different things to different people and cultures. To most, the wall of darkness is the barrier which circumnavigates the globe from pole to pole: the great Essænce barrier which separates the hemispheres. It is generally believed that beyond the wall of darkness lies a ‘negative’ world, where the Unlife is the resident power and ‘good’ Essænce is limited to small pockets and enclaves. This is true, but not in the way most Kulthean residents could understand. A wall of energy does divide Kulthea, in fact penetrating to the very core of the planet. It is part of a great compromise Ūtha was forced to make at the end of the great war.

GM Note: The Wall of Darkness is more than a powerful Essænce barrier—it is an interphase between this and the negative universe of the Unlife. More on this—and the ‘eastern’ hemisphere—will be revealed at a later time. In the interim, GM’s may wish to have PCs foolish enough to attempt a passage through the Wall of Darkness transported to one of the Planes, or to somewhere else on the western hemisphere.

3·MANIFESTATIONS

The Unlife itself cannot be seen or otherwise detected in this universe; it is so alien that there are no common reference points. In fact, the most perceptive of the masters of Essænce can barely detect the Unlife as a ‘void’ or an absence of the usual ‘background’ Essænce which is everywhere.

Thus the Unlife must utilize servants and strange—often frighteningly majestic—manifestations to work towards its ultimate, unspeakable goal. Most of these tools are in the form of the demons of the Essænce, but others can take almost any shape—depending on the purposes of the Unlife.

4·OTHER ‘EVIL’ FORCES

The beings and groups discussed below tap the Anti-essænce of the Unlife, but remain essentially immune to its direct power. They walk a thin line, however, and at any time risk losing their own will to that of the mindless power of the Unlife.

DRAGONLORDS

Most independent of the ‘evil’ powers, each Dragonlord pursues his or her own goals. While the lords draw power from Chaos (and so, albeit indirectly, the Unlife) they are not its servants.

Instead, the Dragonlords are unique spirits of such power and dynamism that they are able to use the energy of Chaos without being overcome by it, a feat greater than most of the Lords of Essænce can claim.

DARK GODS

Individually, the Dark Gods are the most intrinsically powerful of the 'evil' factions. They are not driven by one implacable will like the Unlife, and yet they are not fully independent like the Dragonlords. These masters of dark power are not even life in the biological sense, but energy beings: manifestations of the chaotic aspects of the Anti-essænce. Most are less than complete personalities, driven by specific needs and goals. As a result, they sometimes seem two-dimensional and are often predictable in their reactions. Vindictive, violent and wantonly destructive, their methods are often the antithesis of the artful minions of the pure Unlife.

5·EVIL ESSÆNCE

This section specifically refers to the "Evil" Spell Lists found in the *Rolemaster* book *Spell Law*, and provides an explanation of the origins of these lists, and a philosophical base from which to build NPCs who may have access to these lists.

There are a number of spell lists—and even entire professions—in *Spell Law* and the *Rolemaster Companions* (e.g., Sorcerer, Warlock, etc.) which some might consider to be 'Evil' because of the cruel or destructive nature of the spell lists. They are not Evil, however, and a character may go merrily through life casting all the cruel Sorcerer spells he wishes without any danger of surrender to the Unlife. (Depending on how the GM feels about this, he might suffer some small punishments from an unhappy patron god, however.)

On the other hand, while it is possible for an 'Evil' spell user to have access to these professions (or any other, for that matter), they are not by their nature 'evil' in the absolute sense. Some cultures may find them objectionable, yet they are not Evil for system purposes.

Most users of the Essænce will not even be aware of the nature of the Evil lists (Evil Cleric, Evil Magician, Evil Mentalist), much less how to use them. Every so often, however, an ambitious apprentice may gain access to books or a tutor of uncertain motives. In the process of learning an Evil list, there should be no question that the spell caster is turning to a new power source for his energies: the Unlife. Once the first spell is cast, he starts down a Dark Path. It may

take years, but eventually he will reach the end: submission to utter and complete Evil. At that time, he is a creature of the Unlife.

SYSTEM NOTE: LEARNING EVIL LISTS

Should a player decide to learn one or more Evil Lists, (after stern warnings about the consequences), this is the suggested sequence:

1. With the first list learned, the PC gains a whole new set of PPs (from the Unlife—the Anti-essænce—whether it be Mentalism, Essence, or Channeling through a new, Evil god) equal to and in addition to his own PPs, but usable only for Evil spells (and not enhanceable by his normal PP enhancer).
2. Every time an Evil spell is cast, the PC must make an RR vs the level of the spell, using his appropriate PP stat bonus (In for Channeling, Pr for Mentalism, etc.). If he succeeds, no side effects. If he fails, however, 1-2 points are lost from his *Essænce Soul*, an artificial number initially equal to his PP stat.
3. When the PP stat reaches Zero, the PC becomes Evil. He loses his regular PPs and must use his Anti-essænce points for all spells. He does not lose all free will, but any thought or action is subject to veto by the GM, who must intercede on behalf of the Unlife. The PC should try to play the character appropriately, as a being who now is indebted to the Unlife for power, and wishes to serve this new master.

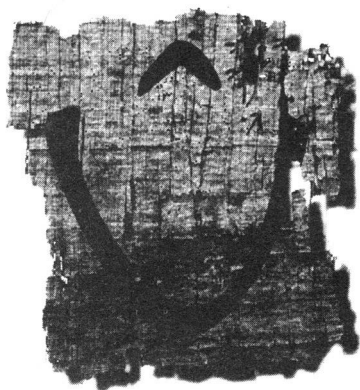
6·ORDER AND CHAOS

These terms can mean a number of things in the Shadow World universe, including (according to the scholar Taliax Chun) opposite lines of reality. However, in practical terms *Order* and *Chaos* are empirical references for the leanings of individuals and groups, helping to indicate whether their tendencies lean towards a very structured environment or one in which events are more random and disorganized. Both philosophies have merit, and the world of Kulthea exists somewhere in between what we could consider absolute Order and absolute Chaos. However, these forces are at odds with each other as much as the powers of Good and Evil.





› PART XII › OF CIVILIZATION



THA WAS THE FIRST OF HIS KIND:

the masters of the Flows. Power was in their hands, and the shaping of the lands was for them an easy task. The world was yet young and warm with red-hot rock which ran like rivers across the steppes. Útha and his people were wise and sought to temper the wild earth and still her uneasiness. But there were those among the masters, led by a woman, Kadæna (I. “the slayer”), who sought to disrupt their ways, and there arose a great conflict. This was the First Era.

LYDEK TERISONEN
2267 THIRD ERA (OF IRE)



The following section contains several useful items, from general background on types of cultures to a history of the world (updated and expanded greatly since the 1st edition Atlas).

1·CULTURAL STRUCTURES

The section below discusses some general aspects of low-technology societies and gives the GM some guidelines should he need to further develop the cultures described in Emer or invent cultures of his own.

In addition, the terminology defined below is frequently used in the various cultural summaries, so it would behoove the GM to familiarize himself with it.

SUBSISTENCE PATTERNS

Given the physical resources of an area, the GM gets a pretty clear picture of how the society exploits the land for food and other basic necessities. First, determine if the land is capable of feeding a population, and what the limits might exist for groups of the desired technological level. Use the world map (from the *Master Atlas*) as a cross-reference, and make a notation beside the group's name.

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

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

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

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

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

Seasonal movements between lowland and highland pastures occur on occasion and serve to counter soil depletion and subsequent erosion. Mobility can also conquer the problems of drought and famine, which can devastate the animal-based food supply. Unfortunately, it is harder to hide from disease, and a herding group can suddenly find itself without food, should their flocks contract a severe illness. The people's proximity to their animals also makes them more susceptible to contagious disease. Herder population densities vary from 3 to 40 people per square mile.

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

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

TECHNOLOGY

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

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

PRE-TECHNOLOGY LEVELS

Level	Description
1	<i>Stone Age.</i> Crude stone tools used; little or no cultural development. Fire, basic spoken language. No art, agriculture, medicine. Natural metals used late in this period.
2	<i>Bronze Age.</i> Crude metalworking, agriculture, and simple art forms. Settled cultural groups. Basic written language. The wheel, oared galleys, herbal healing, crude spears and bronze swords. Stone used in important buildings.
3	<i>Iron Age.</i> Refined weapon and tool-making, sophisticated agriculture. The beginnings of science and philosophy. Regional governments. Keystone arch, waterpower, chemical medicine, scale armor.
4	<i>Medieval Age.</i> Steel alloys (swords, chain-mail), sailing ships. Art and language refined. Windmills. The pointed arch allows for greater unsupported spans.
5	<i>Early Renaissance Age.</i> Regional Governments become more sophisticated. Art is a powerful force. Rigged sailing ships, telescopes.
6	<i>Late Renaissance/Pre-industrial Age.</i> Superior metals, advanced cultures with national governments. The beginnings of 'technology': printing press and first clocks developed. Balloons, medical experimentation. (Optionally: gunpowder)

TECHNOLOGY LEVELS

- 7 *Fossil Industrial Age.* Steam power allows first automated machinery. Automobiles, prop aircraft, railroads, direct current electricity, vaccines and anesthetics used in medicine. The telegraph.
- 8 *Electronic Age.* Transistors, then Silicon chips revolutionize technology. First computers, jet aircraft, nuclear bombs. Organ transplants, practical working prosthetics, antibiotics in use.
- 9 *Early Space Age.* Interplanetary exploration, superconductors, optical electronics, voice interaction with computers, artificially intelligent (sentient) computers, practical heavy energy weapons, antiviral drugs, cryogenics, cloning, human/computer interfaces (*Cyberspace®*).
- 10 *Fusion Age.* Clean energy, widespread interplanetary travel, advanced bio-engineering (Alterant Replicants), small-scale terraforming. Practical handheld energy weapons. Cancer defeated.
- 11 *Molecutronic Age.* Truly organic computers, nano-circuitry, slow FTL (faster-than-light) vehicles span interstellar distances in decades.
- 12 *Gravitic Age.* Gravity fields understood and neutralized on a limited scale. Tachyon and inertial field physics in early stages. Energy screens developed. Planetary scale terraforming.
- 13 *Antimatter Age.* Control of fields, knowledge of hyperspace. Interstellar communication (Tachyon Beam Dictor), fast FTL vehicles, matter/antimatter harnessed, interstellar governments, powerful energy weapons. Personal shields (*Space Master™*).
- 14 *Early Matter/Energy Age.* Basic control of energy/matter movement and form. Short range (<100,000 km) matter transmission. Planet building (Dyson spheres, Ringworlds), fast terraforming. (*Beyond Space Master.*)
- 15 *Late Matter/Energy Age.* Total control of energy/matter movement and form, manipulation of matter into different molecular structures through use of complex machinery. Long range (10 LY+) matter transmission through hyperspace. Early experimentation with inter-planar travel. (*Far beyond Space Master; Lords of Essænce Tech Level.*)



- 16 *Planar Control Age.* Access to parallel dimensions, personal units to manipulate matter, mental interaction with machines. Time travel, consciousness without need of physical body.
- 17 Beyond imagination.

SPECIFIC DEVELOPMENTS

In the unique world of Kulthea, the introduction of such factors as the Essænce and artifacts of the ancient Lords make it difficult to categorize technological advances into a simple, clear progression. Below, we offer some guidance and information.

Water/Wind Power: The crudest form is the windmill, or the waterwheel, both used to grind grain between large stones. Water power is more steady and reliable. Windmills are only usually used in coastal areas or plains where wind is relatively constant. More sophisticated machines such as pumps and conveyors came later.

Steam Power: A few advanced societies have developed crude steam turbines—usually to operate mills, propel ships, or other simple machines

Printing: A handful of cultures have developed a crude method of printing—though probably nothing as advanced as a press with movable type. And the vast majority of societies with a written tongue are as yet satisfied with just that—writing it.

Alloys: Many of the more advanced societies have developed sophisticated smelting processes, allowing them to unlock the

earth's priceless metals from their surrounding ore.

Gunpowder: The secret of this potentially devastating tool is far from being unlocked, by even the most advanced cultures on the Shadow World. The power of magic has stagnated any desire for a chemical explosive, and the mysteriously fluctuating effects of the Essænce can have a transmuting effect on chemical reactions.

Machines: A few of the most advanced groups have mastered the concept of gears and pulleys and have created complex mechanisms. While electricity is far from a reality, inspired inventors have harnessed water, wind, and even steam to drive machines.

Medicine: The medical arts owe most of their sophistication to the devotion of religious Healers and those who follow the mental disciplines of Lay Healing. The latter, through intense study and mental energy, are able to perform feats of surgery comparable to the most advanced science of *Space Master's* Terran Empire.

Herbs also provide potent medicinal cures; these enchanted plants are capable of anything from relieving minor pain to reviving those thought to be in an irreversible coma.

Astronomy: Kultheans as a rule have an unusually well-developed understanding of their place in the cosmos. In many cases this may be attributable to the wealth of knowledge—however fragmented—left behind by the Lords of Essænce. For instance, despite the fact that the globe cannot be circumnavigated (because of the barriers of the Essænce), any goatherd knows that the world is a sphere, and that it whirls around the huge burning orb of the sun (along with a number of other spheres). Things begin to break down, however, when one inquires as to the number of other planets and their names.

POLITICAL STRUCTURES

Typical political structures or governmental systems include the systems which follow.

Anarchy. Actually, the absence of a working structure or government, generally leading to complete disorder and confusion.

Clan. A large group of families or bands (family groups) which claim descent from a common ancestor and have strong blood ties. They are typically ruled by a chieftain or warlord, although a council of representatives (e.g., elders) may possess some or all of the real power and authority.

Democracy. A society where the ultimate power is vested in the citizenry. Under this system, each citizen has an equal vote.

Dictatorship. Absolute power, but not necessarily authority, is held by one person (the dictator).

Feudal. A somewhat decentralized system based on various tiers of landholders (possessors or owners). Those with lesser holdings (vassals) derive their grants and security from those above and, in return, provide the greater landholder (lords) with goods (e.g., food) or services (e.g., troops). Such a system is often hereditary.

Monarchy. Absolute power and authority is held by one overlord, the monarch (e.g., king, queen, emperor, empress, etc.). Such a system is generally hereditary.

Oligarchy. Power and authority rests in the hands of a small number of individuals (oligarchs), who may form a coalition or elite upper class.

Republic. Supreme power rests in one or more representative(s), governmental assemblies elected by the citizenry. Citizens may or may not have practical equality (i.e., an equal vote).

Theocracy. A state where the ultimate political power and authority rests with those who hold supreme religious power and authority. The overlord is often considered a deity or divine representative.

Tribe. A group of related clans or a large collection of people who maintain the same culture and consider themselves brethren. They are typically ruled by a council of elders (e.g., clan chieftains) and/or a high chieftain or king.

2•RECKONING OF TIME

Even the most basic gatherings of intelligent beings develop some method of recording the passage of time. Below details the common methods used on Kulthea.

THE CALENDAR

This is the calendar used by the Loremasters, accepted by the Navigator Alliance, and therefore used by most civilized peoples in the hemisphere.

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 it 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.

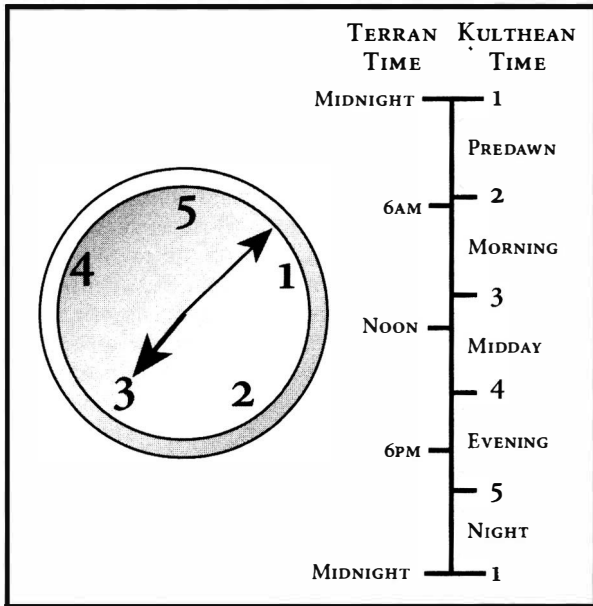
TELLING TIME

The Kulthean day for the more advanced cultures is divided into twenty-five hours (for reasons now lost to history). Devices to measure this range from crude sundials to very accurate mechanical clocks. It should be stressed however, that clocks are rare on Kulthea. There are a few very large clocks hanging in towers of such great cities as Eidolon, Haalkitain, Lethys and Kaitain; and in a handful of cities can be found shops where clocks are made for personal ownership, but such instruments are still considered very unusual. Most people will have never seen a clock up close. Loar Elves make the best clocks.

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·ANCIENT HISTORY

The quote at the beginning of this section is an excerpt from the annals of one of the great Loremasters, Lydek Terisonen. These fragmented tales are the only certain information available from the First Era, as other Loremasters will not speak of that time. Lydek vanished from the world two hundred years ago.

The annals of that Era recall the Lords of Essænce and the conflict which arose between them over the forming of the World. Definitive knowledge of the events of the First Era is scanty, as nearly all records kept during that period were destroyed in the final cataclysm, an upheaval which set the lands in shapes which have changed little since.

It is believed that the Lords of Essænce were as men in their natural form, but able to assume any shape they desired at will, for they held awesome powers over the Essænce. The Lords were perhaps not in the beginning possessed of their powers, but instead were imbued with their abilities by some freak flare in the Essænce. Thus, it is possible that at the time, only one small segment of the society developed such powers and was thus able to dominate other groups. In fact, it is a widely accepted belief among the Sages of Nomikos (who have devoted lifetimes to the study of the Lords of Essænce) that there were two groups of Lords, one led by Útha and the other, who called Kadæna their mistress. These two factions existed for quite some time unaware of each other, gathering power and followers. Years passed, and it was discovered that indeed their Essænce skill could be genetically inherited.

After thousands of years, Kadæna and her followers developed the power to shape the land, and they began to modify their environment as they saw fit. It was not long before this came to the attention of Útha, for Kadæna's idea of a fit environment was a land tortured by earthquakes and cut by rivers of lava. After many years of unsuccessfully attempting to control Kadæna's whimsical destruction indirectly, Útha decided that the only way that the World would survive was through the death of Kadæna and the obliteration of her evil order. Thus it was that the two met, each with the strongest of their kind. The ensuing struggle was one that shook the World to its core. Continents sank; lands long under the seas were thrust up again. Entire races were destroyed by flames and tidal waves. It is said that the battle lasted for an entire year. At the end, when the great smokes and plumes of steam began to clear, every man and woman of each order was slain. Here again, however, there are conflicting tales. Some say that members of both groups escaped to hiding places far away, fearing that their side would be defeated and that they would be killed; they may be hiding still. There is little question that both Útha and Kadæna are dead, for if they had lived, their power would be felt. Now the only users of Essænce are pale shadows of the powers which once walked the land. Thus ended the First Era.

THE SECOND ERA

The Second Era dawned with the slow healing of the lands and the gradual dispersal and condensation of the mile-high clouds of steam—mists generated from the evaporation of much of the waters of the oceans in the great fires and explosions each Order had cast upon the other. Slowly, plantlife began to grow again on the new lands as they were cleansed by rains. Animal life recovered and multiplied. The levels of the sea rose, and lands which had been connected were sundered by new waterways. The few peoples who survived the cataclysm were without order or civilization, barely clinging to life itself. Though this was a tranquil period for the earth compared to the time of the battles of the Lords of Essænce, the planet groaned and sighed as it settled into its new form. Winds and tides suddenly shifted; the orbits of the moons were unstable, and the flows of Essænce were ever-changing, making travel anywhere perilous. The duration of this period is uncertain, but the Loremasters say that it lasted for perhaps one hundred thousand years. It was in the last two thousand years of the Era that sudden and startling changes began to take place.

THE APPEARANCE OF THE LOREMASTERS

Without fanfare or apparent synergy (though all at approximately the same time), Loremasters appeared across the Shadow World. They wore many guises, spoke every tongue, and held knowledge critical to the survival of these infant peoples. No one but the Loremasters themselves know from where they came, or indeed how many they were; Loremasters will not speak of their origins. There is no doubt, however, that they are unmatched masters of the Essence, except by the Lords of Essænce themselves. (Perhaps they are descendants of those masters of the Flows.) Able to tap into the Flows at will, they use those energies to transport themselves great distances and channel the colossal forces of nature. Rarely do they indulge in such displays in the manner of the original Lords. It is rumored that the Loremasters are immortal even as were the first Lords of Essænce, or as are the rustic Elven-kind are now, but this, too, is not known for certain. Loremasters tend to wander from place to place, rarely staying with a single culture for more than a decade or two.

Under the tutelage of the Loremasters, civilizations flourished. Peoples learned the ways of language, agriculture, and the working of stone and metals. Centuries elapsed, and Loremasters came and went from various lands, always available to teach. They taught only things which their students were readily able to grasp; no great leaps of social advancement or technology were offered. It is entirely possible that these teachers were not different generations of Loremasters but the same group, circulating through the widely separated lands and only returning to places that they had been after many hundreds of years.

THE COMING OF THE UNLIFE

With the help of the Loremasters, many civilizations arose on a firm footing, settling the wide lands and exploring all about them. The world seemed a peaceful place—until the coming of the Unlife and the return of Shadow to the world.

The Unlife feeds on destruction, upon the deaths of individuals and societies with equal fervor. It is a thirst unquenched and unslakable. Indeed, the more it consumes, the more it seems to require. It has no source, but it is everywhere, waiting for a tool to open the door and allow it to enter. Through the surviving followers of Kadæna, who for long years licked their wounds in hidden places, the Unlife found its instruments. These souls, desperate for power—for even a shadow of the strength they once had—eagerly accepted the offers of energy from the Unlife and grew strong in dark places, gathering to themselves minions of many types and creating others to suit their needs. Cults and Orders of varied origins and membership took form, but their purposes were dark and evil. It was during this time that the Great Demons were first fashioned by the most powerful of the Lords.

Soon the young mannish peoples were presented with choices: they were offered great knowledge by these new Cults, more than the Loremasters were willing to impart. Some servants of the Unlife impersonated the Loremasters, gaining the confidence and trust of the naïve cultures in this way. The teachings of the false sages were different, however. They spoke of the ways of warfare and whispered tales of hostile peoples—imagined enemies who were readying to attack. Thus were the seeds of suspicion sown.

The Loremasters attempted to rectify those misdeeds, but they seemed too few and were unable (or unwilling) to assault the minions of the Unlife with force. Some peoples responded to their warnings, however, and the battle lines were drawn for the conflict which would end the Era.

THE WARS OF DOMINION

Almost as a unit, the peoples and creatures under the sway of the Unlife arose and attacked those who remained free of dark domination. Great Demons and hosts of creatures, led by Priests, Essence Masters and the elite servants of the Unlife lashed out and attempted to destroy utterly what the Loremasters had nurtured for so long.

The wars lasted for nearly three hundred years, and though the powers unleashed during this conflict were as nothing compared to those used in the battle of the Lords of Essænce, much was destroyed that had taken long years to build.

There were many valiant leaders in the wars, and many who fell before the chill Shadow of the Unlife. Terrors unnumbered and unspeakable walked the lands and flew in the high airs. In desperation, some of the Loremasters turned from their unspoken creed of refusing to act directly and matched their strength against the minions of the Unlight. Most perished in this effort, though without this aid the Peoples would almost certainly have fallen. In the end the Loremasters and the Peoples of Light were victorious and defeated the forces of the Unlife, though at great cost.

The victory of the Free Peoples had a high price: entire cultures and species were wiped out, Ilmaris Terisonen and Tethior the Smith were killed (along with many other valiant Loremasters and Sages), and Andraax was driven insane. The Lords of Orhan returned to their Moon.

Greatly-weakened survivors retreated once again into themselves, concentrating only on the necessities of survival. This marked the end of the Second Era.

THE THIRD ERA

Barely had a thousand years passed when new minions of evil emerged. These servants, however, seemed bent upon ways other than brute force to achieve their ends. Deception and subterfuge were the tools of these new Cults. Few in number and lessened in power, the Loremasters moved among the lands more as simple gatherers and purveyors of information, speaking a word here or there of warning, advice, or encouragement. Their lordly past was forgotten to all but a very few.

Chill winds now blow out of the north, harbingers of a new assault. Dark religions grow and flourish, gathering new followers with each passing day. The

servants of the Unlife take many forms in myriad lands, but their foul purposes run parallel, seeking the destruction of all life itself. This is the Third Era and the Time of the Shadow.



The Book of Gates

4·TIMELINE

NOTE: This timeline in some ways is prejudiced towards Jaiman and Emer, mentioning specific events and individuals associated with those areas. This in no way implies that events of equal importance are not occurring in other areas of the world; they are simply not documented here.

THE FIRST ERA OF IRE

c. -80,000 FE (Approximately 200,000 years before the present time.) A cataclysm of cosmic proportions sends shock waves through the universes, and causes a 'gate' or 'tear' in the inter-dimensional fabric. A group of non-corporeal entities enters this space-time, fleeing the destruction of their own universe through the gate. They close this gate (though it can never be completely sealed), but find that they cannot leave the solar system because the unique location of Kulthea in space-time maintains its singular association with their home universe. Beyond the system, the peculiar radiations are too rarefied to maintain their life-force. They arrive at a moon orbiting the gate planet *Kulthea* (not wishing to interfere in the natural evolution occurring on the planet itself), alter the moon's ecology to their liking, and take up residence. They are to become the *Lords of Orhan*.

Also at this time, a tiny black hole (its origins also possibly in another universe) strikes Kulthea, passing through the world and erupting out the other side. It extrudes core material behind it as it exits, and the *Pillar of the Gods* (a pinnacle of black crystal and metal several miles high, located in central Thuul) is created. Severe earthquakes and tidal waves cause widespread devastation, especially in the region surrounding the pillar, later known as *Thuul*.

- c. -50,000: A group of Older Ones (*Destroyers*) arrives in this space-time, descending to Kulthea and making a home on the desert plain of Nof-Keh in SW Emer.
- c. -30,000: The first indigenous intelligent race on Kulthea—the *Altha*—discover fire. The Older Ones of Nof-Keh enter a state of hibernation.
- c. -20,000 – -18,000: Althan culture develops a technology which allows them to conquer the stars. The world becomes the center of an explosion of interstellar colonization. Many planets become homes for seedling cultures. The Lords of Orhan shield themselves on their moon, employing illusion and misdirection to keep the Althan race away.
- c. -16,000: First appearance of the mighty comet *Sa'kain* in the Kulthean solar system. In Kulthea's sky it is like a huge column of fire clearly visible by day and making the night as bright as sunset. Unbeknownst to the inhabitants of the Shadow World, *Sa'kain's* entry into the system has reopened the inter-dimensional rift. The Lords of Orhan are unable to close this interface, so Kulthea is subjected to irradiation by the strange energies of another universe. This energy interacts with all matter in the system, infusing it with what is later known as the primal *Essænce*.
- c. -15,000: First discovery of the *Essænce* by the Althan scientists of Kulthea. (Inhabitants were aware of unexplainable energies, but were previously unable to analyze their nature.) Genetic manipulation enhances latent abilities to control the force. Members of the *K'ta'viiri* (family? clan? sub-race?) show special aptitude. The Althans soon discover that the *Essænce* is unique to the Kulthean system. In addition, certain materials are shown to retain, augment, or resist the *Essænce*.
However, many of the Althans are also true *Psionics*, able to tap their own energy reserves. (Psionic power is a personal energy which a percentage of all thinking beings in this universe may possess; it is unrelated to the *Essænce*.)
- c. -15,000 – -10,000: Althan civilization begins to evolve into a unique combination of technology and 'magic' (the *Essænce* power). Society also polarizes, with the *Essænce* adepts (mostly the *K'ta'viiri*) becoming a privileged upper class. A number of *Portals* are constructed on Kulthea (and several on Charón); these gateways allow direct access to a selected few of the parallel dimensions. Althan scientists master techniques for opening and closing such gateways, sometimes using artifacts such as powerful crystals.
- c. -14,500: First reappearance of the comet *Sa'kain*. It returns every 1500 years, though the proximity to Kulthea varies dramatically with each pass: sometimes brighter than Orhan in the night sky, sometimes all but invisible to the unaided eye. Its presence coincides with violent Flow-storms and serious disruption of the *Portals*.
- c. -14,000 – -10,000: After a series of battles across the stars, the *K'ta'viir* family rules a large portion of the galaxy in a vast Empire, maintaining control by virtue of their superior Psionic powers and their mighty star-fleets. Their dynasty survives for millennia.

c. -10,000 – -6000: The *K'ta'viiri* begin experimenting with cosmic forces to open other gates in other regions of space. Their hope is to tap the *Essænce* elsewhere. All such attempts end in spectacular failure.

Also, many peoples and creatures from other planets are brought to Kulthea and experimented with. Masters of genetics, the Lords of *Essænce* alter plants, animals, and races to suit their whim. These unusual races include the *Krylites*, the *Saurkur*, and the *Kuluku*.

- c. -2000 – -250: The Emperors are increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. This perverse trend culminates in the Ascension of the Empress *Kadæna* in c. -510.
- c. -250 – 0: Rebellion against the *K'ta'viiri* begins, instigated by the Lord *Utha*, a cousin within the family. Political, technological and Psionic powers are used in a sweeping attempt to overthrow the current Empress-goddess.

The Lords of Orhan—fearing the complete destruction of life on the Shadow World—rescue representatives of their favorite animal and plant species from Kulthea and bring them to Orhan. Indeed, large areas of Kulthea are laid waste as the *Uruths* destroy the remaining *K'ta'viiri*, using channels of raw *Essænce*. The backlash from this power destroys or damages many of the ancient *Portals*, leaving them 'open' without control. Strange creatures and destructive demons of the Void begin to enter this universe through the broken *Portals*.

Although the rebellion is successful, the result also brings about the complete downfall of the Civilization. Worlds are destroyed, their populations reduced to a primitive existence.

- c. 0: The final conflict of *Utha* and *Kadæna* takes place on Kulthea. *Kadæna* is beheaded by *Utha* himself, wielding a weapon known as the *Soulsword*.

By a last effort of *Utha*, the Flows of *Essænce* are altered to imprison the intruders: by placing the 'Eyes of *Utha*' at the poles, he prevents further influx of the strange and hideous creatures. While it was always believed that *Utha* caused the Flows to shift dividing the world into hemispheres, that was merely a side-effect of the crystals which he placed at the two poles of the planet. Their real effect was to insulate Kulthea from the radiations of the inter-dimensional rift, and thus inhibit Demonic incursions from the Void.

However, much of the world is now a wasteland. Recovery for Kulthea will be a long and painful process.

It is said that a few of the *K'ta'viiri* and *Uruths* survive, placing themselves in cryogenic freeze to awake at a later time.

A secret cabalis formed at this time; led by none other than Utha's son Dænkú, it is made up of eight surviving rebels and calls itself the Ahrenreth (Ir. "Secret Circle"). Their mission is to ensure the safety of the Eyes of Utha and to continue to close the errant Portals (or 'Shadowgates'). These Portals, though severely inhibited by the Eyes of Utha, still allow demonic beings limited access to Kulthea.

INTERREGNUM

Also called the *Long Night*, this period lasts approximately 100,000 years. The World begins a slow return to stability. Many lands are lost beneath the waves as the clouds condense. Only the most sturdy peoples survive the period, and most are held at the lowest level of civilization. Unfortunately, most of the survivors are twisted, evil creatures such as the deformed *Lugröki* and subterranean *Trogli*—and worse things, evil intruders from the end of the First Era. The *Krylites*, insectile people, maintain their culture hidden deep beneath the Spine of Emer and slowly evolve into a technically advanced society.

During this time the Lords of Orhan seed some of their ‘rescued’ peoples back on Kulthea, among them the Elven and human races. The Fey Folk (Nymphs and Sylphs) first appear—possibly creations of the Lords of Orhan as well. This long age is marked by many appearances of the Lords on Kulthea, personally leading attacks against hordes of dark creatures.

The Dænkú Ahrenreth is also active for many thousands of years. But one by one, these immortal men and women fall victim to various disasters. Three are believed killed in combat with servants of the Agoth. Two are slain by the backlash of closing Portals, and two others perish destroying a cult of hidden Kadænan survivors. Twenty thousand years after the fall of the K’ta’viir empire, only Dænkú himself remains. Unable to bear continuing alone, he constructs a secure vault on an isle south of Jaiman and places himself in suspended animation. Sophisticated machines are set to awaken him if the Essænce is disturbed. (What even Dænkú does not know is that one of his order—Ondoval—was not killed but caught in a warp of time. Far more horribly, another of the Order was captured by the Agothu and taken into the Void. By some unspeakable method, the female K’ta’viir was impregnated and bore a child. It consumed the mind and body of its mother and sought a way to return to Kulthea. It would eventually emerge, assume a fair form, and take the name Schrek.)

The machines fulfill their instructions after about sixty thousand years, during a particularly close pass of the comet Sa’kain. Dænkú wanders the globe for 1100 years, finding that the world has blossomed. Races have multiplied, and ancient wounds have healed. He suspects intervention, but is as yet unable to pierce the magical veils shrouding the Lords of Orhan. Dænkú assumes the guise of an Elven sage and begins to gather other wise Elves together. He takes the name Andraax.

THE SECOND ERA OF IRE

1 (Second Era)—(c. 100,000 years after the end of the First Era) Founding of the College of Loremasters by Kirin T’thaan, Ilmaris Terisonen, and Andraax. All three are supposedly Elven, though Andraax is actually a Lord of Essænce. They travel the World, recruiting promising members, training and educating, and so begin to bring the World out of the *Long Night* (c. PreImp - 12,400*). The College is based on the isle of Karilôn, the location hidden.

c. 100: A large Elven community settles on the green islands east of Emer. These Iylari name their home *Námar-Tol*.

450: *Dænkú discovers a surviving K’ta’viir, who is gathering evil creatures in Mulira. After a spectacular battle the former servant of Kadæna is slain—but his half-K’ta’viir son escapes.*

825: *Six powerful Titans settle on the mountainous isle in the center of Emer. They decide that this mighty continent needs order and begin to gather servants.*

c. 1000: Knights on huge steeds and powerful Wizards are seen purging the wilds in central Emer, driving out the ubiquitous Goblin and Lugrôki hordes. These warriors and mages contend that they are servants of the *Masters of Votania* (These are the Titans).

1000: Andraax forms the first Dancú Ahrenreth, dedicated to maintaining the balance.

1073: A quartet calling itself the “Masters of Emer” claims all of central and northwestern Emer. Their home is the mist-shrouded isle of Votania in central Emer. Lordly beings, the Lords are not Elven, yet appear to be immortal. They rule through an order of warrior-priests (the Xiosans) but appear for festivals, riding out of the sky on enchanted chariots drawn by Pegasi.

(continuing on thru c. 5000): Under the Masters, most of the Shay peoples are driven out of Hæstra, and the Laan settle in various areas. By 2000 the central and eastern regions are well populated with the Laan (who in the Third Era are referred to as the “Old Race”). The Laan build beautiful strong cities of granite and marble, and their knowledge of science and magic exceeds for a time any that has yet to be seen on Kulthea. But they are more easily called to the Darkness, and beginning as early as 3000, servants of the Unlife begin their slow work to undo the power of the Laan.

c. 1900: The Comet *Sa’kain* returns, passing very close to Kulthea. The Third Moon (Charón) passes through the long, fiery tail of the comet, and the Essænce of the comet’s tail interacts with the gates of the moon. New creatures and beings (they are eventually called the *Dark Gods*) are transported into the Kulthean universe—and a presence of unspeakable evil arrives on Charón.

2,000 : First appearance of servants of the Unlife.

c. 2500: Alleged establishment of the Changramai Monastery in the Choak mountains of northern Emer.

2530 SE: (JAIMAN) Founding of the Library of Nomikos in southern Jaiman.

3100: *The first stirrings of discord among the Masters of Emer. Two (Mira Zyan of Silaar and Xaix Yjan of Onar) are unhappy with their regions and wish to reapportion the lands. Hiaz refuses.*

3103 – 3110: Border skirmishes begin between Silaar and Tai-emer along the southern frontier, and between Onar and Khûm-kaan.

c. 3200 – 3350: Goblins begin raiding in Uj again; Garks multiply in the Rulaash Forest of Onar and terrorize the Kuluku; Lugrôki breed in the Spine of Emer and begin raids on the lowlands of Hæstra.

3300: Founding of the first Guild of Navigators, a secretive group which offers guaranteed safe travel as a service—to anyone who can afford their fee.

c. 3300 - 4000: The Navigator Guilds spring up across the globe (or at least the western hemisphere), unite and set up a sophisticated network of summoning obelisks.

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

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

c. 3400: (JAIMAN) A powerful being commences construction of a citadel on Ulor (western Jaiman) and begins to build a following among Lugrôki and Trogli. *He is Lorgalis, the half-K’ta’viir son who escaped Dænkú.*

c. 3400 – 5000: Emer continues to be fragmented by incursions from various enemies and by the growing threat of Goblins, Garks, Lugrôki and Trogli. The Masters reunite by the end of this period, but enemy forces have grown too strong for them to overcome. They can only hold Hæstra, watching as the civilizations they worked so hard to build collapse into dust. Soon even the Laan of Hæstra begin to revolt, seduced by dark forces.

3451: Birth of Tethior the Smith, the greatest enchanted forger to live.

c. 3470–6000: Tethior and his brother Krelij create a number of powerful items to aid in the fight against the Unlife.

- 3750: (JAIMAN) Lorgalis the White annexes Ly-Aran. He leads a fleet to the shores and secures the land with a mighty army. The rest of Jaiman continues to be divided into dozens of petty fiefs and kingdoms.
- 3,835: (JAIMAN) Lorgalis the White, after two years of sea and land battles, defeats the armies and fleets of Xa'ar. He controls the Bay of Ulor and all sea trade in western Jaiman. The Loremasters, fearing that Lorgalis is of the Unlife, seek ways to stop his advance.
- 3,840 – 3,909: At the request of the Loremaster Council, Tethior and Andraax retire to the Alchemist's forge in Arion and create the Six Crowns for Jaiman. The Vault of the Crowns is located under the island in central Jaiman, beneath Tethior's Forges and Fortress.
- 3,910: (JAIMAN) Six realms arise with the Six Crowns as their loci. Dominating Jaiman, they wield their items for Light and hold back the Unlife (including the assaults of Lorgalis) for a long period. Even the Flows of Essænce are altered, creating sea lanes for the trade ships to escape the pirates of Ulor.
- c. 4,000: The Order of the Priests Arnak is formed. They establish themselves in six locations across the continent of Jaiman.
- c. 4,000 – 6450: The Dark Gods begin systematically gathering evil creatures into a host of darkness.
- c. 4,200: The fleets of the "Lord of Encla Turic" assault the northern Silaar coast. After a war which lasts for more than 100 years the realm of Thanor falls to an army led by a silver dragon. *This is actually Voriig Kye, the Dragonlord.*
- 4,790: Tethior creates the Great Orbs: Four Masters and eight access spheres.
- 4,980: Zor has become an overly proud land and seeks to overcome Rhakhaan. In their lust for power, however, the Zorians meddle in things from the First Era. In a devastating cataclysm central Zor is laid waste.
- 5410: Fall of the Tanarans. *The original Cloudlords were of Myri stock; the collapse of their civilization may have been a result of Dúranaki machinations.* The Halls of the Cloudlords are closed.
- c. 5900: A plague sweeps Saralis.

- 6201: U-Lyshak breaks into two lands; the western region is ruled by a Priest-King (Arnak) who institutes human sacrifice as part of a new religion.
- 6203: An *Ordainer* appears in SW U-Lyshak and leads an army of evil creatures southwards. Mortals flee before this demonic monster.
- 6210: The capital of U-Lyshak—Cynar—is sacked and burned.
- 6450: Another close passage of the comet provides the necessary energy to open the way for hordes of demonic servants. Volcanic eruptions, Flow-storms, and earth tremors rock the planet, destroying fortresses and cities. The Dark Forces are ready.
- 6450 – 6825: Wars of Dominion. Ordainers lead armies of unspeakable horrors from the bowels of the earth and beyond. Shards and Kæden, Xyr, Dark Priests and demons of every type destroy life with zealous efficiency and unmatched power. On Jaiman, Lorgalis leads a massive fleet to the eastern regions while armies swarm across the lands to the west.

The Masters of Emer are revealed in their full majesty as Titans and join the forces of Light. Even the Lords of Orhan descend to Kulthea to combat the legions of the Darkness. The Dark Gods are driven back and imprisoned on Charón, their powerful servants destroyed. Many valiant Loremasters and Sages are killed, however. Enchanted, immortal Guardians are set at the Portals. The Masters of Emer vanish at the end of the final battle, and the Lords of Orhan return to their refuge. It is said that the strain of the war drove Andraax insane, and that he wandered alone into the East.

- 6825: *The disruptions of the Wars cause a ripple in space-time, reopening several Portals. Ondoval of the Ahrenreth returns to Kulthea, but he has been driven insane by his eternity in another dimension. His soul is corrupted by the Unlife.*

The Masters of Emer retire to their palace-city atop Mount Votania (in the center of Emer), setting guards about the walls and a barrier of clouds about the city.

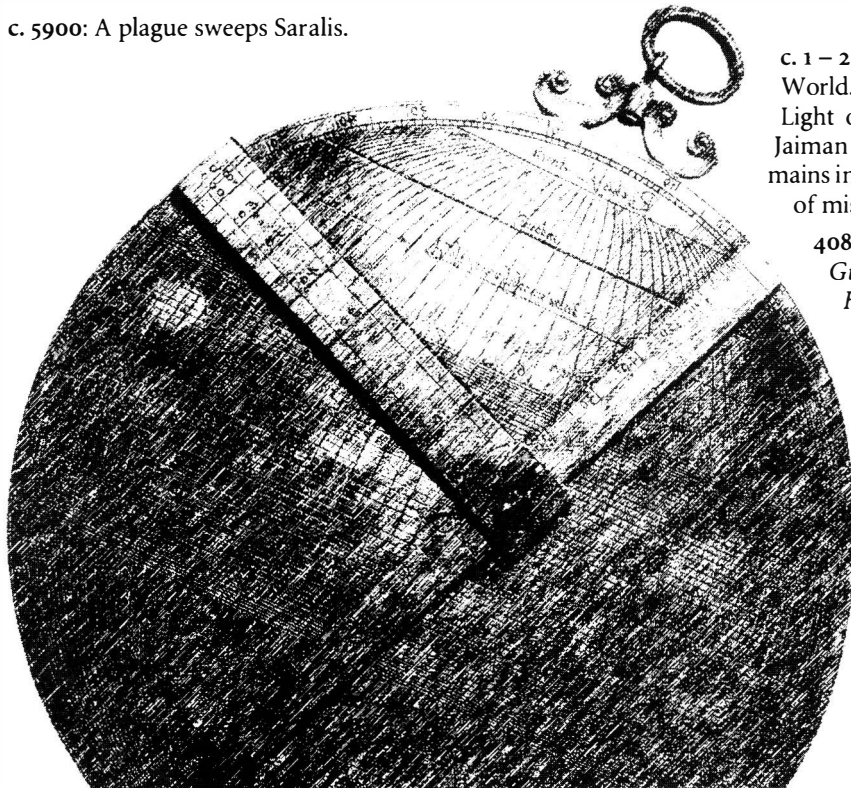
- * *PreImp and Imp dates refer to "Pre-Imperial" and "Imperial" dates of the Terran Empire of ICE's Space Master.*

THE THIRD ERA

- c. 1 – 2000: A period of relative peace for the inhabitants of the World. The weakened Loremasters try to gather the Races of Light once again. Slowly are realms rebuilt, and trade across Jaiman and even much of Emer is re-established. Andraax remains in hiding. Votania is a haunted place, shrouded in by clouds of mist.

- 408: *After wandering across Kulthea, Ondoval returns to the Guarded Isle, original gathering place of the Dænkú Ahrenreth. He decides that it is his duty to reconvene the Ahrenreth, and ventures forth again to gather a new cabal. He is completely insane.*

888: *Ondoval convenes the Dænkú Ahrenreth, giving it the new name 'Cult of the Secret Circle' (Jerak Ahrenreth). Their goal: to free Kulthea from the oppressive barrier surrounding it and allow complete access to the Flows of Essænce. The Unlife has never had so powerful a servant. But even Ondoval does not possess the power to destroy the Eyes of Utha... yet. He requires certain artifacts from the First Era. Construction begins on the Eight 'Secrets' (or 'Ahreni'), towers and citadels scattered throughout the world to act as centers for the plan of the Cult. Among the new Eight is a being called Schrek. In appearance he is a Lord of Essænce, but in fact he is half Agoth, born of an unspeakable union.*



Andraax, wandering far in the East, is awakened as if from a dream. His memory remains fragmented, and he is unaware of his real origins. But he knows that something is terribly wrong.

c. 1000: (EMER) Aldaron comes to Emer. Whether from another land or another world it is never established, but he leads a fair people (perhaps ancestors of the Talath) who begin to rebuild the continent. While not immortal, he seems to age slowly even for his race, which is long-lived. Some of the Laan (now referred to as the 'Old Race') resent his presence, but most welcome a unifying force.

1100: (EMER) Aldaron establishes his capital at Votania, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded. From Aldain Castle he solidifies his hold on Emer.

1125: The comet Sa'kain returns.

1210: *Churk Ta of the Jerak Ahrenreth dies and is replaced by Voriig Kye.*

1298: *Voriig Kye convinces another of the Eight—the Lyax Khâng—that Schrek is a threat. The Khâng (an elf named Nandaar Darian at the time) manages to steal the head from Schrek's powerful Staff of Agoth and gave it to Voriig. The Dragonlord kept it for more than five millennia, but it was stolen by the infamous (and allegedly insane) Loremaster Elor Once Dark. The head, a massive yellow sapphire called the Eye of Agoth, vanished and has not resurfaced.*

1300: (EMER) Aldaron's re-unification of Emer is complete: nearly all of Hæstra, Uj, Tai-Emer, and Silaar are under his sceptre, as is near Khûm-kaan (called Coronan). He establishes four satellite capitals: Relas, Ardan, Leonas, and Corinn. He then declares himself the Emperor of Emer. The Empire begins a brief but glorious reign of peace.

1388: *The Jerak Ahrenreth, led by Ondoval, begins their destruction of Aldaron's Emerian Empire. They work with subtlety and from within, so the rotting is not evident for several centuries.*

1480: (EMER) Aldaron lays aside the Sceptre of Emer, and his daughter Vania takes up rulership. Aldaron takes ship and sails out of the Bay of Izar later that year, never to be seen again.

1493: (EMER) Gorjar, the Fulk (the term means 'governor' or 'duke') of Ardan, contests Vania's authority and attempts to secede from the Empire. But the Empress reacts swiftly, sending a large force into the Ardan region and arresting Gorjar by the dawn of 1494.

c. 1500: (JAIMAN) Appearance of the Magician in Haalkitaine. Rhakhaan, spared the devastations of the Wars (because the Kings kept faithful to the Crowns, it is said), annexes much of the surrounding land.

c. 1588-1600: (EMER) Vania's last few years are marred by corruption among her ministers and—despite a strong and even hand—disaffection and nearly continual uprisings.

1600: (EMER) The strain of rulership takes its toll, and Vania passes the Scepter of Emer to her son Væric. She dies within a week; Emer mourns for a full passing of Orhan.

c. 1608-1617: (EMER) Væric is besieged as the full decay of the heart of Emer is revealed. The provinces either rebel or are assailed by forces out of the frontier. The Emperor loses two sons and a daughter on the fields of battle.

1617: (EMER) Ardan secedes; Væric is unable to hold it. Later that year, Corinn is burned. Væric's seers foretell the end of the Empire within a year.

Væric's chief seer for the last ten years has been none other than Ondoval, head of the evil Jerak Ahrenreth.

1618: (EMER) Ondoval tells Væric that his last son and heir has betrayed him (a lie). In Væric's moment of greatest anguish, Ondoval murders him with a poisoned dagger.

1618 – c. 1650: (EMER) The collapse of the Emerian Empire is quick and complete; insomuch is the thoroughness of the Ahrenreth's work revealed. By the second half of the century the central continent is in anarchy, with a few small city-states ruled by petty despots. Most of the People of Aldaron flee into the mountains while the Laan retreat to islands or sail west.

c. 1700: *His work in Emer complete, Ondoval begins his search for the Book of Gates. He travels into the East.*

1998: *Ondoval and the Jerak Ahrenreth recover the Book of Gates. With it—and the power of the Secrets—he may open Portals to the past and begin his search.*

c. 2000 – 3000: (EMER) Loari Elves on the isles of Námár-Tol establish a formal government. Kaitaine, while beginning as a mere cluster of wooden buildings (founded around 1800 by High Men who may have been related to the Laan), is already a trade center. The cult of the Jade Dragon spreads over the isle of Jade. Lys is founded by Linæri disenchanting with Urulan.

The Laan people see a slow return to power. They settle on the northeast shores of Emer. Over the next millennia they spread to cover the entire southern and central regions of Hæstra. (They do not cross the river Keyten, and the Emerald Forest is also left undisturbed.)

c. 2000 – 5030: *Ondoval travels through time and space seeking the Shadowstone. He returns at various times to rest and call the Council, but as the ages pass, dissent grows in the ranks of the Ahrenreth, and Ondoval begins to communicate less with the order.*

2625: The comet returns once more.

c. 3000 – 4000: The Lords of Orhan begin to make appearances on Kulthea again, having vanished after their aid in the Wars of Dominion. They are more aloof from political affairs than before..

(EMER) Kaitaine's population swells, and her powerful merchant families explore further and further outward. Trade with Lys is fruitful; the Grotto Path is found in 3150. Caravans moving along the Scorpion Ridge encounter the first Rhiani tribes in 3300. Trade explorers from Kaitaine enter the Bay of Izar (at first feared to be another ocean) in 3400 and soon meet the Amazons of Sarnak and the fishermen of Vornia. Late in the millennium the traders of Selkai and Kaitaine meet and agreements are made. In Silaar, the Nuyan Khôm rises from scattered clans into a group of provincial city-states; the Loari of Námár-Tol continue to make technical advances.

