



#6003

Explore Aranmor, an island shunned by the most valorous as a place of lurking evil and restless horrors. Only the fearless and most cunning can unlock the secret of the **Demons of the Burning Night**.

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

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



Shadow World™

DEMONS of the Burning Night™

Demons of the Burning Night™

TABLE OF CONTENTS

An Introduction to Shadow World	2	VIII Artifacts of Power	23
I An Overview and History	4	1•The Helm of Kadæna.....	23
II Gamemaster Guidelines	4	2•The Horn of Siege.....	23
1•Introduction to Aranmor.....	5	3•The Scepter of the God-King.....	24
2•Getting There: Across the Sea of Fire.....	5	4•The Staff of Old Malosho.....	24
3•Alternate Ways to Enter Tarek Nev.....	6	5•The Stone of Fiala.....	24
III Aranmor	7	6•The Portal Rods.....	24
1•Climate and Geography.....	7	IX Outside Tarek Nev	25
2•Weather Patterns.....	8	1•The Fulcrumian Stockade.....	25
3•The Ruptured Essence.....	8	2•Other Areas.....	26
4•Wild Creatures of Aranmor.....	8	X Tarek Nev: The Ruins	27
5•Peoples of Aranmor.....	9	1•The Red Gate.....	27
IV The History of Aranmor	10	2•The Noble Homes District.....	27
1•Aranmor's Ancient Beginnings.....	10	3•Tartarious Grotto.....	29
2•Tarek Nev: The City.....	10	4•The Martial Quarter.....	30
3•The Last Battle.....	11	5•The Dell of Syncarnos.....	33
V The Dead Gods of Aranmor	12	6•Docktown.....	33
1•Origins: Orgiana, Mistress of the Dark.....	12	7•The Shipyard.....	36
2•The Four Cults.....	12	8•The Flume of the Gods.....	38
3•Making Weapons from the Dead Gods.....	13	9•The Royal Estate.....	42
4•Summoning the Nureti Gods.....	13	10•The Outworld.....	50
VI Demons of the Black Hel	13	11•Trader's Bazaar and the Maze.....	50
1•The Seven Wards.....	13	12•The Lost Eyrie.....	51
2•The Invokers.....	15	13•The Serpent's Spring and Solus Ring.....	51
3•Summoning Demons.....	15	XI Further Adventures	54
4•Constraining Demons.....	15	XII Enchanted Items and NPC Tables	55
VII Personalities of Aranmor	16	1•Special and Enchanted Items.....	55
1•Those Outside Tarek Nev.....	16	2•Creature Tables.....	57
2•City Dwellers of Tarek Nev.....	18	3•Master NPC Tables.....	59
		4•Military Table.....	60
		5•Encounter Table.....	61
		6•Fantasy Hero Tables.....	61

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• AN INTRODUCTION TO THE SHADOW WORLD •

A NOTE TO THE GAMEMASTER

Each *Shadow World* module is designed to be used with ICE's *Rolemaster*™ and *Fantasy Hero*™ Fantasy Role Playing systems. All character statistics, spells, combat abilities, etc. are provided along with guidelines for use with both systems. As always, you as GM should feel free to change certain game statistics or scenarios; however, please take care to maintain the established play balance.

KULTHEA

Kulthea is a large planet of extraordinary contrasts. With a circumference of 27,000 miles, this seventh of fifteen worlds holds relatively few large land masses compared to the vast seas which cover most of it. Numerous volcanic atolls and islands dot the rugged surface of the Shadow World, which is largely unexplored and seismically unstable. A dearth of heavy elements keeps technology at a primitive level; for example, no chemical explosives exist, other than through the direct and extremely rare use of Essence. The world holds in orbit five moons, but only one — Orhan — significantly affects tides and currents. Flora and fauna of every manner flourish, as do several races of intelligent beings isolated from one another by natural barriers, Essence Flows, and eras of distrust and superstition.

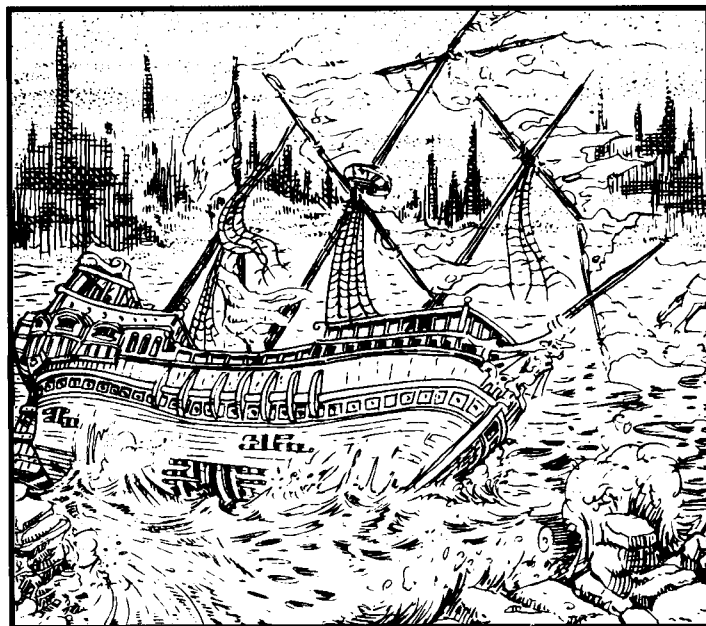
FLOWES OF ESSENCE AND THE LORDS OF ORHAN

The most fascinating aspect of Kulthea is the presence of Essence Flows, shifting and unseen energy fields akin to radiation. Essence originates in another universe where the laws of physics differ from those which we study and employ. Like a gateway, Kulthea rests upon the threshold of that other universe and is thus affected by the Flows passing to and from that other plane. In all other ways, the Shadow World of Kulthea is firmly anchored in the dimensions of time and space which we all recognize.

Some powerful beings have learned to tap the flows and to channel the Essence for both good and evil purposes. A precious few draw power from within; the most powerful of all deities are the Lords of Orhan, immortals (from Kulthea's largest moon) who predate the First Era. Rarely intervening in the affairs of the Shadow World, Orhanians are immune to the vagaries of Essence Flows and can transport themselves instantly between their home-moon and Kulthea. The virtually mythical Lords of Orhan are unparalleled in powers and often appear as extraordinarily beautiful humanoids, or alternately stand 15' high, a form more easily recognized as impressive.

Invisible and almost undetectable, Essence Flows shift haphazardly and can form temporary but genuine barriers (which can also be erected by skilled Essence-users of the highest degree). The ordinary player would rarely recognize an Essence Flow and would most likely be baffled and frustrated by it, without the costly guidance of a Navigator. No shield or spellcasting mastery can completely overcome or defy the Essence, which is the basis of all living things.

Even more terrifying are Essence Storms, a radical flux in energy that can drain or quadruple power points in an instant. Triggered by a solar flare or a conjunction of moons, Flow-storms are accompanied by high winds, lightning, and other unusual and destructive weather patterns. When caught in a flow-storm, the best advice is to take cover and to offer prayers to the highest deity.



A more reassuring aspect of the Essence (if you are a Navigator) is its tendency to form foci, permanent and temporary. Such a concentration of pure Essence occurs upon Nexus, home-isle of the Navigators. One of a handful of key Foci on the planet, Nexus serves as a gathering place for power and as a "springboard" for the Navigator's transport. In addition, hundreds of Greater and Lesser Foci exist, often rooted to a location or an object (an ancient tree, for example). Foci might boost power points or even distort or increase the intrinsic power of spells cast in proximity to the foci. A very few skilled users can control and even tap some Essence Flows.

GM NOTE: *the function of Essence Foci is an important part of Shadow World. Greater Foci have an effective radius of 1 to 100', while Lesser Foci exist as waves or mutable clouds. Here are some options regarding Foci:*

1. Foci may be seen as a shimmering, more severe at its center.
2. Foci may be felt as a tingling on the skin.
3. Foci may be smelled as a unique, ozone-like odor.
4. Foci may be heard as a high-pitched whine or a barely discernible thrumming.

THE LORDS OF ESSENCE AND THE THREE ERAS

(A WHIRLWIND HISTORY OF KULTHEA)

Imbued with extraordinary powers by a freak flare of Essence, the immortal Lords ruled over the lands and waters of Kulthea for thousands of years until two camps formed. A titanic struggle ensued, tearing the world apart. Races were buried by rock and flooded by mountainous tidal waves; lands sank, and islands emerged. The wicked Empress Kadaena was slain, her head severed. This upheaval ended the First Era, and with it faded the power and presence of the Lords of Orhan.

The Second Era saw the healing of the land and the reawakening of the few races of beings who survived the cataclysms. Erratic Essence Flows tortured the world for 100,000 years, if certain Loremasters are to be believed. Perhaps descendants of the Lords, Loremasters appeared to guide and to speed the healing of Kulthea in the Second Era. Able to tap Essence Flows at will, the remote and power-shy Loremasters tutored Elves and Men in their recovery over the course of several centuries, then all but disappeared into the mists of myth.

THE UNLIFE

The coming of the Unlife, a vast power which feeds upon destruction, brought to light (and to darkness!) cults and orders dedicated to evil; Great Demons were fashioned by the most powerful of the Lords who had fallen under the influence of the Unlife, led by the Empress Kadeana. Wise but twisted in spirit, the servants of the Shadow offered knowledge beyond that which the Loremasters deigned to give such "lesser beings," and the power of the Unlife grew unfettered in the Second Era.

The 300-year-long Wars of Dominion concluded the Second Era. Weary Loremasters at last overcame the forces of the Unlife. At great cost in blood and power, the world was once again at rest, however uneasily, at the dawning of the Third Era.

Now

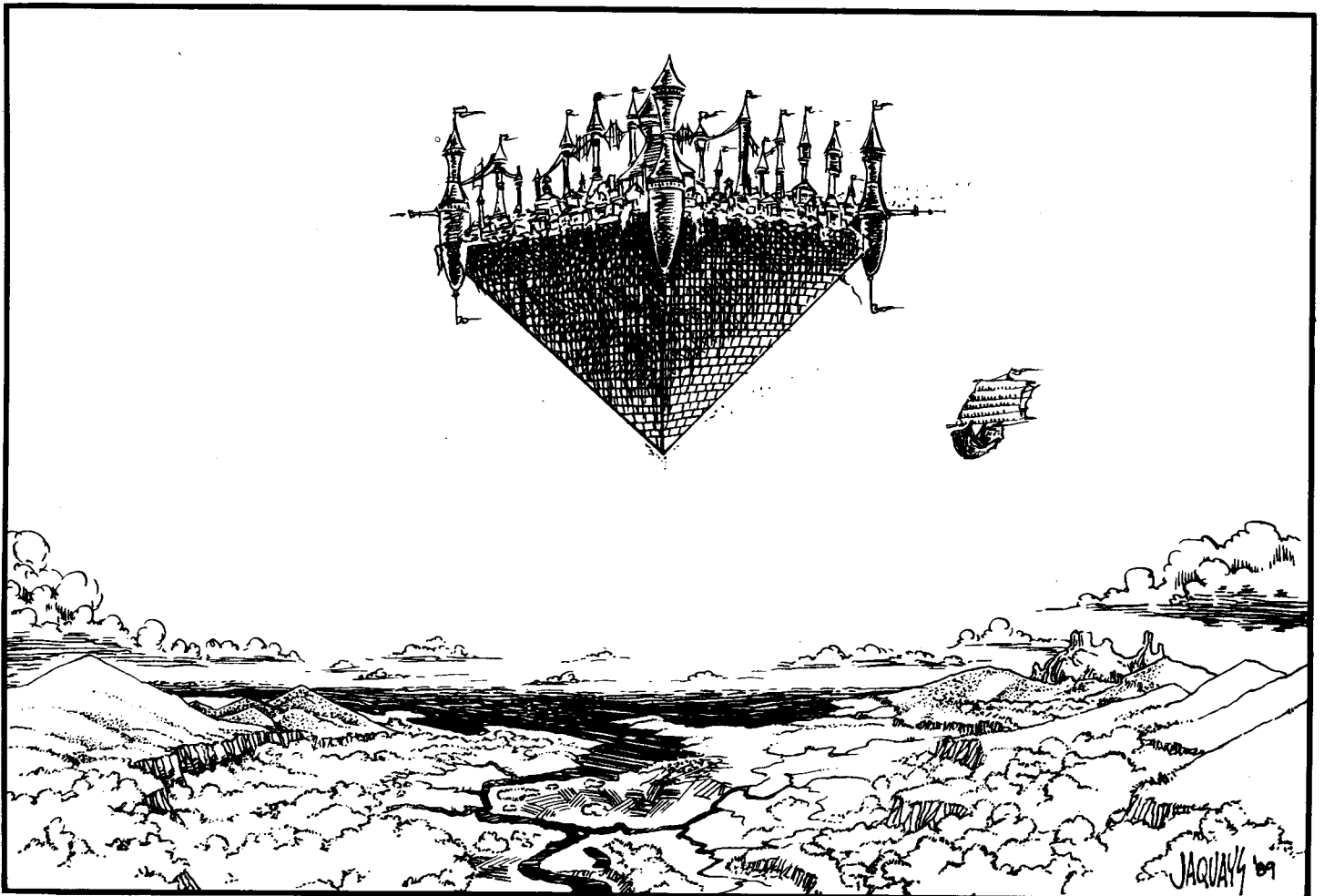
It is the year 6,050 TE (in *Space Master*, Imp 475). The mighty and righteous Lords of Orhan remain aloof from the affairs of Men and Elves; dark cults have arisen, and black religions flourish and multiply with impunity. Right-thinking Loremasters are rarely seen and offer only words of advice, never the promise of power or weaponry. This is the Third Era, the Time of the Shadow.

A WORD ABOUT THE NAVIGATORS

The remote and almost unreachable island of Nexus is the home of the Navigators and one of six key foci of the Essence. Able to transport anyone with the gold to pay his way, Navigators tap Essence Flows and perform as bizarre travel agents, providing a means of transport that is both reliable and fast. (Ordinary travel between remote lands can take months, even years.) To contact a Navigator, one need only locate a simple black stone obelisk (there are many such) and say, placing one hand upon the cool stone, "I require a Navigator." The stately and mercantile Essence-user will appear. After paying up front, you and your party are on your way!

A FINAL NOTE

Welcome to the Shadow World! We hope you will journey across the rocky terrain and sail the swirling seas of Kulthea for years to come.



PART I

• AN OVERVIEW AND HISTORY •

Thousands of years have passed since the great Wars of Dominion at the end of the Second Era, but the forces at work in this campaign have their roots in that age, when Loremasters were many, and the Unlife was a new evil.

Demons of the Burning Night takes place in and around the ancient ruined city of Tarek Nev, located on the Island of Aranmor southwest of Jaiman. Every ruin, temple, statue, and creature in the adventure is connected with the overall objectives of the campaign.

BACKGROUND AND RUMORS

After centuries of relative obscurity, Aranmor and the city of Tarek Nev have begun to attract the attention of some very powerful individuals, including Navigators, Loremasters, and more importantly, formidable advocates of the Unlife. The reason for this new interest surrounds the recent awakening of a very powerful sentience believed to be located in or near the fallen city of Tarek Nev. Disturbances in the Essence Corridors have led many to believe that there is more to this enigmatic place than ruins and rumbling volcanoes. Stories about Aranmor run the gamut from reports of shipwrecked sailors driven to cannibalism, to tales of undead dragons and soul-stealing ghouls. One popular account claims that Kadæna, dark mistress of the First Era, has risen again on Aranmor and prepares her resurrected armies for some final, shocking revenge. Some of the rumors are true, and others touch on the truth, but only the GM knows the facts. The information below is for GM's eyes alone.

THE FACTS

Locked in a mighty chamber deep in the city of Tarek Nev is an extremely powerful artifact of the Unlife: the Helm of Kadæna, now an intensely magical headpiece possessed of devastating powers. Kadæna is long dead, but her Helm retains a part of her conscious-

ness and some of her arcane power. In recent years, the Helm has begun to call out for a master to wield it, warping the Flows of Essence. No one yet knows the exact nature or whereabouts of Tarek Nev's secret, but Loremasters and other high level students of the arcane sense something foul brooding on Aranmor. The Helm of Kadæna is an object of interest to everyone on Kulthea. Servants of evil will sacrifice all to possess it, and others will seek the Helm's destruction to prevent such an occurrence. In short, whatever the PCs' reasons for travelling to Aranmor, they cannot hope for ultimate success unless they discover the nature of the disturbance (the Helm) and either destroy or make use of it.

TIME AND THE CAMPAIGN

The city of Tarek Nev is a ruined culture. To explore this vast area would take months, so many parts are set up with random "search tables." The tables are designed so that PCs may take an hour or two to scan a large area with a chance of discovering something worthwhile. Given unlimited time, PCs might want to spend several days combing one area, rolling repeatedly on the search table until they exhume every bone, fingernail, and fragment of glass. For the sake of urgency, the clock must always be ticking, because the heart of this adventure involves the substance of time and the hazards of voyaging into an uncertain past.

PART II

• GAMEMASTER GUIDELINES •

Whether PCs seek knowledge or power or revenge, motivations can be found for seeking out the Island of Aranmor and the lost city of Tarek Nev. It is the task of the GM to weave a thread of continuity through the campaign, so that PCs feel that their journeys have a beginning, middle, and end. The land and ruins of Aranmor generally offer rewards commensurate with the amount of risk involved. Less experienced PCs may never set foot within Tarek Nev but may gain items and knowledge in the outer ruins that will enable them to return to the ruined city with confidence. Medium-level PCs might try a "hit and run" approach, while high-level characters may simply hew their own path, laying waste to (or outwitting) all who oppose them. Whatever the approach, the objective of the campaign is the discovery and destruction (or use) of the Helm of Kadæna.

Before that goal becomes reality, there are questions to answer, creatures to battle, and warnings to heed. An entire culture lies unseen, silenced. Only the brave and the most cunning can unlock the secret of the Demons of the Burning Night...

1 • INTRODUCTION TO ARANMOR

LOW-LEVEL PCs

1. Rare Herbs. A spunky old alchemist tells the PCs that the forest of Aranmor hides powerful herbs that can cure any disease, bring back the dead, and make animals talk. Although some of what he says is true, much of the story is exaggerated, and he is a very fine storyteller. The PCs can't wait to begin.

2. The Stone of Fiala. PCs buy an ancient tome at a discard market for 2 cp. Although red wine has spilled over most of the book, one page is still legible. It describes an ancient magical stone thought to store remarkable power. Also on the page is a yellowed map, depicting the stone's location in the eastern part of the island of Aranmor. The stone can reputedly "multiply the spirits of energy many times, charging the very air around it with magical power." The tome goes on to say: "It can make the weak strong, heal the afflicted, and return youth to the aged." The real stone is much less powerful, and is located in the Royal Estate section of Tarek Nev (Part X-9). Such a talisman might appeal to PC's interested in gaining magical power, raising stats, or simply ruling the world.

MID-LEVEL PCs

1. Gold and Plunder. Rumors concerning the riches of Aranmor abound. One grizzled sailor introduces himself to PCs as Darroc, an exiled clansman of Fulcrumia. On his left hand he wears a green "Pax" ring given to him by his great grandfather, who purportedly found it on Aranmor when his ship ran aground there. Darroc lives in shame of his cowardice. He was sent to Aranmor by his kinsmen as punishment for sacrilege and can be reinstated in Fulcrumia only if he finds the elusive "Staff of Old Malosho." He explains that "horrible beasts" caused him to flee Aranmor soon after he arrived. He whispers drunken ghost stories to PCs about a great high wall, circling a haunted city of demons and foul spirits (the same thing he drinks). For all his faults, Darroc is a good sailor and can be hired to take the party to Aranmor for a simple promise that they will find the fabled Staff of Old Malosho and give it to him, so he can return to his own country in honor.

2. Rescue Mission. Bashol Godrin, a wealthy nobleman (and secretly an Evil High-Elf Sorcerer: see part VII) hires the party to try to find a group of "settlers" whom he believes may have shipwrecked on Aranmor on their way to southern Jaiman. He offers PCs a ship of their own with a captain and a large reward when they return. The "settlers" Bashol speaks of are actually a group of hardened Fulcrumian warriors that he sent to Aranmor three months ago in search of the legendary lost treasure of their people, The Staff of Old Malosho (part VIII). The crew, led by their captain, Aroth T'Kal, disappeared. Bashol's supernatural spies suggest that some of the warriors are alive, marooned on Aranmor. He intends for the PCs to act as pawns in his scheme, delivering a new ship to Aroth T'Kal, who he hopes will either kill or abandon them on Aranmor, returning to Fulcrumia with news of his exploration of Tarek Nev. If the PCs kill Aroth and his men and return for vengeance, Bashol will use his magical powers to subjugate them and send them back to Aranmor as his slaves, in search of the secret of Tarek Nev.

3. The Tale of the Assassin. A medium-level Gark assassin named Bull-Nak-Enog (part VII) is brought into town facing backwards on a large workhorse. A red-haired, slant-eyed brute of a dwarf wearing a whip and carrying a large battle axe ties the horse to a post and goes into a bar to have a drink, threatening the prisoner, the horse, and

everyone in the street before he leaves. The captive slung over the horse is a squat, bulky fellow with long, apelike arms, a scarred face, and short, dark, razor stubble over his entire body. Bull-Nak-Enog attracts the attention of the PCs by pleading, whispering, or taunting, whichever works best. Once he has their attention, he tells them he has been unjustly accused of "criminal acts," simply because he managed to escape the island of Aranmor alive. He speaks to the PCs of great treasures, mighty magics, and "dear friends" in need of rescue on the isle of Aranmor. If only they could untie his hands...Although some of what Bull-Nak-Enog says is true, he is a flawless liar. His story is mostly a fabrication designed for his own ends. (See part VII: Bull-Nak-Enog, for details.)

HIGH-LEVEL PCs

1. Dreams and Nightmares. Each PC spends a sleepless night; his respective god sends him a unique dream. One PC dreams of crossing a churning, smoking sea to an island of emeralds and smoking volcanoes; another envisions a jungle where nothing is as it seems, where children suffocate beneath the moss; others have pleasant dreams of forgotten scepters, a stone of power, emeralds and sapphires. When the PCs awake, they all remember the single whispered word, "Aranmor." The dreams are a telepathic calling from the Helm of Kadæna (part VIII-1).

2. Fear of the Loremaster. A powerful Loremaster senses a "voiceless peril" on Aranmor. The Loremaster hints that the PCs might be able to investigate Aranmor's grotesque secret. The Loremaster offers to help the PCs progress into greater wisdom (to oversee their training for their next experience level), as well as to "steer them toward even greater spiritual rewards," if they agree to aid him.

EVIL PLAYER CHARACTERS

Some PCs prefer ruling the world to saving it. Possessing an artifact like the Helm of Kadæna could bring such a nightmare to fruition. In addition, magic users may be especially interested in the demonic items and creatures in the city of Tarek Nev.

The Talking Ring. The PCs purchase (or steal) a small ring of dark laen from an old man hard on his luck. The ring contains a riddler demon (20PP; 20In: see part VI-1). The old man tells the PCs that it is a very stupid demon, and thus answers truthfully most of the time. He also tells them not to ask it to do anything but answer questions. When asked the right questions, the ring can tell the party that it is from Tarek Nev, on the island of Aranmor, and that it was originally summoned from a place called The Black Hel. The ring is witty enough to give hints perfect for arousing curiosity and greed.

2 • GETTING THERE: ACROSS THE SEA OF FIRE

The shortest sea crossing from the Jaiman to Aranmor is about 30 miles, and just less than that to reach Wistler's Island, a small island south of Aranmor. This route departs from the mainland just west of Fulcrumia (see map) and crosses the Sea of Fire, but it is also the most dangerous path. Jagged rocks, unpredictable channel currents, and the boiling Sea of Fire make a deadly combination. The Sea of Fire surrounds Aranmor and extends to 10 miles offshore. The Sea of Fire is never easy to cross by ship, but veteran sailors know that approaching from the north is safer: the water is deeper and the reefs fewer. Other means of transportation are discussed below.

VIA SHIP

If the PCs elect to journey to Aranmor by ship, they must either hire a captain to sail them there or purchase a ship of their own. Few sailors are willing to make the journey for less than a fortune, and anyone but a Fulcrumian is unlikely to have ever crossed the Sea of Fire in his lifetime. If PCs choose to navigate their own ship to Aranmor, they must roll against their Sailing skill once for every full day on the open ocean, and once every hour while in the Sea of Fire. Failing the roll indicates another crucial roll against the vessel's Sea Stability (below). If the result of the Sea Stability roll is below the amount indicated on the chart, the ship becomes flooded and sinks in 1-6 rounds. GMs may wish to incorporate storms, open ocean encounters, and maneuverability, but should keep the sea crossing from becoming too complicated. Thus, the first part of the journey (from Jaiman to the outside perimeter of the Sea of Fire) should pass without major incident (unless the PCs create one), and the seas, weather, and monsters are generally favorable. Once reaching the Sea of Fire the GM or PC, as appropriate, should roll to check each of the following things:

1. Seasickness. PCs must roll an RR vs. Mild Disease or they lose 1-20 points of St until the following day, when they may attempt to recover (roll again). Strength is regained at one point per hour.

2. Heat Stroke. All PC's make an RR vs. Mild Disease or they lose an additional 1-10 St; 2-20 Co; and all sense of balance until the following day, when a new RR applies. The atmosphere within 150 feet of the Sea of Fire is misty, hot, and humid. It permeates mortals who enter with a gloomy melancholy and laziness. For this reason, combat should be avoided. Those stricken are at -25 to all physical activities for the duration.

The following rolls are also required on an hourly basis when crossing the Sea of Fire:

1. Navigation. The appointed captain makes a Navigation roll. There are no landmarks to guide the way across the constantly steaming Sea of Fire, so this roll is *Extremely Hard* (-30) [-4].

2. Encounters. The only encounter possible in the Sea of Fire (other than enemy vessels) is a Calabaron serpent, one of the few creatures that can endure the blistering, volcanically heated waters of the Sea of Fire. These awesome blue-green serpents have an ancient hatred for anything on two legs. (See part III-4.)

SINKING A SHIP

GMs may determine whether or not a vessel is sunk by comparing its Hull Strength to the damage inflicted by the creature or weapon. As long as the Hull Strength points are not exceeded by the damage received in a given round, the ship is unharmed. Points in excess of Hull Strength are subtracted from the vessel's current Hull Strength until repaired. When Hull Strength goes below zero, the ship goes below the waves.

SHIP TABLE

Type	Avg. Spd.	Max. Per.	Hull Str.	Sea Stability	Cost
Rowboat	2	2	5	50	7 gp.
Light Skiff	8	2	5	50	35 gp
Small Sloop	7	8	13	35	65 gp
Merchant Ketch	6	25	28	25	450 gp.
Tri-Mast	7	65	40	10	750 gp.
Warship	6	250	75	10	1000 gp.

Average cost to hire a captain who will return to pick up the PCs is 1500 gp. in advance. 2000 gp. more when he returns, if he returns.

VIA NAVIGATORS

If PCs desire, they may attempt to contact a Navigator and request passage to Aranmor. Contacting one of the guilds can be accomplished by finding one of the black stone obelisks to which the Navigators are tuned, laying a hand on it, and saying, "I require a Navigator." A Navigator will guide a ship for 300 gp per person, but only to Wistler's Island, a half-mile south of Aranmor.

VIA FLIGHT

Some PCs may have devices, creatures, or spells at their disposal which enable them to fly. Flying across the Sea of Fire to Aranmor is safer and faster than travelling by ship, but there are other risks involved when approaching Aranmor by air:

1. Fulcrumians. Camped in a fort on the south coast of the island are Aroth T'Kal and his shipwrecked crew. (See part VII.) During daylight hours, the Fulcrumians are 50% likely to see any type of aerial approach. The GM should roll the Perception of the two guards for flights arriving after dark (15%). If PCs are spotted, Aroth's men move immediately to set up an ambush.

2. Air Defense. Less tangible and more deadly is the defensive ring that protects the city of Tarek Nev. Any movement above tree level within ten miles of Tarek Nev brings a volley of lightning fast attacks from the raven-headed Solaviers on the city wall. (See below.) At the heart of Tarek Nev's aerial defense system is a malicious demon bound into the form of a Red Gate. (See part VII: Teroglustrod.) At close intervals atop the wall surrounding Tarek Nev are 75 black statues with cold, yellow eyes. The statues act as solar focusing devices and are called Solaviers. While Solaviers are not alive, the Red Gate imbues them with his power, enabling them to draw energy from the sun. When a PC flies into the air defense range, the GM should refer to combat tables for the Solaviers (part XII-2) to determine resulting attacks.

3•ALTERNATE WAYS TO ENTER TAREK NEV

PCs may have major difficulty gaining access to the city of Tarek Nev, due to the Red Gate which protects the outer wall surrounding the city. Some possible methods of entry follow.

SPEAKING THE NAME

PCs may learn the Red Gate's name (Teroglustrod) from either Aroth T'Kal, (part VII), or from a book in the library of the Old Spire (part IX-2). After speaking the name aloud in Black Nureti, the Red Gate allows them to pass.

A DIVERSION

Another feasible plan of entry (other than killing the Red Gate) involves the Trader's Maze on the northern end of Tarek Nev (part X-11). Since there is no permanent gate on the maze harbor in the Trader's Bazaar, if the PCs advance on both the main gate and the rear gate simultaneously, Teroglustrod is forced to leave one gate open. With proper synchronization, at least some of the PCs may sneak into Tarek Nev.

NOCTURNAL FLIGHT

A more costly means of gaining entrance into Tarek Nev involves flying over the city wall at night. The Solaviers are powered by sunlight, and their number of attacks is limited in the dark (each may fire only five times). These reductions do not guarantee entrance; Solaviers are extremely fast and attack once per round. Multiple targets flying into the city have a better chance, but the PC targeted may find himself making a lot of RR's! (See part XII-2.)

PART III

• ARANMOR •

For centuries the island of Aranmor has stood apart from the rest of Jaiman as a breeding place of chaos, a land where the forces of the nature battle themselves. Now this fiery island crouches uneasily, a vengeful beast, awaiting release. Although clearly marked on most maps, Aranmor is not easy to find. Surrounded by steaming, turbulent seas (fed by underground volcanic activity), the island is shunned by even the most valorous as a place of lurking evil and restless horrors. The geographic history of Aranmor explains its relative isolation. The island was once part of the southern peninsula of Jaiman, but in the final cataclysm of the First Era of Ire, it broke away and floated out to sea. Throughout the rebirth of the Second Era, the island remained a land apart, ignored by Loremasters and shunned by other intelligent races as a place of the dead. Aranmor harbors no living, native communities and remains largely unexplored. Most adventurers consider it too risky a venture, with no guaranteed rewards for braving such a hostile environment. Aranmor holds many dangers for the uninformed. Among its current residents are shipwrecked Fulcrumian warriors, wild and magical beasts, demons, spirits, fiends, and even a few survivors from the once mighty race known as the Nureti. While numerous ruins and crumbling edifices stand in remote areas of the island, the city of Tarek Nev is the most prominent landmark. The city lies at the core of the history of Aranmor. The great walls of Tarek Nev stand, magically preserved through the centuries.

1 • CLIMATE AND GEOGRAPHY

THE WYR FOREST

Encompassing two-thirds of Aranmor's surface is the lush, shadowy Wyr Forest, a true primeval woods, a jungle that has never fallen completely before fire or axe, and living witness to the full span of Three Eras. Massive, petrified logs and stumps combined with dense broadleaf foliage (pandanus trees, tree ferns, lichen and moss) make passage through the Wyr Forest slow and difficult. Fortunately, the oxygen created by the greenery is so abundant that living creatures passing through the woods seldom find themselves fatigued, instead becoming lightheaded and cheerful. Little radiance filters down through the 300 foot ceiling that blankets most of the forest; even in daylight the atmosphere of the great woods is eerie. Heavy ground mists are the norm. Shifting through the contours of the rocks and hanging vines, mists appear and disappear like souls in search of bodies. The forest contains a wide variety of animal life, both herbivorous and carnivorous, but as a rule only healthy animals are able to survive for long. Generally the larger (and more ancient) beasts and monsters live in the northern half of the Wyr Forest, beyond the city of Tarek Nev, but occasional forays into other parts of the woods are not uncommon. The temperature in all parts of the forest hovers between 85 and 95 degrees with 90 percent humidity throughout the year.

THE ELDER SWAMP

The sun never shines on this vast, stagnant marshland. Once a part of the Wyr Forest, underground volcanic activity choked off all but the hardiest trees and plant life here, and churned the moist earth into a bubbling, noxious pool. Swarms of poisonous mosquitoes, reptiles, and carnivorous birds range the swamp's surface, while beneath the boiling quicksand lurk other less-seen horrors. There are scattered oases of solid ground in the swamp, but such areas are coveted by native creatures, and often sink (or rise) unexpectedly as underground activity reshapes the land.

The average temperature in the Elder Swamp is 112 degrees, with higher temperatures in the boiling maelstrom of the deep pools.

THE THREE MASTERS: VOLCANIC MOUNTAINS

Thrusting to a height of 4,300 feet, Mount Kadæna is the largest of the volcanoes which mark the northern coast of Aranmor. Mount Orso lies to the east and Kirsil to the West, immense bodyguards to the mother volcano. None of the three volcanoes is outwardly active, although Mount Kadæna shows signs of potential eruption, casting a cloud of grey smoke over Aranmor. This further exaggerates the subtropical weather patterns over the island, creating a greenhouse effect. Mount Kadæna has erupted once every 100 years for the last millennia, spewing great rivers of lava, deadly gas, ash, and dust. The Wyr Forest quickly hides all trace of such outbursts. The mountains are reddish-gray in color, covered with jagged chunks of volcanic rock, lapilli (little stones), and magma bombs (molten lava sealed in thin crusts of cooled lava). Very little foliage can be found within ten miles, and the terrain is essentially wasteland. There are, however, hundreds of caves and tunnels which spill out of the lower inclines of the mountains. Many lava tubes formed when molten rock cooled at different rates, but there are a few well-camouflaged man-made tunnels dating to the time of Kadæna and Utha.



OCEANS AND INLETS

The Sea of Fire. Aranmor is circumvented on all sides by a turbulent ocean: the Sea of Fire, which is fed by subsurface volcanic activity. Normal sea creatures shun the area, and only powerful or enchanted creatures can survive its extreme heat and wild currents.

Waterways. The only inland river on Aranmor is the Tradeway Canal, which was dredged centuries ago. The mouth of the canal is now blocked by a dam of standing pillars. The water is too stagnant for normal life forms, but does not boil like the nearby Sea of Fire. Other small ponds, rivers and hot springs can be found on Aranmor, but 80 percent of all fresh water is polluted with dangerous sulfurous toxins. Only the wild beasts know instinctively which water is pure.

COASTAL REGIONS

Most of Aranmor's coast is marked by sheer vertical cliffs of shale and red sandstone. The cliffs range in height from nearly 1000 feet at the northern tip of the island to just 300 feet near the mouth of the Tradeway Canal. On the south coast, the cliffs give way to a rocky beach which faces across the Mistroke Channel to Wistler's Island. The beach is one of the few suitable landings for PCs arriving by ship.

2•WEATHER PATTERNS

Due to its unique setting and high volcanic activity, Aranmor rarely experiences drastic or even seasonal weather changes. It is always hot, humid, and a little rainy. Only when the volcanoes erupt does Aranmor's climate change dramatically, with temperatures shooting into the 130 degree range, and choking ash and gases filling the air for days.

3•THE RUPTURED ESSENCE

Aranmor suffers from extreme variations in the Flows of Essence, due in part to its disastrous history and also because of the presence of the Helm of Kadæna (part VIII-1). During the great war between Utha and Kadæna at the end of the First Era, Aranmor was severely affected. Mount Kadæna was one of the strongholds of the Dark Empress and witnessed many battles before her ultimate defeat. The repercussions of that turbulent age are still apparent on Aranmor, adding a measure of unpredictability to all spell casting on the island.

4•WILD CREATURES OF ARANMOR

All creatures able to survive on Aranmor are independent, hardy, and well-adapted. There are no longer any domestic beasts on the island, but their remote ancestors survive in small bands. Without the destructive influence of mannish races, many otherwise extinct creatures have flourished on Aranmor. In addition to the extraordinary beasts listed below, there are multitudes of typical jungle creatures including apes, tigers, panthers, boa constrictors, sloths, wolves, water buffalo and thousands of varieties of birds.

Arvi. These reptilian creatures are winged, with pale skin, large, clawed talons, and bulbous yellow eyes set in narrow faces. They range from sparrow-sized to a six foot wingspan and are strictly carnivorous, but with unusual tastes. Arvi eat nothing but brain tissue. In place of beaks, they have powerful sucking trumpets, which they place over a victim's ear, drawing his brains out through the ear canal.



ARVI

Arvi attack only at night, gliding silently among the dense trees. As a rule, they are cowardly when confronted, and will only attack sleeping or disabled warm-blooded creatures. They breed in festering pools of the Elder Swamp.

Calabarian Sea Serpents. These powerful, scaled creatures move at speeds up to 50 knots under water. They have two muscular rear legs which end in webbed claws, allowing them to tread water easily. They thrust much of their body erect, high above the water line, and strike, tearing sailors and ships apart. Only those beings who wear the green "Pax" Rings" (part XII-1) are safe from their attacks.

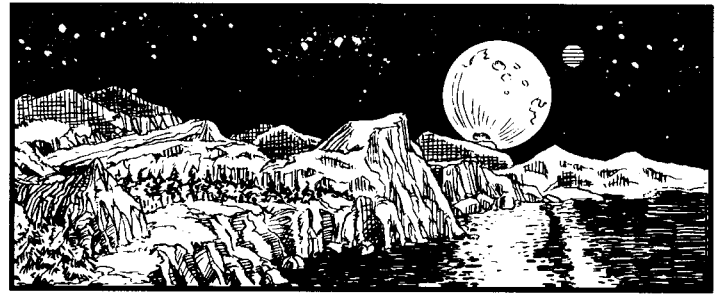
Dawn Reapers. Discovered by the Nureti long ago, only a handful of these lumbering beasts survive. They are towering, thick-skinned behemoths which stand on three legs. Each leg is ten feet long and the size of a large tree. They have odd, wedge-shaped heads that taper down to small mouths filled with tiny incisors. Normally herbivorous, they are known to devour anything they can easily chew. Nomadic beasts, Reapers wander in the early hours of the morning, gobbling everything within reach.

Gallistormers. Armed with a pair of opposing 6' curved tusks of sharp ivory, this beast is the size of a hairy mammoth, with a thick skull at each end of its body. One head is carnivorous, the other eats only moss. Both are ruled by one brain located near the center of the creature's scaly spine. Gallistormers attack all strangers on sight; creatures impaled by the goring tusks are slammed against the ground until unconscious, then scraped off on a tree to be eaten by the carnivorous head.

Dark Shepherds. Beneath the boiling quicksand of the Elder Swamp dwell the Dark Shepherds, beings condemned since the First Era for aiding the Unlife. They are gaunt men and women without clothing, their starved bodies sheathed with red and blistering skin, their flesh boiled tight against their bones. Most wear dozens of golden rings, jewels, and necklaces; a few are crowned with jeweled tiaras and magnificent crowns.

Dark Shepherds rarely venture forth from their boiling prison, but when they do, the air around them ignites, and orange flames lick at their ruined flesh, deepening their already intense physical agony. The only relief a Dark Shepherd may experience is earned vicariously when it drains the will to live from the soul of a living, breathing being. The victim is then adopted into the folds of the swamp to share in the daily nightmare of tortured immortality. Their method of attack requires no spells. Dark Shepherds offer their victims a share of the wealth they possess, a trunk of gold and precious gems. Those who refuse the gifts may escape, but those who reach out to accept discover that the wealth is cursed, and to touch it is to risk joining the Dark Shepherds for eternity in their dismal torment.

Children of the Moss. The Locharrion are another sinister group of stalkers. Born of Dark Essence, they are mutated, sinewy creatures with the faces of crying children. Locharrion move in large groups under the heavy moss of the Wyr Forest and attack by surprise, dragging their victim under the moss to suffocate him. These bandy-legged monsters have three long fingers on each limb and crawl in a low crouch under the moss. Their faces are an illusion created by Kadæna to elicit sympathy from potential victims.



Virons. Gigantic insects, these denizens of the Elder Swamp carry myriad diseases and attack any warm-blooded creature they encounter. The largest are about the length of a man's arm and are black with red stripes across their backs. They move in swarms which make a deafening buzzing sound. Virons rarely surprise a victim, but the attack is crippling. Zooming in at lightning speed, Virons drive their long, barbed needles into the soft center of their victim's bones, draining the marrow from his skeleton and leaving him with permanent blood disease and bone weakness.

5•PEOPLES OF ARANMOR

Although the island of Aranmor no longer supports a native race, it lies in close proximity to the small nation of Fulcrumia. The violent people of that race are among the few bold enough to attempt exploration of Aranmor, and several of them are now shipwrecked near the southern tip of the island. (See part VII, Aroth T'Kal.)

FULCRUMIANS

Living in well-protected wood forts with high walls, Fulcrumians are scattered across their hilly country, each tribe ruling over only as much land as it is granted. Territory is decided when Fulcrimians come together at a great cultural moot each spring. The moot is named after the ruins where it is held. Traditionally called Sep-dromos, meaning "the place where the gods died," the site is a holy place of pilgrimage for the Fulcrumians.

Largely self sufficient, Fulcrumians are a warlike and independent people, supporting themselves through farming and the raising of livestock, and winning the favor of the gods through the craft of their hands. Ships and carvings generated by Fulcrumians fetch inordinately high prices elsewhere on Jaiman. Their warships are among the largest and most powerful built, yet maneuverable enough to sail into a headwind on a calm day. To own a Fulcrumian Warship is the dream of every naval captain. Fulcrumians worship tree, stone, and ocean, personifying them with their all-powerful gods. In earnest they complete any task which is set before them; once they have accepted a duty, they will die before conceding that it was impossible. Not a materialistic people, Fulcrumians are instead concerned with personal pride and glory. Most possess little material wealth. They are inspired only by challenges that will make their names ring out in the annals of their bardic history. They keep no slaves and harbor a disgust for slavery which strangely is pointed at the slaves rather than the subjugators, because of their belief that a man who allows himself to be enslaved is less than a man. Mighty in battle, Fulcrumians are skilled in many weapons and have never in their recorded history been defeated. They attack as berserkers, fearing nothing, laughing as they die on the point of a spear. Politically they favor neither the good nor evil in the present strife between the Unlife and the White Essence. Their only concern is that their lands remain free of unwelcome intruders and usurpers.



SEA SERPENT

PART IV

• THE HISTORY OF ARANMOR •

“After the long night was ended, the free people came from their caves and forests to work the poisoned land. Most beautiful were the dark folk of the fiery island, for they loved their new world and gave it life. But as summer is fleeting, so were the people of the god-King, for they rode the Essence and vanished in a day.”

Tome of the Loremasters
Second Era of Ire

1• ARANMOR’S ANCIENT BEGINNINGS

Early in the First Era, Aranmor was no more than a small part of the mainland of southwest Jaiman. Its forests were young and bright, its lands solid and covered with rich, dark soil. Aranmor was a land in harmony with the Essence.

THE LAND IS CHANGED

The fury of Kadæna caused the rock beneath the soil of Aranmor to grow hot and give birth to the Three Masters, mountains of cooled lava. Legends say that Kadæna herself took up residence in the mountain that bears her name. There she gave birth to the child (V’rama) of a mortal creature (Eogun) who was her slave. Great battles followed, and mighty forces tore the land of Aranmor from the continent, driving it out to sea. When Kadæna fell, her child was forgotten.

KADÆNA’S SPAWN

Kadæna’s child was born in secrecy; only the father, a mortal named Eogun, knew of the birth. Eogun knew that Kadæna would kill the child when she discovered that it was mortal like himself, and that she would likely slay him. Risking all, he stole the child away while Kadæna slept and named her V’rama Vair, “V’rama the Strong.” With V’rama he fled to a hidden place he had prepared, deep in the earth, where he entranced himself and the child in a long sleep, to awaken many centuries later.

THE REBIRTH

In the year 2000 of the Second Era, a group of primitive hunter-gatherers on Aranmor (forerunners of the Nureti race) discovered the sleeping forms of V’rama and Eogun, sealed in a large cylindrical building near the base of Mount Kadæna. By chance they triggered the awakening sequence. The sleepers awoke, Eogun a little greyer around the temples, and V’rama a striking young woman with the mind of an infant. The two were taken to the small farming island of Tarek Nev, where they were soon adopted by the peaceful natives. V’rama’s mind matured rapidly. As she grew, she discovered that she had innate knowledge of the workings of arcane power. Eogun taught her all he could and prepared them both for his grand scheme, an attempt at regaining the dark might of Kadæna’s heyday. Thus begins the history of the great city of Tarek Nev.

2• TAREK NEV: THE CITY

In the great war many noble races cast their lot in fire, and some were called to smash the great cities, not the least of which was Tarek Nev. Aranmor was lost, and the door was open to the Black Hel....

Anule Kyberdrac
3311 Third Era of Ire

The history of Tarek Nev is complex because it has undergone a metamorphosis; much of the history of the city has been changed and forgotten.

