



Shadow World™

STAR CROWN EMPIRE

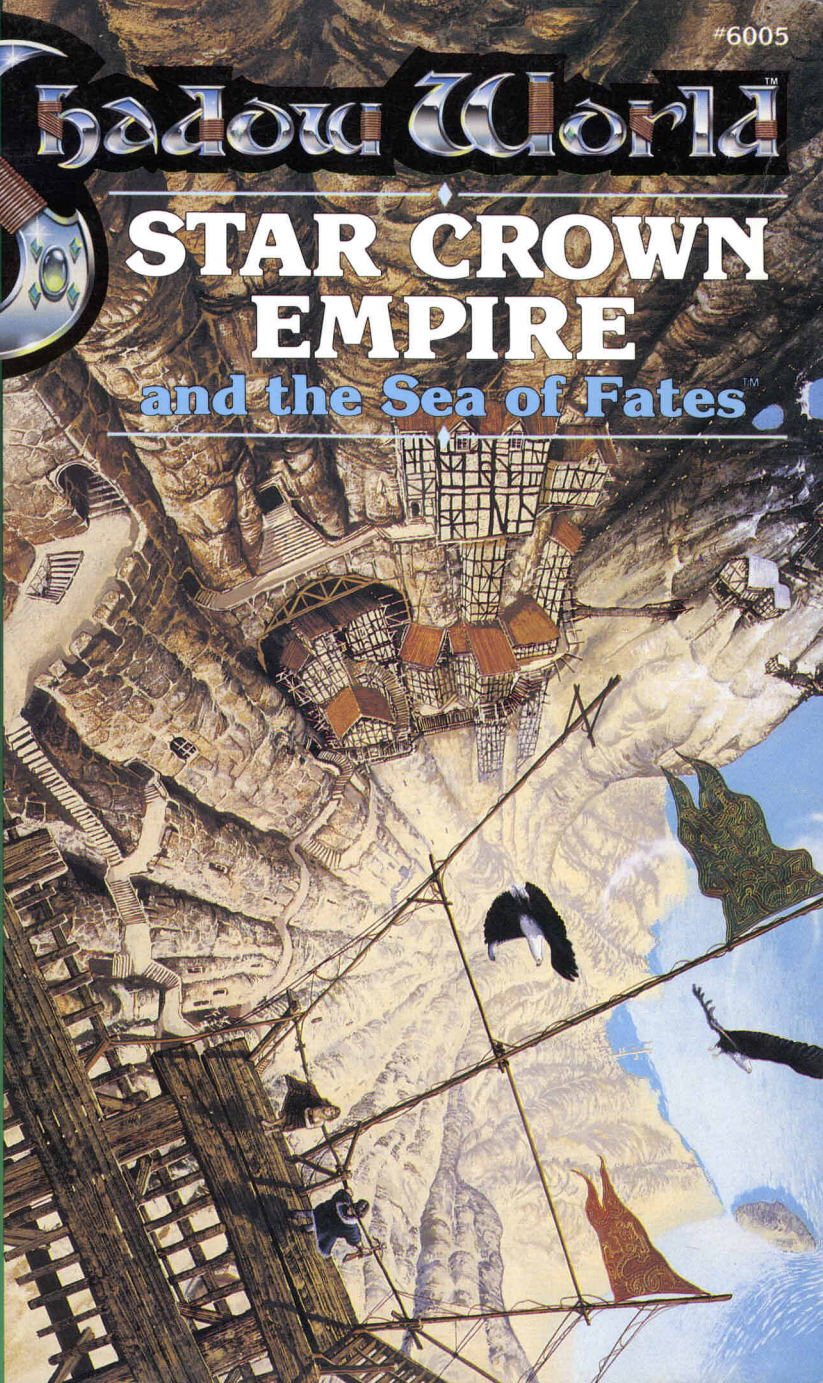
and the Sea of Fates™

Resisting constant border attacks, the city-states of the Star Crown Empire struggle to remain unified. Among the

Empire's shifty nobles and power-hungry regents, an adventurer might earn a fortune overnight — or lose it, as well as his life.

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.



Star Crown Empire and the Sea of Fates™

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CREDITS

Design: Mike Cremer, Keith Humphreys, Mike Sims

Series Editor: John Ruemmler

Art Director: Richard H. Britton

Cover Art: Tony Roberts

World Map: David & Ellisa Martin

Cover Graphics: B•art Bishop

Maps and Layouts: Ellisa Martin

Black and White Layouts: Steve Sullivan

Color G'thal Map: Eric Hotz

Interior Art: Paul Jaquays

Production Manager: Signôre Terry K. Amthor

Page Design: Jennifer Kleine

Production: Bill Downs, Leo LaDell, Eileen Smith, Larry Brook, Cheryl Kief, Paula Peters, Jennifer "Blood" Kleine, Suzanne Young, Helen Storey-Book.

Editorial Contributions: Terry Amthor, Coleman Charlton, Leo LaDell.

Typesetting: Graphics Plus

Special Contributions: Rob Bell, Kevin Barrett, Jessica Ney, Bruce Hlavin, Kurt Rasmussen, Deane Begiebing, John Breckenridge, David Johnson, Robert Crenshaw, Pete Fenlon, Kurt Fischer, Heidi Heffner, John Brown, Becky Pope, Michael Thornton, Al Guzman, Bruce Neidlinger, John Brunkhart, Marc Rainey, Steven Bouton, William Dayton Covert, K. Alex Borg, Swinkman, Fever Boy, Bill Gates.

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• AN INTRODUCTION TO THE SHADOW WORLD •

A NOTE TO THE GAMEMASTER

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

KULTHEA

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

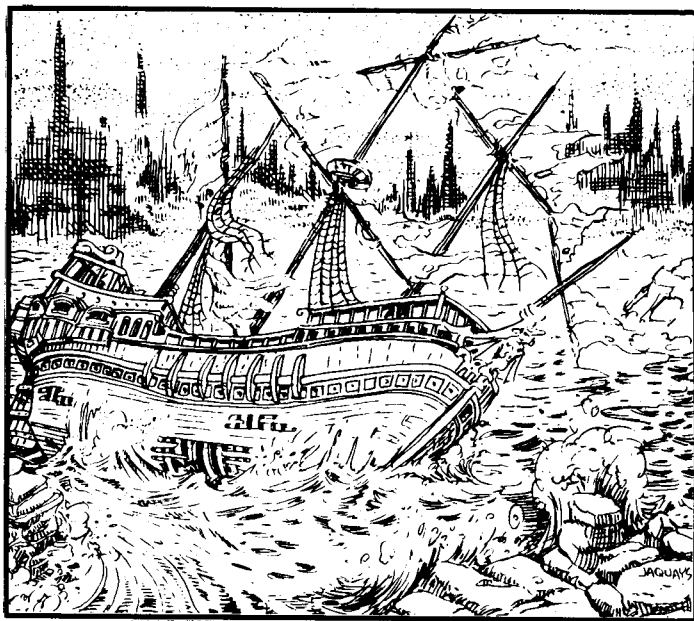
FLOWES OF ESSENCE AND THE LORDS OF ORHAN

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

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

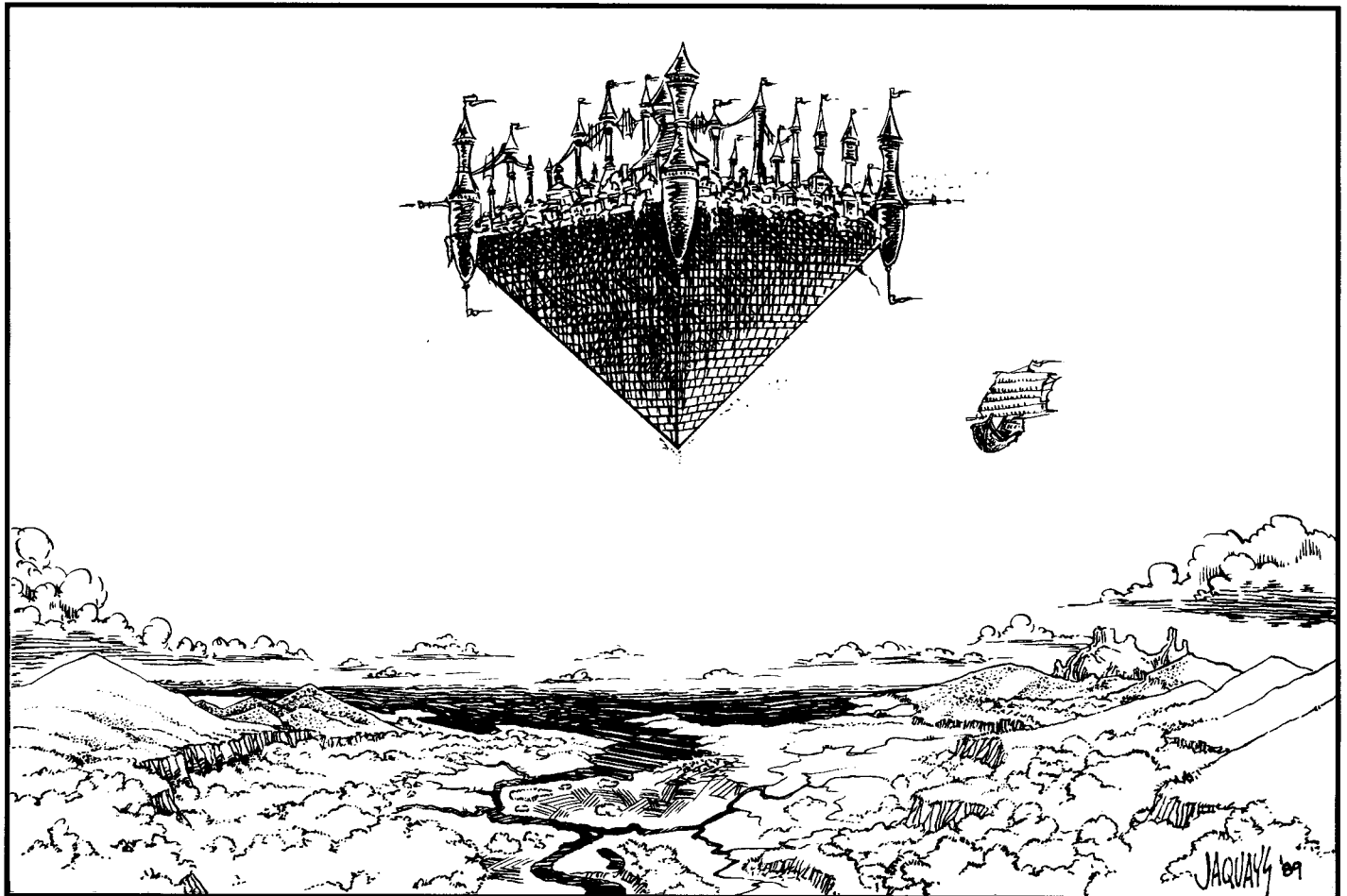
It is the year 6,050 TE (in *Space Master*, Imp 475). The mighty and righteous Lords of Orhan remain aloof from the affairs of Men and Elves; dark cults have arisen, and black religions flourish and multiply with impunity. Right-thinking Loremasters are rarely seen and offer only words of advice, never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

• WELCOME TO G'THAL •

This is the guidebook to G'thal, a continent in the southern hemisphere of Kulthea. This module is designed for use with *Fantasy Hero* and *Rolemaster* Fantasy Role Playing systems. All character statistics, as well as spells, combat abilities, etc., are provided. Of course, the GM may alter statistics and situations; however, care must be taken to maintain play balance.

HOW THIS BOOK IS ORGANIZED

This book has many parts. The first, *Welcome to G'thal*, provides information for creating and running a campaign. *History* and *People* focus on human cultures in the civilized regions of G'thal. *Lands* and *Nomads and Other Races* detail semi-civilized and non-human cultures, and the wilderlands they inhabit. *Borbinak* is the setting for several Adventures, as well as demonstrating how G'thal can be used to create a campaign.

Several essays are included in Part VIII, *Society*. The topics covered provide the GM with useful information about G'thal and its inhabitants. Last are the charts and tables.

USING THE MATERIAL

G'thal is a large region, with many cultures and regions. Different locations in G'thal are suited to various campaign styles. Political intrigue campaigns might be set in major cities of the Empire, described in *People* and *Nomads and Other Races*. Action adventures will usually take place in the Outlands, especially in semi-civilized areas like Borbinak.

Campaigns and adventures published for other rule systems, or written by the GM, may be easily incorporated into the G'thal framework. To do this, the GM should determine whether the adventure setting is urban, rural, or wilderland, then read *Lands and Life* to place the adventure in the appropriate place.

PART II

• HISTORY •

Thousands of years ago the indigenous peoples of G'thal were barbarians and nomads. The savages were "civilized" by the Trynoth, minor Essence Lords from other realms of Kulthea. The Trynoth formed two kingdoms which broke in the fight with Unlife and rose again to lesser stature.

Historical material is for the benefit of the GM. Most PCs will have only a basic understanding of the world.

1•EARLY HISTORY OF G'THAL

Excerpt from "The Cycle of Ages" by Rethan, *Myths and Legends, Volume I*.

There was a time when G'thal was rock and dirt, without trace of Life. The Lords of Essence were the first to breathe Life into the barren land. Eventually the land flowered and all lived in peace.

Yet strife grew between the Lords. Utha Life-Bringer and Kadæna Death-Foe struggled for mastery of the land. Their conflict spread like a disease, and much that was bountiful was destroyed.

In the end, their wars brought about the First Cataclysm, which destroyed Utha, Kadæna, and many other Lords. The land was changed and countless people died in the wake of the terrible power released by the Lords in their anger. This was the End of the First Era (of Ire).

The Second Era began with The Endless Night. Slowly the fires of The Cataclysm cooled, and the land groaned in pain as it licked its wounds. The Lords were gone, and man sank back into savagery, fighting the Land for survival. For years uncounted the Zagoth, the Wandering Men, clawed an existence from the harsh and tortured Land.

The Endless Night was broken when the Trynoth, Men From the Seas, came to G'thal. Tall men with dark eyes and light skin, bearing swords and magic, they conquered the Wanderers and healed the wounded Land. Those were the Kyf Y'Dualo [Feian "days of taming"], and peace prevailed.

The Trynoth Wizard-Kings formed two kingdoms, Andróz and Stogh, and ruled for thousands of years. Great architects crafted Rhylian Way, the Six Cities, and Sunder's Wall. The mighty Wizard-Kings unwittingly brought forth the Unlife and their own doom.

There was among them a great Wizard skilled beyond all others in the Ways of Essence. He was the first to meet Unlife, and was mastered by it. Slowly he bade other men of Power to join him and they too fell under the thrall of Unlife. Years passed, and the sickness spread. A Second Cataclysm shook the Land. The Wizard-Kings were destroyed, but the tide of Unlife was turned back. Thus ended the Second Era.

The legend above is substantially correct. The Essence Lords Utha and Kadæna struggled for mastery over the world, and their conflict ended in a cataclysm. In the process, Essence Flows were altered, and G'thal was isolated from much of the world. About the same time that the College of Loremasters was founded early in the Second Era, a group of minor Essence Lords and their followers sought a land they could take as their own. They came upon G'thal, conquered the natives, and set about building two kingdoms, Andróz and Stogh.

THE DESTRUCTION

The Destruction began with the explosion of an island in the Black Ocean. Tidal waves ravaged the coastlands and earthquakes caused old mountains to sink and new ones to rise. The lands surrounding the Gefting Sea, now called the Central Basin, sank to a mere ten feet above sea level.

At the same time a powerful sorcerer called Kyr'Môryn captured the city of Yasnix in the heart of the Bola Grasslands. In the course of the battle, however, the spells of Kyr'Môryn ignited the grasses of the plains. The fires in Bola burned for three months, turning rolling meadow to ash. The flames left the lands devoid of life and sterile for years. Even today the heart of the Wastes is desolate and lifeless.

The Destruction spewed enormous quantities of debris into the air, covering the sky in a pall of dust for months. Humans, animals, and other races died in vast numbers. Those that survived the initial disasters were faced with starvation and disease.

Surviving cities managed to retain some semblance of civilization. This fortunate turn of events saved humanity the long, tedious climb from savagery to civilization, and set the stage for the rise of the city-states.

2 • IMPERIAL HISTORY

The Central Basin has been home to humans in G'thal since the Second Era. Empires have risen and fallen here, like the land itself.

THE RISE OF THE CITY-STATES

The few cities that survived The Destruction became havens of the new Era. They retained most of the learning; their walls protected the citizens from savages, wolves, and other creatures. Survivors migrated to such places seeking protection or food. This led to a feudal system: farmers provided food for city-lords in return for protection. Tradesmen sat in the middle, dependent on the lords for a place to live and on the farmers for food, yet remaining indispensable to both during the Years of Recovery. This system was the foundation for the political systems that exist today.

Six cities rose in power above all others: Tenryk, Danris, Rasul, Ixon, Ruecha, and Salaza. Other towns and villages sprang up, but in the shadow of the Six Cities, which controlled the lands about them and slowly became regional powers.

During the early 500's the city-states expanded rapidly. Commerce was booming, and each city-state clawed for land and wealth. Through the early 600's minor clashes escalated.

The winters of 615-617 were particularly cold and long and drove barbarians and Icemen northward in search of food and land. This invasion of the Southmen forced the city-states to band together for defense. They united to defend the Central Basin and the Coastlands against the invaders, forming new ties of friendship in the process. The Southmen were repulsed, and for a time there was peace.

THE TRIPARTITE PACTS

Two hundred years passed quietly. City lords trod carefully, fearing their neighbors' ire. Border agreements were drawn up and for the most part adhered to. The Six Cities had become true states, and through the late 700's affected names: Odrênol Tenryk, Odrênol Danris, Moq Thosque (Rasul), Odrênol Moregador (Ixon), Fëqal Ruecha, and Fydon Fey (Salaza). Also, a group of small cities and kingdoms banded together to form Odrênol Kérq, centered in the port town of Kérqod on the Gefting Sea.

In the spring of 809, Ruecha and Fey joined to form a new state, Erohn. Thosque and Moregador, seeing the advantage of allying, set about drawing up their own agreement, and six years later announced the Gefting Alliance.

Tenryk, Danris, and Kérq quickly outlined a plan for an alliance as well. The result of these hurried talks was the Gefting Compact, announced in the winter of 817. The Compact was an agreement with protocols for aiding any member under siege. Trade agreements were thrown in for good measure. Everyone breathed a collective sigh of relief. Political balance had been achieved, and the seven states went about building economies instead of armies. Many people now believed it was only a matter of time before the three states formed an empire to push into the Outlands.

Oneran Eli, Moqin of Thosque, initiated secret talks with Danris in 850, asking for farmland in return for finished cloth goods. Odrên Losyl of Danris was wary; he felt Thosque was looking for an excuse to attack Danris.

Moqin Eli hinted that Thosque might decide to take the land by force, Compact or no. Painting a dim scenario of Danris in flames before Tenryk troops could be mobilized, Eli finally browbeat Losyl into signing a new accord with Thosque, nullifying the Gefting Compact and entering Danris into the Gefting Alliance.

The shift in power was so dramatic that Tenryk and Kérq immediately mobilized armies and cut off relations with members of the Gefting Alliance. The next few months were tense. Kérqan and Moregadoran navies duelled on the Gefting Sea. The armies of Thosque and Danris massed on the Tenryk border.

In the Spring of 854 the "Almost War" died as Ruecha announced a mutual military aid pact with the Gefting Compact. Thuskan and Danrisi armies withdrew, and Moregador ceased harrying the seas.

A certain tension remained between the states; even allies viewed each other with suspicion. Almost a century later, Mykel "The Insane" became Odrên of Moregador. In 925 YM he declared the Gefting Alliance null and invaded Thosque. Wishing to throw off the yoke of Thuskan rule, Danris joined Moregador in a two-pronged drive for Rasul.

Thosque managed to hold off the attackers. Moregador suffered from Mykel's foolish battle plans, and Danris fielded poorly trained troops led by incompetent generals. For the next two years, Thosque begged for aid from the other states while holding the aggressors at bay. In 927 Fey declared war on Moregador over the objections of Ruecha. Tenryk followed suit shortly thereafter and invaded Danris, while the Kérqan navy sacked the Moregadoran port city of Thömar. This signaled the end of the Gefting Compact.

Two years passed while tempers cooled and minds cleared. Fey argued strongly that Moregador should remain under Erohn control, but Ruecha demurred. In the summer of 932, Feyan troops withdrew from Moregador, leaving Emyr on the throne. Erohn then began to apply pressure on Tenryk to follow suit, and after several months of heavy-handed diplomacy, Tenryk acquiesced.

In the end, the states had gained nothing, and lost a great many good men. The Gefting Compact and the Gefting Alliance were gone, and Erohn was already showing cracks. It took a hundred years for Fey and Ruecha to finally admit defeat, but in 1030 Erohn was formally dissolved.

THE TENRYK EMPIRE

By the late 1500's, the states squabbled over border and trade rights, tax agreements, and other minor concerns. These petty disputes soon led to armed confrontations. In 1589, Moqin Nýmon I in Thosque began a large program of aggressive imperialism and colonization. Thuskan soldiers ejected Centaurs and Hillmen from the Onel Hills, claiming the land as Thuskan.

During the summer of 1594, Danris pushed into the Forbek Steppes, driving out the nomads. Thosque invaded Elfost but succeeded only in angering the Elves. In the Spring of 1610, Thuskan troops turned from the forest and occupied the city of Danris. Moregador prepared a sea assault of Kérq and increased hostile activity along the Feyan borders. In 1612, Kérqod was invaded by Moregador from the Gefting Sea and sacked. Tenryk was threatened on both sides.

From 1618 through 1623, Ruechan troops and Feyan Wizards counterattacked Moregadoran troops in Kérq, eventually pushing them to the Gefting Sea. The Summer of 1623 saw the Kérqan States sliding into civil disorder as Moregadoran troops retreated and the Ruechai rolled through.

In late fall of 1623, Tenryk sent troops into Odrènoł Danris, attempting to stave off the inevitable Thuskan invasion. Tenryk forces were forced to retreat but Thosque was unable to capitalize on the advantage, having their hands full trying to contain the Elves.

Tenryk spent the next year reorganizing its army. In the winter of 1625, Chunter Graham appeared in Tenryk. Graham joined the Red Devils, an elite unit serving Tenryk.

Graham and the Red Devils had become a major fighting force by 1634 and were greatly feared by Thuskan troops. In the Spring of that year, he led the Red Devils and three battalions of regular troops into Danris, liberating the capitol. He was promoted to General of the Tenryk Army and spent the next two years scouring Danris of Thuskan troops.

On Obenyr 21st, 1636, Graham walked calmly into the Council Room in Tenryk, and announced that the building was under blockade by Red Devils. He informed the Council of Drèn that they were hostages until they named him Chair of the Council and de facto ruler of the Odrènoł Tenryk.

For twelve days the Council bickered; Graham sat silently through the debates. The Council finally acquiesced, though few of the state's governors and lords were pleased by the arrangement.

Graham was too ambitious to be satisfied ruling a small state, powerful as it was. Soon after being named Chair, he proclaimed himself Emperor of the new Empire of Tenryk and invited the other states to join him. He warned that any who refused would have to face his Imperial wrath and the formidable Imperial armies.

So began the Six Year War. Graham talents turned seven squabbling, hostile states into a va'st and powerful empire. Seeing they could not hope to win against so powerful a foe, Fey and Ruecha joined the new empire two years later.

Moregador surrendered in the spring of 1642, after six years of war. Kérq was absorbed into the Tenryk Empire as Graham's armies took control of the state.

Thosque was finally defeated only days after New Year's Sun, 1643, in what has become known as The Last Battle. The Tenryk Empire was forged on Moranyr 32, 1644 YM with the coronation of Chunter I, Emperor of Tenryk.

Graham was an able and fair emperor. During the last years of the war he and su'Fyd Goster Thagron of Fey consulted often, so it was not surprising when in Nurinor of 1645 Chunter married Tina Thagron, the Goster's daughter. Two years later, their first child Rath was born. Rath formed an Imperial Army made up of soldiers from all seven states, instituted standard tax rates, introduced imperial coins, and discouraged the use of regional languages. The last three endeavors met with little success, as people still identified themselves as citizens of their native city-states, empire or no.

Rath died in 1779, having produced only a daughter named Tressa. Since Lyanne had only a daughter named Cyröne, there was no male heir to take the Crown. Sèreyn, against popular sentiment, assumed the Crown and became Empress of the Tenryk Empire. She was never crowned, and there was talk of removing her.

In 1782, Cyröne gave birth to a son auspiciously named Chunter II. The Lords clamored to place him on the throne. Even common folk were not happy to see a woman wear the crown. Sèreyn, who had no desire to be Regent, resisted such urgings and managed to hold her title until she died in 1800, when Chunter II was crowned.

Chunter II was a scholar. He organized an ambitious campaign to survey and map the known world. Imperial survey teams were formed and sent off in all directions.

Of these teams perhaps the most well-known was headed by Brigger Cap, an artist/adventurer and personal friend of Chunter II. From 1805-1825, Cap explored and mapped northwestern G'thal. The Brigger Cap Veldt and the Footsteps of the Gods were named after him by Chunter II in honor of his contributions to imperial knowledge. Cap died near the northern tip of the Jomeloto, but his effects, including an extensive and detailed personal diary with hundreds of maps, were eventually returned to Tenryk.

In 1912 Chunter II died, and his son Falgi succeeded him. Falgi was a patron of the arts and supporter of painters, sculptors, and musicians. Falgi died in 1970 and was succeeded by his son Gambir "The Diplomat." Gambir began a foreign relations initiative, signing peace and trade agreements with Elves, Dwarves, and sailors of Bukan. The Empire gained strength from the new trade and enjoyed peace and prosperity under Gambir's direction. Drune, his son, assumed the Crown in 2011 and continued to build trade and expand the Empire. These were The Good Years, the Golden Age of the Tenryk Empire, when people were well-fed, content, and peaceful.

THE COMING OF CRALMYK

In 2070, an epidemic swept through the Empire, shattering peace and prosperity by killing two out of every five people. The disease did not affect beasts and "lesser" races, an anomaly which caused prejudice and resentment, nullifying the years of effort Gambir had poured into cementing trade relations.

Coder the Ironhanded ascended the throne in 2881 when Drune I died of Cralmyk. The Empire was devastated. Coder ordered farmland to be burned and livestock slain in an effort to stem the epidemic. Food crises mounted, and coupled with the devastating shock of Cralmyk, caused many to curse Coder—even to the point of plotting against him. The rebels were few in number and poorly organized, and when they finally struck in 2092 the revolt was brutally crushed. Coder died in 2099, and few mourned his passing.

THE INHUMAN INVASION AND THE GOOD NEIGHBORS' WAR

By the mid-2100's the horror of Cralmyk was nearly forgotten. Yet after only a century's respite, Lugroki and Garks began to raid along the northern border, most heavily in the Wyrmian Mountains. Passed off at first as scavenging raids, the frequency and ferocity of the battles soon began to make an impression on imperial officials.

In 2224 a huge army launched a stunning attack on Ruecha, marching up The Corridor to attack Danris and the Western Plains. This Invasion of Inhumans caught the whole of the Tenryk Empire unawares. For months the Inhuman Army raged southward, and stood at the gates of Tenryk before the Imperial Army could be mobilized.

Emperor Trohman ordered the Imperial Army to be raised and attack the Inhumans. Thosque and Kérq refused to send troops to aid Ruecha or Danris, claiming that exaggerated reports inflated the importance of the raids. Trohman was shocked by this treason, but could take no action until the invaders were expelled. By 2226, the Inhuman Army had been broken, and Emperor Trohman turned his armies southward to deal with his seditious subjects.

Trohman's annoyance was made clear in a series of reprisals against Thuskan and Kérqan citizens sympathetic to the refusal. Many were imprisoned and tortured; some were executed. The outraged people retaliated by murdering imperial officials.

Emperor Trohman took this to be an act of high treason, and ordered troops in. These in turn ordered wholesale torture and slaughter to "keep the dissident elements in line." The violence escalated until 2228, when revolt swept through the south.

The "Good Neighbors'" War began when Moqin Nýmon II declared Thosque to be a separate kingdom and seceded from the Tenryk Empire. The Emperor declared war and Imperial troops occupied Kérq.

Thosque set about a campaign of expansion that failed miserably. By 2229 the borders of "Free Thosque" had been pushed halfway back to Rasul. Nýmon steadily lost popular support as Thuskan armies suffered defeat after humiliating defeat. In the spring of 2230, Brogan II was named Moqin. Brogan formally surrendered to the Emperor, suing for peace and asking for mercy as he renounced all of his predecessor's actions.

Trohman noted that the general citizenry were sick of senseless violence and death, and accepted Brogan's surrender.

THE NOMAD INVASION AND KULANA COMPROMISE

Peace and prosperity reigned in the Empire for a century following the Good Neighbors' War. The hot summers of 2332-36 baked the Forbek Steppes in a drought that led to famine among the nomads. In desperation, they secretly joined forces with nomads of the Brigger Cap Veldt, who were also suffering the ravages of famine. In 2336 nomads fell upon a fat and unsuspecting Danris with fire and sword.



LUGRÔKI ATTACKING ADVENTURERS

Danris was too stunned to fight back, and the nomads pushed to the Kulana River. Imperial citizens were swept aside or slaughtered, their lands were looted and homes burned. After the initial shock, the Empire quickly geared up to confront the nomads. But during the long stretch of peace, imperial soldiers had grown soft and complacent. The Tenryk armies were riddled with lassitude and poor leadership, and the nomads proved too fierce and violent to overcome. Imperial troops could not push the nomads back.

Political pressure mounted to save Danris. Emperor Gambir III saw that brute force would not save Tenryk this time, and decided if the nomads couldn't be outfought, perhaps they could be talked into leaving. In the early summer of 2338 he signed the Kulana Compromise, which gave the nomads some of the fertile river-valley land between the Yûwan and Fairn rivers, thus protecting them against a future drought.

The Kulana Compromise was hailed as a great achievement. Many historians have since said that Gambir III acted hastily and conceded too much, a mistake they attribute to political naïveté. Gambir III died shortly after returning to the Empire, but his son Hrone was only eight, and Drèn Travis Fenwood took the title of Regent of Tenryk.

The tribes also requested that Sunder's Wall be breached so they could roam the lands further west. Regent Fenwood instructed su'Fyd Hudalto of Fey to destroy the wall, after which the nomads retreated, leaving the Empire to pick up the pieces of Danris.

Emperor Hrone was crowned on his 18th birthday, and his first action was to send soldiers into the Corridor. Faced with an outside foe, the tribes united to expel the invaders in 2356, healing their schism in the process.

The 2400's through 2750 are known as the Expansion Years. The Tenryk Empire expanded its borders in all directions, and established trade with the east coast and the Jomeloto. During this time many towns, roads, and forts were built, some of which still exist today.

THE WOOD WARS

Moregador had been logging in the Hrange for many years. While they never obtained the consent of the Elves whose land it was, no one complained. With typical Moregadoran bravado, they increased logging production annually.

In 2432, Elves of the Hrange finally requested that the Moregadorans leave the forest. Loggers ignored the request and continued to chop down trees. Though enraged at the disregard, the Elves were determined to deal civilly with humans, recalling more pleasant times.

The Wood Peoples sent a delegation to the Emperor, requesting that humans cease the destruction of their home. Emperor Mordon ignored the Elves because he was under a good deal of pressure from both Moregador and Kérq to give them a cool reception. Noting the Emperor had no intention of acting on their complaints, Elves decided to take matters into their own hands.

In 2433, the Elves of Hrange began a military campaign to push all Humans from the forest. They carried out raids in a guerrilla war that lasted more than three years. Moregador petitioned for Imperial aid, but Mordon refused, claiming that the strife was an internal matter for Moregador to settle itself. The Moregadorans proved to be tough fighters and outnumbered the Elves. Both endured heavy casualties before the Elves realized the futility of their venture and retreated deep into the Hrange.

In an astounding display of poor diplomacy, Emperor Mordon announced a "compromise" granting a section of the forest to Moregador. Logging companies were satisfied, obtaining through legal fiction what they desired. The Hrange Compromise survived despite the fact the Elves never agreed to it, and Moregador violated its spirit frequently and flagrantly. By the late 2440's, contact with the Wood Peoples of Hrange had all but ceased. Moregadorans continued logging in the wood, but were careful to stay west of the Lyme River, as Elves often killed humans who trespassed in the inner regions.

THE GOLDEN AGE

From 2450 through 3400, life in the Empire was prosperous. Kérq developed an elaborate craft guild modeled on the Merchant Guild in Thosque, and under the gifted direction of Craft Lord Myron, forged a lasting and powerful Craft Hall. Trade with the Outlands increased yearly.

In 2473, the poet/historian Rethan set out on his famed journey across G'thal. For 39 years he traveled along Rhylian Way from Brighthead to Faron's Cove collecting stories, songs, myths, and histories of the people he met. Emperor Kalix appointed Rethan Head Librarian of the first Imperial Library in 2513. Rethan spent the rest of his life compiling the greatest collection of Human knowledge since the fabled Library of Habi-Kor in ancient Stogh. Much of his work was destroyed in a fire years later, and original editions of books authored by the Great Sage are priceless.

In 2502, large veins of silver were discovered in Wulli-Nād (now called the Silver Hills), prompting a rush of prospectors and mining companies to head north. The veins were exhausted by the 2590's, and the population of the area again dropped to about nil. The only permanent settlers were Centaurs from the Onel Hills. However, in the ninety years of the rush, trade with Jungle City in Chümen had boomed, and ivory, coffee, fruits, sugar, and slaves now traveled into the Empire regularly.

The Tenryk Empire continued expanding during the 2600's. Throughout the century much of the western part of the continent was mapped and claimed in the name of the Emperor. Outlying lands and provinces stretching to the East Coast were absorbed into the Empire, much of it wilderlands or petty kingdoms. By 2700 the Coast Road had been constructed, and trade between Brighthead, Staffon, and Bukan increased dramatically.

THE HELLFIRE WARS AND THE DWARF INCURSION

In the late 3400's, a powerful sorcerer (whose true name is lost) conducted secret experiments in dimensional magic and unique planar interfaces existing in the center of the Wyrman Mountains. His investigations increased in both size and power until in 3473 a huge stretch of the Wyrman Mountains exploded and collapsed, killing thousands of Dwarves and humans. Roughly 150 miles of the mountains simply collapsed, leaving a huge rift in the Earth. It also apparently caused rifts in the inter-planar material, as a noxious slimy mud welled up to fill the vacuum (the Gap Swamp) and hordes of Demons were released into this dimension.

Thus began the Hellfire Wars as loathsome otherworldly creatures rampaged over the continent. The war lasted some three years, until most of the creatures were banished to other dimensions, destroyed, or escaped into the Bola Wastes and other wilds.

Soon after the devils were defeated, a Dwarf army led by General Raldo the Imperturbable marched into Fydon Fey and sacked the capitol. The empire capitulated only when it became apparent that Raldo would not leave until his demands were met.

The damage and havoc wrought by the disaster led Emperor Roxinor to impose the Sorcery Ban, outlawing magic of all forms. Paranoia about the arcane arts spread quickly and by the late 3470's warlock hunts were common; many innocent people were tortured or killed. Fey quickly lost power and the respect of the empire, and closed its borders. Fydon Fey was officially quarantined by Roxinor in 3477.

In 3604, the Cralmyk returned in all its horror, bringing death and pain in a second epidemic. Fortunately, su'Fyd Ellion of Fey was able to devise a magical solution which countered the dread disease, though it was not without side effects — blindness or deafness resulted in some cases. Emperor Neliage III was saved by this "illegal" use of magic and restored to reasonably good health.

As the epidemic was raged through the empire, Neliage was forced to lift the Sorcery Ban and promise amnesty to all wizards who worked to control the outbreak.

THE ADVENT OF THE NORTHERN HORDE

By 3823, advance war parties of Lugroki broke though the borders into Ruecha and Fey and skirmished with human armies. Réналd felt uneasy about these clashes, even though they were minor. In 3825, after months of debate and vacillation on the part of imperial officials, he ordered a border army raised and sent north to deter any further activity. The evil foes withdrew, and the raids dropped off.

