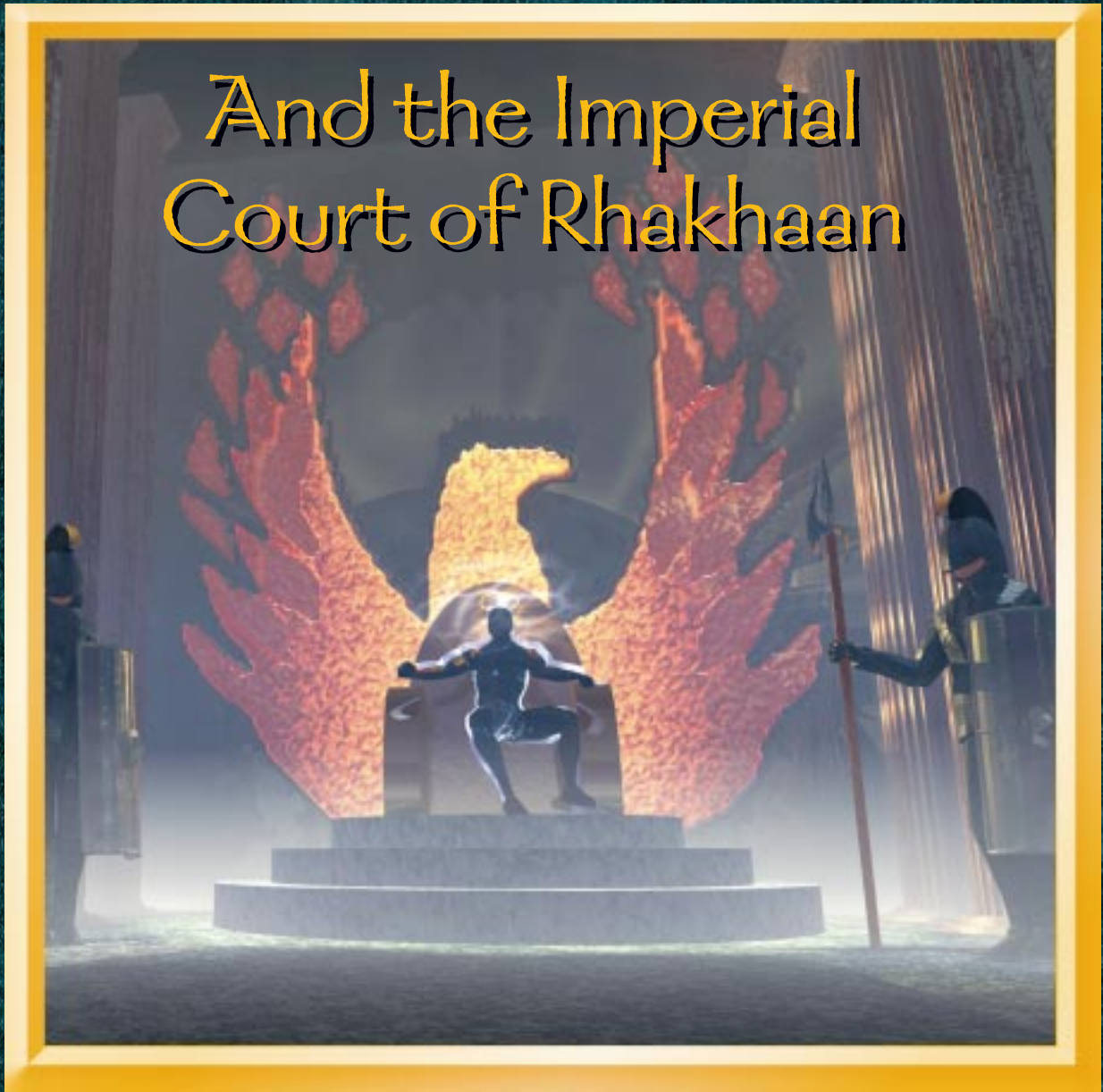




HAAALKITAINÉ

And the Imperial Court of Rhakhaan



Terry Kevin Amthor

A **Shadow World**® BOOK FOR **ROLEMASTER**®

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HAALKITAINÉ

and the

Royal Court
of Rhakhaan



Terry Kevin Amthor



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

On the Cover

The Emperor takes his place on the Phoenix throne of Rhakhaan just after his coronation. The crown becomes a glowing circlet when worn, and can envelop the wearer in a protective magical armor.

Frontispiece: A fanciful view of Haalkitaine the way it may have appeared c. 5000 SEI

Inside Back Cover: From the far northern edge of Rhakhaan, the beginning of the Zor Wastes.

About the Type

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• FOREWORD •

These things always seem to take longer than I think they will! I guess when I am doing most of it myself, that's what happens. I was afraid *Haalkitaine* was going to be time consuming, since I wanted to do a lot of research on feudal society to make things seem right. I also had to go back and delve into ancient Jaiman history, since of course *Haalkitaine* does not exist in a vacuum. All those old modules... *Iron Wind*, *Cloudlords*, *Jaiman*, *Quellbourne*, *Sky Giants*, *Demons*... and of course they weren't without their contradictions.

So here we are at last. I'm glad I did *Haalkitaine*, but I'm glad it's over; I'm looking forward to getting back to Emer then the new Encyclopædia/Atlas. We'll see if those don't go a little more breezily...

TKA
Arlington, VA
July 1998



*I*vow to thee, my country, all earthly things above,
entire and whole and perfect, the service of my love:
the love that asks no question, the love that stands the test,
that lays upon the altar the dearest and the best;
the love that never falters, the love that pays the price,
the love that makes undaunted the final sacrifice.

*A*nd there's another country, I've heard of long ago,
most dear to them that love her, most great to them that know;
we may not count her armies, we may not see her King;
her fortress is a faithful heart, her pride is suffering;
and soul by soul and silently her shining bounds increase,
and her ways are ways of gentleness and all her paths are peace.

Lyrics by Cecil Spring-Rice (1859-1918)

Music by Gustav Holst (1874-1934)

“Poor Martineau.”

Guy Bennett

From the film ANOTHER COUNTRY

Screenplay by Julian Mitchell



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⊗ PART I ⊗

OVERVIEW & TERMINOLOGY

THE

morning of the fifth day on our journey from Leathes to the northern border of my father's lands greeted us with dense fog. It added to the cold, the chilling dampness creeping under the thickest wool cloak. Jad and I packed up with hardly a word — unusual for my normally talkative squire. I knew that in part his silence was due to his growing reservations about this journey. I couldn't blame him; here we were, two teenage boys travelling alone in the northern hinterlands of Rhakhaan, and as my squire he was responsible for my safety.

I suppose a Marquess such as myself would provide a worthwhile hostage for Frelik the would-be usurper, and we had also heard rumors at the last few villages of 'wild men' from the wastes raiding south near the Rhakhaan border. But we were armed and able swordsmen (Jad certainly moreso than myself), and if we weren't safe on the roads of my father's duchy in the greatest empire on Jaiman, where *was* safe?

That argument had worked on my father the Duke, though my mother was less easily convinced. Finally she relented, but only after making us swear on our honor not to enter the Wastes.

After a fine lunch of stew, cheese and warm bread in the village of Echolshyre, we headed north up the great old Steppe Highway the last few miles to the ancient boundary of Rhakhaan.

Trees were routinely kept cleared back from either side of the wide paved road to deter ambush by thieves, but we would have seen the twin statues above the treetops anyway. I had read of the *Warders of the Crossing* which watch over the border between Rhakhaan and Zor, but I was not prepared for the reality of these twin monuments. The highway is a generous thirty feet wide, and these were twice that — ten times my height at least. They loomed over us while still many paces away, twin stone gryphons sitting like monstrous hounds on their haunches, wings folded back and beaked mouth open. I read that in the old days sentries stood watch inside the statues and lit fires behind the eyes. Now those eyes were pits of darkness.

Kalen Avaniir
From his Travel Journals

This section provides some material definitions as well as an introduction to Jaimani races and cultures.



1•LOCAL CLIMATE

While the line about it ‘always rains in Haalkitainē’ is an exaggeration, it isn’t much of one. Prevailing winds from the northwest draw moisture from the central Jaiman lakes and push it south and east, where it hits the *Grey Mountains*. Here it meets warmer moist air masses up from the south and unstable patterns coming from the *Bay of Urulan*. The result is very frequent precipitation all through the Rhakhaan lowlands and along the midwestern foothills of the mountains.

HĀALKITAINĒ WEATHER TABLE

The handy table on the next page can be used as a guideline for generating weather in the city and surrounding areas. Since the loss of the Northern Eye of Utha, flow-storms have also become more common.

2•FLOW-STORMS

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

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

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

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

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

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

FLOW-STORM EFFECTS

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

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

Essænce Discharges

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

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

Essænce Draining

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

Dimensional Rifts

Perhaps the most majestic—and terrifying—aspect of a powerful Essænce storm is the dimensional rift. This is essentially a great temporary portal between the Shadow



Roll	Winter	Spring	Summer	Autumn	Fall
01-05	Clear, windy, bitter cold. Temp: -25/-5° Winds: 10-25 mph	Clear, cold. Temp: 25/35° Winds: 5-15 mph	Clear, cool. Temp: 40/30° Winds: 5-15 mph	Clear, cool. Temp: 35/25° Winds: 5-10 mph	High clouds, cold. Temp: 25/30° Winds: 10-15 mph
06-10	Clear, very cold. Temp: -10/10° Winds: 0-10 mph	High clouds, cold. Temp: 25/30° Winds: 10-15 mph	Clear, cool, breezy. Temp: 45/35° Winds: 10-20 mph	Clear, cool. Temp: 40/30° Winds: 5-15 mph	Overcast, drizzle, cold. Temp: 30/35° Winds: 0-5 mph
11-15	Partly Cloudy, cold. Temp: 0/20° Winds: calm	Overcast, drizzle, cold. Temp: 30/35° Winds: 0-5 mph	Clear, cool, windy. Temp: 50/40° Winds: 10-30 mph	Clear, cool, breezy. Temp: 45/35° Winds: 10-20 mph	Overcast, drizzle, cold. Temp: 35/40° Winds: 0-5 mph
16-20	Overcast, windy. Temp: 30/35° Winds: 10-35 mph	Overcast, drizzle, cold. Temp: 35/40° Winds: 0-5 mph	Clear, windy. Temp: 50/40° Winds: 20-40 mph	Clear, cool, windy. Temp: 50/40° Winds: 10-30 mph	Overcast, drizzle, cold. Temp: 35/45° Winds: 5-10 mph
21-35	Cloudy, rain/sleet/snow mix. Temp: 30/40° Winds: 5-15 mph	Overcast, drizzle, cold. Temp: 35/45° Winds: 5-10 mph	Ptly cloudy, windy. Temp: 50/40° Winds: 10-30 mph	Clear, windy. Temp: 50/40° Winds: 20-40 mph	Partly cloudy, light rain in PM. Temp: 45/55° Winds: 10-15 mph
36-45	Cloudy, rain/sleet. Temp: 30/40° Winds: 5-20 mph	Partly cloudy, light rain in PM. Temp: 45/55° Winds: 10-15 mph	Cloudy, breezy. Temp: 50/40° Winds: 5-10 mph	Ptly cloudy, windy. Temp: 50/40° Winds: 10-30 mph	Overcast, drizzle. Temp: 45/55° Winds: 5-10 mph
46-50	Light snow. Temp: 25/35° Winds: 0-5 mph	Overcast, drizzle. Temp: 45/55° Winds: 5-10 mph	Cloudy, windy. Temp: 50/40° Winds: 10-25 mph	Cloudy, breezy. Temp: 50/40° Winds: 5-10 mph	Cloudy, windy, rain. Temp: 45/55° Winds: 15-20 mph
51-55	Snow showers. Temp: 25/35° Winds: 0-5 mph	Cloudy, rain. Temp: 45/55° Winds: 5-10 mph	Cloudy, blustery. Temp: 60/40° Winds: 10-40 mph	Cloudy, windy. Temp: 50/40° Winds: 10-30 mph	Partly sunny. Temp: 50/65° Winds: 5-15 mph
56-60	Overcast, flurries. Temp: 25/35° Winds: 0-15 mph	Partly cloudy, light rain in PM. Temp: 50/60° Winds: 5-15 mph	Low clouds, windy. Temp: 50/40° Winds: 10-30 mph	Cloudy, windy. Temp: 60/40° Winds: 10-30 mph	Low clouds, windy. Temp: 50/40° Winds: 10-30 mph
61-65	Freezing sleet, windy. Temp: 25/35° Winds: 5-35 mph	Sunny. Temp: 50/65° Winds: 5-15 mph	Very warm, PM T-storms. Temp: 85/75° Winds: 0-20 mph	Low clouds, windy. Temp: 50/40° Winds: 10-30 mph	Cloudy, windy. Temp: 50/40° Winds: 10-30 mph
66	Flowstorm! <i>Use the guide, and roll again on this table, adding 100.</i>	Flowstorm! <i>Use the guide, and roll again on this table, adding 100.</i>	Flowstorm! <i>Use the guide, and roll 2x, total and check result on this table.</i>	Flowstorm! <i>Use the guide, and roll again on this table, adding 100.</i>	Flowstorm! Portals open, possible demons. <i>Use the guide on the next page, and roll 2x, total and check result on this table.</i>
67-70	Partly cloudy, light rain in PM. Temp: 50/60° Winds: 5-15 mph	Partly sunny. Temp: 50/60° Winds: 5-15 mph	Hot, then thunderstorms. Temp: 95/75° Winds: 0-50 mph	Warm, hazy. Temp: 80/65° Winds: 0-5 mph	Low clouds, windy. Temp: 50/40° Winds: 10-30 mph
71-80	Partly cloudy. Temp: 40/60° Winds: 5-15 mph	Overcast. Temp: 45/55° Winds: 0-10 mph	Warm, hazy. Temp: 80/65° Winds: 0-5 mph	Very warm, PM T-storms. Temp: 85/75° Winds: 0-30 mph	Warm, hazy. Temp: 80/65° Winds: 0-5 mph
81-90	Overcast. Temp: 45/55° Winds: 0-10 mph	Low clouds and fog. Temp: 45/55° Winds: 5-10 mph	Hot, hazy, humid. Partly cloudy. Temp: 90/65° Winds: 0-5 mph	Hot, then thunderstorms. Temp: 95/75° Winds: 0-50 mph	Very warm, PM T-storms. Temp: 85/75° Winds: 0-50 mph
91-95	Ice storm. Freezing sleet encases everything in 1/2" solid ice. Temp: 15/25° Winds: 5-15	Windy, very low clouds (almost to building height) Temp: 40/45° Winds: 10-30 mph	Heat wave: Hot, hazy, humid; oppressive. Temp: 100/80° Winds: calm. Lasts 2-8 days	Cloudy, hail in PM: hailstones are actually frozen blue beetles. Temp: 45/65° Winds: 5-15 mph	Overcast. Volcanic ash falls intermittently, accum: 1/4" Temp: 35/45° Winds: 0-5 mph
96-98	Clear, cold. Temp: 25/40° Winds: 0-5 mph. Major <i>Aurora Borealis</i> display at night.	Cool, heavy rains. Temp: 40/50° Winds: 5-10 mph. Flooding causes odd things to float up from sewers (bodies, etc.)	Hot, hazy, humid. Temp: 95/75° Winds: calm. Sky darkens in afternoon with millions of butterflies.	Overcast. No rain but continuous lightning storm w/deafening thunder all day/night. Temp: 55/75° Winds: 10-20 mph	Erratic gusting winds snatch leaves, papers, small objects. Damage to trees/structures Temp: 35/45° Winds: 0-50 mph
99-100	Thunder snowstorm. Lightning and thunder accompany steady snowfall. 2-4ft accum. Temp: 25/35° Winds: 10-25 mph.	Pollen Cloud coats all surfaces with yellow dust and causes widespread sneezing. Temp: 70/50° Winds: 0-5 mph.	Hot, then drenching thunderstorm accompanied by rain of frogs. Temp: 95/75° Winds: 0-50 mph	Dense fog in AM gives way to sullen low clouds in PM. Temp: 45/35° Winds: calm. All stone surfaces 'sweat' all day.	Clear, cool. Temp: 55/45° Winds: 0-5 mph Meteor storms seen in night sky for 2-12 days.
101-125	Chilling rain, then freezing and snow as temp falls, leaving treacherous ice under snow. Temp: 10/30° Winds: 5-10 mph	Cold rain mixes with sleet, everything is coated with a 1" ice sheet. Temp: 45/30° Winds: 0-30 mph	Severe thunderstorm, heavy rain and high winds. 90/70° Winds: 30-70 mph. Tornadoes sighted.	Chilling drizzle mixes with fog rising from rivers to create cold mist Temp: 35/25° Winds: 0-15 mph	Warm, cloudy in AM, hailstorms in PM. Swarms of Grasshoppers follow. Temp: 80/65° Winds: 0-30 mph.
150-200	Snow accumulates 1-2ft, followed by clear skies and bitter cold. -10/-20°. Winds: 25-50 mph. Serious wind-chill.	Strong, damaging t-storms, heavy rain and high winds. 90/60° Winds: 10-60+ mph. Tornadoes sighted nearby.	Heat wave for 5+ 1D10 days. Hazy, oppressively humid and hot. Temp: 95/75° Winds: calm. Smell: unbearable.	Warm, windy, partly cloudy. Hundreds of balloonpods seen in afternoon. Temp: 75/55° Winds: 10-25 mph	Warm, sunny in AM, dark to North. Volcanic ash fall begins in PM, lasts 2 days/6" Temp: 80/55° Winds: 0-10 mph.
201-250	Freezing rain coats everything with a layer of ice. 10/30°. Winds: 5-30 mph.	Ominous greenish clouds unleash heavy rain mixed with mucousy slime. Ugh. Temp: 45/765° Winds: 10-25 mph	Overcast; electrical storm afternoon-night; lightning and thunder but no rain. Temp: 90/70° Winds: 10-40 mph	Chilling dense fog descends overnight and lingers for 3 days. Visibility: 2-10ft Temp: 35/40° Winds: calm	Hot, hazy in AM, sudden temp drop and hail in PM. Temp: 90/55° Winds: 5-30 mph. Hail melts releasing red worms.
251+	Major Blizzard: blinding snow for 4+ 1D10 hours at the rate of one foot an hour. Winds cause drifts to 20 ft. Temp: 20/25° Winds: 10-30 mph	Freakish windstorms throughout day cause <i>Whirlwinds</i> , <i>Airbolts</i> , flying debris. Temp: 55/75° Winds: 0-80+ mph gusts	Hot summer day gives way to a major hailstorm in the afternoon. Fist-sized hailstones cause injury & damage. Temp: 95/65° Winds: 0-40 mph	5 days of dry heat followed by 3 hour dust storm. Visibility 5-10 ft, 1-2 hits/minute from abrasion. Temp: 90/70° Winds: 0-40 mph.	Dark roiling clouds. Temp: 50/40° Winds: 10-60 mph. Minor earthquakes throughout day cause minor damage. Strange lights in night sky.



World and any one of the countless other planes of existence. Rifts may appear in several forms:

- As a pure-black 'hole,' floating just above the ground, with wavering, luminous edges. The hole could be anywhere from ten to fifty feet in diameter, and remain open from one minute to several hours. It is relatively immobile, and the other end of the hole (where one would emerge after passing through it) is also usually constant. The 'hole' appears the same from all vantage points, but from any one direction it appears two-dimensional (flat, face-on). This creates a disquieting effect for beings with depth-perception vision like humanoids. These smaller rifts can be closed by powerful Essence users.
- A 'curtain' of energy, usually 100 to 1000' across (though curtains such as this have been recorded at several miles in length). The height is at least 100 feet, sometimes reaching up to the lowest clouds. This 'curtain' is much like a wall of rain or shimmering crystal, it moves across the landscape. Behind it is deposited a strange debris of creatures and beings from other worlds. To be caught in its path is to be swept far away, often to another reality.
- An instantaneous flash of energy. Rather than an interdimensional effect with a real duration, the discharge occurs only for a split second. Having a radius of from 10 to 100', it will randomly transport Essence-sensitive beings and objects to another plane and/or location.

Other Magical Effects

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

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

3. GETTING TO HAALKITAINE

While not a seaport, the Rhakhaan capital is still accessible by many routes. The most common two are the *Blue River* and the great *Greenway*.

ROADS

The finest roadways in Jaiman are still the ancient highways built in the Second Era, when the Six Kingdoms were young. There were two such routes linking east and west, and no less than five running north-south. The *Northern Passage* has fallen into disuse and ruin since the ascendance of the Dragonlord and the fall of Quellburn. Similarly, the *Ulor Bay Highway*, the meandering *Lakeroad*, the *Grey Mountains Highway* and the *Ridge Road* in Urulan are all out of repair. Only the north-south *Steppe Highway* and the east-west *Greenway* are maintained, through the efforts of the Empire. These ways were all thirty feet wide, paved with smooth stones and sloped for drainage. In some wild areas now they are merely overgrown with some invading weeds. In some places, however, the road has vanished altogether: buried in a landslide, tumbled into a crevasse, or simply consumed by vegetation.

The Empire is covered by a latticework of other roads, from wide paved avenues almost as fine as the ancient highways to dirt trails so narrow that riders on horseback can barely pass one another.

RIVERS

The Blue River is thick with barges and boats, most powered by a combination of poling and small sails. Large keeled ships cannot venture far up the river as it is treacherous with rocks and currents — and at the city, no tall masted ship can pass under the bridges to get to Haalkitaine's docks. Most barges haul only cargo, while some carry light cargo and have passenger cabins. Smaller passenger boats, often powered by oarsmen, ferry the wealthy and powerful to and from their country estates.

OTHER METHODS

While *Airbarges* are almost never seen at Haalkitaine, *Skyships* do dock every few days. And for those with a full purse, there is always travel via Navigator *Jump*

4. FIRST IMPRESSIONS

Haalkitaine is a city rarely seen from a distance, often obscured by fog off the river or a misty rain. In winter it is swirling snow and smoke from hundreds of hearths and stoves within, and in summer it is the oppressive humid haze. So, one usually first glimpses the grey towers looming out of a mist, emerging like a dim ghost. Blank walls and towers capped with battlements surround the metropolis. Above these loom the clustered towers of the nobles with their gleaming roofs. Higher yet the Imperial Palace emerges from the gloom, its towers more slender and crenelations more graceful than those of the city walls, yet still designed as a practical defense as well as for aesthetic impressiveness.

Whether arriving by barge or road, one passes through an imposing gatehouse with doors several times the height of a man. City constables ask your business and direct you to city laws posted on nearby boards. To enter Haalkitaine (unless you are a resident or on business for a Peer of the Realm), it will cost you a bronze piece. The gates open at

sunrise and are closed at dusk; after that time you must present a sealed order or be of the nobility to gain entrance.

Barely are you past the inner gates when the city envelops you with sights, sounds and smells! Pushcart vendors, peddlers and jugglers line the streets near every gate, assailing the unaccustomed visitor with aggressive advertisements of their wares: trinkets, foods of every kind, scents, potions, remedies, medicines, scarves and cravats... They close in just as the overhanging upper stories of the buildings seem to close in over every street, shutting off what light there is from the sky. These cantilevers serve a purpose, however. They shield the street (at least the street-edges) from rain and snow, allowing some shelter for pedestrians.



*A Coach arrives at a Guesthouse
Ink and sepia wash by Miso Tærænor*

Most streets are paved with cobbles, and grates along the edges drain away rainwater — and all manner of waste. The city has streetsweeps who spend much of their time at the insavory task of unclogging these iron grilles.

As one enters the city of Haalkitaine, take care not to lose your way. It is a maze fraught with perils as well as opportunities.

5•LANGUAGES

Following is a listing of the common languages of Emer. Rhaya is of course the principal language, though Erlin is also spoken in Haalkitaine .

LIVING TONGUES

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

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

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

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

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

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

Muri-Elven: an offshoot of pure Erlin, it is spoken in NE Emer—including the isles of Vog Mur and by some in Haalkitaine .

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

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

Taal: the tongue of the Talath of Bodlea, it is complex and beautiful. Not surprisingly it is related to the language of the Myri of Jaiman.

DEAD OR SECRET TONGUES

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

Enris-Sokal: While technically dead, it is very much alive in the halls of the *Nomikos Library* and other scholarly institutions (many very old tomes are written in Enris-Sokal). It is believed that it was originally the language of the *Taraniens* (an intellectual society in southern Palia during the *Interregnum*), it was carried across the seas by students of history who studied there. It is a very concise tongue (both written and spoken) with a large vocabulary and com-



plex structure. Learning it is difficult (assuming you can even find a teacher).

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

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

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

6•PEOPLES OF HAAALKITAINÉ

The following paragraphs present an overview of the racial types which are often encountered in Haalkitaine.

ELVES

While Elves are not a large percentage of the Rhakhaan population, there are a fair number living in Haalkitaine — especially Erlin Elves.

In general, the fair race is similar to mortal humans, except they are generally taller (males 6’-6’8”, 150-200 lbs; females, 5’6”-6’2”, 115-165 lbs) and have elongated ears which narrow towards the top and back to a discernable ‘point’, slightly larger eyes, and more delicate features. And while it is generally assumed among human races that Elves are immortal, some do seem to age (albeit slowly), and have even been known to grow old and die (they can also, of course be killed just as men can). The fact that some do age and die may be attributed to intermingling with mortal races.

High Elves

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

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

Loari: The *Loari* (Iy: ‘Builders’) have raven-black hair, predominantly brown or hazel eye color, and often pale skin. They also tend towards a heavier bone structure, with muscle mass to match. A champion Loar warrior is without match among the humanoid races.

While the Loari love nature as much as the Linæri, they seek to unlock its hidden secrets rather than enjoy it in its untouched state. They are unsurpassed at gem-cutting, architecture, and the making of machines.

Their egos are also unmatched among Elves and men—except perhaps by those among their kind who have turned to darkness: the Dyari. As a result, the Loari are often considered arrogant and condescending by other peoples. They are; though fortunately this seems to be a passive conceit rather than an aggressive one. The Loari show little desire to conquer other races; instead content to flaunt their superiority. In some societies the Loari do co-exist with certain Erlin clans as a sort of benign upper class, providing structure and direction which the Erlini often crave.

Dyari (Iy: “Dark Ones”) Despite their name, the Dark Elves do not have darker skin than their brethren; in fact they are often very pale, and have black or silver-white hair. Their eyes are grey, black, or sometimes amber. Like the Loari, they are often physically very intimidating.

The Dark Elves are not racially different from the Loari, but culturally, they embody all the worst traits of the Loari taken to extreme. Their talents and tendencies lean heavily towards the magical arts, often the darker side. They are cunning and cruel, ambitious to the end. They desire always to dominate other peoples and nature itself.

The Dyari are what becomes of Loari conceit taken to extreme coupled with a matching lack of morality. Dyar Clerics turn to the Dark Gods for their channeled power — especially Moralis and Inis.

Common Elves

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

Like the Linæri, most prefer to live close to nature in her unaltered state. When they employ tools and structures these are always subtle and clever of design, simple yet practical. Their environment tends more towards the rustic than elegant, however.

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

When a culture of Erlini has been isolated for a long period, they can become very reclusive and revert to a simple, tribal society.

There are many distinct subcultures of the Erlin. To name just a few: the *Jaimani-elves* of *Orna-dum* (E: ‘Blue Forest’) in northern Jaiman, *Muri-elves* (of *Vog Mur* and *Esov Mur*), as well as the *Uruli-elves* (of *Urulan*), and the tribes of *Isra*, *Orbis*, and *Verya*.

Ta-lairi: (Iy: “Mixed ones”) The variety in Half-elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the Mannish races. The *Ky’taari* of the Mur Fostisyr and the *Sulini* of Tanara are examples of this fusion; there are numerous other cultures whose people are — as a group — descended from

an Elven-mannish mix. They can differ widely in height and build and other appearance factors, often reflective of their environment.

While all who are not pureblood Elves are mortal, their lifespan is highly variable.

ZORI (a.k.a. 'Laan')

The Loremasters use the term *Laan* to encompass the entire race of 'high men,' though in Jaiman men and women of this breed prefer to be called *Zorian*.

In any event, Laan tend to be as tall or even taller than the Elves (6'-6'10" in height) as well as more heavily boned and physically stronger than all but perhaps the Loari. In return they are less nimble than the Elven-kind. Their hair is dark brown or coal black, usually straight but sometimes with a slight wave. A very few have golden-blond hair, considered a trait of rare beauty. Their eyes are blue, grey or occasionally a bright green, and they tend to be fair-skinned — from very pale to a rosy-cheeked but light complexion. Few of the men sport a beard or moustache (many cannot grow facial hair or it grows thinly). The Laan are great warriors, leaders and empire-builders: their ambition matches their great stature. This regal race is also long-lived: some have been known to remain hale past their 300th birthday. While the Laan bear few children, women apparently remain fertile up to age eighty and beyond.

Throughout history on Kulthea, the Laan and the Loari Elves have frequently found themselves at odds with each other, each driven by a sense of racial superiority and an overriding ambition to control their destiny. It is true that both races are of above-average intelligence, stamina and strength; it is perhaps fortunate for the other peoples of the *Shadow World* that neither race bears many offspring.

JAMERI

Encompassing a mixture of several racial subgroups, the *Jameri* peoples are shorter than the Laan, Elves or Talath (averaging 5'4"-6'2" tall), but hardy. Their hair ranges from dirty blond to dark brown, and they generally have fair or olive skin, with eyes of hazel or brown. Tending to be heavily boned and stocky, they are sometimes overweight in later years. The Jameri are more hirsute than most other races; the men must shave or grow heavy beards, and many begin to go bald in their middle years. A Jameri feels fortunate to live to be 100 years old.

They can be found throughout most of Jaiman, though in the north they become intermingled with the Haid and other northern peoples.

A very similar racial group — the *Shay* — is common in Emer and in other lands with a temperate or cool temperate climate.

MYRI (a.k.a. 'Talath')

The Myri are a hardy race, blond and blue-eyed. Tall and powerfully built (5'10"-6'10" tall), the Myri are of



*A Zor Nobleman in Formal Attire
Ink wash by Dragiis Bodega*

amazing size and strength, considered to be among the *high men* in nature.

Most have a pleasing countenance with almost delicate features. Fair skin is the rule, though long hours of outdoor labor often leave them with a golden tan by autumn. While the Myri have virtually no body hair (the men are completely beardless), all are blessed with a shock of gold from their scalp. The color ranges from nearly white to the color of straw to a multitude of amber hues, and it can be straight or curly. Both sexes are big-boned and have a strength borne of a life of hard work and pure spirit.

Tending to be a people of simple means, the Myri have never been empire builders, preferring to live in small villages tending their sheep and crops. They are often ruled by other peoples, but even this seems not to phase them overmuch — as long as it is a benevolent and essentially unintrusive reign. Protective of personal freedoms, they make terrible slaves — often preferring death. Their honesty in turn allows them to easily detect a lie — and those who serve darkness. If assailed by servants of the Unlife they fight with a fevered determination.

HĀID

Taller than the *Fustir-Gost* of the far north, yet more stocky than the Jameri, the Haidic people were once masters of much of north-west Jaiman. But now they are scattered, a race in decline with only the dim memory of past glory. Some of their race — the *Syrkakar* — have fallen under the cloak of the *Iron Wind*, while others fade into obscurity.

Averaging 5'6"–6'0" tall, the Haid have a ruddy complexion and a reddish-brown hair of variegated color. The men often sport beards and many braid their wiry hair.

A few Haid live in Haalkitaine; more are fur and ore traders from the northern lands.

QUAIDU

This race is known to all in Rhakhaan but the most well-informed as merely the *pale men*. They do fit the description

The men usually 5'9"–6'2" tall and powerfully built, the *Quaidu* are so pale as to seem to have no skin pigmentation, though even an albino has a pinkish color from the blood under his skin. These men and women are

ashen-white, almost grey in hue. Their bodies are hairless, the mane on their scalp is either ebon or snow-white, their eyes invariably black as orbs of obsidian. No iris, no pupil can be seen, no white sclera. Both sexes have a high prominent forehead, slender nose and thin lips of a darker grey. To say that they are troubling to look upon is an understatement. Their origins are believed to be no less exotic than the Eastern World, but for now they for the most part known as the lieutenants of the Lord of Ulor. Some have come to Rhakhaan as refugees, willing to work in return for life in a land other than that under Lorgalis. Why is it difficult to believe them; is it the black sightless eyes, or perhaps the smirk so often curled on their bloodless lips?

Y'KIN

There is little doubt that the Y'kin are of the same origins as the Jaaderi of the central Emerian plains, though this group has been stunted after centuries of living in a cold, damp climate inhospitable to their nature. The Y'kin are distinguished by their red-brown skin, hooked noses, high sloping foreheads and, elongated ears.

While they have long had a foothold in SE Jaiman, the Y'kin people have been nearly wiped out in recent years by pressure from Rhakhaan on the west and Cloudlord attacks from the north. Their god *Akalatan* seems to have abandoned them; the priests would say that the Y'kin have failed to provide enough sacrifices.

Y'NARI

Concentrated mostly in the northeasterly regions of Emer — especially the hills of the great Silaaran peninsula — the Y'nari are a quiet people. Small but hardy (averaging 5'2"–6'2" tall), they have fair skin and little body hair, but scalp hair is thick and while it can be straight or curly, it is almost always black (or, in rare cases, silver). Eyes are usually brown or amber, and a distinguishing feature is the epicanthic fold (the small overlap of skin over the eyes, giving them — in Terran Terminology — an 'oriental' look). Y'nari also have 'flattened' features: small noses, wide, prominent cheekbones and forehead. The Y'nar are uncommon but not unheard-of in Rhakhaan: There is an ambassador in Haalkitaine and many Y'nari traders visit Haalkitaine.



A Zor Noblewoman

Ink wash by Miso Tærænor

◆ PART II ◆

HISTORICAL TIMELINE

Including Recent & Future Events

Where

are the fabled Artifacts of the Six Realms of Jaiman? Indeed, the tales swirling about the Crowns, the Pendants and the Swords are many and contradictory. Recent events have forced discussion of these items and their locations into the limelight, and as a result, I have been asked to prepare a preliminary report on my findings. herewith are the results of my research to date.

THE GRYPHON: Both the crown and pendant were taken south by the Loremaster Temeris just days before the orb of the Lords of Essænce was brought to the Zorian capital of Verzor. I believe that they are held in an enclave somewhere in eastern Jaiman. While one might draw the obvious conclusion that these items are in the monastic compound known as Gryphon College, I have been to this location and find no evidence of items of power. Instead, it is a rustic enclosure devoted to the study of medicinal herbs and other flora. I saw no evidence of animate gryphons, guardian creatures rumored by locals. As for the Gryphon Sword, tales that it was destroyed with Verzor appear also to be erroneous. The last known bearer of the blade was Fen Uthgal, who happened to be on a diplomatic mission to Tanara when disaster struck. Without a home realm (and possibly mentally damaged by the death of his liege), he wandered the countryside for years. Local legend among the Myri tells of his decision to ask the King of Tanara to take his life and entomb he sword in the Catacombs of Ūr.

THE PEGASUS: The Crown—according to the Dúranak Araini of Tanara, heirs to the ancient kings—is in the Catacombs of Ūr, protected by many unsleeping guards. The pendant is worn by the First Speaker of the Jyaad, T’kaal Arain. Of the Sword no one will speak, and I have found no trace of it since the fall. The Cloudlords may have knowledge of it, however.

THE UNICORN: I have spent some time in Urulan seeking knowledge of the artifacts, to no avail. While the widely rumored sense of a hostile ‘presence’ was definitely in evidence, I was unable to verify any link to the crown. Likewise the Sword and Pendant. I have not returned to Urulan since the apparent breaking of the Crown-spell to verify whether the ‘presence’ remains, but intend to do so.

THE PHOENIX: As we all know, The Phoenix Crown was enshrined in a vault under Haalkitaine for many years, gathering dust. That is, until the ascension of Jerrin Arej Malvion Faslorin III in



6043. He initially refused the Crown but his cousin Frelik, Marquess of Nolgara, managed to take the crown and flee north to plot a revolt. To my knowledge he has not donned the crown. The pendant was taken by the Empress Ajkara III in 5121 when she escaped a revolt of the nobles. It was subsequently lost. The sword was believed to be held in a vault beneath Haalkitaine, but when it was to be brought forth in 5899, the chamber was empty, the sword apparently stolen by subterranean creatures. The fact of the missing Sword is not common knowledge. I should note here that the chambers beneath Haalkitaine Palace are quite labyrinthine in nature, and I suspect they might connect to much older passages. I recommend further exploration.

THE WYVERN: The Wyvern Crown of Saralis was cleaved by an Ordainer's sword in SEI 6521; and the Pendant and Sword vanished when that land was sundered late in the Second Era. There are scrolls which tell that survivors in the royal family fled to an isolated isle in Karish Lake, but I have found no official record of a royal retreat there. We must assume that the items were destroyed when the palace was razed during the Wars of Dominion.

THE SEA DRAKE: Perhaps most interesting is the current location of the Sea Drake Crown. We are well aware of the turmoil in U-Lyshak: the mysterious death of King Halek (of Helyssa, formerly a province of old U-Lyshak) in 6046, and the disappearance of his son Kier. Then, only days ago, Kier appeared in U-Lyshak wearing the crown and employing powers of mythical scope. Entire armies ran in panic, according to eyewitnesses of our own order. The following night the skies of Jaiman were lit by coruscating displays of raw Essænce, and the next day, Kier's power seemed to have failed. Fortunately, even the short time at full power seems to have been enough to turn the tide in U-Lyshak. The Sword is now held by a young champion of Kier's, and is being used to effect against the forces of the Priest Arnak. As for the Pendant, I fear that it is currently held by the Priest Yarthraak in his tower on the U-Lyshak coast.

While it is apparent that the Great Crowns have lost some powers, this event somehow linked to the Essænce display of 6051•5•21, Kier Ianis seems to continue to wield considerable magical forces. I would venture to suggest that the Essænce display was a by-product of the destruction of the legendary Forge of Arion, a central controlling-point for the Crowns. However, the Artifacts of Tethior and Andraax retain some of their powers. The exact nature of the artifacts was always a closely guarded secret between Andraax and Tethior; no records of their specific functions survive. Whether these are purely residual and will slowly fail, or if they are inherent characteristics which will endure, only time will tell.

Zener Morndaak
A report to the Loremaster Council
TE 6051•5•69

This timeline focuses on Jaiman and the History of the Rhakhaan Empire. For more general information about world history, the reader is referred to the *Master Atlas Second Edition, Emer I*, or the *Encyclopædia Kulthea*, available in late 1998.

Secret or covert activities are included in square brackets; these are events and actions that the PCs could not be aware of without special means such as a vision or access to secret texts. Terms in other languages are either OE (Old Emer), K. (Kugor, the language of the Great Drakes), Ir. (Iruaric), Er (Erlin, common Elvish), ME (Muri-Elven, a dialect of Erlin) or Iy (Iylar, high-Elven).



1•THE FIRST ERA

circa. -80,000 FE (Approximately 200,000 years before the present time.) A cataclysm of cosmic proportions sends shock waves through the universes, and causes a ‘gate’ or ‘tear’ in the inter-dimensional fabric. This event is linked to the creation of the *Pillar of the Gods*, formed by a small black hole plunging through the planet at high speed.

A group of non-corporeal entities enters this space-time, fleeing the destruction of their own universe through the gate. They close this gate (though it can never be completely sealed) but find that they cannot leave the solar system because the unique location of Kulthea in space-time maintains its singular association with their home universe. Beyond the system, the peculiar radiations are too rarefied to maintain their life-force. They arrive at a moon orbiting the gate-planet Kulthea (not wishing to interfere in the natural evolution occurring on the planet itself), alter the moon’s ecology to their liking (including making the moon the focus of their power), and take up residence. They are to become the *Lords of Orhan*.

c. 0: Factions of the *Lords of Essænce*, (the first indigenous masters of Kulthea) led by *Kadæna the Slayer* and *Utha*, war amongst themselves. While in the end the depraved Kadæna is destroyed and her dark focus — the *Shadowstone* — is lost, the planet is left in ruins. Utha creates a pair of great spheres, eyes to watch over and protect what is left of Kulthea from the ravages of the flows.

2•INTERREGNUM

Also called the *Long Night*, this period lasts approximately 100,000 years. For the first several millennia, the earth is wracked by aftershocks, reeling from the destruction unleashed by the Lords. Oceans had boiled away in the unbearable heat, but the resulting dense clouds were beginning to release their water again. Lands were reshaped as continents vanished.

[During this time the Lords of Orhan seed some of their ‘rescued’ peoples back on Kulthea, among them the Elven and human races. The *Fey Folk* (Nymphs and Sylphs, Naiads and Dryads) first appear—creations of the Lords of Orhan sent to guard over the vulnerable mortals and Elves. Also, while not thoroughly documented by the Loremasters, a few cultures do come to prominence during this period. Among them are the Jinteni, the Wôrim, and the technically advanced Taranians. There also apparently existed an Animistic organization known as the *Earthwardens*.]

3•SECOND ERA OF IRE

1: Founding of the *College of Loremasters* by Kirin T’thaan, Ilmaris Terisonen, and Andraax. [All three are supposedly Elven, though Andraax is actually a Lord of Essænce.] The College is based on the isle of *Karilôn*, the location hidden. The purpose of the Loremasters is twofold: first to serve as an instrument for gathering knowl-

edge and information so that it is not lost; and second to disseminate this information ‘for the advancement of civilization.’ This date is not a coincidence; this is the beginning of ‘Loremaster Reckoning’ after the interregnum.

450: First Loremaster-recorded appearance of the comet *Sa’kain*, a burning mass that hangs in the Kulthean sky for weeks. As it passes near the planet, it disrupts the function of the *Eyes of Utha*, and causes doors to open into a multitude of universes—including the *Void*. The comet returns every 1500 years. Soon after this event the *Dark Gods* begin to appear on Kulthea. To counter this new corrupt influence, the Lords of Orhan create manifestations of themselves and accept religious followings.

The origins of the Dark Gods remain unclear, though some suspect they are actually former Lords of Orhan who turned from the benign ways of their brethren. Others hold that they are early manifestations of the *Unlife*, or even ‘failed’ experiments by the Althans to create non-corporeal life. Perhaps only Andraax knows the truth.

500: The Loremasters call the first *Council of Karilôn*, a gathering of seven leaders, to address a variety of issues. Joining the Mage Kirin T’thaan, the Bard Ilmaris Terisonen, and the Mentalist Andraax are Tanris Dekdarion, (a Loar Warrior Monk), the Linær Cleric Yael Ziriv-kari, Galen (An Erlin Animist) and the Loar Astrologer Romenor Tartalus. They meet at Karilôn.

c. 1000 - 2000: Many Shay peoples, fleeing the tyranny of the *Titans of Emer*, migrate north to Jaiman. They find steppe lands, sparsely settled by a tall, hardy people — fair-haired east of the Grey Mountains (Myri); more varied in the central plains (Zori, related to the Laan). On the great Isle of Urulan they are made unwelcome by tribes of Erlin, while furthest west and north they find largely empty lands to claim as their own.

At first the Zori greet the immigrants warmly, but as the newcomers begin to outnumber the indigenous peoples, suspicion grows. The Zori begin to subjugate the Shay, who over time evolve into an underclass. One Zor group goes east and settles in what will eventually be Tanara. Much of southern Jaiman evolves from isolated villages and tribes to feudal structures — mainly dominated by the Zori.

c. 1600: First records of a permanent structure on the site of Haalkitaine: a small keep built by a ‘Lord Halek.’

2530: Founding of the Library of *Nomikos* on an island in southern Jaiman (by Andraax). It is administered by a monastic order of sages and scribes.

3300: Establishment of the first guild of *Navigators*, a secretive group which offers guaranteed safe travel as a service—to anyone who can afford their fee. Their powers are based largely on a discovered cache of ancient artifacts known as *compasses* which allow the user to tap the Flows of Essænce for safe teleportation.

c. 3300 — 3700: The Navigator Guilds spring up across the globe (or at least the western hemisphere). At first there is competition between the Guilds, uneven service,



and low fees. Navigators can only be found and hired at large cities.

3450: The comet *Sa'kain* returns.

c. **3500:** [The six mightiest of the Great Drakes, at the behest of Voriig Kye, gather at the ancient breeding caves at *Ssoiayig Saer* (K: “Caves of the Drakes’ Birthplace”). They agree to form an alliance of sorts.]

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

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

c. **3600:** [The White Dragon Oran Jatar approaches Krelij and secures his assistance in creating the *Dragon Helms*. There are to be Six, the number of the Dragonlords. In return, Krelij learns much of the arcane arts of alchemy from Jatar — including the working of læns and eog.]

3710 — 3730: Convinced by the legendary Navigator Orbaal jen Zamian that the Navigators cannot survive in their present state of competition, a summit is convened among leaders of all the Guilds. After literally years of negotiation, *the Navigator Guild Alliance* is formed. Pricing is rigidly fixed, and the Guild Alliance sets up a sophisticated network of obelisks, allowing anyone to ‘summon’ a Navigator just by touching the obelisk and requesting one. The Navigators make their home at the center of the land known as *Iyxia*. Annual Conclaves are held at their headquarters there, a sprawling citadel called *Nexus*.

Note: Erroneous accounts give the origin of the Navigator Alliance as late as TE c 5000.

3744: [The Dragon Helms are completed, and the Six gather. What they do not know is that Krelij, using the knowledge gleaned from the Dragonlord, also made six rings. These would allow a human wearer to assume the powers of a drake. They are known as the *Daath Leerssoi* (K. “Maker of the Shadow Drakes”). He tells no one of their existence but makes note of them in his secret journals. Soon after the helms are distributed, the Golden Dragon, *Kydak Dûm*, vanishes.]

3750: The Warlord *Lorgalis the White*, having conquered the western isle of Ulor, attacks Ly-aran. Beginning at the northern tip, his armies sweep southward. As they seize castle after castle, Lorgalis replaces the lords and garrisons with his own minions: cruel men with pale skin and black eyes. The old lords are slain, their wives and daughters imprisoned or raped. Other men are taken away to serve as slaves on Ulor.

c. **3800:** Lorgalis stops at the *Vulture’s Neck*, where the peninsula narrows to a land passage only twenty miles wide. Beyond to the east — guarded by the treacherous *Shattered Hills* — lies southern U-Lyshak. Having secured Ly-aran, he turns his hungry gaze north to Xa-ar.

3833: His southern lands secure, Lorgalis launches his offensive against Xa-ar.

3835: Even the tough Haid and Jaimani Elves of Xa-ar are no match for Lorgalis’ hordes in the end. The land falls and its indigenous peoples are scattered.

3835 - 3840: Lorgalis consolidates his hold over the western peninsulas. It is clear that he won’t stop here, however. Forces are massing at the land bridges, and Loremasters have observed a fleet under construction. After much debate, the Loremaster Council decides that this evil lord must be stopped before he takes any of the mainland.

3840: [At the behest of the Loremaster High Council, Tethior and Andraax begin work on the Six Crowns, pendants and swords of Jaiman. Krelij is angered that he was not even consulted on the making of the swords and refuses to speak to his brother Tethior again.]

3840-3910: The western kingdoms of Saralis and U-Lyshak arm themselves in preparation for war, anticipating an attack from Ulor.

3907: Lorgalis seems poised to strike. The Loremasters reveal their plan to the kings of the six major realms of Jaiman and urge Saralis and U-Lyshak to stall by asking for terms of surrender. The kings bristle at this interference, but realize they have little chance against Lorgalis without help from the High-Elves.

3910: The Six Crowns and other artifacts are completed. With great ceremony, they are presented to the kings of the six most powerful kingdoms in Jaiman:

Realm	Crown Design
U-Lyshak	Sea-Drake
Saralis	Wyvern
Tanara	Pegasus
Zor	Gryphon
Urulan	Unicorn
Rhakhaan	Phoenix

When worn, each crown would normally appear as a simple jewelled circlet, but could magically transform into a protective helm.

Dominating the continent, these six kingdoms hold back the Unlife (including the assaults of Lorgalis from the west) for a long period. Even the Flows of Essænce are altered, creating sea lanes for the trade ships to escape the raiders of Ulor.

c. **4000:** [The *Order of the Priests Arnak* is formed by a manifestation of the Unlife known as the *Iron Wind*. They establish themselves in six locations across the continent of Jaiman. Tools of evil, they work to destroy society and civilization from within. Each Order has the mission of targeting one of the six kingdoms.]

4430: Tethior’s son *A’kesh* is born, the product of a brief romance. [The mother—actually a Dyar mystic—does not tell the father of his child but instead apprentices the boy to Krelij.]

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



4790: [Tethior — with the aid of Andraax — creates the *Ilarsiri*.]

4980: The work of the Arnak Priests bears a bitter fruit: A supernatural cataclysm destroys the capital of Zor and lays waste to the central region of that kingdom. [The Zorians, ever hungry for ancient technology, uncovered a terrible weapon from the lost realm of Tarania. They unwittingly triggered it, causing an explosion not unlike a thermonuclear blast. The city was vaporized, the land all around melted to slag. Radiation persists to this day. Fortunately, the Crown, sword and pendant of Zor were not destroyed, having been removed to the refuge of *Gryphon College* to the south. Zor would never rise again as a kingdom, however.]

c. 5000 - 6000: While every ruler of the remaining Five Kingdoms dons the crown at coronation and is ‘attuned,’ a growing recognition of the crowns’ mind-altering effects (and a wariness of the influence of Priests Arnak) leads to a tendency to wear them less frequently. Without the will of the wearer, the powers of the crowns to enforce borders are weakened. Petty conflicts begin to spring up across the continent. Only the kings of Rhakhaan don the crown with any frequency, and that realm is the only one to survive into the Third Era intact.

5230: Tethior and Krelj have a confrontation which reputedly ends in Tethior killing his younger sibling in self-defense. [Krelj is killed, despite many rumors that he survived.]

[The incident leaves Tethior unbalanced with grief and guilt. A’kesh witnesses the killing, unaware that Tethior is his real father. He flees with one of the Daath Leerssoi. Tethior finds another of the Dragon-rings in the wreck of Krelj’s workshop. Andraax later takes the other four.]

5899 - 5905: A plague sweeps through Saralis and northern U-Lyshak. It begins as severe flu, then progresses to pneumonia and often death. Over half the population of Saralis is dead by 5905.

6010 - 6028: King Arej IX, at the urging of one of his councillors (the White Mage), annexes much of what was once southern Zor. He stops wearing the Phoenix Crown, and falls further under the Magician’s spell. He becomes obsessed with becoming Emperor of all Jaiman. Only the Elves of Urulan stand in his way.

6028: King Arej declares himself Emperor of Jaiman and demands Urulan’s submission to his rule. King Istaro refuses, and Arej declares war on the Elven kingdom.

c. 6030-6500: Elven emigrations from Urulan. They flee the threat of Rhakhaan, settling in the Blue Forest of NW Jaiman, the Remiraith, *Vog Mur*, Orbis, and Námár-Tol

6201: King Karnis of U-Lyshak dies and the country is torn by civil war. The northern provinces remain loyal to the King’s son, young Prince Selcarnen, while many southern lords seek independence. Selcarnen decides — against the advice of his father’s advisor, the White Mage — to don the Sea-Drake Crown. He is found dead outside the Royal treasury, murdered the night before his

coronation. [Slain by the White Mage.] The artifacts have vanished [taken to the Ahrenreth].

6203: An *Ordainer* appears in southwest U-Lyshak [summoned by Lorgalis] and leads an army of evil creatures north. Mortals flee before the demonic lord.

6210: The forces of Lorgalis reach *Cynar*, the capital of U-Lyshak and home of the northern loyalists. After a siege of eighty-seven days the walls are broken and the city is sacked.

6356: King Marikos of Rhakhaan dies suddenly. His only child is a daughter, Ajkara. After much debate, the council of nobles rejects a claim by the Marquess Citara (the King’s nephew), and declares Ajkara first ruling queen of Rhakhaan.

Editor’s Note: Historical scholars may notice that this text conflicts with the scrolls of one *Lerianis of Nomikos* regarding his recounting of the tale of Ajkara. His description is clearly that of Ajkara III, who lived in the sixth millennium of the Third Era. It has come to light that there has been more than one *Lerianis of Nomikos*, and the scrolls were misinterpreted. We are pleased to be able to set the record straight on these pages.

c. 6400-6450: [All across the western hemisphere, governments destabilize, violence increases, cultural and racial hatreds inflame. This is partly caused by the corrupting influence of organizations such as the Priests Arnak and other dark religious orders preaching intolerance and subversion, but there seems to be literally something in the air causing tempers to shorten and aggressive behavior to increase. Goblins and Lugrôki breed in large numbers and are seen walking openly in the daylight—something they never dared do in the past. They burn farms and ambush travelers with impunity. Once again dragons and other fearsome creatures are seen with growing frequency. At the bidding of the Dark Gods, the undead rise and demons appear randomly through magical Portals to rape and kill — and sometimes drag their victims back to their otherworldly homes.]