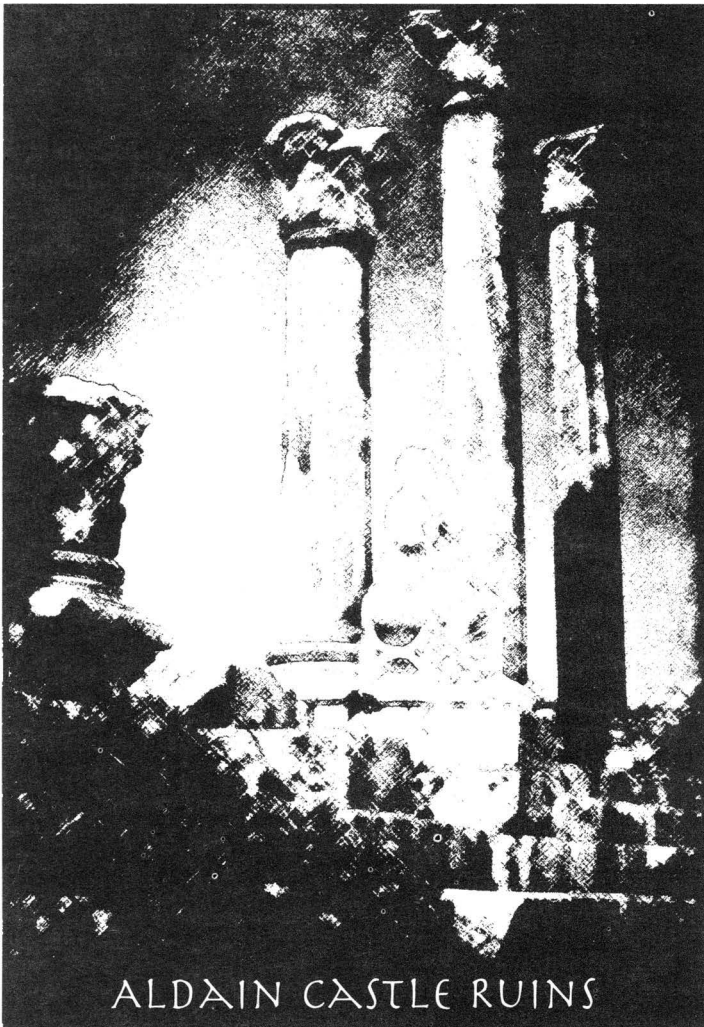
3755: (EMER) First contact between the Laan realm of Irdania and the Amazons of Sarnak.

3989: (EMER) The Laan establish a capital at the mouth of the Alarna river (north of Votania in Hæstra) and declare all of their inhabited lands to be the country of *Irdania*. Three regional governments are established: Vornia to the west, Miir in the center, and Stroane to the east.

An isolated group of Emerians settle at the mouth of the Urij river. An unusual culture ruled by women is born, centered about the city-state of Sarnak.

3998: (JAIMAN) The Magician (or his successor) returns to Haalkitaine and is welcomed.

c. 4000: (JAIMAN) Rhakhaan now controls nearly all of Jaiman. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan.



ALDAIN CASTLE RUINS

c. 4000 - 4500: (JAIMAN) While the two mighty realms fight to the south, many lesser lords begin to quarrel amongst themselves for the northernmost lands of Jaiman.

4008: (JAIMAN) Kelir VI names himself Emperor of Jaiman. War is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years and three Rhakhaan emperors.

4085: *At Schrek's urging, an Astrologer named Zagulis appointed to the Jerak Ahrenreth, taking Ondoval's place as Arulis Kygari.*

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

4166: (JAIMAN) The conqueror Ugus Fost (now ruler of most of NW Jaiman) is murdered and his realm destroyed by a demonic force.

4205: (EMER) The First Skyship is constructed in Sel-kai. The Merchant-prince of Sel-kai begins an ambitious project: to build a flying merchant fleet.

4250 - 4600: (EMER) The fame and wealth of Sel-kai grows. In 4600 the current prince embarks on a plan to construct a floating city.

c. 4300: (JAIMAN) NW Jaiman falls under the yoke of a lord known only as the 'Syrkakang'.

4515: (JAIMAN) The Emperor of Rhakhaan (the first to refuse the Phoenix Crown) is assassinated after only three years as monarch; the realm, without a strong heir, is politically fragmented. The inconclusive (but mutually debilitating) war with Urulan is broken off.

4350 - 4355: (EMER) A plague depopulates much of Miir and Vornia.

c. 4500: (EMER) In Ræl, the rival kingdoms of Ansidus and Naal escalate hostilities. Their conflict continues for a millennium.

Andraax visits the Guardian Mind (see Part X) only to discover that it has been cursed by a spell from beyond the Pale. Andraax returns in secret to Karilôn to discover what has transpired.

c. 4520 - 5000: (JAIMAN) The weakened Urulan falls prey to sea-raiders and eventually disintegrates as a nation. It is said also that strange 'tree-demons' known as *Shards* murdered a large percentage of that Elven population. Rhakhaan fares better, but her borders retreat to nearly where they once were when the Emperor wore the Crown. Meanwhile, the Syrkakang spreads his dominion to the northern border of Rhakhaan.

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

4880: (EMER) Vaajar, a state in SW Uj, grows jealous of Kaitaine's immense wealth and attempts to annex the island city—at first on paper, then by force. Its small fleet is crushed, and the Vaajar army is trapped between Kaitaine defensive troops and Rhiani horsemen. Kaitaine insists on a formal apology and a promise to never attempt such aggression again before they will re-establish trade. The Rhiani's alliance with Kaitaine earns them Vaajar's undying hatred.

c. 4900 - 5900: (EMER) Vaajar slowly expands across western Uj, annexing prairie lands from the Rhiani. The Horse tribes find that their access to Kaitaine is eventually limited to two roads: the southern coast or the Scorpion Ridge foothills (adjacent to the White Wood). Other routes are closed by the Lord of Vaajar.

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

5087: (JAIMAN) Ajkara III ascends the throne of Rhakhaan at the age of 27. A powerful, charismatic woman, she quickly consolidates power and within a few years Rhakhaan enters a new renaissance. The coastal city of Lethys is brought under control and both it and Haalkitain are rebuilt. The Syrkakang is pushed back into the desert. There are also tales that the Syrkakang is battling armies of a great Fire-drake.

5030 - Present: All but imperceptibly, Flow-storm 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.

5040: *The Dragonlords Voriig Kye and Sulthon Ni-shaang are nearly slain in a trap laid by Schrek, the acting leader of the Jerak Ahrenreth. Both escape, however.*

5090: (JAIMAN) The Magician again returns to Rhakhaan. While Ajkara is deaf to his words, he finds eager listeners among the Haalkitain Court.

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

- 5121: (JAIMAN) Ajkara narrowly escapes an assassination attempt and is forced to flee Haalkitain when many nobles revolt.
- c. 5121 (until 5340): (JAIMAN) Rhakhaan survives the departure of its Queen, but the empire continues on a slow decline. A series of puppet monarchs are placed on the throne, controlled by coalitions of nobles. Perimeter holdings operate more and more independently.
- 5188: Ondoal declares himself the *K'ta'kuli* (Ir. "Lord of Shadows"). His court includes Ordainers and powerful beings from beyond the Void.
A power struggle ensues within the Jerak Ahrenreth, though Schrek quickly emerges as the final authority. The fact of Ondoal's return and full measure of his treachery are revealed to Andraax. He begins the search for the Soulsword, the only instrument which might slay the wearer of the Shadowstone.
- 5340: (JAIMAN) Ilred II takes the Throne of Rhakhaan, but refuses the Phoenix Crown. He does, however, use his military clout to break the power of the nobility. Ilred institutes reforms which strengthen the power of the monarch once again.
- 5347: (JAIMAN) The Magician appears in Haalkitain, offering his services to Ilred. The King, wary of tales of the Mage and attentive to counsel by his friend the Loremaster Uli Tarka, turns the Magician away.
- 5350: (JAIMAN) King Ilred is slain while visiting a frontier province, killed by a crystalline throwing star. He is succeeded by his teen-age son Fiilig, with Tarka acting as regent. Fiilig, counseled by Uli, also refuses the Phoenix Crown.
- 5380: (JAIMAN) Fiilig dies under mysterious circumstances. His younger brother Yurin petitions to be named heir but the King's son Alaek is named. Alaek's reign begins unevenly, with the realm attacked repeatedly by wild men of Zor and Lugrôki. Desperate, he dons the Crown. The invaders, mysteriously disoriented, are easily driven back and the old borders are re-established. However, Alaek's personality gradually changes and he becomes a cruel, tyrannical monarch. His reign is long and considered by many to be a dark period in Rhakhaan's history.
- 5450: (JAIMAN) A Dragon is seen over the city of Lethys.
- 5499: (JAIMAN) Population of the Isle of Plasidar is wiped out to the last man. A Seer in Lethys gave name to the massacre: *Kæden*. The word is ancient, the meaning unknown.
- 5625: (JAIMAN) The cult of Andaras rises, this time in Lethys.
- 5650: The comet returns, a harbinger of the destruction of the realms of Naal and Ansidus in Ræl. The region which was Ansidus is a wasteland.
- 5,704: (EMER) A Dragon is seen again, the mighty beast terrorizing the city of Eidolon. Yet it does no damage and vanishes into the clouds. Some claim that it had a human rider. Rumors abound that the Prince of Sel-kai is subsequently blackmailed into paying a 'protection' ransom.
- 5840: (JAIMAN) The High Priest of Athimurl completes the destruction of Quellbourne in northern Jaiman.
- 5892: (JAIMAN) Ilred IV ascends the Rhakhaan throne and once again refuses the Crown of the Phoenix.
- 5894: (JAIMAN) A terrible plague sweeps Rhakhaan, killing nearly 30% of the population (including the King's wife and three sons). The plague has little effect on surrounding lands, despite an ineffective quarantine.
- 5899: (JAIMAN) Ilred IV dies in his sleep; is succeeded by his daughter Italana VI, who accepts the crown and welcomes the Magician.
- 5910: (EMER) More than a thousand years after its aggression against Kaitain, Vaajar declares sovereignty over the entire mainland of Uj west of the Daluj river. Itanis, Kaitain and the Rhiani are all cut off from each other except by sea and a treacherous route (through the Scorpion Ridge) which only the Rhiani will brave.
- 5912: (EMER) Two successive springs fraught with severe hurricanes buffet Kaitain 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.
- 5945: (EMER) A man known only as the "Nameless One" arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center.
- 5948: (EMER) The people of Zinvar are overcome by a mysterious plague of madness. It quickly becomes a deserted place, shunned by sea-travellers.
- 5980: (EMER) The Kuluku of the Quon jungle in Khûm-kaan, who have been trading with the neighboring Shay living near the Gap of Uj for centuries, suddenly vanish into the rain forest.
- 6019: (EMER) The Nameless One enters the Palace of the Emperor of Nuyan Khôm and warns the ruler of a great disaster. That night the Sceptre of Khôm is stolen.
- 6020-22: (EMER) Plague infiltrates Silaar, killing 35% of the population of Nuyan Khôm, including nearly all of the Royal Family.
- 6035: (EMER) Amidst the ruins of Ardan city (one of the four regions of the old empire) a new lord begins to rebuild. He names himself the Lord of Arдания. Peoples flock to the site to take jobs, and the city begins to thrive again. The Lord even resurrects the ancient *Ahn sye Nokora* (Order of the Silver Sword) which once guarded the Emperor.
- 6038: (JAIMAN) The Priest of Yarthraak arrives in Helyssa, a kingdom in the heart of old U-Lyshak.
- 6039: (EMER) The "Nameless One" warns the Priest-king of Pochanto of impending doom. He is ignored. Eight days later an earthquake levels the capital city.
- 6039 - 40: (Ice-winter) (JAIMAN) An unusually harsh winter with deep snows continuing into spring causes hardships throughout eastern Jaiman. Snow-gark attacks on the Dûranaki become intolerable. The warrior T'Kaal Arain gathers a force and mounts a series of counterattacks, driving the Garks northward.
- 6040: (EMER) The Lankan Empire defeats the surviving Pochanti in northern Tai-emer, consolidating its hold on the region. The Lankans increase their human sacrifices. The Khurtûm of the Lankan Empire and the Lord of Arдания make a mutual non-aggression pact.
Ondoal makes his first attempt to destroy the Northern Eye. His failure is nearly complete but spectacular, triggering a violent Flow-storm and causing an incredibly severe winter for much of the northern hemisphere. He returns to the Shadowed Secret to regroup.
- 6041: (EMER) The Katra of Stroane attacks the nearest of the Miirian States, easily overcoming the villages which offer little resistance. Over the following three years Stroane conquers one state after another.
- 6042: (JAIMAN) T'Kaal Arain succeeds his aging mother as Head-of-Family. He begins steering the Council of Families towards a greater awareness of the larger political situation in Jaiman.

6043: (JAIMAN) 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.

6044: (JAIMAN) Prince Halek of Helyssa sends an explorer ship to Ulor—supposedly a lifeless island since the Wars of Dominion. The ship fails to return.

6045: (JAIMAN) T’Kaal Arain becomes First Speaker for the Dúranaki.

6044: (EMER) Stroane forces overrun Vornia.

6046: (EMER) 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.

6046: (JAIMAN) Prince Halek of Helyssa is slain while on a hunting trip; the realm is plunged into anarchy. Prince Halek’s son Kier vanishes that same evening and a search is begun. The Priest of Yarth accepts the Regency and maintains order.

6045 – 6048: (JAIMAN) Frelik, aided by mercenaries from Saralis, assaults the northern borders of Rhakhaan. He makes slow progress southwards.

6048: (EMER) The Katra of Stroane weds *Vazia*, a country maid of questionable birthright. He is murdered in his bed later that year; his wife escapes. The Katra’s only child is an eight-year-old son, and the regency is unclear; Stroane is plunged into anarchy.

6048: (JAIMAN) T’Kaal Arain narrowly avoids an ambush by unknown assassins in the Grey Ice foothills. Saralis raiders cross the Pelyar mountains into Helyssa.

6049:
Winter—(JAIMAN) The Priest of Yarth orders a search for the son of king Halek, missing since the night of his death.

Winter—(EMER) The Hard Winter in Hæstra: heavy snowfalls block highways. Parts of the Keyten river freeze over. Wild beasts sweep down from the Spine of Emer to harass Stroane and the Dales of Bodlea.

Spring—(JAIMAN) Yinka armies attack the southern Myri villages, breaking a thousand year old peace. The Bucolic people are unprepared and many are killed. A meeting is held, and the Myri begin to arm themselves.

Spring—(EMER) Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of Khùm-kaan. The Kuluku are still not to be seen; it is suspected that they died in a plague, though no one dares enter the jungle.

Summer—(JAIMAN) Yinka attacks intensify; a major assault on the river town of Ulir is turned by an appearance of a corps of knights astride flying horses: the Cloudlords of Old have returned, wielding magical swords and wands which unleash the power of the sun. Further Yinka incursions are deterred by the Dúranaki. Cloudlord sightings continue.

Summer—(EMER) Cloudlords are sighted near Eidolon. They fly close but do not land.

Autumn—(JAIMAN) Yinka attack the Sulini village of Shenin, but are turned back. Sulini are joined by Elven reinforcements from Urulan.

Autumn—(EMER) Eidolon loses a dozen ships—supposedly in freak storms.

Fall—(JAIMAN) Agents of the Priest of Yarth are seen as far east as the Grey Mountains, seeking Prince Kier. The remote Yinka temple of Chakor is burned. There are no survivors, but rumors spread that it was Cloudlords’ work.

6050 —

Winter—(JAIMAN) Frelik’s armies reach the border of Prevan, a province just north of Haalkitaine. Emperor Talus Arej Malvion Faslurin VII orders his Lord Captain north with 4 legions to finally crush the would-be usurper. Cloudlords assault the Yinka city of Achren, burning the city and sending Yinka fleeing into the hills.

Winter—(EMER) The Nameless One is seen in Kaitaine. The Nuyan-Khôm tell tales of ghosts wandering out of the old land of Thanor.

Spring—(JAIMAN) Slowed by a long winter, the Emperor’s forces reach Prevan even as Frelik the Usurper attacks the provincial capital. The Usurper is turned back.

Summer—(JAIMAN) Forces of Dansart from the Zor Wastes seem to aid the Usurper’s armies. Frelik reveals the crown to the Rhakhaan generals, casting doubt amongst them (but the Usurper still does not dare to put the crown on).

Four of the Jerak Ahrenreth hold an informal meeting.

Autumn—(JAIMAN) The Priest of Yarth, claiming that Prince Kier is dead, seizes control of Helyssa. United with the forces of Lorgalis, he sweeps east towards Rhakhaan.

Fall—(JAIMAN) The Empire of Rhakhaan is under siege on three fronts, and Jerrin Faslurin finds that his defenses are strained. Almost nowhere on Jaiman is unaffected by war.

The Storm Wizard, fearing the fall of Rhakhaan and subsequent collapse of civilization on Jaiman, gathers his powers. The conflict must be slowed.

6051:

Winter—(JAIMAN) With dramatic suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor’s advantage. Nevertheless, Frelik the Usurper renews his call for Jerrin’s abdication.

The Loremasters suspect artificial intervention in the weather, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations.

Spring—(JAIMAN) The snows begin to melt, but heavy rains further slow progress of any forces in the Rhakhaan conflict.

Summer—(JAIMAN) The Arnak Priest of Dansart sends his evil Messengers of Ulkya against the northern provinces of Rhakhaan. More strange creatures emerge from Zor to harass the Imperial forces (they are mutants bred by Dansart).

Autumn—(JAIMAN) The Dragonlord Sulthon Ni’shaang consolidates his hold over Wuliris. He decides that Frelik has grown too powerful (he would prefer to see the Usurper and Emperor at each other’s throats indefinitely) and considers a move south into the Zorian wastes..

Fall—

5*21—(JAIMAN) At the climax of an important battle between Helyssa loyalists and forces of the Priest Arnak, Prince Kier Ianis appears in his homeland amidst a tremendous surge in the Essænce. He is wearing the Sea-drake Helm. Under Kier’s leadership (and using the powers of the Helm) the armies of Yarthraak are driven back or destroyed.

5*22—(JAIMAN) Night skies above Jaiman are illuminated by unprecedented Flow-storm activity. The most intense disruptions are above the center of the continent. These storms are accompanied by minor but frequent earthquakes.

5*23— (JAIMAN) The main powers of the Sea-drake Helm fail. Kier retreats into hiding and initiates a guerilla offensive against reduced and disorganized armies of Yaarth.

Winter—(The Present) (JAIMAN) The Dragonlord Sulthon Ni'shaang takes the initiative against depleted Zor and the Syrkakang, and siezes lands to the west and south. Earthquakes accompany volcanic eruptions in Ja'miil Targ.

The Jerak Ahrenreth meets to discuss the deeds of Ondoval and how to salvage their own plans for domination. They remain at odds with the Priests Arnak, the Dragonlords, and other shadowy factions.

5 LANGUAGES

Following is a selection of common and/or interesting tongues spoken and written on Kulthea.

LIVING TONGUES

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

Chíra: The chirping tongue of the avian species Hírazi.

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.

Itanian: 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.

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

Lugro: The language of the evil Lugròki 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: an offshoot 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 find a teacher).

Iruaric: The language of the Lords of Essænce. 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 Essænce 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

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.

Aludos:* The language of enruning (Essence).

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

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

Kuskarûk: 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 Essænce. This language is very difficult to learn. Its teaching is closely guarded by Loremasters and Navigators.

Úsurac: "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.

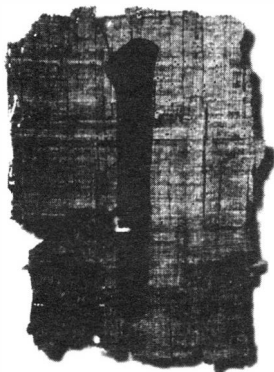
Xytos:† Language of Power-words (Essænce).

* Denotes Written only

† Denotes Spoken Only



› PART XIII › GREATER POWERS



IN THE EARLY PART OF THE SECOND ERA THE IYLARI asserted their influence over large portions of the World. The East had already been laid waste; the continent of Emer was largely wilderness. Jaiman, however—as well as the Vashaanic and Ronic lands to the south—were widely populated with the Immortals.

Although the Iylar Lords rarely dominated the Ruyari by force, they were often royal advisors and even rulers over mortals by default. The Elves were not held in fear in most lands, but were respected for their inevitable wisdom.

The Iylari of the period heavily influenced the Habitable Lands not only politically, but in the areas of art, music and craftsmanship as well. Their smiths were skilled beyond imagining.

It was about 4790 SE that the Iylar craftsman Tethior fashioned the Great Orbs (also called the Ilarsiri, ‘eyes of far vision’). These magical devices were reputedly among the most subtly powerful artifacts ever created, their capabilities variable depending on the mental prowess of the wielder. At the least they allowed the user to see across great distances, and even gulfs of time. There is some evidence that they could be used for darker purposes as well, a capability unintended by their maker.

Four Master Orbs there were, and sixteen lesser (called *Access*) spheres. The Master Stones were nearly five feet in diameter, and set in great pedestals of stone or wrought metal. The Access stones, only designed to communicate with the Masters, were two feet across, and usually found berth in a graceful metal pedestal formed like a many-branched tree. Of all Tethior’s creations (which include the Six Jaimani royal helms, the Pendants and the arcane Images), the Master Orbs were the most impressive, if not the most famous.

*Crest of the Loremasters
From a woodcut,
c 4500 TE*

Krelij was Tethior's brother, and also a master smith. In some ways he surpassed his older sibling, yet he always seemed jealous of Tethior's creations. While Tethior made items of nuance which brought vision and insight, Krelij was always at work on the brutal tools of war. Although at first not cruel by nature, Krelij was short-tempered and secretive. His greatest works were probably the *Narsælkin*, fabulous swords designed to combat the evil remnants of the Unlife. In the end, Krelij succumbed to those very temptations, and became sundered from his brother. He travelled in the Northeast where the Unlife was strong, and in analyzing it to determine its weakness he was ensnared. The *Narsælkin* were pure and true however: weapons to stand against the *Implementors* blades forged by the Lords of Essænce and since corrupted.

The final fate of either brother is uncertain. One tale speaks of a confrontation in which Krelij, insane with jealousy, tried to murder Tethior. This tale asserts that the elder brother slew Krelij in self defense, wielding one of the *Narsælkin*.

NOTES ON THE ILARSIRI
(and Additional Commentary regarding
Tethior and Krelij the Smiths)

ANDRAAX,
6214 SECOND ERA

COPIED FROM THE ORIGINAL SCROLL IN
NOMIKOS BY LOREMASTER SERIS FORLE, 1256 TE



Although—as has been mentioned before—the world of Kulthea is a place fragmented by forces both natural and supernatural, there are a few groups of such sweeping power and fame that their name is known across the planet. True, some might be known only in legend in certain areas, or their actual nature may be shrouded in rumor and misinformation, but one could speak the name of the order virtually anywhere and it would be recognized. A few selections from this elite group are included here.



1·LOREMASTERS

The presence of the Loremasters and the extent of their involvement is up to the GM, but he or she should take every care to remember that discretion and subtlety are traits common to all Loremasters. They will not interfere directly unless to the peace and stability of the world would be jeopardized by their inaction.

Almost never prominent personalities, yet so often to be found operating beneath the colorful facade of a realm's government, Loremasters are the great meddlers of the world. Lurking behind thrones and in council chambers, they whisper a word here, overhear a rumor there. Information is their trade and the substance of their lives. With the acquisition and careful dissemination of knowledge, they keep the Free Races of Kulthea alert to the scheming of the Unlife's servants. Without them the world would be a desolate planet with only small pockets of life under the cruel domination of creatures unspeakable, servants of the Unlife.

Keep in mind that Loremasters rarely take sides, unless one faction is clearly operating according to the wishes of the Unlife. He never condones aggression against other governments or peoples (unless in defence or when assaulting a Dark Realm). Loremasters operate more freely than Navigators, often not contacting superiors at Karilôn more than once or twice a year. Navigators are on more of a tight rein, returning to Nexus between journeys to report.

The Loremasters are in fact a fairly sophisticated organization. They are controlled by a council of twelve elder Loremasters charged with coordinating the actions of their agents around the world. All of the members of the Council are elected for life or 100 years, whichever ends first. Six are immortals, the balance being sage mortals. The exception is Kirin T'thaan, the only surviving Founder of the Order, who holds a permanent seat. The Council rarely intervenes in specific 'field' situations unless specifically asked by the Loremaster involved. This group meets in a guarded chamber atop the Tower of Winds—the highest pinnacle of the hidden citadel of Karilôn.

HOME OF THE LOREMASTERS

Karilôn is a unique island grouping located far out in the *Loorn Tesea* (I: "Lonely Sea"). It does not appear on the Shadow World Map, because it cannot be located by anyone save those whom the Loremasters allow. One of the few who have been allowed to visit and return is Relis Charishaang, an Elven Bard who earned the gratitude of the Loremasters by saving one of their members from certain death. Following is a page from his journals, describing his arrival at Karilôn in the company of the Loremaster Luronen Moje:

"Nine days west out of the great port of Kaitaine in southwestern Emer, in the 38th day of Orhan Five, 5923, Third Era.

"I had believed we were sailing westward throughout the night, but my view of the stars had become increasingly obscured by clouds for the last few hours. Then the sun broke over the glass-smooth ocean... directly off the bow!

"I had little care to wonder at our mysterious about-face, however, for the bright rays of Phaon's Scepter illuminated a sight of unmatched beauty: all about us the sea steamed with a low morning mist, but off the starboard bow tremendous clouds of fog billowed up from the ocean hundreds of feet into the pale sky, aglow with golden-red light. As they gave way I perceived substance within the mist. Cliffs rose up ahead; a rocky plateau set amidst a cluster of verdant isles. Beautiful structures and groves of trees dotted the lower islands, and above this hidden cloister rose Karilôn Castle, home of Lore."

THE LIBRARY

Perhaps the only center of knowledge more extensive than that of Nomikos, the Library of Karilôn consumes a massive building, including several basements and vaults. It is not as large in sheer number of volumes as Nomikos, and its focus is different.

THE COUNCIL CHAMBERS

The Tower of the Winds is over 600 feet tall, the central keep in a mighty castle of marble. At the very top of this tower is a great domed chamber, constructed with an array of protective enchantments, wards and devices. The Tower is probably the most secure structure in the entire world, both against attack and spying.

THE GREAT STONE

The Loremasters possess one of the four Master Orbs mentioned in the text at the beginning of this Part. It rests in a secret chamber deep under the foundations of the Tower of the Winds, in the rocky isle itself. Only the Council and a few chosen guardians are aware of the presence of the orb, for it is a powerful device—and perilous to use, even for the mighty. The Loremasters also have four of the sixteen Access stones, scattered across the globe in secret holdings.

THE LOREMASTER COLLEGE

One of the larger islands in this hidden cluster is devoted to the College of Loremasters—a teaching institution where youths from across the world are gathered and trained in the ways of the Order.

LOREMASTER PERSONALITIES

On the following pages are a few Loremasters: some Council Members, some 'field agents' who might be encountered by the adventurers anywhere on the World.

ANDRAAX

Age: ? (Appears ≈35 or 20) Eyes: Violet. Hair: Black, streaked with Silver. Build: Robust. Height: 6'3". Race/Sex: Lord of Essænce (K'ta'viir)/M. Skin: Tanned. Demeanor: Varies: sometimes reserved; other times manic, paranoid, other insanities. Dress: Full-length, hooded flowing black robes. True Attitude: Secretive. Home: ?.

While theoretically no longer an actual Loremaster, Andraax's involvement in the Shadow World—both past and present—is such that his inclusion here is imperative.

Andraax was one of the original three founders of the Loremasters and as such is obviously an immortal. However, he has none of the typical Elven features (pointed ears, etc.), and some claim that they have noticed six fingers on his hands. He is, in fact, one of the Althan K'ta'viiri: a Lord of Essænce. He escaped the conflict of the original Lords by fleeing to a hidden subterranean chamber and placing himself in a sophisticated cryogenic sleep, to return to wakefulness after the interregnum.

Andraax—in his recognizable form—has the look of a Lord of Essænce: smooth, tanned skin with no facial or body hair, hands with six long, dextrous fingers, small round ears, and the thick black scalp hair. Some witnesses claim that his eyes, though the characteristic violet color, are round-pupiled, however, and his shimmering sable hair has a streak of silver-grey at the left temple.

The physical description given above is Andraax's most popular form. He has been known to assume a number of guises—including a female form. He could be encountered anywhere, in any guise. It is said that the only thing which remains the same about his appearance are his unmistakable violet eyes.

Hits: 240. Melee: 285. Missile: 240. Energy: 210.

AT(DB): 20 (215/315*). Sh: N. Gr: N.

MovM: +50. PP: 7680 (960 x 8).

Lvl: 120. Profession: Seer/Mystic/Mentalist. Stats: St-105; Qu-108; Em-102; In-100; Pr-110; Ag-106; Co-110; Me-112; Re-108; SD-98. Will: 220. AP: 109.

SkillBonuses: Climb120; Swim100; S&H200; Perc180; Rune130; S&W135; Chan150; DirS115; Amb±20; Acro100; Act240; Admin110; Appr90; Arch95; Chem75; Diplom118; Fals87; Math115; Medit140; Music90; Nav114; PubSpi60; RMas80; Seduct130; Sig145; SpellM110; StarG100; Stra&Tac180; Subdu200; Trick80.

Spells: Base Spell OB 120: Directed Spell OB: 240 (Any Elemental Attack, including Plasma and Nether). Andraax knows every Mentalist Base, Open, and Closed list; all Seer, Lay Healer, Astrologer, and Mystic Base Lists to 50th level. (He also knows all Arcane Lists from *RMCI*, all Loremaster and Navigator Base, all Montebanc, Sleuth and Magus Base from *RMC III*, and all *Space Master* Psion Lists to 50th).

* Additional DB is from *Deflections True*.

Special Abilities:

Racial Abilities: Andraax has all of the special abilities inherent in the K'ta'viir race.

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

Sword: A 2-h power sword (in RM, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals. It also has a 50% chance of destroying non-magical weapons which are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended).

Gé: A +40 weapon, it delivers an electricity critical in addition to its regular deadly attacks. It also returns magically to its pouch.

Robes: Able to change color to automatically match their surroundings, they are also Ultrablack, adding 100 to hiding.

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

Barrier Shield: An enhanced version of the *Space Master* Barrier shield, this device is a pair of bracelets which adds +100 to his DB, and Andraax is considered AT 20 while wearing them.

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

KIRIN T'THAAN

Age: ? (Appears ≈40) Eyes: Hazel. Hair: Blond. Build: Medium. Height: 6'4". Race/Sex: Iylar (Linær)/M. Skin: Fair. Demeanor: Sage; Somewhat aloof. Dress: Green Robes with gold trim. True Attitude: Trustworthy; Sometimes Cynical. Home: Karilôn.

As First Speaker of the Loremaster Council, Kirin is among the most politically powerful individuals on Kulthea. He is one of the oldest Loremasters (being the only surviving Founder aside from the allegedly insane Andraax) and thus has earned his permanent seat.

Hits: 180. Melee: 150. Missile: —.

AT(DB): 12(100). Sh: (Y). Gr: Y.

MovM: +25. PP: 1680 (280 x 6).

Lvl: 80. Profession: Seer. Stats: St-87; Qu-90; Em-98; In-98; Pr-102; Ag-92; Co-98; Me-101; Re-100; SD-95. Will: 115. AP: 96.

Skill Bonuses: Ride100; S&H110; Perc180; Rune210; S&W190; Chan120; DirS100; Act135; Admin180; Arch90; Chem140; Diplom160; Lead180; Math110; Medit165; Music80; Nav95; PubSp170; RMas130; SpellM100; StarG80; Stra&Tact110.

Spells: Base Spell OB: 80. Directed Spell OB: 160 (*Sunfires True*). All Seer Base, Mentalist Open and Closed, and Loremaster Base lists to 50th level.

Scepter: Symbol of the Loremasters, this sceptre is fashioned of many rare metals and has at the core of its head a huge, multifaceted diamond. It is an artifact of the Lords of Essænce, an enchanted, highly intelligent device which is capable of storing limitless amounts of data in its faceted core. It 'reads' manuscripts and retains the data, and also records audio input. Only the council is aware of the sceptre's powers: it is in effect a complete duplicate of all the tomes in the Karilôn libraries.

Armor: When going into battle, Kirin wears a fabulous set of green dragonskin armor.

Diadem: This circlet is a x6 PP enhancer, and protects the wearer's head as a full helm. It also doubles the wearer's level for RR purposes vs mental attacks, and can cast one *Mirror Mind* spell per day.

Loremaster Ring: As worn by all the council, this is a gold ring with a flat signet face, etched with the Loremaster rune. It allows instant mental contact with the other Council members while worn.

T'VAAR DEKDARION

Age: ≈1500 (Appears ≈25). Eyes: Blue. Hair: Blond/short. Build: Very Muscular. Height: 6'6". Race/Sex: Half Iylar (Linær)-Dûranak/M. Skin: Fair. Demeanor: Surly, Impatient. Dress: Black leather or silk. True Attitude: Fair; somewhat Impetuous. Home: Karilôn/Tanara.

A true master at unarmed combat, T'vaar attended the *Changramai* school of combat philosophy, an almost monastic establishment devoted to the martial arts. He was reputedly the most adept student ever to graduate—and was quickly recruited by the Loremasters afterwards. T'vaar is a permanent member of the Loremaster Council and director of the defenses of Karilôn.

While he seems brusque and insensitive, Dekdarion is actually very compassionate (though he chooses to hide it).

Though Half-elf, T'vaar prefers the dress of his native Tanara: high black leather boots, snug-fitting silk trousers and sleeveless shirt, also black. He sometimes streaks his pale blond hair with blue or purple—also after the manner of his human culture. He is unusually large for a Dûranaki, and muscular for an Elf. In fact, his powerful stature and ruggedly handsome features more resemble a lord of one of the tribes of High Men, though the distinctive Elven ears reveal that ancestry.

Hits: 225. Melee: 320*. Missile: 265typh.

*Melee is Martial Arts Weapons Kata with his Shangkana (see items).

AT(DB): 1(235/185). Sh: N. Gr: (A/L).

MovM: 30. PP: 900 (180 x 5).

Lvl: 61. Profession: Monk. Stats: St-102; Qu-103; Em-99; In-94; Pr-100; Ag-101; Co-101; Me-97; Re-96; SD-100. Will: 95. AP: 102.

Skill Bonuses: Climb120; Swim110; PLocks90; S&H180; Perc160; Rune75; Amb50; AMov120; AD70; MAST280; MASw280; Acro130; Act80; Admin135; AthlG100; Cont90; Dance120; Diplom100; FAid100; For80; Frenzy100; Lead150; Seduct110; Sig130; Sing86; Skio5; Stra&Tact185; Subdu200; Track140; TrapB70; Tumb100.

Spells: Base Spell OB: 60. Directed Spell OB: N/A. Knows all Base Monk spells to 50th; Open Mentalist lists to 20th; All Loremaster Base Lists to 50th.

Special Abilities:

Haste: T'vaar can Haste himself for a duration of 10 rounds, with no preparation, once per hour.

Strength: T'vaar may channel energy reserves into very brief displays of superhuman strength (lifting huge portculli, bending iron bars, etc.) once per hour.

Shangkana: A flail similar to 'nunchaku', it is only fully effective in the hands of a skilled martial artists trained in its use. This one is Holy and +45, fashioned of gold inlaid Dir wood.

Typh: A devastating throwing weapon, the Typh strikes as a flail—it is one as a flail +25. This one also returns to the caster's hand.

Throwing Stars: Strike as +20 short swords, T'vaar has 12 and can throw two per round, at two targets (within 30° of each other).

Bracers: A set of four golden bracelets, worn on the ankles and wrists, these powerful items not only act as enchanted greaves, but add +50 to the wearer's DB, and cast a *Deflections True* (subtracting 100 from all attacks) because of the invisible deflective energy they provide. Total DB: 150.

Collar: of Keron and black shaalk, it cancels the effect of neck criticals 75% of the time.

Headband: A beautiful item made of black dragonskin and platinum, it protects as a full helm and annuls head criticals 50% of the time.

Earring: An amethyst stud earring, it casts *Sly Ears* at will and can translate over 300 languages and dialects. It can translate any known language.

Boots of Leaping: Allow 50' lateral (standing) and 20' vertical jumps, 5x/day each.

Ring: A gold ring, set with a large ruby. It is a x5 PP enhancer and can also store six spells up to 20th level each.

Loremaster Ring: As worn by all the council, this is a gold ring with a flat signet face, etched with the Loremaster rune. It allows instant mental contact with the other Council members while worn.

VURKANAN TYES

Age: ? (Appears ≈30) Eyes: Grey. Hair: Black. Build: Slight. Height: 6'6". Race/Sex: Iylar/M. Skin: Fair. Demeanor: Quietly aloof. Dress: Black and white combinations. True Attitude: Objective but Dedicated. Home: Varies (Emer).

A travelling Loremaster, Vurkanen has been known to frequent Western Emer, but has explored much of Falias, Thuul, and southern Jaiman. In many ways he is the stereotypical Loremaster: seemingly detached, but intimately knowledgeable.

A striking presence, Tyes travels astride his faithful Kith (a huge six-legged black panther by appearance) and is accompanied by his young aide Pelk (an accomplished Thief and Burglar). He does not settle down, but moves from town to city to hamlet, righting small wrongs through clever manipulation, information-gathering, and exposing minions of the Unlife.

GM NOTE: Tyes is a Loremaster likely to be encountered by players, and an excellent example of their 'type.'

Hits: 180. Melee: 200sbr. Missile: 165lb.

AT(DB): 14(130). Sh: Y*. Gr: A/L.

MovM: 30. PP: 810 (135 x 6).

Lvl: 45. Profession: Sorcerer. Stats: St-85; Qu-99; Em-100; In-101; Pr-96; Ag-101; Co-93; Me-98; Re-96; SD-86. Will: 90. AP: 97.

Skill Bonuses: Climb60; Ride110; DTraps50; PLocks90; S&H180; Perc130; Rune90; S&W75; Chan40; DirS180; AMov50; MAST80; Act100; Appr80; Diplom110; Fals78; Fletch50; For70; Lead65; Medit70; Nav80; PubSp120; RMas30; Seduct70; Sig60; SpellM80; Subdu80; Track40; Trad50; Trick95.

Spells: Base Spell OB: 90; Directed Spell OB: 180 (Waterbolt). Though Technically a Sorcerer, Tyes has chosen an interesting combination of Spell lists. As with all Loremasters, his Arcane training allows him to choose Base lists from related realms with relative ease: Base Sorcerer Gas, Solid, Fluid Destruction and all Base Loremaster to 50th; Open and Closed Essence, all Base Healer to 30th.

Bracelet: An Althan artifact, it is a golden band of metal with shimmering blue-green patterns etched into the outer surface by some craft now lost. It casts a *Spell Shield True* (Open Channeling Spell Defense) instantly to protect the wearer, activated by raising the bracelet in defense. The bracelet also subtracts 50 from BARs instead of the spell's usual 10.

Cloak: Dark grey, full-length hooded cloak. It adds 80 to hiding because of its ability to blend with surrounding colors.

Sabre: +30 Sabre (uses the RM Broadsword table w/no penalties) *Of Slaying* Lugrôki. After three rounds of combat with a single foe, the sword will 'dance' for three rounds, continuing to fight that foe with the wielder's full bonus, freeing the wielder to cast a spell, etc.

Composite Bow: A beautiful bow of laminated woods and dragonbone, it is +30 with 2x the normal range.

Armor: Tyes has a set of Cold Drake skin armor: shimmering white breastplate and greaves trimmed with platinum. It protects as chain shirt and greaves with a bonus DB of 30. It also does not interfere with spellcasting abilities.

RANDAE TERISONEN

Age: ? (Appears ≈25) Eyes: Hazel. Hair: Brown. Build: Slender. Height: 6'7". Race/Sex: Iylar-Northman/M. Skin: Fair. Demeanor: Confused. Dress: Simple Travelling Clothes. True Attitude: Well-intentioned. Home: Jaiman.

Another 'field' Loremaster, Randae has spent most of his time in Jaiman and nearby lands. His intervention—while sometimes frowned upon by the Council—has salvaged more than one explosive situation in the region. As a result, he is considered to be somewhat of a hero by some groups there, while barely tolerated by other political factions.

Randae always seems flustered and somewhat distracted. He tends to get too deeply involved with local troubles (and people) and is sometimes forced to bend rules to the breaking point in order to right matters. He does have phenomenal luck in getting out of tight scrapes,

GM NOTE: Randae is a Loremaster who might be encountered by the players. He is somewhat unusual for a Loremaster, though, behaving in a manner not becoming one of that order.

Hits: 160. Melee: 160obs. Missile: 120lb.

AT(DB): 1(90). Sh: Y*. Gr: N.

MovM: 30. PP: 360 (90 x 4).

Lvl: 30. Profession: Bard. Stats: St-98; Qu-100; Em-89; In-86; Pr-101; Ag-100; Co-99; Me-95; Re-75; SD-87. Will: 50. AP: 98.

Skill Bonuses: Climb90; Swim50; Ride86; DTraps80; PLocks120; S&H130/180; Perc145; Rune70; S&W60; DirS70; Amb15; AMov50; MAST90; Act80; Appr70; AthlG40; Cav35; Cont55; Cook40; Dance70; Diplom120; Fals40; FAid20; Fletch45; For50; Medit90; Music160; PubSp70; Seduct100; Sing145; Subdu60; Track55; Trick70; WeathW35.

Spells: Base Spell OB: 30. Directed Spell OB: 125. Randae knows All Bardic Base lists and all Loremaster Base to 30th. Also knows *Cloaking, Attack Avoidance, Self Healing, Movement* and *Mind's Door* to 20th; *Brilliance* to 30th.

Sword: +25 broadsword *Of Slaying* Lugrôki and Garks, golden blade glows within 300' of either foe.

Harp: Lap Harp +20 to all Controlling Songs, continuous Sonic Law 10'R. Highly intelligent, it has a feminine voice and can talk or sing with Randae (it also chides him about some of his misadventures).

Ring: Gold ring set with an emerald, it casts *Invisibility* to 1' 3x/day.

Earring: Gold earring with an emerald, x4 PP.

Longbow: Elven bow, can be fired every round without penalty.

Cloak: Adds 50 to hiding attempts.

MALIM PELAX

Age: ≈500 (Appears ≈30) Eyes: Green. Hair: Golden blond. Build: Muscular. Height: 6'3". Race/Sex: High Man (Zorian)-Erlin (Wood-Elf)/M. Skin: Ruddy. Demeanor: Blasé; Pompous. Dress: Deep Blue Tunic/breeches/boots. True Attitude: Self-confident. Home: Varies (Palia/Gaalt).

Pelax is somewhat of an errant factor in the Loremaster Order. He is a flamboyant personality, and a powerful Magician. A Pure Magician and master of the Elements, Pelax is confident in his own abilities to the point of being pompous. Contributing to his flashy reputation is his flying boat, and his propensity for attracting unwanted attention.

Hits: 110. Melee: 160. Missile: —.

AT(DB): 1(90/190 with Deflections). Sh: Y*. Gr: N.

MovM: +15. PP: 1200 (120 x 10).

Lvl: 40. Profession: Magician (Magus). Stats: St-85; Qu-99; Em-100; In-94; Pr-81; Ag-95; Co-88; Me-96; Re-90; SD-64. Will: 50. AP: 95.

Skill Bonuses: Perc110; Rune140; S&W120; Chan50; DirS170; Act70; Appr65; Chem40; Diplom50; For65; Lead80; Math20; Nav90; PubSp80; RMas110; Sail100; SpellM100; StarG70; Stra&Tac75; WeathW65.

Spells: Base Spell OB: 80. Directed Spell OB: 170. Knows Mage Base *Fire, Light, Water, Wind Law, Essence Open and Closed*, and all Loremaster Base to 50th level. (Also Knows All Arcane Base lists from *RMC I* and *Magus Base lists to 30th from RMC III.*)

Belt: A belt of linked metal squares, it adds 50 to DB, and reduces all Essence attacks against the wearer by 30.

Augmentor: A curious amulet, it is a massive ruby in a flat-faceted cut, set in an ornate ring of platinum-iridium alloy. The item is a x10 PP multiplier, allows the wearer to bathed in an *Alkar* (Channeling *Light's Way*: an aura which makes the wearer appear like a god, and adds 25 to DB). In addition, it is intelligent, can speak with a booming baritone (the gem flickering with a deep red light as it does) and can store up to 3 30th level spells, casting them when the wearer wishes. Lastly, should the wearer be killed, his soul is transported into the gem and the body is held in suspended animation until healed or completely destroyed.

Sword: A *Magesword*, this weapon strikes as a +35 broadsword, and is *Of Slaying* beings who use Channeling or Mentalism. It will absorb any spell directed at the wielder (spell must resist vs 70th level or be absorbed); wielder may then cast the spell back at any target with its original bonus (sword will only hold one spell at a time).

Boat: An unusual mode of transportation, this craft—named the *Cloudminder*—is a flying ship, capable of airborne movement because of the thin plates of anti-gravity Xenium covering the lower hull. It is 40' in length, resembling a longboat with a deep and ornate keel, a small cabin and two lateen sails. It is always manned by a pair of youths who are Pelax's personal servants and bodyguards.

KEDRIK BULARIS

Age: 33. **Eyes:** Grey. **Hair:** Black with a grey streak. **Build:** Medium. **Height:** 6'4". **Race/Sex:** High Man/M. **Skin:** Fair. **Demeanor:** Reluctant, seemingly cowardly at times. **Dress:** Tunic/breeches/boots of grey shades. **True Attitude:** Cautious. **Home:** Emer/Varies.

Kedrik Bularis is a relatively young but talented Loremaster. An excellent pupil in the College, he graduated early and was rushed to a crisis area. Though a believer in the code of non-intervention, Bularis quickly became embroiled in the conflict and was forced to act directly against a priest of the Unlife.

Returning ashamed and penitent, he was nonetheless praised by the Council for his actions. As is typical, however, he was transferred away from the people who now considered him a god.

Hits: 128. **Melee:** 18oma. **Missile:** 21ohcb.

AT(DB): 15(70). **Sh:** Y. **Gr:** A/L.

MovM: +30. **PP:** 576 (96 x 6).

Lvl: 32. **Profession:** Cleric. **Stats:** St-97; Qu-98; Em-89; In-100; Pr-87; Ag-101; Co-90; Me-95; Re-97; SD-99. **Will:** 70. **AP:** 91.

Skill Bonuses: Climb60; Swim40; Ride70; Perc120; Rune50; S&W100; Chan140; DirS164; Act60; Admin30; Chem65; Dance35; Diplom70; FAid90; Fletch80; For95; Lead80; Medit70; Nav90; PubSp100; RMas50; Sail60; Ski45; SpellM70; StarG70; Stra&Tac55; Subdu90; Track110; WeathW70.

Spells: Base Spell OB: 64. Directed Spell OB: 164 (Absolution Pure). Knows all Base Loremaster lists to 30th, Cleric Base *Channels*, *Life Mastery*, *Protections* and *Repulsions* to 30th; Other Channeling: *Spell Defense*, *Detection Mastery*, *Lofty Movements*, *Weather Ways*, *Concussion's Way* to 30th; *Blood*, *Bone*, *Organ*, *Muscle*, *Nerve Law* to 20th.

Staff of Tog: An incredibly powerful (and unsubtle) item, its primary powers are rarely employed by its discreet owner. Constructed by a Sorcerer, it will cast any of the six 50th level Sorcerer Base list spells a total of six times per full cycle of Orhan (70 days). Thus, six *Quakes True* could be cast, or five *Absolution Pures* and one *Implosion*, etc. The period is gauged from the New Moon. It also serves as a x6 PP multiplier for a Sorcerer, Cleric or Mage.

Double Crossbow: A compact weapon which nevertheless has the full range and power of a full-sized heavy crossbow, it also has two stacked bows and twin triggers. Thus, two shots can be fired before reloading. There is a 'safety' switch, and a device also holds the loaded quarrels in place, so the bow may be carried primed and loaded.

Mace: A shaft of grey *vitran* wood is topped by four bladed silver prongs. These prongs hold in the center of the mace-head a massive sphere of Jet (about 5" in diameter). There is a pommel set also: a moonstone. The mace is *Of Slaying Undead* and +30. It also detects Undead, the moonstone glowing more brightly depending on the number and proximity.

Bracer: A silvery grey metal band 6 inches long, worn over the forearm, it will cast an enhanced *Shield* spell at the wearer's thought.

Armor: Garments of a cloth-laminate with woven metal fibers, it encumbers as mere clothing, yet protects as full chain.

2·NAVIGATORS

Second in fame only to the Loremasters, the Navigators are a planet-wide coalition of several *guilds*, an alliance which has virtually monopolized a unique transportation service. By utilizing arcane devices, they provide swift, relatively safe transport to anyone who has the money to afford their prices.

Note: For more on Navigators and their rates, see Page 178.

Obviously, Navigators are masters of the *Essænce*, for not only can they guide ships and caravans along the safest route, they are able to *Teleport* groups or even ships and large animals across vast distances by using nearby *Essænce Flows*.

All Navigators utilize some sort of device (usually referred to as a *Compass*) in their trade, though its nature and appearance varies tremendously from Guild to Guild. One group uses a disk-shaped object resembling a large and ornate magnetic compass, worn about the neck on a chain. Another's members manipulate an intricate device with many small tubes and slides which looks like a very sophisticated sextant. Yet another Guild uses a bracelet of silvery metal fitted with a single semi-spherical gem (about two inches in diameter) which glows a variety of colors: indicators to the trained eye.

It seems as though the Navigators take great pains to maintain the already pervasive mystique about their powers, perhaps to defend their monopoly, perhaps for the more altruistic purpose of holding a certain balance in the world. It is important to note that one of the tenets of the Alliance Code is that they will not transport what they consider military personnel or items, either for the purpose of attack, espionage or sabotage, and they maintain the right to refuse any assignment they consider to be such. If any Navigator has been successfully bribed to betray this code in the past, the organization has managed to keep it a complete secret.

There have been a few incidents in the past in which some power-hungry lord has attempted to coerce a Navigator—or, worse yet—kill one and use his *Compass*. The utter failure of such attempts is quite well-known. The retaliation has been swift and sure: one king who had a Navigator killed vanished soon after (along with the entire royal treasury) and was never heard from again.

NAVIGATOR GUILDS

The Guilds have divided the world into districts, each Guild having a defined jurisdiction. The actual boundaries have yet to be understood by outsiders, partly because they seem to differ depending on the time of year and time of day. A single Navigator is always the guide for an entire assignment, however.

An assortment of Guilds likely to be encountered and used by wealthy travelers are listed below.

GUIDES OF VURN-KYE

One of the more ostentatious (not to mention stuffy and condescending) Guilds, their Navigators use a *Compass* which resembles a golden sextant with tiny jewelled fittings. A Navigator is never parted from his *Compass*, and when it is not in use he carries it in a fine black leather pouch slung from the belt. This *Compass* is actually one of the most sophisticated as well, requiring considerable skill to use. The many slides and moving indicators, in conjunction with the small, telescope-like viewer, allow the trained user to see *Essence* flows, determine their power and direction, and so tap into them.

