

First of the
LOREMASTER™
SERIES

Designed for the
ROLEMASTER™
SYSTEM

The CLOUDLORDS of TANARA™

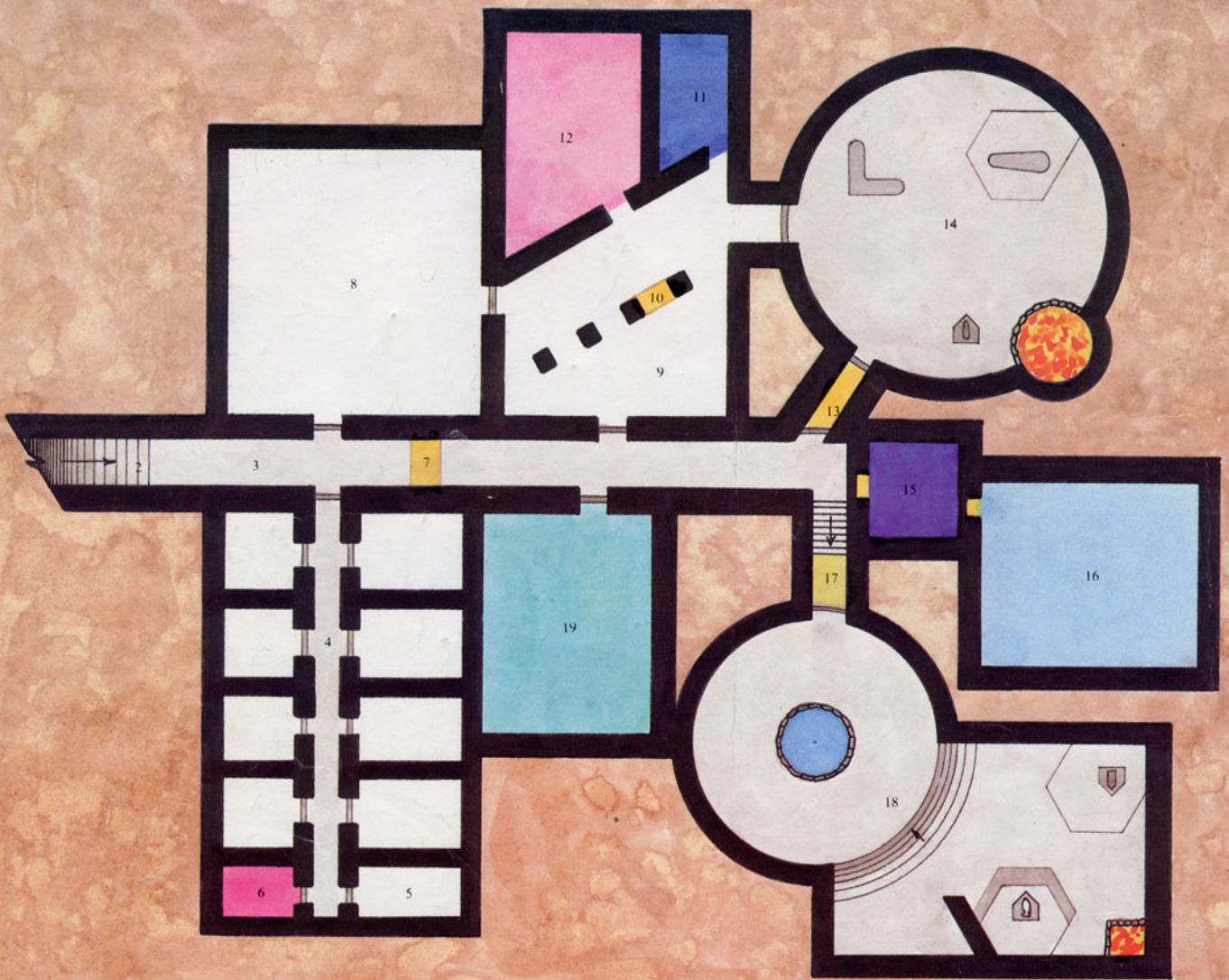


Discover and
explore the
perilous new
World of
LOREMASTER
Stock #5000

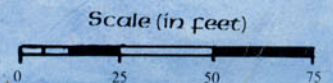
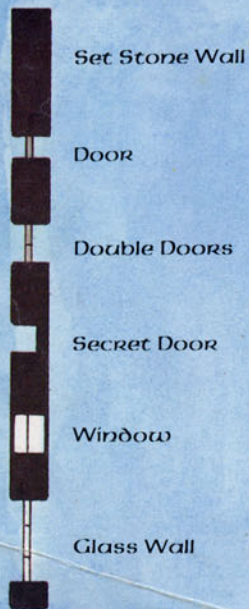
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Forge of the Lords of Essence



Key to Color Layouts



the cloudlords of tanaratm

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(... finally, there were flying horses...)