6441: Because of increasing dangers and flow instability, Navigators suspend commercial travel services until further notice (until the end of the war). [While it is not widely known, they offer their services to the Loremasters and their allies through the end of the Wars of Dominion.]

Wars of Dominion

6450 – 6820: The arrival of the Comet, severely disrupting the Flows, triggers the apocalyptic war.

[The disruptions of the Wars cause a ripple in spacetime, reopening several Portals. Ondoval of the Ahrenreth returns to Kulthea, but he has been driven insane by his eternity in another dimension. His soul is corrupted by the Unlife.]

c. 6500: The Tanarans, seeking shelter in an increasingly hostile environment, begin constructing elaborate subterranean cities within the labyrinthine caves of the Grey Mountains.



6521: The Ordainer *Kharuugh* breaks through the weakened magical protections of Saralis and within weeks is at the gates of Turak on Lake Karish. King Hanreth dons the crown and comes forth to face the Ordainer, and a terrible duel ensues. In the end Hanreth is slain, his helm cleaved by the demon's sword — which also shatters from the blow. A pillar of fire arcs high into the sky, answered far away above the Isle of Ghosts. Then all is quiet and the city was laid open to the dark raiders.

6820: The Haalkitaine Fire. Flaming stones fall from the sky over central Rhakhaan, setting many farms, fields and forests ablaze. Worst hit of all is Haalkitaine, which burns for days before the fires can be put out. Over two-thirds of the city is destroyed. The Imperial seat is moved to Lethys.

6820 – 6825: [At the conclusion of the war, the Loremasters coordinate a massive effort to set enchanted, unsleeping Guardians at the many Portals to guard against new incursions of dark forces. With the aid of the Lords of Orhan and the Titans, the Dark Gods are driven back and imprisoned on Charón, their powerful servants destroyed. Many valiant Loremasters and Sages are killed, however.]

[Tethior is said to have been a casualty of the wars but in fact goes into hiding. The Masters of Emer retire to their palace-city atop Mount Votania (in the center of Emer), setting guardians about the perimeter and a barrier of clouds about the city.]

4•THE THIRD ERA OF IRE

• 1 – 1000

- The weakened Loremasters begin to aid the rebuilding of civilizations. Across most of the hemisphere, it is a struggle to survive in a dark age which has destroyed much of what they labored so long to build. A few scattered enclaves remain, but they are under siege in a world of chaotic forces. Wild demons, undead and evil creatures roam free for centuries, only slowly hunted down and destroyed.
 - Jaiman fares better than most lands, perhaps because of the crowns — even though only Rhakhaan's rulers wear them with regularity. As a result, while the lands themselves are not ravaged as some others, the other three governments are either ineffectual or nonexistent (Zor is no more, Tanara is a shadow of its former glory, and the Wyvern crown is destroyed); their royal artifacts lost or hidden.
 - Rhakhaan consolidates power along approximately its old Crown-enforced borders. Much of Haalkitaine City is rebuilt: larger and more imposing than before.
 - Formation of *Ja'miil Targ* in NE Jaiman
 - The Tanarans, after three centuries of living almost entirely underground, are a changed people. Smaller and pale, with a culture adapted to living in caverns and only emerging at night, they bear little resemblance to their ancestors.
- c. **1000:** [An organization calling itself simply the *Alliance* is formed in central Agyra (the western-most equatorial continent).]
 - 1001: The King of Rhakhaan, Andej II, returns to Haalkitaine amid much splendor and ceremony. He rules the greatest land in the continent. The only remaining kingdoms of note are Urulan and U-Lyshak; the former is aloof and quiet while the latter is constantly divided by civil war.
 - 1192:** [The Loremasters first learn of the Alliance, and send agents to ascertain their alignment. They are unable to penetrate the secret Brotherhood. However, the Alliance sends one of their own back to infiltrate the Loremasters. This spy must be cautious, however. Andraax can recognize a Thalan on sight.]
 - 1300:** Aldaron declares himself the Emperor of Emer. He sends many ships out to explore the surrounding isles and lands across the seas. In addition to securing the remainder of the Emerian continent under his rule, Aldaron establishes relations with realms to the west, south and north. Attempts to explore the lands east in Iyxia are turned back by powerful Essænce flows.
 - 1318-19:** Aldaron sends scouts into Jaiman.
 - 1320:** Aldaron abandons the idea of annexing Jaiman, partly because of the peculiar geopolitics of the land (i.e., the magical crowns). Instead, he secures a nonaggression treaty with the southern kings of that land.
 - c. **1500:** The *White Mage* appears in Haalkitaine. Under his influence the emperor wears the crown less frequently, and expands aggressively into surrounding lands.
 - 1618-1648:** As the Emerian Empire collapses, Jaiman is forced to isolate itself to avoid being drawn into the political and religious conflicts tearing apart the great continent.
 - c. **1650:** [Approximate time period of the events and situations described in the book *Vog Mur*.]
 - c. **1650:** *Sel-kai* emerges as a small independent trading town on the Sharhya river. Its island location and distance from the Imperial capital yet key location between Emer and Jaiman make it an ideal trade center.
 - c. **1800:** Kaitaine has established a name as a trading port along the SW coast of Emer.
 - The *Yellow Death* sweeps across all of central Emer, killing twenty percent of the mortal population. It is marked by high-fever and a yellowing of the skin and eyes. (It is an acute form of hepatitis; Elven races are immune.) Jaiman is for the most part spared this epidemic.
 - c. **2000-3000:** After a peaceful respite under the influence of the Crowns, The Priests Arnak return to the realms of Jaiman. Under their evil influence, the kings and queens wear the crowns less, opening the door to outside influence. The magical borders falter.
 - c. **2000-3000:** Most of Emer remains politically fragmented and slides into a Dark Age lasting over a thousand years. With the exception of a few enclaves and a handful of resilient trade centers, Emer is a thinly populated land.

2061 – 2070: A plague (known as the *lingering pain*) comes to Jaiman. It kills through a long, painful wasting disease, wreaking panic and death among the Y'kin, Jameri, Dúranaki and Zori races.

c. **2500:** [Approximate time of the events and situations described in the Loremaster book *Cloudlords of Tanara.*]

2625: The comet returns once more.

c. **3000 – 4000:** The Lords of Orhan break their isolation after their aid in the Wars of Dominion, and return to Kulthea. They are more aloof from political affairs than before.

- Founding of the United Orhan Church in Jaiman.

- Kaitaine's population swells, and her powerful trade guilds explore further and further outward.

- In northeastern Jaiman, the realm of the Dragonlord grows, while the western lands fall to armies of Lugrōki. The Dúranaki are in hiding. Only the Elven-kingdom of Urulan stands against the growing domination of Rhakhaan.

c. **4000:**

- Rhakhaan now controls nearly half of the Jaiman mainland, having held back the Lugrōki and the armies of the Dragonlord. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan.

- [Western Lands: The Alliance, already in control of Agyra, has spread over most of Mulira and into western Thuul. In addition to their subterfuge methods, they employ their swift war-catamarans to control the coasts.]

4008: Kelir VI names himself *Emperor of Jaiman*. This is a bit premature, since Urulan and U-Lyshak still survive, and much of the continent is ruled by petty warlords. But Kelir is determined to remedy that: war is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years and three Rhakhaan emperors.

c. **4008 - 4500:** While the two mighty realms of Rhakhaan and Urulan struggle to the south, many lesser lords begin to quarrel amongst themselves for the northernmost lands of Jaiman.

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

4123: In NW Jaiman, the Haidic warrior *Ugus Syr* enters the sacred *Blue Forest* with his clansmen and ambushes the Jaimani Elves, then proceeds to crush the Fustir peoples. Ugus slays the Fustir lord and takes his young bride as his own, becoming *Ugus Fost*. He declares himself lord of the Haid and Fustir, but some of the Haid clans rebel, driving Ugus and his men into the wood. They become known as the *Syrkakar* ("Lords of the Blue Forest")

4166: Ugus Fost is murdered and his realm destroyed by a demonic force awakened from the forest of Dír. [it is the *Shards*]. The surviving Syrkakar flee to the *Mur Fostisyr* ("Land of Blue Light").

4205: The first *Skyship* is constructed in Sel-kai by the Laan shipwright *Leriu Valain* and the Loari alchemist *Teryk Altiar*. The Merchant-prince of Sel-kai begins an ambitious project: to build a flying merchant fleet.



Cynar, Capital of U-Lyshak
Ink and sepia wash by Miso Tærænor



4250 – 4600: The fame of Sel-kai continues to spread. In 4600 the prince embarks on a plan to construct a sky-borne city.

4295: In the Mur Fostisyr, *Uka Closk* (the ninth Syrkakang) is murdered by his nephew, who steals the *Collar of the Great King* (“Twy Syrkakang”) and vanishes into the north wastes of the *Gosti Hyr* (“Isles of Green Light”)

4359: Jyka Brust takes control his clan and crushes unrest in Syclax. Within three months he subjugates the other four clans of the Syrkakar and is named *Syrkakang* (“Overlord of the Blue Forest”)

4379: [Time setting of the *Iron Wind*TM]

4512 - 4515: The Emperor of Rhakhaan Arej XI (the first to refuse to don the Phoenix Crown — even at coronation) is assassinated after only three years as monarch; the realm, without a strong heir, is politically fragmented. The inconclusive — but mutually debilitating — war with Urulan is broken off.

c. **4515 - 5000:** Weakened Urulan falls prey to sea-pirates of Kelestia along the eastern coasts and corruption from within, and eventually disintegrates as a nation, the various regional lords isolating themselves from the helpless capital. Rhakhaan fares better, but under the control of a series of weak rulers and regents her borders retreat to nearly where they once were when the Emperor wore the Crown. Even within the empire, many lords are so powerful as to be virtually independent from the Emperor. They withhold part of their taxes to Haalkitaine and exert wider authority.

4578: [An alliance between three of the Eight (Lorgalis, Oan Lyak and Iæn Shiin) is formed at the *Ahren-Lyax*. They lure the Seer of Urulan to their hold, slay him, and Iæn Shiin assumes his post. He is instrumental in the realm’s demise.]

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

c. 5000:

- Southeastern Jaiman is besieged by the dark fleets of the Dragonlord out of Wuliris. The Dúranaki retreat once again into their caves, leaving the Sulini and Myri to fend for themselves. Many Myri sail south and settle in the empty lands of *Bodlea* in Emer. Over the next few decades they colonize (albeit sparsely) much of the rolling land north of the Keyten river. They become known as the *Talath*.
- The politically fragmented Rhakhaan is an easy target for the Priests Arnak. During this time (culminating with the return of the comet in 5650), provincial lords are entangled in constantly shifting alliances. Arguments in court erupt into petty wars within the empire. A series of weak emperors is unable to hold the disintegrating realm together.

5030 – PRESENT: All but imperceptibly, Flow-storm activity increases across Kulthea. Random Portal operation also intensifies, allowing more creatures of the Void and other planes into the world. [The Loremasters, the Lords

of Orhan, and a few others are aware — though none can determine the cause.]

5332: Ilred Faslurin overthrows the Tovaynak king and the Faslurins return to the Phoenix Throne.

5335: Ilred II repays the United Orhan Church for its aid in placing him on the throne by naming it the ‘official’ church of Rhakhaan.

5499: The entire population of Plasidar (a former duchy of U-Lyshak) is wiped out. The first ships to arrive after the event find the port empty except for dozens of large cocoon-like objects. They flee when they hear a loud, piercing shriek. [A nest of *Kæden* was found and accidentally awakened by the inhabitants, who were quickly subdued and cocooned.]

The island is uninhabited for over a century; all trade ships steer a wide berth past it and the boiling waters around Aranmor.

5615: Dyari immigrants — a disaffected faction exiled from *Skystone City* in Emer — come to the deserted isle of Plasidar and decide it is the perfect place to settle.

5650: The comet returns. During the ensuing weeks it hangs in the Kulthean sky while strange and terrible events occur across the world:

- Chronic famine in many lands.
- The Prince of Sel-kai’s sky-yacht *Nightflyer* vanishes with his daughter on board. [It is sighted periodically in later years, a ghost ship — and an evil omen.]
- Snakes rain from the sky in Tai-emer and Uj.
- Erratic tides (even for a planet with five moons) cause widespread damage to coastal cities.

5840: In NW Jaiman, the land of *Quellbourne* is beset by demons and wild creatures. Within days the capital city of *Quellburn* is in ruins; only a few outlying towns survive. [The *Cult of Hrassk* — the Spider Goddess — is rekindled by desperate refugees from Quellbourne.]

5899: Emperor Ilred IV dies in his sleep; is succeeded by his daughter Italana VI, who accepts the Phoenix Crown of Rhakhaan and welcomes the Magician, though he is held at arm’s length, his counsel balanced with that of several others. Italana’s reign lasts for 144 years and is considered the greatest in recent history. Her birthday is still celebrated in Haalkitaine.

5904: Italana begins the *Great Consolidation*, essentially an ambitious campaign to expand the borders of her empire.

5904 – 5950: Rhakhaan forces annex lands to the south and west. The Empress signs a treaty with the Wizard-King Liras of the Elven Forest, while occupying the lands north of the forest. Once part of U-Lyshak, these lands are now considered the *Western Marches*. Italana also brings Meluria and the city-state of Norek under her wing. Lands to the southeast are dubbed the *Taldaar Plain*, and the Y’kin are driven east and north into Tanara. From this expanded coastal access, the Empress sends



- forth explorer ships across the treacherous straits to Uru-
lan.
- 5922:** [Emer: The Loremaster *Selas Vey* enters ruins be-
lieved to be of Jinteni origin in Uj, otherwise known as
the *City of the Dead*. He is not heard from again.]
- 5945:** Emer: A man known only as the *Nameless One* ar-
rives on the isle of Zinvar and predicts impending disas-
ter to the thriving trade center in three years. [It is in
fact Tethior the Elven Smith, using one of the *Daath*
Leerssoi to conceal his appearance.]
- 5948:** Emer: The entire population of Zinvar goes mad in
one night, and they murder each other in a terrible
bloodbath.
- c. **5950 – 6000:** The Great Consolidation continues. Most
forays to Uru-
lan report an empty, haunted land. Some
ships do not return at all, and a few report small, iso-
lated Elven enclaves mostly along the western coast. Sir
Voriss Gunnaria, Italana's lieutenant in charge of the east-
ern expansion, makes treaty with the Dúranaki and
Sulini, and continues to the Lyak region further north.
Colonies are established in the fjords there, setting the
stage to move further north into Wuliris.
Meanwhile, Duke Elrad of Prevan and Sir Leniis
(commanding Imperial forces) spearhead cautious ex-
plorations north into the lands formerly of the kingdom
of Zor. There is still hesitation among several of Italana's
ministers regarding a move into this territory (now
dubbed the *Northern Frontier*).
- 5970:** Birth of Erlin twins *Irisa* & *Irina* on the isle of *Veri-
adar*, off the SE coast of Uru-
lan
- 5998:** Empress Italana gives birth to a son — Jerrin —
at the unprecedented age of 130. In accordance with Rha-
khaan tradition, her four daughters each take a step back-
wards in line for the throne. Jerrin's father is the
Empress's eighth consort, 24 year-old Sir Eldon Wine-
hart.
- c. **6000 – 6030:** Rhakhaan expansion continues. The lands
of Wuliris as far north as the *Goldflow River* (known lo-
cally as the *Thousand Fiefdoms* and *Garlon*) are quickly
annexed by Her Imperial Majesty's forces. Bellknap Town
and Shaambay are occupied and Imperial Lord Mayors
appointed to rule. Corrupt local officials (those who did
not flee in time) are tried and banished or beheaded.
The port of *Elvenquay* surrenders; it and its surround-
ing forests are essentially left untouched but pay a steep
tax.
- 6001:** [Priests of Dansart, Lyak and Thargondaak coordi-
nate attacks on Uru-
lan, sending their *Messengers* to de-
stroy the few remaining pockets of civilization. Osaran
personally leads the attack on the isle of Veriadar off the
southeast coast; he rapes Irina and murders her husband.
She falls into a deep coma.]
- 6023:** Piracy causes serious disruptions along the Lethys
— Sel-kai trade routes; *Plasidar* is suspected.
- 6028:** Birth of *Kalen Avanir*, son of Duke Elrad and Irisa
Avanir.
- c. **6030 – 6040:** With the southern regions of Wuliris un-
der Imperial control, Rhakhaan forces begin their move
north into the Tharn 'Empire.' Alaros City on the coast
surrenders, while Onopole is burned. Tharn forces are
disorganized; their captains surrender easily. Soon Rha-
khaan controls all lands up to the Jhorda Plains.
- 6031:** During a solar eclipse and conjunction, Irina of Veri-
adar (now living in Prevan under the care of her sister)
awakens, though she does not speak and seems as if in a
dream. A few months later she gives birth to a boy: *Jad*
Hurok.
- 6035:** Amidst the ruins of the old capital of Relas in NW
Emer (one of the four regions of the old Empire), a new
leader begins to rebuild. He names himself the Lord of
Ardania. People flock to the site to take jobs, and the city
begins to thrive again. The Lord even resurrects the an-
cient *Ahn sye Nokora* (Order of the Silver Sword) which
once guarded the Emperor of Emer.
- 6036:** [The headpiece setting of the *Faaw Shryaac* (The
red gem alone which becomes known as the *Heart of*
Agoth) is stolen from Voriig Kye by the infamous — and
allegedly insane — Loremaster *Elor Once Dark*. He, in
turn, misplaces the artifact and it is lost. **Note:** Some
records refer (erroneously) to this gem as the *Eye of*
Agoth, perhaps because it was coveted by the Order of the
Eye. Also, the gem may have originally been a yellow sap-
phire, but apparently the color has shifted to a reddish
hue for reasons unknown.
- [The Priest of Yarthraak arrives in Helyssa, a kingdom
in the heart of old U-Lyshak.]
 - 6039:** The *Nameless One* warns the Priest-king of *Pochanto*
of impending doom. He is ignored. Eight days later an
earthquake levels the capital city.
 - The Dyar pirate lord Guynar of Plasidar is assassinated;
his three sons (Aenor, Kalon and Jerel) vie for power.
 - An unusually harsh winter with deep snows continuing
into spring causes hardships throughout eastern Jaiman.
In Tanara, Snow-gark attacks on the Dúranaki become
intolerable. The warrior Lord T'Kaal Arain gathers a force
and mounts a series of counterattacks, driving the Garks
northward into the Lyak region and the forests of the
Galeb-vorlui (E: 'Steep green coves;' the high fjords).
 - 6040:** Rumors of visits by the Nameless One in southern
Hæstra, Námar-Tol, and a southern city in the Lankan
Empire.
 - [Alarmed by Rhakhaan expansion to his very doorstep,
the Dragonlord Sulthon Ni'shaang sends spies and sabo-
teurs into Wuliris as a prelude to invasion. Unknown to
the Dragonlord, two Priests Arnak (of Athimurl) also
come to Wuliris. Their mission is not one of conquest
but destruction.]
 - Plasidar: As eldest son of Guynar the Pirate-Prince, Ka-
lon takes control of the pirate realm; Aenor goes into
hiding, and Jerel flees with a few loyal followers to south-
ern Uru-
lan.

**6042:**

- [Jerel of Plasidar builds a base of operations at the southern tip of Urulan. Under the name the *White Swan*, he begins raiding along the eastern edge of the Melurian Straits, creating problems for Sel-kai, Danarchis, Præten and Lethys.]
- Tanara: T’Kaal Arain succeeds his aging mother as Head-of-Family. He begins a campaign to steer the Council of Families towards a greater awareness of the larger political situation in Jaiman — and alliance with Rhakhaan. He is opposed by the First Speaker, K’ya Agarian.

6043:

- Empress Italana dies and her son Jerrin takes the throne of Rhakhaan, but refuses the Phoenix Crown.
- Jerrin’s cousin, Frelik, the Marquess of Nolgara, has fallen under the influence of a high priest of the *Order of the Cloak* (a religion originating in Emer). Cardinal Belock urges him to action: he steals the crown and retreats north, claiming to be the true King.
- Gark raiders attack the Myri lands in the Tanaran foothills.

6044:

- King Halek of Helyssa sends an explorer ship to Ulor — supposedly a lifeless island since the Wars of Dominion. The ship fails to return.

6045:

- T’Kaal Arain is elected First Speaker of the Dúranaki Ruling Council. His political foe, K’ya Agarian, disappears. [He is offered — and accepts — indoctrination into the Priesthood Arnak.]

6045 – 6048: Frelik’s lieutenants, aided by mercenaries from Saralis, assault the northern borders of Rhakhaan. They make slow progress southwards through the Frontier, encountering resistance from the forces of the resident nobles.

6046: King Halek of Helyssa is slain while on a hunting trip. Halek’s son Prince Kier vanishes that same evening, and a search is begun. The Priest of Yarth accepts the Regency and maintains order.

6047:

- [High in the Grey Mountains, in vales above Tanara, a new generation of Cloudlords emerge from their secret caverns. Their Captain, *Keniv Kirian*, sends out scouts to survey the lands below.]
- T’Kaal Arain crosses the Grey Mountains and visits Haalkitaine. He meets with Jerrin and several members of the peerage. He remains cautious, however, waiting for the business with Frelik to play out. On his return T’Kaal narrowly avoids an ambush by unknown assassins [Messengers of Al-athuul] in the Grey Mountain foothills. [He is rescued by Cloudlords. Soon after (thanks in part to the intervention of Randæ Terisonen), he enters into secret talks with Keniv Kirian, regarding an alliance].
- Saralis raiders cross the Pelyar Mountains into Helyssa.

6048

- *T’revor Arain* (a cousin of T’Kaal) makes an unexpected appearance before the Council of Families, warning them that they must change their way of life or become extinct.
- [The Cloudlords agree to an alliance with the Dúranaki but only if they free the Myri and stop enslaving them. They also discuss Urulan: a vast island now assumed to be uninhabited — and unclaimed.]

Winter 6049

- The Priest of Yarth escalates the search for the son of King Halek, missing since the night of his death.

Spring 6049

- [*Akalatan* speaks to the High Priests of the Y’kin, telling them that now is the time to destroy their enemies]
- Y’kin armies attack the southern Myri villages, breaking a thousand-year-old peace. The Bucolic people are unprepared and many are slaughtered. Myri begin to arm themselves and receive aid from the Dúranaki.

Summer 6049

- Y’kin attacks in Tanara intensify; a major assault on the river town of Ulir is turned back by the appearance of knights astride flying horses: the Cloudlords of Old have returned, wielding magical swords and wands which unleash the power of the sun. Further Y’kin incursions are deterred by a Dúranaki presence and ongoing Cloudlord sightings.
- Cloudlords are seen near Eidolon. They circle the city but do not land.

Autumn 6049

- Y’kin attack the Sulini village of *Shenin*, but are turned back [they are aided by mysterious Elven warriors who depart as swiftly as they arrive — aboard sleek catamarans].

Fall 6049

- [Loremasters detect agents of the Priest of Yarth as far east as the Grey Mountains; they are seeking Prince Kier].
- The remote Y’kin temple of *Chakor* is burned. There are no survivors, but rumors spread that it was Cloudlords’ work.

Winter 6050

- Emer: The *Nameless One* is seen in Kaitaine. Rumors fly that he predicts the city will be destroyed by a fireball from the sky.
- Frelik’s armies break through the Northern Frontier and reach the border of Prevan, a duchy northwest of Haalkitaine. Emperor Jerrin Talus Malvion Faslorin III orders his Lord Captain north with four legions to reinforce the Duke of Prevan’s men and finally crush the would-be usurper.



- Cloudlords assault the Y'kin city of Achren, burning it to the ground with their rods of the sun and sending Y'kin fleeing into the hills.

Spring 6050

- Slowed by a long winter, the Emperor's forces reach Prevan even as Frelik the Pretender is nearing Leathes Castle (the Duke of Prevan's home) just in time to turn the Pretender's mercenaries back into the wastes of Zor. However, several nobles have thrown their lot in with Frelik and there is fighting on the Western Marches and up from Meluria.
- [Emer: The Loari inventor/adventuress *Selia Rendanaar* of Námár-Tol mounts an expedition to the *City of the Dead*. She finds the lost journals of the Loremaster *Selas Vey* — and something else. In a laboratory deep within the catacombs of the city she discovers a cache of jewels of varying sizes, all faceted spheres. She determines that these have the power to absorb energy and release it to power devices—and vehicles, one of which she discovers and repairs. She and her party flee the city in the flying vehicle — barely escaping the site's golem guardians — and return in secret to Námár-Tol.]

Summer 6050

- Forces of Dansart from the Zor Wastes seem to aid the Pretender's armies as they continue to harass the northern borders of the Empire. Traitor lords to the west and south make advances, placing pressure on the Emperor.
- Frelik calls for truce to meet with the Emperor's commanders, but it is merely a ruse to reveal the Phoenix Crown to them and cast doubt. (but the Pretender still does not dare to put the crown on).
- [Emer: Four of the Jerak Ahrenreth hold an informal meeting.]

Autumn 6050

- Emer/Stroane: Secret rebellious factions form and grow in major Hæstra cities; local lords begin making plans to retake their lands—and perhaps expand in the chaos they know is coming.
- The Priest of Yearth announces that Prince Kier is dead and declares himself permanent regent of Helyssa. Cynar and the eastern coastal regions are already subjugated by his minions. United with the forces of Lorgalis, his men sweep east towards Rhakhaan. Already isolated from the Rhakhaan empire, Norek is forced to defend itself. King Liras of the Elven Forest fortifies his borders.

Fall 6050

- The Empire of Rhakhaan is under siege on three fronts, and Jerrin Faslurin finds that his defenses are strained. Still, he refuses Frelik's calls for a truce-meeting.
- [The *Storm Wizard*, fearing the fall of Rhakhaan and subsequent collapse of civilization on Jaiman, takes matters into his own hands.]

Winter 6051

- 1•5 Emer: Minor earthquake in Sel-kai.
- 1•5 [Kalen Avaniir and the Loremaster Randæ Terisonen arrive in Haalkitaine. With Randæ and Jad's help, Kalen attunes himself to the Phoenix Pendant.]
- 1•5 Minor earthquakes in Sel-kai, Meluria, and central Jaiman. The Jaimani lakelands are enveloped in a dense fog even as they enjoy a spell of balmy weather. Clouds gather over the entire continent.
- 1•6 With unnatural suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. [At midnight the Storm Wizard taps the Essænce focus over Arion and unleashes his snowstorm.] *Warned by a mysterious stranger, Kalen, Randæ & co. barely escape Haalkitaine in a skyship before the storm hits.*
- The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor's advantage. Nevertheless, Frelik renews his call for Jerrin's abdication. [The Loremasters suspect artificial intervention in the weather of Jaiman, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations.]

Spring 6051

- The snows begin to melt, but runoff combined with torrential rains further slow progress of any forces in the Rhakhaan conflict.
- 2•10 – 2•25: Sel-kai: Heavy rains and melting snow cause the canals to rise to above flood stage. Minor damage to lower levels of some structures.

Summer 6051

- [The Arnak Priest of Dansart *Osaran* sends his evil *Messengers of Ulkya* on raids deep into the northern provinces of Rhakhaan. More strange creatures emerge from Zor to harass the Imperial forces — they are mutants of the Zor Wastes.]
- Tanara faces more trouble from mysterious raiders and forces of Arnak.

Autumn 6051

- The Dragonlord Sulthon Ni'shaang consolidates his hold over the western Wuliris highlands. He decides that Frelik has grown too powerful (he would prefer to see the Usurper and Emperor at each other's throats indefinitely) and considers a move south into the Zorian wastes.

Fall 6051

- 5•21: At the climax of an important battle between Helyssa loyalists and forces of the Priest Arnak, Prince *Kier Ianis* appears amidst a tremendous — and pyrotechnic — surge in the Essænce. He is wearing the *Sea-drake Crown*. Helpless against the full powers of the crown, unleashed after long years of disuse, the armies of Yarthraak are



routed. Witnesses tell of Kier wading fearlessly into a crush of foes, and with a bellowing cry would cause all within earshot to fall to the ground unconscious or dead. From his hands spewed volleys of luminous bolts of water, and the river itself would rise out of its banks to swallow legions of Lugrôki and the pale men of Ulor. At the same time, terrible storms pound the western coast of Helyssa, and all of Ly-aran (long ago part of the kingdom of U-Lyshak but held by Lorgalis of Ulor for many centuries) is shaken by earthquakes, her coasts shattered and highlands torn by storms. [The crowns may, command the very earth to rebel to purge the kingdom of invaders.] The Priest of Yaarth vanishes from the battlefield [he flees to his tower, which is able to survive even this onslaught. Placed offshore, it is just outside the Crown-defined boundary. And the Priest still has the *Sea Drake pendant*...].

- 5•22: Night skies above Jaiman are illuminated by unprecedented Flow-storm activity. The most intense disruptions are above the center of the continent. These storms are accompanied by minor but frequent earthquakes.
- 5•23: The main powers of the Sea-drake Helm fail [as do those of all six helm-crowns of Jaiman; the Vault of Crowns is disabled — though not destroyed]. The strange meteorological and geological events subside. Prince Kier retreats to *Castle Sykara* to coordinate his offensive against the reduced and disorganized armies of Yaarth.
- 5•40: In order to head off rumors of his cousin's legitimacy, the Emperor declares Frelik's claim irrelevant, since the Crowns are no longer true symbols of the rightful monarchs. In addition, the Archprelate of Enov Turic declares Jerrin the rightful Emperor. Nevertheless, the realm is in a turmoil of uncertainty and fear.

Winter 6052

- [T'Kaal Arain conceives of a complex plan to free the Myri, ally with Rhakhaan and the Cloudlords, and annex the rich potential of Urulan. However, each part of his scheme depends on the success of the other factors. Most worrisome are the heads of the Dúranaki families reluctant to give up their slaves and a life of leisure.]
- [The beginning of the *Grand Campaign*...]
- [The Dragonlord Sulthon Ni'shaang takes the initiative against the depleted forces of the Priest Dansart and sends three legions of his Lugrôki into the Zorian lands to the south. Earthquakes accompany volcanic eruptions in Ja'miil Targ. A red glow from *Uronthis Kalthul* (K. "Dragon's Claw") can be seen for miles.]
- 1•35: [One of the Priests Arnak in Lethys is murdered. By a *Cult of Stars* assassin. Only the Loremasters recognize the Priest's ring and its significance.]

Spring 6052

- The Cloudlords demoralize the Y'kin ruling priesthood. This frees Rhakhaan forces fighting on the southern fronts to defend the east and north.

2•1: Lord Frelik Malvion, Marquess of Nolgara, begins his final march towards the Rhakhaan capital, accompanied by only 50 knights. He claims to be coming under the flag of truce to negotiate peace.

2•15: Frelik arrives outside Haalkitaine in the morning, and by afternoon his men have set up a large tent on the Dunnington Field. Instead of negotiating, he sends his heralds to the gates of Haalkitaine announcing his coronation as Emperor of Rhakhaan at sunset. The Emperor sends no reply. In a brief ceremony Cardinal Belock places the Phoenix Crown on his head. The Usurper, apparently anticipating that he be granted tremendous powers by the crown, demands that Jerrin abdicate. He barely finishes his declaration, however, when two black-clad women materialize out of thin air nearby and attack Frelik and Belock. The Marquess Nolgara is slain at the very gates of Haalkitaine, the crown tumbling to the muddy ground. But Belock apparently fends off his attacker and vanishes in a burst of prismatic light.

- There is a simultaneous assassination attempt made by a woman in black against the Emperor Jerrin himself, but he is saved by the Loremaster/Changramai Master *T'vaar Dekdarion*. The assassin is captured before she can escape or kill herself and placed under heavy guard. She is believed to be a member of the Cult of Stars. Taking advantage of the demoralized and leaderless condition of his enemies, the Emperor orders his knights onto the field. The Phoenix Crown is recovered and the Usurper's guard is arrested. [The Jerak Ahrenreth's plan to create chaos in Jaiman backfires as the Emperor of Rhakhaan's greatest threat is removed while the Emperor himself is saved through intervention of the Loremasters. Oan Lyak, the 'Dreaded Assassin' and mistress of the Cult of Stars, swears that she will personally slay the Loremaster T'vaar Dekdarion.]

- Frelik's body is taken into the palace. His head is displayed over the Phoenix Gate on a pike; his body is disemboweled and left in the Dunnington Field for ten days while carrion-birds feed on it.

2•16 [Oan Lyak orders the liquidation of the Cult member who failed in her mission. The Emperor's would-be assassin is murdered in her high-security cell, despite all precautions.]

2•20: After being assured by the Loremasters that the Phoenix Crown no longer exerts magical control over the wearer, the Emperor announces the date of his coronation: the first day of summer.

2•39: T'vaar Dekdarion is attacked in Haalkitaine Palace. He fends off the would-be killer but is wounded with a poison knife. The assassin, a woman in black (an agent of the Cult of Stars) escapes. Dekdarion falls into a coma.

Summer 6052

- As news of Frelik's death spreads, the Pretender's forces quickly collapse: all surrender or flee. Their leaders are captured, tried and many are hung or beheaded. Several lords who had been foolish enough (in hindsight) to openly back the Pretender are arrested and taken to the



dreaded North Tower. They are found guilty of High Treason, beheaded, and their heads placed on pikes about the Phoenix Gate. Their lands return to Jerrin.

- 3•1:** Jerrin Talus Malvion Faslurin is crowned Jerrin III, Emperor of Rhakhaan, by Eldest Loremaster Kirin T'thaan. Many envoys from other countries attend, including Dúranaki, the Prince of Sel-kai (arriving by skyship), Prince Kier Ianis of U-Lyshak, and Cloudlords. The celebration lasts ten days. With heavy security by Palace Guards, Changramai, and Loremasters, there are no incidents. [T'vaar Dekdarion remains in a coma.]
- [T'Kaal Arain lingers in Haalkitane to present his proposal to Jerrin: He can provide the Cloudlords, Dúranaki, Sulini and Myri in a mutual defense alliance; in addition they will jointly explore Urulan and divide the continent between the realms of Tanara and Rhakhaan. He is taking considerable risks and liberties here (not actually having some of these agreements), but sees this as his peoples' only chance to survive.]
 - [*Sendar* and *Sendil*, demigod offspring of Akalatan, are awakened by their father. They emerge from their secret mausoleum and he directs them to the *Heart of Agoth*. The twins then make their way towards Kenezán, capital of the Lankan Empire.]

Autumn 6052

- Kier Ianis takes his throne in Cynar as King of U-Lyshak. He sends messengers to The Elven Forest, Quellbourne, Tanara, Saralis and Rhakhaan announcing his claim. He is recognized by the Loremaster High Council, and Loremaster Dreena Vaal places the Sea-Drake crown on his head. King Liras of the Elven Forest accepts Kier; Rhakhaan acknowledges him as 'King of Helyssa' (a subtle insult) and *Jiax Alison* of Saral says Kier has no special rights to any land; that the old Six Realms are gone.

Fall 6052

- 585:** Wedding of Prince Kenek and Ysbeth Alizon in Haalkitane.
- 5•58:** [The Nameless One appears alone in the Garden of Songs on Karilôn. He warns of an impending global catastrophe and vanishes. A few Loremasters claim to have seen six fingers on his hands (marking him as a Lord of Essænce), while a few believe they caught a glimmer of gold in his eyes, spurring a rumor that the Nameless One is in fact the legendary sixth Dragonlord: Kydak Dûm, the Golden Dragon. Andraax is there in disguise; he and Tethior each see through the other's illusion, but Tethior flees.]

Winter 6053

- 1•1:** [Just after Midnight on New Year's Eve; the North Pole: The insane Lord of Essence *Ondoval*, accompanied by three K'ta'viiri lieutenants, enters the *Northern Vault* and takes the *Eye of Utha*. He is unable to destroy it, but has created a vessel which controls its powers. Two of the Lords are killed and Ondoval is badly wounded, but he escapes back to the *Shadowed Secret* with the Eye. Im-

mediately, the Southern Eye attempts to compensate but is unable to fully protect the globe from the Essænce disruptions. The Lords of Orhan also lend power to the Southern Eye, however they cannot continue this indefinitely. Kulthea shudders with a worldwide earthquake. And that is just the beginning.]

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

- Essænce storms wreak havoc; the hemisphere curtain (the *Wall of Darkness*) breaks down in random areas.
 - The entire globe is swept by storms and aftershocks for the next 2-3 days, causing widespread flooding, property damage and thousands of deaths.
 - Coasts are buffeted by tidal waves. Portals everywhere are torn open, drawing in any beings and animals nearby or spewing forth strange creatures.
 - The Navigators suspend service for 30 days. (their compasses behave erratically for 10-20 days before returning to normal function.) Most sea travel is virtually impossible for 10-20 days; perilous for another 10-20 because of storms.
 - Sel-kai Skyships, being more fragile and susceptible to Essænce than sea vessels, are grounded by order of the Prince for a full 30 days.
 - Eidolon is shaken by intermittent tremors over the space of several hours; a few residents flee to the ground. Meanwhile, Sel-kai City suffers the worst floods in 200 years. There are scattered fires but they are for the most part contained due to the well-prepared fire-marshals.
 - Meteor showers rain fire down all over the planet; combined with lightning storms and volcanic eruptions they trigger raging fires. These would be far worse except for the widespread downpours and blizzards.
 - The great Kaitaine Fire. A meteor strikes the city and triggers terrible devastation; fires burn for days. Over half of the city is destroyed or rendered uninhabitable. Undaunted, the Guilds begin reconstruction.
 - [A land mass rises out of the center of the *Lonely Sea*. It is part of the lost continent of *Taramia*.]
 - Many other cities across the planet are damaged by earthquakes and the fires which are triggered by them. Several dormant volcanoes become active, spewing ash into the sky.
- ≈**1•1** [The Loremaster Council is called into emergency session (attended in secret by Andraax), and the Navigator Guild Alliance convenes a conclave— they gather as soon as the Essænce storms subside enough for travel.]

Spring 6053

- While the weather stabilizes somewhat, ocean storms are still common — as are sightings of and attacks by a variety of fearsome sea creatures. For the next few months, valuable, nonperishable cargoes are rerouted via land routes.



- Rumors in Court tell of Navigator-guarded caravans across Jaiman attacked by highwaymen. But in every case the Navigator intervenes — leaving the criminals dead or crippled — to the delight of the caravan leaders (despite a hefty surcharge). *The Navigator Leadership relaxes their noninterference policy in certain circumstances.*
- Haid of the Lu'nak region speak of a terror in the black *Forest of Dír.*
- The New Syrkakang asserts dominion over all the Myr Fostisyr. The Fustir, Ky'taari and Udahir all are in hiding.

Summer 6053 (The Present)

- Rhakhaan is at peace, the forces of the Dragonlord and Dansart having retreated north to lick their wounds. The western frontier calm under the reign of King Kier I — who has his own problems with the forces of Ulor. But peace comes with its own share of problems: boredom and lack of focus breed discontent. Inactivity makes for irritable knights and lords itching for conquest. Haalkitaine is a great hive swarming with gossip, rumors which grow with each retelling, and elaborate intrigues.
- While the eastern portions of old U-Lyshak are quiet, fighting continues throughout western Helyssa and Lyaran: lords seeking new domains swear fealty to Kier and stake out their territory against survivors of the Ulor and Yaarth armies.
- The Red Dragon recalls his forces, deciding to ride out the uncertainty of the Essænce storms in the safety of his tortured valley.
- Stung by bitter defeats against Jaiman and U-Lyshak, the Priests Arnak return to what they know best: guile, espionage and subterfuge.
- The armies of Ulor are in disarray, many legions fighting amongst themselves. Their leader — Lorgalis — has vanished.

Rumors

- The Prince of Lethys is planning a rebellion with the help of the Elves and several southern Dukes (not true).
- The White Mage has returned to Haalkitaine (not true).
- The Emperor is not well; he hasn't been seen for days (not true; he is meeting with his advisors, planning the final removal of the Y'kin and the exploration of Uru-lan.).

5•THE FUTURE

Following are events which would occur in the near future, assuming nothing happens in the meantime to alter the situation (e.g., *the PCs assassinate the Emperor*). These are (of course) intended as guidelines and the GM must decide how to use them. But as time continues to advance, of necessity things listed here will become history and new future events will be built upon them.

Autumn 6053

- Scouts sent into Uru-lan. Reports come back from the south of a desolate wilderness, scattered with overgrown ruins. A few venturing north return with stories of 'wild, barbaric Elves', others tell of an eerily empty land, bereft of even animal life — they reluctantly confess to a strange unease, as if they are being watched by a malevolent force. Other scouts do not return. [In fact there are tribes of Erlin who have become barbaric, tribal, barely surviving. There is a cult growing in the northeast surrounding the worship of a unicorn goddess... Also, Ulya Shek and Jenkyna have unleashed a few of their hideous experiments in Uru-lan: surgical hybrids of humans and demons.]

- T'vaar Dekdarion awakens from his coma.

Note: This is a possible mission for the PC's-find the rare herb to cure his poisoning.

- The Count Celindian leaps from the tower of his villa.
- A Marquess dies under mysterious circumstances.
- Calthos is accused of High Treason for aiding Frelík.
- Calthos is tried and convicted of High Treason for aiding Frelík; is beheaded.
- Vice-Ambassador *Zyta Nikaru* of Námár-Tol is stabbed in the Palace Gallery.
- Sir Vyrs Jentaranja is found murdered in a private room of the Kieronian Baths, stabbed with a dagger bearing the Seagull insignia (or, more subtly, a Seer will have a vision of a seagull. Probably only the Emperor's Truthsayer has the powers to see past the magical deception). The Viscount Ridgeston is implicated. *He is innocent, framed by his former teacher Yandar Vit but his only alibi is that he was with Prince Toren — in the Prince's bed.*
- The Y'kin are effectively wiped out on Jaiman.
- Tanarans and Rhakhaani begin work on the great ice-bridge. They must have it complete and an adequate force on the Uru-lan mainland before spring when the warm currents will melt the icebergs which make up this span.
- Truthsayer Jorun of Yarmuth warns the Emperor that the Uru-lan venture is perilous.

Fall 6053

- The Rhakhaan/Tanara forces advance into Uru-lan...

7•THE KULTHEAN CALENDAR

Before launching into a description of holidays, a review of the common calendar is in order. This reckoning was developed by the Loremasters, and is used by the Navigators and most cultures on Emer and Jaiman.

SEASONS

Kulthea—like any planet with an axial tilt and regular, elliptical orbit—has four celestial "seasons." Their formal beginnings and endings are largely ignored however (ex-



cept by astronomers, and for a few holidays) in favor of the much more obvious pentennial phases of the great moon Orhan.

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

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

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

MONTHS

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

Winter: The period of deepest cold.

Spring: Weather grows warmer; planting season.

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

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

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

This varies from culture to culture of course, depending on climate, hemisphere, and social orientations. (The Southern Hemisphere, for instance, goes in reverse.) The names given here are conventionalizations.

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

WEEKS

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

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

Days of the Week:

<i>Erlin Name</i>	<i>Translation</i>	<i>Significance</i>
Orhayen	Moon-day	Varin is full
Buryen	Fire-day	
Usivyen	Water-day	
Melyen	Earth-day	
Ordyen	Air-day	Holy Day
Maryen	Dark-day	Varin is new; bad luck

Kyayen	Star-day	
Kindagyen	Cloud-day	Bad luck
Aryen	Sun-day	
Purlyen	Wind-day	Holy Day

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

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

Loremaster Reckoning

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

8•RHAKHAAN HOLIDAYS

Following is a list of most of the more important holidays observed in Haalkitain and (for the most part) all of Rhakhaan. Most shops are closed on official holidays in the city, where celebrations are sponsored by the Emperor.

Winter

1•1: New Year’s Day/Long Starry Night/Winter begins (Orhan is new; New Year Solstice). Reann revered.

1•8: Bad Luck Day. The eighth day of each month is considered bad luck to begin any new projects, ventures or relationships. The reason why is lost in the past, though the number eight has dark magical implications in many Kulthean societies.

1•35: Moon Winter (Orhan is Full) Jaysek revered.

1•61: Founding Day*

Spring

2•1: Spring Starry Night (Orhan is new)

2•8: Bad Luck Day.

2•15: Retribution Day. Declared by the Emperor on the day *Frelík the Pretender* is killed.

2•18: Spring Equinox

2•30 – 2•33: Lawgiver Days

2•35: Moon Spring (Orhan is Full) Baris Blessings Day.

2•40 – 2•50: Terisian Competitions.* Honoring the Orhan god Teris — the messenger — these games feature contests of speed and agility. Events include the pole vault, long jump, several running races, and swimming.

2•66: Night of the Satyr



- 2•67:** Repentance Day
2•12: Italana Day (The birthday of the Empress Italana, who consolidated the Empire).

Summer

- 3•1:** Coronation Day. This day varies with whomever is in power and the day on which he or she is crowned. After Jerrin's coronation, the first of Summer is Coronation Day.
3•1: Summer Starry Night (Orhan is new)
3•8: Bad Luck Day.
3•35: Mid-Year's Day/Summer Moon (Orhan is Full; Mid-year Solstice) Orianna, Phaon revered
3•35 – 3•44: *Kieronalia*: The Festival of the Orhan god of revelry. These nine days are marked by celebrations of music, dancing feasting. Indulgence in food and drink — and more lusty pleasures — is widespread.
3•45: Water Day. A period of appreciation of Neela and fresh water (and recovery from the Kieronalia). Only water is consumed.
3•46 – 3•50: Music Festival*
3•69: Empress Ajkara's Birthday

Autumn

- 4•1:** Autumn Starry Night (Orhan is new)
4•1: Night of the Nine Dancers. The Dancers of Inis (the Dark goddess) travel the earth in search of mates. Legend says that they may come for your sons unless you leave nine silver coins on each boy's windowsill.
4•8: Bad Luck Day.
4•11: Crown Holiday: Anniversary of the gift of the Crowns to the original Six Realms of Rhakhaan.
4•35: Moon Autumn (Orhan is Full) Usually indicates the beginning of the Harvest. Iloura is revered.
4•52: Autumn Equinox
4•52 – 4•57: Lambethfield Faire: A huge celebration after the harvest held throughout Rhakhaan, but nowhere is it larger than Haalkitaine. Huge tents and pavilions are erected on Lambeth Field and for five days shops close and all regular business stops — everyone parties at the Emperor's expense. There are games, plays, troubadours, acrobats and many other entertainers to amuse and delight. Food and drink vendors set up special booths; ale and wine flows freely.

Fall

- 5•1:** Fall Starry Night (Orhan is new)
5•8: Bad Luck Day.
5•35: Moon Fall (Orhan is Full) Shaal revered
5•35 – 5•37: Wine Festival
5•40: Karakatuk Harvest
5•40 – 5•50: Caysian Competitions.* In honor of the Orhanian god Cay, these athletic games concentrate on feats of raw strength and fighting prowess. Events in-

clude lifting, wrestling, unarmed combat, mock sword-fighting, quarterstaff and archery.

- 5•55:** Amnesty Day

* *Indicates a holiday or event celebrated primarily or exclusively in Haalkitaine.*

9•ABOUT TIME

The Kulthean day is divided into twenty-five hours: five *quintars* each in turn subdivided into five hours. Five being a number with powerful religious connotations: five moons, five months a year of Orhan, five fingers on each hand of the 'younger races' (i.e., not the Althans). The *Zodiac of Orhan* (as observed by the Elves and many manish cultures) is divided into five realms (fire, water, earth, air, *essænce*), each in turn subdivided into two aspects; usually dualistic in nature (e.g., night/day, male/female, mind/body) each Lord of Orhan. *More on the Orhan Zodiac will be discussed in the upcoming Encyclopædia Kulthea.*

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

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

SUNDIALS

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

CLOCKS

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



PART III



SOCIETY

Baris Deroy, Duke of Lathornia, looked out of his study window to the courtyard below, where his son was taking a combat lesson. Lukas had filled out well: a strapping youth with a handsome face and bewitching smile, he had already caught many a maids' eye. And he was a gifted swordsman as well, even now holding his own against his instructor. What he lacked in experience he made up for with daring, agility and strength. He seemed to possess a natural finesse; sword fighting was a dance and Lukas executed it with acrobatic power and skill. He could be quite a contender in the upcoming Terisian Games.

It was fortunate that the war with the Usurper was over and Lukas would not need to fight; Deroy was not anxious to see his only son die in some bloody battle far to the north. Of course Lukas had wanted to go even before he was of age, but fortunately there were strict rules about when the Highborn could enter military service, and the young Viscount Ridgeston had only just reached his twentieth year at the last turn of Orhan. While it was not required that of-age sons of the peerage serve their Emperor in battle (perhaps instead they show a particular aptitude for scholarly pursuits, the church, or magic), those who do not fight are not held in the same regard. They are less likely to find favor with the Emperor and at court.

Nevertheless, apparently Lukas had befriended one of His Majesty's younger sons during his last stay in Haalkitaine; perhaps he had already contrived his own ways to gain influence in high places...

At the sound of a knock on the heavy Isran-oak door, the Duke turned from the window. "Come!" He barked.

Trayne, the Chamberlain, stepped inside and bowed crisply. "His Eminence the Archprelate of Lathornia has arrived, Your Grace."

"Damn. I suppose it was inevitable. Well, show him to the south wing blue suite. And tell my son to get cleaned up and prepare to meet the Archprelate. Can't put off Lukas' indoctrination any longer."

"Yes, Your Grace."



Life is not easy in Haalkitaine. While the nobility live in relative luxury, they also must function in a society with rigid rules and specific expectations. Everyone has a role to play, and this role can include what you learn as a child, who you associate with, what profession you take up, whom you marry, and where you live. Disobeying these rules can mean disinheritance from your privileged life-style, banishment, or even death.

Gentlemen (merchants and artisans with money but not landholders of the peerage) may have more options in theory, but Haalkitaine is an environment where money cannot buy you everything. Bloodlines mean a great deal: having the wrong parentage can keep you out of a prestigious school or prevent you from marrying your true love.



1•TOWN & COUNTRY

Virtually every titled family has at least one manor house, (the seat of their titled holding), and a house or villa in Haalkitaine. Those of the higher rank (e.g., the dukes and marquesses) usually have a sprawling castle and estate at their primary holding, houses or manors at their lesser lands, and a towering villa in Haalkitaine.

Life in the countryside is quite different than that in a city: more rough and casual, where the lord is law and there is little time for such pursuits as reading literature or attending dramas. It has been this way for centuries upon centuries, and each lord of his province tends to choose one way of life over the other, placing his wife or close relative in charge of affairs at the other location. Of course, the lord must visit the city to attend court, and see to his holdings to make sure they are being handled properly, but most have a definite preference.

2•CLASS AND DAILY LIFE

As one might imagine, a typical day in the city is quite different for a serf than for a member of the nobility. The former labor from dawn until after nightfall, while the latter spend their days in the pursuit of leisure activities.

Medieval cities are magnets for immigrants from the countryside. Serfs and artisans tired of rural life come here to seek their fortune. A few of the talented and intelligent will be employed by wealthy nobles as servants or apprenticed to guilds. The rest become soldiers, prostitutes, day laborers or beggars.

City life is difficult for all but the wealthy: most suffer from poor nutrition and hygiene. Even in a world where magic can cure many wounds and diseases, few can afford to pay for treatment, and temples who offer healing free of charge or tithe are few. Lifespans in the city are shortened by many years. While Haalkitaine has an excellent sewer system, disease can sometimes rear its invisible but deadly head. The weather alone contributes to periodic epidemics of the common cold — which for many can turn into potentially fatal pneumonia.

RACE AND CLASS

As noted elsewhere, the racial makeup of Rhakhaan can be broken down into three main groups: Elves (mostly Erlin), Zori and Jameri. The separation between Zori and Jameri is fairly clear: Zori are of the aristocracy while Jameri are the common folk. Jameri work — be it as serfs or as paid artisans or merchants — while the wealthy Zori do not. The relationship between the Elves and Zori is more complex, and contradictory. While many of the noble families carry some Elven blood, it is not discussed even when a child displays obviously Elven features. Many locations in southern Rhakhaan still have Jaimani-Elven names given to them thousands of years ago — an irony that seems lost on the current mortal inhabitants.

INTERRACE RELATIONS

Pureblood Elves are regarded by many Zori with some suspicion; the origin of this racism is probably the protracted Rhakhaan/Urulan war which ended about 1500 years ago, though it may also be kept alive at least in part by the arrogance of Loari-Elven merchants who trade with the empire. There are a few Elven villages in Rhakhaan, most in isolated locations. Aside from the Remiraith, a handful of enclaves, and perhaps Urulan, there are few other Elven homes in Jaiman.

In Haalkitaine there is a neighborhood (some would say ghetto) populated mainly by Erlini, called by its inhabitants *Vonn Cibur* (E. ‘Exile’s Haven’). Most mortals refer to it as *Elftown* or a few use the derogative slang terms *pointyville* or *slantytown* (‘pointy’ and ‘slant’ are both racist terms for Elves the former refers to their pointed ears while the latter to their often angular features and almond eyes).

