

IN SEARCH OF VURKANAN TYES

A Rolemaster Adventure for 5-7 first level characters

By Alan Thacker

HISTORIAN'S NOTE: This adventure takes place just after Prince Rylec Qaterris narrowly avoids assassination but prior to the dead woman's body being left on the steps of the palace.

It begins simply enough. A group of freshly graduated students from The University of Kalingen are approached by a man who says he works for a wealthy merchant. The job is simple, the results are far-reaching and deadly. . . .

Prologue

Read the following to the players:

It is a fresh new day. It has been five long years since you entered The University of Kalingen, but you have finally graduated. The Masters of the School have been gracious enough to grant your requests to be your own masters. Now, with a diploma in your hands, and a fresh start before you, you set out into Sel-Kai City to see what can be seen.

As you are all deciding where to go first, a young Shay boy trots over to you and calls out in a shrill voice. "Hey," he says, "hey, are you adventurers?" He has an expectant look on his face.

If the PC's answer yes, then the boy looks relieved and asks that they go speak with Varsæn at the Grape and Grain Tavern. He will be seated in the back with the red turban. If asked any questions, the boy, who's name is Tam, says that he was hired only to run the message to "some adventurers." He knows nothing of the actual mission.

If the group says no, or is otherwise mean to him, he sarcastically thanks them and moves on. The adventure is over and you have an obtuse group of players there.

Scene 1: Thugs!

A group of five desperate men who were recently let go at the Gugulon Estate are prowling for money. They don't care how they get it, even if they have to kill for it. They are hungry and homeless. While a dangerous encounter, it will provide a smattering of equipment for the player characters to use in their coming adventures.

An *Easy* (+10) Perception roll will spot the attack before it happens. The thugs are not very adept at ambushing people, otherwise they would be assassins and not have to do this for free. The men are at their wits' end and will see no reason to not fight to the death.

Scene 2: The Grape and Grain Tavern

Read the following to the players:

The G&G is crowded already. Times are bad since Ignatus Jurgon, Merchant Baron of Sel-Kai was found murdered in his study last month. Then the Prince of Sel-Kai was almost assassinated. Now, some are saying that some of the trade agreements with Thanor and several of the smaller cities that surround this part of Emer are going to fall apart. Rumors are continuing to fly about that the murder of Ignatus Jurgon was arranged by the Prince himself.

As you contemplate the future of Sel-Kai City, and your own immediate needs, a good looking male Laan stands up from his table. He is wearing a yellow and brown long coat with silken trousers underneath with a purple shirt. A wide leather belt encompass a thick waist. On the belt hangs a curved scimitar in a leather jewel-encrusted scabbard. The man has a ruddy complexion. He leans on a waling stick as his eyes dance about the bar, settling on you briefly in a curious glance, but then quickly moving on to find something else. He has a red turban on his head.

The Grape and Grain has several entertainments to choose from. Chief amongst these is Jurdan who will take on all challenges in the game of darts. He is a tall swarthy Laan who is very skilled with darts and other thrown weapons. A retired warrior, Jurdan long-ago found his cache of treasure on which he lives out his days throwing darts for amusement here at the Grape and Grain. He also serves as the bouncer should any trouble develop. Jurdan's stats are listed in the NPC section following.

Prices at the Grape and Grain

<u>Item</u>	<u>Price</u>
ale, mid-grade	2 bp/pint
beer, mid-grade	2 bp/pint
whiskey	2 bp/half-pint
mead	2 bp/pint
brandy	2 bp/half-pint
wine, low-grade	4 sp/cup (bottle: 3 gp)
wine, mid-grade	5 sp/cup (bottle: 6 gp)
wine, premium	6 sp/cup (bottle: 9 gp)
soup and bread	1 bp
meat or cheese*	2 bp
vegetables*	6 bp
special orders	2 sp

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* Soup and bread comes with both of these as well for the listed price.

Once the PC's initiate conversation with Varsæn, read the following:

“Ah, I see that whelp of a boy has found some worthies. Welcome! Can I persuade you to sit while I treat you to a tale of adventure and loss? And perhaps whet your whistles with some fine wines here at the Grape and Grain!”

After Varsæn has called over the barmaid and ordered glasses of fine wine for everyone, he settles into a comfortable chair and looks at all of you seriously, taking the time to lock eyes with each of you for a moment before starting his tale.

