

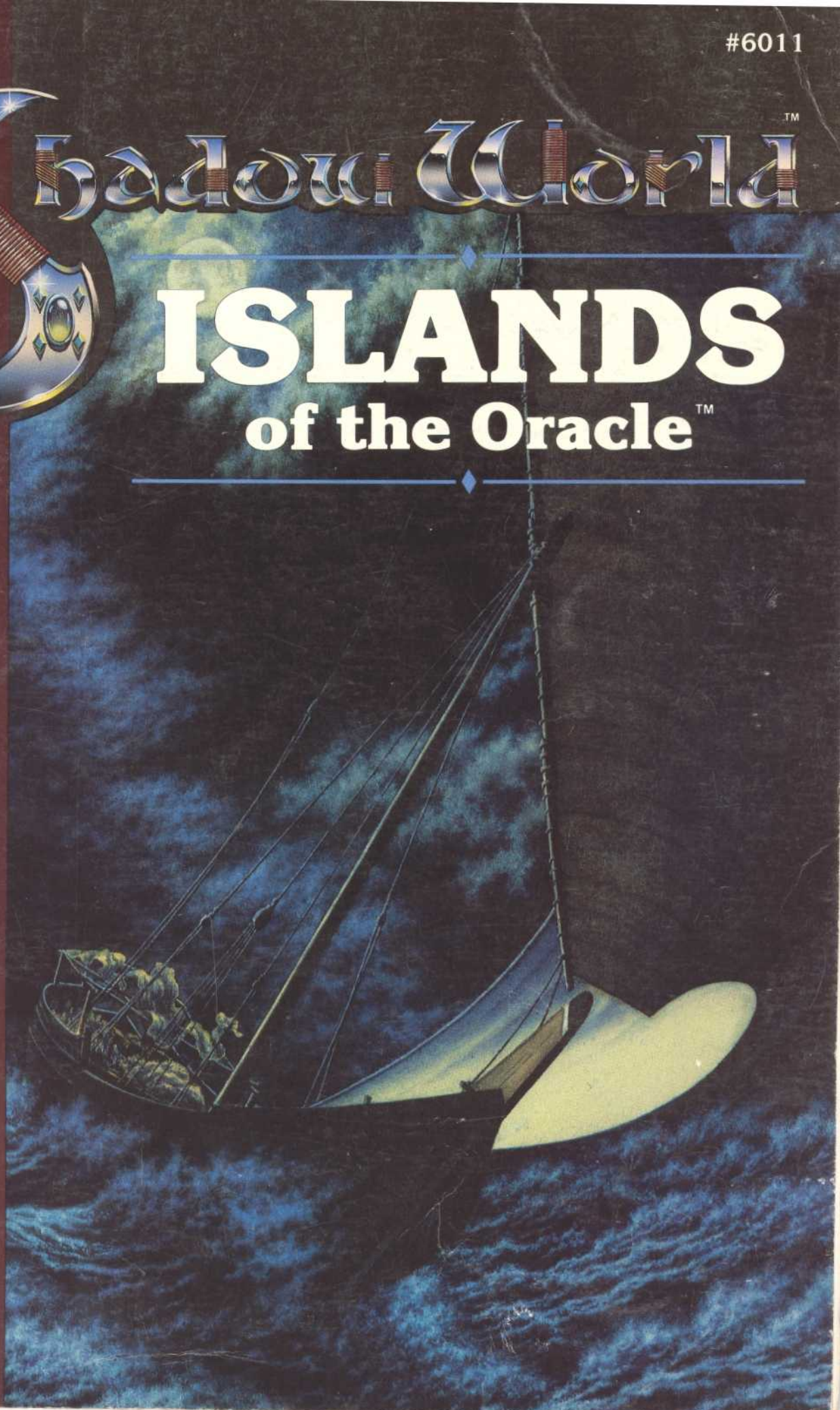


# Shadow World™

## ISLANDS of the Oracle™

700 miles south of the continent of Kelestia, five green isles beckon with mystery, ancient treasure, and arcane magic. But the wise Great Oracle of the Abarquan Islands may be in danger: signs of the Unlife have appeared...

*Shadow World™* is the planet Kulthea, a unique fantasy environment for use with both *Rolemaster™* and *Fantasy Hero™*. It is also adaptable to most other fantasy role playing games.



# ISLANDS OF THE ORACLE™

## CREDITS

**Author/ Designer:** John Crowdis

**Editor/Developer:** John Ruemmler

**Cover Art:** Michael Embden

**Interior Art:** Paul Jaquays

**Layouts:** Elissa Martin

**Additional Art & Graphics:** William Hyde

**Project Specific Contributions:** *Series Editor:* John Ruemmler; *Content Editor:* Terry K. Amthor; *Pagemaking:* Will Hyde, Kevin Williams; *Layout:* Eileen Smith, Andrew Christensen, Ted Dinwiddie, Larry Brook; *Cover Graphics:* Andrew Christensen

**Special Contributions** — John Tebbutt, Brian Orgnero, Boon Chang, Mike Parker, Leif Karlsson, David Crowdis, Keith Robley.

**ICE MANAGEMENT** — *Production Manager:* Terry Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

**ICE STAFF** — *Licensing:* Kurt Fischer; *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmler; *Production Staff:* Larry Brook, Andrew Christensen, Edward Dinwiddie, William Hyde, Cheryl Kief, Jennifer Kleine, Leo LaDell, Eileen Smith, Kevin Williams; *Operations Staff:* Marc Rainey; *Sales & Customer Service Staff:* John Brunkhart, Heidi Heffner, Becky Pope; *Shipping Staff:* John Breckenridge, David Johnson.

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# • GUIDELINES •

This book is the latest addition to the *Shadow World* line, an ongoing series of guidebooks designed to detail specific sections of the planet Kulthea. Each book covers a specific area of the world, whether an island, an isolated keep, or like this one, an entire realm. This work is designed to be used in conjunction with the *Rolemaster* and *Fantasy Hero* Role Playing Systems, and all character statistics (as well as spells, combat abilities, etc.) are presented accordingly. Obviously, if a Gamemaster feels that any of the statistics and situations contained herein do not fit his or her concept of the game world as a whole, (s)he should feel free to alter them. Care must be taken to maintain the play balance established.

For more information on the campaign world, the GM should consult the *Shadow World Master Atlas*. In addition, data can be found in the rulebooks of the *Rolemaster* system; these include previously published works *The Rolemaster Companions* (volumes 1, 2 & 3), *Character Law & Campaign Law*, and *Creatures and Treasures*. Combat abilities and rules are in ICE's *Arms Law* and *Claw Law*, and the complete magic system is in *Spell Law*.

For those GMs who wish to work the world of Kulthea into a much broader, science-fiction based framework, ICE's *Space Master* system provide coherent guidelines and is fully compatible with the *Rolemaster* rules. In the Imperial time of *Space Master*, the world of Kulthea is known as "Ceril VII", located at coordinates 35X, 20Y, 80Z. It is technically under the jurisdiction of the Inner Province of Devon (see *Imperial Crisis: House Devon In Turmoil*), but this claim is currently contested by at least one other Royal House, as well as the Imperium itself.

This book has five main sections. First, Parts I-IV introduce you to the islands, their weather and their unusual plants and animals. Parts V-VIII reveal the Saurkurian race, its Economy, Politics and Individuals of Note. Third comes Parts IX-XII, which detail the Palace of the Oracle, two cities and other Sites of Note. The fourth part is Section XIII, seven adventures. Last come the *Fantasy Hero* and *Rolemaster* tables in Part XIV. Read on, adventurers!

## HANDLING PLAY

The Adventures presented herein are geared to characters of various classes and experience levels (suggestions are included with each Adventure). Each Adventure is divided into seven standard parts:

- 1. The Setting**, which gives a general idea of the sites included in the Adventure.
- 2. Requirements**, which lists the PC types most suitable for the Adventure, as well as any equipment or knowledge required.
- 3. Aids**, which details key items or data which the GM will be able to provide for the PCs.
- 4. The Tale**, which describes the initial plotline and events leading up to the Adventure itself.
- 5. The Task**, which presents methods of starting the Adventure, along with obstacles and encounters awaiting the Players.
- 6. The Reward**, which describes the rewards given the PCs should they succeed in the task.
- 7. Alternate Adventure**, which provides other means of running the same basic plotline.

The GM should become familiar with the land of Gethrya by reading the book before attempting to run the Adventures. Before running an Adventure, the GM should familiarize himself with the sequence of events described therein. You may wish to create some additional layouts or elaborate upon the provided material. This preparation minimizes the detail-hunting required during play and allows you to tailor the plotline to better suit your players.

## DIFFICULTY MODIFIERS

Tasks in *Shadow World* modules are often described in terms of Difficulty Modifiers. Each term corresponds to a numerical modifier in *Rolemaster* or *Fantasy Hero*.

Term	RM	FH	Term	RM	FH
Routine	+30	+4	Very Hard	-20	-2
Easy	+20	+2	Extremely Hard	-30	-4
Light	+10	+1	Sheer Folly	-50	-6
Medium	±0	±0	Absurd	-70	-8
Hard	-10	-1	Insane	-100	-10

Note: *Islands of the Oracle* gives *Rolemaster Companion* professions for some characters, this chart provides the corresponding *ChL* professions.  
A = Arms; E = Essence; C = Channeling; M = Mentalism.

RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.	RMC Prof. (Realm)	RM Prof.
Archmage (C-E-M)	Mystic	Craftsman (A)	No Prof.	Macabre (A-E-C)	Sorcerer	Sailor (A)	Rogue
Assassin (A)	Rogue	Crystal Mage (E-C)	Sorcerer	Magus (C-E)	Mystic	Scholar (A)	No Prof.
Barbarian (A)	Fighter	Dancer (A)	Warrior Monk	Montebanc (A-M)	Bard	Shaman (C)	Animist
Bashkar (A)	Fighter	Delver (A-E)	Bard	Moon Mage (A-C)	Monk	Sleuth (A-C)	Bard
Beastmaster (A-E)	Ranger	Dervish (A-C)	Monk	Necromancer (E-C)	Sorcerer	Trader (A)	Rogue
Bounty Hunter (A)	Fighter	Dream Lord (E)	Illusionist	Nightblade (A-M)	Monk	Warlock (C-M)	Astrologer
Burglar (A)	Thief	Druid (C)	Animist	Noble Warrior (A-M)	Ranger	Warrior (A)	Fighter
Cavalier (A)	Fighter	Duelist (A)	Fighter	Paladin (A-C)	Ranger	Warrior Mage (A-E)	Bard
Chaotic Lord (A-C)	Ranger	Farmer (A)	No Prof.	(The) Professional (A)	No Prof.	Witch (E-C)	Sorcerer
Conjuror (E)	Magician	Gypsy (A)	Rogue	Runemaster (E)	Alchemist		
Crafter (E or C or M)	No Prof.	High War. Monk (A)	Warrior Monk	Sage (M)	Seer		

## • AN INTRODUCTION TO THE SHADOW WORLD •

### A NOTE TO THE GAMEMASTER

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

### KULTHEA

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

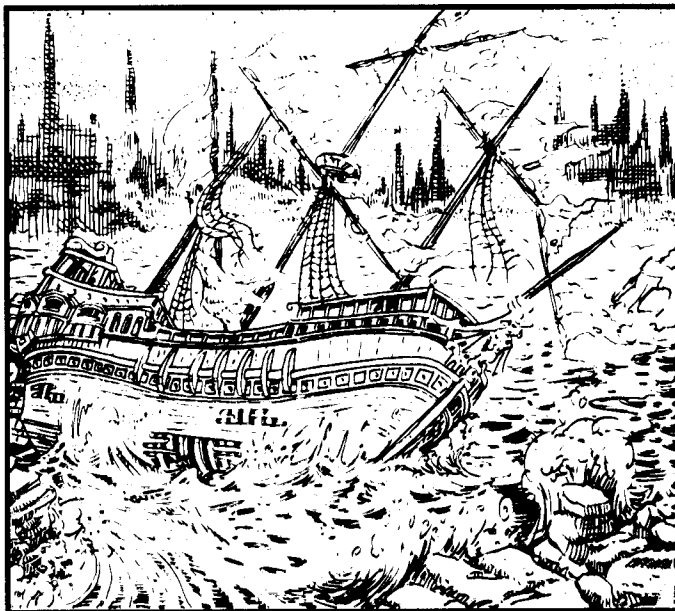
### FLOWES OF ESSENCE AND THE LORDS OF ORHAN

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

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

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

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



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

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

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

### THE LORDS OF ESSENCE AND THE THREE ERAS

#### (A WHIRLWIND HISTORY OF KULTHEA)

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

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

### THE UNLIFE

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

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

### Now

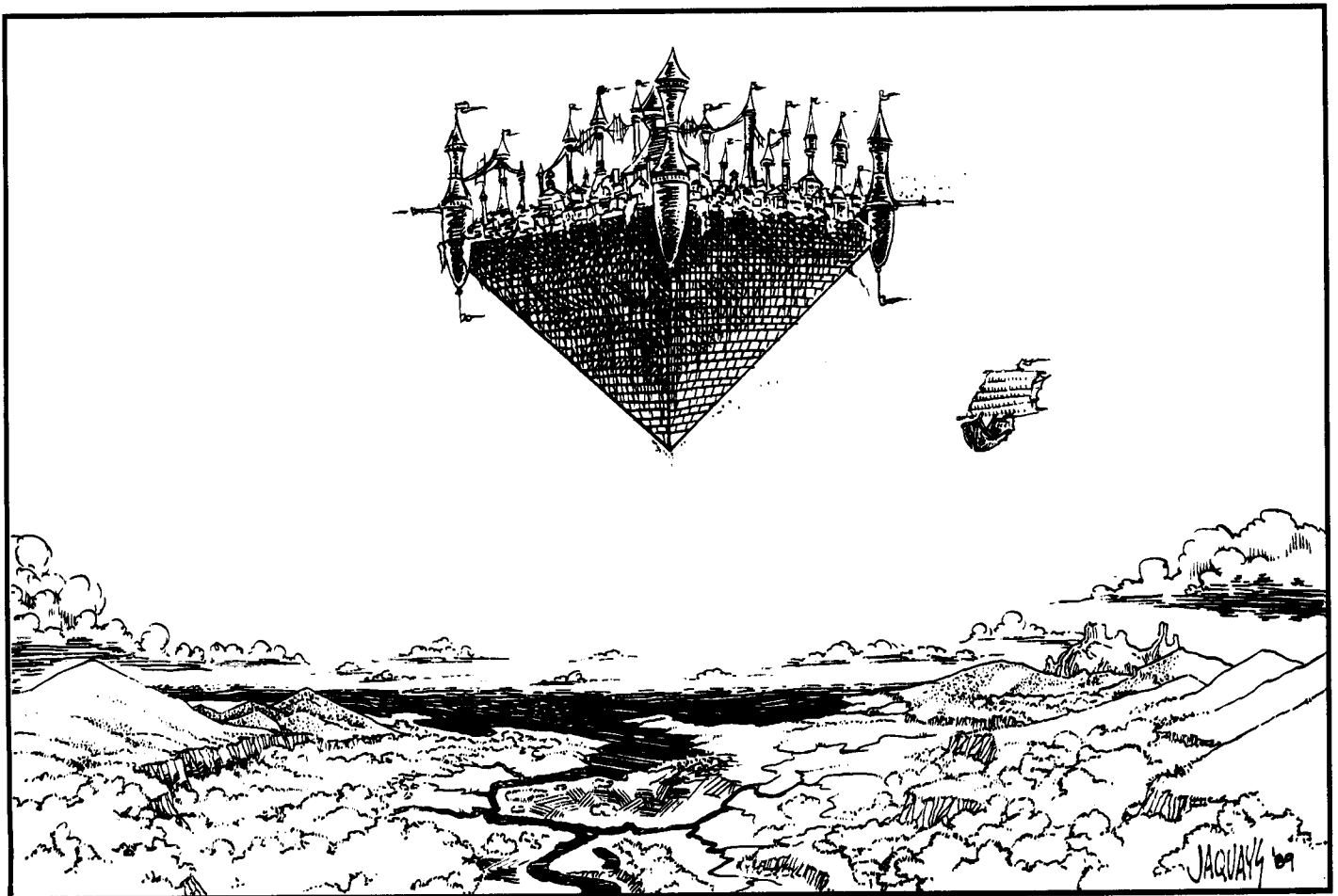
It is the year 6,050 TE (in *Space Master*, Imp 475). The mighty and righteous Lords of Orhan remain aloof from the affairs of Men and Elves; dark cults have arisen, and black religions flourish and multiply with impunity. Right-thinking Loremasters are rarely seen and offer only words of advice, never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

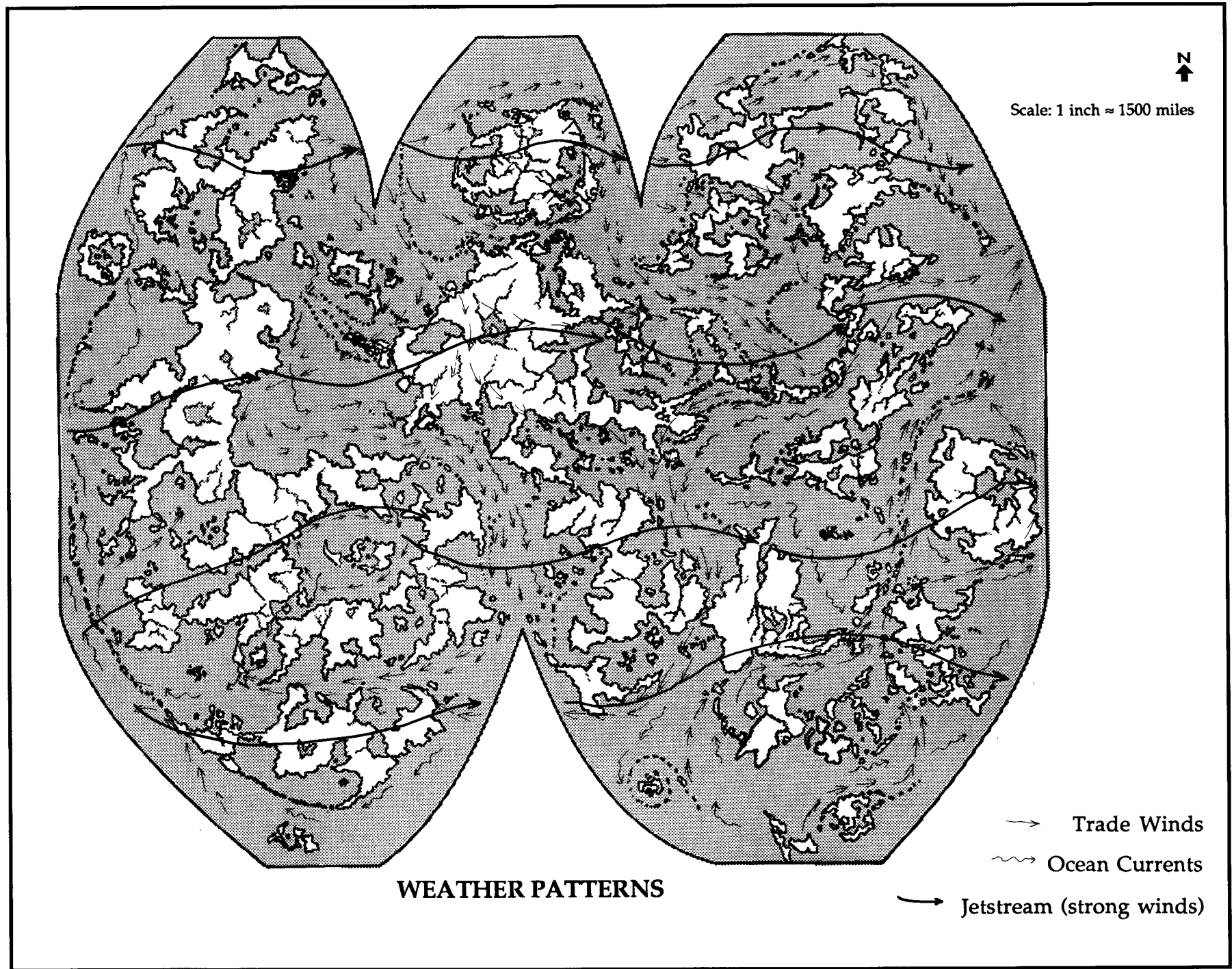
### A WORD ABOUT THE NAVIGATORS

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

### A FINAL NOTE

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





# PART I

## • INTRODUCTION •

Within the ocean called the Dom Usuiv (the Shallow Sea) lies an archipelago of islands known on the maps of the Loremasters as the Abarquans. These green and tropical isles teem with life and are rich in resources. This is the home of the Saurkur, a society of intelligent, warm-blooded reptiles who are known to both the Navigators and the Loremasters. The islands are also home to a mysterious and powerful being known only as “The Great Oracle”, a being who has dwelt within his palace for as long as anyone can remember. The Oracle is as old as the Saurkurian civilization and is known for his great wisdom. Sometimes a Loremaster will travel to the islands to speak with the Oracle.

The Saurkurians are a peaceful people, but all is not well. Even the Great Oracle does not fully comprehend the power of the horrors living and gathering strength in the shadows; for now the Unlife has extended its festering hand once more, endangering the peaceful lifestyle of the Saurkurian people. Many mysteries and wonders abound in the islands: rumors of ancient wealth hidden in deep caverns, and unimagined powers of arcane magic are often told in the homes and inns of the islands. Many of these stories may be no more than just fantasy, but then again, who knows?

### A TIMELINE OF THE ISLANDS

#### PRE-HISTORY (BEFORE THE FIRST ERA)

**-150,000,000 to -1,000,000:** The Abarquan archipelago rises from the depths of the sea.

#### THE FIRST ERA

**c. 30,250:** The final conflict of Utha and Kadaena. The entire surface area of Kulthea is forever altered. The Abarquan Isles drift further out to sea.

#### THE SECOND ERA

**Year 1:** Called the “Long Night”. All of Kulthea slowly recovers from the apocalyptic battle that laid waste to the planet’s surface. Many new varieties of plant and animal life come to the islands.

**Year 1:** The founding of the College of Loremasters, and the process to bring Kulthea out of the Long Night has begun.

**Year 2000:** The first appearance of the Unlife.

**Year 3300:** The First Guild of the Navigators is founded.

**Year 5590:** The coming of the Saurkur to the Abarquan gIslands. Their origins are unclear, although it is rumored that they fell from the sky.

**Year 6450-6825:** The Wars of Dominion. A great battle is fought between the people of Kulthea and the servants of the Unlife. The Saurkurians, with the help of the Oracle, help to drive the Unlife back into the void. Towards the end, the Saurkurians begin to trade openly with their neighbors. However, many Saurkurians died in the battle against the Unlife; as a result, Saurkur society retreats into itself and is cast into a dark age. This dark age will last for 3000 years, as they renounce their “Gifts from the Sky”. The Oracle becomes a prominent figure in their religion.

#### THE THIRD ERA

**c.1-3000:** The Saurkurian Dark Age. Saurkur society regresses and retreats into itself and becomes very isolated from the outside world. The Oracle becomes a religious figure. The entire civilization becomes centered around the Great Oracle. (The Oracle was injured during the course of the Wars of Dominion and lost part of his memory.) He becomes the leader of his people, but never leaves his home in the mountain. No Saurkurian has ever seen the Oracle, but he is heard by all of the people.

**560:** The Palace of the Oracle is completed after forty years of work. Again, the Oracle is never seen, only heard.

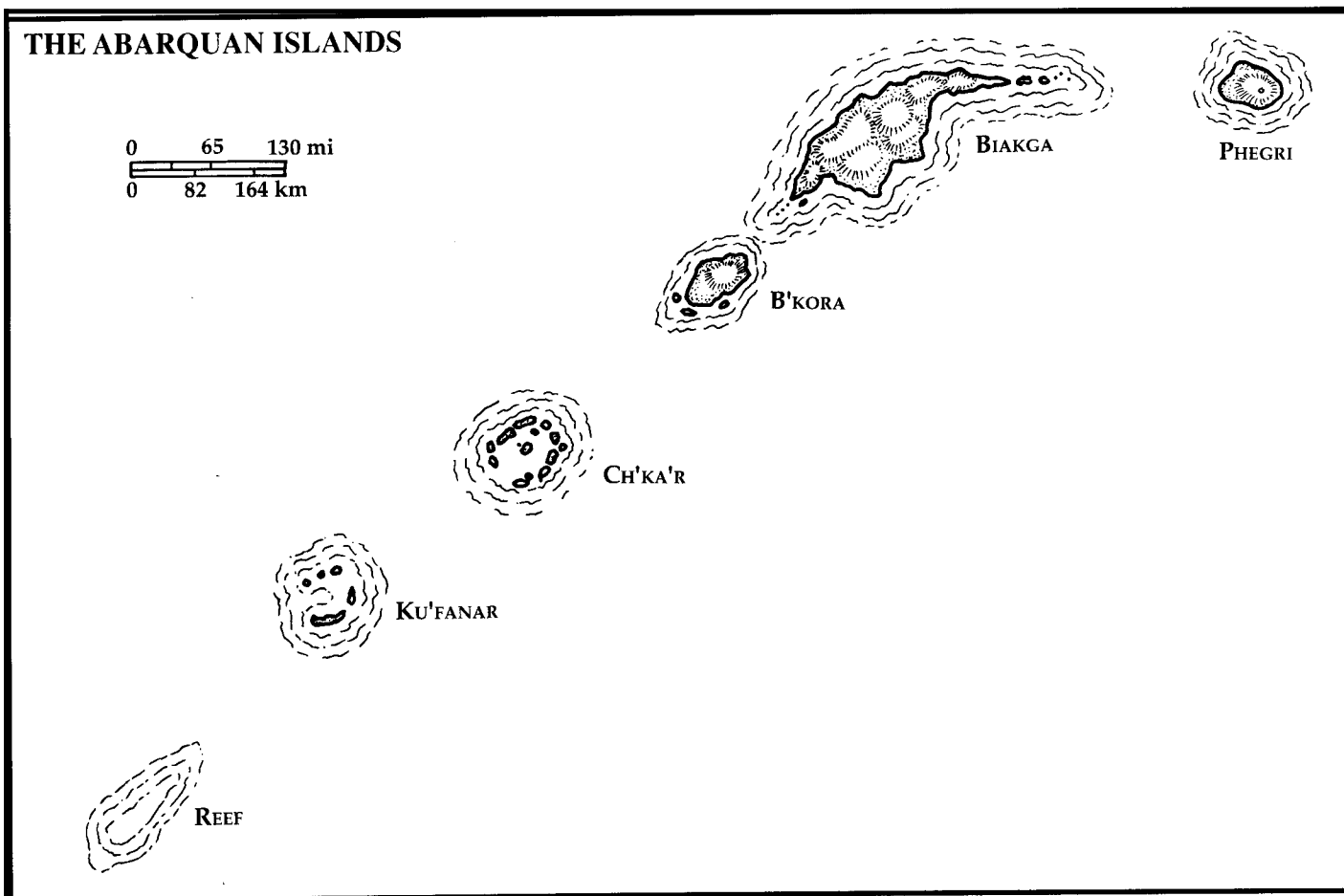
**1201:** A great cloud of smoke and ash is seen rising from the edge of the horizon, northeast of Biakga. This is the birth of Phegri, the land of fire. It is seen as an omen of bad fortune. Chaos reigns in the cities of the Abarquan Islands for several weeks.

**2920:** T`regg, a young Saurkurian historian/philosopher, begins to explore the past history of his society. He meets with disapproval from his peers and is reprimanded for questioning the words of the Oracle. He is cast out of his society, sent into exile.

**2921-2973:** T`regg wanders Kulthea and learns much of the world around him. In the process, he becomes the apprentice of a wandering Loremaster and begins to study with him. T`regg becomes the first Saurkurian Loremaster. He longs to return home, to enlighten his people and speak with the Oracle.

**2973:** T`regg leaves the confines of Karilon and returns to the islands. He comes under the guise of a Loremaster who wishes to consult with the Oracle. His request is reluctantly considered, but he is granted an audience. While in council with the Oracle, T`regg discloses the information that he has gathered over the past fifty years on the older Saurkurian society. The Oracle listens, but is not impressed initially; T`regg remains as a guest of the Oracle while he ponders the information that the Loremaster gave him. Over time, the Oracle’s memory begins to be restored after some 3000 years of being clouded.





**2974:** The Oracle begins to return rule to the people of the Abarquan islands. He appoints a group of prominent individuals throughout the islands to act as The Council of Lords, similar to pre-Dark Age society. T'regg is named the head of the Council by the Oracle. Some skeptics remain, however, believing that the would-be Lore-master has cast a spell upon the Oracle. The society is factionalized.

**2979:** T'regg dies. A bloody struggle for the leadership of the Council ensues. The Oracle intervenes, reestablishing his authoritarian rule until he deems it such that the people are ready for self government. The Oracle begins to establish colleges and schools of learning to educate his people.

**c. 3000:** Intermittent trade begins with nations outside of the Abarquan Islands.

**3115:** The Oracle establishes a new Council of Lords from among the citizenry of the land. This time, it garners popular support among the citizenry.

**c. 3000-present:** The Age of Enlightenment. During this period, the Saurkurian people develop culturally and socially. External trade increases, and a new prosperity begins. The Saurkurians become renowned for the quality of their ships and shipping techniques.

**c. 3900:** The first group of Saurkurian settlers land on the Island of Phegri. Dubbed the Land of Fire by the pioneers, the colony will grow to a size of slightly more than ten thousand citizens.

**4156:** The great mountain on Phegri bursts into flame and wipes out more than half of the Saurkurian population on that island. The survivors flee to other islands to escape the wrath of the mountain.

**5431:** A new and mysterious presence is rumored to be on the abandoned island of fire, and a group of adventurers set sail to the islands. They do not return.

**5433:** A larger force is sent to Phegri to try and discover the fate of the expedition from two years before. Nothing is found, a small garrison is established on the southwestern tip of the island. The garrison is maintained, but no Saurkurian wishes to resettle the island. No sign of a mysterious presence is found.

**c. 5600:** Secretly, servants of the Unlife begin to build a small hold on the island despite the presence of the Saurkurian garrison. Forces of the Unlife have been present and in hiding on the island since it rose from the sea in TE 1201. Within the depths of Phegri lies a natural gate through which the Unlife enters Kulthea. The hold is known by its black inhabitants as the Khergog, meaning "Thirsting Cave".

**c. 5500-5900:** Many reports of mysterious occurrences filter back from the island of fire. The Phegri Garrison assignment becomes highly unpopular among the Saurkurian military. Many people believe that the island is cursed and turn to the Oracle for help. However, not even the Oracle can explain the mysterious occurrences on the island.

**5966-7:** The garrison on Phegri is struck down by a mysterious and deadly plague. Again, the survivors flee to neighboring islands, and the Island of Fire is abandoned once more. The island remains uninhabited to date.

**6050:** The Present.

# PART II

## • THE ISLANDS AND WATERS OF ABARQUA •

Lying some seven hundred miles south of the island continent of Kelestia is the chain of volcanic islands known as the Abarquans. Breathtakingly spectacular, these tropical lands are a wonder to behold. Home to a myriad of plant and animal life, these beautiful islands are the subject of many a bard's song. Home to the Saurkur as well, their great cities nestle on the cliffs and rest on the shores of the much-fabled Abarquan Islands.

### 1• BIAKGA, HOME OF THE ORACLE

Larger than the other islands in the Abarquan chain, Biakga is actually a "composite" island: seven volcanoes run the entire length of the island. The tallest, Mount Tatham, stands over twelve thousand feet above the sea below. Three other volcanoes, Lafrin, P'dar, and Lerros, do not reach the heights of the Great Mountain, standing six to nine thousand feet above sea level. The last three cones are much shorter, protruding no more than three thousand feet out of the water. In all, Biakga is some 200 miles long, and up to 75 miles at its widest point.

Biakga is not only the largest island geographically, but it supports the bulk of the Saurkurian people. The Palace of the Oracle, standing alone on the slopes of Mount Tatham, overlooks the capital city of Kariska. On the southwestern side of the island, the port city of Abtaris links the Great Island with the rest of the Abarquan chain. Numerous villages dot the landscape, as this tropical island teems with life; in all, nearly 120,000 Saurkurians dwell within the cities, towns, and villages of Biakga.

The island itself, like the rest of Kulthea, is a land of contrasts and contradictions. Heavy rains fall on the northern and western slopes, while the leeward sides resemble dry grasslands or deserts. Dolphins and other sea life frolic along the warm shores while snow falls upon the barren highlands.

Biakga is the source of all activity within the Abarquan chain. The Council of Lords administers to all the citizens of the islands, while all the people pay homage to the Great Oracle on Mount Tatham. It is a land of prosperity, wealth, danger, and adventure.

#### THE RAINFORESTS

On the northwestern slopes of the islands, strong trade winds blow off of the Shallow Ocean carrying warm, moist air over the island. This moisture is caught by the high peaks, and thick clouds often enshroud the volcanoes in mist. As the winds are forced over the barrier, the moisture in the air condenses and falls in the form of rain on the lower slopes.

These rains are very heavy and very common; they are the cause of the thick growth of trees and other plant life on the northwest part of the island. Rainforests extend up the mountainsides to an altitude of nearly eight thousand feet, where they begin to descend to

smaller and hardier plants as the mountain stretches higher. These forests act as the life blood of the islands ecosystem, as almost all creatures (including the Saurkur) are dependent upon the rainforests for their sustenance.

The kinds of plant life supported in the jungles of Biakga are innumerable, but many unique plants (and animals) can be found roaming this rich land. Rumors of trees growing to heights of several hundred feet, supporting villages of apes and a rare village of Saurkur. (For more information about these unusual communities, see Part IV.)

#### THE GRASSLANDS

In stark contrast to the rainforests on the windward side, not much rain falls upon the grasslands of Biakga. Many dried riverbeds stand in waiting for occasional flash-flooding, while smaller streams moisten the soil before emptying into the Shallow Ocean. Tall grasses and stubby bushes dominate the landscape, with occasional patches of tall palm trees throughout the slopes. In the South, where even less rain is received, the leeward shores resemble a desert, with water-starved grasses and great masses of cacti sprouting forth from the parched earth.

Despite the lack of water, the grasslands also teem with animal life. Almost an entirely different ecosystem than the rainforests on the other side of the island, the animals that can be found here are well suited to their environment. (See Part IV.)