CLASSES & CLIQUES

Listed below are generally the types of people one might run into in a city like Haalkitaine. Naturally, you are more likely to see some classes in certain parts of town, while others wouldn’t be caught alive — though perhaps dead — in others.



Nobility: Members of the peerage never travel through the streets alone. Even the lowliest baron will have at least a knight or two in tow, partly for image, partly for protection. A marquess or duke will have an entire entourage: knights, family members, servants to attend the peer and squires to attend the knights, ladies to entertain the family members... it goes on and on. This of course creates a disturbance and draws a crowd. When a duke goes shopping, the streets are clogged. Serfs and beggars always try to mob a peer to beg for coins or some favor with a local court.

Sometimes a noble is just heading in or out of town and doesn't want to create a scene by wandering about on foot. In this case he boards an enclosed litter at the villa, and attendants carry him to a lift to the outside tier. There, the peers all keep carriages garaged and horses stabled for a cross-country trip.

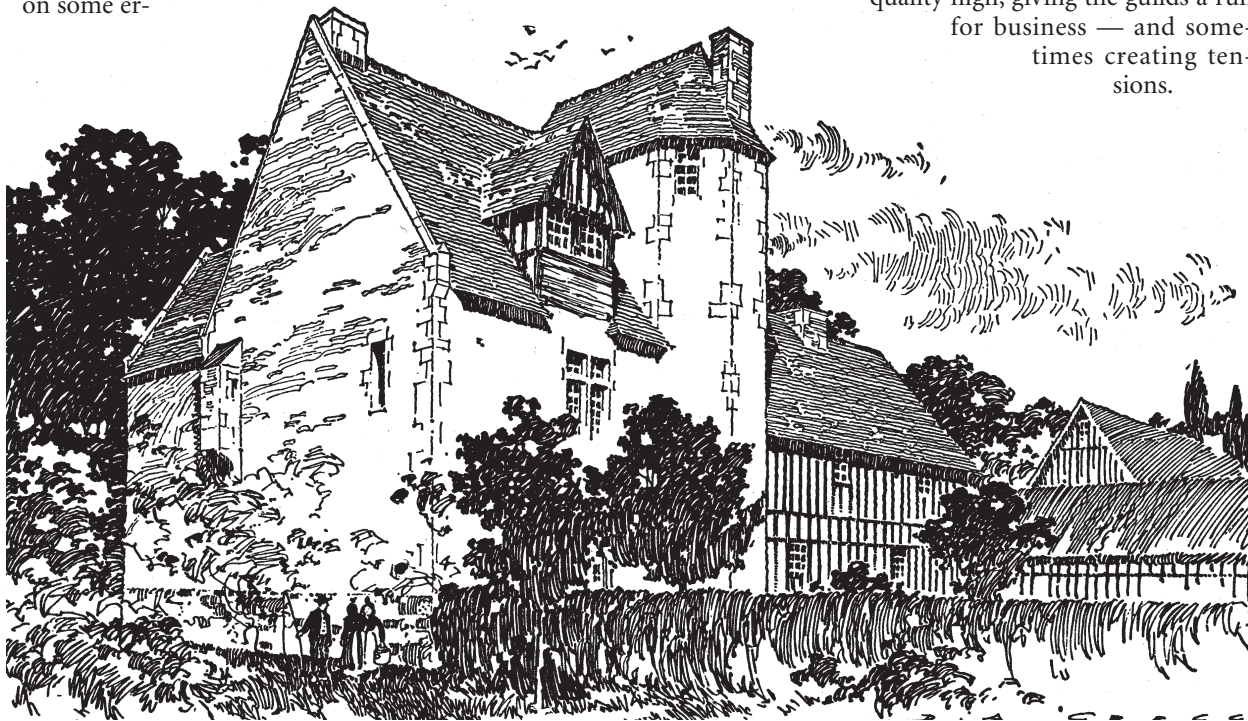
As one can see, the average adventurer has almost no chance of meeting or talking to a peer on the street. Every so often a cousin or other relative may be spotted with just one knight, both dressed in relatively simple clothes, trying to 'mingle,' but instances are rare. The only members of the nobility who can get away with this are those not quickly recognized in the city. Usually they prefer a buffer between themselves and the *hoi polloi*.

Knights: Almost invariably members of noble families, these men have pledged fealty to a peer and serve him or her as guardian of his person and property. This includes defending the estate, acting as bodyguard and advisor, or whatever other function the noble desires. In Haalkitaine knights are usually guarding their lord or his villa, or on some er-

rand. Now that the war with the Pretender is over, they are considerably more relaxed. Knights have a code of chivalry and proper behavior, but that is not to say that the rules have never been bent after a few ales have been imbibed. When they cross a 'commoner,' knights have a tendency to be less pleasant than an indulgent nobleman. Many a serf can tell of being shoved face-first into a gutter by Sir so-and-so, because they just got in the way.

Artists & Artisans: Artists usually work alone or in a studio under a master. Master artists work for members of the nobility who commission them to create works of sculpture, architecture, painting or music. Some very wealthy nobles have artists or musicians on permanent retainer. The Emperor, for instance, has an entire ensemble of musicians, and master composer Jossa Vaydin is expected to compose works for regular performances. Masters are always looking for talented boys (rarely girls) to take on as apprentices in their workshops. Apprentices learn the master's techniques, and often do most of the actual work, creating art in his name.

Artisans are craftsmen who are generally more oriented towards creating numerous objects than a single object of art — though most take fierce pride in their work. Many belong to organized guilds: centers for training apprentices, taking care of children and the elderly, and standardizing prices and work. Guilds in Haalkitaine are not as powerful as those in Lethys or Sel-kai; the peerage keeps them under control through taxes and restrictive laws. Many merchants also prefer to remain independent, passing the trade down through generations. They help to keep prices down and quality high, giving the guilds a run for business — and sometimes creating tensions.



A Modest Country Manor



Merchants: The merchant class includes shop owners, tavernkeepers, pushcart vendors, bankers and traders: anyone whose primary business is buying and selling merchandise. It is the merchants who bring the treasured coffee from Námár-Tol, cacao from Lankanòk, wool from Tanara and wine from Danarchis. They come away with fine jewelry and tapestries, steel weapons and implements, glass and silver. Some have made a fortune in trade and have retired to beautiful villas to rival that of the peerage. They now invest in other traders' ventures — and garner disapproving glares from the nobility, who consider merchant money to be vulgar and ill-gotten.

Scholars: Not unlike artists, scholars are a small, elite group who are fortunate enough to have the patronage of a noble, allowing them to devote themselves to purely intellectual pursuits. They spend their time in libraries, studying ancient texts and artifacts, expanding the known realms of history, mathematics, science and the essence. One might ask what the generous benefactor of these intellectuals gets in return: bragging rights. Peers love to tell their cohorts about the latest treatise or equation composed by 'their' scholar, rambling on about concepts they themselves have no understanding of. Sometimes they even invite scholars to their dinners to provide intellectual discussion (i.e., for amusement).

Clergy: The gods of Kulthea are numberless. Beyond the pantheon of Orhan and their counterparts on Charón, multitudes of 'local' gods, minor deities and other entities — real and imagined — have a followers. In Rhakhaan the religion officially endorsed by the Emperor is the rather blandly benign United Church of Orhan, a religion which professes to worship all of the pantheon, calling at need upon one or the other of the gods depending on the situation. There are individual temples to virtually all of the other Orhanians, which the United Church claims to be sub-sects. These other temples usually disagree. A few Dark Gods are worshipped openly; others have secret adherents who meet in dark underground chambers.

All priests and priestesses are treated by the general populace with respect, though it is sometimes grudging. Peers are usually willing to consider the higher officers of the church to be their equals (a few high prelates of the Orhan Church are in fact considered 'lords' in the peerage), and steer clear of the others when possible. The more spiritually minded nobles have one or more temples with resident priests on their estate; many of the larger villas in Haalkitaine also have small temples or altars.

Servants: Little better than slaves, house servants rarely receive more than a token payment in coin. Instead they are provided with room and board in return for their service to the lord.

Beggars: Every city has its share of the unfortunate, the disfigured, the disabled, or the merely lazy. Unlike troubadours or jugglers who perform on street corners in return for contributions, beggars crouch in their rags, muttering and shaking a metal cup (or just a grimy palm), entreating for a handout.

3•LIFE IN THE CITY VILLA

While the 'town-house' of a noble is invariably smaller than his corresponding ancestral country home, some of the ducal villas are labyrinthine affairs many stories high with dozens of bedrooms, drawing rooms and other chambers, all connected by long, narrow corridors. Naturally, such a place requires a staff to maintain it, even if the lord and his family is only there for a few weeks a year. It serves as a guest-house for travelling relatives and acquaintances, and most nobles are expected to host several dinners a year for their peers — not to mention an unannounced visit by the Emperor Himself!

Only the dukes and marquesses have the wealth to maintain such a large city home, however. Lesser nobles have more modest villas, down to the barons, many of whom merely have a small, two-or-three storey townhouse with five or six bedrooms. Such a house would simply be closed up when the baron is in the country.

VILLA STAFF

Any household requires a staff to maintain it. Larger villas have a dozen or more full-time servants. They have their own quarters, invariably cramped rooms near the kitchens (for warmth) where several sleep in the same room on cots.

Seneschal: The commander of the servants, the seneschal is responsible for all the servants and the day-to-day operations of the household, including schedules and budgets. He generally answers to the lady of the house.

Cooks: All villas have an experienced cook, aided by a staff of scullery maids.

Chambermaids: Responsible for keeping the villa clean; this includes doing laundry, changing beds, dusting, cleaning bathrooms, etc.

Footmen: Generally these servants run errands outside the house. They also keep litters, carriages and horses in order.

Valets: These young men attend to the male members of the family: helping them to dress & bathe, caring for their clothes, etc.

Ladies-in-waiting: Like valets for the men, noblewomen have women who attend to their personal needs. Often they provide companionship and entertainment as well, helping the lady with sewing and needlework to pass the time.

Governess: Some houses also have a governess to care for small children.

RESIDENTS

Like a smaller version of a country manor, the villa is usually home to far more than the peer and his immediate family. In addition to housing knights and squires needed to assist and protect the lord, there are invariably numerous 'extended' family members — essentially hangers-on who want to enjoy city life. There may also be live-in tutors for children.



"Along the Prince's Way"

Ink and sepia wash by Miso Tærænor



4•ETIQUETTE & HONOR

As noted earlier, knights have a code of chivalry they are required to adhere to, and since virtually all noblemen are also knights, they are also bound by these rules of proper and honorable conduct.

All members of the peerage (including siblings, cousins, children, etc.) are expected to behave “as becoming of a member of the aristocracy” and are trained from childhood in basic manners. They learn how to address others, table manners, and other basic social skills.

The common classes are all expected to address members of the nobility by their proper title, and to bow or curtsy in their presence. Servants address the merchant and artisan class members as ‘sir’ and ‘miss.’ Servants (except the seneschal) are addressed by their first name, or failing that their masters often merely summon them with a shouted “come here, boy!” or “girl!” not unlike how one would call a dog.

5•EDUCATION

As with most late medieval societies on Kulthea, the only people who receive anything resembling a well-rounded education are the nobility, and then usually only the boys. Children of wealthier merchants also get some schooling, but artisan’s sons usually get limited education beyond training for their trade. Most do learn basic reading and writing skills in Rhaya. The serving class is — with very rare exception — monolingual and illiterate.

The wealthiest children are often tutored at home, sometimes by more than one expert teacher. There are a few schools in Haalkitainē. All have a steep tuition, and some are affiliated with a specific religion. These educate up through about age 16, which is as far as most children go. Most provide a fairly general background in history, geography, reading & writing (in Rhaya and Erlin, mainly), mathematics, sports, correct social behavior, and the tenets of that religion.

Finally, for the very bright and/or rich, there are a handful of Universities in Haalkitainē. Each has a specific concentration, though also offers classes in a variety of other subjects. All charge a tuition and have entrance examinations.

Valris Trinity College

Over the entrance to this school are three words: *Reasoning, Learning, Wisdom*. More than a motto, it is a mantra for the devout followers of Valris (such as the college instructors and staff). However, little religious ritual is expected of the students; to follow the motto is to honor her.

The Trinity College teaches history, sciences, mathematics, logical thinking, and philosophy. There is also instruction in Mentalism, Astrology, and Lay Healing. Graduates earn a silver triangular pin — a widely respected symbol.

Universitæ Arcanum

One of the premier schools in Jaiman for the teaching of the Essence arts, the University has 94 students 27 professors (among them are six Loremasters). Training is primarily in the area of pure Magician Base, Open and Closed spells, but also includes some Bardic, Illusionist, Dabbler (*RMSS*), and — limited — Sorcery classes. Advanced students research under personal tutors.

Coven of Gala’ath

This is a small, fervent religious following and associated school devoted to a local god. Gala’ath requires frequent ceremonies which include small amounts of blood from the priests, but is otherwise fairly benign. Gala’ath is neither truly ‘evil’ nor unwaveringly ‘good.’ Students may learn any of the Clerical lists, including some Sorcery and Animist.

6•THE ESSÆNCE ARTS

Metaphysical powers are as much a part of most Kulthean societies as cooking or painting or politics. And like those more mundane pursuits, some people seem to have an aptitude for it while some are apparently just hopelessly inept. Similarly, such skills are improved with practice, training and study. Everyone has the potential to tap the Essænce within, around oneself, or from a cooperative deity. Some have more potential than others. Most ‘schools’ of teaching guide a student down one of the three commonly accepted paths of Essence, Mentalism or Channeling. These are all just sides of the same prism, of course, and truly gifted adepts are able to seemingly overcome these — largely artificial — divisions.

With the above in mind, we can examine how Haalkitainē handles users of Essænce (*n.b.: for the purposes of convenience, the term ‘magic’ is used here to refer to all spell casters of any realm*).

Professional spell users must have a license to practice magic within (or within ‘range of’ the city; licenses are obtained from the *Ministry of Permits*, which handles all licenses and permits for artisans. Magical schools and most religious groups have ‘blanket’ permission for use on and within their property. ‘Casual’ users (those who cast minor, personal spells in their own households which do not affect others) are excepted. However, there are fines for casting spells in public without a permit or on an unaware or unwilling target; punishment is severe for use of a spell in the commission of a crime anywhere in the Empire; this includes spells which invade the privacy of others, whether it be their home or mind or body. Spell casting within the Imperial Palace compound without permission of His Majesty is strictly forbidden, and punishable by blinding or execution. Naturally, there are magical wards and runes placed throughout the palace to prevent such intruders as teleporting assassins.

7•HYGIENE

Unlike rural villages where farmers live in dirt-floored huts and a ‘bath’ means a swim in the river, most residents



of Haalkitain with any means at all will bathe at least once a week. Villas and finer houses contain elaborate plumbing and boiler apparatus to heat water for washing. Rainwater is stored in roof cisterns for this purpose. Such fine homes also feature at least one toilet which essentially flushes, connecting to the sewers below. The less fortunate use bedpans or public facilities, which are essentially holes opening over a sewer channel.

Wealthy women usually bathe at home, waited on by a phalanx of maids who spend hours gently washing the lady's hair and applying scented oils to her skin. Often they are entertained by minstrels (behind a modesty screen). Men sometimes bathe at home, but often they go to the *public baths*. These are in fact not 'public' but open only to paying members, much like a club. There, one can take a sauna, get a massage, haircut, and swim in a heated pool — all while socializing with one's peers. In some areas it is acceptable to walk about nude, while in others one wears a light tunic. There are also more private bathing areas, where more than bathing sometimes goes on.

8•ENTERTAINMENT & DIVERSIONS

The wealthy and privileged of Haalkitain have time on their hands for many pursuits. Below are a few of the possible activities.

MUSIC

Most wealthy children are taught to sing and/or play a musical instrument at least passably. There are many street musicians who play for coins tossed in a hat, professional musicians for hire to play at special occasions, and the Emperor has an ensemble and court composer to make music for him regularly.

PLAYS

The Emperor commissions plays on a regular basis, both for his entertainment, and to be put on for the city residents. There are also travelling players who stage productions and sell tickets.

ART AND SCULPTURE

Haalkitain has many resident artists; most are supported by the wealthy nobles who commission works. The *Imperial Gallery* and *Library Gallery* are but the two largest repositories of painting, drawing, tapestries and sculpture. Many public areas also feature sculptures, and the villas are all filled with art.

LITERATURE

The printing press is a known technology, but few books demand a circulation wide enough to warrant the effort of creating 'plates.' Many books are still copied and illuminated by hand, and they are considered objects of beauty unto themselves. Most texts are histories or of a religious nature, though there are books of fiction and

tales of mythical heroes. Poetry is a popular pursuit among the young and passionate of the aristocracy.

In addition to the great Haalkitain Library — which boasts tens of thousands of books and scrolls — all the nobles possess private libraries of varying size and quality.

9•CLOTHING AND FASHION

The majority of the city's residents have no money to spare for even one fine brocade suit or silk gown. Meanwhile, nobles and wealthy merchants spend small fortunes on new clothing every season, desperate to flaunt not only the depth of their purses but their sense of style. A few clothiers — artists in their own right — are always in demand to design new styles for presentation at important events. Haalkitain has an insatiable thirst for exotic fabrics, furs, hides and other materials.

Women's Clothing

The latest style for the fashionable noblewoman is this: translucent silk blouse with tiny jewels stitched into it, a form-fitting ribbed bustier, ankle-length skirt of brocade with silk slip underneath, waist-length snug-fitting brocade jacket trimmed with velvet, flaring 2-4 feet out from the waist in a bell or conical shape down to the knees. Sleeves are pleated at the shoulder and flare several inches up and out. The jacket also sports a collar of stiffened brocade standing up high over the head in back like a great fan. Sometimes it is trimmed with large dyed *borgia* feathers. Shoes are delicate — beaded satin slippers for indoors, fine leather shoes on tapering wooden platforms for outdoors.

Haalkitain women often have their hair braided in a great coil on the top, side, or back of the head. In these cases it is held with dozens of glittering jeweled pins.

Wealthy women are not shy about wearing jewels either. Necklaces, rings, bracelets, large earrings and chokers are all popular.

Hats come and go in an unimaginable variety as a fashion accessory. At present the style is a cap with stiffened protrusions if bright colors, decorated with beads and tiny jewels. Feathers are only worn in ladies' hats in the summer.

A growing trend in outerwear is the hooded greatcloak. Usually treated wool trimmed with fur and lined with satin, it features an oversize hood with ingenious ribs, allowing it to fold flat against the back or unfurl — not unlike a carriage roof — into a large domed covering. This keeps the lady's head dry but does not interfere with the hairstyle.

Men's Clothing

Every bit as ostentatious and elaborate as women's wear, a nobleman's formal suit consists of tight-fitting breeches of silk or velvet (silk in warm months, velvet in cold), fine dyed leather boots or slippers, a white silk shirt with upstanding collar, silk or velvet waistcoat, and a bright brocade jacket with wide-flaring shoulders and usually elaborate trimmed cuffs. The current fashion is for all



men's coats to overlap in the front and button at an angle across the chest, from the navel up to the left shoulder. Younger men often rakishly leave the top few buttons undone and open the front, creating lapels. The coat length can be just to the waist, to the mid-thigh, the knee, or cut back from the front and with flowing pleats across the back. Men also wear a scarf or cravat around the neck, the style varies with the type of occasion. There was a codpiece fad for a few decades back around TEI 6000, but now such things are considered vulgar. (However, formal silk breeches get tighter and more revealing — especially on younger knights and noblemen — every year.) Lace for either sex has been unthinkable for any occasion for several centuries.

For outerwear, wealthy men either don long fur coats lined with satin or wear long hooded wool cloaks of two or three tiered layers, with openings for arms under the outermost, short layer. These cloaks are treated to repel water.

Laan men are not quite as fussy about their hair as their women, but they do keep it clean. Older men often wear their hair longer, usually in a ponytail. Well-off younger men wear it short. (It is a sign of prosperity that one can have one's hair cut once a week.) A trend the last few years among young knights has been to have a small portion of their hair bleached white.

Finally, all members of the peerage have an elaborate and heavy amulet fashioned of links of precious metals which drapes across the shoulders; this is the symbol of their title. Each order of knighthood also has a piece of associated jewelry, be it ring, earring, or pin. Some men are knights of more than one order. Finally, heroes in war are given medallions as awards for bravery or skill. All this can make for quite an elaborate ensemble.

Handtents

In a city where it rains more days than it does not, it is hardly surprising that the umbrella has been around for a long time. Haalkitaine 'handtents' have only four spokes, so are square and very tent-like. They are made like this because six or eight spokes are considered unlucky, and odd numbers are more difficult to construct. The wealthy of course have a servant carry the handtent for them. Common people make do with hooded cloaks of oiled cloth.

ATHLETIC GAMES

It is well known that the health of the body depends on fresh air and exercise, and most members of the nobility go to great pains to maintain a lean, strong form. Among the Zori, obesity is considered a sign of weakness; a cultural discrimination and one more reason they consider the Jameri and other races inferior, since Jameri who do not get rigorous exercise do tend to be portly.

In addition, the Zori as a race are a competitive people, and the aristocracy of Rhakhaan show their Zori blood in this trait. While men for the most part participate in athletic games and other physical activities, women do join them for some of the more sedate diversions, specifically

the hunt, falconry, mallet-ball... and some even take up fencing.

The Hunt: While this activity is usually undertaken by the nobles at their various manors, the Emperor maintains a lodge just a league north of the city with a large stable and kennel. He and his family will often invite favored peers there for a few days.

Bounce: An exuberant game played in a special cubical room twenty feet square and tall. Two opponents bat a small hard rubber ball with paddles, trying to strike specific spots on the wall and floor.

Unarmed Martial Arts: Though the reputation of the Changramai warrior monks is well known in Rhakhaan, most assume that they have some special powers or training and that martial arts for 'regular people' is not useful in real combat. As a result, it is more of a sport than a military option. There are many different styles.

Fencing/swordplay: All young men of the peerage learn at least a few sword techniques, including fencing (using a foil) and with a broadsword. Fencing is a gentleman's sport, used in competitions and duels. Heavy sword fighting is for warfare.

Mallet-ball: This is basically a sedate 'lawn game,' in which players or teams of players use wooden mallets to maneuver balls through a series of metal rings set in the ground.

COMPETITIVE SPORTS

There are two kinds of competitive sports in Haalkitaine: participatory and spectator. Most noble houses have members in various 'leagues' where they regularly meet and compete in a variety of physical activities, including wrestling, fencing and Bounce. There are also the formal competitions noted below. The aristocracy has also become increasingly enamored with the kickball, with houses sponsoring teams of players (usually from the serving class) who compete in a tournament in the arena.

The Terisian Games: Named for the Orhan Messenger, these are held in the Delian jousting field and consist mainly of 'track and field' activities: races, jumping, vaulting, archery, discus. Theoretically, any citizen of Rhakhaan may enter, but the wealthy — with time and money to spend on trainers — almost always take away the prizes.

The Caysian Games: The warrior god Cay is patron of these games of strength and physical prowess. Events include wrestling, quarterstaff, lifting, jousting martial arts.

Emperor's Champion Competition: This is a more violent (and increasingly popular) contest involving combat with a variety of weapons. Unlike the more 'civilized' Orhan games, most entrants are soldiers (from the serving class) or mercenaries. Taking place over the first seven days of each month, the competition is held in the arena, which is usually filled to capacity with an enthusiastic crowd. Contestants are eliminated in one-on-one combat in a series of rounds; different weapons are used in each round (quarterstaff, fighting net, dulled broad-



sword, mace, dulled poleax, and flail) and armor is used until the final round, when the contestants are naked and armed with daggers. Injuries are frequent and deaths are not unheard-of. The winner is given 50 gold pieces, healed of any wounds, and named the honorary Emperor's Champion for the month.

Kickball: This outdoor game is played with two teams of nine players in a rectangular court studded with wooden posts. Each team tries to hit or kick an inflated rubber ball the size of a large melon between two stone posts at either end of the court guarded by the opponents. Players are 'professionals,' usually serving-class young men, supported by various noble houses who practice and play ring-ball full time. Houses are very competitive about their teams. (A few years ago there was a scandal involving Count Vindross paying members of some opposing teams to lose.)

THE DUEL

The duel is a grand (and deadly) old tradition in Rhaakaan, though over the years it has evolved into two distinct forms. There is the *Pride Duel*, usually fought on the spur of the moment between two peers over a minor argument of a personal or intellectual matter. It always ends with the drawing of first blood. Serious injury or lifetaking is never the goal; in fact it is shameful to seriously wound an opponent in this type of duel. Because of this tradition, all gentlemen and peers wear their fencing sabers about town, though it is considered cowardly to wear armor. Some carry only a dagger, an unspoken dare to potential duelists to fight them with an equally crude weapon.

The other type of formal confrontation is the *Duel of Honor*. It is always to the death, and never fought immediately; a date is set at least five days in advance (giving the parties a chance to apologize, retract their slanderous statement, etc.). It is a formal affair, held outside of the city, attended by seconds and usually a magistrate to make sure that the rules are observed.

PARLOR GAMES

No doubt partly because of Haalkitainé's notoriously inhospitable weather, those with idle time have invented many ways of whiling it away indoors. When the women grow weary of the embroidering and the men are done with politics, these are some of the indoor games they amuse themselves with.

Orhan & Charón: A game not unlike Terran chess in many ways, it features a circular board representing Kulthea. Two players control the higher pantheons of the two moons. They transport to various areas and move about, trying to cast the opponents back to their respective homes. Each god has specific moving abilities and power level regarding its ability to overcome opponents. Pieces may 'team up' to cast out a foe. Playing time: 1-5 hours.

Charioteer: A game for young children using toy chariots moving around a circular track, 2 six-sided dice are rolled to move the pieces forward. Certain rolls indicate special events (e.g., two 'sixes' mean your chariot causes the

one nearest to you to wreck; two 'ones' mean you lose a wheel and move half speed, etc.) Two-eight players. Playing time: half an hour.

Siege: More complex even than Orhan and Charón, Siege is a strategic board game played by two opponents on a hexagonal board covered with a honeycomb-pattern. Players have an 'army' consisting of numerous small wood pieces with different combat capabilities. One player assumes a defensive position and the other tries to take it. Play usually takes several hours

Who Am I: Something between charades and doing impressions, this is a group game in which people take turn imitating a family member or famous person of the city while others try to guess who it is.

Card Games: This is not scrying but using cards to play a variety of games. Some are simple enough for children, while others are quite complex and require four or more players. There are also several 'solitary' games.

Tarot: Some (especially young women) like to tell each others' fortune using these cards; it is considered a harmless hobby. There are also professional Seers and Astrologers who use the Tarot to enhance their very real scrying powers.

SPECIAL EVENTS

As noted in the calendar section, medieval societies usually do not have anything like a 'weekend' when the working people have a regular day or days of rest. Holidays become that much more significant and anticipated, offering an opportunity to close up shop and take the day off. Haalkitainé's calendar is littered with regular holidays, including the Terisian and Caysian games, royal weddings, the Emperor's birthday, and others. One of the biggest and most anticipated events at Haalkitainé is the great ten day long *Lambethfield Faire*, held in the field to the north of the city and features all manner of entertainment, feasting and fun, all sponsored by the Emperor.

On a more grisly note, public floggings and executions are always a spectacle. While rarely is a holiday declared, many will shops will close for a time so the whole family can witness the event.

10•LOVE, COURTSHIP & MARRIAGE

As in many medieval societies, love and marriage have little in common — at least among the high-born. Marriages are often arranged between offspring of noble families while they are still children, the intent more to cement political alliances, acquire dowries or enhance family prestige than in the interest of the betrothed's happiness. As one moves down the social ladder, relationships are more likely to be formed based on mutual attraction and affection. Not surprisingly then, infidelity among the merchant and serving classes is much less common than with the nobles. In fact, probably more peers have a mistress than do not. Who is currently having an affair with



whom is always a hot topic in the Haalkitainē dining rooms and boudoirs

Before Rhakhaan came to dominate much of Jaiman, political marriages between ruling families of the six realms were much more commonplace (this helps to explain the Elven blood in many of the noble Rhakhaan noble families). Even with the crowns fully functional, political marriages were useful in diplomacy and to show unity against outside forces.

In recent centuries, however, there has been less need for arranged marriages to cement alliances between realms. Jaiman controls most of the continent, and the remaining lands (with the possible exception of Tanara, Saral and — very recently — U-Lyshak) are either depopulated or ruled by forces the Emperor has no intention of allying with. But the art of the arranged marriage is far from dead. Amongst the sprawling aristocracy of Rhakhaan, whom you marry has become an important status symbol. Some of the nobility only ‘steer’ their offspring towards certain potential mates (believing that childhood betrothals are “old fashioned”). There are also several noble families who dislike each other intensely, usually because of age-old feuds. These houses are often not even on speaking terms,

and the thought that their children might fall in love is abhorrent.

Merchant and artisan families are more relaxed, though parents usually hope their child marries someone in the same or similar profession. Marrying someone in the serving class would be frowned upon, and — perhaps surprisingly — marriage to someone of noble blood is also discouraged.

The institution of marriage itself is two separate things: a legal, secular ‘partnership contract’ recognized by imperial law, and a religious unity, the ceremony of which varies widely depending on the religion(s) of the partners. Betrothals of young children by their parents are usually the former: a legal contract.

Within the aristocracy, there are elaborate courtship rituals. Even between a betrothed pair the motions must be gone through and proper behavior — at least in public — is required. Betrothals have been broken (and house feuds started) over seemingly minuscule infractions. In the past this has been used by one or both of the betrothed to escape marriage, but punishment is usually severe — up to and including disinheriting or banishment from the family.





❁ PART IV ❁

THE RHAKHAAN NOBILITY

cavernous grand ballroom was filled to overflowing — even the dance floor was so crowded that those gathered on it barely had room to execute their whirling steps. Light from hundreds of lamps flickered off the greatest collection of jewelry Kalen had ever seen. Everyone who was anyone in the Rhakhaanian peerage was here in their finest, and with good reason. It wasn't every day that an Emperor was crowned.

No matter that Jerrin had been in power for years, today the ancient Phoenix Crown — so recently recovered from the Pretender, Frelík of Nolgara — was placed on his head.

The young Marquess of Endar pulled at his stiff collar in irritation. He hated the high white collars, gaudy silk cravats and shoulder-padded brocade jacket that was currently considered formal wear in Haalkitain. In fact, he didn't much like anything about Haalkitain, but his father, the Duke of Prevan, had made it quite clear that attendance at the coronation was not optional. As the evening dragged on, people continued to arrive, making a grand entrance as the doorward announced their arrival over the music.

"...presenting His Grace the Duke of Sanaria and Her Grace the Duchess of Sanaria..."

So Kalen leaned against a pillar in the corner, sullenly sipping on a glass of Danarchis chardonnay and trying to be invisible. Jad had stayed by his side as long as he could, but finally he had to start saying yes to the stream of dance requests that had inundated him since the ball began. Even now Kalen's cousin was waltzing with some pale slip of a girl, his azure frock-coat furling gracefully around him, blond hair shining in the candlelight...

"...presenting His Royal Highness the Prince of Haalkitain, Kenek Janus Faslorin, and the Princess of Haalkitain ..."

Kalen had received a few dance solicitations. It worked this way: a servant of a young woman of the peerage (men never ask women to dance in formal society; it is considered vulgar) would approach him with a small calling card on a gold tray. On the parchment card was embossed the young woman's family crest, and her name. If the young man wished to dance, he would accept



the card and either immediately follow the servant to her, or the servant would wait until he had finished previous dance commitments. If the man declined to dance, he would turn the card over. (Kalen had read that centuries ago, if a man wanted nothing to do with a particular woman, he would tear the card in half — a bitter insult that had often instigated duels or even interfamily warfare).

“...presenting His Lordship the Viscount Alacta and the Viscountess Alacta ...”

In any event, Kalen was not interested in dancing, and he didn't want to give any young women false hopes about marrying the heir to a powerful duchy. His father would have forced him to dance, but Elrad was busy hobnobbing with Ixbridge, Lathornia, and some Loremasters. He noticed the Duke of Lathornia's son Lukas, whom he hadn't seen in a couple of years. The boy had grown up into a handsome young man... suddenly Lukas' gaze met Kalen's and he smiled — a strange sort of knowing smile which Kalen found unnerving. He looked away, feeling his face turning red.

“...presenting his Lordship Agonar of Teusilya, Count of Thælyn, and Master Dævyd al Xodin...”

The clock struck the end of the fourth Quintar — midnight. Kalen drained his glass and began hunting for another, determined to get drunk, when he had the misfortune of literally running into the Dowager Duchess of Nortagle and her youngest daughter.

“I beg your pardon, Your Grace!” Kalen bowed a little shakily, almost poking his eye out on the Duchess's huge fanned collar.

“Hello, Kalen!” She exclaimed breathily, her generous bosom threatening to heave right out her heavily reinforced bodice. “My Lord, may I present my daughter, the Lady Hesta Mather. Hesta, this is Lord Kalen Avanir, Marquess of Endar!”

Kalen bowed low — partly to avoid looking either woman in the eye — and heard Hesta gasp “The Duke of Avanir's son! Oh how exciting, mother! I feel as if I might *swoon!*”

The young lord smiled crookedly, not knowing how to answer such an exclamation.

But the Dowager Duchess was never speechless. “My Lord Kalen, I know Hesta would be greatly honored if you would have the next dance with her,” she beamed, and Kalen suspected she already had visions of her daughter as the Duchess of Prevan.

“The honor would be mine Your Grace, though I'm afraid that a, uh...”

“My Lord, you are not going to try to dance with your injured leg are you!?” Jad appeared out of nowhere, clutching a goblet of wine. He was a little unsteady himself.

“Uh, well, the Lady...” The Marquess continued to stammer.

“I beg your indulgence, My Ladies,” Jad wavered in his bow, but managed one of his best disarming smiles, “m' Lord suffered an injury recently, thrown from a horse in pursuit of a Wyvern. He really sh-shouldn't be even standing on it. Here, My Lord, let me help you!” He grabbed Kalen's wrist and wrapped it around his shoulder, as if trying to help him stand.

“I had no idea.” The Duchess said coolly, her face collapsing into a sour frown. She obviously was not buying this, but there was nothing she could do. “Well, swift healing to you, Lord Endar. You and your *friend* have a pleasant evening.” She took the confused Hesta by the arm and turned abruptly away — not before favoring Jad with a dagger-sharp glare.

Jad winked at Kalen and began to steer him towards the nearest exit. “You are in my debt, my Lord,” he whispered. “Saved from the clutches of the Dowager Duchess.”

“Indeed I am, my loyal Squire. Tomorrow I will get an earful from father, but for tonight I am rescued.”

“Indeed.” Smirked Jad, grabbing a full bottle of wine on the way out of the ballroom. They passed near Lukas, and Kalen was sure he saw the Viscount glance back and forth between the two of them, and then raise an eyebrow and smile slyly again before turning back to his friends.



This section features an overview of the sprawling noble class of Rhakhaan. Included are many of the current major titleholders and a selection of the more interesting (i.e., dysfunctional) lesser families; also found here are notes on the correct forms of address. Those who wish to spend time mingling with the mighty of Rhakhaan would be well-advised to learn these: in the inner circles of Haalkitain society people rarely kill with the sword, but where reputations are at stake, a well-placed word or two can be a lethal weapon.

The reader will of course note the Erlin-language place-names for some southern holdings in Rhakhaan. This is a holdover from when the Muri-and-Jaimani Elves inhabited not only Urulan, but much of the southern mainland, some of the northern and eastern coast of Emer, and countless islands (including *Vog Mur*) many tens of centuries ago. Many of the southern nobles have Erlin blood mixed with Laan in their veins. They still use the old names without thinking. Most other place names are in Rhaya.



1•THE RANKS OF NOBILITY

Apart from the imperial family, there are five ranks in the Rhakhaan peerage: dukes, marquesses, counts, viscounts, and barons. All but baronies are exclusively hereditary titles; that is, they are passed down from father to (usually) son. Some baronies are inherited as well, but others are *life peerages*, granted by the Emperor and reverting back to him upon the death of the titleholder. Life peerages do not have seats in the Council of Lords.

The oldest title is that of *duke*, harking back to the fourth millennium of the Second Era of Ire, when Rhakhaan was but one of more than a dozen kingdoms scattered across Jaiman. Barons were next, followed by counts and marquesses. The *viscount* is a fairly recent addition, initiated in TE 4015 by Kelir IV.

The majority of actual real estate (after the emperor's vast demesne of course) is held by the dukes and marquesses; the other grants are usually an estate, a town and the land immediately around it, or even just a manor and a few square miles of property. There are literally dozens and dozens of counties, viscounties and baronies.

The Emperor's personal lands ('demesne') and the lands held in trust by the peerage provide a major source for tax revenues. When he sees fit, he will confer lands and titles from his demesne to those whom he feels deserve it.

The *dukes* hold the highest hereditary rank after the members of the royal family. A duke also holds several lesser titles such as marquess, count, and baron, usually lands now within the duchy but sometimes located elsewhere in the realm of the sovereign. His wife is a duchess. His eldest son (and in a few cases the eldest child of either sex) holds, by courtesy, his father's second title but is technically a commoner until he succeeds to the dukedom itself. Thus the eldest son of the Duke of Prevan is titled the

Marquess of Endar, but he is addressed as Lord Endar. Dukes are addressed verbally as "Your Grace," and all lesser titleholders are addressed as "My Lord." Most peers do not use their surnames as their title. Thus, the usual pattern would be something like Floren Iskren Vodrey, The Count of Vonn Cibur. He is Lord Vonn Cibur, never Lord Vodrey. (Or, for that matter, Lord Floren.)

Note that the duke will also have a family name (i.e., surname, such as Avaniir), but will not use it in the normal course of events. The duchess does not use the surname at all. When Isil Aliouné married the Duke of Prevan (whose family name is Avaniir), she will be Duchess of Prevan and will informally sign herself Isil Prevan, not Isil Avaniir. The exception is when the full name and title is used together, in which case she is Lady Isil Avaniir, the Duchess of Prevan.

If the heir has a son before the heir becomes duke, that son will take the next lowest title as a courtesy title. If the heir dies before his father, his eldest son becomes the heir apparent and takes his father's title. Apart from the heir, a duke's sons are given the courtesy title Lord with their full name, e.g. Lord Anival Bariel.

All a duke's daughters are given the courtesy title Lady (first name) (surname), e.g. Lady Hesta Mather. (Never Lady Nortagle.) If they marry a commoner, they retain the title. If they marry a peer, they adopt his title. If Lady Hesta marries the Count of Rienna, she becomes Countess of Rienna (i.e. Lady Rienna). If she marries the holder of a courtesy title, then she may use his title or her birth title as she wishes.

Informally, especially when addressing or referring to those of equal or lesser rank, some will call others simply by their title name. For example, the Duke of Ixbridge might say to his wife, "Can you believe what old Alacta is up to now? Parading around with that commoner wench on his arm..."



The *marquesses* are next highest in the peerage and rank between the dukes and the counts. Like a duke, a marquess has several lesser titles. The Marquess of Bergundia is addressed as Lord Bergundia (not ‘Lord or in the third person as the ; their son and heir is Lord Wheybridge. His heir apparent takes his next highest title as a courtesy title. All other sons have the title Lord (full name). All daughters have the title Lady (full name).

Below marquess is the *count*, whose wife is a *countess*. He will nearly always be count of something. Style of address is “my lord” or Lord Orgosia. He is referred to as “the Count of Orgosia” or “Lord Orgosia” or “Orgosia” to his familiars. His wife is Lady Orgosia, and she will sign herself Desdemona Orgosia. As with a marquess, the count's heir will take the next lowest title as a courtesy title, and the heir's son, the next again. All daughters of a count are given the courtesy title Lady (firstname) — see Dukes. All details are the same. Younger sons of a count, however, do not receive a title.

Next is a *viscount*, (pronounced ‘vye-kount’) whose wife is a *viscountess*. He is not “of.” He will be, for example, Viscount Symenedd, usually known as Lord Symenedd, or just Symenedd. His wife is known as Lady Symenedd and would sign herself Ligia Symenedd. His heir has no special title.

The lowest rank in the peerage is *baron*, whose wife is a *baroness*. General usage is simply to call them Lord and Lady. She will sign herself (firstname) (title). Children have no special title.

Clerical Titles

The Archprelate of Esov Turic, head of the United Orhan Church (the ‘official’ Church of Rhakhaan) is also considered a lord. Although he has no title of nobility, he is a peer of the realm and ranks over everyone except the dukes and of course members of the imperial family. The Archprelate of Purl Kirn and certain other prelates are also included in the peerage and have the right to sit in the Parliament of Nobles.

2•KNIGHTHOOD

Below the barons are knights, who have the title “sir” but are considered commoners, and so are also not among the peerage and do not have seats in the Parliament of Nobles.

A ‘knight’ in Rhakhaan — as in many other Kulthean societies — can be any one or more of the following:

1. A tenant giving military service as a mounted man-at-arms to one of the nobility.
2. A ‘gentleman-soldier,’ usually high-born, elevated by the Emperor to privileged military status after training as a page and squire.
3. A man holding a nonhereditary title conferred by the Emperor in recognition of personal merit or service to the country.

Of these, only those falling under categories 2 and 3 are inducted into the orders listed below.

Orders of Knighthood

- Brotherhood of the Winged Shield
- Knights of the Azure Feather
- Brotherhood of the Fox
- Brotherhood of the Five Moons
- Knights of Cay
- Brotherhood of the Chalice (Nominated by the Archprelate of Esov Turic)
- Order of Grey Rangers: Members of this somewhat mysterious order can be male or female, and they are named not by the emperor, but by the Loremaster High Council: a rare intervention on their part and an ancient condition with the gift of the Crown. It is not unreasonable to assume that there were once orders of Rangers for the other realms as well.
- Daughters of Oriana: by tradition only awarded by an Empress, and of course only to women who have performed heroic deeds in the name of the realm.

SYMBOLS

Each of the old realms for which the crowns were made was symbolized by a beast. Following along that theme, the major provinces within each realm utilized a symbol of a related beast. The Phoenix being a birdlike creature, all the duchies and many of the marquessates have a type of bird as their symbol.

Note: At the beginning of each description is a bullet listing which provides the title(s) of the peer, his/her spouse, and heirs. The title as shown is the full, formal title as it would appear on official documents or as said when announced at a formal gathering. A “+” rather than a bullet indicates that the person is of the family by marriage. Each level of indentation indicates a younger generation.

In some cases there may be other family members (siblings of the duke or duchess, spouses of heirs, etc.) not mentioned; the GM may feel free to add them as needed.

3•THE IMPERIAL FAMILY

The reigning emperor is addressed as “Your Imperial Majesty” or, less formally “Your Majesty.” Other members of the royal family are addressed as “Your Royal Highness.”

It should be noted that currently only the Emperor's eldest son has an additional title: that of Prince of Haalkitaine. At some later time (e.g., when they marry) Jerrin may grant others from his long list of titles to his other children.

Emperor Jerrin Arej Malvion Faslurin

- His Imperial Majesty Jerrin Arej Malvion Faslurin III, Emperor of Rhakhaan, King of Wuliris, Zor and Meluria, Duke of Chantay, Evara, Thendara and Sororis, Marquess of Dingange, Nolgara and Arzor, etc....

Jerrin ascended the throne in 6043 at the age of 45. A decade later — with the removal of Frelik and his corona-



Princess Tatiana Venis Faslorin

Sketch by Xæk Toqusagar

tion with the Phoenix Crown — is finally consolidating his position.

The Emperor is generally an able man: strong, decisive, intelligent, and generally fair-minded. Jerrin is also ambitious. He has said privately that his goal is nothing less than to achieve what no other emperor has: rule of all Jaiman. He would like to arrange a marriage between his daughter Tatiana and the young king Kier Ianis of U-Lyshak, then deal with the combined challenges of the Dragonlord to the north and the dark forces of Ulor far to the west. Jerrin then assumes that all the ‘petty kingdoms would fall into line.’

The Emperor’s family and close advisors are also familiar with Jerrin’s rare but dangerous outbursts of violent temper. On one occasion he was angered by a remark by crown prince Kenek and overturned the dining table. Wine and priceless glassware was flung everywhere. Another time, during a Privy Council meeting he slapped the Marquess of Bergundia and shoved the Duke of Calthos to the floor because he felt they weren’t paying attention. While it is not widely known, he also once caught his middle son Toren in an intimate position with a male page. He hurled the page against a wall so hard the

boy was knocked unconscious and broke several bones, and he slapped and punched Toren repeatedly and so hard he left bruises all over his face, neck and arms.

Empress Zania Tatiana Janus Faslorin

- Her Imperial Majesty, Empress of Rhakhaan, Queen of Wuliris, Zor and Meluria, Duchess of Chantay, Evara, Thendara and Sororis, Marchioness of Dingange and Arzor...

Still lovely at 57, Zania’s peevish nature is also well-preserved. Since the day she married Jerrin and moved from southern Rhakhaan thirty years ago, she has remained a whining, complaining, demanding woman. How she survived four pregnancies remains a mystery to the population; when the woman has a sniffle (which is almost daily) the entire court is made to suffer her proclamations that she is near death. In truth the woman has the constitution of a bear but convinces herself that she suffers a myriad of ills. She has a personal Lay Healer and Herbalist at her disposal at all times.

Fortunately, all of the royal offspring were raised by a much more nurturing staff, headed by governess Selimas.

Crown Prince Kenek Janus Faslorin

- His Royal Highness the Prince of Haalkitaine

Now twenty-eight, Kenek has recently married *Ysbeth Alizon*, the daughter (and only child) of the King of ‘Saral’ (currently the largest portion of old Saralis under one leader), and is settling down to prepare to eventually inherit the Empire. Once Rhakhaan’s political turmoil has cooled and the memory of Frelik has dimmed, they will work on adding Ysbeth’s father’s lands to the empire.

Princess Tatiana Venis Faslorin

- Her Royal Highness Princess Tatiana

There is no better way to put it: Tatiana is a spoiled brat. In her twenty-five years she has wanted for nothing, been waited on hand and foot, and is used to being the center of attention wherever she goes. She is a pretty young woman, but her vanity and self-centeredness has become quite unattractive. Until very recently little has been expected of Tatiana; her days consist of elegant meals, mild exercise, gentle tutoring, and extensive flirting with the most handsome young men at court. But when her father even hinted at dinner one evening that the young King Kier Ianis of U-Lyshak might be a worthy spouse she flew into a rage. After shattering several priceless vases and crystal goblets, she locked herself in her chambers for three days (allowing her servants to enter and leave, of course). The Emperor has let the issue drop for now, but he will have his way in the end.

Prince Toren Patek Faslorin

- His Royal Highness Prince Toren

Twenty-one years old, and possibly suffering from being the middle son, Toren is a quiet youth who has for the most part eschewed military training for more abstract scholarly pursuits. While an able swordsman, he prefers reading history, practicing his lap harp, or studying the



Essænce Arts. Toren is handsome in an almost pretty way, making him an object of many girl's crushes. He seems to find this embarrassing, and has a reputation for being aloof. While usually a solitary young man, he has taken up lately with young Viscount Ridgeston — the two have been seen frequenting certain taverns over the last few months, playing *Siege* and drinking Danarchan wine late into the night.

Prince Aĵkar Tyrus Faslurin

• His Royal Highness Prince Aĵkar

The fourth child and third son of the Emperor is a strapping youth of eighteen years. He is at present in distant Emer on a quest: his father wanted one son far away from the conflict with the Usurper.

Kora Bytara Faslurin

• Her Royal Highness Princess Kora

Youngest of Jerrin's four older sisters, Kora is a bright woman, and still in her prime at 73. While she enjoys following the political situation, she says little of substance in public, preferring idle banter and harmless flirtation. Nevertheless it is widely known that her brother consults Kora on matters of state — the perceptive confidant his wife will never be. The Princess is often escorted to events by Jorun of Yarmuth, the Imperial Truthsayer. Thile this is always the subject of some gossip, it is assumed (correctly) by most that the two are merely friends.

Morgana Osaria Faslurin

• Her Royal Highness Princess Morgana

The Emperor's eldest sister at 125, never married, and said to be insane. She rarely appears in public, and when she does, she appears under the influence of a spell or drug which leaves her stupefied. Among the many rumors about her are that:

1. She is usually kept locked in a tower.
2. She wanders the halls of the palace at night talking nonsense to herself.
3. Jerrin is illegitimate and she is the only true heir — and she knows it.

Only 1 and 2 are true (or she did wander the halls until they locked her up). The sad tale behind this condition — which seemed to befall her quite suddenly five years ago — is more than it seems. Morgana had long suspected that the White Mage was not what he seemed, and made it her business to discover his true nature. A competent Seer in her own right, she thought that she could take care of herself. This turned out to be tragically naive of course, when she witnessed via *Long Eye* the Mage summoning a demon of the 6TH Pale. Before she could tell her brother, the Mage entrapped the Princess and cast *Psychosis* upon her, rendering her insane.

Westley Malvion Taniador

• His Royal Highness the Prince of Lethys, Duke of Lethana

Westley is the son of Jinna Malvion and the Lord Athas Taniador of the Elven Forest. He inherited the Princedom

by the marriage of his mother's sister Alcyra to the previous Prince Lukan, brother of Ilred IV. Westley has reigned in Lethys since 5922 and has shown little sign of aging past early adulthood.

This unique princedom is an interesting holdover from when the throne of Rhakhaan was temporarily shifted to Lethys at the beginning of the age. The Heir Apparent was by tradition Prince of Lethys until Haalkitaine was rebuilt and the throne was returned. Afterwards, Lethys remained a princedom, and though it was usually conferred upon a sibling of the reigning monarch, the sitting prince had the right to name his heir. Prince Lukan had no heirs of his own, and being long a friend of the Elves, he named his nephew Westley.

4•THE DUKES

Below are the duchies of Rhakhaan and their current titleholders. All of the duchies are included, since they are few and important.

KAYTHA

• His Grace Warrin Jylan Kester, the Duke of Kaytha (The Peregrine), Marquess of Vandia, Count of Sigarin and Krindall, Baron Fornith.

+ Her Grace Ellana Kester, the Duchess of Kaytha

- Lady Avra Kester Maglean (married to Ranzei Maglean)
- Lady Syvalia Kester
- Lady Marjan Kester

Furthest north of the direct holdings, Kaytha extends from the knees of the Grey Mountains west to the *Dunny Hills*. Most of Kaytha's northern border is the Northern Frontier, a vast heath gradually descending into the desolation of the Zor Wastes.

Duke Warrin lost favor at court because the Pretender's troops broke through and raided several towns under his protection before Prevan's and the Emperor's knights arrived to drive them out.

At present the Duke has only daughters to carry on his house. His hopes are currently with his eldest daughter Avra; should she bear a son, he would be the heir apparent. Sadly, her first two pregnancies (both boys) ended in miscarriage.

PREVAN

• His Grace Elrad Xanes Kyrethan Avanir, the Duke of Prevan (The Hawk), Marquess of Lumynar, Count of Lorniad, Kinmarch and Zoranaar, Viscount Hytheston, Dunny and Zinmell, and Baron Gyneth and Leathes.

+ Her Grace Isil Irellion Avanir, the Duchess of Prevan

- Lord Kalen Kyrethan Irellion Avanir, Marquess of Endar

As the Duke of Prevan, Elrad is head of one of the oldest families in Rhakhaan. Over the last two generations, however, the Avanir clan has fallen somewhat out of favor with the court at Haalkitaine. Elrad and his father must



take the lion's share of the blame for this, as neither showed any desire to play the political games of the court. And young Kalen — only son and heir to the Duchy — looks like he will follow along this path.

It is fortunate for Prevan, however, that the Emperor is usually able to see past the petty intrigues. When the Duke successfully defended his northern border — part of which lies along the very Frontier — Elrad was awarded additional lands, designated the Counties of Kinmarch and Zoranaar.

However, the Duke is not a happy man. His heir apparent is well into his twenties, and remains unmarried or even betrothed. Elrad would have arranged a marriage by now, but the Duchess has begged him to let their son find his own way. And so he has. Kalen has spent the last few years travelling across Jaiman and beyond, accompanied by his cousin, the squire Jad Hurok.

Prevan embraces the *Ryanna* river all the way up to its source in the Dunny Hills along the duchy's eastern border. To the north it now is within sight of the southern foothills of the *Loornthos* (Ir: 'lonely mountains'), the ridge which used to serve as the western boundary of Zor. Along the west Prevan ends at the shores of *Lake Lakyran* (pronounced L'k-eye-ran), though the numerous islands within sight of the mainland are also considered the Duke's property. The large isle in the center of the lake — known only as the *Isle of Ghosts* — is avoided by all who sail this body of water. It would be hard to find someone who has sailed within the perimeter of the six dark peninsulas which extend from this island.

Of particular note is the *Gryphon College*, nestled in a valley within the Dunny Hills a few leagues from the source of the Ryanna. It is not widely known, but the enchanted forces within the College were instrumental in turning back the demon-men of the wastes.