1.0 INTRODUCTION

This is the first of the new *Loremaster* series, an ongoing sequence of modules designed to detail specific sections of the world of *Loremaster*. Each module will cover a small area of the world, whether it is an island, an isolated keep, or an entire realm. Although there will be great variation from package to package, all will fit into the overall mosaic which is the world; as areas are detailed, the total picture will become clear.

While the size and scope of the *Loremaster* modules may vary, all will be designed around the **Rolemaster** Fantasy Role Playing system, and all character statistics, as well as spells, combat abilities, etc., will be provided along the guidelines of that system. Of course, if the GM should wish to alter some of the statistics and situations he should not feel that these are absolute restrictions. However, care must be taken to maintain the play balance which has been established.

1.1 THE WORLD OF LOREMASTER

1.12 THE LANDS

The world has a relatively small percentage of land to ocean and the land areas that do exist are fragmented and scattered: most of the land masses are better described as large island chains rather than true land masses, although there are a few of the latter. The world is large (about 30,000 miles in diameter) but a dearth of some of the heavier elements (and other factors) serves to counter this as far as gravity is concerned. The lack of metals has also had an effect on the development of most of the civilizations, as the inhabitants have been forced to turn to means other than technology to improve their lives. There are no known chemical explosives or ways to manufacture such without the direct use of Essence.

It is apparent that the world was cruelly tortured by unusually heavy volcanic and seismic activity in her infancy, thus explaining the extensive and severe mountain chains and the large number of islands of volcanic origin. There are also many active volcanoes about, as well as countless dormant ones. Both poles are covered by solid ice caps which grow and recede with the seasons. The northern pole is the more extensive, though there are considerable glacial formations near both poles.

1.13 THE WATERS

Even as there are a few dominant continental masses in the world, there are not many unbroken expanses of ocean. Early seismic activity has so convoluted the surface of the planet that there are few stretches of water wider than one thousand miles unbroken by a formidable island or series of islands. Also common are the atoll chains, strings of sheer black volcanic rock isles, uninhabited, but presenting formidable navigational barriers. Many a ship has been wrecked upon these dark crags, either in not detecting them in the night or unable to veer away in time — for the currents of the world's seas are often swift and ever-changing. Cruel, they have been called; it cannot be denied that they are fickle. Coral reefs are also the bane of many a sea navigator, and they are common off the coasts of most of the major island chains within 5,000 miles of the equator.

1.14 THE WEATHER

The axial tilt of the world is approximately 30 degrees, causing fairly definite seasonal weather changes. The world holds in orbit five moons: one very large and close, presenting an easily discernible disk and even some features on its (apparently) dead surface. The other four moons are relatively small and more distant, with less visible disks. The smallest is in fact a satellite of the largest moon, not of the world itself. Orbiting nearly on the equator five times per year, the largest moon has regular and noticeable phases and profound tidal effects on the tides of the world. The others have less tidal effect, but in conjunction the five act to create very strong and varying ocean currents and weather systems.

1.15 THE FLOWS OF ESSENCE

Perhaps the most fascinating aspect of the world is the Essence, that force which allows 'magic' to exist in its myriad forms. The Essence is an unseen, normally undetectable aura projected by all things. It is a form of radiation, and it is produced mainly by living things. Certain beings, through aptitude and training, have learned to tap the Essence of their environment and mold it to suit their purposes. Alternatively, some utilize the Essence of their own 'psyche' and channel it in effective ways.

1.16 FLORA AND FAUNA

Just as there are elements which are common to many worlds, we must rationalize that evolution will run in parallels. The likelihood of this will not

be argued. However, even as there are races very human in nature, most of the flora and fauna of the world is much like our own, with some additions, deletions, and differences depending on climate and locale. Unique plants or animals will be detailed within the specific module, as is appropriate.