Through the 3820's Kérq, Moregador, and Thosque brewed trouble at home, bickering over imperial policy and questioning the need to send good men north to guard against a foe who wasn't there. Ethnic and racial tensions grew and the states became mistrustful. Réналd continued to warn of impending invasion and pleaded for cooperation and understanding.

Réналd was so desperate for aid that in 3826 he sent emissaries to the Dwarves and Elves, petitioning for help in controlling the Lugroki. Still smarting from the disaster in the Wyrnian Mountains, they refused but agreed to increase their watch on the Wyrnian and Jomeloto Mountains.

Shortly thereafter, a sect of the Red Hand Cult planted an assassin in the Imperial Palace. The assassin murdered Réналd in his sleep in 3827. The same night (called the Night of Blood), Tannigan and the Red Devils were slain. All through the city of Tenryk, people known to be loyal to the throne were murdered in a massive purge directed by Pàsik, a mad Priest of the Red Hand Cult. Réналd died without naming a male heir (he had never married); claimants descended on Tenryk to vie for the crown.

The Night of Blood led to panic; in 3828 Tenryk burned as rioting spread through the city. The Border Army was called back by the Council of Drèn to stem the rising violence, leaving the northern border undefended.

Winter of 3828 saw civil war break out. Ruechan troops led by General Rogard the Red-Handed swept into fey and kidnapped su'Fyd Falshon. Thosque and Kérq declared the Tenryk Empire defunct and began to expand their own borders by force. The whole of the Central Basin was in chaos as the states battled for control. Moregador found itself crushed by Kérq. Danris was hard-pressed to stave off the nomads, who fled from a large goblin army marching along the Jomeloto and into the Forbek Steppes. Never one to miss an opportunity, Thosque began harassing Danris. Fey merely sat and watched, denying ocean lanes to marauding Lugroki from the north. Fèqal Ruecha tried desperately to secure the northern border.

Then the invasion began. An army of Lugroki larger by far than any army ever collected on G'thal, smashed through the comparatively puny defense put up by the Ruechai and rolled up the Corridor, crushing the disorganized resistance with ease. The Northern Horde destroyed everyone in its path. The remains of imperial civilization were smashed in a few years. The Lugroki ruled the continent by fire, sword, and fear. The city of Tenryk was razed in 3852, ending the Tenryk Empire even as it had begun — in blood and ashes.

The Northern Horde held sway over the land for almost five hundred years. By 4300, the Horde began to fragment and disperse. Famine swept the land. The Horde fell to infighting.

From late 4500 to c.4700 the city-states once again exerted their military and economic influence over the Central Basin. A small state called Imeria Xan formed out of nothing when Brand Crimm and his mercenary band, driven out of the Forbek Steppes, settled along a sandy stretch between the east coast and the Jomeloto. The eight states continued to grow, bickering among one another about trade and land.

THE STAR CROWN EMPIRE AND THE WAR OF SUCCESSION

Kérq had risen to master of the Gefting Sea by 4900. With a large and powerful navy, she controlled sea travel between the city-states. Magnate Faggor Hämol managed to mold the separate kingdoms and duchies of Kérq into a united and powerful state.

In 4984, Faggor Hämol created the Stellar Compact, bonding the warring states into an empire. Through veiled threats of violence backed by a stranglehold on sea trade, he achieved by diplomacy what took Chunter Gramh six years of war — the creation of a new empire. Each of the eight independent states signed the Compact, accepting its charter as the foundation for an empire to which they now belonged. The Star Crown was forged with gems that each state contributed as a token of allegiance to the Empire. Hämol was crowned Emperor of the Star Crown Empire and ascended the Throne in 4984.

Immediately, Drèn Hornby Turklestone of Tenryk, Chair of the Council of Drèn, questioned Hämol's right to ascend the throne. Thus began the War of Succession, a struggle for the right to rule the infant Empire. For five years, battles between Kérq and Tenryk raged. The fiercest battles were fought along the Shattered Hills, a traditional border hot-spot standing between the two states. Hornby Turklestone was killed in battle and his troops were routed. The Star Crown Empire was born.

THE FIRE YEARS

For the next hundred years, the empire rebuilt. As the years wore on, men forgot the trials of war and hunger. The Fire Years of 5106 to 5117 reminded them, as G'thal was tormented by drought. The sun shone without mercy. Water and food riots were widespread, and the cracked land yielded only stunted plants. The Gefting Sea dropped fifty feet in the course of the drought, and commerce along the waters all but ceased. Rivers and streams vanished; hot winds swept the land. By 5115, half the population of the empire was dead. The Elves of the Hrange and Elfost watched in agony as forest fires raged uncontrolled.

The drought broke late in winter of 5117 with cool winds and long weeks of rain. The next two years were balmy and well-watered. Many folk gave thanks to the Gods for their kindness, the same Gods they had cursed short years before.

THE RAIDERS OF ENBARR

For the next 30 decades the infant empire enjoyed quiet and steady growth. In 5452, the sailors of Bukan sailed farther from G'thal than man had been in centuries. A small fleet of merchant ships braved the dangers of the open sea looking for new lands and people. The trading delegation led by Captain Roldin discovered a chain of small islands several hundred miles northeast of G'thal. Some miles beyond these they found a large island inhabited by barbarians who called the land Enbarr, after their powerful god. The Bukani were treated as honored guests and stayed several weeks, but were forced to leave when much of the crew showed signs of illness.

Explorers returned to Bukan with amazing stories of the people outside G'thal. Emperor Byrne ordered a diplomatic delegation to be assembled at once, and made ready to sail to the new lands. However, the barbarians of Enbarr landed on Bukan before the fleet was sent out.

The Raiders of Enbarr sacked Bukan and subjugated the sailors. They used magic and devices unfamiliar to Feyan sorcerers, and were stronger and faster than Ruechan troops. The Emperor and his entourage were held hostage. The Enbarrians then used Bukanian ships to land in Brighthead and Staffon, and immediately set out to conquer G'thal.

In a few weeks the raiders had captured both cities, and prepared for an expedition into the empire. Imperial troops were kept idle as Emperor Byrne was still hostage. The Enbarrians were ready to march down the Rhylian Way when the entire army became ill. Enbarrian generals feared G'thalans were poisoning the troops, perhaps by magic, and began to execute citizens in reprisal.

Enbarrian sorcerers soon discovered the illness was a natural phenomenon, caused by the differences in physical make-up. Enbarrians were forced to retreat to their own land. No attempt was made to stop them, or to follow them, as any imperial attack on Enbarr would be short-lived.

3•THE EMPIRE TODAY

The most significant event in the past ten years was the crowning of Emperor Saballion III in 6042. Saballion is the third son of the old Emperor and was not expected to succeed his father, but the Emperor's first son died in a fall from a horse two years before, and his second son went mad after the tragedy.

Saballion had travelled extensively before taking the crown at the age of 40. He is familiar with much of the empire and its people. Unlike most of his predecessors, Saballion has seen hand-to-hand combat and is skilled with a sword. As Emperor, he feels that the western border of the empire should be expanded. Saballion believes the empire needs new frontiers to explore, although he is concerned about the poor relations between the empire and the Elves. Personally, Saballion is pragmatic and thoughtful. While certainly not uncultured, he is far from the image of the perfumed and artful diplomat, preferring straight talk in all situations.

Three years ago Saballion married Melissa Tukyn, distant cousin to Moqin Nymon IV of Thosque. Eighteen months later his wife gave birth to twins, a son and a daughter. His wife died in childbirth.

On a positive note, four of the last ten seasons have been exceptionally kind, providing rain and warm weather for crops.

The famous scholar Iven Tonam recently reported that the writings of the soothsayer Xon reveal a prediction that the Northern Horde would invade again this century.

ODRÈNOL DANRIS

An interesting and potentially explosive situation has developed along the border of Danris and Tenryk. Sir Harryn of Tenryk has sent troops across the Kulana River into Danris to claim the Free City of Arelios. The first troops that Haverstock sent in were peaceable, but it was clear what his purposes were. Odrèn Greene was slow to react, however, unwilling to rouse the ire of Tenryk. After Haverstock sacked a small town on the Kulana, the Odrèn sent his armies straight into Tenryk, driving for the capitol. He hopes that the Emperor will react quickly. Failing that, perhaps the Council of Drèn will come to its senses and rein in the young upstart Haverstock. So far neither of his hopes has been realized and he is embroiled in a full-scale war which he knows Danris cannot win. Greene believes that Thosque may invade soon as well, as most of his troops are committed along the Kulana River.

FYDON FEY

su'Fyd Danoclés has reached the end of his reign. His powers and foresight are fading; it will not be long before another wizard challenges him. Danoclés belongs to the White Orchid, a society dedicated to advancement through peaceful research in the arcane arts. The White Orchid is led by Sheridan, an elderly statesman and mage of skill. Their rival, the Black Orchid, is led by several shadowy men whose true names are known only to those in the Order. The Black Orchid counts as a member the powerful wizard Kallyo, who was born under a conjunction of the stars Ethar and Ellai. Kallyo desires to challenge su'Fyd Danoclés, but is biding his time until the conjunction when his powers will be at their peak.

A new school of magic has opened its doors in Fey. Called Finessan, it is headed by a mage named Itus and specializes in spells that emphasizes control rather than raw power. Itus is one of the most powerful wizards in the White Orchid.

ODRÈNOL KÉRQ

With the christening of The Star of the Empire three years ago, Kérq realized its longtime goal of having as many ships on the Gefting Sea as all other states combined. Plans for the sister ship are said to be progressing smoothly.

ODRÈNOL MOREGADOR

Moregadoran logging in the Hränge has dropped off in the last two years. Officials are vague as to the cause, but many suspect that evil is brewing in the wood. No Elf has been seen in the Hränge for more than three years.

FEQAL RUECHA

Master Gëtan is journeying to visit Ezar II in the Wyrman Mountains East on matters of business. In his retinue are several Lords and many Ruechan troops. He also plans to pay a courtesy visit on King Durak Stonebrow IV in Dwarfhome. Gëtan is concerned about the Empire's political integrity and the traffic of orcs, trolls, and goblins from the north. He fears this situation resembles too closely the Tenryk Empire just prior to the invasion of 3830 YM. In his absence, Lord Tamôn is ruling.

ODRÈNOL TENRYK

After his father passed away months ago, young Harryn Haverstock decided it was time for Tenryk to return to glory. He whipped up the nationalistic sentiment in his county with a number of inflammatory speeches. The ranks of his troops have swelled with volunteers from Haverstock and Fenwood counties.

Drèn Haverstock ordered Malrondi III to declare that the Free City of Arelios was under the absolute control of Tenryk. Harry then sent war patrols across the Kulana River as a demonstration to Odrèn Greene in Danris that he is not to be taken lightly. To complicate matters further, one of Haverstock's advisors is in the pay of Moqin Nymon IV of Thosque, and cultivates Harryn's aggressive instincts.



MOQ THOSQUE

The High Priests of Ramonth are concerned about a young scholar-priest of the temple who has researched the matter of the founding of Thosque. The young priest is most interested in the three Priest-Heroes of Thuskan legend and is of the opinion that the heroes might not have been of noble blood. Such a revelation would shatter the political and religious structure of Thosque. The High Priests consider this man to be deluded but dangerous, especially if his theory proves correct. He escaped Thosque and travelled to Arelios, and now seeks a document called "The Role of Heroes." The Ramonth Priests are not planning on taking any action until (if) he finds this quasi-mythical document, but are at present following his moves with interest.

Thosque has attempted mining in Moreg's Brow recently, and achieved limited success for their troubles. Efforts to work with the few Dwarves in the area have resulted in slightly better production, but nothing significant has been unearthed to date. Thuskan mining officials state they are pleased with the progress.

Moqin Nymon IV is aware of the tension between Danris and Tenryk and has secretly encouraged Drèn Haverstock's ambitions, hoping for an opportunity to expand northward. He is debating whether to send Thuskan troops into Arelios and place the city under blockade.

THE OUTLANDS

Six years ago the largest organized group of Inhumans to enter the empire in centuries made an expedition into Fëqal Ruecha. Ruechan soldiers met and defeated the Inhuman contingent, which numbered three thousand, at the Battle of Uriq. Most Inhumans were killed and the survivors scattered in all directions. Heads of state were disturbed by this and considered sending an army to the Lugroki-States.

In 6045, slaves broke out of a holding pen in Chümen and escaped into the K'Srondi Mountains. The slaves set up a village and have been raiding slave caravans for years. Their numbers have grown, but Saballion has refused to intervene, as the situation is outside imperial territory. In any case, the exact location of the Kulaki-ûmarr [Chümani, "refuge of the free"] is unknown.

The Jackal and Wolf tribes of the Western Plains became embroiled in a border war four years ago. When the Lions threatened to support the Wolves, fighting subsided. The peace is an uneasy one.

PART III

• LANDS AND LIFE •

This section describes the physical layout of G'thal, and includes detailed information about geography, weather patterns, and vegetation.

1 • PLACES

Arelios, "The Free City": Arelios is a major port on Gefting Sea astride the outlet for the Kulana River.

Bola Wastes: Once the Bola Grasslands, this area was destroyed in the Destruction when Kyr'Môryn sacked the city of Yasnix. The fires from his spells burned the grasslands into desolate and lifeless waste. The fringes support twisted and stunted plants, and the Desert People of Bola.

Borbinak: Trading town and outpost fort sitting astride the Rhylian Way in Tortemân Pass. Well-known adventuring city.

Brigger Cap Veldt: Steppes and grasslands between the Bola Wastes and the K'Srondi Mountains. The Veldt is home for the Corridor Nomads. The terrain is generally flat, broken by low, rolling hills near the K'Srondi.

Brighthead: Major port city on the Sea of Fates. Brighthead handles most of the west coast trade.

Brighthead Bay: Large bay on the west coast of G'thal.

Byrnham Wood: Small wooded area in the northern part of Odrênol Tenryk.

Cap Isles: Small chain of islands off the northwest coast of G'thal. Human primitives live on the southern two islands, while Qelôth Elves inhabit the northernmost (Erabon). The middle island is uninhabitable. Locally known as "The Footsteps of the Gods."

Central Basin: Lowlands surrounding the Gefting Sea. So called because it is ringed by forest and mountains on all sides.

Chümen: The Black Jungles. Stretching from the Silver Hills to Hogen Bay, this jungle is the largest in G'thal. Several tribes of primitive hunters roam the forest. The terrain is flat, rising to low foothills along the Jomeloto and the K'Srondi Mountains.

Coast Road: North-south highway running from Staffon to Brighthead.

Corridor: Common name for Brigger Cap Veldt (q.v.).

Crimson River and Falls. Where the Crimson River cascades over the cliffs in the Spine of Rhôzhaän. So named because the falls appear to be blood red in the late afternoon sun. There are several small villages along the Crimson River.

Däkothal: Island off the southeastern coast of G'thal. Home of the Icemen. The northern reaches of the island are a myriad of tiny fjords, islets, and reefs, often choked by ice floes from the southern ice pack.

Demonwood: Evil woods south of the Gap Swamp in the Wyrman Gap. Demons and Devils escaped from here and attacked the Human and Dwarf-empires during the Hellfire Wars.

Dwindling Forest: Common name for Malon Eron (q.v.)

Ebon City: Capital of Fydon Fey. Sits at the edge of The Finger.

- Elfoſt:** Home of Fôlen Elves. Large forest in ſouthweſtern G'thal.
- Fagmut:** City located at the Gulf of Fagur, where the Fagur River iſſues into the Sea of Fates. Surrounded by Myk'Hafmir.
- Fang Rock:** A maſſive jutting piece of coaſtal rock, located on the northern tip of Brighthead Bay. Many ſhips have been wrecked on this, hence its name.
- Footſteps of the Gods:** Local name for the Cap Iſles (q.v.)
- Forbek Steppes:** Commonly called The Weſtern Plains, or the Nomad Plains, this is the home of ſeveral human nomad tribes. The plains are moſtly flat ſteppe and graſſlands, giving way to hills near the Jomeloto.
- Gap Swamp:** This vaſt and noxious mire ſtretches from roughly midway north of the Wyrmian Gap to the edges of the Bola Waſtes. It was formed during the exploſion and collapse of the Wyrmian Mountains.
- Gefting Sea:** Freshwater ſea ſurrounded by the Central Basin.
- Great Forest:** Common name for Elfoſt.
- Gûrbak-Yl-Hôfgran:** Dwarven "home from rock". Commonly called "Dwarf-home." Capital of the Dwarf-Empire. Located in the Wyrmian Mountains Weſt. Tunnels connect Dwarfhome with cities and forts in both arms of the Wyrmian Mountains.
- Hrange:** Home of Telyn Elves. Large forest in ſoutheaſt G'thal.
- Iron Marſhes:** Fresh-water ſwamp northweſt of Brighthead Bay.
- Jenal Downs:** Series of low hills running ſoutheaſt from the Gefting Sea into the Hrange. The downs are the traditional Fey-Moregador border. Sheep and goat are raised here by Feyans.
- Jomeloto:** Chunri yl G'thal "The Ramparts of the World." A magnificent mountain range running the length of G'thal on the weſt coaſt. The higheſt peaks (near Elfoſt) tower 20,000 feet, while the hills in the northernmoſt arm ſtand 8,000-10,000 feet.
- Faron's Cove:** Human city at the eaſtern end of Rhylian Way. Originally a hideout for Faron the Sea Lion, thought to have been the richeſt pirate in the world. The bulk of his booty was never recovered, and is rumored to be buried in the rocky hills ſurrounding the cove. The Telyn Elves uſed Faron's Cove to hold prisoners taken during the Wood Wars, moſtly women and children. The city is now the only refuge of humans in the wood, as the Telyn are known to kill humans found wandering in the wood.
- K'Srondi Mountains:** Theſe mountains march along weſt of the Northern Plains. The K'Srondi are not nearly as high as the Jomeloto, averaging 7,000 feet in height.
- Loſt River:** River iſſuing from Dwarfhome and emptying in the Gefting Sea. The only river in the Basin that flows from north to ſouth. Moſt of its courſe lies between the Sighing Waſtes and the Shattered Hills.
- Malon Eron:** Home of Méwyn Elves. This ſmall forest is wedged between the Jomeloto and the Xan Salt Flats. It is called the Dwindling Forest becauſe each year the ſalt flats creep further ſouth.
- Moors:** Home of Centaurs. The area between the ſouthern tip of Elfoſt and the Trammel Highlands. The land is windswept and rugged, with peat bogs ſcattered throughout.
- Moreg's Brow:** This low mountain range is probably the oldeſt in G'thal. The weathered peaks riſe only 5,000 feet, and quickly give way to the hilly area around Rhôzhaän's Spine.
- Myk'Hafmir:** Commonly called The Great Coaſtal Fens. This large freshwater ſwamp ſits on the weſt coaſt of G'thal. Home of the Marſh People (Fenners).
- Onel Hills:** Home of more Centaurs. Theſe low hills mark the edge of civilization.
- Rhylian Way:** One of the few relics to ſurvive The Deſtruction, Rhylian Way ſpans twelve-hundred miles from Brighthead to Faron's Cove. The road is thirty feet wide and made of flagſtone ſet between low walls. The ſtones appear to have been bonded together with mortar, but the road ſhows little ſign of wear after more than ſeven thouſand years of uſe.
- Shattered Hills:** Theſe hills riſe a mere 1500', but are rocky and rough, and broken by three gaps. Legend ſays the hills were once a full mountain range that ſank into the earth during The Deſtruction; now only the higheſt peaks remain above ground. Roads run through each of the gaps, built by Kérq and Tenryk (along with three ſtone bridges over the Loſt River) during a rapprochement in the 5300's. At each of the gaps a ſmall fortress ſtands guard, manned by ſome fifty ſoldiers of Tenryk. About two miles weſt of the gaps are border towns (Koy, Horot, and Nimmer), which ſerve as reſt ſtops for travellers as well as gathering points for border guards and local farmers.
- Sighing Waſtes:** This once-beautiful ſtretch of graſſland was deſolated when Kérq and Tenryk fought the Battles of Succeſſion. The land is now withered and dead, and the wind ſighs between the rocky hills, filling the air with low whiſtles and moans.
- Silver Hills:** Common name for Wulli-Nâd.
- Spine of Rhôzhaän:** Surely the moſt unique reſult of the Deſtruction was the Spine of Rhôzhaän. The River Lahkin runs through the hills down a narrow canyon whoſe walls are ſheer cliffs, 1000-2000' high. The canyon through which the river winds is uſually leſs than a mile in width. The terrain ſurrounding the canyon is rugged and broken. The canyon/river valley houſes a number of ſmall human tribes. Rhôzhaän is alſo the only place in G'thal where qirin (green rock) can be found.
- Sunder's Wall:** Another Pre-Deſtruction relic, the remains of this maſſive edifice ſtill dot the Weſtern Plains. The wall once ran from the Fortress of Gräg to the city of Yendrofay. The wall was deſtroyed by ſu'Fyd Hudalto of Fey in 2339 YM.
- Tortemân Paſſ:** Loweſt point in the Jomeloto Mountains. The Rhylian Way crosses the Jomeloto here.
- Trammel Plateau:** Flat highlands ſoutheaſt of the Jomeloto. Home of Trammel Highlanders (barbarians). Rich ſoil, few trees.
- Upland Wilds:** Harſh, tundra-like land ſouth of the Spine of Rhôzhaän. home of Uplanders (barbarians).
- Windy Paſſ:** Second of two ſouthern paſſes through the Jomeloto, Windy Paſſ is higher than Tortemân Paſſ, but not difficult to cross. Xani Legions uſe this paſſ to aſſemble at The Landing.
- Wulli-Nâd:** Commonly called the Silver Hills. Low hills ſouthweſt of the Chûmen Jungles.
- Wyrmian Mountains:** The Wyrmian Mountains are ſo named becauſe of their reſemblance (on a map) to a dragon. The center part of the mountains were deſtroyed in 3473 by the Ebon Mage. The remaining arms are uſually referred to as Wyrmian Mountains Eaſt and Weſt.
- Xan Salt Flats:** Deſert country north of Malon Eron and ſouth of Myk'Hafmir.

2 • CLIMATE AND WEATHER

The climate of G'thal is dominated by ocean currents. The Trammel Current is a cold current which keeps the uplands and Moreg's Brow cool in summer and cold in winter. The other two currents are warm waters arising in the equatorial regions.

In general, G'thal has long, warm summers and short, cool winters. Most precipitation falls in spring and summer, with dry autumns and winters. Thosque and the Great Forest have the most precipitation in winter, due to water picked up from the Gefting Sea.

The exceptions to this are the jungles and the highlands. The Chümen and K'Srondi Jungles are hot and rainy year round. The Trammel Highlands and Upland Wilds are affected by the Southern Current and Southern Westerlies, and have cool summers and long, snowy, bitterly cold winters. The uplands also suffer some of the most violent weather in the continent. When the cold wet air from the south meets the warm dry air from the north, especially in warm months, severe thunderstorms and tornadoes are common.

The most severe weather occurs in Demonwood and the Gap Swamp: it is unbearably hot in summer and biting cold in winter.

3 • FLOWS OF ESSENCE

Like the flow of water and air, Flows of Essence around G'thal greatly affect people's lives. Three currents of unusual Essence flow in G'thal. The first is a particularly strong flow running north to south from Fey, through the Hrange and the Spine of Rhôzhaän, and out to sea. The other strong current runs east to west across G'thal, coming onshore just south the Jomeloto and moving down the southern coast. These two currents meet just off the southern coast. The peculiar effects of Essence cross-currents make travel south from the continent a hazardous undertaking. Wild creatures and sea serpents roam the waters, and freak thunderstorms make safe travel virtually impossible.

The other current is a band of unusually low Essence running from Ruecha across the Wyrman Mountains.

4 • FLORA AND AGRICULTURE

G'thal stretches from the tropical K'Srondi Jungles to the cold wilds of the Trammel Highlands. This vast expanse holds a wide variety of plant-life.

The Chümen and K'Srondi Jungles have typical jungle flora: a high canopy of tall trees, beneath which grows a thick underbrush of ferns and bushes. There is practically no agriculture here, as the abundance of the jungle makes it unnecessary. Natives export being coconuts, bananas, coffee, bamboo, sugar cane, and cacao.

Running along G'thal's northeast shore is a band of warm, but not tropical, land. Long grasses and scattered brush mix with stands of deciduous trees near watered areas. Most fruit trees grow here, including rare citrus trees, along with wild vegetables and grains.

The steppes running from the northeast shore of G'thal almost to the Great Forest contain only a small variety of plants. The nomads of this area depend on their herds for food, supplementing their diet with wild carrots and onions. The major exception to this is the Lion tribe which inhabits the rich valley land west of the Kulana River. The very southern edge of the steppes receives more precipitation in the form of late fall rains and winter snows brought by winds from the Gefting Sea. The grasses here are longer, with bushes and small trees, including some stunted apple trees and a few berry bushes.

Along the same latitudes as the southern steppes are G'thal's two great deserts, the Bola Wastes and the Xan Salt Flats. The Bola Wastes support a few scattered clumps of short grasses at the fringes. Nothing grows more than a few miles into the wastes. The Xan Salt Flats are devoid of vegetation.

Bypassing for a moment the cultivated lands of the empire, we come next to the deciduous forests—the Hrange, Elfost, and Malon Eron. The composition of these forests is similar, mainly oak, beech, birch, and hickory. The Hrange also contains maple trees, while Elfost and Malon Eron have chestnuts. Elms and willows are found along the rivers and streams of all three forests, and the southern eaves of each are heavily populated with pine and spruce.

Continuing south past Moreg's Brow and the tip of the Jomeloto, we reach the highlands that make up most of G'thal's southern edge. Atop the rolling hills one finds grasses, shrubs, and lichen. The trees, mostly pine, spruce, and birch, are found only in the hollows of glens. The sheep and goats herded by the inhabitants thrive on low grasses growing on hillsides.

IMPERIAL AGRICULTURE

Within the borders of the empire the indigenous vegetation has been obliterated by sixty centuries of nearly uninterrupted agriculture. Other than Xan and Ruecha, the states are capable of meeting their basic food needs, producing grains, fruits, vegetables, and meats. Each state specializes in certain products and trades its surplus for other goods.

The basic cereal grains (wheat, rye, corn, and barley) are grown everywhere, but in greatest abundance north and south of the Gefting Sea. Thosque in particular grows prodigious amounts of wheat and barley. The Centaurs around the Onel Hills also produce these grains in abundance. Tenryk raises the most rye and corn, with Danris a close second. For ease and economy of transport much of the surplus grain is converted to alcohol: ale and beer in Thosque, whiskey and liquor in Tenryk. All three states export large amounts of grain as flour. Kérq produces the only sizeable crop of rice in the empire, grown in the narrow strip between Kérqod and Bordan.

Like grains, fruits are cultivated everywhere. For sheer volume and variety, however, Moregador is unrivalled, producing great quantities of peaches, pears, cherries, and plums. Danris is the second leading fruit producer and has the largest apple crop. Ruecha's sole agricultural export is its small crop of citrus fruits, found nowhere else in the empire.

The grape is cultivated to a great extent by all states except Thosque, Moregador, and Xan. All grape-growing states produce wines. Fey is well-known for producing the finest wines, especially dry reds, grown in the chalky soil of the Methän River valley. Feyans also have superb whites grown and pressed in the Illion River area.

Cotton is grown almost exclusively by Danris, while Thosque and Moregador lead in flax production. Tobacco is grown mostly in Danris, but the Centaurs of the Onel Hills produce by far the best leaf. Moregador has a virtual monopoly on maple sugar and syrup, and is also the leading exporter of herbs.

Most farmers grow enough to feed themselves and their families, pay tithe on the land (unless they are lucky or rich enough to own it), and trade the surplus to traders or other farmers for the rest of their needs. Surplus produce used for trading makes up roughly a fifth of production.

5•FAUNA

DOMESTICATED ANIMALS

Animal husbandry best practiced on the northern shores of the Gefting Sea. Danris leads all the states in head of cattle, with Tenryk second. Tenryk specializes in dairy cattle, especially cheese, while Danris provides most of the beef. "Fat as a Tenryk sow" is an expression that is testament to the number and quality of swine raised in the state and exported around the empire. Thuskans herd sheep in the foothills of Moreg's Brow and along the Onel Hills, as do the Dolani of Onel.

PART IV

• PEOPLE •

Humans are by far the most numerous inhabitants of G'thal, and the Central Basin has always been the home of humanity. Several non-human cultures make their home in the outlands and the fringes of the empire. Elves, Dwarves, Centaurs, Ruechei, and fouler creatures live on the continent, and frequently interact with humans. This section focuses on politics, culture, and economics of humans. Information about other cultures may be found in *Part V, Nomads and Other Races*.

THE STAR CROWN EMPIRE

A NOTE ON TITLES

Several of the states use different terminology to describe internal political and social structures. Most states are called odrènols and are comprised of several drènoks. A drènok is an administrative subdivision of an odrènol, usually corresponding to land held by a titled house or major noble. Each drènok is ruled by a drèn, and the title is generally hereditary. The odrèn is the most powerful drèn in the state, and is the ruler of the odrènol as a whole, in addition to being drèn of his own land.

In Thosque the odrèn is called moqin. In Fey, drènoks are called fydoni, and the lords are known as fydi. The su'Fyd is the most powerful fyd, and hence the ruler of Fey. Ruechai use the term fèqal to describe the holdings of a drèn. In Xan, a drènok is called imeria, and the term for state is imeria.

ODRÈNOL DANRIS

Danris is divided into five drènoks: Greene, Thastmon, Avenby, Gorley, and Pfohar. Each drènok is further divided into a myriad of farms. Danris is the capitol of the odrènol, and houses 10,000 Danrisi. The other major cities are Pratby, Salito, Obrist, and Stonova, holding 6,000-8,000 each. The rest of the 100,000 people are spread uniformly throughout the state.

CULTURE

Danris has many farms, with most of the wealth and all of the power in the hands of the land-owning drèns. The majority of the population is comprised of poor folk and slaves, the former being peasants or serfs working parcels of land for almost nothing. The common people know little of the world outside the farm and have no interest in politics.

The ruling class leads an opulent and ostentatious life. Social position in Danris is gauged by material wealth, or rather the appearance of wealth. Rank or status is usually determined by clothing, as Danrisi love colorful and extravagant costumes. Harvest Day is a Danrisi holiday when rich and poor alike garb themselves in gaudy apparel and dance to celebrate the summer season's bountiful harvest.

Danris is the auction point for many slaves captured in the deep north (Jungles of Chümen and K'Srondi). Most slavers come to Danris to unload their goods. Danris and Tenryk have long argued over the benefits and moral implications of slavery, which explains some of the friction between the two odrènols.

POLITICS

Political clout and social position in Danris are determined by (a) the amount of land owned, (b) the number of cattle owned, and (c) the monetary value of possessions (slaves, mansions, etc). Each drènok is ruled by a hereditary Drèn. Drèn Mordly Greene owns or controls over a third of the land, and is the current Odrèn of Danris.

ECONOMICS

Danris is essentially a farming state, producing grain, tobacco, fruit, cotton, and cattle for export. In addition Danris is a clearing-house for goods from the far north, notably slaves, sugar, fruits, coffee, and bamboo. Pratby is the home of the Græl Metalworks, an old established smithy that forges fine steel weapons and chain mail.

The Drèns divide their drènoks into farms, and rent the land out to minor nobles. Minor lords manage the land by purchasing slaves, or by renting the land for subsistence wages to serfs and peasants.

FYDON FEY

Fey is the home of Magic. The Great Colleges of Sorcery teach worthy students the mysteries of the Essence.

Fey is divided into five fydoni: Bryk, Tannel, Grineth, Puxton, and Ebon. Fey is home for just over 125,000 people. The capitol is Ebon City, poised on The Finger in the heart of Ebon Bay. Ebon City is large by G'thalan standards, with a population of 17,500. Other major cities are Tiol, Boryn, Bryk, Torekän, and Gréshon, each holding around 6,000. Salaza has been uninhabited since it was destroyed in the Dwarven Incursion in 3476-77.

CULTURE

Perhaps the most ancient culture, Fey is reckoned by many as the most powerful state. This claim stems from the fact that Fey rarely becomes embroiled in the petty wars of the Empire yet influences imperial policy.

Feyans are tall, with dark hair and eyes, fair skin, and little body hair. They live unusually long lives (150 years or more); Feyans are distantly related to the fabled Wizard-Kings who ruled G'thal before The Destruction.

Fey has an atypical class system where social status is determined by magical and intellectual ability, putting males and females on a roughly equal footing. They stress intelligence and reasoning as a solution to problems, are physically slight, and rarely become proficient in armed combat. Feyan families tend to be small and couples marry late in life, usually between seventy and ninety years of age.

Feyan sorcery is renown, yet the majority of the population exhibits no particular aptitude for the arcane arts. Those with magical ability and inclination are therefore the nobility of Fey.

POLITICS

Absolute political and magical power is held by the su'Fyd of Fey, currently Danoclés, who has ruled for eighty-seven years. The title of su'Fyd is granted to the individual who defeats the previous su'Fyd in sorcerous combat. The two enter Reät-yl-su'Fyd [Feian, "cave of the su'Fyd"], and the victor emerges at dawn. There is a mandatory grace period of two years during which the new su'Fyd may not be challenged, allowing him to recover from the immense strain suffered in battle. To date no su'Fyd has resigned from office or died in any circumstance other than a Challenge.

Some imperial citizens believe that the Empire is a puppet of Fey, and the Emperor is controlled by powerful wizards. Others contend such rumors are started by Feyans to keep the world guessing about their true motives. Neither of these theories are true. Fey's political leverage has waned greatly since the days of the Hellfire Wars.

Fey is comprised of five fydoni ruled by hereditary Fydi, usually powerful wizards. Fyd Ebon is also the su'Fyd. The other fydi form the core the Fydic, a cabinet of minsters to the su'Fyd. The Fydic generally has fifteen members, comprised of the four Fydi, the Deans of the Great Colleges, and two powerful mages. Officially the Fydic is an advisory body only, but it wields de facto executive power. However, rarely does a Fydic member challenge the su'Fyd's decisions, as this is essentially questioning his right to rule, tantamount to a Challenge. Fey is heavily factionalized, a condition stabilized only by the absolute authority of the su'Fyd.

ECONOMICS

Fey has a small agrarian base which provides its population with basic foodstuffs. Fey exports luxury items, including fine wines, musical instruments, perfume, and Black Pearls (found only in Ebon Bay). Fey generates much of its income from its shipping industry and magical knowledge. Feyan alchemy is famed throughout the Empire, and much of Fey's raw materials comes from Moregador, Fey itself, and from the Deep North (via Danris).

ODRÈNOL KÉRQ

Kérq is the center of the Star Crown Empire, established over 400 years ago when Faggor Hämol first conquered the petty kingdoms of Kérq, then united the warring city-states into an Empire. The Star Crown currently rests on the head of Emperor Saballion III, a wily diplomat and skilled leader.

Kérq has a population 175,000. Major cities are the capitol Kérqod (population 12,000), Rupetic, Vaasun, Thailub, Jostin Oralester, Doxley, Zordyn, Rofmartis, Einhofan, and Corigaäs.

CULTURE

Kérq is a classed state with the farmers and peasants on the bottom, tradesmen and craftsmen in the middle, all ruled by the Magnates (city lords) and Craft Masters. Shipwrights and all those connected with naval endeavors are held in high esteem.

Craft Halls are led by Craft Masters, who pass on their knowledge to apprentices. Each Craft Guild accepts only a handful of apprentices each year, but there are many Guilds and no restrictions on who may apply. Craft Halls representing the major guilds may be found in most cities. The Craft Fests held in summer are well-attended by tradesmen from all over the Empire.

Kérqans are generally well-educated, and take an active interest in local politics. Imperial matters are left to the Emperor and the Navy, and few common people care what occurs in the empire.

POLITICS

Kérq is a collection of small independent cities bonded by mutual compact into a whole. Each city has a Tronesmen on the Court of Trone, named for Jabor Trone, Head of State under Faggor Hämol. The Court acts in a parliamentary manner to resolve internal difficulties, with only the most sensitive of problems actually coming to the Emperor. The Council of Trone is directed by Magnate Kham Lemar, Head of State for Emperor Saballion. Tronesmen are most often appointed by the Magnate of the city. The Magnates are appointed by the Emperor to life terms.