The ducal castle of *Leathes* is located at the city of the same name on the southern bank of the Ryanna, on high ground just above where it empties into the lake. Lakyran supplies freshwater fish for Prevan; the duchy also grows potatoes, wheat and a variety of other crops. Rougher lands are used for grazing herds of sheep and cattle.

IXBRIDGE

- His Grace Klaen Pychelar, Duke of Ixbridge (The Falcon), Count of Gloven Hill, Viscount Mordellis
- + Her Grace Vanda Pychelar, Duchess of Ixbridge
 - Lord Dano Sulinik Pychelar, Marquess of Standridge
 - Lord Roney Pychelar
 - Lord Kerovan Pychelar

Just south of Prevan, the Duchy of Ixbridge also marks its western border along the Lakyran coast, south to the *Blue River*. The fortified port of Ixbridge is situated along the north shore of the river where it meets the lake. However, the Duke's Castle is at Tantaris, adjacent to the town of Gloven Hill on a high cliff overlooking the lake about six leagues to the north.

Ixbridge and Prevan have long been allies, and it is no exception with the current dukes. Elrad and Klaen are

friends and have similar opinions on many council issues. They trust each other as few do in court.

Lord Dano — always a spiritual man — is a gifted Animist. He has a large garden at his Standridge house which occupies much of his time. The Duke's younger sons are both more interested in martial training and activities, though young Kerovan also has skill with languages and a beautiful singing voice, the making of a great Bard.

NORTAGLE

- Her Grace Kedalia Mather, the Dowager Duchess of Nortagle
- His Grace Herrik Mather, the Duke of Nortagle, Marquess of Evora, Count of Richeliene and Ayodel, Viscount Kelwyn
- + Her Grace Sharra Nortagle, the Duchess of Nortagle
- Lady Hesta Mather

South of Haalkitain, Nortagle is an old and traditionally influential duchy. The current duke, however, is Herrik Mather, a weak-willed man just 29 years old. The real power behind Nortagle is Herrik's mother, the Dowager Duchess.

Kedalia Mather is an imposing woman, physically as well as intellectually. She feigns a limited understanding of politics to put others off their guard (this deception has worn thin over the years, and few are taken in). She has been the de facto ruler at Nortagle since she married the late Duke Erias. While not permitted in the council chambers, she is at every social function: watching and listening.

It is common knowledge that her son Herrik is now her puppet — much to the frustration of Herrik's wife Sharra (daughter of the Marquess of Goerdovia), whose retaliation has been to become increasingly shrewish.

Kedalia is also a friend and confidant of the Empress Zania. The Duchess tolerates Her Majesty's constant complaints and in return is often rewarded with an intimate confidence. While a schemer, she is ultimately loyal to the Emperor. She and Princess Kora share a grudging mutual respect. Kedalia suspects Sanaria and Calthos' complicity in what she refers to as 'that Nolgara unpleasantness.'

Currently the Dowager Duchess has two important goals: becoming a grandmother (she is tireless in prodding her son and daughter-in-law about producing 'a little marquess'); and marrying off her rather simple youngest daughter.

LATHORNIA

- His Grace Baris Deroy Austrenos, Duke of Lathornia (The Seagull), Marquess of Belamis, Viscount Kliena and Antor, Baron Crædinor
- Lord Lukas Deroy Austrenos, the Viscount Ridgeston

Lathornia is the extension of land north of the Nea Bay and south of the *Vog Hel Suleim* (E. 'Bay of Deadly Breakers') — aptly named because of the high, rugged cliffs and rocky atolls along most of its eastern and northern



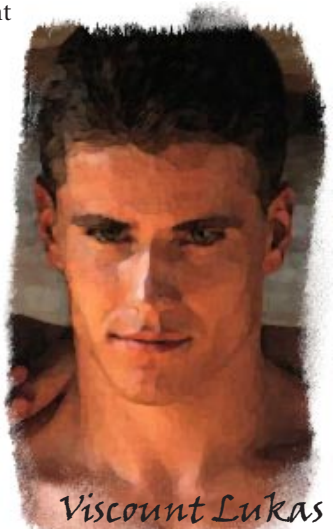
coastline. The Duke's primary castle — and a town — is located on the furthest finger of land, *Crædinor* (R: 'Storm Haven'). The southern coast of this peninsula has calmer waters which allow for ships to land. There is an island just to the north: *Dalov Kurn* (E: 'cliff isle'), several hundred feet high with almost vertical cliffs for shores. The summit is green and almost level, and has a temple to the demigod *Rædek*. Legends tell of a hidden staircase built into the rock and leading up to the temple, but that is an ancient tale. No one has set foot on the island in recent history.

Duke Baris is a widower with only his one remaining son and heir for family. His older boy Ivo (Marquess of Belamis) was killed in combat, and his wife died in birthing Lukas. While Baris is relatively young and would be a great catch indeed for an aspiring lass of breeding, he has shown no interest in remarrying. Instead, he has turned all his energies towards raising his remaining son Lukas. Like many of the southern nobles, there is Elven blood in the Austrenos line, as can be seen — though subtly — in young Lukas.

An Elven Astrologer by the name *Yandar Vit* arrived in Lathornia five years ago, offering his services to the duke. He was obviously very gifted — not to mention charismatic — but Baris never completely took Vit into his confidence. The Astrologer had better luck with the duke's son. The boy was enthralled by Vit, and excited when the Astrologer offered to tutor him in the Essence arts. The duke disapproved of his son learning 'sorcery,' but he also decided not to interfere as long as Lukas kept up with his other responsibilities.

What the duke and Lukas do not know is that *Yandar Vit* is a *Priest Arnak*, and his plan is for his magical instruction to slowly but surely lead the young Viscount Ridgeston into the thrall of the Unlife. It is all part of the continuing efforts of the *Arnak* to eventually destroy *Rhakaan*. However, Lukas is not to be underestimated; he suspects that *Yandar* is not quite what he seems. Recently he has defied his tutor's instructions, causing Vit consternation and embarrassment. His superiors are displeased, and have ordered him to bring the Viscount into the dark fold soon or destroy him.

Also of note is that *Ridgeston* has become very close to Prince *Toren Faslurin*. Both youths have been spending time at *Haalkitaine*, and their relationship has evolved in the last few months into an intimate one. They have



Viscount Lukas
Xæk Toqusagar

been fairly discreet, but some at court have begun to suspect; rumors about the Prince have been flying around *Haalkitaine* for years. Whether this is a passion of youth or a permanent 'orientation' for either, this sort of thing can be scandalous and both young men could be blackmail targets. Lukas' father would be horrified.

BOELTARICA

- His Grace *Daryn Korian*, the Duke of *Boeltarica* (The Raven), Count of *Rhuden*, Viscount *Koltarn*, Baron *Harrowgate*
- + Her Grace *Majel Korian*, the Duchess of *Boeltarica*
 - Lord *Denys Korian*, Marquess of *Kyanu*
 - + Lady *Celimé Linos* (daughter of the Count of *Orgosia*).
 - Lord *Alec Daryn Korian*, Count of *Kestia*.
 - Lady *Helana Linos*

Boeltarica (R: 'Broken Cliffs') is located along the northern coast of the *Bay of Deadly Breakers*, embracing the coast up to the town of *Harrowgate* on the *Greensnake* River. Along the west stand the shadowy eaves of the *Elven Wood* (E: 'Erlin Naduum'; Iy: 'Remiraith'). Since *Rhakaan* first claimed the land of *Broken Cliffs* long ago, the relationship between the Dukes of *Boeltarica* and King *Liras* of the *Elves* has been a study in imbalance. Either *Boeltarica* has been deferential to the inhabitants of the *Elven Wood* and therefore the object of scorn at court, or the opposite: some dukes have openly coveted the forest realm, and a few have been close to invading.

The current duke is among the latter, wishing to increase his own domain within the empire. But with the resurgence of *U-Lyshak* to the east and King *Kier*'s alliance with the *Elves*, he has found his expansion options limited. If *Kier* can be convinced to become part of the Empire, then the forest would be surrounded. Unfortunately, the young king seems determined to refound the old *U-Lyshak*.

Lord *Denys* would far prefer to be an ally to the *Elves*, and is constantly frustrated by his father's bigotry. They argue frequently when together; more than once the Duke has threatened to disinherit his son if he didn't change his policy. *Denys* hates his father for another reason as well. The current Duchess is *Daryn*'s second wife; the first was *Wenisia*, sister of the Count of *Bellarion* and mother of *Denys* and *Helana*. The Duchess was caught several years ago by His Grace in a compromising position with one of the servants. The commoner escaped but *Wenisia* was arrested. While the usual course of action in such a case is a request for an annulment from the United Church, Duke *Daryn* chose the much harsher alternative open to all among the peerage but rarely invoked except by the Emperor: he accused *Wenisia* of treasonous infidelity. She was tried, convicted, and given the only punishment permitted under law: death by beheading. The court was rocked by the brutality of this action and the Duke has been kept at a distance by most of the peerage ever since.



The Cliffs at Dalov Kurn
(Note the balloon-pods adrift in the sky overhead)



CALTHOS

- His Grace Feyed Bariel, the Duke of Calthos (The Owl), Count of Thymos and Vyrrs, Viscount Sibbley, Baron Stormgard
- + Her Grace Shailya Bariel, the Duchess of Calthos
 - Lord Maceo Bariel, Marquess of Kench (married to Asita, daughter of the Duke of Sanaria)
 - Lord Anival Bariel

While most of the nobility publicly rallied around the Emperor in the conflict with the Pretender, many were privately playing both sides, waiting to see how things would fall. Calthos (along with Sanaria and others; see below) was among these, remaining at Haalkitaine while his sons worked with Frelik. But the Emperor has his own spies, and he has evidence of Feyed's treachery. He plans a trap to catch the treasonous Duke.

Maceo served as chief contact between the Duke and Frelik, shuttling back and forth in secret between Haalkitaine and Frelik's forces. Now he is laying low at Kench while working to cover his trail.

The relatively young Anival has been blissfully unaware of this conspiracy while living at Blackrock Hall, the family home near the town of Calthos. He possesses some latent Mentalism powers which may serve him well in the future.

SANARIA

- His Grace Markus Ilred Tovinak, Duke of Sanaria (The Condor), Count of Barrara, Viscount Tchaira, Baron Cædurian
- + Her Grace Sa'adia Tovinak, Duchess of Sanaria
 - Lord Remi Tovinak, Marquess of Rhovin
 - Lady Vinia Tovinak
 - Lady Asita, Marchioness of Kench (married to Calthos' son Maceo)
 - Lord Roney Tovinak

Half-brother of the late Frelik the Pretender, Markus publicly distanced himself from the traitorous marquess when he first stole the Phoenix Crown, but he (along with Calthos and a handful of lesser nobles) was actually aiding Frelik with strategic information and gold to pay for mercenaries. Frelik in turn had promised that — should he be victorious — he would reward them with lands taken from peers loyal to Jerrin. The would-be Usurper failed of course, and has left these nobles scrambling to cover all traces of their treason against the Crown. But as with Calthos, Jerrin Faslurin knows of Sanaria's betrayal; in this case through the Duke's own son. Young Lord Roney, in return for a promise that he — not his older brother Remi — will inherit the Dukedom when Markus is brought down.

The Duchess is a vain, simpleminded woman, completely ignorant of these more serious intrigues. Instead she is obsessed with petty court gossip about affairs, who has gained weight, who's hair or clothing is hideous and why. It is ironic that her own daughter is the subject of considerable talk.

While her husband Maceo of Kench was afield spying for Frelik, Asita — indulging her twin passions for power and sensuality — was also gathering information in her own way. The Marchioness seduced no less than five high-ranking knights in the Emperor's army, and even tried to work her female charms on the Warlock Truthsayer Jorun of Yarmuth (she failed of course). Asita is pregnant, not with her husband's child but by one of the knights. Only she knows that the father is not Maceo.

ESOV MUR

- His Grace Dorsen Bourne, Duke of Esov Mur (The Skylark), Viscount Duraan, Baron Kolotha.
- + Her Grace Morella Bourne, Duchess of Esov Mur
 - Lord Vannis Bourne, Marquess Ormaal
 - + Lady Durthea Bourne, Marchioness Ormaal
 - Lord Kenys Bourne, Count of Mynars
 - Xarnu Bourne
 - Lord Murdoc Bourne (Brother Murdoc of the Order of Reaan, United Orhan Church)
 - Lady Iska Bourne

Esov Mur (E: 'East Watch') takes its name from its long-standing strategic importance as the border province between Rhakhaan and the Y'kin, though this front has been the least of the Empire's concerns.

Within the Duke's lands but independent of his jurisdiction is the monastery and grounds of *Esov Turic* (E: 'East Gate'). Covering roughly ten square miles in the southwestern foothills of the Grey Mountains, this parcel of land holds a large monastery and the palace of the Archprelate of the United Orhan Church.



The Duchess of Sanaria
Sketch by Xæk Togusagar



The Duke is one of the oldest members of the Peerage and rarely makes the journey north to Haalkitain for council, instead sending his son Vannis as proxy. The Duchess, though nearly 200, is still quite active and maintains the Haalkitain city villa with their daughter, Lady Iska.

As suggested by his title, Murdoc has entered a monastic order, a subgroup of the United Orhan Church.

CHANGOR

- His Grace Edalor Guildford, the Duke of Changor (The Swan), Count of Willowvale, Viscount Bassam, Baron Ezethel
 - Lord Dorek Guildford, Marquess of Theoza
 - + Lady Jayna Guildford, Marchioness of Theoza
 - Lady Tiletha
 - Lady Allinda
 - Lord Morvan Guildford

His Grace is a quiet, scholarly man who spends most of his time at Haalkitain with a small staff and his daughter Allinda. The Duke's wife died in childbirth with their son Morvan seventeen years ago. Edalor never remarried, instead leaving the child-rearing duties to the governess Syrada.

Lord Dorek is in charge of Willowvale Hall, the Ducal estate located in the highlands of southern Changor. For several years all was well, but recently a dark mood has hung over the house. Lady Jayna has had two miscarriages, and only a few months ago her third child — a boy — was stillborn. She has not recovered from the tragedy and remains bedridden. Several servants have left, claiming Willowvale is haunted. Dorek, once a good-natured, outgoing man, has become surly and ill-tempered, taking to drink. Lady Tiletha is plagued by nightmares, and plans to join her sister in Haalkitain.

The only family member seeming to thrive at Willowvale is Morvan. The other three children were already in their teens and twenties when Morvan was born and Syrada was elevated from maid to governess, so she had little influence over them. Morvan, however, she has shaped according to her wishes. Syrada's well-kept secret is that she is a Priestess Arnak, and she has been instructing the boy in the ways of the Dark Arts. The even more sinister truth is that Syrada altered Morvan while in his mother's womb, her changes causing the Duchess's death. Syrada also caused the deaths of Lady Jayna's unborn children — as much for spite and cruelty as anything.

Morvan has been studying the Essænce Arts, specifically Sorcery and demon summoning. For the required sacrifices, he has used several hens (the servants suspect a fox), and even one of his father's hunting dogs. Soon his conjurings will require a human sacrifice...

5•THE MARQUESSSES

The second rank in importance just beneath the Dukes, the Marquesses are also more numerous, but many have great political ambitions and are more active and assertive at court than the complacent dukes. Following are profiled a few of the more prominent and/or interesting marquessate families of the peerage.

JHÆRNAGH

- Lord Vodrey Berael Uzera, The Marquess Jhœrnagh (Swift) Count of Girvan, Viscount Yehoram, Baron Teades
- + Lady Marchitta Lethial Uzera, The Marchioness Jhœrnagh
 - Lady Corenna Uzera
 - Lord Erik Uzera, Count of Moreatha
 - Corwen Uzera

Bordered by Lathornia on the south and the Green-snake river at the west and north, Jhœrnagh has made the Uzera family rich because of its key location and fertile lands.

Lord Vodrey had an older son — Berael — but he died of a fever a few years ago. Berael, as well as Lady Corenna and (the now heir-apparent) Lord Erik, are all children of Vodrey's first wife Moura who died tragically in a riding accident twenty years ago. Vodrey remarried just a year later (scandalously) to Marchitta, the young daughter of a local apothecary. Barely four months (280 days) passed when she bore him a son: Corwen. The boy has grown up spoiled and demanding, and he has a cruel streak.

What even Corwen does not know is that his mother arranged Moura's 'accident' by frightening her horse. More recently, Marchitta poisoned Berael with a drug that made it seem as though he died of a fever. Lord Vodrey dotes on his vain, childish wife and will hear no word against her, while Corenna and Erik are beginning to suspect that their instinctive dislike for Marchitta is not without reason. And the Marchioness is already plotting Erik's demise, clearing the way for her own son Corwen to become heir to the Marquessate.

NOLGARA

- The Marquessate Nolgara (Bluebird), County of Minon.

This title was held until recently by Frelik Malvion, (a.k.a. 'Frelik the Usurper'; 'Frelik the Pretender'), but since his assassination outside the gates of Haalkitain the title returns to the Emperor. Under normal circumstances, the Marquessate would have been inherited by his son Zurin. However, because of Frelik's High Treason, the title is voided. These holdings have reverted to the Emperor's demesne. The Nolgara title may be conferred to another, but the Emperor has made no mention of it.

Frelik's wife took poison hours after hearing of her husband's death. His son Argos fled to Saral where he has reputedly joined with Lord Alizon, gaining favor in return for his betrayal of Rhakhaan secrets.



HÖENEYDAR

- Lord Gyles Kondiis, Marquess of Höeneydar (The Tern), Count of *Calærmian*, Viscount Sunill, Baron Rhonada
- + Lady Norendra Kondiis, Marchioness of Höeneydar
 - Lady Alycia Kondiis
 - Lord Geryn Kondiis, Count of Issayas

Höeneydar (R: 'Hidden Coves') is a southern Marquessate, encompassing the northeastern coast of the Bay of Ormian and the land around the river *Yardæn*, which empties into the bay. It earns its name not because of the vast caverns under the western knees of the Grey Mountains, but because of countless grottoes carved out of the cliffs which dominate the coast.

While the Marquess controls the northeastern island of *Calærmian* (R. 'Singing Sister'), considered a county, he has no jurisdiction over the western isle of *Ormian* (R. 'Silent Sister'), home of the great Nomikos library. This is claimed as Imperial land, though no Emperor of Rhakhaan has ever tried to actually tax or occupy Ormian. There has also been no effort to take the small southern island of *Dalov Mur* (E. 'watching isle'), partly because it is reputed to be haunted.

Lady Alycia never married, but just when the Marquess was near to giving up hope of having a male heir, his daughter and only child became pregnant at the age of sixty. While having a child at her age was not unheard-of among the Laan, doing so out of wedlock with the father

unnamed was scandalous. She has to this day refused to say who the sire is, but Geryn has grown to be a tall and darkly handsome young man, clearly his mother's son. There is talk that Alycia is a witch and she conceived him without a man, but Lord Gyles will hear none of it. He has named Geryn his heir.

The Count is quiet and studious, capable but not gifted with a sword. His passion seems to be in books and ancient history. He is also fascinated by Elves. Not surprisingly, Geryn spends a great deal of time at the nearby Nomikos Library, and one day soon hopes to visit the Watching Isle.

BERGUNDIA

- Lord Ixander Yark-Tayna, Marquess of Bergundia (The Peacock), Viscount Theria, Baron Gorild
- + Lady Francesca Yark-Tayna, Marchioness of Bergundia
 - Lord Tyno Yark-Tayna, Count of Wheybridge
 - Lady Melyra Yark-Tayna

North of Haalkitaine and south of the duchy of Kaytha, Bergundia is a choice land with fertile rolling hills and rich iron, copper and titanium mines in the mountains.

The Marquess's son Tyno is a proven warrior and has been knighted into no less than three orders. But to Ixander's dismay, his only son seems to have no interest in marriage; instead preferring to go drinking and whor-



Approaching the Isle of Ormian

Home of the famed Nomikos Library



ing with his fellows. He was betrothed to the daughter of a baron, but after managing to break appointment after appointment with the woman, her father was insulted enough to sever the betrothal. The entire incident was very embarrassing for the Marquess.

Lady Melyra has also shown impressive skill with a broadsword, and managed to sit in on meetings between the lord and his knights. At first Ixander was reluctant to allow his daughter into these sessions, but the young woman has shown that she has a quick mind and the bearing of a leader. Perhaps Tyno will bear the title, but the Marquess realizes that Melyra may very well be his true heir. She has also grown close to one of the young knights, Sir Andos of Gælann. Perhaps she will marry and bear a son to carry on the line past the Marquess's irritatingly immature son.

HÆLIBRON

- Lord Ion Lydania, Marquess of Hælibron, Viscount Swink, Baron Ryzendia
- + Lady Peonie Vor Maas, Marchioness of Hælibron.
 - Lord Joren Paulik Lydania, Count of Floryn
 - Lady Charisma Lydania
 - Benton Jynned Lydania
 - Murdoc Lydania

Between Quendara and Alacta to the south and Nortagle to the north, the Marquessate of *Hælibron* (R. 'Green Valley') is true to its name: verdant rolling hills dotted with farms and villages.

Some Elven blood runs in Lydania's veins, and for better or worse it has shown itself in Joren. His fair hair, upswept brows and slightly pointed ears mark him as kin to the immortals — attributes which make him the object of pointed stares at court. While nearly fifty, he still looks like a youth barely out of his teens. He has studied at the *Sydexia* Mentalism School and has shown to be talented; he is also a capable martial artist, having had to defend his family honor against more than one sword-wielding slanderer. Because of the above, Joren has become somewhat of a loner and spends little time at Haalkitain.

Charisma and the younger boys take more after their mother in looks, all dark haired and fair-skinned, with classic Laan features. Charisma is engaged to the son of a count, and both Benton and Murdoc are both strapping young men and are betrothed to noble ladies, so Lord Ion has high hopes of an heir beyond Joren.

TROLLSGRAVE

- Lord Myso Virellion, Marquess of Trollsgrove, Count of Cerderus, Viscount Auranedd, Baron Abbeyville
- + Lady Usmala Virellion, Marchioness of Trollsgrove
 - Lord Bredan Fressir Virellion, Count of Willowvale
 - Lady Elkania

Spanning a large portion of the northern coast of Meluria and bordered on the south by the *Green Teeth*,

Trollsgrove encompasses the former states of Cerderus and Auranedd. The town of Abbeyville, located at the mouth of the WYSTA river, is the Marquess's primary residence; the town of Trollsgrove (as well as the ancient castle known as Trollsgrove Hall) lies further west. It got its name because of the circle of trolls on a field nearby, all apparently caught unawares by a sudden sunrise and turned to stone long ago.

6•THE COUNTS

Here is a selection of some of the more colorful counts and important counties in the empire.

BOESIRBRON

- Lord Tyrens Atheaus, Count of Boesirbron, Baron Dragonbane

Boesirbron (R. 'Hidden Valley') is located in the hills of the Grey Mountains between Alacta and Hælibron. Embraced by rocky spurs on the north and south, the valley is sheltered from its neighbors, and the entrance is indeed difficult to find if one is unfamiliar with the terrain. The sunny slopes within support vineyards and pastureland.

Count Atheaus is a bachelor, never married and no heir apparent. He does have a married sister with children and grandchildren; it is assumed that eventually he will name one of them heir to Boesirbron. However, few are holding their breath waiting for him to die: Tyrens is several hundred years old and looks as though he has seen no more than thirty winters. He is also a very skilled swordsman: many have challenged him and none have walked away unbloodied. A few did not walk away at all.

The Count is a fixture at the Emperor's inner circle of advisors, often at odds with Loremasters and the infamous *Magician*. He is a gifted strategist, and makes it clear that he believes that battles are won through skill, cunning and stalwart knights. He has little use for magic. The Count earned his title of Baron Dragonbane a century or so ago, back when he single-handedly killed a cave drake in the cliffs. The Empress dubbed the place *Dragon Hollow* and named Tyrens Baron.

ALACTA

- Lord Joss Obed Malchisell, Count of Alacta, Baron Ravensbridge
- + Lady Cintra Vella Malchisell, Countess of Alacta
 - Lord Norio Malchisell, Viscount Naiadsvale
 - Lyam Obed Malchisell
 - Missa Malchisell

South of Boesirbron, north of Hoeneydar and flanked on the east by the Grey Mountains, Alacta is a secure inner province with resources from agriculture and mining.

Count Alacta, though well into his 200's, is known throughout Haalkitain as a 'notorious flirt' (to put it politely). In fact, he can't seem to keep his hands off any servant girl within reach. Barmaids tolerate his lewd smiles, sloppy kisses, pats on their behind, and even shameless



groping because they must. At any given time he has at least one mistress, in addition to regular visits to the city's pleasure houses.

He loves to go tavern-hopping, a tour which always ends in the Count passing out and being carried home by friends, house servants or the city constables.

Still, when he is sober (and not too hung-over), Alacta is a persuasive speaker. Even slowed by years of overindulgence, he has a quick mind and intuitive understanding of Rhakhaan politics.

The Countess Alacta is aware of her husband's behavior, but she remains for the most part at their estate, happy to run the household with the help of her son Lyam. Norio spends much of his time at the Naiadsvale house and Missa is to marry Lord Teruk Jenovar, the Baron Shueik.

TITANSFORD

- Lord Floren Iskren Vodrey, the Count of Titansford
- + Lady Elighana Vodrey, the Countess of Titansford
 - Lord Mykal Vodrey, Baron Axenborough
 - Lord Marko Vodrey, Baron Durfea
 - Keliir Vodrey

This peninsula in southeast Meluria boasts a warm, fair climate, beautiful beaches and miles of virgin forest. What makes Titansford less than ideal are the reefs lurking beyond the sand, and further out still are the treacherous *Straits of Meluria*, known for shifting currents, jagged atolls and deadly whirlpools.

While not unheard-of, twins are an unusual blessing for any Kulthean mother — especially when both live past infancy. Fortunately, Lord Titansford could pay for the services of a midwife and lay healer. Mykal and Marko

have grown to be identical strapping youths, now in their late twenties. They are both Mentalists, and can speak telepathically to each other at will. They also have the ability to channel Essænce to each other, and their powers are growing with each passing month. While very intelligent, however, they retain many childlike habits and attitudes — and sense of humor. Others at court have learned to steer clear of the twins, reluctant to risk being the butt of one of their juvenile pranks. There is no denying their bravery and skill in battle, however. Both are powerful swordsmen and deadly shots with the crossbow, and their father's knights have come to respect — if not much like — the young men for their tactical skill, and of course their uncanny ability to coordinate tactically with each other on the battlefield.

The twins spend a lot of their time in Haalkitaine, honing their skills and generally being a nuisance.

BELLARION

- Lord Ohber Jenovar, The Count of Bellarion, Baron Trollhenge
- + Lady Lydania Jenovar, the Countess of Bellarion
 - Lady Wista
 - Lord Teruk Jenovar, Baron Shueik. (Engaged to Missa, daughter of the Count of Alacta.)

Along the southwest shore of Lakyran, amongst the rivers around the Slumbering Hills, this county's western edge is inside the old U-Lyshak border. Not that many would notice; much of that land which was once fertile farmland is now desolate moor and fen. Somewhere in this hinterland still stand the Rhakhaan/U-Lyshak Border Sentinels.

Bellarion is considered a backwater province with few resources and less history. Lord Bellarion is perfectly happy in his manor on the lake, but his wife and children chafe with boredom. They spend most of the year in Haalkitaine.

GRYPHONBURGH

- Lord Isoor Maglean, the Count of Gryphonburgh
- + Lady Kyleen Maglean, the Countess of Gryphonburgh
 - Roric Maglean
 - Kælor Maglean
 - Ranzei Maglean
 - + Lady Avra Maglean (daughter of the Duke of Kaytha)
 - Reif Maglean

The county of Gryphonburgh lies along the north banks of the great Blue River between Ixbridge and Sanaria. It owes its name to a king of Prevan long ago, who granted it to his son-in-law, a prince of Zor. Gryphonburgh is known today primarily as a rest stop along the Steppe Highway. Its



The Lords Mykal and Marko Vodrey

Ink wash by Xæk Toqusagar



popularity is due in large to the great *Gryphon Bridge*, the last span across the Blue River as it rushes west towards Lakyrán. Local legend says the graceful span was built by men of Zor brought south by that same prince, but Loremasters disagree, citing differences in design from typical



Count Trollsbridge
Sketch by Xæk Togusagar

Zor techniques. The four stone gryphons which flank each end of the 200' bridge are of a very different character than the typical Zorian Royal Gryphon. In addition, it is constructed of an unusual and very durable blue-green granite; where it was quarried remains a mystery. The stones vary in size and shape — there appear to be no two identical blocks — but all fit together perfectly, some interlocking. No mortar was used anywhere, yet not even a slender blade can be inserted between the blocks. This sort of craftsmanship has only been seen in a handful of other locations, among them the *Lon Lemira* on Vog Mur and *Dawnwater's Edge* in the Mur Fostisyr. Both structures are ancient, dating back well into the Second Era of Ire; perhaps the Interregnum.

Gryphonburgh Castle and the adjacent town are located on the north banks, though there is also a fortified tower guarding the south end of the bridge.

One spot in the town is worthy of particular note: the *Green Gryphon Inn*, a huge old house near the bridge. The hospitality is warm and the home-brewed beer is cold. The *Gryphon* is known from Haalkitainé to Norek as a fine place to stay.

Of the Maglean family one can say they are of pure Laan blood of the royal families of Zor and Rhakhaan, and will rarely let anyone forget it. Count Isoor is well into his 100's but rides daily with his sons — all tall with fair skin and jet black hair. Only the youngest son Reif is well-liked by most commoners; he has been spared the snobbery affected by the rest of the family.

ORGOSIA

- Lord Sandar Linos, The Count of Orgosia
- + Lady Desdemona Linos, Countess of Orgosia

- Lord Tyros

- Lady Celimé (married to Garrag Virellion, younger brother of Myso Virellion, the Marquess of Trollgrave)

Tyros and Celimé are the Count's children from a previous marriage, his wife Cyndia having died in childbirth with Celimé. Sandar — though hale — was well over one hundred a few years ago when he married Desdemona, a lovely woman of minor nobility in her forties. Since then, Desdemona has secretly taken up a steamy affair with her stepson Tyros, and they are plotting together to speed Sandar's departure from this world so they may rule Orgosia. The Countess does not know that Tyros plans to dispose of Desdemona once she has fulfilled her purpose.

FULCRUMIA

- Lord Stevars B'tanûr, Count of Fulcrumia, Baron Lestaan

- + Lady Niniev B'tanûr, Countess of Fulcrumia

- Lord Kryjan B'tanûr, Viscount Adgenor

- Kryjia B'tanûr (betrothed to Aynar Eto Manat, son of Viscount Blackstone)

At the western end of the Melurian peninsula, Fulcrumia (R: 'Land of Cloudy Narrows') was formerly an independent holding, but lord Stevars saw the wisdom of coming under the protective wing of the Emperor and was granted the title of Count in return for his fealty.

This land gets its name from its proximity to the infamous *Aranmor*, the island surrounded by boiling seas. The steam-clouds from this phenomenon frequently drape the northern coast of the Fulcrumia in a thick fog. This also makes for treacherous sea currents and unpredictable weather. The rocky coasts of the Cloudy Narrows are littered with the carcasses of wrecked ships.

7•THE VISCOUNTS

Next beneath the counts, but ranking above the barons are the viscounts.

SYRDA'AN

- Lady Jayna Meth-Ma'aren, Viscountess Syrda'an

- + Sir Vartan Sagalyn

The only peerage in which the title passes to the eldest daughter, the matriarchy of Syrda'an began a few hundred years ago when the Empress Ajkara IV granted this title to the famed warrior Tess of Dundara, a Daughter of Oriana. Since that time, the title has passed on to the eldest daughter. The Viscountess is at twenty-seven relatively young to be a head of house, but her mother died from the disease known as the *Shakes* ten years ago, and her father was killed in the war against the Pretender.



Though she theoretically stands with her male peers in the Council of Lords, Jayna faces twin discriminations: that she is young, and — worse — a woman.

BLACKSTONE

- Lord Mallion Elournoy Manat, Viscount Blackstone
- + Lady Avitta Elexiis Manat, Viscountess Blackstone
 - Aynar Eto Manat

Blackstone is a bit of a fop. He is always dressed impeccably — if somewhat ostentatiously — and affecting an odd, formal accent that no one can quite place. A skilled conversationalist and debater, he has talked his way out of more than one duel and won many over to his side in council discussions. His wife is a gossip, always eager to share juicy tidbits with her fellow Ladies — but she only indulges in the most innocent talk, refusing to be a part of any mean-spirited or destructive rumor mongering.

Their son Aynar has yet to outgrow a rebellious streak from his youth. Though a gifted swordsman and skilled lap-harp player with a beautiful voice to match, he refuses to truly apply himself to anything. He is betrothed to the daughter of the Count of Fulcrumia, but makes a point of being rude to her at every meeting, instead flirting with her maids. The Count has threatened to sever the betrothal.

SYMENEDD

- Lord Conorr Carthella, Viscount Symenedd
- + Lady Ligia Carthella, Viscountess Symenedd
 - Dasek Carthella
 - Martyn Carthella
 - Georg Carthella

Lord Conorr is a man of action, but on the battlefield, not in the bedroom. While one of the emperor's most valued military leaders, it is widely known that he is a cuckolded man. In fact, his wife has quite a reputation around Haalkitaine for having a voracious sexual appetite. There are wild rumors of her seducing pages and knights — even holding ribald parties while her husband is away.

There are whispers, meanwhile, that Lord Conorr has his own secret lover: a young squire who is also his personal secretary.

Just who is the true father (or fathers) of poor Dasek, Martyn and Georg is always an amusing topic of speculation. The three boys look completely unlike one another, and it is assumed that none is of Conorr's sire. But the Count treats them as his own sons and chooses to ignore his wife's open infidelity.

NOREK

- Lord Byren Nydellus, Viscount Norek
- + Lady Andora Nydellus, Viscountess Norek
 - Ennis Nydellus

A busy trade city-state at the western edge of the Elven Forest, Norek is situated on a cluster of isles at the mouth of the river *Alum*. Joining the islands are many graceful and unusual bridges. (Local historians claim that a few of

these spans were designed by the Mad Loremaster, *Elor Once Dark*.)

Norek has only recently become a part of the empire, willingly ducking under the emperor's wing in 6048. The ruling Council of the city, feeling the cold breath of Lorgalis from the west and advancing hordes of Yarthraak to the north, realized that it had become foolish to believe that they could stand alone. The Emperor named Sir Byren Nydellus to this newly created Viscounty, and the lord has done an admirable job of deflecting the inevitable initial resentment. He has allowed Norek to continue to manage its internal affairs with little or no intervention.

It is ironic of course that only a few years later Rha-khaan is weakened by war, and the lost heir to the throne of U-Lyshak appears miraculously to drive the dark forces



The Viscount Blackstone

by *Xæk Toqusagar*



back. Now people grumble that the council made a mistake, and Norek should return to its rightful place as part of the kingdom of the Sea-Drake; but they do no more than grumble. It will be a long time before King Kier can return U-Lyshak to anything near its former glory. In the meantime, the Viscount works to keep taxes low, and defers to the council whenever possible.

8•THE BARONS

Lowest of the ranks among the peerage are the barons. Many of these have only the briefest of biographies, so the GM may add or create information as needed for his/her campaign.

RANALAI

- Lord Halogius Azer Efrain, Baron Ranalai
- + Lady Willona Efrain, Baroness Ranalai
 - Kirden Efrain
 - + Ylize of Karsten

Ranalai is situated along the northwest shores of the isthmus linking Meluria with mainland Jaiman. The northern lands are green rolling hills up to the ancient *Kodan Wall*, constructed late in the Second Era to guard Rhakhaan from invaders landing on the peninsula. Today it is out of repair and unmanned, merely marking the border between the barony and the imperial Duchy of Thendara. Sea-winds blow continuously across these hills, useful mainly as pastureland. The shores are broken rocky cliffs with white beaches below.

Moving south and west, one enters the foothills of the *Green Teeth*, which run the length of Meluria to Fulcrumia. Here on the banks of the foamy *Laughing River* is the town of Ranalai. The Baron's castle rises from a rocky outcrop in the center of the river, joined to the town by a fortified stone bridge.

The Baron is a brilliant though reclusive man, rarely spotted outside of his quarters. Townspeople see lights in his windows through the night, as he works in his laboratory on some new alchemical experiment. Once a few years ago an explosion blew out several castle windows.

Lady Willona handles all the affairs of the family, with the help of her son and the Baron's sister Alghara.

NOVINGTON

- Lord Attrus Deyloth, Baron Novington
- + Lady Evarra Shytani-Deyloth, Baroness Novington
 - Elias Deyloth

Flanked by Fulcrumia on the west and Trollgrave over the mountains, Novington is a land with wealthy mines, farmland covered with orchards, and waters filled with fish and shellfish. Unfortunately, sand bars, reefs and powerful currents make the sea off these shores impossible to navigate. Novington must depend on overland transports north to the Nea Bay or east up the peninsula to the mainland. Either way, the Baron Novington pays tolls and taxes which cut his profits.

Lord Attrus secured this barony fifty-odd years ago by marriage to the previous warlord's daughter Evarra Shytani after the empire subjugated the peninsula. Their marriage is a loveless one, though Evarra has born a son: Elais, now in his thirties.

FIVE OAKS

- Lord Dinak Væsther, Baron Five Oaks
- + Lady Glycia Væsther, Baroness Five Oaks
 - Peonie Væsther
 - + Sir Edvar Binarus
 - Kurn Væsther
 - Georg Væsther
 - Samun Væsther

Situated on the Bay of Deadly Breakers north of Lathornia and south of Jhoernagh, Five Oaks is hidden at the mouth of a deeply-cloven vale, far below the towering cliffs along the rest of the coast. It is a rare sanctuary, with a sheltered cove and the only landing for many leagues.

On the cliff plateau hundreds of feet above the vale stands a great forest. Amidst this, yet merely a furlong from the precipice are the legendary Five Oaks, spaced in a circle around a pentagonal plaza and an ancient towering lighthouse. Each of these trees is the home of a Dryad, and inside the lighthouse is a twisting stair leading to an exit at the sea level far below. This is the only access from the land to the town, guarded by the watchful forest and the five vigilant dryads. The people of Five Oaks revere the tree spirits and bring them offerings.

Old wives tell that the Baron's family is actually part Dryad. While there is no basis for this wild legend, there would appear to be some Elven blood flowing in the Væsther family veins.

SCHRAATH

- Lord Ellis Kindagiir, Baron Schraath
- + Lady Alinda Kindagiir, Baroness Schraath
 - Marinus Kindagiir
 - Desric Kindagiir
 - Teyren Kindagiir

The barony is situated along the north-south highway at the confluence of Calthos, Nolgara and Nortagle. To the east are rolling green hills, but westward the land quickly turns to a mist-shrouded heath for many miles.

Lady Alinda is the Baron's fourth wife; he secured annulments from the previous three because they failed to give him heirs. By a seeming miracle, Alinda has given Lord Ellis no fewer than three sons in a mere six years. The truth of the matter is, sadly, more mundane and scandalous. Soon after marrying the Baron, Alinda covertly consulted a Seer and confirmed her suspicions: Lord Ellis is sterile and incapable of fathering children. Being a resourceful, practical and amoral woman, Alinda seduced the Baron's younger brother, Sir Byræl. They have had an ongoing affair ever since, and Byræl is the real father of Alinda's children. Ellis has come to suspect the truth, but has decided to ignore it; he could not bear the humiliation.

BARROWDALE

- Lord Voran Cindel, Baron Barrowdale
- + Lady Isella Cindel, Baroness Barrowdale
(Karis Cindel)
- + Jyna Cindel
- Lord Wylen Cindel

Barrowdale is located along the southern coast of the Melurian peninsula, between Novington and the Imperial Marquessate of *Dingange*. The port town of Barrowdale is located in a sheltered cove where relatively calm waters prevail — though there is no escaping the summer hurricane season. It should come as no surprise that this land is littered with gravesites. While most of the peninsula has scattered barrow-downs, it seems that here one cannot be out of sight of a burial marker or field of conspicuous mounds. Most are ancient graves of Haid tribes or Myri. The mountain-sides are dotted with the hollow eyes of cave shafts: tombs of the early Laan people of this region. It is apparent that this was the site of at least one major battle in the *Wars of Dominion*, and perhaps of earlier conflicts as well. Some no doubt have been looted, but many of these places of the dead are still haunted by troubled spirits.

Voran and Isella had a son, Karis, but he was killed in the war against the Usurper. Karis' wife Jyna gave birth to a son during the war and claims that he is indeed the father, having impregnated her during a visit home. However, the Baron suspects that the child's father is actually one of his knights, and so has no claim to the seat. He intends to hire a reputable Seer who can determine the baby's paternity. If Wylen is not his grandson, he plans to disown the boy.

In an Ironic twist, Wylen is indeed his grandson, though Voran is himself unfaithful, carrying on affairs with a serving-girl at Barrowdale and a lady-in-waiting of another peer at Haalkitaine. The Baron holds to a double-standard and sees nothing wrong with his activities.

9• CLERGY TITLES

As noted earlier, a handful of Archbishops in the United Church are considered peers of the realm, ranking on the order with the dukes.

THE ARCHBISHOP OF ESOV TURIC

- His Grace Hedaro Selayah,
High Archbishop of Esov Turic

Esov Turic (E. 'East Gate') is the name of a town, monastery and palace within the duchy of Esov Mur but under the independent rule of the Archbishop. It stands in the southwestern foothills of the Grey Mountains. Whoever holds this title is the highest ranking official of the United Orhan Church. In addition to being the official religious administrator of the entire Rhakhaan Empire, he is responsible for the Archdiocese of *Encla Woede* (E. "East Hills"), a region encompassing Boesirbron, Alacta, Hoenedar, Quendara.

THE ARCHBISHOP OF PURLL KIRN

- His Grace Osaran al Delphys,
Archbishop of Purll Kirn

The second most powerful religious leader in the Orhan Church in Rhakhaan is Archbishop Osaran of Purll Kirn (E. 'Windy Spires'). His archdiocese is a region along the Grey Mountains south of Haalkitaine including the lands of Nortagle, Calthos, Nolgara, Hælibron and Changor.

Osaran is a youthful man with exceptional intelligence, charm and powers, who also happens to be a *High Priest Arnak*. True to his calling, he is working from within Haalkitaine society, rotting it to the core with his measured words, his insinuations, his seemingly wise advice of caution and conservatism. He frequently stands in for his superior at the Emperor's Council, and when he speaks, many listen.

Osaran is handsome, brilliant... and unspeakably evil. His soul belongs to the *Iron Wind* (and so the Unlife), and his cruelty knows no bounds. He administers physical and emotional pain for no reason except that it gives him pleasure, kills merely to kill, and destroys things because they exist. He is charming and seductive, however, and that is what makes him truly terrifying.

While the Priest Arnak of Yarthraak allied with the White Mage in his work to overthrow U-Lyshak, Osaran rebuffs his overtures and is frequently scornful of him in public. He suspects at least part of the Mage's true identity (he is of course *Lorgalis*, lord of Ulor and member of the dreaded *Jerak Ahrenreth*)



*The Archbishop of Purll Kirn
Charcoal Sketch by Xæk Togusagar*

ARCHPRELATE OF LAKYRADEN

• His Grace Darion Whyred, Archprelate of Lakyraden

Presiding over his archdiocese spanning Prevan, Ixbridge, Kaytha, Sanaria, and Bergundia, Whyred is perhaps most benign of the Archprelates. He has a relaxed philosophy towards the tenets of the church; he is also quite elderly. Bishops are already maneuvering for position as his replacement.

ARCHPRELATE OF LETHYS

• His Grace Vaymoris Jækor, Archprelate of Lethys

Jækor's archdiocese extends north to Jhoernagh, west to Boeltaria and includes Lathornia and Meluria. He is a powerful religious leader with conservative ideology. While his official residence is in the city of Lethys, he spends little time there — possibly because he frequently finds himself at odds with Prince Westley. While influential in

more rural areas, he is constantly thwarted by the Prince in Lethys, who has a considerably more liberal attitude about religious doctrine. The fact that the prince is Part Elf is in itself a source of irritation for His Grace.

Vaymoris advocates a renewal of what he calls the 'old values' — though of course 'old' is a relative term. In this case he means the beginning of the sixth millennia, when the prelates wielded considerably more political and legal power, church tribunals were as common as criminal trials, and there was better adherence to Canon Law. The Archprelate frequently preaches the virtues of avoiding the *Ten Offenses* against the gods, as well as a return to the old rituals and strict adherence to the *Holy Scrolls of Orhan*. More about the United Church is in the *Other Powers* section.



The Cloisters at Esov Turic

Watercolor by Brother Anik Thorian



The Royal Succession

Nœrkhaan Faslurin Hælik (3610 – 3665)
 “Nœrkhaan I”
Zori warlord of Hælkitaan, the first to declare himself king of ‘Rhakhaan,’ independent of the Zor kingdom to the north
 |
 Drœmen I (3665 – 3722)
 |
 Cærnedek I (3722 – 3752)
Younger brother Bræd heads east into Tanara
 |
 Væris Faslurin I (3752 – 3781)
 |
 Drœmen Færis II (3781 – 3830)
 |
 Drœmen III (3830 – 3910)
 |
 Varis Faslurin II (SEI 3910 – 3947)
First king of Rhakhaan to be presented with the Phoenix Crown
 |
 Cærnedek Færis II (3947 – 4003)
 -|-
(A span of centuries and many rulers, during which Jaiman is generally at peace, though the Priests Arnak first appear around 4000 and begin their evil work)
 -|-
 Thaddeus II (4976 – 4995)
(4980 — fall of Zor)
 |
 Thydorus I (4995 – 5026 D.)
Overthrown by Nœrkhaan Austrenos Duke of Lathornia
 -|-
 Nœrkhaan I (5026 – 5063)
 |
 Arej IV “The Old” (5063 – 5238)
 |
 Arej V (5238 – 5300)
 |
 Arej VI (5300 – 5388)
 |
 Nœrkhaan II (5388 – 5467)
 |
 Arej VII (5467 – 5588)
 |
 Bœren II (5588 – 5697)
 |
 Arej VIII (5697 – 5788)

HÆLIK DYNASTY

LATHORNIAN DYNASTY

|
 Tyrus I (5788 – 5880)
 |
 Nœrkhaan II (5880 – 5975)
 |
 Arej IX (5975 – 6039)
Puts aside the crown, annexes S. Zor, declares war on Urulan
 |
(Rulers under the influence of the White Mage and Priests Arnak...)
 |
 Tyrus II (6306 – D. 6314)
Overthrown by coalition of Nobles
 -|-
 Marikos II (Malvion) (6314 – 6356)
Duke of Thendara, crowned after two years of turmoil
 |
 Ajkara I (6356 – 6410)
First ruling Queen of Rhakhaan
 |
 Kalen II (6410 – 6457)
(Wars of Dominion begin ≈ 6450)
 |
 Ajkar I (6457 – 6520)
 |
 Itaran I (6520 – 6541†)
 |
 Thydorus II (6541 – 6593†)
 |
 (Queen) Italana I (6593 – 6666)
 |
 Ajdankar I (6666 – 6705)
 |
 Andej I (6705 – 6761†)
 |
 (Queen) Ajkara II (6761 – 6792†)
The ‘Warrior Queen’, killed in battle
 |
 Itaran II (6792 – 6801†)
(Believed assassinated by a Priest Arnak)
 |
 Andej II “The Valiant” (SEI 6801 – 6825†)
Slain by a demon in the Final Battle
 |
 Tyrus II (SEI 6825 – TEI 22)
Capital moved to Lethys
 |
 (Queen) Italana II (TEI 22 – 140)
Died with no heirs

LATHORNIAN

MALVION DYNASTY



-|-

FIRST INTERREGNUM (140 – 1011)
*Rhakhaan is ruled by a loose alliance
of Nobles; several ‘Pretender’ kings.
Realm fragmented.*

-|-

Andej II Faslurin (960 – 1011)
*Crowns himself king, rebuilds Haalkitaine
Palace and returns throne there*

|

Kelir I (1011 – 1098)

|

Westley I (1098 – 1145)

|

Aragain I “The Scholar” (1145 – 1171)†
Murdered by his lover; no direct heir

|

Kalæn III (1171 – 1107)† / Kœrwen I (1171 – 1121)
*Aragain’s nephews as co-rulers; 1107 beginning
of the **Great Schism** as civil war breaks out over
death (alleged assassination) of Kalæn*

-|-

Aragain I Mather (1321 – 1354)
*Duke of Nortagle-consolidates realm
End of the Great Schism*

-|-

Hœner II (1494 – 1580)
First to welcome the White Magician again

-|-

Arej X “The Clumsy” (3789 – 3811)

|

Kelir III (3811 – 3902)

|

Hœner III (3902 – 3996)

|

Kelir IV (TEI 3996 – 4157)
Declares himself Emperor of Jaiman 4008

|

Kelir V “The Immortal” (4157 – 4390)

|

Lexus I “The Fey” (4390 – D. 4399)
*Deposed in revolt led by brother Derwynt;
imprisoned in North Tower*

|

Derwynt I (4399 – 4512)

|

Arej XI** (4512 – 4515)†
*First to refuse the Crown even at Coronation.
Assassinated after only 3 years on throne.*

-|-

SECOND INTERREGNUM (4515 – 5011)
*Rhakhaan is ruled by a council of Nobles.
War with Urulan is broken off.*

-|-

FASLURIN DYNASTY

MATHER DYNASTY

Ilred I Tovaynak* (5011 – 5087)
*Duke Ilred Tovaynak of Sanaria
sieves the throne, UOC Archprelate of Haalki-
taine names him King*

|

(Queen) Ajkara III* (5087 – 5121)

|

Badar I** “The Fool” (5121 – 5192)
*First of the ‘Puppet’ kings,
controlled by theo-and-arcanocrats*

|

Arej XI** “The Unworthy” (5192 – 5227)

|

Badar II** “The Sickly” (5227 – 5261)

|

(Queen) Lysana I “The Whore”*** (5261 – 5322)

|

Goerok I** “The Weak” (5322 – D. 5332)
*Last of the ‘Puppet’ kings, overthrown
by alliance of nobles*

-|-

Ilred II Faslurin (5332 – 5350)
*Duke of Sororis returns Faslurins to Throne,
accepts the Phoenix Crown*

|

Fiilig I* (5350 – 5391)

|

Alaek III* (5391 – 5508)†

|

(Queen) Italana III* (5508 – 5582)

|

Hœner IV* (5582 – 5627)

|

Ilred III* “Bloody Ilred” (5627 – 5699)

|

Jædaran II* (5699 – 5785)

|

(Queen) Ajkara IV* (5785 – R. 5892)

|

Ilred IV* (5892 – 5899)

|

(Queen) Italana VI* “The Just” (5899 – 6063)

|

Jerrin III* (6063 –)

TOVAYNAK DYNASTY

FASLURIN DYNASTY (II)

Notes:

Dates are span of reign unless otherwise noted.

* Rarely dons the Phoenix Crown

** Refused the Phoenix Crown, even at coronation

† Died by violence (battle, assassination, etc.)

R. Renounced the throne

D. Deposed

| Direct descent

-|- Break in listing: dynastic change, date gap, etc.



SELECTED NOBILITY

Note: All stats are for RM2; adapt as necessary for RMSS. AT is given for 'civilian' clothing, as PCs would be particularly unlikely to encounter them in their full battle armor. However, it is customary to wear one's sword — or at least a dagger.