1.17 PEOPLES OF THE WORLD

The intelligent races living on the world are myriad and varied. Most are isolated from each other by the barriers of the world itself, especially mountain ranges and broad seas, and are thus unaware of each others' existence. Long ago the lands of the world were one continent, and the human inhabitants were rather homogeneous. There was a resurgence in tectonic instability, however, and, amid violent earthquakes the continent was broken. Continental drift took over, and peoples were sundered: (adrift, so to speak,) and left to evolve in isolated microcosms. This also accounts for the commonplace existence of certain peoples and animals in some areas, while the same beings and creatures are virtually legendary in others.

1.2 A BRIEF HISTORY OF THE CONTINENT OF JAIMAN

Jaiman is one of the largest single continental masses in the world, embracing as well several large islands and island clusters which are integral parts of the area. This mighty land mass is also the furthest west of the "Known Lands," for beyond Jaiman lies the *Malvin Tesea* (E. "endless seas"), the widest ocean in the world — unbroken sea except for strings of treacherous jagged atolls and a strong north-south flow of that invisible yet dangerous force, the Essence. These elements combine to make passage through the *Malvin Tesea* virtually impossible. It is here, in this westernmost land of Jaiman, that the survey of the World of *Loremaster* shall begin.

Utha was the first of his kind: the masters of the Flows. Power was in their hands, and the shaping of the lands was for them an easy task. The world was yet young and warm with red-hot rock which ran like rivers across the steppes. Utha and his people were wise and sought to temper the wild earth and still her uneasiness. But there were those among the masters, led by a woman, Kadena (E. "the slayer"), who sought to disrupt their ways, and there arose a great conflict. This was the First Age of Ire.

*Lydek Terisonen
2267 Third Age (of Ire)*

This is an excerpt from the annals of one of the great *Loremasters*, Lydek Terisonen. These fragmented tales are the only certain information available from the First Age, as other *Loremasters* will not speak of it. Lydek vanished from the world two hundred years ago, and though he is rumored to reappear occasionally, it is said that he is insane. The annals of that Age tell of the Lords of Essence and the conflict which arose between them over the forming of the World. Definitive knowledge of the events of the First Age is very scanty, as nearly all of the records kept during that long Age were destroyed in the final cataclysm, an upheaval which set the lands in the shapes which have changed little since that time. It is believed that the Lords of Essence were as men in their natural form but were able to assume any shape they desired at will, for they held awesome powers over Essence itself. The Lords were perhaps not in the beginning possessed of their powers, but instead were imbued with their abilities by some freak flare in the Essence. Thus it is possible that at the time only one small section of the society developed such powers and was thus able to dominate other groups. In fact, it is a widely accepted belief among the Sages of Nomikos (who have devoted many lifetimes to the study of the Lords of Essence) that there were two groups of Lords, one led by Utha and the other by Kadena their mistress, and that these two orders existed for quite some time unaware of each other, gathering power and followers. Years passed, and it was discovered that indeed their Essence skill could be genetically inherited. Some of the Lords left their lands, and the power was spread amongst other people. One thing, however, was not inherited: all of the first Lords appeared to stop aging, and indeed proved to be immortal, dying only if killed by violence. After many thousands of years, Kadena and her followers developed the power to shape the land, and they began to reform their environment as they saw fit. It was not long before this came to the attention of Utha, for Kadena's idea of a fit environment was a land tortured by earthquakes and flowing lava. After many years of unsuccessfully attempt-

ing to control Kadena's whimsical destruction indirectly, Utha decided that the only way that the World would survive was through the death of Kadena and the obliteration of her evil order. Thus it was that the two met, each with the strongest of his kind. The ensuing struggle was one that shook the World to its core. Continents sank, while lands long under the seas were thrust up again. Entire races were destroyed by flames and tidal waves. It is said that the battle lasted for an entire year, and at the end, when the great smokes and plumes of steam began to clear, every man and woman of each order was slain. Here again, however, there are conflicting tales. Some say that members of both groups escaped to hiding places far away, fearing that their side would be defeated and that they would be killed; they may be hiding still. There is little question that both Utha and Kadena and all of the immortal first-lords are dead, for if they had lived, their power would be felt. Now the only users of Essence are pale shadows of the powers which once walked the land. Thus ended the First Age of Ire, and so began the Second Age.