The Imperial Navy (the bulk of which is Kérqan) is a source of great pride to Kérq and the Emperor. Imperial soldiers are mostly mercenaries from other states; the best generals are Ruechan.

ECONOMICS

Kérq is a major naval power, and the Imperial Navy rules the Gefting Sea. Most of the ships that ply those waters are of Kérqan design and manufacture, and many are manned by Kérq-trained sailors. Kérqod is the largest port on the Gefting Sea. Kérq imports most of the raw materials for shipbuilding: wood from Moregador, metal from the Dwarfs and Ruecha, and cloth from Thosque. Kérq's craftsmen export fine finished goods in stone, wood, metal, and cloth.



RUECHAI

ODRÈNOL MOREGADOR

Moregador is the home of G'thal's largest logging industry, sadly at the expense of friendly relations with Elves. Moregador is also known for fine craft guilds and renowned woodwrights.

Moregador has a population of 110,000 folk, spread evenly throughout the state. Moregador is divided into five drènok: Felogen, Morinai, Utraäl, Fareor, and Torb. The largest city is Thömar, which holds 9,800 people; the capitol Ixon has only 8,000 residents.

CULTURE

Moregadorans are competitive and aggressive people. Their lives center around success and achievement, measured in terms of social position and wealth. Political power is highly valued; hence many Moregadorans spend a good deal of time hatching diplomatic coups, though they lack the finesse of Thuskans.

Moregadorans tend to be independent and while they are fierce opponents, they lack discipline and the ability to take orders, rendering them impotent in large battles. Moregadoran generals do not practice discretion, and heavy casualties in war are common. When Moregadorans do gain an advantage they push on relentlessly, often drastically over-extending.

The Moregadoran social system is designed to reward those who act boldly and with aggression and to cull the weak or non-competitive people. Social mobility is based on how ruthless and capable the individual is. There are strict laws and a powerful police force, but nothing so mundane as rules stops a Moregadoran.

These qualities are most prominent in The Players, a group of people devoted to a life of taking risks. A Player seeks to preserve his or her life. But a Player is fanatically devoted, addicted even, to action. The more hazards a Player braves, the more alive he feels. Most Players wander the empire and outlands looking for and assessing opportunities to live on the edge of Life. Few Players can refuse a dare.

POLITICS

Moregador is an unstable society. Political power changes hands often, sometimes quite rapidly (once in the restricted space of three months, there were no fewer than five Odrèns). Supreme power is currently in the hands of Odrèn Höfhar Belaryk. Locally the people are governed by Lords who owe fealty to the Drèn.

Social mobility in Moregador is possible; even a slave can rise to the ranks of the exalted (witness Bröder the Cook who started as a scullery slave and became Drèn of Utraäl).

ECONOMICS

Moregador has an agrarian base and deals heavily in lumber and wood products, trading with Thosque, Kérq, Fey, and Tenryk. Moregador also exports fruits, grain, and herbs, and is the home of some of the finest craftsmen in the Empire.

FÈQAL RUECHA

Ruechai are known for swordsmanship and metalwork. They are one of the few imperial states to have friendly relations with non-humans, especially Dwarves.

Ruecha is divided into nine drènok: Cors, Expur, Flaxx, Meton, Brante, Berman, Jerayn, Q'Zaän, and Thoran. The major cities are Corisar, Devaästok, Duroff, Theminuss, Bartuss, Lérym, V'tuun, Krasodyr, Norrepöss, and Dragon City, the capitol. Some 70% of the 105,000 Ruechai live in or near cities.

CULTURE

Outwardly, Ruechai bear a strong resemblance to Feyans. They are tall, fair-skinned with dark hair and dark eyes. Ruechai are bearded and in general have more body hair than do Feyans. In character, Ruechai are hot-tempered. On the other hand they never go back on their word, and a Ruechan friend is a friend for life. They disdain diplomacy and discretion, and achieve success by the "if it jams, force it" principle.

With the notable exception of the Xani Legions, Ruechai are accounted the fiercest and most skilled warriors in G'thal.

The social order is loosely based on a military command structure with the Master wielding supreme power. The Master is chosen in a secret ceremony that takes place deep within the heart of Fang Mountain. After the ceremony is complete, the new Ruech Master wears the Ithaf (an unusual scar or tattoo on the chest) which alone marks him as the true ruler of the Fèqal Ruecha. The individual is chosen by the Ruechel Enclave. Common people do not know exactly what role the Ruechei themselves play, since none but a true Lord has ever attended this secret meeting.

There are two classes of women in Ruecha. Average women are married and have children, and defer to the male of the house. They are purely domestic and while they can fight, they have neither the skill nor the strength of a Ruechan Thynlas.

Thynlai [Ruechai, "Women of Iron"] comprise the rest of the Ruechan female population. They rank slightly beneath male warriors and are quite numerous, comprising about a fifth of the adult population. They are schooled as men in the finer arts of combat, martial strategy and tactics, and survival.

POLITICS

The Ruechai are ruled by Getän. The Ruech Lords, those who can speak with the Ruechei, are the nobility of Ruecha. The Lords wield considerable power, but yield to the will of the Master. Ruech Lords sit atop the class structure. Warriors rank beneath Lords, followed by craftsmen, tradesmen, then slaves.

Ruech is divided into several districts called fëqals. Each fëqal is ruled by a Lord and his military staff. The Warriors owe allegiance to the Lord, and are used to keep peace in the fëqal. Peasants and slaves spend most of their time farming the land or working the mines.

ECONOMICS

Ruecha exports exceptional armor and weaponry, made from iron mined in the Wyrmian Mountains. Peasants on small farms raise cereal grains and livestock, providing about half the necessary food. The rest Ruecha imports from the Empire, while fruits and sugar come from the deep north. In the north, farmers tend several groves of citrus fruits. They mine in the Wyrmian Mountains East for iron, silver, and agate, though not on the massive scale of the Dwarves. An individual's wealth usually comes from long service in the Ruechan Army.

MOQ THOSQUE

Thosque is the sacred home of the God Ramonth. In addition, Thuskan merchants are second to none.

Thosque is one of the largest states, holding a population 150,000. The state is divided into five drënoks: Cäzh, Havorn, Ysman, Dysten, and Oplexyn. The capitol city of Rasul, also the home of the Sacred Church, holds some 13,000 people.

CULTURE

Politics, diplomacy, and trade are Thosque's main strengths. What Moregadorans achieve through ruthless force, Thuskans achieve via subtlety and intrigue. As merchants they are unrivalled; Thuskan caravans roam the continent reaping money from hapless yokels. Inside Thosque, copious religious and statutory laws are enforced with zeal.

The worship of Ramonth, the God of Order and Commerce, is the State Religion in Thosque, and people at all levels observe the religious code. The Priests of the Order are powerful politically, and the Church as a whole wields a great deal of political might.

Thuskans live in a very rigid class system, with heavy emphasis on social position. Women are oppressed to the point of slavery, treated as little more than baubles, useful as pawns or delectable prizes in political maneuverings.

POLITICS

Thosque has a serf/peasant class which bears the brunt of the work and reaps a minimum of comfort. Tradesmen make up the bulk of the skilled laborers and stand marginally above serfs. On top of the working classes are the nobles and Church officials. Squarely atop the classes are the titled houses and High Priests.

Thosque is ruled by a hereditary Moqin (currently Nýmon IV) aided by numerous appointed Viziers and Ministers, assorted Drëns, and nobles of the titled houses. Many political offices are filled by Priests of Ramonth, themselves nobles of high rank.



SAILORS OF BUKAN

ECONOMICS

Thosque has, aside from the usual agrarian base, a thriving textiles and fur industry, specializing in clothing and sailcloth. Thuskan merchants ship regularly on the Gefting Sea, working across the northern lands up through Moregador or Danris and back to Thosque. They also brew many beers, ales, and meads. Thuskans are enamored of horse racing, and many nobles have large stables. Thuskan cavalry are known to be extremely disciplined soldiers, fiercely loyal to Thosque and their particular lord.

ODRËNOL TENRYK

Tenryk is known as the center of the old Tenryk Empire. Tenryk is one of the few states where slavery is illegal (Fey is the other).

The population of Tenryk is about 160,000. The largest city is the capitol, in which some 15,000 people live. The cities of Corliss, Cly, and Baäven hold some 7,500 people. There are eight noble houses in Tenryk, each ruling its own drënok: Haverstock, Halifax, Turklestone, Morgan, Fenwood, Saxby, Däkyr, and Lemänd. Each drën sports a county seat where the Drën and his family reside.

CULTURE

Tenryk is one of the oldest city-states and is rich in tradition and history. As the descendants of the rulers of the old empire, the people of Tenryk retain a certain dignity and a great deal of pride.

The people of Tenryk are known for being hard workers who suffer the burdens of life without complaint. Most of the people worship the Gods of Law. It is also uniformly held that slavery and racism are intolerable, a belief that attracts many refugees from neighboring Danris.

POLITICS

Tenryk is an oligarchy ruled by the Council of Drèn. Each member is the Drèn of one of the eight Houses of Tenryk. The Council is currently chaired by Sir Bartholom, Drèn Saxby. Each House rules its own fief. Leadership of the house is passed to the oldest legitimate male heir upon the death of the current Drèn. The society is feudal, with farmers exchanging food and labor for use of the houses' land and protection.

The Free City of Arelios is an exception to the general order. Arelios is located on the border of Tenryk and Danris and technically owes allegiance to both states. Some inhabitants of the city think Arelios should align itself more closely with either Tenryk or Danris, while others believe Arelios should seek formal independence. With the death of Sir Bernard Drèn Haverstock, and the ascension of his son Harold to the family seat, Arelios' present status is nebulous.

As a state, Tenryk is generally supportive of the empire, even though Tenrykki no longer rule it.

ECONOMICS

Tenryk is mainly an agricultural state. Farmers grow grains and fruits and raise dairy cattle and pigs. They also have small vineyards near the Shattered Hills. The houses of Saxby, Morgan, and Fenwood are known for breeding fine riding horses which are valued throughout the empire, especially in Thosque, where horse-racing is popular.

Local economics reflect the feudal nature of the state. About ninety percent of the land and money is concentrated in the hands of the richest tenth of the population. Taxes are set by the heads of each house.

IMERIA XAN

Xan is the smallest state in the empire. Xani are best known for their military skill and the exquisite glass. Xan has a population of just under 50,000. There are no drènoks in Xan, but the major cities are the capitol Ypsilan, Terasp, Geramon, Pelantyno, Xan, and Crynne. The Landing, located on the other side of the Jomeloto Mountains, is also a Xani city, though it used mainly as a staging area for the Xani Legions.

CULTURE

Xani combine the best of obedience and independent thought in a unique training program that turns out tough, capable, intelligent soldiers. Military education is compulsory, even for women, and everyone not serving in the Legions is considered to be on "active reserve."

There are only two classes of people in Xan: Warriors and Tradesmen. Warriors serve in the Xani Legions, and Tradesmen make glassware. Xan has no agriculture to speak of, and must import the bulk of its food, using military service and glassware to generate revenue.

Imeria Xan has neither land ownership, nor slavery. The wealth of an individual is gauged by personal goods and professional skill.

POLITICS

Xan was originally a quasi-military dictatorship established under the well-known and very able mercenary Brand Crimm. Imeria Xan has since slid into a loose monarchy under the nominal command of the Captain of the Legions. He is commander of the famed Xani Legions, thought to be the best fighting men on G'thal (with the possible exception of Ruechan troops).

The Captain maintains a small staff of advisors, though he knows almost all the citizenry on a first-name basis. The Captain's decisions are final and everyone abides without hesitation. The current Captain is Steref Nestor, a young (37) and very capable individual.

ECONOMICS

Xan's main export is mercenary soldiers. Xani Legions are hired by powerful individuals, cities, and states alike as guards. They do not have their own navy (not yet at least), but frequently man Bukanian vessels. They can be hired for any situation which involves fighting, the price dependent upon relative danger and length of ticket. Imeria Xan also exports the finest lead crystal and glassware in the Empire.

The coastlands west of the Xan Salt Flats are gentle hills where Xani grow food. Most military bases are scattered through here, with a few training camps in the heart of the salt flats.

PART V

• NOMADS AND OTHER RACES •

G'thal supports several cultures independent of the Empire: Dwarves, Elves, barbarian outlanders, and nomads to name but a few.

1 • DWARVES

The Stone People, have led a fairly quiet and unobtrusive life in G'thal. They live in mountainous regions and are most at home in the halls and caverns they have delved from living rock. Dwarves detest most men, especially Feyans (since the Wyrmian Mountains exploded), but have dealings with Ruechai, whom they respect more than any other race.

A BRIEF HISTORY

Dwarves were the first to dust themselves off and regroup after The Destruction. In 52 YM the Stone Council convened to discuss the fate of the Rock Peoples.

The Council decided that the eastern three hundred miles of the Wyrmian Mountains would be cleared of enemies and used as a permanent residence for the Dwarf-folk. Over the next two centuries they built a vast system of tunnels, fortresses, mines, and underground cities they called Dwarf-home. King Grotho Ironbones, the first of his line, took as his palace the mighty peak of Crög. The Dwarves discovered rich veins of minerals in the Wyrmian Mountains, and soon became the wealthiest people in G'thal. They set up other, lesser bases in Moreg's Brow and the Jomeloto.

About the year 600 YM, Dwarf-cities and mines were found abandoned. The city-states were far more concerned with their petty wars and the general chaos of the Central Basin and gave little thought to the mystery. In 713, Dwarves reappeared, describing the hundred-odd year hiatus as Brägnur Dūlan [Dwarf, "wise rest"]. Apparently, the labors of rebuilding civilization taxed the Stone Peoples so greatly that they were forced to rest.

The Dwarves renovated their strongholds and developed mutually beneficial trade relations with Fëqal Ruecha. The coming of Cralmyk caused many Humans to resent Dwarves, who are immune to the disease. King Argo III decided to close the southern border of his kingdom and suspend business with the Empire, except for iron trade with the Fëqal Ruecha.

Friction between Dwarves and men reached new heights during the Expansion Years. The destruction of the center of the Wyrmian Mountains in 3473 caused undying enmity between Dwarves and the wizards of Fey. After fighting off an army of devils in the Hellfire Wars, General Raldo the Imperturbable marched into Fey and destroyed the capitol city of Salaza before imperial pressure forced him to withdraw. Even now, Dwarves do not trade with Fey.

The Northern Horde overran the fringes of Dwarfhome and exacted a heavy toll. In the end the Dwarves' superior skill, courage, and knowledge of the mountains enabled them to expel the invaders completely on 36 Gysanyr, 4421 ("Freedom Day" on the Dwarf calendar).

In 4984, Faggor Hämol offered the Dwarves a place in the Star Crown Empire, but they answered by saying they would only accept if Fey were barred from the Empire. The condition was refused after debate by imperial advisors.

ECONOMICS

Dwarves mine gold, silver, iron, copper, and a variety of other minerals. They also manufacture some of the best metal products in G'thal, notably weapons and armor. The Dwarf-nation trades directly only with the Fëqal Ruecha and Odrènoł Tenryk.

POLITICS

The current King of Dwarfhome, Durak Stonebrow IV, has in the past ten years greatly increased trade with Odrènoł Tenryk, as he is a personal friend of Sir Bartholom, Drèn Saxby. Relations with the Fëqal Ruecha are as good as ever. As for the rest of the Empire, were it to fall off the edge of G'thal tomorrow, Durak would certainly not shed any tears.

THE JOMELOTO

Five Dwarf-cities still survive in the Jomeloto. Each is ruled by its own mayor, although there is a loose confederation among the cities. The largest, Juralg, has a mere 5,000 inhabitants. The smallest, Crotil, holds barely one-fourth that. Jomeloto Dwarves generally realize that humans are here to stay and must be dealt with as equals.

MOREG'S BROW

Dwarf-bases in this range have fallen into disuse and disrepair. Dangerous creatures are said to roam the halls of once-great cities. Dwarves are few and far between in these mountains, owing to the lack of large mineral veins.

THE WYRMIAN MOUNTAINS

As mentioned previously, Dwarf-home is the true Dwarf-nation. Approximately 50,000 Dwarves live in the Wyrmian Mountains. The Gap no longer hampers trade and travel between Ruecha and Dwarf-home is common, as an extensive system of tunnels now join the two sections of The Wyrm.

2•ELVES

The Elves of G'thal are comprised of four main groups; the difference is basically geographical. Telyn Elves live in the Hrange, and generally have as little to do with Humans as possible. Fôlen Elves live in Elfost, and are on good terms with Outland Humans. Méwyn Elves lead solitary lives in Malon Eron. Qelôth, Sea-elves, live on the Isle of Erabon in the Cap Isles.

TELYN (HRANGE) ELVES

After The Destruction, the Telyn Elves retreated deep into the heart of the Hrange, caring little for the new shape of the world. They stirred during the Southmen Invasion (617 YM), only to secure their borders against raiders.

During the Border Wars (c.1600), Elven lords of The Hrange and Elfost threw their support behind Graham, believing that unification of the warring states would help control interference in their affairs. The Telyn might possibly have joined the empire, as Chunter Graham would surely have married Queen Wylandra had she not died in the Last Battle.

After the Tenryk Empire was established, the Telyn returned to the woodlands and again left humanity to its own devices. In 2070 Cralmyk swept through the land. Elves were unable to comprehend the scope of the epidemic, being immune, and exacerbated the situation by ignoring the disease. After the Cralmyk passed, however, trade with Telyn remained negligible. The mutual distrust that developed during the Cralmyk shaped forever the Telyn view of humans.

In the early 2400's, Moregadoran logging in the Hrange reached an all-time peak. Anger built up slowly. The Telyn finally acted in 2432 by sending a request to Odrèn Brefmar, asking Moregador to leave the woods. Brefmar ignored the request, and in the next few years, logging camps spread further into the heart of the Hrange. The Telyn were shocked and angered, and many felt it was time for action. Attacks were targeted on logging camps deep in the Hrange. Elves would strike at Moregadoran troops, destroy isolated camps, and vanish into the woods. Moregadorans in turn hunted Elves whenever possible. For two years the Telyn harassed and killed men, and Moregadoran troops pursued and slew Elves.

In the end, the Elves were forced to withdraw. Casualties on both sides were high, and the Telyn grew tired of fighting a war they had no hope of winning.

The woods have since become perilous for any but the Telyn to travel. The Telyn slipped further from contact as the years passed. During the Warlock Hunts they allowed Feyan refugees to pass through the wood to Faron's Cove or further south if they wished, but no one was allowed to stay.

Prior to the invasion by the Northern Horde, Elves pulled deep into the wood and closed it to all. The southwestern regions of the Hrange became a haven for Moregadorans during the Dearth Years.

Faggor Hämol formally invited the Telyn of Hrange to join the Star Crown Empire in 4993. Rowyn again sent oak branches and a note saying, "*Build a fence to the south now.*"

The Telyn moved further from men as the years passed, and few Elves have been seen in the wood lately. Many humans believe the Elves have left the wood forever, but no one has journeyed deep into the forest to confirm this.

The Telyn have been retreating further south, but vigilantly guard the northern eaves. The west they have left alone, desiring no contact with Moregador or the Empire. The southwest is a wilderness infested with ghastly creatures. To the northwest, most of the Moregadoran logging takes place, the camps are heavily fortified and men are careful to stay in the eaves.

FÔLEN (ELFHOST) ELVES

Fôlen Elves were from the beginning friendlier to Men. The Fôlen in Elfost split into two groups after The Destruction: the Northern Fôlen, who moved to the northern eaves; and Southern Fôlen, who stayed in the southern regions of Elfost.

NORTHERN FÔLEN

Northern Elfost Elves are friendly with the humans who have settled around Lake Lenoe. They are a small group and willingly share their considerable wisdom with any who care to learn. Fôlen Elves are also courteous to the nomads of the Forbek Steppes, and have developed trade relations with Odrènol Danris. A small group of Fôlen Elves lives at the edge of Elfost near the Elgg Downs.

SOUTHERN FÔLEN

Southern Fôlen settled in the south part of Elfost near the Jomeloto Mountains. They have maintained good relations with the barbarians of the Trammel Highlands but are especially fond of the Centaurs, who have traded with Fôlen Elves for years.

MÉWYN (MALON ERON)

Méwyn, also known as Shadow or Evening Elves, are the smallest group of faerie folk. Méwyn have lived in Malon Eron since before The Destruction and watched it slowly fade and dwindle to nothing. The Xan Salt Flats every year creep further south; yet the Elves will not forsake their home.

Shadow Elves are kind enough when travellers pass through the woods, but make it clear they would rather be left in peace. They trade with no one, producing whatever they need in the forest. No Méwyn has ever been seen outside the forest.

QELÔTH (SEA-ELVES)

No one can remember a time when Elves did not sail the seas in elegantly wrought ships. Yet Qelôth are the only known to sail the oceans. They are a small group, living on the northernmost of the Brigger Cap Isles (Erabon). Like the Bukani, they trade along the coasts of G'thal and often call at imperial ports.

The Qelôth have taken a fancy to the natives of the southern isles, and keeping the waters clear of corsairs and pirates. Elven ships may be beautiful, but they have proven to be much sturdier than even the largest oak galleon.

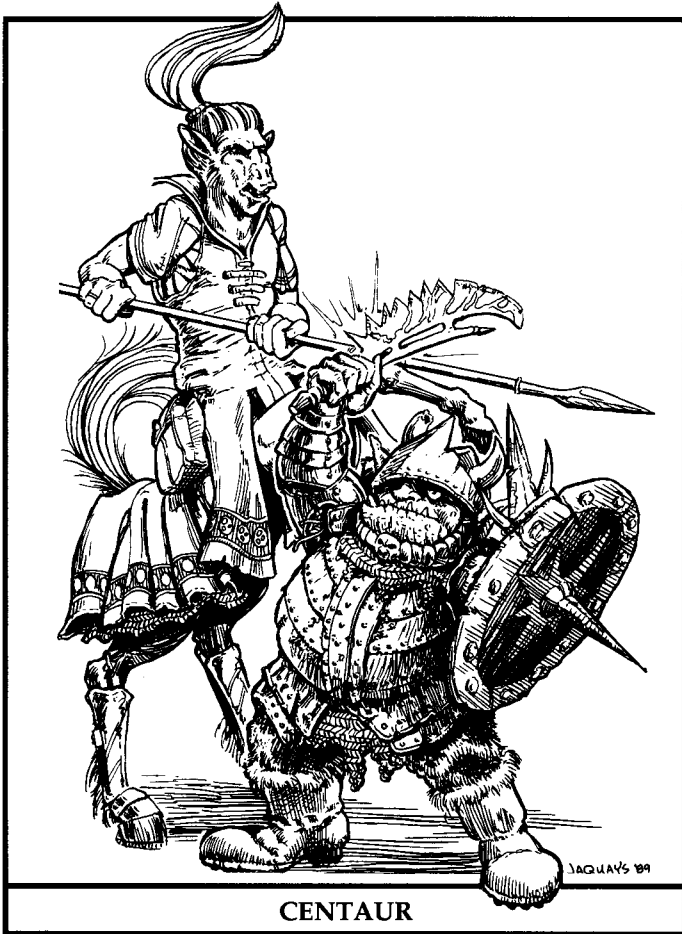
3•CENTAURS

Of all the non-humans in G'thal, the Centaurs have integrated most easily into human society. This may seem odd, as they resemble humans very little. Their pastoral lifestyle, however, is very compatible with humans, and makes the horse-folk valuable imperial citizens. Centaurs enjoy good relations with all other races except Lugroki, whom they openly despise.

HISTORY

After The Destruction, the remaining Centaurs were able to recover more quickly than humans. Once the weather cleared they had little trouble returning to agrarian pursuits, except for repulsing occasional raids. They occupied the Onel Hills first, but by 200 YM a small group had settled in the Moors north south of Elfost. As the city-states rose to power, the Centaurs mingled with humans. Horse-folk were accorded full citizenship when the Tenryk Empire was forged under Chunter Graham.

Since the breaking of the Horde and the rise of the Star Crown Empire, the Centaurs have moved back to their ancestral homelands. In recent years they have prospered, and with population in the Onel Hills at a peak, they are once again looking for new lands to colonize.



CENTAUR

CULTURE

Centaur society is centered around a the family unit called a stado (pl., stadi). Each stado has twenty to thirty individuals under the leadership of a single male called the lochad. The lochad wields absolute authority within the stado, and it is loyalty to the lochad which binds the stado together.

The Centaurs are shepherds without equal, and well-versed in farming. Their culture emphasizes the simple, natural, and comfortable. Their homes and barns are long, low buildings built into hillsides, causing as little disruption to the landscape as possible. Even their carefully tended fields have a natural look.

POLITICS

Centaurs do not usually create political units larger than a stado. Most are happy to consider themselves imperial citizens, and let the Emperor attend to matters of state.

Neither has military skills. The only weapon most are proficient with is the longbow. Admittedly, their skill in archery is legendary, honed through centuries of use protecting flocks from predators.

ECONOMICS

Centaurs have settled primarily in the Onel Hills, the Moors, and the Silver Hills. The Onel Hills is the largest settlement and trades heavily with both Danris and Thosque, providing wool, tobacco, and grain in exchange for metal goods and spices. They also trade with northern Fölen for crafts.

The Moor Centaurs trade food to Dwarves in Moreg's Brow and southern Jomeloto in return for iron. The horse-folk in the Silver Hills trade with Western nomads and jungle natives, offering food for leather and spices.

4•ISLANDERS

The Isle of Däkothal is home of the Ice Men. The famous Sailors of Bukan reside mainly on the island of the same name. The Brigger Cap Isles are home to human natives and Sea-elves (see Qelôth above). Of the four groups, only the Bukani and Qelôth ply the seas.

BUKAN

"Everything in Bukan is for sale, most of it at a discount."

Emperor Gambir III of Tenryk

The original inhabitants of Bukan were simple folk, like the inhabitants of the Brigger Cap Isles (see below). Over a period of several centuries the natives mingled with pirates who used the isle as a refuge, as well as with criminals of the Tenryk Empire exiled to Bukan during the 2000's.

Bukani are famous for being fearless sailors, and yet more renown as shrewd businessmen. Resourcefulness, a glib tongue, and a quick wit are prized above all in Bukani culture. Physically Bukani vary widely, but most have dark skin and hair. Bukani tend to be slightly shorter and broader than men from the Empire.

POLITICS

Bukan is ruled by an hereditary Prince, informally known as the Captain of the Fleet. The current ruler is Prince Wengor VII, an experienced merchant and diplomat. The dominating factor in Bukani political philosophy is that war is the ultimate evil because it hampers trade; thus conflicts with other nations must be avoided at all costs.

ECONOMICS

The island has a small agrarian base and boasts several gold mines. Bukani gold is somewhat purer and hence more valuable than imperial gold. The rest of the country's revenue comes from trade. Bukani access to ports everywhere allows them to turn quite a profit trading luxury items.

The main imports of Bukan are wood and livestock. Because much of the population is wealthy, Bukan also carries on a heavy trade in fine goods like spices, wines, and books.

BRIGGER CAP ISLES

In 1824 the great explorer Brigger Cap sailed from the mouth of the Fagyr River in an effort to explore the uncharted Sea of Fates. The following is an excerpt from his writings:

We sailed along the coast for a distance of 850 miles until Galin sighted a series of small islands, which proved to be populated by simple fisher-folk. We landed on the southernmost isle and were greeted by stocky natives of a calm demeanor. Like trusting children, they welcomed our expedition and provided us with fresh water and food. Myli had a difficult time understanding their language, but as nearly as she could translate they called the islands "The Footsteps of the Gods."

The people on the island appeared self-sufficient, living off fish and edible plants which grew in abundance. There were perhaps a few thousand people living on the island, and we were told about the same number on the northern isle.

We had been there a week when to my astonishment a party of Elves landed on the beach. The natives treated them as kings, and the Elves in return showed great kindness to the fisherfolk. The Elves' leader, Felywan, asked our purpose. He was intrigued by news of the human Empire of Tenryk, yet asked eagerly about the woodfolk in the Hrange. I was unable to provide more than the vaguest details. That saddened him, yet he treated us well enough. We sailed on shortly thereafter.



NOMAD

Little has changed since Brigger Cap penned those words. Occasionally a trader from the empire or Bukan visits, but the natives generally live in splendid isolation. An ambitious slaver once mounted an expedition to the isles looking for merchandise, but his ship was sunk by Sea-elves before it reached the shore. The Qelôth's protection of the natives from hostile outsiders mystifies imperial observers. The Brigger Cap Isles were named in honor of Cap posthumously.

5•NOMADS

The Western Nomads of the Forbek Steppes are divided along tribal lines, each tribe ruled by a chief. Every year a chief may abdicate and name his successor, or "open the challenge." This means that he wishes to remain chief and any tribe member who wants to be chief may challenge him. The challenge consists of three contests:

- a steeplechase (horseback)
- a footrace from one end of the tribe's land to the other
- a duel

The footrace must be undertaken without provisions or equipment of any kind. The first man to win two events is named Chief of the Tribe. Only one person may challenge the chief each year; if more than one challenger presents himself, only the most worthy is selected.

A chief's named successor may also be challenged, but may refuse without penalty or loss of prestige, thus declining his right to the title. If the named successor refuses the challenge, anyone may nominate himself as a challenger, and all then compete as above.

All Western Nomads ride horses with abandon. When tribes are threatened from the outside, the Chiefs form a War Council to lead their people in battle. During wartime, nomads are merciless warriors. Tribal members shun all magic except shamanistic (clerical). Each tribe also has a shaman and two apprentices. The shamans are accorded special rank, but must serve the tribe diligently. Nomads despise Lugroki.

JACKALS

This tribe gets much of its power and wealth from controlling the Steppe Road. They exact a 10% tribute from any merchant they meet. Occasionally they will attack travellers, but Jackals avoid large groups of well-armed foes. They frequently cross the land of the Wolves to raid the Lions, their arch-enemies. They are neutral to other tribes and are ruled by the shaman-chief Ammon, who has much experience leading raids and ambushes.

SNAKES

The Snakes are the weakest of the nomadic tribes. They have a fair amount of land, but only because no one else wants it. If they ever manage to assemble a viable fighting force, they will attack the Jackals to gain access to the Steppe Road, which they covet. They are ruled by C'Harten, a huge and evil-looking barbarian.

LIONS

The Lions are few in number and are surrounded by other tribes. Natural selection under these conditions has made them extremely tough fighters. Their chief is Garrol, a lean, silent man known for his ferocity in combat.

HAWKS

The Hawks are of a slightly different stock than other tribes. Their skin is dusky brown, suggesting that their ancestors may have come from Chümen. On average, they are more muscular and slightly taller than their nomadic brethren. They have little contact with the outside world and patrol the borders of their territory vigilantly. They will allow traders to pass through their land in exchange for silver, a metal which they have much skill in crafting. They are ruled by Chief J'Bar, a fierce and proud warrior.

WOLVES

The Wolves also have access to the Steppe Road, but choose not to molest travellers. Because they are so close to Elfofst and have access to wood, the northern Wolves are proficient with the horse bow. Wolves are on good terms with the Fôlen Elves of Elfofst, and often trade with farmers living near Lake Lenoe. The chief Wolf is Ognur, who despite his barbaric heritage was educated in Stonova (Odrênol Danris).

CORRIDOR NOMADS

The Nomads of The Corridor (Brigger Cap Veldt) are few in number and loosely organized. They ride in clans which vary in size from six to 120 members. Although not common, several clans may ride together for mutual benefit. There is no War Council or overall organization, although their history is rife with brief alliances of necessity.

The overall military strategy of these nomads has been to retreat before an invader until their foe is spread thinly over a great distance. Inevitably a counter-attack follows. A common expression on the veldt is, "The cobra coils before striking."

The nomads have no written history, so their past remains shadowed in mystery. The only records of their history exist in old Imperial Archives, and these concern only dealings with the Empire.

6•SOUTHMEN

The term "Southmen" applies to three groups of men from southern G'thal. Southmen are descendants of the original inhabitants of G'thal. When the Wizard-Kings moved into the Central Basin, the barbarians fled south into the wilds, which held no interest for the cultured Trynoth.

The barbarians are physically different from the humans of the Central Basin, being darker of both skin and hair. Their hair is also more plentiful; their beard growth is surpassed only by that of the Dwarves. Southmen average 5'5" in height and 170 pounds in weight. In the Uplands it is not uncommon to find people with extra fingers or toes. Barbarians have four more teeth than their civilized counterparts.

UPLAND WILDS

The people of the Upland Wilds have developed an autonomous society. Harsh terrain and weather make social contact impractical. They live in solid, well-fortified homes, with eight to twelve family members. Few people concern themselves with anyone beyond the immediate family and the few other families living in the same glen.

The uplanders are somewhat backward technologically, using iron for weapons, but bronze and copper for everything else. The only event that could be said to unite them all is the triennial festival of Hottr, the only God recognized by highlanders.

TRAMMEL HIGHLANDS

In the Trammel Highlands society is more organized. The terrain is gentle, with low hills and a plateau offering a pleasant area around which life can be centered. While a majority of people lives in the outlying regions, there can be no doubt that the plateau and its five villages are the center of human life in the area.

Highlanders farm and herd. Life is a little easier as weather is less harsh, and some farming is possible on the lower sides of the hills. Farmers trade for goods from one of the five villages on the plateau.

Located in the middle of the wilds, the plateau is an area of flat, fertile land. Each summer the villages hold a week-long festival, and most people try to attend for a few days.

ICEMEN

Icemen are the descendants of Trynoth who escaped south during the Wars of Dominion, prior to The Destruction. They settled on a large island off the southeast tip of G'thal. While comparatively cold, the isle was fertile and isolated, which was just what they were looking for. They had developed a considerable civilization when The Destruction shattered the northern two-thirds of the island. The northern reaches, containing most of the population and all the large cities, cracked and slid beneath the cold sea. There are small, scattered islands now where some of the larger pieces of land poke above the surface of the sea.

Like Feyans and Ruechai, Icemen are not strictly human, but are descended from Trynoth. They share the Feyan and Ruechan tendencies toward pigmentation, having fair skin and dark eyes. They are also long-lived, some of the elders living to be 130 or more. Icemen have particularly short arms and legs and thick trunks. They are stocky, averaging 5'8" in height and 200 pounds weight. Some of the weight comes from a thick layer of subcutaneous fat. This fat, plus other factors, allows Icemen to enjoy temperatures considerably lower than others. They are quite comfortable in freezing temperatures wearing nothing more than light clothing. By the same token, they dislike heat and find temperatures above 75°F unbearably hot.

After The Destruction, Icemen learned to cultivate mosses and lichens which, when dried, produce a filling if bland flour. Almost everyone became involved in fishing and in cultivating moss. Of their finer crafts, only smithing has survived to any important extent. The island is mostly hills containing large deposits of iron, coal, and tin. Mining and refining ores are the major occupations in winter when the weather forces everyone in the mines.

Icemen society is complex but efficient. In the harsh environment, cooperation is the key to survival. During the warm months, Icemen wander the southern seas and moss fields collecting; for seven months of the year they will be locked into the warmth of the mines by winter. When the first real storms hit, everyone retreats to the mines and begins preparing for the next summer. Boats are patched, nets mended, sickles sharpened, and children taught, for no time can be lost on such details when the frost breaks. One result of this has been basic equality between men and women, as work is divided by seasons instead of by sexes.

At the top of the Icemen society are the cults represented by totem animals. All spells are in the form of songs, writing having died out soon after The Destruction. The three most important cults are those of the Bear, Owl, and Rhin. The Bear cult's magic concentrates on developing physical strength, endurance, power, and will. The Chief of the Icemen traditionally has been a member of this cult, mainly because no one else could defeat Bears in unarmed combat, the final test in becoming Chief. This position is not of great importance, however, as most decisions are dictated by tradition. Clan Chief is also the only position not open to women.

The Owl cult is the most-respected and powerful; the members are the historians and keepers of the oldest and most potent songs and spells. The Chief may dictate policy, but he will do as the Owl cult suggests.

The Rhin cult is named after a small animal resembling a fat gopher. The rhin can stand any amount of cold or snow and merrily forages for moss and lichen in the midst of the worst blizzards. The Rhin cult thus specializes in resisting cold and ice. In the dead of winter only Rhin-cultists can survive outside, and so serve as the link that holds Icemen society together during these months.