THE GOD-KING

At the beginning of the Second Era, the city of Tarek Nev was a small farming community established on a group of interconnected islands, set in a small lake in the central part of Aranmor. The peaceful people of Aranmor were farmers and nature-worshippers, simple tribalists cut off from the rest of Jaiman by the boiling Sea of Fire surrounding their island. They learned to call themselves the Nureti, meaning “sons of the soil,” although their ancestors would resemble them only in name. Many of the Nureti could speak with the wild beasts, and treated them as equals. Into this environment were thrust V’rama Vair and her manipulative father, Eogun. V’rama learned quickly, her mind soon surpassing those of the simple folk who adopted her. Before long, she began to hunger for real power. She used her persuasive magic to cause part of the Nureti tribe to grow hostile, and they took up weapons against their brothers. A schism developed, and V’rama was asked to leave Tarek Nev, along with her supporters. The group moved into the Wyr Forest. The peaceful tribes were unprepared and terrified. They called a meeting where with the help of their gods, they could elect a protector to reckon with this new threat. Chosen was Ludvaraman, and all were pleased with the choice, all except those who had broken away to follow V’rama. They in turn proclaimed V’rama their queen, and praised Eogun as a “god who walks like a man.” To keep his people safe, Ludvaraman began the construction of a great wall to enclose Tarek Nev. The first wall enclosed most of the connected lake islands (Docketown, part X-6) and was completed in six months. Ludvaraman’s people were so grateful that they gave

him the title of Kama or “god-King,” and built a great hall (see Kama-Shefu, part X-6), a place of honor intended to pass down to future rulers. V’rama Vair was not easily dissuaded. She opened her mind to even greater powers, untapped flows of the Dark Essence, and made sacrifices to gods of the night. Before long, her summons were answered by a cruel deity known as Orgiana, Dark Mistress, ruler of the Black Hel. Orgiana and her minions gave V’rama the knowledge to build weapons of war and to strike fear into her timid enemies. Two years passed before the conflict came to a head. Under V’rama’s leadership, the tribe attacked Tarek Nev and captured Ludvaraman, the ruling god-King. With uncharacteristic generosity, V’rama offered to allow the city to remain virtually unchanged, provided the people accept her as ruling queen. Ludvaraman, she explained, had chosen to submit to her; she had promised him that he could spend the remainder of his days living peacefully in the Kama-Shefu. (In reality she chained Ludvaraman to his throne, where he later died.) The majority of the Nureti naively believed V’rama’s lies. Most agreed to accept her as monarch, and only the Bodhran penitents were suspicious and left the city, never to return. To inspire her people to great feats of martial prowess, V’rama rewarded her greatest warriors with wealth, huge estates, and often, a steamy (and usually deadly) lust affair. (See part X-9: V’rama’s Palace and V’rama’s Repose.) Among her many renowned heroes were the demonic General Mortilas, Captain of the Black Lords and the most inglorious of all, Tilak the Defiler.

GM NOTE: (This information is not for PCs!) After the fall of the Nureti gods (see below), Eogun gave the Helm of Kadana to Tilak, making him a deadly champion of the Unlife. (V’rama refused the helm because she was aware of its independent will.) The Nureti folk summoned their gods, who fought and defeated outmanned forces of White Essence. As Loremasters concentrated on other battles with the Unlife, the Nureti soon began to assault the people of Jaiman. This the Lords of Orhan could not stomach. A Nureti Pantheon of lesser gods was summoned to a grand inquisition before the Lords of Orhan, but they impolitely refused, so a battle ensued. The Orhanians emerged victorious, and the following events are known to have transpired.

- Dalogor (a Nureti God of Hatred) was defeated, his sentience of hatred silenced.
- Orgiana fled and was never seen again. Her whereabouts remain a mystery to all, including the Lords of Orhan. It is suspected she hides on Charon.
- Solus, Derion, and Mourmos were imprisoned in lumps of meteoric eog by Iorak, Smith of the Gods, and buried deep in the far corners of Kulthea.
- Syncarnos was captured and imprisoned by Kieron.
- All other Nureti gods were destroyed or banished from Kulthea forever.

After news of the defeat of the Nureti gods reached the Loremasters, Tarek Nev was assumed to be quiet; the city was ignored. After five years passed, Nureti warriors (minus their gods) made a surprise attack, brutally executing an entire town. Loremasters reluctantly agreed to summon assistance to the beleaguered forces opposing the Nureti. Amarrishi, immortal creatures of light seldom seen by men, gathered and flew south from their icy caves at the end of the world. All counted, they were one mighty Eyrie, 125 strong.



ADVENTURER WITH DEMON

3 • THE LAST BATTLE

“In the end we gave way to the cries of the Pure Essence users, and the children of the white sun came in all their glory, to quench their flames in the cold winds of war...”

Tome of the Loremasters
6200 Second Era

Glowing gold, with expansive orange-crimson wings, the Amarrishi looked like vengeful angels come to earth. Their skin was translucent, and a great light shone from within their handsome forms. Led by the proud Argamanthol-Raz, they made a fearsome army. As the Amarrishi reached the perimeter of Aranmor, they were barraged by a volley of invisible attacks (from the Solaviers: part II-3). Several winged warriors were badly wounded, and a few were killed, but they continued past the city wall. Tarek Nev was not unprepared. Hearing the Solaviers, a general alarm was sounded. Within minutes the military might of Queen V’rama prepared for battle. Using their unique ability to ignite stone, the Amarrishi soon had set Tarek Nev aflame. The battle was brief, and the day was nearly won, when a single figure emerged in the town square and faced the Amarrishi: Tilak the Defiler. Wearing the Helm of

Kadæna, he stepped forward. As the Amarrishi blazed flame over and around him he laughed, for he was protected by the strength of hatred present in the Helm. Some of the Amarrishi were afraid, but their leader, Argamanthol-Raz, gave them courage. The battle continued for an hour or more. At last none but Argamanthol and Tilak lived. In desperation Argamanthol tore away Tilak's breastplate and plunged the shaft of a broken Light Lance (part XII-1) into his heart, but not before his own body was shattered. He fell with the rest of his kin, his immortal soul joining theirs, trapped forever in the Helm of Kadæna. Protected by demonic shielding spells, V'rama fled when the battle turned against her. In vain she prayed to her dead gods for assistance. Driven half mad at the sight of all her work destroyed and her father dead, she barricaded herself within the safety of her palace while the rest of her people were incinerated.

THE CONCEALING OF THE HELM

Hidden in their underground "Priests Haven" (part X-8), Fezzrull (part VII) and the other High Priests listened as the battle raged in the city above them. Aware that their own end was imminent, they devised a plan, a grand revenge against the Loremasters and their kind, a small flame of martyrdom to give their own deaths meaning. When the sounds of battle ceased, the High Priests ran hurriedly through the smoking city. They found the body of Tilak, surrounded by the corpses of the Amarrishi who fell with him. As Fezzrull removed the Helm of Kadæna from Tilak's inert form, the other

priests summoned a great demon to inhabit the corpse of Argamanthol-Raz and to guard the body. More importantly, the armor of Tilak, which would be needed to reclaim the Helm at some future time, was guarded as well (See part X-8). The Helm of Kadæna was taken to its hiding place in the Sacred Cavern, and a great curse was put upon the tomb. The curse stated that no one would be able to open the tomb unless he wore the armor of Tilak in its entirety. The High Priests then set a trap in the Sacred Cavern (see Time-Portal Trap, part X-8), using the Time-Portal which they took from Eogun's Gift Cavern. This done, they sacrificed themselves and their acolytes, becoming permanent guardians of the tomb.

THE AFTERMATH

Loath to surrender power, V'rama took the Horn of Siege (part VIII-2) to the smoldering Flume of the Gods and blew it, further devastating the already crumbled temples, but evoking no response from the gods. A plan formed in V'rama's mind. Time was her enemy. Only by cheating time could she rejoin the ranks of the mighty. She knew that soon her beauty would fade, as her life prolonging powers dwindled. She became desperate. Eogun and his machines were gone. It would require a spell such as she had never cast before... In the lofty Solus Gateway of her palace she mixed her potion of immortality, but her powers were not what they once were. The scales of destiny gave her what she asked, but not what she wanted. (See part VII: V'rama Vair.)

PART V

• THE DEAD GODS OF ARANMOR •

1 • ORIGINS: ORGIANA, MISTRESS OF THE DARK

Little is known of the origins of the gods of the Nureti. Perhaps the answer to that mystery lies in the source of their greatest and least understood member: Orgiana, Mistress of the Dark. It was she who first contacted V'rama Vair (part IV), when V'rama begged the darkness to give her power. Orgiana appears as a black-haired woman with skin like polished steel, her sleek limbs wreathed in curtains of red flame.

Cult	God's Name	Physical Form	Symbol	Primary Power
None	Orgiana	Varies: See above	The Helm	All of Below

2 • THE FOUR CULTS

The pantheon of Tarek Nev was divided into four cults, each worshipping three patron deities. The cults catered to specific groups of the Nureti population. Although the gods were cast down in the Wars of Dominion, PCs may find information about the nature of the dead gods valuable when exploring Tarek Nev.

THE FOUR CULTS				
Cult	God's Name	Physical Form	Symbol	Primary Power
Avaris	Agskirn	Giant Ant	Crossed Fingers	Trickery
	T'Marrow	Invisible	The Cloak	Stealth
	Homisaer	Jeweled King	Gold Boot	Intimidation
Concup	Syncarnos	Man-Bull	Horns	Lust
	Calabarius	Woman-Reptile	Orb	Sorrow
	Urich	Hairless Bear	Rope	Pain
Retaliar	Aminos	Bearded Elder	Crossed L. Bolts	Destructive Weather
	Zorsch	Batlike Human	Sun	Rage
	Dalogor	Man-Wolf	Man's Head	Hatred
Mortos	Derion	Imp with Whip	Branding Iron	Sadism/Pain
	Mournos	Cloaked Wraith	Inverse dagger	Oppression
	Solus	Mutated Thing	Hieroglyph	Soul-Devouring



ORGIANA, MISTRESS OF THE DARK

3•MAKING WEAPONS FROM THE DEAD GODS

The Gods of Tarek Nev were brought down a few years before the Last Battle (part IV). Most were destroyed or banished, but some (like Solus) were imprisoned in chunks of meteoric eog by the Lords of Orhan. GMs may wish to incorporate some of the above information into this or later adventures by allowing the PCs to find, free, and/or bind one of the dead Nureti Gods into a mighty weapon or artifact like the sword "Soulcrusher." (See part VII: Tilak.)

4•SUMMONING THE NURETI GODS

The ceremonies for summoning the Nureti Gods were passed down verbally and are not readily available to PCs. If PCs can learn the proper ritual (through a riddler demon or other means), they must then attempt to perform the ceremony, which is equivalent to a 20th level version of the Dark Channels spell "Unholy Gate." Attempted summonings are 50 percent likely to arouse the attentions of a Lord of Orhan, who will be quite irate to discover a puny PC raising this kind of trouble. The hapless soul attempting the summoning loses all channeling based spells for a period decided by the deity angered and must reconstrain all of his demons and familiars. If a Lord of Orhan is not accidentally summoned, the PC has an 80 percent chance of locating at least one of the dead Nureti gods imprisoned in meteoric eog on Kulthea.

PART VI

• DEMONS OF THE BLACK HEL •

Demons found in the city of Tarek Nev are unlike others found on Kulthea. Although they can be loosely grouped as of the Pale and beyond the Pale, they hail from a dark netherworld known as "The Black Hel," home to the dead gods of the Nureti and their demons.

1•THE SEVEN WARDS

Lesser demons of the Black Hel were created by the dead gods for specific needs. The seven objectives of these demons are called wards. Each ward demon has one purpose, whether to answer questions, grant wishes, or kill. It must never be asked to perform any other task! Such a request will result in disaster for the PC controlling the demon, as the demon is instantly freed and may attack its host at will (or flee to the Black Hel). Creatures of limited range and intelligence, demons of the seven wards have only two attributes. The first is its prime requisite (Strength, Presence, etc.)

and the second, its power point score (PP). The demon's prime requisite is always equal to its original PP level. The PP count reflects the number of times the demon can perform its function before it must return permanently to the Black Hel.

THE PREVENTORS

Prime Requisite: Co **PP/Level:** 1-6*

Manifested as black vapor when not bound to an object, the preventors are semi-intelligent demons designed as guardians or barriers. Some call for help; others eject a poison gas. Higher level preventors have the power to kill an intruder.

* PPs reflect the amount of damage (hits) a preventor demon may absorb before it ceases to exist in this plane.



A DEMON IN ACTION

THE RIDDLERS

Prime Requisite: In** **PP/Level:** 1-10*

Often a hindrance, riddlers are demons with personality. Designed to accent beautiful jewelry and keepsakes, they act as sadistic court jesters, serving their masters by answering his questions with riddles, taunts, lies and occasionally, the truth. These demons are veritable encyclopedias of facts, figures and names. Some of the information they supply is real, but much of it comes from their own grotesque imaginations. The amount of genuine intelligence a riddler has determines how often he tells the truth. Generally, the wiser the demon, the rarer the truth, because he knows that an infrequent valuable tidbit of fact is enough to keep his owner from tossing him into a volcano.

* PPs apply to the number of questions a riddler demon may answer (correctly or incorrectly) before he ceases to exist on this plane.

** Intelligence is always equal to the original PP value of the demon and stays at that value permanently. The chance that a riddler demon will tell the truth is based on its In. GMs should secretly roll the In of the riddler demon each time a PC asks a question. A roll that is above the demon's In gets a truthful answer; however, the lower the riddler demon's In score, the less it knows.

THE FLETE

Prime Requisite: Co** **PP/Level:** 1-4*

When viewed by mortals, the flete appear as featherless crows with fierce red eyes. Upon command they can transform themselves into huge, winged bats. In this altered state they may be ridden vast distances, flying at great speed without tiring. The amount of gear or persons a flete demon may carry is based upon its Co.

* PPs apply to the number of hours a flete demon may support one man-sized creature.

** A flete demon's speed of flight is equivalent to five times its Co when carrying an unencumbered man. Additional weight reduces the creature's speed by a factor of one for each 25 lbs. For example, a PC riding his flete demon and carrying 75 lbs. of weapons, gear, and rations would reduce the demon's flight speed by a factor of three ($3 \times 25 = 75$). His demon will now fly at a speed of two times its Co.

THE PROTECTORS

Prime Requisite: Co** **PP/Level:** 1-4*

Created without a physical form, protector demons are useful only when constrained into a defensive item: armor, a shield, a helmet, etc. They then become a part of that object until destroyed. Protectors are extremely useful as damage absorbers. Blows (including criticals) that might otherwise kill a PC may be completely absorbed by a powerful protector in the form of armor or shield. Protector armor is usually super-light but gives no DB bonus.

* Like preventor demons, PPs for protectors are a measure of the amount of damage (hits) they can absorb before ceasing to exist on this plane.

** Shields containing protector demons are extremely hard to break. Some have special combat powers like "Sleep" or "Panic." When bound into the form of a shield or buckler (not armor), protectors add their original Co score to the wielder's DB. The power must be called upon by the user before combat (simply say: "Defend me!") and costs 1PP for each round it is activated.

THE SLAYERS

Prime Requisite: St** **PP/Level:** 1-6*

Standing up to nine feet tall, with shining, hairless bodies, dagger-like fangs and four sets of vicious claws, slayers are frightening opponents. They move with lightning speed to kill the enemies of their master. Unwilling to rest until all enemies are dead, they fear nothing. Slayers may be constrained into existing weapons, but only when first summoned. The weapons then receive damage bonuses and special powers as appropriate. Many slayers are immune to non-magical attacks.

* PPs reflect the amount of damage (hits) that may be inflicted on the slayer before it ceases to exist on this plane.

** The slayer's St is also its OB. Ward demon slayers always have an AT of 20 and a DB of -25. They never attempt to parry or dodge, attacking as berserkers until they achieve their objective or die.

THE FULFILLERS

Prime Requisite: Pr* **PP/Level:** 1-10*

Assuming almost any living form, Fulfillers are a measure of their creator's conception of beauty. They are creatures of comfort who exist to tend the daily whims of the gods of the Black Hel. They can supply food, water, herbs, weapons, or heal minor injuries (see below). Although not as restricted with regard to function, commands given to a Fulfiller must be specific and phrased with "I wish for" as a prefix. Fulfillers can also serve their masters as physical companions. The abilities of a fulfiller are limited to minor desires, but increase with the individual power of the demon. Difficult requests involving magical items or herbs may require more PPs (GM's discretion). Healing costs 1PP/hit.

* Fulfillers always have exceptional Pr scores (over 100!) Because of this, there are no Fulfillers at less than Level 10 (1-10 PP/level and PP = Pr), and they are difficult to summon and constrain (see below).

THE FATELESS

Prime Requisite: Pr** **PP/Level:** 1-4*

Invisible and silent, the Fateless are the most terrifying of the seven wards. They have the power of life and death, challenging their victim to a struggle for his eternal soul. If victorious, they eject the victim's soul and replace it with their own Dark Essence, ruling the living body with their demonic mind. Some fateless demons may be ejected from the body easily, while others require high exorcism. Fateless demons cannot be harmed by non-magical weapons.

* PP reflect the amount of damage (hits) which may be inflicted upon a fateless demon before it ceases to exist on this plane.

** The individual power of a fateless demon derives from its Pr. It attacks by contesting its Pr against its victim's Pr in a one-to-one attack. The RR is dependent upon the difference between Pr scores. For example, if a fateless demon with a Pr of 85 attacks a target with a Pr of 75, the target must make an RR roll at -10 (85-75 = 10), or the possession is successful. If the demon's PR is lower than its target's, the target gets a bonus to his RR. (See also "Will Contests" in *Rolemaster Companion I*, p 53.)

2 • THE INVOKERS

Little is known about the true nature of those demons called "The Invokers." They exist beyond the Pale, outside the seven wards of the Black Hel. Some speculate that they are demi-gods: deformed offspring of unholy unions between the Nureti gods. Others insist that they are lesser demons who grew beyond the control of their masters. Whatever their origins, invokers are deadly adversaries. Unlike his lesser brethren, an invoker is not restricted to a single purpose. He is an individual with his own devious intelligence, adopting whatever form he chooses. Invokers have a full list of stats and may have magical weapons, spell casting ability, or anything else demi-gods are likely to have.

3 • SUMMONING DEMONS

There are two methods by which PCs may summon demons from the Black Hel. The first is more difficult, but less dangerous:

METHOD 1

The PC must learn either the Gate Mastery or Dark Summons spell list, if he has that potential. He then must study the spell "Lesser Demonic Gate" in the Black Nureti tongue. Using an iron hammer, he must simultaneously smash a brick taken from the Temple of Burning Night (part X-8) and recite the spell. The summons may be performed anywhere, but the spell is Hard (-10) to work anywhere away from the Isle of Aranmor. When attempting the summons, the summoner must specify the level and type of demon he is attempting to attract, since these factors determine the capabilities (and constraining difficulty) of the demon.

METHOD 2

The PC enters the Black Hel in person through a door hidden in the crypt of Kadæna on the Royal Estate (part X-9-3) in Tarek Nev. Once there, he is stripped of all weapons and armor and taken before the court of the gods of the Black Hel. The Gods sit in massive black thrones and are quite horrifying. Orgiana presides. The fate of the PCs rests entirely on the humor of Orgiana. Most gods will want to enslave, torture, or kill the PCs. Orgiana tells the PCs that they are doomed to stay in the Black Hel for eternity unless they can "amuse her" by helping to destroy Kulthea. The gods of the Black Hel have

a great hatred for the planet of Kulthea, but they are banished from ever returning. They offer great recompense to PCs who will work to destroy the White Essence users (Loremasters) and blacken Kulthea's heart. PCs who refuse to help Orgiana and her cronies are kept prisoner in the Black Hel until they change their minds, undergoing a daily regimen of abuse and neglect. When PCs agree to the terms of the gods (they have no choice), collars of dark laen are fused around their necks. They are warned that at the first sign of betrayal, the collars will strangle them. Happily, PCs (including fighters) are given amulets which allow them to summon and control two specific types of lesser (seven wards) demons and one type of invoker. Each PC is limited to two demon types and may summon one lesser demon per day and one Invoker demon every ten days, up to a maximum of six lesser demons and one invoker demon in service to him. The demons are always summoned successfully but must be constrained. PCs serving the Nureti gods are +40 to all constraining rolls (see below).

ESCAPING THE BLACK HEL

PCs who attempt to escape from the Black Hel must have their own gateway opening device, or they must cast an appropriate spell. (All Kulthean magic functions at 1/10 normal effect in the Black Hel.) Removing the collars of dark laen is extremely difficult and requires the spell "Work Laen" from the inorganic skills list (and an excellent smith), or the spell "Disintegration," level 50 from the Matter Disruption spell list. Gods of Kulthea (like the Lords of Orhan) may also remove the collars without hazard. The gods of the Black Hel hear every sound when the collars are attached, and they make their life and death decisions through what they hear.

4 • CONSTRAINING DEMONS

The procedure for constraining (enslaving) demons depends upon whether the demon is already constrained to something (or someone) else. Only sorcerers or specially gifted PCs (see above) can summon demons from the Black Hel, but anyone can constrain those demons. The two procedures are detailed below.

DEMON LEVELS

GMs should allow PCs to choose the level of demon they wish to summon, but the PPs for that demon should not be rolled until the demon is successfully brought forth, and the PCs have no choice but to try and constrain it. This procedure helps discourage PCs from summoning extremely high level demons.

FIRST MANIFESTATION CONSTRAINING

Forcing a demon to bow to one's will is a matter of mental concentration, confidence, and willpower. PCs with high scores in Presence or Intuition should receive bonuses toward their constraining attempts. Base all bonuses on the higher score, as detailed in Section 15.13 of *Rolemaster's Character Law*. (See also "Will Contests" in *Rolemaster Companion I*, p 53.) Base chance of constraining compares the demon's level with the level of the PC attempting to constrain it. When the PC's level is the same as the demon's, the PC has a 50 percent chance (plus stat bonuses) to constrain that demon. With each level of difference between the demon and the PC, there is a five percent adjustment. For example, a 10th level PC attempting to constrain a 12th level demon would have a 40 percent chance, because the demon is two levels higher, and therefore 10 percent harder to constrain.

CONSTRAINING DEMONIC ITEMS

Items encountered which contain demons must be constrained immediately when the object is first touched. Generally, PCs can sense a demon's presence in an object only by touching it, and must decide at that moment whether they want to try and constrain the creature to their service. The attempt is not mandatory once the item is touched, but if the PC decides not to attempt to constrain it, he may never constrain the article in the future. If he does make an attempt and fail, he may try again (see below). As above, constraining a demonic item is accomplished by a percentage roll based on the PC's vs. the item's level. Once bound, the item becomes tuned to the PC, serving him alone.

FAILURE

Failing a constraining attempt is serious. Depending upon the type and level of the demon, the PC may be in big trouble. When a constraining attempt fails, any demons summoned are instantly freed (unless magically confined) and usually take whatever nasty revenge they can upon the being who dared try and make a vassal of them. In addition to the effects detailed below, a failed constraining causes the PC to function at -20 to all magical abilities. He must attempt to reconstrain all demons currently under his control, since they are momentarily freed. The following is a chart depicting typical demon reactions when constraining attempts fail:

TABLE 1: CONSTRAINING FAILURES

Demon Type/Form	Reaction	Effect
Preventor/intangible	Vanishes	None
Riddler/intangible	Vanishes	None
Flete/black raven	Flies away	None
Defender/intangible	Vanishes	None
Slayer/man-like	Tries to Slay	Attack
Fulfiller/beauty	Magical Attack	*
Fateless/intangible	Possession Attack	Possessed [RR]
Invoker (Greater Demon)	Violent	Varies

* Fulfillers usually attack the summoner's vanity, robbing him magically of his looks, his physique, or even his racial traits, depending upon the PP of the individual Fulfiller.

TABLE 2: CONSTRAINING FAILURES

Items Contain	Reaction	Effect
Preventor	Cannot be Constrained	—
Riddler	Freed:Vanishes	None
Defender	None	None
Slayer (Weapon)	None*	None
Fateless	Possession Attack	Possessed(RR)
Invoker (Greater Demon)	Varies*	Varies

*All items may have unique reactions. The table above applies to non-exceptional constrainings.

PART VII

• PERSONALITIES OF ARANMOR •

1 • THOSE OUTSIDE TAREK NEV

BASHOL GODRIN (GODRIN LIGHTSBANE)

Bashol Godrin's true name (Godrin Lightsbane) has not followed him south, although an ill wind always blows at his back. Born a high Elf, he has long since given up any ties to his kinsman and forfeited his immortality. Godrin dresses in bright weaves, traveling among mortal races and pretending to be a knight in search of good deeds. Although he knows nothing about physical combat, he occasionally dons a priceless suit of magical chain and a polished helm bearing a noble crest, parading his martial splendor (but only when there is no one to fight). Bashol takes great pleasure in things that explode, disintegrate, and kill. He is fascinated by the macabre. With his background and years of dark delving, he has become accomplished in many of the lesser known dark uses of the Essence, but he wisely hides his magical competence unless severely pressed, preferring instead to win his battles with his tongue. Bashol prefers the life of a nomad, usually accompanied by several servants.

Lately, he is preoccupied with a sentience he has detected on Aranmor. Not foolish enough to venture there himself, Bashol is actively seeking out mercenaries (and fools) to make the journey for him. He sent a party of Fulcrumians (see Aroth T'kal) several months ago, but they met with disaster, so he must send more naive adventurers to try again.

BULL-NAK-ENOG

This unshaven wretch dresses in rags as a matter of choice. He has lived his whole life in and out of other's pockets and has no conscience. Bull-Nak-Enog is a Gark. Born with features resembling a vulture, he was sold by his parents to a wealthy trader. He is considered bad luck by other Garks and has been banished from his homeland forever. Bull managed to escape from the island of Aranmor recently. He was a cabin cleaner on The Scourge, a the warship that Aroth T'Kal (below) wrecked near the shores of Aranmor. Bull stole away on the only intact lifeboat while the other survivors were sleeping. Bull has seen the walls of Tarek Nev; once was enough. He has only one end in mind: making himself happy...and rich.

IN THE FULCRUMIAN STOCKADE

AROTH T'KAL

Standing nearly seven feet tall, with a curly red beard and long, muscular arms, Aroth T'Kal is impressive even by Fulcrumian standards. Accustomed to hard realities, Aroth T'Kal is a of glory-seeking nature. On the south seas of Jaiman, his name has grown to infamy. Aroth's journey began in Fulcrumia, where he encountered Bashol Godrin, a strange man from the north. Bashol convinced Aroth that the reconquest of Aranmor would be the greatest feat of this age and might uncover the famed Staff of Old Malosho as well. With a crew of 50 seasoned mercenaries, Aroth set out across the Sea of Fire for Aranmor, but a freak typhoon caught his ship, The Scourge, and flung it against the reefs. He and a dozen of his men managed to reach Aranmor in a small rowboat. Now only Aroth and six men survive from the original crew. The rowboat is gone, stolen by Bull-Nak-Enog (above). Aroth's frustration has turned to silent rage. A few months ago, Aroth and his men visited the ruins of Tarek Nev; he has harrowing memories of that failed raid. Aroth has sworn someday to return to Tarek Nev with an army. He knows the password to the Red Gate.

IN THE WYR FOREST

BELKOR THE IMMORTAL

This mighty prince of the jungle is an intelligent primeval battle tiger of supernatural size and strength. Although he is living, his tastes are vampiric. Belkor is covered with fine silver hair and stands the height of a large pony. He is undisputed ruler of the Wyr Forest, having stalked the deep woods since the end of the Wars of Dominion. In ancient times, Belkor was the most beloved pet of V'rama Vair, warrior queen of Tarek Nev. But for a recent period of confinement, he has served only himself over thousands of years. Belkor despises all living things, especially men, and blames them for his inability to die. Around his neck is an immeasurably old silver collar bearing the royal seal of the Nureti. The collar is responsible for his vampiric powers and semi-immortality. (See part XII-2.) Belkor's wounds regenerate with remarkable speed; he is susceptible to weapons used against vampires (silver, garlic, wooden stakes, etc.). His only loyalty is to his former master, V'rama Vair, whom he believes is dead.

BRENDORG

Brendorg is not intelligent but means well. He was the product of a Nureti breeding experiment between captured Dwarves and Elves, a union that created a pair of ugly offspring. Brendorg and his sister/mate, Brianna, were abandoned and left to die the Wyr Forest. Surprisingly, the pair adjusted to the forest without trouble and lived quite happily. A Nureti hunting expedition from Tarek Nev caught Brianna out foraging, mistook her for an ape, and downed her with several arrows. She was taken back to Tarek Nev and put in cold storage (See part X-9: Food Locker.) Brendorg (who is nearly immortal) was left to roam the Wyr Forest in search of his mate. Several centuries later, Brendorg looks like a wild beast. He is short and muscular, with a beard wrapped again and again around his waist to form a short skirt. He dresses in tiger pelts and carries a crude stone knife and spear. Sometimes late in the evening, his sweet, clear voice calls through the years, mourning his lost mate.



MALOSHO

MALOSHO, KING UNDER THE FOREST

This great giant stands 13' tall. He is broad-beamed and covered in thick, coarse hair, with protruding eyebrows and large, flaring nostrils. His arms are the width of tree trunks; he uses them to crush his enemies.

Malosho is as old as the Wyr Forest and nearly as old as Kulthea itself. His origins are vague, but many believe he was created by the Lords of Orhan to serve as a living guardian over the ancient forests of Kulthea. He is tied extremely closely to the elements found in all forests: rocks, trees, and soil. He has the ability to walk through any natural substance as if it were air and moves at incredible speed underground, magically striding upon corridors of Essence leading from one great forest to another. He also has the ability to summon a small earthquake. The King Under the Forest will take no action against forest wildlife and refuses to help those who do not respect the rights of trees and wild beasts. He will not leave the forest for more than one hour daily.

CALAGROG, ANCIENT TREE

This judgmental black-oak is worn with age and sadness, his thick limbs misshapen by fire and age, his passion for life drained by the death of his kin. He has stood in this forest since the end of the First Era and watched the last three of his race burned to death by V'rama's soldiers. He guards the tomb of the Bodhran Penitents with a patient eye.

2•CITY DWELLERS OF TAREK NEV

TEROGLUSTROD: THE RED GATE

Age: 100,000 years. **Eyes:** Red. **Hair:** None. **Build:** Enormous; Surrounds a city. **Height:** Up to 30'. **Race/Sex:** Invoker Demon/Both. **Skin:** Stone, usually Red. **Demeanor:** Cheerful, Calm. **Dress:** That of a city wall. **True Attitude:** Heartless, Sadistic.

The secret name of the Red Gate is "Teroglustrod." The manifestation a greater invoker demon, the Red Gate appears as a 30' tall red-faced fiend with protruding spears for teeth. His tongue is the drawbridge that allows access to Tarek Nev.

Teroglustrod's circle of power extends around the entire city, protecting the city walls, the Solaviers, and himself from attacks by any sort of normal weaponry. His demonic energy greatly slows time within Tarek Nev and cuts aging periods to 1/100th normal. Thus, although the Last Battle took place 6000 years ago, monsters and objects within Tarek Nev have aged just 60 years. Much to his dislike, Teroglustrod must inform anyone who tries to walk through his "mouth" that they must first speak "the word" (which is actually his name). If the name is pronounced correctly in Black Nureti, he allows the party to enter as a group, but if the name is not known or is mispronounced, he and his Solaviers attack at once. Only Aroth T'Kal and Porgno know the demon's name, written in a book in the Old Spire. If the great demon is killed, he lets out a baneful moan that can be heard all over Aranmor. The Solaviers deanimate, and large parts of the outer wall of Tarek Nev crumble and fall away. The way lies open.

Hits: 900 **Melee:** 200Ba/200Ba/Breath. **Missile:** 90ThSp.

AT/DB: 22/0. **Sh:** No. **Gr:?** **MovM:** Spec.

Lvl: 75. **Profession:** Invoker Demon Preventor. **Stats:** St-200; Qu-98; Em-100; In-100; Pr-97; Ag-99; Co-170; Meg-99; Re-101; SD-90. **Will:** 120. **AP:** 80.

Skill Bonuses: See below.

Items: None.

Spells (Inherent): Breathes moderate paralysis mist on creatures who step on his tongue. (RR's apply.)

Special Abilities:

Solaviers: The will of Teroglustrod controls the raven-headed Solaviers (part II-2) that line the parapets of the city's defensive outer wall. Without him, they become inert.

Fired Spears: All of the Red Gate's weapons are considered magical. He attacks with 1-20 spears per round and may attack diverse targets without penalty to a maximum range of 100'. The spears are inexhaustible and regenerate each round.

Paralysis Attack: The demon's preferred method of attack is surprise. He uses his breath to paralyze victim; once they are frozen, he either fires spears or uses his two massive fists to crush them like ants (two attacks/round). Roll all criticals on the super-large table.

Random Teleport: If the Red Gate is injured, he may attempt to swallow his victims by flipping up his tongue and tossing victims into his mouth, which acts as a random gate.

Teleport Barrier: Attempts to teleport into Tarek Nev via Essence corridors are futile. The Red Gate has a built-in defense against magical entry.

Regeneration: 1-100 hits/round.

Immunities: Non-magical attacks of any kind and weapons of less than +10 enchantment.

IN DOCKTOWN

WITHIN THE DEVIL'S GATE CEMETERY

LUDVARAMAN THE GOD-KING

In the early part of the Second Era, Ludvaraman was king over the ancient Nureti race. Now, he has been reduced to a shadowy wraith, a sleepless, honorless being without hope or ambition. Ludvaraman is under a curse that prohibits him from speaking or moving unless he is told to do so. As a man who loved freedom, V'rama chose this punishment. He is a soul in limbo and yearns for the peace that may only be granted if his body, chained in Kama-Shefu, is properly burned on the House of Ash (part X-6), ending his curse. Ludvaraman has limited magical abilities and is much too gentle to attack anyone. He can supply the following information if asked the proper questions

Details of his Curse: V'rama shackled him in Kama-Shefu and cursed his eternal soul. The curse says he must wait in the tomb unless someone tells him to leave it. He may not aid his saviors by telling them anything unless they command him to speak.

The Hidden Room: He knows of a secret room in Kama-Shefu and what it contains (part X-6: Kama-Shefu).

GM NOTE: *If the curse is lifted, Ludvaraman will tell his emancipators two things: first, that he can sense that V'rama Vair is not among the dead (unless she has been killed by PCs); and second, that his Holy Scepter lies still within the city, in a warm, moist, underground place.*

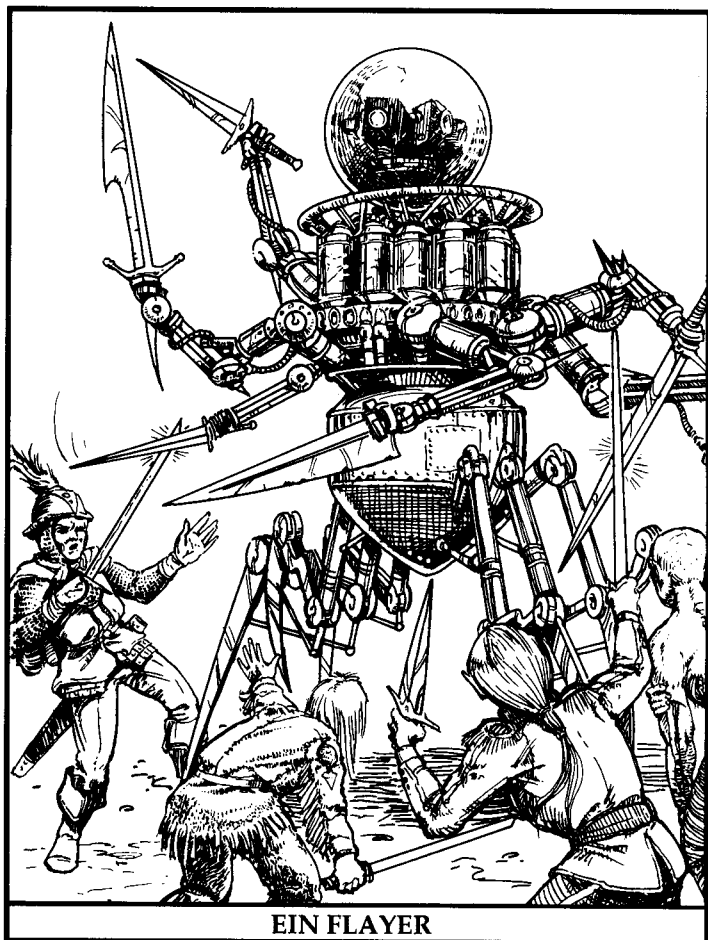
THE EIN FLAYER

The Ein Flayer is a mindless whirl of metallic destruction. Standing ten feet off the floor, it has twelve spindly legs and a central oval-shaped body upon which rests a spinning blade three feet in diameter. The creature is made from an incredibly hard metal (unknown) and can be damaged only by weapons of meteoric eog or of at least +30 enchantment. It is powered by a central energy crystal that give it 500 PP daily (recharging). The Ein Flayer has but one weakness. It will deactivate when it views itself in the mirror behind which it waits (part X-6: Hall of N'win). It never leaves the Hall of N'win. The Flayer was brought to Tarek Nev by Eogun, who discovered it sealed in a hidden cavern in Mount Kadæna. More machine than beast, it knows no fear, feels no pain, and carries out its mission without hesitation.

EOGUN, SIRE OF TAREK NEV

Eogun is both father and advisor to V'rama Vair. Like V'rama, he hungers for immortality. Only his fascination with science overpowers his fear of death. His prime of life gone, Eogun's lined face shows the stress of time. His beard is greying, and his hair has receded, leaving only small tufts of silver black growth above his ears. Over his brow he wears a crystalline circlet that swirls with colors reflecting his mood. A genius, Eogun understands the Flows of Essence. Eogun's dream is that through understanding science he can become a god himself, and V'rama will be his goddess.





EIN FLAYER

WITHIN THE TEMPLE OF BURNING NIGHT

ZORSCH

This statue of a Nureti god is a devious being summoned by V'rama. With V'rama in her present state (see "The Underworld" below), Zorsch acts alone, and it amuses him to impersonate the dead gods who created him. Zorsch has assumed the shape of a silver serpent with bat-like wings. Strong, sinewed legs give him the appearance of a hybrid gargoyle. He is a flawless impersonator and has had years to perfect his current imitation of a Nureti god. Most beings should be unable to tell that he is not a statue unless they do so with magical means. Preferring surprise, Zorsch does not attack prospective victims until they are alone or at a disadvantage. He is likely to secretly follow the PCs and strike when they are wounded or separated. After paralyzing his victims with his venomous bite, Zorsch hangs them from a nearby ceiling and cocoons them in a sticky gel he secretes. Creatures thus imprisoned are drained of 1-3 Co points per day until they shrivel and die.

IN THE PRIEST'S HAVEN

FEZZRULL

Fezzrull has condemned himself and his fellow High Priests of the Temple of the Burning Night to eternal guardianship of the Helm of Kadæna.

IN THE ROYAL ESTATE

IN V'RAMA'S PALACE

ENSORCELED LOVERS: V'RAMA'S HEROES

These two souls (plus that of General Mortilas, described further on) are once-famous heroes of Tarek Nev. They exist now in spirit form only, their physical bodies dead. Shattering the blue-green gems sets them free (part X-9: V'rama's Repose).

EMBROSAR THE CRUEL

Big, broad, with the massive musculature of a wrestler, the soul of Embrosar lusts for retribution. He is not of the Nureti race; PCs might win his aid with a plea for help in destroying V'rama Vair. He will demand proof that she is alive before he agrees to help anyone and may go back on his word (part XII-3).

PRINCE JEREMAS

Jeremas appears as a tall man dressed in violet robes. He has a thin, cruel face and a short, black beard. This hateful soul contorts his face into a mask of anger when attacking. He targets the mind of his victim, misleading him into believing he must kill his companions because they have betrayed him. (See part XII-3.)

LORAMAY

Courtesan, Actress, Slave, and Lady in Waiting, Loramay has done it all. She is a moderately attractive woman who if revived, will be very cooperative. Loramay is dead, sealed into a block of amber in the Solus Gateway.

IN THE SOLUS FANE

THE SONGSTONE OF SOLUS

When awakened, this altar of sacrifice expands and deflates, pumping blood into its seven long-haired appendages (skulls). After one round, the skulls begin to sing in loud, grating voices, singing different lyrics. (See part XII-2 for effects on PCs.)

"Sorrow I salute you
Pain my greatest joy
Despair all those who fail me Death I shall employ;
Souls, souls, a feast for a Queen
Blood for the mistress
Murder we sing!"

The heads in the Songstone sprouted when V'rama slew sacrifices upon the stone.

IN THE UNDERWORLD

KIELLI-SELFIO, INVOKER FULFILLER

Bronzed, with hip length gold hair, Kielli Selfio reclines upon a floating cloud in her tiny cell. V'rama Vair hated this demon for her beauty and confined her forever to this cell. When discovered in her barren cell, Kielli offers great rewards for her freedom. Each member of the party releasing her is promised one wish. Bound by her word, the demon stands impatiently (once released) and tells anxious wish-makers that they may collectively ask one carefully worded desire, or they may each have one minor desire fulfilled. Kielli is chaotic and evil and interprets all requests in the worst possible light, but reasonable requests should be granted. While Kielli waits for PCs to speak, she carelessly flaunts her power. A man dressed in formal court robes appears and hands her a bubbling

glass of liquid. The floor beneath her feet is transformed into a tub. "I've waited too long for this," she says and bathes herself in fine champagne. Kielli is helpless while within the cell, provided that it remains rune-warded, but once freed she can make her own rules. She honors the terms of her release, but if PCs attack or try to constrain her (and fail), she changes them all into gigantic mice and returns magically to her own plane, ending all agreements.

Unlike average fulfillers, Kielli does not burn up Co when pursuing lesser results. Only when her great powers are taxed does she lose Co. She is powerful enough to resurrect a dead creature or change a demi-gorgon back into its mortal form. If constrained by one of the PCs, Kielli does everything she can to help her new master destroy himself.

V'RAMA VAIR

Age: 35. **Eyes:** Black. **Hair:** Black **Build:** Sleight. **Height:** 5'9". **Race/Sex:** Unk./F. **Skin:** Black. **Demeanor:** Intense, Cruel, Vain. **Dress:** Half-Plate Armor or black leather. **True Attitude:** Selfish, Insecure.

V'rama Vair, Queen of the Nureti, is an unrivaled ebony beauty. She is actually hundreds of years old, but her powerful sorceries have preserved her youthful visage. She has mastered the Nureti people and is the prodigal child of her patron god, Orgiana. Riding on her demon chariot, with her Silver Whip in her left hand, her slayer-spear "Lorok" in her right, and the Horn of Siege slung across her bare shoulder, she is a true warrior queen.

Hits: 170 **Melee:** 150Sp/80Wh/Spells. **Missile:** 120Sp.

AT/DB: 19/-70. **Sh:** No. **Gr:?** **MovM:** 20

Lvl: 19. **Profession:** Queen of Tarek Nev/Sorceress. **Stats:** St-88; Qu-96; Em-100; In-99; Pr-99; Ag-101; Co-89; Me-98; Re-92; SD-100. **Will:** 95. **AP:** 101. **PP:** 150.

Skill Bonuses: Ride90; Swim90; Acro80; Track70; Perc90; Dtraps99; AMov95; PLocks78; Amb92; MA93; StGaz97; PubSp89; Med99; Tric87; Seduction100.

Spells: All sorcerer base to 12; Dark Summons to 50 (special); Physical Erosion to 10; Lofty Bridge to 10.

Special Abilities: May summon 1-6 ward demons at will (Part VI); may summon 1-4 Invoker Slayers (70 percent chance) in two rounds; may summon a Nureti god of her choice (40 percent chance) in a 10 minute ceremony.

Solus Helm*

Boots of Stealth*

Emerald Crown*

Heart of Utha: this small iron casket is a 3x PP multiplier (value 30,000 gp.)

Amarrishi Amulet*

Ring of the Immortals*

* See part XII-1 for item descriptions/values.

Lorok, Demonic Spear: this cool shaft of alloyed keron and black iron contains an invoker slayer demon and returns instantly to V'rama's hand each time she throws it. *Powers of Lorok:* PP: 50 St: 50. *Source of Power:* Level 23 Invoker Slayer: Intelligent; +40 Spear of alloyed keron/black iron; delivers E Cold critical with all normal criticals; casts *Muscle Death* (Flesh Destruction List) upon area struck with any successful attack; does 3-B cold criticals to non-evil creatures who attempt to use it (RR's apply); teleports instantly back to wielder (once constrained); can drain 1-6 PP's from target if invoked (verbal command: Drain!). PP attacks must cause at least six hits of damage, and PP's drained are added to the hurler's PP's. If damage is less than six hits, Lorok drains 1-6 PP's from the wielder. The loss is permanent and is added to the spear's PP's.



V'RAMA VAIR

The Silver Whip: V'rama's whip is especially effective against demons (and demonic armor). The whip is shaped like a coiled silver snake, and fang-like burrs at its tip produce a powerful jolt of magical energy when it strikes a demon, torturing him into subservience. Demons struck by this whip usually stop attacking and howl in pain for the rest of the round. They must then roll an RR vs 17th level *Mind Destruction*. If the RR is failed, they are freed of all constrainings and must be reconstrained by their former master at once, or they will be automatically constrained to one of the three black rubies set in the handle of the silver whip (Black Hel demons only). The whip can hold a maximum of three constrained demons at any one time, and those demons serve whomever wields the whip. No constraining rolls are required when the whip changes hands.