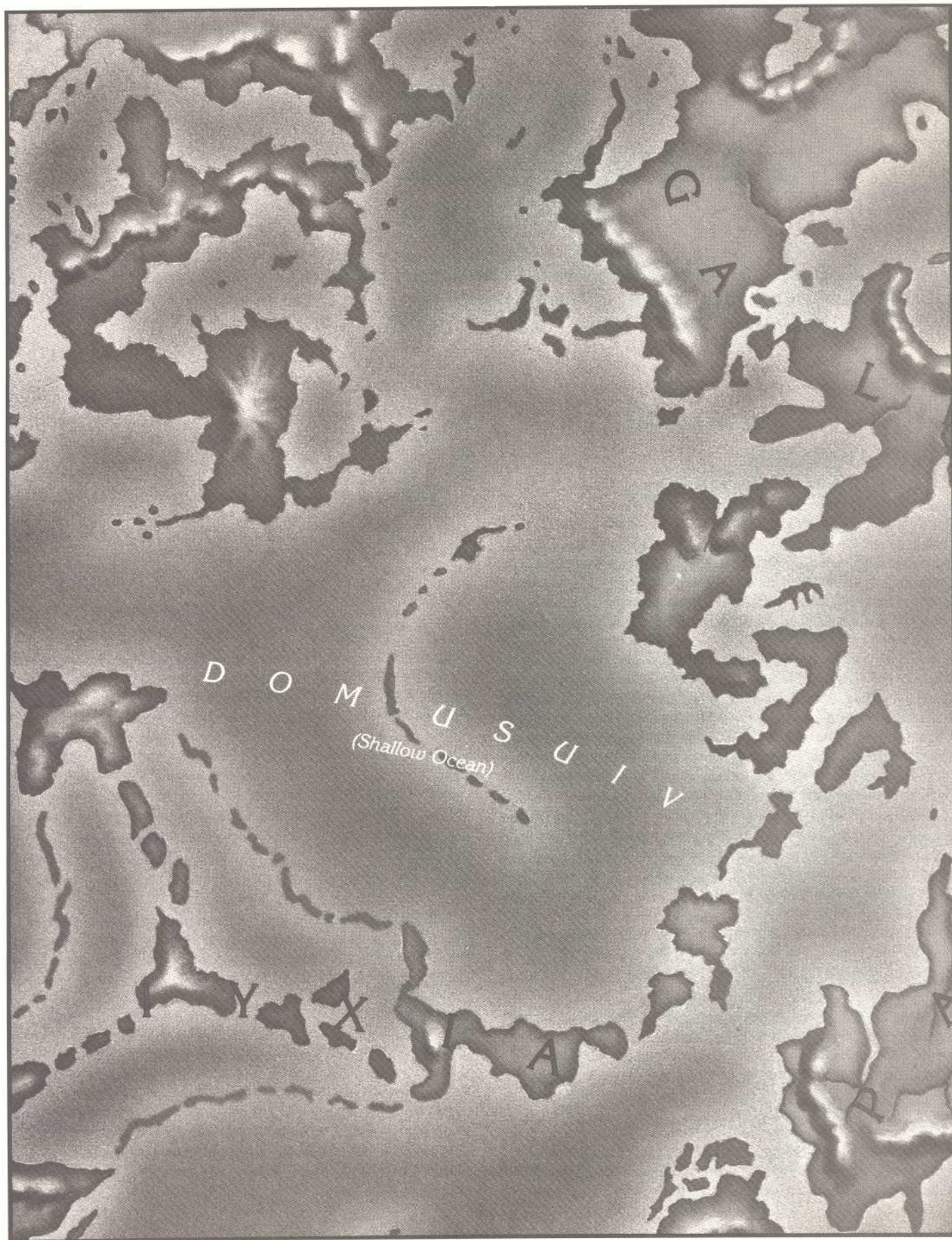
#### THE VOLCANOES

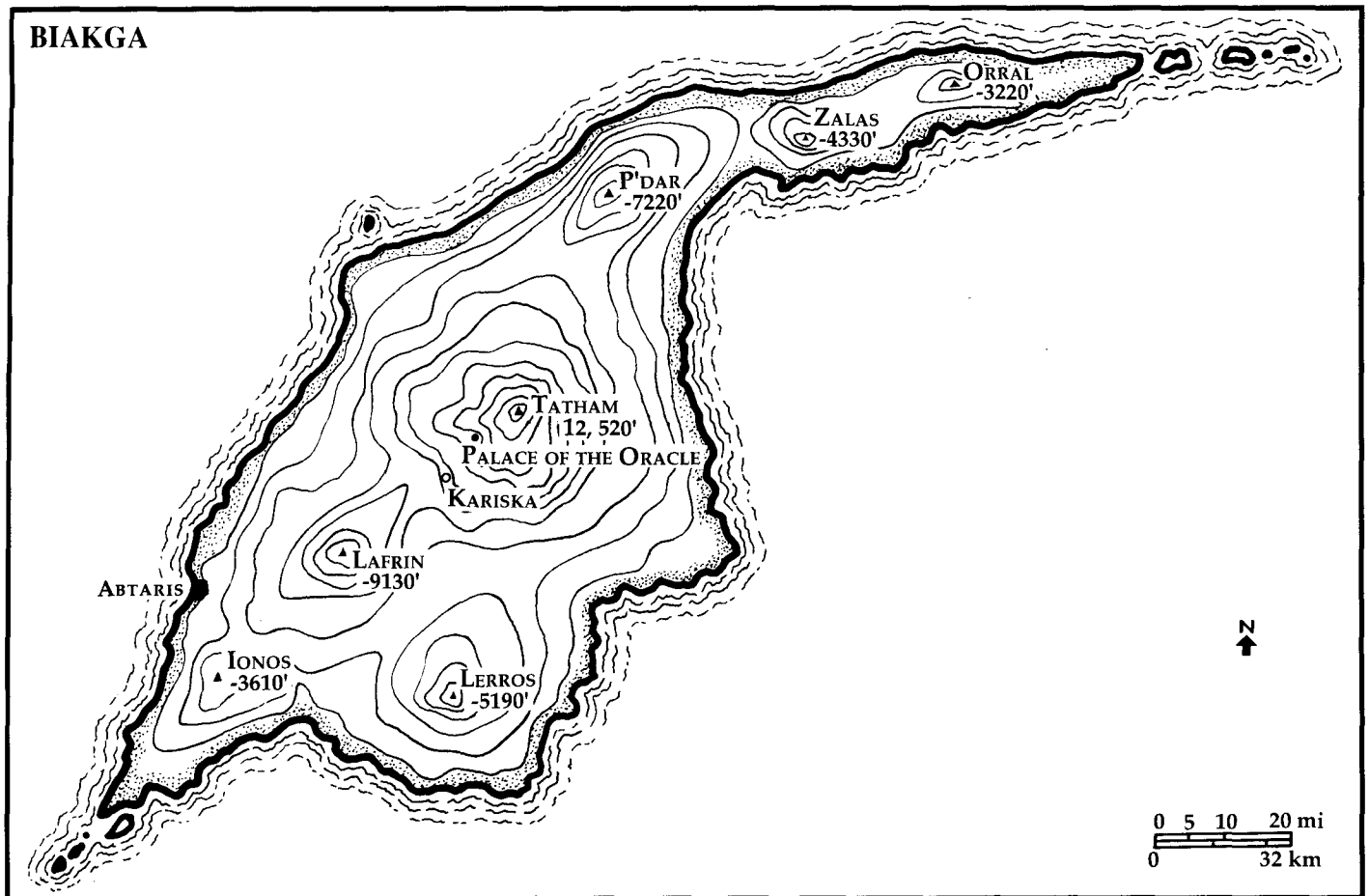
Although the slopes of the island are the mountains themselves, the term "The Volcanoes" refers to the seven peaks that dominate the islands. From Orral in the North, to Ionos in the South, these peaks can be seen from nearly one hundred miles away.

The tallest of the peaks is Mount Tatham, standing 12,562 feet above sea level (3829 metres). South of Tatham, reaching a respectable height of 9130 feet (2783 metres), is the Lafrin Peak, a now extinct volcano. In descending order, P'dar, Lerros, Zalas, Ionos, and Orral make up the rest of the island's volcanic core.

The only volcano on Biakga that remains active in the Third Era is the Orral cone in the North. On occasion, vents from this volcano release great rivers of molten rock that flow down into the sea. Although Orral's eruptions are almost never violent, only one Saurkurian village braves the wrath of the island.







### THE SHORES

Upon the leeward shores of Biakga, great stretches of sand beaches are interrupted briefly by outcroppings of rock. Numerous shallow reefs are found throughout the southeastern waters around Biakga. Palm, banyan, and other trees grow in close proximity to the beaches, while forms of algae and kelp mirror the island trees.

While the slopes on the leeward side of the island are gentle and smooth, the windward side enters in contrast. Steep cliffs of rock plunge downward from the smooth decline of the mountain, interrupted only by small, short beaches. The port city of Abtaris is built upon one of these great outcroppings, in which a grotto acts as the harbor for the Saurkur city.

## 2•PHEGRI, THE LAND OF FIRE

Northeast of Biakga, this island is one of the youngest of all the lands of Kulthea. Before the year 1201 TE, this island was nothing more than a tall underwater mountain. Great fires from within the turbulent depths of Kulthea spawned this land from under the ocean. In the years following 1201, the isle rose from the depths of the sea to form a great black cone on the horizon as seen from Biakga. The Saurkurians named the island Phegri, which roughly translates to "Born of Fire".

Unbeknownst to the people of Abarquans, this land is a haven to the awful servants of the Unlife, serving as a gateway into Kulthea from its unholy origins. This Evil is the source of the shadow that hangs over the people of this land. Never seen, but always present, the Unlife only wishes to consume the innocent people of the Isles. Though small, Phegri stands in silent and dark opposition to the large island of Biakga. (For more about Phegri, see Part XII.)

## 3•THE CH'KA'R ATOLL

The Ch'ka'r Atoll is one of many decomposing islands that can be found south of Biakga. The atoll holds the largest colony of Saurkur outside of the Great Island to the North. Its only city, Hachar, numbers 12,000 citizens, with a collection of smaller farming communities scattered throughout this cluster of mini-islands.

Unlike Biakga and B'kora, Ch'ka'r does not have the altitude to attract clouds and have regular rains. However, a minor Flow of Essaence passes above the islands, acting as an occasional supernatural weather barrier. From this, rains fall upon the atoll, keeping much of this island's plant life in abundance.

In all, there are thirteen small islands within the atoll itself, some of which are connected by long wooden bridges built by the Saurkur. These bridges span across the shallow reefs of the Atoll, and reduce the need for boats wading through these obstacle filled waters. (For more information about the atoll, see Part XII.)



## 4 • OTHER ISLANDS

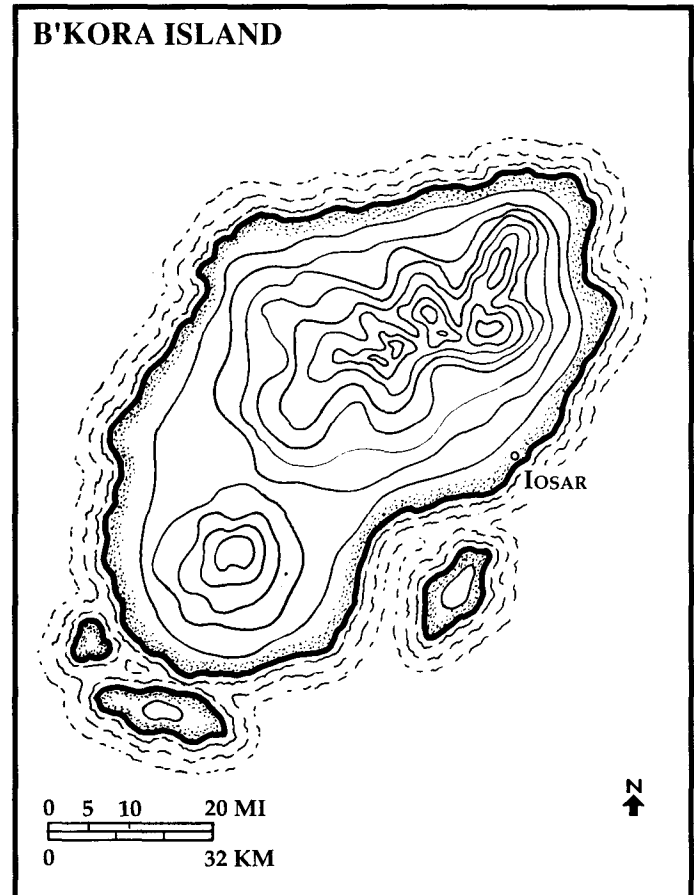
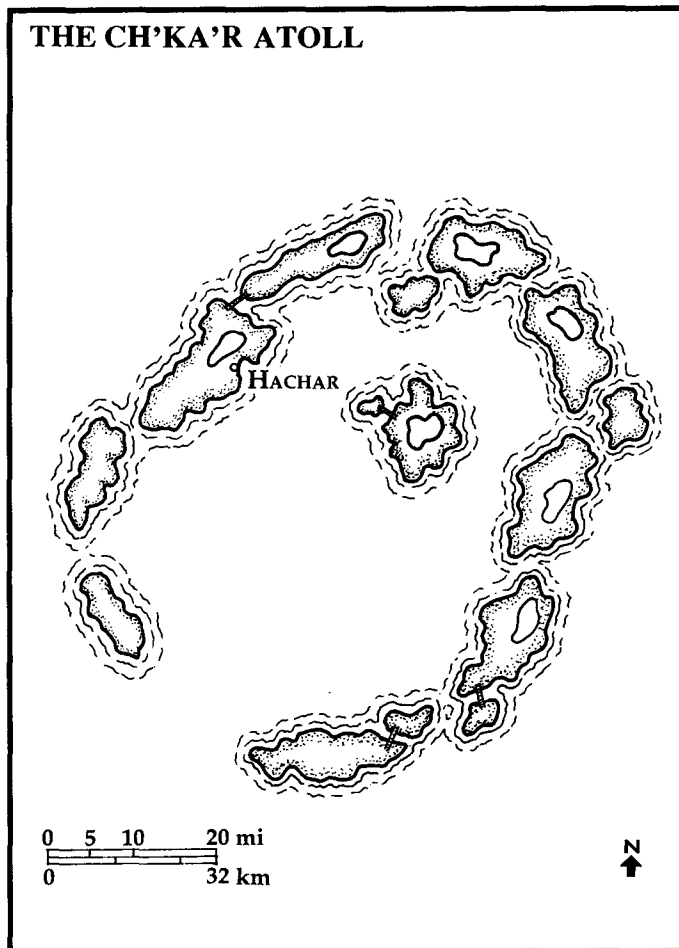
The Abarquan island chain extends far beyond Phegri and Biakga, although many have decayed into low lying atolls like the Ch'ka'r. These islands are largely uninhabited, and some remain unexplored. Rumors of pirates operating from some of the more distant isles persist, and if tales are to be believed, a sea dragon or two prowls the dark waters far from the lights and civilization of Biakga.

### B'KORA

Closer to Biakga than the Ch'ka'r Atoll, B'kora is a virtually uninhabited (by Saurkur) island teeming with wildlife. Often referred to as the Isle of Rain, B'kora's long-extinct volcanoes have been eroded into steep, tropical valleys. The rains fall on the higher altitudes almost constantly, giving rise to rainforests far thicker than the deep forests of Biakga. A single town of Saurkurian settlers have taken up residence on the eastern sides of this island, being the first to try and populate this unexplored island.

### KU'FANIR

South of Ch'ka'r, Ku'fanir is the most distant land that can be seen from the summit of Mount Tatham on Biakga. Like Ch'ka'r, Ku'fanir is an cluster of islands in an atoll. Unlike the atoll to the North, however, Ku'fanir is largely uninhabited. Several small towns dot the islands upon this decayed volcano, and it is represented by a single Lord upon the council.



### BEYOND KU'FANIR

South of Ku'fanir, the Abarquan chain extends for another thousand miles. A seemingly endless chain of reefs and islands, they remain completely unexplored by the Saurkurians. In fact, most Saurkurians do not realize that there are so many islands beyond Ku'fanir.

## 5 • THE REEFS

Surrounding each of the islands within the chain are a series of organic reefs and outcroppings of rock. They are rich in sea life and support a strong ecological system. Although beautiful, the reefs are an extreme hazard to any kind of seagoing vessel, unless piloted by a skilled sailor or a Navigator. Sailing through the reefs of the Abarquan Isles should be considered an *Extremely Hard* maneuver, as many sailors avoid using deep-keeled boats over the reef. One relatively safe way over the reefs are via small, long but shallow boats designed by the Saurkur for such a purpose. These boats are used by the Saurkurian fishermen on the reefs.

Swimming is hazardous for the uneducated and unskilled upon the reefs as many currents and eddies from the ocean whip through the small passes of coral and rock. The tides, as influenced by the moons, especially Orhan, can vary by nearly ten feet within the boundaries of the islands. Swimming within the reefs should normally be considered a *Medium* maneuver, but with currents and undertows, such tasks will become considerably more difficult, from *Very Hard* to *Absurd*, depending upon the severity of the current. (See Part XIV-4: the Master Encounter Chart).

# PART III

## • THE ABARQUAN CLIMATE: WIND, WEATHER, AND WATER •

The Abarquan climate is among the most varied on all of Kulthea: almost every climate known on this planet can be found upon these isles. Rainforests and deserts exist a matter of miles from each other; the sun bakes the sand upon the beaches while snow falls upon the peaks of Mount Tatham. While mostly tropical in nature, the climate here is atypical in many ways.

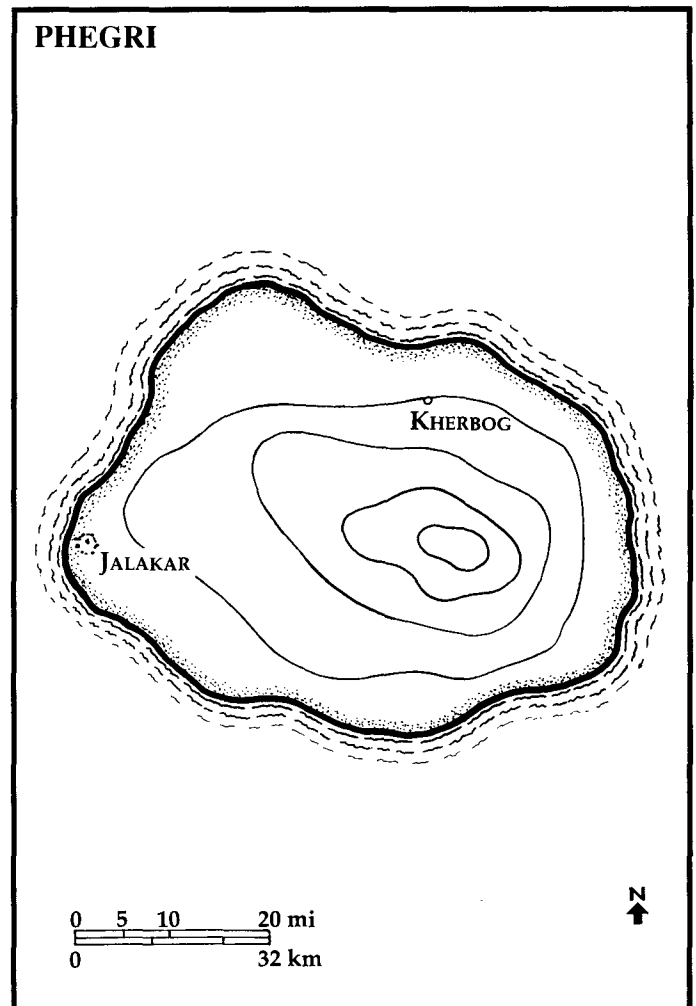
### 1 • THE SEASONS

Throughout the lower slopes and shores of the Abarquan Islands, only two distinct seasons exist: dry and rainy. The higher altitudes experience seasonal temperature changes that can be traced with the orbit of the moon Orhan. The dry period occurs when the upper slopes experience autumn and fall seasons, while the longer, rainy seasons occur during the winter, spring, and summer months. During the rainy season, the lower forests and wetlands may receive up to seventy-five inches of precipitation (190.5 cm). In the dry season, these same lands may incur only twenty inches (50.8 cm) of precipitation. The upper slopes, while not experiencing as much precipitation as the lower regions, have more varieties. Occasionally, upon the highest slopes, the temperatures plummet, giving way to fog, sleet, hail, and occasionally snow.

The humidity of the Abarquan climate remains constant, usually hovering around 90-100%. This factor of the island's climate also allows temperatures to remain at a constant level throughout the year. On average, the temperature upon the lower slopes remains at a comfortable 77F (25C). The higher altitudes are considerably less humid, maintaining a level of 45-60%. Here, the average temperature is 50F (10C), but it is highly variable. Occasionally, temperatures may fall to 25F (-4C) or lower, allowing for more inclement weather conditions. For more information on seasonal changes, refer to Part III-2.

#### WEATHER ON PHEGRI

The weather on the island of fire is considerably different from that of any other island. The volcano's altitude is not high enough to capture the clouds carried on the passing wind. The air is foul and hot; very little plant life grows here. The humidity is high due to the presence of the ocean, making the climate here uncomfortable to all who set foot on this barren island.



## WEATHER CHART

Season (Month)	Biakga	Ch'ka'r	Phegri	B'kora	Ku'fanar
Winter (Rainy)	70-80 Hvy Rain Breeze	65-75 Mod Rain Breeze	80-100 Dry Windy	65-70 V Hvy R Breeze	65-75 Nor Rain Breeze
Spring (Rainy)	75-85 Hvy Rain Breeze	70-75 Mod Rain Windy	80-100 Dry Windy	70-75 V Hvy R Breeze	70-80 Nor Rain Windy
Summer (Rainy)	75-85 Mod Rain Breeze	70-75 Mod Rain Windy	85-105 Dry Windy	70-80 Hvy Rain Breeze	70-85 Nor Rain Windy
Autumn (Dry)	80-90 Mod Rain Calm	75-80 Nor Rain Breeze	90-110 Very Dry Breeze	70-80 Hvy Rain Calm	75-90 Dry Breeze
Fall (Dry)	75-85 Mod Rain Breeze	70-80 Nor Rain Breeze	85-100 Very Dry Breeze	65-75 Hvy Rain Calm	70-80 Nor Rain Breeze

### KEY

**Temperature:** Degrees are expressed in Fahrenheit. Note that most people do not describe temperatures precisely; rather, they simply describe temperature as cold, cool, warm or hot.—Temperatures given describe areas within 1000' of sea-level. For temperatures above 1000', subtract one degree for every 300' above 1000' (or subtract one degree Celsius for every 150 metres above 300m).—To figure out the temperature in Celsius, take the Fahrenheit temperature, subtract 32, multiply by 5 and then divide by 9. Or use the following formula:  $[(T-32) \times 5/9]$ .

**Precipitation:** refers to the % chance of rain or snow falling on a given day.

**Very Dry:** 5%, almost no clouds.

**Dry:** 10%, few clouds.

**Normal Rain:** 15%, few clouds.

**Moderate Rain:** 25%, partly cloudy.

**Heavy Rain:** 40%, cloudy.

**Very Heavy Rain:** 60%, very cloudy.

**Note:** Precipitation levels given are for the windward side of the islands (Northwest). To determine conditions for the leeward side, reduce the severity of the noted conditions by one level. (i.e., Normal becomes Dry, etc.)

## 2 • WINDS AND STORMS

Throughout the Abarquan Islands, winds are so commonplace that the people of the chain take them for granted. Most winds that blow across the islands are warm trade winds from the West.

Occasionally, winds blow from the South, supplying rain to the dry portions of the islands, while the Kelestian winds of the North regularly cool the islands.

### STORMS

Occasionally, the winds pick up, clouds gather, and a storm will pass over the islands. High winds and driving rain are often accompanied by bolts of lightning, and the resultant claps of thunder. These storms can be very severe at times, reaching hurricane proportions; widespread destruction follows.

### ESSAENCE STORMS

Extremely rare, frightening Essaence storms are more than just rough seas and high winds. Essaence storms over the Abarquans are formed occasionally when the local flows experience a radical disturbance, natural or otherwise. Repercussions occur in conditions that may range from a spectacular display of lightning, fire, and bolts of raw Essaence, a highly devastating force resembling a hurricane accompanied by earthquakes and increased seismic activity. Storms this destructive are so rare that they are legendary, and most people consider them a myth.

### WIND AND STORM TABLE

Roll	Wind Speed	Type	Notes
01	0-1 mph	Dead Calm	None
02-35	2-7 mph	Light Breeze	Leaves Rustle; vanes move.
36-60	8-18 mph	Light Wind	Most Commonly trades.
61-80	20-30 mph	Moderate Wind	Trade Winds
81-95	31-40 mph	Strong Wind	Squall
96-110	41-50 mph	Gale	Thunderstorms and driving rains.
111-150	51-60 mph	Storm	Tropical Storms, high winds and seas, thunderstorms.
151+	61-90 mph	Hurricane	Widespread Destruction
301+	1-150 mph	Essaence Storm	Variable, may be accompanied by earthquakes and vulcanism.

**Modifiers:** "Calm" -10; "Breeze" +0; "Windy" +10

**WIND DIRECTION CHART**

Roll	Wind Direction
01-05	Southeast
06-10	South
11-20	Southwest
20-50	West
51-85	Northwest
86-90	North
91-95	Northeast
96-00	East

**3 • TIDES**

Dependent upon the five moons of Kulthea, the tides of Abarqua may rise or fall as many as twelve to fourteen feet (3.6 to 4.3 meters). The greatest effect on the tides comes from the largest moon, Orhan. The highest tides occur ten times per year, once every 35 days. Each "highest" tide occurs when Orhan is either in the "New Moon" phase, or the "Full Moon" phase. During this time, the gravitic pull of both the Sun and Orhan work together, pulling the water towards them, forming the high tides.

Varin, with an orbital period of only ten days, does not have the same effect as Orhan, but nevertheless matters. Varin tides rarely exceed four feet, but occur far more frequently than the Orhan's. When Orhan and Varin intersect, tides may become higher than normal, possibly causing flooding on the lower lands. On the very rare occurrence when all five of Kulthea's moon's intersect, great tides are experienced with sometimes destructive results. These massive tides occur in extreme rarity, occurring only once every 3000 years. During such alignments, the previously mentioned Essaence storms occur in abundance.

**RAINFOREST**



# PART IV

## • FLORA AND FAUNA •

Conditions on the Abarquan islands are ideal to support a strong ecosystem with a wide variety of unusual life forms. Many plants and animals can be found throughout the islands living together in a delicate balance of nature.

### 1 • FLORA

In the rainforests scattered throughout these tropical islands, thousands of species of plants thrive and multiply. To the untrained eye, many may appear the same, but in reality there are subtle differences between the plants of these warm lands. Most plant life is dependent upon the area in which it is grown, and as such, general descriptions are given according to area.

#### THE RAINFORESTS

The most abundantly populated of all the areas in the Abarquans, these dense forests accommodate countless numbers of plants. The largest of these are species of tropical deciduous trees that form a large, green canopy high above the surface of the ground. The larger ones are often referred to as "awning trees," spreading to huge diameters of up to fifty feet or more. One such variety of large tree grows additional roots from hanging branches which develop into secondary trunks. These trees are exceptionally strong; larger ones have been known to harbor people in safety from the harshest of storms. The largest tree of this type on Biakga is 90 feet in height and extends over a 200 feet in diameter. A Saurkurian village has been built upon the branches of this massive tree.

While massive canopy trees stretch to gather the sun, countless smaller plants make for a thin, but passable undergrowth. The lack of sunlight in these areas allows only small plants to grow, with grasses, shrubs, and smaller tropical plants flourishing throughout. Thick vines crawl around the trees, while shorter fruit-bearing trees eke out their lives in the open clearings below. The ever-present odor of the flowering plants and overripe fruit assault the nostrils of many a traveller. Some find it pleasantly sweet, while others are repulsed by the strong smell. Many unusual and potentially dangerous plants can be found within the confines of the Abarquan rainforests, most of which are described below.

#### THE GRASSLANDS

In contrast to the lush tropical forests, the leeward areas of the islands resemble the continental plains or in the extreme, desert. Many varieties of short, stunted grasses grow in the dry soils, sprinkled in with some species of palm, scrub, and occasional groups of cacti. Unlike the rainforests, these areas do not receive huge quantities of precipitation, and therefore the plants are much hardier. Several forms of water-retaining plants like the Bushel Cactus have adapted well to the climate on the dryer slopes.

#### THE UPPER SLOPES

In contrast with both the grasslands and rainforests on the slopes below, regions above 7500' resemble areas of the Northern temperate climes in Kelestia. Although mostly deciduous in nature, some coniferous trees can be found in the upper reaches. The "canopy" trees of the lower rainforests have given way to tall, slender trees, with short grasses around their bases. Like the grasslands, many smaller shrubs and bushes occasionally huddle around the roots of the larger trees, while flowering plants favor the open clearings.

#### THE SHORES AND SHALLOWS

Harboring some of the most unique and unusual forms of life in the islands, the shores are a spectacular sight. Above the waves, palm trees wave in the ocean breeze; tough blond grasses bathe in the morning sun. The warm waters along the shores support a myriad of sea greenery, which in turn support the animals within the water. The shores support a wealth of life, seemingly unspoiled by the Unlife.

#### UNUSUAL PLANT LIFE

The following is a short listing of the types of more unusual plants that can be found in the Islands of the Oracle.

##### CREEPING VINES

Tangled among the trunks and branches of the great banyan and monkey trees, creeping vines form an impressive natural sculpture. Some vines form patches so thick and dense that they can be used as a living ladder by even the largest of Saurkur. These vines are often sought by the residents of the Islands to fashion into strong, organic ropes. Unlike most vines, this plant is a symbiotic rather than parasitic. Many nutrients excreted by the leaves are beneficial to the host structure (trees, buildings, etc.).

##### BALLOONPODS

Native to the leeward side of the islands, the rare balloonpod is one of the more unusual sights. This relative of the cactus grows a translucent balloon-like pod (hence the name) which slowly fills with hydrogen gas. Eventually, the bag is released to drift with the wind, carrying the seeds upon it. Unfortunately, the winds often carry them out to sea, losing themselves in the oceans. This accounts for the rarity of the plant, as most of the seeds never find land to grow upon. The balloons range from two to ten feet in diameter and are released once every 100 days.

### BUBBLE KELP

Although native to the deeper regions of the Dom Usuiv, island clusters of bubble kelp can be seen riding the currents beyond the reefs of Abarqua. They gather nutrients from both the sun and the water around them; air-filled sacks keep this plant afloat. As they tend to grow in clusters, they have been nicknamed "floating islands." This is not far from the truth, as large clusters may have other varieties of plants growing upon them, and they often resemble huge, mobile islands.

### ISLAND TREE

Found only along the shores of the islands, these large trees resemble nearby palms. There is one major difference however, in that the roots of the tree fill with air and allow the tree to float on the oceans. Occasionally, clusters of these trees will grow together and form floating islands along with the bubble kelp, drifting upon the ocean currents.

### MISTMOSS

Within the jungles of Abarqua, a form of brownish-green moss grows upon the forest floor. Normally, this moss would not attract any more attention except that it constantly emits a cool vapor. If these patches are disturbed (stepped on), they give off thick plumes of fog which last for several minutes. The mist is not harmful (it's only water), but is very dense and hard to see through. The mist also saturates the air to such a degree that some torches may be extinguished by the emissions.

### BOMBFRUIT

Although its name suggests it as a dangerous plant, the noisy bombfruit is but a harmless annoyance indigenous to Abarqua. The fruit is grown upon a medium-sized tree within the rainforests. When the fruit ripens, it drops from the tree and splinters with an audible cracking noise. This is because the nut has a hard outer shell, and the internal pressure of the nut is much higher than the outside. When the nut hits the ground, the shell cracks, allowing for some pressure to escape. However, like a balloon, all the air rushes out the small opening, forcing the nut to rip open quickly (hence the cracking sound). This is in order for the plant to spread its seeds. Occasionally, Saurkurian youngsters pick these fruit to play pranks on their friends (or enemies).

## 2•FAUNA: LAND DWELLERS

Upon the Isles of the Oracle, a myriad of animal life dwells in a constant balance with their surroundings. Innumerable beasts walk the shores and stalk the highlands, constantly in a search for food. The following is a list of the more notable of the animals that can be found upon the slopes of the islands.

### HERBIVORES

The most passive of the animals, plant-eaters feed upon the rich greens of the islands. They stand near the bottom of the food chain and are often hunted by both predator and Saurkur hunters.

#### ANTEATER

A passive animal native to the windward jungles on the windward side, the striped anteater makes its life searching for its namesake. A small creature, reaching a length of no more than three feet, this timid beast is seldom encountered in groups larger than two. It feeds by digging its razor-sharp claws into the ant nest, and then licking the panicked insects with its long, sticky tongue.

### TARCHNAGG (SK. "PRANCERS")

A small, antelope-like beast native to the highlands of Biakga, these nervous creatures favor the short grasses that grow upon the upper slopes above 5000'. These beautiful animals are easily recognizable by the red-brown streaks on their flanks and their jet-black ears. The males grow small but elaborate sets of antlers which they use to fend off predators and challenge each other during the rutting season.

The Tarchnagg are a rare sight on Biakga, but they will often travel in herds of up to fifty in number. These social groups are structured with a dominant male with several dominant females among them. Among the males, preference is given to the largest and most decorative set of antlers.

### HRACHNA (SK. "ACTORS")

A curious creature, the small Hrachna is a relative of the continental opossum. When cornered, this beast will fiercely defend itself and try and drive its opponent off. Failing that, the tree climber then curls up and "plays dead" in hopes that its attacker will lose interest and go away. As their name suggests, these little beasts are rather adept at this skill. A *Hard Reasoning* maneuver is required to see through the beast's facade.

### KAL'KA (SK. "FURRED JUMPERS")

As the Saurkurian name suggests, these small rodents have overdeveloped hind legs that allow them to hop at rapid speeds away from would-be captors. They favor eating grasses and small leaves throughout the rainforests. Unskilled climbers, the Kal'ka favor deep burrows below the great trees.

The Kal'ka are a silver-gray in color, with a single black stripe painted down the center of the back. They have small, black eyes, and a constantly twitching pink nose. Occasionally, the Saurkur capture these creatures both for food and to keep as pets.

### M'ICHREL (SK. "TREE-RACER")

Another rodent native to the Abarquans is the M'ichrel. Although "larger" is in comparison to the tiny Kal'ka, these creatures reach lengths of nine inches on average. These agile climbers are also known for their speed and reflexes, as it is very difficult to capture such a beast. Their thick brown fur protects them from the environment, while at the same time it actually cools the skin by keeping the heat out. Like the Kal'ka, the M'ichrel favors the greens of the rainforests, especially the leaves of the great banyans. Occasionally, they will feed upon insects that they might capture.

### GERIN (SK. "DIGGER")

A relative of both the M'ichrel and the Kal'ka, the Gerin is small, ground-dwelling rodent that makes its home on the leeward slopes of the islands. Their fur is light brown to golden in color, with dark patches on their noses and paws. This creature favors the low grasses of the island, but will feed on small insects as well. This wily rodent gnaws small holes in the base of the indigenous cactus plants (including the ballonpods) and drinks water from them.

### FIRANC'A (SK. "SLOW-ONE")

This slow-moving animal is a island cousin of the tropical three-toed sloth. It uses its long, curved claws to climb along the branches of the trees in the rainforests. Curiously, this creature, slow as it is, is virtually immobile while on the ground. Its limbs and claws are designed for a life of slowly moving around on branches and feeding upon leaves it comes across. Although agonizingly slow, the sloth can, if need be, defend itself with its long razor-sharp claws.