Navigators in this Guild wear a tunic and pants of black cloth trimmed with gold thread and gold fastenings, black leather boots and, unless the weather is very hot, black leather gloves. Their symbol, an abstracted sextant-compass, is embroidered in silver and gold thread and many tiny gems on the left breast.

THE "NAVIGATORS"

Possibly the largest Guild, this group is composed entirely of Elves who seem perpetually in a daze, though they are no less competent than their peers. Simply referred to as the Navigators (rather presumptuous), it has been hypothesized that they are also the first Guild as such to have formed.

They wear a glazed expression rarely broken by any sign of emotion. Most of the members of this Guild are actually Mystics or Monks by profession, though all of course have the necessary Arcane lists.

Members wear neutral grey clothing, the only decoration being their Guild insignia emblazoned on the left breast. Their compass takes the form of a rigid two inch wide silver band, apparently permanently affixed about their left wrist. Set on the band is a semi-spherical clear crystal which continuously glows different colors. Whether the colors mean anything is a mystery to outsiders, since the Navigator rarely pays any attention to the item at all, instead staring off into the distance. (In fact, the colors have some meaning, but the attuned user does not need to consult them; he is linked to the *Compass* and able to perceive *Essence* Flows with a sort of second sight—hence the dreamy, distracted look.)

THE DARUNI OLANIN

One of the more "down to earth" Guilds, the Daruni Olanin Navigators have even been known to carry on casual conversation with clients while on assignment (an activity not forbidden, but frowned upon by stricter Guilds who consider it 'demeaning'). Members vary greatly in actual profession, and they have no uniform other than a bright green surcoat, trimmed with gold. Navigators usually wear green or brown garments to complement this surcoat. Their *Compass* takes the form of a gold disk four inches in diameter with a convex crystal on one face, beneath which is an intricate mosaic of jeweled inlays resembling an actual compass and a delicate filigreed arrow which swings about in directions which seem aimless to the untrained; even the Daruni Olanin do not discuss the functioning of their *Compass* with outsiders. This disk is attached to a heavy gold chain worn about the neck at all times by the Navigator.

CYPHARIA

A Guild whose membership consists entirely of females, the Cypharia is sometimes referred to as the 'Sisterhood' by the other guilds. They are fairly aloof, even from the other Navigator groups. Their remote island is reportedly a beautiful center of learning and magical experimentation. Rumors that the Cypharia are involved in some sort of breeding program are coldly denied by members.

All of the Cypharians wear long, flowing white gowns trimmed with gold. These women are always beautiful, and their profession is usually Mystic or Seer. Their compass is a beautiful golden wand set with gems, each with unique, carved designs on it.

PATHMASTERS OF HULGAN

All of the Pathmasters of Hulgán appear as aged men (their real appearance is open to speculation, as these men seem to always remain the same age for centuries), in flowing black or grey robes, each with an ornate wooden hand-telescope. Their professional background is frequently in Magical, Astrological, or the Sorcerous arts.



IARSANG, A NAVIGATOR

THE GUARDIANS OF THE GALE

Also known to some as the *Stormrunners*, the Guardians are a guild with a somewhat specialized region and purpose. Centering on Foleen, they are forced to spend considerable time and energy in combat with a group of the *Breathless*.

This evil insidious cult seeks to open ancient portals to the Void and so allow servant of the Older Ones to enter Kulthea. While Navigator Guilds are usually neutral organizations, the realization of the plans of the *Breathless* could have detrimental effects to Foleen and eventually the entire world. Therefore, the Guardians are engaged in what is essentially a Cold War with the *Breathless*, working through minions to maintain a balance.

A FEW NAVIGATORS

Following is a selection of specific Navigators who might be encountered on the Shadow World.

IARSANG

Age: ? (Appears ≈25) Eyes: Brown. Hair: Black. Build: Athletic. Height: 6'9". Race/Sex: Iylar/M. Skin: Fair. Demeanor: Bemused. Dress: Dark Grey belted tunic and pants. True Attitude: Professional and confident. Home: Nexus.

A member of the Guild of "Navigators," Iarsang has the characteristic 'dreamy' countenance, though will look quite alert given the right situation. He will cock an eyebrow when concerned—or in response to a question—give a blandly patronizing smile and make a circumspect observation.

As with all "Navigators" he never looks at—oreven seems to pay attention to—his Compass. He is completely competent, however, and was a very dry sense of humor (so dry, most of his clients never realize his little comments are jokes).

Iarsang wears a suit of fine leather: a thigh-length tunic closed diagonally across the front with simple but ingenious silver clasps, soft leather pants, and riding boots of a darker shade of grey. His belt is also dark grey, with a heavy rectangular buckle.

Hits: 170. Melee: 240bs. Missile: 280lb.

AT(DB): 11(150). Sh: (Y*). Gr: A/L. MovM: 30.

Lvl: 40. Profession: Mystic. Stats: St-98; Qu-100; Em-99; In-90; Pr-101; Ag-101; Co-95; Me-88; Re-91; SD-79. Will: 75. AP: 95. PP: 960 (120 x 8).

Skill Bonuses: Climb60; Swim70; Ride85; DTraps80; PLocks110; S&H135/185; Perc150; Rune80; S&W100; Chan40; DirS180; Amb15; AMov50; MAST90; Acro70; Act80; Chem60; Diplom50; Fletch60; Lead80; Nav150; PubSp70; Sail80; Seduct80; Sig65; Ski60; StarG90; Subdu110; Trick100.

Spells: Base Spell OB: 80. Directed Spell OB: 180 (Firebolt). All Navigator and Mystic Base lists to 50th, Essence *Physical Enhancement*, *Essence Hand*, *Elemental Shields*, *Rapid Ways*; Mentalist *Self-healing*, *Solid Manipulation*.

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. It is a x7 PP enhancer in addition to its *Compass* powers.

Armor: Actually his leather suit, which protects as full hide with an additional DB of 30. If desired, it will *chameleon* to blend in with surrounding (+50 to hiding). The garment also has the bizarre ability to 'heal' itself, cuts and tears slowly closing over a period of hours.

Broadsword: +30 yellow laen sword, it flames on command, delivering an additional Heat critical. The sword is beautifully constructed, with

a yellow topaz pommel-stone. It is *Of Slaying* creatures of Cold (in addition to the slaying critical, it delivers double hits from the Heat crit).

Long Bow: Powerful yew bow, +30, with 2x normal range.

Ring: Gold ring with a ruby set. Makes wearer immune to fire and heat (even dragon-breath).

SULFEAN KULDIR

Age: ? (Appears ≈18). Eyes: Deep Blue. Hair: Pale Blond (shoulder length). Build: Slender but Muscular. Height: 6'6". Race/Sex: Lylar-High Man/M. Skin: Fair. Demeanor: Coldly Aloof. Dress: Black uniform. True Attitude: Controlled. Home: Nexus.

A beautiful youth, Sulfean is nevertheless a master of the remote demeanor required of the Guides of Vurn-Kye. His black tunic, breeches and boots are skillfully tailored to his athletic frame, shoulders crowned by the usual gilded epaulettes and braid, etc. Not surprisingly, he has broken the heart of numberless fair maidens among his clients. Never has he cracked his chilly manner. Not once (in front of a client) have his perfect lips curled into a smile.

Sulfean is actually not much older than he appears, being a very adept pupil and powerfully gifted Essence-user. He keeps control of his emotions only with an effort, determined to prove wrong those who opposed his full certification on the Guild at his unusually early age. Thus he comes off as cold and remote—even to his fellows.

Hits: 180. Melee: 240yb. Missile: 230(lcb).

AT(DB): 1(90). Sh: Y*. Gr: N. MovM: 30.

Lvl: 34. Profession: Mentalist. Stats: St-98; Qu-101; Em-87; In-66; Pr-102; Ag-100; Co-96; Me-99; Re-94; SD-98. Will: 447. AP: 101. PP: 1088 (136 x 8).

Skill Bonuses: Climb50; Swim40; Ride85; PLocks90; S&H150/200; Perc180; Rune70; S&W85; Chan60; DirS160; Amb10; Act110; Diplom90; FAid50; Lead70; Medit65; Music80; Nav145; PubSp110; Sail25; Seduct120; Sig80; Sing45; SpellM60; StarG90; Subdu100; WeathW100.

Spells: Base Spell OB: 60. Directed Spell OB: 160 (*Hand of Fire True*). Sulfean knows all Base Mentalist lists to 30th, Navigator lists to 50th, Open and Closed Mentalist to 20th.

Compass: The Sextant-like device of the Guides of Vurn-kye.

Cloak: Full-length flowing cloak, it adds 50 to Hiding bonuses, and will turn the wearer invisible 4x/day

Yarkbalka: (RM special weapon; essentially a +10 falchion.) A sword of unusual design, Sulfean's Yarkbalka is an additional +30, fashioned of a golden alloy. The pommel gem is a large yellow sapphire; intelligent, it will *Mind Type* at Sulfean's request. The sword will also *Long Doort* to his hand at a thought, from up to 30 miles away.

Ring: Gold with a yellow diamond set, it allows Sulfean to cast the spell *Hand of Fire True*, 5x per day.

Dart Gun: A curious, baroque affair, it looks like a contorted pistol of some kind. It is fashioned of a variety of fine metals and woods, and fires tiny metal darts with the same effectiveness as a *Light Crossbow* at 1/2 hits. It holds clips of 12 darts, and can be fired 2x a rnd.

POREL

Age: ? (Appears ≈80). Eyes: Blue. Hair: White. Build: Medium. Height: 6'2". Race/Sex: Human/M. Skin: Fair; Wrinkled. Demeanor: Mild, yet Gruff. Dress: Long Blue Robes. True Attitude: Preoccupied. Home: Nexus.



One of the Pathmasters of Hulkan, Porel is—like all of his brethren—an aged-looking man with long white beard and hair. Though he walks with a stoop and appears to lean heavily on his ebony staff, he is strong and energetic, and a formidable combat opponent.

Porel is forgetful, easily distracted, and his mind seems to wander. These faults don't apply to his Navigating, however; he has a flawless service record. That doesn't reassure his clients when—about to cast a spell to Teleport them—he suddenly turns and says from under his bristly brows "Where was it you wanted to go?"

Hits: 125. Melee: 18obs. Missile: —.

AT(DB): 20(40). Sh: (Y*). Gr: N. MovM: 15.

Lvl: 45. Profession: Astrologer. Stats: St-85; Qu-97; Em-87; In-100; Pr-100; Ag-95; Co-89; Me-99; Re-97; SD-90. Will: 80. AP: 79. PP: 1215 (135 x 9).

Skill Bonuses: Swim40; Ride80; S&H90; Perc145; Rune110; S&W125; Chan80; DirS185; Act75; Diplom80; Lead65; Math70; Medit50; Nav130; PubSp60; RMas95; Sail45; Sig80; SpellM70; StarG180; WeathW90.

Spells: Base Spell OB: 90. Directed Spell OB: 215 (Starhand True). All Base Astrologer and Navigator lists to 50th. Selected Mentalist and Channeling lists.

Compass: A handheld telescope of fine wood, set with jewels and inlays of precious metals. It really is a telescope, but much more—allowing Porel to see Flows of Essænce, through solid objects, confers other, more Mystical abilities.

Staff: 7' tall staff of gnarled black ebony, set with a crystal sphere at the head. The Staff is highly intelligent and can speak with a feminine voice. It is a x9 PP enhancer, and has the power to fly, following Porel, or defending him (acting as a +30 wall shield in all directions). The staff will also allow Porel to cast *Starhand True* at will. The staff's *Starhands* are *Of Slaying Demons*.

Robes: Deep blue, flowing garments, they have a shimmering, slightly distorted look. In fact, they are enchanted, protecting as AT 20 with a 40 DB. The robes give off a visible blue aura when struck by weapons.

Amulet: Eye of the Guardian. A large star emerald set in a flat, greenish metal, this strange device is designed to look like a great eye, the emerald being the iris. It hangs about the neck on a metal chain, and detects/locates active Portals within 400 miles.

Sword: A broadsword of keron alloy, it has the characteristic black sheen. It is also +30, and is *Of Slaying Demonic* creatures.

UNIR FALAKANG

Age: ≈300 (Appears ≈20) Eyes: Emerald green. Hair: Red-brown. Build: Muscular. Height: 6'9". Race/Sex: Faun/M. Skin: Tanned. Demeanor: Teasing. Dress: Brown leather kilt; Green Surcoat. True Attitude: Constrained, professional. Home: Nexus/NE Palia.

One of the Daruni Olkanin, Unir is one of the few of his people to possess the perseverance to achieve the status of Navigator. While no less of a capable guide than his professional brethren, he does maintain the playful demeanor of all Fauns. He restrains himself admirably, but the sexual drives (and mysterious attractiveness) of his race are still very present—if for the most part kept below the surface.

Unir is one of the most 'human' Fauns, having only the small goat-horns and distinctive curly auburn hair; his lower body is entirely human. He wears a short kilt of tanned leather with an elaborate belt of gold with wood and lapis inlays, and a simple surcoat of green cloth. He usually goes barefoot (Faun feet, even when human, are very tough). Unir's special racial attributes are represented in the system material.

Hits: 200. Melee: 290dag. Missile: 210gé.

AT(DB): 3(120). Sh: Y. Gr: N. MovM: 25.

Lvl: 30. Profession: Animist/Ranger. Stats: St-102; Qu-97; Em-95; In-100; Pr-101; Ag-99; Co-100; Me-96; Re-87; SD-89. Will: 80. AP: 96. PP: 720 (90 x 8).

Skill Bonuses: Climb90; Swim35; Ride110; S&H90/140; Perc120; Rune60; S&W90; Chan50; DirS135; Amb10; AMov60; MAST80; Acro60; Act70; AthlG90; Dance120; Diplom80; FAid75; For75; Frenzy50; Herd50; Music130; Nav85; PubSp70; Sail80; Seduct210; Sig110; Sing80; StarG90; Stra&TAc55; Subdu140; Track145; Trad70; Trick65; WeathW90; WoodC40.

Spells: Base Spell OB: 30. Directed Spell OB: 135 Earthbolt (Firebolt attack + Impact criticals). All Navigator Base to 50th, Animist Base to 30th, Ranger Base *Inner Walls*, *Nature's Guises*, *Moving Ways* to 30th; Channeling *Barrier Law*, *Light's Way*, *Concussion's Ways* to 20th.

Dag: (RM special weapon; strikes as a +10 falchion), Unir's Dag is a weapon of dark wood with a silvery alloy edge. It is +30 (in addition to the +10 weapon bonus).

Headband: A woven leather and gold braid headband which acts as a full helm.

Compass: A Daruni Okanin *Compass*, it is a large golden amulet as described above.

Gé: (RM special throwing weapon; strikes as a +10 bola, crits are K and G); a dangerous toy, Unir is a master of it. His Gé is +20, and if it gets a head, neck or shoulder crit above "A", the target is beheaded.

Cloak: Deep green full-length wool cloak, it adds +50 to hiding while outdoors.

SUMENDAR

Age: ≈150 (late middle-age). **Eyes:** Pale Blue. **Hair:** Grey. **Build:** Paunchy. **Height:** 5'10". **Race/Sex:** Shay/M. **Skin:** Fair (flushed cheeks). **Demeanor:** Aloof; somewhat blustering. **Dress:** Black uniform of the Vurn-Kye. **True Attitude:** Superior. **Home:** Nexus.

One of the Guides of Vurn-Kye, Sumendar is a pompous oldman who, while hale, is clearly showing his age. His black uniform bulges a bit in areas, but he is not to be trifled with. His attitude most of the time is of a bored, patronizing uncle.

Hits: 90. **Melee:** 130(bs). **Missile:** 110da.

AT(DB): 1(90). **Sh:** N. **Gr:** N. **MovM:** 5.

Lvl: 41. **Profession:** Magician. **Stats:** St-87; Qu-95; Em-100; In-94; Pr-80; Ag-85; Co-93; Me-98; Re-98; SD-92. **Will:** 70. **AP:** 65. **PP:** 735 (7 x 105).

Skill Bonuses: Climb45; Swim60; Ride90; S&H90; Perc140; Rune110; S&W80; DirS210; Act80; Admin90; Diplom120; Lead65; Math65; Nav145; PubSp60; RMas100; Sail50; SpellM80; StarG110; WeathW80.

Spells: Base Spell OB: 82. Directed Spell OB: 210 (Airbolt). Knows all Base Magician and Navigator to 50th, All Open and Closed Essence to 30th.

Saber: A beautiful sword of Keron with silvery inlays, it is +35, *Of Slaying Lúgroki*, and has a scabbard of gold.

Compass: The sextant-like device of the Guides of Vurn-kye.

Cloak: A knee-length black cloak of lightweight material. It has a shorter, outer cloak which can double as a hood in inclement weather (a rarity with Navigators).

Dagger: +20, it can be thrown and will return by *Long Door* to the wielder. It also has 2x the normal dagger throwing range.

Ring: This platinum ring, set with a blue diamond, gives Sumendar free use of any spells on the Wind Law list.

ARONĒ

Age: ≈2000 (Appears ≈25). **Eyes:** Green. **Hair:** Blonde. **Build:** Statuesque. **Height:** 5'10". **Race/Sex:** Iylar/F. **Skin:** Fair. **Demeanor:** Diffident. **Dress:** White gown, trimmed with gold at the hem, sleeves and neck. **True Attitude:** Reserved. **Home:** Cypharia Sisterhood Headquarters, Cymar Island.

AronĒ has served as a Navigator for her guild since her indoctrination as a youth. She is a member of the Order of Cypharia, a Navigator Guild consisting entirely of Immortal females.

She is a master of illusion, and will frequently employ her powers to protect her clients (something which she is not required to do, but AronĒ takes a personal interest in her people).

Hits: 100. **Melee:** 120ky. **Missile:** —.

AT(DB): 1(150*). **Sh:** Y*. **Gr:** N. **MovM:** 25.

Lvl: 33. **Profession:** Illusionist. **Stats:** St-90; Qu-101; Em-101; In-91; Pr-99; Ag-99; Co-65; Me-96; Re-87; SD-80. **Will:** 70. **AP:** 100. **PP:** 693 (99 x 7).

Skill Bonuses: Climb15; Swim80; Ride90; S&H120; Perc160; Rune70; S&W80; DirS171; Act85; Chem40 Dance80; Diplom95; Lead70; Medit45; Music80; Nav95; PubSp60; RMas35; Sail70; Seduct80; SpellM120; StarG90; Subdu70; WeathW85.

Spells: Base Spell OB: 66. Directed Spell OB: 171. All Base Navigator and Illusionist to 50th; Selected Essence to 30th.

Compass: A scepter-like rod about 18" long, fashioned of crystal with golden handle and a fanciful dragon head. The eyes of the dragon are rubies, and the entire rod is ornately decorated. In addition to serving the usual Compass duties, it is a x7 PP enhancer.

Belt: Golden belt adds 50 to DB.

LongKynac: +30, it is a Defender weapon, allowing the wielder to parry up to 3 foes (within an arc of 180°) with full bonus parry.

Tiara: a simple gold ornament set with a single teardrop diamond, it protects as a full helm and casts a 50th level *Mirror Mind* (Mentalist Mind Mastery) to defend the wearer.

ARDA SEN RAMIEN

Age:? (Appears ≈30). **Eyes:** Hazel. **Hair:** Auburn. **Build:** Medium. **Height:** 5'9". **Race/Sex:** Ekeren/F. **Skin:** Reddish. **Demeanor:** Brazen. **Dress:** Colorful Red/blue/green tunic/tights/boots of the Guardians. **True Attitude:** Dedicated. **Home:** Nexus.

Arda sen Ramien is a member of the *Guardians of the Gale*, an unusual Navigator guild limited almost exclusively to Foleenn,

Like her brethren, Arda knows the ways of the Coral Road, and is even familiar with the Ash Gates—though she would only lead an expedition there if the need was great.

Arda exudes confidence (like most Navigators) but sometimes goes a step further: she is a brash woman who has been known to lead her charges into tight situations. She has been reprimanded more than once.

Hits: 96 **Melee:** 90bs **Missile:** 75lb

AT(DB): 11(60). **Sh:** . **Gr:** . **MovM:** .

Lvl: 22. **Profession:** Navigator(Mage). **Stats:** St-85; Qu-97; Em-100; In-86; Pr-96; Ag-98; Co-81; Me-78; Re-85; SD-56. **AP:** 92. **PP:** (66 x 4) 264.

Skill Bonuses: Climb60; Swim30; Ride40; Perc110; Rune70; S&W100; Diplom20; Nav25; PubSp30; StarG25; Trick30; WeathW45.

Spells: Base Spell OB: 20 Directed Spell OB: 90 (Ice Bolt).

Compass: A staff of black wood tipped at one end with a silver cap and at the top by a small globe of black crystal held in a silver claw setting.

Amulet: Sign of the Stormrunners, bears the tornado symbol. X4 PP enhancer. Adds +30 to DB.

Tunic: Protects as AT 11.

Broadsword: +30 red alloy sword, *Of Slaying Breathless* and glows within 1000' of Breathless.

FOR THE GM: FACTS ABOUT THE NAVIGATORS

The truth is, Navigators have failed in the past, but the occurrence is extremely rare, and the client involved has been more than compensated for his loss in each case. As is true with all professions there are apprentices, who in this case are usually charged with lesser tasks like answering obelisk summons and setting rates, which are pretty straightforward. As they learn more and increase in power they are assigned more complicated tasks. Two factors separate the Navigators from the average skilled Magician: the specialized training and aptitude which allows them access to the Arcane Lists, and the Compasses. These ancient artifacts of the Lords of Essēnce are at the heart of the Navigators' ability to safely Teleport with such regularity.

CAPSULE HISTORY

A few smart entrepreneurs in the early Third Era discovered the first Compasses (varying in appearance with the subcultures that created them) and, perceiving the potential for enormous profit seized numbers of them and destroyed those which they could not use. As time went on and several such organizations sprang up there

began to be competition, and with that came sabotage, undercutting and other nasty practices, thus little profit for the Guilds. About a thousand years ago the current heads of the Guilds realized their predicament and decided to unite into a single union, and in doing so increase their credibility and reap huge profits. With few exceptions, the situation has remained stable since then, the Navigator Guild Alliance meeting regularly to maintain harmony among the Guilds and coordinate territories.

A side activity of the Guilds is locating and either acquiring or destroying unauthorized Compasses, which are, of course, a threat to their monopoly.

Through the years there have also been occasional 'renegade' Navigators. They are hunted down by the Alliance, and usually relieved of their lives. There is always some tension between Guilds, each suspecting that others are secretly planning to destroy them and take absolute control. A certain balance has settled in though, and the Guilds operating today are basically the same entities which were in existence 1000 years ago. The Loremasters can claim some responsibility for this, as they realized the potential dangers of several Guilds with such awesome powers in all-out competition. Of course, since most Loremasters have their own powerful transport spells, they don't have to pay exorbitant Alliance travel fees...

COMPASSES

Though they can differ in the full range of their power, the Compasses all perform basically the same task—generating a safe route for the traveler who wields it. It is necessary for the user to have mastered the appropriate Arcane lists to be able to fully utilize a Compass, and therefore to become a Navigator. Compasses are invariably intelligent items mentally attuned to the user (attunement is often a complex process in itself) and directs him or her on the safest route. The wielder provides information on those who are to be Jumped and approximately to where; the Compass keys in on the Navigator's PPs in addition to its own formidable energies, and enacts the Jump using Essænce Flows for power and guidance. Jumps using a Compass are almost risk-free.

RECRUITING

New Navigators are often recruited from various world cultures, though this process is not advertised; an agent of the Guild is sent to a promising area, where he lives for perhaps months, seeking gifted young students of the Essence, carefully analyzing the personality and skills of a prospective Navigator before even approaching him or her with the proposition. Lives of Navigators are not easy by any means, often involving long weeks of travel among strangers, constant heavy responsibility, and permanent separation from family and friends of youth. Navigators rarely operate in or near their native lands, this primarily to enhance their aloofness further. Navigators are permitted to marry, but subject to the approval of the Guild. They rarely do anyway, as their job demands protracted absences and a virtually nomadic lifestyle.

THE NAVIGATORS' PURPOSE

A question often arises: what does the Alliance do with their vast wealth? Though it is not advertised, the Navigators spend considerable sums on projects coordinated by the Alliance—most of them bizarre semi-technological or arcane contrivances. The Loremasters keep a watchful eye on the Navigator projects, fearing that one day the Alliance's thirst for technical and ancient knowledge will be their undoing.

NEXUS

The headquarters of the Navigators Guild Alliance rests on the unique isle of Nexus, a powerful node of Essænce protected by barriers both natural and ethereal. In the center, constructed upon a great mountain where three sheer ridges come together, stands an immense citadel. This ancient structure is actually a small city, embracing more than a dozen castles, each the headquarters of a Navigator Guild. While many of the Guilds have centers in other parts of the world, all have embassies here, and use the tremendous Essænce power gathered at Nexus as a Jumping-off point. The leaders of the Guilds hold an annual Conclave to discuss the state of their trade, review policy and any major disciplinary action which may be required against a Navigator, Guild, or outsider.

The very center of the Nexus complex holds a massive domed building, its hemispherical roof 500 feet across. The structure houses but one huge chamber, in the center of which is suspended a gigantic globe of Kulthea, 200 feet across and accurate in every detail. It rotates around its axis, and the room is lit such that night and day on the world are accurately portrayed. Luminous rivers curl across the surface of this incredible sphere, imitating the snaking Flows of Essænce across the real world. Tiny luminous points of light show where Navigator obelisk beacons are located.

This incredible chamber is the heart of the Navigators' information system, allowing them to coordinate their efforts and instantly dispatch their agents when called. Few but members of the Guilds have ever seen this extraordinary device; it is an unforgettable sight.



3 DRAGONLORDS

If the Great Drakes are the mightiest intelligent creatures on Kulthea (and perhaps they are) then this elite is the mightiest of the mighty. While all dragons are intelligent, sentient beings, these Dragonlords are all of surpassing cleverness and strength. Each is master of Arcane Power and could stand against a Lord of Essence as equal. While—as noted elsewhere—dragons are not by nature ‘evil’ creatures, all that is known of the Dragonlords indicates that they follow a path of cruelty and domination of other peoples.

They have lived for thousands of years, having survived the Wars of Dominion. Some rule lands, while others hold only their citadel and operate in more subtle ways to gain power and ever greater wealth. All follow the true Unlife and draw strength from it, though they are not its slaves. All of the Dragonlords have the power of shapechanging, allowing them to assume human form. This has advantages in that they were able to move about freely in a world dominated by humanoids. The disadvantage is, of course, that they are more vulnerable in human form.

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

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

THE DRAGON HELMS

The helms, though similar, are reputedly different in subtle ways to suit their masters. Each, however, is designed to resemble the stylized head of a dragon. The common powers of the helms:

- Allows wearer (assuming he is a Dragonlord) to utilize his breath weapon at full potential while in human form—with one drawback: the breath is now ‘enchanted’, so all persons and items with resistance to enchanted fire, cold, etc., may apply that resistance.
- Helm can be invisible if desired (except when the breath weapon is used, at which time the helm momentarily becomes visible).
- Wearer may become a dragon without damaging the helm (it enters a spectral existence, remaining with the dragon but non-corporeal). Wearer may utilize his breath weapon normally while in dragon form.
- Helm cannot be forcibly removed unless the wearer is dead.
- Wearer resists damage as a *Large Creature* while in human form.
- Wearer has his full Dragon sense abilities (*See Invisible*, +100 to perception, superior hearing and smell) while in human form.

THE FIVE DRAGONLORDS

While there are others who might be called “Dragonlords” and other Dragon Helms may exist, these are known in lore as the Five Dragonlords of Kulthea. Professions are listed as part of their profile, but many possess other lists, sometimes from other realms of Power (to reflect their Arcane abilities). Dragonlords are also formidable warriors in human form. They often have super-human abilities, a reflection of their superior nature even while wearing the guise of a human.

While these beings might appear most of the time as humans, remember that they are indeed great Drakes. All of these dragons possess wings and are able to fly at considerable speed. They may enhance their velocity by riding Essænce currents, and can attain cruising speeds of over 200 miles per hour (more when attacking, diving, etc.). Though the hides of these creatures differ in hue, all are somewhat ‘metallic’ in sheen and protect their owner in basically the same manner. The lords also share another feature with their brethren: blood (called *Lugruth*) which becomes a devastating acid when exposed to the atmosphere, dissolving metal and organic material (glass/sand/crystal are unharmed) on contact. After 10 rounds of exposure to air, however, the blood neutralizes.

DRÜL CHURK

Age: ? (Appears ≈30) Eyes: Emerald Green. Hair: Dark Brown. Build: Robust. Height: 6’3”. Race/Sex: Gas Drake/M. Skin: Tanned. Demeanor: Jovial. Dress: Green Hooded Robes or Green tunic and sandals. True Attitude: Quick-tempered. Home: Molaac Rúan. Aka: The Green Dragon.

Drul Churk loves plants and generally has little fondness for animal life. While he usually appears good-natured, his violent temper can erupt without warning. Master of a secret underground complex on the Isle of *Molaac Rúan*, his power structure is more subtle than most, relying on spies, espionage, and intrigue to manipulate affairs to his liking.

Molaac Rúan itself is a garden, covered with myriad varieties of flora tended by Churk’s many Druidic and Animistic followers. His above-ground palace is mostly arboretums filled with growing green things from other climes. Some are powerful healing herbs; many are deadly.

Human Form:

Hits: 425. Melee: 28obs. Missile: 210lb.

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

Dragon Form:

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

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

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

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

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

Special Abilities:

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

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

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

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

Ring: A wooden ring which allows the caster to pass through even the most dense, overgrown vegetation unimpeded. The plantlife will also close behind him, blocking the way to pursuers.

SULTHON NI'SHAANG

Age: ? (Appears ≈30) Eyes: Amber. **Hair:** Mahogany. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** Fire Drake/M. **Skin:** Ruddy. **Demeanor:** Charismatic. **Dress:** A variety of fine garments, though he prefers reds and ambers. **True Attitude:** Dynamic, Assertive. **Home:** Ri'shariv Ja'miil (I: "Fiery Red Mountain"). **Aka:** Lord of the Black Valley; The Red Dragon.

Sulthon Ni'shaang is among the most 'human' of the Dragonlords, seeming the most like men in his thought patterns and motivations. He is ruler of a large, enclosed valley which was once devastated by volcanic activity. The area is now verdant and filled with growing things—all except the great volcano in the center. Honeycombed with halls, tunnels and chambers, it is a vast fortress.

Sulthon commands a large force of Lugrōki and evil human warriors, and also a group of *Skyriders*: cruel, foul men who ride winged fell beasts. These are his messengers and chief servants. He also has at his call 6 Heralds of Night, ultimate harbingers of terror. And finally, Sulthon is a master of Demonic control—a perilous activity, but one with unique compensation.

Human Form:

Hits: 210. **Melee:** 25obs. **Missile:** —

AT(DB): 18 (80/180). **Sh:** (Y*). **Gr:** (A/L). **MovM:** +30.

Dragon Form:

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

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

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

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

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

Special Abilities:

Resistance of form: As with all the Dragonlords, Sulthon Ni'shaang resists attacks as a Super-large creature; Large creature in human form. **Breath Weapon:** x8 +80 *Fire Ball* in a cone extending up to 200' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 8x per day.

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

Sword: Of amber laen, this broadsword is +35, and has the power to channel "Sunfire." Not to be confused with the Mentalist spell, this is more powerful: caster may channel the 'power of the sun' 7x per day. This may either be used as a cruel strike in melee, delivering—if the normal attack delivers *anycritical*—an "E" Heat and Cold Critical (roll separately from regular crit; also use "Plasma" from *RMC III* if available); or it can be used as a distance weapon, resulting in a fiery ray of energy erupting from the end of the blade, 300' range. Use *Firebolt*

Table, 7xhits (or *Plasma Bolt* from *RMC III*) and employ both Heat and Cold criticals. A devastating weapon.

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

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

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

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

GM NOTE: More on Sulthon Ni'shaang can be found in the ICE module *Jaiman, Land of Twilight*.

ULYA SHEK

Age: ? (Appears ≈20). Eyes: Grey. **Hair:** Long, Blue-black. **Build:** Statuesque. **Height:** 6'2". **Race/Sex:** Sea Drake/F. **Skin:** Fair. **Demeanor:** Cold; Aloof. **Dress:** Robes of black silk. **True Attitude:** Imperious. **Home:** Lord of "Isles' End" in the far west of Thuul. **Aka:** The Black Dragon; Empress of Lu'horgu.

The only female among the Dragonlords, Ulya is no less of a power than her brethren. In fact, despite being a woman, she insists on being called 'Lord.'

Ulya resides on a great island realm on the very borders of the *Malvin Tesea*—where it is said that 'the cloth of the world unravels and shadows become more real than the land itself.' In truth, however, her land is very real (though there are many elemental disturbances). Her control also extends beneath the waves, where undersea cultures control empires of the Deep.

One of her most interesting tools is her submarine boat (dubbed the *Silverfish*) which she uses to prow the sea lanes and disrupt trade routes. The Silverfish's fanciful design has allowed it to be mistaken for a sea creature, and the oceans near her home are said to be haunted by a terrifying sea monster.

Ulya also has a macabre hobby. Considering herself to be an enlightened 'scientist,' she has carried on extensive experiments in modifying human and humanoid subjects. Her research is rather gruesome, and her results often monstrous.

Human Form:

Hits: 180. **Melee:** 23otrident. **Missile:** 19onet.

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

Dragon Form:

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

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

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

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

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

Special Abilities:

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

Breath Weapon: x8 +80 cloud of black, acidic gas (treat as *Fire Ball* but all Heat criticals are actually Acid) in a cone extending up to 200' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 8x per day. (Half range underwater.)

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

Net: A 'gladiator's net,' it is skillfully woven of lightweight cables and fibers, and can be thrown accurately up to 30'. If the net achieves a critical of 'C' severity or greater, it delivers an "E" Electricity crit to the target, and another "E" every round the target is entangled or alive.

Armor: An amazing suit of opalescent scaled armor, it is very lightweight yet protects as AT 15 with a +30 bonus.

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

Submarine: A strange and unique machine, it is 200 feet long, can carry a crew of 40. The craft is constructed of a silver-green metal, and has a rather fanciful design, sporting jagged fins like a great fish. Close up, however, it is clearly a construct, with visibly overlapping plates and row upon row of rivets. It is powered by what is known as a Zirix crystal, which can drive the Silverfish at up to 40mph. The ship is not designed for extended underwater trips, however, the air needing to be refreshed every 24 hours. The craft is very powerful, and its cruelly pointed nose can reduce a wood-hulled ship to splinters.

GM NOTE: More on Ulya Shek and the Steel Rain can be found in the ICE miniatures game *Bladestorm*.

VORIIG KYE

Age: ? (Appears ≈70 or 25*) Eyes: Silver. Hair: Silver-grey. Build: Slight (or muscular). Height: 5'10" (or 6'6"*) Race/Sex: Air Drake/M. Skin: Pale (or Tanned*). Demeanor: Retiring*. Dress: Threadbare robes*. True Attitude: Reclusive. Home: Ordye Throg ("Sky Keep"). Aka: The Silver Dragon.

Voriig Kye, while not the oldest of the Dragonlords, assumes the human form of an old man who wanders the isolated isles of Vog Mur (NE of Emer) conversing with the many varieties of tropical wildlife found there. His purposes are inexplicable, and whether he harbors secret plans to expand his realm (or whether he even exerts any real influence over that land) is unknown.

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

* Voriig has an alternate human form: that of a muscular, tanned young man with silver hair. In that guise, wearing a silver tunic and sandals, he travels the seas about Vog Mur (though is never seen on the land) seemingly searching for something. The Dragonlord's carrack has blue sails and flies a silver flag.

GM NOTE: More on Voriig Kye can be found in the ICE module *Emer: the Great Continent*.

Human Form:

Hits: 190 Melee: 240th. Missile: 180kynac.

AT(DB): 14(120). Sh: Y30*. Gr: A/L. MovM: +25.

Dragon Form:

Hits: 450. Primary: 290HCl. Secondary: 200HBt.

AT(DB): 12(110). MovM: VF/VF.

Lvl: 40 (60). Profession: Astrologer/(Druid). Stats: St-103; Qu-102; Em-95; In-101; Pr-102; Ag-100; Co-99; Me-98; Re-95; SD-80. . AP: 78/101. PP: 1715 (245 x 7).

Skill Bonuses (in human form): Climb95; Swim80; Ride60; DTraps75; PLocks95; S&H100/180; Perc200; Rune80; S&W120; Chan100; DirS240; Amb±20; AMov80; AD60; MAST180; MASw200; Acro140; Act130; Admin90; Arch80; Diplom100; Lead75; Nav90; PubSp120; RMas90; Sail100; Seduct90; SpellM80; StarG170; Stra&TAc70; Subdu120; WeathW80.

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

Special Abilities:

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

Breath Weapon: x6 +60 Ionized gas cloud (treat as *Cold Ball* but use Electricity criticals) in a cone extending up to 150' and 50' across at the furthest extent. Usable up to once every 6 rounds, total of 6x per day. **Two-Hand Sword:** A +35 "Unholy" silver sword with a diamond pommel, it will take on the appearance of a silver walking-cane when Voriig utters the command-word.

Kynacs: Three +30 kynacs, with 3x the normal range. Each is *Of Slaying* one of the following: Mages, Clerics, Mentalists.

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

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

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

ORAN JATAR

Age: ? (Appears ≈ 40) Eyes: Red. Hair: White. Build: Average. Height: 6'4". Race/Sex: Cold Drake/M. Skin: Very Pale. Demeanor: Haughty. Dress: White robes of wool trimmed with satin and clasps of pale silver. True Attitude: Impatient. Home: Aalk Gaath in Mur Fostisyr. Aka: Lord of Aalk Gaath; the White Dragon.

Reputedly the creator of the Dragon Helms (with the aid of Krelj the Swordmaker), Oran Jatar is also master of the cults of the Dragon and the Snow Lion in the desolate lands of the Mur Fostisyr. He remains in his citadel there and maintains a significant power base in the region, though his actual ties to the Unlife (known there as the "Iron Wind") are indeterminate.

He looks like an albino, though his strength should not be underestimated. In Dragon form, he has a silver-white hide.

GM NOTE: More on Oran Jatar can be found in the ICE module *Iron Wind*.

Human Form:

Hits: 150. Melee: 210bs/th. Missile: 170gé.

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

Dragon Form:

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

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

Lvl: 50 (70). Profession: Sorcerer/Alchemist. Stats: St-101; Qu-99; Em-100; In-98; Pr-100; Ag-100; Co-99; Me-83; Re-78; SD-87. AP: 87. PP: 1260 (210 x 6).

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

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

Special Abilities:

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

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

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

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

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

Gé: +20, of Elfslaying.

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

4 THE SECRET CIRCLE

This secret cult is headquartered in an ancient vault beneath central Emer, and has been responsible the fall of many a government. The *Jerak Ahrenreth* (I: 'cult of the secret circle') was once a force for good led by Andraax; he disbanded it many thousands of years ago. Early in the Third Era it rose again under the leadership of one of Andraax's former associates: Ondoval. But Ondoval was driven mad after imprisonment in another dimension. His plan for the Circle was a terrible perversion of the original purpose.

Now Ondoval has struck out on his own, determined to open a portal to the Unlife. His successor to leadership is no better. Schrek is a son of Agoth in human form.

The Ahrenreth is behind numerous dark schemes far too many to list here. Suffice it to say that it has influence across the hemisphere.

SCHREK

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

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

Captured soon after the end of the First Era, the K'ta'viir woman was taken into the Void where the Agothu reside. Beyond Essænce and Unlife lies a non-place where not even nothingness provides definition. When he (it) was born, his form was as hideous and indescribable as any of that grotesque pantheon, and his mother—mighty among her godlike race though she was—did not survive the birth. It was as well, for he fed on her flesh as he had fed on her mind and Essænce throughout the hellish pregnancy. Schrek then sought to return to the Shadow World. He had her powers and memory, but lacked understanding. The search for a door took millennia.

When Schrek finally gained access to Kulthea, he secured the power to assume a humanoid form—though of course his mind was as alien as before. But he has managed to conceal his utterly incongruous inner nature from his cohorts.

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



ORAN JATAR

Note: if threatened with imminent death, Schrek can transform into his shape as a son of Agoth: a huge, pulsating mass with dozens of tentacles. As such he is virtually indestructible, but can only remain for a few rounds before being forced into a plane of the Void.

Hits: 400 Melee: +300ma Missile: —

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

Lvl: 60 (120). Profession: Mentalist/Evil Cleric. Stats: St-110; Qu-110; Em-90; In-108; Pr-108; Ag-110; Co-110; Me-107; Re-104; SD-106. AP: 103. PP: 420 also a +8 pp adder for Mentalism).

Skill Bonuses: Perc180; Rune200; S&W200; Chan200; DirS120; Act170; Admin150; Arch140; Chem150; Diplom90; Medit140; SpellM100; Stra&Taci80.

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

Special Abilities:

Resilience of Form: Defends as Large Creature.

Abilities: All Lord of Essænce Abilities (see *Inhabitants Guide*, pp 44-45) while in this form.

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

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

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

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

GM NOTE: More on the Secret Circle can be found in the *ICE supplement Emer: the Great Continent*.

5 HERALDS OF NIGHT

Harbingers of the Unlife, these messengers of terror are among the most frightful of the servants of Darkness. Coming forth only at night, they sweep their foes before them in a dark wave of fear. They are servants of various powerful Evil factions on Kulthea, including the Dragonlords. The actual origin of the Heralds is unknown, though it is believed that the Swords of Night they wield are a dark legacy from the Wars of Dominion.

Heralds of Night appear astride black unicorns, all handsome men and women with hypnotic eyes and fair skin. They are without helm, but wear a metal breastplate and greaves of black armor which reflects no light. A black kilt of leather girds their hips, and tall black boots cover their legs to above the knee. Their arms and legs are left bare, revealing their marble-white skin. If injured, their wound slowly oozes a thick whitish blood. Wounds heal as noted below.

All carry swords with strange powers: glittering two-handed blades of dark glass.

A HERALD OF NIGHT

Age: ? (Appears ≈ 25) Eyes: Black. Hair: Black. Build: Muscular. Height: 6'6". Race/Sex: High Man/M or F. Skin: Very Pale. De-meanor: Emotionless. Dress: Black breastplate and greaves. True Attitude: Possessed. Home: Varies.

Heralds wear black armor and usually a short black leather kilt-like garment. Studded black thigh-boots, bracers and headband complete the uniform. They have super-human strength, perhaps partially conferred by the 'sword,' or summoned using adrenal control.

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

Hits: 200. Melee: 250. Missile: —

AT(DB): 18(90/190*). Sh: (Y*). Gr: A/L. MovM: +35.

Lvl: 20. Profession: Fighter (Warrior, Evil Paladin). Stats: St-103; Qu-101; Em-80; In-100; Pr-100; Ag-103; Co-100; Me-90; Re-80; SD-95. AP: 95. PP: 240 (60 x 4).

Skill Bonuses: Climb80; Swim80; Ride120; S&H95/175; Perc100; DirS100; Acro75; Track60.

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

Special Abilities:

Physical Resistance: Heralds cannot be stunned, and they regenerate 4 hits per round.

Mental Resistance: Because their minds are dominated by their sword, they have an additional +40 to RRs vs mental attacks.

Black Unicorn:

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

Sword of Night:

1. Of clear laen, the blade appears to be tinted dark blue with many tiny flecks of silver inside, like a starfield. +40 bastard sword. They are designed in mockery of Valris' *Starsword*, which is similar in appearance. The sword glows with a dim blue-white light.
2. Delivers a Cold critical in addition to any other.
3. Casts Magician Base *Light Law* "Utterdark" at will.
4. Can (at the decision of the wielder) draw the 'soul' of anyone it delivers an "E" critical to. Target gets a RR, but is 'touching,' and the swords are considered 20th level for this attack. The sword can hold up to 4 souls at a time, and a soul may be used to fire an Evil Cleric *Dark Absolution* at the level of the soul. Soul is automatically destroyed when the spell is cast.
5. Intelligent, the sword will attempt to control any other wielder than itself. It should be treated as 20th level and has a Will of 200.
6. x4 Evil Channeling PP enhancer.

6 THE NAMELESS ONE

A man who calls himself only the *Nameless One* first materialized in Zinvar in 5945. This was to be the first of dozens of fateful appearances across Emer in which he (accurately) predicts disaster. Never does he suggest a way to avert this catastrophe; often he does not even specify what it will be or when it will occur. His purposes are impenetrable. Only the Loremasters have a comprehensive picture of the scope of his forewarnings, but even they have been unable to intercept this elusive figure.

Descriptions of this doomsayer vary somewhat, but most agree that he has the visage of a young man with light brown skin and deep black hair. His eyes are said to be blue-violet, and he appears human, not Elven. He wears a flowing black hooded robe and is often accompanied by Changramai bodyguards. Some witnesses claim to have seen a bracelet not unlike the Compass worn by the *Navigators*. Many say that he is Andraax returned from the East and driven insane by visions of destruction. Loremasters will not comment on this assertion.

The Nameless One's appearances are becoming more frequent and his doomsayings more ominous: his fame has spread from Kaitaine to the Mur Fostisyr, and every black-robed stranger is seen as an approaching harbinger of disaster: a specter to be feared.

FOR THE GM ONLY

The Nameless One is not Andraax, but Tethior the Smith. He survived the Wars of Dominion, though he was forced to kill his brother Krelj in self-defense. His mind and heart have not been the same since.

After the Wars he fled in shame to a distant place of seclusion. On one of the Inner Isles of Thuul, where the Flows of Essænce begin to distort Time and Space, Tethior built a new forge.

For nearly six thousand years he hid from civilization, working alone in his hidden smithies. Finally he chose to make his presence known again, but not as Tethior, for he still considered himself a failure. Tethior, whose magical Helms failed to maintain peace on Jaiman, Tethior who killed his own brother. Instead he uses his powers to appear as a Lord of Essænce, and, guided by visions seen in his Orb, makes prophesies of doom. He will not suggest a course of action because he believes that he was too quick to do so before and that led to his failures. Instead he only warns of disaster. Unfortunately, his prophesies have been of little help, and his very presence can cause panic.

Powerful beings from the Lords of Orhan to the Loremasters are seeking Tethior, but his powerful spells cloak his true nature.

AS THE NAMELESS ONE

Age: ? (Appears ≈25) Eyes: Violet. **Hair:** Black. **Build:** Medium. **Height:** 6'2". **Race/Sex:** Lord of Essænce (K'ta'viir)/M. **Skin:** Tanned. **Demeanor:** Cold; impersonal (but polite). **Dress:** Full-length, hooded flowing black robes. **True Attitude:** Secretive. **Home:** ?

As the Nameless One, Tethior will not fight. Instead he will use his amulet to flee to his forge at Dalov Griev (E. "Isle of Jewels"), leaving his Changramai guard to cover him.

AS HIMSELF

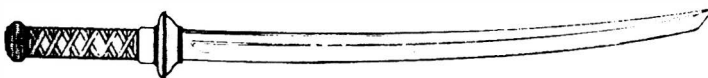
Age: ? (Appears ≈25) Eyes: Blue. **Hair:** Dark Brown. **Build:** Lean. **Height:** 6'6". **Race/Sex:** Loar Elf/M. **Skin:** Tanned. **Demeanor:** Passionate. **Dress:** varies (plain tunic with Smithy apron). **True Attitude:** Secretive. **Home:** Secret Forge within the Ring of Thuul.

Hits: 145 **Melee:** +18 **obs Missile:** +15 **0 javelin**

AT(DB): . **Sh:** Y. **Gr:** A/L. **MovM:** +10.

Lvl: 90 (150 for certain spells in *Alchemy Companion*). **Profession:** Alchemist. **Stats:** St-100; Qu-102; Em-104; In-86; Pr-101; Ag-99; Co-96; Me-83; Re-94; SD-82. **AP:** 102. **PP:** 4050 (450 x 9).

Skill Bonuses: Climb20; Swim25; Ride30; DTraps110; PLocks150; S&H90; Perc132; Rune164; S&W140; DirS130; Appr180; Arch90; Chem97; Craft220; Fletch76; LeatherW158; Math114; RMas90; Smith≈230 (varies); TrapB175; WoodC143.



*The Nameless One's Sword
Avenger (of typical Elven design)*

Spells: All Alchemist Base to 90th, All Open and Closed Essence to 60th, all Illusionist Base and Magician Base to 20th. (Virtually complete knowledge of spells & skills in *Alchemy Companion*). **Base Spell OB:** 180. **Directed Spell OB:** 160 (Plasma Bolt).

Special Abilities: Tethior has discovered the secret for working Ithloss. He also has nearly mastered the working of star iron.

Rings: A pair of plain bands of black metal, they protect the wearer's hands from heat and cold (ideal for a smith) and act as linked PP enhancers—providing a total of x9 PP.

Amulet: A large sapphire hangs from this fine platinum chain. The sapphire has the power to hold the soul of the wearer should he be struck a death-blow or fail to resist any *Absolution*. The Amulet even has a chance to save the soul vs *Dark Absolution*. In either case, the amulet must make a successful RR at 90th lvl. In addition, it has the power to instantly *Return* (safe *Teleport*) Tethior to his forge from anywhere on the planet.

Armor: A beautiful golden suit of ithloss scales, it protects Tethior as AT 20 (-30) but only encumbers as AT 10. It also adds 20 to DB vs elemental attacks, and reduces all critical strikes by two steps (e.g., an "E" severity critical on the chart would become a "C"). The armor is self-healing, repairing any damage it might sustain over the space of several minutes. A golden helm which accompanies this armor has a 30% chance of annulling outright any head or neck criticals.

Avenger: This +50 enchanted clear laen broadsword has beautiful inlay and hilts of gold. It can burn with hot or cold flame on command, delivering an additional heat or cold critical. Once it has struck a target (delivered hits) it is also *Of Slaying* that target until either the target is dead or Avenger strikes another target.

Javelin of Orhan: This bizarre weapon is of Star Iron, the working of which even Tethior has not yet mastered. It exists in another dimension, waiting to be summoned by the wearer of a Star Iron bracelet. When Tethior holds his hand aloft and summons the javelin, it appears in his hand, ready to be thrown. It has 2x the normal javelin range.