The Second Age began with the slow healing of the lands and the gradual dispersal and condensation of the mile-high clouds of steam, mists generated from the evaporation of much of the waters of the oceans in the great fires and explosions each Order had cast upon the other. Slowly, plantlife began to grow again on the new lands as they were cleansed by rains. Animal life recovered and multiplied. The level of the sea rose, and lands which had been connected were sundered by new waterways. The few peoples who survived the cataclysm were without order or civilization, barely clinging to life itself, for though this was a calm period for the earth compared to the time of the battles of the Lords of Essence, the planet yet groaned and sighed as it settled into its new form. Winds and tides suddenly shifted; the orbits of the moons were unstable, and the flows of Essence were ever-changing, making travel anywhere perilous. The duration of this period is uncertain, but the Loremasters say that it lasted perhaps one hundred thousand years. It was in the last two thousand years of the Age that sudden and startling changes began to take place.

THE APPEARANCE OF THE LOREMASTERS

Without fanfare or apparent unity (though all at approximately the same time), the Loremasters appeared on Jaiman. They took many forms and spoke many tongues, and all were very wise about things which the infant peoples of the world needed most to know. No one but the Loremasters know from where they came, or indeed how many they were; Loremasters will not speak of their origins. There is no doubt, however, that they are unmatched masters of the Essence, except by the Lords of Essence themselves. Able to tap into the Flows of Essence at will, they can use those energies to transport themselves at will and can channel great forces of nature; rarely, though, do they indulge in such displays in the manner that the original Lords did. (Perhaps they are descendants of those masters of the Flows). It is rumored that the Loremasters are immortal even as were the first Lords of Essence, or as are the rustic Elvenkind now. But this, too, is not known for certain, as the Loremasters tend to wander from place to place, rarely staying with a single culture for more than a decade or two.

Under the tutelage of the Loremasters, civilizations flourished, their peoples learning the ways of language, both written and spoken, agriculture, and the working of stone and metals. Centuries passed, and the Loremasters came and went from various lands, always available to teach the peoples, but they taught only things which the peoples were readily able to grasp; no great leaps of social advancement or technology were offered. It is entirely possible that these teachers were not different generations of Loremasters but the same group, circulating through the widely separated lands and returning to places they had been before only after many hundreds of years.

THE COMING OF THE UNLIFE

Things were going too well. With the help of the Loremasters, many civilizations arose on a firm footing, settling the wide lands and exploring all about them. The world seemed a peaceful place — until the coming of the Unlife.

The Unlife feeds on destruction and upon the deaths of individuals and societies with equal fervor. It is a thirst unquenched and unslakable; indeed, the more it consumes, the more it seems to require. It has no source, but it is everywhere, waiting for a tool to open the door and allow it to enter. Through the surviving followers of Kadena, who for long years licked their wounds in hidden places, the Unlife found its instruments. These souls, desperate for power (for even a shadow of the strength they once had), eagerly accepted the offers of energy from the Unlife and grew strong in dark places, gathering to themselves minions of many types and creating

others to suit their needs. Cults and Orders of varied origins and membership took form, but their purposes were all dark and evil. It was during this time that the great Demons were first fashioned by the most powerful of the Lords.

Soon the young mannish peoples were presented with choices: for now, they were offered much knowledge by these new Cults, perhaps more than the Loremasters were willing to impart. Some servants of the Unlife even impersonated the Loremasters, gaining the confidence and trust of the naive cultures in this way. The teachings of the false sages were different, however. They spoke of the ways of killing and whispered tales of hostile peoples close by, readying to attack. Thus were the seeds of suspicion sowed. The Loremasters attempted to rectify those misdeeds, but they seemed too few and were unable (or unwilling) to assault the minions of the Unlife with force. Some peoples responded to their warnings, however, and the battle lines were drawn for the conflict which would end the Age.

THE WARS OF DOMINION

Almost as a unit, all the peoples and creatures under the sway of the Unlife rose up and attacked those who remained free of dark domination. Great Demons and hosts of creatures, led by Priests, Essence Masters and the elite servants of the Unlife, lashed out and attempted to destroy utterly what the Loremasters had nurtured for so long.

The wars lasted for nearly three hundred years, and though the powers unleashed during this conflict were as nothing compared to those used in the battle of the Lords of Essence, much was destroyed that had taken long years to build.

There were many valiant leaders in the wars, and many who fell before the chill shadow of the Unlife. Terrors unnumbered and unspeakable walked the lands and flew in the high airs. In desperation, some of the Loremasters turned from their unspoken creed of refusing to act directly and matched their strength against the minions of the Unlight. Most perished in this effort, though without this aid the peoples would almost certainly have fallen in the end. However, the Loremasters and the peoples of Light were victorious and defeated the forces of the Unlife, though at great cost. Greatly-weakened survivors retreated once again into themselves, concentrating only on the necessities of survival. This marked the end of the Second Age of Ire.