Nobles: Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Emperor Jerrin Faslorin	31	187	12(60)	N	N	127bs	112da	15
Age: 55, Ht/Wt: 6'2"/195, Hair/Eyes/Build: Black/grey/medium, Dmnr: gruff/demanding/quick-tempered. Race: Laan, Profession: Fighter. Act45; Admin78; Brawl34; Brib15; Dance30; DetTrap30; Diplom86; DisrmFor12; DrugTol30; Gamb145; Ldrshp80; Music25; PoisonLr25; PubSp95; Seduct28; Stra&Tac.75; Trade55; WeathWatch35. St-89; Qu-74; Em-43; In-87; Pr-93; Ag-66; Co-89; Me-77; Re93-; SD-27; Ap-69. Tunic of bladeturning [conveys AT 12(60)], collar of protection (as full helm), +45 laen sword.								
Prince Toren Faslorin	4	65	1(15)	N	N	45da	55lb	10
Age: 21, Ht/Wt: 6'1"170, Hair/Eyes/Build: black/grey/slender, Dmnr: shy. Race: Laan, Profession: Bard. Act20; AdMath75; AthlG25; Craft31; Dance76; Juggl34; Music88; Nav14; PlayInstr72; Seduct44; SenseRealWp5; Sing60; StarG28. St-72; Qu-94; Em-97; In-72; Pr-63; Ag-87; Co-51; Me-85; Re-71; SD-39; Ap-98; Bracelet, x4 PP; many other items. PP=32. Spells: All Bard Base to 10th, 2 Closed to 5th, 2 Open to 5th								
Princess Morgana Faslorin	26	81	1(0)	N	N	55da	--	0
Age: 81, Ht/Wt: 5'9"145, Hair/Eyes/Build: grey/grey/full-figured, Dmnr: quietly desperate/raving. Race: Laan Profession: Seer. Act28; Dance40; DemnLr27; Diplom16; Disguis15; Falsif50; Ldrshp26; LocScrt80; Medit90; Music65; PwrPercep185; Surveil25. St-27; Qu-32; Em-86; In-91; Pr-100; Ag-49; Co-67; Me-80; Re-05; SD-05; Ap-45.								
Lord Kalen Avanir	8	102	4(20)	Y	N	104bs	85lb	20
Age: 24, Ht/Wt: 5'11"155, Hair/Eyes/Build: brown/grey/slender, Dmnr: reserved/shy. Race: Laan/Loar, Prof: Bard. Admin28; AdMath40; Animal30; Anthp41; AArch167; Astro45; AthlG15; BscMath66; Chem40; Craft80; Dance50; DemnLr83; DragLr47; DrugTol66; Engrng70; Falsif20; 1stAid25; Forage5; Ldrshp16; LocScrt50; LockLr5; Math35; Music65; Nav3; PlayInstr66; SenseRealWp5; Signal5; StarG5; WeathWatch5. St-82; Qu-93; Em-101; In-93; Pr-78; Ag-85; Co-79; Me-98; Re-91; SD-55; Ap-88; Phoenix Pendant, Elven Bracelet, Elven sword (saren); Elven tunic (AT 4). PP=120. Spells: All Bard Base to 10th, 3 closed Ess to 10th, 4 Open Ess to 10th.								
Squire Jad Hurok	7	165	1(35)	N	N	165bs	147lb	25
Age: 19, Ht/Wt: 6'1"180, Hair/Eyes/Build: blond/blue/athletic, Dmnr: friendly, open. Race: Loar/??? (Iylar); Prof: Fighter (Paladin). Acrob70; AdrMv60(3); AthlG90; Brawl65; Dance38; DrugTol40; 1stAid30; Frenz33; Gamb147; Seduct88. St-94; Qu-97; Em-75; In-55; Pr-83; Ag-93; Co-89; Me-64; Re-42; SD-36; Ap-95; Elven Bracelet, +10 magic broadsword.								
Lord Lukas Austrenos	6	145	1(20)	N	N	130bs	110cb	20
Age: 23, Ht/Wt: 6'2"185, Hair/Eyes/Build: Brown/blue/slim-muscular, Dmnr: Friendly. Race: Laan/Loar, Profession: Fighter/Mage. AthlG25; Brawl55; Dance40; DemnLr5; Diplom62; DisrmFoe28; DrugTol39; Gamb146; Ldrshp14; Seduct55. St-92; Qu-96; Em-99; In-56; Pr-95; Ag-97; Co-83; Me-60; Re-73; SD-61; Ap-101								
Lord Morvan Guildford	5	52	1(5)	N	N	45da	--	10
Age: 17, Ht/Wt: 5'10"; Hair/Eyes/Build: black/black/slim; Dmnr: cold, sullen; Race: Laan; Profession: Sorcerer. Amb12; DemnLr67; Chan34; PiosonLr28. PP=25. Spells: All Base Sorcerer to 5th								
Lord Isoor Maglean	20	180	1(10)	N	N	210bs	105hcb	10
Age: 144, Ht/Wt: 6'4"; Hair/Eyes/Build: black/gray/muscular; Dmnr: Aloof, condescending; Race: Laan; Profession: Fighter; AthlG80; Brawl22; Dance25; Diplom62; DisrmFoe34; Gamb66; Ldrshp92								
Lady Jayna Meth-Ma'aren	12	120	1(15)	N	N	135rap	128cb	5
Age: 27, Ht/Wt: 6'0"; Hair/Eyes/Build: black/green/statuesque; Dmnr: cool; Race: Laan; Profession: Fighter; AthlG40; Brawl50; Dance55; Diplom24; DisrmFoe12; Ldrshp41								
Hedaro Selayah, Archprelate	28	156	1(0)	N	N	85ma	100shockbolt	10
Age: 85, Ht/Wt: 6'3"180, Hair/Eyes/Build: Black/brown/slender; Dmnr: warm, comforting; Race: Laan; Profession: Cleric; Diplom88; Ldrshp69. PP=224. Spells: All Base Cleric to 30, Open & closed to 20.								
Name: Knights	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Sir Mædrik Dorgath	25	195	1(-5)	N	N	228 bs	190/2hs	0
Age: 147, Ht/Wt: 6'6"250, Hair/Eyes/Build: Black/grey/burly; Dmnr: gruff, condescending; Race: Laan; Profession: Fighter. ADrMv40(4); AthlG85; Brawl110; Diplom25; DisrmFoe90; Frenz60; Gamb56; Ldrshp81; Seduct12								
Sir Sagrath Xygoen	20	180	1(5)	N	N	195bs	170btlaxe	5
Age: 89, Ht/Wt: 6'4"210, Hair/Eyes/Build: Black/hazel/muscular; Dmnr: haughty, vain; Race: Laan; Profession: Fighter. ADrMv50(2); AthlG75; Brawl90; Dance49; Diplom55; DisrmFoe35; Gamb40; Ldrshp38; Seduct60; Sing75								
Sir Benrel Ocenjopo	10	140	1(10)	N	N	176 bs	110hcb	10
Age: 57, Ht/Wt: 6'8"220, Hair/Eyes/Build: Blond/green/sinewy; Dmnr: quiet, aloof; Race: Laan; Profession: Fighter. ADrMv50(3); AthlG20; Dance50; Diplom30; DisrmFoe45; Seduct40; Sing22								
Sir Nanarak Hentai	5	89	1(5)	N	N	95 bs	47 cb	5
Age: 25, Ht/Wt: 6'5"210, Hair/Eyes/Build: black/black/muscular; Dmnr: cocky; Race: Laan; Profession: Fighter. ADrMv30(1); AthlG15; Brawl33; Dance50; Gamb15; Ldrshp5; Seduct10; Sing45								

• PART V •
GOVERNMENT
OF CITY & EMPIRE

FIE!
Fie on Goodness, Fie!
Fie on Goodness, Fie!
Fie! Fie! Fie!

Five months of kindness to your neighbor,
Making sure that the meek are treated well;
Five months of philanthropic labor,
Lord's truth to tell, Cay this is hell!

(Chorus)

Its been depressing all the way, (Another ale! Another ale!)
And getting glummer every day (Another ale! Another ale!)
I want to burn a little town or slay a dozen men...
Anything to laugh again!

(Chorus)

Leachery and vice have been arrested
Not a maiden is ever more in threat
Virgins may wander unmolested!
'Aye and well met;' gad it's a sweat!

(Chorus)

There's not a folly to deplore (Another ale! Another ale!)
Temple confession is a bore (Another ale! Another ale!)
I want to spend a tortured evening staring at the floor
Guilty and alive once more!

Fie on virtue! Fie on mercy!

Fie on justice! Fie on goodness! Fie! Fie! Fie! Fie! Fie!!!

*Drinking song of the Imperial Knights**

1•THE EMPEROR

As supreme ruler of Rhakhaan, the Emperor's word is quite literally law. His more sweeping declarations must be approved by a majority of the sitting Parliament of Nobles, but under most circumstances this is not a serious issue. A few emperors abused their authority and ended up at odds with the Parliament, but most realize the wisdom of working with rather than against the aristocracy.

2•HIS MAJESTY'S PRIVY COUNCIL

Many members of this elite council are drawn from the nobility, but ministers are sometimes religious leaders, seers, or skilled administrators. Essentially, it is made up of whomever the Emperor desires; men and women whose advice he trusts.

Lord High Chancellor

Chief among the Emperor's advisors is the holder of this office. Upon him is bestowed the Seal and the Staff; when the Emperor is away or unavailable, the Lord High Chancellor may make decisions in his stead. With such power comes responsibility — and not a little danger. In the politics of Haalkitaine, the *Lord High Chancellor* is the official everyone needs a word with — and every ambitious man wants to replace. Conspiracies flow like river currents around him; there is always a plot to discredit him. The previous Chancellor — one Væk Børeg — was beheaded six years ago on charges of High Treason, the victim of an elaborate scheme by the White Mage and others which made Børeg appear to be conspiring with agents from the Red Dragonlord to the north.

This office is currently held by Lord Rugan Bulønor, a short, somewhat rotund man of totally unimpressive appearance. Nevertheless, he is possessed of a brilliant mind, and cunning instincts. While basically loyal to His Majesty, Bulønor is a consummate politician: making deals, building fragile alliances, persuading with a tongue of pure gold. He walks a narrow bridge each day, yet so far has not fallen: he thwarts his detractors and enemies at every turn. Indeed he has proven that to cross political swords with Lord Rugan is a dangerous undertaking. More than a few of his adversaries are either permanent residents of the North Tower (the palace dungeon) or have been relieved of their heads.

His Majesty's Truthsayer

Jorun of Yarmuth is a Seer of considerable talent — talent which is equalled by his reputation, for he is one of the *Warlocks of Itanis*. Hailing from a small realm in southwest Emer, Jorun is a striking presence with his brown skin and curly black hair, and of course the traditional black frock-coat of his order.

Why these men (for it is a school which admits only men; apparently only the male sex of the Itanians is ever blessed with sufficient mental powers) choose to be called warlocks when they in fact followers of the Mentalist dis-

ciplines is unknown. Few leave the island cluster which they call home; those who do are always in demand because of their aforementioned reputation for integrity and accuracy in separating truth from falsehood.

Jorun is almost always at the Emperor's side, and he rarely speaks. But when he does, all nearby strain to hear his soft voice. At times he will gently clasp the glittering



His Majesty's Truthsayer
Ink wash by Miso Tærænor



quartz-like crystal always worn around his neck. These crystals are said to be keyed to an individual warlock's powers — more closely than any typical magician's tool.

If Jorun could be bought he would be a prize indeed, but the Emperor sleeps soundly on that account. The warlocks believe that their truthsaying abilities, along with their other powers, only exist as long as they remain pure of heart and mind. They pledge loyalty to one employer at a time, and remain true to that man until they are released or request such. In either case, they are sworn to never reveal secrets they may have learned during their employ. They themselves can never speak a lie.

As for Jorin the man, few can say they know him well and fewer still could count themselves his friends. He is cool to speak to anyone but Jerrin, and it is said that the warlock is the only man who can who can tell the Emperor he is wrong about something and not fear a tantrum. Indeed, Jorun seems to fear nothing and love nothing. He is immune to the splendor all around him, unimpressed by rich clothes, fine wine and beautiful women. He shuns material shows of wealth, drinks sparingly and is (apparently) celibate.

Foreign Minister

Sir Kerten Murel maintains communication with ambassadors from friendly neighboring lands, and is kept apprised of the activities of potentially hostile realms. All of Rhakhaan's ambassadors in other lands are answerable to him. Currently, Rhakhaan has representatives in Tanara, Helyssa (U-Lyshak), and a few of the more powerful lords in old Saralis; in Emer the Empire has ambassadors in Selkai, Danarchis, Nuyan-Khôm, Lankanôk, Nâmar-Tol, Kaitaine and Izar.

Intelligence Minister

Sir Irelin Vooris is respected and — unusual for someone in his profession — well liked by many. A tall, powerfully built man who tends to dress in grey leather and keeps his raven hair cut very short, he is nothing if not physically imposing. However, his soft tenor voice and gentle demeanor quickly put others at ease. That and his pet *Eetak*, which is always perched on his broad shoulders.

Lord High Adjudicator

Chief of the Justice Ministry and the highest ranking judge in the empire, Mareden Hoedai has a surprising sense of humor for a man whose nose is frequently buried in a dusty book of laws. He finds politics and intrigue to be petty and tiresome, though he can play the game as well as anyone.

Loremaster Ren Thraysk

With Randæ Terisonen called away on frequent errands, the Loremaster Council decided to appoint a new emissary to the Haalkitaine court. Ren lacks Randæ's natural charms and political savvy, but has in fact earned favor with some because of his bluntness and willingness to voice his opinion.

For more on Ren Thraysk and the other Loremasters in Haalkitaine, see Section Six.

Chancellor of His Majesty's Lands and Properties

Sir Pelden Hœris is a competent if uninspired administrator. He has dreams of a barony of his own and spends far too much time lobbying peers and not enough attending to his responsibilities.

Chancellor of His Majesty's Purse

In charge of the royal treasury, as well as collection of all taxes, awarding of licences and contracts, Lord Cærden Hayles oversees the many departments enforcing taxation, tariffs, permits, and other income-generating operations.

The White Mage

Heeding the ancient saying "Keep your friends close; keep your enemies closer," the Emperor knows that the Mage is a dangerous man and wants to always know where he is and what he's up to.

The Archbishop of Enov Turic

Though not a terribly religious man, Jerrin Faslurin knows it would be unwise to exclude the chief prelate of the United Church from his inner circle of advisors. As it happens, His Eminence Hedaro Selayah frequently offers practical advice.

3•THE PEERAGE

The Parliament of Lords is the entire peerage of the realm, which gathers periodically to approve imperial decrees, consult on major matters, and review the overall state of the empire. They have limited powers where it comes to the Emperor, though they can reign in his ability to wage war or collect taxes should he become excessive.

4•PHEONIX GUARD

Elite troops and personal bodyguards of the Imperial family, the guard wear black surcoats with the phoenix emblem stitched in gold and crimson threads. They are stationed throughout the Palace and follow the Emperor and his relations wherever they go. They are famous for their unwavering loyalty and lethal combat skills.

5•THE IMPERIAL ARMY & NAVY

Besides the knights loyal to His Majesty and those who serve the peerage, Jerrin has a standing army of primarily footsoldiers to protect the realm from aggressors. Most are stationed near Haalkitaine or along the borders.

Though Rhakhaan has only a small stretch of coastline, it does maintain a navy of some two-dozen ships. Most are based at Lethys.

6•HIS MAJESTY'S POST

Deliveries are made twice a day in Lethys and Haalkitaine; if you post a letter in the morning it will be delivered across the city by afternoon. Mail to other towns takes far longer of course, sometimes weeks.



Outside the Constabulary
Ink and sepia wash by Miso Tærænor

7•HĀALKITĀINE CITY GOVERNMENT

Most of the time the city administrators are left to themselves, so the Lord Mayor and the City Council of elected members (mostly well-to-do merchants) runs the metropolis with a fairly free hand.

Lord Mayor

This office is elected by registered citizens of the city and Duchy of Haalkitaine and the term is for 6 years. Most candidates are from the City Council, a group already known and familiar with city politics. The current Lord Mayor is Cerdren Blyke, a fairly popular character but not as proactive as some would like. Elections are in a few months and several other council members plan to give him competition for the seat.

City Constabulary

This is local law enforcement under the administration of the council. There is one Chief Constable (appointed by the Lord Mayor), several Constables of the various districts, and numerous deputies.

Chief Constable Gærek Khon is coolly efficient and dispassionate, though the same cannot be said for the rest of the force. There is always tension between the city guard and the Imperial forces, and Khon is fighting corruption in his own ranks. A couple of constables in particular are taking bribes and possibly smuggling. The Chief is investigating and hopes to find the culprits and remove them soon.

8•LAWS & JUSTICE

It is interesting to contrast the system of justice in a medieval society such as Rhakhaan against a more 'enlightened' one such as Selkai. In the Empire, there are definitely two classes of individual. Members of the peerage are generally considered to be superior in every way. In theory they are held to a higher standard of behavior than commoners, while in many cases they can buy their way out of trouble. Those of no 'breeding' on the other hand, unless a wealthy merchant, often cannot afford representation or even the silver to pay a fine. Instead they suffer the usually brutal alternative.

Some of the punishments seem barbaric, but it should be remembered that these societies have little patience with crime, and no one wants to spend money to comfortably incarcerate criminals when law-abiding citizens can barely afford food to eat. Thus, the penalty combines a quick inexpensive punishment, often combined with a lasting warning to others.

ENFORCEMENT

In larger cities the job of law enforcement falls to a staff of guards, supervised by a commander who in turn answers to a mayor. In small towns and villages, there is usually a constable who may have a small staff of volunteers or modestly paid lieutenants. In the countryside each



peer is responsible for the lands under his control, and protection is (theoretically) provided by his knights. In truth, however, it is prudent to travel with a well-armed escort on all but the main highways — and even they are no guarantee of safety.

TYPES OF CRIME & PUNISHMENT

Crimes fall in to three basic categories. Examples of each type — along with punishment guidelines — are given below in approximate order of severity. Minors (under the age of fourteen) are usually given slightly lighter penalties (e.g., caning rather than flogging) unless they are repeat offenders.

Convicted Peers are almost never mutilated and rarely are they humiliated in public. Usually they are given a fine, civilized imprisonment, private flogging, and — for high treason — execution. Commoners, having less to lose socially, are more often subject to physical deterrent, which also serves as a warning to others. A man missing his little finger on both hands is someone to be watched: he's a multiple-offender thief.

Note: A '+' next to a crime indicates that this is a punishment generally handed down in Haalkitain or Lethys where justice is fairly consistent. In other areas the punishment — and even how aggressively the law is enforced — could vary wildly.

Explanation of Punishments

Some may not be familiar with medieval punishments, so here is a brief explanation of some punishments and the equipment employed.

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

Stocks: Offender is locked in a wood device which in which head and hands are inserted in holes and locked between two boards. Stocks are designed so the offender cannot sit or stand comfortably. No one is allowed to give aid to the offender, neither are they supposed to humiliate him further. The latter is never enforced, however, and passersby frequently laugh at or spit on him while guards watch. The offender is given water, but not released for the call of nature, so must soil himself. Maximum incarceration is 3 days.

Imprisonment (Jail): Located in basement of the Constable's office, the jail cells have small barred windows opening onto the street at ground level, or to an enclosed courtyard. Treatment in the jail is considerably more civilized than that in the dungeon. You get regular meals of bread, cheese and water, a dry room with a straw cot and only a few rats for cellmates.

Imprisonment (The North Tower): An older part of the palace adjacent to the *Storm Gate*, the North Tower is a place whose mention brings a shudder to any citizen. This is the prison for those who commit treason against His Majesty. Nobility and commoners alike have found

their way here over the ages; few ever come out. The lower levels house the dungeons and torture chambers, while the upper stories are cold, windy apartments for noble-born traitors... and sometimes those who are merely out of favor with the Emperor.

Imprisonment (Dungeon): Most who go to the dungeon are never seen again. Tiny, windowless rat-infested dank cells are located deep under the North Tower. Closed by solid iron doors with only a peephole and slot to pass in gruel, each has a stinking hole for a latrine. Also here are the torture rooms, the *Pool* and the *Pit*. The *Pool* is a low-ceilinged chamber filled with stagnant water four feet deep. Prisoners have a 'portable stocks' clamped around their neck which weighs heavy on their shoulders. Prisoners fight over the few low rock pedestals in the room to prop the stocks on. Entertainment includes watching rats swim by. The *Pit* is a 20' cube of a room with one iron door ten feet off the ground. Prisoners clapped in irons and hurled in, often injured in the fall. They and their co-inhabitants have a small trickling pool to drink from, a hole in the floor for waste, and fight over moldy bread thrown in once a day through the door, opening to provide the only light. The rest of the time it is a pitch black hole filled only with the sounds of suffering.

Caning/Flogging: A favorite spectacle, public floggings combine severe humiliation with brutality ranging from minor to severe. A wooden frame stands on the main platform at Market Square near the stocks. The offender is stripped naked, bent over the frame and bound to it at wrists and ankles. His Majesty's Enforcer uses either a split bamboo cane or a leather flail (sometimes with metal barbs, depending on the severity of the crime and the decision of the judge). The cane is applied to the buttocks, and while excruciatingly painful, often does not even draw blood. The flail, on the other hand, is usually applied to the back and buttocks, and just the leather can open the skin, the 10 barbed strands leave ragged gashes and a bloody trail. This punishment can literally shred the flesh and leave permanent scars. In either case, the number of strokes is determined by the judge or magistrate. Sometimes the offender is delivered a number of strokes, left to suffer for a few hours, then receives more strokes, then placed in the stocks in the sun, rain or snow.

Branding: Adulterers, thieves, the exiled and others are branded on the forehead, chest, arm or the back of the hand with a rune indicating the nature of their crime.

Mutilation: This is often at the discretion of the judge, but multiple or serious offenders of certain crimes face the possibility of losing a finger or even hand for theft, or their tongue for slander or blackmail. Rapists have been castrated. All in addition to branding.

Torture: The Emperor has a staff of men skilled in the art of extracting information — or simply delivering exquisite pain without causing unconsciousness. One is a Sorcerer, one a Mentalist, the others have expertise in more commonplace methods of persuasion. These include: bamboo splinters under the fingernails, various clamps on body parts, breaking fingers and toes, pour-



ing salt and other irritants into wounds, the ever-popular rack, and other, unspeakable techniques.

Execution: Commoners are usually hanged, a method which sometimes takes some time: if the neck is not snapped the offender may dangle and squirm and slowly suffocate. Peers and treasonous nobles are beheaded by a skilled axeman who almost always gets the job done in one chop. There are other, more barbaric techniques practiced elsewhere, but these are the officially sanctioned methods. Rarely, a convicted black magician is burned at the stake but again, this is not done in Haalkitaine (more than gruesome, the smell of burning flesh is nauseating).

Lesser Crimes

Most city arrests involve minor crimes against individuals: robbery, assault or some similar infraction. When it involves a peer and a commoner, the peer's word is taken as truth without question unless the evidence against him is overwhelming. Even then, the issue would then go to a tribunal of lords. If the issue is between two commoners, it goes to a magistrate. If between two peers, it is again for a tribunal to decide — unless it is a matter of honor; then the parties may prefer to settle it with a duel.

Generally minor or non-violent offenses, these have correspondingly small penalties. No permanent record of any crime is kept except for the license-related ones. Note also that only assault and slander offenses are even heard in court; others are only heard under appeal. In any case there is no counsel, only the accused and the arresting City Warden act as defense and prosecution.

Drunkness:† Rarely enforced, this is a law against obnoxious intoxication in public. **Punishment:** One full day in the stocks.

Vagrancy:† It is illegal to loiter overnight in any public square or park. While this is the law, enforcement of this and the law against panhandling is often zealously enforced because of the already overcrowded city. **Punishment:** One full day in the stocks; subsequent arrests can mean loss of finger, hand, and even hanging.

Panhandling:† It is illegal to aggressively beg for money or food on city streets. (a rampant problem, unevenly enforced) **Punishment:** One full Quintar in the stocks; subsequent arrests can mean loss of finger, hand, and even hanging.

Prostitution:† While any sort of sex-for-money is illegal, only flagrant solicitation in public is ever punished, and that half-heartedly, despite periodic outbreaks of disease and righteous outrage from the United Church. Meanwhile, baths and massage houses are quietly licensed. **Punishment:** One quintar in the stocks for prostitute — and 'john' if caught paying.

Perversion:† This is usually defined as any sort of 'unnatural' sex acts, including homosexuality and certain heterosexual acts. It is not often enforced in Haalkitaine and virtually never in Lethys, but more rural areas may be less tolerant.

Assault (Minor): Administered to those caught fighting (usually in taverns) when no serious harm has been done and no weapons drawn. **Punishment:** A night in jail or 1-5 sp **Note:** This is also only in the case of one commoner assaulting another or (theoretically) a peer striking a commoner, though the latter is rarely enforced at all. If a commoner attacks a peer with a deadly weapon, it becomes a *Crime against the Crown*.

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

Petty Theft: Usually property under 10 gp in value. **Punishment:** twice the value of the item repaid and/or public caning. Repeat offense: flogging, loss of finger and branding, loss of hand.

Destruction of Property:† **Punishment:** For minor damage: Public caning and repayment of damage; For severe damage, arson, or repeat offense: Public caning, repayment of damage, branding, then banishment — or hanging.

Crimes against the Crown

The second type of offense is a crime against His Majesty. These include tax evasion, bribery of public officials, and of course treason.

Lack of business license: All businesses operating (buying, selling, maintaining an office) in cities must be licensed so they may be taxed. **Punishment:** First Offense: 1-5 sp; Second Offense: 1-10 gp; Third Offense: 50 gp and a night in jail.

Slandering a peer: A commoner making untrue statements about a peer takes his life — or at least his tongue — in his hands. **Punishment:** ranges from public recantation to having his tongue cut out up to execution.

Bribery: illicit payment of an official with an aim towards influencing them illegally. **Punishment:** Varies tremendously depending on the official, but usually involves a fine of 10-100 gp and at least ten days in jail.

Tax Evasion: These are businesses or individuals who falsify records in order to pay less tax or deliberately failing to pay tax. **Punishment:** Taxes plus 100% penalty and/or 5-50 days in the dungeon. Repeat offenses may involve seizure of all property and banishment.

Tariff Evasion (Smuggling): Attempting to smuggle goods into or out of the city without paying appropriate tariffs. **Punishment:** Tariff plus 100-500% penalty. Dangerous materials and certain deadly drugs are also fined and usually incur confiscation of all property and escort out of the city.

Forgery: **Punishment:** Varies tremendously depending on the document, but usually involves a fine of 100-1,000 gp and/or at least ten days in the dungeon. Forging currency means branding on the writing hand, at least 70 days in the dungeon and/or a 1,000 gp fine and banishment.

Blackmail: This is usually blackmail of a peer or a member of his family, whether for money or political influence. **Punishment:** tongue cut out and 10-70 days in the dungeon.

Murder of a Peer: (includes peer's immediate family and plotting such a murder) **Punishment:** seizure of all property, torture as necessary to extract information on involvement of others, public flogging, hanging. Body is often left hanging outside palace wall.

Treason: Can include selling of secrets, plotting revolution, plotting against the Emperor or any peer. This is an instance where a convicted peer would suffer a far greater penalty than a commoner (e.g., stripped of title and all wealth, family banished; sometimes also tried for treason). **Punishment:** Torture (to extract the extent of the betrayal as necessary), public flogging and humiliation, then execution by beheading. Heads of prominent offenders are placed on pikes and put on display on the palace outer wall; the bodies are left out for crows and vultures to eat.



*A 'Dancer' at a House of Pleasure
Ink and sepia wash by Miso Tærænor*

High Crimes

The third type of offense includes crimes of violence against another, though not against the government directly. Enforcement usually involves local law enforcement.

Burglary: Breaking into a shop or home, with the intent of theft. **Punishment:** Public flogging. Repeat offense: loss of a finger, then hand and branding.

Robbery: Forcing a citizen to hand over property, usually with the threat of force. **Punishment:** Public flogging followed by 1-3 days in the stocks. Repeat offense: loss of a finger, then hand and branding.

Manslaughter (unintentional killing): **Punishment:** If shown to be the result of a duel or self-defense, it is recorded but no punishment. Otherwise there is 10-50 gp compensation to victim's family.

Assault (Major): An assault becomes major when the victim receives wounds requiring medical attention and/or if a deadly weapon is drawn. **Punishment:** 5-50 gp fine, plus victim's medical costs plus any expenses resulting from injury (loss of income); 5-50 days in the DUNGEON.

Rape: Sometimes depends on the violence of the act or if the circumstances are unclear. (Note: this is often a case where a peer accused of raping a commoner gets off with a 'slap on the wrist.') **Punishment:** First Offense: public flogging; Second or Violent Offense: Castration.

Murder: Premeditated killing of a citizen (not a peer; murder of a peer is a *Crime against the Crown*). **Punishment:** Usually death by hanging. Multiple or brutal murder: repeated public flogging, torture, then hanging.

Magistrates

Appointed by peers for their various jurisdictions, magistrates are essentially judges for lesser crimes. (The Lord of a given holding will only stand as judge in more serious matters, and even then he often defers to a magistrate.) All magistrates must have graduated from a college of law.

Lord Justices

These men are appointed by the Emperor, usually from among the more experienced magistrates. Lord Justices are judges of crimes against the Crown; three often sit in tribunal in matters of High Treason.

Posting of Laws

Laws are posted (in Erlin, Shay and Rhaya) at all the gates of the city, and the entrances to the markets.



SELECTED NPCs

Note: All stats are for RM2; adapt as necessary for RMSS

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Truthsayer: Jorun of Yarmuth	33	78	2(110)	Y*	N	88rapier	62dagger	20
Age: 35, Ht/Wt: 6'1"/175, Hair/Eyes/Build: curly black/brown/slender, Dmnr: Aloof. Race: Itanian, Profession 'Warlock' (Seer). Act56; Admin41; Diplo102; St-69; Qu-84; Em-67; In-92; Pr-101; Ag-93; Co-82; Me-97; Re-93; SD-91; Ap-95; Crystal Pendant : x5 Seer PP enhancer, Long knives : matched set, can be thrown (magically return) or used as rapier and main gauche; Spells: All Base Seer to 30th, Presence, Movement, Mind's Door, Shifting, Cloaking to 10th.								
Chief Constable Gærek Khon	18	132	9(35)	Y	N	121MAstk4	100bola	20
Age: , Ht/Wt: "/, Hair/Eyes/Build: : Dmnr: : Race: : Profession: ; Skill.								
Chief Executioner Lourg	12							
Age: , Ht/Wt: "/, Hair/Eyes/Build: : Dmnr: : Race: : Profession: ; Skill.								
Master Torturer Vyse Duron	16							
Age: , Ht/Wt: "/, Hair/Eyes/Build: : Dmnr: : Race: : Profession: ; Skill.								
Chief Interrogator Carj Wrailik	24							
Age: , Ht/Wt: "/, Hair/Eyes/Build: : Dmnr: : Race: : Profession: ; Skill.								
Assistant to the Vice-Minister of Magic Permits								
Age: , Ht/Wt: "/, Hair/Eyes/Build: : Dmnr: : Race: : Profession: ; Skill.								
Vice-Minister's Secretary in charge of Special Tariffs								
Age: , Ht/Wt: "/, Hair/Eyes/Build: : Dmnr: : Race: : Profession: ; Skill.								

HAALKITAINÉ CONSTABULARY

Type/Rank	#	Lvl	Melee Hits	Missile AT(DB)	Shield	OB	OB	MovM
Constables	50	6	80	9(20)	Y	70club	40lcb	0
Armor is lightweight, quilted cloth/leather.								
Deputies	200	2	45	1(5)	N	52club	—	0
Armor is lightweight, quilted cloth/leather.								

PHOENIX GUARD

Commanders	2	18	160	14(45)	Y10	180bs	90cb	5
Centurions	10	9	143	14(30)	Y	120bs	60cb	5
Guard	50	5	80	14(25)	Y	65bs	40cb	5

KNIGHTS OF THE REALM



⊗ PART VI ⊗

OTHER POWERS

Including Secret Influences

THE

bedroom was dark and silent... absolutely silent.

The boy lay unmoving in his bed. His terror rendered him unable to move or even breathe.

Ty felt silly for being so afraid. Eleven-year-old princes should not be afraid of dreams. But still, he *was* afraid.

That shadow by the wardrobe—did it have substance or not? Darkness seemed to move and flow around the polished wood doors.

There *was* something there!

Standing at the foot of his bed, not a shadow, but a shrouded figure! Ty's heart thumped in his chest, but he remained motionless. How had this intruder gotten in? By magic? The palace had many wards against even such intrusions.

Then the shadow spoke. The boy felt every his muscle tense as the silence broke.

"Greetings Ajkar Tyrus Faslorin, third son of Emperor Jerrin Arej Malvion Faslorin." The visitor had a soft, unexpectedly melodic voice.

Realizing that there was no point in hiding under the covers, Ty sat up to face his visitor. "What do you want?" he asked, proud that he managed to keep his voice steady. Sweat ran down his sides in warm trickles, yet he shivered.

The visitor stepped forward so that he stood in a shaft of moonlight cast from the tall windows. With a long-fingered hand he slowly pulled back the hood of his cloak. His face was white in the pale light, white and beautiful. His hair was raven-black, and fine pointed Elven ears protruded from beneath the thick locks. "To see you, My Prince."

The dead hearth-fire leapt up to light the visitor in angry red.

The Elf smiled. With a terrible crash, the windows splintered outwards in whirling glass shards, and a gust of wind exploded through the room. Papers flew and bed curtains furred in the maelstrom. Amidst this fury of wind and sound and fire, the visitor casually stepped closer around the



bed. Ty scooted up towards the headboard, but suddenly the Elf was next to him. He seized one of the boy's hands in his own. The visitor's flesh was cold and hard as marble.

"Let go of me! The guards will be here any minute!"

"Brave little lord," the Elf smiled, exposing perfect white teeth. It was a leer of total malice, somehow... inhuman.

The visitor dug his fingers into Ty's palm, and he gasped as sudden pain lanced up his arm. His hand felt like it was being stabbed by needles.

"Look!" The Elven man whispered, his face close, his breath cold and dead like wet ash.

Young Ajkar Tyrus tore his blue eyes from the pale amber ones of the Elf and looked down. Blood oozed from around his fingernails, pooled at the tips, and began to drip onto the white sheet. Slowly the Elf raised Ty's trembling hand to his lips and licked up a few droplets of bright blood. To Ty's horror, the Elf's eyes began to glow with an inner red light.

Then he vanished.

It was as if he had never been there. The boy's bloody hand fell to the bed, numb and tingling. A cold wind swirled through the room, causing the curtains to furl lazily.

Ty realized with a start that a huge white owl was sitting on the broken windowsill, amber eyes staring fixedly at him for a long moment. Then it spread its great wings and was gone.

Tyrus cried out as he awoke from the nightmare, his shirt soaked with cold sweat. He frantically looked about the room, but the fire was out, the window intact. It *was* only a dream! Shivering, he raised his hand to wipe the perspiration from his forehead. Dark red stains rimmed his fingernails. He looked up. A huge white owl stared at him as it sat on the outer windowsill. It spread its great wings and was gone.

It was just the first of many visits by the Pale Man.

*A Dream of Ajkar Tyrus Faslorin
Prince of Rhakhaan*



1•RELIGIOUS INFLUENCES

Here we examine some of the religious denominations that can be found in Haalkitaine. Almost every resident will claim to be a religious person, attending services in the early morning or evening every day. Members of the nobility often have a small chapel or altar in their villa where they have private services. The Emporer prays at a grand chapel inside the Imperial Palace.

Most people would say they are of the United Church, so it is described in some detail below. A few other sects are briefly touched on.

UNITED ORHAN CHURCH

Easily the largest religious organization in Rhakhaan — and so the continent — the United Church preaches

devotion to the entire Orhanian pantheon. So entrenched is it that it is the 'official' church of the Empire, and has been so for many centuries.

Within the church there are subgroups who have a particular affinity to a specific Lord or Lady of Orhan, and in fact many of the clergy orient themselves primarily to a single deity. However, the basic teachings of the Church emphasize that the Orhanians are all part of the same 'heavenly sphere' and in some ways just aspects of one great entity. Conversely, there are many religious organizations which are devoted exclusively to one Lord of Orhan. There is often friction between these groups.

GM Note: While it may seem strange that followers of the same entity would be at odds with each other, one need only look to Terran religions as an example. Just within Christianity one finds conflict between Roman



Catholics, Episcopalians, Baptists, etc. When one includes those of Jewish beliefs and Islam, one can see that people go to war over religious beliefs, despite all claiming to worship the same god.

In addition to the *Ten Offenses*, the church doctrine is based upon the teachings of the *Holy Scrolls of Orhan*. The scrolls are believed to have come directly from the moon of the Lords, carried by Teris and presented to the *First Prophet*, a Laan cleric by the name of *N'dæric of Xa'ar*, near the end of the Second Era. The original scrolls were kept in a læn, titanium, black and white eog casket known as the *Sepulcher of the Moon*, subsequently lost during the cataclysmic Wars of Dominion. It has yet to be found. Many copies were made of the scrolls, but unfortunately only a few have survived, most fragmentary translations. Because of this the scrolls are open to interpretation, and the Lords themselves are characteristically silent (or at best cryptic) regarding their intentions..

FOLLOWERS OF THE HOLY WORD

While this denomination has apparently had a small, cult following for centuries, it has only recently become widely known in Jaiman. Its adherents maintain that it is devoted to Valris — the acknowledged goddess of knowledge — but they seem to worship knowledge itself at least as fervently. This devotion comes in many forms, including some rather secular-seeming pursuits, though that assertion can be made against many other religions as well.

One aspect of the church is its intense interest in old texts and archaeological sites.

Priests of this religion wear a lovely, intricate ring.

GM Note: The Church of the Word is actually an organization in the Terran Galactic Empire, one of several factions with covert operatives on Kulthea. All are seeking to unlock the secret of the strange powers controlled by residents of this technologically backward planet

SISTERS OF EISSA

One of the best known religious groups in the west, the Sisters are (as one might assume) entirely a female sect. They do not actively recruit members, and in fact do not support a 'congregation' of worshippers. Instead they have temples staffed with sisters skilled in the healing arts. All are welcome in the Houses of Eissa, though 'contributions' for services are strongly encouraged.

MORALIS SANCTITY

While considered a perverse cult in polite society, the Sanctity has many members. They slink into basement

shrines under cover of night, afraid of being seen.

2•POLITICAL INFLUENCES

The Emperor has forces to contend with both within and outside of his realm. Besides the arrogant, quarrelsome peers, there is always the 'gentlemen class' of merchants, men of means yet of common blood, always pushing for

THE TEN OFFENSES

1. HUBRIS, WHICH OFFENDS KUOR
2. IGNORANCE, WHICH OFFENDS VALRIS
3. AVARICE, WHICH OFFENDS REAAN
4. LIFETAKING, WHICH OFFENDS EISSA
5. INFIDELITY, WHICH OFFENDS PHAON & ORIANA
6. LAZINESS, WHICH OFFENDS CAY
7. EXPLOITATION, WHICH OFFENDS ILOURA
8. PERVERSION, WHICH OFFENDS JAYSEK
9. VANITY, WHICH OFFENDS KIERON
10. DECEITFULNESS, WHICH OFFENDS TERIS



a greater say in the government. And now, just as Jerrin was feeling that Rhakhaan would be uncontested among the Old Kingdoms to rule Jaiman, the upstart Kier Ianis appears from nowhere, flaunting the Sea-drake helm. And then there is the shrewd Dúranaki, T'Kaal Arain of Tanara, promising that he can control the mysterious Cloud-lords...

THE MERCHANT CLASS

While Rhakhaan remains essentially a feudal monarchy, the growth of Haalkitain, Lethys, Norek and a few other urban areas have give rise to a merchant class of free men with money and clout. Dukes and Counts still rule the countryside, but cities have elected councils consisting mainly of these merchant-barons. There is inevitable tension between the common merchants of the cities and the landed aristocracy of the countryside.



There is always a trend towards political stagnation on this world, so the empire is safe for some time to come, but there is a growing tendency by most of the peerage to allow their larger towns to govern themselves. Be that as it may, these little democracies remain under the shadow of the nearby lord in his castle.

LOREMASTERS

Jaiman remains a source of controversy and debate among the Loremaster Council. Long ago in the Second Era, the continent was the subject of an experiment in social and political engineering. In a desperate attempt to create stability and to resist evil forces, the Loremasters essentially endorsed six kingdoms by giving each of the monarchs a powerful, enchanted crown. These artifacts created magical borders around each realm, and actually altered the mental state of the kings.

The Loremasters did not count on the independent — even rebellious — nature of the Jaimani people. The delicate balance of peace was disrupted when kings stopped wearing their crowns; they were freed of the magical influence but left vulnerable to attack from their neighbors and outsiders. The experiment is generally considered a failure, though there was peace on Jaiman for tens of centuries.

Now only one of the six kingdoms survives in its old glory. While stronger than ever, it faces very real threats from the Dragonlord to the north and Lorgalis the warlord of Ulor from the west. The Loremasters hesitate to interfere too much in Rhakhaan politics, but kings and emperors have over the ages come to expect Loremaster help. As the sole surviving kingdom, they feel a certain entitlement.

Ren Thraysk

In recent years Randæ Terisonen has acted as Loremaster Counsellor, but because of other demands he was often absent from court. Because of this, at Terisonen's request, the Council appointed Ren Thraysk to the post. Thraysk has been a great help to the Emperor; his knowledge of strategy was often called on at council meetings. Thraysk is a blunt, abrupt man, given to speaking his mind. This has made him unpopular with many lords, though he is respected by a few — including the aloof Itanian Truthsayer.

The appearance of Kier Ianis and the failure of the main powers of the crowns have created a new crisis and a new opportunity for the Loremasters. Should they back away from hands-on influence? Thraysk suspects that the White Mage and Archprelate Osaran are more dangerous than they seem, but he has no proof.

Karstia of Mynars

A reformed Dyar elf, Karstia now makes her home with a travelling troupe of acrobats, jugglers and other entertainers. She is "Madame Karstia," a fortune-teller whose precognitions always have a subtle lesson for her clients.

Randæ Terisonen

Randæ has spent most of his time in Jaiman and nearby lands. His intervention — while sometimes frowned upon by the Council — has salvaged more than one potential disaster in the region. As a result, he is considered to be somewhat of a hero by some groups there, while barely tolerated by other political factions.

Randæ always seems flustered and somewhat distracted. He tends to get too deeply involved with local troubles (and people) and is sometimes forced to bend rules to the breaking point in order to right matters. He does have phenomenal luck in getting out of tight scrapes.

Terisonen is currently out of Haalkitaine, travelling with the Duke of Prevan's son Kalen Avanir.

U-LYSHAK

The return of Kier Ianis has created a dilemma for the Emperor; he can no longer annex the western lands with impunity, as a true king of U-Lyshak now sits on the throne at Cynar. Kier has sent an ambassador to Haalkitaine, though His Majesty has not yet deigned to greet him.

SARALIS

The collapse of the Ulorian forces has created an opportunity for the half-dozen warlords ruling what was once Saralis. The question is whether they can stop warring amongst themselves long enough to take advantage of it.

TANARA

As noted elsewhere, T'kaal Arain is working closely with the Emperor on a bold plan of expansion into Urulan. However there are other factions in both realms who are strongly against such an alliance.

3•CRIMINAL ELEMENTS

As with any city, Haalkitaine has its share of criminals. These range from solo petty thieves and muggers to gangs of hoodlums to highly organized criminal operations dealing in smuggling, extortion, and worse.

CARTELS

Tied in with the black market, this is a sophisticated network of criminal organizations currently operated by several rival group leaders. There are frequent assassination attempts, power plays, and territorial disputes.

The White Hand

This is a violent, ruthless organization which deals in extortion, 'protection' and addictive drugs (among other things). Rumor has it that the White Hand has several members of the nobility and the church hierarchy under their influence; no doubt this organization has information they are using to blackmail these officials.

The sign of the White Hand is just that: a palm-print in white paint. Those who find the sign on their door had



best cooperate with the demands sure to follow or perhaps find their establishment destroyed.

PIRATES

Raiders are everywhere on Kulthea, and few sea-lanes are richer (and more perilous) than the Straits of Meluria. There are countless privateer vessels, and a handful of pirate-lords with entire fleets under their command. Operating from hidden or well-protected ports, these raiders prey on cargo and passenger vessels alike.

Plasidar

The isle of Plasidar has a commanding position and the Elves who live here take full advantage of their location. Many residents of the isle (and the port city of Gûl) are not actually pirates, though that trade fuels the economy. Sleek ships bearing the blue and gold flag of Plasidar send a chill down the spine of every trader-captain from Tanara to Izar.

The White Swan

A younger brother of the 'Duke' of Plasidar, the pirate who calls himself the White Swan has set up a small operation at the tip of the southern coast of Urulan and has been making trouble for Sel-kai and Præten.

GANGS

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

Nightwings

A gang of youths which has spread here from Sel-kai, in this city they are exclusively of Laan descent. The Nightwings are skilled burglars and spies, and though not generally violent, they have shown an increasing preference for preying on Elven victims. This has sparked some bloody exchanges between the Nightwings and the Red Dragons, which in Haalkitain has an exclusively Elven membership.

Red Dragons

Less vicious than their chapter in Sel-kai, the Red Dragon brotherhood (only Elven males under 30 may join) is nevertheless violent by nature. It is claimed that they will rob you, then stab you *after* you have handed over your money-purse, 'just for fun.' This cruelty is typical of the Dyari (who dominate the group), but it is disturbing to see how quickly the young Loari and Ta-lairi members succumb to its lure.

4•FORCES OF UNLIFE

These are the minions of true evil, whether they are slaves of the Iron Wind, or fancy themselves lords of their own destiny, they are servants of the same dark power.

THE WHITE MAGE

A tall elderly man with snowy beard and hair, the White Mage wears robes of white trimmed with silver and is rarely without a silver staff. He is somewhat of an enigma for he appears to be human yet his visits to the Haalkitain Court are recorded back into the Second Era of Ire — and his visage has always been essentially unchanged. He has never said where he comes from or why he offers his counsel to the Emperor and refuses any compensation. His advice always seems reasonable and well-considered, though usually cautious and defensive rather than bold and aggressive. In truth, with his words he plants the seeds of fear and paranoia.

What no one in Rhakhaan knows of course is that the White Mage is merely a disguise worn by Lorgalis, Warlord of Ulor. His goal is all of Jaiman, and he was close to victory when the Loremasters handed out the Six Crowns to protect the kingdoms. Then the Priests Arnak appeared and forged the first links in a chain of events that culminated in the Wars of Dominion. The western lands of Jaiman were laid waste and at the dawn of the Third Era, Lorgalis was forced to rebuild from nothing. Undaunted, he saw the relatively unscathed Rhakhaan as an opportunity rather than an obstacle. Why not work from within, as the insane Priests Arnak had.

But Rhakhaan has of late been spared the gloomy prognostications and secret maneuverings of the White Mage, allowed to expand and flourish partly because Lorgalis has had his hands full as a member of the *Jerak Ahrenreth*, with the treachery of Ondoval, the theft of the northern *Eye of Utha* and the disruptions of the Flows of Essænce. The White Mage has only made infrequent visits to Haalkitain in the last few years.

PRIESTS ARNAK

The priests and their minions worship the darkness of the Unlife. In Jaiman it is known as the *Iron Wind* — that force whose ultimate goal is the complete destruction of civilization — and perhaps all life itself. Most servants of the Unlife do not fully understand its purpose. Those who do... are truly mad.

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

The other branch of this rotten tree consists of the unobtrusive *Messengers*, depraved enactors of the High Priests' will.

It should be noted that while the appearance of the Messengers (in their cruel spiked accoutrements) cannot be mistaken, the Priests are the picture of subtlety. Recruited from Elves (to appear as Loremasters) or the target races, they are welcomed into their respective cultures so that they may thoroughly subvert their victims. It is



only after it is too late —as in the case of the Ky'taari — that they cast off their illusions and abandon subtlety.

Three of the six cults are described briefly here.

LYAK

Charged with the destruction of lowland riverine and coastal peoples, the Cult of Lyak was instrumental in the fall of Urulan and the Cloudlords. Their work continues.

Symbol: Hawk

Orientation: Riverine cultures

Current Focus: Tanara & Urulan

The Priests Lyak

Priests Lyak are currently installed in all cultures in Tanara save the Myri: the Dúranaki, Sulini and Y'kin are all coming under the Dark influence of the Iron Wind.

The High Priestess Lyak resides in a tower on the spur of land extending east to the north of Tanara. Her predecessor (aided by Dansart) destroyed Urulan, and her programs of subversion are slowly rending asunder the few cultures left in Tanara.

Messengers of Al-athuul

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

DANSART

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

Symbol: Desert Dog

Orientation: Desert/steppe areas

Current Focus: Zor, N. Rhakhaan

The Priests Dansart

Near the foothills of the Grey Mountains, great crevasses have opened up in the broken earth on the edge of the Zor wastes, a complex of towers is set under an overhanging cliff, sheltered against the parched, windswept plains and cruel electrical storms. This is the home of the High Priest of Dansart.

Messengers of Ulkaya

Often accompanied by several large hyena-like dogs, the Messengers go muffled against the dusty air of the wastes. They have cruel clawed gauntlets which allow them to strike with the power of a desert cougar.

THARGONDAAK

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

Symbol: Great Horse

Orientation: Prairie/Temperate Coastal Societies

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

The Priests Thargondaak

Priests have achieved positions of trust at varying levels among the Melurian provinces. Two of the Prince of Lethys' councillors are of Thargondaak, as well as members of key religions. A priest has a position of some authority in the Lethys Library, though none have penetrated high into Nomikos as yet.

The High Priest of Thargondaak is none other than the *Pale Man* of young Ajkar Faslurin's dream.

Messengers of Kynagaax

Like the other Messengers, they ride through the night on missions to bring fear to the indigenous peoples. Their familiar is a huge black bat.