“A few months ago, a friend named Vurkanan Tyes and I, came across an old tome here in the Sel-Ki Library. We were researching the histories of the Jan when we came across a reference to an artifact called the *Jade Staff of Pilak-Sû*. The staff, according to the book is buried underneath the canals of Sel-Kai City itself. While the book contained no more specific information than that, Vurkanan was intrigued. Thus armed with this knowledge, we sought out those who might have known, or still know, something of this fabled staff. Little did we know that there are those here who would strike to keep this knowledge a carefully guarded secret.”

The man pauses to sip his wine, he looks around at your faces and then continues, “While we explored beneath the city, we drew the attention of men who wore gray cloaks and hoods. They warned us to move on and not dig any deeper. They said they could not, and would not, be held responsible for what would be unleashed.”

“On their advice we stopped digging. After retiring to our rooms for the eve, I fell into a deep slumber, as is my wont. When I awoke, I sought my friend to see what he wanted to do for the day. His room was a shambles. The bed was split in two, as if my a mighty axe blow. The mattress slashed with a blade of some sort. The tables knocked askew. My friends’ belongings were gone. Even his journals. All taken by the abductors.

“My only clue was a this.” He holds up a beaten silver amulet marked with a shooting star device on a silver chain. “I do not recognize such a marking. Perhaps you can succeed where I have failed. I want you to find my friend, free him from his captors, and escort him here seeing that no further harm befalls him. I can of course, pay you for your time and troubles. I will offer the princely sum of 20 sellini each to you. We can, of course, debate the price, if you wish. Alternately, you may take a line of credit at my shop equal to three times this amount I offer you today in place of any cash payments. Though time is short, so I must be quick. I know not what these fiends may do to my friend.

Can you, will you, help an old man?”

If the PC’s want to bargain, an opposed Barter roll will reveal who wins the debate. If Varsæn wins, lower the price by 5 sp. A victory by the PC’s will raise the price by 5 sp. Should Varsæn loose three straight Barter contests, he will stop bartering and pay whatever price has been reached. If the PC’s loose three straight Barter tests, the offered payment becomes firm and no further rolls will have any effect. See Varsæn’s character record below for his skills.

He hands the amulet to one of the PC’s, and after arranging to have any equipment

delivered, tells the characters he may be found here during daylight hours, but goes home during the night. He prefers to be contacted during the day, so he will not willingly divulge the location of his home to the players.

Varsæn is not what he seems. While he is, indeed, a merchant (his shop is in the Black Oak district in the building between Visions Spectacle Shop [#108] and Black Oak Apothecary [#106]) he also serves Vurkanan Tyes, a Loremaster, as a personal attendant. He is fiercely loyal to the Loremaster and wants nothing more than his safe return. While he is a capable warrior in his own right, he was also attacked during the night that Vurkanan was taken. He delivered a mortal wound to two of his attackers, but they were carried off by their friends. While he was successful in routing the combatants, the warrior still nurses a broken ankle and his muscles in his left leg have been slashed. He is at -40 for any physical activity.

Should any of the PCs offer to help heal him, Varsæn will politely refuse saying that he has already tried to have it healed and that he will see to it further. He thanks the characters, saying “While I appreciate the concern, I will be better served by your quick location of my friend. Thank ye truly, friends.”

Varsæn knows that the attackers belonged to religious organization, but not which one. The merchant cum warrior is going to start his own investigation and call in some additional help from the Loremasters. This is why he cannot assist the PC’s any further.

Scene 3: Tamingers Fine Jewelry

The amulet is a fine place to start. The bauble is fashioned of silver with a shooting star device. It is, in fact, a holy symbol of a cult called the Cult of the Shooting Star. They are bent on finding the *Jade Staff of Pilak-Sû* for themselves. If asked where they can find information about the amulet, Varsæn will direct them to Tamingers Fine Jewelry in the Black Oak district. Tamingers remembers constructing these necklaces for a man in City Center. If the characters would but purchase “a small trifle” he would be happy to direct them to the appropriate person. As the PC’s have very little cash on them, the least expensive item is a gold ring which costs 30 gp. If the PC’s offer to do a service to Tamingers at some point in lieu of a purchase, then he will reveal that a man in City Center, one Tharnes, had several of the trinkets made some months ago. He does not know why, or for whom they were intended, but he has the address of Tharnes (Sel Cisur [Silver Bridge] across from Herbs of the World) which he will give to the PC’s.