The Icemen have about fifteen villages, centered around major mineshafts. Each village is dominated by one of the cults, but every village has members from all cults representing their interests. The non-cult people are called Zosmyr (Iceman, "homeless ones"). Many are vagabonds or criminals. The Icemen speak a language related to Feian, but through the long years of separation the two tongues have diverged greatly.

During the Savage Winters (615-617), the unending cold drove the Southmen north looking for food. The ocean had frozen, forming an ice bridge to G'thal, allowing them egress to the continent. They raided the Central basin, but were repulsed by the city-states after several months. They retreated south when the weather broke and have remained isolated ever since. The Icemen today have little contact with mainland G'thalans, save for chance meetings at sea.



7•OUTLANDERS

CHÜMEN AND K'SRONDI JUNGLES

The jungles of G'thal are populated by numerous tribes. Some natives practice cannibalism, but most are peaceable hunter-gatherers eking an existence in the harsh jungle. The tribes are small, usually comprised of fewer than 200 people, and roam the jungles within their territory. Most tribes have established villages which they use as a base for hunting.

Shamans hold sway over the people. Most tribes worship the tiger or puma. Two tribes worship the white elephants and revere as holy ground the resting place of the great beasts.

Most tribes live in quiet isolation. All natives fear and hate imperial slavers, who frequent the fringes of the jungle looking for strong, healthy natives to send back to the empire. Imperials are viewed with suspicion and distrust.

At the edges of the forest, a few tribes have become more "civilized," trading food and ivory for goods from the empire. Some villages are known to collaborate with slavers, and not a few of these have been wiped out by raiders from within the jungles.

DESERT PEOPLE OF THE BOLA WASTES

The Bola Wastes encompass the most desolate region in G'thal. Only at the fringes does it support life, and there only the hardiest survive. However, a few villages have survived in relative peace since the Destruction. Bolans are likely descended from the people who lived in the Bola Grasslands, though few songs and myths of their idyllic past are remembered. The inhabitants fled from the Northern Horde into the wastes; legend recalls with horror when demons and devils roamed the plains.

The life of the Bolan folk is centered around water. They live at the fringes of the wastes in the foothills of the Wyrman Mountains. Most are scattered along the tail of the Old Wyrman; Ruechai live along the eastern arm. Their villages are located on streams that trickle down from the peaks. Bolans live mostly on desert vegetables, roasted reptiles, and mountain goat.

The Bolan social structure is a harsh one, not unlike that of the Icemen. Little time is wasted helping the weak, and the process of natural selection has produced a hardy, taciturn race. Those who break the law or fail to do their fair share of work are exiled. A Council of Elders governs each village and sends a representative to the High Council twice a year. The High Council is the only link between villages and is convened to resolve troubles arising outside of village life. Bolans have little concern for people outside the desert and tend to view anyone but Ruechai as soft and weak; "civilization" is a foul word in their vocabulary. On the other hand, Ruechai are the only humans who have proved they can take the extreme punishment of the Wastes and are therefore respected.

Ruechai trade worked metal with the Bolans in return for craft goods, especially snakeskin clothes and boots.

COASTAL FENS (MYK'HAFMIR)

The people of the coastal fens live in isolation from the rest of the world. The swamp provides protection and nourishment to the Fen-Folk, and they in turn respect its perpetual quiet and gloom. There is nothing happy or friendly about the Fenners, especially since the few outsiders they see are looking to escape the swamp.

Fenners live in loose clans, organized about families headed by the eldest female. The clans vary from twenty to a hundred people; villages are comprised of three to twelve clans. There is no formal

political structure, and most arguments are settled by the disputants wrestling alligators, winner take all. Fenners have no concept of ownership of land; they move about regularly as the shape of the mire changes.

Most Fenners make a living by cutting peat and floating it down the river to be traded to Bukanian merchants for worked goods, especially hardwood and metal. A few clans specialize in raising alligators and crocodiles, both for food and leather.

8•LUGRÔKI

Lugrôki are despised by other races, due to their violent behavior. Unfortunately for others, Lugrôki are highly adaptable and are found almost everywhere in G'thal. Only in the far north, however, do they control any appreciable amount of land. Elsewhere, they hang at the fringes of civilization, raiding, looting, and running from patrols.

POLITICS

Lugrôki are organized in tribes, each tribe numbering from 50 to 200. Intrigue and skulduggery are common as individuals or small factions claw for the position of tonarg (chief). There is little loyalty to the tonarg, and the title is held by those most successful in organizing raids or brutally suppressing the opposition.

CULTURE

Lugrôki live by hunting and raiding, often stealing what they need to survive. The exceptions to this are weapons and armor. They produce an incredible variety of ugly but functional swords, bows, armor, and shields. They also design high-quality, frighteningly original torture devices. Other finished goods are stolen or made by slaves, which the Lugrôki employ in abundance.

Their warlike and often cannibalistic nature, along with a penchant for games like "catch the axe," ensure that most Lugrôki live less than a few decades.

Lugrôki breed prodigiously and sometimes mate with other races; half-breeds are common.

9•RUECHEI

HISTORY

Ruechei who today are referred to as Elder Ruechei have been present in G'thal since time immemorial. All Ruechei and Dragons owe their existence to the first Ruechel, who is known only as the Father-Mother. The Father-Mother begot many children and ruled a powerful house of Ruechei revered as gods. The Pre-Destruction history of these creatures is the stuff of legends, and thus what humans know of them may only be half-true.

After the war, the Elder Ruechei faced another serious problem: the number of Elders shrank as some finally died of old age, and others fell prey to Dragons, whose numbers were on the rise.

Finally, there was only one Elder left. The Ruechel, whose name was Tel, left G'thal to seek out the Father-Mother and learn how to restore the Elders' fertility and prominence. After an absence of an unknown length, Tel reappeared in G'thal about 1000 before The Destruction. Within 50 years Tel began bearing children. Tel's fertility resulted in a house of 22 Ruechei, which he heads today.

Dragons had changed by the time the House of Tel came to power. While few of them associate with the Elders, open confrontation is a rarity. Several of the strains of wild Dragons have become fairly intelligent, and have aided men from time to time.

RUECHEI OF TODAY

Fourteen of the Elders, including Tel, live in the Wyrmian Mountains. The remaining eight are scattered about G'thal. Elders dwell in large residences and employ many human servants. A typical Elder also has a large store of ancient artifacts and other treasures as well as a massive library. While not arrogant, they do not spend time with common people, as they are only intrigued by scholars and heads of state.

Elder Ruechei live around 5000 years (wild Ruechei only a tenth of that), and rarely die of anything other than old age. They are completely invulnerable to weapons and magic, except a few semi-mythical Pre-Destruction blades. Dragons can kill Elders, but only with vastly superior numbers.

Although they rarely use it, Elders have the strength of 20 men. Their claws and teeth can pass easily through solid granite. Elders are usually 8-12' long, counting the tail. Unlike Dragons, elder

Ruechei have no wings. Elders also have certain magical powers that are a complete mystery, even to Feyan sorcerers. The only time Elder Ruechei are known to congregate is for the Ruechel Enclave.

THE RUECHEL ENCLAVE

The Enclave is the method by which political power is transmitted in Ruecha. As noted above, the Master is ruler of Ruecha. In fact, the Master's only unique power is fluent understanding of Ruechani, the language of elder Ruechei and Dragons.

The Master is chosen at a special ceremony called the Ruechel Enclave. Ruechei and their Lords gather in a secret chamber in the Wyrmian Mountains and debate who the next Master will be. The Ruechei have a limited ability to see into the future and use their collective wisdom to ascertain what qualities will be most useful in the coming years.

PART VI

• BORBINAK •

***GM NOTE:** Borbinak is an example of how the GM could build a campaign area. The city is best used for short adventures (tavern brawls and the like), and as a place to introduce longer adventures. Borbinak's history incorporates threads from the main history (Part II) as a backdrop. The GM is encouraged to use the same technique when creating adventures, to give his campaign verisimilitude and to maintain consistency between adventures.*

THE HISTORY OF BORBINAK

In Pre-Destruction times, Lake Lenoe was about twice its present size. Much of the rich farmland was covered by water, and the region was thinly populated. A large stone bridge spanned the northern arm of the lake, connecting the Rhylian Way. The lake receded after The Destruction, far enough that the Rhylian Bridge now spans dry land. The lands remained wilderness, untamed and dangerous.

The Fortress of Borbinak was built in 2682 YM, during the Expansion Years of the Tenryk Empire. Borbinak was part of a system of forts garrisoned and maintained to ensure safe travel along the Rhylian Way.

By the time the Northern Horde invaded, the small fishing village of Montruth had formed. It took many years for the area to recover. Trade picked up along the Rhylian Way to and from the coast. The southern face of the Jomeloto Mountains was settled and began to ship copper, agate, and silver down the Crystal River to Montruth.

Contact with the new Star Crown Empire was limited, as travel through Elfost became a perilous undertaking. The Elves had split into two groups and both stayed well clear of the Road. Bandits, Lugroki, spiders, and fouler creatures lurked near the Road, assaulting those brave or foolish enough to attempt passage.

Most goods traveled south across the Nomad Plains to the Steppe Road, which led straight to Stonova. Yet this path was no guarantee of safety, especially if the nomads were restless.

When Imeria Xan formed, The Landing became an important town. Merchants would (and still do) wait for Xani legions to cross Windy Pass, and hire them as escorts to Danris or Ruecha. Merchants in the Empire also hired Xani escorts for trips from Danris to The Landing, though this was less frequent.

Recently, Drèn Verone re-inhabited Borbinak with a large force of men and is currently scouring the area clear of dangers. The Fortress has been repaired, and the town has grown somewhat in the past years. He provides cheap escorts to merchants travelling through Elfost (though merchants usually ensure the loyalty of such mercenaries with "considerations").

Using adventurers as a mercenary force, he has managed to tame the wilder areas around Lake Lenoe and the Elgg Downs. He has also turned Borbinak into a booming trade stop. Goods from Brighthead, Imeria Xan, and the Jomeloto now pass almost exclusively through Borbinak, the Great Forest, and thence into the Empire. Verone's escort service has caused displeasure in Danris as the bulk of trade now passes into Moq Thosque instead of Odrènoł Danris. The Dwarves control the mountain pass and roads through the Jomeloto, but so far have remained friendly to trade.

BORBINAK TODAY

Drèn Verone is worried that the self-styled Lords of the region contemplate joining forces to oust him. If Verone is killed, the lands about Lake Lenoe will quickly become dangerous, as the various factions fight for supremacy. Verone plans to murder Lord Kardy, the most powerful of his opponents, and deal with the rest of the rebels later. Merchants are uneasy because raids have increased, despite Verone's efforts to secure the roads. Moreover the Dwarves are moving north, and the mountain passes are dangerous.

HOW BORBINAK OPERATES

Drèn Verone rules Borbinak with a single purpose: trade. His overriding concern is that merchants should pass exclusively through Borbinak when travelling to and from the coast. Turning Borbinak into a major trade stop required that travel along the Rhylian Way be as safe as possible, and to that end Verone used his small militia to rid the surrounding lands of danger, as well as hiring them out as guards to trade caravans.

However, Verone was astute enough to realize that his small garrison was not strong enough to police the entire region. Verone's solution to this dilemma was simple and elegant: adventurers. Verone essentially allowed freebooters and mercenaries free reign, so long as they did not interfere with the merchants. Verone enacted the Adventure Laws and the Merchant Laws for this purpose.

The Adventure Laws state that all booty gained from activities in the Borbinak area are free of taxation. This simple device attracted a large crowd of free-lance mercenaries hoping to garner wealth easily. Merchant Laws protect merchants and traders by enforcing strict penalties on any who interfere with commerce. The Merchant Guild and the Adventure Guild were formed to organize both efforts. Borbinak now operates as a headquarters for trade and adventure alike and has prospered in recent years.

POLITICS

Verone uses his private army to enforce Borbinak Law. Tax revenues from merchants provide most of the required money; the balance is raised by paralegal business in Borbinak. Verone isn't interested in the type of business so long as his laws are strictly observed.

Borbinak has stimulated the economy of the entire region; several "lords" are grumbling about Verone's stranglehold on trade. One Lord Kardy desires to see the profits of trade spread about a little more evenly; i.e., into his pocket. Kardy and other minor lords have plotted several times to depose Verone, but talks invariably stall when the question of succession arises. Verone is aware that his position is precarious, for if the other lords settled their differences and joined forces he could not stand against them.

THE GUARDS

An élite mercenary force, they are the cream of Drèn Verone's troops, and he stations most of them near Borbinak, both as his personal guards and as the guards for the Bastion. They are often hired out to wealthy merchants as private escorts. Blue Guards also patrol the Marketplace. They have absolute authority, and for the most part command the respect of the populace.

The Brown Guards patrol the lands about Lake Lenoe, hunting bandits and often act as peacekeepers in smaller villages. In many cases, Blue Guards are officers in the Brown Guard. There is some tension and rivalry between the two, but Verone doesn't put up with much dissension in the ranks.

BORBINAK JUSTICE

Drèn Verone has instituted a court system to mete out justice as necessary. Although the penalties are biased toward merchants, the rest of the court is fair. Each case will be heard by a panel of three judges. Penalties are usually assigned and carried out immediately.

Use the chart below to determine how many Penalty Points the crime is worth. The Court Mage will use truth-magic in Assault or Murder cases. Anyone committing Perjury earns 50 penalty points and the Court's sympathy for being stupid. Repeat offenders add ten percent per conviction for the same crime. All multipliers are cumulative.

GM NOTE: Do not tell the character how many Penalty Points he has earned; just assign the punishment.

TABLE OF PENALTY POINTS

- Vandalism — 2x Damages done in gp
- Theft — amount stolen in gp
 - x1 if victim is Adventurer
 - x2 if victim is Citizen or Marketplace merchant
 - x3 if victim is local merchant
 - x2 (in addition to above) if the body was not recovered
- Disturbing the Peace — 5 point
- Assault and Battery — 500 points
 - x0 if in proven self-defense
 - x1/5 if victim is Adventurer
 - x1/2 if no serious injury resulted
 - x1 if aggravated
 - x2 if victim is Citizen or Marketplace merchant
 - x2 if unprovoked
 - x3 if victim is local merchant
- Murder — 1000 points
 - x1/5 if victim is an Adventurer
 - x0 if proven in self-defense
 - x1 if aggravated
 - x2 if victim is Citizen or Marketplace merchant
 - x2 if not pre-meditated, or manslaughter
 - x3 if victim is local merchant
 - x3 if pre-meditated, or assassination

To the total, add cost to Heal Injuries in gp (if necessary).

Up to 500 Penalty Points may be "bought" at 1 crown [gp] per PP. The money is paid to victims or families, and to the court.

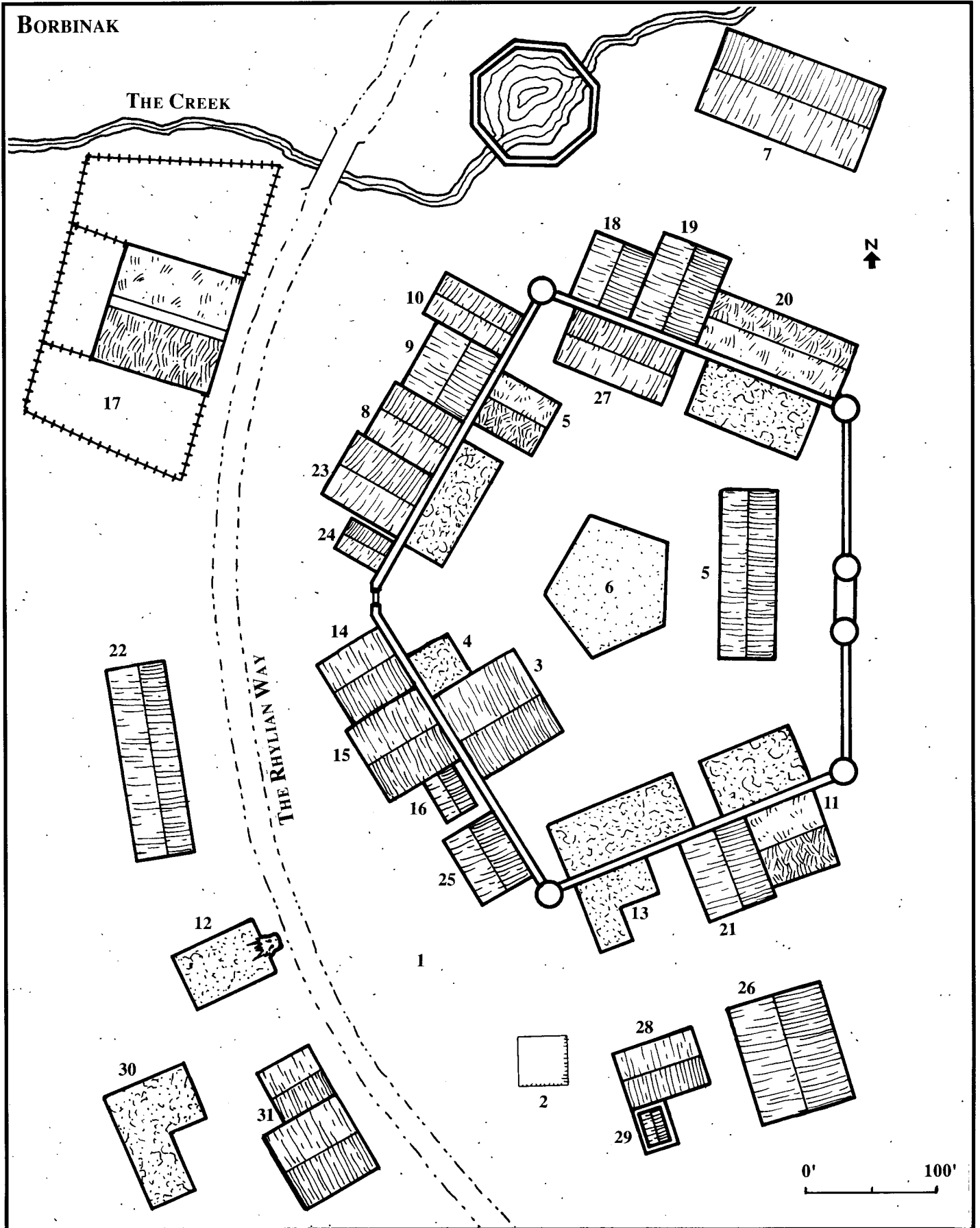
- Being facially branded with a "T" pays for 500PP (Theft only.)
- Up to 50 lashes may be accepted, at a rate of 1PP/lash in private.
- Working on a chain gang is worth 5PP per week.
- Being sold as a slave worth 500PP to anyone but a Murderer.
- Anyone accumulating more than 2500PP will be put to death.

BORBINAK TOWN KEY

1. The Marketplace. Open-air market where merchants sell their goods. Some merchants have permanent stalls, but space is rented by lots at 1 guilder [sp]/day. The assortment of items is good, but the prices leave something to be desired. Roughly a third of the merchants are local farmers peddling harvest and animals, less in the off-season. The rest are a motley collection of hagglers and confidence men from just about everywhere. A fair number of merchants cater to the special needs of adventurers, and anything that can't be obtained here can usually be procured through Fenroy (see below).

2. Auction Block. Slaves are the usual item sold here, but occasionally one sees the personal effects of some poor unfortunate who had no next-of-kin.

3. Merchant's Guild. Merchants who plan to sell goods come here to register, complain, get information, etc. The Guild also administers the warehouses. Stall rentals are handled here, but usually the stalls are rented on a per-day basis from a market clerk on the market grounds. No merchant (save permanent businesses) is required to register, but a merchant who is not registered receives no special consideration.



4. Blue Guard Headquarters. Up to 100 men are on duty here at any given time, of which approximately 20 are officers. Captain Byrne is the commanding officer.

5. Warehouses. Registered merchants and members of the Merchant's Guild store goods here, both long and short term. Rates are high [1 crown or 10 guilder/sp per cubic yard per day], but safety and discretion are totally guaranteed. So far neither has been compromised. The warehouses are heavily guarded by Blue Guards and administered by the Merchant's Guild.

6. The Fortress. This massive stone building was the original Borbinak Fortress and quartered the Ruechan border troops. Verone spends most of his time here. He has a nice mansion about three miles north, which is alas a little too remote. He very occasionally travels around with one of the patrols to see how the lands about are faring.

7. Donly's Inn. A very large establishment, with many small rooms, a large common room, and a big tavern. Donly's is popular with the not-so-lucky adventurers. It is usually very crowded, very noisy, and very dirty. The food is bad, the beds are worse, but it is cheap. Most people sleep with weapons close at hand. The common room is 2 guilder or sp/night, including an inedible supper. A regular room runs 10-30 sp and is large enough for two good or three intimate friends. Only lunch and supper are served, the former of which is almost palatable. Food runs anywhere from a few coppers for mystery-gruel to a few gold for fresh meat and vegetables. Donly's sports a typical assortment of local wines and ales, watered, at the regular prices (see the Winery below). Donly's is a good place for gossip.

8. Fenroy Pawn Shop. Ojarn Fenroy owns this seedy pawn shop. Fenroy is known to deal in stolen and smuggled goods, but he provides Verone and the guards with handsome bribes and is usually left alone. The shop windows display a tawdry collection of worn and valueless items, as does the inside counter. The back room is where most of the valuable goods are kept. Fenroy can obtain just about anything, given sufficient time and money.

9. Herab's Book Shop. Local scholar and Verone's Mage In Residence. Herab has an extensive personal library, and a few odd magical items. Herab will do usual sagely research for the usual sagely fees. Herab is a powerful and discrete member of the Borbinak community.

10. Golden Cup Wine and Ale Shop. The shop was once run by Griston Longbeard, a Dwarf whose wares matched his temperament: sour. Griston was found dead several months ago, and the shop was taken over by Griston's long-lost "uncle" Gan Eggerthal. The Golden Cup's business has picked up dramatically, much of what he sells has little to do with bottled spirits. He does supply the area inns and taverns with ale, beer, and wine and stocks a fair amount of liquor. Gan "The Ear" deals mostly in information, and certain substances of an illicit nature. He and Fenroy are old rivals.

11. Jolly Roger. True to its name, the Jolly Roger flies the skull and crossbones over the door. This small inn is owned by Grakem Hosh of Brighthead, retired captain of the Red Manta. The Jolly Roger common room is decorated with authentic sea-relics and ship pieces brought from Staffon and Brighthead. The rooms are comfortable and reasonable priced at 5 guilders/night. The patrons are usually sailors from the coast, or fisherfolk from Montruth.

12. Dragon's Fang. The front door of this establishment is built from and around the near-fossilized skull of what was a truly massive wild Dragon. This tavern dates back to the days of the

original fortress, when the outpost was garrisoned by Ruechan border troops. The Fang is a watering-hole for mercenaries, Verone's troops, and the warrior riff-raff of the area. It is by no means an exclusive club, but any non-military person should have a good reason for being here. The Fang is run by One-leg Jügyn, formerly Verone's second-in-command. He retired when his leg was crushed by a rock slide during a patrol in the northern part of the Elgg Downs. There are usually a few Xani, Ruechan, and other mercenaries here. There are three rooms, but they are reserved by the Mercenary Guild for special guests or wounded men.

13. Slave House. Run by Black Loren, a rough customer who cut his teeth on the bloody Chestnut Slave Raids twenty years back. He is a very shrewd businessman who knows the value of undamaged property. He runs an auction twice a week, and by paid request. Slavers sometimes sell to him, and sometimes put their goods straight on the Block (though Blacky receives a commission). He has a crew of eight hands to deal with trouble-makers.

14. Silver Sword Tavern. Simon Ries runs this dubious establishment. The Silver Sword caters to a rougher clientele than the rest of the taverns. Most of the patrons are strangers hailing from Danris, Chümen, and further north. Fights happen routinely, and most people wear weapons in here. Ries has caused a great deal of resentment in the town as all the food, wine, ale, and fixtures are imported. Ries refuses to do business with local establishments. Despite the enormous transport costs, Ries still sells food and wine cheaper than anyone else in town; he is trying to drive his competition out of business. The food and drink are unusually poor, and the rough crowds keep many people from taking advantage of the low prices.

15. Arg's Place. Attracts a little better clientele than most places. Arg is a retired adventurer who sank most of his money into this tavern. The food and ale are both superb, and the prices are reasonable. Arg's Place is usually patronized by professional adventurers, and consequently is frequented by many of the same in the hopes of landing a good job. Merchants often stay here also.

16. The Smithy. Officially called Black Iron Smithy, but almost nobody bothers with that. Run by the brothers Ironbeard, a Dwarf-duo of no mean skill. They perform all the local smith work, and occasionally forge weapons and armor to order. They are reasonably priced, as most of the ore is black iron from the Jomeloto. They are rather slow about filling special orders, though, as they are the only smiths for miles and are terribly over-worked.

17. The Stables. Flangan buys, sells, rents, and keeps horses of all sorts here. Flangan is a haggler second to none, and his prices are steep. However, he is reliable and the stables are well kept. He supplies the Drën Verone's cavalry with horses, and so is not a person to step on. In spite of his usefulness, however, he is universally despised. He only cares about money, gambling, whiskey, and horses.

18. The Golden Grain. A very local tavern where farmers, loggers, and a few fishermen congregate. A few rooms to let. Food is not too good, but it is clean, quiet, and not very expensive.

19. The Wood Shop. The Bintosh family members runs this booming carpentry business. They mostly replace broken furniture and fixtures for the taverns and inns, and provide merchants with boxes and crates. R'jorn the Elder and his wife Niola also run a small medicine shop. They do not deal in poisons, but can make a number of interesting concoctions.

20. Townhome. Three storied wooden apartment house and kitchen for employees of local businesses.

21. Tree and Stone. The only non-human tavern in Borbinak. Actually, humans are not unwelcome, but Elves and Dwarves are the usual crowd. Fights seldom break out here. Humans (especially locals) avoid this tavern.

22. Wolda's General Store. Wolda is the main supplier for farmers and adventurers. Wolda is also the main wholesale supplier for the taverns and inns around the area.

23. Oakhill Pub. Strictly a bar, and a little more expensive than the rest of the places in town. The Pub has a very quiet atmosphere, excellent food, remarkable liquors and ales, but no rooms. The Pub is run by Wiliker Collig, a confirmed bachelor and aficionado of fine liquors.

24. Potters. A small pottery and ceramics shop, which also provides excellent woven baskets and rugs. Potters is owned by Teels, an old, shrewish widow. Her husband was a remarkable painter, and something of a local legend years back. A few of his paintings are still about, though Teels has long since sold what few she had.

25. Red Eagle Inn. Small tavern which does not serve food and stocks a pretty poor cellar, but it does have three large common rooms, and twenty private ones, so it is quite popular with passers-through.

26. Town Hall. All the administrative offices are collected here, including the Court, and headquarters for the Mercenary and Adventurer Guilds.

27. Star Crown Jewelers. Star Crown Jewelers (Borbinak Branch) is run by Yalto Werth and his manager Pynch Ruther. Star Crown Jewellers also acts as the local money-lender, exchange, and bank. Werth hires Blue Guards for security. Many merchants deposit valuables here while staying in Borbinak.

28. Local Garrison. The headquarters for the Brown Guard, and general police station. Captain Maynar rules the garrison with military precision. Also housed here is the Imperial Messenger, whom Verone pays handsomely to act as a Personal Messenger.

29. Jail. Twelve cells and a drunk tank. Not the toughest place to get in or out of, but then the rough customers are sent to the Fortress (#6 above). Or simply executed on the spot.

30. Satin Hall. Madame Delia runs this swank gambling den and brothel. She caters to all types, and makes a fair profit at it. She is permitted to stay open mostly because Verone gets a cut. However, he would not shed any tears if she packed up and left tomorrow; the Hall gets rowdy at times.

31. Baymon Freight Agency. Provides carriage and cargo service to and from Brighthead and Danris. Very expensive, but then VIP merchants always travel first-class. Baymon also arranges accommodations for its customers. Baymon has been plagued lately by bandits and so business is slacking off.

ADVENTURING IN BORBINAK

Borbinak can be a rough place to the uninitiated. The Merchant Laws protect businessmen, but adventurers are fair game. Borbinak regulars enjoy conning newcomers with all sorts of outrageous schemes. For instance, most taverns demand a "cover charge" for entrance, the price depending on how gullible or rich the person looks. Merchants will charge outrageous sums for goods, and will continue to do so as long as the characters let them.

Another favorite ploy is the Alley Game, where a pickpocket will snatch a purse or valuable item, and dash madly for the safety of the Alley. The town guards are paid to ignore the Alley, so any thief who escapes inside is essentially free. Unless, of course, the party chases the thief, whereupon the guards will attempt to stop the party. Stolen goods will usually end up in Fenroy's pawn shop. Note that a character who tries to use the Alley to escape after a theft will be required to register with The Guild at an exorbitant rate (say, 100 crowns [gp]). The Alley ends in a concealed door leading to a back room in Arg's Place, where the Thieves Guild is quartered.

After the characters have been "introduced" to the town, they can set about adventuring in earnest. Some possible adventures are:

- A(nother) bar fight in the Silver Sword Tavern.
- Robbing any one of the local businesses. This can be *Easy* (+10) or *Extremely Hard* (-30), depending on how smart the party is. Of course if they get caught, Verone will show no mercy.
- Investigating Baymon Freight Agency. As described above, Baymon has been plagued by bandits recently. One of the shipping clerks, Velen Polg, has been selling information about shipments to a nearby gang of bandits. The party could be hired as escorts for a valuable shipment, and be attacked by the bandits. They could then trace the bandits to their base, and discover evidence that Polg is the culprit.

There are many more possibilities, some of which will arise naturally in the course of play. Borbinak is a dynamic town, and practically anything can happen.

PART VII

• ADVENTURES •

This part details several adventures set in G'thal. The first section describes events that could be expanded into one (or more) adventures. Three ready-to-run scenarios follow.

1 • ADVENTURE SCENARIOS

Most of the adventures below are drawn from historical material and culture notes in Parts II and IV.

THE WELL OF LIFE

su'Fyd Danoclés of Fey is near the end of his reign. Danoclés is a member of the White Orchid. Kallyo is a member of the rival Black Orchid. Kallyo is sure to Challenge Danoclés when his power peaks in about a month (seventy days). The White Orchid is attempting to find the fabled "Byne-Wûrak," or Wizard of Life, and present him at the Challenge. No other factions sport a wizard who could defeat Danoclés, let alone Kallyo at his peak. The party is hired to find the Byn-Wûrak and to bring him to Ebon City in time for the Challenge.

The Byn-Wûrak does exist, but is not a wizard, and is completely unaware of his talent. After PCs locate him, he must be bathed in the waters from the Well of Life (located anywhere exotic) to realize his full potential.

THE STAR PEARL

Master Gëtan is journeying to visit the Elder Ruech Ezar II in the Wyrman Mountains. Gëtan has heard disturbing rumors that a Star Pearl has been discovered in the Bola Wastes. This Star Pearl was reputedly fashioned by Xorgäsh, a powerful devil of Galthrim's Horde, and used to great effect during the Hellfire Wars. Gëtan wishes to ascertain whether this artifact existed, and what its powers might be.

The Star Pearl has indeed been discovered, and has passed through several hands until it came to rest with the half-mad wizard Nebrin. Nebrin has been using the Pearl to experiment with Necromancy, and the Pearl has been twisting his mind. Nebrin now plans to use the Pearl to summon Xorgäsh and become Lord of G'thal. The party could be accompanying Gëtan at his request, or encounter Nebrin independently.

The party should try and wrest the Pearl from Nebrin and stop the summoning, if for no other reason than the process drains Essence, and may sway everyone in the area of effect into Undead, commanded by whoever wields the Pearl.

THE STRUGGLE FOR ARELIOS

Sir Harold, Drèn Haverstock has begun a war with Danris over the long-disputed Free City of Arelios. The party could be travelling through the empire and be caught in the middle of the fracas. Also, a young scholar-priest of Ramonth is seeking the Role of Heroes. This semi-mythical document describes many of the powerful heroes who appeared just following The Destruction. The priest hopes to find in this manuscript evidence regarding the nobility of the three founders of the Ramonth religion.

The party will find themselves in a hotbed of intrigue and treachery as various factions vie for supremacy. This adventure could take on a political aspect as the characters plot to free Arelios. It could become a military scenario where powerful characters aid the army of their choice. Or it could revolve around the search for the Role of Heroes, which is rumored to be in or near the city. Most likely this adventure will contain elements of all three.

CASTLE KARDY

Drèn Verone has decided to assassinate the so-called Lord Kardy and thereby silence the voices of the greedy usurpers. PCs could be hired by Verone to carry out the assassination, or hired by Kardy to protect against the same. If Kardy is killed, his lands will be claimed by at least three neighboring lords, and a battle between them is likely to ensue. This is exactly what Verone hopes for.

ELEPHANT GRAVEYARD

Deep in the heart of the Chümen jungles lies a great treasure: ivory. For sixty centuries, elephants have laid down to die in a sacred graveyard whose exact location is known only to natives worshipping the great beasts. A lone explorer somehow discovered the approximate location of this holy place, and sold a rough map to a slave caravan. He disappeared soon after and was never heard from again.

The party should be offered the chance to buy this map, and discover for themselves whether it is accurate. In addition to the rigors of travelling in jungle, the characters will have to deal with hungry natives, jealous slavers, and the great White Elephants which guard the graveyard. And of course, the map may be erroneous.

2 • PINE CASTLE

Pine Castle is a good starter adventure; it lets the players get the feel of the campaign world. This adventure is especially useful for teaching new players how to role-play.

THE BIG PICTURE

Pelonian Brother Druny Costilon ordered a Pelonian Cross from Ravir, a well-known silversmith in the nearby mining town of Tokos. Unfortunately, an evil wizard named Trask hired a band of Lugrôki to intercept the delivery. The Lugrôki stole the Cross and brought it to Pine Castle on Rocky Knob. The townspeople want the Cross back, but are afraid to confront Trask themselves, as he is a Wizard. The only reasonable solution is to hire a couple of hardy (expendable) adventurers to rescue the Cross and restore it to its rightful owners. Costilon will pay 100 guilders [sp] if the Cross is returned unharmed, and a bonus of 100 guilders if Trask is killed.

The Cross is a beautiful but otherwise unremarkable ornament that Costilon bought to adorn the Chapel of Y'Pelon in Ryne. The cross cost the people of Ryne close to 300 crowns [gp], which is why they are so anxious to recover it unharmed.

Trask is expecting someone to confront him, but is not expecting a fairly tough party of adventurers. The Lugrôki have stayed on in his employ as guards, and he has managed to Enslave a mercenary named Chak.

The party's task is to go to Pine Castle, find Trask, cut him to chutney, and bring the Cross home again.

THE NPCS

DRUNY COSTILON

A sharp fellow, but not very brave, Costilon has no intention of going after Trask himself, because he is sure he would be killed. Hiring a band of freebooters to do the dirty work is his solution to the problem. He is reasonably sure they will die (he has a high and totally erroneous opinion of Trask's powers), but is not too concerned. After all, they're being well-paid for their troubles. He is about 6'4" tall and weighs 140 pounds, balding, and squints through a pair of spectacles he doesn't need.

TRASK

Trask spent thirty-four years studying magic in Fey before it occurred to him that while he might be a good mage, he would never be a great one. He gave up attempting to fathom the subtleties of magic and turned his skills to making money. All his efforts have been in vain. His latest scheme is a bid for power in the Ryne area. He knows Ryne is insignificant, but figures better to be a big frog in a little pond than to drown. Trask is very intelligent and not really evil, and given the chance will gladly surrender the Cross in exchange for his life. Trask is about 5'6" tall and pudgy (165 pounds). He has iron grey hair and is clean shaven.

CHAK

Just a hack mercenary Trask managed to magically Enslave. A very boring fellow, by all accounts, though he is a big man; 6'3" tall and about 215 pounds. He is not terribly muscular, but a decent swordsman.

THE LUGRÔKI

Trask hired the five of them in Borbinak to steal the Cross, then offered them lots of money to guard the Castle. Trask has yet to pay them and is hoping whatever comes of stealing the Cross will happen to them.