THE THIRD AGE OF IRE AND THE COMING OF THE WINDS OF SHADOW

Brief was the respite for the peoples of Jaiman, for barely had a thousand years passed when new minions of evil sprang into existence. These new servants, however, seemed bent upon ways other than brute force to achieve their ends. Deception and subterfuge were the tools of these new Cults. The Loremasters, few and lessened greatly in power, moved among the lands more as simple gatherers of information, only speaking a word here or there of warning, advice, or encouragement. Their lordly past was forgotten to all but a very few.

Chill winds now blow out of the north, harbingers of a new assault. Dark religions grow and flourish, gathering new followers with each passing day. The servants of the Unlife take many forms in myriad lands, but their foul purposes run parallel, seeking the destruction of all life itself.

2.0 TANARA: THE SHELTERED LAND













The land of Tanara is protected by mountains on the north and southwest and opens to the Bay of Urulan on the east. Passes over the mountains are few and treacherous; the only easy travel to and from Tanara is by sea. Yet within this relatively small area live several unique cultures which co-exist, if not in complete harmony, at least in relative stability. The coming of the Cloudlords, however, has threatened that stability.

The tall, fair Myri farm the lowlands, existing happily on a simple level; in the forests which shroud the northern foothills reside the Duranaki, a secretive people who prefer night to the day and possess a skill over Essence matched by few cultures. Along the coast in homes upon stilts live the Sulini, fishermen and traders who are virtually Tanara's only contact with the rest of the world. In the cliffs to the south lurk the fanatical Yinka, their people to a man driven by an unnerving religious zeal. And of course there are the Cloudlords: members of a mysterious, elite order, riders of great winged horses, wielders of the Essence and the new overlords of Tanara.









BASIC COLOR AREA MAP: KEY

The scale for the color map is 1 inch = 20 miles










TOPOGRAPHY

- (1) **Buttes and Plateaus** =  ;
- (2) **Caverns** =  ;
- (3) **Desert** is represented by a creamy coloring  ;
- (4) **Dunes** =  ;
- (5) **Hills** =  .
Usually the surface area immediately adjoining these rises is rugged;
- (6) **Mountains** =  ;
- (7) **Passes** =  ;
- (8) **Reefs** =  ;
- (9) **Ridge Faces, Downs and Escarpments** =  .
On the high side, there is a gentle slope away from the top;
- (10) **Rock Fields** =  ;
- (11) **Shoals** =  ;
- (12) **Volcanoes** are shown using a brick red symbol  ;






FOLIAGE

- (13) **Broadleaf Forests** are depicted by the green symbol  ;
- (14) **Cultivated areas** are depicted in deep green or with the symbol  ;
- (15) **Heath** is depicted by brownish or yellowish groundcolor or  ;
- (16) **Jungle** is depicted by the yellow-green symbol  ;
- (17) **Mixed Plain and Forest**  ;
- (18) **Needleleaf Forests** are denoted with the blue-green symbol  ;
- (19) **Scrub Forests** are depicted with the brown-green symbol  ;
- (20) **Thickets, Hedgerows, and Brush** =  ;














WATER

- (21) **Dry or Periodic Lakes** =  ;
- (22) **Falls** =  ;
- (23) **Glaciers** =  ;
- (24) **Intermittent Watercourses** =  ;
- (25) **Lakes** =  ;
- (26) **Primary Rivers** are blue with black outlining  ;
- (27) **Rapids** =  ;
- (28) **Secondary Rivers** are blue with black outlining on only one shore.
- (29) **Shallows and Sand Bars** are denoted by the symbol  ;
- (30) **Streams** are blue and have no outlines.
- (31) **Swamps** =  . All marshlands of significant size fall into this category.

ROADS

- (32) **Bridges** =  ;
- (33) **Fords** =  ;
- (34) **Primary Roads** =  ;
- (35) **Secondary Roads** =  ;
- (36) **Trails and Tracks** =  ;

STRUCTURES

- (37) **Barrows, Cairnfields, and Burial Caves** =  ;
- (38) **Cave Cities** =  ;
- (39) **Citadels and huge castle complexes** =  ;
- (40) **Cities** =  and their relative size is dependent on the width of the symbol.
- (41) **Fortified Towns** =  ;
- (42) **Inns and Trade Houses** =  ;
- (43) **Manor Houses** =  ;
- (44) **Monasteries** =  ;
- (45) **Observatories** =  ;
- (46) **Ruins** =  ;
- (47) **Signal Towers** =  ;
- (48) **Small Castles, Holds, Towers, Keeps** are denoted by the yellowish symbol  ;
- (49) **Towns** =  ;

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable.