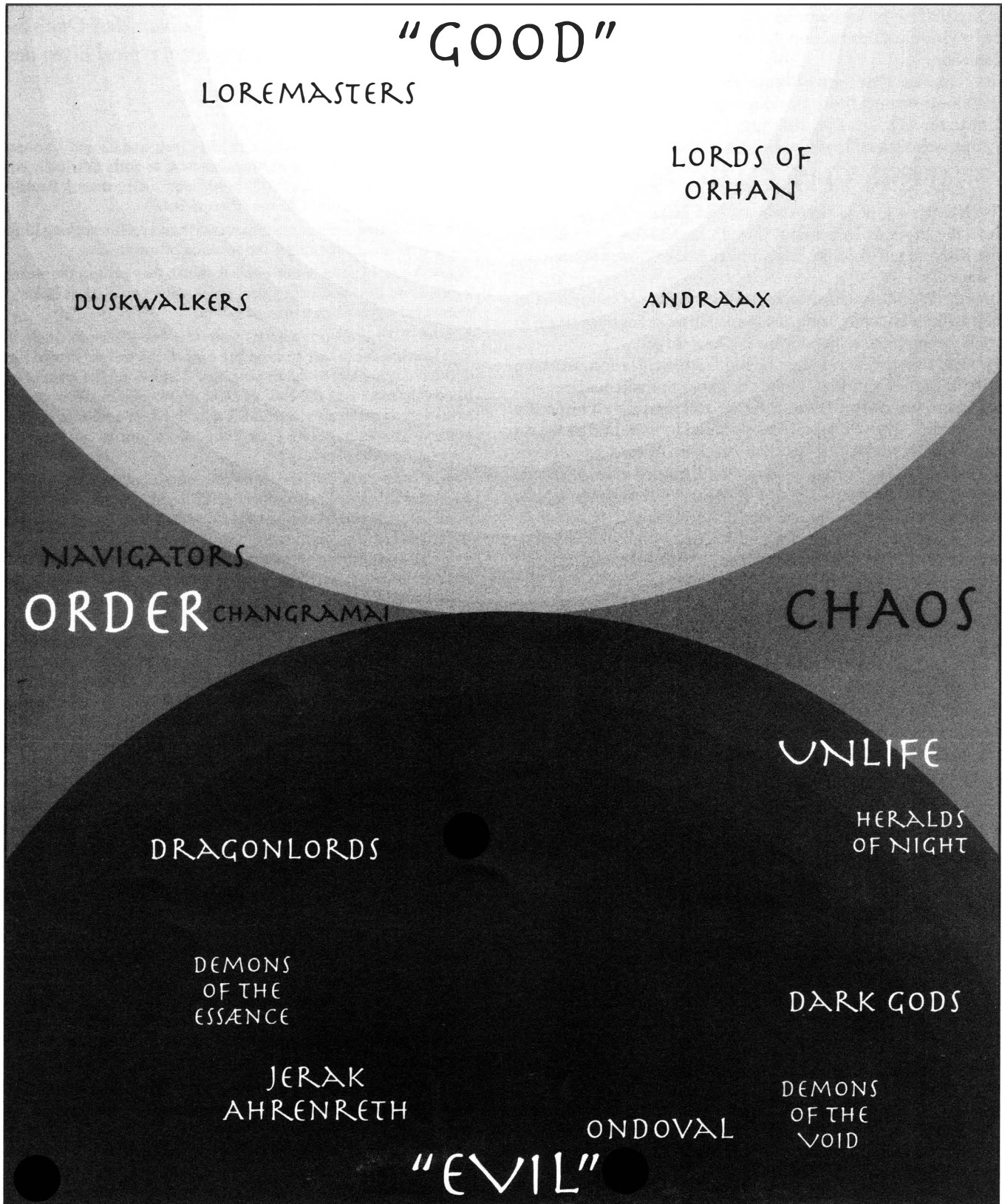
Seeing Orb: Similar to the Master Orbs of the Ilarsiri, this one can combine the powers of the Seer base Lists True Sight, Past Visions, Future Visions, and True Perception. It can also link to the Ilarsiri while shielding itself. It has 500 PP per day. It is about 8 feet in diameter and rests in a secure room at Tethior's forge.

Others: Tethior has many other items at his forge; the GM may wish to create others if necessary.

7·POWERS CHART

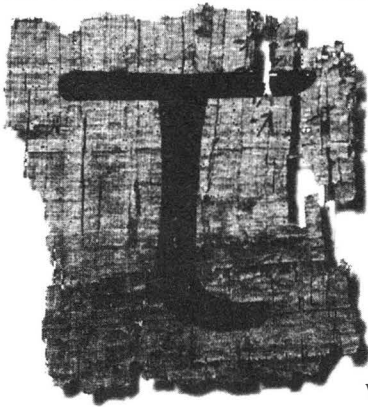
The chart on the following page illustrates graphically the relative positions of the major powers. The good-evil—order-chaos distinctions are of course artificial and relative, but hopefully they can aid the GM in further understanding how these force might interact.

DIVISION OF THE GREATER POWERS



NOTE: THE VOID ASSISTS IN A THIRD DIMENSION NOT SHOWN HERE

· PART XIV · JAIMAN: LAND OF TWILIGHT



HE PORT TOWN OF ORMIAN WAS ALREADY FAR below us, and we had not yet reached the gate of Nomikos. The day was cloudy and not terribly warm, but the humidity was oppressive, and there seemed remarkably little wind for a coastal location such as this. I was winded and felt a trickle of perspiration run down my back, but our Loremaster guide Randæ Terisonen continued up the steep road tirelessly. Everyone else in our small party was gasping audibly, and even the usually inexhaustible Jad seemed to be puffing as we finally arrived at the main entrance. A great arch curved at least fifty feet above us in warm brown sandstone, the blocks large and set with the skill of an older civilization.

We were granted passage and proceeded along an avenue paved in luminous white marble. Tall wrought iron fences separated the road from ornate gardens on either side, then we passed through an inner portico. At the far end of a carefully manicured green courtyard towered the greatest library in the known world. The golden dome glowed even under the overcast sky, and hundred-foot tall buttresses of grey stone marched all about the perimeter of the monstrous cruciform structure. Standing amidst the wide staircase leading to the library's entrance was a mighty statue, carved of a lustrous ebony material. It depicted a man with long straight hair and wearing a flowing robe. Under one arm he carried a book; the other hand was held at chest height, with the palm facing outward but close to the body. His expression and posture were difficult to decipher, though they seemed less than welcoming.

"Who's the statue of?" Jad asked idly.

For a long moment no one answered. Then, as we mounted the steps and the statue loomed above us, Randæ muttered, "It's *supposed* to be of Andraax, who *supposedly* founded this place many thousands of years ago."

“You seem a bit skeptical.” I couldn’t help pursuing Randæ’s comment. Meanwhile, Jad seemed to involuntarily shrink away from the statue as we passed it.

“I just have trouble believing that this Andraax character could possibly have managed as many accomplishments as he has been credited with—even if he *is* immortal.”

As the Loremaster spoke, we entered the great vaulted foyer, passing between a pair of very intimidating Changramai warrior monks dressed in their trademark white robes. They ignored us.

“Sometimes I think,” Randæ continued in a deliberately loud whisper as we approached the front service desk manned by several scribes, “that they claim that Andraax founded their library just for the added validity the name grants them.”

There was no question that the nearest scribe—an elderly man, tall and gaunt and completely bald—heard Randæ. He pursed his lips and leaned over the desk towards the much shorter Loremaster. “What can we help you with today, gentle lylar? Perhaps a treatise on courtesy?”

—KALEN AVANIR
FROM HIS TRAVEL JOURNALS



Between the Barren Waters and the Forbidden Sea lies Jaiman, a continent torn by war. Once it was held in a peaceful thrall by the enchanted royal helms of the Elven-chemist Tethior, but that artificial serenity was shattered when successor kings began to refuse to don the helms. Plots were woven by dark priests and ambitious men while countries went to war. Some of the helms were lost, and realms fell.

Many factions now vie for control of the Land of Twilight, most recently disrupted by the apparent failure of the major powers of the helms. The schemes of the Arnak Priest of Yarthraak were undone, but Rhakhaan still faces threats from a Dragonlord and a usurping pretender to the Imperial Throne. To the north lies the shadowed forest of Lu’nak and the Mur Fostisyr under the iron grip of the Priest of Athimurl. West and South are war. East is Urulan, once an Elven paradise, now a haunted wasteland.

Jaiman remains a perilous place.

1·OVERVIEW

At about fourteen hundred miles across from coast to coast, Jaiman may not be considered a huge land mass. Its northerly location means that the climate is cooler than some might find ideal. However, Jaiman is a land rich in mineral wealth—and history.

This was the home of the greatest Elven Alchemist in history, and seems to have been a land favored by Andraax (for better or worse). Not one but two Dragonlords reside in Jaiman, and this land seems to be a gathering place for powers of every kind

GM NOTE: More on Jaiman can be found in the ICE module Jaiman, Land of Twilight.

2·LANDS

In this section the current geopolitical divisions of Jaiman are discussed, including a few important persons, and characteristic traits of different groups.

RHAKHAAN

While this realm has seen a decline in recent centuries, the Emperor of Rhakhaan (Jerrin Arej Malvion Faslorin VII) remains ostensibly the most powerful man in all Jaiman. His Imperial Majesty is a mere 27 years old, yet he has proved an adept diplomat and has managed to evade half a dozen assassination attempts.

There are many lords in the region; its city-states are fairly independent, yet remain part of the Empire. Subject fiefs, they agree to provide troops for defense of the realm in time of emergency, to pay taxes, etc. In return, the Emperor maintains the unity of the realm and keeps roads and borders safe. Some of the prominent states are Prevan, Noros, Lethys, Lathornia, Calthos, Sanaria, and Kaytha. Haalkitaine, home of the capital, is known as the Imperial Province.

Rhakhaan has the most complete and well-maintained road system on Jaiman, with paved highways connecting the capitals of every fief, and road markers on each indicating in leagues the distance to Haalkitaine.

The symbol of Rhakhaan is the Phoenix and it is portrayed as a red bird with wings spread, surrounded by a halo of yellow flames on a black background. Primary colors of the realm are red and black.

HAALKITAINE

Set in the western foothills of the Grey Mountains is Haalkitaine, ancient capital of this realm. 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 among the leading factors. 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 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 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.

In the cliffs above Haalkitaine are the Tombs of the Kings—looming palaces of the dead. A legend says that the charismatic Ajkara III fled there in 5121 when the Magician turned the Haalkitaine court against her. She took the Phoenix Pendant with her and was never seen again.

LETHYS

Dominating the Nea Bay 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 Haalkitaine are as night and day in both mood and design. While Haalkitaine 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 silver will buy you in Lethys what you'd need breeding or blackmail to get in Haalkitaine.

Lethys is not only a trading center, it is a renaissance city which owes much of its wealth to banking and astute business ventures by its powerful families. Many of these groups have 'offices' in cities all over Jaiman and Emer, lending money to other concerns and even governments. As a result they have grown rich on interest and trade.

LY-ARAN

Only the very southeastern edge of this land mass borders the Bay area, on the outer fringes towards the Farok Tesea ("Forbidden Sea"). Ly-Aran was once united with U-Lyshak in a powerful realm like Rhakhaan, but was overrun and devastated ages ago. What was once part of the mighty land of the Sea-drake is now a wasteland broken only by haunted ruins of the lost civilization. Deep in the Red Hills are many caverns, however. These ancient volcanic mountains are home to thousands of evil Lugröki, once nearly wiped out in the Wars of Dominion; they breed again in secret, their population swelling.

U-LYSHAK

The mainland region of U-Lyshak is one of the most fertile in all Jaiman. The capital of Cynar on the western coast is still a bustling trade seaport, and controls a fairly large region—including several fiefs. Most of the realm is divided into small states ruled by aggressive warlords who constantly fight amongst themselves. One in particular, Lord Boshkar of Vorn, has a large army and plans to rule the entire region.

HELYSSA

This small kingdom surrounds the old capital of U-Lyshak known as Cynar. The coastal town has a brisk trade economy and supports a respectable fleet. Though the most prosperous of the U-Lyshaak states, Helyssa is currently in turmoil after the death of the king and the disappearance of his only heir. The realm is currently held in regency, controlled by the Priest of Yarth, a powerful cleric with a growing political following. But since the fall of the Helms, the true ruler Kier Ianis has been leading successful attacks against the priest.

VORN

An inland state bordering Helyssa, Vorn has long been jealous of her neighbors sea-given wealth. The current Lord, a greedy man named Boshkar, has plans to attack Helyssa within the year, hoping to take advantage of her politically unstable situation.

NOREK

One spot of interest is Norek, a city-state southwest of the Elven Forest. It is a small but cosmopolitan town which trades between the Elves of the wood and many other groups around the Bay. Situated on both sides of the Alunn River just above the Bay of Elysea, several beautiful bridges connect the city's halves. It is well defended, essentially an independent city-state.

THE ELVEN FOREST

This wood is known to its inhabitants as the realm of *Remiriaith*. The Wizard-King Liras Alinar is a High-elf who has ruled for as long as anyone can remember.

Rumors abound regarding the forest, including that Alinar has ensorcelled human Undead to guard the borders of his land. It is generally understood that he does not like uninvited guests. Scattered through the forest are the prized *Miran* trees, which, while deciduous, hold their leaves through the winter, dropping them only when they blossom with huge blue flowers in spring.

Other trees in the Forest include Linden, Beech, Willow, and a variety of large, hardy Maples and Oaks.

While the Elven Forest is not protected by any all-encompassing enchantments, her borders are guarded by an array of formidable detection and defense mechanisms. King Liras has in his possession one of the Sixteen Access orbs of Tethior, and can scan the entire realm at will. In addition, there are alert sentries all along the border, including many Mystics and Mentalists who can divert unwanted intruders. Other tools, such as mistmoss and chameleon vines provide passive defense. As a result, the wood has a reputation of being enchanted and magically guarded.

The emblem of Remiraith is a pale blue, five-petaled flower on a background of deep green.

SARALIS

Located in the northeastern quarter of Jaiman, this land was once very fertile and supported a large united population. The Wyvern Kingdom united the plains and steppes from northern Ulor Bay to the great Jaiman Lakes. Now it is a fragmented domain where petty lords and tribal leaders vie for parcels of land. Desertion from these armies is common, as young men can earn gold as mercenaries in neighboring countries.

SARAL

Damos Huroth Alizon II rules the largest single region, which he has pompously called *Saral*. Situated in the most southern portion of Saralis, it includes the fertile river lands and much of the western coast. Damos has been borrowing from the Lethys merchant-princes to finance his aggressions against his neighboring lords, but the Lethyians are growing impatient, wanting results in gold or goods.

The ancient capital of Saralis at Turak, situated on Lake Karish, is a ruin inhabited only by ghosts.

MELURIA

Never fully controlled by Rhakhaan since the last king donned the Phoenix Crown, the Melurian states are an alliance of five families who rule their land as one country, the five making up an oligarchic council. Actually, to say that Meluria is a united country may be overstating; it is an alliance of feudal lords, each of whom maintains loose control over a section of the peninsula. The westernmost fief is known as Fulcrumia.

The land is swept by winds from the south—including violent storms from the southwest—but her inhabitants are a hardy, rural people. The Melurians trade with Lethys merchants and both parties are usually quite satisfied with the deal.

ARANMOR

An evil place shunned by travellers, Aranmor is surrounded by churning, boiling seas. There are wild tales of demons and ancient curses placed on this volcano-tortured island, yet the stories are contradictory and no one has ever returned to tell the truth.

PLASIDAR

Generally considered a 'wild land' filled with thieves and pirates, Plasidar most likely is not quite as bad as it is made out to be. The Duke of Plasidar (once this isle was a Duchy of U-Lyshak and the title as somehow survived through the millennia!) is an Elven merchant-lord who commands an impressive fleet. Gùl is the capital city, boasting a port exceeded in size in Jaiman only by the huge ports at Lethys. The traders of Plasidar must be bold to face the seas beyond; it is said that they depend on enchantments to avoid the many reefs and atolls which guard the entrance to the Bay.

Ships of Gùl fly a flag depicting a golden ship against a field with a white upper half and royal blue bottom.

NOMIKOS

A library of unsurpassed size and scope, Nomikos is the pre-eminent academic center of all Kulthea.

The Nomikos complex is located in the southernmost part of the Jaiman continent on the island of Ormian, just east of Meluria. The island is a self-sustaining community, including the Scribe hierarchy and supporting society of farmers, fishermen and craftsmen. In addition, the wealth of the isle is assured through library use fees, making the entire populace quite well-off.

No other power has ever attempted to annex Ormian or claim sovereignty over the island, which may seem strange since it has no army or fleet of any size. However, the Scribes are said to have a battery arcane powers at their disposal.

THE LIBRARY

A high bluff overlooking the Port of Ormian is the site of the Library, actually a complex of buildings which covers nearly half a square mile.

TANARA

A land with no fewer than four competing cultures, Tanara was once a coastal realm on par with her five sister-kingdoms.

As part of her legacy, the Pegasus Kingdom inherited the vast Halls of the Cloudlords, a Lords of Essænce complex. These early Tanarans were probably related to the Zori and/or the Talath. They were regal of bearing with fair skin and hair. One of the most intriguing aspects of the old Tanaran court was of course the Cloudlords: the Royal Guard trained to ride the fabulous winged horses. These mounts—called *Steardan*—are not intelligent like true Pegasi, but are otherwise undistinguishable from their willful cousins. Cloudlords kept the peace and led the defense of the realm until 5410 SE, when intrigue and suspicion opened the way for betrayal. Many of the majestic Steardan were killed in their stalls: poisoned by agents of the Unlife. The remainder were insufficient to protect the land against the invasion of hideous flying beasts which swept in from the heights of the Grey Mountains. The few survivors locked themselves inside the Halls and were not seen in Tanara again.

The current Dúranaki bear little resemblance to the lordly Zori. They are very reclusive and will trade with no one but a few Sulin tribes and some Lethian merchants who have lured them out of their caves with precious gems. The Myri of Tanara are simple and for the most part self-sufficient. Sulini are the tradesmen of Tanara, often dealing with merchants from Lethys and Sel-kai. No one will deal with the Y'kin, however, as these wild people are too hot-headed and unpredictable.

ZOR

The kingdom of Zor was the proudest of the six, and not coincidentally the first to fall. Her population made up almost entirely of Talath peoples, Zor was a vast land of fertile fields and rich mountains. Now it is the most complete wasteland on Jaiman. The heart of the realm, once a region of rivers and rolling hills, is now a plain of dry and cracked earth. In the very center, where the capital city of Verzor once stood, is a huge crater hundreds of feet across, surrounded by an expanse of black glassy slag extending for miles. No sign of this glorious people remains, and no one enters this waste: legends say that those who venture too far into the waste return only to grow sick and die of an incurable malady.

ARION

The small island in the center of the southern Jaimani lake (Lakyran) holds secrets: it is the legendary forge complex and citadel of Tethior—and also the location (deep underground in a separate chamber) of the Vault of the Crowns, recently rendered inactive. Whether the vault was completely destroyed is a question few know the answer to.

URULAN

Except for a few small Elven villages, this land is nearly deserted. Interestingly, the rare adventurer to visit has a strange feeling of uneasiness and an odd sense of forboding.

Other areas of Urulan have scattered ruins—some say they are haunted by spirits.

LU'NAK

The Land of the Blue Forest has a dark history, filled with bloodshed. Once the peaceful realm of Wood-elves, it was largely overrun by Haidic peoples. These in turn fought amongst themselves and with the Fustir until 4166 TE when a host of demonic creatures swept through the Blue Forest and nearly wiped out the entire populace in a night.

Only recently have men begun to return to the Blue Forest, for it still has a reputation of being haunted by the evil beings known as *Shards*.

The Jaimani Elves who once inhabited this area had an emblem of a blue pine over a green background. The current inhabitants have adopted a modified version of the Haidic symbol: a green tree with a blue background and a single star overhead.

MUR FOSTISYR

A cluster of snow-covered isles off the northwest Jaiman coast, the Mur Fostisyf is nevertheless home to a number of interesting cultures. It is isolated by chill currents and a powerful Flow of Essænce and has lately felt the cold breath of the *Iron Wind*.

There are three distinct cultures in this cluster of isles. The Ky'taari have a white emblem with a golden, multi-rayed sun. The Udahir use the great white Ovir on a red field, while the Syrkakar have two pines in silhouette with a rayed blue sun rising between them.

WULIRIS

Less of a realm than a region, Wuliris has never seen a united government—this partly due to the rugged terrain and chilly climate which pervades this coastal land. A place of grassy slopes falling steeply to frigid inlets and fjords, Wuliris is a countryside difficult to tame.

Glacial activity carved Wuliris like a soft cheese, leaving long, angled ridges and windswept plateaus. Now her only residents are stoic arctic men and their flocks of goats and sheep. The *torkaan* of the Mur Fostisyf have been imported here and thrive in this relatively welcoming clime.

The ocean is turbulent off the Wuliris coast, and treacherous ice floes bar the inlets nearly year-round. Hundreds of small isles lurk amidst the misty, grinding icebergs, but it is hard to tell what is solid ground and what is floating ice.

The Dragonlord has taken some of the more northerly portions of the land for his own, but found little use for the frozen ground. He has since turned his gaze to the southwest.

JA'MIIL TARG

A dramatic contrast to Wuliris, the inland Ja'Miil Targ is a smouldering plain of ash and flowing lava. (The islands which extend outwards are also a part of Ja'Miil Targ, and are volcanic in origin, but have cooled and have frigid climes.) Almost constantly cloaked in a ceiling of ashy soot, the land is the home of Sulthon Ni'shaang, Dragonlord and would-be conqueror of Jaiman.

The land is a natural defense for the Dragonlord, but it also acts to inhibit his movements across the lands to the south. There are rumors of great tunnels extending under the Black Fork Mountains, but the Loremasters will not confirm this.

The lands near the coast are less inhospitable, and it is there that the Dragonlord's armies of Lugröki farm their brown crops and graze cattle, but the plains of southern Lu-nak call to them, and little stands in the Dragon's way.

3·OTHER POWERS

Following are a few groups who—while they may not directly control great lands—have influence over the events in Jaiman.

PRIESTS ARNAK

The priests and their minions worship the darkness of the Unlife—its ultimate goal being the complete destruction of civilization and the onset of the pure totality of nothingness. It is true that most of the servants of the Unlife do not fully understand its purposes; seeking only 'order' in the face of chaos. Those who do comprehend the aspirations of this evil force are truly mad.

Six shadowy figures lead six cults of cruelty. These are the High Priests Arnak. Each Priest has a target society and commands a group of dark servants known as *messengers*.

The cults and their approximate regions of focus follow: Lyak (Tanara & Urulan), Yarthraak (U-Lyshak), Gaath (Mur Fostisyf), Dansart (Zor), Athimurl (Lu'nak), Thargondaak (Rhakhaan/Meluria).

GRYPHON COLLEGE

On the surface, the College is a small, monastic learning center. However, it is actually a focus of power, dedicated to fighting the Unlife, and a sanctuary for travelers. It is whispered among those in power in Jaiman that the College is also at the center of many a subtle plot to combat the powers of Darkness.



THE DRAGONLORDS

As noted above, Sulthon Ni'shaang and Oran Jatar wield considerable power over areas of the continent. Ni'shaang controls a tortured plain in the Northeast, while Jatar maintains a more subtle influence over the Mur Fostisyf and NW Jaiman.

THE WHITE MAGE

The White Mage is but one of the names of the evil sorcerer Lorgalis, who rules the land of Ulor in western Jaiman. However, in other guises this lord has been advisor to the Emperor of Jaiman, and is currently a member of the Jerak Ahrenreth (The Secret Circle).



› PART XV ›
EMER: THE GREAT CONTINENT

*Few guess the purpose of the Cult of Old.
subtle as whispers in the gale.
Now actions speak and kingdoms fall.
The order gathers in the Hallowed Hall.*

*Ancient the story, no longer told:
the lords below are strong and hale.
Eight their number, named by lore.
All rivals shall perish, a threat no more.*

*Crystal gleams red, no longer cold:
The heart of darkness will not fail.
Servants are summoned, sleepers awake.
Long years have left a thirst to slake.*

The order gathers in the Hallowed Hall.

Gargarax... Urkanian



Emer is the lord of the hemisphere, a continent which dominates the map. According to many it is also the source of civilization. Whether or not that is true, Emer is home to many races and cultures.

1·OVERVIEW

Emer is also known as the Great Continent, not only because of its size but for the many powers which have arisen there.

A BRIEF HISTORY

Like the rest of Kulthea, events before the rise of the Loremasters are but vague legends. Therefore, a summary history of Emer begins in the Second Era, when most of Emer was still a politically fragmented land of warring tribes.

Late in the first millennium, six powerful Titans decided to make their home on the cloudy summit of Votania in central Emer. From there, they planned to assume benevolent rule over the great continent of Emer. Naming themselves the *Masters of Emer*, they recruited servants (followers) and began a scourge.

Over the next 200 years, the Masters took all of Emer, giving names to the regions which are still held today. The Titans showed favoritism to certain races, subjugating the Shay, while elevating the Laan to special status. They loved the Elves to the point that they allowed them independence on Námár-Tol, fearful to stifle their fragile, artistic culture.

Enforcing the rule of the masters was a large cult of warrior-priests who were called the *Xiosians*. Wielding strange weapons with nearly super-human skill, they were an omnipresent force which effectively kept the lands in check.

While demanding, the Masters maintained a benevolent rule over Emer. It was not until the beginning of the fourth millennium that some Masters became dissatisfied with their lot, and the group began to fracture. Minions of darkness, preparing for a thousand years, had been waiting for just such a wedge.

With the return of the comet *Sa'kain* in SE 1900, the moon Charón acquired a special access to the negative planes, allowing the Dark Gods and servants of the Unlife easy access to the Shadow World. But they kept their new power secret, preparing for their chance to strike. Their target of choice was the cradle of civilization: Emer. As the Titans began fighting amongst themselves, the Dark Forces moved. In SE 3345, the evil god Andaras descended to Kulthea and led an army into Uj.

The campaign in Uj lasted for over two years and climaxed with a confrontation between the Titan Kio Viax and the god Andaras. The stubborn Titan refused aid from his fellows but was unable to stem the dark tide alone. Kio was nearly slain before his brethren arrived to help. It was too late to save the land, however, and Uj fell under the shadow of the Dark God. The reign of the Masters began to crumble.

For the next 1500 years, Emer continued to be fragmented as the bickering Titans were unable to hold the lands against determined advances by the forces of the Dark Gods. Even the Laan turned against their former lords, seduced by promises of wealth and power from the evil manifestations of the Unlife.

The mighty Xiosians were driven back, and the Masters of Emer retreated to Votania, cloaking the isle in magical protections.

For almost three thousand years the continent continued a slow decline into anarchy and a dark age. With the return of the comet *Sa'kain* in SE 6450, it appeared that the Shadow World was on the brink of total destruction.

The feared harbinger of the final Darkness arrived: the Comet appeared in the sky, its red tail ablaze. *Sa'kain* grew brighter and more sullen, until it passed most closely to Kulthea. On that day, the world was torn asunder. The earth cracked and from great wounds poured armies of hideous creatures, a giant wave of unspeakable minions of darkness. The Portals opened and disgorged awful

monstrosities from the Outer Planes and beyond. Captained by Ordainers and other lord demons, the Black Host swept across the lands, destroying everything in their path. Even the Masters of Emer were stirred from their self-imposed exile and joined battle with the evil commanders. But it was a hopeless struggle.

The Lords of Orhan looked down upon Kulthea and decided to intervene. Descending like suns from their heavenly abode, they faced the Dark Gods and their minions. One by one the evil masters were captured and forced back to Charón, where new guards were set. Then *Sa'kain* passed, and the Portals were closed again.

THE THIRD ERA

While the land has been cleansed, it suffered grievously under the tortures of the reign of the Dark Gods. For more than a thousand years, no civilization existed beyond a handful of sheltered enclaves. The lord Aldaron arrived from beyond the West.

Aldaron was a fair-haired man, not unlike the Talath or Myri in appearance, but more aggressive than that quiet people. Leading a force inland from the Bay of Izar, he settled on the northern shores of the Sea of Votania and declared himself the Emperor of all Emer. So began the campaign to unite the great continent again.

A century later, Aldaron was lord of Hæstra and dared to sail to the Isle of Votania. Dispersing the ancient legend, he was not struck dead upon landing. He claimed the isle, planning to place his Imperial Palace at the foot of the mountain. The fortress was built over the next twenty years. From Aldain Castle he solidified his hold on Emer. By 1300, Aldaron—still seemingly a young man—returned from campaigns across the continent. Emer was his.

To administrate his vast empire, Aldaron established four satellite capitals: Relas, Ardan, Leonas, and Corinn. He appointed trusted captains of his army to rule in his name. The four capitals prospered over the next several decades as Emer enjoyed a period of peace and prosperity.

The Empire endured for a little over three centuries, sabotaged from within by the agents of the Jerak Ahrenreth. In TE 1617, Aldaron's grandson Væric was murdered by the evil lord Ondoval as the rotting Empire collapsed—eaten away by the manipulations of the Jerak Ahrenreth. The next several decades saw the four states go to war and virtually destroy each other in a vain effort to re-unite the Empire again. Emer was thrown into chaos by the year 2000.

Starting around the beginning of the third millennium, the nearby disaster of the Emerian Empire acted as a catalyst: philosophical differences between the Linæri and Loari Elves of Námár-Tol became irreconcilable, and the Linæri departed. Many sailed north to Urulan; others began a long migration which ended centuries later in Itanis in southern Uj. (Ironically, Itanis also become an isolated land.) The Loari Elves consolidated their realm on the Seven Isles of Námár-Tol, and their more structured and isolationist approach to government quickly manifested.

Meanwhile, the trading port of Kaitaine, beginning as a mere cluster of wooden buildings was already a trade center. The *Laan* population began to recover from the post-Imperial wars and repopulated Hæstra.

Kaitaine and Sel-kai, at nearly opposite ends of the continent, rose to economic power in the vacuum of political influence. Their wealth was enough to buy them protection from raiders, and their respective reputations grew to the point that each is legendary.

The last millennium has been another period of decline in most areas of Emer, with warfare increasing and natural disaster claiming many lives. The Flows are unchecked and perilous, causing many secondary problems. Climatic changes erupt without warning, and astrologers fear celestial causes.

The realms of Naal and Ansidus in Ræl are depopulated by a protracted conflict. Much of the damage to the land is irreparable, and the survivors are further depleted by famine and disease. Other areas of Emer suffer droughts, floods, and devastating storms. Societies which previously interacted draw away from each other in fear of contamination. Nevertheless, plagues reduce the overall population of the continent by almost a third by the year 6000.

2 LANDS

What follows is a geopolitical overview of Emer.

HÆSTRA

Second largest of the four main regions, Hæstra is the most widely cultivated and the most densely populated of Emer's varied regions. Its mild climate, fertile soil, and available resources make it an ideal region for human habitation.

Hæstra is bordered on the south by the bleak Morbek Highlands and the Forbidden Hills, an intimidating barrier. It is said that a pass lies between the two, but the way is hidden—and perilous. Beyond lies the desert of Uj.

VOTANIA

Geographically and historically, Votania is a place with few rivals in the picture of Kulthea. It has been home to the Emperor of Emer, the Masters of Emer, and conceals still a secret citadel beneath its green flanks.

This isle lies near the center of Emer, at the center of most comprehensive maps of the Western Hemisphere. Guarded by the deceptively calm Sea of Votania, the isle is rarely visible, clothed in a thick veil of mist. The sea is a fresh-water body and very deep. Tales of some sort of kraken-like monster living in the depths of the sea are unsubstantiated.

DANARCHIS

Occupying the rocky peninsula (the northernmost extension of Hæstra), Danarchis is a small but powerful maritime kingdom. Aside from trading with the simple Bodlean peoples, they have little contact with the inland affairs of Hæstra—instead reaching out across the seas for their riches. Danarchis also controls all of the small islands surrounding the realm, to the Forbidden Reef to the west and the Six Isles to the east.

BODLEA

More of a region than a specific government, this rolling land of hills and valleys north of the Keyten river is home to a coalition of eleven Talath *dales*, a term referring to the independent valley-towns and the farm/pasturelands surrounding them. The dales are relatively isolated, making only sporadic contact between each other. However, the southern dales benefit from contact by river trade with the Elves of Talæn, and the northern dales trade with Danarchis.

Reasons why Stroane has not annexed this land are as many as the sheep which graze on it. The soil is not as fertile as that in the Miirian land, so has (relatively) limited agricultural value. The Talath, while disorganized, are ferocious fighters when defending their homesteads. Another reason, and perhaps the most bizarre, is the superstitious fear among the Stroane forces that the river Naiad Kellus will rise up to defend the simple Dale-men.

THE MIIRIAN STATES

Miir lies south of the Keyten river, between the land of Stroane and Vornia. Seven lords, forged a loose alliance for their mutual benefit and protection which survived for several centuries only to be broken nine years ago when the Katra of Stroane annexed the southeastern state. Taken completely by surprise by this aggression after centuries of peaceful coexistence, the others have been consumed one by one by the voracious Katra.

This region known collectively as Miir is made up primarily of empty land with beautiful if mysterious ruins. It is a rolling terrain with many small valleys. The downs of Miir have the richest soil in Emer and were once the heart of the Emerian Empire under Aldaron. Now, Miir is mostly composed of short grass with scattered stands of trees. Despite Stroane's recent conquests, life in the few dozen isolate villages here has changed little.

STROANE

Controlling all lands around the Sea of Votania, from the Spine of Emer to the Bay of Izar and north to the Keyten River, Stroane is a powerful country with an aggressive ruler. Most of this land has been acquired in just the last ten years, sapping the resources of the homeland and causing mixed reactions among the court.

Two years ago, the Katra ('king') was murdered by his young wife, an act which smacks of a conspiracy of some sort. But the wife escaped, and the other members of this supposed plot have yet to be uncovered. The Katra's son—now ten years old—is ruler in name only, the actual administration being handled by a triumvirate made up of the highest military official (the Lord General), the Katra's most eminent advisor (the Chief Sage), and the Katra's uncle (Lorek, Prince of Vornia). The three are frequently at odds, and the government is unstable.

This sudden death of the Katra is unquestionably a fortunate event for Stroane's neighbors, as the realm was quickly becoming the largest on Emer. Expansion was driven by the power-lust of the Katra, and with him gone, it is doubtful that the country will expand further in the foreseeable future. If the conquered lands were more organized and assertive, they would find winning their supremacy back a simple matter, but it appears that most of the Miirian villagers care little whether they are under Stroane control or not. They are taxed in foodstuffs (since they have no money), a burden not as onerous as the thought of taking up arms and perhaps dying.

ZINVAR

Until 5948—barely a hundred years ago—Zinvar was one of the preeminent trading centers on Emer. A large island (nearly 100 miles long), it was an independent city-state at the mouth of the Keyten river and had ties with the Dales, Danarchis, Kaitaine, and even Selkai. Zinvar was a wealthy port to rival Kaitaine.

Then, in 5945, a man who only called himself the Nameless One arrived in Zinvar and announced that the city would fall within a year. This strange man in black was asked to leave the island before he caused a panic. For three years all was normal in Zinvar, and the city prospered. Then, three years later to the day (so the tales go), a black ship with tattered black sails came riding into the western port at sunset, against the wind. It maneuvered into the port as if a skilled crew was at the sails, yet lookouts could see no one on deck. The ship touched the stone dock and vanished. Then the madness began.

Whether it was a plague or a curse of one of the Dark Gods will never be known. While legends say that no one escaped, a few Navigators did. Fleeing instantly, those whose *Jumps* did not go awry were mind-blasted idiots who only recovered after months of treatment. Those who did not escape attacked each other with the nearest

weapon—or their bare hands. Trading ships who arrived later that evening saw the port ablaze, great fires reaching hundreds of feet into the air. They turned away. For days Zinvar burned, columns of smoke visible for miles. No one has yet returned to the cursed isle... and lived to tell of it.

TALÆN

This island off the western coast of Emer is a idyllic haven of Erlini. While only 150 miles from the cursed island of Zinvar (the Elves could see it burn on that day), the Elves of Talæn had never been in close contact with the island. Talæn has a moderate climate and is covered almost entirely by forest, dominated by the massive *navaal* trees. Reefs surround the island, making it treacherous to visit. While the Elves will help those who are shipwrecked or otherwise in trouble, they do not welcome visitors.

VORNIA

The grasslands between the Bay of Izar and the Gold Mountains were never densely populated. *Vornia* is more of an ancient regional name than a political delineation; there is no central government or any unifying force to the scattered population.

When the armies of Stroane rolled through Vornia, they met nothing but a few isolated farms, a tiny village or two, and numerous ancient stone ruins. It was only on the coast of the Bay of Izar that they encountered any real population, and that was no more than a string of fishing villages.

Needless to say, the rustic people of the land known as Vornia put up very little organized resistance to the declaration that they were now citizens of Stroane.

THE EMERALD FOREST

Situated between the Sea of Votania and the Bay of Izar, this extensive forest contains a plethora of wild plants and animals—and not a few sentient life forms as well. Though the Miirians and Vornians say it is haunted, the Forest is the home of many of the Fairy Folk, a hidden group of Fauns, and a secretive community of arboreal people. The master of the Emerald Forest is a powerful being; one might call him a god.

The Forest is surrounded by an invisible barrier which inhibits entry by those unwelcome—which constitutes anyone but the Fauns and Forest-folk themselves, as well as wild animals. (Must successfully resist 10th level Channeling or feel unease, increasing as one moves further in until it is unbearable.)

SARNAK

To the south of the river, slag-like hills rise steeply to the impassable Morbek Highlands. Beyond the highlands lie the deserts of Uj. At the mouth of the River Urij lies the walled city-state of Sarnak, defiant these last five years in the face of the aggressions of Stroane. Of course, they have benefitted from the sudden demise of the Katra of Stroane, but deny any hand in the assassination.

The most notable feature of Sarnak society is the role of the sexes. Women rule this land, and men are subservient domestics who look after the children, cook, sew, and perform all other domestic chores. The women are the warriors, heads of government, and craftsmen.

TAI-EMER

From the Spine of Emer to the Sea of Tears, the land of Tai-emer steps down in a series of great plateaus. These shelves of land are eroded by the patient destruction of wind and water, leaving a broken landscape of arid plains and semi-fertile savannah. To the north, Tai-emer ends at the Choak Gap, a windy plain 50 miles wide and guarded by the Changramai Citadel. To the south, the Peaks of

Peligris and the Spine of Emer curl towards each other, forming the plateau of Arûl. South of this ridge, the land falls away into the lowlands of Khûm-kaan.

This is the home of the Lankani and Pochanti, hardy red-skinned men who live along the fertile riverbanks.

LOGOR SWAMP

Located far to the south, the Logor Swamp lies in western tip of the Arûl Plain, shielded by the Peligris Mountains. After one passes south into the plain, the land drops, and humidity increases. The swamp is over 100 miles across, a misty bog which is treacherous to enter. Logor Swamp and the Plain of Arûl were part of a kingdom destroyed during the Wars of Dominion.

THE FOREST OF ASH

This strange place stands in the foothills of the Spine of Emer, west of the Pochanti lands. Once a great forest, its trees reached hundreds of feet in the air. The forest was burned long ago by an unnatural fire which left almost all the trees standing. Even the leaves still remain, though they are black and charred. The forest floor is covered with ashes, and the place is utterly dead.

PRÆTEN

Two peninsulas and more than a dozen large isles mark the empire of the Honakh ('king' or 'lord') of Præten. This maritime country is isolated from the steppe-peoples of Tai-emer and seems more than happy to remain so. The Præteni are an aggressive people who have found themselves in an unhappy location between two major trade powers. To the west lies Danarchis, an organized little realm with ties to every major shipping port from the Mur Fostisyr to Kaitaine, while not 500 miles to the east floats Eidolon, the only trade city whose fame (and legendary flying trade fleet) has spread across the entire hemisphere.

As a result, Præten has had to resort to raiding to supplement its economy, its privateer ships making life difficult for Danarchis and the sea-going vessels of Eidolon as well.

POCHANTOS

Until recently, Pochantos was a large and powerful realm in Tai-emer. The last fifty years saw the northern lands suffer droughts, however, and Pochantos suffered. Then came the fateful arrival of the Nameless One in 6039 and the subsequent destruction of the capital city of Dûbach. Without a central government, the country fell into anarchy.

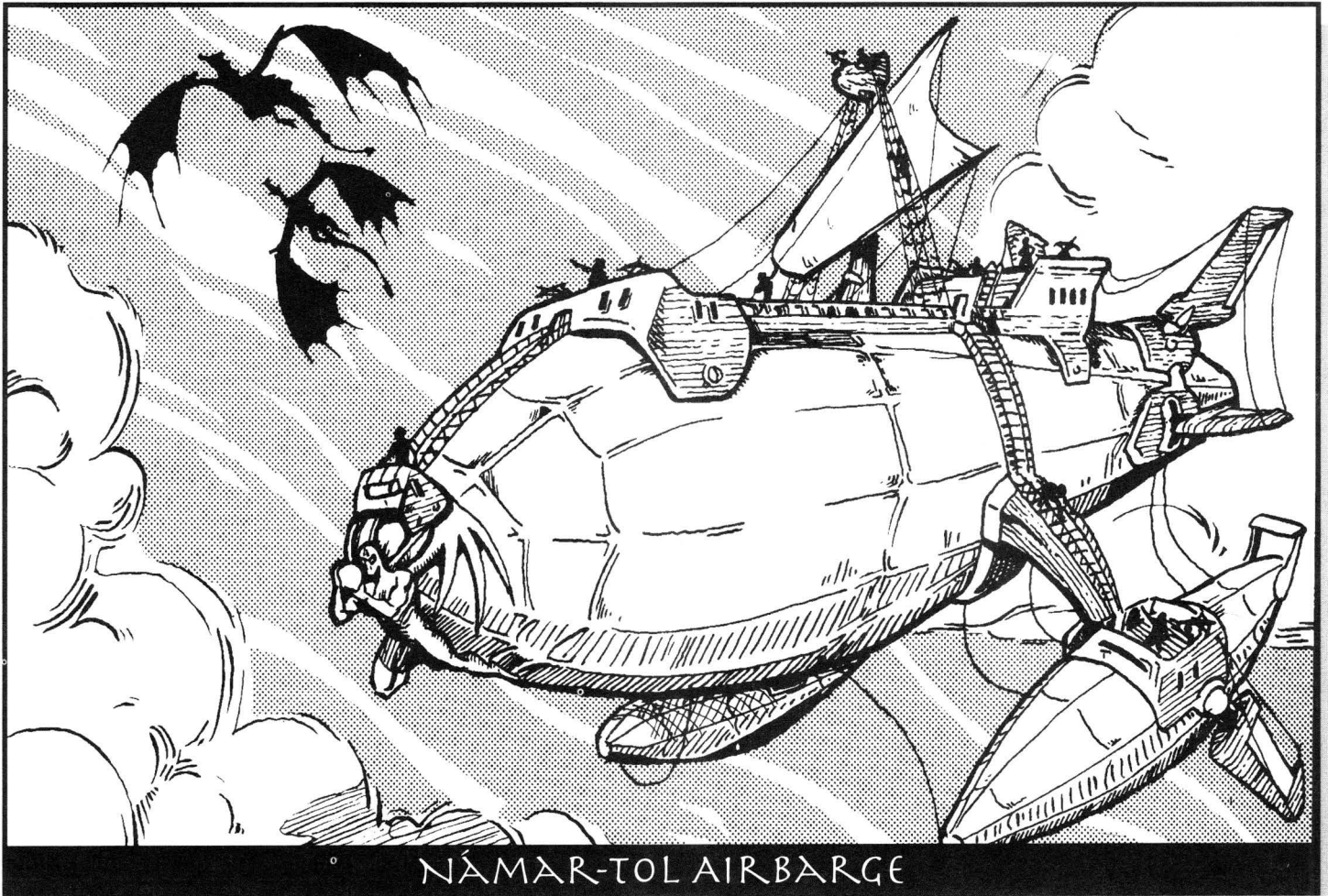
This was a great stroke of luck for the Lankan Empire. Lankanok and Pochantos had been at war for more than five years, and battles had proven inconclusive thus far. With Pochantos essentially beheaded, it was an easy matter for the Lankan armies to annex the lands.

Now Pochantos exists only as a province of the growing Lankan Empire.

LANKAN EMPIRE

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

While not technically the most advanced culture on the continent, the Lankani possess quick minds and an aggressive nature. They have conquered nearly all of the once-isolated tribal communities around them, and just ten years ago defeated the Pochanti, a kingdom further north along the coast of Tai-emer. For a culture which cannot work iron, it has no use for the wheel and little desire to sail, they have become quite powerful.



NÁMAR-TOL AIRBARGE

ARDANIA

This realm is at this time an unknown quantity. A lordly man of uncertain origins—and seemingly limitless gold supply—has settled in the ruins of old Ardan city at the mouth of the Lapinar river. This site, south of the Plain of Arúl, was the ancient location of one of the four regions of the Emerian Empire. This man, calling himself only the Lord of Arдания (he is really Schrek), has gathered a large force about him and begun the rebuilding of Ardan City. The palace is partially complete and the outer wall is almost finished.

SILAAAR

AND THE ISLES OF NÁMAR-TOL

Cradled between protective mountain ranges, Silaar is a region known among its Anzeti inhabitants as Nuyan Khôm.

South of Silaar lie the great Isles of Námar-Tol, a large and powerful Iylar realm. Four large islands and numberless islets make up this kingdom, ruled by the Loari branch of the High-elves.

Finally, to the north of Silaar hovers perhaps the most celebrated city on Kulthea: Eidolon, floating above the island-princedom of Sel-kai.

SEL-KAI

It is said that the Prince of Sel-kai is the richest man on Kulthea. Although this is probably not the case, the Prince is undoubtedly one of the wealthiest *merchants* ever. Certainly he has one of the most grand homes: the floating city of *Eidolon*, capital of Sel-kai.

Sel-kai, a large island in northern Emer, is an independent realm ruled by a man known as the *Prince of Sel-kai*. While granted for life, this position is not hereditary. The Prince is elected by the Lords of the 15 Merchant Guilds of the island and rules as a monarch. His powers are only limited by certain checks and balances which can be exercised by the convened Lords of the Guilds. The current prince is Rylec Qaterris, still of youthful mien despite a rule of more than 200 years. That there is Elven blood in his veins, few doubt any longer. A skilled diplomat and shrewd merchant, he remains a popular ruler—except among the handful jealous of his position.

Sel-kai is a government based on trade; the system has worked fairly well for nearly two thousand years, so there is little initiative to change it.

GM Note: For much more on the realm of Sel-kai, see the ICE supplement *Eidolon, City in the Sky*.

VOG MUR

A cluster of three islands off the NE coast of Silaar, Vog Mur (“Death Watch” in Muri-elven), would be unworthy of mention here except for two very important factors.

First, Vog Mur has a strange and fascinating history. This is a trio of isles, named *Ordye Throg*, *Dalla Veurd*, and *Dalov Perll*. The last is the site of the ancient fortress of *Encla Turic* (“Iron Gate”).

It seems clear that Vog Mur was once a place of importance to the Lords of Essænce. It embraces many ruins, though their nature is uncertain. There is a legend of one wonder: the Eog golem named in legend as *Yenor Staideyes*, hidden in a vale known as *Lon Lemira*. An

enchanted, holy warrior covered in bronze, he stands 35 feet tall on a base of obsidian. The method to awaken him is presumed lost with time.

Secondly, Vog Mur is home to the Lord of Encla Turic, who has been many men and Elves through the ages, but is now one far more fearsome. He is also known to a few as Voriig Kye: the Silver Dragon.

Voriig has actually lived on Vog Mur for uncounted centuries, but has only lately grown impatient with the corrupt masters of the past. He has taken command himself, and now Vog Mur knows the peace of an island paradise. The inhabitants of this pastoral land know nothing of their lord's true dragon-form, or his cruel incursions on the mainland of Silaar.

LOST EMPIRE OF THANOR

Rolling hills and plains dominate northern Silaar, also known as Old Thanor. The place is a wasteland just coming back to life. The fertile valleys located in the Ash Mountain foothills are populated by a strange race of primitive men. The landscape is littered with many bizarre ruins—all that is left of the lost civilization once flourished there.

The southern region of what was once Thanor is for the most part empty land: barren waste, when not shrouded in sulfurous fumes and clouds of ash it is cloaked in a thick fog. The northern shore areas are the most fertile.

Thanor fell in TE 4200 to the armies of Voriig Kye. Hordes of Garks swarmed off hundreds of ships. The Empire would have been able to hold off this army, were it not for their protracted conflict with Arûl far to the south. (Thanor once held all of Silaar, and the land which is now the Tai-emer waste was a vast battlefield.)

Ancient ruins north of the Lake of Glass are even more plentiful than those in Hæstra. It would seem that Thanor exceeded even the later Emerian Empire in technical sophistication, rising to TL 6 before their downfall. Thanor was initially under the yoke of the Masters of Emer, but the realm's isolation benefited it: when the Masters fell, Thanor remained unbothered until nearly the end of the Era.

As a result, the structures of the Thanor were quite grand, with tall towers and high vaulted halls. But the ravages of six millennia have destroyed all of the more subtle works of Thanor, leaving only crumbling skeletons of a glorious past.

VÆRKEN MIRE

Between the Lake of Glass and the Ash Mountains lies a perilous trap. A vast swamp nearly a hundred miles from end to end, the Værken Mire lies like a blight on the plains of Silaar.

Choked by clinging vines and dangling float-moss, huge, decrepit trees roof the dank swamp. It is swelteringly hot and humid in the Mire during the day (though precious little sunlight reaches beneath the dark canopy). At night the air cools to a clammy chill. Insects are everywhere, but other life is difficult to detect. They are wary of visitors, but hungry.

The Mire is constantly flooded, though some Nuyani guides will say that there are paths through the swamp known to the residents. But who—or what—are the residents of the Værken Mire? Even the T'loc-loc will not venture under the drooping eaves of the foul place.

The Thanor capital lies in what is now the center of the Mire. The straight-faced Loremasters say that the Mire formed as a result of a curse laid upon the city, now a tumbled ruin. That area is haunted by Specters, Wraiths and Shadows. The rest of the Mire is home to giant spiders, great snakes, and deadly plants. There are tales of a tentacled monster deep in the Mire, but these stories are unsubstantiated.

NUYAN KHÔM

The people inhabiting southern Silaar are known as the *Nuyani* and their country the *Nuyan Khôm* ("places of the Nuyan"). Physically small but resilient, they are a shy culture of the Y'nar race. Nuyan Khôm is less a realm than a confederation, the high king (*Hutarn*) exacting tribute from the feudal lords (*Tarns*) and keeping peace between city-states. The capital city of Nuyan Khôm is *Ashenoq*, an independent city at the southernmost tip of the great Lake of Glass.

The Nuyani have had a stable if uninspired culture for thousands of years. They have survived the ravages of natural and man-made disasters and the threat of war. Their realm has grown slowly, creeping into empty lands. They are friendly to visitors, but careful.

Should a dynamic and aggressive man become Hutarn and unite the Tarns, the Nuyan Khôm could be a powerful force in Emer. But there seems little chance of this in the foreseeable future; Nuyani seem to be pacifistic to the point of being submissive unless their home is threatened.