THE ENVIRONS

Pine Castle is set near Ryne on Rocky Knob, just slightly into the Jomeloto Mountains. Ryne is a small farming community boasting three inns and a general store. It has about 300 inhabitants, with perhaps another 200 more scattered about the countryside. Ryne is nominally an Imperial town, but acknowledges only the authority of Drèn Verone in Borbinak.

Ryne has most of its contact with the outside world through Hanaver. The farmers grow rye, barley, and corn to sell at Hanaver. Some of the more adventurous lads have actually been to the big cities (Borbinak and Montruth) to buy iron goods and livestock. Nobody has been further west than Hanaver lately, as bandits and Lugrôki are frequently about.

Ryne's claim to fame is the Chapel of Y'Pelon, which is frequented by many people in the area. The chapel is tended by Brother Costilon, a capable man.

Tokos is a mining town, producing silver and agate in small but steady quantities. Living there is a man by the name of Ravir, a silversmith of some renown. Perwin is also a mining town, sending coal down the Crystal River to Hanaver. The Jomeloto also supply the area with pine wood, lumbered from the northern face of the mountains. The city of Montruth, located on the northern tip of Lake Lenoe, supplies the area with fish, and buys much of the pine.

Hanaver is a big town compared to Ryne. Hanaver Bridge is the only bridge spanning the Crystal River, but there are a few shallow spots suitable for fording to the north. Much of the merchant traffic passes through Hanaver, usually going to Montruth or Borbinak. Silver and agate from Tokos, grain from Ryne, and coal from Perwin are sent to Hanaver, floated down Crystal River to Borbinak, and thence sent west into the Empire or east to Brighthead.

The Crystal River is a fast-flowing, fresh-water river which empties into Lake Lenoe off-map to the south. It is chiefly a means of transporting goods to Borbinak, and is fairly frequently traveled (downstream) by barges and small boats. There is a mule track up the west bank, and occasionally a barge is pulled up-river to Hanaver.

The foothills of the Jomeloto are thickly wooded in pine, spruce, and other fir trees. Silver, agate, and coal veins are scattered throughout the range, as are mining camps. There are a few Dwarf camps, but the major mining towns of Perwin and Tokos are predominantly human. The mountains also sport a number of lumber towns, sending mostly pine down the Crystal River to Montruth and west to Borbinak.

The farmlands about Ryne are very thinly populated, with an average of two families per 25 square miles. The lands are gently rolling, with very few trees, rising quickly to the Jomeloto. Most of the farmers grow rye and barley to sell at Hanaver.

Rocky Knob is about 30 miles into the Jomeloto proper, at the end of a fairly clear path. Pine Castle was standing before Ryne was settled, and the locals have no idea who built it or why. Since Trask took it over, they have avoided it.

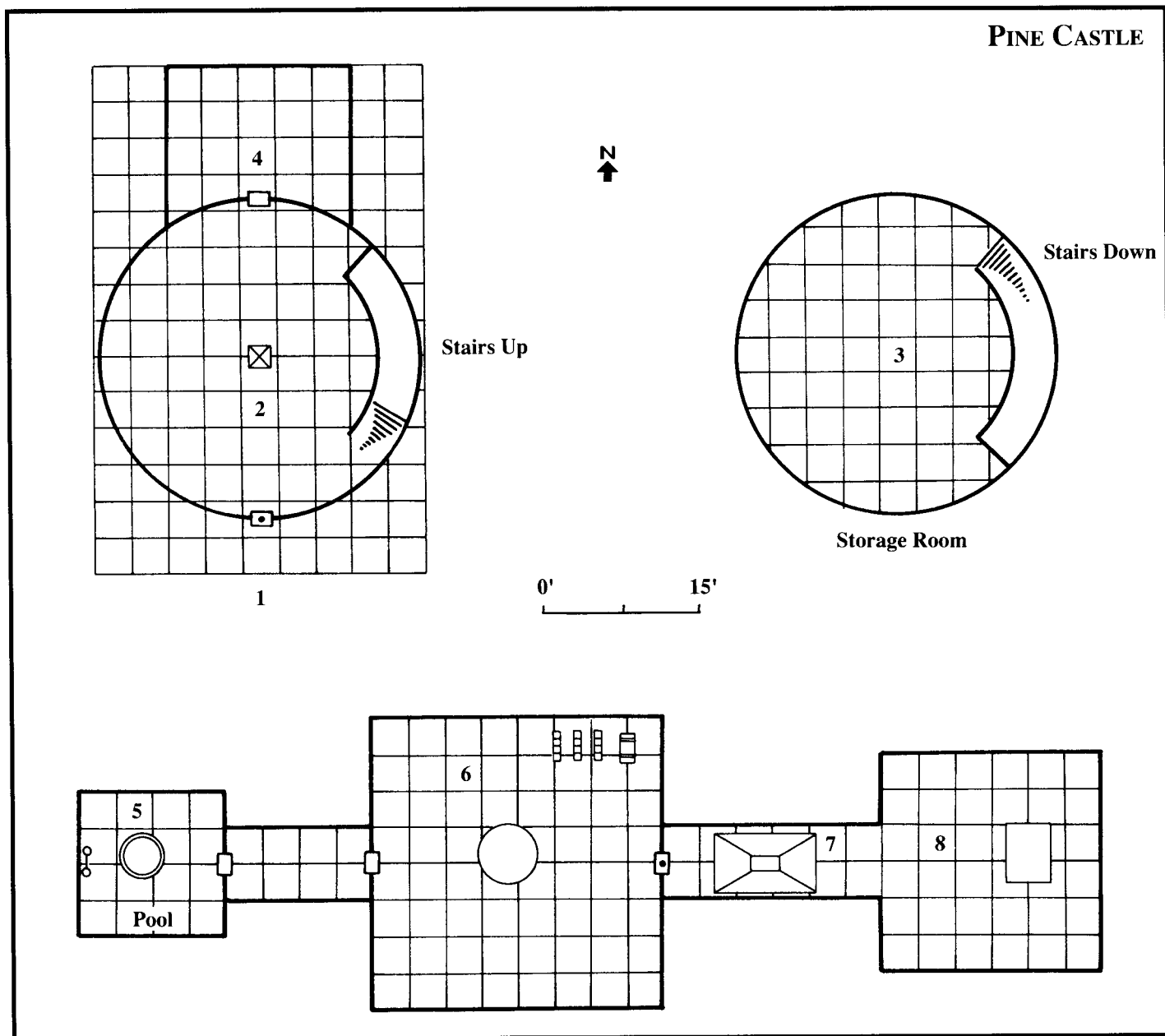
GETTING UNDERWAY

The best way to start this adventure is to have the party travelling on their way to Borbinak, looking for adventure and riches. Ryne would be a natural place to spend an evening as the party heads west toward Hanaver. Once in Ryne it is a simple matter to have Costilon approach the characters offering monetary reward to take care of "a small difficulty."

Ryne is a dismal backwater community, full of farmers. There are three inns the party can choose from, but it's not much of a choice. As they sip their (weak) beers, the local people will be gossiping about the stolen cross. Since nothing ever happens in Ryne, they will be talking about it non-stop and will even forget to act aloof and hostile to strangers.

Then, as the Brother Costilon walks in, a hush falls over the patrons (Clergy in a bar?). He will notice the party, and talk privately to the barkeep, looking in their direction. He will then stand at the bar for about ten minutes, debating whether to approach the party. He can then walk over and attempt to hire them.

After that, the adventure is officially underway. Costilon will tell them where Pine Castle is, and will say he knows the Cross is there, but only suspects Trask and the Lugrôki are. If the characters press him, he will admit no one has actually gone to Pine Castle to find out. Costilon is so nervous he will forget to mention what the Cross looks like, and must be explicitly asked. The Cross is a circle about 2' in diameter, with two bars forming a cross at the center. It is cast entirely in silver, and has fine tracery around the edges. It is very heavy, weighing about 75 pounds.



Costilon will then try to hurry the party on their way. He will provide no down-payment — cash on delivery only (Why waste money on a dead man?) The general store is useless for purchasing equipment, except perhaps rope; not too many farmers need chain armor or swords. However, as the party is helping the town, anything purchased there will be half-price. Also, after Costilon leaves, all beer will be “on the house” (assuming the party agrees to Costilon’s terms).

The locals will make it clear that the party should not delay more than an hour or two. The barkeep may even make some excuse about “closing for the afternoon” as if they did it all the time. In any event, the party should be out of Ryne and on their way pretty quickly.

The trip up to Rocky Knob should be uneventful (unless you want to make life miserable for the sods). Once they reach the Castle, use the Map and Adventure Key below.

ADVENTURE KEY

1. Outside Pine Castle. Pine Castle has no windows, the building is of cut stone, and the only door is guarded by a pair of Lugrōki. The castle is in a small clearing, surrounded by pines, and the characters should have the option of sneaking up on the guards. The front door is locked. Unbeknownst to Trask and his cohorts, there is a trapdoor on the roof of the castle which opens into the Storage Room (see below). The trapdoor is wooden and unlocked but wedged shut. If the characters make noise while opening the trapdoor, the Lugrōki will hear the screeching of overstressed wood, dither about for a minute, then rush to get help (from Quarters below). The PCs should eventually make it to the room, where all five Lugrōki will be standing there discussing what to do. They are carrying 5 CP and 1 SP (total), and a key to the door.

Fantasy Hero: Scaling the walls requires a successful Climbing roll. The trapdoor can be forced open with a STR roll and opened quietly with a Stealth roll at -2.

Rolemaster: Scaling the walls requires a Climbing Roll of *Light* (+10) [+1] Difficulty. The trapdoor can be forced open with a *Medium* (+0) [+/-0] Strength Roll, and a *Very Hard* (-20) [-2] Stealth Roll to do so quietly.

2. Inside Pine Castle. The interior room is empty. There is a spiral staircase up to the second floor, a door to the back room, and an iron pull ring which opens a trapdoor to the lower level. This trapdoor is clean and oiled, and obviously used often.

3. Storage Room. This room is full of trash. A successful Perception roll will reveal a fairly nice oak chest, locked. Inside is a magic broadsword (see below). There is no key, but the lock can be picked or forced. Sharp-eyed PCs will notice a trapdoor on the ceiling. The only object to stand on to reach the trapdoor is the chest. The trapdoor is wedged firmly shut, and opens up, making it difficult to force, but the characters would realize it can only go one place (the roof).

Fantasy Hero: The broadsword is +1 OCV and +1 BODY. The lock can be picked or forced with a STR roll at -2. A perception roll at -2 will reveal the trapdoor.

Rolemaster: The broadsword is +10. The lock can be picked with *Medium* (+0) [+/-0] Difficulty, or forced with a *Hard* (-10) [-1] Strength Roll. A *Very Hard* (-20) [-2] Perception roll will reveal the trapdoor.

4. Back Room. This small room holds a skeleton. Tangled up among its ribs is a 50 guilder [sp] ruby necklace, but the skeleton must be destroyed before it can be retrieved.

5. Shaft. The trapdoor opens on a ladder leading down a narrow shaft. At the bottom is a small room with a pool of glowing blue water, and a doorway leading north. Drinking the water will have a magical effect (see below). The pool is three feet across and about four inches deep. The Lugrôki are convinced this pool is poison. Trask knows it is not.

Fantasy Hero: The pool has the following effects:

(1d6)	1	+1	Intelligence*
	2	+1	Ego*
	3	+1	Constitution*
	4-6		Heal 2d6 (as Spell Effect)&

Rolemaster: The pool has the following effects:

(1d6)	1	+5	Intelligence*
	2	+5	Intuition*
	3	+5	Constitution*
	4-6		Heal 2d10 Concussion Hits&

* 1 time/person only & 1 time/day

6. Lugrôki Quarters. In this room three Lugrôki sit at a table rolling dice, and their pet wolf under the table gnaws at a bone. The guards will be surprised and unarmed, but the wolf will be alert. On the table is 79 cp and 13 sp. The wolf is wearing a silver collar worth 5 sp, and in the southeast corner is a riding cloak with a magic potion (see below). In the northwest corner are three sleeping rolls and a wooden crate which holds clothes, a whetstone, and a jade figurine worth 5 sp. The door out is locked, and there is no key here.

GM NOTE: If the characters forced the trapdoor on the roof, but make noise doing so, the Lugrôki will be standing around debating whether they should get Trask and tell him. They have no idea what the noise was, but are not interested in finding out. They will be arguing when the party comes, but only the two guards will be armed. If the wolf hears the characters coming, it will begin whining, thus eliminating Surprise.

Fantasy Hero: The potion of Speed gives +2 Spd for 15 mins. Treat the door as 5 BODY, 3 DEF. The wolf's Perception Roll is 15-.

Rolemaster: The potion of Haste X has two doses. Forcing the door requires a *Very Hard* (-20) [-2] Strength Roll, though two characters could work together and combine bonuses. The wolf must make a *Routine* (+30) [+4] Perception Roll to hear the party.

7. Corridor. Halfway down the hall is a slate-covered pit, six feet wide and eight feet deep, with broken masonry and other trash at the bottom. The guards are unaware of this trap.

Fantasy Hero: The lead character must make a Perception Roll at -3 notice it in time. Damage is 1d6+1k with a 1d6-1 Stun multiple.

Rolemaster: The lead character must make an *Extremely Hard* (-30) [-4] Perception Roll to notice the trap. Anyone falling in takes a "C" Crush Critical.

8. Trask's Room. Sitting behind the desk is a portly, aged wizard with a "T" sewn on the chest of his robes. He holds a large silver Pelonian Cross in his hands. If the party bursts into the room looking for blood, Trask will direct his Enslaved fighter Chak to attack the toughest-looking fighter, while he prepares to cast a Mystic Arrow Spell (see Part IX). If Trask is killed, Chak will be free of the enchantment, and will be confused for two turns. The desk has five drawers:

1. unlocked: full of trash
2. locked: brass wand (for Command spell)
3. locked: sack of 25 sp
4. unlocked: empty, but false bottom hides 15 gems worth 2 sp each.
5. locked: Trask's spellbook

The keys to the locked drawers are hidden in Trask's shoe. Chak is wearing a ruby-studded belt worth 35 sp, and a diamond necklace (the material component for the Enslave spell); Trask is wearing a magic ring (see below), and carrying the material components for his spells (see below).

WINDING UP

Once the party has made mincemeat of Trask, they can return triumphantly to Ryne, Cross in tow. Costilon will be shocked, but not as shocked as sorry for promising them 100 guilders [sp.]. The town will be grateful, but even more so if the party decides to move on quickly.

A NOTE TO THE GM

Now that you've read the scenario, here are a few notes on how to play it. First, if you are running this with experienced players there are a number of opportunities to "turbo charge" the adventure. A few suggestions are: make the party fight bandits on the way to Pine Castle; double the number of guards and make them alert; turn Chak into a veteran fighter and give him better armor; give Trask a few more spells and END/PP; make the party fight bandits on the way back, possibly losing the Cross again.

If the players are inexperienced, there are some points to consider. The easiest way to get the adventure going is to force the players to take the assignment and pack them off to Pine Castle.

Next, allow the players to experiment with the characters, so they can learn what they can and cannot do. Stress that character actions should be directed by personality and common sense.

Take the time to explain why the rules work the way they do. Dice rolls are mathematical abstractions of ability and hence are sometimes awkward to use. However, they arbitrate between the possible and impossible, and are very important to a character.

Do not be afraid to give the players liberal hints—the idea is to help them become acquainted with *Rolemaster/Fantasy Hero*. Most players have no frame of reference for fantasy roleplaying mechanics, and this scenario is supposed to give it to them. Tell the players that the castle wall looks scalable; that the guards are bored and probably could be ambushed easily; that the rubbish is rubbish and not worth sorting through (make the Perception roll for the chest as soon as someone says “I’ll look around”); that the wolf is definitely the bigger threat, as the Lugrôki are not wearing armor or carrying weapons.

Allow the party to cut Trask into bite-sized pieces; after all, that’s what he’s there for. None of the characters should die. If a player does something extremely stupid, tell him that it is extremely stupid, and explain why. If he insists, then the character could be badly mauled, but not killed. The players will learn all about Life and Death in later scenarios.

3 • TERROR AT FANG ROCK

This scenario is set at a lighthouse built on a jut of black rock called Fang Rock, two miles north of Brighthead. The Coast Road runs north-south about a mile from the coast, through Brighthead and past Fang Rock to Staffon. The area about Fang Rock is mostly scrub, with a small copse of trees to the south.

Brighthead is a typical large port town, and located here are the offices of Denarreg and Gareyn, Attorneys at Law. Sanom Denarreg is the trustee of Jorrin the Lightkeeper’s estate, and will hire the PCs to investigate a murder.

Brighthead handles much of the northern trade. Silver, agate, and coal from the Jomeloto is hauled overland along Rhylian Way, and sails south to Bukan or Staffon. Mining equipment and food goes east to the mining towns and the farming communities around Lake Lenoe. Dwarves in the Jomeloto region mine iron and some semi-valuable metals and gems but have been heading south lately as the veins become exhausted.

The lighthouse was built in 6048 YM after a Bukanian pay ship was dashed against Fang Rock and sunk. The Isle of Bukan is far off-map, but it is a well-known seafaring kingdom. Bukan trades heavily with Brighthead, so it is not unusual that the pay ship was Bukanian. Smuggling is rampant in this area, because all products passing through Brighthead to the Empire or Bukan are taxed. The characters will probably be in Brighthead on their way someplace, short of cash as usual, so the 100 guilders Gardener promises them sounds very enticing...

The area is not officially part of the Star Crown Empire, but much imperial trade passes through here, so they choose to acknowledge the authority of Emperor Saballion III.

THE BIG PICTURE

Before the accident, Fang Rock was used as a hideout for local smugglers. Below the water line eight months a year is a huge sea cave where the treasure-laden galleon came to rest. When the Empire decided to build the lighthouse, the smugglers realized that they had better lie low, and so they did—for a while. Now the water level is dropping and the smugglers have returned to resume their business.

Jorrin, the lighthouse keeper, discovered them trying to build a new access tunnel to the sea caves, and was killed. His body was dumped near the Coast Road in an attempt to conceal the smugglers’ presence, but if anything his death has aroused suspicion.

A friend of Jorrin’s named Kan’tyr heard about the disappearance and decided to investigate on his own. He has been captured by the smugglers, who are planning to move out as soon as the next shipment of rum comes in. The smugglers are led by Goreg the Blackguard, and his lieutenant Raluf Steng. Steng and four brigands are still at Fang Rock, and Goreg is bringing in the last batch of illegal rum on the following evening.

Sanom Denarreg suspects Goreg and Steng of smuggling rum, and hopes the party will break up the smuggling ring, thus bringing him fame and glory for a measly 100 guilders (sp).

THE NPCs

SANOM DENARREG

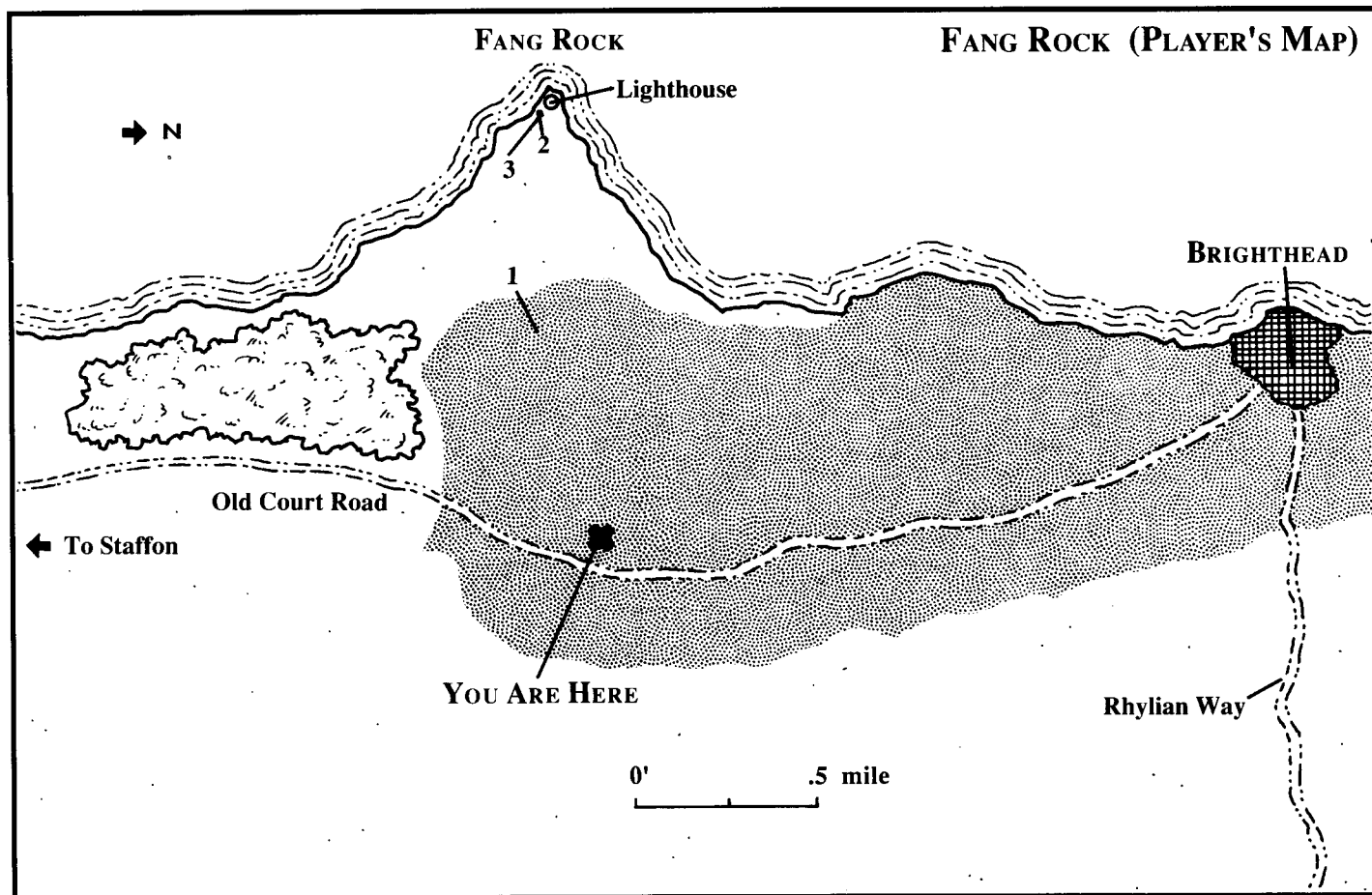
Sanom Denarreg is a sharp man, well-versed in law. He suspects the smuggling, but has no proof and doesn’t want to say anything until he has evidence. He will fast-talk the characters into going at sunset to investigate, pointing out it will only take a few minutes to poke about, that’s all. He will pay the 100 sp on return, not before. He is about 5’2" tall and weighs maybe 150 pounds, well-dressed and obviously wealthy.

KAN’TYR

Kan’tyr is a powerful wizard who left Fey to pursue his own life. He and Jorrin were good friends, and often played chess. Kan’tyr gave the chess set (see #7) to Jorrin years ago, and will want it and the card (see #7) as mementos. He will decline any monetary reward. The smugglers have “interviewed” him several times, but still believe Kan’tyr is hiding something. He is in bad shape now, and almost useless, except as described below. He has guessed that the smugglers killed Jorrin, but he is not sure how Jorrin discovered them, or where. He wishes to return home to recover as soon as possible, but will talk to Denarreg (whom he knows by reputation and dislikes) if the party insists.

RALUF STENG

Raluf Steng is fairly bright, but the biggest mistake of his life will prove to be dumping the body by the road. Goreg has no idea that all of this has happened, and Steng is afraid to tell him. Steng wants to get out of the area quickly, as he rightly guesses that Kan’tyr is but the first of many inquisitive callers. He does not believe Kan’tyr came by himself, and every now and again beats him up, trying to get him to confess.



GETTING UNDERWAY

Everyone knows the story of the Bukanian galley that was dashed into Fang Rock during a terrible storm. Along with its crew, the ship carried a month's pay for the mercenary force stationed at Brighthead to the bottom of the sea. Although a few gold guilders turned up on shore, the ship itself and the bulk of the money was never recovered.

In 6048, the Star Crown Empire built a lighthouse on Fang Rock, ostensibly to prevent other ships from meeting the same fate, and incidentally getting a massive tax write-off. Nothing much happened for two years, until the lighthouse keeper, a man named Jorrin, was found by a passing trade caravan, brutally murdered. Because of money found in the old man's pockets, robbery was ruled out as a possible motive.

All this meant nothing to the party until they were approached by Sanom Denarreg, trustee of Jorrin's estate and Brighthead's smoothest shyster. He offered the adventurers 100 guilders to find out what happened. Now they stand at the spot where Jorrin's body was found, staring at a pale moon rising over Fang Rock Lighthouse.

If you have already run the Pine Castle adventure, then Denarreg will hear about the party's exploits and seek out the characters to ask them if they are interested. Otherwise, Denarreg will meet the party as he is passing through Borbinak on his way to Brighthead.

ADVENTURE KEY

1. Party Starts Here. When the party clears the scrub, read the following:

The vegetation stops quickly, as if halted by some invisible barrier. The coast is stark, black rock. As you approach the lighthouse, you see that it is built on an immense piece of rock which has steps carved in it. Beyond the lighthouse, the coast is sandier, and water plants grow in tidepools. A small shack stands near the shore.

2. Shack. The shack is ready to collapse. Inside are a broken chair and an overturned table. There appears to be something metallic in the corner (a battered pick). Under the table is a tunnel.

3. Unfinished Tunnel. The tunnel here is damp, cramped, and rough-cut. A Dwarf who looks closely can determine that the work is recent. There are dried bloodstains on the walls and steps about halfway down. The tunnel ends in rough stone; obviously the digging was stopped suddenly or interrupted.

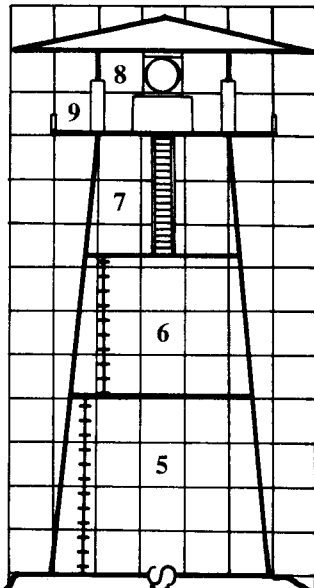
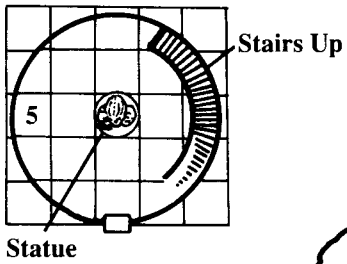
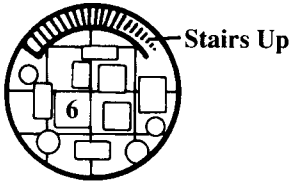
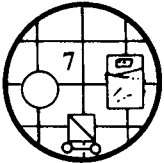
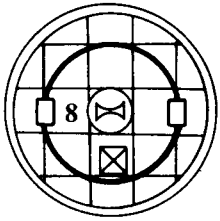
GM NOTE: *Jorrin investigated the noises and found the smugglers here, so they killed him and placed the body outside near the road.*

4. The Harpoon Gun. This gun is used to snag and haul floundering ships to safety. There is a large, rusted winch connected to the tow line.

Fantasy Hero: The harpoon gun is -2 OCV and does 2d6+1k.

Rolemaster: The harpoon gun is a -20 Heavy Crossbow to hit, but Criticals are two levels higher (i.e. "A" becomes "C", "E" is "E+B," etc).

FANG ROCK



LIGHTHOUSE



10

11-15

Air

Beach

Sea

Sullivan '89

5. Lighthouse Main Floor. The lighthouse is about 60 feet (20m) high, with three windows far up on the walls. There is only one door, locked from the inside. (The party will have a key if they asked Denarreg for one). The room is cold and bare except for a wooden staircase spiralling upward and a stone statue of Shaal (God of Seas and Waters) with his open palm extended in greeting. If the statue is examined, it will prove to be missing the right ear. Also, the floor to the left of the statue is slightly greasy. If the right ear is found (see area #9) and replaced, the statue will slide to the left revealing a secret passage. After the party has poked around a little, read them this description:

As you listen to the hollow vibrations of the waves, which sound oddly close by, your ears are assailed by other noises: the sound of a faltered step and hushed whispering from upstairs.

6. Storage Area. This is the storage area, and holds slow-burning oil, heavy rope, foodstuffs, and clothes. This room has obviously been ransacked and much of the food is missing.

7. Jorrin's Quarters. This is Jorrin's study and living quarters. It is simple except for an ornate (not gaudy) chess set. Anyone who looks at the set without touching it will note a red stain on one of the knights' lances. If touched, a piece will grow to human-size and attack the offender. Only pieces that are touched animate, and they return to normal size when "killed" (see below). A footlocker holds clothes, three empty rum bottles, and a logbook marked with a playing card. The card depicts a Fool on the front and a lighthouse on the back, and is signed: "To Jorrin — a good chess opponent and a good friend. Kan'tyr." On Jorrin's cot is a book entitled *The Encyclopædia of Fish*. A wooden ladder leads up to an open trap door through which starlight seems to beckon. This room is lit dimly by three windows. The last entry in Jorrin's log book reads as follows:

Perhaps my brains are addled with rum, but I hear the iron shod hooves of horses prancing on the rocks at night. They call to me.

8. The Lamp Room. The moon has gone behind some clouds, leaving the lamp room very dark. The room is wood walled for four feet, and above that are panes of glass. The door to the observation deck is banging open in the strong breeze. The wind will extinguish all unprotected fires. The lighthouse lamp can be lit, but the spring is over-wound, causing it to spin for 60 degrees per second for 1 minute before it will jam.

Fantasy Hero: Anyone who enters the path of the beam while facing the lamp will be -2 CV for 2-12 segments.

Rolemaster: Anyone who enters the path of the beam while facing the lamp will be -20 to attack for 1-10 rounds.

9. The Observation Deck. The roof is wood, and overhangs the observation deck by two feet. The floor and railings of the deck are rotting from exposure. The railings are weak and anyone who gets knocked through one is taking the express route to the ground level. On the wooden deck are two smugglers hiding with their ringleader, Raluf Steng. They are lying flat to avoid detection, and will attack anyone who comes out on the deck. Raluf is carrying the ear to the statue (see area #5). The smugglers were up here looking for sign of Goreg's ship, and were trapped when the party entered the lighthouse.

Fantasy Hero: Treat the railings as DEF 2, 1 BODY.

Rolemaster: The railings are GM's discretion.

10. Passage to the Sea Caves. These stairs are slick and steep, but are safe if traveled slowly and carefully.

11. Guard Area. The caves begin here. Two smugglers stand guard. Both have 6 gold guilders (Bukanian, dated 6040).

12. Storeroom. Stacked here are 12 kegs of rum. They are missing the "duty paid" stamp, of course. If the party brings these back to Sanom Denarreg, he will give them 10 guilders per keg — he needs the kegs as evidence for his case, and for self-glorification in the eyes of authorities everywhere.

13. Bunk Area. There is a bound and obviously beaten man here, passed out on the floor. His name is Kan'tyr, and he was an old friend of Jorrin's. He came to investigate the murder, and was captured in the lighthouse while snooping about. The smugglers roughed him up, trying to find out who sent him. He is in bad shape, but will gladly do all he can to aid the party against the smugglers. He is sure the smugglers killed Jorrin, but doesn't know where or how. He is too ill to fight, and the only spell he can recall offhand is Paralyze Monster, and that only if he is prompted (see #14 below). This room also contains several bedrolls, and food stolen from the lighthouse. There is an open keg of rum, about half empty.

Fantasy Hero: Paralyze Monster will cause a monster to become immobile for as long as Kan'tyr pays END (5/phase). If given a chance to rest, Kan'tyr will have enough END to kill the shark (see below).

Rolemaster: Kan'tyr's spell is *Paralyze I*; he has only 14PP left.

14. Octopus Garden. In front of the party is a dark pool, spanned by an arched stone bridge. The bridge is three feet wide with no railings. The water is dark and stagnant, with weeds and driftwood floating in it. Living in the pool is a young octopus, who will attack anyone who doesn't look like a smuggler (they feed it occasionally). The octopus will attempt to drag the victim into the pool and bite him. There are 118 Bukanian Guilders in the pool, and a rotting rum barrel floating under some weeds. The pirates bring the rum through here, but 50 gallons is a lot to roll across three feet of stone.

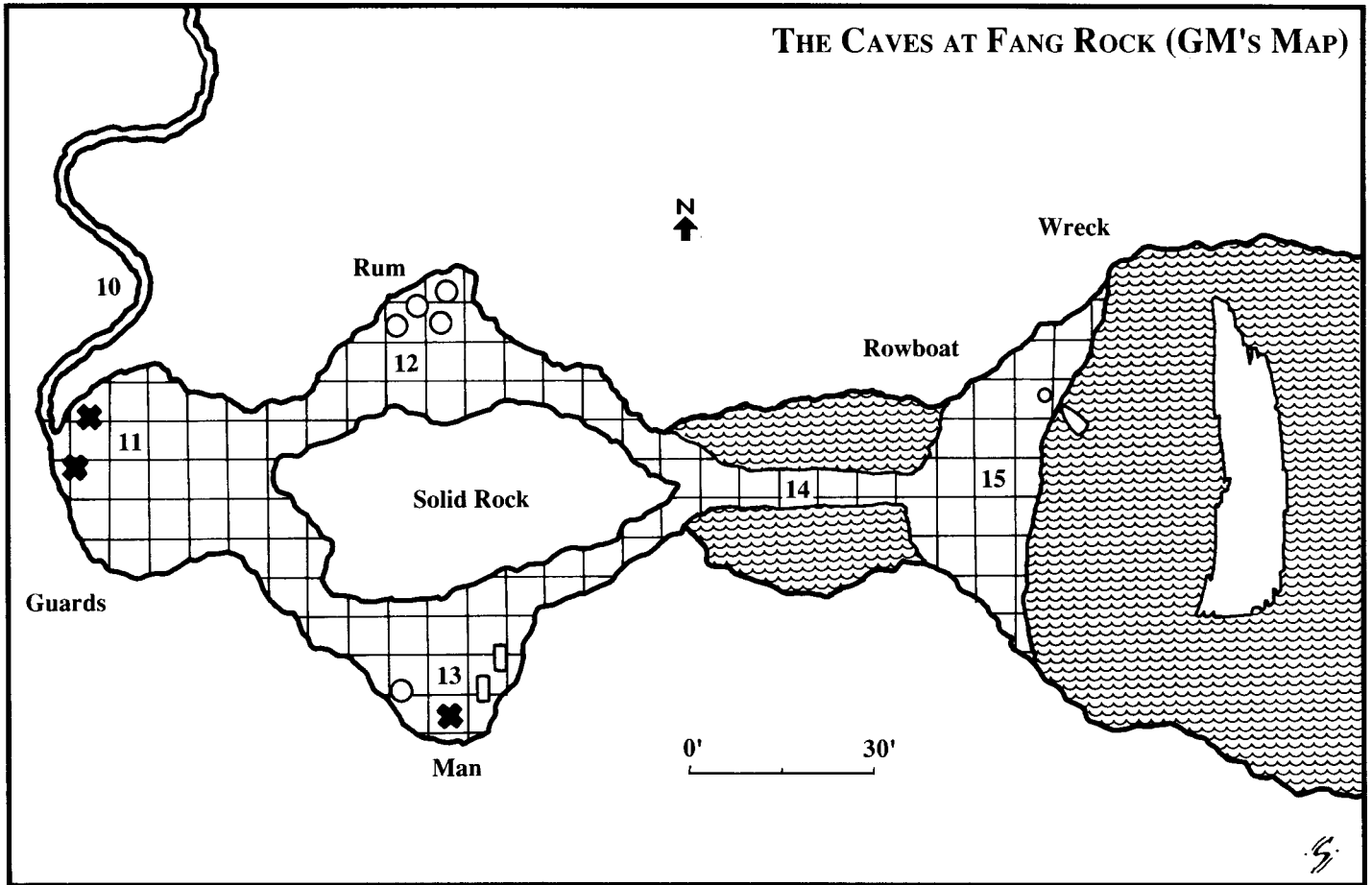
Fantasy Hero: The octopus is STR 15. Attacks in the water are at -2 CV for the characters.