OTHER POWERS: STATISTICS

Note: All stats are for RM2; adapt as necessary for RMSS

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Ren Thraysk	34	210	11(100)	Y*	(A/L)*	220/190MA/240bs	210gé	30
<p>Age: (appears ≈30), Ht/Wt: 6'8", Hair/Eyes/Build: Dark/Blond/Muscular, Dmnr: Friendly/Blunt. Race: Iylar/Myr. Profession: Monk/Loremaster. St-101; Qu-100; Em-95; In-98; Pr-100; Ag-101; Co97; Me-87; Re75; SD-65. AP: 92. PP: 450 (90 x 5). Skill Bonus: Climbl00; Swim90; Ride45; S&HI80; Pe=195; Amb +/-20; AMovl00(all); AD50; MASTl90; MASw190; Acm95; Act70; AthlG60; Cont90; Dmce60; Diplom35; Diving40; FAid85; For75; Lead45; PubSp40; Seduct60; Subdul20; Trick60; Tumb70; WoodC50. Spells: Base Spell OB: 30. Directed Spell OB: 50. Ren knows all Base Monk lists and all Base Loremaster Lists to 30th. Special Abilities: Yado: Renhas mastered the skill of deflecting and even catching thrown and missile weapons. He has 20 skill ranks with a total bonus of 100 (or subtract 100 from up to 4 missile attacks/rnd). Arm: platinum/titanium, keron, læn and fine jewels, this mechanical arm trebles all hits, adds +30 to hit and an additional Crush Critical on top of the M/A crit. The hand also has incredible crushing power. Can also fire a <i>Lightning Bolt</i> 100', x2 hits, 2x per day. Thorn: A two-handed Holy Sword, delivers Holy Criticals to all evil creatures & beings. Also, when drawn by Ren it generates a <i>Protections Sphere True</i>: all within 10' have a +30 to their RR, DB, Mmевuvers, and are immune to <i>Fear</i>; +30, a blade of golden alloy. Ren carries it hidden inside a staff-sabbard. Armband: parrys as shield. Belt: protects wearers as AT I 1, w/a full helm. Gé: +20, of safe returning Shuriken: 12+20, 2x normal range. Collar: x5 PP enhancer also annuls neck criticals 30% of the time.</p>								
Karstia of Mynars	(25)	112	3(45)	Y*	(A/L)*	135rp	190lb	20
<p>Age: (Appears ≈25), Ht/Wt: 5'10", Hair/Eyes/Build: Black w/white streak, statuesque, Dmnr: Confident, mysterious. Race Dyari, Profession: Seer/Loremaster. Stats: St-89; Qu-99; EM-98; In-96; Pr-101; Ag-99; CO-86; Me-97; Re-94; SD-87. AP: 99. PP: 525 (75 x 7) Skill Bonuses: Climb70; Swim30; Ride20; S&HI80; Perc152; Rune80; S&W75; DirS90; Amb +/-5; Acro60; Act80; Diplom78; Fletch64; Seduct70; StarG60; Subdu90; WeathW80. Spells: Base Spell OB: 20. Directed Spell OB: 90 Shock Bolt. Karstia Knows aall Seer md Loremaster Base lists to 25, 8 Open and Closed Mentalist Lists to 20th. Pendant: a delicate gold chain with a luge tear-shaped opal, it is a x7 PP enhancer for Seers, and allows the wearer free use of the Seer Base Mind Visions list to 50th level (must use own PP's, but level is no barrier). It also adds +25 to DB. Crystal Ball: A small orb which ostensibly allows Karstia to summon visions in her role as "Madame Karstia". Actually, it is a communication device to the Loremasters. Boots: Soft black leather boots which allow silent movement, leave no tracks and enable the wearer to climb the most shifting and unstable surfaces with ease. Tunic: Actually more of a coverall, it is a hooded gannent of a neutral grey fabric which has the strange ability to match exactly whatever material it is next to, adding +90 to hiding rolls. In addition, it makes the wearer AT 3. Rapier: +20, of Keron. Long Bow: An Elven Bow, +20 with 20 magical arrows.</p>								
Randæ Terisonen	30	160	1(90)	Y*	N	160bs	120lb	30
<p>Age: ? (Appears ≈25) Eyes: Hazel. Hair: Brown. Build: Slender. Height: 6'7". Race/Sex: Iylar-Northman/M. Skin: Fair. Demeanor: Confused. Profession: Bard. Stats: St-98; Qu-100; Em-89; In-86; Pr-101; Ag-100; Co-99; Me-95; Re-75; SD-87. Will: 50. AP: 98. Skill Bonuses: Climb90; Swim50; Ride86; DTraps80; PLocks120; S&HI130/180; Perc145; Rune70; S&W60; DirS70; Amb15; AMov50; MAST90; Act80; Appr70; AthlG40; Cav35; Cont55; Cook40; Dance70; Diplom120; Fals40; FAid20; Fletch45; For50; Medit90; Music160; PubSp70; Seduct100; Sing145; Subdu60; Track55; Trick70; WeathW35. PP: 360 (90 x 4). Spells: Base Spell OB: 30. Directed Spell OB: 125. Randæ knows All Bardic Base lists and all Loremaster Base to 30th. Also knows <i>Cloaking</i>, <i>Attack Avoidance</i>, <i>Self Healing</i>, <i>Movement</i> and <i>Mind's Door</i> to 20th; <i>Brilliance</i> to 30th. Sword: +25 broadsword <i>Of Slaying</i> Lugröki and Garks, golden blade glows within 300' of either foe. Harp: Lap Harp +20 to all Controlling Songs, continuous Sonic Law 10'R. Highly intelligent. Ring: Gold ring set with an emerald, it casts <i>Invisibility to 1' 3x/day</i>. Earring: Gold earring w/emerald, x4 PP. Longbow: Elven bow, can be fired every round without penalty. Cloak: +50 to hiding.</p>								
<p>Priests Arnak</p>								
Osaran, High Priest Dansart	45	180	11(50)§	Y•	N/A	160bs (see below)	120Netherbolt	35
<p>Age: ? (Appears ≈20), Ht/Wt: 6'4"/190, Hair/Eyes/Build: blond/hazel/slender, Dmnr: Charming/cruel; Race: Iylar; Profession: Sorcerer/Evil High Priest. Stats: St-91; Qu-101; Em-100; In-102; Pr-101; Ag-99; Co-97; Me-95; Re-94; SD-91. AP: 102. Skill Bonuses: Amb ±8; Chan90; Climb80 Perc150; Ride90; Rune110; S&HI100; S&W120. Act120; Admin100; Animal115; Chem50; DemnLr45; Diplom75; Disguis; 80 Ldrshp112; PwrPercep90; PubSp85; RMas90; Seduct120; SenseRealWp; 80 SpellM90; Stra&Tac.95; WeathWatch70. Spells: Base Spell OB: 45. Directed Spell OB: 120 (<i>Netherbolt</i>; <i>Desert Curse</i>). All Base Sorcerer to 30th. Evil Cleric Dark Channels and Curses. All Magician Open and Closed. PP: 3x45 (x8)=1080 Blade of Shadows: A Sorcerer's blade, +30 bastard sword, <i>Of Slaying</i> all foes, wielder cannot be stunned, wielder may "Call the Dark Essænce." By uttering these words, he channels raw Essænce through the sword. The effect is a <i>Nether Bolt</i>, 300' range, 3x hits, all non-evil spells cast on the holder while the sword is drawn must make a RR (at caster's level) vs 50th level. If they fail by more than 50, the caster must make a spell failure roll (otherwise, the spell simply fizzles). Dagger of Elfslaying: +30, if the attacker gains a critical, he rolls an additional Slaying critical, adding +10 for every crit level above an "A." Desert Robes: Wearer is immune to natural hot and cold, casts invisibility 8x per day, adds +100 to hiding, will <i>Deflect</i> and <i>Bladeturn</i> up to 8 missile and melee attacks a day. High Priest Ring: x8 PP Enhancer, allows wearer to cast four <i>Netherbolts</i> 200' each day, Allows wearer to read any written text at 8x normal speed, even if he has never seen the script of the language before, allows the user to speak Dyar, Erlin and Iylar and Arcane tongues with fluency, protects wearer as AT 11 (-50), will summon and control all dogs/hounds/wolves within 100 miles, opens all doors in Tower of Dansart. <i>Controls Weather</i> within 100 miles. § -150 deflect/bladeturn; full helm of bluish steel when in battle.</p>								
Daryen Choy, Prst Thargondaak	11	89	4(20)	N	N/A	90		
<p>Age: ? (appears ≈25), Ht/Wt: 6'8"/185, Hair/Eyes/Build: black/grey/slender, Dmnr: scholarly. Race: Dyar, Profession Scribe/Evil Priest. Act60; Admin45; DemnLr32; Diplom55; Disguis; 40 PwrPercep60; RMas20; Seduct60; SenseRealWp; 22 SpellM33; . St-64; Qu-90; Em-22; In-98; Pr-58; Ag-92; Co-74; Me-86; Re-87; SD-37; Ap-94; Ring: x2 PP Enhancer, cast 3 <i>Firebolts</i> 100'/day, wearer understands any written text in Dyar, Erlin, Iylar, Rhaya, Iruaric, Emer and Shay, wearer speaks Dyar, Erlin and Iylar with fluency, Detects Magic, halves adverse effects of fire and cold, protects as AT 4(-10), very evil. Spells: All base Evil Cleric to 10th, four Open & Closed Channeling.</p>								



RELEVANT MESSENGERS ARNAK & THEIR FAMILIARS

Type/Rank	# Enc	Lvl	Hits	AT(DB)	Shield	Melee OB	Missile OB	MovM
MESSENGERS								
Of Al-Thuul (Lyak)	1-6	10	110	10(25)	Y	115bs	90lcb	20
Steed: Giant Bird. Familiar: River Hawk. Usual Equipment: +15 Broadsword, +10 Light Crossbow, reversible green/blue cloak of Featherfall. Armor is a green quilted cloth which is both lightweight and protective.								
Of Gorath (Yarthraak)	1-6	9	100	14(20)	Y	100wh/90ma	95thstar	15
Steed: Grey Horse. Familiar: Black Gull. Usual Equipment: +10 throwing stars, +10 Warhammer, whale whistle, spiked gauntlets which allow them to strike with their fists as maces.								
Of Ulkaya (Dansart)	1-6	9	100	10(20)	Y	100bs/105MCl	110gé	20
Steed: Plains Horse. Familiar: Desert Owl. Usual Equipment: +10 gé, +15 broadsword, sand-colored cloak and robes designed for desert protection, leather breastplate and greaves, boots of sandrunning, goggles of day/nightvision, clawed gauntlets which allow the user to strike as medium claws.								
Of Chyna'ak (Thargondaak)	1-6	9	95	10(35)	Y	110wh	100gé	20
Steed: Horse. Familiar: Bat. Usual Equipment: +15 Warhammer, +10 gé, reversible forest green/dark blue cloak, belt of invisibility, helm of nondetection (wearer has no 'presence' and cannot be detected by Mentalism).								

Mounts/Familiars

Type	LVL	Rate	Base MM Bonus	Max Pace/ MS/AQ	Speed Crit	Size/ Hits	AT (DB)	AT Attacks	Outlook (IQ)
Of Al-Thuul (Lyak)									
Great Bird	10	140	Dash/40	VF/FA	L/I-	200	4(40)	100HCl/80LPi	Aggres. (AV)
River Hawk	2	100	Dash/30	FA/FA	S/—	25	1(50)	40MCl 100/25SPi	Normal (AA)
Of Gorath (Yarthraak)									
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40)	70Mcr50/60LTs\$/60MBi50 *	Normal (AA)
Gull	2	100	Dash/30	FA/FA	S/—	15	1(50)	0SPi50/10SCL50	
Of Ulkaya (Dansart)									
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40)	70Mcr50/60LTs\$/60MBi50 *	Normal (AV)
Desert Owl	2	100	FSpt/20	FA/FA	S/—	20	1(50)	35SCL 100/10SPi	Inquis (SU)
Of Shaynar (Thargondaak)									
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40)	70Mcr50/60LTs\$/60MBi50 *	Normal (AV)
Black Bat	2	90	Dash/30	VF/VF	S/—	15	1(60)	20Sbi 100	Inquis (SU)

* — Special.

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

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

KEY:

- Shields equal to 20 or 25 of DB. An * means that armor is magical or specially made.
- ** indicates other abilities or items not mentioned. See other sections referring to the specific group.
- Note defensive bonuses include Quickness and shield. Shield references include quality bonuses (e.g. "Y5" means "yes, a +5 shield"). Combatants untrained in a type of weaponry suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.
- Weapon abbreviations follow OBs: ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—hand axe, wh—war hammer, ba—battle axe, wm—war mattock, qs—quarter staff, da—dagger, sp—spear, ml—mounted lance, la—javelin, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light crossbow, hcb—heavy crossbow, bo—bola, ge—gé, ts—throwing star. Animal attacks are abbreviated using codes from *Claw Law*. Many Duranaki utilize the Kynac (lk—the melee 'long kynac', ky—throwing kynac); which uses the rapier table with an additional +20.
- Unless otherwise stated, mounted troops have fully effective OBs when fighting from horse (or Steardan).
- Unless otherwise noted, the OB given for Martial Artists (abbr. 'mar') is for rank four. The letter following indicates skill in either strikes (t) or sweeps and throws (w). If both letters are present, this indicates that he or she is skilled in both.



◆ PART VII ◆

PLACES of INTEREST

During a reception at the Villa Avansir, a conversation heard between the Count of Gryphonburgh and the recently-arrived Hengiis Tharal, Merchant-Baron from Eidolon...

“Welcome to Haalkitaine, Master Tharal! What brings you to our rainy little town?” Gryphonburgh smirked behind a silk handkerchief. Tharal may have money, but he *was* a commoner, after all.

“Thank you, Lord Gryphonburgh!” Hengiis cocked an eyebrow and sipped his Namarian wine—which had no doubt passed through Sel-kai on its way to Haalkitaine, the Tharal family making a hefty profit along the way. “Ahhh... a little business, a little pleasure.”

“Indeed! And which do you prefer — business or pleasure?” The Count raised his voice ever so slightly. *En garde!*

Conversations nearby began to subside as others sought to hear this verbal fencing.

“I suppose that depends on what you consider business... and what you regard as pleasure.” Hengiis held out his goblet and a servant immediately filled it again with amber liquid.

“We Zori of the Rhakhaan noble-born consider *pleah-sure* to be our business!” Gryphonburgh lisped his ‘s’ slightly, a Maglean-family affectation. *Lunge!* He glanced about the room, noting with satisfaction the nods of appreciation for his wit.

“So I have gathered. It amazes me that some people appear to know no business *but* pleasure.” *Riposte!* A few *ooohs* and *ahhhs* could be heard from the growing audience. The wealthy merchant was beginning to enjoy himself as well.

“And sadly,” Gryphonburgh huffed with a flip of his kerchief, “Some seem determined to make pleasure seem like a business.” A glancing blow. The *ooooohs*, however, grew longer and more widespread. Some nearby glanced at each other with apprehension. The conversation was becoming heated.

Tharal smiled coolly. “In Eidolon, we think of business *as* our pleasure.” *Attack!* The chorus gasped almost as one.

“Then you find pleasure in business, yet now this pleasure has begun to *seem* like a business!” Gryphonburgh retorted. Then he turned on his heel and stalked away. *Parry, retreat!*

“My pleasure!” Tharal bowed very slightly to the Count’s back, raising his glass. *Coup de grâce!* Muffled applause from the assembled white velvet-gloved hands.



1•THE HAALKITAINÉ LIBRARY & GALLERIES

Rebuilt from the ground up after the Wars, the new library was designed to accommodate a gallery and map room, and even an observatory. One enters through a courtyard surrounded by a colonnade, into a great atrium, surrounded by four floors of balconies, each filled with shelves of books or rack of scrolls (many 'books' are actually single, long scrolls of paper, parchment, or papyrus).

Twin stairways allow access to

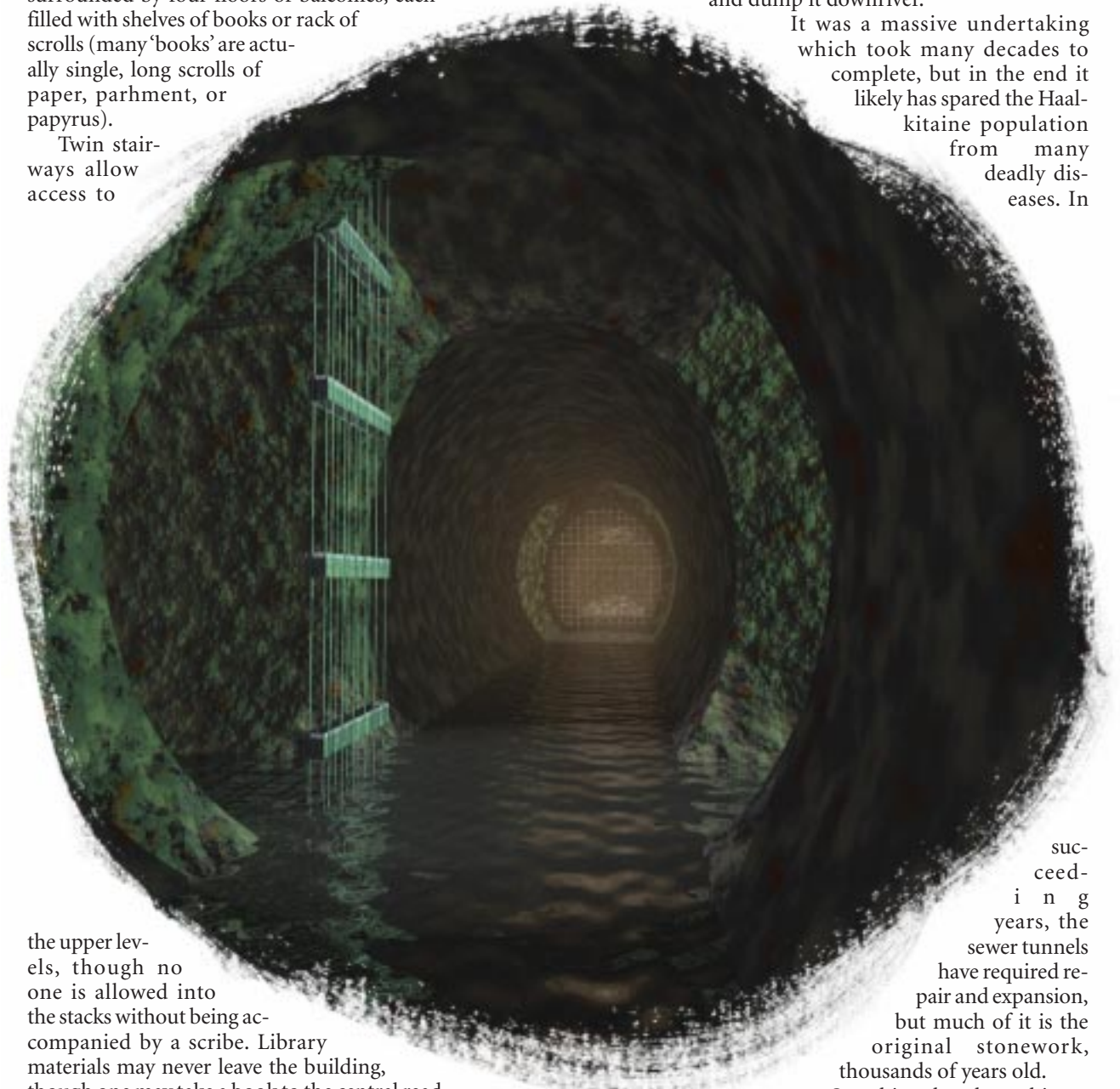
the upper levels, though no one is allowed into the stacks without being accompanied by a scribe. Library materials may never leave the building, though one may take a book to the central reading area and copy passages if desired — or there is a copying service... for a fee of 1gp per page.

The galleries are open to the public; there are attendants nearby at all times.

2•THE SEWERS

As has been noted elsewhere, Haalkitaine has been at least partially rebuilt many times its long history, but by far the most extensive was during the years after the Wars of Dominion. It was at this time that the King's architects decided to construct an extensive underground sewer system to carry excess rainwater and the city's refuse away and dump it downriver.

It was a massive undertaking which took many decades to complete, but in the end it likely has spared the Haalkitaine population from many deadly diseases. In



succeeding years, the sewer tunnels have required repair and expansion, but much of it is the original stonework, thousands of years old.

One thing that the architects discovered was that Haalkitaine was not the first city built on this rocky hill. Workers found evidence of very old buried ruins, shafts plunging deep underground, and interconnecting tunnels. Aware that news

A Sewer Tunnel

Note the grating ahead, and ladder in disrepair



of these ancient ways might delay their work, they decided to simply seal off the old tunnels whenever they encountered them. They denied rumors of a haunted necropolis under the city, even after several stonecutters vanished without trace.

The sewers were completed, and all entrances to the tunnels below were closed. Stories of tombs have been all but forgotten with the passage of time.

THE SEWAGE SYSTEM

At least one sewage tunnel runs under every road and larger alley. Most of the villas and public buildings have a pipe running under them as well. Large avenues have a tunnel running under each side. The depth beneath the surface varies, but most are between ten and thirty feet down. Deeper ones are accessed by shafts leading to drains and gutters along the street-edge. In most areas, garbage and waste is simply dumped in the gutters, and it is soon washed down the drains by the frequent rainfall.

Access: Within the city, most of the curb drains are covered by iron or stone grates and are too small to enter. Scattered about the streets are stone lids which cover the service entries. Beneath each heavy lid is a four-foot diameter vertical shaft with iron ladder-rungs set in the side. These shafts lead down into the tunnels.

Outside of the city there are several concealed tunnels, exiting onto the river, all blocked by heavy iron bars spaced far enough to allow garbage to exit but too close to let a human slip in. Water and refuse is constantly pouring out of these into the river.

Tunnels: these are not level; all slope gently down towards the exit drains, for the most part in a westward direction. Tunnel size varies between a claustrophobic five feet high by four wide, to a spacious eight feet in height and six wide. All are oval in cross-section, the older ones constructed of skillfully set stone blocks of impressive size, so precisely hewn so as to require no mortar. More recent construction is made with smaller stones using concrete mortar; interestingly it is this more 'modern' construction which is in a poorer state of repair. The sewers also do not exist on one level: there are at least three levels of tunnels, with interconnecting shafts and sloping ways. No complete map of these dank avenues exists today, though many incomplete or erroneous maps circulate.

The water level in the tunnels can vary from a few inches in depth in the eastern areas during a dry spell (during these times the stench is particularly sickening), to two-thirds or more full of churning water after heavy rains.

Located at key points all through the labyrinthine ways are locked iron gates. Their purpose: to deter lurkers (human and otherwise) and as security for the city in case outside attackers try to enter through the sewers.

Chambers: The purpose of these domed juncture-rooms is not clear to the contemporary observer, but there are many of varying size throughout the sewer network. All date from the earliest sewer construction.

Denizens of the Sewers

While one can wander for hours through these dank warrens without encountering anything more threatening than a few squeaking rats and an overpowering smell, there are some dangerous things residing here. Some are merely dangerous animals, while others are demonic or enchanted beasts which have escaped from the Ash Lairs. The GM should keep in mind the possibility of infection, the unbearable smell, swarms of rats, giant spiders, Klybe Leeches, blood worms, and possibly worse.

3•THE CATACOMBS

As noted earlier, these corridors and chambers pre-date Haalkitain, meaning they must have been excavated before the dawn of the Second Era of Ire, during the Interregnum. The consensus among most Loremaster archaeologists is that this burial complex is the legacy of a Wōrim colony, but this conclusion is not without its flaws. There are artifacts indicating Jinteni and even perhaps Taranian influences, as well as writings and objects which cannot be linked to any known Interregnum civilization.

While there may be treasures aplenty in this warren of tunnels and tombs, few have ever ventured down here. In fact, the average citizen would likely laugh and tell you that the wild tales of an ancient tomb complex are the stuff of children's stories: surely exaggeration or a total fiction. Some lost worker probably stumbled into an older section of the sewers and thought he saw a ghost.

However, the catacombs are very real, as the Emperor and a handful of Loremasters know very well — and would deny. The latter hold maps of the catacombs, fragmentary and at times contradictory though they are. The Emperor knows a single route through the catacombs, one which connects to the Royal Mausoleums up in the hills. It was along this path that the Empress Ajkara escaped, emerging from a secret entrance west of the city. She lost the Phoenix Pendant near there and vanished from history.

The catacombs are indeed mainly of Wōrim construction, though there were additions by the Jinteni and Taranians. In a few instances the Taranians displaced the original occupants of some tombs and enshrined their own dead there. With their dead — among other treasures — they have placed a few *N'ng* artifacts.

Finally, here are also items included in a few early tombs originating with two cultures unknown even to the Loremasters: the *Viziayri* and the *Kænu*, people who flourished on the eastern hemisphere during the Interregnum. The Loremasters possess a handful of *Kænu* artifacts but are unaware of their origins.

Access: There are several places in the sewer tunnels where the stonework has given way to an open space beyond. These spaces were created by water movement and settling which eroded the earth and so the support for the tunnel. Some of these tunnels lead nowhere, but a few slope steeply down to join more caverns which have intruded into the catacombs. These passages are treacherous; usually there is at least some water flowing through them and they are more earth and mud than stone: care-



less spelunkers could cause a mudslide and find themselves entombed with the original residents.

Corridors: Most of the tunnels correspond to the usual Wōrim trapezoidal profile with periodic buttresses of a grey stone. Some sections were cut from solid granite, but where there was only earth the halls were faced with granite slabs. It is these areas — mostly to the west — that have deteriorated the most. There are many caves caused by water seepage from the sewers; some have opened cracks between the two networks while some have shifted or even completely blocked corridors.

Also typical of the Wōrim, there is little decoration or engraved writing; the stone cutting is precise and starkly angular. The only apparent written records are etched on the oval metal canisters which hold the bodies — and those are the as-yet undeciphered dot patterns believed to be the Wōrim written language.

Lesser Tombs

Lady Myshōkki was apparently a priestess of the Wōrim, while Utygaán is a Jinteni and Dahshara a Tara-

nian placed in a Wōrim tomb. The original Wōrim lord's body is hidden in a chest inside a panel in the wall. Restoring him to his casket will grant the PCs a gift: his wraith spirit appears and thanks them, and he tells them he will come to their rescue and fight for them once at their request.

Greater Tombs

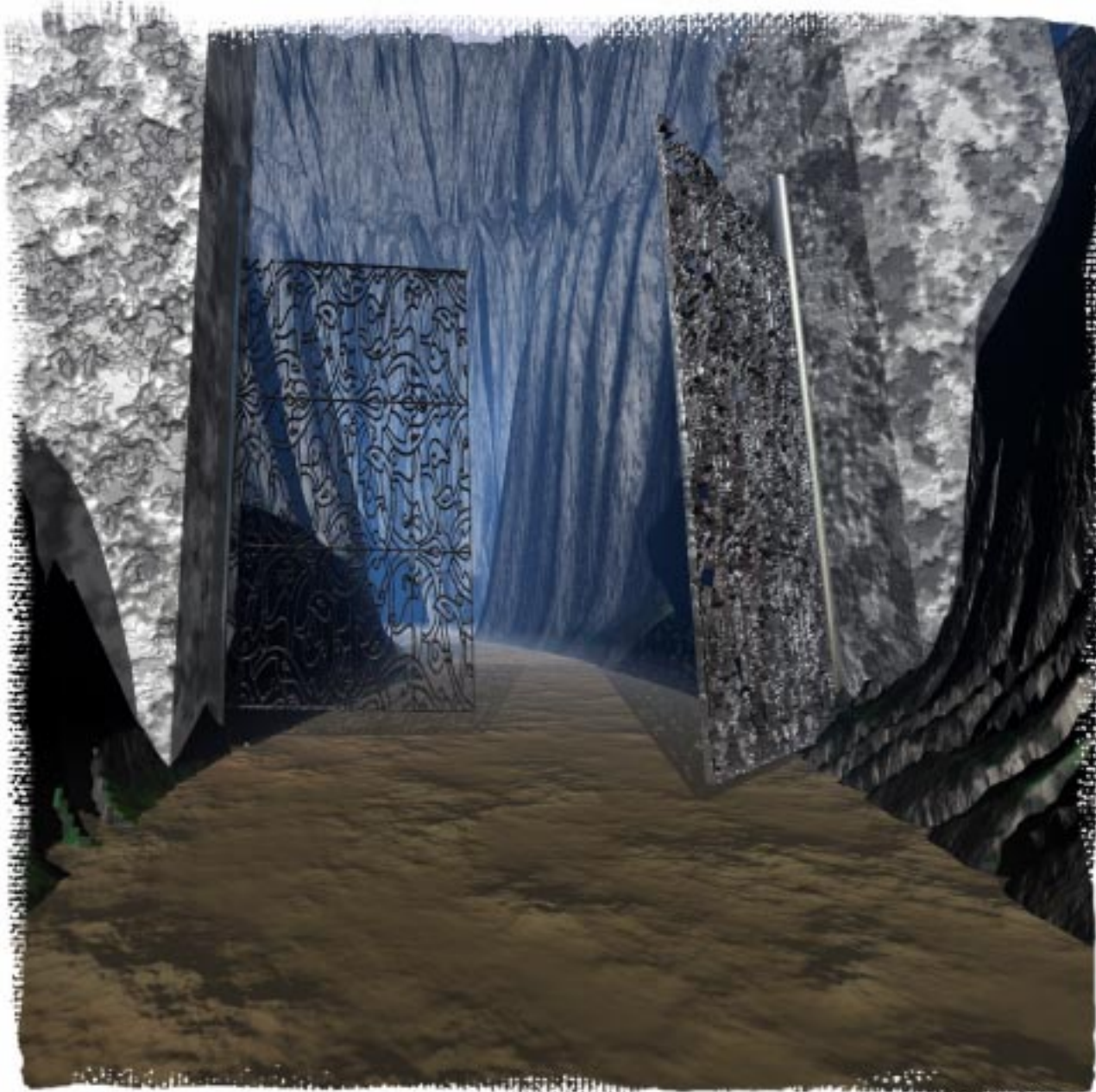
Two Wōrim lords will rise up if their tombs are disturbed. Each is a powerful, merciless Lich: Asharōka the Sorcerer and Tôgarian the Warrior-Mage

Other Denizens of the Catacombs

These undead were servants of Jinteni and Taranian lords who were traditionally killed and buried with their master. Many of them did not go willingly, and had to be put to death. Others committed suicide as they were told and now walk as unhappy souls. Revenants, Skeletons and Wights will wander the corridors.:



An Unfortunate Encounter in the Catacombs



Ajkará's Gate

Up a path behind the Palace. Beyond is the Tombs Entrance

4•BEYOND THE CATACOMBS

Apparently even the Wörim were not the first to carve their mark into the reluctantly yielding rock of the Grey Mountains. At the end of a north-heading passage is a large stone door, sealed and obviously not intended to be opened, yet a door nevertheless. The determined and resourceful will find beyond this granite barrier a staircase of some five hundred steps leading down to a large chamber — perhaps natural in origin but skillfully altered.

There is a large doorway to the north, partially blocked with rubble but otherwise unguarded. Towards the southwest is a tunnel which seems to have been bored through the solid rock like a giant drill. At the end, some fifty feet

beyond, is an eog wall with a smooth door of some metal unknown to any Kulthean alchemist.

The north doorway: This leads to a long sloping passageway descending deep beneath the earth to a vast cavern. This is an ancient crossroads, knowledge of whoever built it is long lost. There are passages leading north, south, east and west. The south and east ways are blocked by (apparent) cave-ins, the west and north ways lead down to the *Ash Lairs*.

The Southwest Door: This is a device of the Taranians at the peak of their technological knowledge: it is an entrance to their subshuttle system: a network of tunnels and extremely fast vehicles which spanned the globe.



While the Taranians are long gone, the tunnels survive — and there are a few shuttle cars still operational. Unfortunately for the PCs, they have nothing that could open such a door at this time. More will be revealed at a later opportunity.

5•THE ASH LAIRS

Beneath even the works of the *Earthwardens*, deep within the stone where the earth grows hot lie the *Ash Lairs*. Cavernous chambers and twisting tunnels formed by liquid rock, these natural cavities are the home of beasts who have never glimpsed the sun. They are also the refuge of unspeakable minions of evil: scattered survivors of the Wars of Dominion and their spawn.

The Ash Lairs offer great danger — and some opportunity. While there is little of value in these fiery depths, there are passages which literally connect every land mass on the planet to every other. Unfortunately, in addition to being inherently inhospitable due to the heat, lack of water, and the sulfuric fumes, the ash lairs are populated with a large and varied collection of cruel, evil, and ravenous creatures. In particular: Doombringers, Sixth Pale Demons, and hordes of Goblins.

6•THE ROYAL TOMBS

Behind the palace, through a cleft in the hills and a wrought steel barrier now called *Ajkara's Gate*, climb the steps until you reach the entrance to the Tombs of the Emperors. Within are the mausoleums of long-dead kings — and passages designed for the living as well.

7•VILLAS OF THE PEERAGE

On the following pages of this section you will find plans of selected villas of the Rhakhaan Peerage. Keep in mind that these structures are lavishly appointed — and honeycombed with secret passage-ways. The knowledgeable resident could make his way from any one room to any other. The novice, stumbling into the hidden passages, may find himself hopelessly lost...

8•THE IMPERIAL PALACE

Haalkitaine Palace is a cheerless, imposing structure on the outside (though a bit more hospitable on the inside). Built of huge granite blocks, it is a maze-like jumble of towers, parapets, echoing halls, drafty chambers and twisting stairways. It stands against the steep flanks of the Grey Mountains, with the city sprawling out in the other three directions.



*Entrance to the Imperial Tombs
Pen and Sepia wash by Randæ Terisonen*



Architectural
Plans & Sketches

-of-

Buildings of Note

-in-

Haalkitaine

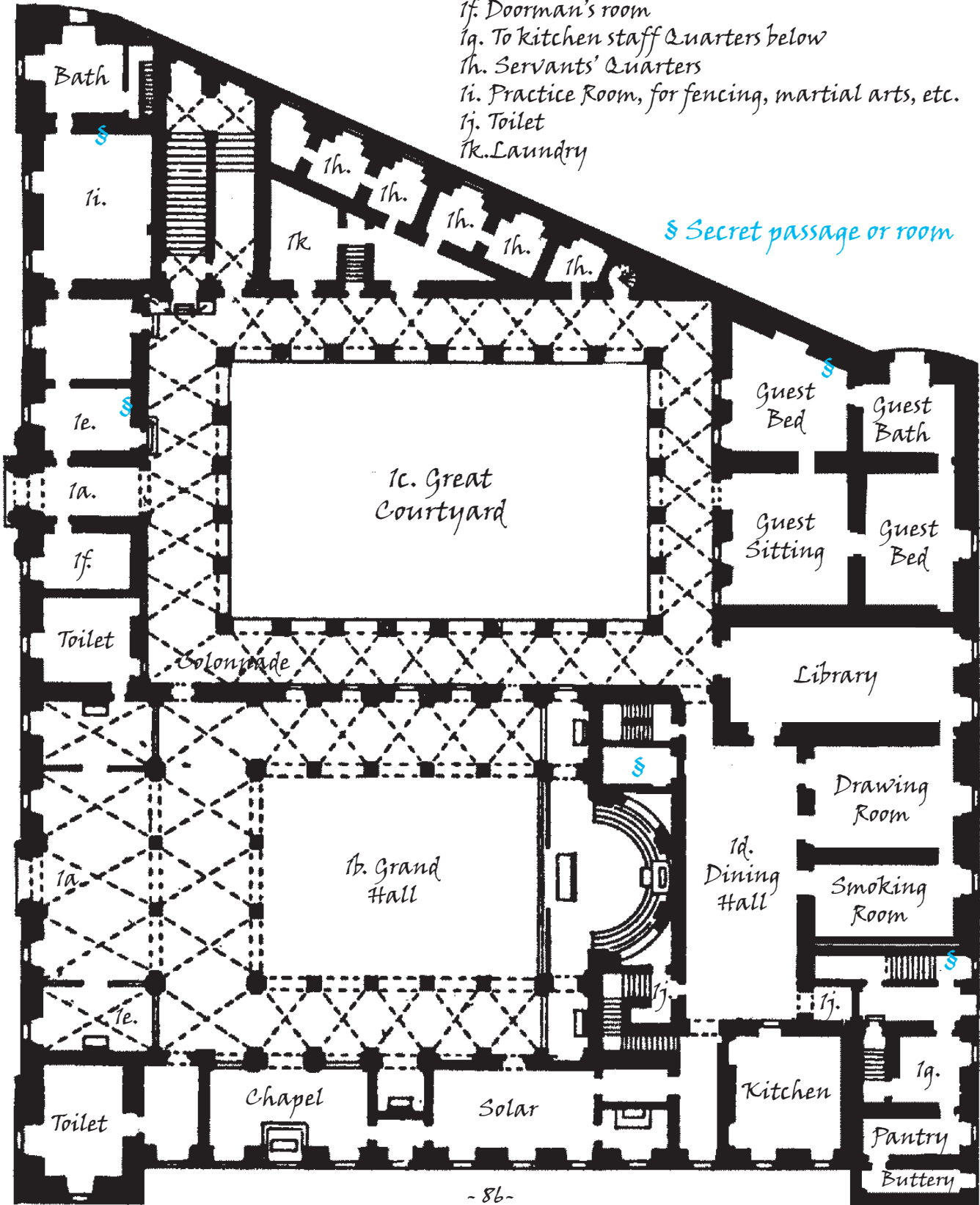
Prevan Villa

- Ground Floor -



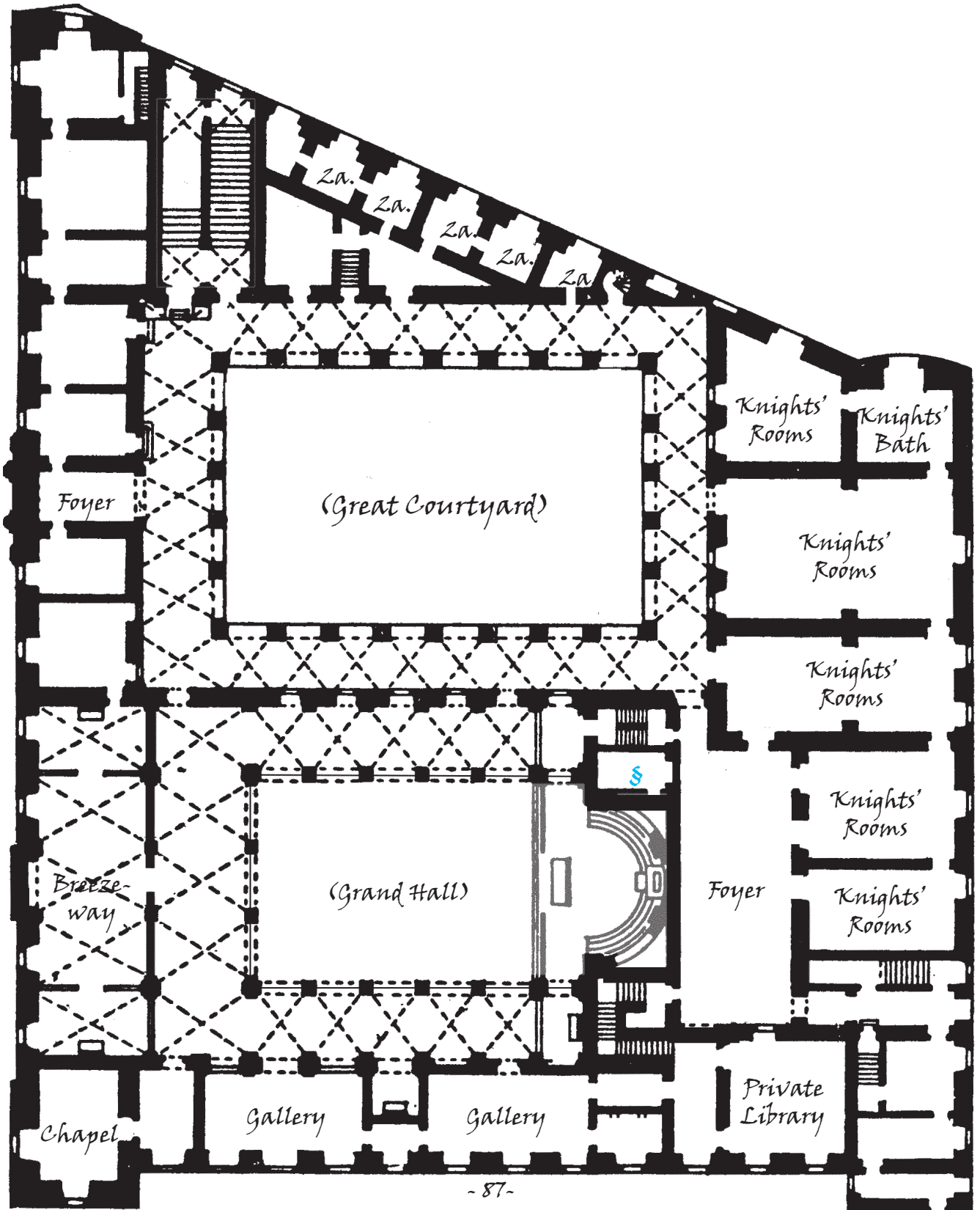
- 1a. Entry Foyer
- 1c. This court is open to the sky, with a colonnade running the perimeter on all 3 floors
- 1b. Covered by a glass roof; this hall is for large banquets, balls, and performances
- 1d. For smaller gatherings
- 1e. Cloakroom
- 1f. Doorman's room
- 1g. To kitchen staff Quarters below
- 1h. Servants' Quarters
- 1i. Practice Room, for fencing, martial arts, etc.
- 1j. Toilet
- 1k. Laundry

§ Secret passage or room

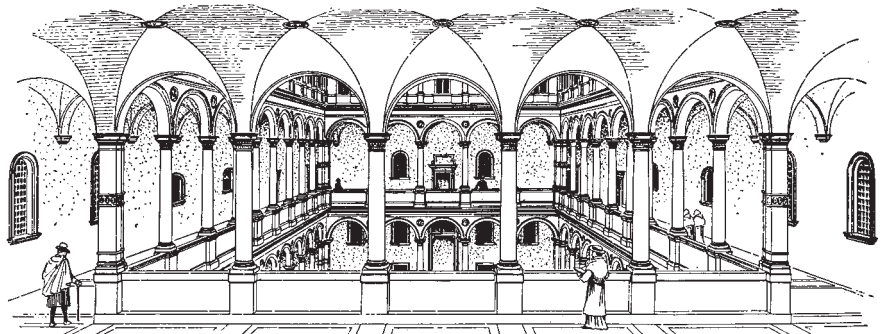


Prevan Villa

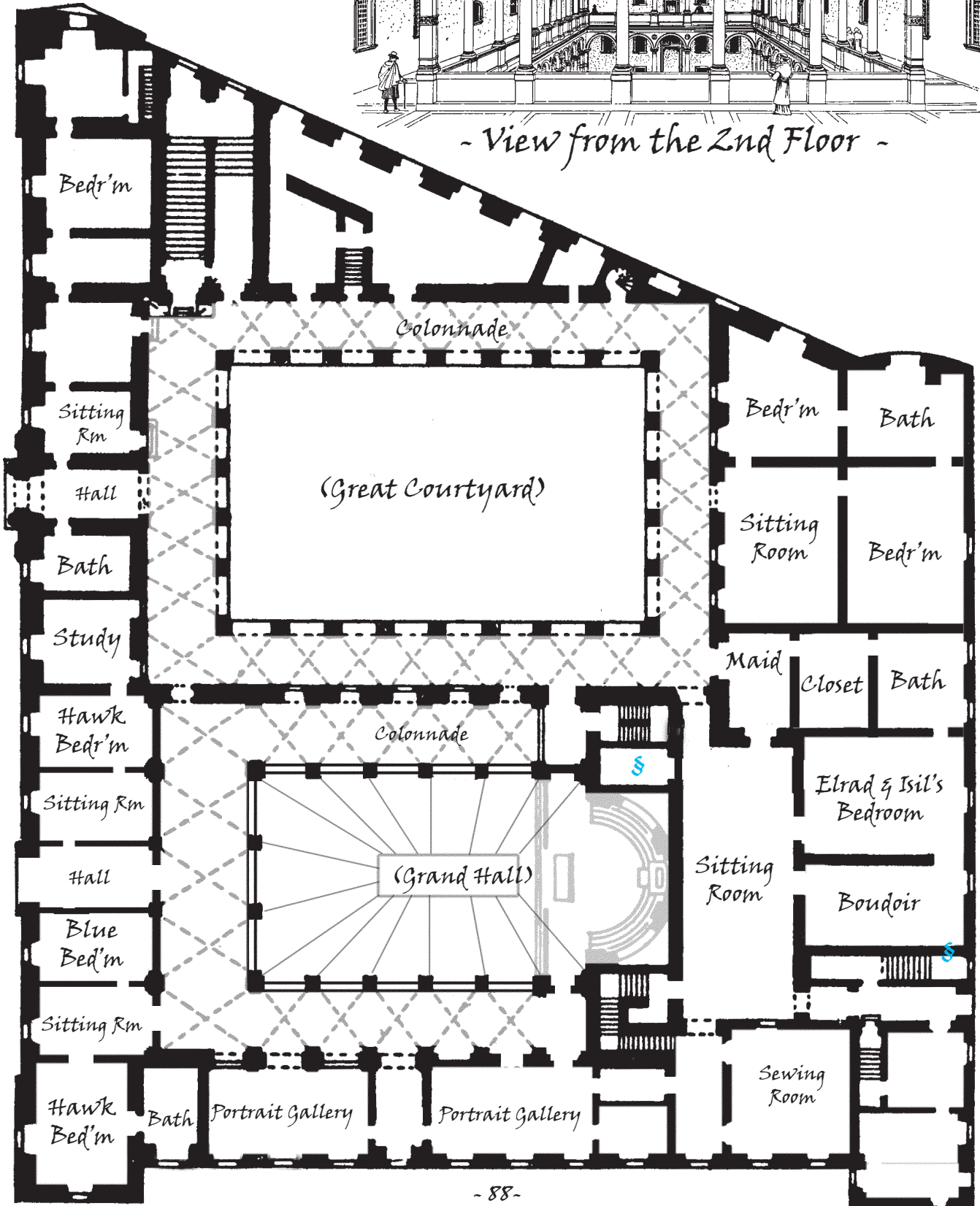
- Second Floor -

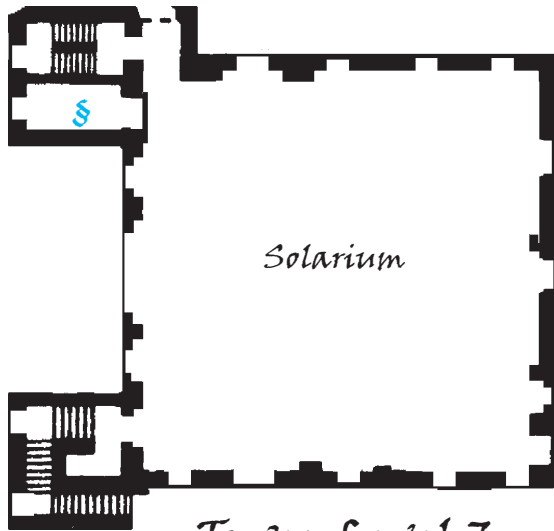


Prevan Villa
 - Third Floor -

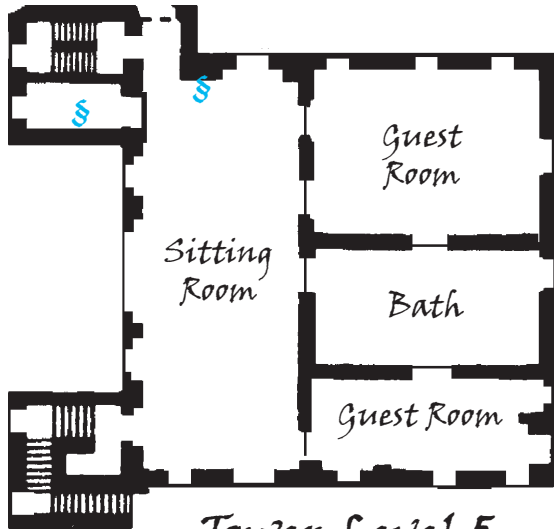


- View from the 2nd Floor -

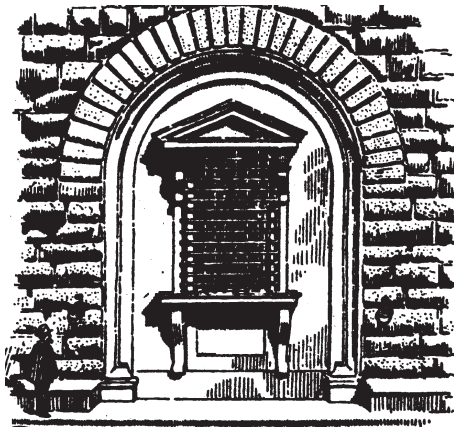




- Tower-Level 7 -



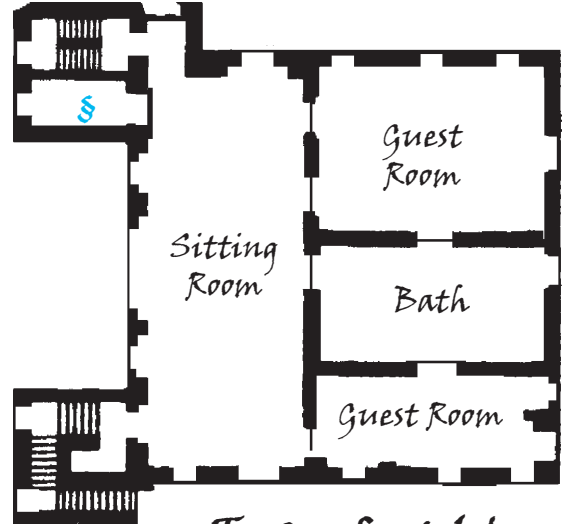
- Tower-Level 5 -



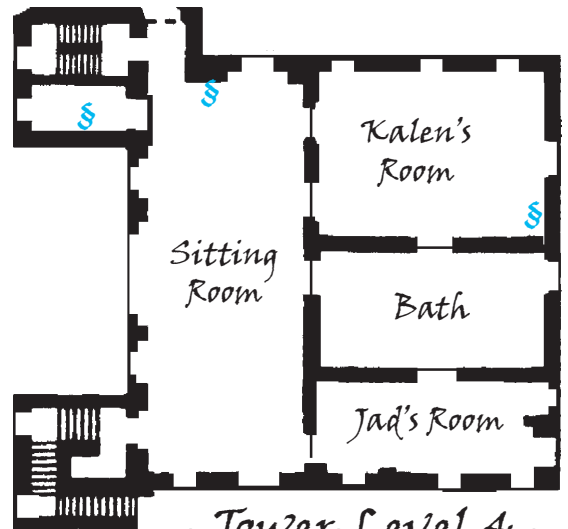
- Window Detail -

Prevan Villa

- Tower -



- Tower-Level 6 -

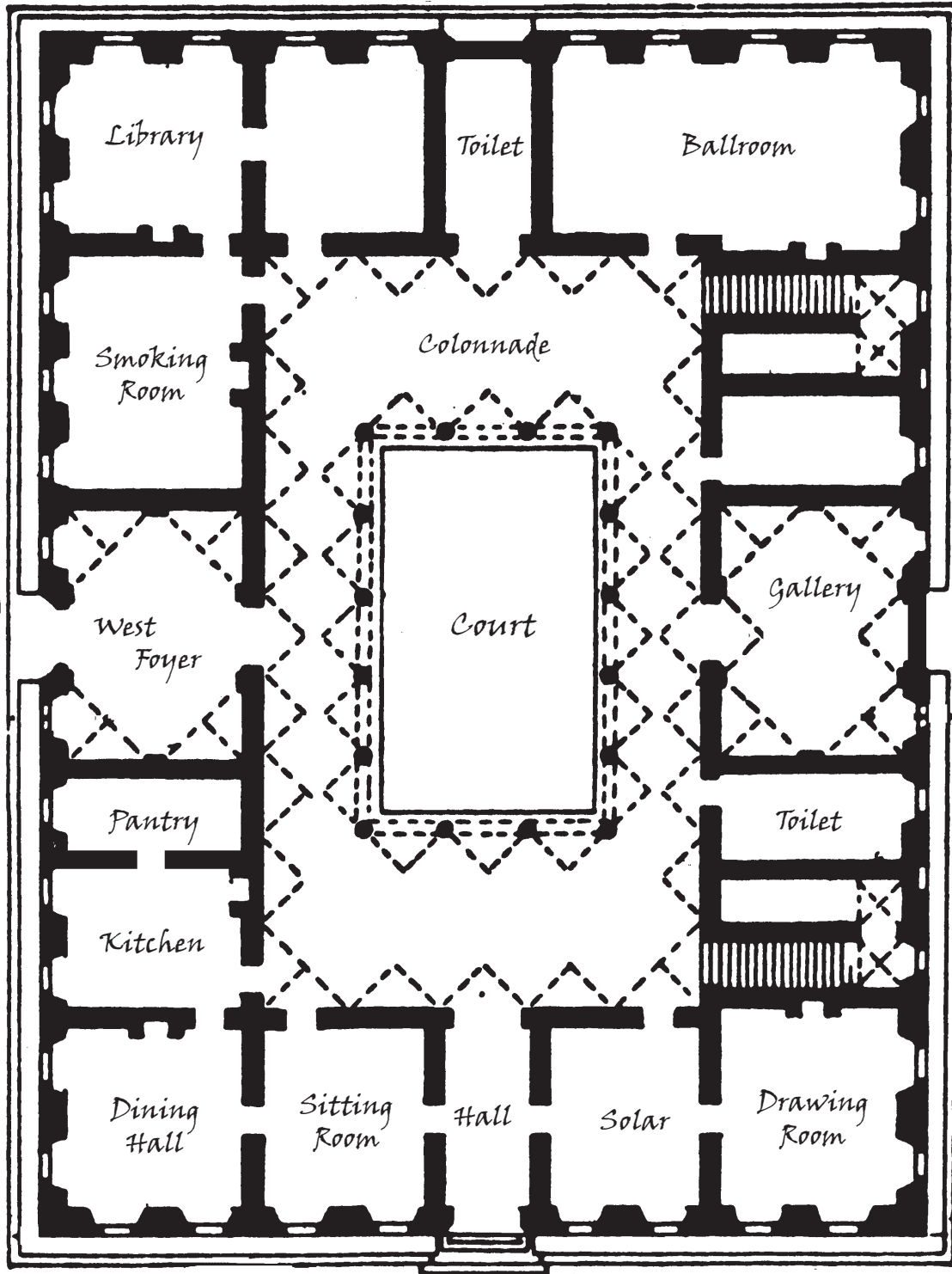


- Tower-Level 4 -



Jærnagh Villa

- Level 1 -



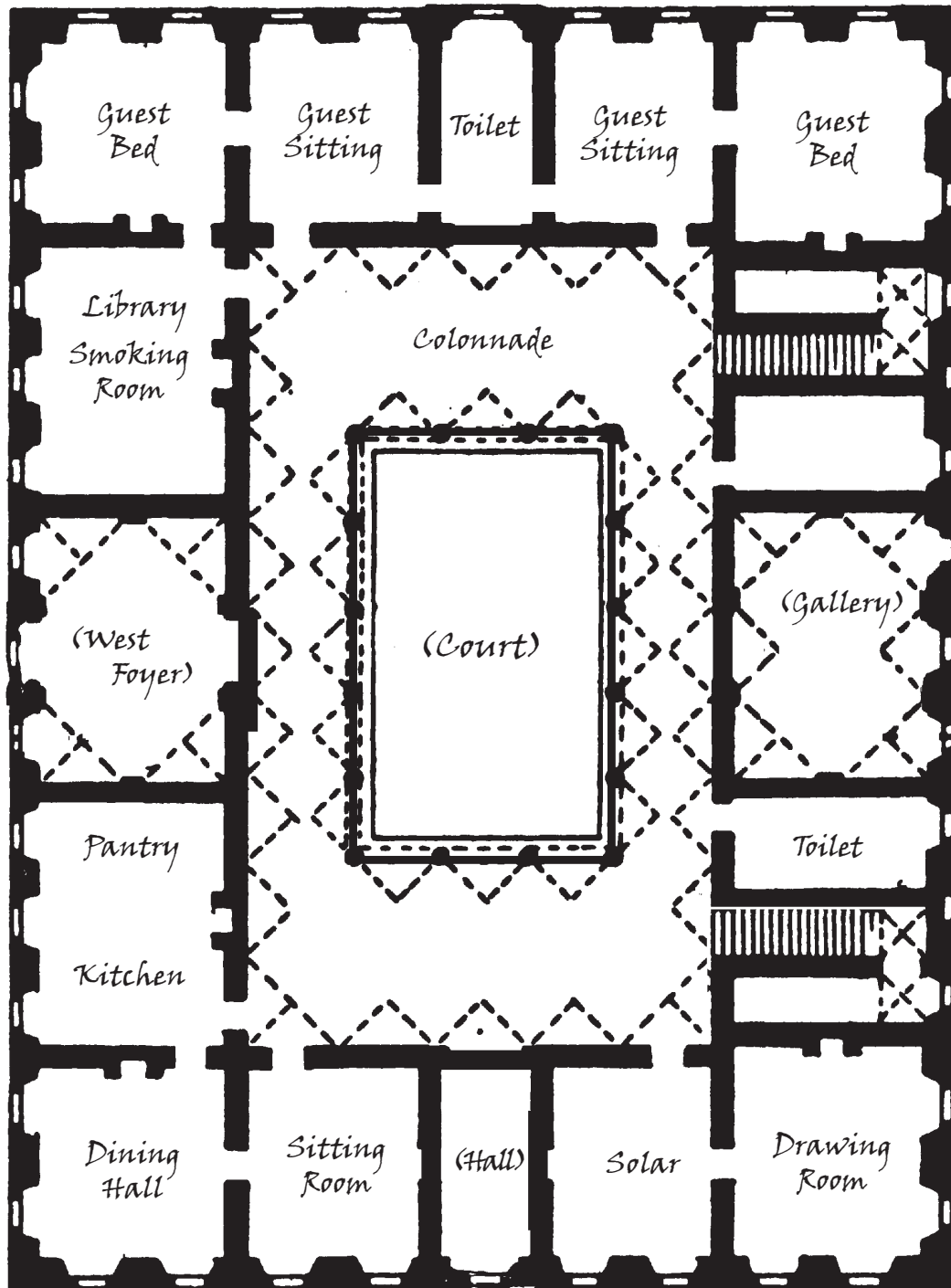
§ Secret passage or room



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Jærnagh Villa

- Level 2 -

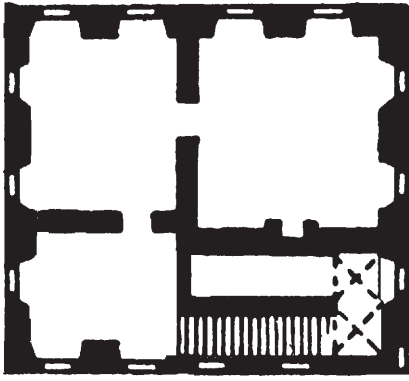


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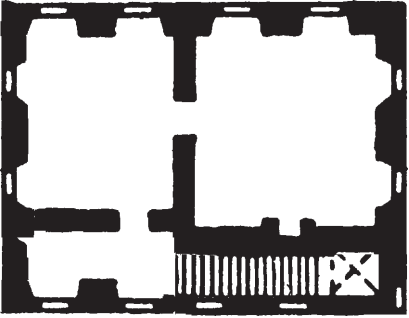