GAMESMASTER'S REFERENCE MAP

The full-color area map found in the center of this package is relatively detailed and intended for use by the GM and those characters who have virtually complete knowledge of the region.

The color map is the main reference for the GM, but also provided are black and white maps detailing the locations of additional sites, as well as the settlement patterns of peoples and animals, and detailed plantlife composition.

The gridded map may be an ideal map for use by the PCs, at least early on in their adventuring when their information is incomplete. ICE permits copying this gridded map for the purpose of distribution to PCs. The GM may wish to obscure labels of places which the PCs are unfamiliar with.

GAMESMASTERS REFERENCE MAP KEY

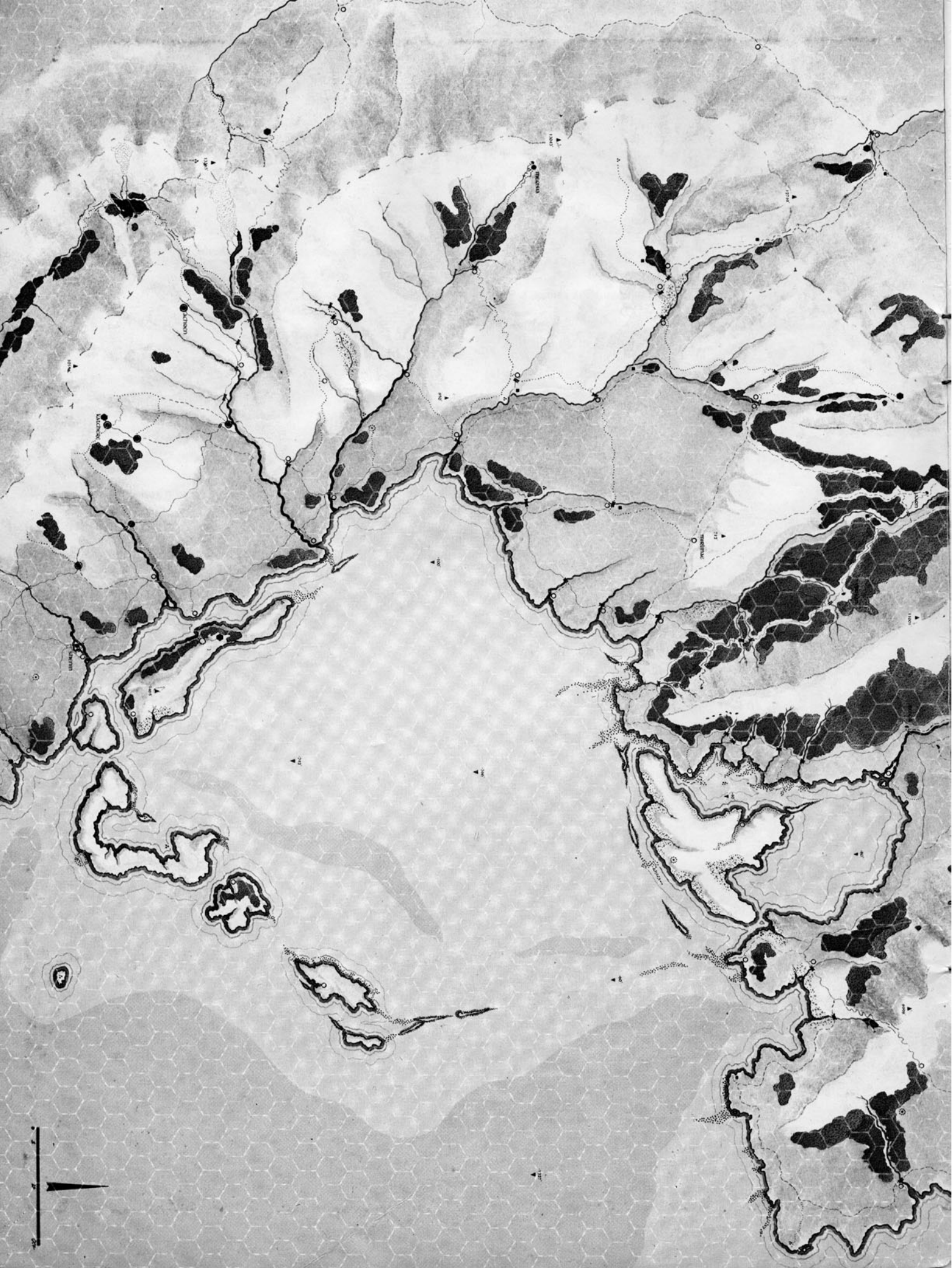
- 1 - Cult of Ezran Headquarters
- 2 - The High Plain of Merisia
- 3 - Cloudlords Underground Citadel
- 4 - Looted Tomb (once holding the Implementor)
- 5 - Duranaki High Temple 6 - Randae Terisonen's Villa
- 7 - T'revor Arain's House
- 8 - Vault of the Iceblade
- 9 - Vault of the Firesword
- 10 - Vault of the Windsword
- 11 - Lords of Essence Forge
- 12 - Jarhaad Council Complex
- 13 - Navigator Signaling Column
- 14 - Holy Ruins of Alimaime