Parathorn, Flaming Demon Chariot: This enormous flaming war chariot bulges with the physical form of a trapped invoker demon. The chariot is wide enough to hold two standing riders, and its upper carriage is warm to the touch. The sharp-edged wheels are gilt in brassy gold and burn with an orange fire when they roll. Parathorn cannot act without a master. *Powers of Parathorn:* PP: 80; St100, In99, Qu300, Em50, Pr85. Hits: 300. *Source of Power:* Level 35 Invoker Demon (No specific Type).

Flight: Incredibly fast, Parathorn flies at speeds up to 400 mph. He shields his master from the effect of high speed winds, but does not protect passengers taken along for the ride.

Flame Jets: Mounted on the front of the chariot, these jets fire roaring blasts of flame at an enemy. Each may be fired but twice per day. (Treat as *Fire Bolt* (11), range 300'.)

Constraining: Failed attempts at constraining Parathorn result in a 20th level *Dark Essence* attack on the would-be master. If the RR is unsuccessful, the victim effectively “melts” into the fleshy frame of the chariot and becomes a permanent part of Parathorn’s design. When Parathorn “wins” a soul in this manner, he gains 1-6 PP’s permanently. This is important, because he gets an additional Flame Jet attack with every increase of 10 PP’s. Once the chariot is constrained, it remains constrained to that master. Regenerates 1-10 hits per day. When trampling enemies, flames engulf the chariot’s wheels and do an additional B Heat critical. Travels across surface of water as if land. Uses 10 PP for each 100 miles of travel, twice that when carrying two passengers or equivalent weight. PP’s return at a rate of 1-10/day.

The Horn of Siege (See part VIII-2.)

IN THE LOST EYRIE

ARGAMANTHOL-RAZ, LORD OF THE AMARRISHI

Argamanthol Raz is a prince of the Amarrishi. At seven feet tall, he is large for his race; his body shines with the bright yellow fire of youth, casting a glow through his delicate skin.

After the Last Battle (part IV-3), The High Priests of Tarek Nev summoned an invoker demon and forced it into Argamanthol’s body, to protect Tilak’s armor (Part VII). The creature is soul-thirsty and is tied to no living sorcerer. When Argamanthol’s cadaver becomes animated, it immediately exhales a 50’ cone of black mist. The mist contains deadly substances found in the Black Hel, threatening all in its path. When he has taken a major wound, the demon leaves Argamanthol’s body with its remaining hits and enters the nearest dead creature he can sustain with his reduced power points. This “repossession” is a mixed blessing. If the dead creature selected is intelligent (and has an intact soul), it may be able to deny the demon access and be resurrected with one hit! (See part XII-3.) The demon pursues all victims relentlessly unless they exit the city.

IN THE SERPENT’S SPRING

DROZBORO, INVOKER SLAYER

Standing almost ten feet tall in his bare feet, Drozboro is a slayer demon of awe-inspiring proportions. He is a fiendish green killer with 6” fangs and curving horns. Drozboro is adept with weapons, but prefers claws and fangs. Constrained to V’rama Vair, he detests his slavery and will try anything to unsoul her, but cannot attack her directly. Drozboro is open to bargaining. He agrees to help PCs interested in slaying V’rama, promising his alliance for one day (after which he plans to hunt them down and kill them). Once V’rama is dead, Drozboro may be constrained (but not easily).

UMBRO, THE QUEEN’S EXECUTIONER

Umbro is a young man with heavy jowls and loose white flesh that hangs in great rolls from his thick frame. A crop of flame-red hair lies unevenly about his shoulders. The executioner of the city, he fights with a two-handed demonic axe called “Stumpmaker,” which he uses one-handed, hefting a table as a shield. Umbro’s axe is a demonic slayer weapon which has been a family heirloom for 200 years. *Powers of Stumpmaker*: PP: 35 St: 35. *Source of Power*: Contains 6th Level Slayer Demon. Automatically beheads target with any critical hit (creatures with heads only; others lose a limb). Creatures struck are entitled to an RR vs. 6th level spell.

VARIAS FENN, AMARRISHI

Age: 50,000. **Eyes:** Gold. **Hair:** None. **Build:** Sleight. **Height:** 5’10”. **Race/Sex:** Amarrishi/M. **Skin:** Amber. **Demeanor:** Gentle, Wise, Kind. **Dress:** None. **True Attitude:** Forgiving, Loving.

Varias Fenn is a captive Creature of Light. Tall and thin, with glowing amber skin, he has graceful gold wings which have been broken to prevent flight. When healthy, Varias is a powerful sorcerer, but in his weakened state he is unable to use his sorcerous abilities. He may engage in combat at -20 to all scores if supplied with weapons and can supply PCs with valuable information about Umbro (who is in the next room), Tilak, or the Black Lords. Varias comes from lands in the far north, where he was captured when a Nureti warship pretending to be in distress attracted his attention.

Hits: 70/130. **Melee:** 60Lance/40da/Spells. **Missile:** None. **AT/DB:** 1/-20. **Sh:**No. **Gr:?** **MovM:** 40 (Flight).

Lvl: 14. **Profession:** Sorcerer. **Stats:** St-62; Qu-87; Em-99; In-93; Pr-88; Ag-74; Co-69; Me-97; Re-99; SD-64. **Will:** 92. **AP:** 96.

Skill Bonuses: Perc92; Med99; For65; HerbL83; Guid72; Weav46; Counselor83; Divin54; DragL67; Hort38; MagRit80; PowPer49; Sing52; SymbL88; Xenolore in: Astron70; RegL77; Planetol88; PoetImp65.

Special Abilities: As an Amarrishi, Varias is a genuine master of the planes. He has the following special abilities:

Enchanting Armor: Armor can also be created in the form of a shielding amulet worn around the neck. (See part XII-1: Amarrishi Amulet.) The amulet protects for D100 points and lasts until damage done by a single attack exceeds its rolled protection for that attack. Creating these amulets is an arduous task and requires an amulet of exceptional quality (worth at least 1000 gp.) and a full day of concentration.

Stone Fire: Like all of his race, Varias is able to ignite stone at will. It is a power he is forbidden to use except in time of war.

IN THE ARENA OF DESPAIR

GENERAL MORTILAS

Age: 10,000. **Eyes:** Red **Hair:** None. **Build:** Sturdy. **Height:** 6’3”. **Race/Sex:** Half-Demon/M **Skin:** Pale Yellow. **Demeanor:** Calm, Deadly, Grim. **Dress:** Black Demonic Armor. **True Attitude:** Tortured, Miserable.

Dressed entirely in black field plate, with skeletal hands joined to his open helm, General Mortilas moves like an unarmored man. His face is hidden behind a steel half-mask in the shape of a laughing clown, covering the upper half of his face. Mortilas is a living creature rumored to have been sired by a mortal mother and a demonic father. A creature of war, he has been condemned to violence by a past mistake. Striding purposefully into battle, he carries his sword, Zelabane, and leads the band known as the Black Lords (below). There is a secret way to kill Mortilas. He has a weakness: he must not be seen as the tortured creature he really is. Public removal of his laughing mask will destroy his current physical form (although he may be reborn somewhere else). Attempts to tear off the mask in combat are *Hard* (-10) [-1] on the first try, and *Sheer Folly* (-50) [-6] on subsequent attempts. If the grab is successful, the attacker must then roll his St or less on D100 in order to pull the mask free.

Hits: 220. **Melee:** 180Ls/120da. **Missile:** None.

AT/DB: 20/-70. **Sh:** Y/+20. **Gr:** ?. **MovM:** 25.

Lvl: 24. **Profession:** Fighter (Warrior). **Stats:** St-180; Qu-91; EM-75; In-90; Pr-98; Ag-94; Co-99; Me-97; Re-99; SD-100.

Will: 99. **AP:** 85.

Skill Bonuses: Lead99; Anthropology65; BodDamStab55; Interr70; Iai50; Ride80; Swim90; Track70; Perc90; Dtraps99; AMov95; PLocks38; Amb98; MA99; PubSp49; Med99; Tric87; Climb65.

Special Abilities: Immune to illusions; Cannot be permanently killed, and is 50 percent likely to return in a new body to site of death within three years, 100 percent likely within 10 years.

Armband of Tromfog: Doubles his strength, +20 vs. Cold attacks.

+20 long shield of dark laen.

Orbond, Demonic Armor: Varying from AT 20 to AT 1, Orbond can change shape at will, to suit its master's needs, but always encumbers as studded leather (must be constrained for PC use). *Powers of Orbond:* PP: 30 Co: 30. *Source of Power:* 13th Level Invoker Protector. Shape changes (to different type of armor) at command of wearer. Regenerates 1-20 points of Co per hour. +30 to DB, absorbs all damage up to current Co.

Zelabane, Demonic Longsword: Silver and with a cruel hook, Zelabane is a longsword of dark laen which contains an invoker (greater) slayer demon, and has several special abilities. *Powers of Zelabane:* U/C: 40 L/C: 40 (= to OB). *Source of Power:* Level 20 Invoker Slayer; +30 Evil Longsword; Erupts in black flame during combat (additional heat critical of same rank as original critical).

Spell casting*: Casts "Mind Slave" upon successfully striking a foe (RR's apply). Victims immediately join the ranks of the Black Lords to serve V'rama Vair, following all orders. Creatures thus affected may be saved only by destroying Zelabane or killing Queen V'rama (someone else must do it!), at which time they regain their identity but are weak and at 1/2 PP temporarily. The PP's return at a rate of one per hour thereafter. Returns to wielder's hand upon vocal command. The sword adds +30 to the bearer's chance of constraining any Demon of the Black Hel.

* PC's using the sword (after constraining it) do not get the spell casting ability of the demon it holds.

THE BLACK LORDS

These cold-hearted wraiths were once great nobles and princes who committed atrocities during their natural lives. When they died, they were condemned to the Black Hel. V'rama heard of these beings and made a bargain with Nureti gods, purchasing their wretched souls. She placed them in the bodies of criminals and undesirables. They are now living, breathing men, like Mortilas, but they are far from normal. Each must spend at least half his time in the Outworld, a simulated Black Hel environment in Tarek Nev (part X-10). As creatures that cannot die, the Black Lords find joy only in the death of others. If their physical forms are destroyed, they become ghosts and return to the Outworld, awaiting a new body to inhabit. The corpse left behind is real, however, as well as its weapons and armor.

TILAK, THE DEFILER

Age: 32. **Eyes:** Brown. **Hair:** Brown. **Build:** Athletic. **Height:** 6'1" **Race/Sex:** Nureti/M. **Skin:** Black. **Demeanor:** Strong, Silent, Calculating. **Dress:** Shimmering green armor. **True Attitude:** Proud, Vain, Hot-Tempered.

Tilak is the most cherished of V'rama's subjects. As a native of the mortal Nureti race, he grew to fame as a gladiator in the Solus Ring, eventually outdoing most of V'rama's otherworldly demons and warriors. He was granted his own estate in the Noble Homes district of Tarek Nev, where he kept many slaves and servants.

Hits: 180. **Melee:** 240:2hs/100Any. **Missile:** 100Any.

AT/DB: 20/-85 **Sh:**N **Gr:**? **MovM:** 21.

Lvl: 16. **Profession:** Fighter (Warrior). **Stats:** St-93; Qu-99; Em-78; In-78; Pr-100; Ag-98; Co-95; Me-90; Re-79; SD-100.

Will: 100. **AP:** 75.

Skill Bonuses: Lead35; BodDamStab15; Iai70; MartA71 Ride80; Swim90; Perc30; Dtraps29; AMov45; Climb65; Acro65; PolV43; Sprint54; Tumb54; TactGam23; Yado63; WeapSk100/Any.

The Helm of Kadæna: Tilak gains no spell use, but he may its inherent powers. (See part VIII-1.)

+ 50 Armor of Arithrodon: Shimmering green; super-hard, immune to all forms of fire; all missile criticals negated.

Soulcrusher: Demonic black-bladed greatsword forged from meteoric Eog, it contains the spirit of the Nureti god "Solus." Its hilt bears the rune of Solus; two weeping human faces are carved in ivory on its pommel. The sword feeds on human weakness, despair, and suffering, and is one of the mightiest weapons in Tarek Nev. *Powers of Soulcrusher:* U/C: 200; In120, Em106, Pr130, St70 (no other stats applicable). *Source of Power:* Level 100 Nureti God "Solus"

•+70 Greatsword of Meteoric Eog

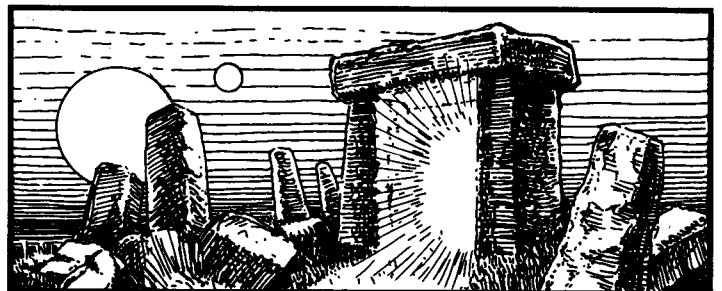
•Of Slaying (level 50) Loremasters; Elves; Creatures of Light; if touched by other than Tilak, the sword must be constrained at once or it gains the ability to attack independently (OB 200); 300 hits

•Casts to 20th level any *Mind Disease* upon command of bearer

•Soulcrusher has the additional power of sucking the soul of anyone it kills and depositing that soul directly into the Black Hel. (See part VI-3.)

•With any death blow, the sword absorbs 1-4 PP's permanently

•Dispels White Essence spells of all kinds up to 5th level automatically; 5-10th level 50 percent; and higher than 10th level 25 percent of the time (inherent).



PART VIII

• ARTIFACTS OF POWER •

1 • THE HELM OF KADÆNA

Blacker than death, with two emeralds and a huge ruby at its brow, the Helm of Kadæna is the most powerful item on Aranmor and the major cause of Essence disruptions on the islands. How and where the Helm was recovered are unknown. Although the Helm has no real intelligence of its own, it retains a powerful sense of Kadæna's hatred. The Helm relies on three magical gems to sustain its PP and energy. The Helm has a will of its own and may force the wearer's body to follow its initiative. The powers and protections afforded the bearer by the Helm are as follows:

POWERS OF THE HELM OF KADÆNA

•**The Helm Alone:** Constant 10' radius of *Cancel Essence*; Casts *Disruption* (30) up to 10 times daily against Creatures of Light, Loremasters, and users of Light Law spell lists; Adds +30 to Strength of wearer; Casts *Darkness 10' Radius* at will; Immune to illusions. Wearer's Immunities: Normal and Magical Weapons of less than +10 enchantment; all poisons; disease; illusions; fear; panic; sleep.

•**Left Emerald ("Dhakaron"):** +30 to RR's vs. non-evil channelling; adds +50 to OB for all Dark Channelling spells; Stores 50 PP recharging once daily.

•**Right Emerald ("Mopheos"):** +30 to RR's vs. non-evil Essence attacks; Adds +70 to OB when casting Dark Essence spells. Stores 75 PP recharging once daily; Enables wearer to *Fly* at will; Casts *Haste X* on wearer during first round of all combat automatically (no PP cost).

•**Ruby ("Shamkel"):** +40 to RR's vs. all mentalist attacks; adds +50 to OB for all Mentalist spellcasting. Adds 50 PP recharging once daily.

Grand total of PP stored daily: 175.

Side Effects of The Helm

•**Light:** Wearer is extremely sensitive to sunlight and operates at 1/2 normal percentages for all and magical RR's when outside in daylight.

•**Potential Aging:** With each combat, the wearer is "Hasted," causing him to age 10 years, although the Helm protects him from this effect. GMs should keep track of the number of combats entered, because if the Helm is ever removed, all the years are totalled and become apparent in the wearer.

•**Spell Lists Denied:** No Light Law spells or Purification spells of any kind may be cast by wearer.

•**Loss of Control:** Within a 10 mile radius of Loremasters or powerful Creatures of Light, the Helm may attempt to Fly its host toward and to attack them. The wearer must make a RR at -20 each round until out of range of the disturbance to resist the Helm.

Destroying the Helm

There are two ways to destroy the Helm of Kadæna. One is by throwing it into the fiery mouth of Mount Kadæna, when the volcano is active. The other is by destroying it with the spell *Absolution Pure*, cast by an extremely powerful sorcerer or cleric. Another viable option is to return the Helm to Bashol Godrin (part VII) and let him destroy it (although he may put it to a more exciting use).

2 • THE HORN OF SIEGE

Inlaid with a band of silver and several dozen diamonds, this battle horn is carved with the artistry of other worlds. The Horn of Siege appears fragile: a close *Hard* (-10) [-1] inspection may reveal an inscription. The words (in Black Nureti) read: "May the cities of thy enemies fall before thee!" The horn is extremely valuable (100,000 gp. to the right buyer) and magical. V'rama in her demi-



DARROC

gorgon state no longer uses the horn. She preserves it carefully out of reach in a locked cell. When sounded properly by someone with bardic skills, the horn blasts sonic damage of 100 hits to every building, tree, plant or living creature within 200 yards. Those within 15' of the horn hear only a low moaning sound and are not harmed (unless underground). Intelligent and semi-intelligent creatures within 200 yards (but outside of the 15' core radius) are allowed a RR roll at -20 to resist the 100 points of internal damage, and another RR as per the spell *Major Ultrasonics* (50) to resist hearing damage. The Horn of Siege may be sounded only once per turn of Varin. If blown twice within the same ten days, it explodes, doing D100 hits to everything within a 50' radius. The same RR's are made, this time at -40. If the horn is blown anywhere underground, a total collapse results in damage equivalent to the spell *Quakes* (50), and all creatures in the vicinity must make an RR at -70 or they are killed instantly in the collapse.

3•THE SCEPTER OF THE GOD-KING

Nearly a foot long and weighing almost twenty pounds, the Scepter of Ludvaraman is a beautiful piece of primitive workmanship. Cast in a single piece from pure gold, its surface bears figures representing the lands, the forests and the people of Aranmor. Also of interest is the universal symbol of peace and tranquility displayed on many of the ancient ruins in Tarek Nev. An enchantment cast upon the scepter makes it appear to the untrained eye as a rather ugly idol of a falcon. PCs examining the scepter cannot see through the illusion unless they have special abilities or cast a *Detect Illusion* spell. Such spells do not cause the illusion to vanish, since it is a permanent (level 20) enchantment, but may allow PCs to see what it really looks like.

The Scepter has the following abilities, each of which may be used once daily:

- 2x PP multiplier for Healers and Animists.
- Casts any first or second level spells in base Healer lists critically.
- Transmits the contents and meaning of one page of a book to the bearer's memory by osmosis in a universal language.
- Heals for 1-10 hits.
- Allows wearer to befriend any wild animal which is of 7th level or less. Animal gets an RR vs. 25th level channeling attack.
- Protects the bearer from all types of "Fear" attacks for six rounds (when activated).
- When held, bearer is +30 to RR's vs. Evil Cleric Channeling spells.
- Automatically casts *Lifegiving* (12) if held at the moment of death. Cost: 20 charges.
- Reacts violently if used as a weapon, sending an E critical electrical shock through the user (RR vs. 25th level Channeling).
- Evil creatures who pick up the scepter are struck by a powerful mind reversal spell called "Holy Rebirth" (level 20). Those failing an RR vs. 20th level channeling spell are brainwashed and cry out to the nearest good deity, confessing their evil deeds.

4•THE STAFF OF OLD MALOSHO

This staff was a gift to the god-King from Malosho, King Under the Forest (part VII), the forest guardian whom the Nureti (and the Fulcrumians) worshipped. After the death of one of Ludvaraman's children, his people prayed that he might be happy, and the staff appeared in his hand. The next day his daughter was alive again. It is a living piece of the eldest tree on Aranmor and has the following powers:

POWERS OF THE STAFF OF OLD MALOSHO

- Functions cost PP equal to their level.
- Resurrects one mortal soul per month. No chance of failure, but costs 50 PP + 10 PP for each day target has been dead.
- Casts all Animist base spells to level 20.
- If used as a weapon (staff), it self-destructs instantly (free).
- Allows the bearer to talk with trees (no cost).
- All trees and vegetation bend out of the path of the bearer (10' foot) to let him pass (no cost).
- No tree ever attacks the owner of the staff, and wooden weapons struck against the owner do no damage.

5•THE STONE OF FIALA

Located in the courtyard of V'rama's Palace in Tarek Nev, this impressive megalith stands 7' tall. Several long cracks run vertically down its length; its surface is carved with intricate swirled patterns. The symbols were engraved in pre-historical Kulthea and have no meaning now. Even the Loremasters are uncertain of the stone's origins; it is massive, weighing over 8000 lbs., and cannot be moved without the help of some extremely powerful (level 30+) magic. Its current powers are hidden, *Sheer Folly* (-50) [-6] to identify, and are as follows:

- Restores all lost PP to Essence using creatures when touched (twice daily).
- Essence spells cast while touching the stone have 3x normal effect and range (GM's discretion).
- All spell casters (any realm) within 10' of the stone may cast spells as if they are twice their current level.

6•THE PORTAL RODS

V'rama's famous father, Eogun, discovered that certain crystals have unusual properties when exposed to magnetic fields. Using this technology, he forged the Portal Rods, two magnetically opposing cylinders of meteoric eog. The rods are different in color and function. The black one creates a powerful positive field, repelling ferrous metals, while the red rod emits a negative force, drawing metals to itself. If the rods are brought within 30' of each other and are not in the crystals, they create a gate, but the destination and nature of the portal is remarkably variable.

GM NOTE: If PCs want to travel back in time (at the GM's option), they can encounter Tilak, V'rama, and other powerful beings at the height of their powers.

PART IX

• OUTSIDE TAREK NEV •

1 • THE FULCRUMIAN STOCKADE

Around a forbidding 100' tower of black stone called the "Old Spire," the Fulcrumians have constructed a fortress of vertical logs. The walls of the fort are 14' high and 8" to 14" thick.

DEFENSIVE ROUTINES

Two Fulcrumians always stand guard on the catwalks of the stockade, while others sleep in the Old Spire (see map). The number of men present in the stockade may vary if the PCs have not been detected. To determine the number of Fulcrumians in the stockade at any given time, the GM rolls D100. A roll of 20 or less indicates that Aroth and four of his men are out hunting and due to return in 1-6 hours. There are a total of seven Fulcrumians alive from the original crew.

If possible, Aroth instructs his assassin, Porgno, to set up an Ambush for PCs. The preferred scenario is in the woods at night, but daytime attacks may be attempted if PCs appear to be heading for Tarek Nev. (See sketch in insert.)

THE INNER COMPOUND

1. Gate. The gate to the stockade is 12' wide and ends in 15' high spikes. Fulcrumians bar the gate with a heavy log. PCs wishing to open the gate without breaking through or burning it down must make a *Hard* (-10) [-1] attempt to flip the log up and away by using a sword or other flat object. Otherwise the gate has 45 hits, and the bar 15 hits.

2. Fire Pit. An iron cooking spit rests over a smoldering fire.

3. Cat Stables. A creaky log door leads into a dark room smelling of animal dung. At the end of the room is a bin containing the body of a deer. Huge claw marks scar some of the logs in the room, and clumps of silver-grey hair are mixed with hay on the floor. This building was used to house the battle cat "Belkor" (part VII) when he was captured by Aroth T'Kal.

4. Ship's Wheel. This wheel belonged to Aroth's sunken warship, The Scourge. Aroth attached the wheel to a post under the catwalk as a memorial to his drowned (and dwindling) crew. Beside the wheel is another post, listing the 50 names of his original crew. Under "lost at sea" are 39 names; five others are listed as "missing in Tarek Nev."

5. Outhouse.

6. Pells. Two heavy posts have been planted in the ground for use as practice pells. The remains of a dented shield are nailed to one post, and a blunt axe is buried in the top of the other. As a weapon the axe is -10 and 50 percent likely to break against anything.

7. Guard Shed. An animal hide hangs over the door to this thatched building. The shelter is a warming house for guards, who alternate shifts on the catwalk. A weapons rack stands opposite the entrance. Leaning against the rack are three spears, a double-headed axe, and a wooden longbow. A quiver of ten arrows hangs on the wall. All weapons are in fair shape and usable. A small table holds a candle and flint.

8. The Old Spire. This shining pillar of obsidian has no apparent doorway. PCs probing the walls are asked to roll D100. If they make the roll, they detect a fine crack outlining a door near the base of the tower. Opening the door is as simple as saying "Open" in Low Nureti. Attempting to knock down the spire's door is *Sheer Folly* (-50) [-6], and normal tools or weapons are 50 percent likely to break with each strike, while demonic or magical weapons must do 300 hits of damage to effectively destroy the door. On any fumble, weapons must make RR's versus breakage.

Level 1. Once the password is spoken, the door slides open and remains so until manually shut. Entering reveals a 10' x 10' room, with a 25' ceiling overhead. An iron ladder strapped to the stone leads to the next level; a double bunk rests against one wall. Several crates, chests, and boxes are piled in this room. The Fulcrumians use it as a haven for their foodstuffs, tools, and a few items salvaged from the ship.

One chest reads "The Scourge" in Fulcrumian (common) script across its lid. This was the name of Aroth T'Kal's sunken warship. The chest holds a beautifully crafted, bronze ship's sextant. When used by PCs to Navigate on the open sea, the sextant adds +20 to their Navigation and Sailing skills.

Another box is filled with tools; others contain dried meats. Several local varieties of wild mushrooms, onions, and potatoes are found. The food is edible, enough to feed five mannish creatures for about a week.

If the PC's search every box, they also find the following miscellaneous non-magical items:

- A pair of leather gloves
- 3 coiled 50' ropes
- A folded silken sail in fine condition (60'x48')

Level 2. Climbing the iron ladder leads to a room similar in to the one found at ground level, but this room contains three double bunks. An unusual lamp glows on the wall. The lamp is holds a glowing purple crystal. The entire assembly may be removed easily from a hook on the wall and illuminates a 10' diameter area with hazy purple light. The light burns indefinitely until it contacts water, at which time the purple crystal bursts, doing 1-4 hits of explosive damage to everything within 10' (RR's apply).

After an *Easy* (+10) [+2] examination of the area under the bunks, PCs find a niche under the center bed, in which there is a small brass hope chest containing a sack of 20 pearls (value 2 gp. each) and a gold ring bearing a green stone. This is one of many "Pax Rings" possessed by the Fulcrumians. (See part XII-1.)

Level 3. Aroth's Quarters and formerly the private library of Tirrowae, this room is home to Aroth T'Kal. The ceiling in this uppermost chamber is peaked, and light shines in through a 2' diameter portal some 15' overhead. A dome-shaped rain shield of smoky volcanic glass shields the portal from the elements. The dome has 22 hits and is quite resilient.

Against the north wall is a brass idol. Once a ship's figurehead, the figure resembles Aramos, a favorite maritime god of the Fulcrumians. The idol can be described as a mermaid with four breasts. It stands on an older marble pedestal 3' tall. Examining the pedestal *Very Hard* (-20) [-2], PCs find it has a hollow, locked bottom. Picking the lock is *Routine* (+30) [+4]. Within can be found three Pax-Stone rings, a large ruby (value 500 gp.), and a non-magical amulet bearing crossed lightning bolts.

Books and More Books. Bookshelves line the walls of this room; an odd figure (of Solus) has been painted on the floor. There is a scroll unfurled on the floor written in Black Nureti, a beginner's guide to Nureti deity summoning. It has no real sorcerous value. A large percentage of the library here was penned by Tirrowae. He (and others before him) have recorded the history of the Nureti and Tarek Nev. An entire encyclopedia of Nureti names and dates are preserved here, but all are written in Black Nureti, making them difficult to decipher. The books are arranged alphabetically (in Black Nureti). PCs wishing to read the books must inform the GM what subject they are interested in, and then roll their Read Black Nureti skill as they scan the books. A successful roll indicates that they are able to find the proper book, but another similar roll is required to decode anything about the specific subject researched. The following are a few examples of some crucial clues that may be gained from the books with good investigative work (and a few lucky rolls!):

"A": Aminos. One of the "Dead" gods of the Nureti, power over the forces of wind and weather. His sign is the crossed bolts.

"R": Red Gate. He names himself "Teroglustrod" (Password).

"T": Tilak. V'rama's greatest champion. Bearer of the secret gift. Armor crucial to rebirth. Prophecy says wearer becomes god...

"V": V'rama Vair. Last queen of the Nureti.

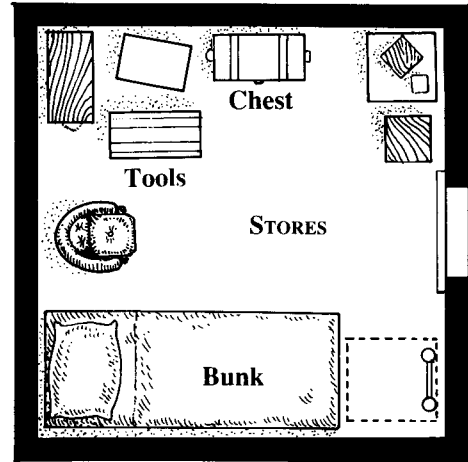
2 • OTHER AREAS

WISTLER'S ISLAND

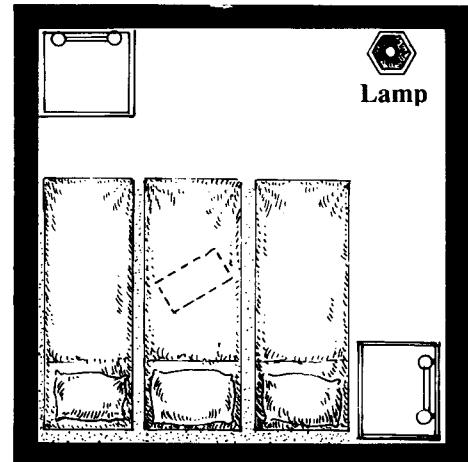
This small island is largely uninhabited. At one time, it was part of the nearby mainland, but time and nature have dragged it out to sea, where it now overlooks the mile-wide Mistroke Channel.

On the southern coast of the island, atop a challenging 200' cliff, stands a pile of huge, rounded stones intended for use against invading ships during the years of Nureti offensive (part IV). At the center of the island is a small clump of trees where PCs may camp or hide safely if they wish (unless they light a fire). PCs actively scanning the mainland from Wistler's Island can see a tall black tower called The Old Spire. A successful *Hard* (-10) [-1] Perception roll suggests that they also notice the wooden timbers of the Fulcrumian Stockade. Guards are visible only if the PC's Perception roll was less than 1/2 what he needed to succeed (and the guards didn't see him first!).

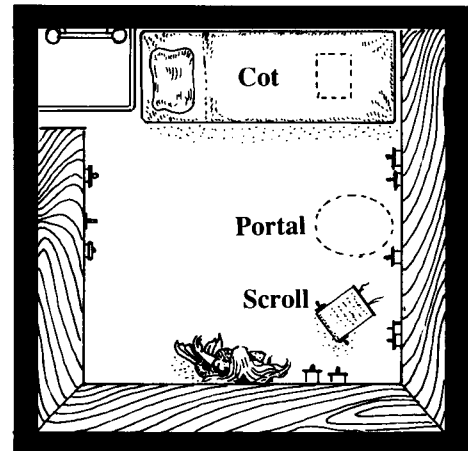
THE OLD SPIRE



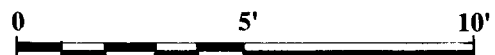
LEVEL ONE



LEVEL TWO



LEVEL THREE



THE DAM OF DOMINION

Giant stones form a virtual forest of rock across the entrance to the Tradeway Canal. PCs doing a *Routine* (+30) [+4] inspection of the Dam may roll a Search on D100. Those who make the roll find Iruaric. Marks in the form of pictures threaten a very negative reaction toward anyone who tries to remove the dam without permission of those who put it there, since it is designed to seal off Tarek Nev forever. If the stones are removed or damaged, GM's should roll a single 1-100 roll for each ten minutes of intrusion. A score of 01-05 indicates that a Loremaster's powerful minion senses the tampering and materializes to persuade the intruders to cease. Aroth T'Kal (part VII) and his men use the dam as a bridge between their fortified camp and the perilous Wyr Forest, slinging ropes across the stones.

DOCK RUINS

A burned foundation and the eroded granite posts of a long disused pier mark the site of an ancient dock for large warships. The Vair Passage is heavily overgrown but visible from the ruins.

VAIR PASSAGE

This ancient path is paved with rounded, brown stones, through which plants and small trees have gained a foothold. It is between

12' and 15' wide and is overhung on both sides by the trees of the Wyr Forest. Traversing parallel to the road in the woods to either side of the passage is of *Extreme* (-30) [-4] difficulty; PCs without Navigation skills (or Ranger abilities) are likely to get lost. In addition, straying from the path makes the chance of encounters in the Wyr Forest twice as likely (100 percent).

ELDER SWAMP

Quicksand, poisonous snakes, swarms of insects and jungles of thorny vines make this region all but impassable. An underground race of undead ghouls (the Dark Shepherds) presents other challenges. If PCs consider entering the swamp, they may be warned by Bull-Nak-Enog (if he's along for the trip) that it is a deadly place.

MOUNT KADÆNA

Once a sight of power and destruction, Mount Kadæna now lies quiescent and smoldering. Little vegetation grows on the steep mountain's sides, and ascent to the cone is steep and *Extremely Hard* (-30) [-4]. Full climbing gear is required. Once at the peak, the level interior of the Volcano is 500' down. Smoke and lava bubble in the roiling red pool in the volcano's blazing heart.

PART X

• TAREK NEV: THE RUINS •

1 • THE RED GATE

At the northern end of the Vair Passage, the road emerges from the woods, and the great gate that marks the entrance to Tarek Nev comes into view. (See sketch in the insert map.)

1. The Face. The gate looms 30' tall and is carved in the likeness of a gigantic, cherub-faced demon with squinting eyes and high cheekbones. Red spears protruding horizontally from all sides of the gate's "mouth" serve as uneven teeth.

2. The Tongue. A 25' drawbridge-tongue spans the gap over the Beshka Moat. Most of the gate is blood red (thus its name) and casts a gloomy quiet over the moat and the forest.

3. Submerged Amarrishi. A golden lump protrudes from the still water next to the Red Gate. PCs who make a *Hard* (-10) [-1] Perception roll see that the lump is a winged, mannish body, submerged in the waters of the Beshka Moat. Those wishing to dive near the corpse may use *Hard* (-10) [-1] Swimming skills and may find a long, sleek shaft of sand-glass. (See description in part XII-1: Light Lance.)

4. Solaviers. See XII-2.

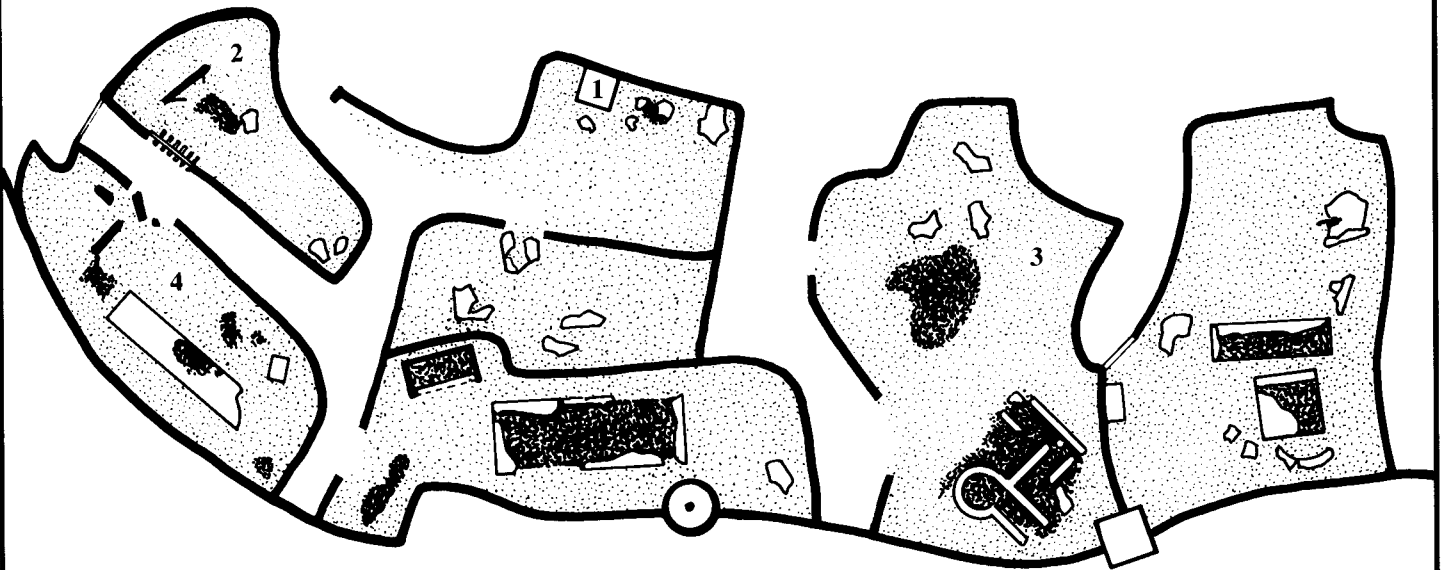
Passing through the Red Gate into Tarek Nev, PCs find the hollow shells of two guard stations. A wide street leads east into the heart of the city, while another breaks off to the southeast. The Noble Home district is visible through a crumbled wall to the north.

2 • THE NOBLE HOMES DISTRICT

A 7' high marble wall (partially collapsed) confines the once-great estates of Tarek Nev's nobles. A field of ankle-deep ash blankets the landscape; a few skeletal timbers are visible. PCs wishing to scout the area (by kicking around in the ash) are asked to roll a random *Hard* (-10) [-1] Search. If the Search roll is successful, the GM then refers to the map to determine which area the PC is exploring. Separate random item/result charts are given below for the High Sanctum Grounds and Tilak's Freehold. All other areas are rolled on the following table (1-6):

- | |
|---|
| <ol style="list-style-type: none"> 1. Gold Ring of State (value 10 gp.) 2. Bejeweled Silver Dagger (good condition, value 50 gp.) 3. Step on a Nail: take 1-4 hits of damage. 4. Rusted Ceremonial Helmet (value 10 gp.) 5. Iron Flask: Empty (10 sp.) 6. Fall in a Hole: PC finds a house foundation. He rolls a <i>Very Hard</i> (-20) [-2] RR or falls 8'. (Take 1-4 hits.) The character then makes a <i>Hard</i> (-10) [-1] attempt to climb out. For each round trapped, he takes 1-4 points of suffocation damage. Once clear of the hole, all respiratory damage taken is relieved in 10 minutes. |
|---|

NOBLE HOMES



NOTE:  = HIDDEN DEPRESSIONS

NOBLE HOME AREAS

1. **Guard Cottages.** Nothing remains.
2. **Guest Manors.** Ruins stand.
3. **Tilak's Freehold.** This large estate was granted to Tilak shortly before the Last Battle (part IV). Those who do a *Medium* (+0) [+/-0] search may find (1-10):

1. **Tilak's Diary:** All pages are burned away.
2. **Dagger:** Fused with a bedpan.
3. **Small Bottle of Green Pills:** PCs with Herb Lore skills may identify the pills as Co increasers which are still good and raise Co by 1-100 for three hours. The bottle holds five pills.
4. **Silver Trophy:** (5 sp.)
5. **Golden Scabbard:** Marked with a rune and raised weeping faces. (Fits any longsword, made for Soulcruiser; value 150 gp.; not magical, but very well made.)
6. **Shattered crystal chandelier** (worthless).
7. **Ornate silver skullcap:** Made for a woman (50 gp.)
8. **Quickash:** PC stumbles into the old swimming pond, now filled with mud. In armor he must roll a Swimming score each round to avoid drowning damage.
9. **Heavy Iron Forging Hammer:** The handle has burned away, but if replaced this hammer adds +20 to Blacksmithing or Weaponsmithing skills (enchanted: 200 gp.).
10. **Silver Coin:** Bears visage of V'rama in bas relief (10 sp.).

4. **High Sanctum Grounds.** This land was home to V'rama's Lord High Priest, Fezzrull. With each successful *Medium* (+0) [+/-0] Search, roll 1-10 and refer below:

1. **Book, its cover etched in gold:** inside, only one line is legible (in Black Nureti): "*For he that shows fear in the face of death, he shall be cast down and blown away like chaff in the wind.*"
2. **Rusted Metal Box:** Contains various paints needed for drawing demon-confining runes. PCs with summoning abilities recognize these useful paints.
3. **The Charred End of a Silver Staff** (worthless).
4. **Bag of 30 Silver "V'rama" coins** (value 300 sp.)
5. **Crystal Toilet Seat.**
6. **Three Magnetic Throwing Daggers:** +50 to OB against metal objects, +5 hits of damage; non-magical (value 65 sp.)
7. **Raised copper map:** Shows an aerial view of Tarek Nev as it was before the Last Battle. (value 400 gp.)
8. **PC Falls Into Hole.**
9. **Ceramic plate:** Decorated with picture of V'rama riding a flaming chariot and holding a whip in one hand, a spear in the other and a horn around her neck (value 10sp.).
10. **Shaving Razor:** Never dulls (value 5 gp.).

3 • TARTARIOUS GROTTO

Southeast of the Red Gate lie the ruins of Tarek Nev's common district, nicknamed by its residents the "Tartarious Grotto." Like the Noble Homes, this area was among the hardest hit during the Last Battle. It includes several acres of burned-out cellars, free standing walls, and heaps of rubble.

This was the living area for the working class of Tarek Nev. While the merchants and nobles resided in luxury on the other side of their impenetrable estate walls, people sweated to survive. Sadly, they were the souls who most closely resembled the peaceful ancestors of the Nureti.

The Tartarious Grotto is divided into random search tables when logical, with special interest areas noted on the map.

1. Herb House. This hollow building still has bits of glass clinging to its frame. Spices were the main export, but rare and magical herbs were desired by priests and merchants. A successful *Hard* (-10) [-1] Search in this area finds 1-6 of the following:

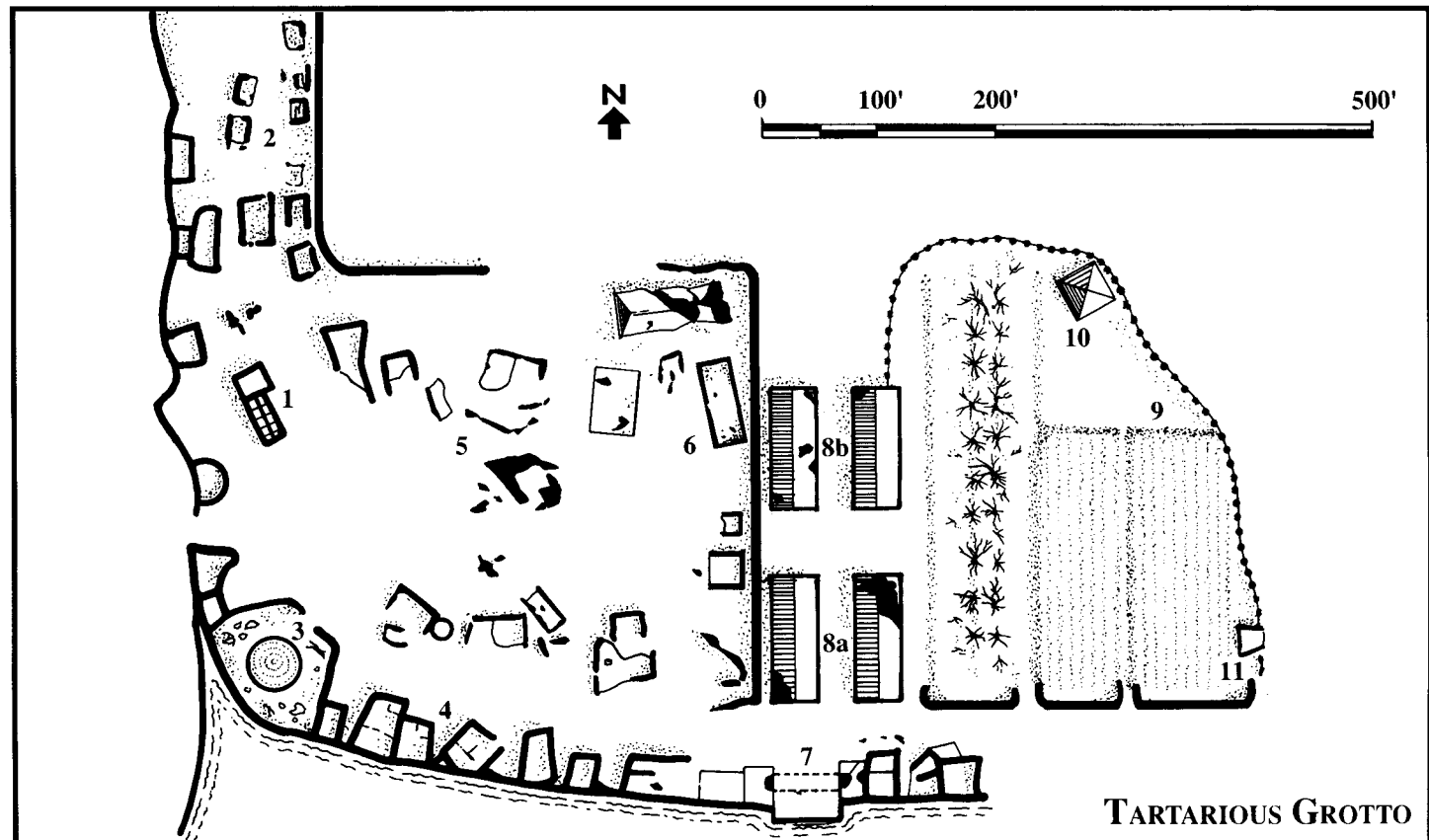
- 1. **Ceramic Jar:** Contains parsley, and rosemary.
- 2. **Sprig of Jendyne:** Herb which causes insanity if consumed: no known cure.
- 3. **Mariotta mushroom:** Still growing under the debris, this mushroom contains highly explosive juices and must be handled with great care, which is *Very Hard* (-20) [-2]. If jostled it can detonate and do 1-50 hits to everything within 50' (RR's at -30). If wrapped and prepared correctly, it may be used as a missile.
- 4. **Glass Vial:** Filled with Aquella, a green liquid that transforms mortals into plants overnight if consumed orally. Victims return to their normal state after 24 hours. *Hard* (-10) [-1] to identify.