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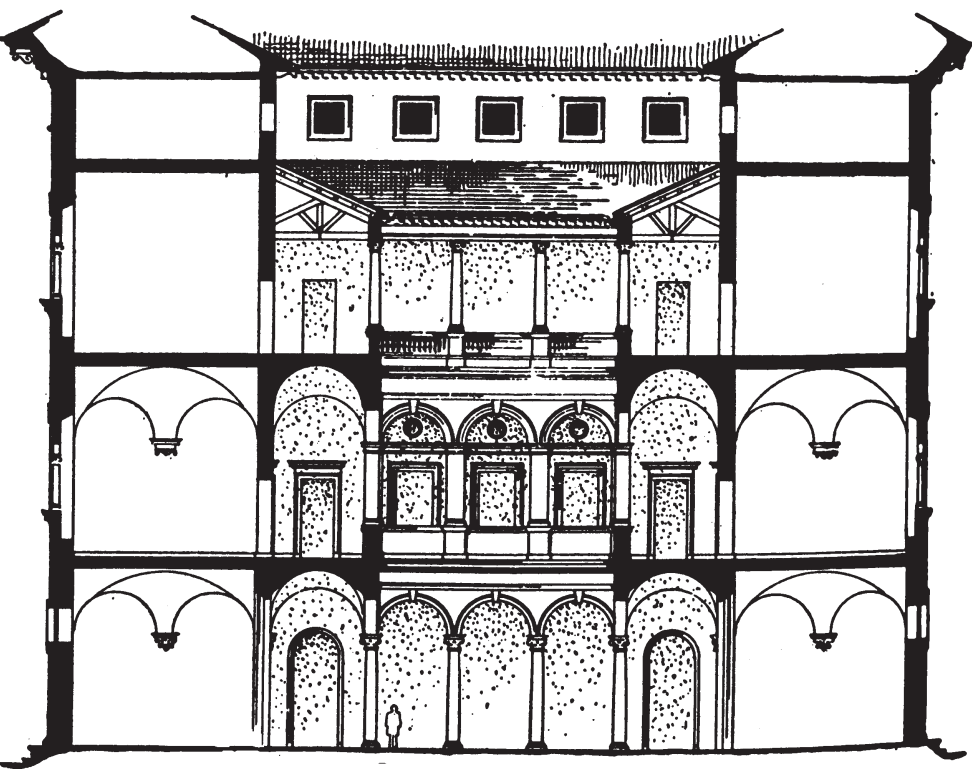
Jærnagh Villa
- Tower & Section -



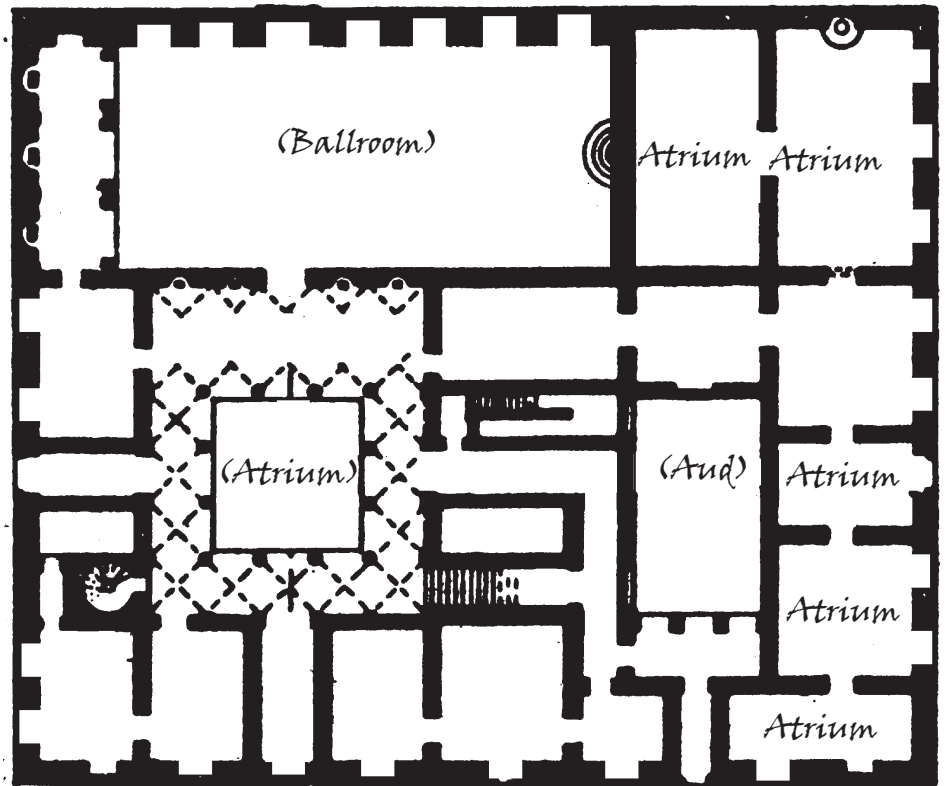
Tower level 7



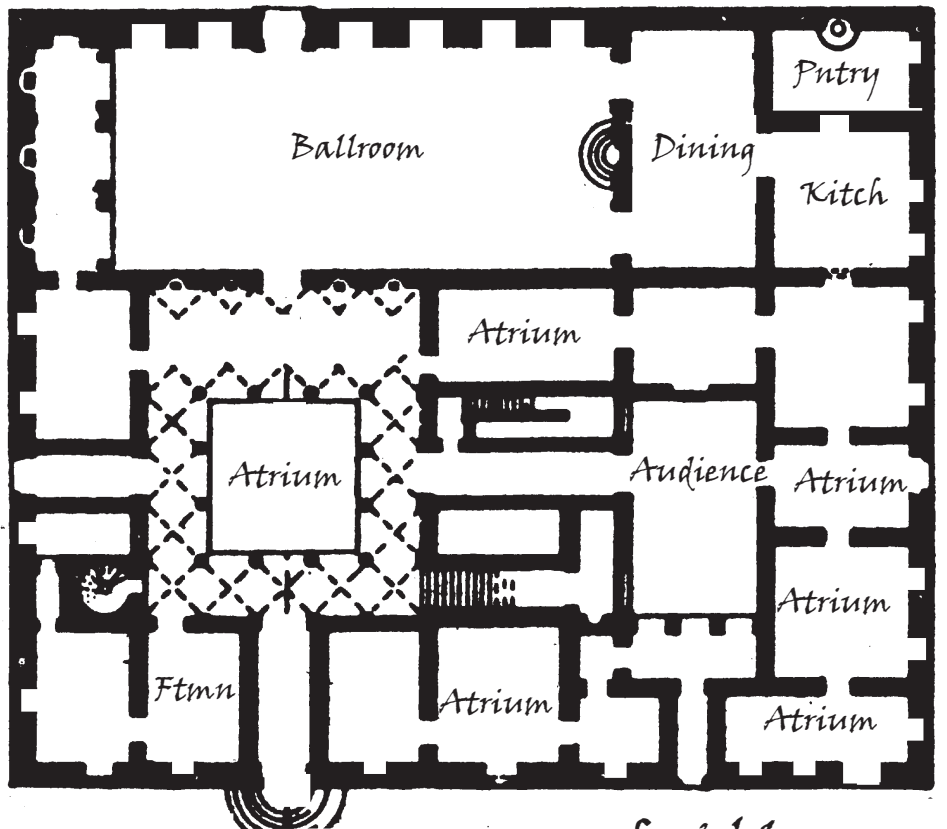
Tower level 4



Orgosia
Villa



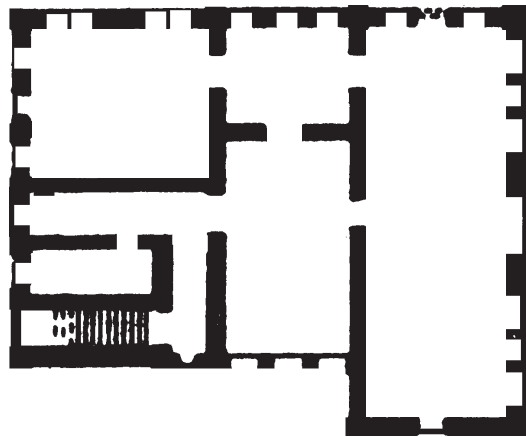
- Level 2 -



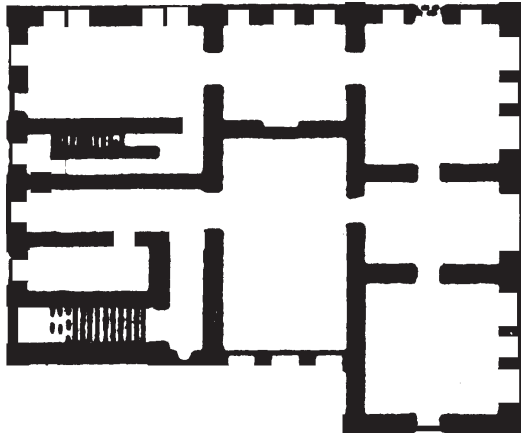
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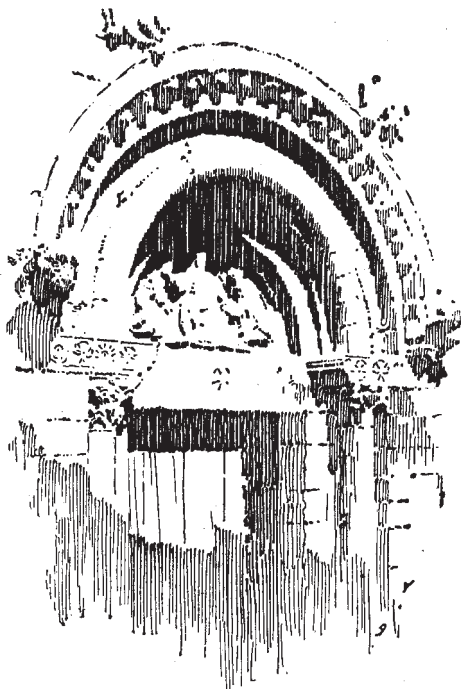
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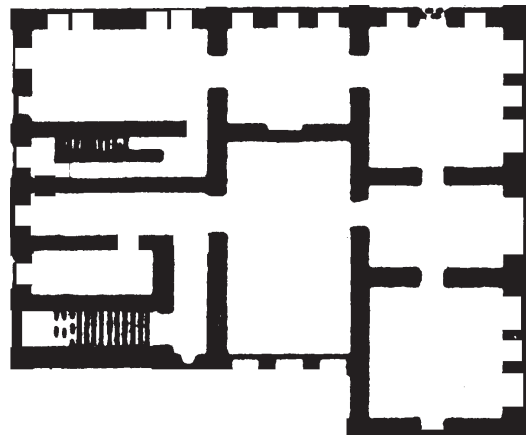
- Tower Level 5 -



- Tower Level 4 -

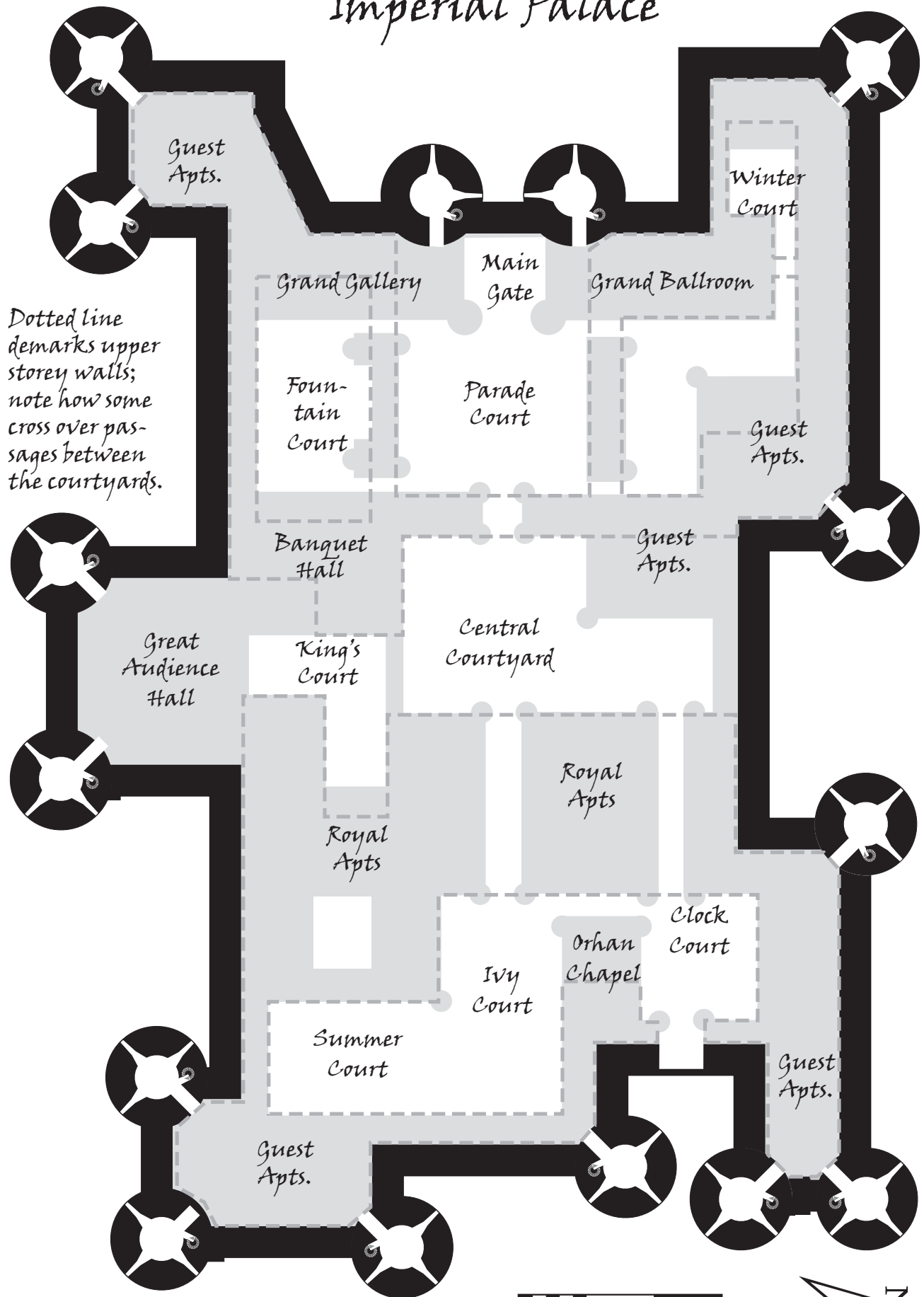


- Doorway Arch Detail -

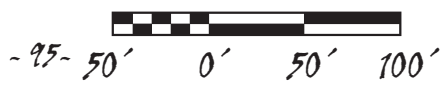


- Tower Level 3 -

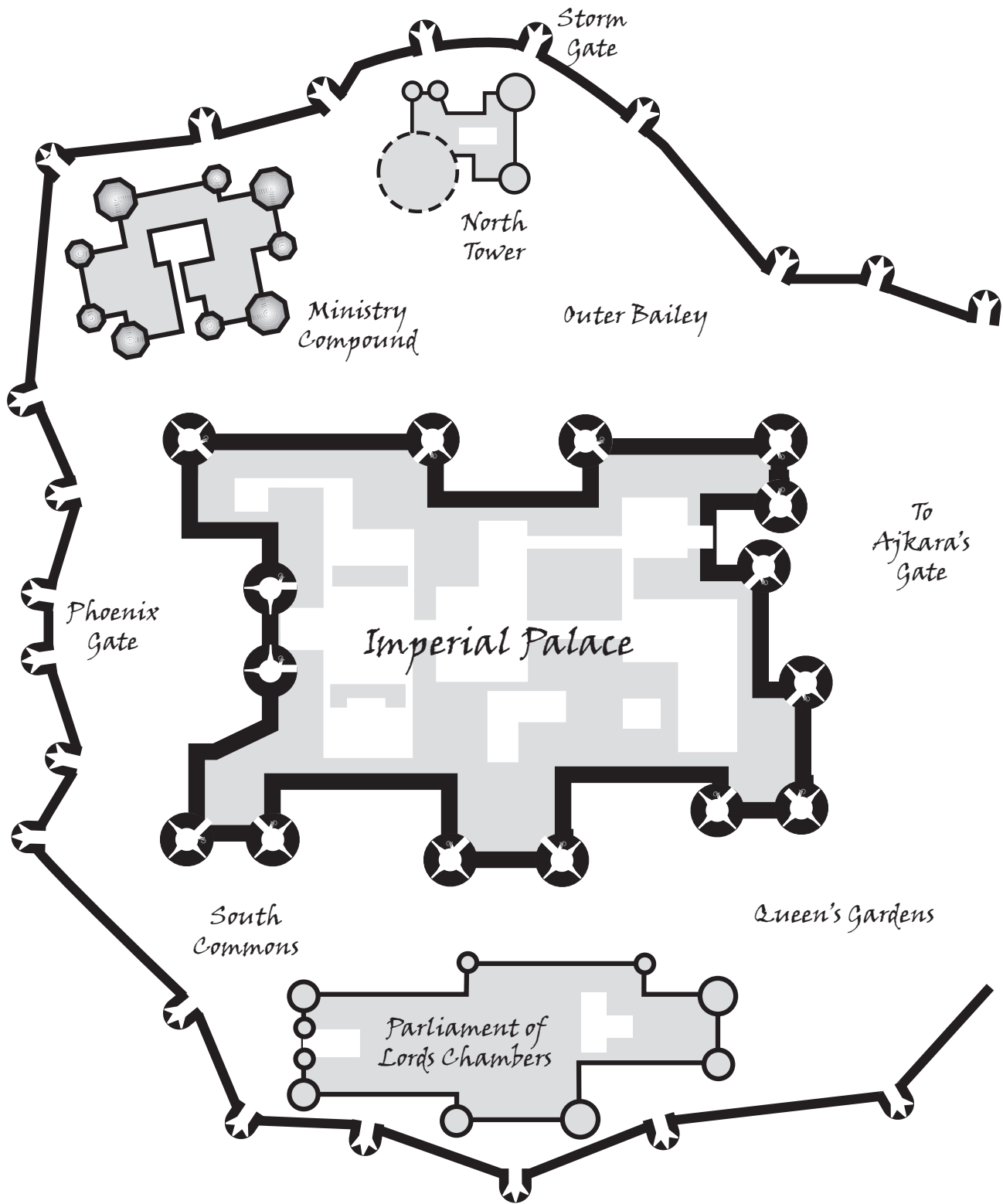
Imperial Palace



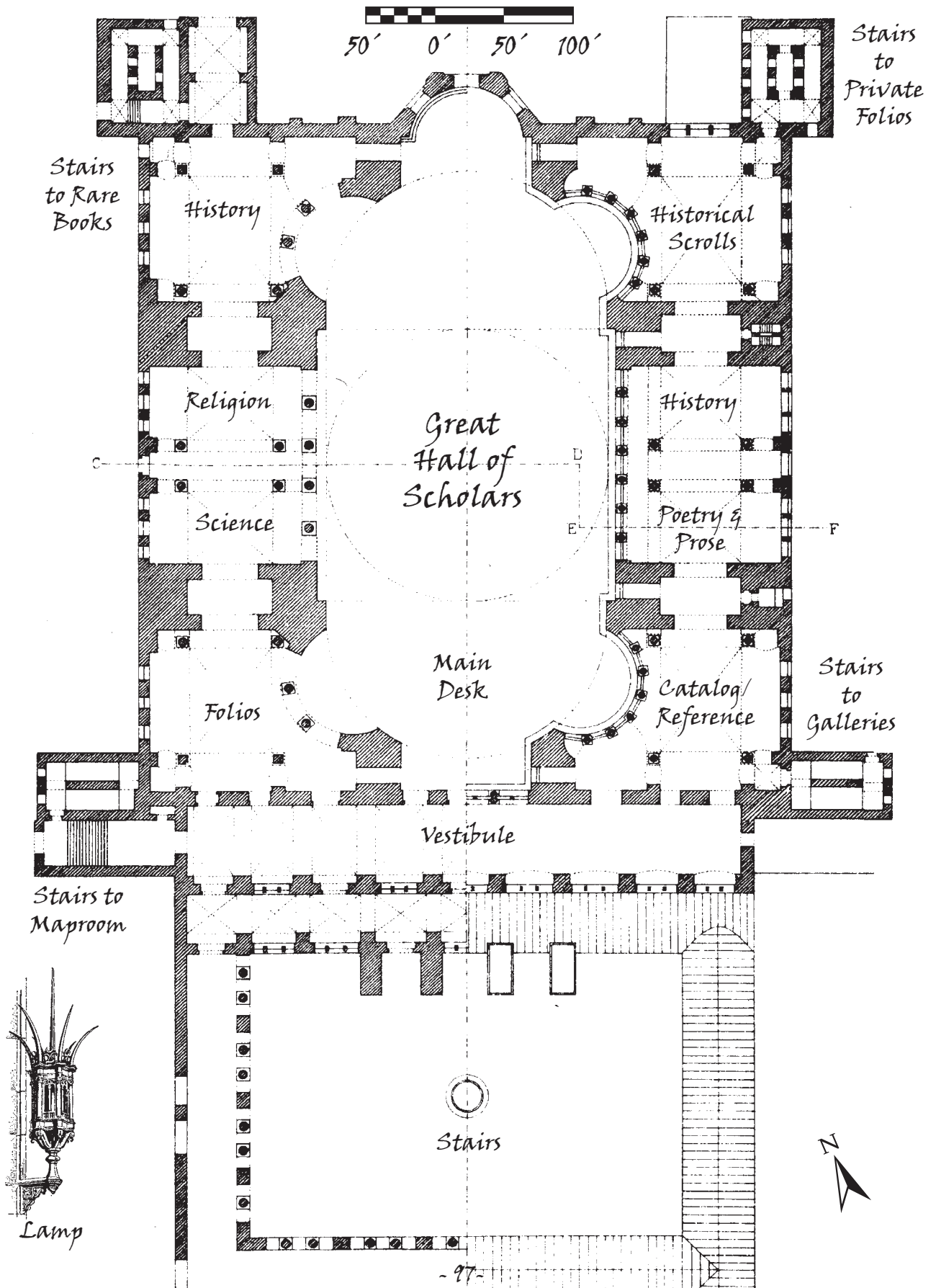
Dotted line demarks upper storey walls; note how some cross over passages between the courtyards.

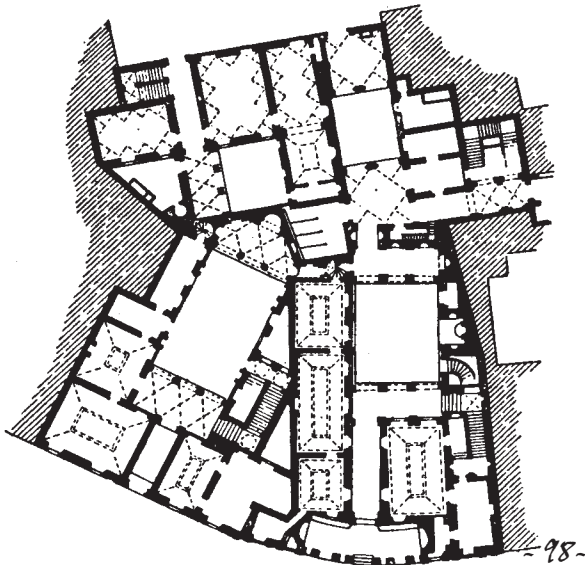
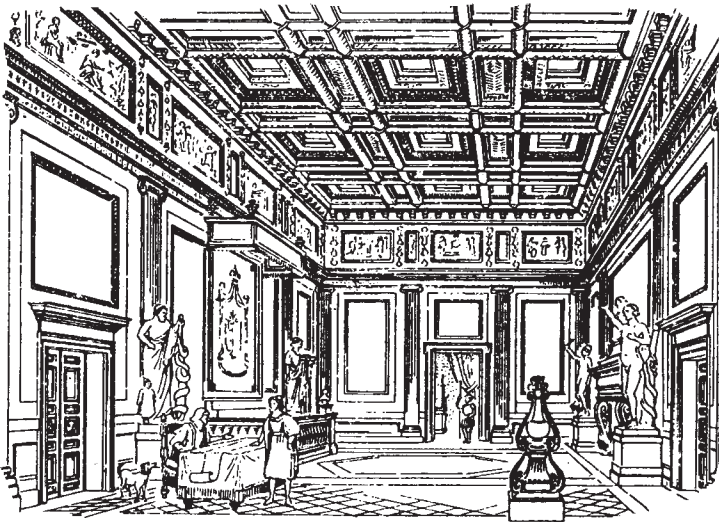


High City (Palace Compound)



Haalkitaine Royal Library & Gallery





A Villa
Of medium size, perhaps
converted into a guesthouse



⊕ PART VIII ⊕

CITY GUIDE

Of course, it was raining.

Above Haalkitaine City the sky was flat and grey, a dirty ceiling dripping sooty water onto a filthy city. At the center of this sprawling mass of black stone towered the Imperial Palace compound; Ren caught glimpses of its towers as he wound his way up along narrow streets towards the enclosure. The palace was like a mirage, though: the distance deceptively great though it seemed to loom over every intersection. The mist only added to the insubstantial appearance of the structure.

It began to rain harder. Ren pulled his hood over his head, scowling unconsciously at the weather.

They say it always rains in Haalkitaine...

A beggar—a short old man wrapped in burlap and wearing no shoes—staggered out of an alley and held out a deformed hand. “Got a copper for a poor old man?” He asked in broken Shay, exposing a few rotten teeth. He reeked of urine. Ren handed him a silver crown, a coin worth a hundred coppers. “Oh, thank you sir!” The man trembled with amazement. “If there’s anything I can do for you—”

“Yes: tell me the shortest route to the Palace.”

The man’s eyes went wide and his mouth formed an unvoiced gasp. “I thought you looked like royalty, sir!” Then he seemed to notice Ren’s upswept, slightly pointed ears for the first time. “An Elven Lord you must be! I beg your pardon! Turn left there by the vegetable cart, then the second right, then up the lift. You’ll be on the Starlight Avenue, straight east to the Phoenix Gate.”

“Thank you.” Ren turned to go as the man groveled.

Yet Ren Thraysk was in no hurry to get to the Palace. There (no doubt) waited fawning aristocrats, haughty bureaucrats and surly, dull-witted, inbred royalty. Most either mistrusted people like Ren or feared them, or simply tried to dismiss them as irrelevant—most of the time. When there was the rare problem that no king could dispose of with an execution order or a well-equipped army, then pride was reluctantly swallowed and one of Ren’s kind was called-upon.

One of his kind... there were days when he hated being a Loremaster; those days seemed to become more frequent with the passing years. A pity Loremasters weren’t often accorded the same respect as the Navigators, a guild who had honed their arrogance into a fine, razor-sharp tool. Ironic, since the Navigators were a godless little coven who worshipped only the almighty coin,



while the Loremasters toiled for endless centuries to sustain the few pockets of civilization existing on this tortured world.

Ren wondered if Tar-esiir would be there. *Actually, he's not as bad as some other Navigators I've met.*

At least the beggar's directions were correct. After going through a large marketplace, turning the last corner and riding up one of the clanking, clattering lift-coaches, Ren found himself on a wide avenue sloping up and eastward toward the granite walls of the Palace. Trudging up the rain-slimed cobbles, he cursed Randæ Terisonen not for the first time. *I never did get a satisfactory answer why I had to suddenly step into this mess at Haalkitaine. What is Randæ up to that's so urgent? Or maybe he was censured for breaking the Code again.* Ren smiled ruefully. He had been called in more than once for bending the meaning of the Loremaster Code himself, and did not envy Randæ having to face the Council.

A looming presence of darker grey... the outer portal grew more imposing as it solidified through the mist. The flanking towers must have been fifty feet tall, and above the entrance loomed a glowing bas-relief of the Imperial symbol: the Pheonix. Certainly a suitable entrance to the palace of the greatest empire on all of Jaiman. Ren Thraysk was not impressed.



Though rebuilt many times, Haalkitaine has existed for more than ten thousand years, an ancient city by any definition. Over the hundreds of generations it has grown to represent the essence of stability and reason in a continent frequently terrorized by war, tortured by nature and fragmented by anarchy. But now even in a time of peace, Haalkitaine is troubled. The veneer of culture and sophistication remains, but underneath churns a deep apprehension. Changes are afoot.



Haalkitaine's Great Market Square

Ink and Watercolor by Miso Tærænor

1•CITY KEY TERMINOLOGY

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

Quality

The following terms are used with the individual vendors as an indication of the nature of the product/service.

The Pits: Flawed to the point of being obvious to anyone who succeeds in a *Medium Perception* or *Light Appraisal** roll. Merchandise is broken/ badly repaired; clothing used (but presented as new) or irregular. Food is on the verge of being spoiled, or has bugs or hairs or...

Inferior: Not necessarily 'bad,' but shoddy workmanship or sketchy service/knowledge is revealed by a *Hard Perception* or *Medium Appraisal** roll.

Average: Just what it means, no flaws, nothing special.

Good: This is usually evidenced in a slightly smaller chance of breakage, some additional feature, delicious food or friendly service. A *Hard Perception* or *Medium Appraisal** roll shows products of better-than-average workmanship.

Superior: Incredible food or lodging, items which will last a lifetime (almost no chance of breakage in normal use, extra-durable clothing, etc.) Requires only a *Medium Perception* or *Light Appraisal** roll to see special features of merchandise.

Unmatched: No roll needed—you have never seen/tasted/ experienced anything like it. Tools/weapons all have an intrinsic +10 and *will not break* in normal use. Food is unbelievably good. Services are... well you know.

Varies: Service or available product can vary, though usually just between *Inferior* and *Good*.

**Substitute appropriate skill as needed.*

Prices

Prices noted are based on the prices listed in the charts found in the appendix.

Building Types

Admin/Public: A term to encompass a wide variety of (non-military) facilities, this could include the city offices, the jail, or public use structures like baths, arenas, or libraries. In Haalkitaine it also includes Post Offices.

Alchemist: Differing from Apothecaries (see below), Alchemists deal in magical potions, scrolls, making magical items and weapons, and sometimes such operations as the recharging of wands and staves.

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



the apothecary

FROM A SERIES OF QUAINC WOODCUTS
CIRCA 3700 CEI

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

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

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

Artist: Pure artists with a 'shop' or studio are fairly rare, but Haalkitaine is large enough to harbor a few. Some are independent portraitists or sculptors who no longer wish to deal with the hassles of the Guild and associated teaching responsibilities. Others, while independent or only loosely associated with the Artist's Guild, have set up a studio/school. There they accept apprentices who do everything from sweep the floor to create works commissioned for the Master to do.

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

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



Barber: A professional haircutter is rarely found except in larger, more ‘cosmopolitan’ cities, where hairstyle has become a fashion rather than a necessity. Barbers cut and shape hair, make hairpieces, and give razor shaves. Some barbers also perform simple surgical tasks such as suturing small wounds, lancing boils, removing leeches...



the bookbinder

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

Bookbinder/Stationer: While technically separate from a Scribe, there is often some overlap in the actual functions between these professions. Bookbinders assemble manuscripts and sew them together into bound volumes. Larger binderies have many young copyists whose job it is to duplicate manuscripts. The type of books are usually more mundane than those copied and traded in by Scribes, but are still important for educational purposes. In their shops they (and stationers) also have a variety of papers, vellum, parchment, blank books, pens and inks for sale.

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

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

Butcher: One who sells meats, including (but not limited to) beef, pork, mutton, venison, poultry. Most butchers have fresh, smoked and salted fare.

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

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

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

Clothier: Also called a tailor or seamstress, this designates the shop of one who makes clothing. In societies such as this, clothes are usually custom-made for those who can afford it, and made at home by those who cannot afford the services of a clothier (this latter group is the great majority of the population). Except for the wealthy merchants who own vast wardrobes, most people possess only two or three sets of clothes—and maybe a ‘dress-up’ outfit. The wealthy discard clothing when it is out of fashion; everyone else wears their clothes until they fall apart.

Cobbler: Makers of shoes, including most leather shoes, boots, and less expensive wood-soled clogs.

Fishmonger: Dealers in fish of all sorts. In Haalkitaine, most carry freshwater fish, crayfish, etc. Saltwater fish, shellfish and crustaceans are an expensive delicacy

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

Furrier: Makes animal pelts into coats, gloves, trim, etc.

Goldsmith: One who makes gold chains, rings and other jewelry

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

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

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

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

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

Haberdasher: One who makes hats. Some also make fine gloves, cloaks and hoods. Hats are currently all the rage in Haalkitaine.

Healer/Surgeon/Dentist: These are often in fact *Lay Healers*, though some are just skilled at First Aid and related techniques. Some specialize in dentistry, internal illnesses, etc., but most are general practitioners. (RM ‘Healers’ are almost always associated with a religious order).

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

Herbalists also employ 'stone healing,' utilizing the virtue within certain gemstones to heal ailments.

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

Jeweler: Also known as gemcutters or jewelwrights, these skilled artisans can take an ugly lump of rock and turn it into a sparkling gem. Through polishing and cleaving, they release the beauty within. Some are more traders than artisans, some specialize in settings, while others create settings and cut gems.



the locksmith

Lampwright: Lampwrights not only make oil and gas lamps, but a branch of this guild is responsible for maintaining the many lamps of Haalkitaine.

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

Locksmith: Their specialty is not only locks but hinges and latches of all kinds.

Laundress: Washing, ironing, repairing, drying and folding clothes is done here — usually for the merchant classes who don't want to do it themselves but can't afford servants.

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

Miller: This designation can either mean the actual location of a mill (where grains such as wheat and corn are ground) or a

shop selling flour, or both. The location and size of the structure should offer a clue.

Moneylender/Banker: Banking in Haalkitaine (and Rhakhaan) is dominated by *His Majesty's Trust*, the official state bank. However, several Sel-kai banks have branches here as well. Banking services include keeping customers' money, loaning money, and changing currency; all of which involve a charge to the customer. Moneylenders are usually smaller establishments with higher interest rate and fees.

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

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

Residence: A structure in the city whose primary purpose is to serve as a permanent, private residence (as opposed to most residences in the city, which are located behind and above a shop). These may be villas, apartment structures, or a grouping of multi-storey homes.

Retailer: A more generic term for a business which sells finished goods. (The GM may wish to 'flesh out' certain retailers with specific shops of his own.)

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

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

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

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

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

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

Stable: In a city, usually a dark, cramped area where horses are boarded for a short period. In more rural areas a 'stable' is more often a sprawling horse farm where mounts are bred and sold. Horses are not permitted in most areas of Haalkitaine.

Swordmaker: A specialist smith who creates only weapons—usually only bladed ones.

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

Tavern: A drinking establishment; most also serve basic fare.

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

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

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



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

Weaver: Those who turn cotton, wool and other fibers into cloth. They also dye the cloth (or fibers, depending on the patterns desired).

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

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

2•HAALKITAINE ARCHITECTURE

Like any venerable city on Kulthea, Rhakhaan's capital is an eclectic mixture of styles, though there are few violations of some unspoken rules. All older government buildings (as well as the city walls and towers) are constructed of locally quarried blue granite. Key features include the round arch and heavy cylindrical or square columns. Ornamentation is minimal and usually features abstract geometric forms.

More recent wings of the Imperial Palace and many villas of the nobility represent a more advanced style which includes ribbed vaulting and the more graceful pointed arch. Haalkitaine historians will tell you that the style was invented by the Laan architect Roen Vandarak, but in truth these innovations came from the Emerian Empire. They in turn may have taken them from the Loari of Námartol, who are masters of many architectural technologies and styles.

Real glass windows are a source of pride for all city residents from the Emperor on down. His Majesty is thrilled by the huge panes of glass which make up the walls of his watchtower, while a streetside shopowner shows off his window made up of dozens of leaded panes, each no larger than the palm of your hand.

3•IMPORTANT CITY FEATURES

These are natural or architectural elements which are found at various points around the city.

THE RIVER

Haalkitaine's greatest natural defensive feature is no doubt the *Orn Sarat* (E: "Blue River"), which forks to provide a wedge of land against the knees of the Grey Mountains. While the waterway is not navigable by sailing ships, and indeed has no direct access to the open sea, it is nevertheless a major highway of trade. Barges form a steady parade up and down the river, linking the capital to western fiefs.

DOCKS

Haalkitaine has three separate docks. All the way in the southeast corner are the Old Docks, aptly named as they long predate any others. Granite mined upriver was transported here to build the city. At present they are used for unloading some nonperishable goods and as boat storage. Further west are the Trade Docks, a bustling place where merchants unload their produce for the market. Finally, way around to the north are the Night Docks, where the Imperial and Ducal barges are moored. These piers are also designed to accommodate skyships.

GATES

The city has five major gates onto the river, three of which lead to docks and two open onto bridges. While they differ somewhat in appearance, each features towers on either side, a set of outer doors, a portcullis, and finally a set of inner doors. The gates are named, beginning in the south and proceeding clockwise: Sunrise Gate, River Gate, Twilight Gate (leading out onto the Windy Bridge), Ice Gate (opening to the Sunset Bridge), and Northgate.

AVENUES & WAYS

Haalkitaine is divided by a number of Avenues radiating (roughly) out from the Palace. Note that some of the avenues are not quite straight, and they even stop and start up again. Beginning at the south and moving clockwise they are: *Avenue of Gold*, *Avenue of Winds*, *Avenue of Sunsets*, *Avenue of Flame*, and *Avenue of Starlight*.

Three roughly concentric arcs split the Avenues and also mark the three steps or 'tiers' of the city. The outermost of these is the *Prince's Way* and is just inside the city wall. The other two curving roads (the *Queen's Way* and *King's Way*) are faced on their inner side by a high wall, which is the foundations of the next tier. Access to the higher elevation is gained through either narrow stairs cut in the rock, or by using one of the *lift-coaches* (see below) built against the side of each wall where the avenues meet it. Also of note is the *Phoenix Way* which (circuitously) links the United Orhan Temple with the Library, the Market, the South Forum, and the River Gate. All of these major ways are twenty feet or more wide and have shallow troughs along the sides to drain off water. All streets in the city are paved with cobbles, and most have at least indirect drainage. Many smaller streets and alleys are quite narrow, however: as little as six feet in width.

LIFT-COACHES

These engineering marvels are — as far as is known — unique in the *Shadow World*. Each lift-coach is in fact a pair of box-like cars mounted on sloping parallel steel tracks and linked by chains so as to balance each other. They are incline elevators which travel up and down these tracks, passing each other in the mid-point. The tracks are set into the city tier walls where the King's and Queen's Ways intersect the Avenues of Gold, Sunsets, and Stars.

Each coach has a passenger cabin on top — with many windows affording a view of the city — and a freight cabin

underneath. There are separate entrances for each so that passengers never need ride with cargo.

Coaches operate pretty much continuously, though they take more passengers by day and cargo by night. There is a conductor in the passenger and cargo section of each coach; they communicate with each other using a system of bells on pulleys to let each other know when the coach is ready to move. The conductors in the freight cabins actually operate the levers which control the brake and clutch mechanisms which move the coaches. Clamps grab on to a continuously moving chain alongside the tracks, and the cars begin their journey: one rises while the other descends.



the barber

4•NORTHGATE

Named for the city entrance it embraces, Northgate may be the most eclectic district in Haalkitain. The western portion is a mix of temples and shops, while the eastern half is dominated by the Coliseum and the Kickball courts. Huddled around these structures are numerous taverns and pubs.

1. The Outer North Gate

Leads out to the North Docks, where most private and royal barges are moored.

2. Shipper: Eidolon Skyship Passenger Bookings and Cargo Consignment.

Quality: Average **Prices:** 120%

Coordinates all commercial skyship flights in and out of Haalkitain.

3. Boatwright: Imperial Boatwrights

Quality: Superior **Prices:** 150-200%
Imperial constructed many of the nobles' river barges.

4. Barber: Boltarian's Haircuts, Close Shaves and First Aid.

Quality: Average **Prices:** 100%
Boltarian has a 70 skill bonus in First Aid, 64 in Second Aid.

5. Inn: The Tin Roof

Quality: Superior **Prices:** 150%
Good food, good beer, clean and comfy rooms. And the sound of rain on the tin roof can be lulling.

6. Tailor/Seamstress: Silver Pins

Quality: Superior **Prices:** 120%
The diminutive Nuyani woman Vantra Isymtan is modest, but she is one of the very best seamstresses in the city.

7. North Docks Boathouse

Quality: Average **Prices:** 100%
Dock space can be rented, and a few small boats and barges are available for sale.

8. Residence: Old North Castle

Quality: Average **Prices:** 100%
Once the villa of a noble family, this castle was long ago converted into apartments. Each one is unique, and though clean, they have seen better days.

9. Temple: House of Kieron

Airy and colorful, with clerestory windows, flowers, lamps, music and fountains everywhere.

10. Temple: House of Jaysek

Jaysek is popular in Haalkitain so this is a large structure, heavy and brooding. Inside it is dim, lit only by a few candles. Huge columns support the high ceiling in the echoing main hall; altars are recessed in the walls along the sides, separated by heavy curtains the color of midnight. Priests chant solemnly in the gloom.

11. Temple of Iloura

The heart of the temple is the great open courtyard, a lush garden in the summer with flowers, trees and fountains.

12. Temple of Valris

The inner sanctuary is closed except to members of the Valris Cult.

13. Temple: Circle of Orhan

This is the main temple of the United Orhan Church in Haalkitain. Inlaid in marble in the courtyard is the pentagon of the church, and in the colonnaded perimeter are statues of the Lords, all three times the height of a man and carved of fine Pentallian marble, porphyry, jade and hematite.

14. Ice Gate & Sunset Bridge

Embedded in the stone wall above the arched entry is a gigantic faceted jewel of white l en — a gift to the city long ago from the Emerian Empire. The gem shines day



and night like an iceberg in the sun. Beyond stands the Sunset Bridge.

15. Temple: Cloister of Eissa

The Sisters of Eissa offer healing to anyone — including hospitalization and even raising the dead — in return for tithes to their goddess. They have a rather detailed schedule of ‘suggested tithing rates’ depending on the extent of their ministrations, and have been known to request tithing in advance when the supplicants are not local.

16. Temple of Cay

As much a martial arts school as a religious temple. The Caysian monks are all masters of various forms of combat, and will instruct those who wish to enroll in the school (and pay a fee).

17. Inn: Emerald Inn

Quality: Superior **Prices:** 200 — 1000%

The food is excellent, the wine imported, the service impeccable. All the rooms are lavishly furnished and have feather beds.

18. Temple: Church of the Word

Staffed by the enigmatic Brothers and Sisters of the Word and closed to outsiders. The administrator of this temple is Reverend Mother Livia Septamus.

19. Temple of Xeldec

A local god, mainly associated with male prowess and fertility. There is a twelve foot tall bronze statue of the nude Xeldec on the temple altar, graphically declaring his qualifications. Weekly evening services can apparently become quite wild.

20. Temple of Night (Reann)

Closed during the day, the doors are opened at twilight.

21. (Temple): Church of Andaras

Crouching black panther statues guard the doors, and inside the feline theme is repeated everywhere. Several huge, real panthers live in a caged-in courtyard. They do not harm the priests, but it is said that on special days they are fed a human sacrifice.

22. Laundress: Clean as New

Quality: Good **Prices:** 100%

Reliable; laundry cleaned, dried, repaired if desired, and ready by next day.

23. Coliseum

Next to the palace, this is the largest single structure in the city. It was built 400 years ago by order of the emperor Ilred III and seats ten thousand people. The finals of the *Caysian Games* and the *Emperor's Champion* competition are held here, as well as a variety of special events. These range from performances by acrobats and animals to special executions.

Most seats are just stone steps open to the sky; however the Emperor, his family, and most of the higher ranks of the peerage have permanent seats in a special section with comfortable chairs, a colorful tent-roof overhead, and servants to bring refreshments.

Beneath the stands are privies, preparation rooms for contestants, cells for prisoners, and even cages for animals.

24. Tavern: Slumbering Lion

Quality: Superior **Prices:** 100-200%

This establishment is actually located in a basement under a residence house. Smoky, low ceilinged and lit only by blazing hearths and infrequent lanterns, the *Lion* is a popular hangout for Laan artists and intellectuals, and some younger members of the peerage. Food selection is limited but good. Wide selection of wines and beers.

25. Tavern: Frothy Mug

Quality: Average **Prices:** 100%

Food is unremarkable but this watering hole sports the largest selection of beers and ales in town.

26. Tavern: The Wayward Goose

Quality: Superior **Prices:** 100-200%

The best shepherd's pie in the city, along with cold strong beer, and (generally) pretty, friendly serving girls. The *Goose* is a favorite with artisans and merchants.

27. Tavern: Bottomless Barrel

Quality: Inferior **Prices:** 80%

You pay a little less in this cavernous tavern, and you get watered-down beer and slow, surly service. It remains popular with those of lesser means.

28. Royal Bounce Court

These courts are open only to members of the royal family and peerage.



the goldsmith



29. Public Bounce Courts

Available to all Haalkitain citizens, though of course only the more wealthy have idle time to play.

30. Navigator Obelisk

A gleaming black needle in the center of a small park, the obelisk seems incongruous with the shrubs and flowers around it. One touch on the glass-smooth, ice-cold pillar will summon a member of the Navigator Guild Alliance.

Note: Those who summon a Navigator for frivolous purposes or simply as a prank have been known get sent on an unexpected journey: into the river or several miles away.

5•LIBRARY PARK

Aptly named, this district is the neighborhood surrounding the Haalkitain library and gallery complex. It is for the most part made up of finer shops and residences.

31. The Library

While impressive, the Haalkitain library suffers by comparison with the other great repository on Jaiman: the *Nomikos Library* at Ormian. This archive is still one of the finest in the world, featuring many historical texts dating well into the Second Era of Ire. It is indeed fortunate that they were stored in the royal tombs during most of the Wars of Dominion: they were spared destruction in the Haalkitain Fire which destroyed most of the city at the end of the Wars.

32. Goldsmith/Silversmith: Bektar's Vault

Quality: Good **Prices:** 150%
Fine jewelry, especially silver.

33. Potter: Clay to Kiln

Quality: Superior **Prices:** 200%
Very elegant glazed pots, porcelain and tableware.

34. Tailor: Mardos Thror, Master Tailor

Quality: Superior **Prices:** 200-500%
Using mainly cotton, ramie and wool, Thror creates simple but elegant and well-constructed garments, mostly for men.

35. Tailor: Silken Threads

Quality: Superior **Prices:** 300-1000+%
Catering mostly to the nobility, Shintira is a Nuyani woman who uses her connections to purchase the very finest silks from her homeland. Every year she returns there to visit her family and select more stock. Certainly her prices are steep (up to 50gp or even more for a gown) but the workmanship is exquisite and the fabrics are almost unattainable outside of Nuyan Khôm.

36. Winemerchant: Nectar of the Grape

Quality: Average **Prices:** 150%
Has mostly local wines from southern Rhakhaan and Meluria. Limited supply of Danarchan wines.



the haberdasher

37. Haberdasher: Top it Off

Quality: Superior **Prices:** 150%
Beautiful well-made hats from the simple man's cap to a woman's huge feathered creation

38. Weaver/Dyer: To Dye For

Quality: Superior **Prices:** 100-200%
Some of the finest wool and cotton in the city — especially beautiful colors and patterns.

39. Tailor: Ardana's Designs

Quality: Superior **Prices:** 200-400%
A tall Laan woman with a commanding presence and acid tongue, Ardana is also a talented clothing designer. She has gained a reputation in the city; women (and men) wait months and pay a premium to have one of her custom designs. Ardana likes to use Nuyani silks and Tanaran wool, both quality materials. She has several apprentices who do the actual sewing work.

40. Cobbler: Zarek's Shoes, Boots & Slippers

Quality: Superior **Prices:** 100-150%
Particularly known for his soft leather boots and beautiful beaded velvet slippers.

41. Apothecary: Essential Elements

Quality: Superior **Prices:** 150%
Specializing in cures for minor ailments like headache and indigestion, owner Detrice Mulgh stocks a variety of powders and elixirs. She also has many fragrant bath soaps, perfumes, pomanders, and lotions for the skin.

**42. Barber: Gerett Byrn, Hair Cutting****Quality:** Superior**Prices:** 150%**43. Seer: Astral Eye****Quality:** Average**Prices:** 200%

Lady Taris, while a real Seer, is not as all-knowing as she would have her clients believe. She is 11th level, and overcasts more often than is prudent. If she fails, she often tries to bluff her way through a reading. Some among the nobility swear by her, though.



the typefounder

44. Bank of Sel-kai

Handy if you have an account here; they only charge you 5% to convert money. Otherwise it's 15%.

45. Furrier: Fine Furs**Quality:** Average**Prices:** 150%

A fair range of ready-made fur coats for women; a few for men. Customers can choose from a large selection of mink, rabbit, wolverine, and fox pelts for a custom coat

46. Apothecary: Fragrant Room**Quality:** Average**Prices:** 100%

They carry a large selection of teas and herbs, and many different perfumes and scented candles.

47. Goldsmith: Honey in Sunlight**Quality:** Superior**Prices:** 200%

In addition to selling beautiful objects, they also buy gold and other rare metals at standard resale prices.

48. Scribe: Text Translation & Copying**Quality:** Unmatched**Prices:** 200%

Dwœrkin Xennis is a rail-thin, muttering old Laan Scribe with tiny spectacles which he is always peering over. However, he knows almost every language you can name, and does excellent work.

49. Herbalist: Sharrise's Magic Garden**Quality:** Superior**Prices:** 100%

Sharrise is a friendly young woman who has a small selection of magical herbs, many of the usual herbs and spices, and a variety of tobaccos as well.

50. Glassblower: Pane & Goblet**Quality:** Average**Prices:** 150%

Uninspired work, except they do make beautiful beads.

51. Stationer: Paper, Parchment, Papyrus**Quality:** Superior**Prices:** 100-200%

No one in Haalkitaine has a better selection of papers and other writing materials than Zœnos Fawgh, who travels Jaiman and Emer search for interesting papers (for this reason there is only a 50% chance his shop is open, since he and his assistant Darek Vyse are often away). He also stocks many types and colors of ink, and an array of pens. For those who ask and who seem serious, in a back room he also has a fascinating collection of rune papers, inks and pens, and some rune-related magical devices.