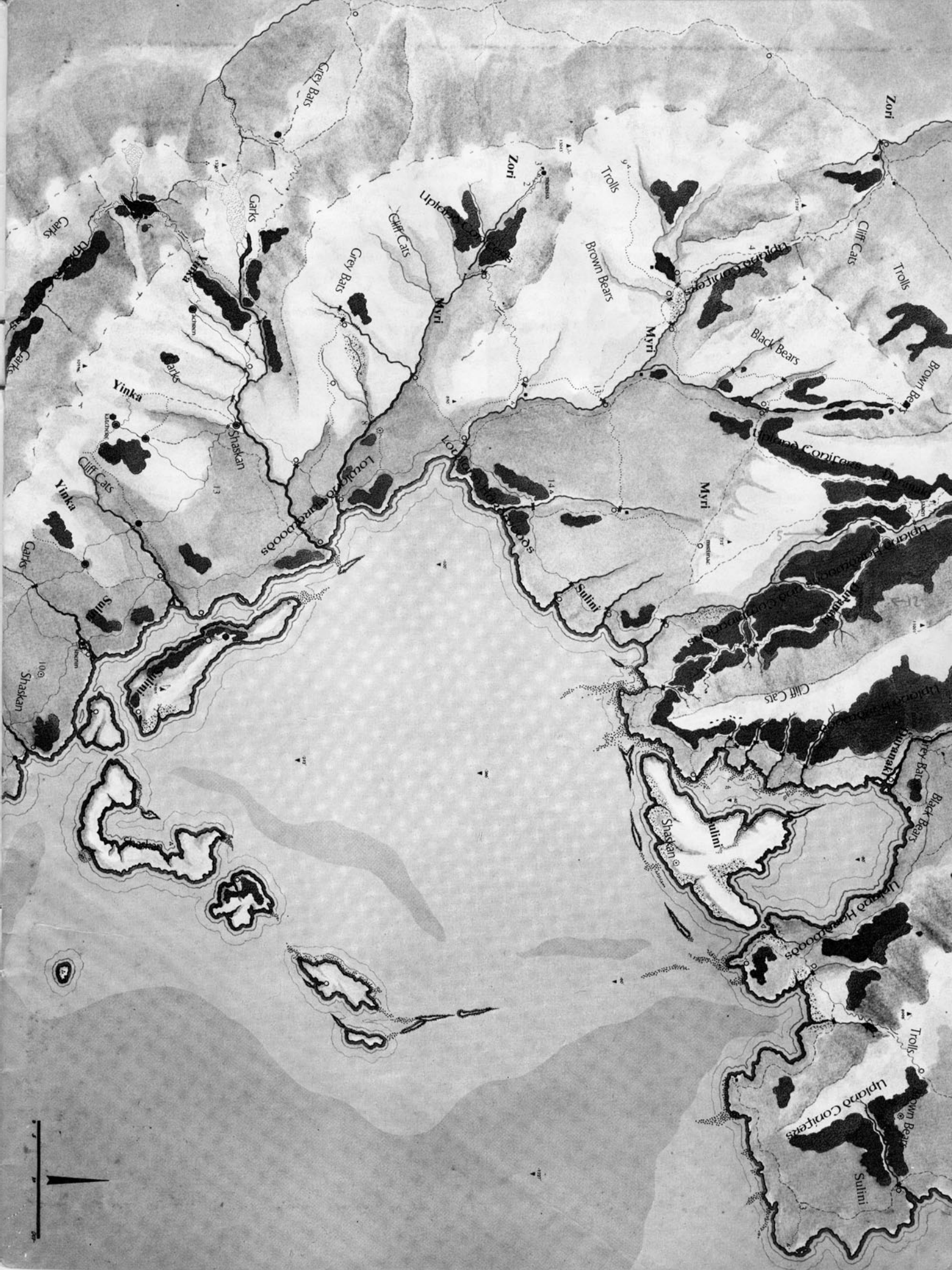
The scale for the black and white area maps is 1 inch = 40 miles.