Scene 4: Tharnes’s House

Tharnes live in a nice one story house on the Silver Bridge. He lives there with his four bodyguards, and his harem of females. While he will not be home when the PC’s arrive, assuming they arrive during daylight hours, his four guards will be. They will not take kindly to any intrusions and will do their level best to kill any invaders. The door is locked but can be picked by making a *Hard* (-10) Lockpick roll. The house is detailed below. A map is not provided with this adventure. Instead, the GM is encouraged to put together a map for her own use.

Tharnes’s House Key

1. **Living Room.** This room is richly appointed with fine pillows and comfortable looking chairs

and seats. There is a vase (5 sp) on a side table that holds flowers (in the bottom of the vase is a small 2 tal sapphire worth 20 sp.) There is a quarterstaff next to the door. Yurat is sitting here reading a book called *The Magical Properties of Amber: An Historical Perspective*. It is written in Shay and can be sold to a sage or the Library for 30 gp.

2.) **Kitchen.** This room is fully stocked for ten people for a week. There are an assortment of small knives which can be used in a pinch for combat (-15 OB; break on a fumble.) Neuré is here getting something to eat. He has placed his hand crossbow and shield on the table out of reach, thus he will not have these during any combat here.

3.) **Oz and Neuré's Bedroom.** This bedroom is the room of two of Tharnes' guards. There are two beds here, with two wardrobes and two footlockers. The room's floor is covered in a red and black rug imported from Jaiman (value 20 gp.) The wardrobes contain clothing fitting a broad-shouldered male that stands 6'3" tall. Most of the clothes are dark colored.

Oz's Footlocker contains a map case (empty) a pair of old boots, and a locked box that has a good lock on it. It will require a *Hard* (-10) Lockpick attempt to open the lockbox. There is 75 sp in the box. Also in the chest is a quiver of 20 crossbow bolts.

Neuré's Footlocker has an old, dinged up short sword (-5 OB from age and lack of care) a small sack with 29 sp, and a red cloak that has holes in it. There is nothing else of value in the chest.

4.) **Varper and Yurat's Bedroom.** This room is set up like area 3, except there is no rug in this room covering the hardwood floor.

Varper's Footlocker is locked. A *Medium* Lockpick roll will open it to reveal a pair of old boots, a green cloak, five bottles of good brandy (2 sp for each bottle) and a bag with 60 sp in it.

Yurat's Footlocker has a poor lock on it requiring an *Easy* (+20) Lockpick roll to open. Within the chest is a bottle of good wine (6 sp) a old, dented helmet with a dragon motif (non-magical, but looks cool) and a small pouch containing a small oaken statue of primitive make depicting a leaping unicorn. The statue is a unique item, though non-magical, and would fetch a price of 20 gp.

5.) **Harem Room.** There are always five Laan women in here at any given time. They are not allowed to leave the room at any point, and being completely under the mental control of Tharnes, they are adept at following these orders. They will not interfere with the PC's, unless directly attacked. They have nothing of value. Varper is in this room having sex with a member of the harem. He will not be wearing his armor or have weapons on him as he was not expecting trouble, though these items are nearby and can be grabbed should he need them.

6.) **Tharnes's Bedroom.** Tharnes has a luxurious room with a four poster bed fashioned from mahogany and oak. The finest silks cover his bed and pillows while his drapes are fashioned from velvet. The lines and drapes can be sold for 5 gp if a buyer can be found. There is a small footlocker at the foot of the bed, a nightstand with a drawer (locked; *Extremely Hard* (-30) Lockpick roll to open) and a full walk-in closet. These are detailed below.

Footlocker: contains a spare set of throwing daggers (12 in all) and a small jewelry box with 10 more of the shooting star amulets.

Nightstand Drawer: has two small vials of Purg (heals 20 concussion instantly; herb) also present is a small leather money pouch with 20 sp. In the back of the drawer is a book. This book is a journal detailing the cults activities over the past six months. It also details where Vurkanan

Tyes is being held (Granite Knoll district in the residence of Parada (#193A.) Use the bottom map of Three Villas on page 98 of *Eidolon: City in the Sky* to represent this house.)

Full, Walk-in Closet: Several dozen cloaks, robes, pants, shirts and so forth are in this closet. The entire wardrobe can be sold for 50 gp, should a buyer be found for such.