## REPTILES AND AMPHIBIANS

The Abarquans are home to a great many reptiles and amphibians (not including the Saurkur). These creatures can be found virtually everywhere on the islands and are often captured for pets by the local population. The following is a list of the more unusual reptiles on Abarqua.

### TI'FAA (SK. "GREEN JAW")

Similar to a large alligator, the T'faa is a land-based reptilian predator that can grow to lengths of twelve feet. It prefers the drier side of Biakga, inhabiting the higher slopes of the mountains (4000'-5000'). Its maw is filled with scores of jagged teeth, which remains open while the creature suns itself.

Possibly the most dangerous of the land animals, the T'faa has been known to attack groups of travellers. Fortunately, this creature is not terribly swift, preferring to ambush its prey. In this respect, treat these creatures as having a +40 Stalk/Hide bonus while tracking their intended meal. [Stealth on 14 or less when tracking prey.] Unlike their caiman relatives, these creatures are not adept swimmers.

### PHA'KA (SK. "SEA LEAPER")

A large, coastal amphibian, the Pha'ka prefers the small salt water inlets on the shores of the islands. In reality, this beast is a large saltwater frog, preferring to feed upon the countless small fish that dwell upon the reefs. Unfortunately, they occasionally fall victim to larger fish who prefer to feed upon them. Sometimes growing to lengths of fourteen inches, this amphibian is a relatively common sight along the island shores.

### M'KA (SK. "TREE LEAPER")

A small tree frog that makes its home in the upper branches of the rainforests, the M'ka is seldom seen by any traveller. It is distinguishable by its bright orange stripes on its flanks, accompanied with a dull-white underside. It lives its life out constantly searching for small insects and spiders to feed upon.



### GAHAL (SK. "CHANGER")

The species of chameleon native to the Abarquan islands is among the largest on Kulthea. These reptiles may grow to lengths of three feet, and live for nearly thirty years. Like their smaller kin, the Gahal is able to change its color to match with its surroundings. While like this, the lizard is virtually impossible to detect (a *Sheer Folly Static Maneuver*). This daytime predator uses this technique to wait and strike at unwary prey with its lightning fast tongue.

### FIRENC RAACHI (SK. "SLOW TRAVELLER")

A large tortoise native to the Biagkan grasslands, the Firenc Raachi makes its living searching for grass and roots to feed upon. A very passive creature, this beast can reach a length of nearly five feet and lives for almost 200 years. The Saurkur revere this slow moving solitary creature as sacred, as they are seldom seen on the island and are rumored to be enchanted.



GREEN JAW

## CARNIVORES

The Abarquans are home to few mammalian predators as the ecosystem does not provide enough variety of food for these animals to exist. However, these species can be found upon the slopes of the island volcanoes.

### J'RHAN (SK. "POUNCER")

A small solitary cat, the J'ghan favors highland forests and grasslands. Skilled hunters, these creatures silently stalk their prey for hours before selecting the right time to act (hence their name). This cat is easily recognized by its tawny coat and golden paws. Some specimens have been known to have silvery-white stripes on their flanks. When stalking its prey, treat this creature as if it had a +60 Stalk/Hide Bonus [Stealth 14-].

### OHARU (SK. "HOWLERS")

As the name suggests, the Oharu are large island dogs that hunt in packs. Although they are most common on the leeward sides of the islands, the Oharu can be found virtually everywhere (except on Phegri, of course). A speckled brown, their coloration gives them excellent camouflage while stalking their prey. Unlike the J'ghan, the Oharu prefer to run down their prey, trying to tire it out before taking it down.

### RHAGAR (SK. "RIPPER")

The most vicious land animal on all of the Abarquan Islands, the Rhagar is a tropical relative of the wolverine. Although seldom encountered, most Saurkurians will go out of their way to avoid a known Rhagar lair. Unlike their continental cousins, these beasts possess short, grey fur that only grows long below the jaw. If cornered, this beast has been known to explode into a violent (and deadly) rage (treat as Frenzy; +30 to OB, double concussion hits, x2 damage, no defensive bonus) [+3 OCV, +1D6k Damage].

### 3•FAUNA: SEA DWELLERS

Far more numerous than the land dwellers, a myriad of sea animals populate the Abarquan reefs. Dangerous predators, beautiful coral, and great schools of fish make their home in these shallow oceanic regions. There are more varieties of fish within the reefs than all the plant and animal life on the islands combined. Too numerous to count, the following is but a short list of some of the most notable creatures.

#### JHASSAR

"Jhassar" is the Saurkurian name for the dolphins that inhabit the deeper waters around the Abarquans. They favor many smaller varieties of fish, preferring to feed upon deep water schools of fish. Extremely intelligent, the Jhassar is a very playful creature, occasionally swimming alongside ships and smaller boats that traverse the islands. As mammals, they breathe air, but are able to hold their breath for long periods of time.

#### PANAPHA (SK. "SEA HUNTER")

The Panapha or Killer Whale is a large, intelligent sea mammal that patrols the oceans in small packs. They are often referred to as wolves of the sea. Although not known to attack people, the Panapha can be a dangerous opponent if angered. This creature is easily recognized by its distinct black and white colorations. It has a wide tongue surrounded by many sharp symmetrical teeth. Their favorite diet consists of sea turtles, seals, and some varieties of large fish.

#### URHANA

The Urhana is a variety of great whale that is occasionally sighted off the Islands of the Oracle. These huge creatures can reach lengths up to eighty feet and weigh up to forty tons each. The Urhana, despite its size, is a very gentle creature, for it feeds upon millions of tiny krill that float near the ocean's surface. The Urhana is known as a baleen whale, for it possesses great filters within its mouth to catch its tiny prey. Easily distinguishable, these beasts are a bluish-grey in color, and have long, white flippers. Their tail flukes are blue with white speckles upon them; the pattern differs with each whale. The Urhana is the most common of the great baleen whales in the waters near the Abarquan Isles.

#### LUFANKIR (SK. "TOOTHED-ONE")

Although not nearly as large as the Urhana, the great Lufankir is an imposing sight. Called "Sperm Whales" by the Loremasters, this great black whale is the largest of the toothed cetaceans. It is easily recognized by its large, square head and wide tail flukes. Like the other whales, this creature breathes through a "blow hole" on the top of its head. The lung capacity of this creature is immense, for it is capable of diving to depths of several thousand feet to where it hunts for its favorite food: giant squid. These deep-sea voyages can take a very long time to complete, and as such, they are able to hold their breath for three-quarters of an hour or more.

#### JURAG'FAA (SK. "OCEAN JAW")

The generic Saurkurian name for sharks. Although all sharks are carnivores, only thirty or forty species of these cartilaginous fish are actually considered "dangerous." However, all of these beasts are entirely unpredictable, and most certainly should not be provoked. There are some twelve known species of shark within the waters around Abarqua, the most dangerous of which is a large, swift hunter known as the Kiri'dja (Sk. Blue razor). These beasts will feed upon most everything, as they are constantly hungry and are not discriminating in cuisine or table manners. They possess extremely potent senses, as they can smell the smallest traces of blood in the water and "feel" a floundering fish from a distance of

nearly three miles. In the truest sense of the word, the sharks of Kulthea are the perfect ocean hunters.

As with almost all cultures, there are many mystical legends about these creatures. Possessing a cured pair of Jurag'faa jaws is one of the more prized trophies among Saurkurian fishermen. Some legends speak of a gigantic beast that patrols the open ocean capable of rendering a good-sized fishing vessel into splinters. No creature resembling the descriptions of this beast have ever been found in the waters of Abarqua, but the legends persist.

#### PHA'URAN (SK. "SEA FLYER")

Related to the Jurag'faa, the ocean rays swim through the water by "flapping its wings." Upon the reefs themselves, there are three different varieties of this beast. The most common type possesses a razor-sharp stinger with which they gore either their prey or their attacker. The stinger possesses a kind of poison that acts as a paralyzation venom (level 4, -20 to all actions/50% of RR failure). [3d6 DEX Drain, 1/2d6 Speed Drain if CON roll at -1 is failed.]

Two other varieties are more distinguishable by both their markings and habitat: the great sea-bat, and the electric ray. The great ray is a gigantic but passive creature with a "wingspan" that reaches fifteen feet. As per their name, they resemble large bats flying through the water. The electric ray, on the other hand, is somewhat smaller but far more dangerous than its larger cousins. Their internal organs act as a form of battery that stores up an intense electrical charge. This charge is even capable of stunning a large shark intent on having this ray for its next meal. Consequently, many Saurkur fishermen avoid this creature at all costs.

#### HU'RUKAN (SK. "ELECTRIC EEL")

Although not closely related to the Electric Ray, the eel shares the same characteristic of using a potent charge of electricity to stun its prey. Though tropical, the Hu'rukan is not common to the reefs and shoals of Abarqua, as it prefers to hunt on the deeper slopes of undersea mountains. This creature often grows to lengths of seven feet or more, and its charge is more than capable of killing a large fish.

#### HU'FAA (SK. "TOOTHED EEL")

Inhabiting the shallow reefs, the Hu'faa can make a leisurely dive a very unpleasant experience. Although not outwardly aggressive, this eel will snap at anything or anyone perceived as an attacker. Its teeth are slanted backwards, allowing it to grab and hold its prey. If an individual is unfortunate enough to find his hand in the mouth of the eel the Loremasters call the moray, they may not get it back. Any crit achieved indicates the eel has a hold on the offending limb; removing the appendage is considered a *Hard* maneuver for an "A" crit. Each critical level adds one difficulty level, and successfully removing the limb while the beast is still alive inflicts a second critical of two less severity. [Bite is considered a "grab" maneuver as well; using STR to pull hand free causes 1d6k Damage.]

### 4•MONSTERS

The presence of the Unlife has always inspired a horrid perversion of the natural balance, creating unholy beasts to do its bidding. The awful presence of servants of the Unlife on the island of Phegri remains as an insidious perversion to all that is natural. Indeed, no true life grows within a mile of the island's shores, as it is inhabited with great beasts and hideous creatures spawned by its foul waters. Some of these beasts have found their way to the shores of Biakga and islands to the south, infecting the soil with their grim presence. Their forms are myriad; although rare, they come in many different shapes and sizes and offer dangerous challenges to any and all freebooters.



# PART V

## • THE SAURKUR •

The Saurkur are a race of warm-blooded reptilian people that make up the bulk of the population of the Abarquan Islands. Many believe them to be the descendants of a space-faring race that came to Kulthea on a colony ship which crashlanded on the islands. Whether myth or history, over time, the Saurkurian civilization has loosened its connections with the stars and has become less and less dependent upon the "Gifts from the Sky" that they may have once possessed.

As noted in the Timeline in Part I, after the War of Dominion, the Saurkurian society collapsed into a dark age that would last for thousands of years. During this time they lost most of the knowledge they once held and treasured.

Currently the Saurkur live in an age of enlightenment, steadily learning more about the world around them. Many philosophers have delved into their origins, but few have rediscovered or "confirmed" their extra-Kulthean origin. In recent years, the Abarquans have been living in fear of the island of fire that sits menacingly on the horizon. Dark powers seem to reside on the island, but no one possesses the courage to explore the desolate regions on and near Phegri.

### 1•RACIAL NOTES

Saurkurians appear as tall, thin, bipedal lizards. They are usually dark green to brown in color with lighter underbellies, and possess mottled brown and yellow patches on their backs. Their hands have four digits: three fingers and an opposable thumb. Their eyes can be virtually any color, but most often appear a reddish yellow, with black slits for pupils. They possess an uncanny strength for their build, and move very quickly. Below their wide jaw are loose flaps of skin that increase in size with age. They have long, thin tails, and greenish-white undersides. Most Saurkur stand about 5'10" and weigh 250 pounds on average, although some have been known to grow to heights of nearly eight feet tall, and weigh well over 600 pounds.

#### RACIAL STATISTICS CHART

Stat Bonus Modifications									
St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re
+15	0	-10	-5	0	+10	+5	+5	0	+5
RR Modifications					Healing and Injury				
Essence: -10					Soul Departure: 8				
Channeling: -5					Stat Deterioration: 0				
Mentalism: +10					Recovery x: .8x				
Poison: +30					Language: 2				
Disease: +20					Dice Type: 1-10				
Background Options: 3									

#### FH RACIAL STATS — BASE (MAX)

STR	DEX	CON	BODY	INT	EGO	COM
13(25)	11(20)	13(21)	11(21)	9(19)	11(21)	6(12)



SAUKURIANS WORSHIP ORACLE'S SHRINE

## 2•LANGUAGE

The Saurkurian language is quite difficult for any non-Saurkurian to learn. The deep guttural clicks and tones of this language are very strenuous to the vocal cords of non-Saurkurians, and the ability to reproduce the tones requires great skill and practice. The flaps of skin below the Saurkurian jaw act as a form of reverberator, giving their voices a very resonant tone. Most Saurkurians regard this resonance as a voice of authority, and consequently older Saurkurians are treated with great respect. Surprisingly, most Saurkurians find it very easy to imitate other languages; in fact, many Saurkurians who trade are very fluent in languages other than their own. Learning Saurkur requires double the normal cost in development points for learning a given language, and even then, finding places to learn that language are rare at best.



## 3•LIFESTYLE

In the age of enlightenment, the Saurkurians enjoy a prosperous lifestyle living off of the fruits of their labors and discoveries. Saurkurians are monogamous by nature, and marry for life. Saurkur enjoy such activities as reading, basking in the sun, and swimming in the island waters. The Saurkurian outlook is remarkably similar to that of man, except for a human being's desire to achieve results quickly. Saurkurians are never in a hurry. They spend their time performing their duties around house and home, trading with others, and in earning a living. Though very different in appearance to Man and Elf, the Saurkur are also surprisingly tolerant of outsiders. Within the age of enlightenment, these folk encourage contact with people in the outside world.

## 4•RELIGION

The Saurkur religion is now based upon a single figurehead: the Oracle of Biakga, the unseen entity who is the dominant figure over the people of the Abarquan Islands. Long ago, in eras past, the Saurkur worshipped an ancestral god, the Great Dragon, a being which has now passed into the mists of myth but which is still represented in Saurkurian art and sculpture.

Today, every town in the Abarquan Islands has a shrine set aside to pay homage to the all-wise Oracle. Although worship is somewhat informal, large celebrations take place throughout the year, particularly on equinoxes and solstices. Virtually all of the Saurkur are devout followers of the Oracle's word, and a select few are allowed to speak with him regularly.

The only religious order on the island is a select group of devoted Saurkurians who are known as S'arag (which roughly translates as "the tenders"). These people are responsible for the upkeep of the Palace, maintenance of the shrines, the organization of celebrations, and delivering messages to the common people of Abarqua.

### THE ORACLE

A true description of the Oracle is difficult at best. The Saurkurians believe themselves to be descendants of a prosperous, space-faring race that came to Kulthea to escape persecution on their homeworld. The Oracle, in reality, was originally the computer of the starship that these colonists travelled to Kulthea in. Over time, however, the computer became more and more self-aware due to the unusual nature of Kulthea itself. The Oracle is now a living entity that lives in confinement within the walls of the Palace. No one has actually seen the Oracle, but many have spoken with it, and many more have felt its presence.

During the Wars of Dominion, a direct attack from the forces of the Unlife was launched against the Oracle. The Saurkurians prevailed, but not before parts of the Oracle's memory had been lost, some temporarily; others, like the records of the Saurkur landing on Kulthea were permanently erased. The oracle is no longer a mere computer, but an actual entity that has tapped into the planet's power and has gained a life of its own. (For more information about the Oracle, see sections VII/1 and VIII/1.)

# PART VI

## • THE ECONOMY •

The monetary systems used by the Saurkurians is very similar to that of the common people of Kulthea. However there are some major differences in how trade is carried out on the Abarquans. For example, Saurkurians use a minting and coinage system which is often overruled by a debit/credit system. Each Saurkur possesses his or her own potential value, and payment is often made through "favors" or with the exchange of goods. To term this as "bartering" would not be entirely correct, as these reptiles do not haggle over the value of a given task or object. There is occasionally some dispute when there is a difference in points of view, but because of the powerful cohesiveness of Saurkur culture, such petty squabbling rarely occurs.

### 1•TRADE AND MINTING

When tasks, favors, or merchandise cannot be immediately exchanged for goods, the Saurkur use their own minted "coins" for use in trading with each other and outside of their own land. The standard coin (called a Larthas) is a small rectangle, weighing half an ounce, molded from white sea coral and stamped with the Oracle's seal on one side. These base coins have the equivalent buying power as the silver coin on the mainlands. Other trade coins are carved from other coral in different sizes and colors. (Refer to the following chart.)

MAINLAND				
Coin	Shape	Weight	Equivalent	Color
Jaqua	Equil. Tri	0.75oz.	1 platinum	Dk. Blue
Tarela	Sphere	0.50oz.	2 gold	Green
Kuher	Isos. Tri	0.50oz	1 gold	Lt. Brown
Paos	Square	0.35oz	5 silver	Yellow
Larthas	Rectangle	0.50oz	1 silver	White
Mioros	Circle	0.25oz	3 bronze	Red
Ironon	Rectangle	0.25oz	1 bronze	Dk. Brown
Zaerl	Circle	0.40oz	5 copper	Lt. Blue
Urue	Oval	0.25oz	1 copper	Off-white

*Note: No currencies below the Urue exist; the credit system comes into effect without exception for smaller exchanges of goods and services.*

Trade amongst the cities, towns, and villages of the islands operates very much like the personal credit system, only on a larger scale. For example, with no monetary intrusions, traders from Abtaris may trade well-made ships for strong wood provided by the village of Torires on the northern end of the Ch'ka'r Atoll. No coins exchange hands, and both needs are met.

### 2•RELATIONS WITH THE NAVIGATORS

The Saurkur, ever since the Age of Enlightenment began, have been on relatively good terms with the Navigators. However, unlike most of Kulthea, the Saurkur possess very little gold, replacing it with payments in other ways. The Saurkur use Tarela "coins" to purchase the services of a Navigator, as the elite groups have been informed about the unusual trading practices of this unique reptilian race.



Since the end of the Second Era, several Navigator stones have been placed upon the Abarquan Islands. Biakga itself possesses three of these unbreakable stones, where the Ch'ka'r and Ku'fanar each possess one. The center of the port city of Abtaris has one such stone imbedded into the mountainside, offering transport to anyone who can afford it.

Because of the distances to the mainland, services of a Navigator jump are absolutely staggering. Since the closest continental land mass is Kelestia to the north, such a jump would cost in excess of 1000 gp (500 Tarela), and as a result is rarely used. Navigators are hired to guide ships beyond the horizon and past the invisible hazards that exist along the way. However, Saurkurian sailors do not need the help of the Navigators for local sea journeys, as the reefs and barriers are well known to them.

# PART VII

## • POLITICS AND POWER •

*"...under the guidance of the High One, the Great Oracle of Tatham, we shall strive to achieve the best for our people. The Islands of Abarqua shall become prosperous and worldly once again."*

—Lord Tiroga, Spokesperson of the Saurkuran Council  
in his First Speech to the Abarquan Populace, 3115 TE

The governmental organizations of Abarqua may seem deceptively simple, for a small Council of Lords presides over the entire population. In reality, the Government of these islands is considerably more complex and can be divided into several categories.

### 1 • THE ORACLE

Standing at the top of both the religious and political ladder is the Great Oracle. This unseen entity is revered by all of the Saurkuran people, regardless of their wealth or status. The Oracle dwells within the Palace which rests high on Mount Tatham, upon the Isle of Biakga. Here, many Saurkuran acolytes study under the Great One's wisdom. Although the Palace of the Oracle was erected during the fifth century of the Third Era, it is known that the Oracle had been present on Biakga long before the outbreak of the Dominion Wars at the end of the Second Era. The Oracle is considered the ultimate authority on the islands, and is always consulted by the Council when debating an important issue. It was under the authority of the Great One that the Council of Lords was established in 2974 and subsequently dissolved after the death of T'regg in 2979. After a century and a half of preparatory development instigated by the Oracle, he appointed a new Council in 3115 which has survived to date.

Curiously, no one has ever seen the Oracle. This factor appears to be instrumental in the mystical nature behind him. No one questions his presence, however, for his voice echoes through the great Palace, and he remains alive and well-known yet invisible to all.

***GM Note:** the Oracle, in reality, was once the computer of the starship that carried the now Kulthea-bound Saurkurians. Programmed to ensure the survival of its people, the computer set out to find energy sources for the stranded vessel. The computer discovered a new mystical energy that defied all scientific descriptions, but it suited the needs of the crew. Over time, the computer tapped so much into this new energy that it began to have its own thoughts. While parts of the ship's computer began to wain and fail, this new entity lived on. Bound to the ship's deteriorating locale, this entity became revered as an all-wise Oracle by the people who had long-forgotten their origins. The entity, seeing that this would best help the people, assumed the role of the Oracle which remained with him to date.*

At the end of the Second Era, a surprise attack upon the Oracle's cave by a horde of grotesque creatures damaged parts of the Oracle/computer's memory banks. The Oracle survived, but all accounts of the Saurkuran origin were erased. During the next several centuries, the Oracle deemed that the best way to protect its people would be to first protect itself. He ordered the building of the Great Palace by his more than eager followers. In 560 TE, the Palace of the Oracle was complete, and the Oracle of Abarqua was the unquestioned religious and governmental ruler of the Islands.

### 2 • THE COUNCIL OF LORDS

With the Oracle (in power for nearly three millennia) presiding over a closed society in a perpetual Dark Age, no one dared ask questions about the Oracle's authority — not because they feared the Oracle, but because they were afraid of being reprimanded by their fellow citizens. In modern times, one individual did question the origins of the Oracle's authority and was subsequently cast out. T'regg, after being expelled from the Islands, roamed much of Kulthea in search of wisdom and knowledge. After the passage of several years, he met up with one of Kulthea's wandering Loremasters. T'regg became an apprentice, for he wished to learn all he could, and the patient Loremaster allowed him to do so, for he was intrigued by his reptilian companion.

Over time, T'regg mastered the arts of Lore and became a full member of the Loremasters of Karilon. However, he longed to return home and enlighten his people of the world around him. In 2973 he arrived once more on the Abraqans, this time as a Loremaster, and asked to be granted an audience with the Oracle. The audience was given, under the direct words of the Oracle, and T'regg consoled with the Unseen Oracle. The result of the conference were positive, but not initially. The Oracle began to delve into the depths of his clouded memory while the Saurkur Loremaster stayed as a guest of the Palace. The Oracle was stirred by the traveller's words and sensed them to be true and therefore decided to return some of the power he (it) had gained over the centuries to his people, the Saurkur.



**COUNCIL OF LIZARD LORDS**

Keeping with ancient tradition, the Oracle decided that a Council of Lords would best suit the Saurkurians as an executive body. He also decided that the Loremaster T'regg would best suit the island's needs as the Council's leader. Although Loremasters do not normally become heads-of-state, T'regg was an exception. The First Council of Lords was established in 2974 TE, eight prominent Saurkurians plus T'regg forming it. The Council experienced some governing success for five years.

When the elderly T'regg died in 2979, the eight other Lords began to vie for the position of Council Head. Many political factions sprang up, supporting Lords in their own regions. When fighting broke out between two of the factions, the Oracle intervened and immediately dissolved the council until a better solution could be found. Although disgruntled, reverence for the Oracle prevented the factions from fighting any longer. The Oracle maintained his unquestioned rule for another 135 years.

When sufficient time had passed, the Oracle decided to reestablish a Council of Lords that might avoid the problems which overcame the first. He appointed nine members, all with equal power in decision-making. This time, the council worked well, maintaining the trust of the Saurkurians.

#### ORGANIZATION

The Council of Lords is made up of nine members (as opposed to eight), representatives from the different reaches of the Abarquan Islands. Six hail from the central areas of the civilization, representing Abtaris, Kariska, and the Oracle. Two others hail from Ch'ka'r, and one represents the Ku'fanar Atoll.

The Council meets for two weeks at the beginning of each month (five times a year), to discuss concerns and policies amongst the various regions. After this time, the Lords return to their own islands and cities to where they deal with the local governmental organizations.

## 3 • GOVERNMENT

The Abarquan government is actually the Council of Lords. However, "government" here refers to the local political organizations that serve under the Council. Each body in every area is made up of sixty-four representatives of the smaller regions, who are appointed by the local Council member. Laws and local policies are made by these local bodies, as it is too cumbersome for the Council to deal with local matters themselves. The system proves ideal for the Oracle and the council, for any larger concerns are relayed to the Lords to be discussed at their periodic meetings.

Governments deal with all local matters and disputes, including internal trade, organizations, laws and law enforcement. While in their local offices, the Lords are often called upon to act as a judge in matters of dispute; in smaller cases, however, neutral citizens are called upon to judge matters fairly.

## 4 • MILITARY POWER

Despite its isolated status, the military force harbored by the Saurkur is quite formidable. This power stands in response to the aftermath of the Wars of Dominion, during the Dark Age that enshrouded the first half of the Third Era. The military force has been maintained to guard against further attacks from the Unlife. Each city possesses a local militia, which can be mustered to form a single fighting unit. The Abarquan Navy has been maintained since the end of the Second Era to defend against oncoming attackers. Under the command at the port of Abtaris, thirty-two warships are moored as they shift patrolling duties. Though the Saurkurian Nation has not fought a war in over six thousand years, the forces are maintained at the order of the Oracle to protect the island nation from any hostile force.

#### ORGANIZATION

The entire basis of the military organization is set upon the number eight. The smallest unit of fighting soldiers (called an Aaluec) is composed of eight male or female Saurkurians. Eight Aaluecs are arranged into the larger Kearths.

Consult the following chart.

Unit	Size	Notes
Aaluec	8 soldiers	Smallest size of fighting unit. Carry pikes and swords. Some Archers.
Kearth	8 Aaluecs	64 soldiers
Gae'kar	4 Kearths	256 Soldiers, standard Garrison
Taoar	8 Kearths	512 Soldiers, Basic town unit.
Haek'ae	4 Taoar	2048 Soldiers, City Guard.
Orath	4 Haek'ae	8192 Soldiers.

#### WEAPON CRAFT

Despite six thousand years of peace, Saurkurians have maintained a martial spirit and have preserved warcraft techniques through the ages. This is a result of both tradition and through the careful heeding of the interpreted words of the Oracle. Though the Saurkur are not exceptional weapon designers, their weapons are as effective as any human-crafted item. Though bearing some resemblance to Mannish or Elvish weaponry, Saurkurian-made arms differ in many ways to their counterparts.



## SAURKURIAN WEAPONS TABLES

Weapon Name	Type	Wt	Len	F	Range	Mod	(in Ft, 10-150)
Kaarch	1HE	2.5	2.5	2	-20(10)	-40(30)	— —
Irruha	PA	6	8	7	—	—	— —
Tha'araku	BOW	4	4	4	+25(10)	0(110)	-20(160) -50(300)
Kha'rughu	2H	5.5	5	6	—	—	—
La'chaia	TH/1HC	4	2	3	-5(15)	-10(30)	-30(50)
Chruan	1HE	4	3	3	—	—	—
Surukal	TH	2	3	4	+10(10)	0(30)	-30(60) -50(100)
Tadanic	1HC	5	4.5	6	—	—	—
	2H	—	—	5	—	—	—
Doakarn	BOW	6	3	6	+30(20)	0(150)	-20(250)

## PART 2

Weapon Name	Table Used	20-17	16-13	12-9	8-5	4-1
Kaarch	Dagger	-10	-10	0	+5	+10
Irruha	Polearm	+5	0	0	-5	0
Tha'araku	Composite Bow	+10	+5	-5	-10	-10
Kha'rughu	2H Sword	0	0	+5	+10	+15
La'chaia	Club	-30	-20	-15	-10	0
Chruan	Broadsword	0	0	+5	+10	+10
Surukal	Sling	-40	-30	-20	-10	0
Tadanic(1h)	War Mattock	2-20	-10	-5	0	0
(2h)		-10	-5	0	+5	+10
Doakarn	Hvy Crossbow	+10	+10	+5	+5	+10

## PART 3

Weapon Name	Special Notes
Kaarch	Hunting Dagger
Irruha	Standard Polearm, delivers an additional "A" whenever an "E" result is rolled.
Tha'araku	Hunting Bow, designed to kill the Ti'faa (See Part IV-2)
Kha'rughu	Wide-bladed sword, wielder has choice of critical type delivered. (Krush or Slash).
La'chaia	Throwing Club
Churuan	Standard military sword
Surukal	Hunting Sling
Tadanic	A large, broad headed warhammer
Doakarn	Super-heavy crossbow, built from a highly flexible wood from trees within the rainforest. If using the "Breaking 150" option in the Atlas Addendum (Part II-3), secondary crits are Impact.

## FANTASY HERO WEAPONS TABLE

Weapons	OCV	Dmg	Min	Stun STR	Notes
Kaarch	+1	1d6-1k	0	7	Hunting dagger
Irruha	-1	2d6k	0	13	Standard Polearm
Tha'araku	+1	1d6kAP	0	13	Hunting bow
Kha'rughu	+1	2d6k	0	18	2-handed, wide sword
Lo'chaia	0	4d6N	0	11	Throwing Club; rMod -1
Churuan	+1	1d6+1k	0	12	Standard military sword
Surukal	0	1d6+1k	0	14	Hunting Sling; rMod 0
Tadanic	0	1 1/2d6k	+1	19	Large, broad hammer
Daakarn	0	2d6-1k	+1	17	Super-heavy Xbow; rMod +1

# PART VIII

## • PEOPLE OF NOTE •

### 1 • THE ORACLE

**Age:** 20,000 years? **Eyes:** ? (None) **Hair:** None. **Build:** None (amorphic). **Height:** Variable. **Race/Sex:** Essaeence Being (Computer)/(sounds Male). **Demeanor:** Stern. **True Attitude:** Protective (programmed).

The single most influential being upon the Abarquan Islands is the Great Oracle of Tatham, the wise, unseen entity that leads and inspires the Saurkurian people. His leadership is unquestioned, and the Oracle always appears to be in favor of his subjects. He is the focus of all religious activity, standing at the summit of their religion. Though not a god, like the Lords of Orhan, the Oracle is a powerful being who is not to be trifled with. He uses his great wisdom and knowledge to help his people and to protect them from the creeping shadow of the Unlife.

His wisdom is known among the Loremasters of Kulthea, as he is often consulted by important travellers from the far reaches of the planet. Loremasters hasten to keep the Oracle alert to the ever-present danger of the Unlife.

***GM Note:** As mentioned before, the Oracle is now composed of the sentient remnants of the computer of the starship that carried the Saurkur to Kulthea. It was programmed to protect the Saurkur and to help them establish their new home. In doing so, the computer discovered the Essence and began to tap it, becoming a sentient being. Until the end of the Second Era, the Oracle was tied to its original computer banks. The Oracle rarely travels far from the Palace; he grows weaker as he travels away from it.*

**Hits:** 500 **Melee:** — **Missile:** —

**AT(DB):** 1(200) **Sh:** N **Gr:** N

**MovM:** 80 **PP:** 420 x 8 = 3360

**Lvl:** 60 **Profession:** Archmage (Sage, Scholar, Magician).

**Stats:** St—; Qu—; Em-105; In-103; Pr-110; Ag—; Co—;

Me-115; Re-105; SD-106. **Will:** 280 **AP:** n/a

**Skill Bonuses:** Admin100; AMath160; Chem160; Arch100; Attm140; BMath220; BChem150; Ast110; Dign80; Dipl160; Eng160; FauLr100; FlrLr100; GPerc120; HerLr100; Hort120; Lead200; LPerc80; MRit1120; Mech80; MetEv100; MetLr100; MltOg90; PhRD200; Phys160; Plnt80; PsnLr100; PwrPc200; Prop60; PSp200; RacH160; Rune100; SHLr40; SRW140; SLA160; Star160; StnEv100; StnLr100; SymLr160; TGame80; Tact90; TmSen200 (infallible); WrLr100; Wea160; XenLr100.

**Spells:** All Magician Base Lists (to 50th); All Arcane Lists (to 25th); All Sage Base Lists (to 20th); Brilliance Magic (to 30th)(Crystal Mage); Power Words (to 20th)(Magus); Runes & Symbols (to 20th)(Magus); Spirit Mastery (to 25th)(Closed Essence); Warding Law (to 20th)(Runemaster); Glyph Law (to 20th)(Runemaster); Presence (to 20th)(Mentalist); Lore (to 10th)(Bard); Telekinesis (to 20th)(Closed Mentalism); Solid Destruction (to 15th)(Sorcerer); Delving Ways (to 10th)(Open Essence); Barrier Law (to 30th)(Open Channeling); Weather Ways (to 10th)(Open Channeling).

**Spell Bonus:** Base Spell Bonus +100; Directed Spell OB +260 (Lightning Bolt)/+100 Firebolt/+80 All others.

**Focus of the Oracle:** A smooth, polished sphere of white, deep-earth Laen, 3' in diameter. Mounted upon a dais in the Palace of the Oracle, it glows in the presence of the Oracle himself (whenever he is within 200'). Acts as a x8 Power Point enhancer for the Oracle only. All friendly persons within 100' "regenerate" their power points at 3/min. Any friendly being within the presence (100'R) of the stone also doubles their rate of any healing. The Oracle's directed spell attacks are launched from this stone.

STR:—    DEX:—    CON:—    BODY:—    INT:40  
 EGO:30    PRE:35    COM:0  
 tPD:8    rPD:8    tED: 6    rED:6  
 SPD:6    END:—    STUN:—    REC:—  
**OCV:**0    **DCV:**0    **Phases:** 2, 4, 6, 8, 10

**Skills:** Administration(15-), Advanced Math(18-), KS:Chemistry(18-), KS:Archeology(15-), KS:Basic Math(20), KS:Astronomy(15-), Persuasion(13-), Conversation(13-), KS:Native Fauna(15-), KS:Native Flora(15-), Perception(+6), KS:Herbs(15-), KS:Horticulture(16-), Oratory(10-), KS:Mechanics(12-), KS:Metals(15-), KS:Medicine(17-), KS:Systems Technology(16-), KS:Magic(17-), Tactics(15-), Absolute Time Sense, Eidetic Memory, Speed Reading, Lightning Calculator, KS:Weather(17-), KS:Xenolore(14-), 6 levels w/magic.

**Spells:** Up to 100 active points; no skill roll required.

**Focus of the Oracle:** allows all spells to be cast at 0 END Oracle only. All Friendly persons within 15" may cast spells at 1/2END. All Friendly beings have their recoveries doubled within 15" of the Stone. The Oracle's spell effects are centered in and from this stone.

**Note:** The stone is centered in the middle of a Minor Foci; see Part IX-2.

## 2•THE SAURKUR LORDS

The elite group that governs the entire Saurkuran populace, the Council of Lords consists of some of the most prominent and powerful individuals in the Abarquan Islands. Each of the Lords presides over "his" region or regions, while meeting five times a year at the Palace of the Oracle to discuss the major concerns among the nine Lords.