- 5. **Malachoi Buds:** When smoke from these buds is inhaled, the smoker is convinced that he has become a god, and those that do not bend before him are guilty of blasphemy (no RR).
- 6. **Fengis root:** A tiny, living root buried in the soil may be brewed into a strong tea which has the effect of robbing its user of all ambition for a period of 2-12 hours.

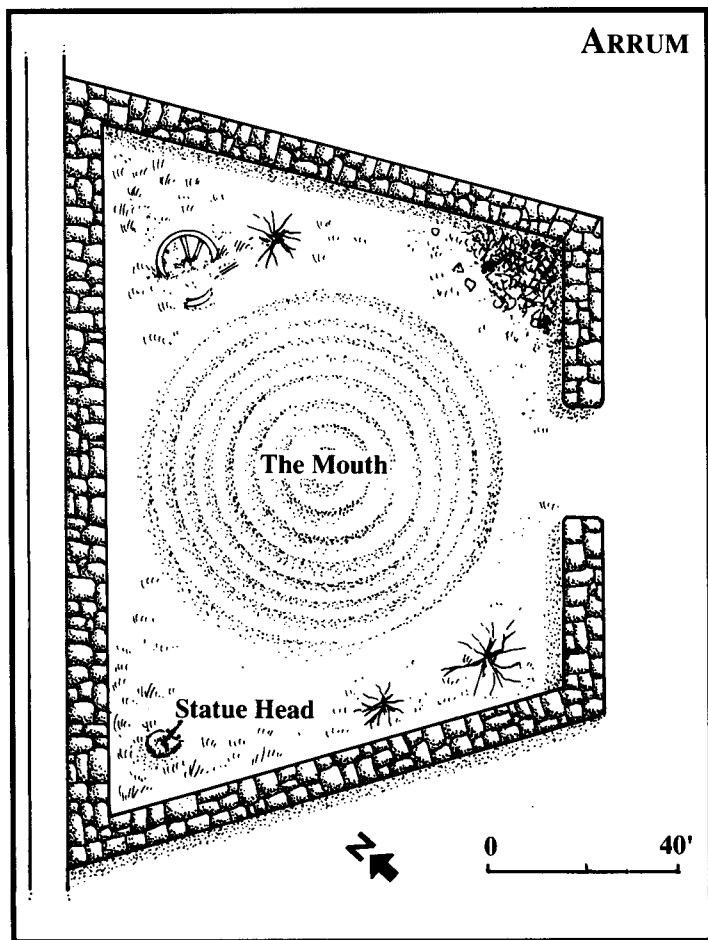
2. Beggar Shanties. In a society where weakness was practically a crime, beggars had short lives, and living in these shacks was like not living at all.

3. Arrum. Centrally located between the tenement ruins and the beggar shanties of the Tartarious Grotto is the foul-smelling lair of Arrum, nothing more than a giant (40' diameter) demonic waste disposal. Summoned to serve a Nureti need, Arrum has one function: to digest food, trees, bodies, even metals (except high density metals like gold).

GMs should treat Arrum as a trap and not a monster, since he is not intelligent enough to attack or parry. Arrum's mouth is appears as unusual soil contours, concentric circles of 6" ridges outlining his main bulk (underground). A low wall separates Arrum's stinky lot from the next. Around his nesting hole lie various pieces of refuse, including a carriage wheel, some dead trees, and the head of a nondescript sculpture. PCs stepping on Arrum's mouth with their full weight are asked to make an *Easy* (+10) [+2] roll for their Perception scores. If they make the roll, they hear Arrum sigh and may then attempt to jump *Hard* (-10) [-1] off the mouth before he opens wide to yawn. PCs who fail their Perception may attempt an *Extremely Difficult* (-30) [-4] RR or fall into Arrum's soft, acidic



TARTARIOUS GROTTTO



belly as he opens his maw. No falling damage is taken (soft landing), but each round Arrum's juices burn the victims and their possessions for the following damage:

- Exposed flesh: 1-10 hits.
- Leather: 1-8 hits.
- Wood: 1-6 hits.
- Iron, brass, bronze, copper: 1-4 hits.
- Silver: 1 hit.
- Gold, Demon Armor: None.

Arrum's Secret Treasure. Arrum's belly contains the Scepter of the god-King, which is *Very Hard* (-20) [-2] to find. Also, if Arrum's belly is illuminated, PCs may notice several golden objects wedged in the fleshy fissures of his innards. All told, there are five full pounds of miscellaneous gold (acid-proof) trinkets. Gathering all the items takes 2-20 minutes with a total value of 900 gp. (not counting the scepter).

4. Tenement Ruins. *Routine* (+30) [+4] searching through this low rent district for an hour finds one of the following treasures (1-6):

1. **Bread Roller** (value 1 cp.)
2. **Bronze Hair Curlers** (value 3 cp.)
3. **Building Collapses:** PC must make a *Very Hard* (-20) [-2] RR or take a B critical in crushing damage. There is a 25 percent chance that he is trapped beneath a huge slab of stone.
4. **Wooden Doll's Head** (no value).
5. **3'x 3' Section of Chicken Wire** (value 1 cp.)
6. **Wire Cutters** (functional: value 2 sp.)

5. Hawker Square. Here, the poor of Tarek Nev could sell the items they managed to steal from the rich, and the rich could buy those things back at ridiculously low prices. Here also lived the butchers, the bakers, and the candle makers.

6. Meat Lockers. These large and empty warehouses once stored tons of meat and produce.

7. Public Basin. This was the main point of entry for Tarek Nev citizens living in the residential area known as "Docktown." A large stone pier with space for several small craft is located just past the separating wall.

8a. Carriage Houses. Used as overnight storage accommodations for carriages and chariots belonging to the commuting merchants, these buildings are roofed with copper. One is effectively gutted, but the other escaped serious damage and holds the following:

- Two War Chariots: Usable; spiked wheels, wood and brass construction; each is sized for one person and designed to be pulled behind a small pony or the equivalent (value 270 gp. each).
- Five Carts: Three are usable; seating for two. Usually powered by a slave or eunuch (value 100 sp. each).
- 12 Small Wagons: Nine are usable. Built to carry two riders and a maximum of 20 lbs. of gear; may be pulled by pony or horse (value 20 gp. each).

8b. Merchant Stables. These buildings are also roofed in copper and hold the skeletons of long-dead ponies and horses.

9. Farming Area. A 50' wide plowed field marks the eastern boundary of the Tartarious Grotto. The field is dried and cracked.

10. Tool Shed. This brick building contains assorted farming tools.

11. Dog Kennel. This tiny structure is a stone shed from outside, but inside it is eerie. The space within is much larger than it appears and is an isolated piece of the Black Hel similar in environment to the area known as The Outworld. (See part X-10.) A swinging door at about waist level in the front of the shed may help PCs connect this building with its original purpose, as a home for demonic watchdogs from the Black Hel.

4 • THE MARTIAL QUARTER

This section of Tarek Nev is delineated by a grey cement wall, atop which are strung twisted coils spiny vertebrae (taken from very large fish). This walled military complex was only part of the complete picture, however. The needs of the soldiers also created a housing and entertainment district designed to fit their lifestyle.

1. Kitchen. The bare bones of a large kitchen lie here.

2. Soldiers Mess. Charred tables, benches, and chairs lie in decay on the floor of this deserted mess hall.

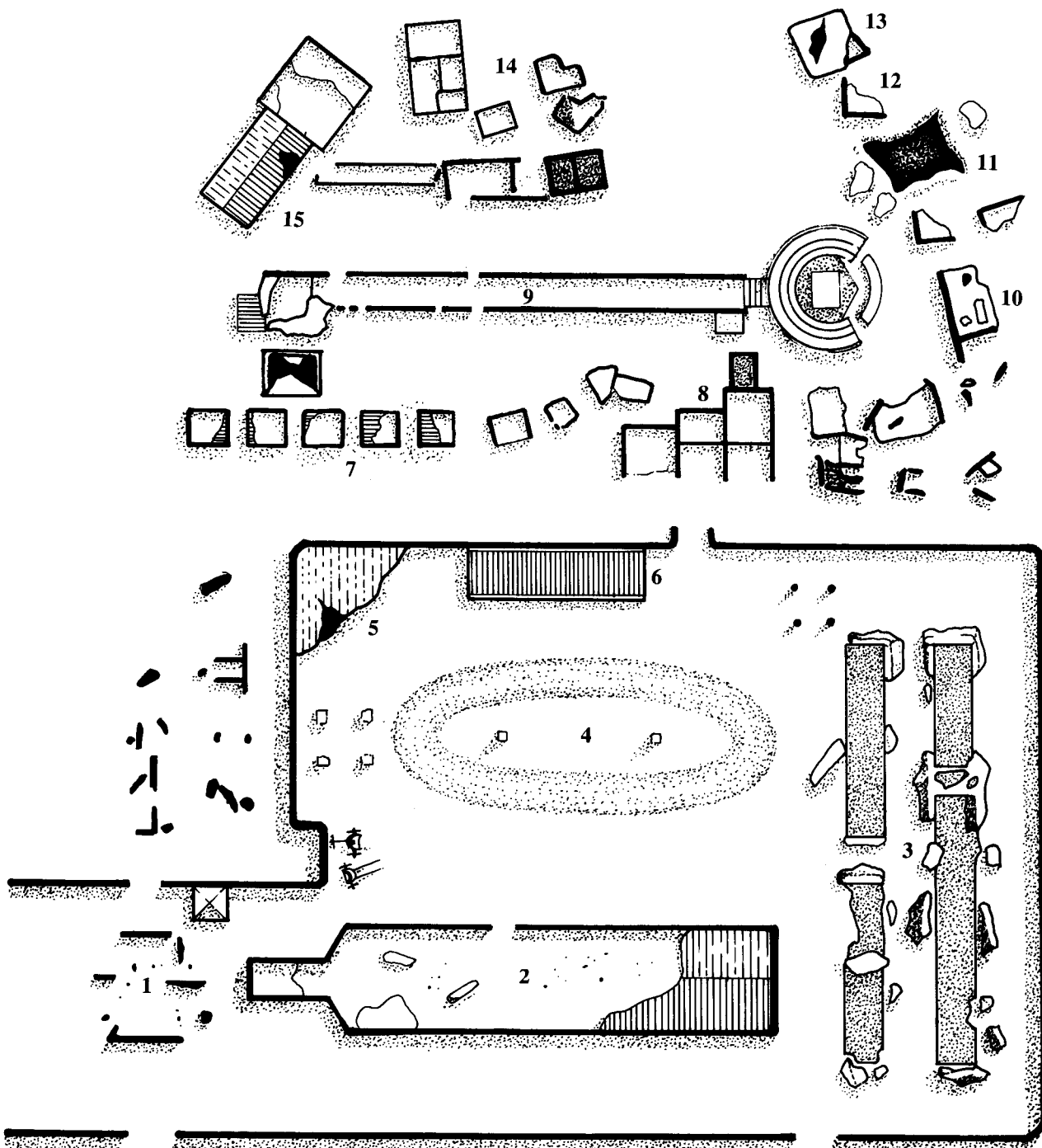
3. Barracks Foundations. Three gaping depressions are all that remains.

4. Chariot Ring. A worn dirt ring is faintly visible through the dust and ash of the parched terrain.

5. Battle Cat Livery. This simple shelter is crumbling.

6. Armory. The interior of the bunker is dark but offers some interesting finds. Hung in racks on the rear wall are dozens of practice weapons in varying states of repair. In addition to the swords and axes, there are 19 round target shields, three gladiator nets, two tridents, and an open wooden bin containing 1000 arrows. Several coats of chain mail and one suit of dented plate armor are modeled on wooden racks beneath the hanging weaponry. Although most of the weapons were purposely dulled for practice, PCs who

THE MARTIAL QUARTER



look carefully and have evaluative skills that apply (or roll a *Very Hard* (-20) [-2] Perception score) can determine that the following weapons are usable.

- Three Greatswords (value 120 gp. each)
- One Shortsword (value 20 gp.)
- Two Great Axes (value 130 gp. each)
- Five Steel Bound Shields (value 20 gp. each)
- Nine Daggers (value 7 gp. each)
- 42 Arrows (The rest are cracked or rotted: value 1 sp. each)
- Three Coats of low quality chain mail (Protect as AT 13; value 80 gp. each)
- One Suit of dented, rusty plate armor (Protects as AT 15; Heavy: Add +10 to normal Maneuver Penalty; value 75 gp.)
- One Gladiatorial Net (Treat as +10 bola; value 20 gp.) Treat all weapons as non-magical and refer to Rolemaster price lists for approximate value.

7. Purple Pox Cabins. These badly constructed one story plaster cottages have flimsy walls that crumble at the slightest vibration.

8. Holy Freidia's. Only ruins remain of this entertainment parlor.

9. Myrmidon Alley and the Claw Garden. This open air casino and amphitheater was once an arena.

10. Mal...ur's. A single standing beam supports the surviving front facade of this apothecary shop.

11. The Void. An eroded sinkhole marks the site where this tavern made its name.

12. The Cretan's Mistress. In a bizarre irony, a single brass dining table (value 10 gp.) sits here in the midst of a collapsed cellar.

13. Nelg's. Two unsupported walls form the silhouette of this tavern.

14. Officers' Apartments. These buildings housed the majority of Tarek Nev's lesser military officers. As they make an *Easy* (+10) [+2] exploration of the two and three story shells, the PCs get the following items/response (roll 1-6):

1. Building Collapses: *Extremely Hard* (-30) [-4] to escape without injury. If maneuver is failed, PC is 50 percent likely to be buried under 1-10 feet of rubble taking 1-6 B criticals. PCs with an AT of 18 or higher take only 1B critical. Suffocation occurs in 1-6 hours.

2. Chain Mail: Excellent quality suit (Alloy of Arithrodon); AT 18 but encumbers only as AT 6; DB +20, +60 vs. normal arrows. (4000 gp.)

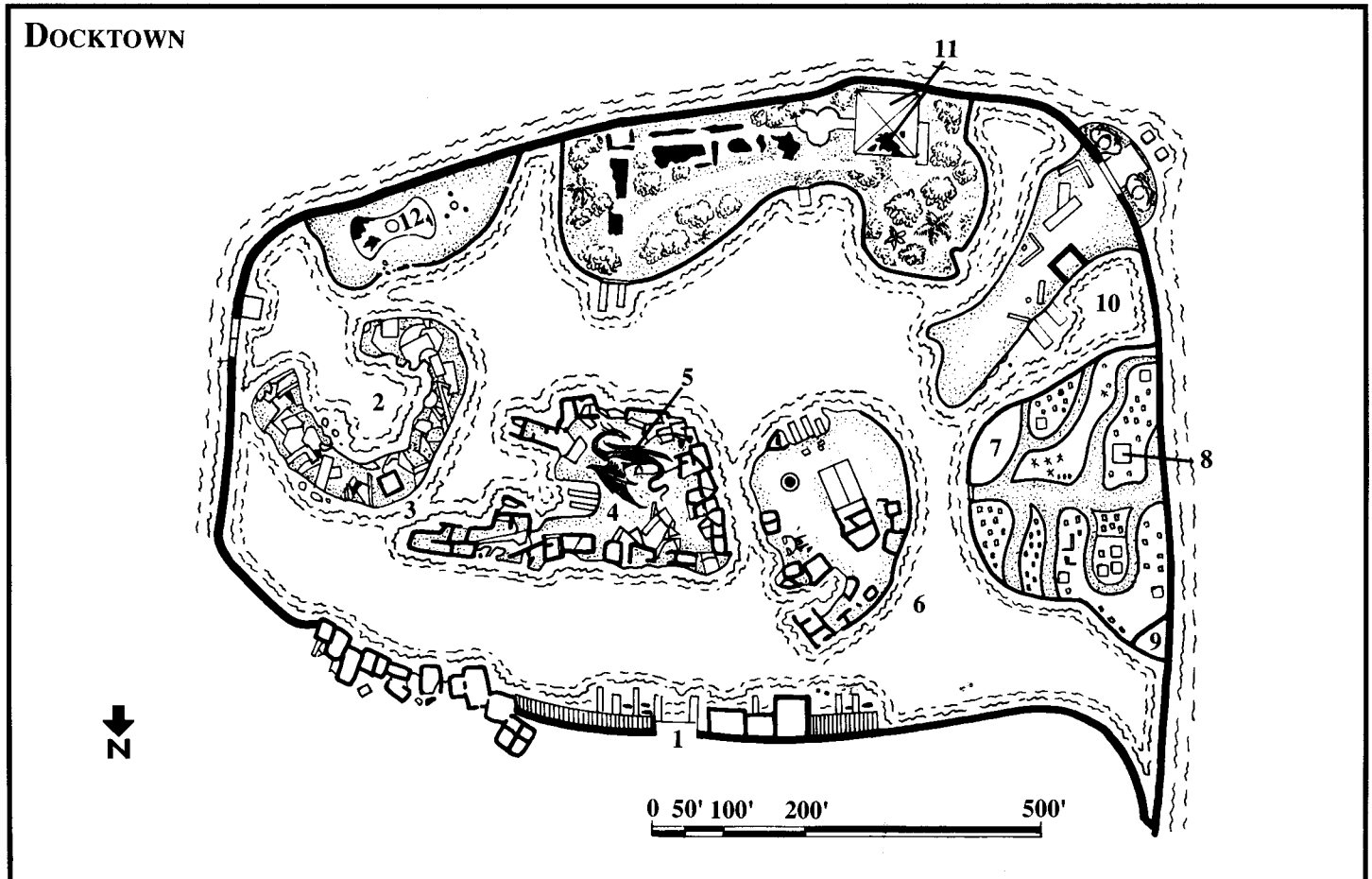
3. Brass Chest (unlocked): Contains two fine blue cloaks; a woman's fox stole; a pair of polished black dress boots; and a medal of valor inscribed in Low Nureti: "Given for his part in the destruction and crippling of two enemy barges." (Total value 30 gp.)

4. Shoes: 100 different pairs of men's shoes. (1 sp. each)

5. Saber: Ceremonial officer's saber (10 sp.).

6. Gold Officer's Ring: Allowed its wearer access to all civic events for no fee (30 gp.).

15. Safehouse. Employed as a storage building for everything from clothes to lumber, this building holds little of value.



5 • THE DELL OF SYNCARNOS

A 9' high wall of delicately carved lavender marble surrounds this former park. The Dell may be entered from several directions. The GM should inform PCs that it is "difficult to see inside the Dell without actually entering." An extremely powerful (Illusion True, level 30) haze of illusion shrouds the true appearance of the Dell; the illusion is *Absurd* (-70) [-8] to penetrate with any spell of less than 25th level. The nature of the illusion is not clear until the PC's are actually "immersed" in illusion (vs. 30th level Essence) and only if they specifically state such intent. Those who fail the RR are seized with an irrepresible desire to dive into one of the cool, clear pools that dot the Dell's interior. PC's who resist the Dell's magic see that the area is actually a barren patch of burned weeds, broken by brown, thorny cactuses. The "clear" pools are grey and murky; characters who enter or drink the water must make a RR (-30) vs. Mild Ingestive Poison. As the effect wears off, the victim forgets everything that happened after he drank or entered the pool. The water from the pools may be bottled but loses its power after one week of separation from the Dell.

6 • DOCKTOWN

1. The Public Basin and Rowboats. Passing through the Public Basin from the Tartarious Grotto, PCs enter the original site of Tarek Nev. This area extends south to the outer wall and is essentially a group of islands and archipelagos, accessible only by flight or boat.

Just inside the wall is a long cement walkway adjoining several rotted piers. Tied to the piers are eight rowboats. Two boats are seaworthy if bailed out; they have five hits each. All are designed to carry four adult passengers with an oarsman in the stern.

2. Scorpion Key. Docking beside this horseshoe shaped island, PCs who clamber through the chaotic jumble of wood and brick buildings may roll their Search score with *Medium* (+0) [+/-0] Difficulty and refer to the random search table at White Key, #6 below.

3. Jade Temple. It is *Easy* (+10) [+2] for PCs to notice a knotted pattern in the jade here on the single remaining column of this ancient temple.

4. Little Avernus Key. Like *Scorpion Key*, this island is covered with the vestiges of the wealthy. PCs making an *Easy* (+10) [+2] general Search may refer to the chart in #6 below.

5. Fallen Dragon. The dragon's bright color contrasts sharply with the greys and blacks around him. PCs wishing to examine the corpse discover through *Hard* (-10) [-1] Perception a small mannish body beneath the dragon's hulk. PCs with clerical abilities may date their deaths to about three days ago. The mannish creature is a brutish half-Ogre dressed in black robes. An *Easy* (+10) [+2] search of his robes reveals a scroll and a short black wand. (See part XII-1: Rod of Reversal.) The scroll is written in the secret tongue of dragons.

The scroll is a letter to the dragon asking him to help this manlike creature find the secret of Tarek Nev.

6. White Key. Another island devoted primarily to luxurious homes, White Key was less populated and also used as a storage port by merchants and high level military officers living on the keys. *Easy* (+10) [+2] General Searches: refer to the table below.

RANDOM SEARCH TABLE: (ROLL 1-100/2)

Item	Value
01. Gold Ring	5 gp.
02. Brass Comb	3 sp.
03. Elbow Bone	—
04. Copper Bathtub	10 sp.
05. Ceramic Sink	—
06. Bottle of Rum (good)	4 gp.
07. Woodcutting Axe Head	3 sp.
08. Bird Decoy	30 gp.
09. Silver Toothbrush	3 sp.
10. Ceramic Vase	5 sp.
11. Small Anvil	10 sp.
12. Sharpening Stone	2 sp.
13. 10' Steel Chain	2 sp.
14. Cracked Stained Glass	—
15. Usable Dagger	20 sp.
16. Small Mirror	3 sp.
17. Large Anvil	70 gp.
18. Bosen's Whistle	1 sp.
19. Brick Oven	—
20. Scimitar (usable)	10 gp.
21. Golden Cat Collar (small)	25 gp.
22. Ebony Cat Statue	12 gp.
23. Brass Doorknob	3 sp.
24. Longsword (usable)	25 gp.
25. Silver Ring	4 sp.
26. One Leather Boot	—
27. Clay Water Flask (empty)	1 sp.
28. Five Silver Coins	10 gp.
29. Bone Stiletto	25 sp.
30. Ceremonial Breastplate (At 3)	40 gp.
31. Leather Gloves	1 sp.
32. Iron Fire-Poker	1 sp.
33. Wire Brush	5 cp.
34. Cockroach Nest	—
35. Woodcarving Chisel	3 sp.
36. Chisel (for stone carving)	3 sp.
37. Vial of Perfume ("Ulavay")	120 gp.
38. Silver Necklace	7 sp.
39. Bone Hunting Horn	20 gp.
40. Silver Chastity Belt	10 sp.
41. Emerald Rat Trap (empty)	140 gp.
42. Eog-tipped harpoon	290 gp (+20 vs.seabeasts)
43. Hand Shackles (w/keys)	8 gp.
44. Skeleton Key	—
45. Cut Self (take 1-4 hits)	—
46. Masonry Hammer	5 sp.
47. Wooden Bedpost	—
48. Jar of Semi-Precious Gems	30 gp.
49. Leather Whip (Excellent, +10)	40 gp.
50. Pile of Things:	Roll 3 times on this table

Beyond these small items, nothing of major importance is to be found in the keys.

7. Devil's Bank Cemetery. An unlocked iron gridwork forged with grinning faces welcomes PCs. A wide road leads through the center of the cemetery and branches left and right. Most of the cemetery is dotted with gaudy granite monuments and weatherbeaten grave-markers. One alien structure (The House of Ash) stands near the outer wall, and another rests in the northwest corner of the cemetery. PCs must be looking *Hard* (-10) [-1] to find the Tomb of Ludvaraman, but the House of Ash is obvious.

8. The House of Ash. The House of Ash is a cubicle of sandstone that was once a funeral pyre. It dates back to the days of the god-King. PCs who inspect the stone *Hard* (-10) [-1] see traces of raised designs similar to that found at Kama Shefu and the Jade Temple.

9. The Stone of Ludvaraman. PCs who look in this corner of the cemetery notes some unusually thick vegetation. The wall has been cracked by clinging vines, but breaking it down requires considerable effort, because it has been magically enchanted by V'rama with a permanent True Lock (level 14) and has 150 hits. The enchantment on the stone cannot be damaged by non-magical means but may be dispelled. Once the wall's hits are depleted by one-half, it collapses, and its chilling occupant becomes visible.

Seated on the floor in the center of a bare, dark chamber is the translucent figure of a man. He is dark, dressed in a flowing robe, and holds a ghostly golden scepter in his hand. (See part VIII-3). He looks up when the PCs enter and says, "I am Ludvaraman," in Black Nureti. This is the spirit of the dead god-King Ludvaraman (part IV-2) who is under a curse that prohibits him from speaking further or moving unless the PCs tell him to do so. As a man who loved

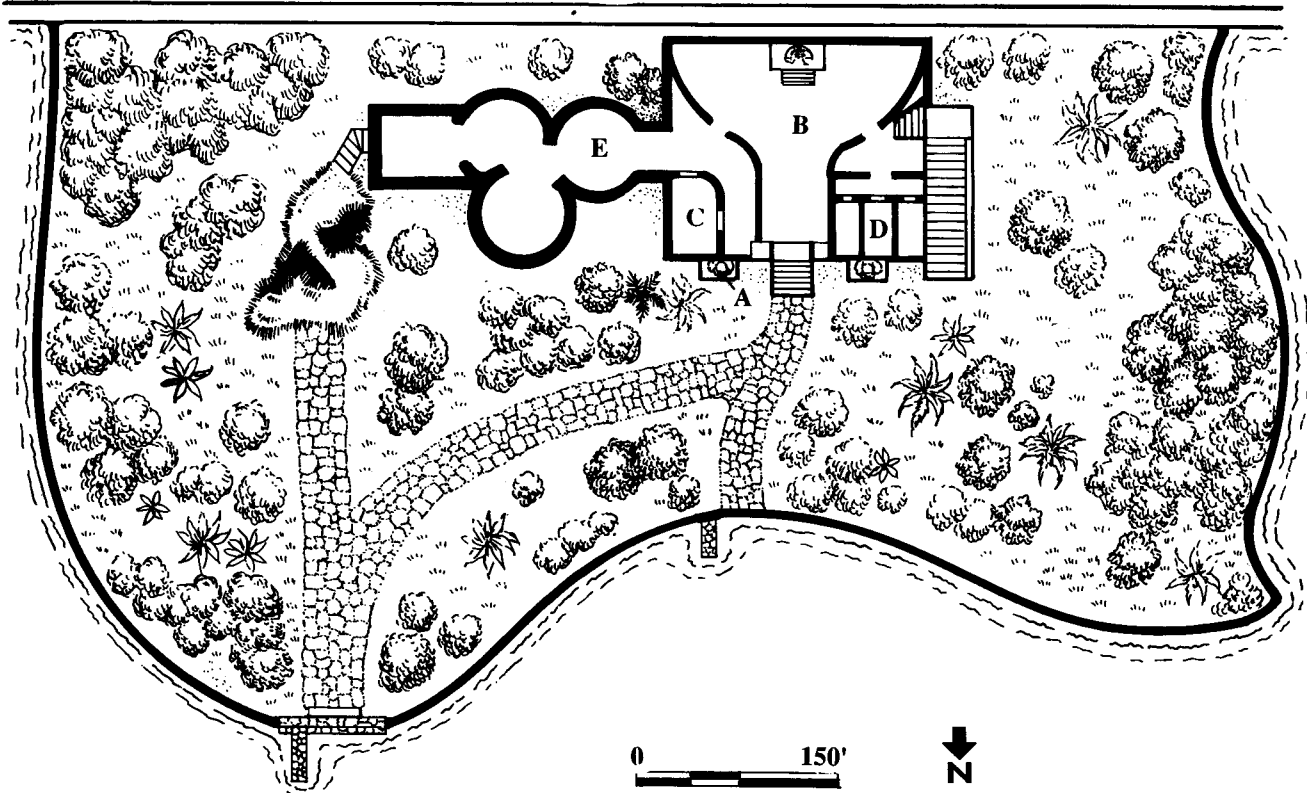
freedom most, V'rama made him an eternal slave, able to act only when commanded. He is a soul in misery and yearns for the peace that may only be granted if his body, chained in Kama Shefu, is properly burned on the House of Ash, ending his curse. (See part VII for details.)

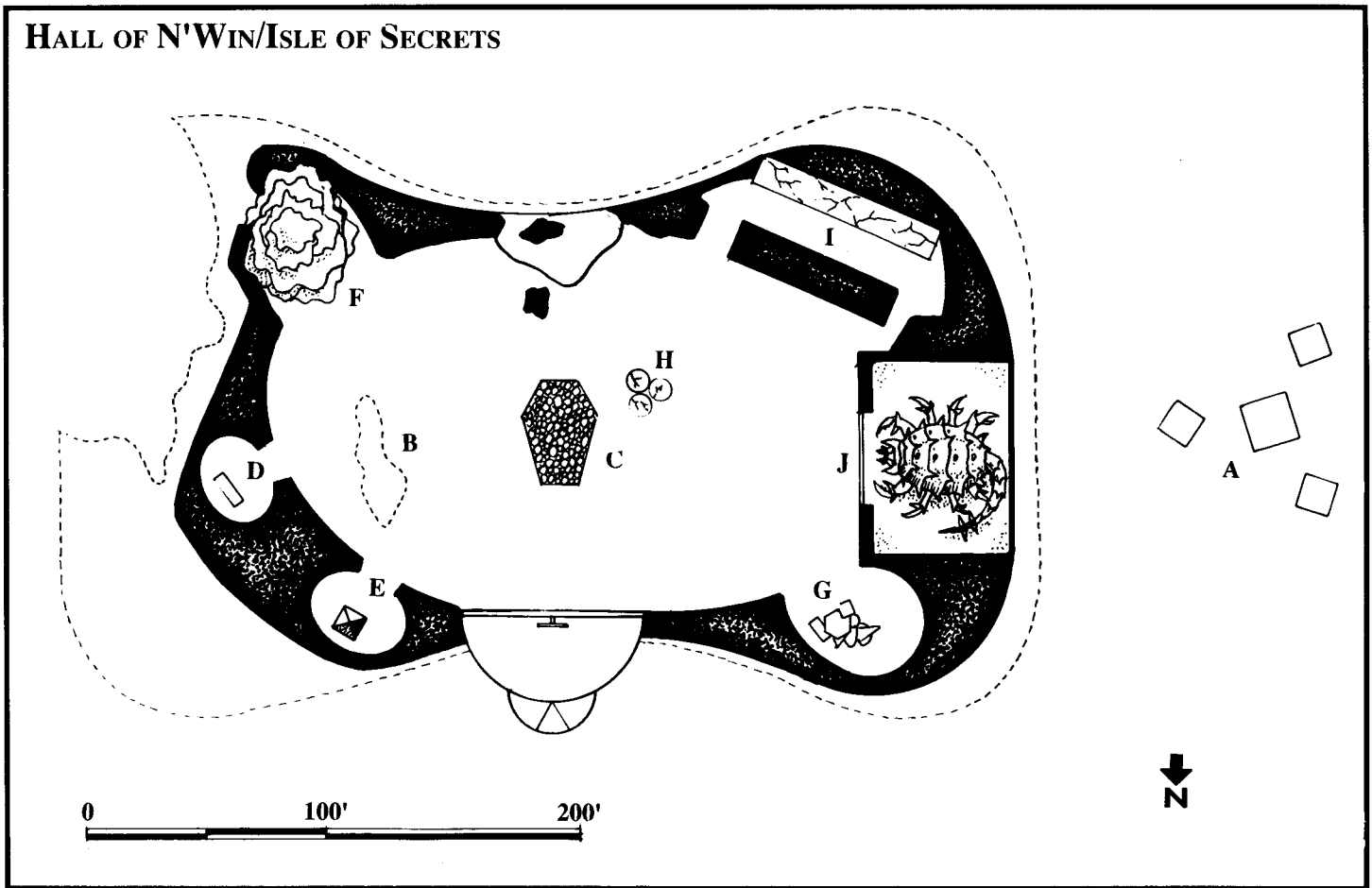
10. King's Straight. This was once a great outdoor meeting place; a door nearby (known as the Distant Door) allowed free commerce with all traders and friendly races. The two colossal figures (now in ruin) that guard the door represent Ludvaraman and his wife. The Distant Door has been sealed with huge blocks and is now part of the outer wall protected by the Red Gate.

11. Kama Shefu (on Leper's Point). At the entrance to this large edifice, a chiseled sign stands sentinel. The sign reads (in Low Nureti) "Leper's Quarantine. No Visitors. Trespassers Will be Exiled Here Permanently!" One can see a stone pier where boats may be tied; an entrance to the west that has been mortared shut.

Not surprisingly, Leper's Point (as the locals knew it) was rarely disturbed during V'rama's reign. Many rumors surrounded the overgrown island, but only V'rama, Eogun, and Ludvaraman knew the truth. This was the site of the ancient high seat of the god-King: The Kama Shefu, or god-King's House. Everything about this island sets it apart from the rest of Tarek Nev. The foliage is thick and tropical, with many creeping vines. The architecture is mystical, not grotesque. Knotted symbols of tranquility play in the sandstone blocks. The jungle seems determined to wrap the ruins of Kama Shefu in its embrace. Most of the ruination here is the result of the passage of time.

KAMA SHEFU





A. Asparases, Guardians of Kama Shefu. The central focus of Kama Shefu is a pyramidal sandstone structure with a central doorway. The pyramid is watched over by two sober guardian statues in mutated forms called man-lions. Known as “Asparases,” these simple beings live to observe. They are not sentient unless Ludvaraman touches them in his spirit form, at which time they tell all that they have seen since the last time he touched them several thousand years ago! Of course, Ludvaraman must be commanded to touch the statues. If PCs wait long enough, the beasts give a full account of Tarek Nev’s battle with the Amarrishi, and a more recent account of the fallen dragon. (See above; GMs should refer to part IV-2 for information revealed.) Stairs to the right of the pyramid’s main entrance lead up to and enter a narrow side door which leads down into the superstructure.

B. The god-King’s Hall. Inside the main door, a wide, dark corridor fans out to touch both sides of the pyramid’s interior. Against the southernmost wall, steps climb to a raised platform, where a skeletal figure in fragments of white rags is sprawled on a massive jade throne (which weighs 500 lbs.; value 3000 gp.). The figure is that of the dead god-King Ludvaraman (see part VII). Its bony hands clutch painfully at the arms of the throne, where they are held in place by rusted iron shackles. At the base of the throne, roughly scratched into the floor in Black Nureti are the words “The King of the Lepers.” The handwriting is that of V’rama Vair. No other clue exists to tell the PCs the identity of this tortured soul.

C. Gutted Rooms and Secret Door. Areas a, b, c, and d on the map are bare rooms. PCs examining the north wall in room d with *Extremely Hard* (-30) [-4] Perception may find a secret door between rooms a and b. The door opens only when the one who touches it speaks the name “Ludvaraman” in Black Nureti. Otherwise, it has 100 hits, bears a Magic Lock (2), and is tough to open.

D. Untouched Room. This was a room kept secret from all but the family of Ludvaraman. A holy place used for meditation, it served also to hide special artifacts in times of unrest. The articles hidden here are *Extremely Hard* (-30) [-4] to identify. Full understanding must come from either Ludvaraman’s spirit or by magical means. Items discovered include: The Tree of Life; The Sack of Lime; and The Staff of Old Malosho. (Refer to parts XII-1 and VIII-4 for details.)

E. Echoing Ruins. Three round towers with intricate pastoral scenes chiseled into their interiors echo as the PCs enter. These were “confessionals” of a sort, where the local farmers could admit their bad thoughts to the entire community. A door leads east out of the towers, and some cracked steps lead down into an underground cell. Part of the underground chamber has caved in, and the rest of it is unfurnished except for some smooth benches.

12. The Isle of Secrets. An ebony wall seals off this unusual outpost of Docktown. From outside the walls, the majestic, upward fanning “wings” of the Hall of N’Win are visible. The indestructible gate which once kept all curious eyes from peering behind the wall on the Isle of Secrets lies in an unglorified heap, melted by the Stone-fire of the Amarrishi. PCs may gain access to the island easily.

A. The Migrator. Three 12’ tall glossy black obelisks stand in a triangle surrounding a large rectangular hole. Delving spells may inform the PCs that these slabs acted as focusing devices for the Stone of Fiala, now located in the Court of Multitudinous Tiles, in V’rama’s Palace.

B. The Hall of N’Win. There are several ways to enter the hall. The front door is an ingeniously designed revolving brass cylinder that allows no air in or out of the Hall as it is operated. The revolving door is set in an outer hall, actually a single piece of glass formed into a bubble. Once through the revolving door and inside the bubble, the PCs find a steel door which has a central wheel attached to it (an airtight hatch). They may then discover with *Medium* (+0) [+/-0] Difficulty, or learn by trial and error, that the wheel must be turned clockwise to open. If turned counterclockwise, an alarm sounds, the door opens, and the Ein Flayer attacks (see below). A quieter way of entering the hall is to come in through the holes melted in the rear walls. Once inside, the PCs find the hall brightly lit. The silver metal of the walls glows softly; pale PCs who spend more than 10 minutes inside the hall should roll an RR vs. severe sunburn on their exposed body parts. The Hall of N’Win is guarded by an unsleeping, mechanical monster called the “Ein Flayer.” Whenever a noise is made within the hall, the Ein Flayer’s Perception score is rolled on D100 (80). The creature attacks instantly if alerted to the PCs. (See part VII for description.)

C. Panel. Buttons, crystals, and gadgets are glued, welded, and hinged to this panel, a device with a now-unknown function.

D. Amulet Device. In this sterile white room stands a single object. A funnel of dried leather protrudes vertically from a cylindrical metal object with an opening at one end. Small objects dropped into the funnel emerge from the cylinder enclosed in clear amber amulets. The objects are not changed, but are protected permanently from decay. The device currently has power to make 1-20 such keepsakes.

E. Blue Pyramid. This 4’ tall pyramid glows softly with a blue luminescence and emits a steady humming. PCs grasping the pyramid find that their hands pass through it without harm. Passing an ordinary weapon through the pyramid makes it harder and stronger. Finely-made non-magical weapons emerge with a permanent enchantment of +20; average weapons are enchanted to +10. Shields can also be similarly improved. Metal items which are already enchanted lose magical strength at a rate of -10 for each pass and may become “cursed” after several passes, accruing negative attack bonuses. The pyramid is firmly rooted to the floor; attempting to move it will upset its delicate balance, destroying it forever.

F. Molten Heap. A great pile of black metal lies on the floor. After the Nureti Pantheon was defeated by the Lords of Orhan, Eogun made a mad search for meteoric eog, using an extremely powerful magnet, which by accident he later discovered could be used to generate a portal. (See part VIII-6: The Portal Rods.) This metal should be treated as highly enchanted and could be used to make exceptionally powerful weapons, but nothing less than Work Eog (level 25 Alchemist spell) can cut or forge the material.

G. Parts. Several unidentifiable shapes of metal, tubes, and oddly carved geodes lay in disarray here.

H. Globes. Three crushed globes connected by metal rods lie on the floor beside the panel.

I. Fractured Case. Under a cracked, yellowed sheet of crude glass rest three large crystals, each set on a stand. Two crystals are blue and have the ability to restore lost PP to maximum. Activating the stones is a simple matter of touching them. PP’s are returned to full, no matter what their current level. Each stone performs this service twice before it is drained. The third crystal is green and acts as an alarm. Touching or jostling it produces a shrieking for three minutes, alerting the Ein Flayer that thieves are robbing the treasures of N’Win.

J. Mirror. This sturdy mirror allows the Ein Flayer to secretly watch over the Hall of N’Win. It is designed to allow him to pass through it without breaking, but all other creatures bounce off its resilient face. The mirror is firmly attached to its abutting walls and has 46 hits. It may be damaged by magical weapons only. If the Ein Flayer can be lured into facing the reflective side of the mirror (and viewing itself), it de-animates, no longer responding to anything (including attacks) until it sees the non-reflective side of the mirror.

7 • THE SHIPYARD

A rusty gate leans haphazardly against a granite wall, marking the entrance to the old Shipyard. Inside the gate is an undamaged stone dock and several small buildings.

1. Harbor Master’s Lodge. This simple three-room building holds a few items.

Room 1. A small bedroom with a bed stuffed with rotted sail cloth. A mahogany chest near the bed contains underwear and a pipe.

Room 2. Several wooden chairs surround a low clamshell table, upon which are several crumbling scrolls.

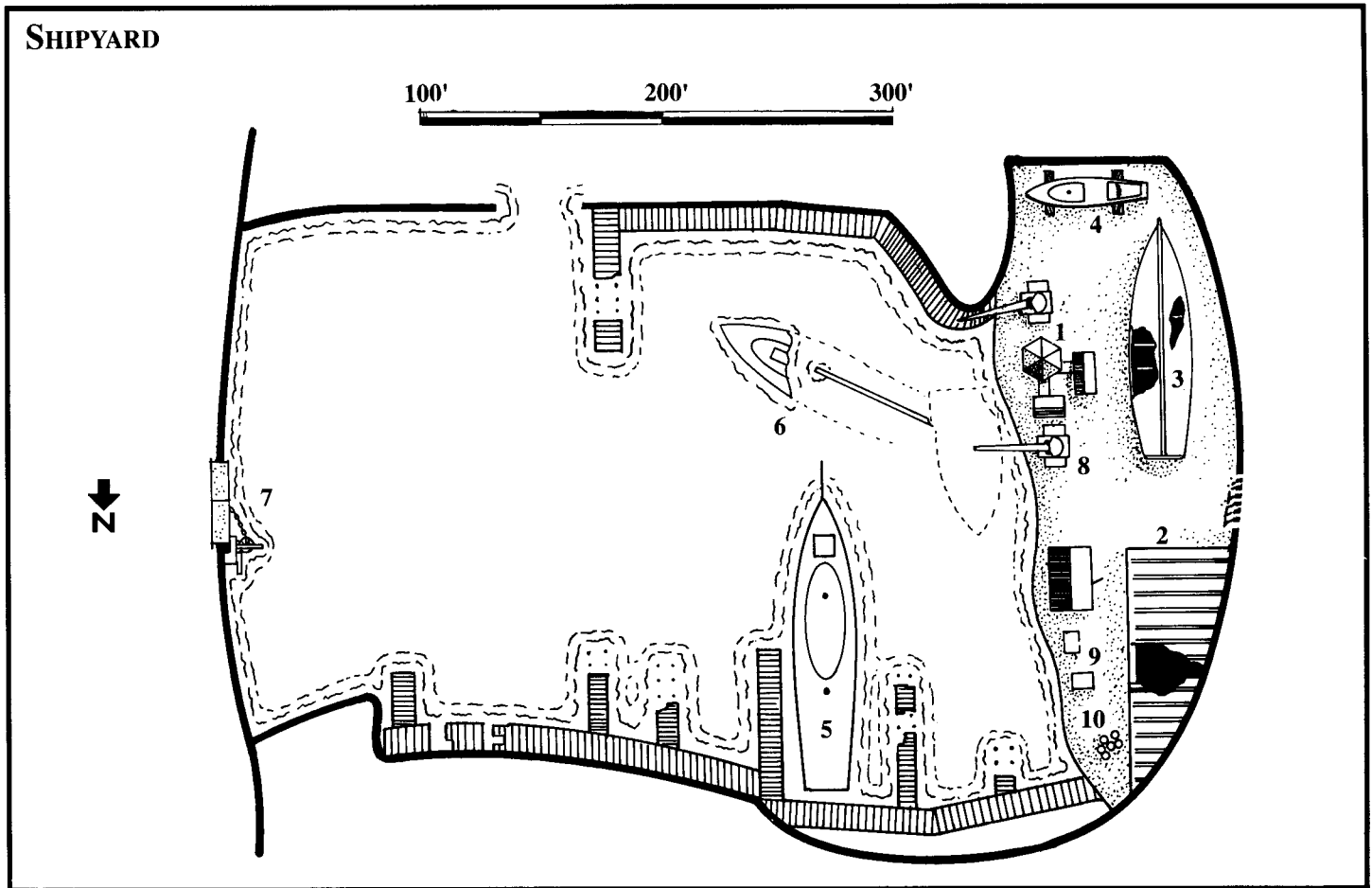
Room 3. A wooden desk is the only furnishing. PCs who try do an *Easy* (+10) [+2] probe of the desk, and find a locked drawer, *Easy* (+10) [+2] to open, which contains an informal log listing the total number of Nureti warships at 30, all of which are normally moored in the Beshka Moat. The log also mentions that during storms or enemy attacks the ships are sheltered inside the Serpent’s Spring (part X-13).