Rolemaster: Attacks in the water are at -25.

15. The Sea Cave. In this huge area lies the remains of the Bukanian galleon. Most of the gold has washed away, but 575 Guilders (Bukanian) still remain. On the shore is a small boat and a barrel of meat. In the water is a 40' white shark. If meat is thrown to the shark it will not attack the boat, but will still attack anyone foolish enough to enter the water. As detailed in *The Encyclopædia of Fish* (see room #7), a shark must continue moving to breathe, so if the party gets Kan'tyr to cast a *Paralyze Monster* spell on it (see #12 above), it will die. The gold is Bukanian, and purer than Imperial gold, hence it will buy 10% more than its face value.

WINDING UP

Once the party has completed the adventure, they may decide to wait and see if Goreg will show with more rum. It should be clear to the party that there are more than five smugglers total. Goreg's ship will anchor offshore around midnight the following evening. If the party has alerted the authorities (Denarreg) the ship will be captured and Denarreg hailed a hero. The party may or may not be mentioned...



If the party decides to try and kill/capture the smugglers, they will probably fail. The ship is very far offshore, and at the first sign of trouble Goreg will weigh anchor and sail away, leaving Steng holding the bag. A ship's boat laden with four smugglers and more rum will enter the sea cave, and wonder where Steng and his cohorts are. Once they discover the characters they will try to get back to the ship, and Goreg will vanish.

Denarreg will not be pleased that Goreg got away, less because the party should know better than to try heroics, but he will pay as promised.

Meanwhile, there is the matter of the gold. If Denarreg finds out about the gold, he will confiscate it immediately, hoping to turn it to his political advantage. The party will be awarded a 10% finder's fee, but only if they insist. If the characters play dumb, he will not think to ask them if they saw the gold as well.

All in all, the party should come out at least a 100 guilders ahead, and if they play their cards right, may have a friend in both Kan'tyr and Denarreg.

4 • THE ISLE OF LEBYN

This scenario centers around the Isle of Lebyn, a small island, insignificant except for one fact: it moves. Lebyn sails the Sea of Fates as a ship might, but not with the wind or tides. Lebyn floats about randomly. The few ships that land on Lebyn usually do so unintentionally. Sometimes, in the middle of the night, Lebyn smashes into a ship, scoops it up onto the beach, and continues on its way.

Lebyn is a cultural and economic anomaly. Crammed into this tiny island are no fewer than twelve distinct social groups. The only trade and contact with the outside world comes from the pirates and the (rare) wandering ship. Very few traders ever come twice; fewer still arrive intentionally. As a consequence, the economy is somewhat skewed. The descriptions below are divided by cultural group and interesting physical features of the island.

The isle is called Lebyn [Feian, "life"] because Lebyn River is the only source of fresh water. (See insert map.)

THE PLOT

Odrèn Belaryk of Moregador fears death above all else. He spends much of his time and money searching for the elusive key to immortality. Until recently, his efforts were in vain. A few months ago, one of his scholars discovered an old ship's log that described a magical island called Lebyn and, so the log recounted, held the secret to live everlasting. Belaryk's scholars confirmed this after discovering more obscure references to the "Isle of Life" in mouldering texts.

Belaryk desperately searches for the magical island. Belaryk sent a message to Sanom Denarreg in Brighthead, promising rich reward if he could locate this island. Denarreg has decided to hire a party to do the dirty work.

Unfortunately for the party, the legends surrounding Lebyn are not as clear as they might be. The source of Life (and of the rumors) is the River Lebyn, nothing more than ordinary fresh water. There is no magical potion or artifact which will prolong life here.

However, by a curious coincidence, Immortality can be achieved. To become immortal, all one needs to do is defeat Death in personal combat. The Demon Enclave (see below) can summon Death for this purpose, if desired. Immortality is granted only to the individual who defeats Death; it is not transferrable. Clearly, the party must fail in its quest, for there is nothing they can bring back to Belaryk.

Of course they can attempt to win Immortality for themselves. The danger is that any character slain by Death is completely and utterly dead, beyond all hope of magic or divine intervention. Moreover, becoming immortal does not make the characters immune to Death. One can still die by sword or disease.

GETTING UNDERWAY

Denarreg decided the best way to handle a magical island is with magic. He learned from Herab in Borbinak that the recluse wizard Kan'tyr had in his possession a magical atlas. With this aid of this book, Herab claimed, the island could be found.

If the party has completed the Fang Rock adventure, then Denarreg will remember that they met Kan'tyr, and attempt to hire them for another "little job." Otherwise, the party can hear about the opportunity through usual tavern gossip. Denarreg will tell the characters what he knows, which isn't much. After they have accepted the job, they can travel to Kan'tyr's and get the atlas.

At this point, the GM could create a secondary adventure, that of finding Kan'tyr's home. Kan'tyr lives at the southern end of the Elgg Downs near the Great Forest, but few people know the exact location. Perhaps they will have to fight Lugrôki and bandits, or the trip could be uneventful.

Kan'tyr will be reluctant to part with the atlas. He will instead propose that a magical copy of the map be made. The magic map will unerringly guide the holder to the location of the island, taking into account the travel time (and delays) necessary to reach it. After they have the map the party can make preparations for landing on Lebyn.

There are essentially three avenues for finding immortality: talking to The Keeper, finding Old Farley's map, or blind luck. Any of the three should take a considerable amount of time and ingenuity. Note that this is an "open-ended" adventure. There is no set course the party must follow to finish it. This scenario relies heavily on role-playing rather than combat, and should force the players' to think, not fight. This adventure will probably take several play-sessions to complete.

THE PLACES

Aft Hills. The low hills aft of the Ruins are shunned by people and animals alike. The hills are haunted by the dead from Shipwreck Beach. Skeletons, zombies, and ghosts stalk the hills. Few are seen during the day, but anyone traversing the hills at night is sure to be met by a welcoming party.

Crow's Nest Rock. This spire of rock stands over 200' high and 70' wide at the base, with steps carved into the side winding up and around to the very top. No one has climbed up since old Farley fell to his death some months back. The top of Crow's Nest is flat and smooth, obviously hand-worked, and about 30' in diameter. There is a heavy oak frame supporting a huge turtle shell roof. The rock affords a clear view of most of the island, as well as the surrounding seas, hence its name.

Demon River and Demon Falls. The Demon River is so named for two reasons. First, no one knows where so much fresh-water comes from. It issues from a crevasse near Stony Peak at a thunderous rate; so fast that swimming against the current is impossible, and crossing the river is extremely difficult. Second,

every now and again demons will pop out of the cave and shoot down the river, propelled by the powerful waters. The demons ride down the river to Demon Falls, tossed like corks in the surf. Sometimes they manage to escape to the more sedate waters of the Lebyn River and drag themselves onto land, dazed, dripping, and demonic. A few have even managed to fight to the shores of Demon River and claw their way out of the torrent. Most are simply washed over Demon Falls (hence its name) and into the sea some sixty yards from the cliffs. The trip from Stony Peak to the Falls takes about fifteen minutes. Overboard demons are never seen again (for which the populace is profoundly grateful), but those who escape the river often rampage across the island in a destructive frenzy.

Maxwell's Dock. A small inn, large tavern, and marina that has been run by Maxwell as long as anyone can remember. Most islanders frequent here, including the non-human ones. Maxwell is an old and worn salt-of-the-sea who tends to be quarrelsome and is usually drunk. Nobody is sure where he gets his rum or ale, but everyone agrees it is the best on the island. He has a staff of three and two small fishing boats. The tavern serves local food, but Maxwell manages to produce imported food for special occasions like birthdays. Jack the mate is small and fast. He was once a pirate but hangs about the dock to keep an eye on his sister Tysha. Tysha is fifteen, and though attractive she will never be beautiful. She does most of the cooking despite the fact that Maxwell is a superb chef; he is usually too drunk to manage. Baret Yinok is an older man who came from Shipwreck Beach some years ago. He speaks seldom of his past, but he has sailing experience and is handy at mending things. He often travels to Zauber's Keep to do odd jobs.

Oakwoods. Oakwoods forest is where most of the finished wood comes from. The people here hunt small game and lumber the wood. The Knothole Lumber Company produces finished wood products in oak and cedar, as well as sawdust, rosin, pitch, turpentine, and wood alcohol. Chambran Knester runs the company, as well as the island's only casino, Oakwoods Resort. The resort is an exclusive club, but money is not the entrée: liquor and delicacies are. Knester requires fine foods and liquors for the restaurant. The games pay oak chits redeemable at the restaurant. The chits have circulated through much of the island and act as currency when barter is not convenient. Knester employs thirty-two lumberjacks and carpenters, the former of which often act as bouncers for the casino. The casino staff numbers thirteen, including Knester.

The Plug. In the center of the island somewhat aft of Stony Peak there is a large circle of worked stone. Stopped in the circle is a single piece of iron, with an iron ring set in the top. The Plug is about ten feet across, and covered with odd glyphs similar to those in the Ruins. Most of the inhabitants believe this to be the source of the island's power, and that were it to be pulled the island would sink. A few Trolls once tried to pull the iron stopper free, to no avail. No one has bothered about it since.

Ruins. The decayed remnants of some ancient city are avoided by every living inhabitant of the isle. Most of the ruins are rubble, though a few buildings stand around what was once a town square or commons. The air in the ruins is always still; the only sound is the nearby boom of the surf on Shipwreck Beach. The architecture is very odd, and the few inscriptions that adorn the buildings are unintelligible. At night, the area exudes a loathsome aura — shadows shift about and slithering noises can be heard faintly. The dead city smells of dust, heat, and decay. In the evening, zombies and skeletons wander out of the Aft Hills (see above) and shuffle about the rubble-choked streets. The catacombs beneath the city house the Demon Enclave (see below).

Shipwreck Beach. The ten-mile stretch from the Ruins starboard is littered with the wreckage of ships. Old, new, big, small, the shattered hulls and broken rigging stand in mute testament to the dangers of the seas. Valuable items have long ago been scavenged by the Sarihbs or pirates. No one stays near the beach at night, for undead creatures roam the wreckage aimlessly. Sometimes a Demon is seen heading along the beach toward the Ruins. The beach was not always haunted. When Zauber was marooned here, he spent a month exploring the beach and ruins without ill effect. The evil air and animate corpses arrived later, due to the evil magic practiced by the Demon Enclave (see below).

Savage Forest. The wood houses many small creatures (deer, fox, badgers, birds, squirrels) which the Brouas hunt for food and pelts. The wood also supports a fair population of wolves, spiders, and large rats.

Silver Tower. The area about the tall tower is universally shunned by the inhabitants of the island. No one knows anything about the Keeper, except that he is reputedly insane and extremely powerful. The Tower is 100' of smooth silvery stone and has no windows. The single oak door has no handle, lock, or hinges, and is magically locked. The region near the tower is perpetually shrouded in fog. Evil creatures lurk about and attack anyone foolish enough to wander too close.

Thataway. A small, none-too-clean port city where the poorer people live. Most of the inhabitants are refugees from Shipwreck Beach. The rest are second or third-generation natives. The town looks like a port town where sailors live, i.e. cramped, smelly, and right next to the sea. Thataway has a deep-water harbor and three large carracks, only one of which is sea-worthy. The mayor, Fatis Gammon, is known to be a crook, but he has the support of the pirates and a large "family" so he is still in office. The town is mostly slums, where gambling, drinking, and fighting are common. The ships are used to ferry cargo or people about the island. Sometimes a merchant vessel from Bukan or the Empire will come into port, which is usually cause for celebration. Most of the citizens attempt to buy passage out on these occasions. About three hundred people make their home here.

Zauber's Keep. The lands around Zauber's Keep are farms where grains, fruits, and vegetables are grown for the island's population. The Keep is really a small town, complete with a warehouse and tavern. There are about 150 people living in the area, of which 100 live in or near the Keep. Zauber lives in a large stone house (the Keep proper) with a small staff of servants.

THE NPCS

BROUAS

The forest on the starboard side of the island is inhabited mainly by a tribe of natives called the Brouas. They hunt and gather food from the wood. The natives sometimes trade with Dwarves for metal, and with Zauber for food. They trade heavily with the pirates for ale and wine. The Brouas stay to the aft of Demon River as there is no way to cross the torrent. Most of the Brouas are simple folk, led by the shaman Mantu.

DWARVES

The River of Life wanders through mountainous Dwarf territory aft of Stony Peak. The Dwarves trade metals to most island folk in return for necessary supplies. They barter for peat from Grumnable Marsh, food from Zauber's Keep, coal from the trolls, and wood and leather from the natives. They are very aware of the value of

iron on this metal-poor island and are loathe to part with it. There are 115 Dwarves, and they keep very much to themselves. They do not treat guests badly, but are jealous of their mines and smithies and suspicious of anyone inquiring after the metal-works.

THE DEMON ENCLAVE

Demons are notoriously poor swimmers, but every now and again one manages to pull free of the Demon River. Once on land, they roam the island, and eventually end up in the catacombs under the Ruins. The Demon Enclave is what has made the Ruins an evil place. The islanders fear and shun the Ruins now, and a few suspect demons congregate there. The Enclave rarely bothers the islanders, except to snatch a soul or two for nourishment. The Demons are discreet because they are apprehensive about upsetting the delicate magical balance on the island. As a group they are concerned exclusively with plotting revenge. Most of the demons, with the notable exception of Rydryyx, are weak. They were banished to this world, cursed to stay for fifty Kulthean years, for crimes against demonity. Most of the demons run the course of the Demon River, sail out into the sea, and sink like a rock into the thick mud of the seabed. The tremendous pressure of seawater effectively imprisons them, and so they sit contemplating their navels until the allotted span is up and they are free to return to their own dimension. The Enclave is trying to beat the system. Rydryyx would like to storm back to his dimension, pushing through by sheer force of numbers. There are not yet enough Demons to punch through the barriers, and they are afraid to try anything drastic because of the delicate Essence balance. Anyone caught nosing around the Ruins will be captured and taken into the catacombs to be questioned by Rydryyx. Rydryyx is the most powerful Demon in the Enclave and nominal leader of the renegades. He will question the party as to its purpose, and will summon Death if they desire to win Immortality. Rydryyx will avoid open confrontation at all costs. He knows The Keeper is aware of the Enclave, and hopes if they lie low the wizard will ignore them.

OLD FARLEY

Farley was an odd man. He died three months ago after falling from Crow's Nest Rock during a storm. Farley was convinced the whole island was a ship, and he was Captain. He used to swagger about Thataway bellowing orders at the amused townsfolk as if they were his crew. He would often climb Crow's Nest and consult an old sea-chart to make sure the isle was "on course." The top of the rock is now capped by a huge turtle shell, and is a reminder to all that the Keeper is aware of the island's inhabitants. As the story goes, a massive turtle was discovered on Turtle Beach by a few kids looking for bits from a recent shipwreck. A few townspeople borrowed some horses from the Sarihbs and dragged it to Thataway as a monument, or perhaps a house. The turtle was dissected and eaten, and the shell stood belly-up in the center of town for several months. One morning it was gone. No trace of it could be found, nor were there any marks in the sandy soil. It was certainly too heavy for anything less than a team of horses to haul, and at that very slowly and with much noise. Thataway was in an uproar and proceeded to turn itself inside-out looking for its lost treasure. Eventually, as the furor was dying down, someone noticed Crow's Nest Rock looked different. Further investigation proved the impossible true — a multi-ton shell had been moved vertically some 200' and now sat atop a wooden frame at the apex of the spire. All the townsfolk were gathered at the base of the rock when old Farley came down, beaming with pleasure. Through shouted questions and curses the truth finally emerged. Old Farley was tired

of sitting up on the rock being drenched by rain or baked in the hot sun, so he went to the Keeper and demanded that the "bo'sun" fix it. So, apparently, the Keeper did just that. How, no one will ever know, but to this day there it sits. No one is sure how Farley managed to even talk to The Keeper; he's the only human ever to see the recluse. Few mourned Farley's demise. Farley's chart is actually a detailed map of the island, including the Ruins. It fell with Farley into the rocks at the base of Crow's Nest, and remained there unnoticed. The map was drawn recently by an adventurous thief who marked all the places of possible wealth. He spent some time nosing about Shipwreck Beach and the crumbled city, and accidentally discovered the catacombs beneath. The Demons hunted and slew the thief, but not before he hid the map. Farley found it on Shipwreck Beach some weeks later.

THE KEEPER

No one knows who or what The Keeper is. He has never been seen by anyone except by old Farley, and most people doubt even that. Rumors imply he controls where the island goes; that he causes the Demon River to flow; that the Plug is his doing. The Keeper is a very old and quite insane minor Lord of Essence. He is the source of the island's strange powers, and were he to die, so would Lebyn. The Flows of Essence near the tower are strong and chaotic, reflecting the state of his mind. The Keeper has moments of lucidity, but most of the time his mind battles with Essence, trying to control the wild forces which keep him alive. The Keeper is partly Essence, and the force of will required to keep himself from dissipating has taxed his tremendous will beyond reason. His mind is now broken, and only when the flows ebb does it clear. He has been alive for many thousands of years, and yet he cannot die. The agony of living has torn his soul loose from reality, but dying would mean releasing all the pent-up Essence within him, which he fears would destroy the island, and perhaps much more. The party will likely come to him asking for the secret to Immortality. He will answer the door only when his mind is clear, if at all. If the party gains audience, he will ask them why they have come to disturb him. The party must convince the Keeper that they are both responsible and worthy enough to be trusted with the curse of immortality. He is aware of the Demon Enclave, and knows the party must seek the Demons if they truly wish to be immortal. Beyond that he will not speak, either of himself or the island, except to dissuade the party from their mad venture. The moments of clarity pass quickly, though, so the interview will be necessarily short. Attacking The Keeper would probably be the worst approach, as the effort to defend himself would cause his mind to slide back into chaos, releasing raw Essence upon the characters. This course of action should be discouraged. Any great use of Essence on the island will also probably unbalance his mind for a time, and the effects of powerful spells will be both dangerous and unpredictable. The Keeper is quite possibly the Ebon Mage of ill-repute; the sorcerer who destroyed the Wymian Mountains. The GM will have to determine that for himself.

LIZARDMEN

The reptilian humanoids live in the marshes near the coast. There are only 23 lizardmen here, and they have no formal leader or social system. They live on swamp creatures and insects. Lizardmen often help the Marsh Men hunt for peat sites (see below), but they do not cut peat or trade with anyone on the island.



SWAMP TROLLS FORAGING

MARSH MEN

The marsh folk of Grumnable are a grim and dull group. They herd some sheep, a few pigs, and export peat. The population is 63, and they live in small houses scattered throughout the mire. Marsh men are suspicious of strangers, but are the only folk who know safe paths through the swamp. They have good relations with the Lizardmen.

LUGRÔKI

A small tribe makes a living raiding the farmlands of Zauber's Keep, and trading their ill-gotten gains with the pirates. Their chief is Cap'n Grugg, the former captain of The Evil One. Lebyn and the Lugrôki ship met five years ago on Shipwreck Beach, and the Lugrôki have been trying to get off the accursed isle ever since. Grugg rules the group with an iron sword, and still dreams of the day when he quits the island forever. Their secret hideaway lies near the Demon River at the port edge of the Savage Forest. Unbeknownst to the rest of the islanders, they have managed to string a rope bridge across the river. The bridge can hold up to 1000 pounds, and requires the use of both hands to cross.

PIRATES

The small bay called Pirate Cove hosts a pirate "fleet" consisting of six ships in fair to poor condition. There are usually three docked here, while the others roam nearby waters looking for adventure and loot. 250 scoundrels of the sea make their home here, and the vessels have crews ranging from 20-40 men. All are veteran sea dogs and most are reasonably handy with a cutlass. Since the pirates

have the pick of the booty they are usually far better equipped than the rest of the island. The pirates trade spoils heavily with the islanders in return for food, leather, bone, gut, canvas, wood, and stone. As a result the island is glutted with gems and gold, and prices are ridiculously inflated. Barter is the main form of exchange. Items worth the most are weapons, armor, household utensils, worked stone, leather, fresh water, wines and ales, clothing, etc. The buccaneers have rigged two makeshift drydocks, and make most of the necessary ship repairs on these. The town is a ramshackle collection of lean-to's; the only solid building in the town is also the only tavern, The Silver Hammer, which incidentally does not accept money of any kind. The pirates are suspicious of non-islanders, but not overly so as they know their position is secure. They value a good sword-arm, and a good sword even more. The pirates covet weapons and armor, which they are decidedly short on. They will readily buy any such from visitors, as will the rest of the islanders, but will absolutely refuse to sell the same.

TROLLS

The low, rocky hills fore of the Demon River are the home of the Rock Trolls. There are 53 total, plus a few giants and gargoyles. They stay well-clear of the Silver Tower. The Trolls provide Zauber and Thataway with cut stone (what they don't eat) in exchange for clothing. They also trade coal with the Dwarves in exchange for iron goods.

ZAUBER

Zauber settled in this area about twenty years ago after being stranded on Shipwreck Beach. Zauber immediately set out to explore the island, and in the course of the next few months met most of the inhabitants. He befriended the Brouas and convinced them to give him a large load of pelts and wood for some rope he had salvaged from Shipwreck Beach. These he traded to the Dwarves and Trolls for worked stone and iron, and built himself a small keep. He convinced the marsh men they could trade peat from the bogs to everyone else as fuel. He talked the Sarihs into trading leather for peat and wood. In a few years, Zauber had single-handedly engineered the entire island's economy. Naturally, he profited immensely from the frantic economic activity, and still controls most of the trade. The whole system is well-established and requires little active effort, except for eliminating Lugrôki and the occasional demon. Zauber is good friends with most of the islanders, and takes his duties seriously, self-proclaimed or no. Zauber suspects the demons are the cause of the shadow that lies over the Ruins.

PART VIII

• SOCIETY •

1 • RELIGIONS

In addition to the mighty Lords of Orhan, the 'gods' of G'thal are, with few exceptions, powerful beings who exist in many dimensions. Much of the might of a god is derived from those who pay homage to it. Worship allows a god to contact and influence a plane of existence; the more worshippers, the more powerful the deity's influence on that plane. "Worshippers are the doors of the gods," as Rethan once said.

The Elder Gods, the "Dead" Gods, the Law and Chaos Gods, and innumerable minor cults and deities are worshipped in G'thal. The Elder Gods were worshipped before The Great Destruction. The Dead Gods are those Pre-Destruction divine beings who were "killed" during The Destruction and are long gone or whose influence is very weak. The Law and Chaos Gods arose in power after the Destruction, and their rivalry is not always friendly.

There are many smaller cults and minor gods who are revered locally, far too numerous to mention here. Most align themselves with Law or Chaos, some more tightly than others.

THE ELDER GODS

There are five Elder Gods: Löchte, Mören, Hottr, The Maker, and the Father-Mother. Löchte is a Primal God who need not be worshipped to be powerful and is sometimes referred to as The Spirit of Life. The Maker is the supposed creator of Dwarves and is worshipped almost universally by the Rock Peoples. Mören is the god of Oceans, commonly called upon by sailors, fishermen, and others who live by the seas. Hottr is a fertility goddess, revered by Dolani and farmers. The Father-Mother is the semi-mythical Eldest Ruechel that created the Ruechei.

THE DEAD GODS

Four Dead Gods are known by name: Helassa, Whilg, Musarr, and Rhôzhaän. Helassa is the goddess who seduced the Father-Mother of Elder Dragons and gave birth thereby to the Wild Dragons. Whilg was Helassa's husband, who made a pact with the Father-Mother and assassinated his wife. In exchange, the Father-Mother left G'thal, never to return. Musarr is a god of War, and though "dead" is still worshipped by the nomads of The Corridor. Rhôzhaän is an old earth god whose back was broken by Moreg during The Destruction.

GODS OF LAW AND CHAOS

There are five major gods in each group. For Law there are Ramonth, Efrys, Pylon, Gwynne, and Besida. Ramonth is the god of Order and Commerce, and is especially revered in Thosque. Efrys is the god of Justice, and his Priests are often consulted for trials and judgement. Pylon is the god of Wealth. Pylon doesn't want much, just half. Of everything. Gwynne is the Lord of the Skies and his wife Besida is the Goddess of the Night Sky.

On the Chaos side are Chast, Groza, Bitva, and Ochen, and Ream. Chast is the goddess of Luck, often called Lady Luck, and is frequently named in supplication or curse by gamblers. Groza is a Storm God who battles often and fiercely against Gwynne. Groza is quite popular with the nomads of the Southern Plains. Bitva is the God of War and is a favorite of mercenaries before a battle. Bitva defeated Musarr in combat during The Destruction. Ochen is a Fire Lord, and many believe the Eleven-Day fire in Kérqod was his doing. Ream is the god of Plague and Filth. He is often cursed for having created Cralmyk.

OTHER GODS

Some Dwarves worship Mored, the God of Earth who slew Rhôzhaän during the Gods Wars. Ruechai practice no religion — instead they hold Elder Ruechei in great awe and reverence. The Ruechei are not actually worshipped, but they are a pervasive aspect of Ruechan life, often emulated and always respected. Feyans do not tend to worship any god, believing instead in man's ability to control the world.

In addition, there are many local deities and cults constantly waxing and waning. Pini the Free (variously The Fool, The Drunk, etc.) is worshipped in the area around the Silver Hills. Other cults have clearly defined purposes, like the Red Hand Cult. Red Handers worship an insane god, and are essentially an anarchistic cult. Even the small cults can have great power; Emperors Alfex and Rénauld were slain by Assassin-Priests of the Red Hand.

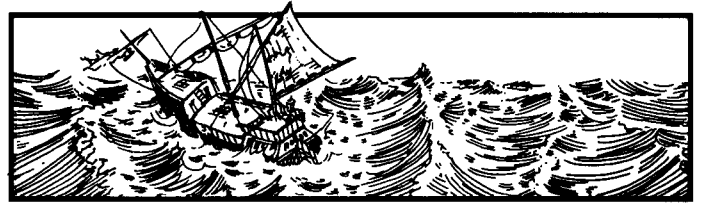
2•MONEY

The Star Crown Empire uses a sophisticated money system, though the outlying regions are more relaxed; barter is easier, and coins are not always honored. The Imperial Standard coinages and a few common exchange rates are given below. The following is based on Bycon Ormel's *A History of Imperial Coins*.

Coins are minted in the major cities of each city-state under the direction of the Imperial Treasury. Each bears a mint mark identifying where it was cast. Forgeries are more common than the Empire would like, but usually easy for an expert to identify, because the minting process is a closely guarded secret of the Coin Guild. Elves in general do not use coins, but traffic freely with the monies of others.

Old Empire coins are usually accepted as standard Imperial coins, although only the lote and guilder are still common. The top edge of the coins are marked "Tenryk" in bákst while the bottom is stamped with the date of issue next to the Seal of Tenryk (an eagle in flight wearing a crown).

New Empire coins are based on the Old Empire coins, which were themselves redesigned in 1924 by the order of Emperor Falgi. (These notes apply to post-1900 coins only. Pre-1900 coins are rare collectors' items.) The Tenryk Empire issued coins until civil war broke out in 3828 and minting was discontinued.



OLD EMPIRE COINS

The lote (pl. loten) is a small copper coin showing a sword and shield, while the half-lote is embossed with a rampant horse. Half-loten are still somewhat common, but the Star Crown Empire has never minted them. The half-lote is about half an inch in diameter, while loten are about three-quarter inches in diameter. 50 loten was equal to one guilder in common exchange. There are a variety of large-denomination loten, ranging from five-lote to fifty-lote coins. The larger denomination coins are similar in shape and decoration to the lote, but are usually cast of some mixture of copper and silver to increase their value.

The guilder is an inch in diameter and cast of silver. It depicts the profile of Chunter Gramh on the front and the words "Value is judged by a willingness to fight" on the top edge (his supposed response when asked whether even an empire was worth so much bloodshed).

The half-crown, also called a gold guilder, is worth half a crown, or ten guilders. The front face shows the old Twilight Palace in Tenryk, which was destroyed in 3852. It is inscribed with the words "Peace and Prosperity" along the top edge.

The crown is cast of gold and depicts Rethan with the inscription "Knowledge is the Coin of the Mind." Coins minted from 1974-2545 had a profile of Gambir "The Diplomat," and the inscription read "The Lifeblood of the Empire is Gold" (it was changed to honor Rethan after his death). Guilders issued from 1924-1974 depicted Emperor Falgi and the words "Art is the Essence of Man." These are extremely hard to come by. Half-crowns and crowns measure an inch in diameter. The old exchange rate was:

100 half-loten = 50 loten = 1 guilder
 20 guilders = 2 half-crowns = 1 crown
 5 crowns = 1 silver crown (not in circulation).

NEW EMPIRE COINS

New empire coins were first issued in 5004 YM. All new empire coins are embossed on the top edge with "Star Crown Empire" in bákst, and the date of issue (YM) is stamped at the bottom edge, as well as the Imperial Seal (an octagon formed of stars). The descriptions below are of the obverse side of the coin, as each state marks the reverse side differently. A complete list of reverse markings is given at the end of this section. The guilder, half-crown, and crown are about an inch in diameter, and the other coins (lote and silver crown) are slightly smaller.

The lowest denomination is a lote, a small copper coin depicting the Old Stone Bridge in Kérqod. Again, there are several loten of higher value. Common denominations are five-lote, ten-lote, twenty-lote, and fifty-lote coins.

The guilder is larger than the lote and cast of silver. It is worth one hundred loten in common exchange. The front face of the Star Crown Empire guilder depicts the profile of Faggor Hämol, and is otherwise identical to the old empire guilder (see above).

The half-crown is rarely used, and was discontinued in 5421. There are still a few floating about, mostly old empire coins. Only banks and moneychangers are likely to have them. The new empire half-crowns were embossed with the Imperial Palace in Kérqod.

The gold crown is often called a crown. It is cast of gold and worth ten guilders in common exchange, and is identical to the old empire crown (see above).

The imperial crown is minted of platinum and bears the image of the Star Crown on the front face. It is worth 10 crowns, and is not often used; usually only the very rich carry these. An imperial crown is also called a silver crown, or a star crown. To recap:

- 100 loten = 1 guilder
- 10 guilders = 1 crown
- 10 crowns = 1 silver crown.

OTHER COINS

There are several common non-Imperial coins that are accepted throughout the Empire. Most of the major cities have minted coins at one time or another, especially from c.4300 to 5004 YM. Their value depends on location, so the exchange rates given are rough estimates. In some cases, exchange is done strictly by weight.

The Ruechan Dragon is equivalent to a crown in Ruecha and Fey, and somewhat less everywhere else. Dragons have not been minted since Old Empire times, and are not very common.

A Bukanian Guilder is made of pure Bukanian gold and worth 110% of its face value (i.e. 1 crown and 1 guilder), or as many as three crowns on the east coast. Bukanian guilders show a large ship on the obverse, and the Flag of Bukan and date of issue on the reverse. It is inscribed on both sides with the words "The Freedom of the Seas" in Thuskan letters.

The Thuskans have printed paper money for the guilder and crown called "notes." It is legal tender only in Thosque, and is not often found in the Empire at large. Thuskan merchants and government officials trade in coins, the common people use notes.

In "civilized" regions (i.e. major cities, the Central Basin) the crown and guilder are the standards of exchange. In the backwaters of the empire, the guilder and lote are most often used. These generalizations are exclusive of inflation. In very rough terms, a day's wages/room-and-board is a few loten in the civilized regions, and several less elsewhere.

OBVERSE SIDE, STAR CROWN EMPIRE COINS

Top edge "Star Crown Empire"; bottom edge date of issue (YM) and Imperial Seal

lote: Old Stone Bridge (Kérqod).

guilder: Faggor Hämöl; "Value is Judged by a Willingness to Fight."

half-crown: (rare) 5004-5421: Imperial Palace (Kérqod); "Peace and Prosperity."

crown: Rethan; "Knowledge is the Coin of the Mind."

silver crown: The Star Crown.

OBVERSE SIDE, TENRYK EMPIRE COINS

Top edge "Tenryk"; bottom edge date of issue (YM) and Imperial Seal

half-lote: rampant horse

lote: (common) sword and shield

guilder: (common) Chunter Graham; "Value is Judged by a Willingness to Fight"

half-crown: (rare) Twilight Palac; "Peace and Prosperity"

crown: (very rare) 1924-1974: Emperor Falgi; "Art is the Essence of Man"; (rare) 1974-2545: Emperor Gambir I; "Gold is the Lifeblood of the Empire"; (common) 2545-3828: Rethan; "Knowledge is the Coin of the Mind"

silver crown: (not in circulation) old Imperial Crown

REVERSE SIDE, ALL IMPERIAL COINS

Kérq: the Gefting Sea

Moregador: a great oak tree (The Old Oak in Ixon, destroyed in a storm, 3215)

Tenryk: the Seal of Tenryk

Thosque: a spider's web (the sign of Ramonth)

Fey: a black Star Pearl (the sign of Sorcery)

Ruecha: Dragonhelm; The Dragon shows an Elder ruechel (o), a wild dragon (r)

Danris: a bundle of wheat

Xan: Brand Crimm; "A battle is never won, only lost"

3 • REMARKABLE INDIVIDUALS

Any accounting of G'thal's gifted must be taken with a grain of salt. Many names and accomplishments have been lost. Some were no doubt deleted from the Archives for cultural or political purposes, others through accident. Despite that, those listed below have survived the treacherous ages, which may be a mark of genius of itself.

MAGIC

Balog (?-88?). Balog is the only person recorded by name who survived The Destruction. For reasons unknown, he aided the great races in their rebuilding of civilization. Among his many talents was his ability to see far into the future of G'thal.

Wylandra (740-1642). Elven enchantress who led the forest peoples through Thuskan aggression and general Imperial chaos. Her magical prowess was matched only by her political acumen. It is said that Chunter Graham planned to make her Empress, but Wilandra died in The Last Battle, before any nuptial plans could be realized.

Polon (1613-1800). Polon accompanied Tina Thagron to Tenryk and attended her marriage to Emperor Graham. He stayed on as the Empire's first Court Wizard, and his might was instrumental in Graham's consolidation of power.

Xon (c.1900). Mysterious soothsayer/mage whose writings have been interpreted to have correctly predicted the Inhuman Invasion and the second epidemic. Some people claim his writings also predict a second massive invasion of Lugroki from the South.

The Ebon Mage (3250?-3473?). No one knows the true name of the Ebon Mage, the greatest sorcerer in Feyan history. Although he made hundreds of advances to the arcane arts, he never claimed the office of su'Fyd. In 3473, his greatest experiment ever backfired, resulting in the collapse of a huge section of the Wyrman Mountains. Demons entered G'thal through the nexial rift caused by the backlash, igniting the Hellfire Wars. Although the Ebon Mage was now a universally despised figure (even in Fey), he was quite unaware of it, for he lost his mind and wandered off. His fate is still a mystery.

Ellion (3441-3677). A superb magician who devised the cure for thesecond epidemic. He is a hero to mages, because his achievement resulted in the Sorcery Ban being lifted, which ended the warlock hunts. Born in Tenryk, Ellion is one of the few non-Feyans to become su'Fyd.

Kan'tyr (5800?-). Known to be ingenious and unpredictable, Kan'tyr has aided various causes in a seemingly random fashion. He is probably the greatest mage in eastern G'thal. Although he has been called the Ebon Mage by the suspicious, there is no evidence to support this claim.

LITERATURE AND THE ARTS

Garef (c.500). Garef's origin is unknown, although he is assumed to have come from a civilized area. His epic poem *Wolves of Ice* serves as the only written record of the northern people's history.

Devon (1970-2059). In the year 2000 YM Emperor Gambir I commissioned Devon as the first Imperial Historian to write a complete history of G'thal. After 48 years of research by Devon and his staff, Millenia One was completed. Millenia Two was never completed, and Rethan incorporated much of the manuscript in his *A History of the Tenryk Empire*.

Thomm Krinn (2070-2091). The only writer of political criticism in G'thal's history. His play *The House of the Gods* was an allegory sharply criticizing Coder the Ironhanded. Amidst popular unrest, Krinn was drawn and quartered. Political writing has been unpopular ever since.