What the Nuyani were not prepared for was the appearance of the Nameless One in the court of the Hutarn thirty-one years ago. He warned of disaster, but would not state what form it might take. That night the Scepter of Khôm—symbol of rulership—was stolen. The country was shaken by the loss of this symbol, but retained their unity. The plague struck in the following winter. For two years, Nuyani died in great numbers. By TE 6022, more than a third of the population of Nuyan-Khôm is dead—including the Hutarn and most of his family.

The Nuyani have just begun to recover from these disasters. The current Hutarn (only surviving son of the last ruler) is 29 and has pulled the people back together.

REANDOR

Situated in the foothills of the Rust Mountains, Reandor is well protected by natural guardians on all fronts. A small kingdom of no more than 7500 square miles, it has considerable wealth built on rich mines and fertile lands. The weather here is quite different than the rest of the region, as Reandor is nestled among the eastern highlands of the Rust Mountains, creating a humid mid-latitude climate.

Reandor is a peculiar little realm, seemingly out of place among the exotic cultures of northwestern Emer. In fact, the little kingdom hearkens to some of the realms in Jaiman. The old stone castles, the cool climate, and even the clothing styles of the people here show a marked similarity to a frontier duchy of Rhakhaan.

ISLES OF NÁMAR-TOL

This cluster of large islands dominates the shallow Circular Sea. (The sea was so named because of the constant clockwise ocean currents sweeping around the Isles.) The southern isles were formed by volcanic activity, but have long ago settled, and vulcanism is virtually unheard-of here. The result now is rich soil which supports a wide variety of crops.

The large two-lobed northern island has mines yielding a vast wealth of minerals and gems.

This is a great empire of the Loar Elves, a place of beauty and wealth—and a caste structure without equal. Loari live a life of relative ease and privilege, supported by a class of serfs: mortals of several breeds. These servants perform all labor—from domestic work to toiling in the fields. Perhaps surprisingly, this structure has worked fairly well for centuries. The servants are paid a respectable wage and well cared for. They have few freedoms, however, and no hope for escape from their position in society.

Visiting mortals are greeted coolly but politely. Nevertheless, the Elves' air of superiority is evident.

UJ

Though the largest region of Emer in sheer square mileage, Uj is largely desert or arid land, and the population is relatively low. However, the western third of the mainland is fertile, protected from the desert winds by the Barrier Hills. Many islands and peninsulas around Uj contain thriving cultures as well. The legendary city of Kaitaine lies just west of Uj, and southwest are the Isles of Itanis, home to the Warlocks and their amazon guardians.

Uj has been called a wasteland—much of this vast region is either desert or barren plain. Several other very divergent ecologies exist within Uj's boundaries.

RHIANI TRIBESMEN

Unchallenged masters of a vast desert and plain, the Rhiani are not terribly numerous, but they are a hardy people willing to brave a hostile environment.

Semi-nomadic, each of the twelve Rhiani tribes has a seasonal home at an oasis or on one of Uj's large rivers. Once a year, representatives of all twelve tribes also gather at *Shezarak*, the ruins of an ancient city at the mouth of the Umek river to arrange marriages, discuss great issues, and celebrate another year of survival.

Rhiani are scrupulously honest, and greatly respect that quality in other peoples. They are equally intolerant of liars, and have an uncanny ability to detect an untruth. A Rhiani has been known to cut down a merchant in the middle of the Kaitaine Grand Marketplace if he believes he has been cheated. (Because of the unique relationship of trust between the Trade Council of Kaitaine and the Twelve Tribes of the Rhiani, this brutal behavior goes unpunished. It is an increasingly rare event, as shady merchants learn not to attempt deceit against a Rhiani.)

VAJAAR

This tropical land is in the southwest of Uj, a vast territory which is largely savannah. The area furthest south is at a lower elevation and receives considerably more rainfall. This land—where not cleared for farm or grazing land—is covered with untamed rainforest.

Zornaq is Lord of Vajaar, ruling from his beautiful palace in the capital of Ajan. This bustling coastal city lies beside the river Lamanh, just 150 miles southeast of Kaitaine.

The Lord of Vajaar has at present extended his eastern border to the Daluj river. Beyond he has yet to go, partially because there is little worth taking. Itanis to the south and Kaitaine to the west continue to be taunting jewels to the Lord, but each is too strong in its way to overcome.

It must frustrate the Lord of Vajaar to no end, the wealthy Itanis within sight across the Nyok channel but unreachable: the north and west coast of the large isle are sheer cliffs, and the waters below them turbulent and dangerous with whirlpools and rocks. And there is the famous magic of the Warlocks.

CHARN RAIDERS

Beastly creatures who make their homes in the many caverns honeycombing the rocky Charn Plateau, the raiders are the greatest single threat to the Rhiani. While ostensibly human, they are culturally only slightly ahead of primates. Like the Rhiani, they have a second, semitransparent eyelid. Unlike the Rhiani, they have 'deformed' noses designed to filter dust and sand. The Raiders can even close the nostrils of these snoutlike protrusions at will.

The Raiders' hatred for the Rhiani is exceeded only by their cowardice. They will attack caravans, but if things do not go their way quickly, they will often flee—only to be ridden down by the enraged horsemen.

THE WHITE WOOD

The White Wood is a place of power of the Unlife, located in the shadow of the Scorpion Ridge and thus acting as another barrier between the Rhiani and Kaitaine.

This strange, haunted place is a vast forest made up entirely of grotesque, gnarled trees of bleached-white trees. If one passes under the eaves of this barren place, it seems suddenly cooler, and a mist hangs over the bleached trees so that it always seems darkly overcast—even though it is bright daylight. Through the maze of pale trunks one can see nothing but dull grey soil and gnarled branches.

KAITAINE

One of the most famous trading ports in the west, Kaitaine—situated on the isle of Ciros—is a city-state unto itself. The main city is on the northeast coast of Ciros opposite the mouth of the wide River Hallas. Above the city, constructed on the gently sloping hillsides, stand the palatial homes of the lord-merchants of Kaitaine.

Kaitaine is the largest city in Emer and is devoted primarily to trade and commerce (it is second in sheer size only to Sel-kai city). It has been around for centuries and grown steadily over that time. Kaitaine has had its share of catastrophic fires, the last one in 5980, but in a way these are beneficial, clearing out structures so that new ones may be built.

It is a strange amalgam of architectures, from stone palaces to rude wooden shacks. From the fabulous homes of merchant-princes in the heart of the city to the huts of poor traders on the outskirts, the variety is limitless, and the layout is seemingly chaotic. But there is a pattern deep within this sprawl.

MURLOG

This is the realm-under-the-mountain, the hidden kingdom of the Goblins (or Murlogi). Situated under the Morbek Highlands and the Forbidden Hills, this vast subterranean realm is ruled by no less than a great Earth-demon.

For the last few millennia the Murlogi have remained in their tunnels, biding their time and sharpening their axes and knives. They hate all surface dwellers, especially Elves. While they cannot enter the Emerald Forest, they lie in wait outside to ambush unwary travellers. Murlogi will also attack Rhiani if they find them out at night, picking them off with their short bows.

The king of the underearth has a larger plan in mind, however. He is breeding his people for a great assault on the surface dwellers. Year by year, tunnels towards Vornia, Sarnak and Vajaar grow longer; soon the goblins will be ready to raid these places from the security of their caves. Meanwhile, they only venture forth from their holes to gather food—and to amuse themselves with torturing human captives.

LYS

This Elven realm is an Iylar-governed domain on Emer, and differs from the powerful Namar-Tol empire in that the Linæri branch of the High Elves controls Lys. As a result, it is more pastoral and shuns 'technology.' There are many Erlini residing in this beautiful land as well.

The Elves of Lys have formed an alliance with Itanis, interesting because it is between immortals and men, although the Warlocks of Itanis are certainly not the typical government of mortals. In general, the Linæri and Erlini are more friendly to mortals than the egotistical Loari, though a Linæri tends to treat a man with condescension.

ITANIS

A group of five isles shielded from the storms of the *Loorn Tesea* (Ir. "Lonely Sea") and graced with a tropical climate, Itanis has been called a paradise. It is also a very unusual culture, ruled by spell-using men known as *Warlocks*, and protected by an army of amazonian women.

Little is known of this unusual society, as few Itanians venture away from their protected isles. It is a common rumor that the race is slowly dying out, and that Itanis may not survive much longer.

Itanis and Vajaar have been at odds for even longer than Vajaar has been fighting the Rhiani. The treacherous Nyok Channel divides the isles from the mainland, and the large island of Umelnis has a coast of broken cliffs to the north and west, deterring thoughts of invasion. But the High Prælector of Vajaar is not so easily dissuaded.

KRYLITES

Deep beneath the southern stretch of the Spine of Emer lie vast caverns. The southernmost reaches of those are known as the *Caves of Ulgon*, realm of the bloodthirsty Trogli. But the cave-dwellers and their twisted brood are not the only inhabitants of the Spine; indeed there is a strange culture of alien beings whose nature is so different from any race on Kulthea that they must be from another world entirely, perhaps thrust through an Essænce interface long ago and trapped here against their will.

Almost no one on Kulthea is even aware of the presence of the Krylites; they would hardly know what to think of them if they were told.

Note: For more information on Krylites, see page 90.

THE WESTERN ISLES

A tropical paradise, the western Isles are also collectively known as the Komarnen Cluster.

At the far reaches of the isles—cut off from the main cluster by reefs, dangerous tides and a scintillating Flow of Essænce—is the Shinh Archipelago, considered a wild, untamed land. It is inhabited by savages.

ONAR

A long peninsula extending from Khûm-kaan to the east, Onar reaches out to the mystical star of Iyxia, home of the Navigators. But the Crystal Cliffs, sheer mountains of volcanic glass along the eastern coast of Onar, effectively sever all chance of contact between the peninsula and the island.

The Circular Sea to the north and the mountainous coasts of Onar contribute to its gentle weather. Few storms of significance batter the white sands of this tropical land.

RULAASH FOREST

Covering the entire western region of Onar, this vast and impenetrable jungle/rain forest remains virtually unexplored. It lies in a region separated from adjacent lands; only narrow isthmuses of land connect this portion of Onar with Khûm-kaan and the eastern Onar regions.

Some areas are perilous, infested with dangerous plants, and in the foothills of the Black Mountains there are other, far worse things.

GM Note: Deep in the Rulaash live a lot of Shards, and in the foothills of the Black Mountains is a warren of Kæden.

AHNASAN

Through another narrow straight, the lucky traveller will escape the grasping clutches of the Rulaash Forest. Beyond lies Ahnasan, a land of few trees and endless rolling hills of grass.

To be feared are the Kinsai, the 'cat-people' of the vast Onar savannah. They ride huge catlike creatures known as *Kith*.

Kith are large, strong mammals which resemble—at first glance—giant, six-legged panthers. These beasts are herbivores, however, and are clearly a strange experiment of the Lords of Essænce. Agile and fast, they make excellent riding animals, and can carry a respectable amount of gear as well. Kith are fairly intelligent, and very loyal to their masters. They can leap 20' laterally and 10' vertically, even when carrying 300 pounds. Kith fur varies in color from a light grey to coal black, and their eyes are a luminous green. While their short fur is fabulously thick and plush, it falls out after the animal is dead, so kith are not valuable for pelts.

But back to the Kinsai. They are not 'cat people' themselves, but got their name because of the kith. In reality they bear some resemblance to the people of Itanis.

MALQANAR

A kingdom on the furthest reaches of Ræl, Malqanar is cut off from Emer by the narrow passes, the intervening Rulaash Forest and finally by the Kinsai of Ahnasan. Only by sea (or air) is Malqanar accessible. Even those routes are made perilous by unusually fickle Essænce-flows, said to be caused by 'backwash' from the powerful focal point at Nexus.

This is the home of the Shuluri, the Sea-elves. For the most part, this modest (for immortals) and shy race has settlements only east of the bottomless lake and along the southern peninsula which faces the Bay of Songs. The Kinsai do not normally attack the Shuluri unprovoked, but they protect their eastern border as if they think the Sea-elves are a threat.

KHÛM-KAAN

Beginning on the south bank of the torrential Lapinar River and sweeping east in a long, ridged and broken spur, Khûm-kaan combines an incredible variety of environments: tropical rainforest, snow-capped mountains, and temperate seacoasts.

Embraced by the Spine of Emer and the Black Mountains, Khûm-kaan is a deep basin of riotous growth.

SHAY SETTLEMENTS

Most of the Shay reside in the foothills of the Spine of Emer or along the coast, all in the Coronan region. They are not united, instead existing in small villages in a manner similar to the Talath of Bodlea.

QUON

Three-quarters of Khûm-kaan is blanketed in an undulating roof of green, an impenetrable jungle. This entire rainforest has come to be known as Quon. Quon proper begins beyond the bank of the Sybarus River and extends all the way east to the Green Mountains.

The mysterious jungle-people of Quon once inhabited this entire rain forest basin, but over the last several centuries they have retreated into more isolated communities, and lately seem to have vanished entirely. These inhabitants are known as the *Kuluku*, a word of indeterminate origin.

RÆL

Far to the south and attached to Emer by only the most tenuous of links, Ræl is a land apart.

Ræl is also properly in the southern hemisphere of Kulthea, where the seasons are reversed (potentially confusing in a world with five seasons/months). Other interesting effects occur. Its terrain is mostly a tortured landscape, either mountainous or arid. Only the coasts and the islands of the Rælian Bay are very fertile.

THE CAVES OF ULGON

It would seem that the caverns under the mountains in Emer hold as many peoples as the surface supports. The *Trogli* (Ir. ‘cave-people’) of Emer live in a vast, warren-like maze of caves in the southern Spine of Emer.

Trogli hate all surface dwellers, but they have a special loathing for their underground neighbors, the Krylites. The insectile race is so alien to the Trogli that the cave people fight with an impassioned energy when they encounter Krylites in the caverns. Neither race will rest until the other is annihilated.

There are several openings in the Trogli cave over the Grotto Path, allowing the cave people to raid passing ships at will. Other than these, there are few exits to the mainland out of the cavern homes. A handful of openings exist at the southeast corner of Uj and in the north of the Ræl mainland, but otherwise they are cut off from other lands.

OTHER ISLANDS

Literally hundreds of small islands dot the warm waters south of the main Emerian continent. The greatest is the Isle of Jade, but other islands harbor human inhabitants.

Most of the islands capable of supporting an ecology are inhabited by dark-skinned people related to the Kuluku. They are generally peaceful but barbaric.

NAAL

Once an empire controlling western Ræl and islands in the southern Rælian Bay, Naal had an on-going feud with sister-nation Ansidus for thousands of years. Despite famines and plagues, the two realms remained at each others’ throats, until T.E. 5650, when the Comet returned.

Certainly, the devastation was harder on Ansidus—of which virtually nothing remains—but Naal has been reduced from a proud and verdant realm to a grim, arid land where little grows and few civilized people remain to carve out a life. There is a fear of disease bordering on the paranoid, and all strangers are looked upon as evil spirits. The inhabitants are for the most part of Shay descent, but undernourished, mean-spirited and in some areas completely lawless. Naal is not a friendly place.

ANSIDUS

Ansidus is mostly a wasteland now, populated only by tribes of savages—some of them horribly deformed by the ravages which have swept the land. Perhaps pockets of civilization endure on the fringes of Ansidus, but the Loremasters speak not of them.

On the border between Ansidus and Naal is the Whispering Moor—and the tower of Vour. In a low region where the Spine of Emer dips southward along its eastern march, there is an area of soggy land, the antithesis of the arid stretches all around. Cloaked in thick fog which clings to the skin with an oily film, it is suffocatingly hot by day and chilling by night. This is the Whispering Moor. Atop a rocky pinnacle in the center so that it is elevated above the foul mists stands the dreaded tower of Vour, home of the Cult of Stars. More of this place a sane man should not wish to know.

3 OTHER POWERS

Following is a selection of groups with influence in Emer, though their power lies in subtle political maneuvering and the manipulation of information rather than the brute force of armies.

THE EIGHT ORDERS

Long ago these eight elite groups served Aldaron, the Emperor of Emer. As agencies of the Empire, they aided Aldaron in administrating the realm and monitoring activities throughout the far-flung lands. They also served as foci of learning and storehouses of knowledge.

It was assumed that they all were disbanded when the Emerian Empire collapsed in the years following T.E. 1650. (The groups did vanish from view, and some actually disbanded. But the kernel of their origins remained, and some have returned to serve as enclaves against disorder. Some fell under the shadow to arise again as twisted mockeries of their former mission.)

AHN SYE NOKORA

The Ahn sye Nokora (E. “Order of the Flaming Sword”) was the Emperor’s bodyguard, masters of the Yarkbalka. Traditionally, these impressive men wore flowing red robes and had full helms of steel with a reddish hue.

Now they have revealed their presence again, and serve a man known as the Lord of Arдания (really Schrek) and reside with him in the Palace of the Sun in southern Tai-emer. All have the same magical red robes and helms of their predecessors, and ride great steeds.

Allied with the *Ahn sye Wokola* (Order of the Eye), they seek the Eye of Agoth.

AHN SYE ZANAR

Once an honorable association—as were all of the Eight—the *Ahn sye Zanar* (E. “Order of the Cloak”) has become warped and their focus is meaningless. Originally it was a priesthood who cared for the sick and honorably released the dead. But the Dark God Zanar was amused by the fact that his name was the same as that of the order, and decided to make it his own. Now the *Inquisitors of Zanar*, driven by a religious fervor, they terrorize the land, demanding ‘tithes’ and ‘devotion to Zanar.’ The focus of the order is the Sceptre of Zanar, a silver rod with a great red orb, now perverted into an instrument of death.

This group controls an island off the Hæstran coast (the *Isle of Fire*, just north of the entrance to the Bay of Izar) and their religion is spreading across Emer. The organization does not claim land, but rather seeks to subvert the peoples of neighboring realms to the religion of Zanar. The Church promises longer life to its followers, and in fact offers the chance to be raised from death should the body be brought to a temple quickly enough. They exact heavy taxes from their followers, and as their following in a given area grows they put pressure on the remaining peoples to join.

AHN SYE TALAUS

A cabal of Mages, the *Ahn sye Talau*s (E. “Order of the Ring”) was always an arcane group. They survive to this day, but remain isolated on an isle south of Lys. Now known as merely *Talaus*, the island is a gathering-place of magicians and scholars of the Essænce. They are allied with Lys, and cloak their presence from all who travel into the Bay of Uj. Reclusive and protective of their privacy, their purposes are yet to be revealed.

Each member wears a grey alloy ring, and the focus of the Order is a great tome, the *Book of the Ring*. The Book was stolen in TE 5010 by an unknown thief and the Order has been trying— unsuccessfully— to recover it since.

AHN SYE SHAN

The *Ahn sye Shan* (E. “Order of the Sun”) is another of the Orders to be corrupted. Once the members of this order were masters of flora and wise in the ways of enchanted herbs; it is now a secret association whose members work to destroy civilization through the ascendancy of plantlife. Their control over flora is unmatched. Led by a powerful Animist, their insidious schemes are slowly coming to fruition. Their home is an island known only as the *Isle of Glass*.

AHN SYE TAKLA

The *Ahn sye Takla* (E. “Order of the Four Winds”) is still technically in existence, though it is not of the same nature as it once was. Today its head is the Storm Wizard, and its members are the Storm Heralds.

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 Emerian 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*—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 Dænkú will never find it. He uses the Order of the Eye to cover his actions.

Each member of the order wears a circlet of gold set with eight yellow sapphires around the circumference. This circlet has a number of arcane powers, including allowing the wearer to ‘see’ 360° around him at all times (though he is ‘blind’).

As in the original structure, there are four High Seers and sixteen adherents.

AHN SYE NOMOKE

This is the Order of the Serpent, a group of spiritual healers.

With a supreme sense of irony, Schrek is using the Order of the Serpent to infiltrate the Lankan power structure by exploiting the Lankan belief that serpents are sacred and come from their god Klysus. He plans to eventually seize control of that realm from the Dark God Klysus even as—in the guise of the Lord of Arдания—he agrees to not attack the Lankan ruler.

AHN SYE NI-VULMA

The Order of the White Flame was originally a guild of craftsmen and artisans who were the master smiths for the Emperor. Now they serve only the Jerak Ahrenreth; their home is the Ahrenæk in Rulaash.

THE STORM WIZARD

He usually appears as a middle-aged, beardless man with wild white hair and pale grey robes. His eyes are grey and seem to have no pupils—just a reflection of grey, billowing clouds. His motivations are indecipherable, for it is unknown whether he serves good or evil—or pursues his own path in the twilight of thought.

He resides in a sky-castle: a citadel perched upon a great rock of Xenium. Shrouded in clouds, the location is constantly changing; it is also cloaked against magical detection. He is from another world, having entered through a gate with Aldaron and others of his kind.

The Storm wizard possesses one of the Master Orbs of Tethior, a powerful scrying device. He is served by the Storm Heralds.

Also known as simply the *Heralds*, these beings are among the most mysterious and arcane on Emer. They have no connection to the evil *Heralds of Darkness*, although few understand whether these knights work for evil or good. Some say (erroneously) that they serve the Masters of Emer—indeed, they are often seen near Votania—but there is no actual proof of this association.

Others speak of an association perhaps not so ancient but still from thousands of years ago: Aldaron, who, early in the Third Era, was Lord of Emer.

There were once four capitals under Aldaron’s rule: Relas, Ardan, Leonas, and Corinn. Each had an emblem, a beast of symbolic significance: Unicorn (Ardan), Hawk (Corinn), White Lion (Relas), Wyvern (Leonas). Of the Heralds which have been sighted each has a tabard bearing one of those four beasts stitched in silver on a grey field. They are not myths, though their purposes remain inscrutable.

When a Herald is seen, he is always astride a great white stallion which moves at what seems a slow-motion gallop. While the horse’s movements are slow, its velocity is not. No man nor beast nor vehicle has yet been able to keep pace with these strange riders. And while these horsemen seem solid enough to the eye, they often rise off the ground as they ride, carried on nothing more substantial than the air. These horses have no wings like the mighty steeds of the Cloudlords of distant Tanara; only some powerful enchantment keeps them aloft. They seem to pay no heed to events around them and attacks against them are fruitless.

In fact, the four Heralds serve the Storm Wizard who long ago brought Aldaron to this world to unite it against the Shadow. But the powers of the Unlife and the Schemes of Schrek proved too much for the valiancy of Aldaron, and his empire fell.

The question remains: what is the purpose of the Heralds now? Indeed, the activities of the Heralds (according to witnesses) vary from oblique helpfulness to aggravating indifference. Often, however, just the appearance of a Storm Herald is enough to drive away most creatures of Darkness.

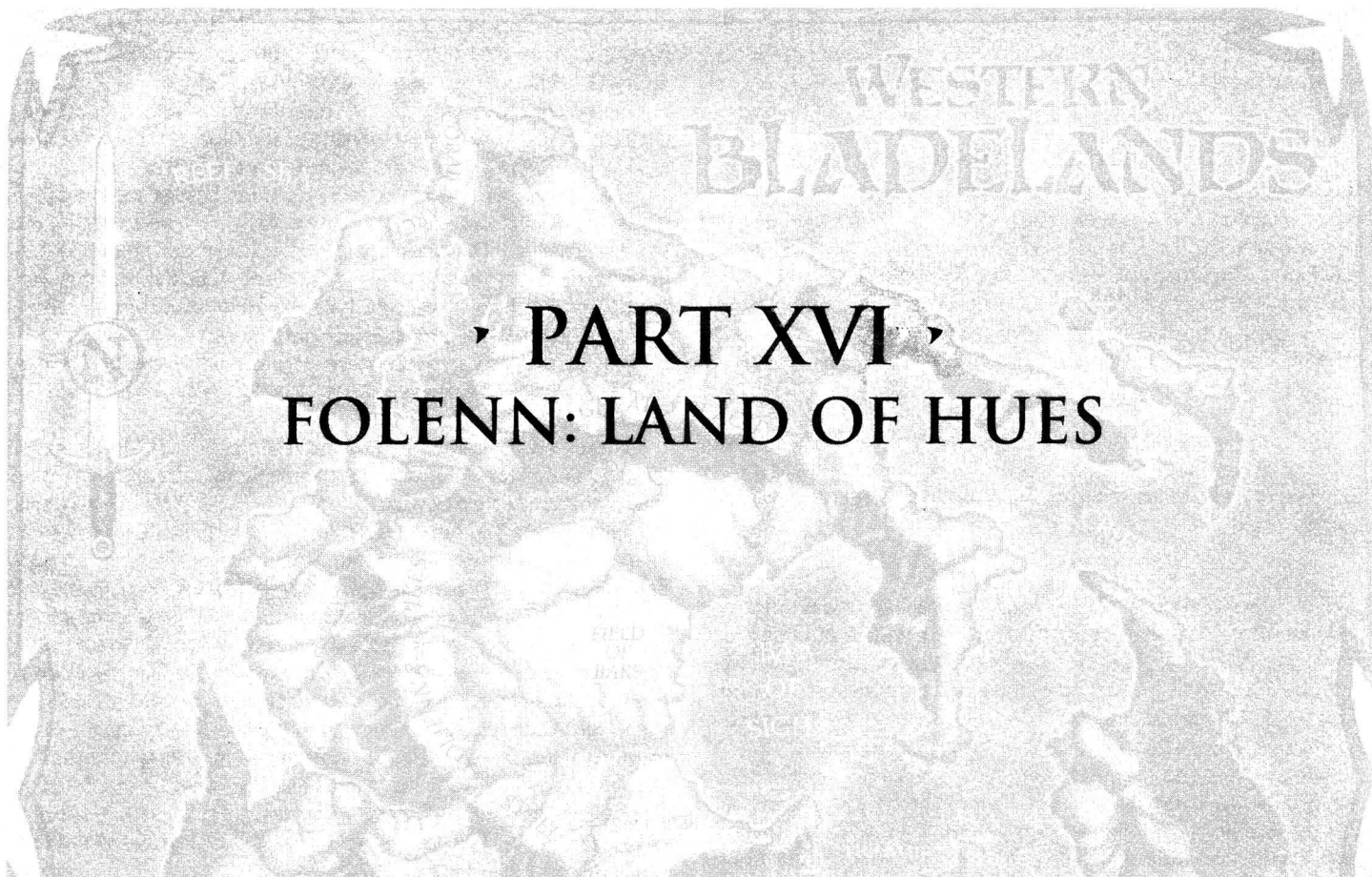
CHANGRAMAI MONASTERY

Situated in the foothills of the Choak Mountains, this secluded structure has nevertheless gained fame as far as the shores of Thuul.

To outsiders, the nature of this organization (they are said to worship Cay, warrior of the Lords of Orhan) is contradictory. They are deeply religious, yet their intense training prepares them to be hired out to those who can pay their fees—no matter what their alignment (Voriig Kye is said to have a personal guard of Changramai).

Whatever their motives, the skill of these monks is legendary—and only slightly exaggerated. They are adept at an array of weapons, and they are masters of the art of unarmed combat. Once they accept responsibility for protecting a person or place or object, they will willingly die to do so.

The already considerable notoriety of the Changramai has increased in recent years by association with the Nameless One, for he is frequently seen in the company of four Warrior Monks. The monks also stand guard at the doors of the Nomikos Library and selected other locations where clients are wealthy enough to pay their fees.



STANDING AT LAST UPON THIS ATOLL, CLINGING

to a sheer wall of volcanic slag, I began to doubt the sanity of this venture. The beach—nearly a mile back to the west—looked safe and inviting. (How we determined that this was the right atoll, and how we got here, I hope to write later, but I must try to capture what happened next.)

Our Navigator, Iarsang, hovered about three feet from the cliff face, oblivious to the wind and the spray of the surf crashing against the rocks just ten feet below. Those of us bereft of powerful spells were forced to hold on for dear life. Meanwhile, Iarsang contemplated what appeared to be featureless rock. "...I suspect that it is somewhere right around here..." He was clearly talking to himself.

"Just what are we looking for?" I demanded finally, unable to contain myself—or to hang on forever.

The Navigator looked over at me as if he had forgotten about our presence altogether. "Have I not explained it?" he replied finally, while drifting towards the obsidian wall. "We seek..." He reached forward and dug his fingers into a small, almost invisible niche "...and have found..." he pulled sharply, and a loud 'clunk' sounded from within the stone "...the door to an ancient road." As he finished, the clunk was followed by a grinding as a section of the black cliff face about the size of a man pulled inward and to one side.

A minute later we all stood in a small domed antechamber. A narrow spiral stair curved down into the center of the floor, and up from it blew a strong wind smelling of the sea. Iarsang closed the door, but his luminous *compass* provided a dim

light. “This was not the original entrance of course; it was probably added during the interregnum.”

“Of course.” mocked Jad in a whisper. If the Navigator had heard, he gave no sign.

Jad wanted to go first down the stairs, but to my surprise Iarsang insisted on taking the lead. “Strange things may await us below—things I might be better able to deal with than any of you.”

I certainly didn’t want to argue, though I fancied I saw a gleam of excitement in the Navigator’s eyes. Could it be that we have finally encountered something to pique our stoic guide’s curiosity? I followed Iarsang, with Jad behind me, Keela and the others in the rear.

Down through the black stair we turned, spiraling around and around as if inside a huge conch-shell. A cool salty wind continued to blow up from below, proving that at least this was not a dead end. The strong breeze made a curious moaning sound as it brushed against the stone passage, growing louder as we descended.

“We must be at least a hundred feet below the surface of the ocean by now!” Jad had to shout over the now roaring wind. Iarsang leaned back from around the curve of the stair to shoot him a withering look.

A moment later I saw a flickering light reflected off the glassine stone below. The Navigator clearly also saw it, for he slowed his pace considerably and the glow of his compass diminished to a faint glimmer. He paused and silently drew his broadsword—a blade of yellow læn—and motioned us to wait. His cloak furling behind him, Iarsang disappeared around the coil of stone.

We did not have to wait long before we heard his musical voice echo up from below—and even he could not conceal a tinge of wonder in his tone. “Kalen! We have found it!”

Jad and I exchanged curious glances before rushing headlong down the last revolution of the the stair, exiting into a hemispherical chamber. Half the dome was of the black, glassy stone, but the other was just one end of a vaulted corridor nearly fifty feet tall and stretching as far as we could see. But what a passage! The source of the flickering light was revealed, for this great corridor was made of translucent coral and shells. The light was the sun filtering down through the sea from above.

“We have found the ancient avenue,” the Navigator’s mouth twitched towards a smile as he sheathed his sword, “the highway of the Duskwalkers to Folenn.”

Before us lay the Coral Road—and a way to the Bladelands.

—KALEN AVANIR
FROM HIS TRAVEL JOURNALS



Folenn is a strange and unique place on Kulthea. Some believe that Kadæna’s palace was here. Certainly the Flows of Essænce are swift and deep, and storms are frequent. Flow-storms here have an especially pyrotechnic quality, and many natives refer to them as the Gale of Hues.

Folenn is also known as the *Bladelands*, no doubt because of the bizarre events which are unique to it: the Bladestorms.

GM Note: more is told of the Bladelands in the ICE miniatures combat system: Bladestorm.

1 HISTORY

Chroniclers call the prevailing winds guarding Foleenn the Gale of Hues. These frighteningly powerful tempests carry colorful clouds and spawn wicked ocean currents. Lethal and capricious Bladestorms follow the Gale, sweeping the seas and skies around Foleenn like an array of ethereal scythes. The first settlers to penetrate this barrier landed in the Land of Hues only twenty centuries ago. Another nineteen hundred years passed before the second migration began.

The bold (or lost) explorers and colonists who came to Foleenn during the last century encountered a host of indigenous creatures, but very few people. Scattered, warlike, and uncivilized, the resident population never tamed the land or developed an enduring civilization. Rare, ruined cities stood in testimony to countless wars. Other signs of their handiwork were lost or abandoned. Newcomers spoke of these native folk as savages living in a vast wilderness crawling with unspeakable beasts.

Foleenn is wild, to be sure, yet it is a sparkling sort of place—alive with color and sound, aroma and texture, drama and power. Steep, mist-enshrouded peaks dominate the continental interior, which is mostly unexplored. Bays and inlets punctuate the rugged coastline. Deep canyons knife through the foothills and lowlands, particularly along the gentler eastern flanks of the mountains. Foleenn's thick forests and thundering rivers offer travelers an often insurmountable challenge.

Into this land came a host of adventurers, warriors, pirates, explorers, prospectors, freebooters, traders, and settlers, each searching for a fresh start in a new world. Unfortunately for most of them, their conflicting aims invited war. Foleenn's original inhabitants fueled the struggle, for they fought hard to stay alive and free.

Thus, Foleenn became (and remains) a land characterized by constant strife. Perpetual warfare grips the Land of Hues.

Originally settled by the Duskwalkers a mysterious people vaguely associated with the godlike Lords of Essænce, Foleenn has been virtually uninhabited until recent times. Only the small, self-sufficient Hidden Colonies serve as a reminder of a more civilized age. Exceedingly dangerous winds and currents prevent all but a handful of travelers from reaching the continent's shores, and perpetual Bladestorms (tied to the Gale of Hues) crush most attempts to use the magical portals erected at the tips of the island's myriad peninsulas. During the last millennium, only the Deep Gates remained open. These ancient, subterranean barrier-doors were broken, enabling the denizens of the Ash Lairs to inhabit Foleenn, haunting the land with a host of warring evils. While the hideous creatures passing through the maze of volcanic tunnels have yet to inhabit much of Foleenn's astounding wilds, they threaten the island's immigrants with extinction.

BLADESTORMS

Infamous Bladestorms guard Foleenn, just as they did in ancient times. A legacy of the omnipotent Duskwalkers, these horrifying Essænce Storms are designed to destroy any aggressor force numbering more than few ships or a few hundred souls. No fleet or army enters the Gale of Hues without fear of annihilation.

Bladestorms annihilated three armadas manned by the blood-thirsty Soulslayers of Murlis during the prehistoric Wars of Ire. The Soulslayers, rival Lords of the Essænce, hoped to conquer Foleenn, but the reclusive Duskwalkers crushed them. Summoning maelstroms from the heart of the Gale of Hues, the Duskwalkers created the enchanted Bladestorms to scour the oceans around Foleenn. Tumultuous whirlwinds swallowed the fleets, carrying the magic arms and armor of the slain Soulslayers into the skies. Foleenn remained unscathed and unconquered.

Over the centuries, the Bladestorms grew in fury. Each time the winds inhale a victim, his weapons merge with swirling mass of iron and steel, lending more strength to the swirling tumult. (These artifacts occasionally drop from the sky, littering isolated places with ancient—and often powerful—prizes.) Bladestorms surround Foleenn like a magic wall. They also haunt the continent itself, although they are rarer and smaller, like surreal tornados. These landbound whirlwinds usually appear at random; however, when a battle takes place, there is always a chance that a Bladestorm will “interrupt” the fray. After all, the Duskwalkers designed these enchanted winds to protect Foleenn from invasion, and they remain attracted to any clash of arms.



THE PYTO TRAVAIL

Not long ago, a crippled tomb-robber named Onel Pyto discovered a magic, multi-chambered Wind Flute, one of many such instruments crafted by the kings who ruled Foleenn in the grand primeval years. These flutes open fragile passages in the Gale of Hues. When fitted to a boat or small ship, a Wind Flute enables the vessel to pass through the otherwise impenetrable storm. Onel and his wife Wim used their flute for exactly this purpose. The Pyto Travail followed, a tragic expedition which reopened the tale of Foleenn. Wim Pyto discovered the priceless, volcanic Jewel Wells while on the sojourn. When the party returned home to Emer, word leaked out about the marvelous bubbling pools of melted gemstones. So began the rush to seize the enormous wealth of the Land of Hues.

THE GALE OF HUES

The skies around Foleenn play tricks on the senses. Thick with electricity and mist, they provide an explosive and often disturbing pallet of color and shapes. These ever-changing displays serve as beautiful but haunting warnings about the dangers that surround the island-continent, dangers wrought by the twisting currents of the Gale of Hues.

Terrible Bladestorms accompany the Gale of Hues. One cannot afford to ignore Bladestorms while in or around Foleenn, for they are a part of the weather. Sweeping across the oceans with unpredictable abandon, they carry the accumulated debris from the countless fleets and armies ravaged by their overwhelming winds. The steel borne by a Bladestorm acts like a wave of slicing weapons, cutting and crushing everything in its wake. Nothing can withstand such a force. In a matter of seconds, a Bladestorm hews a large ship into splinters or cuts a phalanx of warriors into a scattered, decimated mob.

Stories speak of Navigators and Sages who predict the comings and goings of these magical whirlwinds, but there are no books or laws bespeaking their nature. Simple chaos or some mystifying, primeval balance dictates the flow of Bladestorms. Regardless of reason, they kill what they touch—quieting the life and drawing the steel out of the grandest of armadas.

After nearly two centuries of exploration, exploitation, and settlement, only about half of Foleenn's 1,700,000 square miles is inhabited. The rest of the C-shaped continent is wild. Dark forests, smoldering geyser basins, soaring spires, deep ice-blue lakes, and volcanic plains strewn with huge, jagged, lichen-covered boulders characterize the inland marches. Haunted by daunting topography, strange creatures, and hideous monsters, this wilderness resists any sort of civilized penetration.

A curving mountain spine dominates Foleenn's interior. It is comprised of volcanic massifs, granite fells, and gigantic coral formations. Thousands of cavern systems snake through these colorful but forbidding highlands. The caves provide homes for everything from Cave Bears and Wolves to Demons and Dragons, making most of the peaks exceedingly dangerous. At the same time, the caverns hide stores of gems and precious metals—wealth and magic beyond comprehension—the sort of treasure that no one dares to ignore.

Foleenn also offers more obvious gifts. Its Bladestorms sprinkle heirlooms, arms, and artifacts across the dramatic landscape like a god sowing priceless seeds. Be they whole or broken, these relics once belonged to victims of the guardian whirlwinds, and many embody astounding power. Most of the items deposited in open or settled land are found and carried away. Others lie undiscovered, or become objects protected and revered by wary beasts or careful locals. Many of these gifts from the sky display bewildering properties or unfathomable origins, a sort of otherworldly character. The presence of the so-called "Storm-treasures" in Foleenn explains why the continent is known as the Bladelands.

2·LANDS

The Land of Hues measures 1,400 miles northeast to southwest and about 1,900 miles along the northwest-southeast axis. It is a warm, temperate domain, rich in natural resources. The continent remains generally unsettled and unexploited, despite its size and mineral wealth, because it is shrouded and imprisoned within a mantle of ferocious storms.

Almost all of the groups vying for land, wealth, and power on Foleenn live along the coast or in the neighboring hills and river valleys. While their motives for coming to the Bladelands vary, nearly all are newcomers. In addition, virtually everyone in Foleenn is affected by the unsettled state of affairs in the new land. Everyone makes war on or is warred upon by his neighbors.

The following factions dominate affairs in Foleenn. Each contains a number of subgroups, for none of these peoples can concentrate its forces too much without running the risk of visitations from the awful Bladestorms.

HIDDEN COLONIES

Located mostly in the highlands and outer isles, many of these isolated realms date from a time when the Duskwalkers ruled the island. Immortals occupy hidden colonies situated on the two great eastern isles—Lycoodur in the Northeast, and Olchel in the Southeast. Men reside in similar domains in southwestern Foleenn.

IMMIGRANT DOMAINS

Located mostly in the north and east, dozens of Immigrant Domains are recently established realms. They include the more civil New Colonies around the Bay of Cries, as well as the unsteady holds further inland. Most of these realms are little more than small, pugnacious settlements. Fortified and aggressive, they are usually at war over Foleenn's vast natural wealth. Every year, dozens of these castles change hands or disappear.

The ten kingdoms situated in the Pebble Lands of westernmost Foleenn are known as the *Warring Holds*. The Men that inhabit these domains form fleeting alliances and are rarely at peace.

LOST IMMIGRANTS

Numerous expeditions in the Broken Ocean accidentally arrived in Foleenn. Most ended up slain or in bondage, but a few have established fortified holds in the North.

OLD BEASTS

Indigenous animals and monsters roam Foleenn. Many are unique to the continent, and some are the offspring of the ancient creatures spawned by the invading Soulslayers.

3·OTHER POWERS

While Foleenn's inhabitants struggle against the land and one another to survive, more powerful forces battle for control of the Bladelands. These groups hold sway over many of Foleenn's multitudinous factions and manipulate a number of peoples.

Various greater powers are embroiled in the wars gripping Foleenn. Some seek destruction, while others desire complete domination and reorder. Two groups scheme to maintain Foleenn as an open and disunited land. These forces rarely intervene in an overt fashion, although their influence is unwavering, and neither shuns a battle when presented with a crucial challenge.

THE STEEL RAIN

Servants of Ulya Shek, the Dragon-mistress of Thuul, the Steel Rain is led by the five Watching Sisters. These ruthless Priestesses form an order that seeks to dominate all of the Bladelands' peoples. Using techniques of infiltration and seduction, they twist the hopes and aspirations of their prey, ripping societies apart from within. Then they use ancient or respected institutions as tools to remake the culture in Ulya's mold.

Ulya Shek is a minion of the Unlife. Her goal is to create a new race of creatures in Kulthea, a race capable of crushing all rivals. Reputedly based in the grottoes of the island called Upuhanuk, the Steel Rain acts as her primary mechanism for change. The composition of the organization is unclear, but their purpose is unquestionable: they plan to conquer Foleenn. Whether the Steel Rain understands the ultimate desires of the Unlife—the complete annihilation of the world—is altogether another matter.

The symbol of the Steel Rain is a pentagonal array of five inverted silver spearheads on a dark blue field.

Allies: None.

Servants: Drakes of the Broken Sea.

Rivals: Soulslayers of Murlis.

Enemies: Jewel Knights.

A WATCHING SISTER: MOURA

In ways the Watching Sisters parallel the Priests Arnak in Jaiman. They are rarely seen in person, and then they bear a false guise. One of the sisters is described below.

Age: (Appears ≈ 20). Eyes: Blue-grey. Hair: Golden Blonde. Build: Svelte. Height: 5'11". Race/Sex: Iylar (Linær)/F. Skin: Pale. Demeanor: Cold. Dress: Steel grey. True Attitude: Emotionless. Home: Elf kingdoms of Olchel and Cryan.

Moura has aided the leaders of the twin Elven kingdoms of Olchel and Cryan against the Hue Eaters of Vyath (Servants of the Breathless), thus earning their trust. Of course, the destruction of the Hue Eaters is no loss to the Steel Rain.

She is beginning to sow seeds of dissent between the two realms, and her whispers in the ruling councils already have begun to bear the bitter fruit of distrust.

Hits: 130 **Melee:** 130da **Missile:** 100da
AT(DB): 11(125) **Sh:** N Gr: N **MovM:** 20.

Lvl: 23. **Profession:** Mystic (Evil). **Stats:** St-80; Qu-98; Em-100; In-90; Pr-101; Ag-96; Co-88; Me-90; Re-92; SD-93. **AP:** 100. **PP:** 300 (60 x 5).

Skill Bonuses: Swim40; Ride50; DTraps20; PLocks62; S&H110; Perc120; Rune80; S&W75; Chan60; DirSt120; Amb±10; MAST60R4; Acro30; Act90; Admin48; Appr30; Chem24; Diplom78; Lead45; Nav20; PubSp45; Seduct145; Stra&Tac50; Trick35.

Spells: Base Spell OB: 40 Directed Spell OB: 120 Nether Bolt. Knows all base Mystic and Evil Magician to 20th.

Steel Bracelet: Each of the Watching Sisters bears such an ornament. It has the following powers

1. x5 PP enhancer.
2. Nether Bolts 100' 5x/day.
3. Understand any written Text and read 5x normal speed.
4. Speak Elvish and Arcane tongues fluently.
5. Protect wearer as AT 11 (-50).

Robes: Steel-grey hooded robes, they can change to any color desired, adding +50 to hiding.

Headband: grey metal circlet protects as a helm.

Dagger: *Of Slaying Hue Eaters*, +30, throw & return 100.'

Dagger: *Of Slaying Elves* +30, throw & return 100.'

THE SOULSLAYERS

The Soulslayers of Murlis eat the souls of their prey. Like the Steel Rain, they serve the Unlife; however, Soulslayers openly espouse the destruction and reformation of Kulthea. These Demons devour life without regard to concealing their aims. Terrifyingly unsubtle, a Soulslayer feels no compunction about leaving an empty carcass rotting in the middle of a highway.

Soulslayers look at the Steel Rain as rivals and, while they serve the same master, the two groups war upon one another. Fortunately for the Steel Rain, the Soulslayers have trouble locating the elusive Sisters. In addition, Soulslayers are few in number. They can rarely identify, much less engage, the minions of Ulya Shek. Their chief servants, the Vancu, execute most of their plots.

The symbol of the Soulslayers is an array of eight black rays emanating from a black orb, all on a golden field.

Note: For more on the Soulslayers, see pg. 174

Allies: None.

Servants: The Vancu.

Rivals: The Steel Rain.

Enemies: Guardians of the Gale; Jewel Knights.

THE VANCU

An evil race of men, the Vancu are servants of the Soulslayers residing in Foleenn. The captains of their armies wear Dragonskin Armor and carry a three-headed mace they call a *war claw*. A large enchanted gem is set into the head of this weapon, said to take the soul of each target it kills.

Vancu cut the tongues out of their victims and tie them to their belts.



THE DUSKWALKERS

As always (it seems), the Duskwalkers watch over Foleenn. These graceful Lords of the Essence are few in number. No one seems to know how many there are or where they live. They remain elusive, although they are effective protectors against the onslaught of the awful Soulslayers. Their mysterious nature serves as their greatest tool in the fight versus the Unlife, but it forces them to cultivate alliances with lesser groups like the Guardians of the Gale and the Longreaders of Roarc.

The symbol of the Duskwalkers is a pair of eyes, one white and one black, set on a divided field of black and white (each eye the respective opposite backdrop).

Note: For more on the Duskwalkers, see page 174.

Allies: Guardians of the Gale.

Servants: Longreaders of Roarc.

Rivals: Jewel Knights.

Enemies: Soulslayers of Murlis; The Steel Rain.

V'GLIN, A DUSKWALKER

Age:? (Appears ≈25). **Eyes:** Violet. **Hair:** Blue-black, in a flat-top, long down back. **Build:** Slender but sinewy. **Height:** 6'3". **Race/Sex:** K'ta'viir/M. **Skin:** Light brown. **Demeanor:** Aloof. **Dress:** A robe not unlike their banner in design: half black, half white, with reversed eyes or a grey coverall with the symbol on the left breast. **True Attitude:** Concerned. **Home:** An Isle near the Gates of Dawn.

V'glin is a leader of the Duskwalkers, (one of the Inner Six, and as such directs the activities of this arcane group. But the Duskwalkers are few, and their enemies grow more powerful with each passing day. V'glin fears that unless they dare to take more direct action, evil forces will surely overcome the world.

Hits: 180 **Melee:** 210ths **Missile:** —

AT(DB): 20 (-130). **Sh:** (Y). **Gr:** (Y). **MovM:** 45.

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

Skill Bonuses: V'glin has a 100% chance (plus stat bonus) to be successful at any skill.

Spells: Base Spell OB: 40 Directed Spell OB: 160 Lightning bolt. V'glin knows all Mentalist Base, Open and Closed lists.

Special Abilities: As all K'ta'viiri.

Sword: A 2-h power sword (in RM, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals. It also has a 50% chance of destroying non-magical weapons which are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended).

Barrier Shield: An enhanced version of the *Space Master* Barrier shield, this device is a pair of bracelets which adds +100 to his DB, and V'glin is considered AT 20 while wearing them.

Staff of Anor: x6 PP enhancer, will store 6 spells.

Ring of Portals: Tells of any Portal within 60 miles. Can analyze a Portal (tell its destination), whether it is open, and the last six beings who have passed through it.

GUARDIANS OF THE GALE

The Guardians of the Gale are also known as *Stormrunners*. A Guild of learned Navigators, they understand the nature of the Gale of Hues and know where to find the various Portals and Essænce Flows leading in and out of the Bladelands. Their unique insight about the storms surrounding Folenn makes them a powerful force in local affairs.

The *Breathless* (see below) comprise the chief danger to the Guardians' navigational hegemony. Both groups now struggle for control of certain key gateways. While the Guardians seek to close the Bladelands from the dangers of the Older Ones, the *Breathless* plan to change the pattern of Folenn's storms to destroy their masters' enemies. The *Stormrunners* hope to maintain the rippling balance, just as their rivals want to instill a new order.

The symbol of the Guardians of the Gale is a stylized tornado (actually a narrow, tilted triangle) formed of alternating bands of red, blue, and green set on a white field.

Note: for a typical Guardian, see page 146.

Allies: Duskwalkers.

Servants: Warders of the Coral March.

Rivals: Jewel Knights.

Enemies: The *Breathless*.

THE BREATHLESS

The Older Ones spawned the heinous nocturnal force known as the *Breathless*. They travel on the wind, sailing in air wains or chariots, or merging with the breeze. The *Breathless* never inhale to breathe; rather, they absorb what they need from the air, water, or even rock. Inhaling and exhaling only as means of creating implosions or explosions of wind; they use the breathing process as a lethal weapon.

The *Breathless* ally with no one. They work with those who serve them, particularly the Hue Eaters, and war on everyone else. Their chief enemies are the Guardians of the Gale and the Jewel Knights, although they never shy away from an opportunity to kill.

The symbol of the *Breathless* is a pair of curving silver lightning bolts piercing an open-mouthed white skull on purple field.

Note: for more on the Breathless, see pg 79, 175

Allies: None

Servants: Hue-eaters

Rivals: The Steel Rain; Soulslayers

Enemies: Guardians of the Gale; Jewel Knights

THE JEWEL KNIGHTS

The Jewel Knights serve the Lords of Orhan. Superb Elven warriors, they are relative newcomers to Folenn who hope to unite and lead their immortal brethren. Their leaders actually hail from Orhan, Kulthea's largest moon.

As their name suggests, the Jewel Knights draw their strength from jewels of power, specifically Gold Laen. They seek control of the Jewel Wells, which appear and disappear at will and are reputed to be a virtually unlimited source of magical strength.

The symbol of the Jewel Knights is a twelve-sided green jewel bathed in a golden aura and set on a pale silver field.

Note: for a typical Jewel Knight's stats, see Section page 112

Allies: None.

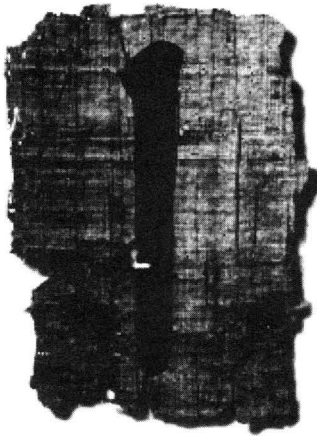
Servants: Elves of Yellowblade.