2. Hangar. This corrugated copper roof of this large shed is partially destroyed, as is the ship which was being built beneath it.

3. Unfinished Hull. The frame and planking of this large hull were nearly complete when work was halted by the Last Battle.

4. Small Sloop. The decks have dried and split on this 60’ scout vessel, but PCs who have applicable skills may determine that the ship may be made seaworthy using tar. The operation takes 1-6 hours (unless magical means are used) and requires five gallons of tar. The sails within the ship are usable, but 50 percent likely to tear if subjected to wind speeds of 20 knots or more. The interior of the ship can sleep five comfortably and is quite dry. (Refer to part II-2 for other statistics.)

5. Nureti Warship. Small for a warship (only 100 feet long), it has two tall masts like a galley, but is small and sleek like a sloop. There is room for 150 rowers below decks. Six private cabins rest below decks with sleeping cubicles for about 40 crewmen. To reach the



ship on foot, PCs must make the *Extremely Hard* (-30) [-4] walk across the treacherous timber of the L-Way. Those who fail the attempt topple into the putrid water (15' deep), where they may attempt Swimming (if unarmored). Whether or not the PCs take drowning damage, they must make RR's vs. Severe Bubonic Disease (-30) or catch the disease. Symptoms appear after 1-4 days as growths in the armpits. For each day without treatment, the afflicted suffers a -10 drop in Pr and St (until 0 is reached and he dies). The points of St return at the same rate if proper healing plants or potions are applied, but the damage to the PC's appearance (Pr) is permanent. Sailing, Rope Mastery, or other nautical skills are required to determine the extent of the ship's decay. Guesswork is *Sheer Folly* (-50) [-6]. Those who make the roll know that the ship is unseaworthy. It is foundering in the water and needs new sails; several gallons of tar (below); new rigging, and several hundreds of gallons of water removed from the bilge! Below decks, oily water rises halfway up the cabins doors, and objects float in the murk, caked with algae. PCs brave enough to wade through the chest-deep slime may roll a Search score on D100 (as well as making the RR vs. Severe Disease mentioned above every 5 minutes). If they make the *Very Hard* (-20) [-2] Search roll, they dredge up a 50 lb. brass bilge pump which needs a good flushing with alcohol (or Rum!) to bring it back into working order. Once repaired, the hand pump pumps 10 gallons a minute. Operating constantly it would take 48 hours to dry the ship.

Once drained, the ship is rancid smelling and unlivable. PCs may wish to use the barrels of rum (above) to clean the ship if they intend to sail (or row) it any distance. (For statistics, refer to part II-2.) Deduct 20 points from Hull Strength and base Max. Spd. on quality of sails.

6. Burned Hulk. The bow and forward mast of this wreck jut from the water. Nothing valuable is gained from exploring underwater.

7. The Flood Gate. This enormous stone gate can only be operated from inside the outer wall and is controlled by a chain and gear system. PCs who attempt to open the gate find it is mired shut and *Extremely Hard* (-30) [-4] to budge. Strengths may be combined, or magical pressures employed, so that in the end the PCs can turn the iron wheel and move the flood gate.

8. Cranes. Two large metal cranes (Davits) stand erect next to the edge of the dock. The cranes are useful if the PCs consider moving the Scout Sloop to the water. They must either roll appropriate skills (Rope Mastery, Machination) or use *Very Hard* (-20) [-2] ingenuity to figure out the cranes, which are operated manually and require an St of 85 (each) to operate.

9. Tar and Rope Bins. A pair of bins hold barrels of tar and coils of weathered rope. Two hundred yards of the rope are sound, and 20 gallons of tar are still soft enough to apply.

10. Barrels. Six fifty-gallon barrels filled with rum stand here.

8 • THE FLUME OF THE GODS

At the heart of Tarek Nev stand the temples of the Nureti gods. A path of gold-flecked bricks stretches like a massive artery from west to east as it touches upon the ruins of twelve smaller temples and flows around the impressive ruling structure called "The Temple of Burning Night." Smaller temples are set in groups of three and represent the four sub-cults of the Nureti Pantheon, while the Temple of Burning Night binds all of the gods under one golden, domed roof.

MINOR TEMPLE RUINS

The gold-laced Flume of the Gods path leads east into the temple district.

1. **Temple of Urich.** Three stone benches and a 12' high sculpture of a bear stand in front of a stained limestone wall.
2. **Temple of Calabarias.** Under an overhanging slate roof, a huge plaster sphere lies split in two.
3. **Temple of Syncarnos.** Only a pile of white stones remains.
4. **Temple of Aminos.** Thick marble walls surround crumbling blocks of granite.
5. **Temple of Dalogor.** This temple was not abandoned completely after the overthrow of the Nureti Gods.
6. **Temple of Zorsch.** The structure has collapsed.
7. **Temple of Agskirn.** Layers of stone and rubble resembling a huge anthill hold nothing of value.
8. **Temple of T'marrow.** There only sign that this temple ever existed is a large, flat area of ground and several large slabs of stone.
9. **Temple of Homisaer.** Decayed marble walls yet stand.

10. Temple of Solus. Entering this estuary is like walking into a graveyard with a shovel. PCs must roll an RR (vs. 20th lvl. Essence) at -10 each round or become terrified for no particular reason and leave the area at once.

11. Temple of Mournus. Only shattered ruins remain.

12. Temple of Derion. Similarly decimated, nothing remains.

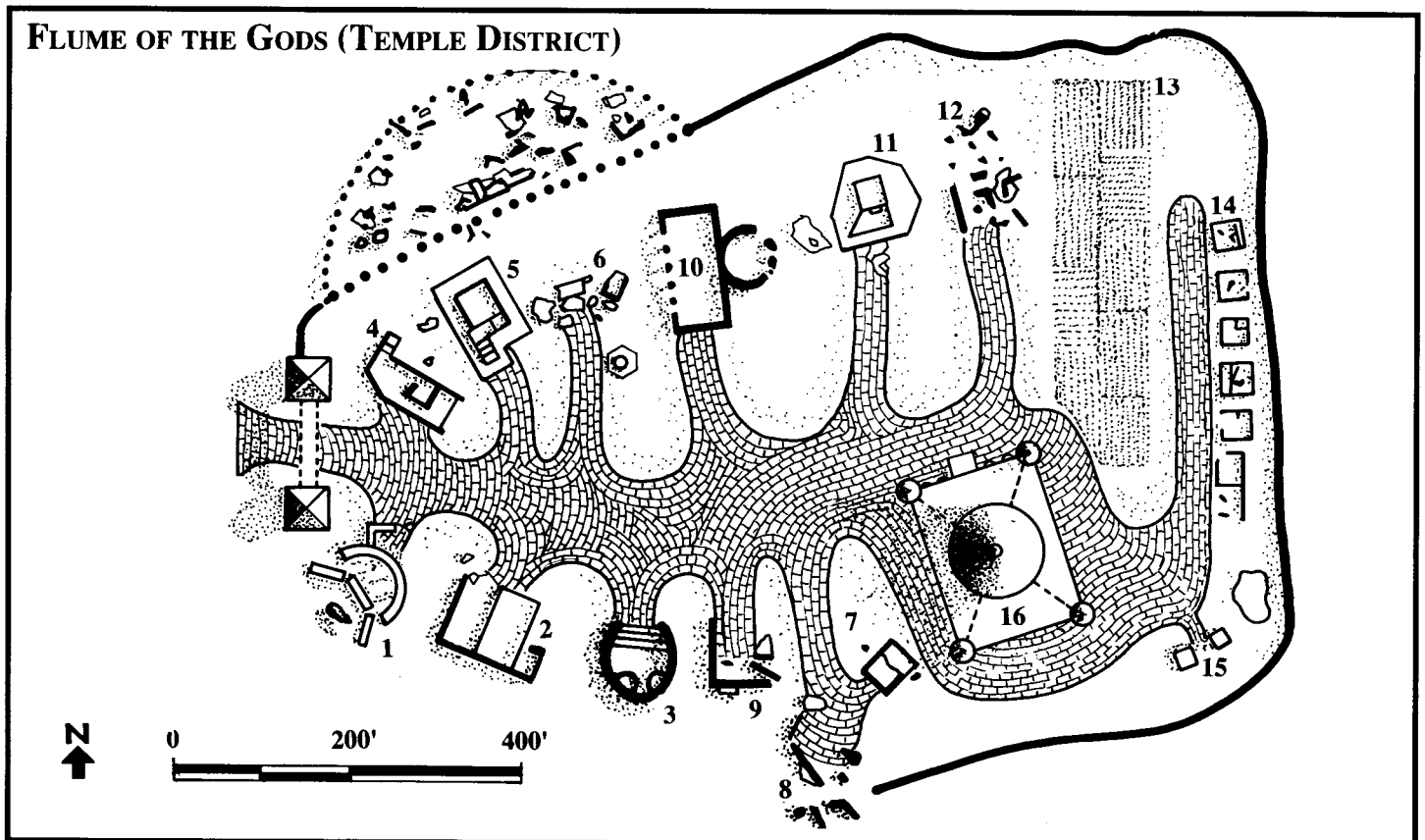
GM NOTE: After the Nureti Gods were defeated by the Gods of Kulthea, the minor temples were quickly looted and laid waste. Further destruction resulted when V'rama's "Horn of Siege" (part VIII-2) was blown here after the Last Battle.

13. Ploughed Fields. Used for the cultivating of herbs, the field is parched and cracked.

14. Cottages. Reserved for High Priests, PCs Searching this area *Hard* (-10) [-1] may find the following (Roll 1-6):

1. **Amulet of Agskrn** (Powerless; value 20 gp.)
2. **Scroll for Summoning Syncarnos** (value 90 gp; see part V.)
3. **Flask of Liquid:** Invisibility potion; one draught; lasts 1-8 rounds; value 120 gp.
4. **Branding Iron** (value 12 sp.).
5. **Copper-bound Book:** Gives physical descriptions of all Nureti Gods. (value 240 gp.; Refer to part V.)
6. **Staff of Rain:** Causes a 5' radius rain cloud to appear over bearer's head. Rain persists until curse is negated or dispelled. Staff cannot be put down (value 40 gp.).

15. Latrine and Water Shed. The water shed covers a well which contains clear, drinkable water.



16. The Temple of the Burning Night. The sun glints off the dome of this striking building. Swooping towers guarded with jutting black spikes frame the murals of the temple's outer walls. Frescoes depict terrified mortals fleeing. The walls are cracked, the result of the Horn of Siege, but the temple is structurally solid. One section of the gold dome shows fire damage. Huge oak doors face north onto the Flume. The doors are shut and barred inside by a steel bar. They have 100 hits and are not magical. Another entrance to the temple is a hole melted in the back wall, if the PCs notice.

A. Public Waiting Room. Stone benches line the walls. Commoners waited here for an audience with their chosen deity. An open archway leads into the vast main temple.

B. Pedestals of the Gods. Like the minor temples, the Temple of Burning Night shelters four groups of gods representing particular cults. Set at intervals around the perimeter of the great chamber are 12 alabaster pedestals, each with a silver plaque naming (in Black Nureti) a specific god. In the center of the room is a podium with ascending stairs leading to a statue. Most pedestals are bare; only the Mortos cult pedestals and that of Zorsch hold statues. All idols are carved from obsidian, except Zorsch. It is *Extremely Hard* (-30) [-4] to detect any difference between Zorsch and the other statues.

C. Chapels. Each cult has a small chapel designed for private prayer or consultation with the high priest. All chapels have simple wooden doors which are locked with *Medium* (+0) [+/-0] locks and closed. PCs entering the chapels find the following information/objects:

a. Chapel 1. Scrawled on the wall are the words (in Black Nureti) "We Remember." The room is bare.

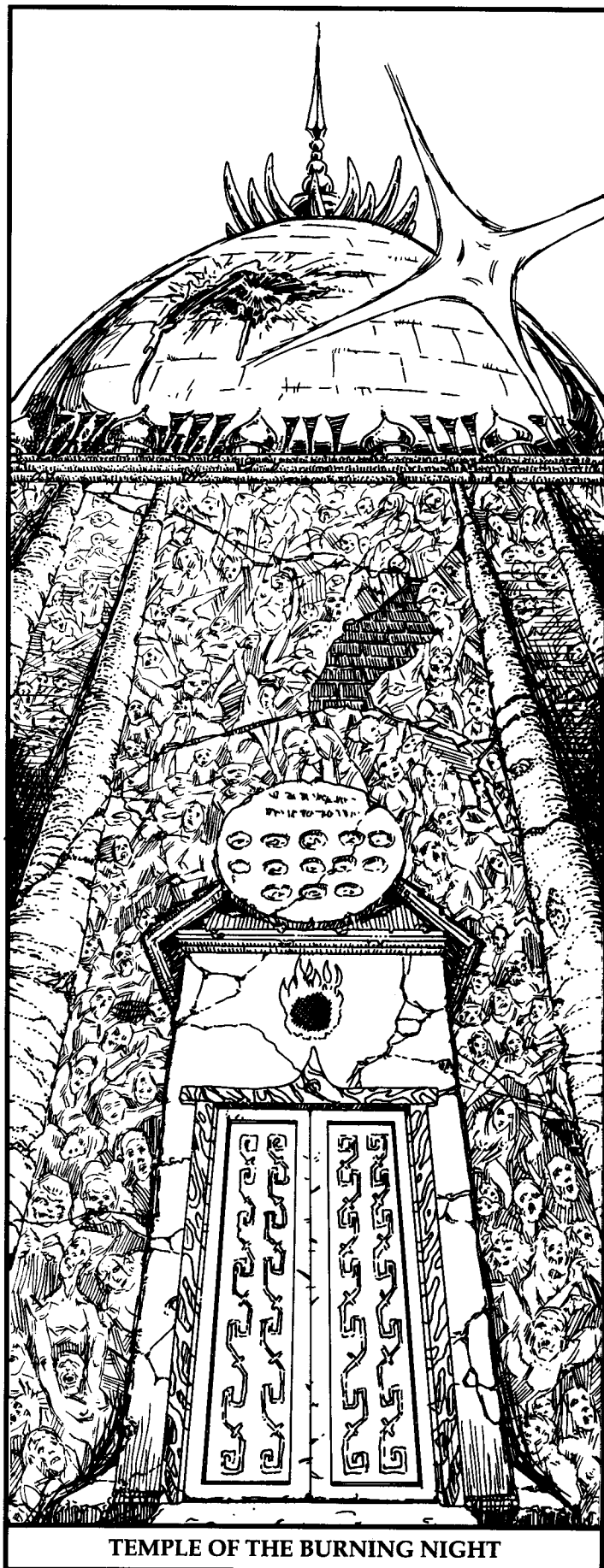
b. Chapel 2. Opening this door causes a trapped demon fateless (see part XII-3) to attack the first creature it encounters. V'rama used the chapel as a safe hiding place for the Book of Forging (part XII-1). If PCs survive the demon, the book lies in plain sight on a small table.

c. Chapel 3. This room is bare, its contents destroyed at V'rama's request.

d. Chapel 4. Although this room appears empty, PCs who speak may notice that their voices are not heard.

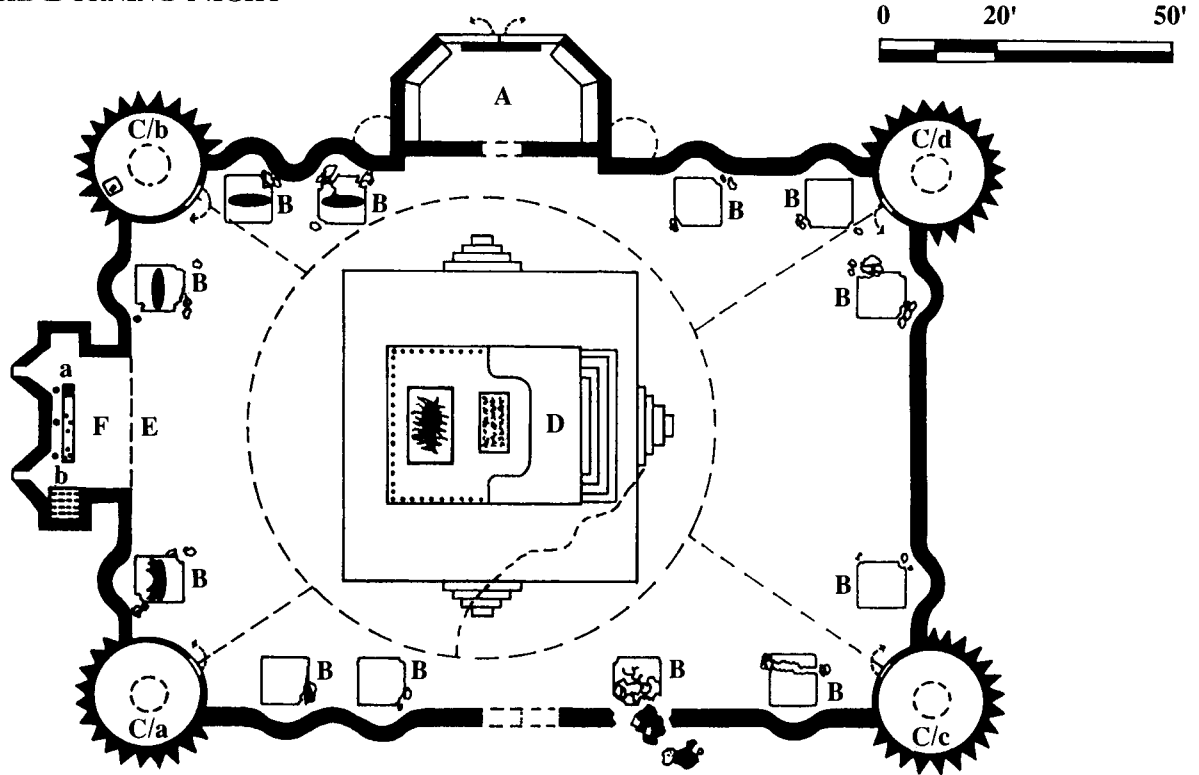
D. Hel's Mistress: Orgiana. Standing in the midst of a fortress of vertical iron rods of is an agate idol in the shape of a youthful woman, her flesh simmering with flame (value 300 gp, weight 900 lbs.). PCs intending to touch or approach the idol are walking into a trap. Those who do a *Medium* (+0) [+/-0] search for traps notice a fine fissure in the stone directly in front of the idol. Magical Delving (or a good guess) apprises the PCs that gold must be placed upon the runeplate to negate the magical trap, which is a Fireball (level 8). If the trap is sprung, a voice says: "Offend not Orgiana, Lest Thou Give Up Thy Soul!" The melodramatic sound effects are explained below. (See #7 below, Miracle Room.) When 10 pieces of gold are placed on the runeplate, the idol slides forward, then back, and the gold is gone. *Medium* (+0) [+/-0] observant PCs may notice that there is a 1' square slot underneath where the idol normally rests. The gold has been dumped into an underground depository that leads to the Sacred Cavern (see Priest's Haven, below).

E. Wall and Tapestry. An illusionary wall is partially covered by a tapestry depicting a demonic hand holding a small, shrouded object (The Helm of Kadæna). PCs who study the faded image intensely *Hard* (-10) [-1] may notice that in the background of the picture several white-robed men are fleeing. The wall may be passed through easily, but is *Very Hard* (-20) [-2] to dispel or detect.



TEMPLE OF THE BURNING NIGHT

TEMPLE OF THE BURNING NIGHT



F. The Miracle Room. The acolytes and priests who routinely performed miracles are gone. The room has a sloping high ceiling and contains several interesting objects.

a. The Judgement Panel. A long, high table in this room holds crystals and knobs which create and control three-dimensional images of the Nureti gods. Experimentation finds that the images can be made to appear on the pedestals in the main temple.

b. Secret Passage to the Priest's Haven: Demon Door. *Hard* (-10) [-1] Perception here uncovers a magical panel in the floor. The panel is a preventor demon (part VI) with 50 PP and Co of 50. His name is Vulgor, and he allows passage to anyone wearing an amulet from one of the gods of the Black Hel.

Priest's Haven (Burial Crypts)

Beneath the demon door, dark stairs descend into a narrow musty tunnel. To the left is a rotted wooden door. The tunnel continues straight for about 40 feet before turning a corner.

c. Chamber of Lies. Kicking aside the wormy door is simple and exposes a 24' x 15' rectangular room. At a long, black table, the corpses of Tarek Nev's five high priests are seated. *Easy* (+10) [+2] examination of the bodies suggests that they died quietly. In the center of the table sits a large ruby chalice. It once held poison and is worth 600 gp., but cursed. The chalice always reappears on the table after one hour, so it is impossible to steal without first removing the curse (level 18). On a mildewed oaken shelf at the rear of the chamber are two bags of gold coins worth 100 gp. (each), several faded and worthless scrolls, and five amulets, each displaying a Nureti god's symbol. The amulets are worth 10 sp. each. By a *Routine* (+30) [+4] tapping on the wall above the oak shelf, the PCs may detect a "hollow sound."

d. Scroll Room. PCs examining the wall *Very Hard* (-20) [-2] in the proper area detect a stone panel, which may be opened by inserting a finger in a niche 7' above the floor. With a click, the door opens. On a pillar in the center of the room is pinned a silver parchment, sealed in wax. The scroll is addressed to "the Mistress" and describes (in Black Nureti) the last actions taken by the High Priests. The scroll is *Extremely Difficult* (-30) [-4] to read and the skull symbol of the Mistress of Hel is stamped at the bottom.

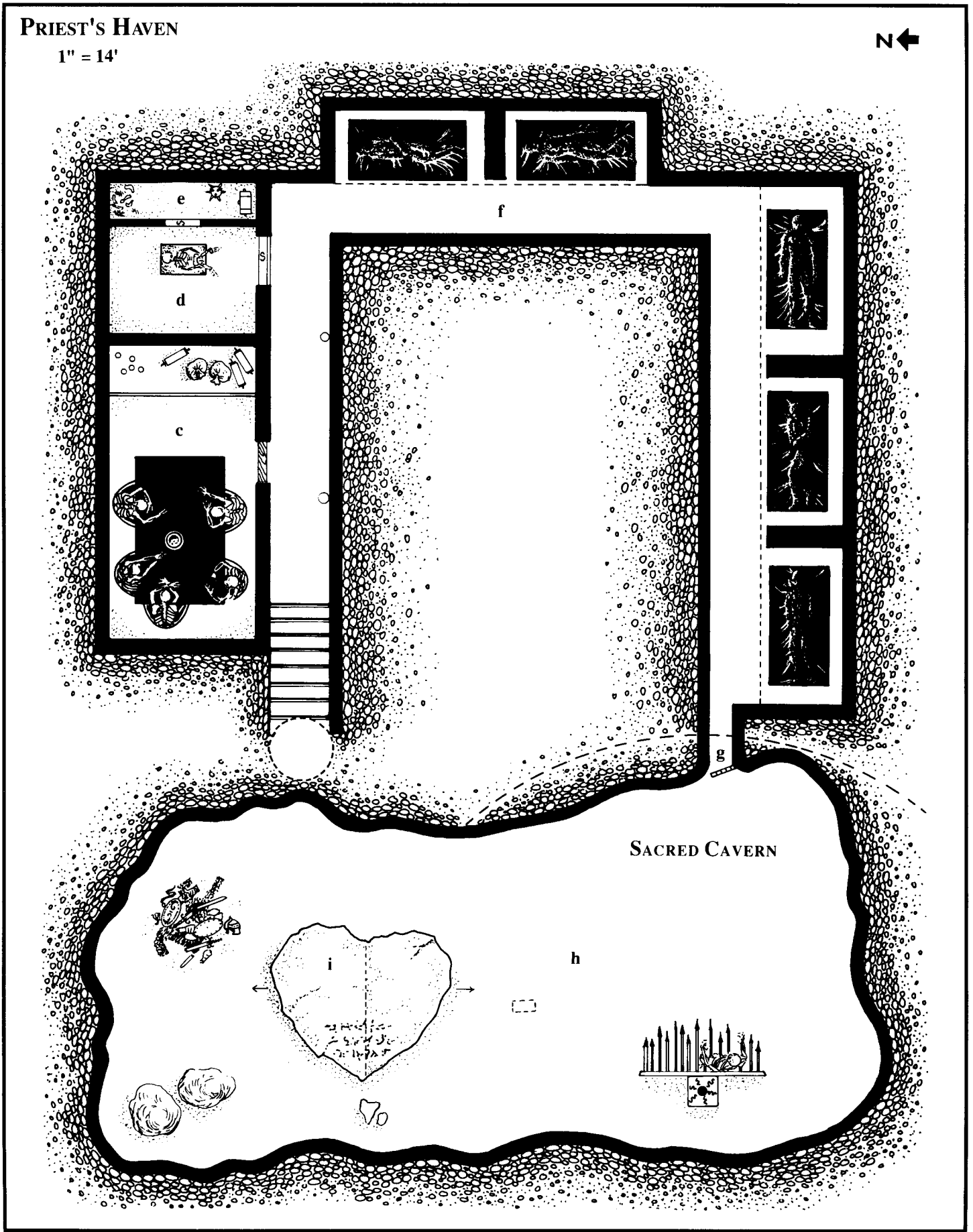
e. Relics. A secret door, *Medium* (+0) [+/-0] difficulty to find, is set into a thin wall of plaster designed to look like stone. Once discovered, the false wall can be easily kicked down. Some of the lesser holy relics of the temple were stashed within this cell. Piled amidst mortar and debris is a silver chest containing scraps of clothes and ruined books on theology, and a silver ball with protruding spikes. (See *Borimar's Mace*, part XII-1.)

f. Narrow Tunnel. This passage must be traversed single file. Turning to the south at the secret door, PCs see burial crypts. The figures within are covered by black shrouds. PCs lifting the cloth discover nothing but loathsome air. Laying the cloth down traces a human form again. These invisible creatures are ghostly shades of the once mortal Acolytes of the Temple of Burning Night. Like the High Priests, they prefer to attack intruders after they reach the Sacred Tavern, but if attacked or disturbed, they shed their black coverings and float silently into battle. (See part XII-3 for combat statistics.)

g. The Lead Door (and Trap). As PCs reach the end of the Narrow Tunnel, a lead door (slightly ajar) comes into view.

PRIEST'S HAVEN

1" = 14'



When they approach the door, the GM should secretly take note of what metal objects the party is holding, carrying or wearing, excluding silver, lead, and gold; demonic “protector” armor of plate or chain is magnetic. The Portal Rod equally affects steel, iron, tin, and bronze.

The Portal Rod Trap: As PCs move within 3' of the door, the GM informs them that some force is “beckoning them into the room.” If a PC opens the door or steps into the Sacred Cavern, he is caught in a magnetic force that is *Extremely Hard* (-30) [-4] to break. PCs who make this roll are able to stay on their feet but must fight a powerful magnetic force which is *Sheer Folly* (-50) [-6] to escape (if they are wearing any metal). All metal objects in PC's hands, on their backs, and any rings on their fingers are torn away, slamming against an iron rod rigged with jagged spears.

Escaping: Armor, helmets, boots, and other items attached directly to the PCs are not torn away. Those PCs who resisted the magnetic pull this round must make another *Extremely Hard* (-30) [-4] roll to move out of range of the rod.

Trapped: PCs failing either maneuver roll are dragged across the room at great speed and pinned against the wall. Once trapped, there are two methods of escape: An *Absurd* (-70) [-8] maneuver roll if the PC tries to pull free with his belongings; or he may attempt *Very Hard* (-20) [-2] to strip off all metallic objects and crawl away unencumbered. PCs not wearing or carrying metal objects are unaffected by the trap and may aid their comrades by combining maneuver rolls. Retrieving smaller metal objects is *Sheer Folly* (-70) [-6]. Very small objects like rings, amulets, and coins are *Nearly Impossible* (-90) [-10] to remove from the trap without acquiring the opposing Portal Rod (part VIII-6).

GM NOTE: Immediately after the first PC springs the trap, all remaining monsters (*High Priests, Acolytes, and Zorsch*) will attack the PCs in 1-4 rounds.

h. The Sacred Cavern. This cavern holds the answers to many questions for any PC who survives to explore it.

i. The Heartstone. A 2' thick heart-shaped stone slab stands at the center of the Sacred Cavern. A small slot in the ceiling (20') overhead leads to the opening beneath the idol of Orgiana in the temple above. Beside the “Heartstone” lie two skeletons. Their chain mail (usable; value 30 gp.) and regalia lie in a rusted heap.

An inscription is marked in white letters on the face of the Heartstone. It is written in Black Nureti and reads:

“By coward Utha cruelly slain
She sleeps, who spurns death
And awaits the hero shining-clad...”

GM NOTE: The secret beneath the Heartstone remains undiscovered unless someone wearing Tilak's complete suit armor (part VII) is present. If that condition is met, the wearer simply steps onto the black stone. The panel rumbles and slides open. Without the total, intact set of Tilak's armor (including the breastplate worn by Aroth T'Kal), the Heartstone is impossible to move, warded with all the power that the dead gods of the Nureti could muster. Unravelling the riddle of the Portal Rod found in this cavern, PCs may use two Portal Rods to acquire Tilak's armor (part X-13).

The Helm of Kadæna. The stone rumbles, revealing the ebony headpiece of Kadæna where it lies in a 2' x 2' chamber of pure dark laen. (See part VIII-1 for powers and description of the Helm.)

9 • THE ROYAL ESTATE

The northeast quarter of Tarek Nev is devoted to the once luxurious grounds of V'rama's personal estates. A huge white palace graces the inner border of this secretive lair.

1. V'rama's Palace. Huge iron doors have fused into a tangled ball, leaving the high gate into the Royal Estate unfettered. The first sight after passing through the main gate is V'rama's Palace, a massive, tri-storied structure cut from silver marble. Signs of fire damage and battle are apparent on the slanted slate roofs, and a hole mars the second story. At the base of a set of worn steps lies a silver door, beautifully crafted and bound with strips of gold. It has been savagely torn off its hinges. The door weighs 700 lbs. and is of a silver steel alloy (value 700 gp.).

LEVEL 1

A. Old Meditation Parlor. Hard stone benches line the walls. This waiting room was for merchants and prominent citizens wishing an audience with Queen V'rama.

B. Dry Fountain. This large communal washing fountain contains 20 “Eogun” vintage copper coins.

C. Halls of Memory. Several gilt portrait frames lining the wall of this roofed hallway contain torn and faded canvasses. The halls are open on two sides by means of six marble archways which face each other across an open courtyard.

D. Court of Tiles. This airy plaza is paved with a valuable mosaic; thousands of gems sparkle and glitter. The patterns depict strange animals, battles, and the royal court. (Total value is 1000 gp., but the gems are *Very Hard* (-20) [-2] to pry up.)

E. The Stone of Fiala. A mysterious black obelisk flawed with hairline cracks stands badly pitted.

F. Guest Suites. These apartments were designed for use by visiting royalty. Each room contains a twin bed, a wash basin, a mirror, and a clothes bureau (tin).

G. Victory Hall. Wooden tables lie overturned along with their benches in this lengthy feast hall. Dozens of pewter plates and silver eating utensils are scattered on the floor, while others rest on upright tables. On the high table are five golden plates and a large silver chalice bearing a “V” (in Black Nureti). The chalice is worth 500 sp.; the gold plates are worth 35 gp. (total). The total value of the silver is 10 sp., and the pewter is worth 5 sp. A low arch leads through a hall where a pair of swinging wooden doors lead into the kitchen.

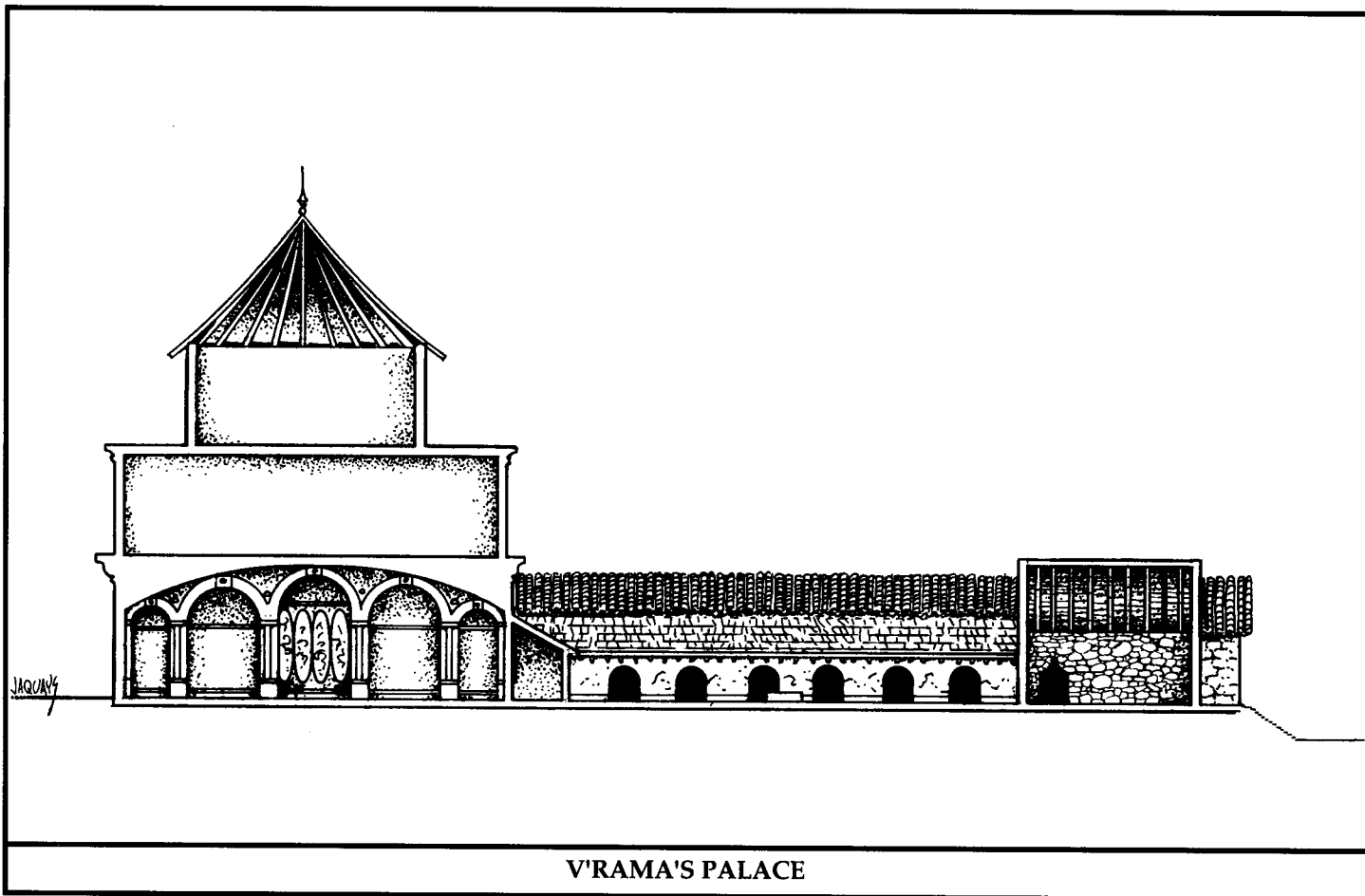
H. Kitchen. This crowded room contains three enormous, wood-fired stoves and cupboards. Crystal and ceramic dishes lay smashed on the floor. In the top cupboard are dozens of bronze pots and pans (value 5 cp.); some kitchen utensils (value 1 cp.), and a dusty book (value 75 gp.), a magical guide to food preparation written in Low Nureti. It has tricks to make anything taste good, and was used often by V'rama's head cook, Beatrice. A large door leads out of the kitchen into the storage bin area.

I. Produce Cooler. The door is open to this empty cell.

J. Grain Locker. A few bags of blackened rice are alone in this room.

K. Meat Cooler. Nothing remains but the odor.

L. Den. Empty, one sees exits to the north and south.



V'RAMA'S PALACE

M. Disrobing Room. South of the Den, through a set of ragged velvet curtains is the Disrobing Room. An oval pool filled with rank ooze dominates the room; cushions, chairs, and a long marble table complete the decor. The table is waist high and holds: a leather bull whip which is magically preserved and +5, but does only 1/2 normal damage (value 10 gp.); 50' rope (value 5 sp.); and a set of iron shackles (no key; value 3 gp.). PCs who do an *Easy* (+10) [+2] check of this room carefully notice a pile of objects lying in the northwest corner, covered with the remnants of an ancient tapestry. The items found are:

1. **Five Blocks of "Gold":** (actually lead and worthless)
2. **Two Life-Sized Golden Cats:** (solid gold; 700 gp. each)
3. **Bone-Handled Dagger** (Has compartment for poison, value 10 gp.)
4. **Emerald Studded Crown*** (V'rama's Crown)
5. **Woman's Leather Boots*** (Size small: V'rama's Boots)
6. **Two-foot Dirk*** (Snake Dirk)

* Refer to part XII-1 for item descriptions and values.

N. The Throne Room. Two sets of copper doors are locked and shut. Opening the doors with brute force is *Extremely Hard* (-30) [-4]. The PCs may also enter through a crumbled break in the wall to the east of the doors. As they enter the War Room, PCs must roll a RR vs. 10th level Illusion (keep the nature of the magic secret). This room holds a throne constructed completely of emerald, but PCs who fail this initial roll see the throne as dull

grey stone. Nine meeting tables and benches fill the room, each a polished sheet of quartz. A strategy map bearing military markers covers a large area of the floor. The eastern end of the room is dominated by a black onyx platform upon which rest two majestic thrones of granite (emerald, if PCs have means and ability to tell). The throne on the right has been hit by Stone Fire (like the wall nearby) and is fused with the onyx and worthless. The other throne is unharmed. PCs who have magical aids may determine the true worth of the throne at about 30,000 gp. Of course getting it out of Tarek Nev could be a problem, since it weighs nearly a ton and is very fragile. Any PC who makes this sudden realization must roll an *Easy* (+10) [+2] RR vs. 10th level Mentalist attack or be stricken with a fit of "Emerald Fever," claiming the throne for his own and attacking anyone who opposes him. This condition persists for a full day, at which time the PC may attempt to regain his faculties again.

O. The High Temple of Syncarnos. This elaborate cathedral is the traditional high church of the god Syncarnos. Plush couches line a central isle. An idol of a man-bull (Syncarnos) straddles the altar.

P. Vestibules. Syncarnos sheltered places where wrongdoings could be confessed and absolved.

Q. Musicians' platform. A *Routine* (+30) [+4] inspection discovers a few sheets of morbid music.

R. Stairs to Second Story. A plaque at the base of these stair reads (in Low Nureti) "Forbidden! Royal Household only beyond this point." The stairs have a brass guardrail and lead up to a breezeway on the second floor.

SECOND STORY (LEVEL TWO)

Up the stairs and through the breezeway stands a circular hall where a silver snake has been inlaid into the tiled floor. To the left, barred windows allow a little light. The two outer towers are sealed shut by bricks.

A. Outer Towers 1 and 2. PCs who knock down the bricks (14 hits) find a bureau full of black "uniforms" (no value) in each tower.

B. Chambers of the Chosen. A wood here is locked and must be picked or destroyed with 20 *Medium* (+0) [+/-0] hits; this room is hung profusely with faded tapestries and banner. This room was a waiting place for guests of Queen V'rama.

C. Lavatory. A simple oak door stands agape at the entrance.

D. Royal Library. The steel door to this room is unlocked. In this dark room, a dozen large, oak bookcases stand empty. A wooden chair sits in one corner, supporting an empty leather sack. PCs who look the chair over *Medium* (+0) [+/-0] carefully find a single initial "T" carved in the seat. This is the only clue to the fact that Tirrowae (see part VII) resided here until he moved the Royal Library to the Old Spire, afraid that a siege on the city might damage his precious books.

E. Fire Door. Across from the Royal Library is a narrow steel door leading to the second story roof.

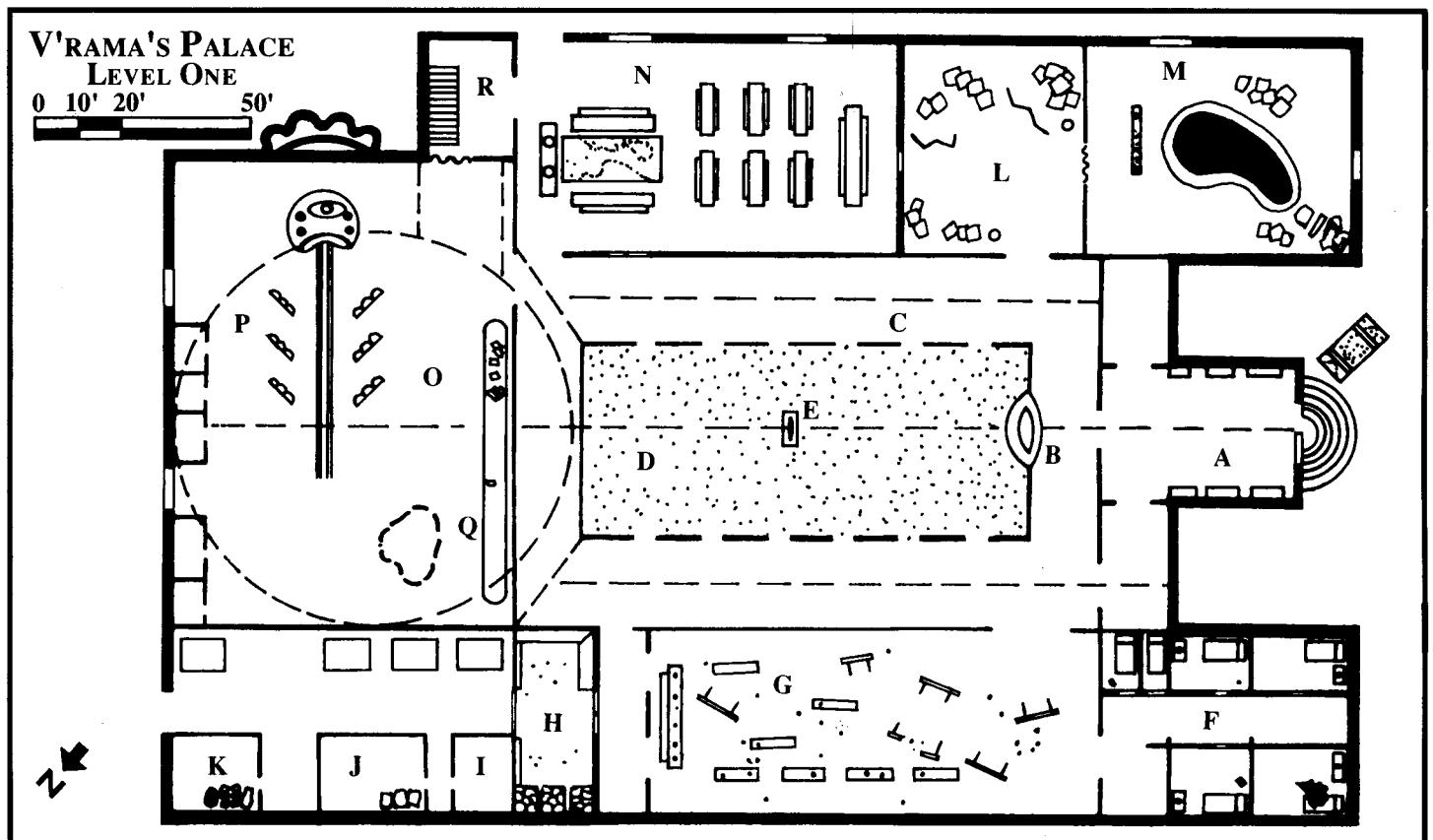
F. Vault of Heroes. This room can be entered in two ways. The first is by leaping or skirting a hole in the wall and floor *Very Hard* (-20) [-2]. Failing the attempt causes the PC to drop 35' into the High Temple of Syncarnos and take appropriate falling damage. The other method is to use the door. It is a heavy steel door, locked and *Sheer Folly* (-50) [-6] to pick, although it can be easily opened from inside. The door is of a magical alloy and

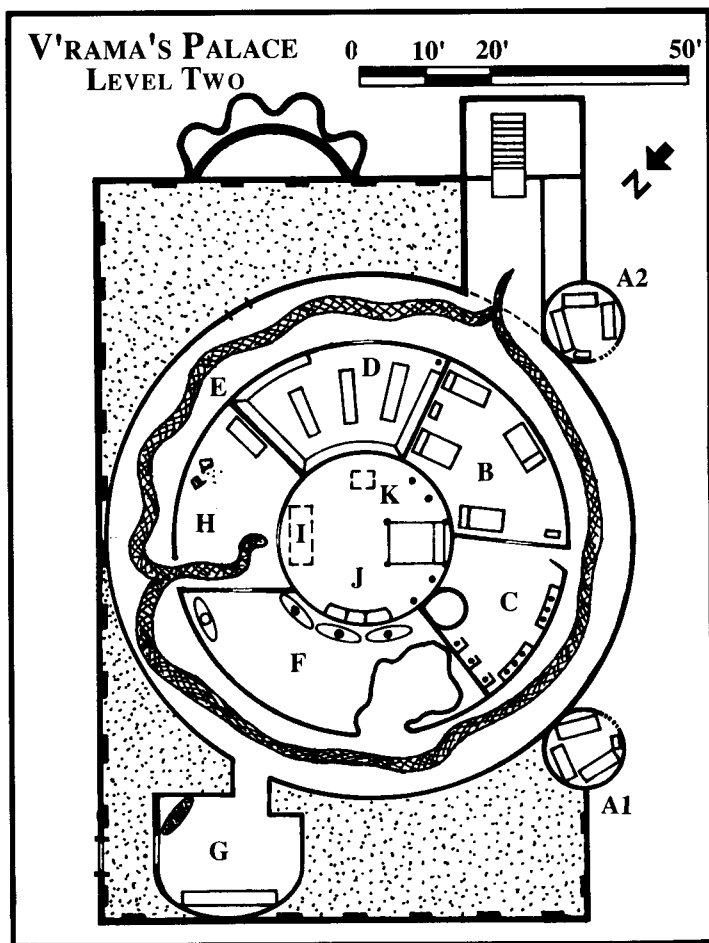
Absurd (-70) [-8] to smash down. Inside the vault, tattered heraldic banners hang from brass rods in the walls. The busts of three stern-looking women are set against the northeast wall, likenesses of V'rama's kin: Absolius-Kun, Cashmera, and Kadæna (V'rama's mother). Also hung along the walls in this room are several shields, displaying various coats of arms. A careful, *Hard* (-10) [-1] examination of the shields reveals one target shield (Death's Mirror: See part XII-1). Another special item stands in the corner of the vault beneath a water-stained sheet. It is a remarkably beautiful suit of plate armor. (See part XII-1: The Livery of the Sea King.)