52. Bookbinder/Printer: The Letter Press**Quality:** Good — Superior**Prices:** 100-500%

One of a handful of real printers in Haalkitaine, the Press can print anything from leaflets up to a full book on their simple press. However, typesetting/typesetting is still such a time consuming and expensive activity that printing more than a simple flyer is impractical unless you are planning on wanting hundreds of them.

6. TWILIGHT QUARTER

This westernmost district straddles the lower section of *Sunset Avenue*, bounded on the east by the *Queen's Way* and south by the *Avenue of Winds*.

53. Inn: The Five Gables**Quality:** Superior**Prices:** 100%

A real find: beautiful, huge old townhouse on the corner. Rooms are lavishly furnished (especially the three suites), and the service and food are excellent.

54. Baker: Firehook Bakery**Quality:** Superior**Prices:** 100%

Every day Mœra Hydara and Charysma Vœron bake up loaves of bread, rolls, cakes, pies, and confections galore. The enticing smell alone brings people in off the street.

55. Leathersmith: The Leather Rack**Quality:** Average**Prices:** 100%

All sorts of leather and suede accoutrements and clothing, though most must be made-to-order.

**56. Barber: Vaynor's Scissors**

Quality: Average-Superior **Prices:** 150%

Vaynor can give excellent cuts —when he stays away from the wine bottle, which is about half the time.

57. Inn: Harrow House

Quality: Superior **Prices:** 100%

Popular with travelling merchants and adventurers.

58. Borian the Cobbler

Quality: Average **Prices:** 100%

Well-made if workmanlike shoes and boots.

59. Brothel: Vanya's Personal Services

Quality: Average-Superior **Prices:** 100-200%

Some of Vanya's 'girls' are well past their prime, while a few are nubile beauties. By the hour or evening. Private rooms, a lounge with bar (and expensive drinks). In-calls only. Undesireables are dealt with by the burly doormen.

60. Twilight Gate

This southwest-facing gate opens onto the Windy Bridge. Embedded above the doors is a mosaic of the setting sun.

61. Alchemist: Ehrlenmayer's

Quality: Inferior **Prices:** 50-100%

Old Ehrlenmayer deals mainly in potions (some outdated and so with reduced effect) and runes (some defective and just plain dangerous).

62. Scribe: Robyn & Rand's Rare Books

Quality: Good-Unmatched

Prices: 100-200%/special

The brothers have a small, cluttered shop where they display numerous beautiful tomes and offer histories, atlases, and unusual books, as well as copying and binding services. They buy and sell magical books, and in fact are able to create illustrated 'gate' books — though they are difficult to create and very expensive.

63. Apothecary: Eye of Sotor

Quality: Superior **Prices:** 200%

Sotor specializes in healing salves and potions. While none are magical, they are all effective.

64. Cartographer: Felonn's Fine Maps

Quality: Superior **Prices:** 100-300%

Pœtr Felonn is a quirky fellow but creates the most beautiful (and reputedly accurate) maps in the city. His small skylit studio is filled with jars and jars of inks of every hue, shelves of huge atlases, and numberless maps pinned to the walls. It is said that he is an acquaintance of the legendary Loremaster Elor Once Dark.

65. Herbalist: Maritha's Living Garden

Quality: Good **Prices:** 150%

Fresh herbs (many grown in Maritha's garden) but nothing very high-powered.

66. Tavern: The Bronze Door

Quality: Good **Prices:** 120%

A Haalkitaine institution, the 'Bronze' is a favorite among the younger Laan residents

67. Butcher: Kondor's Meats

Quality: Average **Prices:** 100%

Beef, pork, mutton, poultry and more. All reasonably fresh.

68. Jeweler: Vondar's Eye

Quality: Good-Superior **Prices:** 75% - 150%

This small shop was inherited from the late Vondar Ustle by his apprentice. Young Murdoc Jern is not the gem-cutter that his former master was, but he does have an eye for setting design, and will deal fairly when buying or selling.

69. Candlemaker: Candle in the Breeze

Quality: Average **Prices:** 100%

A wide selection of candles (scented and unscented), lamps for the home and 'weatherproof' lamps, designed not to blow out in rain or wind.

7•MARKET SQUARE

This is the main shopping plaza in Haalkitaine and the primary spot to get fresh meats, fish, fruits, vegetables and dairy products — most brought upstream on barges. All around the square is a covered colonnade where hundreds of vendors show off their harvest. On the main market day of each week most of the central space is often filled with makeshift stands with canvas roofs to keep off the rain.



merchants/traders



Other merchants set up shop here to sell rustic jewelry and crafts, tools, utensils, weapons, used clothing, homespun fabrics, buttons, soaps and oils... you name it.

This square also has eight stocks on a stone platform in the center. Never are at least some without occupants.

8•LOWER MARKET

Encompassing several blocks just to the south of Sunset is the neighborhood known to its Elven inhabitants as *Vonn Cibur* (E. 'Exile's Haven'). Most mortals call it Elf-town (or less friendly monikers).

70. Residence: Elm Shade House.

Quality: Average **Prices:** 100%
Apartments to rent on a monthly basis.

71. Outfitter: Pack Your Bags

Quality: Superior **Prices:** 100%

The Erlin Elf Jared Kento has a shop fully stocked with quality equipment (much of it Elven-make, +10 - +20 vs breakage). Normally polite but cool, he would happily give other Erlin Elves advice and maybe even a 10% discount.

72. Physician & Lay Healer

Quality: Superior **Prices:** 100%

Pydar Ardiro is a 20th level Erlin Lay Healer with considerable skill in First Aid and Second Aid as well. He has two assistants/students, one Erlin and one a Sulini.

73. Outfitter/Guide: Quality Maps and Travel Equipment

Quality: Average **Prices:** 150%

Decent equipment and maps at only a slightly inflated price.

9•HIGH CITY

Within the embracing arm of the *Avenue of Kings* stands the innermost and highest tier of the city. The main structure is the Imperial Palace, but the *Lords' Parliament Chambers*, the ministry buildings, and the dreaded *North Tower*, are also within the walls.

74. Phoenix Gate

The processional entrance to the Imperial compound is appropriately the most ornate and impressive gate. Polished blue granite towers flank the tall gateway, itself framed with ornately carved blocks of *Orhan Marble*. Instead of a portcullis there is a set of steel gates; next are doors of grey wood reinforced with studded steel bands. Above the doorway is a ten foot high phoenix with red glass inlay. Yeomen in bright uniforms stand guard.

75. Storm Gate & North Tower

Facing north, *Storm Gate* is a postern entrance opening onto the administration wing of the outer bailey. It is set deep in the wall and turned at an angle so as not to be vulnerable to battering rams.

Immediately adjacent to the Storm Gate is the North Tower, the only surviving part of a much larger structure dating to the Second Era. It is kept in repair now, partly as a symbol: it serves as the Imperial Prison and Dungeon.

76. Chambers of the Parliament of Lords

A sumptuous council hall is the centerpiece of this structure. Also inside are conference rooms, apartments, dining rooms and quarters for servants.

77. Ministry Offices

The vast bureaucracy of the empire is housed in this sprawling building. Inside is a warren of hallways and offices, filled with bureaucrats behind small desks, their quills ready to take note of any infraction so they may impose a fine or — better yet — suffle you off to yet another bureaucrat...

78. The Imperial Palace

The Emperor's primary residence is a grand, eclectic collection of ballrooms, audience halls, quest quarters, dining halls, sitting rooms, libraries, drawing rooms, courtyards, and of course the quarters of the royal family.

79. Gate of the Dead (Ajcara's Gate)

Behind the palace and beyond the private gardens, twin rocky spurs of the mountains jut westward. Between them is a narrow slot always in shadow. Guarding this passage is a tall gate of grey steel, closed with an ornate lock (*Extremely Hard* to pick). This is the entrance to the *Halls of the Dead*, where the kings of Rhakhaan are put to rest. It is also called *Ajkara's Gate* by some, because the Queen fled through here with the Phoenix Pendant and was never seen again.

10•CYPRESS CIRCLE

Appropriately named for the many venerable cypress trees lining the streets and clustered in the small parks.



the blacksmith



This area is largely residential: home to wealthier tradespeople and artisans, and the villas of lesser nobility. There are shops as well, the Cypress and Kieronian Baths.

80. Baths: Cypress Baths

Quality: Average **Prices:** 150%

Once the premier bath in the city, Cypress has fallen into disrepair. While still an elegant space, some facilities are often closed for repairs and the staff can be a bit surly.

There is an old secret entrance to the sewers/catacombs from a changing-room, long forgotten.

81. Artist Studio: Vedior Valtario

Quality: Unmatched **Prices:** 200+%

Half Laan, half Loar, Vedior is a handsome man regarded by most with a mixture of awe and dislike. He is arrogant and impatient, but arguably one of the greatest painters, sculptors and architects in recent history. In his large studio he now oversees a brood of over a dozen apprentices.

82. Apothecary: Gevælen's Coffee, Tea & Spice

Quality: Superior **Prices:** 100-200%

One of only three coffee vendors in all Haalkitaine, Gevælen's is probably the most reliable. Unfortunately, the fall of Pochontos to Lankanôk has created a supply problem, since that country had some of the largest coffee plantations in the known world. It is fortunate that Arдания and Námár-Tol have had bumper crops the last few years, and hopefully when things settle in Lankanôk's new northern province the much cherished beans will flow again.

83. Tailor/Importer: Fine Fabrics and Furs

Quality: Inferior **Prices:** 200%

A small store with tiny dark windows, Fine Fabrics always looks closed. Should one venture inside, it is dimly lit with a musty smell permeating the few bolts of dusty cloth scattered about. A short, heavy-set dark-skinned man (he is part Jaader) eventually emerges from the back room. He is *Swaruk Bôrm*, unhelpful and speaking with a strange accent, making it clear that he is not really interested in making a sale. There is a reason for this.

There is a secret passage behind a wall leading down to a part of the sewers where Swaruk and a few others gather late at night to hold barbaric ceremonies to worship the Dark God *Klysus*. These often involve sacrifices.

84. Scholar/Bard: Master of Lore

Quality: Superior **Prices:** 100%

In smaller letters under the main shop sign is: *Your Precious Magic Items and weapons analyzed and evaluated While You Wait!* The eccentric old Deremon is actually quite competent, and a 26th level Bard.

85. University: Borneris Hall, School of Law

A school for lawyers and judges.

86. School: Longford and Chancellor

Quality: Superior **Prices:** 140gp/month

A prestigious school for the sons of peers and wealthy gentlemen; sons of noblemen at Longford, commoner boys at Chancellor. Not surprisingly, there is a strong rivalry between the two.



the gem-cutter

87. Herbalist/Florist: Tea & Poultice

Quality: Average **Prices:** 100-200%

Wirtas Lingitarna has a fair selection, but his real money is made dealing in illegal recreational drugs.

88. Wigmaker: By a Hair

Quality: Superior **Prices:** 150%

From a simple fall for women to fairly convincing toupees for Shay men to the ornate architectural wigs worn at court functions, the products here are all excellent.

89. Guesthouse: Forty Winks

Quality: Inferior **Prices:** 75%

Day-old bread, water soup, lumpy beds often with bugs — this is what you get. But it's cheap.

90. Jeweler: Star Light, Diamond Bright

Quality: Superior **Prices:** 150%

While they do not cut gems, they make beautiful settings to enhance jewellery. They will take your gems and jewellery and reset them, usually no questions asked.

91. Alchemist: Singing Steel

Quality: Superior **Prices:** 100-200%

Two men — a Laan and a Loar — are weaponsmiths who together create magical swords of beauty and excellent workmanship.



the printer

92. Tavern: Honeymead House

Quality: Average Prices: 150%

While otherwise unremarkable, Honeymead does indeed have unmatched mead, and their honeycakes are to die for.

93. Residence: Palisade Gardens Apartments

Quality: Average Prices: 90%

An older building but generally well-maintained, with small but comfortable and nicely furnished apartments.

94. Bookbinder/Scribe: Turn the Page

Quality: Average Prices: 100%

Adequate for most tasks, but don't take your priceless *Book of Arcane Spells* here for a re-binding.

95. Residence: Willowcourt House

Quality: Superior Prices: 125%

Large, light and airy apartments around a courtyard featuring a huge willow.

96. Bath: Kieronian Baths

Quality: Good Prices: 100%

More than a bath house, this beautiful old structure houses a number of facilities: a gymnasium, frigidarium (cold water pool), tepidarium (warm water), sauna and steam rooms. Massage and bathing services are available for additional fee, provided by a friendly and well trained staff.

97. Sybessa School for Mentalists

Another private institution, applicants must pass rigorous testing, plus pay the 500 gold crowns/month tuition.

98. Dining House: Kytara's Table

Quality: Superior

Prices: 100% (of gourmet)

Specializing in carefully prepared food in a civilized setting, Kytara's is an unusual concept for this society. Most who could afford these prices can also afford their own cooking staff and would just as soon take their meals at home. Wealthy travellers either dine at their inn or take advantage of the hospitality of a resident acquaintance. This said, the dining house does a brisk business. The clientele is predominantly lesser nobility and merchants wishing to flaunt their wealth. Kytara's has another unusual feature: a dress code. Shoes and tunics must be worn; patrons must be clean and 'not odorous.'

11•SOUTH BANKS

This is the primary cargo shipping and warehouse district, adjacent to the main city docks and near the Southbridge. This is also where many of the tanners, dyers, armorers, smiths, and brewers (among others) must ply their craft because of the foul odors, chemicals or noise their processes produce.

99. Tanner: Custom Leather

Quality: Superior Prices: 75%

A real find here in the South Banks. Very few ready-made items (mostly as 'show samples'), but if you have time for made-to-order, it's worth it.

100. Boatwright: Superior Barges

Quality: Inferior Prices: 100%

A typical naming irony. Don't take one of these out on the rapids!

101. Shipper: South Fork Shipping and Cargo

Quality: Average Prices: 100%

Fairly reliable, though don't expect your fragile Namarian Crystal to get home intact.

102. Smith: Sturdy Tools and Implements

Quality: Superior Prices: 100%

Another jewel in the rough, master smith Gyle Sturen makes all of his tools from a fine steel alloy which is very strong (reduce breakage factor by 50%) and resists rust.

103. Tavern: The Prancing Unicorn

Quality: Good Prices: 100%

A small, clubby pub where everybody knows your name and (mysteriously) knights, merchants, laborers and even a few nobles mix without friction. And the beer is good too.

104. Pawnbroker: Lendinar's Consignment**Quality:** Varies **Prices:** 150%

The price above is if the PC is buying. If selling, use the Purchase/Resale chart. Lendinar is fair but a shrewd bargainer.

105. Inn: Shady Rest**Quality:** Good **Prices:** 100%

Nice homey atmosphere, reasonably comfortable beds, solid fare.

106. Brothel: House of Martia**Quality:** Average **Prices:** 100-200%

Madame Martia's girls are generally attractive, though most are unenthusiastic.

107. Lay Healer: Viro Tiang, Physician**Quality:** Good **Prices:** 200%

This Laan physician does good work but his prices are usurious.

108. Tavern: The Guild House**Quality:** Average **Prices:** 100%

This small tavern, offering only minimal food but a variety of alcoholic beverages, is always packed. The clientele is predominantly journeymen and apprentices of the craft guilds.

109. Apothecary: Magic Pestle**Quality:** Average **Prices:** 100-200%

Excellent selection, but you pay a premium for unusual items

110. Outfitter/Guide: As the Crow Flies**Quality:** Inferior **Prices:** 100%-swindle-murder

Anyone with any sense would immediately get a 'bad feeling' when they meet Guron Denader, the Shay owner of this shop. He is unkempt, and his squinty eyes will rarely meet yours. His merchandise is used, some of it broken (all of it stolen), though there are a few items of superior workmanship. Guron will at the very least overcharge, but if he senses real fools, he will try to offer them one of his maps or guide service. In either case he will be leading them into a trap in the nearby hills where his cohorts will wait in ambush. Many a naive traveller has met his end there.

111. Barber: Snip-Snip**Quality:** Average **Prices:** 75%

Decent cuts at a discount price. Don't go here for an elaborate coif!

112. Outfitter: Blue Spruce Outfitters**Quality:** Superior **Prices:** 100%

A real find. The employees are helpful, merchandise good and prices reasonable. No bargaining.

113. Tavern: The Ardent Sheep**Quality:** Superior **Prices:** 75 -100%

Once you get past the strange shingle depicting a sheep and a shepherd boy, the tavern is a pleasant room with a

cheery fire always in the hearth. Beer and ale are cold and good, and food is hearty.

114. Moneylender/Pawnbroker: Jengo's Exchange**Quality:** Inferior **Prices:** 100-swindle%

One must be very careful dealing with Jengo or be taken for a money conversion ride. However, if you are sharp and a good bargainer, he will give you a fair deal.

115. Armorer: Helm & Greave**Quality:** Average **Prices:** 75%

Workmanlike merchandise, much obviously war-surplus (a fact which they do not try to hide).

116. Inn: Foam & Feather**Quality:** Average **Prices:** 100%

The basics for a basic price. No bedbugs, at least.

117. Moneylender/Pawnbroker: Lady Winik's Secured Loans and Exchange**Quality:** The Pits - Average **Prices:** 100-200+%

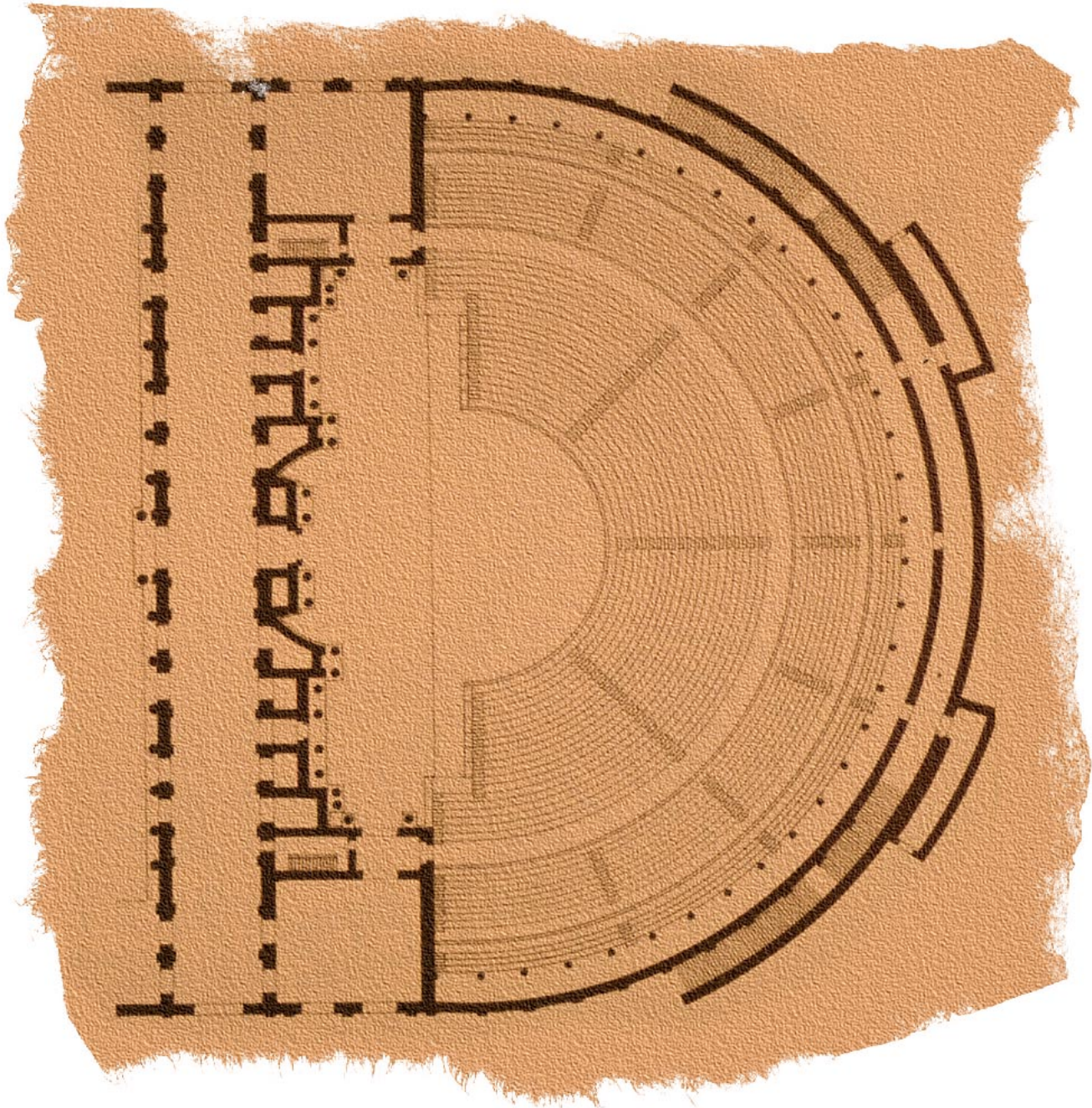
No better or worse than most, the shifty-eyed, grizzled Shay man who runs this tiny operation (there is no sign of a 'Lady Winik') will happily rip you off if you are naive or ignorant.

118. Warehouse: Security Storage

The sign above the locked door says Security Storage. No one is ever seen coming or going; no one seems to know what if anything is stored there.



the cobbler



The Amphitheatre at South Banks

Plan by Leian Cebansik

 PART IX 

APPENDICES

Price Charts & Index

THIS

day seems like it has gone on for a month! We left Randæ in the library and made our way through my father's villa to our quarters. Jad and I had adjoining rooms with a common bath up in the tower section.

Always efficient, the servants had made up our beds and already the great copper sphere in the bath was full of hot water, warmed by a small stove underneath. Water systems in the larger Haalkitaine households are fairly sophisticated: large tanks in the bathing rooms are kept full with rain water collected from the roof; overflow is channeled to underground cisterns. Every bath has two tanks, each with a copper pipe running to a sink, to the toilet, and to a bathing-tub. Under one tank is a stove which can be used to heat the water for bathing — it also helps make the tiled room warm on cold days. Water flow from the pipe is controlled by valves. Thus, when one is ready to bathe, one simply opens the valves and allows water to pour in, moderating the temperature by controlling the two. Ah, modern convenience!

Jad went straight for the tub, opening the valves and pouring in some scented oil. For a moment I stood at the window, the grey city spread out before me. Slender towers rose out of the jumble of peaked roofs and chimneys, all huddled behind massive walls. Thick clouds of dirty cotton tumbled past; they seemed almost low enough to be caught on some of those spiked pinnacles. Rain spattered fitfully against the glass panes, then trickled down in rivulets, thwarted. I was glad to be inside near a roaring fire, especially after my experience attuning the pendant.

“Kalen! The water's going to get cold!”

I turned from the window, peeled off my grimy clothes and tossed them on the floor on my way to the bathing-room. I almost removed the pendant, but changed my mind. The tiny phoenix within the crystal orb glimmered faintly in its own fire.

By the time I got to the candle-lit room Jad was already kneeling by the tub and stirring the water with his hand. Steam swirled up from the oversized tub, filling the place with warm relaxing mist.

Kalen Avaniir
From his Travel Journals



1•COMMERCE

The following section is a variation on the Equipment and Commerce section found in the *Rolemaster*® book *Character Law & Campaign Law*®. It has been edited to be specifically applicable to Haalkitaine, and presented here for the GM's and players' convenience.

COINAGE STANDARDS

Rhakhaan mints its own silver, gold, bronze and copper and tin currency. Most merchants will accept only Rhakhaan currency. One can convert other coin at a bank, moneylender or mercantile center before going on that inevitable buying spree.

A Rhakhaan silver piece — the most common monetary denomination — is commonly called a *Silver Crown* (usually just a 'crown'). A gold piece is an *Imperial Gold Crown* (commonly called an 'imperial' or a 'gold'), etc.

Coin	Abbreviation	Breakdown
1 gold Crown	gp	= 10 silver Crowns
1 silver Crown	sp	= 10 bronze Decits
1 bronze Decit	bp	= 10 copper Pence
1 copper Penny	cp	= 10 tin Pips

This system revolves around a gold standard, since a gold piece is the most valuable commonly used currency (although silver coins are in much wider circulation). This assumes a half-ounce currency.

PURCHASE & RESALE OF GOODS

When the PCs sell the goods they have acquired they may accumulate a large profit. This may be fine, but occasionally it will result in a game imbalance that defies mercantile sensibilities. Therefore, the GM may wish to employ the following guidelines governing the purchase and resale of goods.

The GM should consider two primary factors when handling resales: (1) are there buyers who desire the good?; and (2) can they afford the item?

When handling purchases the factors are: (1) are there sellers who have the good; and (2) how much do they want for the item?

These concepts dictate local supply and demand and are embodied in the Purchase and Resale Price Chart. The categories relate the resale price and the purchase price to demand and risks. All things considered, risk will restrict the number of people who can buy the good by driving up the cost, both in terms of price and the associated danger.

USING THE PURCHASE & RESALE PRICE CHART

1) **Price:** Determine the "intrinsic value" of the item and determine whether it is:

<i>inexpensive</i>	(less than 10 gp)
<i>average</i>	(from 10 gp up to 100 gp)
<i>moderately expensive</i>	(from 100 gp up to 500 gp)
<i>very expensive</i>	(from 500 gp up to 1000 gp)
<i>outrageous</i>	(1000 gp or more)

These are suggested ranges and the GM should de-

cide if they are appropriate for his world system.

- 2) **Utility:** Figure the item's utility. Is it a mere oddity (e.g., a left-handed noce piercer)? Does it have awesome applications (e.g., it turns everyone within a hundred feet into newts)? Note that local tastes and needs may dictate its usefulness.
- 3) **Rarity:** Establish the item's rarity. Throw and return crossbows may be considered *passee* in the local area. Family heirlooms might be patently unique.
- 4) **Market:** Determine the type market in where the resale takes place. Illegal markets involve a higher risk and better prices. Street buyers (e.g., transient vendors and passersby) have modest overheads and may set better prices, but are generally less trustworthy. Merchants (e.g., shopkeepers and trade guilds) often have a code of secrecy or stake in their reputation. Given the same price structure, most individuals would prefer to deal with a merchant, since there is considerably more security. Strong guilds and/or merchant organizations can really restrict relative purchase and resale prices; the GM should use this factor to control the market place in his game.
- 5) **The Roll:** The GM should roll an open-ended 1-100 roll and apply any availability, price, utility, or rarity modifiers. (Note that a bonus based on the secondary skill "Trading" is often applicable). It is necessary for the GM to roll because characters should be initially unaware of any swindle or theft results. One dice roll per locality per month should be allowed. Huge cities might have more than one locality.
- 6) **Calculate the Price:** Using the appropriate section of the Purchase and Resale Chart, cross-index the modified roll to get a result. The item's intrinsic value is then multiplied by any % result and any applicable market multipliers. This determines the price for the item in that locality for the next one month period. Other results are described below.
- 7) **Swindles:** If the result indicates a swindle instead of a %, there will be an attempt to deceptively cheat the buyer/seller (e.g., the buyer gets flawed merchandise, the seller gets counterfeit or poor grade currency, etc.).
- 8) **Thefts:** Should a "theft" result, someone (e.g., a pick-pocket or a gang of fast-moving kids) will make an unarmed attempt to steal cash or goods from the buyer/seller.
- 9) **Armed thefts:** In the case of an "armed theft" result, someone (e.g., an organized gang of brigands) will attempt to physically overpower the buyer/seller and rob him.
- 10) **Turned In:** Someone informs the authorities of the buyer/seller's attempts to deal in an illegal commodity.



2•PURCHASE AND RESALE PRICE CHART

Purchase Section:					Resale Section:				
Roll	% Cost Opn Mrkt		% Cost Illegal Mrkt		Roll	% Return, Open Mrkt		% Retrn, Illgl Mrkt	
	Merchant	Street	Merchant	Street		Merchant	Street	Merchant	Street
-(51)	Swindle*	Armed Theft*		Theft	-(51)	Swindle*	Armd Thft*	Theft	Armd Thft
Armed Theft					(-50)-05	0*	Armed Thft	Swindle*	Armd Thft
(-50)-05	0*	Armed Theft	Swindle*	Armed Theft	06-10	5	Theft*	Swindle*	Armd Thft*
06-10	Unavailable*	Theft*	Swindle*	Armed Theft*	11-15	10	Swindle*	Swindle	Theft*
11-15	Unavailable	Swindle*	Swindle	Theft*	16-20	15	0*	Swindle	Theft*
16-20	Unavailable	Unavailable*	Swindle	Theft*	21-25	20	0	0*	Swindle*
21-25	300	Unavailable	0*	Swindle*	26-30	25	0	Turned In*	Swindle
26-30	200	Unavailable	Turned In*	Swindle	31-35	25	20	Turned In	0*
31-35	175	Unavailable	Unavailable*	Swindle	36-40	30	25	0	0
36-40	150	Unavailable	Unavailable	0*	41-45	30	30	0	Turned In*
41-45	140	200	Unavailable	Turned In*	46-50	35	35	0	Turned In
46-50	130	175	Unavailable	Unavailable*	51-55	35	40	0	50
51-55	130	150	Unavailable	Unavailable	56-60	40	45	0	60
56-60	120	120	Unavailable	Unavailable	61-65	40	50	20	70
61-65	120	110	Unavailable	Unavailable	66-70	45	55	40	80
66-70	110	110	Unavailable	400	71-75	50	60	60	90
71-75	110	100	Unavailable	300	76-80	50	65	80	100
76-80	110	100	Unavailable	200	81-85	55	70	90	125
81-85	105	95	Unavailable	175	86-90	60	75	100	150
86-90	105	95	Unavailable	150	91-95	60	80	110	175
91-95	105	90	400	125	96-120	70	90	130	200
96-120	100	90	300	110	121-140	75	100	140	250
121-140	100	80	200	105	141-160	85	125	150	300
141-160	90	70	150	100	161-180	100	150	175	350
161-180	80	60	110	90	181-200	120	200	200	400
181-200	70	50	100	80	201+	150	250	300	500
201+	60	40	90	60					

* — Unmodified die roll.

Purchase Roll Modifiers:				
Price1	hamlet	village	town	city
inexpensive	-20	0	+10	+50
average	-50	-10	0	+25
moderately exp.	-75	-40	-20	+10
very expensive	-100	-75	-50	0
outrageous	-150	-100	-75	-10
Rarity	Utility			
Unique	-75	awesome		-40
Unusual	-25	very useful		-20
Common	+20	useful		0
		marginal		+10
		odddity		+30

Strong Guild Restrictions: Varies: (-10) to (-100)

- .5x **Oversupplied Market:** Areas where the good is overstocked or is produced in relatively large quantities and then exported.
- 1x **Supplied Market:** Normal market conditions found in a stocked trade town or cosmopolitan area.
- 2x **Undersupplied Market:** Market for normal imports.
- 3x **IsolatedMarket:** Areas where delivery of the good is very costly or time consuming.
- 4x **Unsupplied Market:** Market for extremely rare imports.
- 10x **Insulated Market:** Areas where the delivery of the good is extremely costly, time consuming, and dangerous.
- Varies **Seasonal Product:** Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.

NOTE: Factors such as delivery time, the rarity of component parts, the effects of weather, etc. can all be abstracted into this scheme, but the GM may find others which they feel should be reflected in more detail. Again, it will vary with the campaign.

Resale Roll Modifiers:				
Price	hamlet	village	town	city
inexpensive	-20	-10	0	0
average	-40	-25	-10	0
moderately exp.	-60	-50	-25	-10
very expensive	-100	-75	-75	-25
outrageous	-200	-100	-100	-50
Rarity	Utility			
Unique	+20	awesome		+30
Unusual	+10	very useful		+10
Common	-30	useful		0
		marginal		-20
		odddity		-40

Strong Guild Restrictions: Varies: (-10) to (-100)

- .25x **Oversupplied Market:** Areas where the good is is overstocked or is produced in relatively large quantities and then exported.
- .5x **Supplied Market:** Normal market conditions found in a stocked trade town or cosmopolitan area.
- 1x **Undersupplied Market:** Market for normal imports.
- 1.5x **IsolatedMarket:** Areas where delivery of the good is costly or time consuming.
- 2x **Unsupplied Market:** Market for extremely rare imports.
- 3x **Insulated Market:** Areas where where the delivery of the good is extremely costly, time consuming, and dangerous.
- Varies **Seasonal Product:** Multiplier = number of months since good was last in season. Covers certain food products and goods which are produced or available periodically, due to factors such as weather.



3•PRICE CHARTS

The following charts cover the suggested basic price of various goods which reflect the usual range of common non-magic items. The services allow for a comparative standard based on typical locales. Note the following when considering character of the purchases:

a) **Weights:** The weights are listed as ranges to reflect differences in length and construction. Certain steels, for instance, are heavier than others. Where the variation in construction and materials is too great to allow a good to be classed as one type, a number of listings has been made. Note that the armor weights include all associated lining, ties and padding.

b) **Superior or Enhanced Goods:** Goods with significant bonuses or unusual properties based on heavier designs, superior technology, enchantment, magic, etc. are not listed individually; *unparalleled* items should be created by the GM. Note that typical weights and lengths are given as ranges.

c) **Breakage Factors (BF):** The numbers listed in the "BF" column indicates the breakage resistance of a given good. See *Character & Campaign Law*® for more on this option..

d) **Fumble Range:** Each weapon has a fumble range. An **unmodified** combat roll within this range results in the attack having no effect. Instead, another percentile dice roll is made and this number is referenced to the applicable Fumble Table. See *Arms Law*® Table 8.2.1.

ACCESSORY PRICE TABLE

Note: These prices are substantially different from the depressed prices found in Character & Campaign Law. GMs should be sure all Players use the same list.

Good	Price*	Weight	To Make	Note (BF)
Arrows (20)	1sp	3 lbs	1 day	BF 06-40.
Astrolabe	150gp	3 lbs	25 days	Rare; does not include instruction in use
Bedroll (light)	1sp	4-7 lbs	.5 days	Wool blanket. 2 season.
Bedroll (heavy)	2sp	8-11 lbs	1 day	Wool/fur. 4 season.
Brush (writing)	3cp	.25 lbs	4 hrs	Hair. 4" stem. Capped.
Bucket	5bp	2-3 lbs	1 day	Copper. Holds 3 gallons.
Caltrops (5)	7bp	2 lbs	1 day	Portable spike traps.
Candle	3cp	.25 lbs	.5 days	Lights 20' dia; burns 2 hrs.
Case	3sp	1 lb	2 days	Water-resistant; leather 12" x 3" x 6".
Cask	2sp	5 lbs	1.5 days	Wood. Holds 4 gallons.
Chain	5bp	8-10 lbs	1 day	Iron. 10' long. BF 01.
Chalk (10)	24cp	.25 lbs	2 hrs	5 pieces.
Charcoal	27cp	1 lb	.5 days	Hot 4 hr fire.
Chisel	8bp	1 lb	1 day	Iron. -40 dagger. BF 01-02.
Climbing pick	25bp	2 lbs	1 day	Iron. -15 mattock. BF 01.
Clock (simple)	100gp	5 lbs	60 days	Fragile.
Comb	5cp	2 oz	.5days	Bone or ivory
Crossbow bolts (20)	2sp	3 lbs	2 days	BF 06-16.
Eating utensils (basic)	1sp	2 lb	2 days	Pewter plate, cup, bowl, knife, fork, spoon
Eating utensils (fancy)	5gp	5 lb	5 days	As above but all silver alloy
Eating utensils (extrav)	50gp	3 lb	20 days	As above, but finely engraved, crystal goblet, etc.
Fire-starting bow	9tp	.5 lbs	1 hr	Starts fire in 5 min.
Flint and steel	1bp	.5 lbs	—	Starts fire in 3 min.
Grappling hook	9bp	1 lb	1 day	Iron. BF 01. Grip fail. 02-03.
Hairbrush	5bp	.25 lbs.	2 days	Wood/bristles
Hammer	9bp	1 lb	1 day	Iron. -30 mace. BF 01-02.
Hammock	13cp	2-3 lbs	3 days	Rope; wood spreaders; iron hooks.
Harness	4sp	4 lbs	2 days	Leather/iron. Includes bit, reins.
Ink	1bp	.25 lbs	—	Black; non-soluble.
Knife	1sp	.25 lbs	1 day	Steel, for cooking. -25 dagger. BF 01.
Ladder	5bp	15 lbs	2 days	Wood. 10' long. Bears 400 lbs. BF 01-02.
Lantern	10bp	1-2 lbs	4 days	Lights 50' diameter.



Lock pick kit	5sp	.5 lbs	2 days	+5 bonus. BF 01-05. (+10: 5gp, +15:50gp)
Mirror	37bp	.5 lbs	1 day	Glass/silver, 6" x 4". BF 01.
Nails (20)	8tp	.5 lbs	3 hrs	Iron. 3" length. BF 01-08.
Oar	7cp	4-5 lbs	7 hrs	Wood. 6'-8' long. BF 01.
Oil flask	3bp	1 lb	1 day	Includes 1 pt oil (6 hr refill).
Paddle	6cp	3 lbs	5 hrs	Wood. 4'-5' long. BF 01.
Padlock	21bp	1 lb	2 days	Iron; with 2 keys. <i>Light to Pick</i>
Paper (10)	9bp	.25 lbs	1 day	10 sheets. 12" x 6".
Papyrus	11bp	.25 lbs	1 day	1 roll. 12" x 5'.
Parchment (10)	13bp	.25 lbs	1 day	10 sheets. 12" x 6". Not for magical enruning
Pegs (10)	1cp	2 lbs	2 hrs	Wood. BF 01-08.
Pitons (10)	18cp	2-3 lbs	1 day	Iron. BF 01-03.
Plank	7tp	11-12 lb	4 hrs	Wood. 10' long. Bears 350 lbs. BF 01-02.
Pole	6cp	5-10 lbs	3 hrs	Wood. 10' long. BF 01-05.
Pot (cooking)	8bp	2-3 lbs	1 day	Iron. Holds 2 gallons.
Quill-pens (10)	3cp	.25 lbs	2 hrs	Goose. 10/quiver.
Quiver	15cp	.5 lbs	1 day	Holds 20 arrows/bolts.
Rope	3bp	4-7 lbs	3 days	Hemp. 50'. BF 01-04.
Rope (superior)	9bp	2-4 lbs	5 days	Rein. hemp. 50'. BF 01-03.
Sack (50 lb)	8cp	2-3 lbs	2 hrs	Holds 50 lbs. 3 cu'.
Saddle	6sp	10-12 lb	6 days	Includes stirrups, blanket.
Saddle bag	9bp	4-6 lbs	2 days	Holds 15 lbs. 1.5 cu'.
Saw	25bp	2-3 lbs	2 days	Iron. 24" wood-tool.
Soap	1bp	4 oz	.5 days	scented is 3 bp
Sewing kit	2sp	2 oz	2 days	needle, thread, button, patch
Spade	17bp	3-4 lbs	1 day	Iron. Wood shaft. BF 01-04.
Sundial	2sp	1 lb	2 days	Iron. Approx. time.
Tarp	11cp	3-5 lbs	2 hrs	Canvas. 5' x 8'.
Tent	23bp	8-10 lbs	2 days	Canvas. 5' x 8'. Two man.
Tinderbox	2cp	.25 lbs	.5 days	Wood. Enough for 7 fires.
Torch	1cp	1 lb	1 hr	Lights 20' dia. (6 hrs).
Vial	12cp	.25 lbs	2 hrs	Glass. Holds 8oz.
Waterskin	1cp	.25 lbs	6 hrs	Holds 1 pt (.5 lbs).
Wedge (staying)	1cp	1 lb	1 hr	Hardwood.
Wedge (splitting)	3cp	3 lbs	2 hrs	Iron.
Wire (10 gauge)	8bp	3 lbs	5 hrs	Iron. 100'. BF 01.
Whistle	6bp	.5 lb	1 day	Wood/iron. 4". Range 1+ mi.



CLOTHING/ACCOUTREMENTS

Good	Cost*	Weight	To Make	Note (BF)
Backpack	2bp	2-3 lbs	1 day	Holds 20 lbs; 1 cubic foot
Boots				
Average	1sp	3-4 lbs	3 days	
Good	2sp	3-4 lbs	5 days	
Dress	15sp	3-4 lbs	10 days	
Cloak				
Plain Wool	9bp	2-3 lbs	1 day	Knee length
Long Wool	2sp	6-7 lbs	2 days	Ankle Length
Lined Wool	5sp	8-9 lbs	10 days	Lined with silk or satin
Fur	3 gp	10-15 lbs	10 days	Lined
Leather	1 gp	10 lbs	7 days	waterproof
Clogs	2cp	4 lbs	1 day	Wooden shoes
Coat				
Plain Wool	15bp	5-9 lbs	2 days	
Fine Wool	3sp	5-9 lbs	2 days	
Fur	2gp	8-12 lbs	5 days	
Leather	15sp	6 lbs.	4 days	
Fancy	5gp	4 lbs.	10 days	
Long	15sp	7 lbs	4 days	
Dress				
Simple	2bp	1 lb	1 day	
Fine	8bp	1 lb	2 days	
Fancy	5gp	3-10 lbs	10 days	
Formal Ballgown	10gp	3-20 lbs	15 days	
Framepack	33cp	3-4 lbs	1.5 days	Holds 45 lbs; 2 cu'.
Gloves				
Wool	2bp	.5 lbs	1 day	
Leather	5bp	.5 lbs	2 days	
Heavy	4bp	.75 lbs	2 days	
Fancy	5sp	.5 lbs	4 days	
Hat (men's)				
Plain	6bp	1 lb	1 day	Leather or felt.
Dress	3sp	1 lb	2 days	
Extravagant	3gp	1.e lb	5 days	silk/brocade, jewelled
Hat (women's)				
Plain	6bp	1 lb	1 day	Felt.
Dress	11sp	1.5 lb	5 days	
Extravagant	10gp	2 lbs	10 days	silk/brocade, jewels, feathers
Hood	16cp	.5 lbs	.5 days	Covers head & shoulders.
Padded Undercoat	6bp	2-4 lbs	2 days	
Pants				
Basic (wool)	25cp	2-3 lbs	1 day	
Basic (cotton)	3bp	1-2 lbs.	1 day	
Fine	6bp	1-2 lbs	2 days	
Leather	12bp	3-4 lbs	3 days	
Fancy	2gp	1-3 lbs	10 days	
Scabbard (belt)	25bp	1 lb	1 day	Holds one 1-h weapon.
Scabbard (shoulder)	3sp	1.5 lbs	1 day	Holds one 2-h weapon.
Scabbard (dress)	10gp	2 lbs.	10 days	Gilded, jewelled, etc.



Shirt	3bp	1 lb	1.5 days	
Basic (wool)	25cp	1-2 lbs	1 day	
Basic (cotton)	2bp	1-2 lbs	1-2 days	
Fine (cotton)	4bp	1-2 lbs	2 days	
Silk	5sp	1 lb	5 days	
Fancy	2 gp	1 -2 lb	10 days	
Shoes				
Cheap leather	5bp	2 lbs	2 days	
Average leather	8bp	2 lbs	2 days	
Fine leather	5sp	2 lbs	4 days	
Formal	4gp	1 lb	10 days	Velvet
Surcoat				
Simple	9bp	1-2 lbs	6 days	
Fine	3sp	2-4 lbs	10 days	
Fancy	10gp	3-4 lbs	20 days	
Undergarments				
Basic cotton	2cp	6 oz	.5 days	
Heavy cotton	3cp	8 oz	.5 days	
Wig				
Simple	9bp	.5-1 lbs	1.5 days	
Fine	5sp	.5-1 lbs	5 days	
Fancy	15gp	1-2 lbs	25 days	
Weapon belt	5bp	1 lb	.5 days	Holds 2 scabbards, 3 pouches.

* Subject to modification as noted in individual shop texts.

Note: creation times are just a general guideline. Some items require considerably longer for such steps as drying and curing; this is not reflected in the times listed here.





?•TRANSPORT PRICE TABLE

Good/Service	Cost	Base Rate/Max Pace		MN Bns	Ht/Wt	Capacity	OB
		ft/rnd	mph				
Animals							
Horse (light)	45sp	100/Dash	7/30	40	5'/800	200 lbs	5
Horse (medium)	60sp	110/Dash	7.5/38	25	6'/900	300 lbs	5
Horse (heavy)	80sp	80/FSpt	5/20	10	6'+/1300	400 lbs	5
Mule/donkey	32sp	90/Dash	6/30	20	4'+/550	250 lbs	—
Ox	95sp	60/FSpt	4/16	20	5'/2000	700 lbs	—
Pony (mature)	40sp	70/Dash	4.5/20	30	4'/500	180 lbs	—
Water-craft							
Boat (medium)	11gp	40/sail***	3/9	—	20'/800	2000 lbs	—
River Barge (large)	70gp	30/sail***	2.5/7.5	—	40'/8000	20,000 lbs	—
Canoe	8gp	50/Spt***	2.5/8	—	15'/130	500 lbs	—
Ship (small)	80gp	40/sail***	7/15	—	45'/6000	19,000 lbs	—
Ship (medium)†	190gp	30/sail***	6/13	—	60'/12000	35,000 lbs	—
Land Vehicles							
Hand-cart	11sp	40/Spt	3/9	-70	4.5'/100	250 lbs	—
Horse-cart (open)	4gp	50/FSpt	3.5/14	-25	6'/450	800 lbs	—
Wagon (open)	6gp	50/FSpt	3.5/14	-30	8'/600	1200 lbs	—
Coach (closed)	40gp	50/FSpt	3.5/20	-30	12'/1500	1000 lbs	—
Transport							
Service	Cost	Base Rate/Max Pace		MN Bonus	Capcty	Cargo	
		ft/rnd	mph				
Handcart service	1bp/trip	30/Run	2/4	—	2		
Litter service(enclosed)	1sp/trip	30/Run	1.5/3	—	1		
Coach service	1bp+1cp/mi	60/FSpt	4/20	-30	4-6		
Riverbarge passage‡	5bp+1cp/mi	—	30/sail***	2.5/7.5	Varies		
Skyship Passage‡	10gp+2sp/mi	—	20-50+	—	Varies		

* Height is at shoulder level. Size reflects low to average.

** Rarely available unless purchased from lord or wealthy dealer.

*** Speed in dead water. Add or subtract the affect of currents and winds.

†Not available in Haalkitainē.

‡ Along pre-existing routes only; otherwise craft must be chartered (at considerable cost). Higher costs for passage may also include amenities (e.g., 'pricy' cost may include a larger, well-furnished stateroom with good meals, while 'cheap' might imply cramped surplus crew quarters and crew rations.). Airbarges are typically more suited to passenger travel and are more luxurious, but much slower.

Definitions:

Ships are vessels capable of negotiating open seas, while *Boats* and *Barges* are adapted to relatively shallow waters: rivers, coastal channels, lakes, etc. CODES: Maximum Paces (Max Pace) are max. multiples of normal movement allowance (Base Rate). Run = 2x; Spt = 3x; FSpt = 4x; Dash = 5x.



FOOD, LODGING, AND SERVICES PRICE TABLE

Good/Service	Cost	Note
Drink (served)		
Cheap beer/ale	5cp	Pint.
Good beer/ale	1bp	Pint.
Premium beer	15cp	Pint.
Brandy	1bp	Half-cup
Mead	6cp	Pint
Cheap wine	5cp	Cup
Good wine	1bp	Cup. Examples: Danarchan, Melurian
Premium wine	2-5bp	Cup. Example: Námár-Tol
Coffee	1 bp	Cup
Tea	2 cp	Cup
Milk	2 cp	Cup
Juice (citrus)	5 bp	Cup
Cider	1 cp	Cup
Food (prepared)		
Light meal	5cp	Soup and bread.
Normal meal	1bp	Above plus meat or cheese.
Heavy meal	25cp	Above plus veggies, etc
Gourmet meal	1sp	Specially prepared; unusual.
Good/Service		
Cost		
Note		
Drink (packaged)		
Wine (cheap)	15bp	small cask; 2 gallons
Wine (good)	25bp	small cask; 2 gallons
Wine (premium)	2-10sp	bottle; 1 quart
Cheap Ale/Beer	4sp	keg; 10 gallons
Good Ale/Beer	5sp	keg; 10 gallons
Food (fresh/package)		
Vegetables	2 cp	per pound; potatoes, lettuce, carrots, etc.
Fruits	1 cp	each or cup; in season; apples, pears, cherries
Citrus Fruits	3 bp	each; oranges, grapefruit
Chicken	1 bp	raw; cleaned
Eggs	6 cp	dozen
Pork	1 cp - 1 bp	per pound; depends on cut
Beef	1 cp - 1 bp	per pound; depends on cut
Bread	5 tp	loaf
Week's rations	8bp	Normal spoilage. 18 lbs.
Trail rations	2sp	1 wk. Preserved. 14 lbs.
Greatbread	5gp	1 wk. Preserved. 4 lbs.
Service, General		
Haircut (basic)	1bp	
Haircut (elaborate)	5-25bp	Usually for women and noblemen
First Aid	1-10sp	
Second Aid	1-10sp	
Lay Healing/Surgeon	varies	Often the fee is the level of each spell squared in gp
Healer/Cleric (Temple)	varies	Tithe requested, usually 10-20gp per spell level
Healer (Professional)	varies	
Laundry	2cp	per item
Horoscope/Tarot reading	5cp	
Seer charges	varies	10-20x the level of spell cast



Good/Service	Cost	Note
Service, Personal		
Daily membership, Bath house	1bp	
Yearly membership, Bath house	2gp	
Massage, Bath house	2bp	
Attendant, Bath house (1 hr)	1bp	
Courtesan § (1 hour)	8gp	.5% chance of catching a venereal disease
Courtesan § (1 evening)	2gp	.5% chance of catching venereal disease
Street Prostitute § (1 hour)	2bp	5% chance of catching venereal disease; 5%/robbed; 1%/murdered

Lodging: Inn/Greathouse (rates are per room, per night)

Inn: 2-4/bed; †	2bp	Communal sleeping, 1 bed
Inn: 2/room†	5bp	Separate bedding
Inn: 4/room†	8bp	Separate bedding
Inn: Private rm†	3sp	Separate room
Inn: Suite†	6sp	With sitting room, anteroom
Stable	5cp	Includes food for 1 beast

Hospitalization

Private Room‡	5sp	Bedding, food, care
Semi-private‡	3sp	Bedding, food, care
Ward (6-20)‡	1sp	Bedding, food, care

Lodging: Apartment (rates are per 70-day month. Most include small kitchen and sitting-room. Prices can vary)

1 bedroom Uptown	6gp	(Cypress Circle, Library Park, High City)
1 bedroom Midtown	3gp	(Northgate, Twilight Quarter)
1 bedroom Lowtown	5sp	(South Banks, Elftown/Lower Market)
2 bedroom Uptown	10gp	(Cypress Circle, Library Park, High City)
2 bedroom Midtown	5gp	(Northgate, Twilight Quarter)
2 bedroom Lowtown	1gp	(South Banks, Elftown/Lower Market)
Luxury Uptown	40gp	3+ bedrooms, 2-3 additional rooms
Luxury Midtown	20gp	3+ bedrooms, 2-3 additional rooms
'Luxury' Lowtown	3gp	3+ bedrooms, 2-3 additional rooms
Villa Uptown	140gp	2-4 stories, includes 3 servants
Villa Midtown	50gp	2-4 stories, includes 2 servants
Villa Lowtown	15gp	2-4 stories, includes 1 servant

Notes:

* Subject to adjustment according to specific shop.

† Rates are per room

§ 'Courtesans' work in brothels and bath houses; 'Prostitutes' walk the street.

‡ Hospitalization allows for 1.25-2x heal rate (depends on quality of care).

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A Lift-coach



The Ice-gate



HAALKITAINE
SCALE
190' 300'
L·E·D·G·E·R

Haalkitaine, circa 5000 SEI

LEGEND

- Old Highway
 - Old Hwy Abandoned
 - Major Road
 - Minor Road
 - Old Crown Borders
- 0 100 miles



(SARALIS) KARISH (ZOR WASTES)

Northern Frontier

BAY OF ULOR

HELYSSA

(U - L Y S H A K

BAY OF DEADLY BREAKERS

NEA BAY

BAY OF ORMIAN

STRAITS OF MELURIA

Prevan

Kaytha

L'KYRAN

Ixbridge

Barrara

Sanaria

Krindall

Bergundia

Haalkitane

Cynar

Yarthraak

River Khine

Blackstone

Blue River

Orgosia

Changor

Ayodel

Nortagle

Remiraith

Harrowgate

Greensnake River

Calthos

Vyrts

Willowvale Hall

Shen-Shay

Norek

Harrowgate

Jhcernagh

Minon

Haelibron

Five Oaks

Nolgara

Haelibron

Boiling Seas of Aramnor

Dalov Kurn

Lathornia

Nea River

Lethys

Swink

Bosirbron

Plasidar

Zammor

Quendara

Crædinor

Alacta

Hooneydar

Fulcrumia

Trollsgrave

Barrowdale

Titansford

Syrd'an

Symnedd

Yarden

Hooneydar

Alacta

Novington

Ormian

Dalov Mur

Calceyrian

Esov Turic

Esov Mur

Duraan