Rivals: Duskwalkers; Guardians of the Gale.

Enemies: Soulslayers of Murlis; The *Breathless*.



▸ PART XVII ▸ TRAVEL ACROSS KULTHEA



I WAS JOLTED AWAKE AS MY HORSE CAME TO A SUDDEN stop. *It must be almost dawn*, I thought, shivering. My eyelids felt like burlap, and my back ached. I prayed to Iloura that Iarsang the Navigator had finally consented to let us rest awhile. I pulled my cloak closer and peered into the gloomy twilight ahead.

My two forward bodyguards looked nervously over their shoulders at me, then up towards the snow-dusted pass. At the fore sat Iarsang, astride his grey stallion, absolutely immobile on the road. He was silhouetted between the rising cliffs of raw stone, even his horse statue-still.

One of the guards rode back. “The Navigator has asked that we wait here while he clears the barrier, m’Lord.”

“Very well,” I shrugged. *Barrier?* The guard returned to his position.

Jad, my Squire, rode up alongside, his palomino jittery. “Why have we stopped?” he whispered.

“Must be some sort of barrier,” I answered, trying to sound knowledgeable.

“What do you think he’s up to? He hasn’t let us rest in nearly ages. And I haven’t seen him do one thing yet to justify his fees.”

“Who knows the ways of Navigators?” I shrugged. “At least this one isn’t as condescending as Tar-esiir. Besides, you’re just griping because your behind is sore.”

Jad grimaced. “Well, I’m not sure he knows what...” his voice died off, distracted by a light ahead.

Iarsang rose in his stirrups, arms extended up and to his sides. The *Compass* on his wrist glowed suddenly with a coruscating, prismatic light. A gust of wind stirred the scrubby pines and pulled at our cloaks.

The guards had to reign in their nervous horses as the light from Iarsang's *Compass* grew to illuminate the entire pass. I felt a tingling all over my skin. Lightning crackled through the clouds above—and a seething wall of energy suddenly appeared. A formidable barrier closed the pass to us: a Greater Flow of Essænce swept through the cliff to bar our way.

Iarsang brought his arms together in front of him, and slowly began to spread them in a parting motion. The thunder was deafening, and the very earth seemed to tremble as Iarsang fought against the Flow.

Then, with a final push of his hands there came a great rush of air—and the winds and lightning ceased with startling abruptness.

Before us shimmered a long corridor lined with whirling lights. It was what the inside of a tornado of light might look like—eerily silent.

Iarsang turned back to us (his stoic horse sidestepping obediently) and with a smile said, "The corridor will last but a few minutes; let us proceed, please."

"I think he just earned his money," I whispered to the gaping Jad, "and be so kind as to close your mouth."

—KALEN AVANIR

FROM HIS TRAVEL JOURNALS OF EMER



As has been stressed before, there are many forces both natural and supernatural which divide the world of Kulthea into discreet areas, making travel over long distances nearly impossible. That is the case only for 'unskilled' travelers, however.

1. 'CONVENTIONAL' TRAVEL

By conventional travel we mean transport by means other than magical teleports, portals, etc.

BY LAND

The most common method of getting from one place to another is over land. This can be accomplished by walking, riding a beast of burden such as a horse or kith, or riding in a wagon.

Even travel over land can have its peculiar hazards, as described by Kalen Avanir in the introductory passage of this section.

BY SEA

Many realms base their economies on their ability to navigate the maze-like sea lanes of Kulthea. Some have come to rely on the Navigators as regular guardians, paying the high price in return for guaranteed (relative) safety. These states have merchant fleets made up of ships of every size and description. However, none but the most aggressive of these trade empires will brave the great open seas—even the Navigators will not promise to protect a ship from pirates or the monstrous creatures from the Deep.

MERCHANT SHIPS

Sailing ships are the norm for trade vessels: galleys, caravels, carracks and dromons dominate the seagoing vessel types.

In a world as strange and diverse as Kulthea, however, virtually anything is possible. The Arctic Ky'taari favor sloops which sport light alloy ice runners, enabling them to skim across the ice flows of their homeland as easily as the chill coastal waters. The Spice merchants of Tlel-batair travel the Emerian coast in multi-sailed catamarans: incredibly fast and complex craft.

BY AIR

An interesting aberration of the prevailing technology is the development of airborne vehicles. Designs of these are dominated by helium filled blimps or dirigibles: propeller or sail driven lighter-than-air machines.

There are other ships, the undersides of their hulls covered with thin plates of the rare alloy *Xenium*, an anti-gravity substance. The sky-city of Eidolon owns a great number of these ships, necessary to even reach the airborne metropolis.

LIGHTER-THAN-AIR SHIPS

Balloons, dirigibles, and blimps make up this class of air vehicles, used by several of the more advanced cultures. Very few are used for anything more than recreation or surveillance, however. Cargo



dirigibles have been constructed, but the perils of Kulthean weather make long air journeys in such vehicles impractical. Only the Elves of Námár-Tol have constructed reliable ships of this kind. Many use the unique gas bags of the *balloonpod*.

ESSËNCE AIRBOATS

Although these strange craft are quite rare, they are not unheard-of. Graceful craft resembling elegant ships with diaphanous sails, these boats ply the airs like other ships cleave the waters. They are able to fly because the underside of their hull is plated in the blue-grey alloy Xenium, which emanates a powerful anti-gravity force.

The largest fleet of airboats is owned by the Prince of Sel-kai, lord of that merchant realm.

AIRBORNE VEHICLES

Similar to the Essænce Airboats in principle (mainly the fact that they depend on Xenium for lift), these craft are mechanically powered. Some of these ships have *airscrews* instead of sails: propellers powered by great springs or even crude steam engines. These ships are extremely rare and their existence seems only to persist in ancient books in Nomikos and Karilón libraries.

HIDDEN ROUTES

There are yet other ways to travel between the lands of Kulthea: strange avenues exist beneath the waves which link the continents. Few know of their existence, fewer still know the hidden gates into these mazes.

While secret, the entries to these ways are many, usually located (not surprisingly) near coastal areas or on islands. While is unlikely that PCs would ever gain access to a comprehensive map of these routes, fragmentary ones might be made available...

ASH GATES

Opening into the Ash Lairs—submarine, subterranean tunnels—the Ash Gates provide access to the cavern passages that join many of the continents of Kulthea. These labyrinthine halls are often called the Deeps, for they reach far below ground, cutting down into the seabed. Some areas of the Ash Lairs were once home to the Soulslayers and Duskwalkers and harbor immeasurable wealth. Unfortunately, they also accommodate foul monsters.

Entrances are known to exist under the Spine of Emer and in the southern reaches of the Grey Mountains.

CORAL ROAD

An ancient network of thoroughfares, the Coral Road served as the Royal Highway during the latter days of Duskwalker rule. It once linked every great land mass.

A vast tunnel complex situated along a vaguely linear plan, the road rises and falls with the flow of the reef. Many parts of the route cut beneath the sea, although most of the road twists inside atolls and islets on its way. Windows cut into the coral illuminate the elevated stretches, affording travellers a view of the stormy seas surrounding the lands of Kulthea.

The Coral Road once stood as the sole true avenue into Folenn. It begins at the Shell Towers located at the northwesternmost point of the continent. From there the road descends into the Winding Reef, a coral ridge joining the tip of Folenn to the Isles of the Broken Ocean (Tairken Usuiv).

2·HIRING A NAVIGATOR

Scattered throughout the world are a number of arcane organizations commonly known as *Navigators*. At least one of these groups is composed completely of Elves, though many have mortal memberships. The function of Navigators in the world is, as one may guess, to guide the unwary through barriers otherwise thought to be impassable. In fact, the groups work in cooperation, each sending a representative to an annual meeting at which basic policy is laid down and infractions of their code are judged and punished.

These *Guilds*, as they are called, while treated warily by nearly all the peoples of Kulthea aware of them (even those who interact with them regularly) are grudgingly accepted as a necessary element if there is to be any kind of long-distance, reasonably safe and reliable travel. Besides the Navigators, only the Loremasters seem able to traverse the world with ease, sailing through reefs and shoals with impunity, and riding the Flows of Essænce where the land prohibits conventional travel. As part of their Code, the Navigators favor no one, instead charging all a high price for their services of guidance and Essænce manipulation.

Navigators are businessmen above all things, and they are notoriously unsympathetic to people with no money in tight situations, although they have been known to accept payment in magic items—after criminally undervaluing them. In the event that a vessel or caravan accompanied by a Navigator is attacked by raiders or bandits, the Navigator will not fight unless he or she is personally threatened. That instance rarely arises, partly because of the famous vengeance inflicted upon those who attack Navigators, and partly the fact that Navigators wield very real power over Essænce. It is said that none is less than a superb fighter should he opt to draw steel.

CONTACTING A NAVIGATOR

There is one common way to contact a Navigator, should one have the cash and the inclination to travel. Black stone obelisks, like obsidian prisms one foot on a side and twenty feet tall, are scattered across the lands of the world. They are unmarked and virtually indestructible. Simply place a hand on one and say, in just about any language, something to the effect of “I require a Navigator” and one will magically appear within seconds. He or she will then discuss terms and payment (almost inflexibly cash up front).

If the assignment is to be for some time in the future and/or another location, the client is given some sort of token in exchange for a hefty deposit, which the Navigator to whom the assignment is made uses as a locator focus so that he or she is certain to arrive at the location of the client’s cargo/passengers. In any case, the actual Navigator for the journey is often not the Navigator who assesses the charges (though they are of the same Guild—see below).

MODES OF TRANSPORT

Conventional transportation such as riding animals or sea vessels are almost never supplied by the Guild, and in fact such for the Navigator must frequently be provided by the client. The Navigator, however, will advise the ignorant client on what mode of transport is most appropriate. Should a client wish special transportation, the Guild may arrange it, at a ridiculous price. If it is provided, it is invariably bizarre.

It is possible to make most of a journey via direct *Jump* (as the Navigators refer to ‘Teleport’), but long Jumps, especially those involving large numbers of people, are tricky and correspondingly (more) prohibitively expensive.

Very wealthy clients are sometimes rented personal Navigator Beacons by a Guild. More convenient than the obelisks, they are considered status symbols in the larger, more sophisticated societies.

NAVIGATORS AND PLAYERS

PCs are of course welcome to hire Navigators to ensure safe travel, keeping in mind their inflexible rates and policies. To calculate the cost of a Navigator-directed trip:

- Use a standard unit of one person or 100 lbs cargo.
- Charge 1 gp. per mile/unit over land; 1 gp. per 10 miles /unit by sea.
- An additional flat rate of 100 gp. per unit per Jump—as deemed necessary by the Navigator—is charged, with a surcharge of 1 gp. per unit per mile of Jump travel over 50 miles. (Nearly all *Jumps* used at the Navigator’s discretion to bypass barriers and perilous areas are less than 50 miles.)

On very rare occasions, a discount for a very easy trip, or a special surcharge for an extremely perilous or complex journey is imposed. Obviously, Navigators must be trained, and novice Navigators are given easy sea journeys to supervise. (No one tells the passengers that the Navigator is a ‘Novice’). Should there be trouble, they can contact a Master Navigator in seconds, so there is little chance of a real disaster. On such trips, the novice Navigator charges only one tenth of the normal fee—with no explanation to the amazed and happy client. The decision to send a novice is made at the beginning of the trip, by the assessor Navigator who first appears.

Safe arrival of the personnel/cargo to the destination is guaranteed, barring interference by non-natural events such as raiders or beasts, and occurrences unrelated to the journey, such as random spoilage of the cargo, or the death of a passenger due to unrelated events such as assassination or illness. If the expedition is attacked, the Navigator will of course cheerfully *Jump* them to safety—after terms have been agreed upon.

Weather on such guided journeys is never unpleasant enough to delay the trip or risk harm to those involved—the Navigators apparently exercise limited weather control in addition to all their other powers. If a Navigator has ever failed to deliver his charges safely due to his own failure, it remains a complete secret. If asked what will be the compensation if the charges are not delivered, the Navigator will inevitably smile condescendingly and say, “The charges *will* be delivered.” And that is the end of that.

A NOTE ON CHARGES

Some GMs might think that the prices for transport listed above are onerous. Navigator services are intended to be pricey, certainly out of the range for most PCs most of the time. Navigators were not put on Kulthea to act as chauffeurs for PCs, but as aids in the rare circumstance where an *Essence Barrier* or other obstacle makes normal transport impossible. However, they are not supposed to be so expensive as to be completely invisible, either. After all, there’s no point in having them if they don’t get used, is there? And, in a more Kulthea-oriented argument, the Navigators are going to charge what the market will bear, not a price that will put them out of business.



AN ACTIVE ESSENCE PORTAL

With that attitude in mind, GMs who have decided to include Navigators in their vision of Kulthea, yet have yet to employ them, may wish to re-evaluate the situation. This can even be done within the game context by saying that the Navigators have decided to slash their rates (they have never promised to hold to a fixed rate). The entire Alliance will alter their rates as a unit. Should Jumping get out of hand, the Navigators may wish to institute adjustments until things settle down to a balance the GM is happy with (this is often signified by a situation the PCs are not *quite* happy with).

In any case, the rates should never drop below 10% of the price listed above (which would be accomplished by simply converting all gold piece references to silver pieces).

3·PORTALS

The Lords of Essænce have created a network of *Portals* (or 'Gates' as they are sometimes called) linking points on the globe. These doorways allow someone who enters to instantly be transported to another location, exiting at another Portal. The manner of operation of these gateways is unknown; while some are very predictable two-way corridors between points, others seem random, transporting the unwary not only across vast distances but through time.

Many take the form of crude trilithons isolated in the wilderness, while others appear as gleaming silvery ovals on ornate pedestals. Some are concealed underground, or are even disguised as normal doors in ancient structures. Some are always 'active'—meaning that should someone step through one, they will be instantly teleported to the other end of the portalway—while others must be activated by a magical phrase or item. Generally, active Portals are easily noticeable by a strange, 'substantial' darkness covering the entire opening; looking at the darkness for too long a time can cause queasiness. These also give off a barely audible thrumming sound/vibration. There is an occasional Portal, however, that appears completely normal, and is instantly activated as one walks through it. A skilled Essence-user can perceive any of these Portals, however, using Detection spells to pick up the Essænce disturbance, present to some extent even around 'dormant' Portals.

In addition, Portals occur naturally throughout the Shadow World: bizarre, shimmering tears in the fabric of space, opening a portal to another place. These natural Portals can be created by Flow-storms, the backlash of intense Essence use, or even unusual celestial alignments. The Portals sometimes 'heal' themselves over time, closing the gateway. They can also be closed by a powerful Essence user.

4·NAVIGATING ESSÆNCE CURRENTS

This information is mainly for the GM's reference, as PCs will rarely—if ever—have the opportunity to navigate the Essænce on their own.

RIDING THE FLOWS

Different than instantaneous Teleportation, this is more like riding upon a swift current of river. Indeed, this is called among the experienced *riding the Flows*. It is believed to be the method by which the Lords of Orhan travel to Kulthea (when not in a big hurry), and it is on these currents that the Essænce Airboats sometimes fly. The Great Drakes are masters of these corridors, able to speed themselves through the air by utilizing them. Loremasters and Navigators know these ways well, and use them frequently. Though a useful tool, they are strong and fickle, and an inexperienced Essence user could find himself swept along—or even completely destroyed—by tapping into a Flow not completely understood.

ESSÆNCE BARRIERS

From time to time, adventurers may encounter a powerful Essænce wall (as described in the opening text). While it is sometimes possible to force a passage through such a boundary, it is perilous.

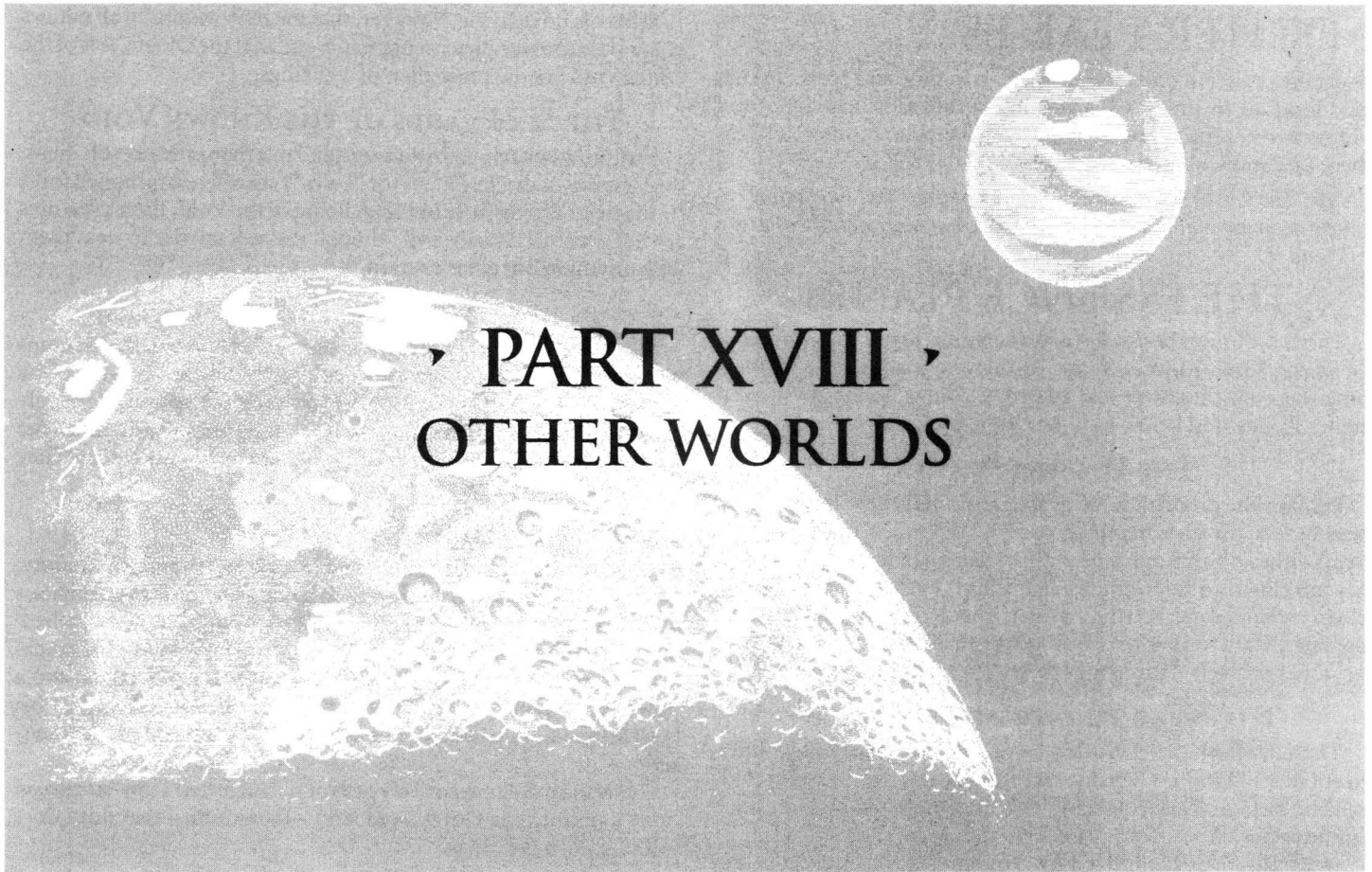
THE GALE OF HUES AROUND FOLENN

Folenn in particular is surrounded by a powerful, swirling wall of Essænce called the *Gale of Hues*. Only powerful spell users and possessors of magical artifacts can normally penetrate the Gale, though there are other ways. They include the Coral Road, the Ash Gates, and Flute Doors.

Openings in the Gale of Hues, Flute Doors serve as magical gates through the ring of Bladestorms. The Duskwalkers created these channels to permit loyal seamen to safely sail to Folenn. Magic flutes associated with each door serve as keys, enabling a Navigator or sea captain to follow the safe but twisting currents all the way to the Bladelands.

ESSÆNCE STORMS

Accidents account for much of the most interesting travel across Kulthea. Adventurers might set sail from southern Jaiman intent on a short voyage across to Sel-kai, only to be swept halfway around the world in the grip of an Essænce Flow. They are swallowed by the clouds and water and tossed into the quiet eye of the storms—to be deposited unharmed on the shores of a distant land.



› PART XVIII › OTHER WORLDS



SHIMMERING CURTAIN OF ENERGY WAVERED BEFORE us, undulating with an eerie beauty amidst the violence of this deafening Flow-storm. And beyond that curtain—as if through an impure glass—we saw dim shapes: creatures of such ghastly form and movement that we were enthralled in a fascination of horror and disbelief. Fur and tentacle, claw and fin, oozing pustules and pulsing, distended protrusions, all mixed in unthinkable combinations made up the form of these beasts. It was as if the gods had gathered the most loathsome, unspeakable rejections from their creation of the races and beasts and combined them in a haphazard mass to form shapes which had no shape and creatures which could not live... yet did. Even our nightmares lacked the ability to conjure living things of such inconceivable anatomy. They were majestic in their sheer grossness of appearance.

These were the Older Ones, demons wholly alien to our world.

ANDRAAX

SE 6,669

(ANNALS OF THE WARS OF DOMINION)



Along similar lines to the discussion of the demonic planes covered in Section VI, following is some information on other universes.

1·OTHER PLANES

Kulthea exists in one specific location in time and space. In that same location in time and space but in different 'locations' and continuums not entirely understood by most, there are other Kultheas where Life and Unlife are very different.

Note: The Chaos planes and the Planes of the Void—including their demonic inhabitants—are discussed in more detail in Parts IV and V.

THE ESSÆNCE PLANES

This is the universe which is of *existence*, or, to put it another way, not of the Void. Kulthea is one of these myriad planes, residing somewhere on the lower end of order. Above lie the mysterious Higher Planes, and below lurk the terrifying Chaos Worlds.

THE HIGHER PLANES

Perhaps the original home of the Lords of Orhan lies on one of these Planes, for they are more 'orderly' than the Chaos Planes or even Kulthea's home universe. Little is known of the Higher Planes; they are closed to interdimensional travel. Even the Lords cannot return to their home, and the reason is uncertain. Some research has suggested that a terrible cataclysm wracked the Planes of Order long ago, and may have damaged or destroyed several of them.

THE NEAR PLANES OF EXISTENCE

These are the Parallel Worlds, environments much like Kulthea, except in small ways. The same races and beasts (for the most part) walk the earth, and even the same individuals may live on these other Kultheas, but they differ in character and desire.

Ironically, these Parallel worlds are difficult to reach because they are so close to Kulthea in nature. Those attempting interdimensional travel may be thrown past them into the Chaos Planes, or worse, into the Void.

THE CHAOS PLANES

So named because they stand for the opposite of order and Existence, the Unlife itself originates in the heart of Chaos. The Dark Gods entered the Kulthean universe from the Chaos Planes, though they are not the pure antithesis of existence that the Unlife is.

In the Chaos planes, time runs fast, slow or in reverse; space has no meaning or constancy. The further one travels into the Chaos Planes, the more difficult it is to maintain one's sanity.

Demons of the Essænce originate in the Chaos Planes, their form becoming more discordant the further their origins within Chaos.

THE VOID

Beyond Order and Chaos, beyond Existence lies the Void. Contrary to what one might assume from the name, however, the void is not empty. To our senses the Void is without form or mass. It is infinitely large and infinitely small. To go there means insanity.

Some Loremasters believe that there are planes within the Void paralleling (in yet another 'dimension') the planes of Order and Chaos. This would explain why some creatures from the Void are actually more recognizable in form than some creatures of the far planes of Existence. Others claim that the forms of the Demons of the Pale are merely conventionalizations so that these creatures may interact with their physical surroundings. Residing within these bodies drives them towards insanity, and is much of the reason for their incomprehensible and senseless (to us) behavior.

There is no denying, however, that the motivations of all natives of the Void are completely enigmatic, and that the Older Ones of the Outer Void are the most alien of all beings.

THE SIX PLANES OF THE KNOWN VOID

Exhibiting behavior more understandable than creatures of Chaos, the Demons of the Six Planes (or "Pales") are often summoned forth by magicians to do their bidding. Being of the Void, these creatures are not even necessarily 'evil,' though it is still unwise to treat them with anything but great caution.

THE LAST PLANES

On the brink of the oblivion of sanity, here prevail the Demons Beyond the Pale. More wickedly intelligent than the Demons of the Six Planes, these mighty entities are lords of dark power. Seemingly capable of residence in this plane for long periods of time, the Demons beyond the Pale are majestic terrors with few equals. They will submit to no one.

THE OUTER VOID

Beyond the Last Planes is a realm which means instant insanity, where the last shreds of reality are stripped away into a nothingness so distant and complete that it cannot even begin to be described. Here lurks Agoth. Writhing in a perpetual torment from which there is no relief, Agoth reaches out with a mentality unguessed-at and a power unequalled. His motivations are hopelessly alien, but his twisted malice is palpable. His servants are no more comprehensible.

Only the most powerful of spells or the mightiest Flow-storm can open a door to the Outer Void, and—thankfully—that door does not stay open for long.

2·SPACE TRAVEL

Although Kulthea is a fantasy world, the GM may wish to integrate elements of science-fiction into the plotlines. This is very easy using *Space Master*, as it is fully compatible with *Rolemaster*.

Kulthea is known in the Imperial time of *Space Master* as Ceril VII, located at coordinates 35x, 20y, 80z. It is technically under the jurisdiction of the Inner Province of Devon, but this claim is contested by at least one other house as well as the Imperium itself. Access to Kulthea is restricted by Ducal order, and there is an orbital station in place about the planet. (This station is visible as a point of light over the western hemisphere, in geosynchronous orbit over Votania in Emer.) A small lunar base on Orhan was considered for a brief time, but the idea was dismissed for reasons which remain unclear.

Should a GM decide to interface Kulthea with a SF universe, several factors must be considered and resolved. These include (but are not limited to) the Lords of Orhan and other gods: how much power could they exert over technology? Could a Lord crush a starship? If a Kulthean is removed from his world, could his spells still work? The mere fact of Orhan's existence and its strange orbit defy normal physics—how does the staff of the space station explain it? What about the eastern hemisphere—obviously a spacecraft could easily scan the entire planet; how much effect does the Essænce have in space? Is Essænce the cause of many 'ion storms' in the Ceril system?

3 GETTING TO OTHER WORLDS

For GMs thinking of taking their PCs off the Shadow World entirely for awhile (or bringing them in from somewhere else!), here are a few suggestions.

MAJOR PORTALS

The most powerful (and dangerous) of the Portals on Kulthea serve a dual purpose: as *Major Portals* they exist also as passages to other worlds, dimensions or planes. These are one method by which forces of the Unlife gain entry to the world—though they are not the only means of access.

There is usually no way to differentiate between a Major Portal and a Minor one (a portal which merely transports one from one place on Kulthea to another), without careful magical analysis. Some can even change their destination.

Towards the end of the Wars of Dominion, some Loremasters and other powerful users of Essence decided to attempt to close all the Major Portals. They soon found, however, that attempting to close the Gateways only disrupted the Balance of Essænce and created major Flow disturbances.

ISLES OF TRANSFER

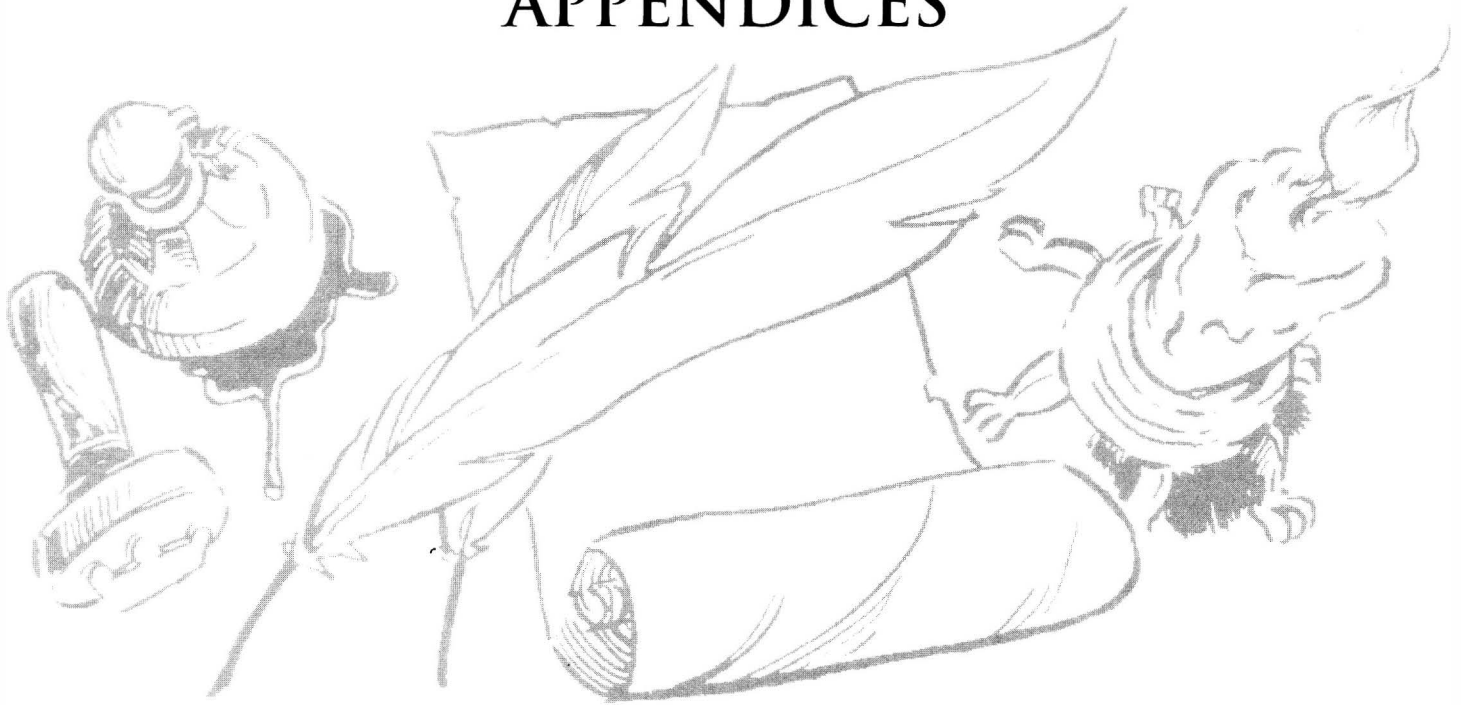
A phenomenon which defies even the Loremasters' explanation, there are islands which seem to exist on the very brink of another time or place. More than Portals, they may exist in several places at the same time (or, several times in the same place... or even several places in several times...). Islands can drift from one space/time to another, or be fixed with access to the same set of 'universes'. In any case, they are dangerous and for the most part unpredictable. The majority of them are fortunately isolated in the Malvin Tesea, and a Navigator will steer far clear of them.

GM NOTE: in addition to the obvious use of Portals to tie in the Shadow World with an existing campaign, a GM could utilize these Isles of Transfer to link the worlds in a less predictable and more mystical way. Players would have little or no control over their shift, and might not even be aware of the change for some time.

FLOW-STORMS

A phenomenon which defies even the Loremasters' full understanding, Flow-storms can sweep across the land, sucking up the unwary and transporting them to another universe just as effectively as a Portal could. Conversely a storm could deposit unwilling passengers from an equally alien world here. The possibilities are limitless.

› PART XIX › APPENDICES



1 › CHARACTER CLASSES

Two groups which are key to the scheme of Kulthea are the Navigators and the Loremasters. Both of these associations—through rigorous training and aptitude—have access to lists which are Arcane in nature. *No one* without the full regimen of training could possibly learn these lists. Those within the circles of these groups may choose these as their Base Lists (in fact, to be learned at all, they must be chosen as *Base Lists*). As noted in *Spell Law*, 5.4, Pure Spell Users may choose up to four other lists to be their “Base” lists. In the case of Loremasters and Navigators, they may also forfeit as many as three of their Professional “Base” Lists (those lists becoming like “Closed” lists) and select more of the following Arcane lists for their Base. Thus, while they theoretically retain one of the other Rolemaster professions, they are also a hybrid with either Loremaster or Navigator lists. Note that a Loremaster or Navigator is actually some other profession initially, then chooses the additional discipline afterwards.

2 › WARDING SPELL LISTS

Wards are magical barriers, similar in nature to the Flows of Essænce—though on a much smaller scale. Wards are the summoning of elemental power for protection against that which is alien and inimical to the Shadow World. Servants of the Unlife, Demons, and other ‘evil’ creatures fall into this category. As such, the warding Power and Warding Lore lists are theretically of the Base Essænce.

A Snare, as mentioned in the spells, is a structure erected by evil followers of an ancient dark power. These places have a ‘presence’ and constantly hunger for the souls of those who can walk the earth. An example is the *Vul-N’gor Spiral*.

A *Shroud* is any illusion which is cast upon a specific individual (such as *Façades*) or a physical alteration through the use of Spells or magical items (such as *Change*, *True Change*, etc.). Genuine physical change, such as lycanthropy, does not fall under the concept of Shroud. The philosophy of Unshrouding is that many evil creatures and demons cloak themselves in a fair guise to beguile.

GM Note: the GM must decide how easily these lists could be learned—if at all—by the PCs. While powerful, they are somewhat limited in scope and defensive in nature. One who would be able to use them must be one with the world and in tune with the workings of the Flows.

LOREMASTER SPELL LISTS

TRANSPORT

- 1) Landing *
- 2) Leaving (100')
- 3) Short Door (10')
- 4) Long Door (100')
- 5) Merging c
- 6) Teleport I
- 7) Long Door (300')
- 8) Leaving True
- 9) Great Merge
- 10) Safe Teleport
- 11) Long Door (1000')
- 12) Safe Teleport II
- 13) Passing
- 14) Returning
- 15) Open Portal
- 20) Lord Safe Teleport
- 25) Safe Teleport True
- 30) Open Portal True
- 50) Mass Safe Teleport True

LIVING LORE

- 1) Detect Evil c
- 2) Detect Curse c
- 3) Mind's Lore I c
- 4) Power Analysis
- 5) Life Lore
- 6) Death's Tale
- 7) Spell Analysis
- 8) Curse Tales
- 9) Detections c
- 10) Hate Analysis
- 11) Mind's Lore III c
- 12) Analysis
- 13) Death's Tale True
- 14) Mind's Lore V c
- 15) Analysis True
- 20) Life Lore True
- 25) Mind's Lore True c
- 30) Mind's Lore Master c
- 50) Living Lore Master

- 4) Power Analysis (I) D:— R:100' One person may be examined to see if he has power, which realm the power is from, a general idea of his origin, and its basic outlook.
- 5) Life Lore (I) D:— R:100' Caster can determine nature and type of any one target; he will not be able to ascertain the target's personal traits or capabilities, but will know the normal abilities associated with the given species.
- 6) Death's Tale (I) D:— R:S Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased; he also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to caster's level.
- 7) Spell Analysis (I) D:— R:100' Provides analysis of an active spell, giving its duration and the profession of its caster and its type (not its level or exact name).
- 8) Curse Tales (I) D:— R:10' Caster can determine the origin of any 1 curse, including the name of the one who bequeathed it.
- 9) Detections (I) D: 1 min/lvl (c) R:100' Caster may detect any or all of the following: Evil, Hate (emotion of hatred, either in the living mind, or in an object forged with great malice), Good (true "good" in an animate or inanimate target within a 5'R of the chosen spell center), Blessings, Curses, Essence, Channeling, Mentalism, Invisible objects. Detection radius may be moved so long as caster concentrates.
- 10) Hate Analysis (I) D:— R:10' Caster can determine the nature and origin of active hatred found within any 1 target (inanimate or animate); the degree and other details of such hatred can also be acquired.
- 11) Mind's Lore III (M) As *Mind's Lore I*, except 30% of knowledge is obtained.
- 12) Analysis (I) D:— R:100' As all of the above *Analysis* spells combined.
- 13) Death's Tale True (I) D:— R:S Caster gets a vision of the events surrounding the death of any 1 dead being within 10'. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age (but still basically intact, such as a skeleton).
- 14) Mind's Lore V (M) As *Mind's Lore I*, except 50% of knowledge is obtained.
- 15) Analysis True (I) As *Power Analysis*, but caster gets very detailed information (the parents of the target, the location of his birth, and its basic purpose if any).
- 20) Life Lore True (I) As *Life Lore*, but caster gains knowledge of target's specific skills, and a basic history (where target lived for any period of time, place of birth, etc.).
- 25) Mind's Lore True (M) As *Mind's Lore I*, except all knowledge about a specific topic is obtained.
- 30) Mind's Lore Master (M) D:C R:300' As *Mind's Lore I*, except caster can scan target's mind and gather information about any topics he wishes.
- 50) Living Lore Master (M/I) D:10 min/lvl R:300' Caster may use any of the spells on this list freely for the duration of the spell.

TRANSPORT

- 1) Landing (F*) D:until lands R:100' Allows the target to land safely in a fall up to 100'/lvl (of caster), and to take that distance off the severity of any longer fall.
- 2) Leaving (F) D:— R:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 3) Short Door (F) As *Leaving*, except movement range is 10' and caster can pass through barriers by specifying exact distances.
- 4) Long Door (F) As *Short Door* except for range of 100'.
- 5) Merging (F) D:C or V R:10' Target can merge into any solid inanimate material (up to 1' in depth), is inactive but aware of surrounding activity. The caster can exit at any time up to the duration, everyone else must emerge after a set time (up to 1 hr/lvl).
- 6) Teleport (F) As *Long Door*, except movement range is 10 miles/lvl. This is very risky. The following chances for failing exist: Never seen place (only described)=50%; Been briefly (1 hr)=25%; studied (24 hr)=10%; Studied carefully (1 week)=1%; Lived in (1 yr)=.01%. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for number of feet).
- 7) Long Door (F) As above, except movement range is 300'.
- 8) Leaving True (F) As *Leaving*, except movement range is as far as caster can see (horizon; *Leaving* off-planet is not possible).
- 9) Great Merge (F) As *Merging*, except caster may turn within the material and see outside the material if within 6" of the surface (cannot cast spells).
- 10) Safe Teleport (F) As *Teleport*, except should the spell fail, the target is 'bounced' safely back to his departure point. Each attempt per day doubles subsequent failure rate.
- 11) Long Door (F) As above, except movement range is 1000'.

- 12) Safe Teleport II (F) As *Safe Teleport*, except two targets may be sent simultaneously.
- 13) Passing True (F) D:1 min/lvl R:V Target may pass through as much inanimate material as the duration allows at a rate of 10'/rnd.
- 14) Returning (F*) D:— R:S Caster is returned to a pre-determined place (similar to Teleportation) caster must live in the place for 30 days (meditating 16 hours each day) to define it as his "place of returning". Only one place may be defined at any one time; to change it, the new place must be defined as above.
- 15) Open Portal (F) D:1 min/lvl R:10' Caster may open one already existing portal and link it to any other portal he has been to.
- 20) Lord Safe Teleport (F) As *Safe Teleport*, except movement range limit is 100 miles/level.
- 25) Safe Teleport True (F) As *Safe Teleport*, except with no movement range limit.
- 30) Open Portal True (F) D:1 min/lvl. R:V As *Open Portal*, but Caster need not be at a Portal; only to designate a portal as end-point.
- 50) Mass Safe Teleport True (F) As *Safe Teleport True*, except Caster may transport the number of targets equal to his level.

LIVING LORE

- 1) Detect Evil (I) D:1 min/lvl (c) R: 100' Caster can detect true evil in an animate or inanimate target within a 5' R of chosen spell center: detection radius may be moved so long as caster concentrates.
- 2) Detect Curse (I) As *Detect Evil*, except caster can detect curses.
- 3) Mind's Lore I (M) D:1 rnd/lvl (c) R:50' Caster can scan the target's mind; and receive up to 10% of the target's knowledge (conscious and unconscious) concerning one very specific topic. The 10% chance should be rolled for each piece of information that the target knows.

LOREMASTER SPELL LISTS

LOST LORE

- 1) **Jewel Origins** (1) D:— R:T Gives a general idea of the place of origin of a gem (where it was mined and where it was cut/finished). Caster can also assess the value of jewels and metals to within 10% (allows him to calculate different values for the cultures he is familiar with).
- 2) **Item Analysis I** (1) D:— R:T Caster has a 10% chance for each ability of determining what enchanted abilities the item has. This includes all bonuses and and item powers that are not spells.
- 3) **Power Analysis** (1) D:— R:100' One item or place may be examined to see if it has power, which realm the power is from, a general idea of its origin, and its basic configuration.
- 4) **Significance** (1) D:— R:T Determines if the item examined has any cultural or historical significance, but not specifically what significance.
- 5) **Origins** (1) D:— R:T Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- 6) **Light Lore I** (1) D:— R:10' Caster can ascertain the origin point and nature of any 1 "holy item" that is not of darkness/evil: will not give specific capabilities.
- 7) **Dark Lore I** (1) D:— R:10' Caster can ascertain the origin point and nature of any 1 item or of "darkness" or evil: he will not learn specific capabilities.
- 8) **Study V** (P) D:C R:S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall. Caster also reads/learns at 5x the normal rate.
- 9) **Item Analysis III** (1) As *Item Analysis I*, except there is a 30% chance for each ability.
- 10) **Significance True** (1) As *Significance*, except it determines the exact cultural and historical significance.
- 11) **Light Lore III** (1) As *Light Lore I*, except that caster can ascertain the origin point and nature of any 3 "holy items." Or caster can determine the age, origin point, name of the creator, and nature of any 1 "holy item": caster also learns item's specific capabilities.
- 12) **Dark Lore III** (1) As *Dark Lore I*, except caster can ascertain the origin point and nature of any 3 items of evil or darkness. Or caster can determine the age, origin point, nature, specific capabilities, and the name of the creator of any 1 item of evil or darkness.
- 13) **Study True** (P) As *Study V*, except caster can read as fast as he can glance at a page.
- 14) **Item Analysis V** (1) As *Item Analysis I*, except there is a 50% chance for each ability.
- 15) **White Lore** (1) D:— R:100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 'Holy' item: it allows caster to visualize all who have possessed the item.
- 20) **Black Lore** (1) D:— R:100' Caster can ascertain the exact nature, origin, purpose, and history of any 1 item of evil or darkness: it allows caster to visualize all who have possessed the item.
- 25) **Origins True** (1) As *Origins*, except it gives the exact place of origin, the being who made it, and when it was made.
- 30) **Item Analysis True** (1) As *Item Analysis I*, except all abilities are known automatically.
- 50) **Lost Lore Master** (1) D:— R:100' Caster may utilize any or all powers on this list on a number of items equal to his level.

LOST LORE

- 1) **Jewel Origins**
- 2) **Item Analysis I**
- 3) **Power Analysis**
- 4) **Significance**
- 5) **Origins**
- 6) **Light Lore I**
- 7) **Dark Lore I**
- 8) **Study V c**
- 9) **Item Analysis III**
- 10) **Significance True**
- 11) **Light Lore II**
- 12) **Dark Lore II**
- 13) **Study True c**
- 14) **Item Analysis V**
- 15) **White Lore**
- 20) **White Lore True**
- 25) **Origins True**
- 30) **Item Analysis True**
- 50) **Lost Lore Master**

WORD LORE

- 1) **Study I c**
- 2) **Learn Language II c**
- 3) **Language Lore**
- 4) **Study III c**
- 5) **Decipher I**
- 6) **Learn Language III c**
- 7) **Study V c**
- 8) **Decipher II**
- 9) **Passage Origin c**
- 10) **Study True c**
- 11) **Decipher III**
- 12) **Translate**
- 13) **Learn Language V c**
- 14) **Decipher V**
- 15) **Restore Manuscript**
- 20) **Learn Language True c**
- 25) **Restore Manuscript True**
- 30) **Decipher True**
- 50) **Word Lore Mastery**

WORD LORE

- 1) **Study I** (P) D:C R:S Allows the caster to retain anything he reads or learns as if he had a photographic memory with total recall.
- 2) **Learn Language II** (P) D:C R:S Doubles the rate at which the caster can learn a language (speaking and reading).
- 3) **Language Lore** (P) D:— R:S Caster knows what language a piece of text is written in, and the author if he was noteworthy or the caster has seen his work.
- 4) **Study III** (P) As *Study I*, except caster can read at 3x normal rate.
- 5) **Decipher I** (P) D:— R:S Caster has a 10% chance of deciphering a given coded passage or signal. Chance may be modified dependant on familiarity with and complexity of code.
- 6) **Learn Language III** (P) As *Learn Language II*, except rate is 3x.
- 7) **Study V** (P) As *Study III*, except caster reads at 5x normal rate.
- 8) **Decipher II** (P) As *Decipher I*, except caster has a 20% chance of deciphering.
- 9) **Passage Origin** (P) D:C R:S Caster can read a piece of text and tell if it has been translated, the name of the author, the location of the original writing and the date.
- 10) **Study True** (P) As *Study III*, except caster can read as fast as he can glance at a page.
- 11) **Decipher III** (P) As *Decipher I*, except caster has a 30% chance of deciphering.
- 12) **Translate** (P) D:— R:S Caster is able to translate a passage even if he does not know the language. He must have at least a brief passage of that language with a translation, however.

- 13) **Learn Language V** (P) As *Learn Language II*, except rate is 5x.
- 14) **Decipher V** (P) As *Decipher I*, except caster has a 50% chance of deciphering.
- 15) **Restore Manuscript** (F) D:— R:T Caster is able to reverse the damaging effects of time on a manuscript, removing stains, repairing tears and other damage. At least 90% of any given page must still be present to restore the rest. Manuscript must be less than 10 years x restorer's level old.
- 20) **Learn Language True** (P) D:P R:S If the caster has access to a being that knows a certain language, then he can learn the language as well as the given being knows it by touching the being and concentrating for 24 hours.
- 25) **Restore Manuscript True** (F) As *Restore Manuscript*, except it will work on a manuscript of any age, and will reconstruct pages (and text) with as much as 50% missing.
- 30) **Decipher True** (P) As *Decipher I*, except caster has a 100% (open-ended) chance of deciphering any passage or set of signals, no matter how complex or arcane.
- 50) **Word Lore Mastery** (P) As *Learn Language True*, except Caster need only touch the person for an instant; or as *Translate*, except Caster does not need a reference translated passage; he learns the language from the book while reading it as *Study True*.

LOREMASTER SPELL LISTS

LORE MASTERY

- 1) Afterthoughts
- 2) Recall
- 3) Write I c
- 4) Calculate I c
- 5) Observation
- 6) Write III c
- 7) Truth I
- 8) Correlation
- 9) Calculate III c
- 10) Copy
- 11) Truth III
- 12) Write True c
- 13) Deduction
- 14) Calculate True c
- 15) Total Recall
- 20) Observation True
- 25) Copy True
- 30) Correlation True
- 50) Lore Mastery

INTERACTION

- 1) Change Lore
- 2) Study Manner
- 3) Change to Kind
- 4) Seduction
- 5) Escape
- 6) Change
- 7) Misfeel c
- 8) True Change
- 9) Assume Role
- 10) Unpresence c
- 11) Misfeel True
- 12) Assume Skill I
- 13) Escape True
- 14) Nondetect
- 15) Assume Skills III
- 20) Lord Change
- 25) Assume Skills True
- 30) Role Master
- 50) Metamorphosis

INTERACTION

- 1) **Change Lore** (P) D:— R:100' Allowscaster to analyze the form of another being for future use with True Change.
- 2) **Study Manner** (I) D:— R:300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a change type spell.
- 3) **Change to Kind** (F) D:10min/lvl R:10' Caster can alter target's form to the form of any desired humanoid race.
- 4) **Seduction** (M) D:10 min/lvl R:10' Caster is able to Emotionally sensually or sexually seduce another member of similar race (GM: impose penalties for incompatible race, members of same sexual persuasion; bonuses for attractive caster, etc). Target is attracted to caster and there is a 90% chance he will answer any question asked, or perform any action not self destructive or otherwise alien to his nature.
- 5) **Escape**: (F) D:— R:S Allows caster to escape from any non-magical bindings (manacles, ropes, etc) in one round.
- 6) **Change** (F) As *Change to Kind*, except alteration can be to any organic form within ½ to 2x target's current mass; does not obtain any special abilities.
- 7) **Misfeel** (P) D:C R:S Caster appears to be of any race, profession, and level he chooses to magical or mental detections.
- 8) **TrueChange**(P) As *Change*, except a specific being can be duplicated if the being has been *Studied*.
- 9) **Assume Role** (P) D:10min/lvl R:S Caster can take on the voice and all mannerisms of a *Studied* target.
- 10) **Unpresence** (P) As *Misfeel*, except target appears to have no presence.
- 11) **Misfeel True** (P) D:10 min/lvl R:S As *Misfeel*, except caster does not have to concentrate.
- 12) **Assume Skill I** (P) D:1 rnd/lvl R:S Caster possesses any one non-magical skill of a *Studied* target.
- 13) **Escape True** (F) As *Escape*, except caster can escape from any magical bindings in one round. Bindings get a RR of sorts, but must rollover 100 (use level as bonus) to defeat spell.
- 14) **Nondetect** (P) D:1min/lvl R:S Caster and objects on his person cannot be detected by any "Detect ___" spells.
- 15) **Assume Skill III** (P) As *Assume Skill I*, except caster possesses any three non-magical skills.
- 20) **Lord Change** (F) D:1hr/lvl. As *True Change* except caster may assume a form up 20 times or as little as one-twentieth his own mass.
- 25) **Assume Skills True** (P) As *Assume Skill I*, except caster possesses all non-magical skills, and Duration is 10 min/lvl.
- 30) **Role Master** (P) D:until cancelled R:S Caster develops an entire false persona and places his own persona in his subconscious. To all detection (except, perhaps, *Mind Probe*), the caster seems to be the false persona. The caster can control his actions, but he is only able to return to his own abilities after a 1 round delay). The false persona can be a specific person (caster may have all non-magic skills and memories) if *Study*, *Study Manner* and *Mind's Lore True* have been cast on that person.
- 50) **Metamorphosis** (F) D:until dispelled R:S Caster may assume any living form he wishes (and has *Studied*). He also gains any racial abilities of that form (e.g., he would gain a dragon's breath-weapon but not a wizard's spells). Creature is assumed to be caster's level; caster may change shape at will, the alteration requiring 1 round.