G. Arming Chamber. An open archway leads into this odd building. The chamber contains only an empty weapons rack and a female bust made of heavy wire, designed to support the weight of armor. A door on the east wall leads outside, where an iron ladder climbs to ground level.

H. Antechamber. Following the path of the inlaid serpent leads one through a doorway and into the antechamber. This room holds a single cot and a smashed bureau. On the floor is a huge iron skullcap. V'rama's personal body guards occupied this room. They were large, powerful eunuchs trained in the martial arts and able to kill with any weapon. (See "House of Eunuchs" below.)

I. Hidden Door. PCs who investigate the appropriate (west) wall in the antechamber with *Hard* (-20) [-1] Perception successfully find the faint outline of a female hand, engraved delicately into the smooth marble wall. There is a hidden door here, invisible until opened. To open the door, a feminine hand must be placed in the depression, and the word "Solus" spoken in Black Nureti. Without a female hand and/or the password, the door has 109 hits and is sealed with the spell Magic Lock (5).





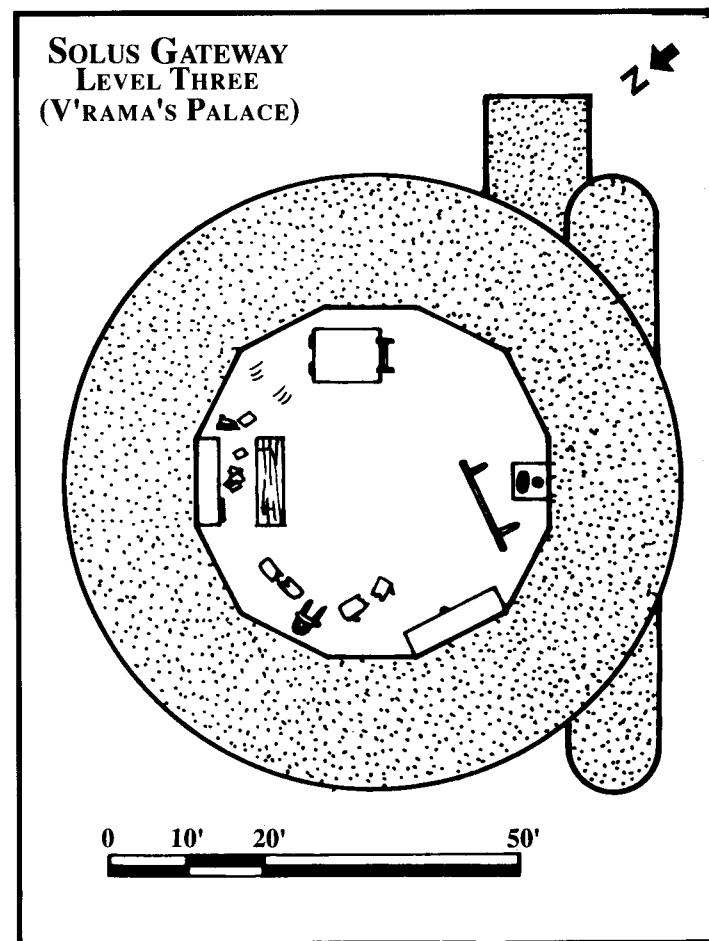
THIRD STORY: THE SOLUS GATEWAY

Only V'rama, Eogun, and Solus knew of this eerie summoning den. It has no windows and from the outside appears to be a superfluous addition to the palace. Although V'rama claimed Syncarnos as her god, Solus was her patriarch; this secret room was the final stop for dozens of Tarek Nev citizens who strangely "disappeared." They were brought here, their souls fed to V'rama's hungry god, Solus.

On the floor of this room, the sign of Solus is painted on the floor. In the center of the symbol is an ancient, gold leaf tome, opened to a page which says (in Black Nureti) "Destiny's Denial." PCs able to read the *Very Hard* (-20) [-2] small print are able to comprehend the basic subject matter to be immortality, but the language is bewildering. All other pages have been torn from the old book. Smashed wooden benches and tables lay where they were flung with great force. A locked copper cabinet leans against the northwest wall. A 5' tall cube of translucent amber is also apparent.

Atop the "living altar" of amber is a flask containing a sweet-smelling green and gold nectar. The flask is half-full and capped with an ordinary cork. The substance in the flask is *Absurd* (-70) [-8] to identify, even with high level Herbalist spells. At best PCs are only able to get a hint of what the flask contains. (See part XII-1: Demi-Gorgon Elixir.)

A 6' vertical copper closet against the northwest wall is secured with a large padlock. The lock is rusted, *Hard* (-10) [-1] to pick, but not magical. Within the cabinet are twenty ceramic and crystal vials, as well as a dozen small leather pouches which hold inert herb mixtures. Examining the contents of the vials requires Herbalist



J. V'rama's Repose. A floor trap is set just inside this room. PCs stepping into the repose without actively checking *Hard* (-10) [-1] for traps must make an RR at -30 or fall 35 feet into the High Temple of Syncarnos. A silver poster bed is the most imposing object in this elegant bedroom. The posts of the bed are an alloy of steel and silver and worth 50 gp. each. Four short, vertical pillars of steel stand by the north wall. Atop three of the pillars are fist-sized green gems which pulsate and throb. The final post is empty. Attached to the wall above each gem is a small silver plaque which reads (in Black Nureti):

Prince Jeremas: Desire's Pawn

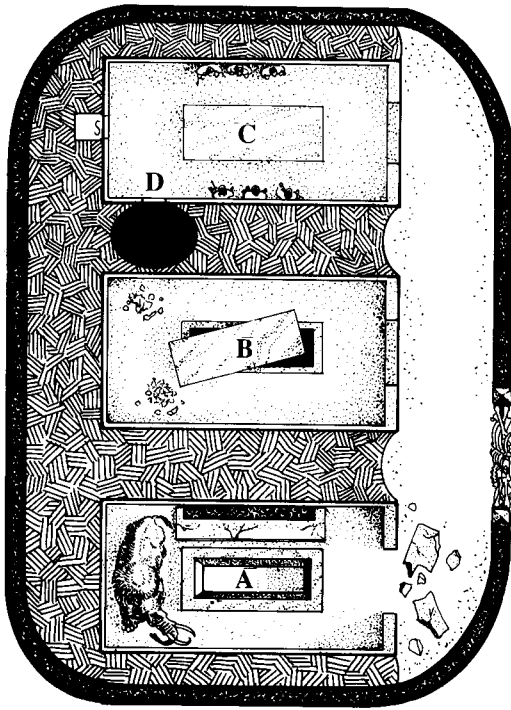
Embrosar: Soon Forgotten

Mortilas: The Greatest and the Least

Trapped within each gem is the soul of one of V'rama's heroes. When they had outgrown their importance, V'rama would send them a silver card. Once the special guest arrived, she would slay him. As the gems are handled, a figure becomes visible at the stone's core. Each is unique and if promised freedom, each figure will tell the tale of his confinement in hollow, echoing tones. The trapped entities are able to see and hear everything happening in the room.

K. Trap Door in Ceiling. PCs who examine the bedroom *Very Hard* (-20) [-2] for secret doors and traps may spy a trap door in the 25' ceiling. The trap door is not locked and opens only when a strategic stone in the floor beneath V'rama's bed, which itself is *Hard* (-10) [-1] to find, is pressed. The door swings open, and a metal ladder slides to the floor. The ladder is safe and leads into the Solus Gateway.

CRYPT OF THE QUEENS



0 50' 100'

type spells cast at *Extreme Difficulty* (-30) [-4]. If the scores (roll for each vial) are achieved, PCs find that five of the 15 potions within the containers are potent. Two vials contain a damage poison called Tunang (Total of 8 doses; adds 1-50 hits when applied to weapon; RR applies). The other three vials can be identified only with an exceptional spell roll or through study of the "Plant Lore Tome" (part XII-1).

2. Belkor's Roam. An area of rocky terrain and blackened trees is cordoned off from the rest of the Royal Estate by a low fence of white limestone posts. An iron gate is barred, but not locked, and opens easily. PCs who investigate the Roam are able to determine that this "park" was artificially planted and landscaped. *Routine* (+30) [+4] exploring a low hill in the northwest region leads to the entrance of a small, man-made cave. This was the domain of V'rama's favorite pet, a vampiric battle cat named Belkor.

3. The Crypt of the Queens. A wall of granite capped with grey flagstones protects the three burial mounds of V'rama Vair's female ancestors. Two crypts are deceptive fabrications designed to fool the people of Tarek Nev into accepting V'rama's succession to the throne of the Nureti. The other tomb is devoted to Kadæna, V'rama's mother.

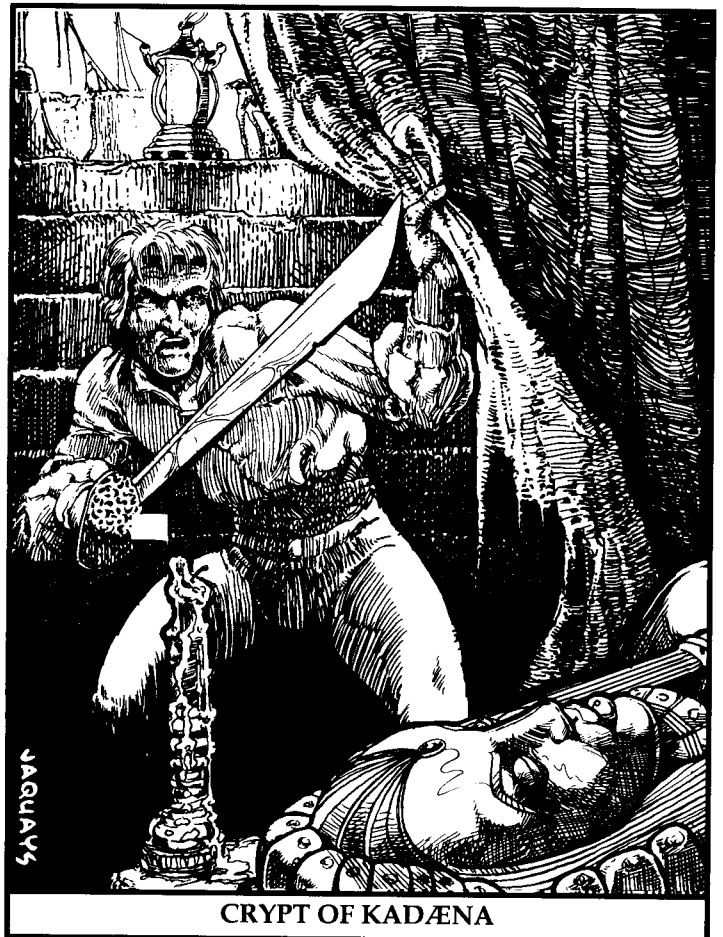
A. Tomb of Absolius Kun. The first stone door is broken and shattered. Inside, PCs find an empty sarcophagus.

B. Crypt of Cashmera. The slab guarding this tomb is intact but unlocked, although it is *Hard* (-10) [-1] to move. Another empty sarcophagus lies within, next to a pile of smashed vials.

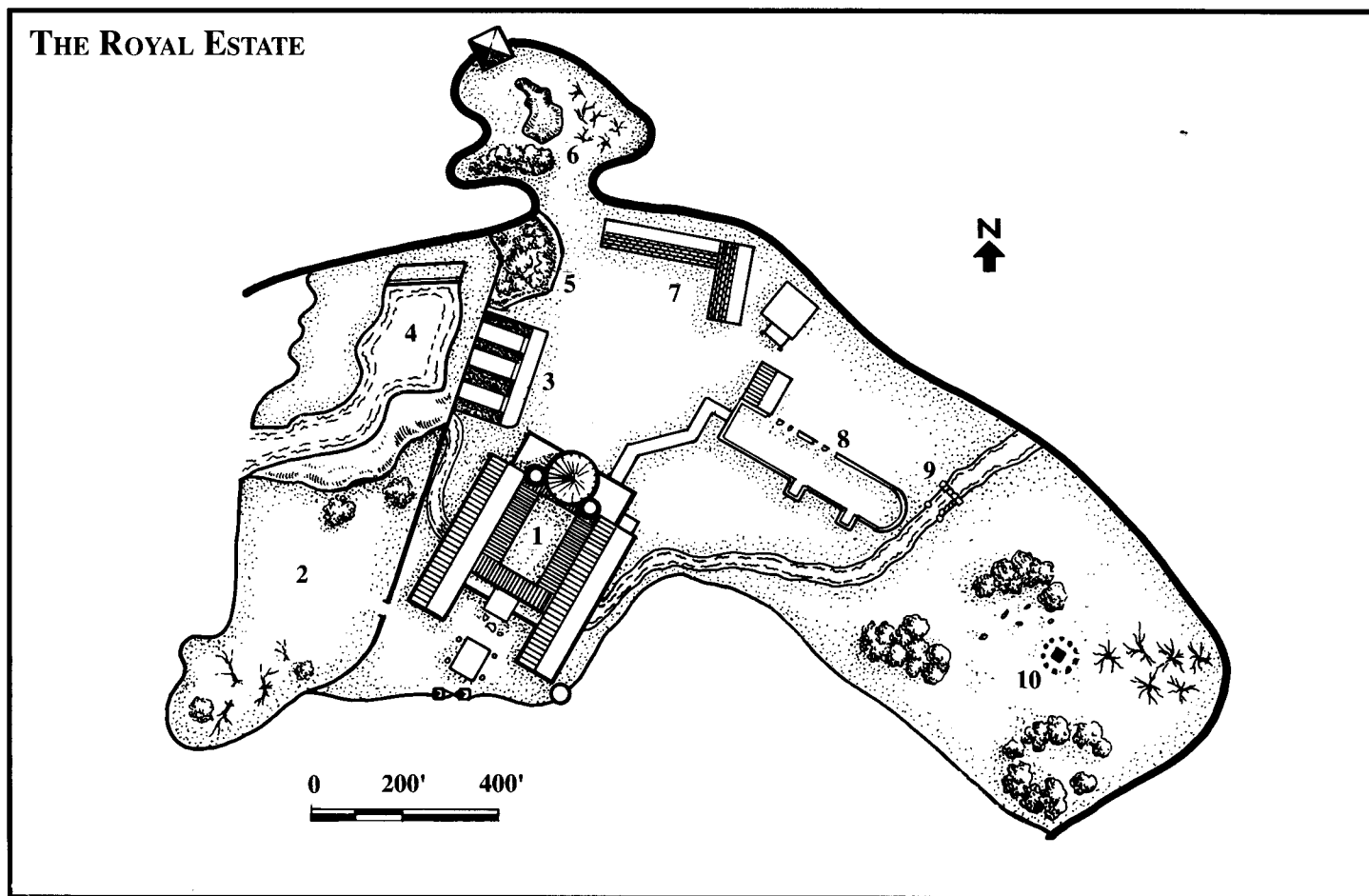
C. Crypt of Kadæna (V'rama's mother). A curse is written in Low Nureti across the top of this crypt's entryway. It reads: "Who disturbeth the sleeping queen
Thy luck lose, thy skills fail
And join thy tormentor in the Black Hel!"

PCs who enter the crypt are asked to roll an RR, but not told why. The RR is meaningless, but if failed, may create an interesting paranoia among the PCs. GMs may pursue the matter further by noting each time the PC rolls poorly or meets any bad fortune. The megalith sealing the crypt may be opened *Hard* (-10) [-1] by brute strength. The sarcophagus within is intact, bearing Kadæna's name in Black Nureti. A *Very Hard* (-20) effort removes the heavy lid, but the coffin is bare. PCs who probe the rear wall of the crypt with *Very Hard* (-20) [-2] Perception find a secret compartment which is locked and *Extremely Hard* (-30) [-4] to pick open. The compartment is of Dark Laen and empty, but spell casters can sense the lingering presence of an artifact of great evil (The Helm of Kadæna).

D. The Crossing. Near the rear wall of the crypt a wooden door stands closed, its surface scored with the symbols of the the Nureti gods. The door is held fast with six locks, each of increasing difficulty to pick, beginning with *Routine* (+30) [+/-0]. Runes above the door (in Black Nureti) read: "The Way is Open." PCs who manage to open the door see only blackness. The room absorbs all light. This chamber is a powerful gateway to the Black Hel (parts VI and X-10 for descriptions).



CRYPT OF KADÆNA



4. The Tygress Harbour. An opening in the wall to the east of the Crypt of the Queens directs the PCs onto a wide, granite dock surrounding an area of diseased water leading to the Shipyard.

5. The Nur-Hy Memoriam. Amidst the rubble, this isolated corner teams with plant growth. A row of heavy bushes surrounds several tall, healthy oak trees. PCs may push through the bushes with *Medium (+0) [+/-0]* Difficulty, but any damage to the bushes causes the sentient trees to remain silent.

A. Fire bush. If moved in any way, this bush explodes in a ball of fire and does two B criticals of magical fire damage to everything with 10' that doesn't make an RR vs. Fire Ball. The bush burns for an hour. Pieces of the bush may be used to brew a potion of fire resistance. (PCs must learn this through Herbalist spells or skills.)

B. Sentient Trees. These oak trees are quite young, just 100 years old. They communicate (in Iruaric or Tree language). If the trees sense that the PCs are enemies of V'rama, they speak very slowly, so chances of understanding them are improved by +20. They can answer simple questions about the nature of life, as seen from their rooted perspective. In addition, they inform the PCs that there is "an unusual cacophony of sounds" coming from the Solus Fane area. PCs deemed evil in nature are not contacted mentally when they enter the glen.

C. Juniper Bushes.

6. Queen's Hunting Grounds. A forest of deadwood, some thorny bushes, and a dry pond are the high points of this former sporting ground.

7. House of Eunuchs. A dormitory style longhouse is burned to the ground, formerly the living area of the White Eunuchs. A small building stands next to the demolished house, its walls disintegrated.

8. Chariot Shed and Old Practice Ring. The traces of a large circular track are visible beside a damaged shed. The shed contains three wrecked chariot carriages.

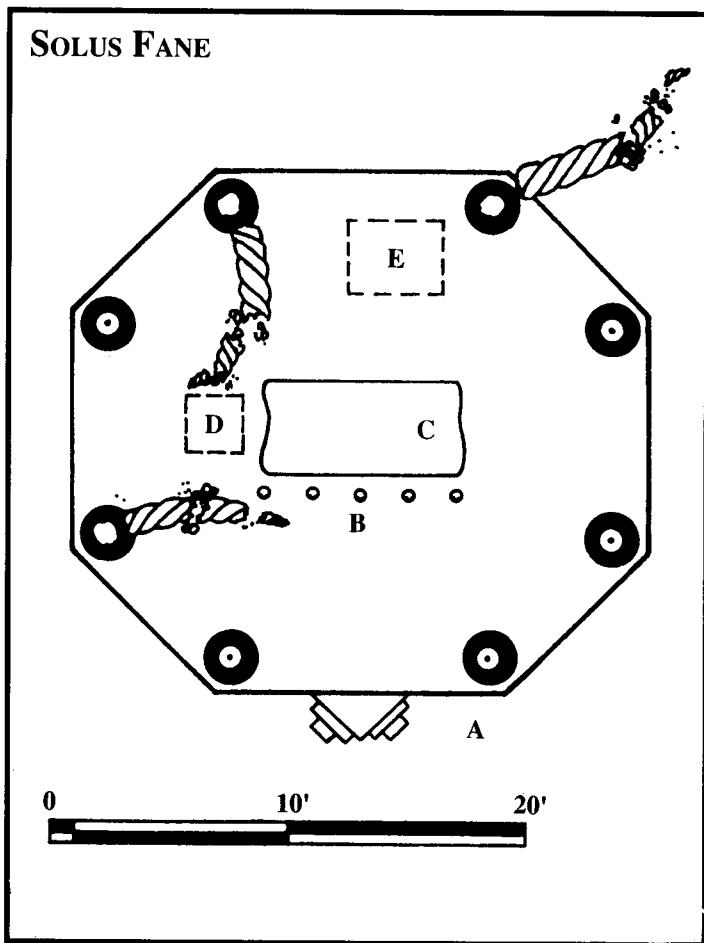
9. Tidal River and Stone Bridge. This river is placid now. It formerly served as a sewage system for the palace and is disease ridden. PCs who enter the repugnant tributary must roll appropriate RR's vs. Severe Disease. The stone bridge is in disrepair, but safe if forded slowly.

10. The Solus Fane. Black-limbed trees surround this secluded, gazebo. Its twisted columns tower over a sea of dead weeds and yellow grass.

A. Stone Warriors. In front of the Fane stand five stone statues — actually missing members of Aroth T'Kal's crew (part VII). All are armed and posed in a manner that suggests they were making a forced retreat when they encountered a grotesque enemy. Over the months which they have been frozen here, the warriors have been subject to the elements, and have cracked.

GM NOTE: *These men discovered the Underworld and were pursued and entranced by V'rama.*

B. The Rostrum. Upon a basalt plate are set several unique vertical columns, twisted and smooth, with tapering peaks. The columns are animated beings called Pelchvars. They are red, with orange and blue stripes, and appear inert. Any creature not wearing an amulet of the Nureti god "Solus" is attacked when he steps on the Fane. (See Part XII-4.)



C. The Songstone of Solus. The slightest noise on the main platform (Nureti amulet or not) causes the grotesque heads on this sacrificial altar to jerk upright and sing the songstone dirge (see Part VII).

D. Disposal. PCs stepping here without a *Medium* (+0) [+/-0] check for traps fall into the Corpse Room (see below) and take falling damage before contending with the room's mechanics.

E. Secret door to Underworld. A lever which is *Hard* (-10) [-1] to find on the rear side of the Songstone causes a panel to collapse, opening a stairway into the Underworld.

THE UNDERWORLD

Entering the gloomy passage beneath the Songstone, the steps descend some 15' before reaching an underground floor. The caves and tunnels here are crudely carved in the solid rock. An abrupt turn leads into an 8' wide tunnel; a dark circular room is visible ahead.

GM NOTE: *The Underworld was originally designed by Eogun and V'rama as a dungeon for powerful prisoners. The prison held only one captive at the time of the Last Battle, and she (Kielli Selfio) is still captive. The majority of the cells and confinement enclosures have been torn down to make room for V'rama's chariot track.*

1. The Hub. Tunnels branch in various directions. Upon reaching this point, GMs should ask the PCs to roll their Perception scores at -10. Anyone who is alert can detect the faint sound of a weird, hollow cheering coming from the southwest corridor.

2. South Bend. Proceeding down the southern passage, PCs who forget to make an *Easy* (+10) [+2] check for traps and walk on the right hand side of the passage are struck by 1-8 non-magical spears

which shoot from holes in the wall, (+50 attack). Qu DB bonus does not apply. The spears automatically hit and do 1-6 damage each. They are triggered by loose slabs in the floor.

3. Old Guard Post. A hidden booth in the wall is empty except for two bare, knee-high outcroppings used as benches.

4. Corpse Room. In the 20' square room is a 1' square cube balanced on a thin rod of black iron. The cube is white and yellow. PCs wishing to identify its composition without entering the room must roll their Perception *Extremely Hard* (-30) [-4]. The cube is a densely compacted block of bones. A chute on the southeast wall leads down from the Solus Fane and was used to dispose of V'rama's spent sacrifices (from the Solus Fane above). When PCs enter the room, their weight on the floor causes a heavy bronze door to slide down and slam shut, preventing their retreat. Simultaneously, the six walls glide inward. The force of the walls is not magical, but they can crush even magical or demonic armor. (RR for armor applies each round.) The walls reach full closure in six rounds.

Escape Options: The bronze door can be lifted open in *Sheer Folly* (-50) [-6], or it has 76 hits and may be destroyed. Another route is to climb up the disposal chute by rolling a Climbing score of *Sheer Folly* (-50) [-6]. Removing one's weight from the floor by flying or levitating is a possibility. Failure to escape results in five E Crushing criticals. Plate armor may reduce the severity of damage done.

5. Final Run. Upon entering this passage, PCs with good *Easy* (+10) [+2] Perception make out the sound of a crowd cheering to the southwest. The tunnel branches off to a false tunnel to the east, while the main leg continues until it stops at a 10' high set of double iron doors. PCs who actively listen with *Routine* (+30) [+4] Difficulty at the door are able to hear not only the sound of cheering, but a low rumbling noise that gets repeatedly louder and softer (V'rama's chariot). The doors are not locked or barred, but very heavy, and *Hard* (-10) [-1] to push open.

6. The Eternal Prison.

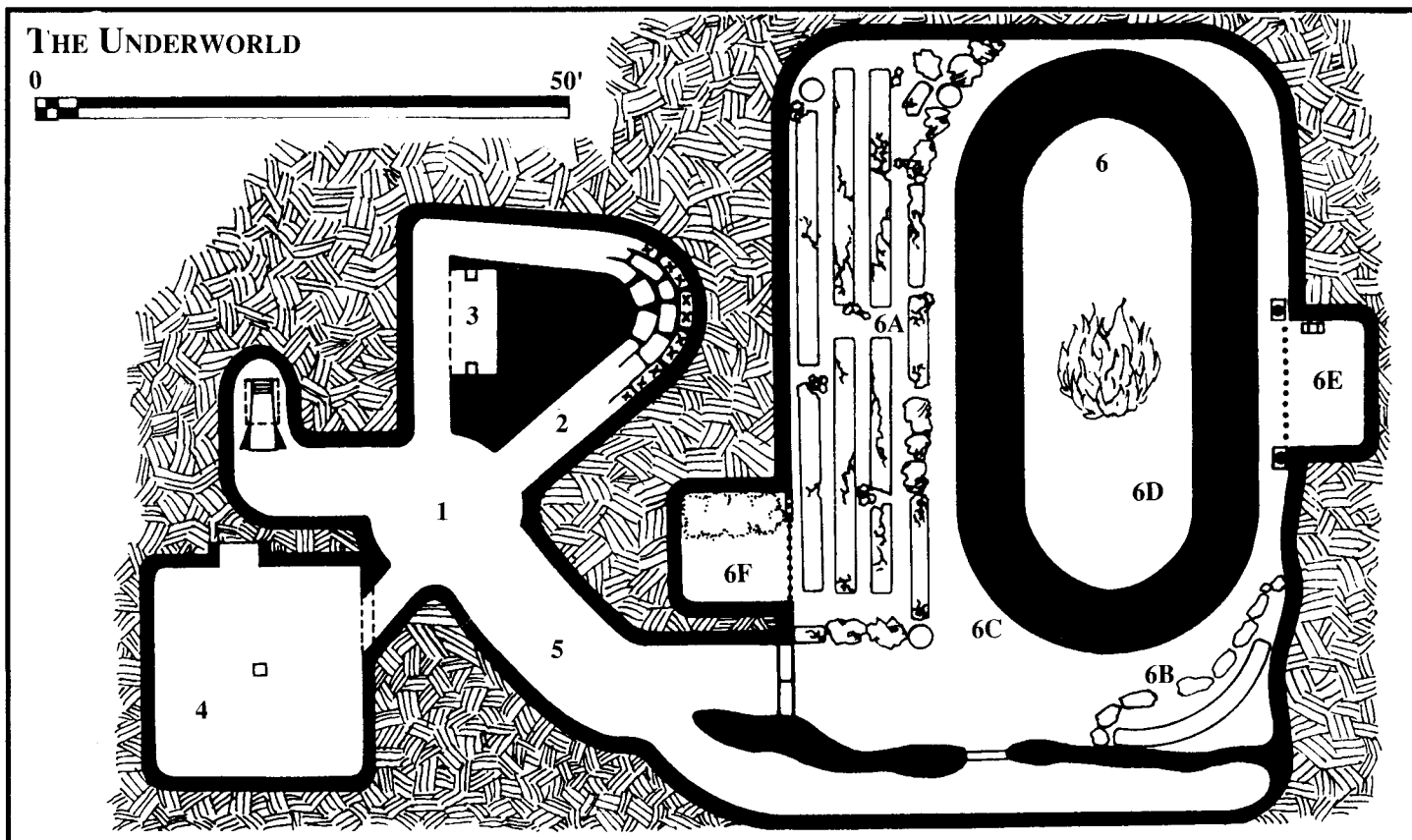
A. Undead Grandstand. The sounds of cheering are deafening as the iron door swings open. Beyond the door, a huge cavern is lit by a red glow, which issues from a flaming red sphere floating 25' above the floor near an earthen ceiling. Against the northeast wall, a grandstand has been erected from slabs of cement, pillars, steel bars, and rock. A large, attentive audience of undead skeletons is roaring with enthusiasm.

B. Amarrishi Gallery. Across from the grandstand, in a small triangular seating arena, the skeletons of nine Amarrishi warriors sit. Brought here and re-animated by V'rama, these undead souls wait in anguish to go before the chariot.

C. Grooved Track: V'rama Rides! Roaring over a deeply worn and fire-blackened stone track is a flaming demon chariot; standing inside it, with a silver whip in one hand and a black spear in the other is V'rama Vair.

D. The Red Sphere. Floating above the chaos, this glowing orb is the power source for the skeletons. It has 90 hits, is immune to fire and non-magical weapons, and takes double damage from water-based attacks. If destroyed, the orb darkens the room, and all skeletons de-animate.

E. Cell 1. A 12' square cell is barred and guarded by two statues of female warriors. A careful *Medium* (+0) [+/-0] investigation of the pair uncovers a golden key hidden in the head of the southeast figure (the head unscrews). Having acquired the key, an *Easy* (+10) [+2] Perception roll determines that it must be placed in the other statue's hand. When this is accomplished, the bars lift, the cell may then be entered without danger.



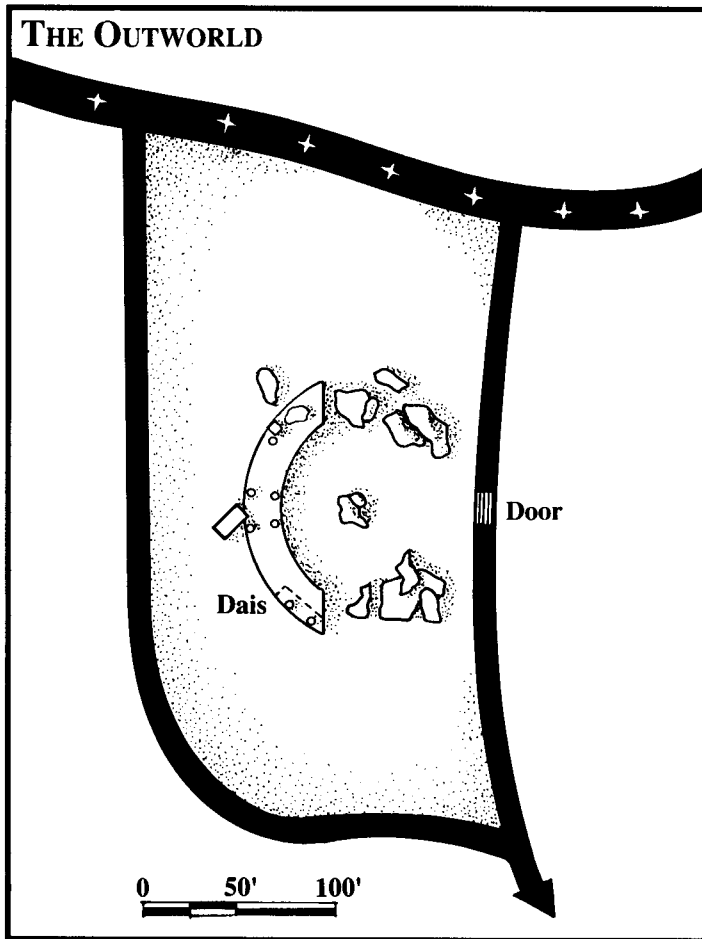
Attacking the bars with a normal weapon, PCs have a 50 percent chance of breaking the weapon. Demonic or magical weapons can actually pass through the bars and appear to sever them, but do no real damage. Normal steel is punctured immediately.

Treasures of Cell 1. The five sides of this cell are made of a double layer of quartz, separated slightly by a layer of trapped blue water. This cell will hold any fire-based creature indefinitely. Several treasures are found here, including the mighty Horn of Siege (part VIII-2). On the glossy floor of the cell is a grey quiver of four Light Arrows. Other objects include a woman's silver helm bearing the rune of Solus (Solus Helm); a tiny, amethyst elephant (Crystal Mammoth); and a 2' long solid gold chest (unlocked) which is filled with rings, jewelry, and Nureti gold coins. The contents of the chest value at 11,500 gp. (See part XII-1 for values/descriptions.)

F. Cell 2. Tucked behind the grandstand is the only other cell still extant in the Eternal Prison. The bars on this cell's door are rusted, and several have broken, but around the inside of the door jamb, some runes remain. A cushion of cloudy white mist hovers 2' above the floor in the cell. Lying upon the "cloud" is a woman with long blonde hair. She moves with unnatural grace. PCs with sorcerous abilities are able to recognize her as a powerful fulfiller demon. (See Kielli Selfio: Part VII.) When the PCs approach the cell, she pleads softly for them to release her. Since she is forbidden to explain how she may be rescued, PCs must discover this information themselves. Those who noticed with *Easy* (+10) [+2] Perception the runes around the door may be able to determine (through spells or guesswork) that the runes must simply be wiped away with a damp cloth to liberate the demon, who will act only once to help her liberators.



THE OUTWORLD



10 • THE OUTWORLD

A cheerless wall of grey stone demarcates the otherworldly confines of the Outworld. A plain rectangular door is the only entrance. Nothing is visible from outside the Outworld, but for those brave enough to enter, the scene is decidedly surreal. Charcoal-grey clouds sweep past overhead at a furious pace. The landscape is bleak and lifeless, extending on indefinitely, with no horizon in sight.

Ruined Dais. The relics of a semi-circular dais face the open door. Standing silently in various neutral stances are six shadowy, ominous figures clad in black plate armor and cloaks. In the dim light they have no faces and do not move or respond to the PCs. A single ghostly warrior is seated on the remains of a battered throne of crumbling granite. When the PCs approach, he slowly extends a gauntleted arm and points to the dais. PCs see the names of several friends whom they know are dead (GM supplies these names) carved into a flat stone. At the bottom of the list, a new name has been added: the name of the PC observing. All PCs see a different name, of course, and their reaction determines the effect. Those who scoff at the tombstone or attack the black figures discover that there is no danger; the figures vanish. But any who panic are in trouble. With the first sign of fear, the spirits engage the frightened being in a battle for possession of his soul. Treat the attack as the spell *Demonic Possession III* (level 10) with regard to RR's. Unshaken PCs cannot see the attacking spirit (unless they can see through *Invisibility*) and do nothing to aid their cowardly companions. PCs possessed in this area become spirits of possession themselves, lost souls without bodies who may attack only cowards!

A TASTE OF HEL

This area is a small piece of the Black Hel (see parts VI and X-9-3). The spirits condemned to wait here are the souls of the Black Lords, damned creatures that cannot truly die. They hope to be reborn by possessing a new body. PCs who explore the Outworld may discover that although the landscape seems endless, it ends where the real walls are set, and the sky is only 1' thick.

11 • TRADER'S BAZAAR AND THE MAZE

Once a thriving trade center, the shops and inns of Tarek Nev's wealthy merchant center have gone the way of the Nureti. A complex harbor/maze guards the rear entrance to Tarek Nev, where watchtowers stand. The towers are simple box structures with high ramparts. The gate leading from the Trader's Bazaar into the Maze is open (unless the Red Gate teleports there; part VII: Teroglustrod), and the still waters of the Beshka moat fill the twisting waterways.

1. Selsols. In the mess of twisted metal bars and concrete left behind by this family-owned pawn shop, the following items may be found with *Medium* (+0) [+/-0] Difficulty; (roll 1-6):

- 1. Helm:** A warrior's helm has been painted black and made into a bowl. (Value 50 sp.)
- 2. Glass Case:** Holds 10 gp. worth of gold rings, gaudy silver necklaces (value 10 sp.), and a classic V'rama earring, with a picture of the legendary monarch (value 20 sp.).
- 3. Blowgun Kit:** This poison blowgun kit is in a tin box, complete with instructions in Low Nureti and a vial of poison which gives man-sized creatures acute indigestion (RR at +30 or suffer -5 to all rolls for 10 minutes), and kills anything up to the size of a rabbit (value 20 sp.).
- 4. Small Iron Safe (locked):** Contains 2000 sp. and a long list of "late" borrowers: *Hard* (-10) [-1] to pick.
- 5. Gold-Plated Cucumber:** Bears a price tag reading (in Low Nureti), "Solid Gold! Only 500 gp!" Its value is 5 gp.
- 6. Tin File Cabinet:** With five *Easy* (+10) [+2] padlocks and 35 hits. It contains only shrunken yellow receipt-scrolls, each with a different citizen's name.

2. Kzbar's. A sign in the shape of a sword bears this blacksmith's name. PCs who sift *Very Hard* (-10) [-2] through this unpromising pile of bricks find the following (1-6):

- 1. Four Broadswords:** (iron; usable; value 15 gp. each).
- 2. Shoe Bin:** A 3' iron bin contains 100 iron horseshoes (12 sp.).
- 3. Battle Axe:** Extra large and double-headed; value 230 gp. It requires a 99 St to wield and does +10 damage with every hit.
- 4. Arrows:** 10 finely made silver-tipped arrows (+5 and effective against were-creatures; value 5 sp. each).
- 5. Hammer Head:** (No handle; value 1000 gp.) Smithing or Weapon Making with the hammer takes 20 percent less time than normal.
- 6. Blade:** This masterfully crafted longsword blade (no hilt) is made from meteoric eog and can potentially be enchanted up to +50 (at enormous expense). A crude but extremely rare and valuable piece, the weapon still has a razor edge and is free of any aberrations. It could sell for up to 12,000 gp. as is, but is *Very Hard* (-20) [-2] to identify.

3. Finch's Silks. The only booty to be found in this empty shell is the a torn silk gown.

4. Gem Shop. An occasional glint of sunlight sparkles from fragments of shattered precious and precious gems displayed amidst the dirt and ashes. A *Very Hard* (-20) [-2] Search may prove to be lucrative! (Roll 1-6.)

- 1. Sapphires:** A pile of six blue sapphires (value 100 gp. each).
- 2. Ring:** Large diamond in a gold ring (value 1000 gp.)
- 3. Pearls:** A 50 lb. sack of imitation pearls is buried under a beam. PCs without means to evaluate them may believe they are real and worth 75,000 gp. (True value is 15 sp.)
- 4. Giant Jade Cockroach:** (Six inches long; worth 50 gp. but check for phobias!)
- 5. Ruby:** Cut like an eyeball, it fits perfectly in most mortal eye sockets. (Eye of Finch: See part XII-1.)
- 6. Steel Strongbox:** Locked; *Extremely Hard* (-30) [-4] to pick with 24 hits. The box holds a torque studded with green jewels. The jewels are emeralds, the metal, dark laen. When worn by mannish creatures of an evil nature, it increases their Pr by 10 (value 300 gp.).

5. Last Refuge Inn. Nothing but ruins remain.

6. Favor House. A notable wreck, but nothing more.

12 • THE LOST EYRIE

In a wide courtyard opposite the Solus Ring is the final resting place of the Amarrishi race. All told, 120 of the creatures of light lie sprawled in piles, their once-glowing bodies still and dim. (See part IV-2: The Last Battle.)

TILAK'S LAST STAND

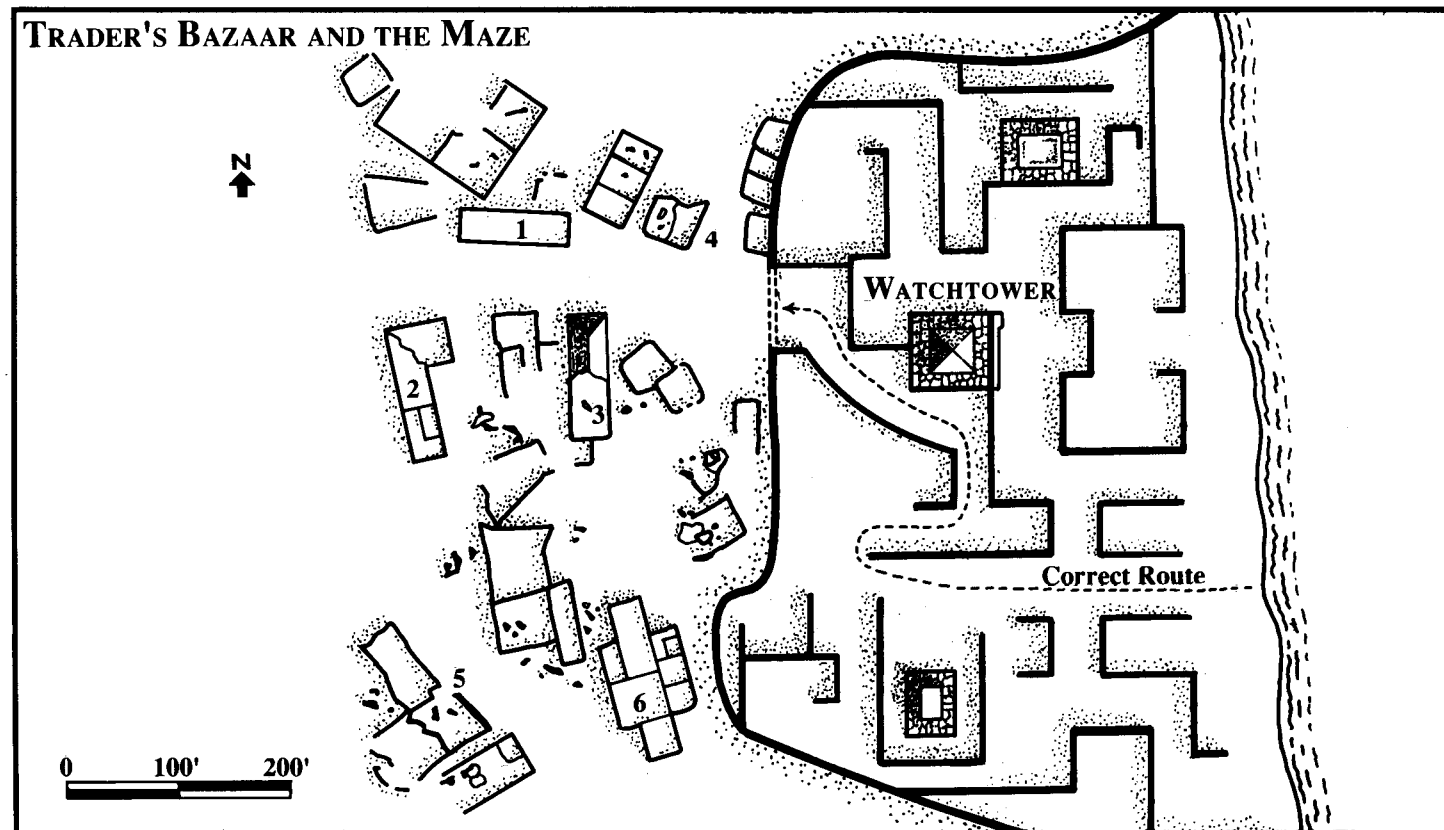
The corpse of a dead warrior reclines against a triangular fountain. He is missing a breastplate (owned by Aroth T'Kal: part VII) from his unusual green crystal armor. The warrior (Tilak) is wearing a helmet, greaves, leg harnesses, and articulated arms, all made of sparkling green arithrodon.

The corpse of a great golden Amarrishi, wearing a silver crown (value 1000 gp.) lies with wings outstretched and watches over Tilak's form. This is the shell of Argamanthol-Raz, once leader of the Amarrishi, now an undead demonic guardian of the armor of Tilak. If any of the PCs touch or move Tilak, Argamanthol-Raz attacks after one round.

13 • THE SERPENT'S SPRING AND SOLUS RING

A long row of chipped marble sculptures lines the stone perimeter of the Serpent Spring's basin. The statues represent the ideal woman-warrior, V'rama. A flood-gate at the southeast perimeter of the Spring is jammed shut, its controlling chains rusted beyond function. The gate has 200 hits; if Teroglustrod (The Red Gate) is alive, it is protected by his field of power as well.