Rethan (2450-2545). From humble beginnings, Rethan became the most respected and well-known figure in G'thal. Starting in 2473, Rethan traveled from Brighthead to Faron's Cove gathering stories, chronicles, songs, and myths. His amazing odyssey, which covered several thousand miles, took 39 years to complete. Upon its conclusion, Rethan was received by Emperor Kalix and appointed Imperial Historian.

Moisha Repam (3420-3473). One of the few women mentioned in the annals of G'thal, Moisha was a bard whose voice could tame the roiling seas. She was much loved for her charm and skill.

Horten (4982-5061). Although human, Horten spent much of his life with Dwarves, who taught him the Ways of Stone and Metal. Horten combined this practical knowledge with an acute aesthetic sense to become the Empire's most renowned sculptor. He was given the honor of carving the doors and lintel of the Tomb of the Emperors, along with Faggor Hämöl's crypt.

Gadfrey Mortstone (6011-). Currently, Gadfrey is Imperial Historian, and is expected to complete a history of the Star Crown Empire shortly. Mortstone is best known for completing Rethan's *A History of the Tenryk Empire*.

MATHEMATICS AND TECHNOLOGY

Barley Longbrow (3-500). Dwarf smith who rediscovered lost forging techniques and invented new ones (including smelting of steel). He was instrumental in the designing of Dwarfhome.

Gysan (470?-650). Although an expert in geometry and astronomy, this Feyan is best remembered for creating the Common Calendar. The month of Gysanyr is named in his honor.

Galto Gefley (1617-1667). Thuskan alchemist who invented many potions and poisons, he gathered knowledge without concern for its use. Depending on who is telling the tale, he is a genius or a fiend.

Rafir Cathog (1789-1872). Rafir traveled with the famous explorer Brigger Cap for many years. He translated Cap's rough sketches and notes into detailed and accurate maps. After Cap's death, Rafir returned to Tenryk and spent the rest of his life compiling geographical data and coordinating the Emperor's Survey. He was the first Imperial Cartographer.

Cosello (1900?-1934). In a brief but productive life, Cosello set the tone for Tenryk Empire architecture. He designed many fantastic buildings and structures, including the Twilight Palace of Tenryk and the Old Stone Bridge in Kérqod. Sadly, both were destroyed when the Northern Horde invaded.

Bytor (2417-2555). Feyan astronomer extraordinaire who recorded dozens of constellations, their positions, movements, and magnitudes. Bytor was also a casualty of the Great Fire.

MILITARY AND POLITICAL

Because military and political geniuses invariably make large marks on history, their exploits are detailed in the General History of G'thal.

4•HEALING AND MEDICINE

In a place such as G'thal, bandit raids and Lugroki attacks add to the already numerous health hazards. To counter this problem G'thalan's have produced a variety of medicines and healing practices which can be classed into three main groups: herbalists, chiurgeons, and healers.

Herbalists are by far the most common. Herbalists mix plants, herbs, and other substances to make potions, salves, ointments, tea, or whatever will cure the illness. They run the gamut from confidence artists pushing worthless elixirs and cordials to educated alchemists following ancient recipes. Almost every village will have a country herbalist, familiar with the curative qualities of local plants. These herbalists tend to use traditional recipes — not very potent, but safe. They can't cure a major infection, but can relieve a headache, sore muscles, or lower a fever. In large cities, the herbalist (or alchemist) will use a wider variety of herbs and can thus achieve better results. Of course, powerful remedies will cost quite a bit, and there is a chance some of the more exotic ingredients will have unusual or dangerous side-effects; a calculated risk for receiving powerful medical aid.

Of the three groups, chiurgeons are the most variable in quality — from butchers who can kill a patient to skilled artisans, honed in their craft. The problem is that few layman can tell the difference. Both groups can set bones, cauterize wounds, remove embedded arrowheads, etc., but only the truly skilled chiurgeons can manage anything approximating surgery.

Healers use magic to cure ailments, which makes them very popular with the ladies. Many healers are priests of one religion or another, performing healing as a dispensation from their god(s). There also exists a smaller group of "lay" healers, non-religious people who learned the art from a Healing College or from independent mentors. Healers are the most dependable source of effective medicine but are not always readily found, especially in wilderlands. Moreover, the price of magical healing is usually steep — those in the clergy may demand an offering to their god(s), or may only heal members of their religion. Lay healers are usually in the business for profit, and charge exorbitant fees.

5 • COLLEGES OF MAGIC

Since the late seventh century (YM), magic in the Central Basin has been divided into schools or colleges. About 650 YM, a powerful wizard named Kiman was concerned with the often haphazard and anarchical way magic was taught and researched. Most wizards acted as individuals, zealously guarding what little knowledge they acquired lest an enemy discover and steal it. This independence of action limited the resources mages had access to and the number of students they could teach. Kiman used his considerable reputation and numerous contacts to bring together wizards who practiced similar magics. He convinced a few to overcome their suspicions of one another and band together. These slowly became the original Schools of Magic. The schools had such an advantage over wizards working alone, and were able to train so many more students, that they quickly came to dominate the world of sorcery.

Since that time, about three score Schools of the Arcane have been formed in G'thal, and several have been disbanded, but the system continues. Almost all schools have their headquarters in Fey, the center of magic before the colleges. Currently there are thirteen major colleges, and perhaps twice as many minor ones. Among the major colleges, those with political clout are usually called Great Colleges and are represented on the Fydic. Fey has several strictly political organizations of wizards not affiliated with colleges, but these often have considerably less influence.

The Great Colleges range from the ultra-conservative Brotherhood of Mages who teach elemental magic, to the Order of Mystical Truth, masters of subtle manipulation. The Illusionists, the only college classified as a Great College since its inception in 1157 YM, jealously guard that position and tend to view all other colleges with suspicion. The Illuminated Order of Mentalists is sympathetic to the Emperor and usually voice his concerns in the Fydic, as well as supplying some of his most trusted advisors. The fifth and final Great College are the Alchemists, masters of creating potions and magic items and the most economically minded of the five.

Sometimes the style of magic taught by a school relates to the personality of its practitioners, as evidenced by the fiery temper of members of the Pyronian League. At the other extreme are Mathemagicians, a minor school known for its cool, analytical sorcerers.

In addition to the numerous legal and recognized schools there are two important "outlaw" schools, Necromancy and Outcast. Necromancy is the study of the dead, the living, and the undead. Some spells require illegal acts, particularly the desecration of graveyards. There is no organized school of Necromancy, but is a favorite underground subject at many schools. An informal network exists amongst its practitioners.

Outcast magic was once taught at a school founded by the Ebon Mage. The Ebon Mage was not interested in teaching and did not run a formal school, but his need for assistants and researchers forced him to share his work with others. After the Hellfire Wars, the school was closed and his teachings banned. What was left of his property was confiscated and (presumably) destroyed. A few who survived him carried on his researches in greatest secrecy. Even today few know that such a group exists. Anyone caught practicing Outcast magic is subject to a slow and painful death, but some find the legacy of Fey's greatest Wizard worth the risk.

Sanctioned study of higher magic occurs elsewhere on Kulthea, on Uman, the Magic Isle. See ICE's *Journey to the Magic Isle*.

6 • LANGUAGES

The languages used today are as varied as the people who speak them. Most languages trace their roots to Pre-Destruction times, though linguists are hard-pressed to find the relationship between some of the more obscure dialects.

Two factors greatly influence a language: exposure to foreign cultures and writing. The peoples of the Central Basin have been deprived of contact from the rest of the world for many centuries. Written languages have existed in G'thal since Pre-Destruction times. As a consequence, the Common Tongue is nearly universal, even in the Outlands.

COMMON

Across the Central Basin the most commonly spoken or written language is, appropriately, Trade Common, also called Imperial Common. It has supplanted all other dialects as the "everyday" language and enjoys wide acceptance outside the empire. Older languages are still popular for scholarly research, but most common folk do not know any other language.

To understand the origin of this language, it is necessary to look back to the Destruction. The scattered human survivors spoke simple but related dialects, the remnants of the peasant language all had shared under the Wizard-Kings. In the next two hundred years each dialect grew in a different direction, until about two dozen variants, nearly complete languages, were scattered about the Basin (not including Feian or Ruechani, see below).

Over the next three hundred years two important factors affected the form of human languages: the rise of the city-states, and the accidental birth of a trade language. Shortly after the Destruction each major city adopted its own "mother" tongue. As the cities grew in power, so did their ability to enforce a standard language. By 500 YM two dozen languages had been replaced by five: Thuskan, Kérqian, Moregadoran, Danrisi, and Nyftan (Tenryk).

During the same three hundred years, a haphazard trader's language arose, gaining momentum during the early trade boom in the 700's. The language barrier was one of the main obstacles slowing inter-city trade, and as a result the merchants began to invent their own language by borrowing words from languages all across the Basin. Used mainly for barter and financial transactions, this new patchwork tongue quickly developed a written form based on Thuskan letters. By the late 800's Common Trade, as it was called, had become the standard for inter-city merchants.

Over the ensuing three hundred years, the vocabulary of Common Trade was greatly extended. Heads of state learned the value of treaties and written laws, and adopted Common Trade for governmental affairs. This forced Common out of its role as a technical language and into the vernacular. Common's popularity was assured when it became vogue for educated and wealthy people to learn it, and thereby demonstrate a cosmopolitan outlook. By 900 YM Common, with seven other languages to draw from, had an extensive vocabulary rivaled only by Feian and Elven.

The final milestone in the rise of Common was the formation of the Tenryk Empire. Even as late as 1600 YM, common people still spoke regional tongues, whereas governments, aristocracy, and merchants had adopted the exclusive use of Common. It was thus an easy decision for Chunter Grahm to name Common the official language of the Empire.



ICE MEN ATTACKING

Edicts, laws, and taxes were written and published in Common, so it became important for peasants to know some Common. The Crown encouraged the use of Common as a way to bind the Empire together. In 2090, Coder the Ironhanded outlawed the use of any other language in Imperial schools. Though this law was repealed 75 years later, regional tongues never regained popular use.

FEIAN

The most commonly used of the old regional languages, Feian is still popular in Fey. It is often used for poetry and song, and scholarly treatises, but its most important use is for the study of magic. Most colleges still encourage students to learn Feian, as the oldest magical texts are written in it.

Feian is derived from the scholarly language used by the Wizard-Kings of Pre-Destruction fame. It was the language of the learned and aristocratic, and is therefore not related to any of the regional languages except Ruechani (see below). Common has borrowed a small amount of Feian words, used mostly in official documents. Feian has its own letter system, which again is related only to Ruechani.

RUECHANI

Ruechani is rarely used outside Ruecha, and then only by Lords and scholars. Ruechani is still used for writing documents, especially those pertaining to Dragons or Ruechei. It is kept alive mainly because it contains terms peculiar to Ruechei that have no cognates in Common.

Ruechani is the exclusive tongue of Elder Ruechei, though only the Lords have mastered it sufficiently to converse with Elders. Few other people have reason or desire to learn it.

Ruechani has peculiar pronunciation, and more importantly requires an empathic or telepathic link between conversants, because much of the language is not vocalized. Lords are capable of speaking the tongue, albeit imperfectly. The Master is the only human fluent in Ruechani, and then only because the Ruechei will it. Aside from Dragons and the Ruechei themselves, only Lords can speak with Ruechei.

OLD THUSKAN

Old Thuskan remains in use because it is the official language of the Church of Ramonth. All priests must have at least a basic knowledge of the language, and high officials in the Church are fluent. Common people in general know nothing more than rote phrases used in worship. The Thuskan alphabet is nearly identical to that of Common, the latter being derived from the former.

NYFTAN

Nyftan, the language of the old Tenryk, has experienced a revitalization among some of the noble houses in recent years. The trend was started in the Turklestone house shortly after Drèn Hornby Turklestone was killed in the King's War. They used the language in protest, demonstrating what they believed to be their rightful place as the head of the Empire. Some Tenrykki still begrudge Chunter Graham for choosing Common over Nyftan.

Among the Turklestons, speaking Nyftan has become a family tradition, and in other houses the affectation is somewhat fashionable. Old Nyftan had an elaborate and complex letter system, which was slowly replaced by Thuskan (common) letters. Few scholars today are literate in Old Nyftan.

CHÜMANI

Chümani is the language used by natives in Chümen and the K'Srondi Jungle. This language bears no resemblance to other languages used in G'thal. There are at least twelve distinct dialects, and to be fluent practically requires one to be born into it. This language has no written form.

BUKANI, TASHKEN, AND UPLAND

Bukani is the language used by the natives of Bukan and the Brigger Cap Isles, while Tashken is spoken by the Corridor nomads. Southern barbarians speak Upland, and occasionally heavily-accented Common. These three languages are related to each other: Tashken and Bukani are very similar, and Upland resembles these two in a distant way. No other human tongue is related to these three, however. Tashken and Upland have as many dialects as there are nomad tribes, but they are sufficiently similar to make communication between tribes easy.

Modern Bukani has become a mixture of the native tongue, Common, and bits of other tongues brought from the prisoners of the Tenryk Empire sent to Bukan in exile. Vocabulary from other languages have slid into Bukani as pirates from this and other continents settled on Bukan.

Tashken has no writing system, and Bukani uses Common Letters. Upland uses a crude runic alphabet for inscriptions.

The origins of native Bukani, Upland, and Tashken are the subject of long scholarly debate. Many roots have been suggested, but the consensus is that these are three of the oldest tongues in G'thal, and likely descended from the native tongue used by the nomads before the Wizard-Kings conquered the land. There is evidence to show the Corridor nomads were never part of the Pre-Destruction kingdoms, and Bukan and the Cap Isles are known to have remained independent. Therefore these groups have maintained their own ancestral language.

GALIN MEDROWS

Age: 22. **Eyes:** Grey. **Hair:** Brown. **Build:** Lean. **Height:** 6'2". **Race/Sex:** Human/M. **Skin:** Pale. **Demeanor:** Kind, Gentle. **Dress:** Brown Robes. **True Attitude:** Calm, Helpful.

Gailin Medrows is a member of the Healer Brotherhood, a quasi-religious organization and school of magic. The members take an oath of poverty and wander the empire, healing all those who need it. They never charge for their services, no matter the wealth of the patient. Their good works make them welcome guests anywhere and rarely do pay for food or lodging. Gailin is an idealistic new member of the order and has only recently finished his training.

Hits: 33. **Melee:** 10as **Missile:** 5wp
AT(DB): 8(0). **Sh:** N. **Gr:** N. **MonM:** 0
Lvl: 2. **Profession:** Lay Healer. **Stats:** St-65; Qu-68; Em-71; In-53; Pr-95; Ag-70; Co-90; Me-69; Re-75; SD-85. **Will:** 25. **AP:** 98. **PP:** 4
Staff — +2 spell adder [Dam:4d6n(qs)]
Spells: Knows the following Lay Healer Base Lists to 10th level: Concussion Mastery, Blood Mastery and Bone Mastery.[30 points in Spells]

STR:13 **DEX:**14 **CON:**18 **BODY:**12 **INT:**15
EGO:11 **PRE:**12 **COM:**10 **PD:**5 **ED:**4
SPD: 3 **REC:**1 **END:**24 **STUN:**27
OCV:7 **DCV:**6 **Phases:** 4, 8, 12

PLINKS

Age: 35. **Eyes:** Black. **Build:** Stocky. **Height:** 6'4". **Race/Sex:** Human/M. **Skin:** Dark. **Demeanor:** Tough, Fierce. **Dress:** Stained tunic and leggings. **True Attitude:** Conniving, Unyielding.

Plinks, or "the Rat" as his enemies refer to him, is a city thug. He enjoys beating people to a pulp, and eventually discovered that many would pay him for his hobby. He became an important strongarm for a gang in Staffon. Unfortunately one of the gang members was captured, and Plinks had to run with what he could carry on his back. He now seeks employment in any job, legal or otherwise, that involves pushing people around. Plinks is sadistic and has some skill in interrogation.

Hits: 52. **Melee:** 74ss. **Missile:** 44da.
AT(DB): 11(30). **Sh:** Y5 **Gr:** A/L. **MovM:** 10.
Lvl: 4. **Profession:** Thief. **Stats:** St-92; Qu-98; Em-27; In-62; Pr-73; Ag-94; Co-91; Me-71; Re-48; SD-44. **Will:** 0. **AP:** 84.
Shortsword: Dam:1d6k(ss)

STR:18 **DEX:**18 **CON:**16 **BODY:**15 **INT:**10
EGO:12 **PRE:**14 **COM:**10 **PD:** 7 **ED:** 5
SPD:3 **REC:** 2 **END:** 26 **STUN:** 34
OCV:10 **DCV:**8 **Phases:** 4, 8, 12

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PART IX

• TABLES AND CHARTS •

1 • MASTER ENCOUNTER CHARTS

FANTASY HERO PINE CASTLE ENCOUNTER CHART

Monster	CON	DEX	SPD	o/d CV	r/t PD	r/t ED	STUN	BODY	REC	Dam [Weapon]
Lugrôki(2)	15	12	2	5/4	0/4	0/3	20	8	5	1d6k [*]
Skeleton	13	13	2	6/5	0	0	0	12†	0	1d6+1k [broadsword]
Lugrôki	11	13	3	4/4	0/4	0/3	20	8	6	1d6k [shortsword]
Lugrôki	9	13	3	4/4	0/4	0/3	18	8	5	1d6k [shortsword]
Lugrôki	12	13	3	4/4	0/4	0/3	22	7	5	1d6k [shortsword]
Wolf	10	15	3	6/6	0/4	0/2	18	8	6	2x1d6-1k [bite]
Charek§	15	16	3	7/5	2/5	2/4	26	12	5	1d6+1k [longsword]
Trask	13	15	3	6/6	1/3	1/4	22	10	5	1d6-1k [dagger]#

*Shortswords (1d6k) and light bows (1d6k, -1/3").

†If the skeleton takes more than 4 Body on a single hit it will shatter.

§Charek has 2 Skill Levels with Swords, and PS: Mercenary 11-

#Trask has three spells: *Mystic Arrow*, *Command*, and *Enslave* (see below). Trask is wearing a magic Ring of *Warding* (+1 DCV, +1 rPD/rED). The ring looks like a plain gold band, worth maybe 10sp, but causes the wearer to glow with a faint blue light. This effect is noticeable with a -2 Perception Roll, or automatically in the dark. Trask has 26 END for casting spells.

FANTASY HERO PINE CASTLE SPELL LIST

Mystic Arrow. A quick "hit him before he hits me" spell, used mostly to disrupt enemy mages. Material component is a small wooden dart hurled at the target. This spell does require a Combat Roll.

Effect: 1d6 Killing Blast [15]

Advantages: Fast (x1/4), Easy (x1/4).

Total Adv: (x1/2) [Active Cost: 22]

End: 4

Lim.: 1/2 Normal Range (+1/4), Gestures (+1/2), Incantation (+1/2)

Material Component: wood hand carved 1 hr + Skill Roll, OAF, 1 sp/use (+2).

Total Lim: (+3 1/4)

Real Cost: 5

Enslave. The magician can control the actions of his victim at will. The caster must place the special amulet about the neck of his target, and from then on verbally command the victim. The amulet is a diamond pendant on a gold chain, and must be soaked in fresh brain juices when made. The amulet glows blue when a command is issued. This spell is only effective against Humans.

Effect: 8d6 Dominate [40]

Gen. Modifiers: 4 Levels Reduced End [Mod. Cost: 80]

END: 0

Limitations: No Range (+1/2), Limited: Grab Maneuver to place amulet (+1/2), Visible (+1/4), Limited: Affects only Humans (+1/4), Limited: Command must be Spoken (+1/2)

Material Component: diamond pendant OAF, Difficult (brain juices), 10gp cost, Prep time 3 wks (+4 1/2)

Total Lim: (+6 1/2)

Real Cost: 11

Shock Touch. Another cheap attack, generally good in weaponless combat. Material component is fine silver wire worn on the wrist.

Effect: 5d6 Energy Blast [25]

Advantages: Fast (x1/4), Easy (x1/4).

Total Adv: (x1/2) [Active Cost: 37]

End: 7

Limitations: No Range (+1/2), Gestures (+1/2), Incantation (+1/2)

Material Component: wire 1 turn to put on, OIF, 2sp/use (+2).

Total Lim: (+3 1/2)

Real Cost: 8

Command. The magician shouts a command and the target is compelled to obey. The spell is short duration (1 phase) so it is useful only in special circumstances (viz. ordering a character to "Freeze!" then placing the amulet for *Enslave* around his neck). The material component is a small brass wand, specially crafted, which is pointed at the target. This spell only works on pure humans.

Effect: 5d6 Dominate [25]

Advantages: Fast (x1/4), Easy (x1/4).

Total Adv: (x1/2) [Active Cost: 37]

End: 7

Limitations: Instant (+1), Limited: Affects only humans (+1/4), Limited: Command must be spoken (+1/2), No Range (+1/2)

Material Component: brass wand OAF, 10gp cost, Difficult (brain juice), Prep Time 3 wks (+4 1/2)

Total Lim: (+6 3/4)

Real Cost: 5

ROLEMASTER PINE CASTLE ENCOUNTER CHART

Monster	Level	Hits	AT	DB	Shield	Attack	Size	Crit
Lugrôki (2)	2	50	1/8	5	N	40ss	M	Reg
Skeleton §	1	25	1	0 *	N	25bs	M	Reg
Wolf	3	110	3	30	N	65Mbi	M	Reg
Charek	3 Fighter	65	10	40 (w/shield)	Y	70bs	M	Reg
Trask †	4 Magician	50	4	20	N	20da	M	Reg

* Ignore Stun or Criticals for the Skeleton.
† Trask has 8PP and 4 spell lists: Light Law, Spirit Mastery, Detecting Ways, and Fire Law. He has a ring that gives him +10DB and a 4AT. He has another ring which matches the necklace around Charek's neck. This ring allows Trask to command whoever wears the necklace as the Mentalist spell *Subjugation*.
§ Will shatter if it takes more than 15 concussion hits at once.

FANTASY HERO FANG ROCK ENCOUNTER CHART

Monster	CON	DEX	SPD	o/d CV	r/t PD	r/t ED	STUN	BODY REC	Dam (Weapon)
Pawn	10	10	2	5/5	0	0	15	5 5	1/2 d6k
Rook/Knight	13	15	3	6/6	1/3	1/3	25	10 6	1d6k
Bishop	15	16	3	5/5	1/2	1/2	20	8 6	1d6 Killing Blast (if not hit)
Queen	18	18	4	7/7	2/4	2/4	25	12 7	1d6+1k
King	15	10	2	8/8	2/4	2/4	25	10 5	2d6k
Smugglers (2)	13	15	3	6/5	0/3	0/3	20	8 5	(2d6) [fists]
Raluf Steng	14	18	4	7/5	2/5	2/5	25	10 6	(4d6) [club]
Guards (2)	13	15	3	6/5	0/3	0/3	20	8 5	1d6k [shortsword]
Octopus	15	18	4	6/6	0/7	0/3	30	15 7	1d6+1k [bite]
Shark	20	21	6	10/10	5/20	4/15	60	30 15	2x2d6k [bite]

ROLEMASTER FANG ROCK ENCOUNTER CHART

Monster	Level	Hits	AT	DB	Shield	Attack	Size	Crit
Pawn	1	25	1	10	N	20da	S	Reg
Rook/Knight	2	40	4	15	N	40ss	S	Reg
Bishop	2	40	4	15	N	30 *	S	Reg
Queen	3	70	8	25	N	60ss	S	Reg
King	3	60	8	20	N	80cl	S	Reg
Smugglers (2)	1	35	1	5	N	30fi	M	Reg
Raluf Steng	3	55	6	25	N	65cl	M	Reg
Guards (2)	1	35	1	25	Y	40ss	M	Reg
Octopus	5	80	1	40	N	80Gr	M	Lg
Shark	6	200	4	30	N	95bi	H	Lg

*Shock Bolt.

2•ROLEMASTER TABLES

MASTER BEAST CHART								
Type	Lvl	Base Rate	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc
Alligators								
Small, water land	1	40	MD/MD	M/—	85	7(20)	50MBi100/30SGr§/Special	1-4
	1	20	VS/MD	M/—	5	7(0)	30SBi50/30SBa50/50MBi§	1-4
Ape	5	70	Spt/20	L/—	100	3(20)	50MBi20/60LGr80/70MBi§	
Bears								
Large	10	90	MF/MF	L/I	230	8(30)	85LGr60/65LCI†/70MBi§/90MBa40	1-2
Small	5	80	MF/MF	L/—	150	8(20)	60LGr60/50LCI†/50MBi§/70MBa40	1-2
Boar	3	80	Dash/20	M/—	110	4(30)	50MHo100/50MBa†/40Sts†	
Buffalo/Bull	4	90	MF/MF	L/—	150	4(10)	50MHo50/60LBa50/70LTs†	5-10
Cougar	3	110	VF/VF	S/—	60	3(60)	30MCI30/20SBi30/Both40	1-2
Dolani	3	110	FA/MD	M/—	50	3(25*)	50Melee/60Missile	2-5
Dwarves	3	50	SL/MD	M/—	50	16(35*)	60Melee/30Missile	2-6
Eagle, Giant	8	150	VF/VF	M/I	150	3(60)	80LCI/60MBa†/60MPi§	2-3
Elves								
Fölen	5	75	MD/MD	M/—	50	14(50*)	80Melee/100Missile/Spells	1-3
Telyn	4	70	MD/MD	M/—	50	9(40*)	50Melee/60Missile	1-3
Qelóth	5	75	MD/MD	M/—	50	14(40*)	90Melee/80Missile/Spells	1-3
Méwyn	5	65	MD/MD	M/—	50	17(40*)	100Melee/80Missile/Spells	1-3
Fire Drake								
Young	10	210	VF/VF	H/LA	350	12(60)	70HBi/120HCl/80HBa/50HHo/80FBr	1
Mature	38	200	VF/FA	H/SL	450	16(50)	100HBi/140HCl/110HBa/70HHo/100FBr	1
Old	66	180	FA/FA	H/SL	600	20(75)	125HBi/150HCl/130HBa/90HHo/120FBr	1
Gargoyle	5	80	MF/FA	M/@	80	16(35)	60LCI/40MBi†/50We	2-4
Griffin/Gryphon	8	100	FA/VF	L/II	160	4(35)	90LCI/60LBa/100MPi†Both	2-3
Lugrôki								
Lesser	2	50	SL/MD	M/—	50	8(30s)	40Melec/40Missile	5-20
Greater	4	60	MD/MD	M/—	70	17(40*)	80Melee/60Missile	5-20
Skeletons								
minor (I)	1	40	VS/MD	M/I#	25	1(0)	25We50/40MBa50	1-3
lesser (II)	3	60	MD/MF	M/I#	55	1(10)	40We50/50MBa50/Special	1-3
greater (III)	5	80	MF/FA	M/I#	100	1(30)	50We50/60MBa50/Special	1-3
Snakes								
Boa/Python	3	30	VS/MD	L/I	85	3(0)	70MBi30/60MGr70/90LGr§	1-2
Viper	1	40	SL/VF	S/—	15	1(30)	20SSt100/Poison†	1-2
Spider, Giant	3	60	MF/FA	S/—	30	3(30)	20SPi/40SSt/poison†/Special	3-8
Trolls								
Forest	6	80	MF/MD	L/II	150	11(10)	70LCI/60LBI/40We/50ro	1-2
Swamp	10	60	SL/MD	L/LA	175	11(20)	95LBa/85LCI/50We/60ro	1-2
Mountain	10	75	MD/MD	L/LA@	240	16(40*)	110We/100LBa/100ro	1-2
Wild Dog	4	120	VF/FA	M/—	65	3(40)	45MBi100	5-10
Wolf	3	110	FA/FA	M/—	110	3(30)	65MBi100	3-6
Wraith								
lesser (IV)	10	70	MF/VF	M/II#	120	1(70)	80We[Cold]/70LBa/Special/Spells	1-2
greater (V)	15	60	MD/BF	M/LA#	165	1(50)	100We[Cold]/90LBa/Special/Spells	1-2

* DB includes bonus from shield.

Crit Codes:

— Use normal critical procedure.

I Decrease crit severity by one (A: modify by -20, B becomes A, etc.).

II Decrease crit severity by two (A: modify by -50, B: modify by -20 on A column, C becomes B, etc.).

LA Use Large Creature Criticals.

SL Use Super-Large Creature Criticals

@ Stun results do not affect creature.

Stun results and hits/rnd do not affect creature.

† If attack on left obtained non-Tiny crit, this attack occurs in the same round of combat as the attack which obtained that critical.

§ If attack on left obtained non-Tiny crit, this attack occurs in the *next* round of combat as the attack which obtained that critical.

ROLEMASTER NPC CHART

Name	Lvl	Hits	AT(DB)	Sh	Melee	Missile	Notes
Harry Brentwood	4	51	10(25)	N	64ss	74sb	Human Thief. Has +15 shortsword and Ring of +10 DB. SD:50 Co:53 Ag:99 Me:65 Re:81 St:65 Qu:98 Pr:96 In:56 Em:45.
Belzor Hammerhand	14	150	19(35)*	Y	175bs	110hcb	Dwarf Fighter. 10 DB plate armor and a +25 broadsword. SD:42 Co:90 Ag:93 Me:79 Re:48 St:55 Qu:95 Pr:61 In:77 Em:82.
Zeppen Loudlungs	3	67	19(45)*	Y	53ss	68sb	Human Rogue. Owns +20 DB bracelets. SD:42 Co:90 Ag:93 Me:79 Re:48 St:55 Qu:95 Pr:61 In:77 Em:82.
Bedor Hammerhand	3	48	10(25)*	Y	45wh	5wh	Dwarf Cleric. Knows the following cleric base lists to 10th level: Channels, Life Mastery, Protections, and Repulsions. SD:70 Co:64 Ag:76 Me:86 Re:53 St:83 Qu:71 Pr:53 In:98 Em:67.
Arg	11	135	16(35)*	Y	138bs	95/cb	Lugrôki Fighter. Has +10 DB shield, +20 broadsword, and Ring of Healing (3d10) 3x/day. SD:41 Co:93 Ag:91 Me:54 Re:65 St:100 Qu:94 Pr:68 In:39 Em:35.
Thom Jarlin	6	48	1(10)	N	25ss	15sb	Human Magician. Has 24 Power Points, including his x2 PP multiplier ring. Knows all 6 Magician Base lists to 10th level, plus the Closed Essence lists: Spirit Mastery and Lofty Bridge. SD:78 Co:57 Ag:91 Me:89 Re:98 St:64 Qu:90 Pr:81 In:78 Em:97.
Garlin Medrows	2	33	8(0)	N	10qs	5wp	Human Lay Healer. Has +2 spell adder staff, 4 Power Points, and knows the following Lay Healer base lists to 10th level: Concussion Mastery, Blood Mastery, and Bone Mastery. SD:85 Co:90 Ag:70 Me:69 Re:75 St:65 Qu:68 Pr:95 In:53 Em:71.
Plinks	4	52	11(30)*	Y	74ss	44da	Human Thief. SD:44 Co:91 Ag:94 Me:71 Re:48 St:92 Qu:98 Pr:73 In:62 Em:27.

* Includes Shield Codes for this chart may be found on page 56.

CODES FOR ROLEMASTER MASTER BEAST CHART

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

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = Fast, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The number is the equivalent to the **Rolemaster** numeric armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from **Rolemaster** codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

ROLEMASTER MILITARY CHART

Type	#	Lvl	Hits	AT(DB)*	Sh	Melee OB	Missile OB	Notes
Danris								
Captains	50	9	105	8(30)	Y	120bs	—	+5 quality shield & weapon
Dren Guard	500	7	110	13(5)	N	95ba	—	
Archers	1000	5	60	5(10)	N	60bs	80cb	
Elite Footmen	400	5	70	8(0)	N	80pa	—	
Footmen	2000	3	45	6(30)	Y	60sw	—	
Levy Troops	5000	1	25	1(25)	Y	35ss	—	
Fey								
Captains	10	8	100	8(30)	Y	100bs	—	+5 quality shield & weapon
Fyd Guard	250	6	95	10(30)	Y	90sp	60sp	
Footmen	1500	2	35	1(25)	Y	45ss	—	
Elite Wizards	100	10	35	2(10)	N	30da	Spells**	
Wizards	500	6	30	1(5)	N	20da	Spells***	
Kérq								
Imperial Guard	500	10	115	13(10)	N	115ba	—	
Elite Footmen	1000	7	105	8(25)	Y	95sp	70sp	
Footmen	3000	5	65	5(30)	Y	80ss	—	
Levy Troops	5000	2	40	1(25)	Y	45ss	—	
Elite Marines	800	8	100	10(25)	Y	100ha	—	
Marines	1000	5	70	8(0)	N	80bs	—	
Moregador								
Captains	200	9	105	8(30)	Y	110bs	—	+5 quality shield & weapon
Dren Guard	500	7	110	13(5)	N	95ba	—	
Marines	1000	4	55	5(30)	Y	70ha	—	
Elite Footmen	500	5	65	8(0)	N	80pa	—	
Footmen	1000	3	45	5(30)	Y	60ss	—	
Levy Troops	3000	1	25	1(25)	Y	35ss	—	
Ruecha								
Lords	10	12	135	16(0)	N	130th	115varies	
Militia	3000	9	105	10(25)	Y	110ba	—	
Elite Footmen	4500	6	70	8(0)	N	90pa	—	
Footmen	5000	3	45	5(30)	Y	65ss	—	
Tenryk								
Dren Guard	750	7	110	13(5)	N	95ba	—	
Captains	500	9	105	8(30)	Y	105bs	—	+5 quality shield & weapon
Knights	500	7	100	5(35)	Y	100ml	—	Ride greater warhorses
Cavalry	2000	5	70	8(25)	Y	80ml	—	Ride lesser warhorses
Elite Footmen	1000	5	65	8(0)	N	80pa	—	
Footmen	2000	3	45	5(30)	Y	60ss	—	
Levy Troops	3000	1	25	1(25)	Y	35ss	—	
Thosque								
Dren Guard	1000	7	110	13(5)	N	95ba	—	
Captains	500	9	105	8(30)	Y	105bs	—	+5 quality shield & weapon
Knights	400	7	100	5(35)	Y	100ml	—	Ride greater warhorses
Cavalry	2000	5	70	8(25)	Y	80ml	—	Ride lesser warhorses
Footmen	2000	3	45	5(30)	Y	60ss	—	
Levy Troops	6000	1	25	1(25)	Y	35ss	—	
Xan								
Xani Legion	3000	10	110	16(0)	N	120th	100varies	
Elite Footmen	8000	7	95	10(5)	N	95pa	—	
Footmen	18000	3	45	8(25)	Y	60bs	—	
Eagle Wing	3000	5	75	5(35)	Y	85ml	—	
Telyn (Hrange)								
Archers	500	8	100	5(15)	N	85da	110lb	
Footmen	1000	4	50	8(25)	Y	70bs	—	
Wood Guard	750	6	65	5(15)	N	70ha	85cb	

Type	#	Lvl	Hits	AT(DB)*	Sh	Melee OB	Missile OB	Notes
Fölen (Elfost)								
Archers	300	8	95	5(20)	N	85da	110lb	
Footmen	500	4	45	8(25)	Y	70bs	—	
Qelóth								
Archers	100	8	95	5(20)	N	85da	110lb	
Footmen	200	4	45	8(25)	Y	70bs	—	
Marines	700	6	60	5(15)	N	85ha	50da	
Jomeloto Dwarves								
Footmen	1500	5	80	10(25)	Y	85ha	60ha	
Wyrmian Dwarves								
Ironbreaker	500	10	130	20(0)	N	125wm	—	
Stonebreaker	2500	7	105	19(0)	N	110ba	—	
Footmen	4000	4	60	10(25)	Y	70ha	50ha	
Nomads								
Clan Chief	20	10	120	8(30)	Y	120ml	—	† ₁ , Ride lesser warhorses
Khuftaan (leader)	200	8	105	13(30)	Y	100ml	—	† ₂ , Ride lesser warhorses
Warrior	1000	5	70	8(0)	N	85ml	—	† ₃ , Ride lesser warhorses
Southmen								
Warrior Lord	10	9	110	8(30)	Y	110ml	—	§ ₁ , Ride lesser warhorses
Captain	100	7	100	8(25)	Y	100ml	—	§ ₂ , Ride lesser warhorses
Warrior	1500	3	50	1(5)	N	65ml	—	§ ₃ , Ride lesser warhorses

Note: Weapons used by these forces will vary in individual cases, and certain Lords, Captains, etc. will have preferred weapons and armor, so the statistics given here should be considered as guidelines/typical cases rather than strict rules.