LORE MASTERY

- 1) **Afterthoughts** (I) D:— R:S Allows caster virtual total recall of any conversation or writing he's encountered within a period = 1 day/lvl.
- 2) **Recall** (P) D:— R:S Caster gets a 50% chance of recalling some key fact or occurrence from his subconscious, which could relate to the current situation (could be from his background or something he has forgotten).
- 3) **Write I** (P) D:C R:S Caster can write in any language he knows from *Learn Language* or *Translate*. (Word Lore).
- 4) **Calculate I** (I) D:C R:S Allows caster to calculate very simple basic mathematics (very simple equations).
- 5) **Observation** (P) D:— R:100' Caster gains insight or facts by observing a person or thing with intense concentration (i.e. room, item, etc.).
- 6) **Write III** (P) As *Write I*, except caster can write at 3x normal speed.
- 7) **Truth I** (I) D:1min R:10' Caster knows when anyone in range is lying.
- 8) **Correlation** (P) D:1 topic R:S Caster is able to correlate known facts to obtain conclusions (i.e. help is given by GM based on a roll).
- 9) **Calculate III** (I) As *Calculate I* except caster can perform moderately difficult calculations (e.g., geometry and algebra).
- 10) **Copy** (F) D:— R:T By placing one hand on a manuscript page and another on a blank page, caster is able to cause an exact duplicate of the page to be created. Only one page may be copied per spell.

- 11) **Truth III** (I) As *Truth I*, except duration is 3 minutes.
- 12) **Write True** (P) As *Write I*, except caster can reproduce the manuscript up to 1 day x his level later in perfect reproduction. This is equivalent to a +100 to *Forgery* skill.
- 13) **Deduction** (P) Similar to *Correlation*, Caster is able to study what events and data do *not* say and deduce conclusions from what is lacking.
- 14) **Calculate True** (I) As *Calculate I* except caster can perform exceedingly difficult mathematics (e.g., calculus, trigonometry, non-euclidian geometry, inter-dimensional flux dynamics, etc.)
- 15) **Total Recall** (P) As *Recall*, except recall is automatic and in effect gives the caster a photographic memory.
- 20) **Observation True** (P) As *Observation*, except any and all detail in even a large situation may be noticed.
- 25) **Copy True** (F) As *Copy*, except caster may make the duplicate as much as 1 hour x his level later; he may also do the number of pages equal to his level with one casting of the spell.
- 30) **Correlation True** (P) As *Correlation*, except no roll is involved and obtaining conclusions is automatic.
- 50) **Lore Mastery** (I) D:10min/lvl R:S Caster has continuous access to *Total Recall*, *Calculate*, *Observation True*, *Truth*, *Correlation True*, and *Deduction*.

NAVIGATOR SPELL LISTS

MASS TRANSPORT

- 1) **Human Scale** (I) D:— R:S Caster may know exact weight of any object by placing it in his hand.
- 2) **Destination Study** (I) D:— R:S Caster studies a location, allowing him to *Teleport* there with a 0% chance of mis-teleport failure (mis-teleport means a teleport which misses the target, possibly placing persons inside solid rock; etc.). Such teleport is still subject to the usual spell failure rules.
- 3) **Long Door II** (F) As *Leaving* on Transport list except caster may send two targets past physical barriers by specifying distances.
- 4) **Leaving III** (F) As *Leaving* on Transport list except three targets may be sent.
- 5) **Long Door III** (F) As *Long Door II* except three targets may be sent.
- 6) **Leaving V** (F) As *Leaving* on Transport list except 5 targets may be sent.
- 7) **Long Door II** (F) As *Long Door II* except the distance is 300'.
- 8) **Leaving III** (F) As *Leaving III* except the distance is 300'.
- 9) **Teleport II** (F) As *Teleport* (Essence Lofty Bridge, movement distance 10 miles/lvl), except caster may send two targets.
- 10) **Long Door III** (F) As *Long Door III* above except the distance is 300'.
- 11) **Mass Leaving** (F) As *Leaving II* except the range is 30', distance is 300' and a number of targets equal to the caster's level may be sent.
- 12) **Teleport III** (F) As *Teleport II* above, except caster may send three targets.
- 13) **Mass Long Door** (F) As *Long Door II* except the range is 30', and a number of targets equal to the caster's level may be sent.
- 14) **Teleport V** (F) As *Teleport II* above, except caster may send five targets.
- 15) **Teleport 3' Radius** (F) As *Teleport II* above, except caster may send all matter within three feet of himself — including himself if he desires.
- 20) **Lord Teleport** (F) As *Teleport II* above, except caster may send up to 20 targets.
- 25) **Teleport 10' Radius** (F) As *Teleport 3' Radius* above, except caster may send all matter within 10'.
- 30) **Mass Teleport True** (F) As *Teleport II* above, except caster may send as many targets as his level within 100'.
- 50) **Teleport 50' Radius** (F) As *Teleport 10' Radius* above, except caster may send all matter within 50' of himself.

TRANSPORT SELF

- 1) **Leaving** (F) D:— R:10' Caster teleports target to a point up to 100' away, but there can be no intervening barriers in a direct line between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).
- 2) **Fly** (F) D: 1min/lvl R:S Caster can fly at a rate of 150' a round (10mph).
- 3) **Short Door** (F) As *Leaving*, except caster can pass through barriers by specifying exact distances.

MASS TRANSPORT

- 1) **Human Scale**
- 2) **Destination Study**
- 3) **Long Door II** (100')
- 4) **Leaving III** (100')
- 5) **Long Door III** (100')
- 6) **Leaving V** (100')
- 7) **Long Door II** (300')
- 8) **Leaving III** (300')
- 9) **Teleport II**
- 10) **Long Door III** (300')
- 11) **Mass Leaving** (300')
- 12) **Teleport III**
- 13) **Mass Long Door**
- 14) **Teleport V**
- 15) **Teleport** (3' Radius)
- 20) **Lord Teleport**
- 25) **Teleport** (10' Radius)
- 30) **Mass Teleport True**
- 50) **Teleport** (50' Radius)

- 4) **Long Door** (F) As *Short Door* except for range of 300'.
- 5) **Jump** (F) Similar to *Teleport*, except caster can use a located Essence Flow as a guide and teleport to a range of 10 miles/lvl; chance of mis-teleport failure is a set 1% even if caster has never seen the destination.
- 6) **Long Door** (F) As *Long Door* above except for range (1000').
- 7) **Returning** (F) Caster is instantly Teleported to Nexus, no range limitation, no chance of mis-teleport failure.
- 8) **Departing** (F) Caster is instantly Teleported to a Navigator obelisk of his choice. Caster must start from the Globe Chamber at Nexus. No range limitation, no chance of mis-teleport failure.
- 9) **Long Door** (F) As *Long Door* above except for range (3000').
- 10) **Long Jump** (F) As *Jump* above except for range (100m/lvl).
- 11) **Safe Jump** (F) As *Jump* above except there is no chance of mis-teleport failure. Used in tandem with a *Flow Guide* Spell.
- 12) **Jump Returning** (F) As *Jump* above except caster may jump to a chosen location, study it for a minute and return to his departure point. This allows him to *Study* the area for safe teleporting.
- 13) **Trans-Flow Jump** (F) As *Jump* above except caster may jump through an Essence Flow without harm. (Attempting to do so would otherwise mean a 50% chance of mis-teleport failure — see Essence Lofty Bridge *Teleport* rules).

TRANSPORT SELF

- 1) **Leaving** (100')
- 2) **Fly** (150'/rnd)
- 3) **Short Door** (10')
- 4) **Long Door** (300')
- 5) **Jump** (10m/lvl)
- 6) **Long Door** (1000')
- 7) **Returning**
- 8) **Departing**
- 9) **Long Door** (3000')
- 10) **Long Jump** (100m/lvl)
- 11) **Safe Jump**
- 12) **Jump Returning**
- 13) **Trans-Flow Jump**
- 14) **Long Safe Jump**
- 15) **Jump Twice**
- 20) **Focus Jump**
- 25) **Jump True**
- 30) **Jumping**
- 50) **Jump Mastery**

- 14) **Long Safe Jump** (F) As *Safe Jump* above except range is 100 miles/lvl.
- 15) **Jump Twice** (F) As *Jump Returning* above except caster may jump to two chosen locations and study both (perhaps in order to choose one to bring clients to).
- 20) **Focus Jump** (F) As *Safe Jump* above except range is unlimited, however, it carries the caster to the focus of the Jump Flow.
- 25) **Jump True** (F) As *Safe Jump* above except range is unlimited.
- 30) **Jumping** (F) As *Jump True* above except caster may jump to a chosen destination that he can see; thus the horizon on a clear day is theoretical range. Caster may continue to jump every round for up to 10 minutes/lvl.
- 50) **Jump Mastery** (F) As *Jumping*, except caster need not see his destination, but must have a vague idea of where he wishes to go.

NAVIGATOR SPELL LISTS

GATE MASTERY

- 1) Open
- 2) Lock
- 3) Portal
- 4) Jamming
- 5) No lock
- 6) Disarm I
- 7) Undoor
- 8) Tunnel
- 9) Open True
- 10) Great Tunnel
- 11) Lock True
- 12) Disarm II
- 13) True Tunnel
- 14) New Gate
- 15) Undoor True
- 20) Lock Master
- 25) Trap Master
- 30) Door Master
- 50) Gate Master

GATE MASTERY

- 1) Open (F) D:— R:T When cast on a lock there is a 20% chance a normal lock will open, and a 45% chance that a 'Magic Lock' will open (failure means there is a 10% chance of setting off attached traps). Rolls are open-ended, and the quality of the lock may modify the roll.
- 2) Lock (F) D:— R:100' Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).
- 3) Portal (F) D:1rnd/lvl R:T Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.
- 4) Jamming (F) D:P R:50' Causes a door to expand and jam into its frame (roll 1-100 for severity, ranging from slightly stuck to unopenable).
- 5) No Lock (F) D:P R:10' Will vaporize a non-magic lock up to 3" thick and 12" square (or as much as possible in those dimensions). Lock vanishes in a puff of smoke.
- 6) Disarm I (F) As *Open*, except its chances concern disarming traps.
- 7) Undoor (F) D:P R:10' Will vaporize a non-magic door up to 6" thick, 10' high and 10' wide (if the door is thicker than 6" it will vaporize the closest 6").
- 8) Tunnel (F) D:1min/lvl R:T Opens a portal 3'x6'x10'/lvl in any solid surface, through which anyone can pass.
- 9) Open True (F) As *Open*, except that there is an 80% chance a normal lock will open, and a 100% chance a magic one will.
- 10) Great Tunnel (F) D:10min/lvl R:T As *Tunnel*, except portal is 10' x 20' and up to 100'/lvl deep.
- 11) Lock True (F) D: 1hr/lvl R:100' Door is locked and unopenable by any but caster.
- 12) Disarm II (F) As *Disarm I*, except chances are 40%/90%.

WEATHER MASTERY

- 1) Fogsight
- 2) Know Winds (100 miles)
- 3) Weather Prediction
- 4) Wind Lord
- 5) Fog Call
- 6) Calm Water c
- 7) Canopy
- 8) Weather Prediction (100miles)
- 9) Cloud Call
- 10) Wind Mastery
- 11) Calm Water True
- 12) Part Water c
- 13) Clear Skies
- 14) Weather Prediction (1000mi)
- 15) Lightning Call
- 20) Clear Skies True
- 25) Storm Call
- 30) Weather Master c
- 50) Weather Master True

- 13) True Tunnel (F) D:V R:10' As *Tunnel*, except portal is 10' x 20' and up to 1 mile/lvl deep. Tunnel opens before caster and closes behind him as desired.
- 14) New Gate (F) D:P R:T A doorway (8'x5') is created in any wall up to 6'/lvl deep.
- 15) Undoor True (F) As *Undoor I*, except any single door is vaporized.
- 20) Lock Master (F) D:— R:T Gives the caster a 90% chance of opening a lock. The roll is open-ended and the quality of the lock may modify the roll.
- 25) Trap Master (F) As *Lock Mastery*, except its chances concern disarming traps.
- 30) Door Master (F) As *Lock Mastery*, except its chances are "100%" (open-ended) concerning locks and disarming traps, and if successful, the door simply opens.
- 50) Gate Master (F) D:1rnd/lvl R:V Caster can utilize any one of the lower level spells on this list each round.

WEATHER MASTERY

- 1) Fogsight (P) D:10min/lvl R:S Caster can see through any fog as on a clear day.
- 2) Know Winds (I) D:10min/lvl R:S Caster is aware of all wind activity in range.
- 3) Weather Prediction (I) D:— R:S Allows 95% chance of predicting time, type, and severity of weather over the next 24 hr period.
- 4) Wind Lord (F) D:1rnd/lvl R:10'R Caster causes breeze to come forth which will drive out any gaseous matter (cloud, etc.) and subtracts 30 from all missile attacks. Once set, the direction of the breeze will not change.

- 5) Fog Call (F) D:1min/lvl R:10'/lvl R Caster causes fog to arise that obscures nearly all vision into the R subtracting up to 50% from all missile attacks.
- 6) Calm Water (F) D:C R:100'R All water within a 100'R is calmed; waves are cut by 20' in the center and less towards the perimeter.
- 7) Canopy (F) D:1hr/lvl R:20'R All within radius of caster are protected from precipitation, unpleasant winds, heat or cold.
- 8) Weather Prediction (I) As *Weather Prediction* above, except caster has forecast for 100 mile radius.
- 9) Cloud Call (I) D:1hr/lvl Caster can summon clouds and/or fog in a 10 mile/lvl radius around himself. Density is up to caster.
- 10) Wind Mastery (F) D:1hr/lvl R:50'/lvl R Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by an amount equal to 1 mph x his level (e.g. if the wind speed is between 5 and 35 mph). By directing the wind against incoming missile attacks he can subtract 1 for each mph of wind speed (e.g. he can create a brutal and changing cross-wind). Note that caster can also control the direction of the flow of gases and/or clouds.
- 11) Calm Water True (F) As *Calm Water*, except radius is 100'/lvl and waves are cut by 50'.
- 12) Part Water (F) D:C R:100'/lvl Caster can part water up to 100' deep and 100'/lvl long and 20' wide (at top and bottom).
- 13) Clear Skies (F) D:1 min/lvl R: 1 mi R Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.
- 14) Weather Prediction (I) As *Weather Prediction* above, except caster has forecast for 1000 mile radius.
- 15) Lightning Call (E) D:— R:100' Caster can cause a lightning bolt to strike a target within the range. Results are determined on the *Lightning Bolt Table* (1-10x hits). There must be a storm within 1 mile that is heavy enough to cause precipitation or lightning.
- 20) Clear Skies True (F) As *Clear Skies*, except range is 1 mile/lvl, and duration is 1 hr/lvl.
- 25) Storm Call (F) D: 1min/lvl R:1mi R Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires: effects will vary according to circumstance (and the GM's discretion). *Example: A 30th lvl caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the Gamemaster may wish to have random rolls to determine possible lightning strikes vs. exposed targets.*
- 30) Weather Master (F) D:1min/lvl (c) R:1mi/lvl Caster may indicate the weather conditions in the area, modifying wind speeds by \pm mph x his level, and setting the level of intensity, fog, cloud cover etc. Caster may call for shifts in the patterns as he concentrates, but the change will take at least 1 minute.
- 50) Weather Master True (F) D:1hr/lvl R:10mi/lvl Caster may utilize any or all of the spells on this list.

NAVIGATOR SPELL LISTS

PATH MASTERY

- 1) **Compass** (I) D:— R:S Caster instantly knows the direction of Polar North.
- 2) **Path Tale** (I) D:— R:S Caster acquires visual image of any user(s) of a given path within period = 1 hr/lvl.
- 3) **Hazard Sense** (I) D:10min/lvl R: 50'R Allows caster to detect any hostile, thinking force within 50'; provides direction, but not distance of danger; must be used outdoors.
- 4) **Mind's Map** (I) D:— R:S Caster is able to match his location with that on any map he has seen and extrapolate locations from the map as a guide (assuming the map is accurate).
- 5) **Path Finding** (I) D:C R:1mi Caster learns the location(s) of any path(s) within 1 mile; must be used outdoors.
- 6) **Clear Path** (I) D: 1hr/lvl R:10' Caster is able to cause all minor obstructions (e.g., foliage, small rocks, etc.) to be cleared from an existing — if overgrown — path.
- 7) **Navigation** (I) D: 1hr/lvl R:S Caster is able to navigate (or Aerogate) flawlessly.
- 8) **Dry Earth** (F) D:permanent R:10' Caster can cause a muddy or even flooded (by less than 1' of water) path to become dry and solid as he passes.
- 9) **Long Eye** (U) D:1 min/lvl (c) R:100'/lvl Caster's point of sight may be moved independently up to 100'/lvl away (moves at 10'/rnd), if he is physically able to go there (i.e. he could not send his point of sight through walls or closed doors). The point of vision can rotate.
- 10) **Bridge** (F) D:1min/lvl R:10' Caster can create a temporary bridge across an otherwise impassable cleft, waterway, etc. Bridge appears as a misty tongue of some crystalline material able to bear considerable loads.
- 11) **Hazard Sense True** (I) As *Hazard Sense* except range is 300', and caster gains nature and direction of threat.
- 12) **Path True** (I) D:C R:S Allows caster to ascertain the proper path, and course along that path that he seeks (e.g. he will always know the best way to Syclax).
- 13) **Pathsight** (I) D:C R:10 miles/lvl Caster is able to mentally (as in *Long Eye*) follow a path to its 'end' (if in range) travelling at high speed (100mph).
- 14) **Make Path True** (F) D:1min/lvl R:10' Caster can create a path through any sort of foliage or broken landscape. Though large rocks cannot be moved, small rocks will shift to form a solid bed. Path reverts to its former condition after caster and party have passed.
- 15) **Bridge True** (F) D: 1 hr/lvl R:10'/lvl As *Bridge*, except for range and duration. Bridge may be dispelled at any time.
- 20) **Path Tale True** (I) As *Path Tale*, except caster has image of all users of paths in range for the last number of days equal to the caster's lvl.
- 25) **Long Eye** (U) As above, except the range is 1mile/lvl.
- 30) **Pathsight True** (I) As *Pathsight*, except range is limited only by end of path (GM discretion).
- 50) **Path Master** (IF) D:1hr/lvl Caster is able to utilize any and all spells on this list.

PATH MASTERY

- 1) **Compass**
- 2) **Path Tale**
- 3) **Hazard Sense**
- 4) **Mind's Map**
- 5) **Path Finding c**
- 6) **Clear Path**
- 7) **Navigation**
- 8) **Dry Earth**
- 9) **Long Eye c**
- 10) **Bridge**
- 11) **Hazard Sense True**
- 12) **Path True c**
- 13) **Pathsight c**
- 14) **Make Path True**
- 15) **Bridge True**
- 20) **Path Tale True**
- 25) **Long Eye (1 mile/lvl)**
- 30) **Pathsight True**
- 50) **Path Master**

FLOW MASTERY

- 1) **Detect Focus** (I) D:— R:1 mile/lvl Caster is able to determine the direction of the nearest Essence Focus within range.
- 2) **Detect Flow** (I) As *Detect Focus*, except caster can detect any part of a Flow.
- 3) **Locate Focus** (I) As *Detect Focus*, except caster knows exact location of the Focus-point.
- 4) **Locate Flow** (I) As *Detect Flow* except caster knows exact location and extent of the Flow in his range.
- 5) **Tap Flow I** (F) D:— R:T Caster touches a Flow and his PP supply for the day is replenished.
- 6) **Locate Focus** (I) As *Locate Focus* above except range is 100 miles/lvl.
- 7) **Locate Flow** (I) As *Locate Flow* above except range is 100 miles/lvl.
- 8) **Part Minor Flow** (F) D:1min/lvl R:T Caster may open a safe corridor through a minor Essence Flow (which might otherwise prove harmful to pass through).
- 9) **Flow Guide** (I) Allows caster to utilize a *Teleport* spell in complete safety by keying in on guiding Essence Flows.
- 10) **Tap Flow II** (F) As *Tap Flow I* except caster receives double his normal daily PPs.
- 11) **Locate Focus True** (I) As *Locate Focus* except range is 1000 miles/lvl.
- 12) **Locate Flow True** (I) As *Locate Flow* above except range is 1000 miles/lvl.
- 13) **Divert Flow** (F) D:C R:T Caster may divert a Flow slightly along its path. he may not move its foci, but the actual flow between points can be 'bent' slightly, up to 1° of arc per 100 miles from a Focus. This allows flow-riding casters to control their destination somewhat. The Flow slowly returns to its natural configuration after the caster stops concentrating.

FLOW MASTERY

- 1) **Detect Focus**
- 2) **Detect Flow**
- 3) **Locate Focus**
- 4) **Locate Flow**
- 5) **Tap Flow I**
- 6) **Locate Focus**
- 7) **Locate Flow**
- 8) **Part Minor Flow**
- 9) **Flow Guide**
- 10) **Tap Flow III**
- 11) **Locate Focus True**
- 12) **Locate Flow True**
- 13) **Divert Flow**
- 14) **Flow Rider**
- 15) **Tap Flow True**
- 20) **Flow Channels**
- 25) **Part Major Flow**
- 30) **Flow Channels True**
- 50) **Master of the Flows**

- 14) **Flow Rider** (F) D:V R:T Caster may enter a Flow and fly along its lines of energy at 50-500mph (speed is up to caster). Caster need not concentrate and may remain in the flow as long as he wishes until reaching one of its Foci. He cannot remain motionless, however, and upon reaching a terminal Focus is expelled.
- 15) **Tap Flow True** (F) D:10min/lvl R:100'/lvl Caster touches a Flow and is able to subsequently tap its power for the duration, thus having access to virtually unlimited PPs.
- 20) **Flow Channels** (F) D:— R:T Caster may — while in contact with a Flow — channel its energy into a bolt of destructive power. Bolt attacks on the *Lightning Bolt* table +100, x10, using the Electricity and Impact Criticals (and Disruption from *RMC III*). Range is 300'. *Note*: Spell failure results in a +100 roll on the Spell Failure Table plus a "C" Electricity critical.
- 25) **Part Major Flow** (F) As *Part Minor Flow*, except Caster may open a way through even very powerful flows. The effect is always pyrotechnic.
- 30) **Flow Channels True** (F) D:1min/lvl R:10'/lvl As *Flow Channels*, except Caster need not concentrate between channeling, and can move away from the actual Flow.
- 50) **Master of the Flows** (F) D:1 hr/lvl R:V Caster may access any of the lower-level spells on this list.

WARDING SPELL LISTS

WARDING POWER (ESSÆNCE)

- 1) Warning Portal
- 2)
- 3) Warning
- 4)
- 5) Warding Portal
- 6) Sentry
- 7)
- 8)
- 9) Seeing Sentry
- 10) Warding Circle
- 11) Warding Portal True
- 12)
- 13)
- 14)
- 15) Waiting Ward
- 20) Warding Circle True
- 25) Warding Word
- 30) Warding Barrier
- 40) Warding Perimeter
- 50) Warding Perimeter True
- 60) Enchant Stone

WARDING POWER (ESSÆNCE)

- 1) Warning Portal (I) D: 1 hour/lvl R: S Allows caster to set up an 'alarm' across a doorway no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any being or creature passing through the portal (Caster may set *basic* restrictions such as "bigger than a squirrel") must make a RR vs caster at -30 or trigger the Warning. Caster is aware; if asleep, he is immediately awake. He does not know the nature or number of the intruder(s) or from what direction it is coming. *Note:* Use of *Unpresence* Spells add +100 to RRs vs detection but *Invisibility* does not fool the spell.
- 3) Warning (I) D: 1 hour/lvl R: S As *Warding Portal*, except allows Caster to set up an immobile perimeter of up to 10' radius per level around himself.
- 5) Warding Portal (F) D: 1 minute/lvl R: T Caster sets up a magical warding barrier across a portal no larger than 10' x 10'. Portal must be structurally sound and enclosed across top, bottom and sides. Any 'evil' being or creature (or *specific* creature designated by Caster) attempting to pass through receives an "A" *Electricity* critical and must make a RR vs Caster level at -50. Failure means the creature is thrown backward; success means it has gotten through the Ward. Note that the severity of the *Electricity* Critical increases automatically for every 5 levels of the Caster, assuming the caster puts in the corresponding PP's (e.g., a 10th level caster can put in 10 PPs and cause the Ward to deliver a "B" *Electricity* Critical, a 25th level may put in 25 PPs and the Ward will deliver an "E" critical).
- 6) Sentry (I) D: 1 hour/lvl R: S As *Warning*, except intruder must resist at -50 to not be detected, and failure means that Caster knows the direction of the intrusion and how many entities, but no more.

WARDING LORE

- 1)
 - 2) Ward Lore I
 - 3) Snare Warning
 - 4)
 - 5) Snare Lore
 - 6) Warding Ways
 - 7) Unshrouding Thought
 - 8) Power Lore
 - 9) Resist Snare
 - 10) Pass Warding
 - 11) Warning True
 - 12) Pass Warding II
 - 13) Unshrouding Call (multiple)
 - 14) Shun Snare
 - 15) Ward Lore True
 - 20) Pass Warding V
 - 25) Shun Snare True
 - 30) Pass Warding True
 - 50) Power Lore True
 - 60) Negate Snare
 - 90) Shatter Snare
- 9) Seeing Sentry (I) D: 1 hour/lvl R: S As *Sentry*, except alerted Caster is given a clear glimpse of the intruders the instant they pass the perimeter (if invisible, he gets a ghostly image of them).
 - 10) Warding Circle (F) D: 1 hr/lvl R: T As *Warding Portal*, but the caster may set up an immobile 'circle' (actually including a 'dome' shape overhead as well) about himself. The circle can be up to 2'/lvl in radius, and must be centered around a static object. If caster leaves the circle, the Ward is dissolved.
 - 11) True Warding Portal (F) D: 1 hr/lvl plus 1 hr per additional PPR: T As *Warding Portal*, except for the ability to extend the duration. Also, those attempting to pass through must resist vs *twice* the Caster's level.
 - 15) Waiting Ward (F) As *Warding Portal*, except caster can set the ward to wait up to 1 day/lvl for a specific trigger, such as a time, or a type of creature, or an individual.
 - 20) Warding Circle True (F) D: 1 hr/lvl plus 1 hr per additional PPR: T As *Warding Circle* except for Duration modifier.
 - 25) Warding Word (F) As *Warding Portal* or *Warding Circle*, except Ward is erected instantly and can be cast on a location up to 100' away.
 - 30) Warding Barrier (F) As *Warding Portal*, except those attempting to pass must make a RR at (-100 Mod) vs Caster level or take an automatic "E" Disruption Critical.
 - 40) Warding Perimeter (F) As *Warding Circle*, except perimeter may be customized in shape (e.g., to conform to a building). Radius cannot exceed limits as noted in *Warding Circle*.
 - 50) Warding Perimeter True (F) As *Warding Circle True* except perimeter can be altered as in *Warding Perimeter*

60) Enchant Stone (F) D: P R: T *Note:* This spell requires special materials and a powerful ritual; Caster may only enchant one stone per day. Caster is able, though a ritual lasting one hour, to imbue one large immobile stone with a permanent *Warding* power. Stone must weigh at least 100 lbs and if moved from its spot the spell is broken. Warding level of the stone is equal to the Caster level. Caster may link a series of stones (no more than 10' apart from each other) into a Circle no larger in diameter than 1' per Caster level. Creatures attempting to enter the Circle or touch the stones must make a successful RR vs 1/2 caster level or suffer an "A" Disruption Critical and be thrown back.

WARDING LORE

- 2) Ward Lore I (I) D: — R: 10' Caster is able to glean the basic alignment of a Warded area.
- 3) Snare Warning (I) D: 10 min/lvl R: S If Caster makes his RR (at +50), he is alerted to the presence of a Snare, and is essentially alerted to the proximity of the Snare before it can draw him in. The spell is triggered automatically, assuming Caster has sufficient PP's. *Note:* even if he fails his *Snare Warning*, Caster may make his normal RR if he enters the Snare.
- 5) Snare Lore (I) D: — R: 100' Caster learns approximately how old the Snare is, of what alignment, and what specific prey (if any) it was built to capture.
- 6) Warding Ways (I) D: — R: T Caster learns the builder of a Ward, how old it is, and what it was primarily built to defend against.
- 7) Unshrouding Thought (F) D: C R: S Target must make an RR (-30 Mod) or his true form is revealed to the Caster. If the Shroud is an illusion, the illusion is no longer visible to the Caster; if it is a physical change, the target's 'real' form is seen superimposed on the assumed form.
- 8) Power Lore (I) D: — R: 10' One item or person or place may be examined to see if it has power, and if so or what realm and what 'alignment' (good, evil), and if a place or item, a general idea of how long ago it was made and its *general* primary purpose.
- 9) Resist Snare (I) D: 10 min/lvl R: S Caster is able to make an RR vs the Snare at +100 without entering it. He knows whether he has succeeded or not. If successful, he is forever immune to the lure of this particular Snare.
- 10) Pass Warding (F) D: — R: S Once erected, most Spell Wards do not discriminate between 'Good' and 'Evil.' By using this spell, caster may pass through a Warding Circle or Barrier which could be considered of the same alignment. This is a subjective decision by the GM, but the caster should not be allowed to pass unless: 1. he means no harm to the place Warded or its current occupants and 2. (assuming he is 'Good') has never cast an 'Evil' spell or knowingly used an 'Evil' item. After passing these tests, caster gains a +100 to his RR vs the Ward.
- 11) Warning True (SI) D: — R: 100'/lvl Caster is alerted of the presence of a Snare automatically, assuming he has the necessary PP's in reserve and the Snare fails a RR vs the lvl of the caster. Caster need not pre-set the spell; it is triggered automatically
- 12) Pass Warding II (F) D: — R: T As *Pass Warding*, except that the Caster may take one other non-evil person with him through the Ward.
- 13) Unshrouding Call (F) D: 1 min/lvl R: 100' R As *Unshrouding Thought*, except all within 100' of Caster are revealed to everyone else within 100'.

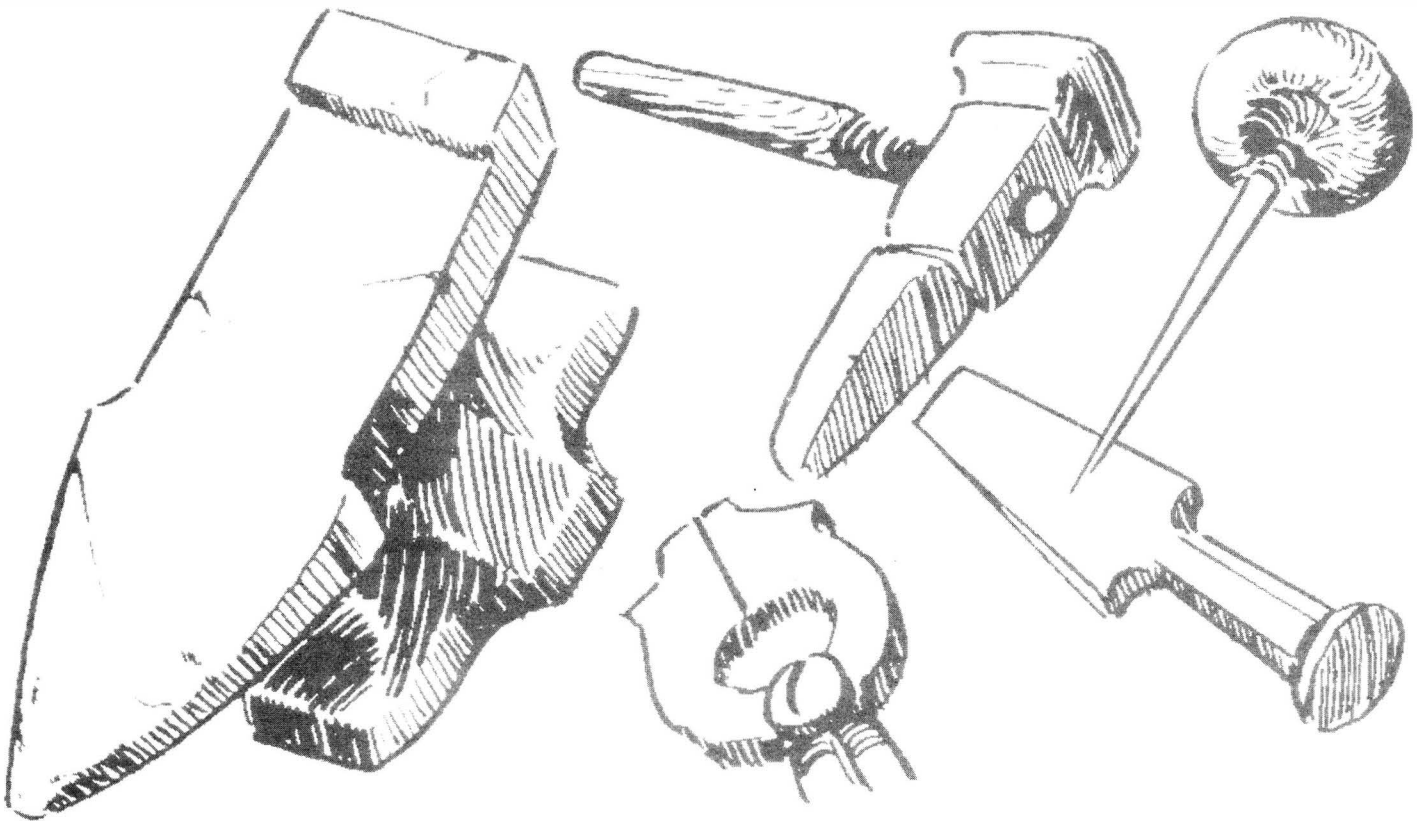
- 14) **Shun Snare** (D) D: 1 min/lvl R: T Target is allowed a second RR vs the snare.
- 15) **Ward Lore True** (I) D:—R: T Caster is able to see into the past of a Warded area and view scenes of significance in its history. The time limitation is 100 years per level.
- 20) **Pass Warding V** (F) D:—R: T As *Pass Warding*, except that the Caster may take up to four other non-evil persons with him through the Ward. All must join hands.
- 25) **Shun Snare True** (D) D: P R: 10'/lvl As *Shun Snare*, except Caster has a range, and Target is given a RR vs the snare with a bonus equal to caster's level.
- 30) **Pass Warding True** (F) D: C R: T As *Pass Warding*, except Caster is able to open a hole through the Ward, allowing one being to pass through per round for as long as Caster concentrates.
- 50) **Power Lore True** (I) D:—R: 100' As *Power Lore*, exact Caster gains an exact understanding of the Place/item/person, its origins and purposes.
- 60) **Negate Snare** (F) D: C R: 100' Caster is able to suppress the luring power of any snare for as long as he concentrates. Any other powers or attributes of the Snare (if any) are not affected. *Note:* the GM may wish to give the Snare a RR if it is particularly powerful.
- 90) **Shatter Snare** (F) D: P R: 100' Using this spell of raw *Essence*, the caster is able to permanently cleanse a snare or similar evil focus of power. (The snare must fail its RR; the GM should determine its 'level'.) In addition to being stripped of power, any physical manifestations of the snare (pillars, statues, etc) usually crumble and topple.

3·CURSES

The only cures (unless otherwise specifically noted) are those specifically designed to remove or neutralize curses.

CURSES LISTING

- 8) **T'revor's Dilemma** (F) D: Until removed R: 100'. The target must make a RR at -100 every time he attempts to use what had been his favorite weapon. Should he fail, he must wield a type of weapon he has no skill at whatsoever. Named after the famous Mystic Adventurer whose various powerful weapons were constantly vying for his attention, all turned out to be cursed.
- 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.
- 15) **Self Loathing** (F) D: Until removed R: 100' Target hates himself. Every morning when he awakes and every time he draws a weapon he must make a SD RR at -50 or try to kill himself. In Combat he will never parry or try to actively defend himself in any way. His constant complaints that he is ugly and unwanted drive his companions crazy. His effective Presence drops by 50 (or to 10, whichever is higher) and he is incapable of employing any skills which involve the Presence stat bonus.
- 15) **Bird's Bane** (F) D: Until removed R: 100' Target has an incapacitating fear of heights. Any time he is in a situation where he is within 3' of a drop of 10' or more (even with a railing), he is paralyzed by terror. Any maneuvers are at -100. Flying, whether natural (with wings) or by spell, is impossible.
- 20) **A Plant's Way** (F) D: Until removed R: 100' Target turns green and his entire metabolism alters. He requires no food, but drinks 3x a normal human's intake of water and must bury himself naked up to the neck for at least eight hours every night in fresh dirt. He must have at least 8 hours of exposure a day to daylight with at least 90% of his green skin exposed. For each day that he fails to get any of the three requirements, he operates at -5 for the next day and takes 5% of hits (cumulative). If he reaches -100 he lapses into a coma. He can withstand 2x his original amount of hits, but healing spells and herbs do not help him. His Qu and Ag drop by 20, but his Co and St increase by 20 (up to 102).
- 20) **Shadow-Curse** (F) D: Until removed R: 100' Target becomes a shadow of his former self. He is two-dimensional and incapable of carrying or using any items (all equipment falls to the floor), utilizing any spells, or generally interacting with his environment. He is +100 to hiding in dark or shadowy areas, -50 in bright areas. He can pass through narrow cracks less than his height above the ground. He does not need to eat or drink; he can speak and all senses operate as normal, however. He cannot be harmed or affected by any spell (except the one that will remove the curse, of course).



NETHER BALL ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F
05-08	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
09-12	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	3	4
13-16	0	0	0	1	0	0	0	1	0	0	1	3	0	0	1	3	0	1	5A	6A
17-20	0	0	1	3	0	0	1	3	0	1	3	4A	0	1	3	5A	1	3	7A	8A
21-24	0	1	3	4A	0	1	3	4A	1	3	4A	5A	1	3	4A	7A	2	4A	8A	10A
25-28	1	3	4A	5A	1	3	4A	5A	3	4	5A	6A	3	4A	7A	8A	4A	5A	10A	12A
29-32	3	4A	5A	6A	3	4A	5A	6A	4	4A	6A	7A	4A	5A	6A	10A	5A	6A	12A	13A
33-36	4A	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8A	5A	6A	7A	12B	6A	7A	13A	14B
37-40	5A	6A	7A	8A	5A	6A	7A	8A	5A	5A	8A	9B	6A	7A	8A	13B	7A	8A	14B	15B
41-44	6A	7A	8A	9A	6A	7A	8A	9B	6A	5A	9B	10B	7A	8A	9B	14B	8A	9A	15B	16B
45-48	6A	8A	9A	10B	7A	8A	9B	10B	6A	6A	10B	11B	8A	9B	10B	15B	9A	10B	16B	17B
49-52	7A	9A	10A	11B	8A	9A	10B	11B	7A	7B	11B	12B	9B	10B	11B	16B	10B	11B	17B	18C
53-56	7A	9A	11B	12B	9A	10A	11B	12B	7A	8B	12B	13B	10B	11B	12B	17C	11B	12B	18C	19C
57-60	8A	10A	12B	13B	10A	11A	12B	13B	8B	9B	13B	14C	11B	12B	13B	18C	12B	13B	19C	20C
61-64	8A	10B	13B	14B	11A	12B	13B	14B	8B	10B	14C	15C	12B	13B	14C	19C	13B	14B	20C	21C
65-68	9A	11B	14B	15B	12B	12B	14B	15C	9B	11B	15C	16C	13B	14C	15C	20C	14B	15C	21C	22C
69-72	9B	11B	15B	16C	12B	13B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23C
73-76	10B	12B	16C	17C	13B	13B	16C	17C	10B	13C	17C	18C	15C	16C	17C	22C	16C	17C	22C	24D
77-80	10B	12B	16C	17C	13B	14B	17C	18C	11C	14C	18C	19C	15C	17C	18C	23D	17C	18C	23D	25D
81-84	11B	13C	17C	18C	14B	14C	18C	19C	12C	15C	19C	20D	17C	18C	20D	24D	18C	19C	23D	26D
85-88	11B	13C	17C	18C	14C	15C	18C	19C	13C	16C	20D	21D	18C	18D	22D	25D	19C	21C	25D	27D
89-92	12C	14C	18C	18C	15C	15C	19C	20C	14C	17C	21D	22D	18D	20D	24D	26D	21C	23D	26D	28D
93-95	12C	14C	18C	18C	15C	15C	19C	20C	15C	18C	23D	24D	21D	21D	26D	27D	23C	25D	27D	29D
UM 96-97	14D	16D	20D	20D	16D	16D	20D	21D	16D	19D	24E	25E	22E	22E	27E	28E	24E	27E	28E	30E
UM 98-99	16E	18E	21E	22E	18E	18E	22E	23E	18E	21E	26F	27F	24F	24F	29F	30F	26F	29F	30F	32F
UM 100	18F	20F	22F	24F	20F	20F	24F	25F	23F	28G	29G	30G	26G	26G	31G	32G	28G	31G	32G	34G

Range: 0' — 10' : +35
 11' — 50' : 0
 51' — 100' : -25
 101' — 200' : -40
 201' — 300' : -55
 301' — up : -75

UM = Unmodified Roll

(For A, B, C, D, E use Disruption criticals)
 Result Use Use
 F Disruption Stress
 E A
 G E B

NETHER BOLT ATTACK TABLE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-10	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	03-10
11-20	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	11-20
21-30	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	21-30
31-35	3	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	2	4	1	31-35	
36-40	3	3	1	0	3	1	0	0	3	0	0	0	0	0	0	0	2	4	4	3	36-40	
41-45	5A	3	3	1	3	3	2	0	3	3	0	0	4	0	0	0	4A	5A	6A	5A	41-45	
46-50	5A	5A	3	3	5A	3	2	2	5A	3	3	0	4A	4	0	0	5A	6A	7A	6A	46-50	
51-55	7A	5A	5A	3	5A	5A	4A	2	5A	5A	3	3	5A	4A	4	0	6A	7A	8B	8A	51-55	
56-60	7A	7A	5A	5A	7A	5A	5A	4A	7A	5A	5A	3	5A	5A	4	6A	8B	9B	9B	9B	56-60	
61-65	9B	7A	7A	5A	7A	7A	6A	5A	7A	7A	7A	5A	7A	5A	5A	7A	9B	10B	10B	10B	61-65	
66-70	9B	9B	7A	7A	9B	7A	7A	7A	7A	7A	8B	7A	7A	7A	7A	9B	11B	12C	11B	11B	66-70	
71-75	11B	9B	9B	7A	9B	9B	8B	8B	7A	7A	8B	8B	7A	7A	9B	8B	11B	12B	14C	13C	71-75	
76-80	11B	11B	9B	9B	11B	9B	8B	8B	8A	8B	10B	10B	9B	9B	11B	10B	13B	14C	16C	15C	76-80	
81-85	13B	11B	11B	9B	11B	11B	10B	10B	9B	8B	10B	11B	9B	10B	12B	12C	15C	16C	18C	17C	81-85	
86-90	13C	13B	11B	11B	13B	11B	12B	12B	11B	10B	11B	12B	11B	12B	13B	14C	16C	17C	19D	18C	86-90	
91-95	13C	13C	13B	11B	13C	13B	14C	14C	13B	12B	13B	14B	13B	12B	14B	15C	16C	17C	19D	20D	91-95	
96-100	15C	13C	13C	13B	13C	13C	14C	15C	13B	14B	15C	13C	14C	15C	17C	17D	18D	20D	21D	21D	96-100	
101-105	15C	15C	13C	13C	15C	13C	15C	15C	15B	16C	16C	17C	15C	16C	16C	17D	18D	19D	21E	22D	101-105	
106-110	16D	15C	15C	13C	15C	15C	15C	16D	15C	16C	16C	17C	15C	16C	17C	18D	19D	20D	22E	23E	106-110	
111-115	16D	16D	16D	15C	16D	15C	16D	16D	16C	17C	18D	20D	17C	18C	18D	19D	20D	21E	23E	24E	111-115	
116-120	16D	16D	17D	16D	16D	16D	16D	17D	16C	17C	18D	20D	18D	19D	20D	21D	21D	22E	24E	25E	116-120	
121-125	17D	17D	18D	17D	16D	16D	17D	17D	16C	18C	19D	21D	18D	19D	20D	21E	22E	23E	25E	26E	121-125	
126-130	17D	17D	18D	18D	17D	17D	18D	18D	17C	18D	19D	21E	19D	20D	21D	23E	24E	25E	27E	28E	126-130	
131-135	18D	18D	19E	19E	18D	18D	19E	20E	18D	19D	20D	22E	20D	21E	23E	24E	26E	27E	29E	30E	131-135	
136-140	18D	19E	19E	20E	18D	19E	20E	22E	19D	19D	21E	23E	22E	23E	25E	26E	27E	28E	30E	31F	136-140	
141-145	19E	19E	21E	22E	19E	20E	21E	22E	20D	21E	22E	24E	24E	25E	27E	28E	28E	29E	31F	32F	141-145	
146-150	19E	20E	21E	22E	20E	21E	22E	23E	22E	23E	24E	25E	26E	27E	28E	29E	30E	31F	32F	33F	146-150	
UM 100	25E	26F	27F	28F	26F	27F	28F	29F	28F	29F	30F	31F	32G	33G	34G	35G	36G	37G	38G	39G	UM	

(For A, B, C, D, E use Disruption criticals)

Range: 0' — 10' : +35
 11' — 50' : 0
 51' — 100' : -25
 101' — 200' : -40
 201' — 300' : -55
 301' — up : -75

UM = Unmodified Roll

	Result	Disruption	Stress
	F	E	A
	G	E	B

PLASMA CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Tiny bubbles. +0 hits.	Fizzle out. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Stunned for 1 rnd. +3 hits.
11-15	Foe loses initiative for next rnd. Scary.	Spin foe. Loses initiative for 1 rnd. +4 hits.	Unbalancing blast. Foe must parry for 1 rnd. +5 hits.	Unbalancing blast. Foe must parry for 1 rnd. +6 hits.	Foe is stunned for 1 rnd. +5 hits.
16-20	Foe is spun about and loses initiative for next rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +8 hits.	Irritating burns force foe to parry for 1 rnd. +10 hits.	Zap stuns foe for 1 rnd. +10 hits.
21-35	Unbalancing blast causes foe to lose initiative for 2 rnds. +8 hits.	Minor burns. Foe must parry for 1 rnd at -10. +10 hits.	Crackling blast causes foe to parry for 1 rnd at -15. +10 hits.	Glancing blast. Foe must parry for 1 rnd at -20. 1 hit per rnd. +15 hits.	Strong blast reels foe. Stunned for 1 rnd. +20 hits.
36-45	Burns force foe to parry 1 rnd. +10 hits.	Disconcerted foe must parry for 1 rnd and loses initiative for 2 rnds. +9 hits	Blast forces foe to parry for 1 rnd. 1 hit/rnd. +15 hits.	Explosion stuns foe for 1 rnd. 2 hits per rnd. +15 hits.	Strike leg. Stunned for 2 rnds. Fights at -20 if no foot covering. +20 hits.
46-50	Distracted foe must parry for 2 rnds. +15 hits.	Staggering blast stuns foe for 1 rnd and inflicts 1 hit/rnd. +15 hits.	Sizzling blast stuns foe for 1 rnd. +15 hits. Add +5 to your next roll.	Foe is spun about. 2 hits per rnd. Stunned for 1 rnd. +25 hits.	Powerful blast. Stunned and unable to parry for 1 rnd; drops all held objects. +25 hits.
51-55	Burn stuns foe for 1 rnd. +10 hits.	Unbalancing blast causes foe to take 2 hits per rnd. Stunned for 1 rnd. +12 hits.	Hard blow stuns foe for 1 rnd. +12 hits. Add +5 to your next roll.	Foe is forced back 5 feet. Stunned for 2 rnds. 2 hits per rnd. Add +5 to your next roll.	Forceful blast stuns foe for 1 rnd. Stunned and unable to parry for 2 rnds. 3 hits per rnd. +20 hits.
56-60	Crackling blast stuns foe for 2 rnds. +15 hits.	Back blast spins foe; he takes 2 hits per rnd. All small metal items on foe's back are melted. +15 hits.	Foe is thrown back 5 feet and must parry for 2 rnds. +20 hits.	Hot strike. Foe stunned and unable to parry for 1 rnd. Fights at -10. +15 hits.	Blast floors foe; out for 2 rnds. 2 hits per rnd and fights at -10. +25 hits.
61-65	Powerful blow. Foe is stunned and unable to parry for 1 rnd. +15 hits.	Blow delivers 2 hits per rnd. Stunned and unable to parry 1 rnd. Fights at -5. +15 hits.	Leg strike; any metal greaves are destroyed; foe is stunned for 2 rnds. +15 hits.	Blast to shield arm. If no shield, arms are useless due to nerve damage, stunned and unable to parry for 2 rnds, +15 hits; otherwise, +20 hits.	Precision strike knocks foe down; fights at -20 and drops held objects. +25 hits.
66	Hammer blast shatters foe's shield arm; he is stunned and unable to parry for 3 rnds. +25 hits.	Strike shatters weapon shoulder. Stunned for 3 rnds. 5 hits per rnd if metal armor is worn. +20 hits.	Chest strike breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Impact ruptures eardrums and kills foe if he has no helm; else he is out for 3 hours.	Direct hit. Surgical strike blows head into particles of matter which scatter into the wind.
67-70	Blow to back; foe is stunned and unable to parry for 1 rnd and fights at -5 due to burns. +10 hits.	Back strike. Stunned and unable to parry for 1 rnd. Fights at -5. +14 hits.	Snap breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Focused blow takes foe down; out for 2 rnds. +20 hits. Add +5 to your next roll.	Blast to shield arm stuns foe for 1 rnd. If foe has a shield, it is broken; otherwise foe's shoulder breaks.
71-75	Blow to mid-section; foe is stunned and unable to parry for 1 rnd and fights at -10. +15 hits.	Strike to side. Stunned 2 rnds and unable to parry next rnd. 3 hits per rnd. +25 hits.	Back blow. Foe is stunned for 3 rnds and is unable to parry next rnd. Foe fights at -10 due to nerve damage.	Quick strike breaks shield arm. Stunned for 2 rnds. +15 hits.	Numbing blast. Arms are useless due to nerve damage. Fights at -25.
76-80	Weak strike to abdomen. Foe is stunned for 3 rnds and unable to parry next rnd. +20 hits.	Blow to feet topples foe. Foe is down and out for 2 rnds and takes 3 hits per rnd. +15 hits.	Strike knocks foe down. Foe is out for 2 rnds and fights at -15 due to internal bleeding. +15 hits.	Blast breaks weapon arm. Foe fights at -20. Stunned 2 rnds. +15 hits.	Awesome chest blast stuns foe for 10 rnds and knocks him down. Fights at -30. +30 hits.
81-85	Ripping back strike breaks ribs and snaps cartilage. Foe is stunned and unable to parry for 1 rnd and fights at -25. +15 hits.	Horizontal strike fractures ribs and burns skin. Stunned for 2 rnds. Fights at -25. 3 hits per rnd due to burns. +15 hits.	Blistering blast sears skin. Foe is stunned for 2 rnds, fights at -25, and takes 3 hits per rnd. +20 hits.	Foe attempts to deflect blast with hands. Poor fool is down for 3 rnds and takes 3 hits per rnd. +25 hits.	Side strike riles through organs. Foe dies after 6 painful rounds of inactivity. +35 hits.
86-90	Brutal blast knocks foe down. Stunned for 2 rnds. Foe fights at -50. +15 hits.	Calf strike burns muscle. Stunned for 3 rnds. Fights at -50. +25 hits.	Blast breaks thigh. Foe fights at -40 and is stunned for 3 rnds. +20 hits.	Blast squeezes abdomen. Foe dies in 4 rnds. +25 hits.	Heat wave, backbone is melted and foe dies of massive shock in 3 rnds. +35 hits.
91-95	Crushing strike breaks hip. Foe fights at -50 and is stunned for 3 rnds. +25 hits.	Temple strike. If foe has helm, he is sent into a permanent coma; if not, he dies. +30 hits.	Strike twists and breaks hip. Foe takes 5 hits per rnd and fights at -60. +25 hits.	Red-hot fragments of jaw drive into foe's brain. Foe dies in 3 rnds. +55 hits.	Shock pulses through foe's nervous system. Foe dies in 6 rnds. +35 hits.
96-99	Strike contacts head and neck. If foe has helm, he is knocked out; if not, he dies in 3 rnds. +25 hits.	Wedge-shaped strike severs windpipe. Foe dies in 12 rnds. +30 hits.	Foe's feet are engulfed. Foe is stunned and unable to parry for 9 rnds. 6 hits per rnd. Fights at -75. +25 hits.	Foe receives a lungful of plasma. Foe dies in 1 rnd. +25 hits.	Foe's body is a pulped, smoking ruin. Add +20 to your next roll.
100	Head strike. If foe has helm, he is knocked out; if not, he dies in 3 rnds due to shock and fractures. +30 hits.	Blast withers body below neck. Foe is paralyzed permanently from neck down. +40 hits. Add +10 to your next roll.	Sizzling strike blasts through both eyes and into brain, killing foe.	Foe's lungs and heart burn and implode. +30 hits. Add +25 to your next roll.	Unfortunate foe is reduced to a molten puddle. Fetch a mop.