A. The Severed Gods. Across 120 feet of water a stone bridge called The Lance leads to the Solus Ring. Its western access is guarded by two bronze sentinels. Both are discolored to a pale green and heavily corroded.



GM NOTE: PCs who wish to explore the depths of the *Serpent's Spring* (where nothing submerged is visible from above) may roll their usual *Swimming* skills. The water has a filtering system (see *Eogun's Gift Cavern*) and the water carries no disease. A successful *Search underwater* (Very Hard: -20) reveals the location of thirty sunken Nureti vessels, all of which are worthless.

B. The Lance. 25' across at its widest point, this stone walkway is an ingenious piece of architecture. As the bridge traverses the gap from the town square (Lost Eyrie) to the Solus Ring, it gets progressively narrower, reaching a width of only 12'. Near the narrow end of the bridge, smooth basalt ramps extend from the causeway into the water below.

THE SOLUS RING

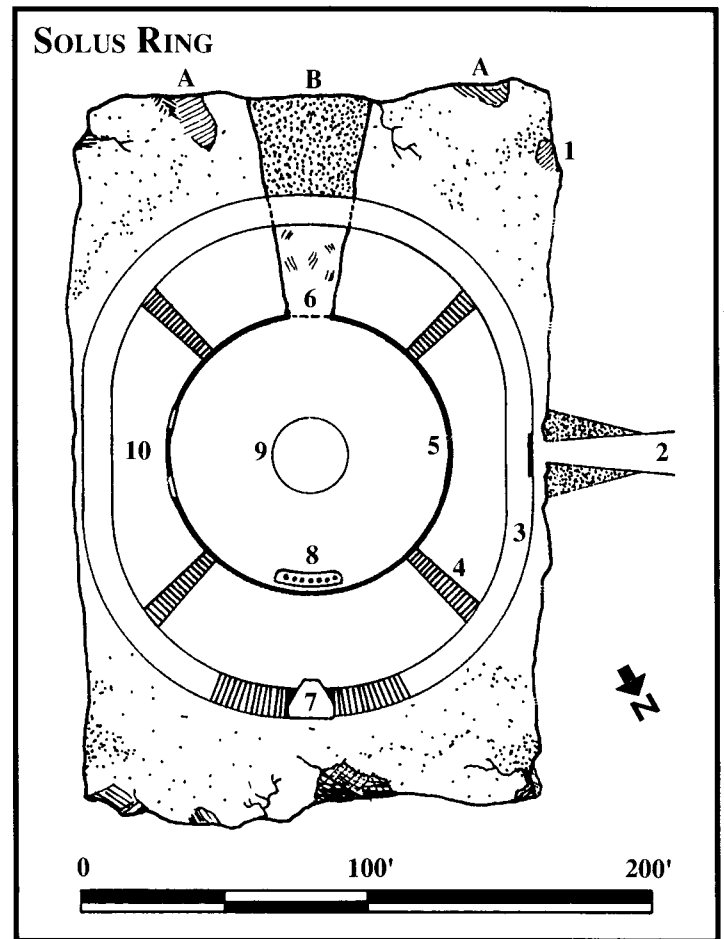
Set upon a granite ledge that was once an offshore island, the Solus Ring towers 4 stories high. Long cracks run vertically down its arched walls, where bubbling Stone Fire left its mark. Dozens of archways stare out in all directions.

1. Water ducts. Along the ledge area are several barred inlets at water level. Water flows slowly into some holes and out others. The inlets are 1' wide and lead to the swirling water of the *Eogun's Gift Cavern* (see below), travelling through about 100 feet of solid rock. They are part of Eogun's filter system for the *Serpent's Spring*.

2. Public Entrance. A high Archway overhung with boar-faced gargoyles serves as the primary public entrance to the Solus Ring. Passing under the arch, further forward travel is limited to two distinct 3'-wide tunnels which lead alternately to the Arena and the Sectsillia.



SERPENT'S SPRING



3. Balcony. A 10' wide public causeway encircles the inner perimeter of the building. Two sets of opposing stairs lead up to an open air balcony. Dust and powdered marble scatter as the PCs climb the steep stairs.

4. Stairways. Six large seating areas are accessed by sloping stairways that descend from the balcony to the retaining wall.

5. Retaining Wall. Intended to safely confine the action to the Arena of Despair, the wall stands 20' high.

6. Serpent's Bay. A gargantuan iron portcullis with 3" thick vertical bars is set within the retaining wall. Behind it, the smooth, sloping floor descends gradually to a pair of stone doors. Claw marks on the floor of the bay give clues to the creatures it held (see below). The heavy portcullis lowers into a 4" groove cut in the stone floor; the device which once opened the gate is destroyed.

GM NOTE: The Nureti goddess, Calabarias, helped V'rama to capture and control the wild serpents of the Sea of Fire. Several of those beasts inhabited the *Serpent's Spring*.

7. Royal Platform. During festivals, Queen V'rama usually watched the excitement from this elevated iron stage, large enough to accommodate her demon chariot. PCs who make an *Easy* (+10) [+2] examination of the platform find narrow channels melted into the metal (by the chariot's flaming wheels).

8. Sectsillia: Seats of Honor. This crescent stall holds seven marble thrones, seats for V'rama's dreaded Black Lords.

9. The Wheel of Fate. So named because of V'rama's belief that death was the only fate awaiting victims of the Solus Ring, the wheel is a circular area of discolored marble, painted with a fading hieroglyph of the Nureti god Solus. It was engineered by Eogun and is a 6" thick disc of balanced stone which is flush with the dirt floor of the arena. The stone was made to spin, adding drama adding drama to gladiatorial contests.

THE HOLDING CELLS: A NOTE TO THE GM

The Holding Cells lead to one of the most important rooms in Tarek Nev: Eogun's Gift Cavern, where PCs may find and use Portal Rods to travel through Tarek Nev and beyond.

10. The Holding Cells

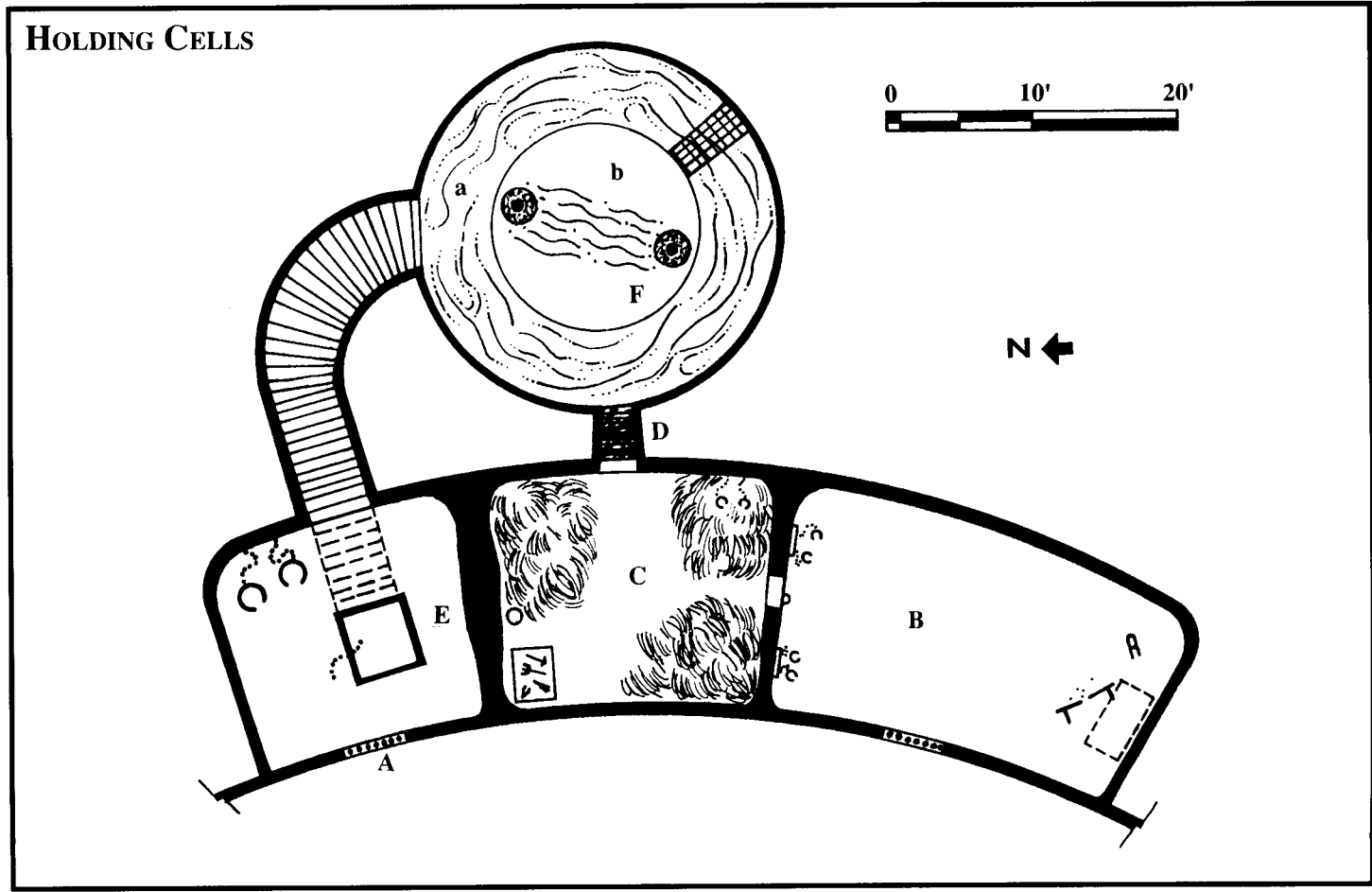
A. Barred Doors. On the northern perimeter of the retaining wall are two 4' x 8' steel-barred doors. The door on the right (facing) leads to the Death Rite Cell, the other to the Demon Pen. The Demon Pen door is locked and *Very Hard* (-20) [-2] to open, but after an *Easy* (+10) [+2] search PCs find traces of complex sorcerous runes around the door jamb. The runes are partially destroyed and have no warding effect now. The cell door leading to the Death Rite Cell is not locked and swings outward on screeching hinges.

B. Death Rite Cell. This room holds little but for a smashed wooden table and an overturned chair. Two sets of steel shackles are attached to the western wall. A stone door is set centrally between the shackles, and a 1' square barred window peers into the Pain Palace. A steel ring attached to the stone door at waist level is meant as a handle, but the door is *Very Hard* (-20) [-2] to pull open. Once opened, it is counterbalanced and closes automatically.

C. Umbro's Pain Palace. Piles of brittle hay are heaped in the corners of this ransacked room. A door of yellow rock is outlined against the wall of the room but has no visible means of opening. A successful *Hard* (-10) [-1] Perception roll uncovers a tiny keyhole near the door's left edge. The lock is tricky and *Very Hard* (-20) [-2] to pick, but if triggered, the slab collapses slowly inward like a drawbridge. Brute force cannot pry the door open, but it may be smashed (with great difficulty: 97 hits). Once open, the door remains down until closed manually.

D. Slippery Stairs Down. Beyond the drawbridge/door, moist steps descend a narrow corridor. PCs actively listening find it *Easy* (+10) [+2] to hear the sound of moving water below. Anyone walking up or down the stairs finds them *Extremely Hard* (-30) [-4] to navigate without slipping. PCs who slip and fall are likely to slide all the way down and into the Swirling Water at the foot of the passage. The air is stuffy; fungi cling to the walls and stairs. Eogun's Gift Cavern lies below.

E. Demon Pen. This 15' square cell is bare except for an unusually large set of tempered iron shackles attached to one wall. The floor is brick and covered with dust, but PCs who push away the dust find a heavy steel plate painted with sorcerous runes (by V'rama). The plate is 5' square and is not hinged or locked. An attached handle made of chain link enables the PCs to lift the plate without great difficulty. Once open, moist air rushes out of an exposed stairwell, which leads to Eogun's Gift Cavern.



F. Eogun's Gift Cavern. A fast moving whirlpool of phosphorescent green water roars tumultuously in a clockwise rotation around the outside of this circular cave. The inside diameter of the cavern is 25'; a 13' in diameter glass island makes an odd centerpiece amidst the rushing current. To reach the island, PCs may attempt *Hard* (-10) [-1] to jump or use magical means. Failing the leap (or falling down the stairs) results in a wet landing in the swirling water.

a. Swirling Water. The water is 8' deep and icy cold. The whirlpool is fed water from the several barred ducts in the ledge supporting the Solus Ring. Energy created by the glass island creates the circulating effect.

b. The Glass Island. Located on the glass island are two large clumps of multi-colored crystals. Eogun discovered that certain crystals have unusual properties when exposed to magnetic fields, and from his research came the Portal Rods, which allow almost instant travel. One red rod yet protrudes from the crystals. However, if PCs try to remove the Rod, the effect is wild. A magnetic force with a 30' radius extends immediately around it, hurling all metallic objects within that range away from the Rod, and at great velocity. (See part VI-5.) The Rod may be put back quickly with no damage if the PC who removes it makes his initial maneuver roll to withstand the magnetism (or wears no metal).



SEA SERPENT

PART XI

• FURTHER ADVENTURES •

In addition to the very detailed campaign presented in the preceding parts of this book, GMs may find useful the following list of brief adventure scenarios set in and around Tarek Nev:

- The Staff of Old Malosho falls into the hands of Morduran, an evil 15th level Dark Mage, who threatens to cause earthquakes throughout the region unless his ransom demands — 100,000 gp and a sailing fleet — are met within 10 days. PCs are hired by a wealthy merchant to stop him and if possible, to retrieve the staff. The reward is a tenth of the ransom and a lunar month of parades, salutes and tributes.
- A Nobleman of Fulcrumia claims to have within his possession the Helm of Kadæna. He threatens to ruin PCs are hired by a rival noble to determine if the man is lying (he is), and then to deal with him. If they return with the false Helm, a 1,000 gp reward awaits them. One problem is that the Nobleman with the helm has a private army of thirty men armed to the hilt; in addition, he is a 12th level Sorcerer, unbeknownst to anyone but himself.

- A terrible storm at sea wreaks havoc, sinking several ships. PCs are hired by the Fulcrumian government to retrieve what sunken booty they can, keeping half for themselves. Complications include rival bands of cutthroats, pirates and sea serpents.



PART XII

ENCHANTED ITEMS AND NPC TABLES

1 • SPECIAL AND ENCHANTED ITEMS

IN THE OLD SPIRE

Pax Stone Rings (value 50 gp. each)
Produced by V'rama and Eogun, Pax Rings were given to many Nureti Warriors. The rings produce a high-pitched sound which many sea creatures (Whales, Sharks, Sea Serpents, and especially Calabarion Serpents) cannot endure. The rings therefore protect the wearer from destructive sea-based attacks against him or his vessel. Fulcrumians looted several of these rings from a flattened gem shop in Tarek Nev.

NEAR THE RED GATE

Light Lance (value 190 gp.)
Sleek and delicate, this lance survived the Last Battle. A tool of the Amarrishi, it was designed not for war, but for harpooning Mer-sharks of the Northern Sea. The lance is made of weightless Xenium, a substance that defies gravity, and was an ideal weapon for the airborne Amarrishi. The lance hovers in mid-air when released and is self-returning.

IN TAREK NEV

Tiger's Eye Rum (value 30 gp.)
Drinking a full glass of the stuff before battle drives one into a frenzy, causing him to attack three times each round at +20 to his OB, but with no chance of parrying or retreat. Drinking the rum without then proceeding into battle requires an *Extremely Hard* (-30) RR vs. Moderate Poison, or the imbiber suffers a minor seizure and takes 1-10 points of internal damage before passing out for 1-100/2 minutes. The Rum's effects last for one hour; PCs engaged in battle must roll an *Extremely Hard* (-30) RR each time they try to resist its effects and fight normally (keeping the +20 OB bonus). If stunned in combat, the PC falls unconscious for 1-50 apparently dead (no pulse, no breath). During that time, he heals at a rate of one hit per minute, after which he awakes (unless dead). Each bottle holds two doses.

IN DOCKTOWN

Rod of Reversal (value 900 gp.)
This short black rod of Keron is enchanted with 20 charges. It contains a ninth level Dark Essence enchantment which compells undead creatures to attack themselves for 1-6 rounds (RR applies). The rod was created by Bashol Godrin (part VII) for his servant to use as a tool against the undead powers of Tarek Nev. Each use costs one charge.

IN KAMA SHEFU

The Tree of Life (value 40,000 gp.)
A tiny clay figure of a tree, which, when planted, grows in one year to become a beautiful and blossoming cherry tree. More importantly, it also transforms all the land within a mile radius (even desert!) into fertile soil.

Sack of Lime (value 1500 gp.)
When this yellow lime is spread over soil (enough for 1 square acre), it causes produce to grow at 10 times normal speed and produce 10 times as much food.

IN THE TEMPLE OF BURNING NIGHT

The Book of Forging (value 1,000 gp.)
This scribbled leather bound notebook is actually a manual penned by Eogun, explaining how he forged the dead Solus into the weapon "Soulcrusher" (See part VII: Tilak). It is written in *Hard* (-10) to understand Black Nureti. PCs may use the book to learn how to melt and forge meteoric Eog if they are capable of learning the Inorganic Skills Spell List (Alchemy). Study of the book takes approximately ten days for each PC level below 15.

IN THE PRIEST'S HAVEN

Borimar's Mace (value 525 gp.)
This polished metal ball is actually the head of a fine mace made of a silver alloy and enchanted for use against undead creatures. When attached to a proper wooden haft it may be used as a +20 mace, but when used against undead creatures, it is +30 and automatically casts the spell *Repel Undead IX* (level 6) with any critical hit

IN V'RAMA'S PALACE

V'rama's Crown (value 11,000 gp.)
Made of Arithrodon and studded with emeralds (V'rama's favorite gem), this headpiece was worn only during ceremonies. It is enchanted and adjusts to fit any head size, but cannot be removed without uttering the password, "Kadæna." It allows the wearer to speak with cats and command any cat (including the huge variety) that doesn't make an RR vs. 15th level Mentalist attack. Wearing it for more than four hours gives the wearer a severe headache of increasing intensity.

V'rama's Boots
These soft leather boots were made to fit a woman or small man and are extremely light, adding +20 to all Stalk and Hide maneuvers. They also have a special "Jumping" power, which enables the wearer to leap vertically up to 20' and horizontally 30'. A successful maneuver roll is required. Females who wear the boots get the additional bonus of having their Pr raised by +10.

Snake Dirk

Picking up this dagger causes the silver asp to animate and strike. It has an OB of +90; PCs taken by surprise may not parry. Its poison is deadly to mortal creatures (RR vs. Extreme Circulatory Poison or die instantly) but does not harm demons. The weapon is cursed and magical. The dirk may attack once daily, and will attack again after one day has passed. In the interim it may be used as a +10 dirk.

Livery of the Sea King

(value 20,000 gp.)

The surface of this fantastic plate armor is delicately etched from helm to heel and took years to finish. It is pale blue-silver in color, with traces of glossy pearl. PCs who roll *Hard* (-10) [-1] Perception find a nautical theme running through the armor's decor. The suit is man-sized; protects as AT 20; is +30 to the wearer's DB and encumbers as AT 12. Most surprisingly, it floats in water, buoying both itself and its wearer. PCs may recognize the patron mark of Calabarias (Nureti goddess) upon the suit's helm. The Queen of the Deep (Calabarias) herself cast an enchantment upon this armor, which does three things: is buoyant; protects vs. sea creatures (no sea creature can harm the wearer); and may summon and command one Calabarion serpent to come to one's aid on or near the Sea of Fire.

Death's Mirror

(value 120 gp.)

Polished to a mirror finish, this long heater shield is in excellent condition and adds +15 to the user's DB. Its surface is coated with Rularon, so it is very hard to scratch and gives a +10 modifier to RR's vs. Mentalist attacks. In open sunlight, the shield has a base 30 percent chance each round of blinding opponents, causing their DB to drop by -25. Possessing the shield all but negates any chance of the bearer Ambushing anyone, since it flashes like a beacon.

Demi-Gorgon Elixir

(value 400 gp.)

The flask is half full of a colorful liquid smelling of spice. This life-extending elixir has some nasty side effect. GM's should use care to make the liquid sound completely beneficial (without lying). If a PC drinks even a single sip of the liquid, he must roll an RR vs. Extreme Conversion Poison. Even those immune to normal poisons must make the RR. If the roll is successful, the PC spits up the liquid and is safe. If the roll is failed, nothing happens immediately, but after 1-6 rounds the PC transforms into a female demi-gorgon!

IN THE UNDERWORLD**Light Arrows**

(value 40 gp. each)

Successfully identified, these arrows of Xenion within a gold quiver are discovered to be of Amarrishi manufacture. The arrows have unlimited line-of-sight range, a random OB of 1-100 (open ended), and are limited to one use, after which they dissipate into nothing.

Solus Helm

(value 190 gp.)

The helm is conical and delicately inscribed with images of death. Its purpose is to ring sharply (like a bell) whenever its wearer is about to be Ambushed. Unfortunately, the bell rings so loudly that there is a 15 percent chance that the wearer is permanently deafened each time it rings. The helm also negates all concussion criticals against the wearer's head.

Crystal Mammoth

(value 300 gp.)

This amethyst elephant figurine is a magically imprisoned living creature. Speaking the correct command word, "Mythowee," (which only a riddler demon would know) causes an adult war-mammoth to materialize. The beast understands a few basic commands (in Low Nureti) and serves whoever frees it until that person or creature is killed, at which time it wanders into the wild. (See part XII for statistics.)

SMALLER POSSESSIONS OF V'RAMA VAIR**Amarrishi Amulet**

(value 1000 gp.)

This colorful locket is made of Ithloss and plated with Xenium. It is a protective device in the sense that the Amarrishi weapons are destructive. Its protective quality is completely random, varying in DB from round to round by 1-100 percent (open ended roll). For example, if the roll for a given round is 50 and the wearer takes 48 hits of damage, he is unharmed and the amulet intact. Once the number rolled is exceeded, however, the wearer absorbs the overflow in damage, and the amulet is destroyed forever.

Ring of the Immortals

(value 18,000 gp.)

Blood red in color, this ring is an alloy of Arinyark. It was created by Kadæna in the First Era; Eogun stole it from her to give to V'rama before he fled into the long sleep (part IV). The ring gives its wearer great power over demons of all sorts. Any demon up to type III encountered by the wearer of the ring is 50 percent likely to obey all commands. Once the ring is used, the bearer immediately loses all light based spell knowledge and abilities and may never again cast any spell from a non-evil spell list.

IN THE TRADER'S BAZAAR**Eye of Finch**

(value 300 gp.)

This large red ruby is translucent. To use its magic function, the ruby must be inserted into an empty eye socket (intelligent beings only). When in place, it has the power to determine the value of any non-magical precious gem (in gold or silver). The eye functions otherwise like a normal eye, but does have a drawback. Whenever the wearer performs any dishonest or greedy act (like pocketing a few gems for himself, or stealing), the eye begins to flash brightly, alerting all to the wearer's deception.

2•CREATURE TABLES

EXTRAORDINARY WILD BEASTS OF ARANMOR

Place Type/Race	#	Lvl.	Sz/ Spd	Hits	AT	DB	Attack Bonuses Prim	Sec	Notes
Elder Swamp									
Arvi	2-6	6-9	m/m	10-50	4	25	40MCl	65MGr	Winged Reptilian Birds of Prey. See in dark as full daylight; -20 to daylight attacks. If first talon hits, it attempts to grab victim's head with other (no damage), then uses beak to suck victim's brain through ear canal. Treat each unparried trumpet attack as the spell Dull Mind V (Mind Erosion Spell List).
Virons	3-12	2	s/vf	10-20	2	35	30St	Venom	Giant Mosquitoes. With successful stinger attack they inject a moderate circulatory poison; once victim is immobilized, they gather as a group and drain all bodily fluids from target.
The Sea of Fire									
Calabaron Serpents	1-2	15+	h/f	200+	6	35	120HCl(2x)	180HBa	Sea Serpent. Rears on hind legs, attacking crew and destroying ship; grabs one victim (if both claws hit) and drowns him while attacking vessel with gaping bite; will not venture within 500' of any Pax Ring (Part XII). Crits rolled on Super-Large Crit Table.
The Wyr Forest									
Dawn Reapers	1	8-12	l/mf	175+	4	10	105LHo	85LTs	Two-headed Woolly Moose. One head is carnivorous, the other herbivorous; carnivorous head attacks at slightest movement or provocation.
Gallistormers	1	15	h/m	420+	4	0	220HTs	—	Great Lumbering three-legged beast. Easy to hit; Criticals rolled on Super Large table.
Loccharion	2-20	5	s/f	25-40	1	20	Spell	40SGr	Children of the Moss. Usually attempt to Ambush (skill 50), then cast <i>Sleep</i> , dragging unconscious prey under the moss to suffocate; able to travel at high speed under moss, leaving visible lumps; usually attack only at night or on rainy days.

ENCHANTED CREATURES OF ARANMOR: OUTSIDE THE CITY

Place Name	#	Lvl.	Sz/ Spd	Hits	AT	DB	Attack Bonuses Prim	Sec	Notes
Belkor	1	18	l/vf	175	4	60	130LCl(2x)	150LBa	Vampiric Battle Cat. Pet of V'rama Vair. Two claw attacks/round; if both hit, he may rake twice more with his rear claws (same OB). If bite is successful he does not release; victim must roll vs. level 18 Soul Destruction or lose level of experience. Wears magical collar of Black Eog studded with emeralds, making him +20 to all saves vs. Essence Spells. It prolongs life indefinitely, adding +20 to DB of any animal wearing it, but animal becomes vampiric after one week wearing collar (not usable by mannish beings).
The Elder Swamp									
Dark Shepherds	(1-4)	13	m/m	80-95	1	10	Special/Spells		Once Living Henchmen of Kadæna. Now blistered undead. Each is heavily laden in jewelry and gold, but all items are cursed with Unsoul (12). Items are offered to victims; if victim touches jewelry, RR vs. Unsoul applies. If the RR is failed, Shepherds attempt to grapple victim (who is at -30) and steal his soul (RR vs Absolution -30)). All Essence-based spells are negated within 50' of a Dark Shepherd.
Malosho	1	40	vl/vf	420	20	78	180HBa(2x)	Spells	King Under the Forest. Cannot be harmed by non-magical weapons. Crushes enemies with tree-trunk arms; if enraged casts Quakes (50) at foes, slamming ground shut once victim falls into fault. Earth Law spells to level 50; 350 PP; Obeys wielder of Staff of Old Malosho if requests are within his parameters; Roll crits on Large Creature Table. SD99, Co100, Ag97, Me99, Re96, St150, Qu90, Pr100, In92, Em99.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl (Level), # (number encountered), Size (Tiny, Small, Medium, Large, or Huge), Hits, and DB (Defensive Bonus). The more complex statistics are described below:

Speed: A creature's speed is given in terms of these categories: C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = FAst, VF = Very Fast, BF = Blindingly Fast.

AT(Armor Type): This number indicates the *Rolemaster* Armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the *MERP* and *Rolemaster* codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed.

Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

ENCHANTED CREATURES OF TAREK NEV, THE CITY

Place Name	Lv1.	Sz/ Spd	Hits	Attack			Bonuses		Notes
				AT	DB	Prim	Sec	Tert	
The Red Gate									
Teroglustrod	75	vh/bf	900	20	90	90sp(1-20x)	Spell	200HBa	Massive Demonic Invoker Preventor. Super-intelligent; Invulnerable to weapons less than +10 enchantment; Regenerates 1-100 hits/round; Attacks with 1-20 +10 thrown spears/round; Breathes moderate paralysis mist on those who step on his "tongue" (RR vs. poison); Controls and animates Solaviers. Roll all criticals on the Super- Large table. SD90, Co102, Ag99, Me99, Re101, St100, Qu98, Pr97, Em100.
Solaviers (75)	4	m/bf	10	15	none	Special	—	—	Animated Raven Headed Statues. Defending Tarek Nev. Sensitive to movement, they fire long range Shock Bolts (10 mile perimeter) from the walls of Tarek Nev. Each Solavir fires once/round at nearest moving target. From 1-20 Solaviers fire in any given round, and all fire at the same target simultaneously, although they may change targets (as a group) instantaneously. May fire at ground targets within 200' of city wall. Controlled by Teroglustrod, they are powerless if he is killed. May fire a maximum of five Shock Bolts each during night hours.
Tartarious Grotto									
Arrum	20	h/vs	430	1	None	Special	—	—	Demonic pit. SD10, Co99, Ag93, Me99, Re101, St88, Qu86, Pr97, In96, Em102. (See pp. 29-30)
Docktown									
Ein Flayer	25	l/bf	300	20+	90	100LPi	200Slice	—	Mechanical Guardian. Made of blue metal impervious to weapons of less than +30 enchantment or those made of meteoric Eog; immune to all Mentalist attacks or illusions; attacks 1-8 times/round with pincers and once with whirling razor disk-head; parries at DB (90) with pincers and has multiple parries at no penalty; takes triple hits from electrical and water attacks; deanimates if made to look at own reflection in mirror.
Flume of the Gods									
Fateless Demon	11	m/f	60	1	30	Special	—	—	Demonic Possessor. Immune to non-magic weapons. Attacks as fateless demon with Pr of 95. Continues possession attempts until all hits are depleted.
Zorsch	12	m/bf	96	4	35	60B	—	—	Dead God Imposter. Extremely stealthy, attacks with lightning-fast venomous bite which contains Severe Muscle Poison: Failed RR results in victim falling into a coma for 1-6 hours and loss of 1-4 points of Co temporarily. Skills: Stalk/Hide 90; Climbing 120 (climbs upside down). SD92, Co70, Ag99, Me53, Re65, St65, Qu100, Pr30, In29, Em72.
The Royal Estate									
Songstone of Solus	14	m/m	100	1	25	Special	—	—	Five-headed. It sings disharmonic poetry, effect of which lowers all skills (including OB) of those within earshot by -25. Each head has 20 hits, and each reduces skills by -5, so as any are killed, skills return by +5. Pelchvars (9) 6 m/f 60 10 -25 40B Enchanted Serpentine Columns. Attack when the Solus Fane is violated by biting (+10 magical attack) targets, dissuading illegal use of the Songstone. Skeletal Citizens (150) 3 m/s 5 1 +10 25C 25Ss Undead of Tarek Nev. Each has 5 hits; all are powered by the red energy orb hovering at room center. Slow and mechanical, they attack with claws or shortswords, not stopping until all hits are exhausted or the red orb is destroyed.
The Lost Eyrie									
Argamanthol-Raz	18	l/m	170	4	40	Breath/Spells	—	—	Invoker Fateless Demon. In corpse of Amarrishi King. Breathes 50' wide cone of black mist when Tilak is disturbed; Absolution (30) on all within range. Failed RRs cause unconsciousness in target. Protected by permanent Displacement which makes him -40 to be hit at all times. The creature is likely to kill all who make RRs above; may attempt possession of any in the area (see part VII); 200 PP. Spells: Darkness to 10th; Physical Erosion to 12th; May summon 1-4 Ward Demons for duration of combat (any type): 30 percent chance. SD80, Co78, Ag56, Me46, Re65, St92, Qu65, Pr96, In82, Em80.
The Serpent's Spring									
Drozborot	22	l/bf	230	20	60	150LCI	190LBI	130LHo	Huge Green Invoker Slayer Demon. Bound to V'rama Vair. Strong and fast, it attacks with two claws and bite twice per round, or replaces bite attack to gore with horns. Regenerates 1-10 hits daily; impervious to non-magical attacks. Casts Fear twice daily at will. Roll criticals on Large Creatures table. PP 150; SD30, Co99, Ag98, Me50, Re35, St150, Qu120, Pr97, In42, Em52

[†]Exists in the past only. He can be visited by use of the Portal Rods in the Solus Ring.

Note: Codes from the Creature Tables on pg.57 are applicable to this table as well.

3 • MASTER NPC TABLES

MANNISH BEINGS OUTSIDE TAREK NEV

Name	Lvl	Hits	AT(DB)	Sh	Melee OB	MissileOB	Character Notes
Beyond Aranmor							
Bashol Godrin	15	20	17(45)	N	100mg	Spells	Evil High Elf Sorceror, Now Mortal. Wears +40 chain mail of Ithloss. Fights with invisible +20 Main Gauche "of slaying" against anything with an intelligence less than 65 (RR vs level 10 applies). Appears to be bare-handed; cannot cast spells when wearing Ithloss armor. Wears black jade ring which is a 2x PP multiplier and adds +25 to all saves vs. Mentalist attacks. All Dark Sorceror Base Spells to level 10; Dispelling Ways to 13; Gate Mastery to 12. 100 PP (without ring). SD90, Co70, Ag93, Me99, Re101, St88, Qu86, Pr97, In96, Em102.
Bull-Nak-Enog	7	59	1(20)	N	45lacerator		Gark Cutthroat. Former stowaway on Aroth T'kal's ship. No armor. Untrained in combat except Ambush (35). SD25, Co68, Ag58, Me43, Re50, St73, Qu52, Pr29, In43, Em21.
Fulcrumian Stockade							
Aroth T'Kal	14	158	20(50)	N	130wm	—	Captain of Fulcrumian Warrior/Sailors. Sent by Bashol Godrin. Wears lightweight +30 Arinyark breastplate of Tilak; immune to upper body heat damage, all missile criticals negated on upper body. Carries +30 Demonic two-handed War Hammer "Hullcrusher" which suffers no penalty for underwater use. Excellent woodsman and sailor. SD98, Co90, Ag92, Me86, Re78, St88, Qu82, Pr93, In59, Em88.
Aroth's Crew of Six							
Porgno	8	45	12(30)	Y	40da	55darts	Fulcrumian Assassin. Member of Aroth's crew. Carries three poison darts and blowgun; Poison is severe circulatory. SD40, Co60, Ag90, Me50, Re43, St57, Qu80, Pr60, In51, Em49.
Ern	7	52	20(25)	N	—	117lb	Bowman. +20 Longbow of silver alloyed steel, not enchanted but treat as such; has twice normal range but requires St of at least 90 to pull. Wears armor of red dragon scales. SD70, Co70, Ag75, Me65, Re60, St69, Qu69, Pr40, In39, Em56.
Kelluk	6	50	19(20)	N	60lb	45da	Average Bowman. +10 Longbow made from spine of a basilisk is enchanted; arrows fired may turn the body part of the foe struck to stone if they are critically hit (RR vs. 10th level Spell). SD55, Co56, Ag70, Me70, Re71, St80, Qu45, Pr56, In67, Em70.
Jahod	7	75	3(35)	Y	110cl	80varies	Any Warrior. Wears no armor. Trained as a gladiator so can fight with any weapon. +20 fists. SD80, Co100, Ag78, Me32, Re20, St99, Qu75, Pr32, In21, Em15.
Averok	9	49	10(55)	N	100th	—	Swordsman. +20 two-handed greatsword, not magical but of alloyed steel and fine Elven make. Wears +10 shirt of brass chain mail (torn). SD98, Co62, Ag93, Me90, Re80, St72, Qu79, Pr81, In89, Em91.
Pessrell	7	34	19(10)	Y	30ha	—	Average warrior. SD30, Co38, Ag46, Me46, Re36, St62, Qu49, Pr60, In50, Em45.
The Wyr Forest							
Brendorg	9	90	4(10)	N	40SBi	30SBa	Near-immortal survivor since Second Era; Wears only furs and pelts. Goes berserk if cornered. SD60, Co98, Ag96, Me43, Re56, St96, Qu91, Pr43, In67, Em30.

MANNISH BEINGS OF TAREK NEV, THE CITY

Place Name	Lvl	Hits	AT(DB)	Sh	Melee OB	MissileOB	Character Notes
DOCKTOWN							
Ludvaraman	12	80	1(10)	N	None	—	Once god-King of the Nureti, now Spirit. Does not attack or defend self under any circumstances; disappears if hits depleted and reappears in his "Tomb" 1-6 hours later. Spells: All Lay Healer Base to level 12; 75PP; SD99, Co30, Ag38, Me99, Re99, St31, Qu42, Pr89, In98, Em97.
Eogun	23	150	20(80)	N	Special	Spells	Mortal Mate of Kadaena in First Era. Father of V'rama Vair. Learns any language to rank 12 in one hour or less; Wears Arithrodon (Althan metal) headband of swirling colors which stores 200 PP, emits Spell Deflect (30), and Bladetum III constantly. Armor is of woven +20 Arithrodon fabric, which protects to AT 20; DB is based on wearing all items. Spells: All Mentalist Base lists to 20; All Seer Lists to 20; Item Lore to 50 with no PP cost; Sometimes rides Ein Flayer; Summons 1-6 ward demons at clap of hands (any type); Wears amulet which is +75 to bind Nureti Demons; 160 PP (+ headband). SD100, Co79, Ag79, Me100, Re110, St68, Qu93, Pr99, In 113, Em94.
Fezzrull	17	142	1(30)	N	Special/	Spells	Lord High Priest of the Nureti. May summon 1-10 Ward Demons at will (85% chance) or 1-3 Invoker Demons of any kind (50 percent chance). Wears Fire Opal Ring which is a 4 times PP multiplier; Wears no armor. Spells: All Evil Cleric base to 15th; Dark Summons to 20; Dispelling Ways to 12th; 140 PP (without ring). SD92, Co58, Ag53, Me97, Re87, St64, Qu72, Pr94, In99, Em82.
Orbid	14	110	4(20)	N	50touch		Undead High Priest of Homisaer. Attacks as above but drains 1-4 points of Qu only (RR vs. 14th level Dark Channeling).

Place Name	Lvl	Hits	AT(DB)	Sh	Melee OB	MissileOB	Character Notes
Saloe Attacks as above but drains 1-4 points of Pr only (RR vs. 15th level).	15	130	4(20)	N	60touch		Undead High Priest of Palonus.
Cripie Attacks as above but drains 1-4 points of IN only (RR vs. 16th level).	16	158	4(20)	N	48touch		Undead High Priest of Mourmos.
Dumon Attacks as above but drains 1-4 points of St only (RR vs. 13th level).	13	100	4(20)	N	30touch		Undead High Priest of Derion.
Acolytes Priests. Very difficult to hit (invisible); Immune to non-magical weapons; Attack form is a Sonic Scream which causes 1-10 hits of internal damage to all within 50' who fail RR (vs. level 8); Creatures attack once per round each. Separate RR's must be made for each scream; Screams affect unconscious targets as well.	8	40	1(70*)	N	Special		Invisible Undead Shades, Once Acolytes and Lesser
THE ROYAL ESTATE							
ENSORCELED LOVERS							
Embrosar He appears as a wrestler, wrapping arms around target; Treat attack as magical: Target rolls RR vs. 13th level Dark Mentalism or receives two B criticals on the Fall/Crush Attack Table.	13	100	1(30)	N	Special	—	Once Living Champion of Tarek Nev.
Jeremas Now a Spirit. Appears as tall man in violet robes. Attacks with Mind Voice compelling target to slay his nearest companion: Treat as spell Friendslayer (25), except effect lasts only 1-6 rounds.	11	120	1(30)	N	Special	—	Once Living Champion of Tarek Nev.
General Mortilas* Appears as vague black figure in armor; Presence radiates Panic (7); Attempts Mind Switch (13). If killed, Mortilas is 50 percent likely to return to Tarek Nev for revenge in a new body in 1-3 days.	18	220	1(30)	N	Special	—	Once Living General of the Black Lords.
Loramay No combat ability; uses her looks to win battles; persuasive. SD20, Co29, Ag52, Me36, Re24, St36, Qu47, Pr84, In40, Em15.	4	27	1(0)	N	None/Special	—	Former Lady in Waiting to V'rama.
V'rama Vair* Daughter of Kadaena. Wears Amarrishi Amulet which protects for 1-100 hits. Attacks with +40 Invoker Demon Spear named Lorok and +20 Silver Whip (of Demon Binding). She may use the Horn of Siege if pressed. Rides on her demon chariot Parathorn; wears Ring of the Immortals on left hand. Spells: All Sorcerer Base to 12; Dark Summons to 50 (special); Physical Erosion to 10; Lofty Bridge to 10th; 150PP. SD100, Co89, Ag90, Me98, Re92, St88, Qu96, Pr99, In99, Em100. Now a Demi-Gorgon, she retains all Stats except Pr, which is now at -20; Viewing her turns mortals to stone unless RR vs 19th level Dark Essence is made; All weapons skills remain the same.	19	170	20(70)	N	150sp/80wp/Spells	—	Queen of the Nureti and Tarek Nev.
THE OUTWORLD							
The Black Lords Now Disembodied Souls. Attack as Fateless Demons (PP50, Pr50) if targets show fear or alarm (see part X-10).	6	9	75(30)	N	Special		Once V'rama's Royal Guard.
Tilak* Slayer of the Amarrishi, Bearer of the Helm of Kadaena. Attacks with +40 Invoker Blade "Soulcrusher" and wears +40 Armor of fireproof glass. SD100, Co95, Ag98, Me90, Re89, St93, Qu99, Pr100, In78, Em78.	16	180	20(75)	Y	240bs		Greatest Champion of Tarek Nev.
Umbro* Wears no armor but has amazing quickness (+20 to DB) for his size; attacks with +20 Axe. SD60, Co101, Ag98, Me54, Re43, St100. Qu96, Pr35, In30, Em26.	10	160	4(-55)	N	140ba		Queen's Executioner.
Varias Fenn* Stripped of all possessions, but may enchant weapons as described in part VII. SD97, Co52, Ag87, Me98, Re98, St62, Qu77, Pr93, In99, Em100.	11	70	1(-10)	N	60MIS	30da	Living Amarrishi Prisoner.
*This character exists with the provided stats in the past only. (S)he can be reached though the Portal Rods in the Solus Ring.							

4 • MILITARY TABLE • 4

Type Character	(#)	Avg. Hits.	OB	DB
Footsoldiers	(200)	18	50pa	15
Pikemen	(100)	20	63pa	15
Spearmen	(100)	23	65sp	20
Shieldmen	(85)	28	75bs	35
Veterans	(50)	30	79bs	45
Officers	(30)	40	84ls	55
Warlords	(15)	50	89varies	65
Champions	(10)	64	90varies	75
Heroes	(5)	70	90varies	85
DemonFighters	(5)	85	Varies	Varies

CODES FOR ROLEMASTER NPC AND MASTER MILITARY TABLES

Codes: The statistics given describe each NPC. A more detailed description of the NPC's can be found in the main text. Some of the codes are self-explanatory: Lvl (level), Hits, Sh (Shield), and Mov M (Movement and Maneuver Bonus). The more complex codes are listed below.

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

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

OB's (Offensive Bonuses): Weapon abbreviations follow OB's: br-bastard sword, bs-broadsword, cb-composite bow, da-dagger, ha-hand axe, ja-javelin, ky-kynac (short), la-lance, ma-mace, Mr-Martial Arts (both strikes and sweeps), ms-morning star, qs-quarterstaff, ra-rapier, sb-short bow, ss-short sword, sp-spear, St-Martial Arts Striking, Sw-Martial Arts Sweeps and Throws, wm-war mattock.

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

5 • ENCOUNTER TABLE • 5

Encounter	Wilds of Fulcrumia	Elder Swamp	Wyr Forest	Sea of Fire	Near Mount Kadæna
Chance (%)	60	90	50	25	45
Distance (miles)	3	5	5	2	.5
Time (hrs)	2	5	1	1	.5
Inanimate Dangers					
General Trap	01	—	01	—	—
Natural Hazards	02-08	01-12	02-10	01-10	01-05
Severe Weather	09-11	13	11	11-30	06-12
Sites and Things	12-15	—	12	—	13-18
Disease	—	14-16	—	31	—
Animals					
Arvi*	—	15-27	13	—	—
Bats	16	28	14	—	19
Bears	17-21	—	15-16	—	20
Belkor*	—	—	17-21	—	21
Calabarrion Serp*	—	—	—	32-84	—
Crocodiles	22-26	29-32	—	—	—
Cobras	27-29	33-36	22-27	—	22-26
Dawn Reapers*	—	—	28-39	—	27-32
Gallistormers*	—	—	40-52	—	33-43
Locharrion*	—	—	53-65	—	44-51
Sabre Cats	30-36	—	66	—	52
Wild Boars	37-40	—	67-70	—	53-55
Wolves	41-50	—	71-73	—	56-64
Virons*	—	37-50	74-76	—	65
Other	51-55	51-56	77	—	66
Manlike Beings					
Dark Shepherds*	—	57-80	78	—	67
Demons	56-57	81	79	—	68-75
Fulcrumians*	58-85	—	80-82	85-95	—
Garks	86-87	—	—	96	—
Trolls	88-90	—	—	—	76-82
Undead	91	82-85	—	—	83-89
Special Encounters					
Aroth T'Kal	—	—	83-85	—	90
Brendorg*	—	—	86-92	—	91-95
Bull-Nak-Enog*	—	—	93	97	—
Bashol Godrin*	92-98	—	—	98-99	—
Malosho*	99	—	94-95	—	96-97
A Loremaster	00	—	—	00	—
Other	—	86-00	96-00	—	98-00

* Indicates special creatures and/or NPCs.