7.) **Latrine.** This room empties into the canal below. There is nothing of interest or value in this room. Oz can be found here. His armor and shield has been placed aside, but he is polishing his sword as he sits and finishes his business.

Scene 5: The Cults Hideout

Player characters should have found this location by following the journal entries found in Tharnes' nightstand drawer. Once inside the structure, the PC's should be careful in examining the rooms, as they can be quite deadly if they are not paying attention.

1.) **Courtyard.** This lush courtyard is protected by an eight foot high, eighteen inch thick granite wall and a brass gate, which can be opened on a *Very Hard* (-20) Lockpick roll. Within the courtyard are several trees and rows of nice bushes. The center of the green is dominated by a fountain with clear, cool water trickling through it. The fountain depicts an unknown figure (Pilak-Sû) holding out a staff towards the East. The water runs the length of the staff into a holding basin where it is forced upwards to run down again.

Within the courtyard is a burly Rhiani male named Scar who is standing watch. He is wearing his chain hauberk and holding a full shield. He fights with a broadsword. He will first warn-off any people he perceives as attempting to pick the lock (Perception +20) and then warn the house should anyone actually do so before he can get to the gate (three actions.) His statistics are presented below.

The front door to the house is locked and it will take an *Extremely Hard* (-30) Lockpick roll to pick it open. Scar does not have the keys to the front door. Note that the door is not locked while he is on duty, but should he warn the house, the door will be locked.

2.) **Sitting Room.** This sitting room is unoccupied currently. The room does have two large oaken bookcases; one on the north wall and one on the west wall. A table with a chair made of mahogany sits against the southern wall. There are 283 books in this room. Most deal with mundane topics, like *How to Sew*, or *Cooking Crayfish: A Guide for the Casual Chef*. Amongst the books on the southern wall is a somewhat fat, red, book named *A History of Sel-Kai*. It is bound in a reddish metal (normal steel) and is heavy. Within the text can be found a rolled up and flattened piece of paper with the spell *Item Analysis I* (Bard Base List, level 4) on it. The entire library can be sold to the Sel-Kai Library or an interested sage for 250 gp.

The books on the desk may be of interest to the players. One of the books is a spell book with the following spell lists in it: *Protections* (Cleric Base list to 10th level) *Necromancy* (Evil Cleric Base list to 10th level) and *Blood Law* (Closed Channeling List to 10th level.)

3.) **Scar's Bedroom.** This Spartan room is decorated with nothing more than a simple woolen throw rug on the hardwood floor. A single tapestry depicting a warrior and a wizard standing on a green field with a castle in the background (value: 20 gp.) There is a locked chest on the north wall that is unlocked. It contains two quivers with 20 arrows each, a belt with three daggers, and a folded, gray cloak.

- 4.) **Sitting Room.** This room is nicely furnished, but nothing of value is within it.
- 5.) **Frenish's Bedroom.** Frenish likes a sea motif, being from an island on the southern coast of Emer on the Glass Ocean. Being from an ocean going culture, Frenish has a simple chest and a wardrobe. Within the wardrobe is a scimitar, two daggers, and a club. Also present is a small bag with 51 cp, 15, bp, and 20 sp.
- 6.) **Enoch's Room.** This room is a library to the magician Enoch. Here is where he studies and develops new spells for the cults use. His bed is small, made of mahogany and oak with a feather down mattress. There is a single drawer in the bottom of the bed. The drawer is locked and requires a *Very Hard* (-20) Lockpick roll to open. The chest is not trapped and contains a small brown book bound in leather which details the spell list *Lofty Bridge* to level 10.
- 7.) **Parda's Room.** Parda is the spiritual leader of the Cult. She stays in a room that is dominated by an alter dedicated to Scalu. She is a thoroughly despicable woman who enjoys hurting her captives and breaking their wills. Under her bed is a locked box that requires a *Very Hard* (-20) Lockpick roll to open and contains a ruby and gold earring that is worth 150 sp and the golden key that can release Vurkanan Tyes from the energy sheath. Parda is in room 11 with Tharnes and two guards when the PC's enter the house trying to extract information from Vurkanan Tyes.
- 8.) **Unused Room.** This room is not currently in use having only a bed, an empty chest, and a wardrobe.
- 9.) **Unused Room.** This room is not currently in use having only a bed, an empty chest, and a wardrobe.
- 10.) **Dock Area.** Here is where the boats of the Cult are docked. Here is where Frenish and Enoch are standing guard. Frenish will blow a small conch shell to warn the house of intruders while Enoch will begin casting spells at the party.
- 11.) **Torture Room.** This is where the Cult is holding Vurkanan Tyes. He is currently held in a golden energy sheath and cannot be released through normal means. The PC's must have the golden key to free Tyes.