### RAGHACH

**Age:** 172. **Eyes:** Speckled Yellow/Orange. **Build:** Stocky, stooped. **Height:** 5'11". **Race/Sex:** Saurkur/M **Skin:** Mottled Brown. **Deemeanor:** Solemn, Serious. **Dress:** Long, flowing robes. **True Attitude:** Loyal to the Oracle, slow to anger. **Aka:** The Spokesman, the High Teacher.

Certainly the oldest and most respected member of the Council of Lords, Raghach has been a member of the Council for nearly forty years. Although all members of the Council have equal voting power, the venerable Saurkur Lord is considered by most to be the Council's "leader." Unlike the other lords, Raghach often consults with the Oracle and is his most trusted aid. The Oracle has instructed his servant in the use of the Essence (as with all of his pupils), and Raghach has become a very adept wielder of the Essence. Raghach was once asked to study at Karilon alongside the other Loremasters; however, his loyalty to both his people and the Oracle kept him upon Biakga.



RAGHACH AND SAURKURIANS

**Hits:** 155. **Melee:** 110qs **Missile:** 90cb

**AT(DB):** 12(80). **Sh:** N. Gr. N

**MovM:** +20 **PP:** 90x6 = 540.

**Lvl:** 30. **Profession:** Magician. **Stats:** St-74; Qu-98; Em-100; In-74; Pr-85; Co-68; Ag-96; Me-78; Re-93; SD-87. **Will:** 54 **Ap:** 77.

**Skill Bonuses:** Acro25; Admin60; ADef20; Amov60; Aclmy65; Arch55; Ast85; Attm120; CirLr90; Diagn40; DemLr30; DrTrp60; Dsens40; FauLr80; FAid50; FlrLr90; GPerc120; HerLr60; Lead110; LSO75; MRitl120; Music60; PhRD100; PowPc150; PSp110; RegLr95; Rune110; SRW30; S&H60; Star90; StnLr60; SymLr100; Wea70; WrLr60.

**Spells:** All Magician Base Lists (to 30th); Elemental Shields (to 20th); Lofty Bridge (to 20th); All other Open and Closed Essence (to 10th).

**Spell Bonus:** Base Spell Bonus +70; Directed Spell OB +190 (Lightning Bolt)/ +140 with all others

**Robes of the Oracle:** A long, blue and green silk robe highly enchanted to protect as AT 12, with a +20 to the Wearer's DB.

**Sceptre of T'regg:** Once belonging to the Saurkuran Loremaster. A wood staff, 6' in length, three gems (blue, red, and green) are mounted in the tip of the staff. The Sceptre acts as a x6 power point enhancer. Each gem can cast a different "bolt" spell 3x/day: Blue=Waterbolt; Red=Firebolt; Green=Icebolt. All three will cast Lightning Bolt 3x/day. A +20 Weapon.

**Council Ring:** A simple magical device, it is used to call upon the other members of the Council.

STR:11	DEX:17	CON:11	BODY:11	INT:15
EGO:18	PRE:20	COM:8		
tPD:9	rPD:4	tED:8	rED:4	
SPD:3	REC:5	END:24	STUN:23	
OCV:9	DCV:8		Phases:4,8,12	

**Skills:** Acrobatics(11-), Administration(13-), KS:Architecture(12-), KS:Astronomy(14-), Area Knowledge (Island of Oracle 16-), Paramedic(12-), Perception(+6), PS:Musicain(13), Oratory(15-), KS:Magic(15-), KS:Weather(14-), Magic(23)

**Spells:** Up to 80 active points

**Robes of the Oracle:** +4rPD, +4rED, +2 to DCV

**Sceptre of T'regg:** Allows all spells to be cast at 0 END; +120 END for casting spells. May cast 9d6 energy blast with variable special effects (fire, ice, water, lightning) 3x/each/day. Also may cast lightning bolt up to 3x/day. +2 OCV weapon.

## TAROMAK

**Age:** 140. **Eyes:** Brown with red speckles. **Build:** Huge, Muscular. **Height:** 7'4". **Race/ Sex:** Saurkur/M. **Skin:** Mottled Brown/Green. **Demeanor:** Short-tempered. **Dress:** Grey Robes with Red Trim. **True Attitude:** Dynamic, Progressive, Concerned. **Aka:** The General, the Warlord.

Taromak appears as a haughty, short tempered Saurkurian warrior who has little patience for "frivolous diversions." He has always been concerned about the "Evil" that is mustering upon Phegri to the North. His concerns are valid, as he often speaks with the Loremaster Ranarah who keeps him alert to the growing menace upon the island. The General is the leader of the entire Saurkurian military force, some 8192 fighting soldiers. He is responsible for the defense of the Abarquan Islands. At 7'4" of height, he is one of the largest of the Saurkurian people. His massive bulk weighs in at a remarkable 620 pounds!

**Hits:** 220. **Melee:** 210th **Missile:** 190hcb

**AT(DB):** 20(40). **Sh:** Y5. **Gr:** Y10.

**MovM:** +10. **PP:** —

**Lvl:** 26. **Profession:** Fighter. **Stats:** St-102; Qu-90; Em-74; In-95; Pr-88; Co-100; Ag-95; Me-68; Re-73; SD-55.

**Will:** 17. **AP:** 72.

**Skill Bonuses:** Acro70; AMov40; Am<8>; AnmHd60; AnimT50; Ant45; BM40; BPlt90; BDS20; Climb90; Cont60; Cook55; DtTrp70; Dipl80; DSens60; DTrap40; DistR85; Div100; FAid70; Fren50; GPerc90; GHook110; Iai95; Intg60; Lead100; LWork60; LPerc80; LSO60; LckLr30; 4MAst110; 4MAsw110; Map40; MltOg95; MsAtr70; Nav80; PhRD30; PInst40; PVlt80; RdTck65; RevSt90; RMas60; Row80; Sail90; SefTr80; SKill70; Smith70; SLA5; S&H90; Star20; SWise30; Stun30; Subd80; Swim120; TGame100; Tale60; Track90; TrdLr80; TrapB70; Trick30; Tumb90; TumbA60; TumbE40; Vent20; Wea40; WpnEv95; Yado80.

**Spells:** None.

**Kha'rughu Ath Rhugael (Sk. "Giant Blade of the Warlord"):** Saurkurian Two-hand Sword (Kha'rughu) constructed from enchanted Red Laen. +30 Bonus (magical). Flames on Command, delivers an extra "Heat" critical of equal severity. Casts "Haste III" 5x/day.

**General's Helm:** a large, full helmet carved with the visage of a fierce serpent. Constant Prayer II 20'R; Negates 40% of head criticals. +20 to all Leadership related skills.

**Taromak's Armor:** Of Lightness, protects as AT20, wears as AT13.

+20 to DB.

**Council Ring:** as above.

STR:30	DEX:18	CON:28	BODY:20	INT:13
EGO:10	PRE:20	COM:12		
tPD:15	rPD:8	tED:13	rED:8	
SPD:4	REC:12	END:56	STUN:49	
OCV:14	DCV:10		Phases:3,6,9,12.	

**Skills:** Acrobatics(13-), Animal Handling(13-), Climbing(16), Contortionist:(13-), Cooking(12-), Concealment(13-), Persuasion(14-), Paramedic(13-), Perception(+4), Interogation(13-), Boxing (martial Arts Package), Navigation(14-), KS:Magic(11-), Stealth(14-), Survival(13-), Swimming(6"), PS:Smith(13), Tactics(15-), Tracking(14-), Sleight-of-hand(12-), 2 levels, all combat.

**Spells:** None.

**Kha'rughu Ath Rugael:** Saurkurian Two-handed sword (Kha'rughu), +3 OCV. Delivers 1d6 energy killing damage in addition to normal damage. Aid: +2 to speed, 1 turn duration, 5x/day.

**General's Helm:** Adds +1 to all friendly rolls in a 3" radius. +2 rPD, +2rED locations 3-5;-adds +10 PRE.

**Armor:** adds +2 DCV

## ARGAIL

**Age:** 153. **Eyes:** Yellow (a red streak blurs the left). **Build:** Slender, sinewy. **Height:** 6'2" **Race/Sex:** Saurkur/F. **Demeanor:** Slow to anger, gentle. **Skin:** Lt. Green. **Dress:** Long blue robes. **True Attitude:** Concerned, passive. **Aka:** The Lady of the Tower, the Star-lady.

Chief administrator of the capital city of Kariska, Argail is one of only two female Saurkurian Lords. She has administered the city for more than fifty years, monitoring the concerns of her people to the best of her considerable capabilities. Although she likes Taromak, she frequently is at odds with the General. Her frequent appearances of the balcony of the Kariska Tower have earned her the nickname (Lady of the Tower) that the citizens call her. She rarely leaves the tower's grounds (except for Council meetings), preferring to admire the city from her vantage point.

**Hits:** 146. **Melee:** 100bs. **Missile:** 110cb.

**AT(DB):** 2(30). **Sh:** N. **Gr:** N.

**MovM:** 30 **PP:** 78x4 = 312

**Lvl:** 24. **Profession:** Astrologer **Stats:** St-60; Qu-93; Em-82; Pr-101; In-98; Co-74; Ag-96; Me-87; Re-86; SD-90. **Will:** 60. **AP:** 94.

**Skill Bonuses:** Acro50; Act70; Admin80; AMath30; Ast100; Attm90; Arch65; BMath95; Chan100; Climb60; Cont55; Dance50; Dipl90; Divin85; Dsens80; FayLr40; FauLr45; FAid75; FlrLr50; GPerc90; Lead80; LPerc85; 4MAsw50; MetLr80; Music65; Navigation85; Paint60; PhRD45; PLock20; Poet40; PowPc80; PSp70; RegLr40; Sail60; SRW20; S&H55; Star110; StnLr90; Surv40; Swim80; SymLr70; TmSens100; Wea95.

**Spells:** All Astrologer Base Lists (to 25th); Presence (to 10th)(Mentalist); Calm Spirits (to 10th) (Open Channeling); Moon Mastery (to 10th)(Moon Mage).

**Spell Bonuses:** Base Spells +48; Directed Spell OB +115 (Shock Bolt).

**Scepter of Kariska, the Staff of Office:** x4 Mentalism/ Channeling Multiplier as well as +20 Bonus to all Speaking/ Leadership related skills.

**Ooura Chruan (Sk. "Blade of the Stars"):** +25 Saurkurian broadsword constructed from a Blue Keron Alloy. Casts a +25 Lightning Bolt 2x/day; enshrouds itself in a cloud of highly ionized gas on command, delivering an additional Electrical crit of one less severity. This cloud has a "glittering" effect (hence the name).

**Robes of the Star-lady:** Made of finely spun blue silk with silver trim. "Shimmering" effect adds +20 to wearer's DB.

**Council Ring,** as above.

STR:11 DEX:15 CON:13 BODY:10 INT:18  
 EGO:18 PRE:23 COM:14  
 tPD:5 rPD:1 tED:4 rED:1  
 SPD:3 REC:5 END:26 STUN:26  
 OCV:10 DCV:8 Phases:4,8,12

**Skills:** Acrobatics(13-), Acting(13-), Administration(14-), KS:Advanced Math(11-), KS:Astronomy(15-), KS:Architecture(13-), Climbing(13-), Dance(12-), Persuasion(14-), Area Knowledge, Island of the Oracle(14-), Paramedic(13-), Perception(+4), PS:Painting(13-), Lockpicking(11), Ks:Poetry(12-), PS:Sailing(13-), Stealth(13-), Swimming(4"), Absolute time sense, KS:Weather(14-), Magic(17-)

**Spells:** Up to 45 active points.

**Scepter of Kariska:** Allows Spells to be cast at 1/2 END, +60 END for casting spells.

**Ourra Chruan:** Broadsword, +2 OCV, casts 10d6EB (lightning) 2x/day. May do 1d6k energy damage in addition to normal damage.

**Robes of the Star Lady:** Adds +2DCV

### PERENACH

**Age:** 139. **Eyes:** Yellow with blue streaks. **Build:** Thin. **Height:** 6'9". **Race/Sex:** Saurkur/M. **Skin:** Green with Tan & Dark Brown patches. **Demeanor:** Aggressive, Passionate. **Dress:** Rustic, well-worn. **True Attitude:** Protective, concerned. **Aka:** The Wanderer.

Making his home deep within the jungles of Biakga, Perenach is the council member who represents the smaller towns and villages of the island. He is a skilled hunter and tracker and is the most knowledgeable about the Abarquan wildlife. He frequently visits each of the villages, lending his aid to whoever needs it. The Wanderer is the most respected member of the Council within the villages of the rainforest and wields considerable political power although he does not display it.

**Hits:** 180. **Melee:** 160bs. **Missile:** 170cb.

**AT(DB):** 12(25). **Sh:** Y10. **Gr:** Y10.

**MovM:** +10. **PP:** 75x4= 300

**Lvl:** 25 **Profession:** Ranger (Druid/Beastmaster). **Stats:** St-85; Qu-76; Pr-95; In-98; Em-77; Co-91; Ag-83; Me-74; Re-69; SD-62. **Will:** 32. **AP:** 68.

**Skill Bonuses:** Acro40; AMov60; AnmHd110; AnimH95; AnimT100; Ant45; Ast20; BMath60; BM110; BPlt70; Brwl20; Camfl90; Cave40; Climb75; Cook100; CraF85; DtTrp60; Dign30; Dipl50; DSens70; DTrap50; Disgu20; Dows40; FayLr10; FauLr80; FAid85; Flet80; FlrLr85; Forag90; GPerc90; HerLr85; Herd40; HItem30; Hort70; Jump50; LPerc40; MRitL40; 2MAst60; 4MASw80; Map90; Mimc60; Nav40; PsnLr30; RdTck100; RegLr80; Sail50; Scrng55; SAid60; SAmbA60; SetTr65; S&H105; Star35; Subd40; Swim90; Tale60; Track100; TrdLr40; Tumb60; Vent30; Wea80; Yado20.

**Spells:** All Ranger Base Lists (to 25th); Animal Bonding (to 20th) (Beastmaster); Animal Mastery (to 10th) (Druid); Druid's Peace (to 10th); Surface Ways (to 10th).

**Spell Bonuses:** Base Spell Bonus +25.

**Bow of the Jungle:** +25 Tha'araku (Saurkurian Composite Bow) constructed from the wood of a giant banyan tree, it fumbles only on 01-02 and may be fired 3x every 2 rounds without penalty.

**Amulet of Perenach:** x4 Ranger PP enhancer; +20 to all Stalk/Hide maneuvers.

**Enchanted Leather Vest:** Wears as AT5, protects as AT12 with a +20 DB.

**Council Ring,** as above.

STR:15 DEX:13 CON:18 BODY:12 INT:13  
 EGO:12 PRE:19 COM:10  
 tPD:9 rPD:5 tED:8 rED:5  
 SPD:3 REC:9 END:36 STUN:29  
 OCV:12 DCV:10 Phases:4,8,12.

**Skills:** Acrobatics(12-), Animal Handling(15-), KS:Astronomy(11-), KS:Mathematics(13-), Brawling, Climbing(14-), Cooking(15-), Persuasion(16-), Disguise(11-), Area Knowledge-isle of Oracle(16-), Perception(+4), +2 levels w/ hand-to-hand combat, Mapping(14-), Navigation(13-), Sailing(12-), Stealth(15-), Swimming(5"), Trading(12-), Magic(16)

**Spells:** Up to 30 active points.

**Bow of the Jungle:** +2 OCV, Reloads as a 0 phase action.

**Amulet of Perenach:** Allows spells to be cast at 1/2 END, +40 END for casting spells; adds +2 to Stealth.

**Enchanted Leather Vest:** 5rPD,5rED, +2 to DCV.

### OARIAN

Oarian the Tall is the Chief Administrator of the port city of Abtaris. Often referred to as the Trademaster, he helps to mediate the occasional trading disputes between the larger guilds and oversees the local government. Considered to be a very capable leader, Oarian steadfastly relays the concerns of his city to the Council of Lords. Although not as bulky as General Taromak, Oarian stands 7'9" tall, towering over his fellow members. His unusual height accounts for his special demand for custom-made clothes sewn by the Silkweavers deep in the jungle. Though often allied with Taromak for reasons of mutual interest, Oarian and the general do not get along well. They frequently argue over which issues are more important and do not understand the other's point of view. Oarian's skin is a dark metallic green, his eyes are a deep violet (also unusual for a Saurkur).

### THAMAK

Like his counterpart Perenach, Thamak wanders the southern slopes of Biakga, visiting smaller townsites and assiting the village folk on the main island. Considered somewhat absent-minded by his peers, Thamak is easily distracted when uninterested in conversation. He is often in agreement with Perenach, but his passive demeanor shows little enthusiasm compared to the animation displayed by the Ranger. Short for a Saurkur, Thamak stands 5'3" tall, has deep brown scales and tan eyes. He wears very mundane clothing and is often frowned upon by his fellows for this reason.

Appointed to the Council by the Oracle some fifty years ago, Thamak takes his position seriously. Almost as old and experienced as Raghach, he wields considerable clout within the Council (although he uses it seldom).



### L'RANA

The only other female Saurkorian on the Council, L'rana is the newest representative from the Ch'ka'r atoll. Unlike the Star-lady, L'rana is deeply involved with the people in her region. She often helps in the construction of new buildings or the design of new bridges. A dynamic person, she is the best-liked out of all the Council's members. Easily the youngest on the Council, L'rana is obsessed with impressing her elder companions. Standing 5'11", she favors dressing in long, blue robes and carries a wooden staff. Her scales are a light green that fades to a tan color along the ridge of her back. She has green eyes with speckles of blue and yellow within them.

### CHAIGAR

Large and imposing, Chaigar is a gruff old warrior from Ch'ka'r and Taromak's chief ally on the council. He is in charge of all military forces south of Biakga (1024 soldiers) and is under the direct command of Lord Taromak. The largest member of the council next to the General, Chaigar stands 6'10" tall and weighs 490 pounds. He sports a limp as a constant reminder of a life and death struggle with a great demon-whale near Phegri several years ago. Chiagar has never been one for extravagance, and therefore rarely dresses in fancy clothing. Like Thamak, he is sometimes scrutinized for his lack of formal dress. His scales are a collection of brown, green, and yellow patches that run across his back in a diamond-shaped pattern.

### KAISNA

The sole representative from the distant Ku'fanir Atoll, Kaisna is the most isolated of all the Lords. A skilled sailor, he often sails to Biakga alone. Like his home, the sailor often appears distant or absent-minded at times. As a Lord of the Council, his "outside" opinions are valuable to those that may be "too close" to the problem at hand. Because of the length of time it takes Kaisna to travel from Ku'fanir to Biakga, the arrival of the Sailor often signals the start of the Council meetings. Very distinctive in appearance, Kaisna has mottled brown skin within deep blue eyes, and often wears a light tunic and a long, grey cloak.

## 3 • OTHER PEOPLE OF NOTE

### RANARAH TORESIN

**Age:** 790 (appears about 30). **Eyes:** Grey. **Hair:** Lt. Brown. **Build:** Slender. **Height:** 6'3". **Race/Sex:** Iylar (Linaeri)/M. **Skin:** Fair. **Demeanor:** Nervous, Helpful. **Dress:** Loose-fitting tunic and cloak. **True Attitude:** Concerned.

Of all of the Loremasters who visit the islands, Ranarah is the most frequent of these very special travellers. He is well known and liked by the members of the Council (although not entirely trusted) and often listens to their deliberations. Ranarah is fascinated by the Saurkorian culture and the Oracle, with whom he frequently speaks. Spending time with the common folk of the islands, he has learned a great deal about them and their culture. (As a matter of fact, Ranarah is the Loremaster's foremost expert on the Abarquan Islands.) He is aware of the nature of Evil upon Phegri, and keeps the council informed. Unfortunately, the only one to truly take the Loremaster seriously in his warnings about the rise of the Unlife on Phegri is General Taromak. Nevertheless, as an advisor, Ranarah Toresin plays an important role in the defense of the islands.

**Hits:** 140. **Melee:** 210bs. **Missile:** 200lb

**AT(DB):** 13(50). **Sh:** N. **Gr:** Y10.

**MovM:** +20. **PP:** 93 x 5 = 465.

**Lvl:** 31. **Profession:** Warrior Mage (Magician). **Stats:** St-93; Qu-90; Em-101; In-80; Pr-82; Co-88; Ag-97; Me-84; Re-77; SD-82. **Will:** 50 **AP:** 72.

**Skill Bonuses:** Act40; Admin70; ADef10; Aclmy60; AnmHd80; Appr60; Ast60; BMath90; BM30; Chan20; CirLr90; Climb120; Cook60; DtTrp90; DSens85; DFoeA150; Div40; DrgLr20; FayLr90; FAid60; FauLr90; Flet60; FlrLr90; GPerc120; Gimm60; HerLr90; Iai100; LPerc60; MRit190; 4MAst100; 4MAsw120; Music75; Nav90; PhRD90; PwrPc120; PwrPj110; RacH90; Ride90; RdTck60; RegLr90; Rune120; SAid60; Sing90; S&H120/150; Star60; StnLr60; Surv40; Swim90; SymLr90; TmSen60; TrArm120; Tumb90; TumbA120; TumbE60; Wea90; WpnEv60; XenLr30.

**Spells:** All Warrior Mage Base Lists (to 25th) (if unavailable, use Magician); all Loremaster Base Lists (to 30th); Also knows Detecting Ways, and Elemental Shields (to 20th); and Unbaring Ways, Invisible Ways, and Dispelling Ways (to 10th).

**Spell Bonuses:** Base Spell Casting Bonus 20, Directed Spell OB +90 (Lightning Bolt, Firebolt, Icebolt, Waterbolt, Shock Bolt).

**Sword of Arrachan:** A +30 Intricately decorated White Eog Broadsword constructed on Karilon to combat the spreading shadow of the Unlife, it lows in the presence of the Unlife, 1000' dim, 100' bright. Of Slaying Demons and Undead.

**Longbow:** of Grey Shaalk +20. String made of insulated steel wire, breaks only on a 01. High tension, delivers x2 concussion hits.

**Mail Vest:** worn under clothing, +30 to DB, it gives an additional +30 Bonus vs. all electrical based attacks.

**Amulet of Nurunar:** x5 PP Enhancer, it casts a continuous "Presence" 100'R.

STR:18	DEX:18	CON:15	BODY:15	INT:15
EGO:17	PRE:14	COM:12		
tPD:10	rPD:5	tED:8	rED:5	
SPD:4	REC:6	END30	STUN:33	
OCV:13	DCV:10		<b>Phases:</b> 3,6,9,12.	

**Skills:** Acting(12-), Administration(13-), Animal Handling(14), Astronomy(13-), Mathematics(14-), KS:Palnt Lore(14-), KS:Animal Lore(14-), Cooking(13-), First Aid(13-), Breakfall(12-), Perception(+6), Ks:Magic(16-), Navigation(14-), Aikido(Martial Arts Package), Music(13-), Singing(14-), Riding(14-), Survival(12-), Weaponsmith(13-), Magic(16-)

**Spells:** Up to 75 active points.

**Sword of Arrachan:**+3 OCV, Detect unlife at range (150"), +3d6k vs. Demons and Undead.

**Longbow:** +2 OCV, 3d6k dmg.

**Mail Vest:** +3DCV, +6rED vs. electrical damage.

**Amulet of Nurunar:** +100 END for casting spells, 15pts. presence defense, 15" radius.



RANARAH SPEAKING TO SAURKUR

### RUMENTARI

**Age:** 60. **Eyes:** Grey. **Hair:** Black with grey sideburns. **Build:** Medium. **Height:** 5'11". **Race/Sex:** High Man/M. **Skin:** Ruddy. **Demeanor:** Gruff, pompous. **Dress:** Daruni Olkanin standard dress. **True Attitude:** Curious, distant, but professional.

As a member of the Daruni Olkanin, this middle-aged Navigator is not well known on the islands, but often guides traders to this land. He will occasionally (when time and other concerns permit) remain upon the island for a longer period of time. He is also charged with maintaining the Navigator's presence upon the island, maintaining the stones and professional contact with the trading guilds. Rumentari is a friend of the Loremaster Ranarah, although they do not easily trust each other. Most often, he can be found spending time alone upon the beaches of B'Kora, lost in contemplation.

**Hits:** 160. **Melee:** 110bs. **Missile:** 90sb.

**AT(DB):** 1(40). **Sh:** N. **Gr:** N.

**MovM:** +10. **PP:** 58x6 = 348.

**Lvl:** 29 **Profession:** Illusionist. **Stats:** St-72; Qu-87; In-88; Em-82; Pr-100; Co-87; Ag-92; Me-72; Re-81; SD-95. **Will:** 50. **AP:** 82.

**Skill Bonuses:** Act50; AMath30; Aclmy87; Ant58; Ast87; AthG40; Brwl30; Camfl87; CirLr87; Climb58; DtTrp58; Dipl30; DTrap60; Dup40; Flet58; FAid58; GPerc116; Gimm30; HosEv87; LPerc87; LSO87; MRitl109; MedCl87; MetEv58; Mnem30; Music70; Nav145; Phys87; PwrPc116; PSp30; Ride87; Sclpt58; SAmbA58; SRW116; SLA65; S&H58/68; Swim58; SymLr116; TMSens87; Trad87; Wea87; XenLr58.

**Spells:** All Navigator Base Lists (to 30th); All Illusionist Base Lists (to 25th); Invisible Ways (to 20th); Spell Reins (to 20th); Lofty Bridge (to 10th).

**Spell Bonuses:** Base Spell Casting Bonus +29; Directed Spell OB +125 (Shock Bolt)/ +80 (Lightning Bolt).

**Cloak of the Sea:** An aquamarine colored cloak with blue keron trim. Constantly "Blurs" the wearer while in combat, giving him +20 to DB.

**Headband:** Made from a gold and silver alloy, it protects as a full helm, negates 20% of head crits; x6PP multiplier.

**Compass:** A Daruni Olkanin Compass, a gold disk four inches in diameter with a convex crystal on one face. Underneath is an intricate jewelled design resembling an actual compass with a thin arrow that swings about in seemingly aimless directions. It hangs around Rumentari's neck by a large gold chain.

**Broadsword:** A +30 weapon alloyed from a combination of meteoric iron, carbon, keron, and titanium.

STR:13	DEX:17	CON:18	BODY:13	INT:15
EGO:20	PRE:23	COM:14		
tPD:6	rPD:0	tED:4	rED:0	
SPD:3	REC:6	END:36	STUN:29	
OCV:10	DCV:9		Phases:4,8,12.	

**Skills:** Acting(12-), Mathematics(11-), Athletics(12-), Brawling, Climbing(12-), Persuasion(11-), Paramedic(12-), Perception(+5), KS:Medicine(14-), Music(13-), Navigation(17-), Ks:Physics(14-), Riding(14-), Stealth(13-), Swimming(4"), Trading(14-), Magic(20-)

**Spells:** Movement and Illusion Spells up to 90 active points, Long distance movement (Navigator) spells to 140 active points.

**Cloak of the Sea:** +2 to DCV.

**Headband:** +8rPD, +8rED loc. 3-5, +120 END for casting spells.

**Broadsword:** +3 OCV.



SARAKATH AND HIS DEMON GUARDS

## SARAKATH

**Age:** ? **Eyes:** Smouldering Red. **Hair:** Burning. **Build:** Imposing, Bulky. **Height:** 14'7". **Race/Sex:** Demon Beyond the Pale/M? **Skin:** Black. **Demeanor:** Brooding, ireful. **Dress:** Shrouds of Darkfire. **True Attitude:** Vengeful, destructive, patient.

The absolute incarnation of Evil within the Abarquan Islands, Sarakath is the unknown but feared presence that radiates from the barren island. Once a traveller from beyond, this entity was seduced and entrapped by Agoth and became one of its black servants. Within the bowels of the island, a gate by which the Unlife enters Kulthea exists. The great demon is the guardian of the doorway and oversees much of the Evil activity in this region of Kulthea. Since much of his power is invested within the gate itself, he cannot move past the shores of Phegri, remaining close to the foul gate which he created. Sarakath's spies are two lesser demons who report to the mighty entity on the happenings of the nearby islands.

**GM Note:** This demon guards one of the Unlife's gates into Kulthea. On occasion, it spits out some horrid perversion motivated by the will of the Unlife. The demon cannot leave the shores of Phegri, nor can his direct power travel over the waters. However, his foul influence has all but destroyed any sea-life within a mile of the island's shores, and many hapless creatures that swim near this Evil isle succumb to the Unlife's will.

**Hits:** 490. **Melee:** 245ba/245fl. **Missile:** 150sp.

**AT(DB):** 20(60). **Sh:** N. **Gr:** N.

**MovM:** +10. **PP:** 306. **Lvl:** 51 **Profession:** Fighter. **Stats:** St-119; Qu-99; Em-82; In-103; Pr-118; Co-107; Ag-100; Re-91; Me-94; SD-104. **Will:** 210. **AP:** 02.

**Immolation:** Sarakath may immolate himself in a shroud of Darkfire, delivering a "D" Critical to anyone within within 5'R of the demon. Criticals delivered are 33% Fire, 33% Cold, 34% Electrical. (Roll for type).

**Flight:** May fly up to 240'/rd. He is a clumsy flyer and must gradually build up speed at a rate of 60'/rd/rd.

**Weapon Prowess:** may attack with each hand in a single round without penalty.

**Spells:** Fire Law (to 50th)(Magician); Ice Law (to 50th)(Magician); Dark Law (to 50th)(Necromancer, RMCII); Dark Contacts (to 30th)(Evil Magician); Spirit Mastery (to 25th).

**Spell Bonuses:** Base spell casting bonus +51; Directed Spell Bonuses +102 (Firebolt, Icebolt, Darkbolt, Darkfire Bolt).

**Giant Eog Battleaxe:** Enshrouded in Darkness. +30, it delivers an extra crit of equal severity (Heat, Cold, or Electrical).

**Giant Blacksteel Flail:** Black Laen heads. +30, it delivers an extra crit of equal severity (as above).

STR:45	DEX:23	CON:40	BODY:35	INT:18
EGO:30	PRE:55	COM:-25		
tPD:17	rPD:8	tED:16	rED:8	
SPD:4	REC:17	END:80	STUN:81	
OCV:19	DCV:12		Phases:3,6,9,12.	

**Special Abilities:** May immolate (3d6k Damage Shield, variable special effect).

**Flight:** 20", but may only accelerate at 5"/phase.

**Arms Prowess:** May attack w/ each hand/phase.

**Spells:** Evil spells up to 150 active points.

**Battleaxe:** +3 OCV, 4d6hka and 1d6k energy damage.

**Flail:** +3OCV, 3d6hka and 1d6k additional physical killing damage.

# PART IX

## • THE PALACE OF THE ORACLE •

The Great Palace upon Mount Tatham on Biakga is the centre of all religious and academic activity in the Islands. The home of the Oracle, the Palace beckons to many Saurkurian youths, who strive to join the monks at the Palace. They seek the guidance of the Great Oracle, while learning more about life and the islands around them. A marvel to behold, the massive Palace rests in a small valley cut into the side of the long-dormant volcano.

### 1 • ARCHITECTURE AND ORIGINS

The Palace was originally designed early in the Third Era of Ire, to replace the older structure that was falling to ruin. In the process of building, the first task was to build over and bury the old structure beneath the palace, in the mountain itself. Part of this older building was integrated into the design of the lowest level of the Palace. The Chambers of the Oracle were left intact as the rest of the building was either scrapped for useful parts or buried. Strong volcanic rock was chiseled into bricks, and the Palace was built over a laborious period of nearly fifty years. Once finished, all manner of ancient books and records was gradually collected and stored within the walls of the library. The charter of the Palace was to preserve the knowledge accumulated by the Saurkurians prior to the Wars of Dominion. However, many tomes did not make it into the Palace Library, as they were destroyed by fire and war.

The appearance of the Palace may be rather foreboding. Since the only rock upon the island exists in various shades of grey and black, the walls appear very shadowy, almost sinister. However, the opposite of this is true, as the Palace is considered by many to be a sanctuary to all who come to it. Indeed, those accepted at the doors of the Palace are free from the city laws below them. Students who come to the Palace spend their hours pouring over their books and tending to the maintenance of their home. A wonder to behold, the Palace of the Oracle is the best known of all structures within the watery bounds of the islands.

### 2 • THE LAYOUT

#### THE GROUNDS

Surrounding the Palace itself is a garden of life, attended to by the students and teachers. Several rock gardens, rows of trees and bedding plants grow before the building, accentuating its peaceful nature.

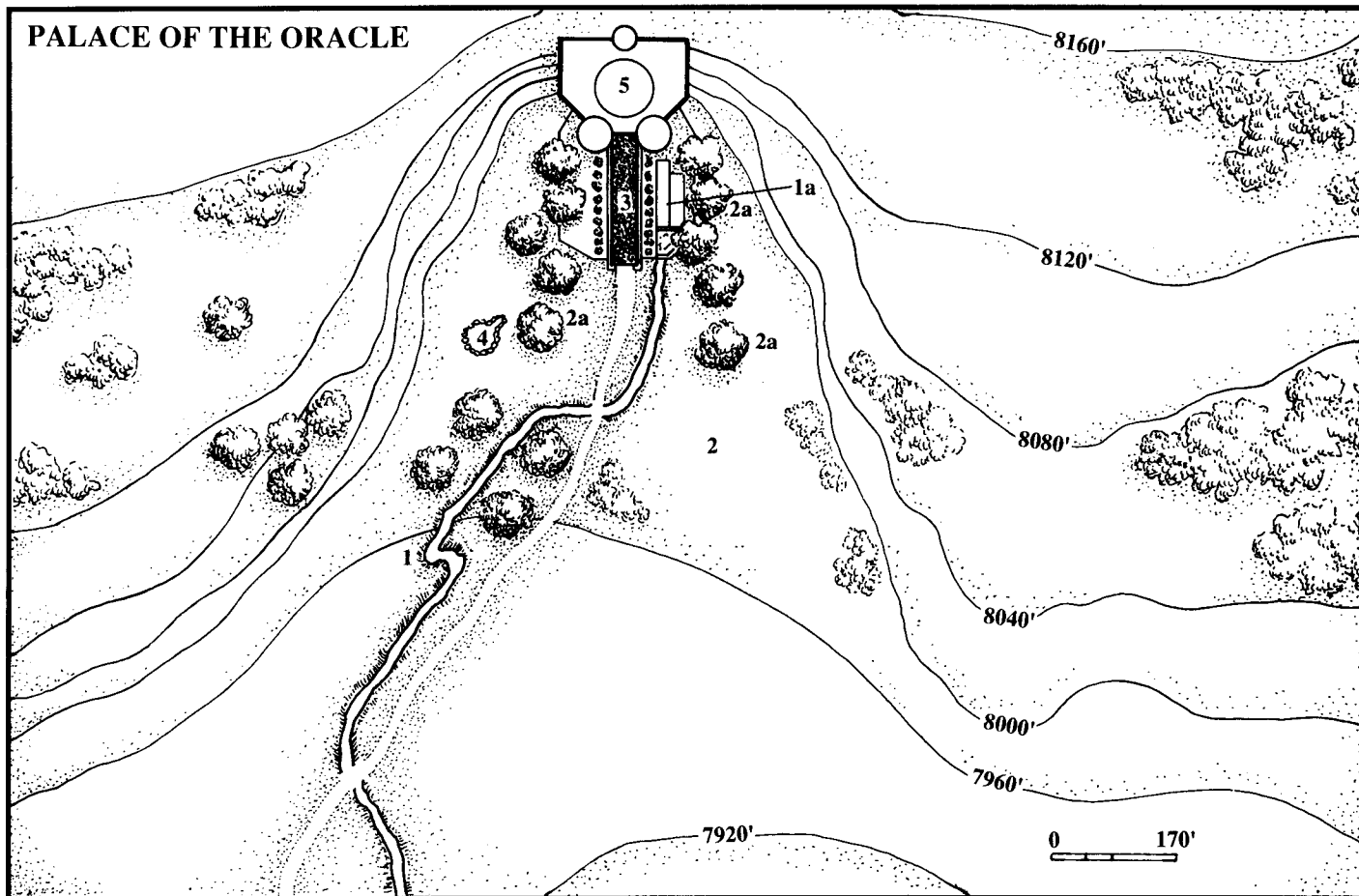
**1. The Tatham Stream.** Flowing forth from a large spring within the mountain, this cool brook bubbles and gurgles as it runs down the mountainside. From the palace it flows towards the ocean, gathering water from smaller brooks and springs, and passing through the great city of Kariska some two thousand feet and twenty miles below.