* All DBs include the modifier for shield, if any.

** Elite Wizards know 16 lists to 10th level, and will usually have a device (or devices) that enhances DB by +15 to +25, cumulative with the DB listed.

*** Wizards know 10 lists to 10th level, and will usually have a device (or devices) that enhances DB by +5 to +15, cumulative with the DB listed.

†₁ When unmounted, these troops use scimitars with an OB of 95. DB listed includes a bonus for a +5 quality shield.

†₂ When unmounted, these troops use scimitars with an OB of 75.

†₃ When unmounted, these troops use scimitars with an OB of 50.

§₁ When unmounted, these troops use falchions with an OB of 85. DB listed includes a bonus for a +5 quality shield.

§₂ When unmounted, these troops use falchions with an OB of 75.

§₃ When unmounted, these troops use hand axes with an OB of 45.

ROLEMASTER TABLE CODES

Codes: The statistics given describe each NPC or typical soldier, sailor, marine, etc. A more detailed description of the NPCs can be found in the main text. Some of the codes are self-explanatory: **Lvl** (level), **Hits**, and **Sh** (Shield). More complex codes are listed below.

AT (Armor Type): The number is the equivalent *Rolemaster* armor type.

DB (Defensive Bonus): Note defensive bonuses include stats, shield, armor, and other items when noted.

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

Stats: Ag=Agility, Co=Constitution, SD=Self=Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition.

3•FANTASY HERO TABLES

FANTASY HERO CREATURE TABLES												
Beast	#	STR	DEX	CON	BODY	PRE	r(t) PD	r(t) ED	SPD	Dam	Move	Mass
Bear	1-2	25	18	28	17	27	2(12)	1(8)	3	2x1d6k	5"	350kg
Dog, Wild	5-10	3	14	8	7	8	0(2)	0(1)	3	1/2d6k	8"	20kg
Cougar	1-2	18	20	18	10	18	0(8)	0(6)	4	2x1d6k	15"	100kg
Wolf	3-6	10	18	15	10	15	0(6)	0(3)	4	2x1/2d6k	7"	80kg
Troll	1-2	25	15	30	18	20	5(12)	2(8)	3	2x1-1/2d6k	7"	400kg
Alligator	1-4	18	15	18	13	18	4(10)	2(8)	3	3x1d6k	4"	200kg
Dwarf	2-6	18	15	20	12	15	3(8)	3(8)	2	1d6+1k	5"	100kg
Elf	1-3	15	20	13	10	18	2(5)	2(4)	3	1 1/2d6k	7"	80kg
Lugrôki	5-20	13	14	13	10	10	3(6)	2(5)	3	1d6+1k	6"	90kg
Skeleton	1-3	10	13	10	10	10	2(2)	2(2)	2	1d6	6"	50kg
Wraith	1-2	0	20	0	10	20	0(10)	0(10)	3	*	8"	0kg
Dragon	1	50	20	40	45	50	10(30)	10(30)	5	2x2d6k	12"	1600kg
Boar	1-2	15	15	15	12	15	1(8)	0(4)	3	3x1d6	13"	200kg
Dolan	2-5	20	15	18	13	13	1(7)	0(5)	3	1-1/2d6k	12"	300kg
Snake	1-2	13	18	13	7	18	0(8)	0(4)	3	(4d6)	1"	70kg
Spider, Giant	3-8	10	18	10	8	15	2(6)	1(4)	4	2x1d6k	8"	50kg
Gargoyle	2-4	15	15	13	10	15	3(10)	3(7)	3	2x1/2d6k	10"	100kg
Gryphon	2-3	20	18	13	12	15	3(9)	3(6)	3	2x1d6k	12"	250kg
Eagle, Giant	2-3	40	18	25	35	25	5(15)	3(10)	2	2x2d6k	18"	500kg
Buffalo	5-10	30	15	25	20	20	3(15)	3(10)	3	3x1d6k	14"	800kg
Ape	1-3	28	18	20	14	25	1(10)	0(7)	3	2x1d6-1	5"	200kg

* Noncorporeal, can use magic

FANTASY HERO NPC TABLE																	
Name	STR	DEX	CON	BOD	INT	EGO	PRE	COM	SPD	OCV	DCV	r(t) PD	r(t) ED	STUN#	STUN	Dam	Notes
Harry Brentwood	13	18	11	11	16	11	19	14	4	8	6	3(8)	3(7)	19	23	1d6+1	+1 DCV Ring
Belzor Hammerhand	30	17	23	18	15	14	18	10	5	14	9	8(18)	8(15)	41	45	3d6+1	+1 DCV Plate Armor
Zeppen Loudlungs	11	18	18	10	10	15	12	10	3	9	7	3(9)	3(8)	27	25	1d6+1	+2 DCV Bracers
Bedor Hammerhand	15	14	15	13	15	12	14	8	3	8	6	3(9)	3(7)	24	29	1.5d6	40 pts. magic
Arg	20	18	18	16	12	9	14	4	4	12	10	5(13)	5(12)	31	38	2d6k	+1 DCV Shield, Magic ring
Thom Jarlin	13	18	11	10	18	15	14	12	3	7	6	1(5)	1(4)	16	23	1d6+1	65 pts. magic
Gailin Meadows	13	14	18	12	15	11	12	10	3	6	6	1(6)	1(5)	24	27	(4d6)	30 pts. magic
Plinks	18	18	16	15	10	12	14	10	3	10	8	3(10)	3(8)	26	34	1.5d6	

FANTASY HERO MILITARY TABLE

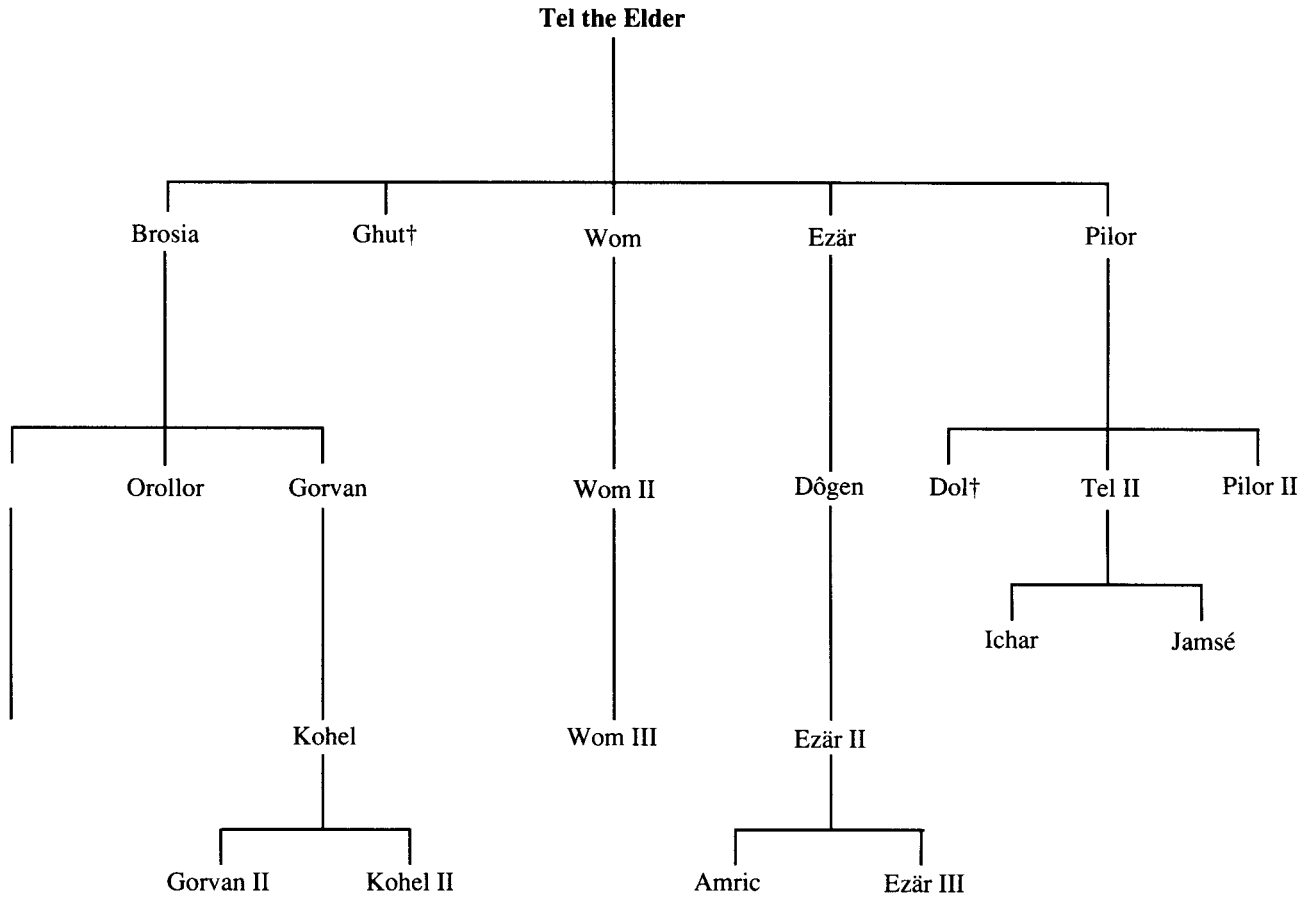
Military Chart	Number	DEX	SPD	O(D) CV	r(t) PD	r(t) ED	STN#	BODY	STUN	Damage
Danris										
Captains	50	20	4	11	3(9)	3(7)	27	13	33	1d6+1
Drèn Guard	500	18	4	9(6)	5(9)	5(8)	33	18	40	2d6+1
Archers	1000	23	4	10(5)	2(8)	2(7)	20	12	25	1d6+1 (bow)
Elite Footmen	400	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6
Footmen	2000	10	3	4(4)	2(5)	2(4)	14	10	20	1d6
Levy Troops	5000	8	2	3(3)	0(4)	0(3)	13	8	18	1d6
Fey										
Captains	10	18	3	9	3(9)	3(7)	27	13	33	1d6+1
Fyd Guard	250	15	3	7	4(8)	4(7)	28	15	30	1 1/2d6
Footmen	1500	8	2	3(3)	0(4)	0(3)	13	8	18	1d6
Elite Wizards	100	20	4	12	2(8)	2(7)	30	12	25	1d6 + 50 pts magic
Wizards	500	15	3	9	2(8)	2(7)	25	10	25	1d6 + 30 pts magic
Kérq										
Imperial Guard	500	20	4	10	5(9)	5(8)	35	20	40	2d6+1
Elite Footmen	1000	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6
Footmen	3000	10	3	4(4)	2(5)	2(4)	14	10	20	1d6
Levy Troops	5000	8	2	3(3)	0(4)	0(3)	13	8	18	1d6
Elite Marines	800	20	4	8	4(10)	4(9)	30	18	33	2d6
Marines	1000	15	3	6	3(6)	3(5)	25	12	30	1d6+1
Moregador										
Captains	200	20	4	11	3(9)	3(7)	27	13	33	1d6+1
Drèn Guard	500	18	4	9(6)	5(9)	5(8)	33	18	40	2d6+1
Marines	1000	18	4	10(5)	2(8)	2(7)	20	12	25	1d6+1
Elite Footmen	500	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6
Footmen	1000	10	3	4(4)	2(5)	2(4)	14	10	20	1d6
Levy Troops	3000	8	2	3(3)	0(4)	0(3)	13	8	18	1d6
Ruecha										
Lords	10	25	4	15	6(15)	6(13)	40	20	45	3d6
Militia	3000	18	4	10	4(10)	4(9)	30	15	35	2d6
Elite Footmen	4500	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6
Footmen	5000	10	3	4(4)	2(5)	2(4)	14	10	20	1d6
Tenryk										
Drèn Guard	750	18	4	9(6)	5(9)	5(8)	33	18	40	2d6+1
Captains	500	20	4	11	3(9)	3(7)	27	13	33	1d6+1
Knights	500	18	4	10(5)	2(8)	2(7)	20	12	25	1d6+1 (mounted)
Cavalry	2000	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6 (mounted)
Elite Footmen	1000	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6
Footmen	2000	10	3	4(4)	2(5)	2(4)	14	10	20	1d6
Levy Troops	3000	8	2	3(3)	0(4)	0(3)	13	8	18	1d6
Thosque										
Drèn Guard	1000	18	4	9(6)	5(9)	5(8)	33	18	40	2d6+1
Captains	500	20	4	11	3(9)	3(7)	27	13	33	1d6+1
Knights	400	18	4	10(5)	2(8)	2(7)	20	12	25	1d6+1 (mounted)
Cavalry	2000	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6 (mounted)
Footmen	2000	10	3	4(4)	2(5)	2(4)	14	10	20	1d6
Levy Troops	6000	8	2	3(3)	0(4)	0(3)	13	8	18	1d6

Military Chart	Number	DEX	SPD	O(D) CV	r(t) PD	r(t) ED	STN#	BODY	STUN	Damage
Xan										
Xani Legion	3000	25	5	15	6(15)	6(15)	45	20	50	3d6
Elite Footmen	8000	18	4	10	4(13)	4(12)	30	15	35	2d6
Footmen	18000	15	3	7(5)	3(12)	3(11)	20	12	30	1 1/2d6
Eagle Wing	3000	20	4	8	2(10)	2(9)	25	15	40	1 1/2d6 (mounted)
Telyn (Hrange)										
Archers	500	20	4	11	3(9)	3(7)	27	13	33	2d6 (bows)
Footmen	1000	15	3	7(5)	3(12)	3(11)	20	12	30	1d6+1
Wood Guard	750	20	4	8	2(10)	2(9)	25	15	40	1 1/2d6
Fölen (Elfost)										
Archers	300	20	4	11	3(9)	3(7)	27	13	33	2d6 (bows)
Footmen	500	15	3	7(5)	3(12)	3(11)	20	12	30	1d6+1
Qelóth										
Archers	100	20	4	11	3(9)	3(7)	27	13	33	2d6 (bows)
Footmen	200	15	3	7(5)	3(12)	3(11)	20	12	30	1d6+1
Marines	700	20	4	8	2(10)	2(9)	25	15	40	1 1/2d6
Jomeloto Dwarves										
Footmen	1500	10	3	4(4)	4(9)	4(10)	30	15	35	1 1/2d6
Wyrmian Dwarves										
Ironbreaker	500	15	3	10	8(15)	8(20)	50	25	45	3d6
Stonebreaker	2500	13	3	7(5)	6(12)	6(15)	40	20	40	2d6+1
Footmen	4000	10	3	4(4)	4(9)	4(10)	30	15	35	1 1/2d6
Nomads										
Clan Chief	20	20	4	11	3(9)	3(7)	27	13	33	1d6+1 (mounted)
Khuftaan (leader)	200	18	4	9(6)	5(9)	5(8)	33	18	40	2d6+1 (mounted)
Warrior	1000	15	3	7(5)	3(7)	2(6)	20	12	30	1 1/2d6 (mounted)
Southmen										
Warrior Lord	10	20	4	10	3(9)	3(7)	27	13	33	1d6+1 (mounted)
Captain	100	18	4	8(6)	3(12)	3(10)	33	18	40	2d6+1 (mounted)
Warrior	1500	15	3	5	0(8)	0(7)	20	12	30	1 1/2d6 (mounted)

4 • WEATHER CHART

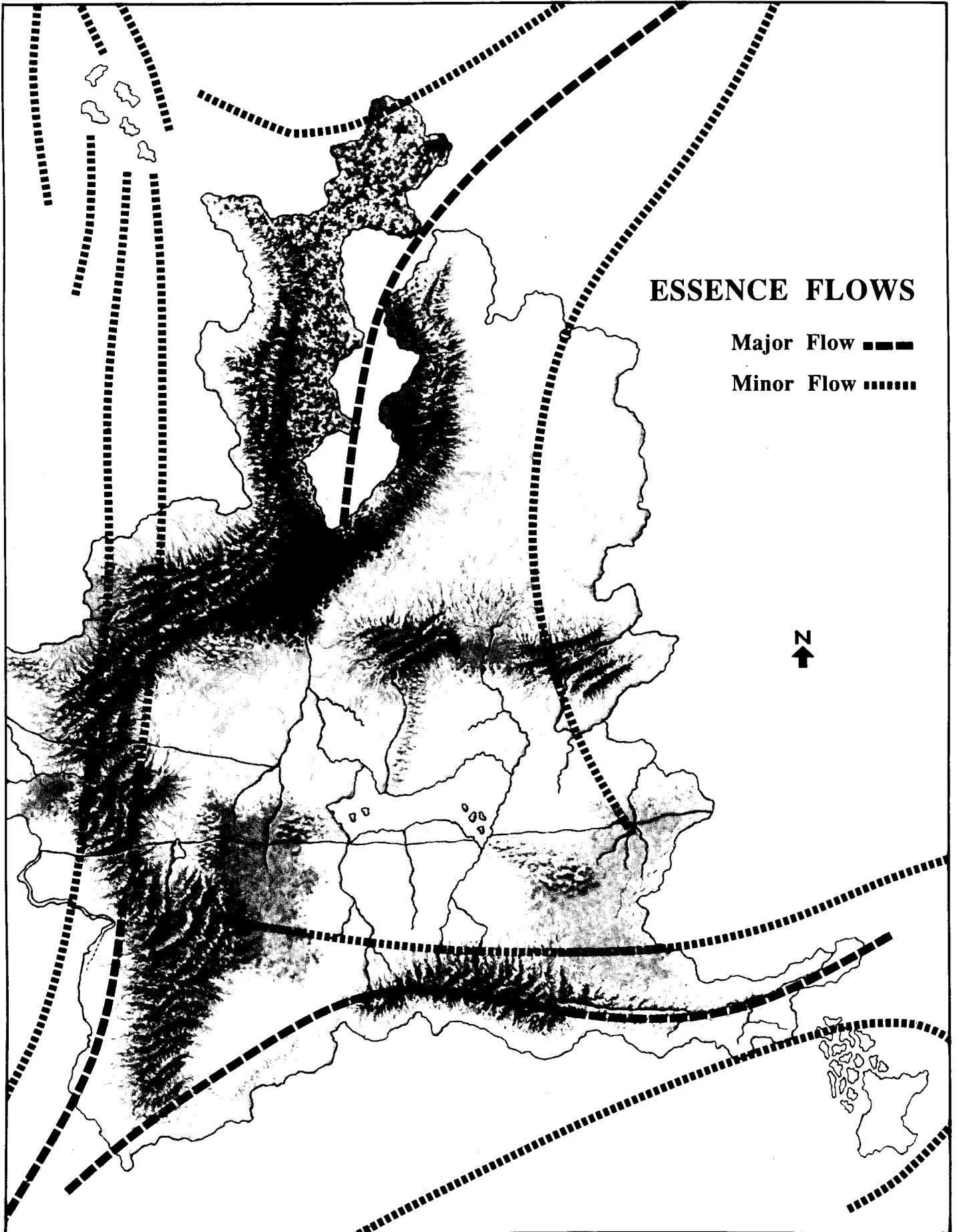
WEATHER CHART										
Season Location	Moranyr		Obenyr		Nurinor		Gysanyr		Tobelyr	
	Prec	Temp	Prec	Temp	Prec	Temp	Prec	Temp	Prec	Temp
Central Basin	10"	0 - 40	6"	30 - 65	5"	50 - 85	2"	60 - 110	3"	30 - 75
Moreg's Brow	3"	-30 - 20	2"	10 - 50	1"	40 - 75	2"	50 - 80	3"	-10 - 40
Spine of Rhôzhaän	3"	-20 - 30	2"	20 - 60	1"	50 - 85	2"	60 - 90	3"	0 - 50
Elfost	7"	0 - 40	5"	30 - 65	3"	50 - 85	3"	60 - 100	5"	40 - 80
Hrange	6"	-10 - 30	4"	20 - 55	4"	40 - 75	3"	50 - 90	3"	25 - 60
Forbek Steppes	2"	50 - 80	3"	60 - 90	1"	70 - 100	2"	80 - 110	2"	70 - 100
Brigger Cap Veldt	2"	75 - 95	3"	75 - 115	2"	85 - 120	1"	85 - 120	2"	75 - 105
Chümen	14"	70 - 90	18"	70 - 110	15"	80 - 110	14"	90 - 120	10"	70 - 100
K'Srondi	15"	75 - 100	20"	75 - 115	18"	85 - 115	10"	90 - 120	14"	75 - 105
Borbinak	4"	0 - 40	5"	30 - 70	3"	50 - 85	2"	60 - 110	3"	40 - 80
Northern Plains	2"	50 - 90	3"	80 - 120	2"	80 - 120	1"	80 - 120	2"	60 - 100

5•ELDER RUECHEI LINEAGE



†Deceased

Precise age is not important to Elder Ruechei; they do not keep track of Time as humans do. Relative position (birth order) is all that matters.



ESSENCE FLOWS

Major Flow **— — —**

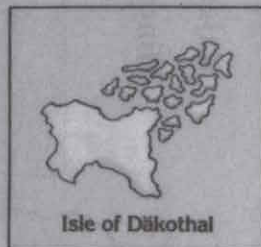
Minor Flow **.....**



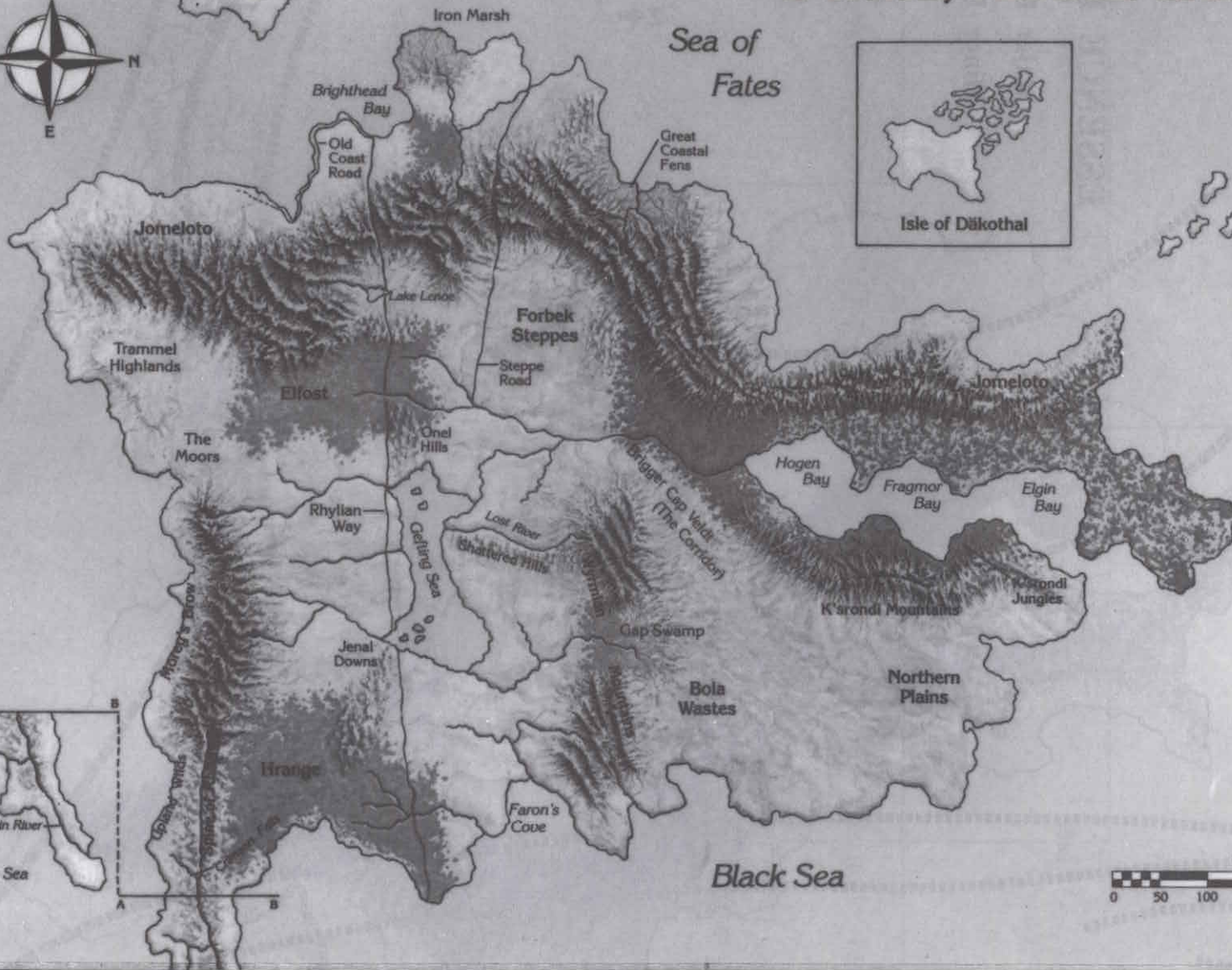
G'THAL, The Star Crown Empire



Sea of Fates



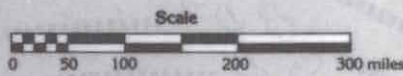
Cap Isles
(Footsteps of the Gods)



Key	
	Water
	River
	Mountains
	Hills
	Waste (desert)
	Forest
	Jungle
	Swamp
	Road
	Jungle/Swamp

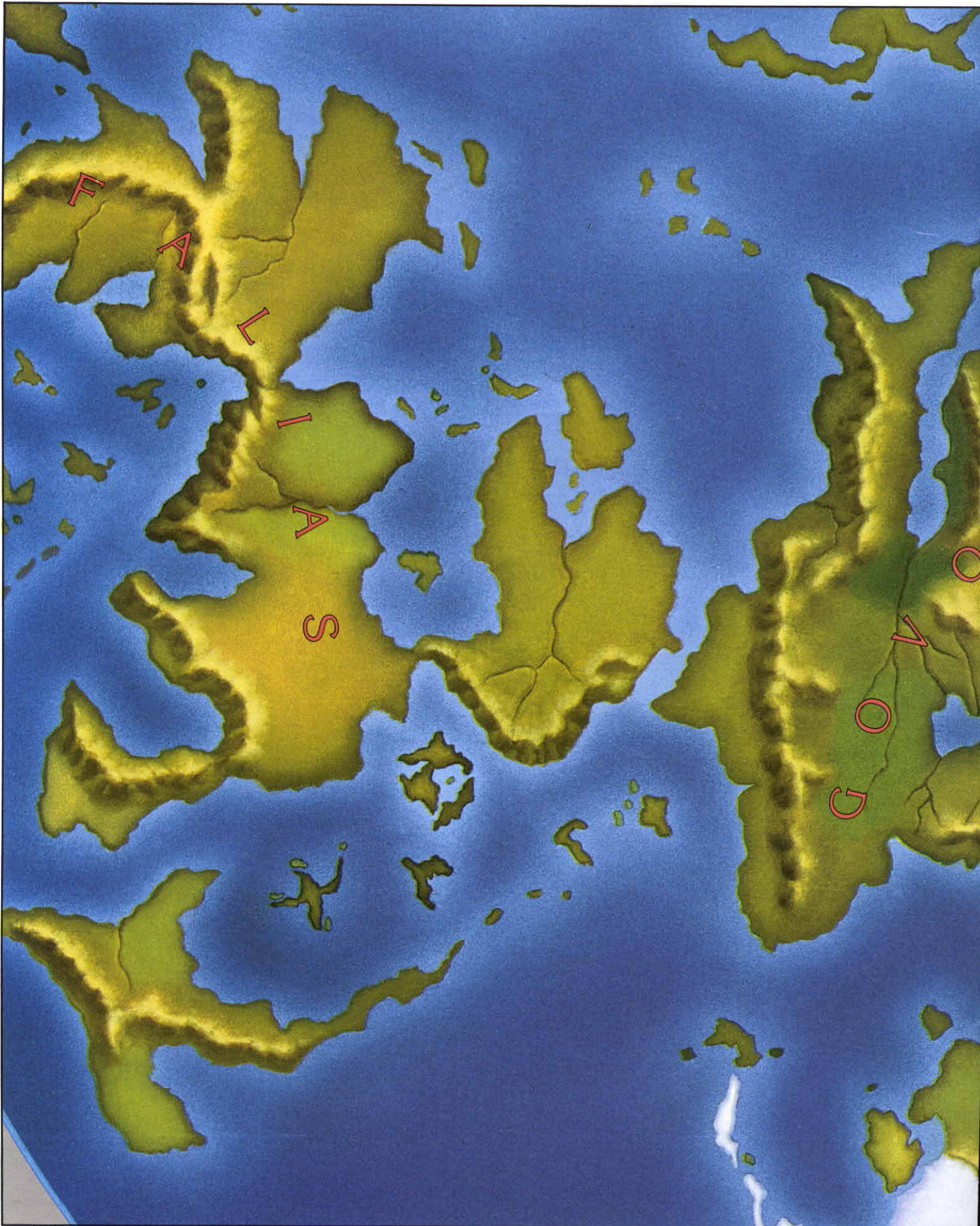


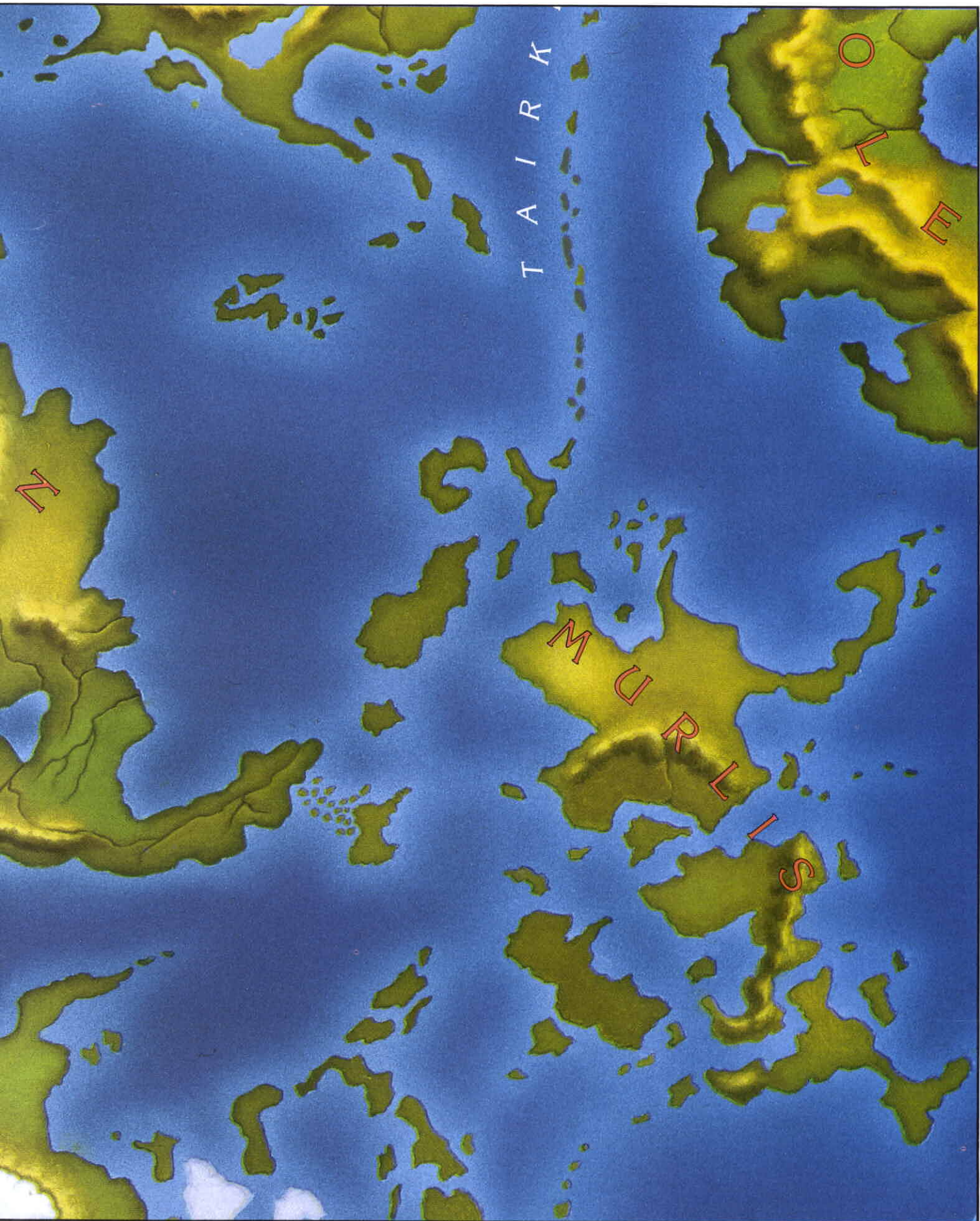
Black Sea





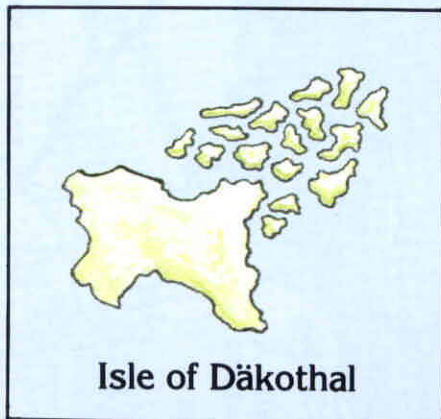
Adventure Location





G'THAL, The Star Crown Empire

a of
Fates



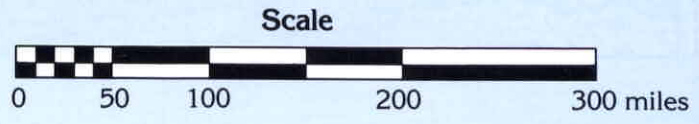
Cap Isles
(Footsteps of the Gods)

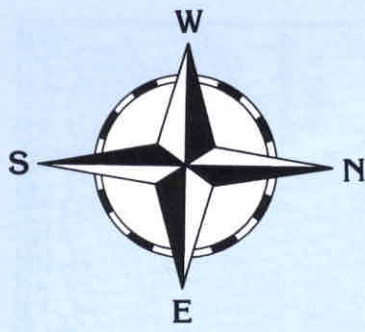


Key	
	Water
	River
	Mountains
	Hills
	Waste (desert)
	Forest
	Jungle
	Swamp
	Road
	Jungle/Swamp

la
tes

Black Sea





Bukan

Iron Marsh

Brighthead Bay

Old Coast Road

Great Coastal Fens

Jomeloto

Lake Lenoe

Forbek Steppes

Trammel Highlands

Steppe Road

Elfost

The Moors

Onel Hills

Rhylian Way

Gelfing Sea

Lost River

Shattered Hills

Wymmain

Brigger Cap Vel...
(The Corner)

Gap Swamp

Jenal Downs

Moreg's Brow

Mountains

B...
Wa...

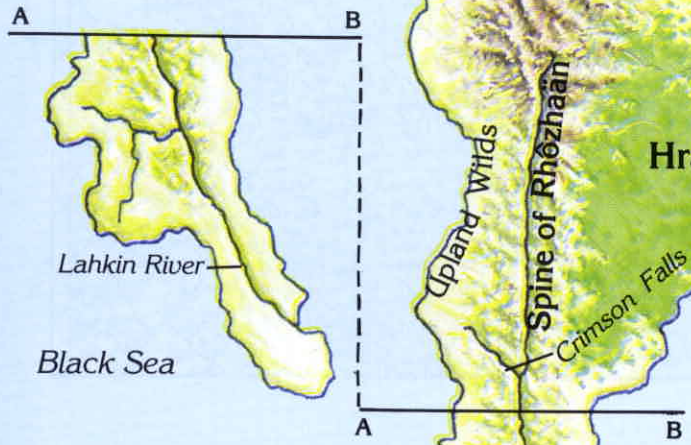
Hrange

Faron's Cove

Upland Wilds

Spine of Rhözhaan

Crimson Falls



Lahkin River

Black Sea

THE ISLE OF LEBYN