Standing in the room is Parda, Tharnes, and two guards. The guards will immediately attack anyone who is unknown to them (the PC's) and try to force them out of the room. Parda and Tharnes will attack the party until it is clear that they cannot win. At that point, they try to leave. Parda will attempt to *teleport* and Tharnes will attempt to take a hostage via *mind control* or other means. The villains will fight intelligently, so don't hesitate to slaughter the characters if they get into a fit of stupidity. The villains are armed as described in their character sheets.

12.) **Storage Room.** The Cult uses this room as a storage room. Within are eight large crates.

- Crate #1: 10 broadswords, 10 short swords, 10 maces, and 10 flails.
- Crate #2: 40 normal shields.
- Crate #3: 35 leather breastplates and 5 chain shirts.
- Crate #4: 35 sets of leather greaves and 40 helms (35 leather helmets and 5 pot helms with attached aventails.)
- Crate #5: 20 shortbows and 20 light crossbows.
- Crate #6: 400 arrows in quivers (20 per quiver.)
- Crate #7: 400 crossbow bolts in quivers (20 per quiver.)
- Crate #8: has enough dried and preserved food to feed 40 men for two weeks.

Also in the room are three barrels full of fresh drinking water.

Scene 6: Finishing Up

Once the party has defeated the villains and freed Tyes, he asks a few basic questions, such as “Who are you?” “Why have you helped a complete stranger?” “Do you know if Varsæn is alive?” Once he has grilled the party about their involvement in his capture and is reasonably certain that they had nothing to do with it, Vurkanan heartily thanks the characters and promises them a “suitable reward just as soon as I can recover the funds from my local banking institution.”

He is not lying to the characters. Shortly after the PC’s return him to Varsæn in the Grape and Grain Tavern he will rest awhile, listen to the characters as they tell him (again) how they tracked him down and “ooing” and “aahing” at all the appropriate moments, then excuse himself to retrieve their payment. He will return shortly with a small sack of 100 sp for each character and will once again thank the PC’s for a job well done.

Varsæn will agree to purchase any unclaimed gear from the Cult hideout if the PC’s think to offer it to him. He will offer to buy the gear from the characters at the listed price in the *Eidolon: City in the Sky* source book, though he stresses that this is far from the normal procedure for such transactions.

EXPERIENCE AWARDS

<u>Action</u>	<u>Reward (all are applied to each character)</u>
Accepting the Mission:	+200
Talking with Taminger:	+300
Agreeing to do a service for Taminger:	+500
Being Rude to Taminger:	-500
Searching Tharnes’s home:	+500
Finding the Journal:	+1000
Tracking down the Cult Hideout:	+200
Rescuing Vurkanan Tyes:	+2000
Failing to Rescue Vurkanan Tyes:	-1000
Being Rude to Vurkanan Tyes:	-500
Selling the captured Cult gear to Varsæn:	+total value of the sell
Standard XP Awards as per <i>ChL &CaL</i> pg 62-63:	+/-variable

Source book

Scene 2: Ambush!

Name	Level	Hits	AT(DB)	Shield	Melee	Ranged	Notes
Thugs (x3)	1	31	1 (0)	N	58kn	--	Shay, Fighter
Each has one knife and are unarmored. Co90, Ag55, Sd93, Me45, Re81, St90, Qu75, Pr45, Em62 In46.							
Thug Lieutenant	2	50	1 (0)	N	61cl	--	Shay, Fighter
Has a club and is unarmored. Co90, Ag55, Sd93, Me45, Re81, St90, Qu85, Pr45, Em62 In46.							
Thug Leader	3	70	1 (10)	N	73ma	--	Shay, Fighter
Has no weapon but strikes with Martial Arts Striking Rank 1. He is unarmored. Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.							