**1a. The Channel.** When the Palace was built, the stream was funneled into a stone-lined channel upon the eastern edge of the walk. Here the water is about six feet deep and relatively calm and quiet.

**2. The Lawn.** About the palace, smooth, short grasses are maintained by the students, with large, free growing trees shadowing the small valley. A myriad of tropical flowers grow along the walkways, while the sweet smell of these beautiful plants wafts through the grounds. The steep valley walls rise eighty feet above the well-tended lawn. The cliffs remain covered with a thick blanket of green vines and shrubs.



THE PALACE OF THE ORACLE



**2a. The Banyans.** The great trees that stand upon the grounds provide an interesting spectacle. Each of these trees is approximately forty feet high and spread out to a diameter of up to eighty feet. Several "auxiliary" trunks drop from the branches of the trees, taking root and forming an extremely strong base on which the tree sits.

**3. The Walk.** Made of cobblestones, this huge walk is flanked by bedding plants and smaller deciduous trees. The walk is tended daily by the students to keep it clean of invading weeds.

**4. Garden.** Specially cultivated flowers, scores of healing herbs, and other unusual tropical plants are grown here.

**5. The Palace.** Constructed from dark volcanic rock, the palace actually appears to be part of the cliff. Like the cliffs themselves, numerous vines creep up the walls, blanketing them in a living carpet. Here, however, the vines are constantly pruned and cared for by the S'arag (the students and teachers). Climbing these tangled vines is considered a Medium climbing maneuver. The walls of the Palace stand twenty-five feet above the walkway below. Two guard towers rise an additional fifteen feet above the flat roof of the palace. To prevent leakage from the daily rains, the roof of the palace is gently sloped to vent collecting water.

#### INSIDE THE PALACE

Ornately decorated, the splendor of the interior is a sight that no Saurkur (or traveller) will forget. Walls polished to a gleam shine, massive tapestries hang upon the walls, and intricate carvings and decorations riddle the archways and ceilings.

**1. Main Gate.** Unlike the rest of the Palace, the wall of the gate stands at the same altitude as the two flanking towers. Two rectangular doors stand seventeen feet in height, opening outward to allow people to pass. The doors are made of a highly polished wood, taken from an ancient tree felled by a storm. The wood has been treated so that it will not rot in the hot jungle climate, and temperings have made it highly resistant to fire (+50RR vs. all fire-based attacks) [+15 ED vs. Fire]. Each door is intricately carved in dedication to the Oracle and possesses a large, eight pointed star carved from blue laen.

Behind these doors is an archway that leads directly into the main reception hall. Above this archway stands a steel portcullis that has never been used. Although it is more than five thousand years old, the portcullis is still cleaned and tended by the students, and is effective as it was when it was first built. A large winch is used to activate an elaborate counterweight system that allows a single person to lift or lower the 10,000 pound door. (Marked as "a."). There is also a special release mechanism (it's called cutting the rope), that will allow the portcullis to fall and crush anyone who happens to be underneath it. Anyone underneath it must make a *Very Hard* moving maneuver or suffer a +120 HCr, delivering double concussion hits, and delivering an additional puncture and crush crit of equal severity. [Must make a DEX roll at -2 and suffer 12d6N dmg. and 3d6k dmg.] Retrieving the door from this position requires the fastening of new rope to both the counterweights and the door, requiring the strength of all the students to lift the counterweights.



**2. Main Reception Hall.** To the unprepared, the spectacle of the Reception Hall is mind-numbing. The floor, made from ceramic tiles, is polished to a mirror-like shine with many concentric and symmetrical patterns radiating from the center. Several ornate tapestries hang upon the walls, weaving tales of ages past. Three sets of wooden double doors oppose the main entrance gate, the entrance to the Oracle's massive audience hall. The doors bear a similar symbol of an eight-point star upon them, except that these are made from a silver alloy with golden trim. Torch sconces line the walls, all of which are alight throughout the daylight and early evening. The perceptive may notice that above the sconces, there are no blackened patches of ceiling or wall (an *Extremely Hard* perception roll). This pristine appearance is due to the fact that the torches used are specially made in order to give off as little smoke as possible. However, the lack of black soot on the walls can also be attributed to the tireless work of many students who polish the walls as part of their daily chores. It is in this hall that all guests to the Palace are welcomed, usually by one of the lesser teachers within the building. Travellers are immediately asked to remove their footwear, in order for the floors to remain immaculately clean.

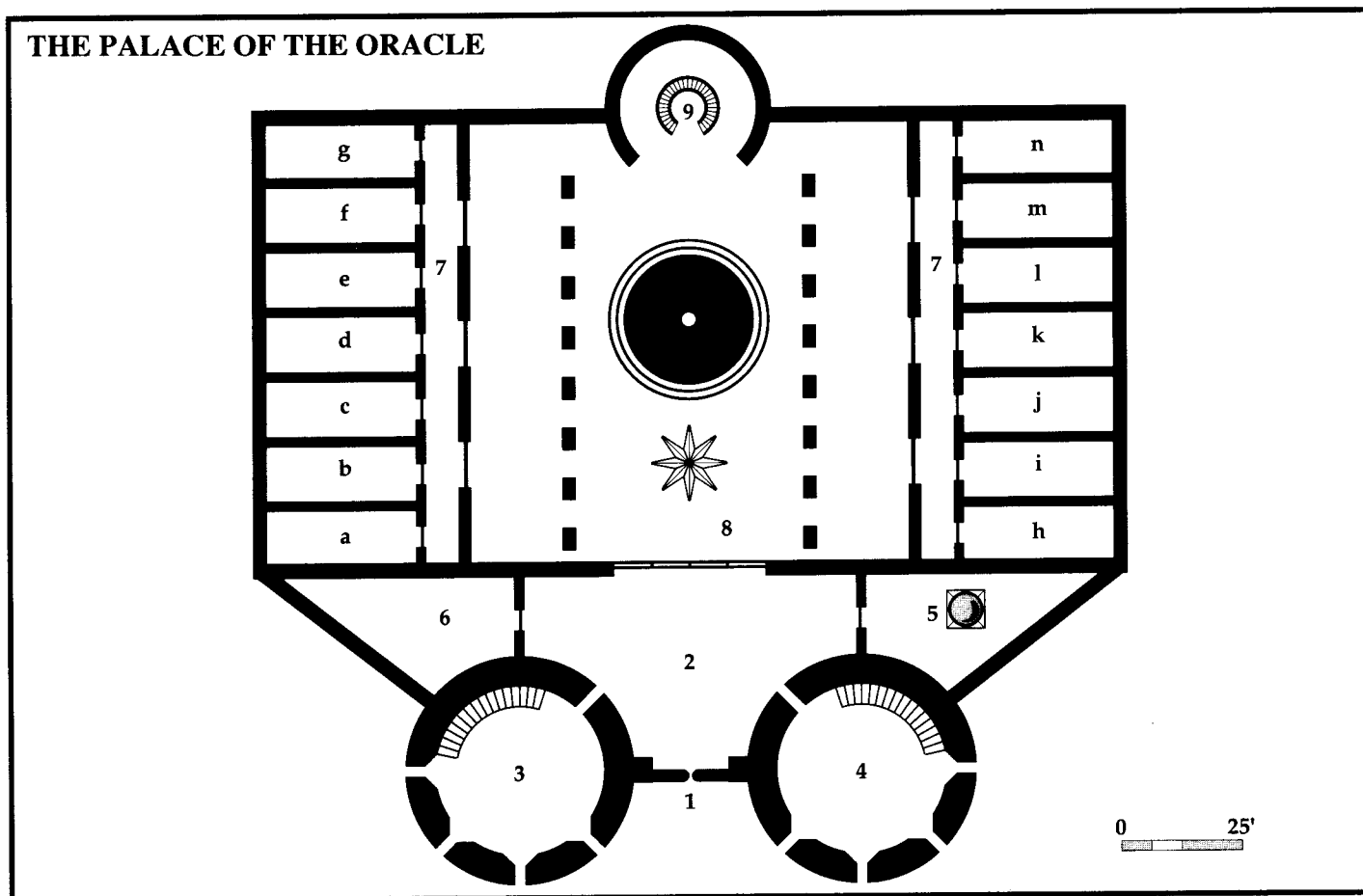
From this hall, several other doors lead to the Palace's smaller chambers, including the watch towers and the well room.

**3. West Watchtower.** From the single entrance that leads from the main hall, the ground floor of the watchtower is used as a study hall for the Palace's students. Twenty-four desks and chairs (often with twenty students) are spread evenly about the room. Smaller

bookshelves line the eastern walls. A staircase with a polished iron railing leads up the wall to the top of the tower, where many teachers and students conduct classes. Beneath the staircase, an old weapon rack stands lined with many weapons that have rarely been used. As with any item in the Palace, the rack is well polished and the weapons look as good as new.

**4. East Watchtower.** Very similar to the west watchtower, except that several historical tapestries are hung from the walls. Rather than having separate desks spread about the room, four octagonal tables have been placed within this hall. Like its west counterpart, stairs lead up to the top of the tower itself, opening onto the flat parapeted roof. At the southern end is small mount and a reflective telescope used to observe both the stars and the lands about the Palace. Like the western tower, this area is also used to conduct classes.

**5. Well and Kitchen.** The birth of the Tatham stream comes from a spring below this well. Here, the water is the cleanest on all of Biakga. A large, wooden mechanism hangs above the well with a large, steel bucket attached to long rope. All drinking water in the Palace is taken from this well and is served at every meal. Meals are prepared here by a small group of students for both their masters and themselves. A large hearth at the eastern side of the room makes allows for the necessarily large meals to be easily made. Most meals are eaten in the East Watchtower, first by the teachers, followed an hour later by the students.



**6. The Library.** Although a relatively small room, this library holds a wealth of information. Most of these books are collections of Saurkurian historical facts from the past eight-thousand years. Some fiction works, as well as books describing other far-distant lands, have also found their way into this small chamber. The austere librarian, Terij, keeps a careful check upon his books, making sure that every student will return the books of knowledge to his hoard. The chamber appears to be very full, if not outright cramped for space. Some 15,000 volumes are stored upon the tall shelves, many of which require one of the two large wooden ladders for access.

Known only to Terij, Raghach, and the Oracle, the notes and books of T'regg, the first and only Saurkur Loremaster, are kept within the stores of this confined library. In all, there are ten volumes describing natural wildlife of Kulthea, waters, the Flows of Essaence, and a myriad of other subjects. One of these is a spellbook with the following lists to 50th: Light Law (Magician Base List); Earthblood's Ways (Arcane List) (RMCI); All Astrologer Base Lists. In the back of this volume, on a "hidden" page (*Absurd* to find) are the Loremaster Spell Lists Lost Lore and Interaction (both to 20th). [Spells up to 150 active points, mostly Light and Earth-based. Hidden Page requires a Concealment roll at -5 to find.] These spell lists have remained a secret since the death of T'regg nearly three thousand years ago.

**7. The Residence Halls.** Home to all who live within the Palace, save for the Oracle and Raghach, the residence halls flank the great Audience Hall in the center of the building. In all, some forty students and sixteen teachers live within these chambers. Although not as aesthetically pleasing as the rest of the Palace, the rooms provide the students with an extremely comfortable living space. Five of the fourteen rooms are reserved for students, each holding eight beds; four others are used by the teachers, each holding four beds. The remaining five rooms make up for storage, private study halls, classrooms, and the latrines.

- a. Study Hall/Classroom.
- b. Student residence.
- c. Teacher Residence.
- d. Student Residence.
- e. Student Residence.
- f. Teacher Residence.
- g. Latrine.
- h. Study Hall/Classroom.
- i. Study Hall/Classroom.
- j. Teacher Residence.
- k. Student Residence.
- l. Student Residence.
- m. Teacher Residence.
- n. Latrine.

**8. The Audience Hall.** The largest single room in the Palace, the great Audience Hall is the most beautifully designed and decorated chamber in all of the Abarquan Islands. Great and colorful tapestries of gold and silver threads hang from the pillars and beams within the room. Smooth rectangular pillars stand with smokeless torches upon them. A wide carpet leads from the doors to the base of a massive circular dais in the middle of the hall. The carpet is a bluish grey color, with silver designs woven throughout it forming a huge eight-point star. Upon the dais, a carved marble stand sits with a large, white sphere upon it: the Focus of the Oracle (see Part VIII-1). The Focus of the Oracle also stands at the center of a Minor Essence Foci (hence the name). Although the sphere has its own magical properties, any spellcaster who stands upon the dais may cast any spell at 2/3 the normal power points required. [May cast spells at 1/2 END cost.] Looking at the dais itself, one can see a faint "shimmering" effect, as if hot air were rising from the floor. A faint, a low thrumming sound can be heard while one is near the dais.

Above the hall, a huge geodesic dome of steel and glass allows for the sun to shine in during the day, adding to the magical aura of this place. The dome rises up twenty feet above the ceiling, bringing the peak forty-five feet above the floor of the Audience hall. Because of the glass has been sitting within a Minor Foci for several thousand years, it has retained some unusual magical properties of its own:

The dome need never be cleaned, as its aura eliminates any kind of soiling.

The glass has become very, very hard, being virtually impossible to break. Treat as AT20, 100DB, 75 hits per panel. However, 50 hits must be delivered in 1 round to crack the glass or it remains unaffected. [Glass is DEF 20, BODY 8.]

*GM Note: This Essence Foci was the power source the old Saurkurian computer tapped into in the early years; it subsequently gave him life. The Foci is the Oracle's birthplace. Upon the dais, the Oracle can actually be seen as a faint amorphous shape moving through the shimmering air. Seeing this requires a successful Hard Perception roll.*

**9. The Tower Stair.** Behind the Dais, there is a large circular chamber with a spiral staircase in the center. Several mosaics and paintings adorn the walls and floor of this chamber. Many torches remain lit here during the day and early evening.

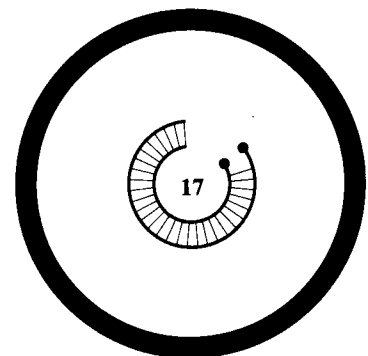
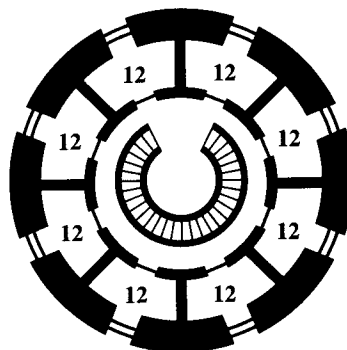
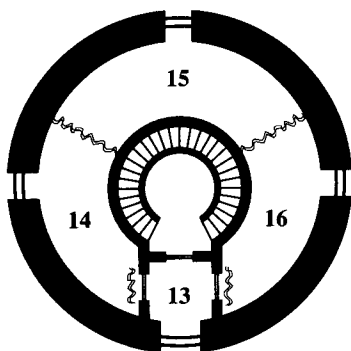
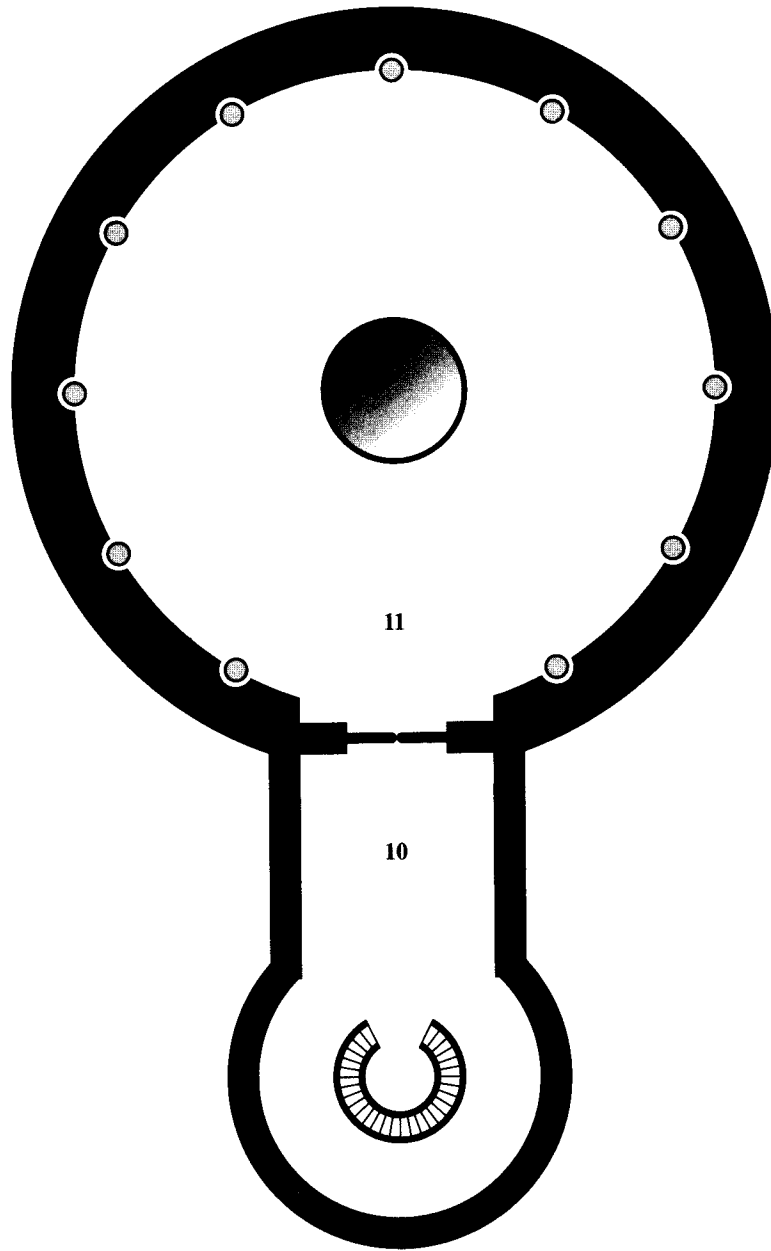
**10. The Private Hall.** Those wishing to consult with the Oracle in his private chambers are most often turned back, as the Great One meets behind the doors under the direst of circumstances. As in the Hall 30' above, the private hall is adorned with a myriad of paintings and delicately embroidered hangings. The floors remain extensively polished to a mirror-like shine. At the far end of the hall is the entrance to the Chamber of the Oracle, the doors of which are made from a very strong steel alloy. The standard eight-pointed star is engraved with gold and silver upon both doors, so that the star breaks in two when the doors are opened. Unlike any other door in the palace, these doors slide quickly apart into the walls beside them at the command of the Oracle.

**11. Chambers of the Oracle.** The most unusual room in the entire Palace is made entirely of steel. The walls slope up to the 20' high ceiling; several thin tubes run up at regular intervals around them. In the center of the room is a one foot high circular platform sixteen feet in diameter. The platform is the Oracle's "bed", where he can be found if not consulting with his subjects. Occasionally, flickerings of light can be seen around the base of the platform, and running up the tubes in the walls. Although immaculately clean, this room has an ancient odor to it. (It is the oldest room in the Palace.) The occasional flicker of lights gives this dimly-lit room an eerie look.

*GM Note: This room, of course, is the old computer room from the ancient Saurkurian starcraft. Although much of the Oracle's knowledge remains within this chamber, the Oracle could survive if this room were destroyed. The "bed" was once the command center for the computer and is the Oracle's most vulnerable weakness, obviously the reason he allows no one into his own chambers. However, anyone who stands within the "bed" can control the Oracle on a limited extent. This extent is that they can order the Oracle to answer any question they might ask, without any kind of limit to its restrictions. The Oracle will answer truthfully, and to the best of his knowledge. (For example, the Oracle could provide some help regarding the Secret of Flight, how to master electricity, etc.). The Oracle is well aware of this vulnerability and has let no one stand upon the "bed" for several thousand years. (T'regg was the last.)*

# THE CHAMBER OF THE ORACLE

0 25'



## SECOND LEVEL

**12. The Lower Council Chambers.** When private tuition or council is needed, students often meet with their teachers within one of these eight chambers. They are, as always, kept immaculately clean. Each chamber has a polished wood desk, several chairs, bookshelves, and a locally fashioned map of the Abarquan Islands. Every room also has its own window, offering a spectacular view of the valley below, the mountainside, or the distant ocean. Each window has two sliding glass planes, and a hardwood folding shutter to close the window over. Green silk curtains, a hanging oil lamp, and a torch sconce give the room its final touches.

These rooms also provide the accommodations for the visiting council members or dignitaries. Beds from the lower stores are moved up the stairs, and assembled in the rooms to provide comfortable sleeping arrangements for guests.

## THIRD LEVEL

**13. Entry Hall.** Upon the third level, a small entry hall bids welcome to the private meeting chambers and Raghach's room as well. An open window with large, sliding glass panes overlooks the grounds below and the city of Kariska twenty miles beyond. Here, one of the teachers tends to the people who wish to consult with Raghach and allows them to pass through the west door.

**14. Consultation Chamber.** For instruction of the utmost importance and for special conferences between the High Teacher and student, this highly decorated chamber serves the purpose well. Adorned with several hanging lamps, potted plants, and embroidered many-colored historical tapestries, this chamber often holds its visitors in awe. A large, plush chair sits before the northern curtain, in front of which stands a huge desk made of polished banyan wood. Sitting in a single drawer on the left portion of the desk is a thick book written in an elaborate hand. The language, of course, is Saurkuric and describes every meeting with students within this room that occurred within the last five years. Mostly consultation work, there are some notes about Essence Flows and Kulthean history, but mostly descriptions of topics such as flora, fauna, general ecology, and other specifics. Another smaller, thinner hardbound book rests below the massive record book. Within its pages are the spell lists *Lofty Bridge* (Open Essence), *Essence Hand* (Open Essence), *Unbarring Ways* (Open Essence), and *Presence* (Mentalist Base List), all to 20th. [Flying, Telekinesis-type and EGO/PRE aiding spells up to 60 active points.]

Across from this desk is a large sofa upon which the students and teachers sit, hearing the advice from their master. A large, thick blue curtain hangs down behind the desk, providing an effective sound and light barrier between the consulting chamber and the Council Room beyond. No Saurkurian citizen or outsider any less than a full-fledged Lord, Loremaster, or Navigator is allowed past this curtain while a meeting is in progress.

**15. The Council Chamber.** The gathering place of the Council of Lords, this elaborately decorated room is taken up by a huge wooden table built from a slice of a gigantic felled tree. The surface of the table is smooth, with no drawers or compartments. A rune is inscribed upon the most easterly position of this irregularly shaped table. The rune casts a constant *Soundwall V* at both curtains, above and below the chamber, and outside the window (as per the 10th level *Sound's Way Open Channeling Spell*) [10 Def Force Wall]. The rune is cast whenever anyone sits at the table, usually at the beginning of each Council meeting.

Several wall hangings decorate the chamber; however, it is not nearly as elaborate as the previous room. Encircling the table are nine polished wood chairs, each with stuffed blue silk cushions on the backs and sides. In front of each chair and upon the table is a wood block with the corresponding Lord's name inscribed upon it. Two other chairs are placed beside each of the curtains, each with a footrest. The extra chairs are used for visiting dignitaries (most often Ranarah the Loremaster, and on rare occasions, Rumentari the Navigator).

Below the table is a small concealed compartment in which the proceedings of the meetings are kept. This compartment is covered by a flagstone that will pop open when a key is inserted into the floor beside it. Finding this compartment is *Extremely Hard* if one is beneath the table; otherwise it will go unnoticed. The lock itself is *Very Hard* to pick. Within this compartment is a large hardbound book (weighing fifteen pounds), a quill, and a bottle of ink. The ink itself is enchanted so that it preserves the page on which it was written. All proceedings of each meeting are recorded in detail within these books, as the records are required by the Oracle himself for his own reference.

Nine torch sconces line the walls, each one representing a different Lord. Each torch is lighted as that one arrives at the Palace. One torch, representing Raghach has a permanent *Light II* cast upon it, as this Lord is almost always present (Magician Base *Light Law*) [2d6 images, light only (for purposes of dispelling)].

**16. Chamber of the High Teacher.** This comfortable sleeping chamber is the accommodations for the aged Raghach, the eldest member of the Council. A plush bed rests against the west wall, with many paintings and carvings hanging above. Three torch sconces illuminate the room, decorating the walls with their dancing shadows. A large desk, similar in design to that in room 13 above; six drawers hold items of little interest. Most of the drawers contain several notes about meetings and other daily routines; the middle drawer is locked and *Hard* to open. Within it is the diary of Raghach, illuminating his personal views about his life.

Sitting upon a shelf above the desk are three volumes of spellbooks, each collected by the venerable Saurkur. The first of these contains all of the Magician Base Spell Lists to 30th level, the second holds all Open Essence Lists to 30th, the third holds all Closed Essence Lists to 30th. However, the third book also contains the Arcane Spell List *Earthblood's Ways* to 50th, a special list which Raghach is currently studying [Various magician-type spells up to 90 active points].

An elaborate wardrobe holds Raghach's clothing in a neat and orderly fashion. In a drawer on the inside of this cupboard, a small drawer contains 2000 Tarela coins (equivalent to 4000 gold), a small fortune in which the old mage has acquired over the years.

## LEVEL FOUR

**17. The Chamber of the Sun.** Similar in construction of the glass dome above the Audience Hall, the Chamber of the Sun is visited at the crack of dawn every morning by all of the Palace's inhabitants, who pay tribute to the light's triumph over the night's darkness. Several astronomical markings about the room aid in the art of stargazing, and a more powerful version of the Telescope in #3 above sits upon a mobile stand. Because of the markings within the chamber, all star-gazing and Astronomy related skills are given a +20 bonus [+2].

The dome itself is made of a very tough glass and steel, meant to stand up to hurricane force winds. The dome is 25' high from the floor. No torch sconces can be found within this room, nor are any kind of lights allowed within this chamber. This is in order for the best possible lighting conditions to observe the stars.

# PART X

## • THE CITY OF KARISKA •

One of the two largest population centers upon Biakga, Kariska is the oldest Saurkurian settlement in all of the Abarquan chain and in all of Kulthea. Home to more than fifty thousand individuals, Kariska is the center of Saurkurian cultural activity in the islands. Low buildings, wide streets, and open squares lend the city an open, airy feeling. Traders from abroad as well as local merchants barter for their goods within the city.

### 1• ARCHITECTURE AND ORIGINS

The city of Kariska was founded late in the Second Era after the arrival of the Saurkur upon Biakga. It stands within a shallow tropical valley some six thousand feet above sea-level. Tatham Stream cuts through the center of the city and is the population's primary source of water. Twelve wells have been opened up about the city provide its people with cool and clean drinking water.

The most curious feature about this city is the fact that it is built upon four massive terraces, each more than fifty feet in height. The terraces are separated by a steeper slope. Houses are built into the slope, and some walkways have been molded into stairs. Tatham Stream flows down the terraces in carved canals and pools. Many large trees and shrubs have been planted along the entire length of the city stream.

The houses of Kariska are primarily constructed of wood and stone; glass smiths are kept busy by the constant demand for windows. The streets are built with small cobblestones or smooth molded rock in the older parts of town. The Citadel of the Stars, home to the city government and the Star-lady, stands at the Northern end of the Saurkurian Metropolis.

### 2• LAYOUT

#### KEY TO THE CITY

With four separate terraces, Kariska appears to be a very structured but open city. The Saurkur elite dwell upon the upper terraces, while the merchants and less powerful folk live below.

#### THE NORTH TERRACE

The city's elite and wealthy citizens make their homes upon the highest and most elegant level of the city.

**NT1. The Citadel of the Stars.** Seat of the local Government and home of the Star-lady. See below.

**NT2. Halls of the Waterwrights.** This large group of buildings is the complex that looks over the maintenance and construction of water flow and sewer systems. They also monitor the level of the water in the various wells and pools in the city to ensure that no water surpluses (or dangers of flooding) exist.

**NT3. The North Park.** Located between the cliffs at the North end and the houses on all other sides, this small but picturesque park is the favorite resting spot for many of the Terrace's residents. Leafy trees and shrubs abound, offering shade and quiet. A sprightly spring bubbles over the cliff into a small pool before snaking off underneath the city streets.

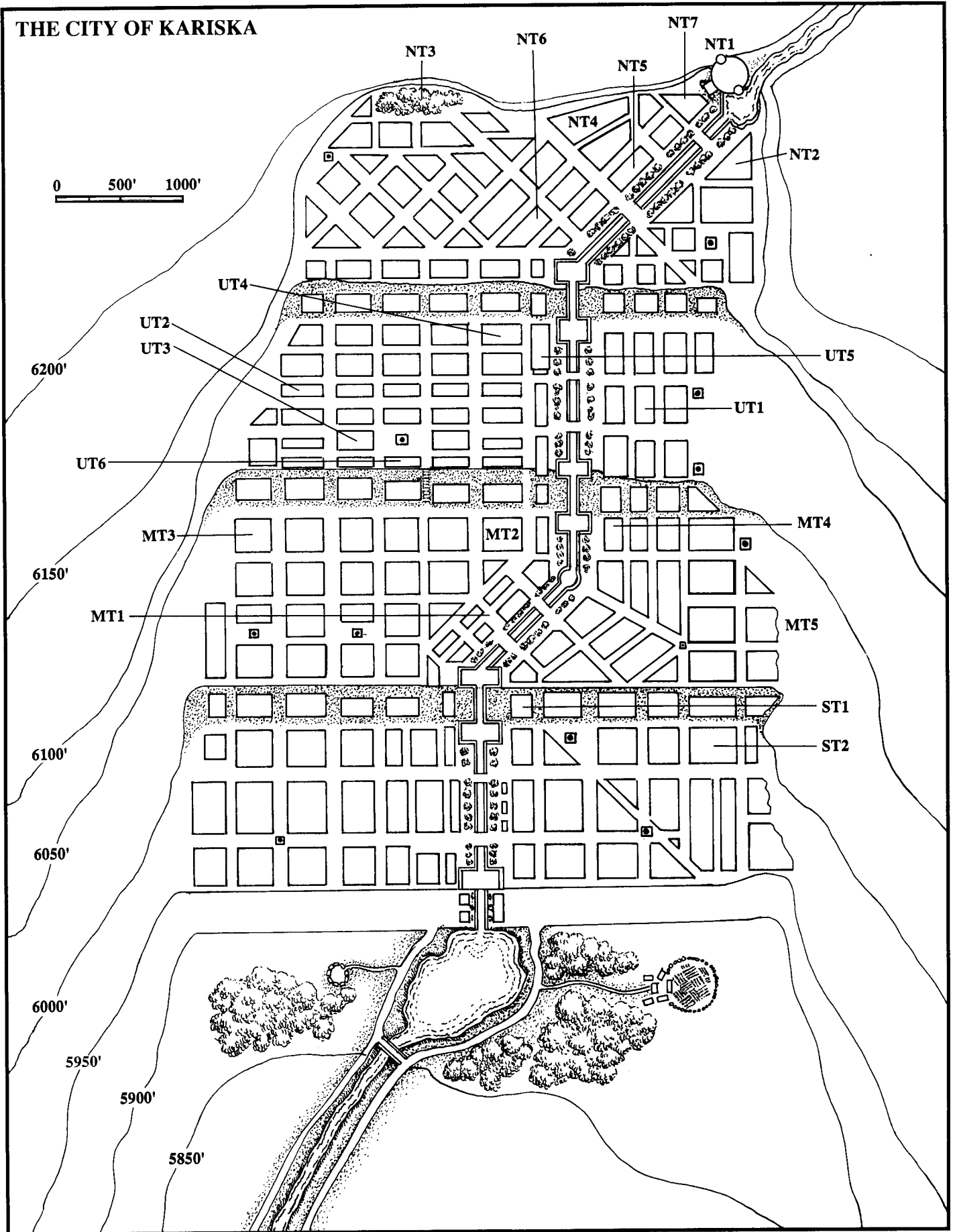
**NT4. Unaras Theatre.** Offering the best in modern entertainment, the Unaras' playwrights and actors are well-known throughout the city. Their plays are frequent and constantly offer a new challenge to their subscribers. The Lady of the Citadel often comes to the theatre on her rare forays into the city itself.



KARISKA



# THE CITY OF KARISKA



**NT5. The Silkweavers.** A simple title for this home that makes the finest garments in all of the Abarquans. They cater to the Council Lords and other elite customers who are willing to pay an exorbitant price for these clothes.

**NT6. The Terindannar Inn.** A cosy watering-hole that caters to all citizens of Abarqua, regardless of income or appearance. A favorite of many merchants.

**NT7. Kariskan City Bank.** The local monetary exchange provides its customers with their services of storage and interest. The fees are low, and their locks secure, keeping treasures and wealth safe from those who might wish to pilfer it.

### THE UPPER MID-TERRACE

The City's middle-class dwell upon the second terrace, blending with merchants, the elite and the southers.

**UT1. The Lower City Barracks.** The central station of the city guards, the soldiers of the barracks are charged with keeping the peace within the city. Great stores of armor and weaponry can be found in these walls. Nearly one thousand five hundred soldiers dwell within the Lower City Barracks, second only in size to the troops directly under Lord Taromak's command.

**UT2. Ghanmir the Healer.** A professional herbalist, Ghanmir holds a collection of plants that heal unparalleled in the islands. It is said, however, that Ghanmir's source is that of The Wanderer.