ACID CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Only a drop. +0 hits..	Try again. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06-10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11-15	Foes loses initiative for 1 rnd. +2 hits.	Foe loses initiative for next rnd. +3 hits. Foe is spun about.	Foe is unbalanced and must parry next rnd. +4 hits.	Foe is unbalanced and must parry next rnd. +5 hits.	Foe feels burns. If foe has armor, he loses 1 rnd of initiative; if not, he loses 2 rnds. +5 hits.
16-20	Nearby splash gives foe +3 hits, foe loses 1 rnd of initiative.	Foe loses 1 rnd of initiative and takes +4 hits.	Foe is unbalanced and must parry next rnd. +5 hits.	Foe is unbalanced and must parry next rnd. +6 hits.	Foe is unbalanced and must parry next rnd. +7 hits.
21-35	Blast unbalances foe. He loses 1 rnd of initiative. +4 hits.	Foe must parry next rnd. +5 hits.	Light burns. Foe must parry for 1 rnd. +7 hits and 1 hit per rnd.	Minor burns. Foe must parry for 2 rnds. +8 hits and 1 hit per rnd.	Foe reels from blast. +15 hits and foe is stunned for 1 rnd.
36-45	Foe must parry for 1 rnd. +8 hits.	Blow unbalances foe. +9 hits and 1 hit per rnd.	Foe must parry for 2 rnds. +8 hits and 2 hits per rnd.	Blast stuns foe for 1 rnd and fights at -10 for 2 rnds. +10 hits.	Foe reels back 10 feet. +20 hits and foe is stunned for 2 rnds.
46-50	Light burns cause foe to parry for 1 rnd. +3 hits and 1 hit per rnd.	Foe loses 3 rnds of initiative. +8 hits and 1 hit per rnd.	Foe is unbalanced and must parry for 2 rnds. +10 hits. Add +5 to your next action.	Foe is spun about. +13 hits. Foe fights at -10 for 2 rnds.	Foe is staggered. +20 hits and 3 hits per rnd. If foe has non-magical non-metal weapon, it is destroyed.
51-55	Sizzling but weak blast stuns foe for 1 rnd. +6 hits.	Foe is stunned for 1 rnd. +8 hits and 2 hits per rnd.	Blast stuns foe for 2 rnds. +10 hits. If foe has leg armor, 1 hit per rnd; if not, 3 hits per rnd.	Blast stuns foe for 2 rnds. If foe has helm, he take +8 hits and 2 hits per rnd. If not, he takes +11 hits and 4 hits per rnd.	Impact and acid stuns foe for 4 rnds. Foe takes 3 hits per rnd.
56-60	Foe is unbalanced and forced to parry for the next 3 rnds.	Foe is stunned for 2 rnds. Foe's clothing is destroyed.	Blast stuns foe for 2 rnds. +10 hits and all foe's clothing and leather are destroyed.	Strike to foe's shield arm. If foe has no shield or metal armor, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops weapon. Foe fights at -10 and takes 3 hits per rnd.
61-65	Chest strike. If foe has metal armor, stunned 3 rnds; if not, stunned for 4 rnds. +6 hits.	Leg strike. Foe is stunned and unable to parry for 1 rnd. Fights at -5. +9 hits.	Upper leg strike. Foe is stunned and unable to parry for 1 rnd. +10 hits and foe fights at -10.	+10 hits. If foe has abdomen armor, he takes 2 hits per rnd; if not, 5 hits per rnd.	Leg strike, foe is knocked down. Stunned for 2 rnds. Cannot parry for 1 rnd. +13 hits.
66	Blast stuns all within 5' of foe for 1 rnd. Foe drops all he is holding. Fights at -15. +10 hits.	Foe is stunned 2 rnds. +15 hits. If foe is wearing organic armor, it is useless and he fights at -15.	Chest strike, if foe has non-magical, metal armor, it becomes fused and arms unusable; if not, knock out for 6 days. +15 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes 4 hits per rnd. +20 hits.	Head strike. If foe has helm, it is destroyed and foe is in a coma for 2 months; if not, foe's brain liquefies and he dies. +10 to your next roll.
67-70	Back strike. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Back strike. Foe is stunned for 2 rnds, cannot parry for 1 rnd, and fights at -10. +8 hits.	Back blast stuns foe for 3 rnds and he cannot parry for 1 rnd. Fights at -15. +9 hits.	Back blast Foe is down for 1 rnd and 3 hits per rnd. Fights at -20. +10 hits.	Back strike. Foe is stunned and unable to parry for 4 rnds. Minor shock. Fights at -25. +15 hits.
71-75	Blast stuns foe for 3 rnds. Foe fights at -5 for 6 rnds. +8 hits.	Shield arm strike. If foe has a shield, he is stunned for 4 rnds; if not, arm is useless and he is stunned and unable to parry for 2 additional rnds. +10 hits.	Strike to shield arm. If foe has metal shield, he is stunned for 6 rnds and takes +12 hits; if not, +15 hits and foe is knocked down and arm is useless.	Strike to weapon arm. Arm is useless and foe is stunned for 3 rnds. +13 hits.	Shoulder strike shatters foes weapon arm, muscles and cartilage damage. Arm is useless, foe is stunned for 6 rnd and takes 3 hits per rnd
76-80	Strike to foe's upper chest stuns him for 2 rnds and he cannot parry for 1 rnd. +9 hits.	Arm strike burns foe. Stunned for 2 rnd and takes 2 hits per rnd. All cloth on weapon arm is burnt off and he drops all he is holding. +11 hits.	If foe has chest armor, he is stunned for 6 rnds, takes 2 hits per rnd, and fights at -5. If not, foe is knocked out for 3 days due to shock. +14 hits.	Foe loses the hand on his weapon's arm. Foe is stunned and unable to parry for 3 rnds and takes 5 hits per rnd. Severe Burns. +16 hits.	Chest strike knocks out foe due to shock, blood loss, and nerve damage. Foe take 3 hits per rnd. +8 hits.
81-85	Back blast stuns foe for 2 rnds. He is unable to parry for 3 rnds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rnds. Muscles destroyed. Foe fights at -15. +13 hits.	Blast to thighs. If foe has leg armor, 2 hits per rnd and fights at -20; if not, massive leg damage (muscle/tissue) and fights at -85.	Lower back strike stuns foe for 20 rnds and adds 3 hits per rnd. +15 hits. Nerve and shock damage.	Foe inhales acid and he loses throat and lungs. Foe dies in 12 rnds. +20 hits.
86-90	Foe knocked down. If foe has metal armor legging, he loses use of legs due to nerve damage; if not, +15 hits and stunned/unable to parry for 4 rnds.	Leg strike. Any organic legging is dissolved causing 6 hits per rnd. Foe is stunned for 4 rnds. +14 hits.	Lower leg burns, foe loses foot but wound is sealed. Stunned and unable to parry for 6 rnds. 3 hit per rnd. Fights at -15. +23 hits.	If foe has abdomen armor, it is destroyed, foe is out, knocked down, and takes 2 hits per rnd. If not, foe dies in 12 rnds due to organ loss.	Foe's lower body turns to mush. Foe dies in 9 rnds due to loss. +20 hits.
91-95	Hip strike. If foe has hip armor, +10 hits and stunned for 6 rnds; if not, stunned for 3 rnds and at -50 due to shock and nerve damage.	Head strike. Foe is blinded and fights at -95. If foe has organic helm, it is destroyed. If no helm, 8 hits per rnd and loses 50% of hair.	Upper leg burns. Foe loses use of leg due to tissue loss. Stunned and unable to parry for 7 rnds. 4 hits/rnd. Fights at -20. +25 hits.	If foe has full helm, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rnds due to massive brain damage. +20 hits.	Side strike melts foe's lower body and internal organs. Foe dies in 6 rnds. +25 hits.
96-99	Neck strike. If foe has neck armor, stunned for 3 rnds; if not, stunned 4 rnds and +8 hits. If no head covering, splash into ear drives insane.	Neck strike destroys foe's throat. +20 hits. 12 hits per rnd and he is inactive for 9 rnds before dying.	Chest strike destroys foe's heart and lungs. If foe has metal armor, it is fused to his chest and he dies in 5 rnds; if not, foe dies instantly.	Chest strike knocks foe back 10'. Massive nerve damage, foe dies of fatal shock in 3 rnds. +22 hits.	Chest strike destroys both of foe's lungs. Blast throws foe back 10'. Foe dies in 3 gasping rnds. +30 hits.
100	Blast to head. +15 hits. If helmed, foe is knocked out & takes +1 per rnd; if not, foe drops into coma for 1 month, -85 to Appearance.	Blow to back of neck paralyzes foe from shoulders down. +20 hits. Foe is very mad.	Foe's head is no longer available for use. Acid smoke surrounds the body. +15 to friendly witnesses for 3 rnds.	Acid vaporizes foe's midsection. Destroys foe's clothing, armor & all he was carrying. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe is a puddle of flesh. +20 to your next roll. Ugh.

PHYSICAL ALTERATION CRITICAL STRIKE TABLE

197

	A	B	C	D	E
01-05	o	o	o	o	o
06-10	o	o	o	o	+1 hit.
11-15	o	o	o	+1 hit.	You gain initiative next rnd. +1 hit.
16-20	o	o	+1 hit.	You gain initiative next rnd. +1 hit.	Foe reels backward and must parry next rnd. +2 hits.
21-35	o	+1 hit.	You gain initiative next rnd. +1 hit.	Foe reels backward from hip strike and must parry next rnd. +2 hits.	Chest strike. Foe must parry next rnd. Add +5 to your next action. +3 hits.
36-45	+1 hit.	You gain initiative next rnd. +1 hit.	Thigh wound. Your attack stings your foe and he must parry next rnd. +2 hits.	Thigh strike. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Thigh wound. Foe is spun around and must parry next rnd at -20. +4 hits.
46-50	You gain initiative next rnd. +1 hit.	Your foe is unsure of what's going on and must parry next rnd. +2 hits.	Back strike knocks foe down. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Back wound. Foe is spun around and must parry next rnd at -20. +4 hits.	Back wound. Foe is stunned next rnd. +5 hits.
51-55	Chest strike. 50% change. Your attack stings your foe and he must parry next rnd. +2 hits.	Blast leaves foe's chest smoking. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Cheststrike. Foe must parry next rnd at -20. +4 hits.	Chest wound. Foe is stunned next rnd. +5 hits.	Chest wound. Foe is stunned next rnd and fights at -10. +6 hits.
56-60	Leg strike. 60% change. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Leg wound. 50% change. Foe is spun around and must parry next rnd at -20. +4 hits.	Thigh wound. Foe is stunned. +5 hits.	Leg wound. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's leg. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.
61-65	Arm strike. 70% change. Foe must parry next rnd at -20. +4 hits.	Minor arm wound. 60% change. Foe is stunned next rnd. +5 hits.	Forearm strike. 50% change. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's arm. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Forearm wound. Foe is stunned for 2 rnds and fights at -15. +8 hits.
66	Leg bender. 80% change. Foe is stunned for 2 rnds. Add +20 to your next action. +10 hits.	Weapon arm strike. 70% change. Foe is stunned 3 rnds. Add +20 to your next action. +12 hits.	Thigh strike. 60% change. Foe is stunned for 4 rnds. Add +10 to your next action. +15 hits.	Leg wound. Foe is stunned for 5 rnds. Add +10 to your next action. +18 hits.	Chest strike. Foe's lungs are filled with smoke and he is overcome and stunned for 6 rnds and fights at -40. +20 hits.
67-70	Neck strike. 90% change. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's neck. 80% change. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Neck strike. 70% change. Foe is stunned for two rnds and fights at -15. +8 hits.	Shoulder strike. 50% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Shoulder wound. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.
71-75	Thigh strike. 100% change. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Leg wound. 90% change. Foe is stunned for 2 rnds and fights at -15. +8 hits.	Leg wound. 80% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Leg wound. 60% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Lower leg strike. 50% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.
76-80	Shield arm strike. 100% change. Foe is stunned for two rnds and fights at -15. +8 hits.	Shield arm strike. 100% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Shield arm strike. 90% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Shield arm strike. 70% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Weapon arm strike. 60% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.
81-85	Side wound. 100% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Stomach strike. 80% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Back wound. 70% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.
86-90	Nail foe's back. 100% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Back of head strike. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Hit on back of head. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Bruise to kidneys. 90% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Leg wound. 80% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.
91-95	Head strike. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Hip strike. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Chest wound. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.	Arm wound. 90% change. Foe's arms are struck numb and may not be used for 7 agonizing rnds. +16 hits.
96-99	Zap to the Head. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Bruise to cheek. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Neck wound. 100% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.	Back wound. 100% change. Foe is struck in the back and is brought to his knees for 7 long rnds. +16 hits.	Chest strike. 100% change. Foe's heart stops momentarily. It takes 8 rnds before foe can do anything due to chest pains. +18 hits.
100	Throat burns. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Eye wound. 100% change. Foe is blinded and is at -90 for 2 rnds. Stunned for 6 rnds. +14 hits.	Head strike. 100% change. Foe's ears are blasted, staggers and falls prone for 8 long rnds. +15 hits.	Head strike. 100% change. Foe's brain is frazzled and is unable to cope with any action for the next 8 rnds. +18 hits.	Head strike. 100% change. Foe's eyes roll into back of his head. Foe awakens after 9 rnds and needs to re-orient (very hard). +20 hits.

DEPRESSION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	o	o	o	o	Stunned for 3 rnds.
06-10	o	o	o	Stunned for 2 rnds.	Stunned 3 rnds. Mild depression. -5 to actions for 10 min.
11-15	o	o	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.
16-20	o	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.	Disoriented. Mild depression. -10 to all actions for 30 minutes.
21-35	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.	Disoriented. Mild depression. -10 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.
36-45	Stunned for 3 rnds. Mild depression. -5 to all actions for 1 minute.	Stunned for 5 rnds. Mild depression. -5 to all actions for 5 minutes.	Disoriented. Mild depression. -10 to all actions for 20 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -15 to all actions for 3 hours.
46-50	Stunned for 5 rnds. Mild depression. -5 to all actions for 1 minute.	Disoriented. Mild depression. -10 to all actions for 20 minutes.	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 3 hour.	Disoriented. Moderate depression. -20 to all actions for 6 hours.
51-55	Disoriented. Mild depression. -10 to all actions for 5 minutes.	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -20 to all actions for 6 hours.	Disoriented. Severe depression. -20 to all actions for 24 hours.
56-60	Disoriented. Moderate depression. -15 to all actions for 10 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -20 to all actions for 15 hours.	Disoriented. Severe depression. -30 to all actions for 1 week.
61-65	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -20 to all actions for 6 hours.	Disoriented. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 month. Sad.
66	Foe falls unconscious. Suicidal depression. 15% chance/day of a highly suicidal act.	Foe goes into serious withdrawal from life due to an extremely low self-esteem catatonia.	Foe's mind goes elsewhere on an extended vacation. Coma.	The shock was too great to handle and foe's mind collapses. Coma. Death if no helm.	Foe's mind finds refuge in final surcease of everlasting Death.
67-70	Disoriented. Moderate depression. -20 to all actions for 1 hour.	Disoriented. Severe depression. -20 to all actions for 6 hours.	Disoriented. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 week. Enjoy the ride.	Foe is now manic-depressive for 6 months and is at -35 to all actions.
71-75	Disoriented. Severe depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -30 to actions for 24 hrs starting next rnd.	Severe depression. -30 to all actions for 1 week. Bummer.	Foe is now manic-depressive for 1 month. Lucky.	Foe is now manic-depressive. Suicidal. Permanent. 75%/day chance of suicide. Pitiful.
76-80	Disoriented. Severe depression. -30 to all actions for 6 hours.	Severe depression. -30 to all actions for 24 hours. Much sadness here.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. It could have been worse.	Mental Trauma. Roll 4 Random Insanities. Permanent. Time for the looney bin.
81-85	Severe depression. -30 to all actions for 24 hours.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life is now a roller-coaster.	Jolting. Roll 3 random Insanities. Permanent. Ugly.	Brain Fry. Roll 4 Random Insanities. Foe is at a -50 for all actions. Unconscious.
86-90	Foe is manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life will continue to have its ups and downs.	Jolting. Roll 2 random Traumas. Permanent.	Suicidal depression. Permanent. 50%/day of suicide. Foe is now unconscious.	Catatonic depression. Permanent. Foe curls up to await Death.
91-95	Foe is manic-depressive. Permanent. Not a pretty sight.	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of outright suicide.	Catatonic depression. Permanent. Foe attempts to get off the Merry-Go-Round of life.	Foe decides on a strategic withdrawal from reality. Coma.
96-99	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of a suicidal action.	Catatonic. Permanent. Foe opts out.	Foe hides in the Darkest corner of his mind. Coma.	Foe stops moving and slowly sits down, closing his eyes. Death.
100	Suicidal depression. Permanent. 10% chance/day of a suicidal action.	Catatonic depression. Permanent. Foe wraps himself in a huddle and denies existence.	Severe depression. Too much for foe to handle. Coma.	Foe feels life is no longer worth living and gives up. Death.	Foe whimpers once as he falls to the floor. Death.

STRESS CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Agony! +10 hits. Badly sprained back. -35 to all maneuvers.	Oh Pain! +15 hits. -50 on all actions. -5 to temp CO stat.	Racking Pain! +30 hits. -70 to all actions. -15 to temp CO stat.	Totally Paralyzed. +70 hits. -90 to actions after paralyzation is healed. -40 to temp CO stat.	+110 hits. You are at -100 to all actions and die in 12 rnds. -70 to temp CO stat. -20 to potential CO stat.
06-10	+4 hits. Pulled ligaments. -10 to all physical maneuvers.	Throbbing pain. +10 hits. -40 on all actions. -3 to temp CO stat.	Debilitating Pain. +25 hits. -10 to temp CO stat. -60 on everything. Uh Oh.	Crippling Pain from torn muscle tissue. -30 from temp CO stat. -80 to all actions.	Incapacitating Agony. +100 hits. Paralyzed (no action). -60 to temp CO stat. -20 to potential CO stat.
11-15	Sprained muscle -5 to all physical maneuvers for next 24 hours.	+7 hits. Ligament and tendon damage. -30 to all maneuvers.	+19 hits. -50 to all actions -7 to temp CO stat. Nobody forced you.	+50 big hits. -30 to everything. -20 off temp CO stat.	Crippling Pain. +90 hits. -50 off temp CO stat. -15 off potential CO stat. -90 to all actions.
16-20	None	+5 hits. -10 to all physical maneuvers. Ouch!	Terrible Agony. +14 hits. -40 to all actions. -5 to temp CO stat.	Prickly Torment +45 hits. -60 to all actions. -15 to temp CO stat.	Excruciating Pain. +80 hits. -40 off temp CO stat. -10 off potential CO stat. -80 to all actions.
21-35	None	+3 hits. -5 to all physical maneuvers.	+10 hits. -30 to all actions. -3 to temp CO stat.	+37 hits. -55 to all action. -12 to temp CO stat. You did it to yourself.	+73 very real hits. -75 to all actions. -33 to temp CO stat. -7 to potential CO stat. Agony.
36-45	None	Pulled a muscle. -5 to all physical maneuvers for 24 hours.	+8 hits. -20 to all actions due to stinging pain.	+30 hits. -50 to all action. -8 to temp CO stat. Retirement ain't all bad.	+65 hits. -25 point off temp CO stat. -5 off potential CO stat. You are at -70 to do anything.
46-50	None	None	Bad Sprain. +5 hits. Pain. -10 to physical actions.	Pain lances through your body. +27 hits damage. -5 to temp CO stat. -40 to all maneuvers.	+55 hits. You are at -60. -20 to your temp CO stat. Time to retire, think about it.
51-55	None	None	+2 hits. That smarts. You are at a -5 to physical maneuvers.	+24 hits. -1 to temp CO stat. -30 to all actions. Not good.	+50 hits. -18 to temp CO stat. Sprained 110 muscles. -55 to activity.
56-60	None	None	Sprain for the next 24 hours. -5 to all physical maneuvers.	+20 hits. Screaming muscles leave you -20. -1 to temp CO stat.	Lacerating Agony. +45 hits. -45 on all actions. -14 to temp CO stat.
61-65	None	None	None	+15 hits. Splitting pain in back bestows -15 to all actions.	+35 hits. -10 to temp CO stat. -40 to all actions. Scourging Pain.
66	None	None	None	+10 hits. Good Job. You are at -10 on all physical maneuvers.	Now that really hurt. +28 hits. -7 to Temp CO stat. -30 to all actions.
67-70	None	None	None	Dull Ache in joints. +6 hits. You are at -5 to all physical maneuvers.	+21 hits. -25 to all actions -5 to temp CO stat. Much Pain.
71-75	None	None	None	+3 hits. Smooth move. -5 to all physical maneuvers.	Gripping Pangs. +15 hits. -20 to actions. -2 to temp CO stat.
76-80	None	None	None	None	+12 hits. Throbbing Pain gives -15 to all actions. Not Pretty.
81-85	None	None	None	None	Sprained muscles and tendons. +7 hits. -10 to all actions.
86-90	None	None	None	None	+4 hits. -5 to all physical maneuvers.
91-95	None	None	None	None	Sore Muscles. +1 hit. -5 to all actions.
96-99	Beneficial Stress. +2 add to hit total (i.e., body development). Enjoy.	None	None	None	None
100	Very Beneficial Stress. +5 add to hit total (i.e., body development). You have initiative.	Beneficial Stress. +5 to temp CO stat (may not raise stat above potential).	None	None	None

SHOCK CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	None	None	None	None	1 rnd of stun.
06-10	None	None	None	Stunned for 1 rnd.	Stunned for 2 rnds.
11-15	None	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 3 rnds. Parry at half.
16-20	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.
21-35	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds. Parry at half.	Stunned for 5 rnds. -10 for 1 hour.
36-45	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.
46-50	Stunned for 2 rnds.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned 7 rnds. Cannot parry or change facing. -20 for 1 hr.
51-55	Stunned for 3 rnds. Parry at half.	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.	Stunned 9 rnds. Cannot parry or change facing. -25 for 24 hrs.
56-60	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -15 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -25 for 3 days.
61-65	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -5 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. Disoriented. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -30 for 3 days.
66	Stunned for 10 rnds. Cannot parry or change facing. -25 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing.	Foe slams himself to the Floor for 4 hits. Coma.	Foe snaps rigid and slowly falls, the air whistling audibly from his lips. Coma. Death if no helm.	Foe collapses like card house in a stiff breeze. Death.
67-70	Stunned for 7 rnds. Cannot parry. -10 for 1 hour.	Stunned for 9 rnds. Cannot parry. -10 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hours.	Stunned for 19 rnds. Cannot parry or change facing. Disoriented. -35 for 3 days.
71-75	Stunned for 8 rnds. Cannot parry. -15 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -25 for 6 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -35 for 3 days.	Stunned for 25 rnds. Immobilized for 3 rnds. Disoriented. -40 for 1 week.
76-80	Stunned for 9 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -25 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hrs.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -40 for 3 days.	Stunned for 30 rnds. Immobilized for 5 rnds. Disoriented. -50 for 1 week.
81-85	Stunned for 10 rnds. Cannot parry or change facing. -20 for 6 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -30 for 2 days.	Stunned for 16 rnds. Cannot parry or change facing. Disoriented. -45 for 3 days.	Foe spins about clutching his head and falls. +2 Hits. -60 for 1 week. Unconscious.
86-90	Stunned for 11 rnds. Cannot parry or change facing. -25 for 6 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -35 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -35 for 2 days.	Stunned for 17 rnds. Cannot parry or change facing. Disoriented. -50 for 3 days.	One last howl punctuates foe's collapse. +5 Hits. -75 for 1 week. Unconscious.
91-95	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -35 for 2 days.	Stunned for 18 rnds. Cannot parry or change facing. Disoriented. -40 for 2 days.	Stunned for 21 rnds. Immobilized 3 rnds. -50 for 1 week. +2 hits.	Roll 3 random phobias. +7 hits. Coma.
96-99	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing. Disoriented. -40 for 2 days.	Stunned for 24 rnds. Immobilized 2 rnds. Disoriented. +1 Hit.	Random brain damage. +3 hits. Coma.	Foe crumples in an untidy heap. Death.
100	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -35 for 24 hours.	Stunned for 19 rnds. Immobilized 2 rnds. -45 for 2 days.	When foe awakes he is mindless drooling idiot. +2 hits. Coma.	Foe stops and remains in last living position. Pity. Death.	Foe's eyes glaze as he launches himself 10' backwards. Death.

5• DICTIONARIES

IRUARIC DICTIONARY

Following is a brief glossary of word-parts in the ancient language of the Lords of Essænce. As with nearly all languages, it is not entirely consistent and is at times contradictory.

CLARIFYING NOTES

Some forms utilize the apostrophetic syllable breaks, while later forms smoothed the words for human tongues.

Some leeway is necessary to interpret the Iruaric to common references. For instance, the names of the Elvish races are actually simplistic references to their stereotypical aptitudes or appearance. The High Elves are known as *Iylari* or literally 'beauties', because of their looks. Sometimes an 'r' is added before the pluralizing 'i'; this is believed to be an indication of increase; instead of more than one, it indicates many more — often applied to a race of beings.

THE GLOSSARY

(modifier 'to to'; <i>er</i>)	is	haven	then
(plural)	i	heart	emer
(of)	ta	hill	mùn
apart; separated	lenn	history	gaalek; gaalenakh
assassin	khàng	home	man
barren; empty	hulkanen	island	nuul
blade	dag	iyx	twist; turn(ing)
blind	xyg	lake	lak
born	thal	land	-ia
broken	tairken	lonely	loorn
build	loa	lord	K'
builder	loar	lore	Pn
cavern	trog	lost	laakh
circle; ring	reth	maker	lavan
claw	raax	male/masculine	syr
cloud	hulum	master	kort
cold	rak	mind	xu
cold; chilling	kiskaa	mist	ran
crystal	iæn/laen	mountain	thos
cult; sect	Jerak	ocean	usuiv
dark	dyar	past	nae
dead	shon	pillar	tai
death	shin	place (n)	-is
dread	lyx	power	ra
dwelt/home	az	power	vir
elder	dæn	pretty; beautiful	iyla
enchanted	vul	sea	tesea
enchanter	vuul	secret	ahren
endless	malvin	see	arul
Essænce	viir	seer	arulis
eternity; forever	lan	shackle	dir
female/feminine	mur	shadow	kul; torg
fire; flame	shú	shallow	dom
first	and	sing	lina
forbidden	farok	singer	linær
forever	lair	song	lin
gather	fol	soul	ryk
giant	ho	sky	hír
gift	jai	spirit	lo
glass	kemm	star	kygar
god	Luar	stone	æk
green	serem	stupid	rök
grower	erlin	tall; high	larn
guardian	throk	thirsty	aer
half	ta-	tiny	tykil
		tower	nak

travel	phcen
ugly	lug
vision	her
water	arus
wet	shulu
world	thea

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 (<i>arc. usuv</i>)
waterfall	usiiv-daart
waters	usiva (<i>arc. usuiv</i>)
wild	vurt
wind	purll
winds	perll (<i>arc. puirl</i>)
wolf	zart
woods	nadam

ERLIN DICTIONARY

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 (<i>arc. orv</i>)
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

Erlin to English

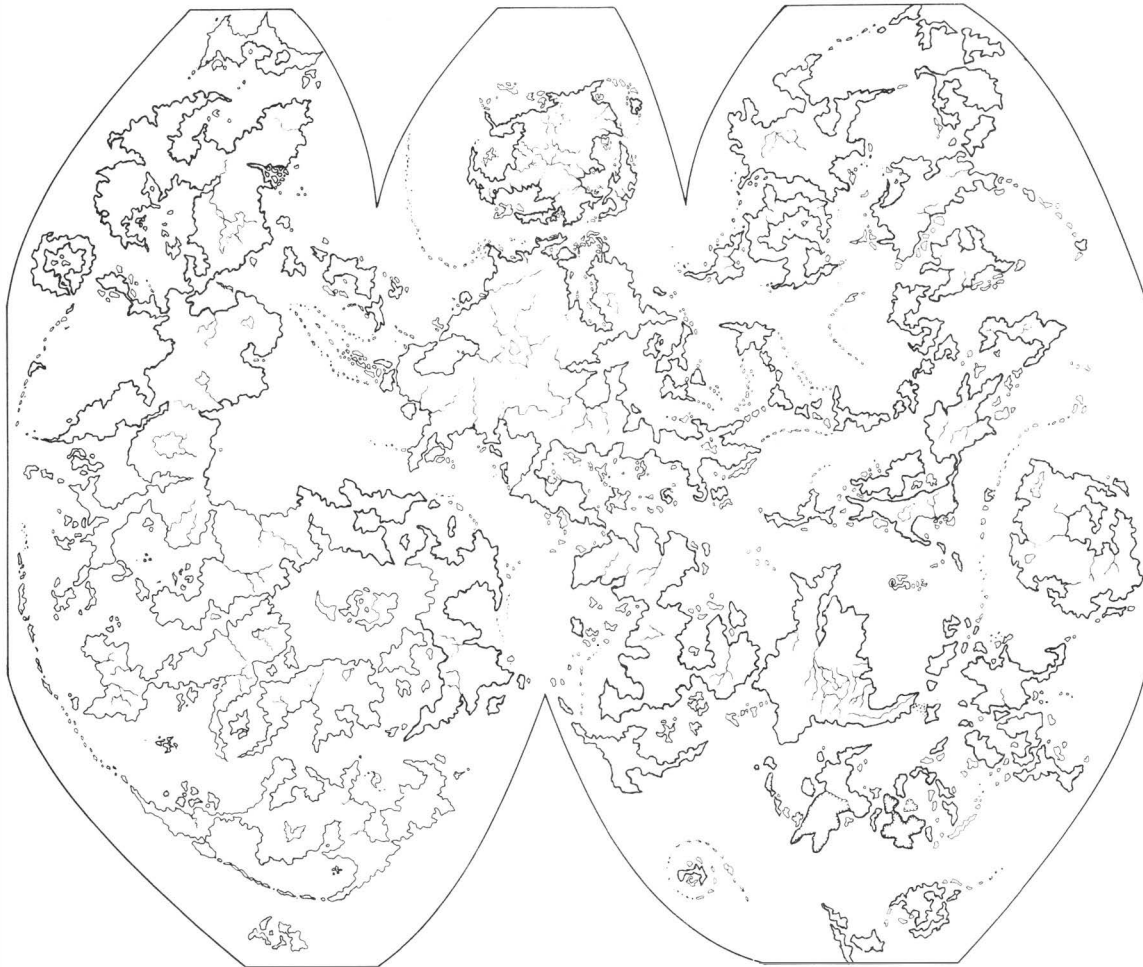
baas	hollow
buir	fires
bur	fire
burn	black
burs	grey
burth	smoke
cibur	haven
cisur	bridge
daart	fall
dalla	islet
daloiv	islands
dalov	island
dorth	coven
eduum	dweller
encla	iron
esov	east
faal	head
galeb	steep
gref	jewel
gudd	ale
haft	heather
hel	bay
ien	point
kai	cliff
kindag	cloud
kirn	spires
krem	glass
lenov	canal
lew	cove
lin	part; piece
lyry	lake
matha	twin
mur	watch
murten	pit
nadam	woods
oedum	moneyless
oevaag	deathless
ordag	heavens

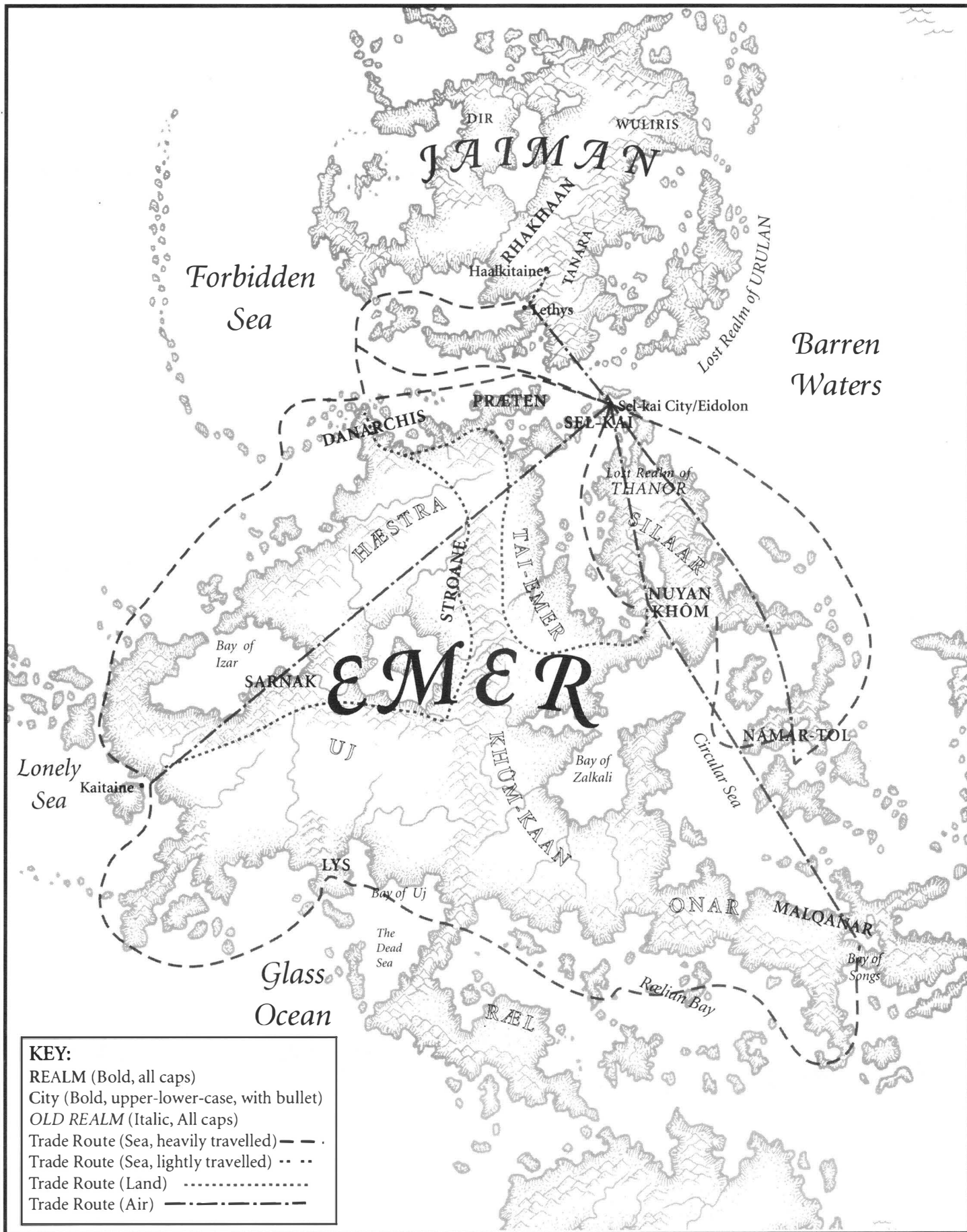
ordye sky
 orn blue
 orv gold
 perac strait
 perce straight water
 perll (*arc. puirl*) winds
 plaza nadek
 purll wind
 ras shore
 rel lagoon
 resiv eagle
 saral river
 saren sword
 sel silver
 shurth narrows
 sulem breaker
 surth depth
 thal avenue
 throg keep
 throk guardian
 turic gate
 tyl hall
 tyrl great hall
 usiv (*arc. usuiv*) 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.





› PART XX ›

INDEX

A

Aarn Voru 65
 Agothu 78
 Agothu Servants 79
 Agyra 16
 Ahn sye Ni-vulma 169
 Ahn sye Nokora 168
 Ahn sye Nomoke 169
 Ahn sye Shan 169
 Ahn sye Takla 169
 Ahn sye Talaus 168
 Ahn sye Woloka 169
 Ahn sye Zanar 168
 Air Demons 71
 Air Drake 51
 Akalatan 118
 Alien Races 90
 Alpacas 47
 Altha 92
 Althoi (Overseers) 78
 Andaras 115
 Andraax 93, 139
 Angels 109
 Ansilus 37
 Anzeti 84
 Apparition 56
 Aquatic Beasts 44
 Aranmor 158
 Arcane Power 22
 Arctic Men 86
 Arinyark 17
 Arion 159
 Aronë 146
 Arthropods 47
 Artificial Beings 60
 Ash Gates 178
 Ash Lairs 17, 178
 Atalan 14

B

Bæris 109
 Balloonpod 38
 Barriers, Essænce 26
 Barrow-wight 56
 Basilisk 46
 Black Unicorn 46

Bladestorms 172
 Blastnuts 39
 Bloodstone 17
 Bluestone 17
 Breathless 79, 175
 Bubble Kelp 39

C

Calendar 126
 Camels 47
 Canopy Tree 39
 Casting Spells 25
 Cave Drake 51
 Cave Worm 53
 Caverns of Fire 17
 Caves of Ulgon 17
 Cay 106
 Centaurs 88
 Chameleon Vine 39
 Channeling 23
 Channeling 23
 Chaos Planes 29, 70, 182
 Character Classes 184
 Charón 20, 113
 Children of Gods 113
 Circulatory Poisons 42
 Clingleaf 40
 Clivimis 37
 Clocks 126
 Cockatrice 46
 Cold Drake 51
 Compasses 147
 Conclave of Orhan 101
 Contacting a Navigator 179
 Conversion Notes, General
 General Conversion Notes
 10
 Conversion Poisons 42
 Converting hits and bonuses
 10
 Converting statistics 11
 Coral Road 178
 Corpse Candle 56
 Corpse Lantern 56
 Creatures 43
 Curses 192
 Cyclops 88

Cypharia 143

D

Dancers of Inis 119
 Dangerous Plants 37
 Dark Gods 113, 122
 Dark Men 86
 Dark Spirits 117
 Dartspore 38
 Daruni Olkanin 143
 Dead Tongues 136
 Deadly Milk-white Trumpet
 37
 Deisa 14
 Delphinuris 37
 Demons of the Essænce 69
 Demons of the Void 74
 Depths 18
 Destroyers 79
 Dimensional Rifts 28
 Dír 40
 Donkeys 47
 Doombringers 71
 Dragon Helms 148
 Dragon Salamander 44
 Dragon Turtle 44
 Dragon Varieties 51
 Dragonlords 122, 148, 159
 Dragons 50
 Dream-master 104
 Dreamvines 38
 Driftfrond 39
 Drül Churk 148
 Dúranaki 84
 Duskwalkers 93, 172, 174
 Dwarves 87
 Dyari 93

E

Earth Demons 71
 East 17
 Eight Orders 168
 Eissa 104
 Eissa's Tears 17
 Elemental Demons 70
 Elementals 66
 Elephants 47

Elven Tribes 93
 Emer 15
 Enchanted Creatures 46
 Eog 17
 Erlini 93
 Essænce 22
 Essænce Airboats 178
 Essænce Barriers 180
 Essænce Currents 180
 Essænce Planes 29, 182
 Essænce Storms 180
 Essence 22
 Evil Essænce 122
 Evil Spell Lists, Learning 122
 Exploding Mushrooms 37

F

Falias 16
 Fatal Channelings 24
 Fauns 88
 Fell Beast 54
 Fifth Pale 77
 Fire demons 70
 Fire Drake 51
 Fire Hound 68
 Firephantom 56
 First Pale 76
 Flow-storm Effects 27
 Flow-storms 27, 183
 Fly Trap, giant 38
 Flying Beasts 54
 Foci 26
 Fogflowers 39
 Folenn 15
 Followers of the Sun 102
 Forests 32
 Fourth Pale 76

G

Gaalt 15
 Gale of Hues 180
 Gargoyle 54
 Garks 87
 Gas Drake 51
 Gemsting 47
 General Conversion Notes 10

Ghosts 57
 Ghost Wolf 57
 Ghoul 57
 Giant Hellbender 44
 Giant Beetle 47
 Giant Races 88
 Giant Scorpion 47
 Glaar 79
 Gogor 63
 Golems 66
 Gorgon 46
 Govon 15
 Great Spiders 46
 Greater Powers 137
 Griffin 54
 Grippershrib 38
 Gryphon 54
 Gryphon College 159
 Guardians 62
 Guardians of the Gale 144, 175
 Guguth 79
 Guides of Vurn-kye 143

H

Haalkitaine 157
 Haid 84
 Hellbender 44
 Helyssa 157
 Heralds of Night 152
 High Men 86
 High Sentinels 62
 Higher Planes 29
 Hippocampus 44
 Hippogriff 54
 Hírazi 88
 Hiring a Navigator 178
 History 127
 Hoen 40
 Holy Places 23
 Horses 47
 Hue-eaters 175
 Hungry 79
 Hydra 53

I

I-Lat Norg 65
 I-Lats 64
 Ianoris 14
 Iarsang 144
 Ice Grottoes 17
 Ice Hound 68
 Ice Skeleton 57
 Icebergs 19
 Ilarsiri 137
 Iloura 106

Immortal Races 91
 Implementors 138
 Inis 114
 Insect-people 90
 Interregnum 129
 Iorak 108
 Iron Wind 159
 Island Tree 39
 Isles 16
 Isles of Transfer 183
 Ithaneus 14
 Ithloss 17
 Iyxia 16

J

Jaaderi 84
 Jadeback 47
 Jaiman 15, 155
 Ja'Miil Targ 159
 Janak (Hue-Eaters) 80
 Jaynor 111
 Jaysek 99, 107
 Jerak Ahrenreth 159
 Jewel Knights 112, 175
 Jhordi 84

K

Kæden 61
 Karilôn 138, 139
 Kedrik Bularis 142
 Kelestia 16
 Keron 17
 Kesh'ta'kai 114
 Kieron 99, 107
 Kirin T'thaan 140
 Kith 47
 Klysus 117
 Krelj 138
 Krylites 90
 K'ta'viiri 92
 Kulthea 13, 14
 Kulthean Gods 99
 Kuluku 85
 Kuluth 14
 Kuor 103

L

Laan 85
 Laen 17
 Lævenus 37
 Laia 109
 Land Beasts 46
 Land Drake 51
 Languages 136
 Last Planes 30, 78, 182

Lesser Drakes 51
 Leste Kii Lormas 65
 Lethys 157
 Lich 57
 light Demons 71
 Light Drake 51
 Liis 14
 Linæri 93
 Lizard-people 90
 Llamas 47
 Loari 93
 Local Gods 119
 Lord of Dreams. *See* Reann
 Lords of Essænce 92
 Lords of Orhan 101, 103
 Loremaster Spell Lists 185
 Loremasters 138
 Lugrôki 87
 Lu'nak 159
 Ly-Aran 157
 Lycanthropes 55

M

Magical Tongues 136
 Mairel 47
 Major Portals 183
 Malim Pelax 141
 Mechanical Constructs 66
 Medicinal Herbs 32
 Meluria 158
 Mentalism 25
 Mermen/Mermaids 88
 Mikori 20
 Milk-white Trumpet 37
 Mind-eaters 80
 Miran 40
 Mistmoss 39
 Mixed (Common) Men 86
 Moglath 79
 Months 126
 Moons 19
 Moonstones 18
 Moralis 116
 Morgu 119
 Mules 47
 Mulira 15
 Mummy 57
 Mur Fostisyr 159
 Murlis 15
 Muscle Poisons 42
 Mythenis 16

N

Nameless One 99, 152
 Narsælkin 138

Navaal 40
 Navigator Guilds 142
 Navigator Spell Lists 188
 Navigators 142
 Navigators and Players 179
 Near Planes 29
 Near Planes of Existence 182
 Neela 111
 Nemeris 14
 Neng (N'ng) 66
 Nerve Poisons 42
 Nexus 147
 Night Hound 68
 Night of the Third Moon 113
 N'koru 65
 Noh-Kef 80
 Nomikos 158
 Norek 157
 Northmen 86
 Nymphs 94, 112

O

Ogres 89
 Older Ones 78
 Ombari 14
 Omir 118
 Oran Jatar 150
 Ordainers 72
 Orgiana 114
 Orhan 19, 101
 Orhan Marble 18
 Oriana 105, 106
 Orlak-Shar 65
 Other Planes 182
 Other Worlds 181
 Outer Void 30, 78, 182

P

Palia 15
 Pathmasters of Hulgán 143
 Pegasus 54
 Phaon 105
 Pitcher Plant, giant 38
 Planes of the Known Void 75
 Planets 14
 Plantlife 31
 Plasidar 158
 Poisons 40
 Poles 16
 Porel 144
 Portals 180
 Prayer 24
 Priests Arnak 159
 Procreators 72

Q

Quen 110
Quorn-Tas 65

R

Randae Terisonen 141
Reann 104
Red Jaw 44
Reduction Poisons 42
Reefs 18
Reindeer 47
Religions of the Lords 101
Remiriaith 157
Respiratory Poisons 42
Rhakhaan 156
Rhiani 85
Rhogán 14
Riding & Draft Animals 47
Riding the Flows 180
Roc 55
Rularon 18

S

Salorisa 37
Sara 158
Saralis 158
Saurkur 90
Scalú 116
Sea Drake 51
Sea Drakes 44
Sea Monsters 44
Sea Serpent 44
Seas 18
Seasons 126
Second Era 130
Second Pale 76
Secret Circle 151
Seeking 78
Sentient Plants 38
Sentient Tree 38
Sentinels 62
Servants of the Lords 112
Shaal 107
Shaalk 18
Shadow 58
Shapechangers 55
Shar-Ak 65
Shar-Bú 63, 65
Shar-Ti 65
Shards 63, 159
Shatterers 79
Shay 85
Shiron 14
Shuluri 94
Siene 39

Singular Demons 72
Sirenflower 39
Sirrush 44
Sisters of Eissa 101
Six Planes of the Known Void
 30, 182
Sixth Pale 77
Skeletons 58
Skill Table 10
Solar System (Kulthean) 14
Soulslayers 72, 172, 174
Space Travel 182
Special Elements 17
Special Undead 56
Spectre 58
Spell Manifestations 25
Spiders 46
Spineshark 45
Spinewood 37
Spirits 94
Spirits of Orhan 109
Spirium 37
Squid 44
Steardan 55
Steel Rain 173
Stickvine 39
Storm Hound 68
Storm Wizard 169
Storms 19
Sulfean Kuldir 144
Sulthon Ni'shaang 149, 159
Sumendar 146
Sundew, giant 38
Supplemental Spells 184, 204
Sylphs 94, 112

T

Ta-lairi 94
Talaraine 110
Talath/Myri 85
Tanara 158
Telepathy 22
Telling Time 126
Teris 108
Tethior 138
Thalan 94
Thasia 14
Thematic Demons 71
Third Era 128, 131
Third Pale 76
Thokot 40
Thuul 16
Thyfur 55
Tides 18
Timeline 128
Titians 94

Tlilok 20
Torchstalk 39
Transformations 55
Trapping Plants 38
Travel 176
Tresh 78
Trogl 87
Trolls 89
T'vaar Dekdarion 140

U

U-Lyshak 157
Udahir 159
Ulya Shek 149, 173
Undead 56
Underearth 16
Unicorn 46
Unir Falakang 145
Unlife 128
 Origins 121
Unusual plants 38
Unusual Woods 40
Urulan 159

V

Valris 103
Vampire 58
Vancu 72
Vancu. 174
Vapor Hound 68
Varin 20
Vault of the Crowns, 159
Vegetation 32
V'glin 175
Void 29, 75, 182
Voriig Kye 150
Vorloi 85
Vorn 157
Vult 111
Vurkanaan Tyes 140
Vuul 14

W

Wall of Darkness 121
Warders 62
Warding Spell Lists 184, 191
Water Demons 71
Water Drake 51
Water Hound 68
Weather 19
Weeks 126
Werebear 55
Werejackal 55
Werewolf 55
Whirlpools 18

White Unicorn 46
White Mage 159
Wight 58
Wild Hunt Hound 58
Will of the Wisp 58
Wraith 58
Wuliris 159
Wyverns 53

X

Xenium 18
Xio 14
Xyr 80

Y

Yathlu 79
Y'kin 85
Y'nari 86

Z

Zania 119
Zephyr Hounds 68
Zombie 58
Zor 158
Zori 86
Z'taar 115

CHARTS

Acid Critical Table 196
Aquatic Beasts Chart 45
Artificial Beings Chart 67
Demons Chart 81
Depression Critical Table 198
Dragons Chart 52
Flying Beasts Chart 54
Herbs 33
Humanoid Races Charts 95-98
Land Beasts Chart 48
Loremaster Spell Lists 185
Navigator Spell Lists 188
Nether Ball Attack Table 193
Nether Bolt Attack Table 194
Physical Alteration Critical
 Table 197
Plasma Critical Table 195
Shapechangers Chart 55
Shock Critical Table 200
Stress Critical Table 199
Undead Chart 59
Warding Spell Lists 191

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