Scene 3: The Grape and Grain Tavern

Jurdan	7	95	1 (25)	N	95bs	95dt	Kytaari, Fighter
Has 30 darts, a broadsword in a shoulder scabbard, 14 sp. Bouncer of The Grape and Grain Tavern. Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.							
Varsæn	10	115	2 (30)	N	115sc	115sb	Laan, Fighter
Wears heavy clothing (AT2) carries a scimitar, walking stick (treat as cudgel for combat) and 50 gp worth of mixed coins. Co90, Ag55, Sd93, Me45, Re81, St90, Qu102, Pr45, Em62 In46. Barter +50; broken ankle and slashed muscles grant a -40 to all physical activities.							

Scene 4: Tharnes's House

Varper	3	70	9 (40)	Y	64ss	--	Shay, Fighter
Wears leather breastplate, full shield and short sword. Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.							
Oz	3	70	9 (40)	Y	64ls	35sl	Shay, Fighter
Wears leather breastplate, full shield, longsword and sling (20 stones.) Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.							
Yurat	3	70	9 (40)	Y	64ba	--	Shay, Fighter
Wears leather breastplate and weilds a battle-axe. Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.							
Neuré	3	70	9 (40)	Y	64bs	40hcb	Shay, Fighter
Wears leather breastplate, full shield, broadsword, hand crossbow (20 bolts.) Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.							

Even though Tharnes is not encountered in his home, he is listed here for completeness sake.

Tharnes	10	40	9 (45)	Y	60ma	70spell/55da	Vajaari, Mentalist
Wears leather breastplate, full shield, carries a mace, 12 matched throwing daggers, and <i>Alkresting's Headband</i> : x2 Mentalist PP multiplier, x2 range on all Mentalist Base Spells. Co90, Ag95, Sd93, Me45, Re81, St90, Qu95, Pr99, Em62 In46. Directed Spell bonus 50, Perception 20, Stalk/Hide 30, Runes/Staves & Wands 60, 14 spell lists. 40 PP.							

Spell Lists Known:

Mentalism Base Lists: Mind Control (20th level) Mind Attack (20th level) Sense Control (20th level)

Mentalism Open Lists: Self Healing, Damage Resistance, Brilliance, Attack Avoidance, Detections (All to 10th level)

Mentalism Closed Lists: Telekinesis, Gas Manipulation, Solid Manipulation (All to 10th level)

Scene 5: The Cult Hideout

Name	Level	Hits	AT(DB)	Shield	Melee	Ranged	Notes
Guards (x2)	3	70	9 (35)	Y	64bs	--	Shay, Fighter Wears leather breast plates, full shield and carries a broadsword. Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.
Scar	7	95	16 (15)	Y	95bs	--	Rhiani, Fighter Has a broadsword in a shoulder scabbard, is wearing a chain hauberk and is using a normal shield. Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.
Frenish	7	95	1 (25)	N	95sc	95tda	Kytaari, Fighter Wears no armor; uses a scimitar and 12 throwing daggers in combat. Co90, Ag55, Sd93, Me45, Re81, St90, Qu95, Pr45, Em62 In46.
Enoch	7	25	2 (15)	N	20qs	--	Shay, Magician Wears heavy clothing (AT 2) and carries a quarterstaff. Co90, Ag95, Sd93, Me45, Re81, St90, Qu95, Pr99, Em95 In46. Directed Spell bonus 40 (Fire Bolt) 12 spell lists to 10th level. 14 PP.

Spell Lists Known:

Magician Base Lists: Fire Law, Earth Law, Light Law, Water Law, Ice Law, Wind Law (all to 10th level)

Open Essence Lists: Spell Wall, Rune Mastery (both to 10th level.)

Closed Essence Lists: Shield Mastery, Lofty Bridge, Rapid Ways, Dispelling Ways (all to 10th level.)

Parda 7 45 9 (55) Y 40wh 10sl Kytaari, Cleric
Wears a leather breastplate (AT 9) and a normal shield. Carries a warhammer and a sling with 20 bullets. Co90, Ag95, Sd93, Me45, Re81, St90, Qu100, Pr99, Em95 In102. Channeling 65, 10 spell lists to 10th level. 28 PP.

Spell Lists Known:

Cleric Base Lists: Protections, Repulsions (both to 10th level.)

Evil Cleric Base Lists: Curses, Necromancy, Disease (all to 10th level.)

Open Channeling Lists: Barrier Law, Spell Defense, Concussion's Ways (all to 10th level.)

Closed Channeling Lists: Blood Law, Nerve Law (both to 10th level.)