**UT3. Dewen's Glassblowers.** Responsible for many of the fine glassware that can be found in the city, Dewen's is not the largest but certainly the most productive of all the 'blowers.

**UT4. Jahein's Rest.** A large and comfortable inn, Jahein's is well known throughout the islands. Reasonably priced meals and clean linen beckon to the weary traveller of middle-class tastes.

**UT5. Anaser Brewery and Winemakers.** Holding the secrets to some of the best tasting wines and meads to ever entice the tastes of the Saurkur populations, Anaser is the most successful of all of the island's alcohol producers. Considering Saurkurian metabolism, these wines are extremely potent to any non-Saurkur who consumes them.

**UT6. The Shrine.** Dedicated to the Oracle, the Shrine is revered by all Saurkurians as holy. The familiar design of the eight-point star can be found upon all the doors of this small but elaborate building that shelters great wealth and treasures a plenty.

### THE MERCHANT TERRACE

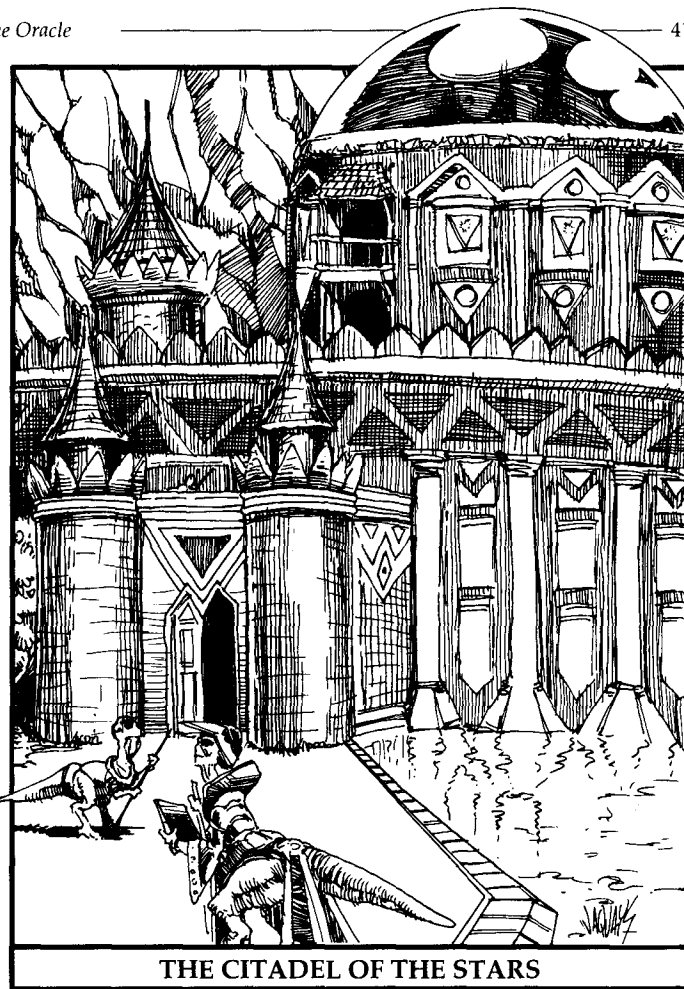
**MT1. The Stroll.** These streets contain a myriad of shops and kiosks selling almost anything imaginable for almost any price. Finding uncommon wares requires a successful Streetwise roll; the difficulty depends upon the object, and GM's discretion.

**MT2. The Metalhalls.** Great forges work night and day, assembling almost anything imaginable that is made from metal. Several smaller "departments" construct specific items for sale. Among these is an armorer and a weaponsmith.

**MT3. Utano's Pots.** One of many potters that make their living throughout the city, Utano and his family make ceramics for their livelihood.

**MT4. The Mill.** Employing workers from the South Terrace, the mill provides the bakeries with flour and other materials needed for making their dearly loved bread.

**MT5. The P'aeniar Bakery.** Serving loaves of bread and other baked goods, The P'aeniar is among the oldest establishments within the city. The structure has been rebuilt several times in its long history, the most recent was two years ago, after a storm severely damaged the last building.



THE CITADEL OF THE STARS

### THE SOUTH TERRACE

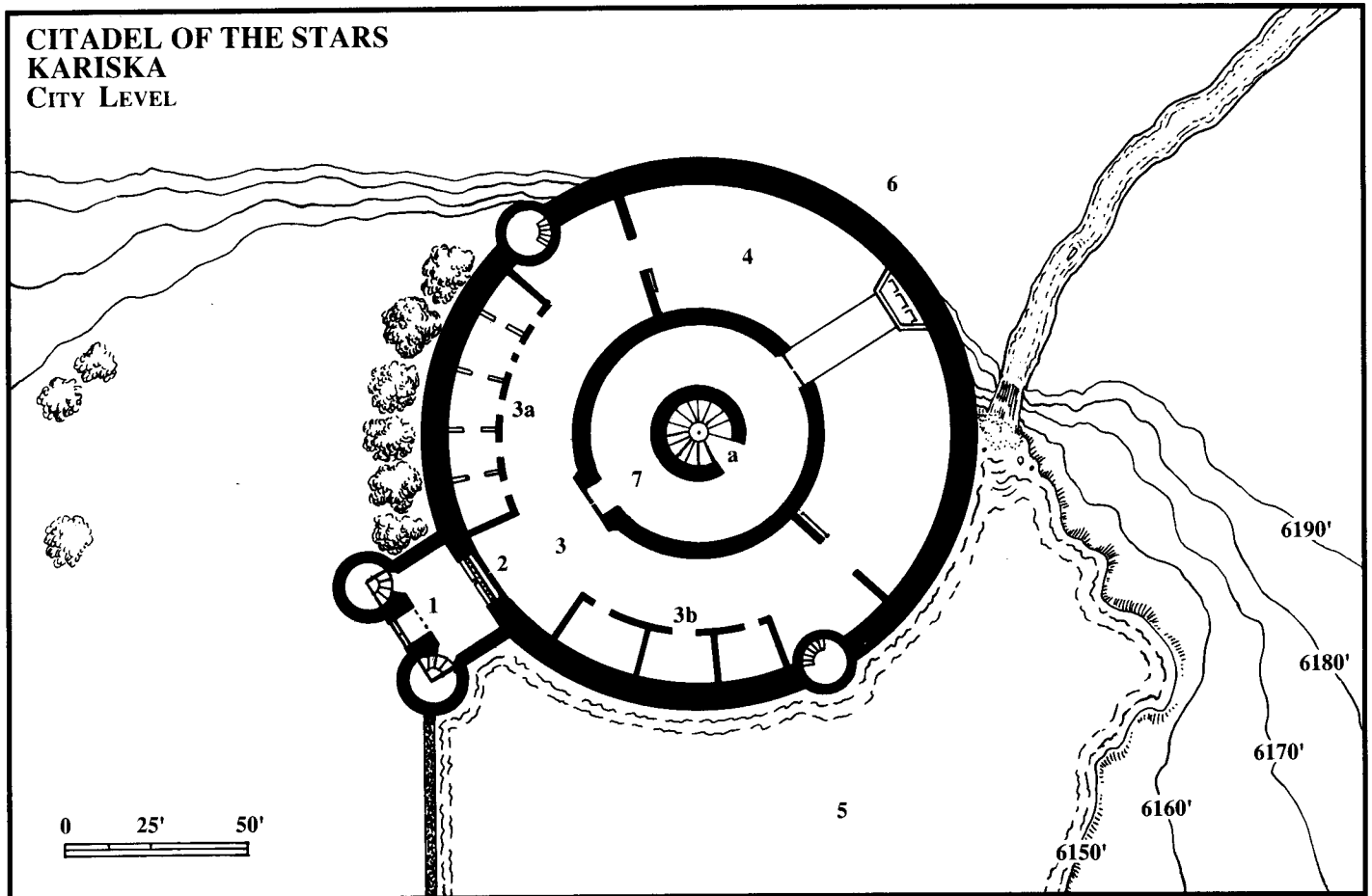
As an opposite reflection to the North Terrace, the South Terrace is home to many mill workers, laborers, and small cottage industries within the city. The residents of the lowest terrace are often called "Southers", just as the people who dwell in the northern terraces are called "Northers", or "Rich Folk". Unfortunately, much of the city's crimes are committed in the lowest terrace, and most well-known criminals were born and raised here.

**ST1. The Enclave.** Fronting as a brewery, many of the city's thieves have been in contact here at some time in their careers. (One adventure, "Treachery at the Enclave," appears in Section XIII.)

**ST2. Tahas'akar Woodcrafting.** Almost out of place within the southern terrace, Tahas'akar is one of the most skilled woodcrafters in the business. His wares are of unparalleled quality, and are often sought by the rich folk of the North Terrace.

### THE CITADEL OF THE STARS

Far better defended than the Palace of the Oracle, the Citadel stands at the center of all administrative activity within the city. The Government of Kariska meets here on a daily basis, deciding the issues of the day. Home to the Star-lady, the upper levels of this small fortress contain one of the most sophisticated astronomical observatories on all of Kulthea (short of Karilon and Nexus, of course) as well as the Treasury of the land. Occasionally, visiting Loremasters spend time in the Observatory.



### THE CITY LEVEL

**1. The Gatehouse.** Overlooking the walk and the Tatham stream, two watchtowers, each standing forty feet in height, guard the city. Two great wood doors, eighteen feet high at the top of the arch, close the only entrance into the Citadel. When closed, two large blocks of wood are slid across to bar the doors closed. The doors open inward to reveal a small cobblestone-floored chamber with a single doorway entering into the flanking watchtowers. A large portcullis hangs above the entryway, poised to crash down upon any unwelcome guests. Treat as a +150HCr delivering Impact, Puncture, and Crush criticals of the same severity. [15d6N and 3 1/2d6k damage] To evade the falling door, a successful *Extremely Hard* moving maneuver must be made [DEX roll at -3 must be made].

**2. The Second Gate.** More elaborate than the gatehouse doors, the Second Gate consists of two sets of double doors and a single portcullis. The inside door is reinforced with steel, with great bars of iron used to block the doors in times of emergency. (It has never been used since the Wars of Dominion).

**3. The Courtyard.** The floor of this open yard is constructed from a "liquid stone" formula used only on the rarest of occasions. Hard and durable, this courtyard has endured many years of weathering. Flanking the courtyard are two smaller watchtowers similar in size and height to the gatehouse. They are stationed with soldiers who stay in the barracks at a. Within these barracks, 128 Saurkur are stationed on a rotational basis from the far larger barracks on the Mid-terrace. Storage rooms for both food and other materials are kept in the sheds at b. The food sheds are insulated as such to keep the warm tropical heat out, rather than in.

**4. Government House.** Encompassing nearly the entire back end of the Citadel, 64 representatives from the various parts of the city meet here on a regular basis to deliberate over local matters. During government meetings, any civilians or visitors are welcome to observe the proceedings, although they are checked through the guard station at the gate.

**5. The Tatham Pool.** Where the Tatham Stream spills over the sharp valley wall, it spills into a large Saurkurian-made Pool. Its depth is monitored and controlled by the Waterwright's Hall to the south.

**6. The Wall.** Over twelve feet thick and sixty feet in height, the Citadel wall is a formidable opponent against any attacker. It is constructed of thousands of hard volcanic bricks and is partially built into the cliffs at the valley's edge.

### THE TOWER OF THE STARS

Standing one-hundred twenty feet above the courtyard floor, the tower is a massive monument to Saurkurian technology, not so much because of its height, but for its technical marvels. In particular, the great observatory atop the tower is a wonder in itself.

**7. The Main Floor.** Taking responsibility for much of the Kariskan administrative positions, the main floor holds much of the city's records and legal documents. A number of merchants, lawyers, and soldiers operate in crowded quarters to help run the city run more smoothly.

**a. The Stair.** Winding both up and down the Tower, these stairs are manned by four guards to ensure that no unauthorized personnel moves onto these stairs.

**8. The Prisons.** Eight guards are present within these rooms to watch over their prisoners. There are eight cells, commonly used to hold criminals of significance or those who present a clear danger to society. Most people who are arrested are held in the prisons at the Barracks, but major offenses land such people here. The cells are spacious, but the prisoners are chained to the steel bars that entrap them. Under the watchful eyes of eight guards, escape from these cells is not an easy task.

**9. The Meeting Chambers' Reception Hall.** Those people wishing to meet with an important official or the Star-lady herself are first screened through this small reception chamber (after getting permission to climb the stairs). After being screened by the interviewer at the desk in the north part of the chamber, an appointment will be made at a later date.

**10. The Private Meeting Chamber.** A very plush and expensively decorated room, this meeting chair is designed to keep its occupants in comfort. A blue colored curtain covers the entrance onto a balcony that overlooks the courtyard below. A large chair, a low table and a sofa are situated close to the north end; both of these pieces of furniture are tinted a bluish-grey. Several wood shelves line the walls, filled to overflowing with many different sizes of books. A painting of the ancient Saurkur Loremaster T'regg rests on the inside wall facing west.

**11. Private Library.** Although not nearly as large as the library at the Palace, the collection of books within this small chamber is

formidable. Some 6000 tomes are found neatly stacked upon the shelves, all tended to by both the Star-lady and Onaros, the chief records keeper. Many of the books here are accurate descriptions about how to use the observatory and all of its unusual features. Some others are historical accounts, fauna guides, or works of general knowledge.

There are several tomes dealing with the use of Essence and other forms of magic on Kulthea. Three of these volumes actually contain several spell list descriptions and instructions for those who are willing to learn them. The first volume contains the following lists: All Open and Closed Channeling (to 20th); Life Mastery (Cleric Base List)(to 20th); Protections (Cleric Base List)(to 10th); Animist base Nature's Movement, Herb Mastery, and Nature's Lore (all to 10th) [Cleric/Nature tpe spells to 60 active points].

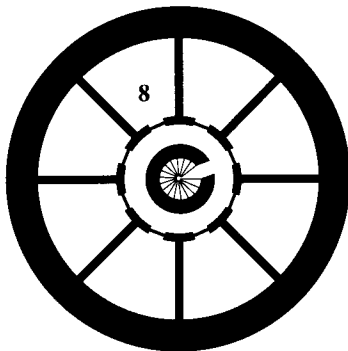
The second volume is Of Essence, containing all Open and Closed Essence Lists (to 20th); Magician Base Lists Wind Law and Water Law (to 10th); and Monk Base List Monk's Bridge (to 10th) [Wind, Water and Combat Enhancing spells to 30 active points].

The final volume is Of Mentalism, containing All Open and Closed Mentalism Lists (to 20th); Mentalist Base Lists Presence and Sense Control (to 10th); and the Seer Base List Past Visions (to 10th) [Mental spells up to 40 active points].

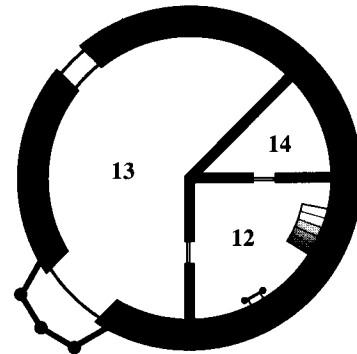
Obviously these volumes are extremely valuable and are consequently kept under lock and key by the record keeper.

Along one curved wall in this simple but elegant room, a single staircase climbs the wall, leading to the chambers above.

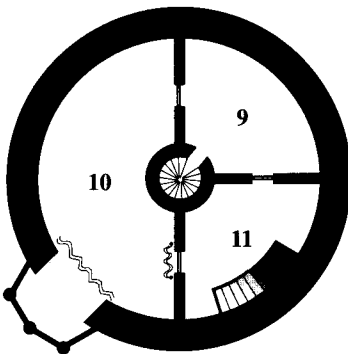
## THE TOWER OF THE STARS



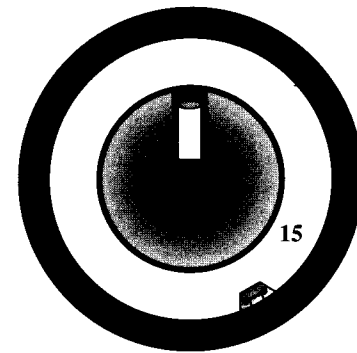
PRISON LEVEL



THE LADY'S CHAMBERS



MEETING CHAMBERS



THE OBSERVATORY



## THE LADY'S CHAMBERS

**12. The Upper Hall.** As an entryway into both the observatory and the Lady's chambers, this room is decorated with several multi-colored tapestries dedicated to the Oracle. A lavishly decorated door marks the entrance to the Lady's chambers. The door is enchanted and possesses a Magic Lock spell upon it that activates upon the command of the Star-lady. (As per the 2nd level *Unbar-ring Ways* spell) [Non-magical attempts to pick the lock will be at -8.] It is all but impossible to open this lock by non-magical picking, and breaking down the door is an *Insane* static action [STR roll at -10].

The wall tapestries hide one of the Citadel's most precious secrets. Behind a red and blue tapestry depicting two Loremasters conferring with an ethereal but avuncular Oracle, a sliding panel activated by a stone plate above the door reveals the treasury beyond. The panel is impossible to locate by normal means, unless someone is deliberately looking behind the tapestries. If one is doing so, spotting the panel and the mechanism is requires a successful *Sheer Folly* perception or Locate secret opening roll [Concelament or Perception roll at -10].

A steel ladder is imbedded into the wall, and leads up to the observatory atop the tower, some 100' above the courtyard floor. The ladder is extremely secure, but still requires a Medium moving maneuver roll to climb it.

**13. The Lady's Chambers.** Beyond the door is a spectacular sight of wealth and beauty. Many tapestries, paintings, and floor to ceiling bookshelves line the walls of this immaculately clean room. A large feather bed rests at the North end of the chamber, beside which stand two intricately carved night tables. A large steel wash basin sits in the northeast corner, with a smaller table offering all the necessary accessories. Near the balcony, a much larger dresser offers a wide selection of clothes to the Star-lady.

A locked wardrobe (*Extremely Hard* to open; [-2 to Lockpicking]) contains the ceremonial gowns that Argail wears. An elaborate chest, in which some of her ceremonial and prized possessions rest, sits at the back of this deep wardrobe. The chest is harder to open than the previous lock (*Sheer Folly*; [-3 to Lockpicking]), and activates a special magical trap when opened. Upon unauthorized opening, the thief is subject to a 24th level Blinding (Astrologer Base List Starlights)[6d6 Flash, Area Effect, radius (6")]. The chest will then begin to slowly leak out a potent sleep poison (12th level), in order to incapacitate the thieves [Continuing 6d6 NND, gas, area effect radius (6")].

Within the chest itself is a single book, containing all Astrologer Base Lists to 30th [Mental/Clairentience type spells up to 90 active points]. Several simple leather bags filled with coins are also within the chest. The contents of these are as follows: 10 Jaqua; 200 Tarela; 50 Kuher; 250 Paos; 1000 Mioros. One sack also contains 40 silver coins minted in the floating city of Sel-kai on Emer. Decades ago, Argail travelled for some distance to discover more about the world around her. The coins are a reminder of the trip.

**14. The Treasury.** Locked behind a secret panel (*Extremely Hard* to locate) near the Star-lady's chambers, a vast quantity of collected taxes and newly stamped currency sits. The Government treasury is monitored by several groups of people, and this money is used to pay the soldiers and employees of Kariska.

Within these chambers, a special trap, similar to that guarding the chest in the Lady's Chamber, is in place. If any unauthorized individual enters the treasury alone, and moneys are disturbed, the trap is activated. From a small hanging orb of glass, Blinding will be cast upon all in the room (20th level) [5d6 flash, area effect radius (5")]; a subsequent *Lord Sleep* (affects up to 20 levels per target) will be cast upon every individual as well (20th level) [10d6 NND, area effect radius (5"), continues for 1 turn].

Within carefully counted chests and sacks is some 1200 Jaqua (1 platinum) coins, 1500 Tarela (2gp each), 1000 Kuher (1gp each), 900 Paos (5sp each), 12000 Larthas (1sp each), 15000 Mioros (3bp each), 20000 Ironon (1bp each), 21000 Zaerl (5cp each), and 60000 Urue (1cp each) coins. The wealth of an entire city contained within a single room. As strictly a treasury, no weapons or jewelry can be found within this small chamber.

**15. The Observatory.** A marvel of ancient Saukur architecture, the Observatory is a smooth dome-shaped structure of transparent Laen. Although not as strong or as hard to work as its raw base, the dome is virtually unbreakable and has yet to crack after 7000 years. Around the room is a large, mechanical apparatus that tracks Kulthea and its moons with pinpoint precision. Other stars and Saurkurian constellations can easily be tracked while using this equipment (Routine Star-gazing or Astronomy) [+2]. There are no lights allowed within the observatory, as it interferes with proper observation.

Set more than a hundred feet above the city, the view from here is unbelievably spectacular. Almost any star within the Northern Hemisphere can be accurately tracked and traced. The telescope mechanism is large enough to see the features on all of the planets within Kulthea's solar system.

*GM Note Regarding Space Master:* Argail has observed all the planets within the system and is also aware of the Devonian Provincial Orbital Station above the planet, which she has tracked and observed many times.

*GM Note II:* For those of you who are interested, Sol appears as a dim star 30 degrees below the equatorial plane.

## 3 • LIFE IN KARISKA: LAWS AND ENFORCEMENT

As with all Saurkur society, traditions and laws are based upon mutual respect and desire for order and peace. Most criminal charges are laid when one violates the respect and trust of another. Among these rare crimes, murder, assault, and robbery top the list. Many other smaller charges can be laid for violations of respect and trust, such as making a disturbance, and smaller petty crimes. Punishment is used as a vessel for correction; people serve time for the offenses they have committed, the length of time dependent upon their crime. There is no penalty of death upon the Abarquan Islands, but unrepentant lawbreakers have been exiled to the far seas of Kulthea.

# PART XI

## • ABTARIS, THE SEA PORT OF BIAKGA •

Resting comfortably in the waves of the Dom Usuiv, the great port city of Abtaris stands as a gateway to the rest of Kulthea. Resting upon the high cliffs upon the southwest end of Biakga, the city possesses a unique place in the western hemisphere. Below Abtaris stands a massive grotto that has been converted into a highly active port that allows large-scale shipments of goods to other islands and distant continents. Both similar to and different from Kariska in the North, Abtaris is a city to explore.

### 1•CONSTRUCTION

Abtaris was built over a natural cavern that offered shelter from occasional rough seas and winds. Unlike Kariska, a large wall and twenty-four towers enclose the City of Merchants in a protected enclave atop the cliffs of Biakga. Like Kariska, most of Abtaris' buildings are constructed from a combination of hard volcanic rock, mortar and wood. Although enclosed by a large wall, Abtaris possesses more parkland than its sister to the North, offering a greater variety of scenic views.

The basic construction of the city is similar to that of Kariska, although no traces of a terrace-like development are apparent. Blocks of houses have been arranged in a neat order, with straight intersecting roads. Cobblestone is the norm for road construction, although smooth stone can be found by the Trader's tower. A Navigator stone or obelisk can also be found in the trees behind the tower, offering quick and easy transportation to whoever can afford their exorbitant prices.

A single stream flows through the city, where it drops down the cliff onto the rocks below. Several hundred yards North of this cascade is the entrance into the Dashkilian, the port cave.

Within the city, only two cobblestone bridges cross the creek, leaving most of the flowing water in its natural state. Much of the drinking water drawn within the city is taken from natural wells within the water-table below the tropical city. Two wells have been tapped as to supply water directly into the port cave below the city.

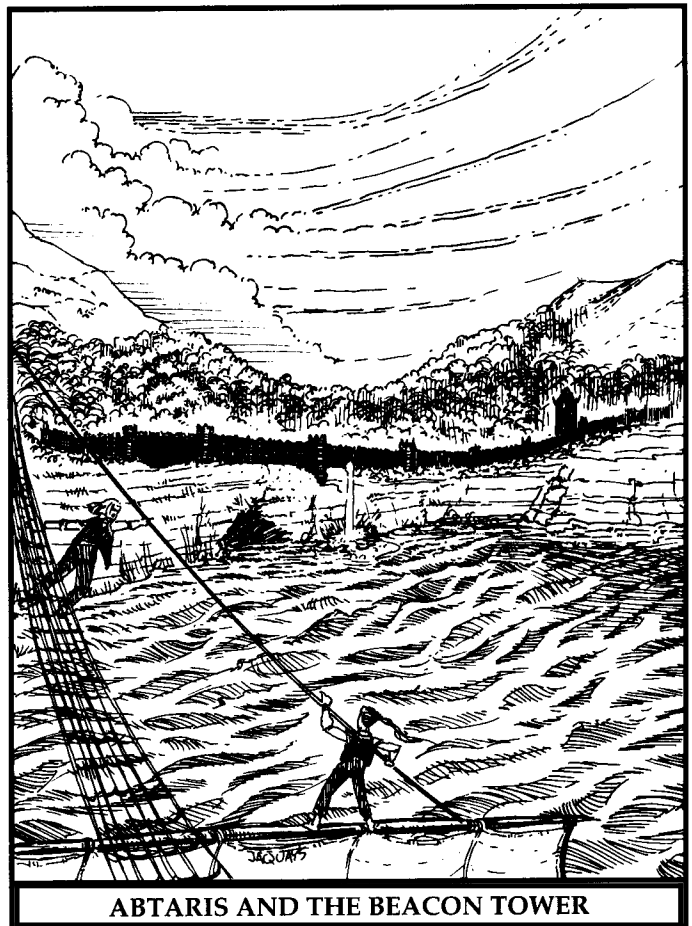
### 2•LAYOUT

Although not as easily divided as Kariska, Abtaris does possess several distinct areas worth noting.

#### THE MILITARY SECTOR

Surrounding the massive watchtower on the south end of the city, in excess of two thousand soldiers can be found within the Barracks of this city, the largest single concentration of fighting Saurkur in the Abarquan Islands. These fighters are under the command of General Taromak, one of the Lords of Abarqua. He controls his forces with an iron will and holds a great deal of influence over the entire city.

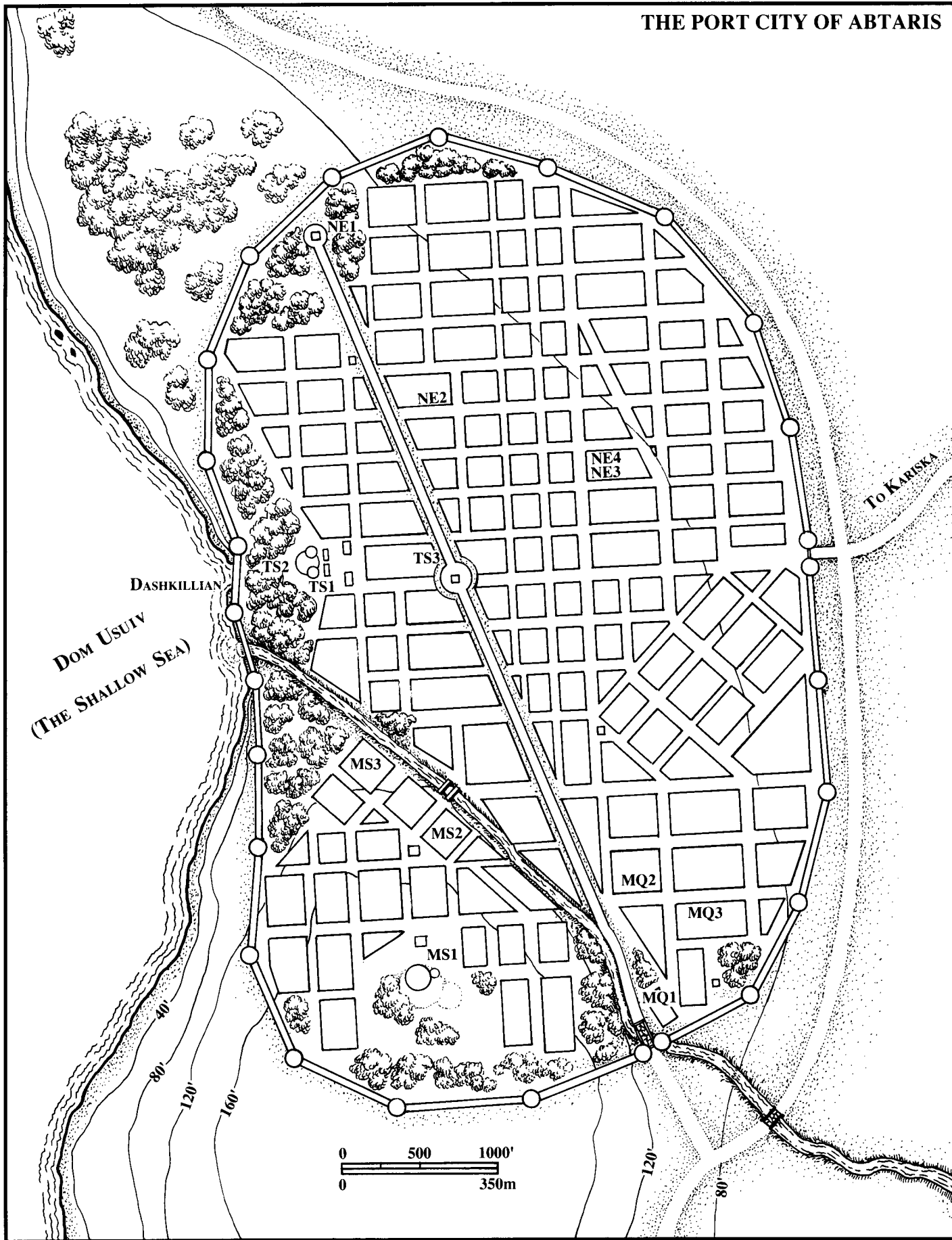
**MS1. The Great Beacon Tower.** Home of Lord Taromak, this citadel is very similar in general design to that of the Citadel of the Stars in Kariska. Although the government house has been moved to a connecting tower, the top of the tower serves as a massive beacon to those who sail upon the waters outside the city. Like the Citadel of the Stars, garrisons of troops are rotated in assignment to the Tower over a half-year periods. Many of the soldiers take the assignment as a great honor to serve here.



ABTARIS AND THE BEACON TOWER



# THE PORT CITY OF ABTARIS



**MS2. Hide of the Ti'faa.** A local watering hole for the soldiers in Abtaris, the Hide is the largest tavern on the islands. It accommodates up to 200 patrons at any given time and has room and board available for up to 90 individuals. Sailors and sea-travellers often stay here, enjoying the local meade and seafood.

**MS3. The T'garr Metalsmiths.** Manufacturing arms, armor, and other necessary metalware for both military and civillian use, the Metalsmiths are a much needed part of Abtarian life. Other smiths make their business elsewhere in the city, but none possesses as good a reputation as the T'garr family.

### THE TRADER'S SECTOR

One of the largest and busiest places in the city is the Trader's Sector, sponsoring the Abarquan trading business.

**TS1. The Trader's Tower.** Not exactly a tower, but a collection of businesses collected around a low circular building that allows access to the port cave beneath it. (See below).

**TS2. The Navigator Stone.** Made of polished Black Laen, this obelisk is one foot in diameter and stands twenty feet tall. All citizens of Abtaris know the significance of the stone, and it is only used when needed. Navigators are not pleased when given a "false call" and will punish the fool who misuses the stone. If someone does need the services of a Navigator, all he needs to do is to place a hand upon the stone and utter the words, "I require a Navigator". On the island of Nexus, a navigator is dispatched to the site immediately. Only a few Navigators are fluent enough in Saurkuric to make the trip, but these few are regularly sent. The most common Navigator to come to the islands is Rumentari, a member of the Daruni Olkanin.

**TS3. Mercantile Stroll.** The length of this street is a bustling market by day. All of the residences along this street offer their wares, ranging anywhere from clothing to weapons, food to brewed drink.

### THE NORTHEAST

Referred to only as the Northeast, this area holds the bulk of the Abtaris population. Numerous businesses can be found here, well away from the Mercantile stroll.

**NE1. The Shrine.** Found at the end of the Mercantile Stroll, in a large park of its own, the Shrine of the Oracle is a large stone monument paying tribute to the Oracle on Mount Tatham. The seal of the Oracle, the eight-point star, is a gold and silver alloy blessed by the Oracle. Any would be thieves are in for a shock, as any attempts to remove the stone are greeted with a +60 *Lightning Bolt* [5d6 Killing Attack (Energy)]. Thus, even the most unscrupulous Saurkurian thieves leave the Shrine in peace.

**NE2. The Way of the Traveller.** Although not nearly as large as the Hide of the Ti'faa in the Military Sector, this inn and tavern is the best kept establishment in all of the islands. Their prices are higher, but understandably so, as their service and quality are unmatched. The tavern can hold up to 150 people, and accommodations include 30 rooms.

**NE3. E'anu Weavers.** Although not as prestigious as the Silk-weavers in Kariska, the E'anu hold the best reputation in this city for their cloths and garments. Much of Lord Taromak's non-military wear comes from this company.

**NE4. Sailmasters.** In reality, this company is but an "offshoot" of the E'anu Weavers, specializing in the weaving, sewing, and repair of sailing ships. Needless to say, their services are among the most important in the city of Abtaris and the Abarquan Islands.

### THE MILLER'S QUARTER.

The bulk of the city's food manufacturing industry can be found south of the western road. Numerous mills, bakeries, butchers, and fishmongers can be found in this area.

**MQ1. The Great Mill.** All of the mills within the city are controlled by a cartel of mill owners; the largest representative is referred to as "The Great Mill". Using both wind and water, to turn the huge grindstones, the Great Mill provides the city with a wide variety of flour for their baked goods.

**MQ2. Anaos Fishsellers.** A fisherman by profession, Anaos owns a small fleet of fishing vessels that constantly bring in fresh fish for his regular customers, offering such special delicacies as squid, crab, spiny lobster, sea anemone, eel, and shark.

**MQ3. Abtaris Bank.** Curiously enough, the Abtaris Bank finds itself in the Miller's Quarter rather than in the Merchant's Sector. It allows for both merchant and worker to deposit their savings without preference or prejudice.

## 3 • SITES OF NOTE

Abtaris itself is a city of wonders; however, a two sites in particular are worthy of note.

### THE GREAT BEACON TOWER

One of the earliest construction efforts in all of the Abarquan Islands (but for Kariska and the Citadel of the Stars), the Great Beacon is the home of General Taromak and Government House. The striking structure also provides shippers with a guiding light through the dark nights and the fog. Like the Citadel in Kariska, the Beacon Tower is constructed from hard volcanic rock and has required very little maintenance over the years.

**1. The Gatehouse.** Looking north, the top of the Gatehouse stands thirty feet above the ground below. Two great doors fifteen feet in height moderate the movement between the gates. Behind this stands a great portcullis, awaiting any unwanted visitors. The floor is made from smooth cobblestone and is regularly swept clean. A minimum of five guards can always be found here, keeping the castle's occupants safe.

A second gateway exists beyond the first, although its construction is somewhat different. A series of gears and counterweights operated by a large crank slides two great steel doors to block the entryway. The doors are 2' thick, but are hollow in the middle to absorb the shock of a battering ram.