6 • FANTASY HERO TABLES

MILITARY FORCES OF TAREK NEV

Name STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Footsoldiers	11	11	10	10	8	5	2	4	2	2	4	21	5	4	2d6 6"
Pikemen	13	11	11	11	10	5	2	4	2	2	5	24	6	4	2d6 6"
Spearmen	13	11	13	11	11	7	3	6	3	2	6	25	6	4	1 1/2d6 6"
Shieldmen	13	11	13	11	11	7	3	6	3	2	6	25	6	6	1d6+1 6"
Veterans	13	14	15	13	15	8	4	7	4	3	6	28	8	5	1d6+1 7"
Officers	15	14	15	13	15	8	4	7	4	3	6	29	8	6	1d6+1 7"
Warlords	18	14	15	13	18	10	5	8	5	3	7	30	9	6	1 1/2d6 7"
Champions	18	18	18	15	18	11	6	9	6	3	8	33	10	7	2d6-1 8"

EXTRAORDINARY WILD BEASTS OF ARANMOR

Name	STR	DEX	CON	BOD	PRE	tPD	tED	rPD	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Elder Swamp																
Arvi	8	11	13	8	10	6	4	1	0	3	5	20	6	5	1d6+1	12" fly
See in dark as if full daylight, -2 to PER rolls and OCV in daylight. Can Trumpet, causing 1 1/2d6 INT Drain in 3" radius.																
Virons	0	18	5	3	5	2	0	1	0	4	2	8	6	7	Spec.	9" fly
Giant Mosquitoes. Each hit does 2d6 STUN drain. If victim is unconscious, they can attach and drain 1 pip BODY per phase.																
The Sea of Fire																
Calabrian Serpents	70	14	33	40	50	16	4	13	3	3	21	92	14	4	4X2d6 bite	8" swim
2X1 1/2d6 claws; Sea Serpent, rears on hind legs, attacking crew and destroying ship, will attempt to grab and drown one victim while destroying vessel w/ gaping bite. Will not venture within 500' of any Pax Ring (part XII).																
The Wyr Forest																
Dawn Reapers	25	11	20	20	20	10	3	9	2	3	9	60	10	6	2d6 bite 7d6n trample	10"run
Two-headed wooly moose. One head is carnivorous, the other herbivorous; carnivorous head attacks at slightest movement or provocation.																
Gallistormers	50	10	35	50	30	12	3	12	3	2	17	100	11	2	15d6n trample	8"run
Great lumbering three-legged beast, easy to hit.																
Locharion	5	17	11	8	8	5	1	4	0	3	3	17	7	7	1/2 d6 or Spec	6 "run.10"
Children of the Moss. Usually attempt to ambush (using Stealth 14-), then cast Sleep spell (8d6 stun drain, full phase to cast), dragging unconscious prey under the moss to suffocate. Able to travel at high speed under moss, leaving visible lumps. Usually attack only at night or on rainy days.																

ENCHANTED CREATURES OF ARANMOR: OUTSIDE THE CITY

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Belkor	20	18	23	25	20	13	4	12	4	5	11	50	11	9	2x2d6-1	12"run
Vampiric Battle Cat, pet of V'Rama Vair. If opponent is grabbed, Belkor may do 4x2d6-1 dmg, or may bite for 2d6. Any victim bit must make a CON roll at -3 or permanently lose 1d6 EGO and 1/2d6 Body. Wears a black Eog collar which gives 6 pts. spell defense. It also prolongs the life of any animal wearing it indefinitely, and confers a +2 to DCV. Any animal wearing it for more than one week becomes vampiric, however.																
The Elder Swamp																
Dark Shepherds	15	15	18	18	18	8	0	6	0	3	7	35	8	8	Spec.	6"
Once Living Henchmen of Kadena, now blistered undead. Each is heavily laden in jewelry and gold, but all items are cursed. The items will be offered to victims, but if taken, the victim must make an EGO roll at -2, or he will have 2d6 EGO transferred to a random object over 100 miles away. The Transfer can be undone if the victim finds and touches the object. The shepherds will then close on the weakened victim, casting 3d6 EGO destruction (negated by an EGO roll at -2), touch only. If a victim's EGO drops below zero, the destruction is permanent barring some powerful restorative magic. Also, Dark Shepherds constantly are surrounded by 8d6 Suppress field in a 8" radius.																
Malosho	80	18	43	45	60	18	8	14	8	4	25	107	14	7	16d6n	12"run
King Under the Forest. Cannot be harmed by non-magical weapons. Crushes enemies with tree-trunk arms. If enraged, can cause ground to open beneath foes (Dex roll at -3 to avoid falling in) then slam crevice shut (20d6n Dmg.). Magic Use: Earth Magic spells to 100pp. Obeys wielder of Staff of old Malosho if requests are within his parameters. INT: 18 EGO: 25 COM:12																

ENCHANTED CREATURES OF TAREK NEV: WITHIN THE CITY

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
The Red Gate																
Teroglustrod	90	23	50	55	75	18	9	18	9	6	28	125	15	10	see below	16"
Massive Demonic Invoker Preventer. Super-Intelligent, Invulnerable to normal weapons. Regenerates 3d6 per recovery. Attacks with many spears (10x1 1/2d6) which can be "spread" to hit many hexes (-1 to no. of attacks per extra target hex). Breathes paralysis mist (9d6 dominate, cause paralysis only, area effect radius 2") on those who step on his "tongue". Controls and animates Solaviers. INT: 33 EGO: 35																
Solaviers	15	10	0	15	0	6	6	6	6	4	0	—	7	0	1 1/2d6	6"
Animated Raven-headed Statues (Automatons) defending Tarek Nev. Sensitive to movement, they fire long range blasts (1 1/2d6 Killing Blast no range modifiers) from the walls of Tarek Nev (maximum range: 10 miles). Each Solavir fires once/phase at the nearest moving target. 3d6 Solaviers fire in any given phase, and all fire at the same target simultaneously, although they may change targets (as a group) instantaneously. May fire at ground targets within 30" of a city wall. Controlled by Teroglustrod, they are powerless if he is killed. May fire a maximum of five blasts each during the night hours.																
Tartarious Grotto																
Arrum	40	0	25	70	28	8	0	7	0	2	13	102	0	0	Spec.	0"
Demonic Pit. EGO: 5 INT: 25 COM: -10																
Docktown																
Ein Flyer	30	20	0	45	25	9	9	9	9	5	6	—	12	12	2x2d6 pincers 3 1/2d6 razor disk	8"
Mechanical Guardian, Made of blue metal, impervious to non-magic weapons. Automaton (immune to illusions and mental attacks). Takes triple BODY from electrical or water attacks, deanimates if it sees its own reflection in mirror.																

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Flume of the Gods																
Fateless Demon	0	21	0	1	30	0	0	0	0	6	—	—	7	9	Spec.	6" fly
Demonic Possessor. Permanently invisible, immune to physical attacks. Attacks by possession only (15d6 Dominate: Possession). May be removed by Dispel or Suppress magic, or if victim defeats possession attempt, in which case demon dissipates.																
Zorsch 15	24	18	15	20	9	3	8	3	5	7	32	11	11	2d6-1	9"run	
Dead God Imposter. Extremely stealthy, attacks with lightning-fast venomous bite which contains severe muscle poison (12d6 STUN Drain and 1d6 CON Destruction if CON roll at -2 is not made). Skills: Stealth 15-, Climbing 17- INT: 11 EGO: 17 COM: 4																
The Royal Estate																
Songstone of Solus	19	17	23	20	33	7	0	10	0	4	9	42	8	8	Spec.	7"run
Five-headed, it sings disharmonic poetry, the effect of which lowers all skills (including OCV/DCV) by 5. Each head has 2 Body, so as any are "killed", skills return by +1																
Pelchvars	13	18	—	11	12	6	0	6	0	3	3	—	9	7	1 1/2d6	4"crawl
Automatons. Enchanted Serpentine Columns. Attack when the Solus Fane is violated by biting, disuading illegal use of the songstone.																
Skeletal Citizens	10	8	—	3	10	2	0	2	0	2	2	—	4	3	1d6	5"run
Automatons. Undead of Tarek Nev. All are powered by the red energy orb hovering at room center. Slow and mechanical, they attack with claws and shortwords, not stopping until all hits are exhausted or the red orb is destroyed.																
The Lost Eyrie																
Argamanthol-Raz	13	11	—	25	35	7	2	5	2	3	3	—	7	12	Spec.	6" run
Automaton. Invoker Fateless Demon in corpse of Amarrishi King. Breathes cone (8" wide at base) of black mist when Tilak is disturbed. Breath does 8d6 stun drain on all who fail CON roll at -1. Likely to attempt to kill all who defeat his breath. May attempt possession of any in the area (see part VII). Magic use: Darkness, Drain and Destruction spells up to 75 active points. May summon 1-6 Ward Demons on 8- for duration of combat. INT: 13 EGO:15																
The Serpent's Spring																
Drozboro	28	26	20	22	23	15	8	13	8	5	10	50	13	11	2x2 1/2 d6 or 3d6 bite	
Huge Green Invoker Slayer Demon, bound to V'rama Vair. Strong and fast, it attacks with two claws or a bite, or gore with horns (-2 OCV, 2x3d6). Regenerates 1d6/day. Impervious to non-magical attacks. Casts Fear (8d6 dominate, cause fear only) twice daily at will. INT: 8 EGO: 7																

MANNISH BEINGS OUTSIDE TAREK NEV

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
Beyond Aranmor																
Bashol Godrin	15	14	13	11	18	11	7	11	7	4	7	28	6	6	1d6-1	8"
Evil High Elf Sorcerer, Now Mortal. Wears Def 7 Ithloss mail (no DCV or DEX roll penalties). Fights with invisible Gauche (1d6-1), +2 accuracy, which does 3d6 vs. anything with an INT lower than 8. Appears to be bare-handed: cannot cast spells while wearing Ithloss armor. Wears black jade ring which adds +2 to his magic roll (19-). Magic Use: Sorcery/Summoning spells up to 75 Active points.																
Bull Nak-Eng	13	10	11	15	8	5	0	4	0	2	5	28	4	3	1d6-1	6"
Gark Cutthroat, Former stowaway on Aroth T'Kal's ship. No armor. Untrained in combat. Stealth 12-.																
Fulcrimian Stockade																
Aroth T'Kal	15	17	15	18	17	14	9*	14	10*	4	7	34	7	7	3d6	7"
Captain of Fulcrimian Warriors/Sailors, sent by Bashol Godrin. Wears lightweight Arinyark breastplate (Loc. 9-12, 9PD, 10ED, no DCV or DEX roll penalties) of Tilak. The breastplate makes him completely invulnerable to heat/fire attacks on his upper body (Loc. 3-11). Carries Demonic 2-handed warhammer (3d6 base damage, +2 accuracy) "Hullcrusher", which suffers no penalty for underwater use. Tracking 14-, Hunting 15-, Stealth 13-, PS- Sailor 15-																
Aroth's Crew of Six																
Porgno	10	17	12	13	11	4	0	3	0	3	5	24	6	5	1 pip	7"
Fulcrumian Assassin. Member of Aroth's crew. Carries blowgun and three poison darts. Darts do 1 pip killing and (if they do BODY and a CON roll at -2 is failed) 4d6 Stun Drain, 4d6 Body Drain, and 1d6 Rec Drain. +2 levels w/ blowgun																
Ern	13	14	13	10	10	13	8	12	8	3	6	24	6	3	1d6	6"
117lb. bowman. Longbow with +1 accuracy and -1/8" range mod., made of silver allowed steel. Wears armor of red dragon scales. +1 w/bows																
Kelluk	13	11	10	12	10	12	7	10	7	3	5	24	5	2	Spec.	6"
Average Bowman. Longbow (w/ +1 accuracy) made from spine of a basilisk is enchanted. Does 6d6 Transform (turn body part it hits to stone). +1 w/bows																
Jahod	20	14	20	15	9	7	0	5	0	4	8	35	5	5	Var.	7"
Any Warrior. Wears no armor. Trained as a gladiator so can fight w/ any weapon (fam. w/all common melee and missile weapon groups). Brawling, +2 w/all combat, +2 w/melee combat, +2 w/ hand-to-hand.																
Averok	12	17	13	13	13	9	5	8	5	4	7	27	6	6	2d6	6"
Swordsman. Carries Greatsword w/ +2 OCV (non-magical) of alloyed steel and fine elven make. Wears shirt of brass chain (torn). +2 w/ swords																
Pessrell	11	10	8	10	13	10	6	9	6	3	5	19	4	4	1d6+1	6"
Average Warrior +1 w/swords																
The Wyr Forest																
Brendorg	18	17	18	18	18	8	2	6	2	4	8	36	6	6	2d6-1	8"
Any near-immortal survivor since Second Era; Wears only furs and pelts. Goes berserk if cornered. +3 levels w/ all combat																

MANNISH BEINGS OF TAREK NEV, THE CITY

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STUN	OCV	DCV	Damage	Move
DOCKTOWN																
Ludvaraman	8	8	8	10	15	2	0	2	0	2	4	18	3	3	Nil	6"
Once God-King of the Nureti, now spirit. Does not attack or defend self under any circumstances. Disappears if "killed" and reappears in his "Tomb" 1-6 hours later. Magic Use: Magic roll 16-. Knows healing and restorative spells up to 75 Active points.																
Eogun	11	15	13	18	20	14	9	14	9	4	6	31	5	9	Spec.	7"
Mortal mate of Kadaena in First Era, Father of V'rama Vair. Learns any language to complete fluency level in one hour or less. Armor is woven of Arithrodon fabric, which incurs no DCV or DEX roll penalties. Wears Arithrodon headband of swirling colors which adds +4 to his magic roll and causes all spells he throws to be at 1/4 END. It also adds +4 to his DCV and provides 10 pts. spell defense. Magic Use: Magic Roll 18- (without headband). Knows Mental/Divination spells up to 80 Active points. Detect and analyze spells can be of unlimited Active points. Sometimes rides Ein Flayer. Summons 1-6 Ward Demons (any type) with clap of hands. Wears Amulet which gives him 14d6 Dominate to control any Nureti Demons. Item Lore: 18-																
Fezzrull	11	14	11	10	20	5	0	4	0	3	6	22	8	8	Spec.	7"
Lord High Priest of the Nureti. May Summon 2-12 Ward Demons at will (14-) or 1-3 Invoker Demons of any kind (11-) Wears Opal fire ring which adds +3 to his magic roll and gives all of his spells 1/2 endurance cost. Wears no armor. Magic use: Magic Roll 20- Knows evil spells up to 90 Active points, esp. summoning and dispelling magic.																
Orbid	11	14	11	10	20	7	2	5	2	3	6	22	7	7	Spec.	7"
Undead high priest of Homisaer. Touch is 1/2d6 DEX destruction. Magic Use: Magic Roll 17- Knows evil summoning and dispelling magic up to 75 Active Points.																
Saloe	11	14	11	10	20	7	2	5	2	3	6	22	8	8	Spec.	7"
Undead high priest of Palonus. Touch is 2d6 Presence destruction. Magic Use: Magic Roll 18- Knows evil summoning and dispelling magic up to 80 active points.																
Cripie	11	14	11	10	20	7	2	5	2	3	6	22	9	9	Spec.	7"
Undead high priest of Mourmos. Touch is 2d6 Intelligence destruction. Magic Use: Magic Roll 19- Knows evil summoning and dispelling magic up to 85 active points.																
Dumon	11	14	11	10	20	7	2	5	2	3	6	22	6	6	Spec.	7"
Undead high priest of Derion. Touch is 2d6 STR destruction. Magic Use: Magic Roll 17- Knows evil summoning and dispelling magic up to 70 active points.																
THE ROYAL ESTATE																
Ensorceled Lovers																
Embrosar	—	16	—	—	30	—	—	—	—	4	—	—	—	—	5d6N*	7"
Once a living champion of Tarek Nev, he appears as a wrestler, automatically wrapping arms and legs around target, doing 5d6 normal damage, which is applied vs. the target's magic defense (if any) only. The only way to dispel him is to destroy his stone.																
Jeremas	—	14	—	—	40	—	—	—	—	4	—	—	—	—	Spec.	6"
Once a living champion of Tarek Nev, now a spirit. Appears as a tall man in violet robes. Attacks with mind voice compelling target to slay any companions (12d6 dominate, area effect, 3" radius). The effect last but one turn.																
General Mortilas	—	18	—	—	45	—	—	—	—	4	—	—	—	—	Spec.	6"
Once living general of The Black Lords. Appears as a vague black figure in armor. Radiates panic (9d6 Dominate, 2" radius, cause panic only). Will attempt to switch minds with target (15d6 dominate, Mortilas takes control of target's body, target becomes spirit). If killed, Mortilas is 50% likely to return to Tarek Nev for revenge in a new body in 1-3 days.																
Loramay	—	10	—	—	35	—	—	—	—	2	—	—	—	—	Spec.	6"
Former Lady-in-Waiting to V'rama. No combat ability, uses her looks to win battles, persuasive. Persuasion 17- Oratory 16- Seduction 17- COM: 24																
V'rama Vair	13	20	18	13	28	14	6	13	6	5	7	30	9	9	Spec.	6"
Queen of the Nureti and Tarek Nev and daughter of Kadaena. Wears Amarishi amulet. Attacks with Invoker Demon Spear (+3 accuracy, 2d6) named Lorok and Whip (w/+2 accuracy) which causes any demons she summons to obey her. She may use the Horn of Siege if pressed. Rides on her Demon Chariot Parathorn, wears Ring of the Immortals on her left hand. Magic Use: Magic Roll 21-, Knows Evil, Darkness, Destructive and Summoning-type spells up to 75 Active points. As a gorgon, her COM is -20. Viewing her turns a man to stone unless he makes a CON roll at -4. +2 w/ all combat, +1 w/ spears.																
THE OUTWORLD																
The Black Lords	—	18	—	33	—	—	—	—	—	4	—	—	—	—	Spec.	8"
Once V'rama's royal guard, now disembodied souls. Attack as Fateless Demons if target shows fear or alarm (see section X-10)																
Tilak	18	20	20	18	23	17	9	16	9	4	9	40	14	8	3d6	7"
Greatest Champion of Tarek Nev, Slayer of the Amarrishi, Bearer of the Helm of Kadena. Attacks with Invoker Blade "Soucrusher" (+3 accuracy, 3d6 base damage) and wears 9 def (non-encumbering) armor of fireproof glass. +3 levels, all combat																
Umbro	28	18	23	20	10	8	0	7	0	4	11	46	10	10	2 1/2d6	8"
Queen's Executioner, Wears no armor but has amazing quickness for his size. Attacks with +2 accuracy axe.																
Varias Fenn	11	13	10	10	15	3	0	2	0	3	5	21	4	4	1d6-1	6"
Living Amarrishi Prisoner. Stripped of all possessions, but may enchant weapons as described in part VII.																

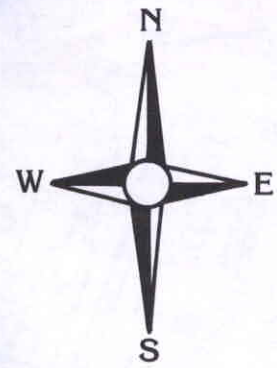
Aranmor

Sea
of
Fire

Sea
of
Fire

Tarek Nev

Wistler's Island



Fulcrumia

Salt Lake

Scale
0 10 20 50 mi.



Aranmor

The Three Masters (Volcanic Mountains)

Mount Kirsil
3700'

Mount Kadaena
4500'

Mount Orso
2700'

Wasteland

Nurett Fields

Sea
of
Fire

The Wyr Forest

Heavy Scrub

Tarek Nev

The Red Gate

Falling Bridge

The Elder Swamp

Ar Nur

Sea
of
Fire

Fulcrumian Stockade
(and the Old Spire)

Tradeway Canal

Vair Passage

Dock Ruins

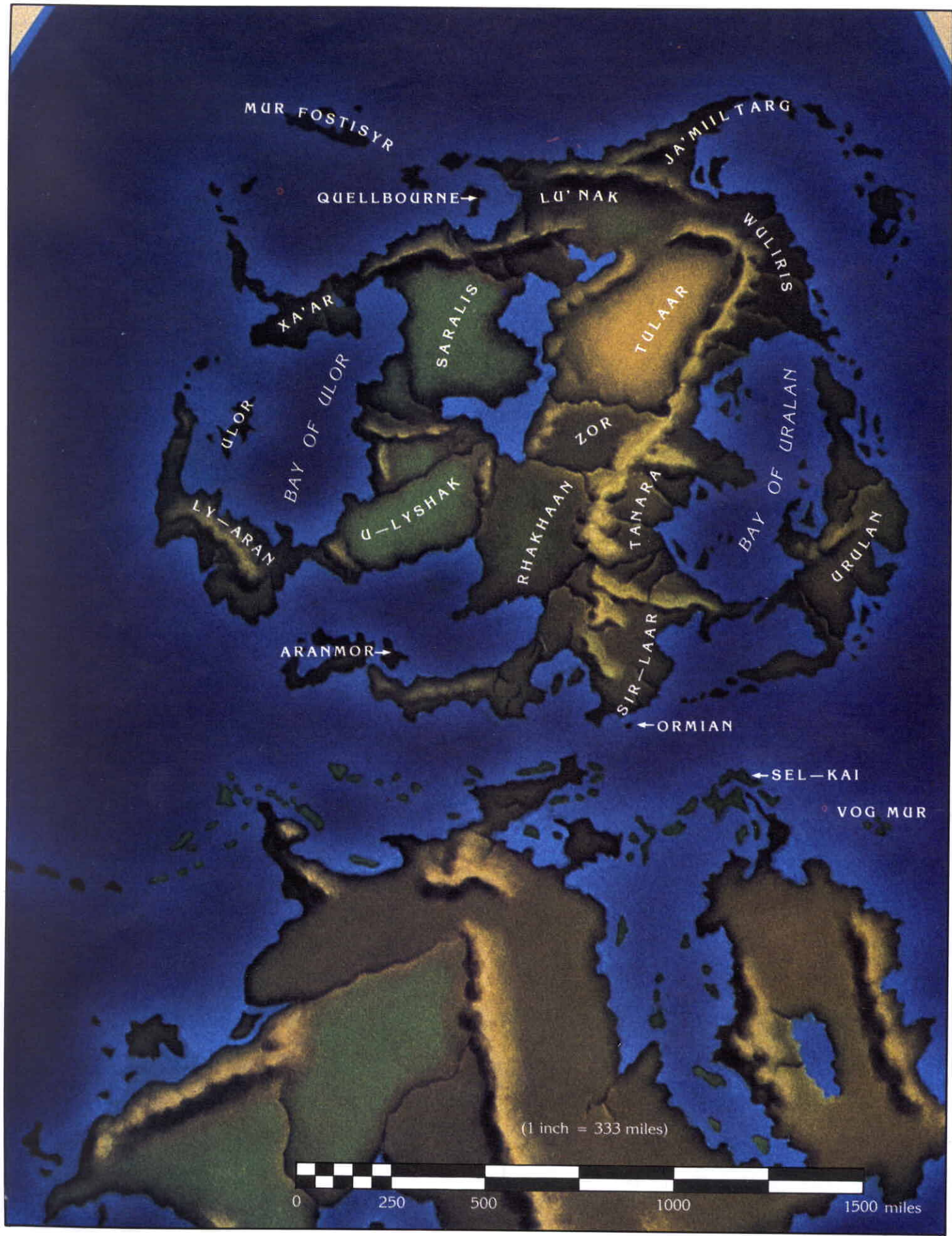
Dam

Mistroke Channel

Wistler's Island

The Smoking Cliff





MUR FOSTISYR

JA'MILTARG

QUELLBOURNE →

LU' NAK

WULIRIS

XA'AR

SARALIS

TULAAR

ULOR

BAY OF ULOR

ZOR

BAY OF URALAN

LY-ARAN

U-LYSHAK

RHAKHAAN

TANARA

URALAN

ARANMOR →

SIR-LAAR

ORMIAN

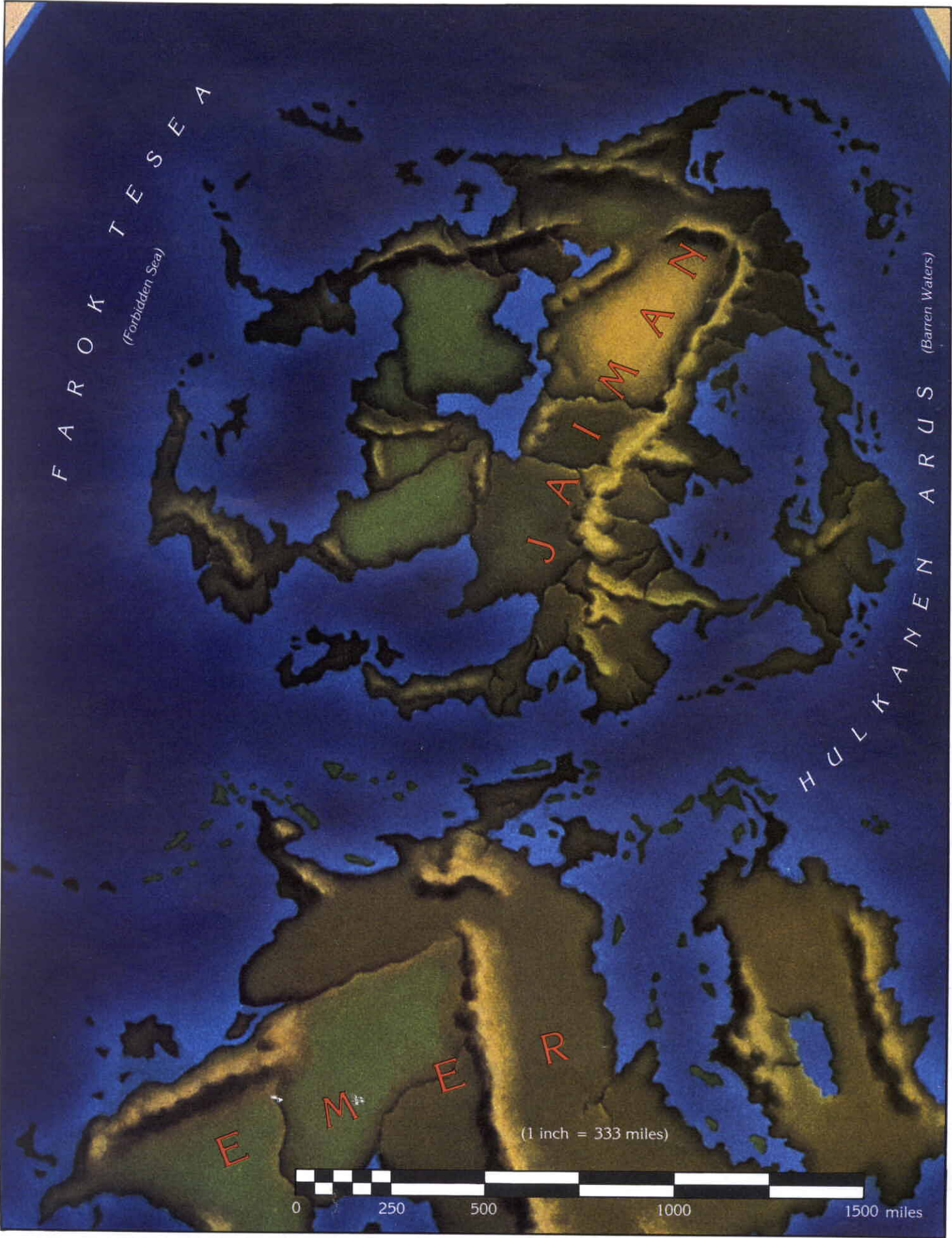
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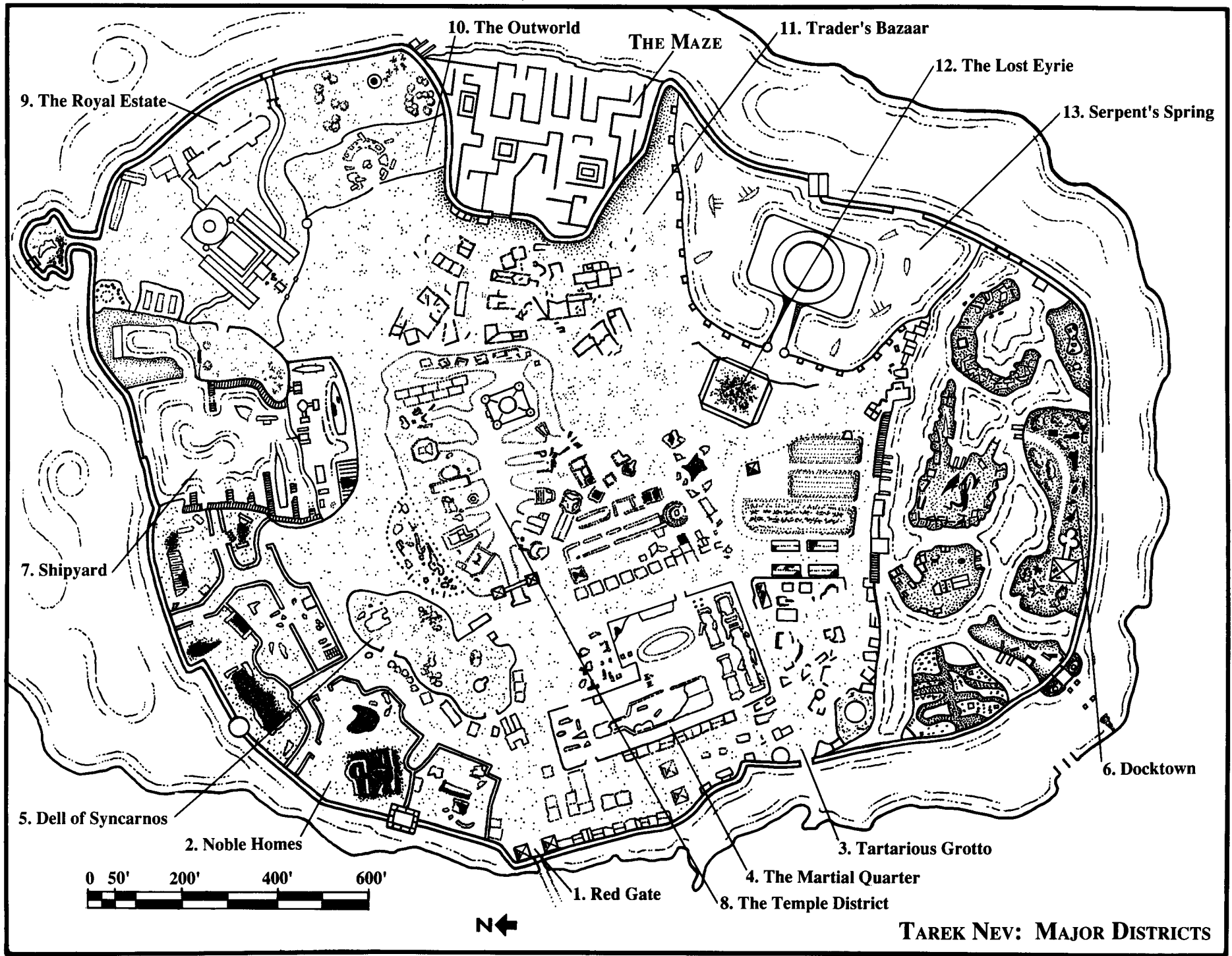
VOG MUR

(1 inch = 333 miles)



0 250 500 1000 1500 miles





9. The Royal Estate

10. The Outworld

THE MAZE

11. Trader's Bazaar

12. The Lost Eyrie

13. Serpent's Spring

7. Shipyard

5. Dell of Syncarnos

2. Noble Homes

1. Red Gate

4. The Martial Quarter

8. The Temple District

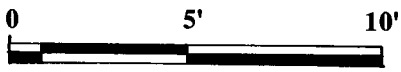
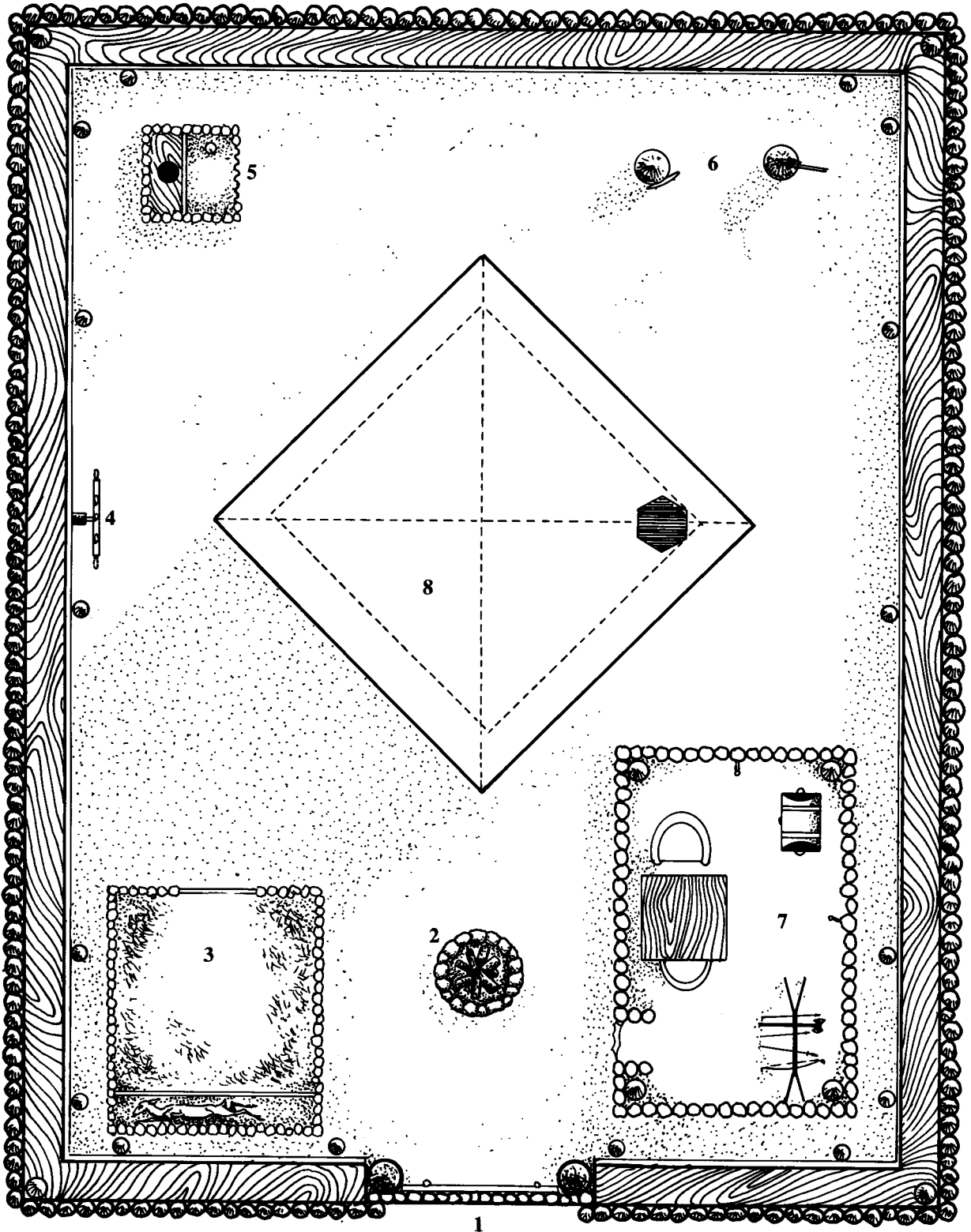
3. Tartarius Grotto

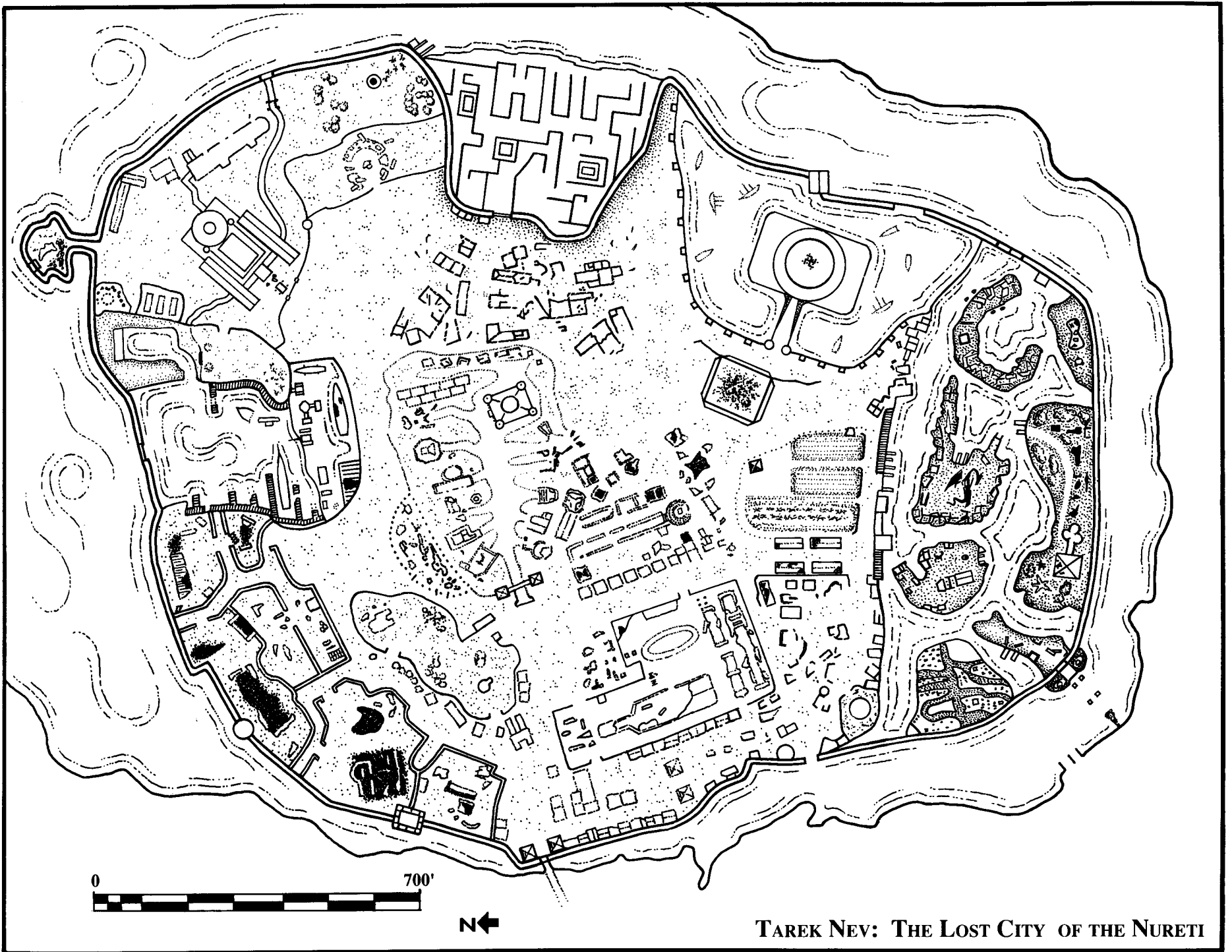
6. Docktown



TAREK NEV: MAJOR DISTRICTS

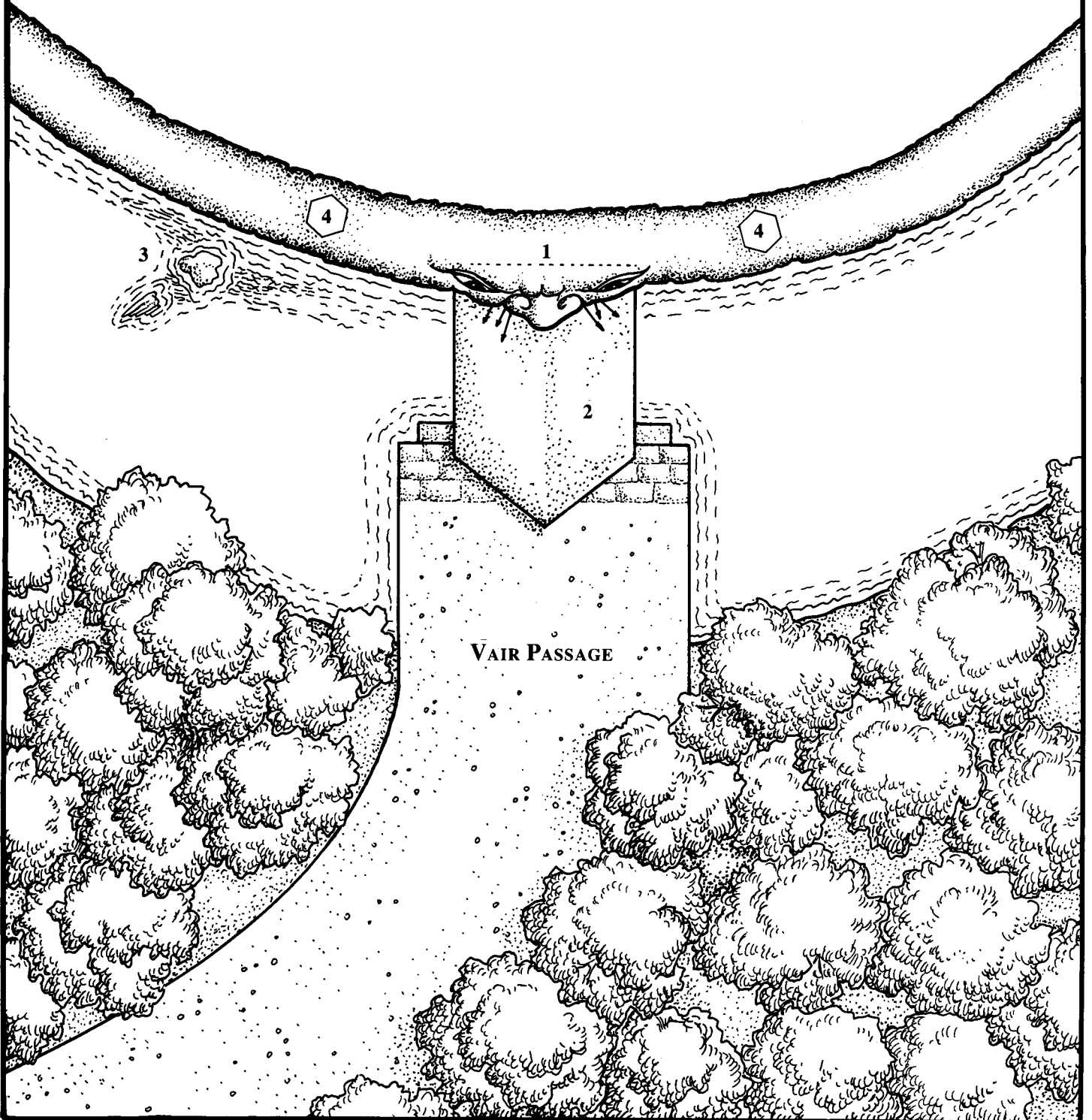
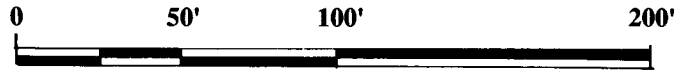
FULCRUMIAN STOCKADE AND THE OLD SPIRE





TAREK NEV: THE LOST CITY OF THE NURETI

THE RED GATE OF TAREK NEV



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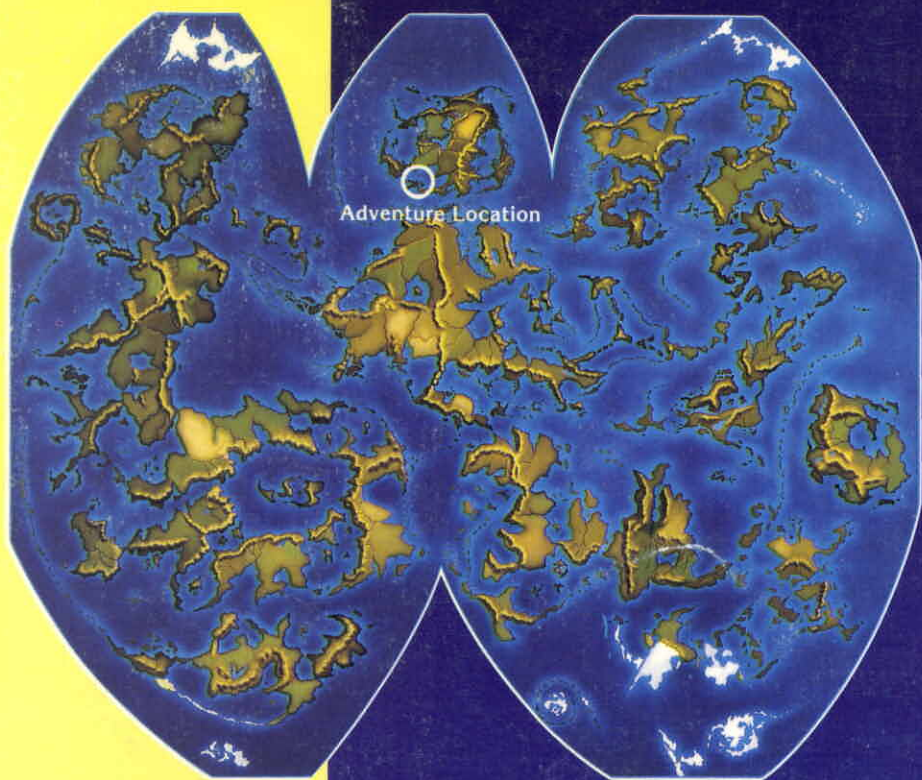
Most adventurers consider this unexplored isle too risky a journey. Among its rumored residents are wild and magical beasts, demons,

spirits, and fiends. While numerous crumbling edifices stand in remote areas of the island, the ruined city of Tarek Nev, with its magically preserved walls, is the most prominent landmark.

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