**2. The Courtyard.** Far more open than its sister citadel, the floor of the Great Tower is also constructed from "liquid stone". The Barracks at a. provide the sleeping quarters for the tower guards and their commanders. The entrance to Government House is on the east end of the courtyard, usually blocked by two huge wooden doors. Eighteen feet high, two feet thick, and bound with steel, these doors bear the symbol of Abtaris, the eight-point star of the Oracle, with an effigy of a Saurkur ship inscribed in the center.

**3. Government House.** One of the most distinct differences between the Citadel and the Beacon Tower is the location of Government House. Behind the two great doors lies an ampetheatre-like structure, with the sixty-four representatives meeting in the lower portions, seated at their own desks. Above this is the civilian spectator area, allowing all who wish to observe the proceedings to do so (after having been checked by the guards).

**4. The Administration.** Responsible for carrying out the legal orders of the Abtaris Government House, most of the city's civil bureaucracy may be found within the confines of the base of the tower. Only authorized personell have permission to climb the stairs of the tower; a special appointment is required before one can meet with General Taromak.

**LEVEL TWO**

**5. The Reception Hall.** Thirty feet above the floor of the courtyard, the central stairs open onto the second level and into the reception hall for the private meeting chambers. A receptionist and two guards monitor all activity and people who are to meet Lord Taromak. Appointments made will be double checked, as the General has a tendency to be extra-careful. The room itself has a large, glass window as well as several tapestries dedicated to the Oracle and various ships. One such tapestry depicts the last garrison to occupy Ja'akar on Phegri.

**6. The Meeting Chamber.** Very similar to the meeting chamber in the Citadel of the Stars, this richly decorated hall possesses a distinct "military" flavor. Several suits of armor, paintings of previous generals, and numerous decorative weapons are neatly placed on or near the walls. A thick, stuffed chair sits near the North window, while a seven smaller but equally comfortable seats rest in a semicircle about a low table opposite the large chair.

**7. The Abtaris Treasury.** Hidden in behind a tapestry in the meeting chamber, there is a panel (Sheer Folly to spot if onelooks behind the tapestries; impossible otherwise) that opens into the city's treasury. This collection of various taxes and duties gathered over the years is enormous. The treasury is used to pay soldiers, government representatives, as well as the money for larger projects (citadels, ships, etc.). The quantity of money within the

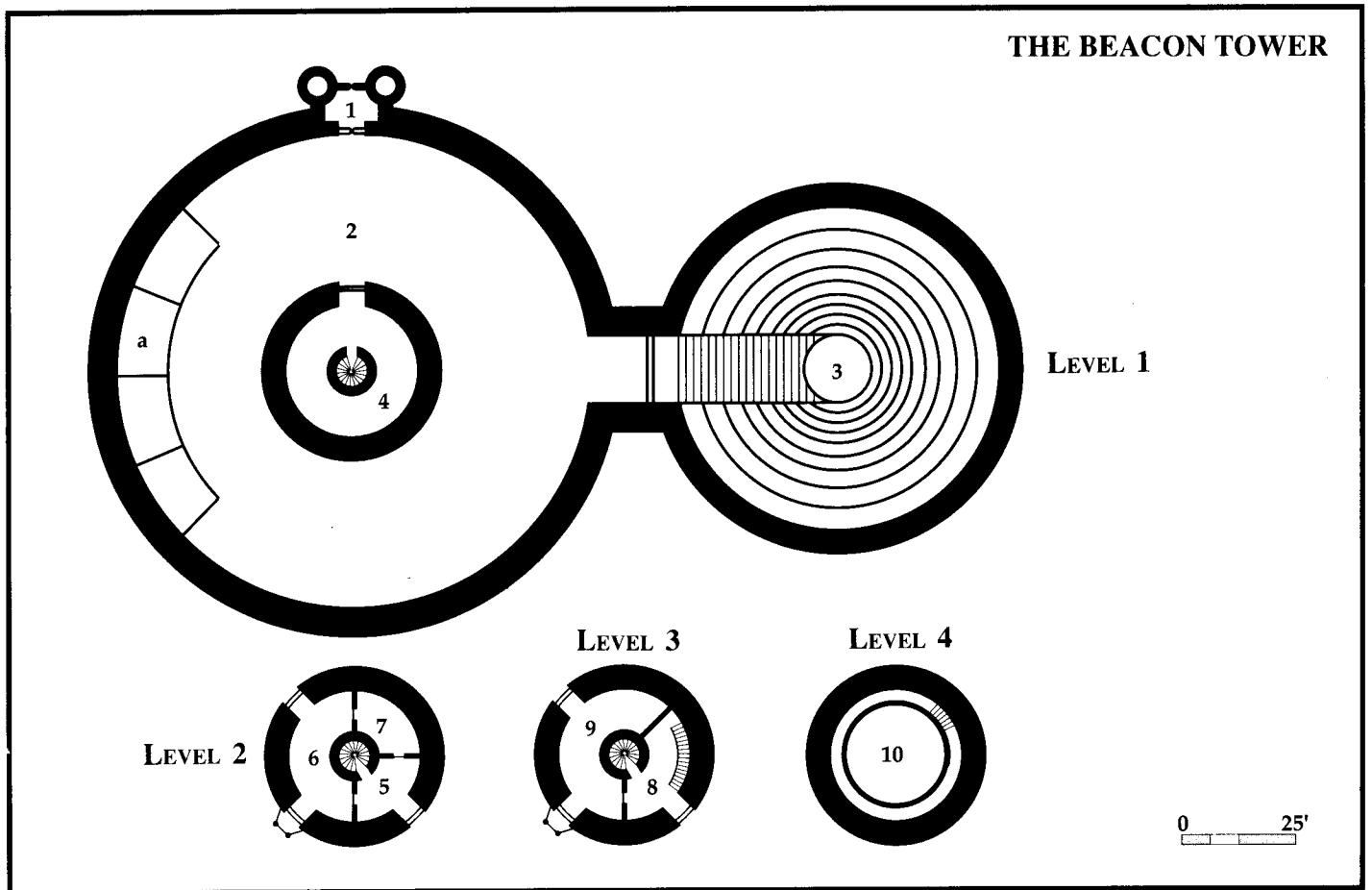
treasury varies with the time of year, but the average amount is roughly equivalent to that held in the Citadel. (See Part X-2).

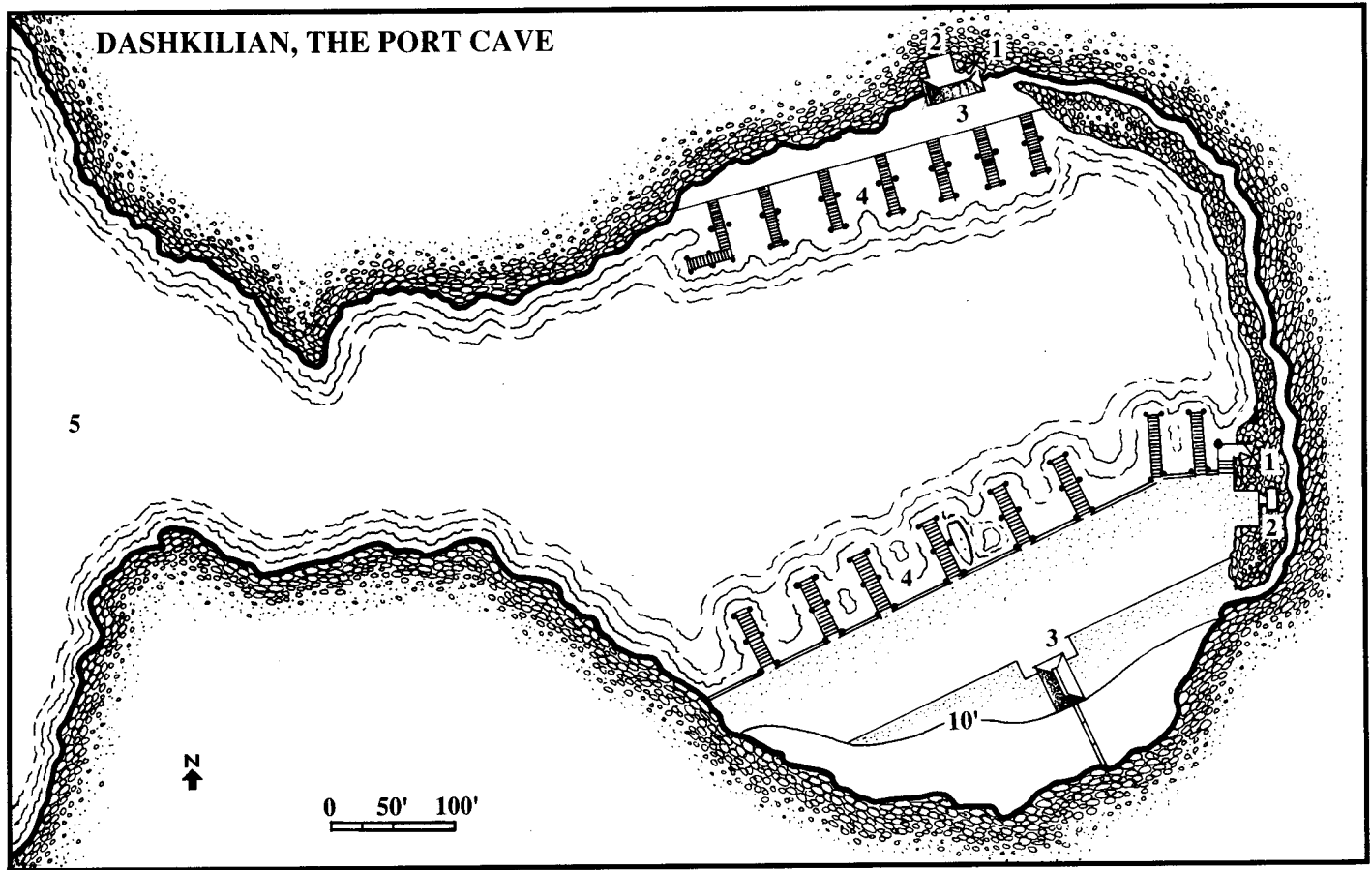
**LEVEL THREE**

**8. The Beacon Hall.** Directly below the beacon, a great quantity of oil-soaked woods treated to burn brightly but slowly are stacked beneath the stair and on the northern portion of the chamber. Wood is constantly ferried up the stairs to maintain the beacon's brightness. The west wall has a single door, elaborately decorated, and almost always flanked by two elite guards. This is the door to Lord Taromak's personal chambers, and no person, save another Council Lord, is allowed entry. Unlike most of the chambers in the tower, this hall is not as well kept, and the distinct odour of treated wood permeates the air.

**9. Lord Taromak's Personal Chamber.** Resembling a small armory more than a chamber of rest, the Warlord of Abarqua makes his home here. The walls are decorated with some of the finest weapons to be wielded by the most capable of Military Lords, some of which date back to the Wars of Dominion. Most of these blades were forged from a special type of steel that resists the effects of age and the elements (treat as +5 to +15 weapons) [+1 to OCV]. Aside from Lord Taromak's personal weapons (see Part VIII-2), only one other enchanted weapon rests in these halls. Like the Warlord's weapon, it is a Kha'rughu, a massive two-handed blade. Made of a grey Keron alloy, decorated with intricate silver, gold, and precious coral inscriptions, the sword is a +20 weapon that can cast Haste I 5x per day [+1 OCV, Aid — 2 pts. to Speed for 1 turn, 5x a day]. The massive weapon itself is mounted on the west wall, inside a glass cabinet locked and sealed. (For information on the Kha'rughu, see Part VII.) Opening the cabinet should be treated as *Extremely Hard*; the lock mechanism is very small and intricate [-2 to Lockpicking].

**THE BEACON TOWER**





#### LEVEL FOUR

**10. The Beacon.** Atop the tower, some ninety feet above the courtyard, stands the Great Beacon of Abtaris. This bright light guides ships through the darkest of nights and the most violent of storms. Surrounded by thick glass, the Beacon's light is apparently enhanced to those below. Although the fires burn brightly, the consumption of fuel is low; the beacon works efficiently. The beam of the tower beacon can be seen at a distance of more than one hundred miles from shore, signalling the city's location to even the hopelessly lost.

#### DASHKILIAN, THE PORT CAVE

A striking and unique port on Kulthea, the port cave was constructed from a natural grotto that opened onto the deep waters at the feet of the city of Abtaris. The cave is both a natural site in which to base shipping activity and acts to keep the settlement several hundred feet above safe from the stormy seas.

The cave itself is almost a thousand feet deep, illuminated by the bright torches on the docks. The cave ceiling sits nearly eighty feet above the surface of the water (during high tide), offering plenty of space, even to the tallest of ships. Within the cave, there is room for up to forty ships (depending on size) along the docks, while other ships rest in the moorings outside the Dashkilian entrance.

**1. Stairs.** Two spiral stairs descend from opposite ends of the Trader's Tower, allowing citizens passage to the cave. Stair "a" was the first to be constructed, built from a natural chimney in the rock. Stair "b" was constructed later, out of necessity.

**2. The Lifts.** Facilitating the transportation of goods both up to and down from the city, the lifts are an essential part of the construction of the cave. A series of counterweights allow the lift to be easily moved by two Saurkur workers. The lifts have a capacity of 4000 pounds, although they are rarely used for such heavy loads. (In such a case, four Saurkur are needed to work the winches.)

**3. The Dockhouses.** Supplying water, coordinating shipping, and monitoring all travel within the caves, the Dockhouses are the single most important feature of the caves. Constructed of hard volcanic stone and wood, these ancient buildings are among the oldest structures in Abtaris. Each dockhouse has had pipes installed to direct springs from above through the house to supply water for all who needs it. Barrels of water are filled here to be taken aboard to quench the thirst of sailors, and to sustain them on long ocean voyages.

**4. The Docks.** Constructed from great planks of wood and bound with rope and steel, these large docks provide room for up to forty vessels within the cave itself. The wood is constantly cleaned, debugged, and strengthened by the dock hands in order to prevent collapse. Wood that has rotted beyond repair is subsequently replaced. Each of the wharfs possess several stands on which torches are mounted to keep the cave alight.

Upon the North side of the docks, a special dock has been set in a shallow area in order to facilitate construction of Saurkur vessels. Only two vessels can be built at a time, as much of the Abarquan ship-building trade is centered further north along the coast (near the rainforests).

**5. The Moorings.** Although not a part of the cave, the moorings are where many ships rest while awaiting entry into the cave. Much of the Abarquan military fleet is moored outside the cave, with routine checks and maintenance made by the appropriate personnel.

## PART XII

### • OTHER SITES OF NOTE •

Although Biakga is the largest of the Abarquan Islands, other smaller islands in the chain possess many interesting features.

#### 1•PHEGRI, THE LAND OF FIRE

“Phegri” literally translated means “Born of Fire”, which is entirely true for this young but evil-hearted island. Rising from the sea in 1201 TE, this hot and blackened rock has been home to servants of the Unlife since its birth. Making their homes in the dark caves of Khergog, three demonic servants of the Unlife watch over the great gate that links Kulthea with the Void, home of the Unlife. The very presence of this gate has corrupted all sea life that lives within a mile of the island’s shores. Hideous monsters and unspeakable terrors lurk on or near this island.

Phegri once supported a garrison at a castle called Ja’akar, now nothing more than a ruin and the last remnant of the Saurkurian effort to settle this hostile isle. Many Saurkur look to this island with great fear and loathing, avoiding it at all possible costs. However, the icy grip of the Unlife is slowly creeping its way toward the other islands, desiring to consume their life-rich climes and all that they support.

##### JA’AKAR

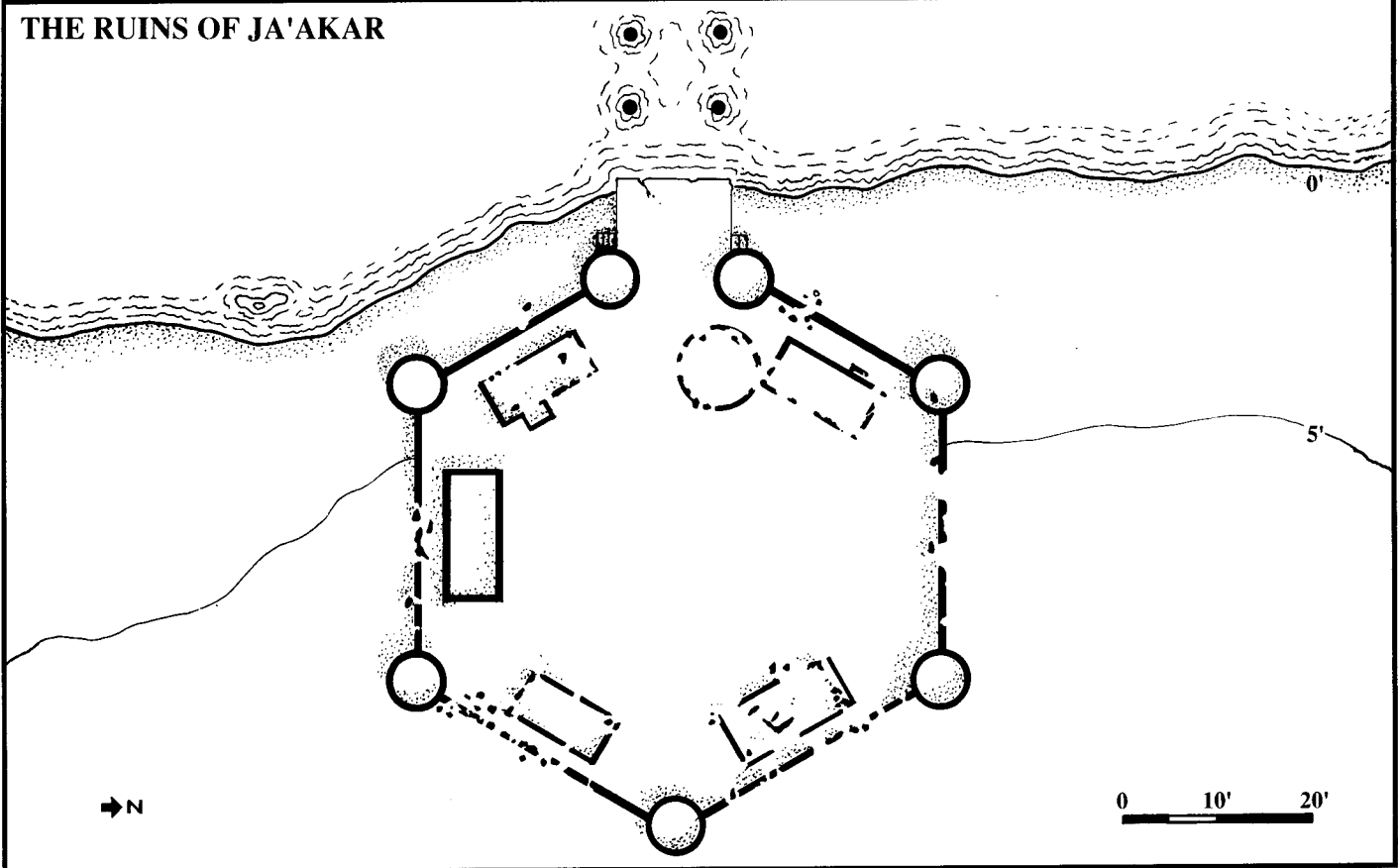
Located on the westernmost shores of Phegri, the ruins of Ja’akar stand as a grim reminder as to what once was a proud extension of Saurkur civilization. All that remains are the black foundations crumbling on the dead shores of the cursed, bubbling sea.

Ruins of the last garrison’s hexagonal watchtower remain, but the weather has taken its toll. Rusty weapons lay in clear sight; all booty of any value was long ago carried away. Covered by rubble are the bones of a half-dozen brave Saurkurian soldiers, the last to fight on this blackened, cursed soil for many years. The ruins of Ja’akar offer the only shelter on the western part of the island.



THE BIRTH OF PHEGRI

## THE RUINS OF JA'AKAR



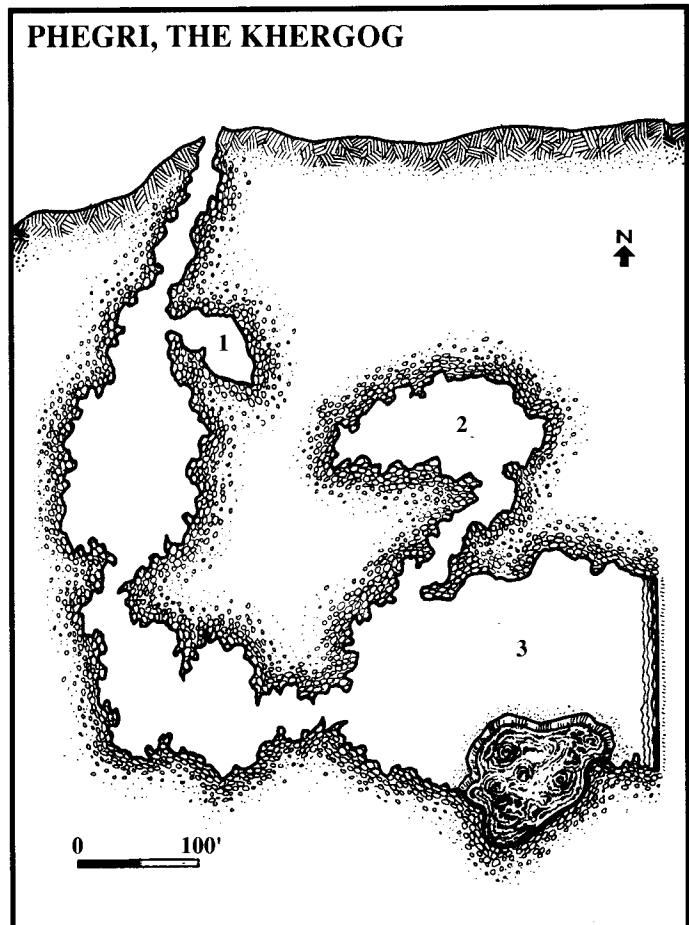
### THE KHERGOG, LAIR OF THE UNLIFE

A cave entrance upon the northern end of the island marks the most evil place in the Abarquan Islands. The nature of evil is so great within these caves, that all channeling spellcasters who are not in the service of the Unlife will have their power points and the effectiveness of their spells halved [Halve active points of spells.]. The walls are made of solid black obsidian, turning Laen the farther into the cave itself. The obsidian/laen walls are twisted in awful shapes horrible to behold, including very realistic portraits of men and Saurkur crying out in agony as various tortures distort their features and (no doubt) destroy their minds. The sight of these stones is so unnerving that all who behold them must make a RR versus an 8th level Fear attack or refuse to enter the cave. [Stones do continuous PRE 8d6 attack, causing fear.]

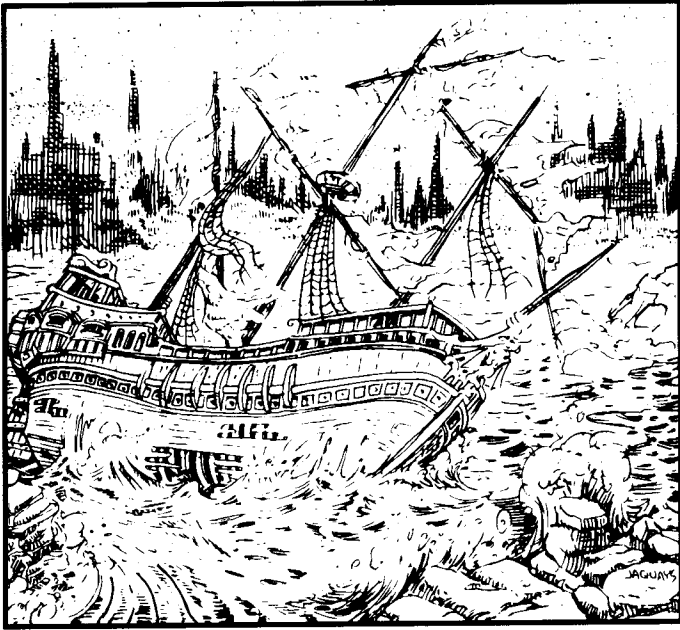
**1. The "Guards".** A side passage leads off the sloping corridor into a small room of twisted obsidian. This is the residence of Turuan and Orukag, demonic servants of Sarakath. From here they often sail to investigate the other islands, reporting whatever information they gather to the great Demon.

**2. The Chamber of Sarakath.** Constantly brooding, the Demon of the gate is most often found within this cavern. Calling it a chamber is a rough description at best: hideously twisted columns and spikes of laen can be found throughout the room, with a small indentation where the great Demon chooses to sit and meditate. The sight of this awful room is so hideous that all who enter (save the demons) must succeed a 13th level Fear attack or operate at -10/10% failure [EGO roll at -2 or act at -1 to all rolls per "1" roll is failed by.].

### PHEGRI, THE KHERGOG







**3. The Gate Room.** A massive cavern of twisted laen, it is lit only by the dull red glow of the lava pit. Opposite the entrance to the chamber is the Unlife Gate, a shimmering wall of blackness. Some shapes can be seen moving behind this wall, but they are an illusion. The gate is a direct look into the void of the Unlife, one of the most horrifying sights on Kulthea. If some fool casts his gaze upon the shimmering gate, he must make a RR versus a 30th level fear spell. Failure by 01-50 causes panic and fear so great that the viewer will run screaming from the cave. Failure by 51-100 leaves the hapless victim paralyzed and drooling in terror. If the observer fails by 101+, he will die of a heart attack. [EGO roll at -4. Failure by 1-3 causes panic and fear; failure by 4-6 leaves the victim "paralyzed and drooling in terror." With a failure by 7+, the victim dies of a heart attack.]

In addition, anyone who approaches too close to the gate is in danger of being consumed by the gate itself. If anyone approaches within thirty feet of the coruscating wall, it will lash out, attacking the unfortunate individual with a hand of nothingness. Treat this as a +150HGr, delivering both grapple and nether criticals to the victim [OCV 15, doing 8d6N and 1d6 BODY destruction].

Acting as the gate demon, Sarakath can draw through any single being less powerful than himself at will. The process is random; he can accomplish it on any "Demon" listed in the Master Beast Table (in Part XIV).

## 2 • OTHER ISLANDS

### B'KORA, THE ISLE OF RAIN

This green isle has only recently been settled by Saurkurian pioneers and stands in stark contrast to the harsh black island of Phegri. Lush, green, and teeming with life, B'kora possesses the highest annual rainfall of all the Abarquan Islands. The small town of Iosar is the only settlement on the island, although there are plans to extend civilization to the other areas of the island. Originally thought to be uninhabitable because of its sharp cliffs and occasional severe weather, the pioneers at Iosar have proved otherwise.

### THE CH'KA'R ATOLL

Far smaller than Biagka, Ch'ka'r is actually a series of small islands linked by shallow reefs. Some reefs are so shallow that they can be crossed by long, wooden bridges that stretch from island to island. The largest concentration of population can be found in the city of Hachar, home to some 8000 souls. Ch'ka'r also holds the largest contingent of soldiers south of Biakga, sheltering 1024 fighting Saurkur under the command of Lord Chaigar.

### KU'FANIR

The smallest of all islands in this part of Kulthea, Ku'fanir is a small desert atoll with a handful small towns and villages across it. It is the southernmost of the Abarquan Islands and is the most distant from Biakga. As a result, the natives of this island are renowned for their sailing skills and knowledge of the Abarquan waters.

# PART XIII

## • ADVENTURES •

Included herein are seven adventure scenarios set on the Abarquan Islands. They are by no means the only challenges which adventurers with an eye toward fame and fortune may face in this part of Kulthea; rather, the following scenarios are suggestions to inspire other and perhaps grander quests.

The seven following adventures vary from low and to medium-level (numbers 2, 4, 6 and 7) to moderate high-level scenarios (numbers 1, 3 and 5). Good fortune, freebooters!

### 1 • PATH OF THE ORACLE

**Setting:** PCs may begin anywhere on Kulthea; the climax of this adventure is set in the Palace of the Oracle upon Mount Tatham, on the Island of Biakga. (See part IX.)

**Requirements:** A stalwart group of non-Saurkurian adventurers willing to travel great distances and face the challenges that lie before them. Spell-users are necessary.

**Aids:** Ancient maps, rumors, and a crusty old sailor may provide the players with enough guidance to arrive upon the islands and to help them find their way to the Palace. However, they must face the challenges of the tropical climate, as well the dangerous and noxious flora and fauna and any ne'er-do-wells they may encounter. If the players possess any large degree of money, a Navigator may be used.

**The Tale:** As with any civilization, stories and legends are a part of Kulthean culture, regardless of the nature of the land in which the tales are set. One substantial legend is that of an ancient and very wise Oracle who shares his wisdom with all who come to him. The legend itself is somewhat exaggerated, but is nevertheless substantially true.

One of the PCs has discovered an old map of the Abarquans, and with it, some references to the mystical Oracle. No one seems to know much about these "Islands of the Oracle" with the exception of an old sea captain who has been to the islands before. His tales seem tall, but intriguing, and his knowledge is sound — if a little cryptic.

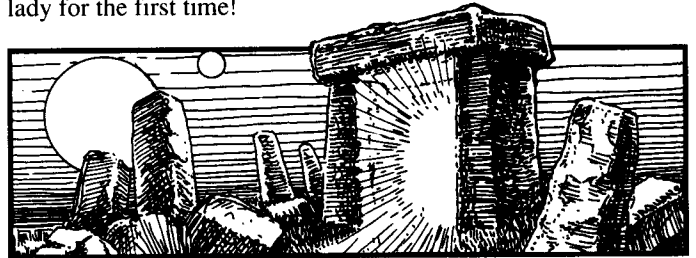
**The Task:** To get there, while facing the challenges of the geography before them, and to see for themselves the Great Oracle of Abarqua, visiting the mysterious islands of the Oracle along the way.

**The Reward:** To put it simply, getting there and meeting the Oracle are their own rewards. The great distances which many players will have to cross will provide an immense challenge; the final goal is to find the Palace. The Oracle will allow the players to stay at the palace while they learn from their teachers (starting with the Saurkur language).

**The Enemy:** No real physical enemy exists, save for the high seas and the numerous beasts one may encounter while travelling. At the GM's discretion, there may be some specific encounters he/she may want to work out before beginning the adventure (i.e., encoun-

ters with pirates, sea monsters, etc.) See Part XIV, 4, the Master Encounter Chart for guidance in encounters with beasts, monsters and other natural dangers presented by the Abarquan Islands.

**Alternative Adventures:** PCs might come from another time and place, like the world of Spacemaster, or someplace even more bizarre. Imagine their surprise when meeting the Oracle or the Starlady for the first time!



### 2 • PIRATES OF THE ARCHIPELAGO

**Setting:** The port city of Abtaris, in the aquamarine waters of the Archipelago. (See Part XI.)

**Requirements:** A party of low to mid-level adventurers willing to be hired as shipping guards.

**Aids:** The blades of the crewmembers and a vigilant eye provide the greatest help to the adventurers. Beyond this, they must rely upon their own skills to thwart the pirates.

**The Tale:** A recent raid upon a travelling merchant vessel has led to concerns for the safety of shipping between the islands. The players are asked by a worried merchant to perform guard duty to ward pirates from the Saurkur captain's vessel.

K'neris, a local merchant and trader, has been concerned about increased pirate activity (i.e., raids) along the shores of the islands. To add to his woes, he has been asked to safely transport a very valuable cargo to the islands of Ch'ka'r. (The shipment of fine silks and wines is bound for sale in the atoll). Unfortunately, word of the shipment has spread widely, possibly attracting the attention of one of the bands of pirates who wish to lay their hands upon the merchandise themselves. K'neris is certain of a pirate attack and wishes to guard his own vessel as well as the shipment itself. The duty pays very well.

**The Task:** While near the docks at Dashkilian, the players will be directly approached by K'neris, a stately plump merchant who will speak to them casually about the pirate situation. Once he is convinced that the players are of sincere intentions and have no sympathy for pirates, he will ask them to accompany him on his next voyage.

The player's task is to guard the ship and prevent pirates from seizing the ship and its valuable cargo.

**The Reward:** The vessel's skipper will offer the players a payment of 4 Kuher for their services (4gp). Any other riches may be taken from the pirate vessel.

**The Enemy:** Any number of pirates have received word of the expensive shipment, so there is the distinct possibility of more than just one pirate attack.

**Alternative Adventures:** Wily PCs with little moral character might join the pirates and steal the cargo. Later, they might find themselves double-crossed, or they might steal a ship and set off as pirates on their own.

### 3•LAND OF FIRE

**Settings:** The dark, volcanic Island of Phegri. (See Part XII.)

**Requirements:** A balanced party of high-level adventurers, willing to risk life and limb for remarkable rewards.

**Aids:** General Taromak will supply the players with a ship and a capable crew to accompany them to the island. He may also be able to provide old maps of the island to help the players learn the lay of the land.

**The Tale:** Since the abandoning of Phegri several centuries ago, no one has dared return to the much-dreaded island. However, Lord Taromak himself wishes to send a small expeditionary force to the island to discover the nature of Evil said to be lurking there. Unfortunately, sending a contingent of soldiers to the island is out of the question; it would require Council approval in order for the soldiers to go, something the impatient Taromak will not wait for. He plans to hire several mercenaries to brave the foul waters and to set foot upon the Black Island, expecting them to report in detail what they saw.

As the only member of Council who listens seriously to the warnings of the Loremasters, Taromak believes that an expedition to the island is necessary to discover what is there. The other Council members believe that the old Warlord is imagining things, looking for an imaginary war to fight. Taromak has decided to skip the formalities and to fund and send an unofficial investigation party to discover the nature of the Evil on Phegri.

**The Task:** To travel to the island of fire, explore it, and to return to Lord Taromak alive and able to present a full and complete report of one's findings. A simple-sounding task, but a far more difficult one than PCs may realize.

**The Reward:** A substantial reward is available to the players if they return. Lord Taromak will decorate them as heroes and offers a payment of up to 20 Jaqua (platinum) per player (20 platinum=200 gold).

**The Enemy:** Besides the Council frowning upon an independent expedition, the players face a far greater challenge than they realize. The very presence of Sarkath the Demon is likely a greater challenge than any of the players has ever encountered before; Sarkath is obviously their primary enemy. Numerous sea beasts, lava pits, and horrid monsters may hamper the players in their expedition as well.

**Alternate Adventures:** PCs might try to fool Sarkath into believing that they wish to serve him, a very dangerous ploy. Alternately, they might spend a week somewhere safe and pleasant and lie to Lord Taromak, bribing his crew to support their story, hoping to collect the reward. Failure to convince the Lord, a stern and wise taskmaster, is dangerous folly and may result in banishment or imprisonment for years.

### 4•TREACHERY AT THE ENCLAVE

**The Setting:** The Enclave located in the South Terrace of Kariska, on the island of Biakga. (See Part X.)

**Requirements:** Devious PCs with thievery skills and the audacity of a fallen Lord of Orhan.

**Aids:** A brief tutorial in selling (or fencing) stolen property taught by the Thieves Guild.

**The Tale:** The Thieves of the Enclave (ostensibly a brewery in the seedy side of Kariska) have decided to doublecross their current "fence" or go-between, an official at the Bank. Their thinking is that Gramus, the above-mentioned official, cannot incriminate himself and will be forced to accept whatever terms they set for dealing with him. (The thieves will demand all but 10% of the value of the stolen items. Until now, Gramus and the Guild have split the booty, 50/50, with Gramus very often cheating the thieves.)



**The Task:** Unbeknownst to the Thieves Guild, Gramus has sent out word that he wishes to hire a party of rogues to steal for him, cutting out the thieves of the Enclave. Gramus promises to pay double what the Guild offers its thieves. The challenge offered the PCs is to stay alive long enough to collect the money, or to doublecross the doublecrosser, and at the same time, to fool Gramus into thinking that the party is working for him — when in fact, PCs may report their findings to the Thieves Guild and receive a substantial reward (up to 1gp each) from them.

**The Reward:** Gramus offers PCs 60% of the value of what they steal; needless to say, the Bank official is not an honest man and will no doubt pay the PCs much less. The Thieves Guild centered at the Enclave offers 10-20% of the take plus a bonus of 1gp per individual who squeals on the official and offers physical evidence of his "treachery." (Keep in mind that the Guild offers long-term employment and job security, prerequisites that Gramus cannot match.)

**Alternate Adventures:** PCs may be offered as much as 2gp each to dispose of Gramus, taking him far out to sea and casting him off in a dinghy, with no food or water. (In effect, they will be a party to conspiracy to murder the man.) Then they must forge a ransom note so that no one at the Bank will wonder what became of the official. (Wily PCs may try to collect the ransom as well!)

## 5• RAID ON THE TREASURY

**The Setting:** The Treasury chamber hidden behind a secret panel adjacent to the Star-lady's Chambers in the Tower of the Stars, in the city of Kariska, on the isle of Biakga. (See Part X.)

**Requirements:** A bold party of PCs best-served by at least one magic-user of remarkable resources.

**Aids:** Knowledge of the layout of the Citadel of the Stars, and in particular, of the Star-lady's Chambers and the hidden Treasury behind it. An insider who might distract the Lady for 30-60 minutes would be of great help as well; if PCs commit to the attempt, the thieves of the Enclave will guarantee that Argail will not be in her chambers for thirty minutes that fateful night. The thieves promise as well to bribe 1-2 guards at the Tower to allow the PCs easy entry into the Tower at a precise time the night of the planned treasury raid.

**The Tale:** Although only a few officials of the Realm have ever seen the Treasury locked away in Argail's Chambers, knowledge of its existence such is far from a secret in a society as small and closely-knit as that of the Abarquans. Through indirect contact, the Thieves Guild located in a brewery (the Enclave) has offered to assist a bold party of thieves who dare to take on the power of the Star-lady and the resources of the Abarquan government in a bold attempt to rob the country's Treasury of as much wealth as the thieves can carry. The thieves offer a 50/50 split of the loot and guarantee safe passage to Ch'k'ar, where a sloop awaits to sail the wealthy PCs wherever they want to go.

**The Task:** To enter the Citadel unnoticed, gain entry into the Star-lady's chambers, unlock the secret panel, loot the treasury (eluding several deadly traps) and to escape, all within 30 minutes, if possible.

**The Reward:** A king's treasury of coins worth in excess of 6000gp to be split 50/50 with the thieves of the Enclave — if PCs are successful, and the thieves prove to be reliable partners. (They won't.)

**Alternate Adventures:** PCs might consider doublecrossing the thieves and making off with all the treasure. Alternately, they might turn the thieves in to the government for a reward of as much as 2-5gp each.

## 6• ESCAPE FROM THE PRISONS

**The Setting:** The Prisons in the lower level of the Tower of the Stars upon Kariska. (See Part X.)

**Requirements:** A bold party of fighters with perhaps one adept magic-user, a map of the Tower, and a heavy dose of audacity.

**Aids:** Two bribed guards (of the eight on-duty) at the Tower and a key to unlock the chains binding the King of Thieves (or alternatively, a hacksaw or magic spell to free the man), and forged documents guaranteeing entry into the Prisons for 2-4 individuals (PCs).

**The Tale:** Atanus, King of Thieves, has been captured and chained in the Prisons of the Tower. The thieves of the Enclave are rudderless and weak without their inspirational leader, who was set up by a member of the Enclave, he is certain. Security is tight around the Tower, but the Enclave has handsomely bribed two

guards to look the other way at midnight. PCs are offered the task of freeing "the King" because they are unknown at the Tower and may use forged documents guaranteeing them safe entry into the Prisons, if need be.

**The Task:** To enter the Tower unnoticed or if challenged, to use the forged entry pass to secure passage down to the Prisons. Once there, PCs must free the King of Thieves (either by magic, wit, the key or use of force) and escape to the Enclave with him.

**The Reward:** The thieves of the Enclave offer each member of the party that frees their leader and returns him safely to the Enclave 10gp each, plus safe passage to Ku'fanar, a distant isle. There a ship awaits them — or so the thieves say.

**Alternate Adventures:** PCs might wonder how much the thieves can be trusted. Once free of the Tower, they might hold the King of Thieves ransom for 100gp or more, carefully planning their escape from both the authorities and the thieves.

## 7• TO STEAL A TOME

**The Setting:** The Private Library in the Tower of the Stars on Kariska. (See Part X.)

**Requirements:** A stealthy party with at least one experienced thief.

**Aids:** A map of the Tower of the Stars would be helpful, although it might cost as much as 1gp. Bribing a guard or two inside the Tower would prove invaluable, although costly (2-5gp each).

**The Tale:** Word of the remarkable Spell Tomes of the Star-lady has reached far and wide throughout Kulthea. Master Mage Kardenas of southern Gaalt (see the world map of Kulthea) desires the books to enhance his power. Some say that the once-good mage has been tainted by the Unlife, but he argues that knowledge is in itself a good thing, ignoring the notion that many men equate knowledge with power, and that power corrupts.

PCs have been contacted through a distant (and unsavory) relative and learn of the Mage's desire for the Star-lady's tomes. Since the party is already in the Abarquans, the temptation to take the Mage up on his lucrative (if immoral) offer could prove overwhelming.

**The Task:** To steal as many of the valuable spell tomes as possible, to exit the Tower, and to escape with the books (and one's life!), sailing away from the Abarquans at the earliest possible moment. The tomes must be delivered to the Mage of southern Gaalt to collect the reward.

**The Reward:** The Mage has offered 50-100gp for each spell tome delivered to him in mint condition. He is known to be a wise, wealthy and wily magic user who once served the Good. (No more.)

**Alternate Adventures:** The Mage might seize the tomes and throw the PCs in his dungeon (on Gaalt). They might escape and either take their revenge upon him or return the books to the Star-lady in the hope of gaining a reward, or at least a pardon for their crime. They might also warn her and the Abarquan government of the Mage's desires and actions and thus earn a pardon and perhaps a small reward.

# PART XIV

## • CHARTS AND TABLES •

### 1 • MASTER NPC CHARTS

ROLEMASTER MASTER NPC CHART						
Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	MovM
The Oracle	60	500	1(200)	—	—	80
Archmage. The center of all Saurkurian religious activity. See Part VIII. Treat as a Large Creature; all stun or bleeding results are ignored.						
<b>MEMBERS OF THE COUNCIL OF LORDS</b>						
Raghach	30	155	12(80)	110qs	90cb	20
Saurkurian Magician. Spokesperson of the Council of Lords. See Part VIII.						
Taromak	26	220	20(40)	210th	190hcb	10
Saurkurian Fighter, General of the military forces and member of the Council. See Part VIII.						
Argail	24	146	2(30)	100bs	110cb	30
Saurkurian Astrologer. The Star-lady of Kariska, member of the Council. See Part VIII.						
Perenach	25	180	12(25)	160bs	170cb	10
Saurkurian Ranger (Beastmaster). The Wanderer, member of the Council. See Part VIII.						
Oarian	18	152	1(40)	170bs	130sl	5
Saurkurian Rogue. The Trademaster, tallest of the Council.						
Thamak	22	120	4(60)	150qs	110cb	20
Saurkurian Animist. Knows all Animist Base Lists (to 20th) plus all Open and Closed Channeling Lists to 10th. 132 PP (44x3), amulet is a x3 PP enhancer.						
L'rana	16	130	2(30)	90qs	80cl	10
Saurkurian Lay Healer. Representative of Ch'ka'r. Knows all Lay Healer Base Lists (to 20th); Presence (to 10th); and Movement (to 10th). 96 PP (32x3). +20 Staff (magical).						
Chaigar	19	190	20(30)	195pa	140hcb	-5
Saurkurian Fighter. Military commander of Ch'ka'r, member of the Council. +20 Irruha (Polearm).						
Kaisna	18	150	1(20)	150bs	110da	5
Saurkurian Rogue (Sailor). Sole representative of Ku'fanir.						
<b>OTHER MAJOR NPCS</b>						
Ranarah Toresin	31	140	13(50)	210bs	200lb	20
Iylar (High Elf), Magician (Warrior Mage). Loremaster and foremost expert on the islands beyond Abarqua. See Part VIII.						
Rumentari	29	160	1(40)	110bs	90sb	10
High Man Navigator. Member of the Daruni Olkanin guild. See Part VIII.						
<b>SERVANTS OF THE UNLIFE</b>						
Sarakath	51	520	20(60)	245ba&fl	150sp&ro	10
Great Demon Guardian of the Unlife gate on Phegri. See Part VIII.						
Turuan (Pale IV)	14	130	4(60)	70LBa/130LCr	—	40
Demonic servant of Sarakath.						
Orukag (Pale IV)	13	130	4(65)	65LBa/120LCr	—	35
Demonic servant of Sarakath.						

### FANTASY HERO MASTER NPC CHART

Name	STR	DEX	CON	BODY	tPD	rPD	tED	rED	SPD	STN	OCV	Damage	Move
The Oracle	—	—	—	—	8	8	6	6	6	—	0	—	—
Raghach	11	17	11	11	9	4	8	4	3	23	9	5d6N	9"
Taromak	30	18	28	20	15	8	13	8	4	49	14	8d6N	8"
Argail	11	15	13	10	5	1	4	1	3	26	10	2d6N	5"
Perenach	15	13	18	12	9	5	8	5	3	29	12	5d6N	7"
Oarian	13	11	15	11	5	0	5	0	3	26	13	1 1/2d6k	6"
Thamak	10	10	13	10	6	2	7	2	3	21	12	5d6N	6"
L'rana	8	14	10	10	6	2	7	2	2	19	12	4d6N	6"
Chaigar	20	18	18	15	14	8	13	8	4	36	16	2 1/2d6k	7"
Kaisna	15	14	13	10	5	0	5	0	4	25	12	1 1/2d6k	8"
Ranarah	18	18	15	15	10	5	8	5	4	33	13	3d6k	7"
Rumentari	13	17	18	13	6	0	4	0	3	29	10	3d6k	6"
Sarakath	45	23	40	35	17	8	16	8	4	81	19	12d6N	20"
Turuan	30	17	30	25	13	3	10	3	4	55	11	7d6N	6"
Orukag	30	18	28	24	12	3	10	3	4	53	10	7d6N	6"

## 2 • MASTER MILITARY CHARTS

### ROLEMASTER MASTER MILITARY CHART

Name	Race	Lvl	Hits	AT(DB)	Sh	Melee OB	Missile OB	MovM	Notes
Haek'ae Kur	Saurkur	17	175	20(25)	Y20	170bs	150hcb	5	Carries +20 equipment. Fighter.
Taoar Kur	Saurkur	13	160	16(20)	Y10	150bs	140cb	10	Carries +10 to +15 equipment. Fighters.
Gae'kar Kur	Saurkur	9	155	14(10)	Y5	130bs	110hcb	5	—
Kearth Kur	Saurkur	6	120	14(10)	Y5	110bs	80cb	5	—
Aaluec Kur	Saurkur	4	90	10(20)	Y5	75bs	60pa	5	—
Soldier	Saurkur	2	58	6(25)	N	65bs	45pa	5	—
Pirate	Human	6	110	10(10)	N	110bs	80ss	5	—

### FANTASY HERO MASTER MILITARY CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Mov
Haek'ae	25	19	20	19	25	13	8	12	8	4	9	41	16	10	2d6+1k	8"
Taoar	23	17	20	17	20	11	6	10	6	3	9	39	14	8	2d6k	7"
Gae'kar	20	14	18	16	18	9	5	9	5	3	8	35	12	7	1 1/2d6k	7"
Kearth	18	14	15	14	15	9	5	8	5	3	7	31	10	7	1 1/2d6K	7"
Aaluec	15	11	13	13	13	7	4	7	4	2	6	28	6	4	1d6+1k	6"
Soldier	13	11	13	11	10	5	2	5	2	2	6	25	5	5	1d6+1k	6"
Pirate	17	13	14	14	13	7	5	7	4	3	6	27	7	5	1d6+1k	6"

**GM Note:** please refer to Part VII for names of military units and sizes. This is a representative sampling of typical soldiers at each level. ("Kur" means "Leader" or "Captain" in Saurkuric.)



### 3•MASTER BEAST CHARTS

ROLEMASTER MASTER BEAST CHART							
Type	Lvl	/Enc	Size/ Crit	Hits	Speed	AT(DB)	Attacks
<b>Land Animals</b>							
Anteater	1	1-2	S/-	45	SL/SL	3(30)	30MCI/10TGr
Timid jungle animal.							
Tarchnagg	1	2-50	M/-	55	VF/FA	3(40)	20SHo/20STs
Antelope-like beast, inhabits the upper slopes.							
Hrachna	1	1-2	S/-	10	SL/MD	1(40)	0TBi/10TCI/10TGr
Jungle opossum.							
Kal'ka	0	1-10	S/-	9	MD/MF	1(40)	10SBi/-/
Small, leaping rodents.							
M'ichrel	0	1-15	S/-	12	MD/MF	1(30)	0SBi/-/
Tree-dwelling rodent found within the rainforests.							
Gerin	0	2-20	S/-	10	MD/MF	1(35)	15SBi/-/
Ground-dwelling rodent (gopher).							
Firanc'a	2	1-2	S/	35	VS/MD	3(20)	40MCI/-/
Abarquan three-toed sloth.							
Ti'faa	8	1-4	L/II	180	MD/MF	7(30)	90LBi/70MGr/-
Large reptilian predator.							
Pha'ka	3	2-20	S/-	40	MD/VF	3(20)	40MBa/20MGr/-
Coastal Amphibian.							
M'ka	0	1-4	T/-	6	SL/FA	3(40)	0Tba/10TGr/-
Abarquan Tree Frog.							
Gahal	0	1-2	T/-	8	MF/VF	3(50)	20TGr/10TBi/-
Tree Chameleon.							
Firenc Raachi	1	1-4	M/-	60	CR/VS	11(10)	20SPi
Large, passive tortoise.							
J'rhan	3	1-2	S/-	60	VF/VF	3(60)	30MCI/20SBi/-
Small hunting cat. Favors pouncing on prey.							
Oharu	4	2-20	M/-	70	VF/FA	3(40)	45MBi/-/
Wild island dog.							
Rhagar	5	1-4	S/-	50	FA/VF	3(50)	60MBi/50MCI/-
Tropical wolverine, very dangerous. See Part IV-2.							
<b>Sea Animals</b>							
Jhassar	8	10-100	L/-	80	VF/FA	1(40)	50MBa/40MBi/-
Dolphin, often playful.							
Panapha	10	1-4	H/LA	450	VF/VF	8(20)	100LBa/110HBi/150HGr
Predatory Whale, relative of the Dolphin (Jhassar)							
Urhana	12	2-20	H/SL	700	MF/MF	8(50)	80HGr/75HBa/-
Gargantuan Baleen Whale, passive.							
Lufaankir	9	1-10	H/SL	550	MF/MF	8(40)	80HBa/90HBi/70HGr
Great Toothed Whale, almost never attacks people.							
Jurag'faa (Sharks)							
Small	2	1-20	M/-	110	FA/VF	4(40)	60MBi/-/
Large	5	1-10	L/-	160	FA/FA	4(20)	100LBi/-/
Kiri'dja	7	1-5	L/I	190	VF/BF	4(30)	120LBi/80LBa/-
"Blue-razor", dangerous deep-water shark.							
Pha'uran (Rays)							
Sea-bat	3	1-10	L/-	60	MD/MD	1(40)	40MBa/-/
Large but passive deep-sea ray.							
Electric	3	1-2	M/-	50	SL/MD	1(30)	60SBolt/50MBa/-
Electrically charged bottom feeder.							
Sting	3	1-10	M/-	45	MD/FA	1(40)	80wp/60MSt/Poison
4th level paralysis venom.							

Type	Size/ Lvl	/Enc	Crit	Hits	Speed	AT(DB)	Attacks
Hu'rukan	2	1-2	L/-	60	MF/FA	3(20)	80SBolt/40MBi/-
Electric Eel, uses blasts of electricity to stun prey.							
Hu'faa	3	1-2	M/-	55	FA/FA	3(40)	60MBi/-/-
Moray Eel, vicious if cornered. See Part IV-3.							
<b>Specific Monsters</b>							
Demon Whale	9	1-2	H/SL	500	FA/FA	8(40)	150HBa/150HBi/150HGr
Whale corrupted by the waters of Phegri, belligerent.							
<b>Sea Drakes</b>							
Young	10	1	H/LA	250	FA/FA	12(50)	100HBi/60HCl/120HBa/40HHo/90WBr
Uncommon, but sighted near Phegri.							
Mature	25	1	H/SL	350	FA/FA	16(30)	110HBi/80HCl/150HBa/60HHo/120WBr
Less common or aggressive than younger drakes.							
Active Tree	8	1-10	L/LA	200	—/MD	11(0)	60LBa(3x)/50LGr/60LCr
Corruptions of the Unlife on the North of Biakga. Exceedingly rare, but very dangerous.							

### FANTASY HERO MASTER BEAST CHART

Name	STR	DEX	CON	BODY	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Damage	Move
<b>Land Animals</b>																
Anteater	0	10	8	5	8	3	2	3	1	2	2	13	3	6	1d6k	6"
Tarchnagg	13	15	10	10	8	5	2	3	1	3	5	22	5	8	1/2d6k	14"
Hrachna	-5	11	8	3	6	1	1	1	0	2	2	7	4	8	1 pip	6"
Kal'ka	-20	11	6	1	3	1	1	1	0	2	1	4	4	8	1/2d6k	4"
M'ichrel	-20	11	6	1	3	1	1	1	0	2	1	4	4	6	1/2d6k	6"
Gerin	-10	11	6	2	5	1	1	1	0	2	1	5	4	7	1/2d6k	6"
Firanc'a	5	8	12	8	7	3	2	3	1	1	3	17	3	4	1d6k	4"
Ti'faa	25	14	18	18	20	9	4	8	4	3	9	40	9	6	3d6k	8"
Pha'ka	5	12	10	11	10	3	2	1	0	2	3	19	4	4	5d6N	4"
M'ka	-25	10	3	1	2	2	2	1	0	2	1	3	4	8	1 pip k	2"
Gahal	-20	13	3	1	3	2	2	1	1	2	1	3	4	10	1 pip k	2"
F'Raachi	15	5	23	15	12	9	6	8	6	1	8	35	2	2	1/2d6k	3"
J'rhan	8	18	10	6	17	4	2	3	1	4	4	15	7	12	1d6+1k	12"
Oharu	10	14	12	8	13	4	2	3	1	3	4	19	5	8	1d6+1k	10"
Rhagar	8	17	14	8	20	4	2	4	1	4	5	21	8	10	1 1/2d6k	9"
<b>Sea Animals</b>																
Jhassar	20	15	13	13	13	5	1	3	0	3	7	30	5	8	4d6N	10"
Panapha	40	17	23	25	18	12	4	3	2	3	13	57	7	4	8d6N	9"
Urhana	55	10	35	40	23	12	4	4	2	2	18	84	4	6	11d6N	8"
Lufaankir	45	10	28	33	20	13	4	4	2	2	15	70	8	8	3d6k	8"
<b>Jurag'faa (Sharks)</b>																
Small	18	17	18	11	18	6	2	5	1	3	8	29	6	8	2d6k	11"
Large	28	15	23	20	25	8	2	6	1	3	11	46	10	4	3d6k	9"
Kiri'dja	30	20	25	25	30	8	2	6	1	4	11	53	12	6	4d6k	10"
<b>Pha'uran (rays)</b>																
Sea-bat	25	11	15	18	10	6	1	3	0	2	8	38	4	8	5d6N	6"
Electric	10	10	15	10	10	3	1	3	0	2	5	23	6	6	6d6N	4"
Sting	8	13	13	9	10	3	1	8	5	3	5	20	8	8	*	6"
Hu'rukan	23	13	20	17	13	7	2	5	1	3	9	39	8	4	8d6N	7"
Hu'faa	18	14	18	12	15	6	2	5	1	3	8	30	6	8	2d6-1k	7"
<b>Specific Monsters</b>																
Demon Whale	65	14	30	35	33	15	4	8	2	3	19	83	12	8	13d6N	9"
<b>Sea Drakes</b>																
Young	30	15	25	30	25	12	6	9	4	4	11	58	10	10	3 1/2d6k	8"/18"
Mature	50	13	35	35	35	15	8	13	6	3	17	78	13	6	4 1/2d6k	6"/12"
Active Tree	35	10	28	28	20	12	5	9	2	2	12	60	6	0	7d6N	0"

\*2d6 Dex and STUN Drain if CON roll is failed.

# 4 • MASTER ENCOUNTER CHART

MASTER ENCOUNTER CHART							
Encounter	Windward	Biakga	Leeward	Ch'ka'r	B'Kora	Kufanir	Phegri
Chance (%)	35%		20%	15%	30%	25%	10%
Distance (Mi)	4		6	5	4	6	15
Time (Hours)	3		4	4	3	3	8
<b>Inanimate Dangers</b>							
Natural Hazards	01-02		01	01-02	01	01	01-05
General Traps	03		02	03	02	02	06-08
<b>Sites&amp;Things</b>							
Cave Lair	04-05		03-06	04-05	03-05	03-04	09
Tomb	06-07		07-08	06-07	06-07	05-06	—
Ruins	08-12		09-12	08-10	08-10	07-11	10
<b>Land Animals</b>							
Anteater	13-15		13	01-12	11-14	12-13	—
Tarchnagg	16-17		14-20	13	15	—	—
Hrachna	18-22		21	14-15	16-20	14-15	—
Kal'ka	23-25		22-26	16-17	21-24	16-17	—
M'ichrel	26-30		27	18-21	25-30	18-22	—
Gerin	31		28-32	22-28	31	23-26	—
Firanc'a	32-35		33	29-30	32-36	27	—
Ti'faa	36		34-36	31-32	37	28	—
Pha'ka	37-38		37-38	33-38	38-40	29-32	—
M'ka	39-40		39	39	41-42	33	—
Gahal	41-42		40	40-41	43-45	34-38	—
Firenc Raachi	43		41-45	42-44	46	39-42	—
J'rhan	44-45		46	45-46	47	43-45	—
Oharu	46-48		47-49	47-48	48-50	46-48	—
Rhagar	49-50		50-52	49-51	51-53	49-50	—
Other Animals	51-59		53-60	52-60	54-63	51-59	—
<b>Sea Animals (Water Encounters Only)</b>							
Jhassar	60-63		61-64	61-63	63-66	60-63	11
Panapha	64-65		65-66	64-65	67-68	64-65	12
Urhana	66-67		67-69	66-67	76	66-67	13
Lufaankir	68		70	68	77	68	14
Jurag'faa							
Large	69		71	69	78	69	15
Small	70-72		72-73	70-71	79-80	70-71	16
Kiri'dja	73		74	72	81	72	17
Pha'uran							
Sea Bat	74		75	73	82	73	18
Electric	75-76		76-77	74-75	83-84	74-75	19
Sting	77-78		79-80	76-80	85	76-80	20
Hu'rukan	79		81	81	86-87	81	21
Hu'faa	80-83		82-85	82-85	88-90	82-86	22
<b>Monsters</b>							
Demon Whale(W)	84		—	—	—	—	23-28
Sea Drake							
Young	—		—	—	—	—	29-35
Mature	—		—	—	—	—	36-38
Active Tree	85		86	—	—	—	—
Undead (N)	86		87	86	91	87	39-45
<b>People</b>							
Traders	87-90		88-89	87-89	92	88-89	—
Travellers	91-92		90-91	90-91	93	90	—
Warriors	93		92	92	94	91	—
Other Saurkur	94-95		93-95	93-94	95	92-94	—
Special	96-00		96-00	95-00	96-00	95-00	46-00

### Use of the Master Encounter Table and Codes:

The GM should determine the group's location and employ the appropriate column, and then roll for a possible encounter. The period of time covered by an encounter roll is either the Time given on the table or the time it takes for the group to cover the Distance given on the table, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the table, a second roll (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers/ meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

**Note:** (N)- Indicates that the encounter generally occurs during hours of darkness.

# PART XV

## • GLOSSARY •

- Amrillar** — (“long isles”), the string of small islands off the coast of Tanara.
- Andraax** — One of the three founders of the Order of Loremasters. Andraax is a renowned philosopher and historian, having penned numberless tomes chronicling the early ages of the world. While apparently not an Elf, Andraax was immortal. His final fate is unknown; some say that he is dead, others claim that we went insane (after either the Wars of Dominion or a journey to the East).
- Arinyark** — A bluish-green mineral which absorbs and retains raw Essence radiations.
- bp.** — bronze piece(s).
- Cay** — One of the Lords of Orhan; god of Strength.
- Changramai** — A school of unarmed combat, named for the legendary Master *Changrama*, developer of the techniques. Only a handful of schools still exist, all in remote locations where devout youths travel to learn the subtle arts of mind and body control. It what might seem (to outsiders) to be a contradiction, Changramai warriors make themselves available for a variety of mercenary jobs, including bodyguard. Nomikos is their best customer.
- Charón** — Third largest moon orbiting Kulthea.
- Cloudlords** — Organization founded by the Kirian family, original leaders of the Cult of Ezran.
- cp.** — copper piece(s).
- Duranaki** — A reclusive, socially advanced but xenophobic culture in Tanara. See Cloudlords of Tanara.
- East** — The Eastern hemisphere. An area about which virtually nothing is known. Wild tales tell of a tortured land dominated by the Unlife, or a land of incredible but insane beauty, or that there is no East at all: that ships sail off the earth.
- Eidolon** — Legendary city (reportedly in northern Emer) which resides in the sky. While perhaps most famous of the sky-cities, rumors abound of other structures suspended in the skies of Kulthea.
- Eissa** — One of the Lords of Orhan; god of Death.
- Elves** (I: ‘Iylari’) — A race of rustic, immortal beings resembling mannish peoples, but generally more slender and beautiful. They are one with the earth, and many possess Animistic powers. Apparently those who fall to evil or become overly enamored of Essence lose their immortality, as they become separated from the earth. Their exact origins are unknown, although it is generally accepted that they predate most mannish cultures and perhaps even the Lords of Essence.
- Elvish** — Language of the Elves, it forms a basis for many later tongues.
- Eog** — An extremely hard metal. It is brittle in its natural state, but when combined with other elements can be used to make superior weapons and armor. Treat as enchanted. In addition, certain pure types of Eog have the power to inhibit the Flows of Essence: White Eog can limit the power of Dark (evil) Essence, while Black Eog, in sufficient quantities, can cancel out non-evil Essence. In appearance, the metal is usually dull in lustre.
- Essence** — The force which — in its primal state — includes all forms of ‘Spell Power’ (for the realms of Menatalism and Channeling also use Essence, but in different forms), as well as flows of force which permeate the world. The Flows are linked in origin and substance to ‘Spell Power’ and many other Kulthean phenomena.
- First Era** — The time period from the beginning of civilization (the birth of the Althan Race) until the downfall of the K’ta’viir Empire.
- Flows of Essence** — Invisible bands of radiation which sweep across the world in shifting patterns, they are the source of Essence power but can be dangerous to tap directly. The sites of some continuous Flows are often locations of holy places or centers of power for certain cultures.
- Focus** — A location where the Essence is particularly concentrated. See the text for details of the effects of a Focus.
- Gark** — A race of sub-human beings.
- Gate** — An alternative name for *Portal*. q.v.
- GM** — Gamesmaster/Gamemaster.
- gp.** — gold piece(s).
- Greater Focus** — A major concentration of Essence Radiation. Greater Foci are sometimes marked by ruins of an ancient structure (various lost cultures were able to perceive the Essence and erected ‘temples’ to mark such areas).
- Iloura** — One of the Lords of Orhan; god of Earth and the Harvest.
- Implementor** — A sword of great power forged in the First Era. Made of black Eog, it is highly intelligent, evil, and able to control its wielder.
- Interregnum** — Period between the First and Second Eras when Kulthea was essentially an uncivilized wasteland.
- Iorak** — One of the Lords of Orhan; god of Craftsmanship.
- ip.** — iron piece(s).
- Iruaric** — Language of the Lords of Essence, essentially a ‘dead’ tongue now, known by very few.
- Ithloss** — A very strong but light and flexible, non-corroding metal mined or created by the Lords of Essence. It can be used to make armor of almost unequalled value. In appearance it resembles gold, though it is less shiny, and once forged is not at all malleable (at least by present-day Alchemists and forgers).
- Jaiman** — Western continent on Telestia.
- Jaysek** — One of the Lords of Orhan; god of Arts.
- K’ta’viir** — Racial name of the Lords of Essence, a (supposedly) extinct race which ruled Kulthea — and much of the galaxy — ages ago.
- Kadaena** — Last Ruler of the K’ta’viir Empire; Female Lord of Essence; foe of Utha. She was slain at the end of the First Age of Ire.
- Karilôn** — Hidden home of the College of Loremasters.
- Kieron** — One of the Lords of Orhan; god of Festivals.

- Keron** — Black, very shiny metal used by the Duranaki to forge their kynacs. It is an alloy, probably including Black Eog and other rare elements in small quantities (not enough to affect the Essence). The substance is strong but flexible and holds a keen edge. When polished it has such a high lustre that it looks wet or oiled. It does not corrode.
- Kuor** — King of the Lords of Orhan; Lord of the Gods.
- Kuskarûk** — An arcane language utilized almost exclusively by evil sorcerers.
- Kynac** — Long knife of unusual properties, requiring special training to fully utilize. Used by Duranaki (specifically the Thavan).
- Kytaari** — A hardy race of Elven/human descent who make their home in the Mur Fostisyr (NW of Jaiman).
- Laen** — Extremely hard volcanic glass which can be forged into very keen-edged weapons. Can also be tinted, and (very rarely) is naturally colored. Treat as enchanted.
- Lords of Essence** — Men and women imbued with great power over Essence, probably because of irradiation by strong Flows of Essence in the youth of the race. They (reputedly) no longer exist, having destroyed themselves in a civil war.
- Loremasters** — Sages, keepers of wisdom, advisors. Perhaps descendants of the last Lords of Essence, though this is pure conjecture. All possess power over Essence, but are reluctant to use it except in an emergency, and then only in a limited fashion.
- Lydek Terisonen** — Loremaster of the Second Era of Ire who lost his sanity and is presumed dead.
- Malvin Tesea** — (E. "endless seas") name given to the two oceans which divide the eastern and western hemispheres of the planet. These bands of water are the widest in the world and have a number of mystical associations (including the idea that they are the edge of a flat earth...) They do correspond with a particularly powerful Essence Barrier.
- Mikori** — Fourth moon of Kulthea. Only 100 miles in diameter, it is barely visible from the Shadow World.
- Myri** — Large, fair-skinned race in Tanara. They are a subgroup of the *Northman* race.
- Narselkin** — Set of three swords forged in the First Age to combat evil weapons such as the Implementor.
- Nexus** — Headquarters of the Navigators.
- Nomikos** — A group of scribes whose center is somewhere in south-central Jaiman. They are one of the few organizations in Jaiman besides the Loremasters whose fame is widespread.
- Numa** — Sea-god of the Sulini — another name for the Orhanian Lord *Shaal*.
- Orhan** — Name given to the largest moon which circles the World.
- Oriana** — One of the Lords of Orhan; goddess of the Sun.
- Phaon** — One of the Lords of Orhan; god of the sun. Once lead a cult known as the Cloudlords of Tanara.
- Portal** — Generic name given to the 'doorway'-like phenomena on Shadow World. Portals of various design dot the globe, all of which allow instantaneous transport from one to another. They are arcane and impossible to control; only the very experienced dar use them.
- Randae Terisonen** — Loremaster, an Elven man who has an intense interest in the affairs of Tanara (among other places). A descendant of Lydek Terisonen.
- Reaan** — One of the Lords of Orhan; god of Sleep, dreams, and night.
- Rularon** — A metal, dull silver in color which in sufficient quantities has the ability to inhibit spells of Mentalism. It is very soft and malleable; treat as enchanted.
- Second Era** — Beginning with the founding of the College of Loremasters and concluding with the Wars of Dominion in which the Unlife was driven into hiding.
- Shaal** — One of the Lords of Orhan; god of the Seas.
- Shaalk** — An enchanted material, very lightweight, pliable and resilient. The thinner sheets of it resemble the finest white paper, but glossier, and it is even more durable. When exposed to extreme heat it does tend to melt. Some of the most valuable books of the Lords of Essence are inscribed upon pages of Shaalk. When used in thicker amounts, it can be made into protective garments or even armor.
- sp.** — silver piece(s).
- Steardan** — Winged horses of the Cloudlords, they are similar to Pegasi, yet relatively unintelligent.
- suggested monetary unit comparisons
- Sulini** — A tall, slender people in Tanara; they are a half-Elven group.
- Tanara** — A land in Jaiman sheltered on three sides by the Grey Mountains and on the fourth by the sea. Thus Tanara is effectively cut off from surrounding lands. See the book *Cloudlords of Tanara*.
- Teris** — One of the Lords of Orhan; god of travel and messages.
- Third Era** — Time period from the end of the Wars of Dominion to the 'present'.
- Tlilok** — A tiny moon which actually orbits Orhan.
- tp.** — tin piece(s).
- Unlife** — An evil force whose source is unknown. Acting always through minions, it seeks only the destruction of all life.
- Urulan** — The great bay which is formed by the coast of Tanara and the Amrillar.
- Ûtha** — Lord of Essence, foe of Kadena. Slain at the end of the First Age of Ire.
- Valris** — One of the Lords of Orhan; god of the Heavens.
- Varin** — Moon of the World, second largest of the Five.
- Vog Mur** — A tiny island cluster NE of Emer, it is a center of many mysteries (and former home of the Dragonlord *Voriig Kye*)
- Wars of Dominion** — Conflict at the end of the Second Era, between the Unlife and the Free Peoples led by the Loremasters.
- Xenium** — A blue-silver alloy which annuls the force of gravity.
- Yugal** — God of the Yinka; apparently a local god rather than a lord of Orhan.
- Zor** — A land in Jaiman.

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# Shadow World™

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