Peoples - **Sulini**

Animal Groups - **Wolves**

Tree Types - **Scrub Pine**





Grey Bars

Zori

Upland

Trolls

Brown Bears

Cliff Cats

Trolls

Black bears

Brown Bear

Yinka

Shaskan

Grey Bars

Loon

Sulini

Myri

Upland Conifer

Yinka

Cliff Cats

Upland Hemlock

Cliff Cats

Sulini

Shaskan

Cliff Cats

Upland

Grey Bar

Black Bears

Shaskan

Upland

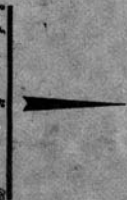
Upland Hemlock

Trolls

Upland Conifer

Brown Bears

Sulini



2.1 THE ENVIRONMENT OF TANARA

Tanara is an isolated land, for the most part sheltered from the worst of the storms the sea can hurl against it. Nestled between two long spurs of the Grey Mountains, it is virtually a separate ecology.

2.11 THE LANDS AND WATERS

2.111 The Mountain Walls

At the greatest height adjacent to Tanara — along the western border of the land — the Grey Mountains attain an altitude of over 12,000 feet. As the range splits and the lesser hills fan eastward, the height lessens considerably to an average of about 5,000 feet. The mountains continue unbroken to the sea both to the north and south, dropping in precipitous faces from the last peak into the churning waters. Snow capped year-round in the highest elevations, even the lesser mountains have a white dusting during the winter.

2.112 The Highlands

Dropping swiftly in sheer faces, especially on the south and western sides, the mountains give way to fertile highlands. Watered by the many streams fed by mountain springs and melting snows, the rolling lands are ideal farming areas. Where the ground is too rocky, it is still suitable for grazing animals.

2.113 The Forests

Although there are scattered woods throughout Tanara, including mixed evergreens in the upper elevations and a variety of deciduous types in the lowlands (especially as one nears the coast) the only truly expansive forest lies in the foothills along the northern edge of the land. This very dense wood is made up of a mixture of tree types, though most are very large specimens, much larger than seen anywhere else in Tanara. Also, if one were to venture under the eaves of this forest and through the dense underbrush, one would notice a perceptible rise in temperature and humidity.

2.114 The Coast

Beyond a low ridge the land drops away to the coastline, which is a broad, low shelf stretching to white beaches and eventually to the sea. The northern and southern edges of the coast end abruptly in rocky protrusions which extend far out into the bay, guarded in turn by many jagged black rocks thrusting out of the swirling, churning waters. In addition, there are many outcroppings of dark volcanic stone scattered along the beach and just off the coast. Further out lies a stretch of coral reef.

2.115 The Waters

Tanara has many rivers and small lakes scattered throughout its uneven landscape, fed by either melting snow, glaciers, or mountain springs. In the spring, streams swell with increased melting snow and ice, and flooding is often a problem. Many of the lakes interconnect, forming a complex network of waterways leading eventually to the sea. The ocean itself does not often threaten the coast (beyond its erratic and severe tidal changes), for storms of any violence are subdued by the confines of the Bay of Urulan. Swift currents and unrelenting winds through the Bay, however, make navigation through the strings of atolls difficult for all but the most experienced seamen; many have been swept out into the sea, never to return. Even among the Sulini there are not many who venture outside of the embracing arms of the mountains and *Amrillar* ("the long isles"), a string of narrow islands which stretch parallel to the coast for about eighty miles, one hundred miles out from the coast. They too break up any severe wave patterns and serve to isolate the land.

2.12 WEATHER PATTERNS

Before discussing the weather in Tanara, it is necessary to briefly describe the celestial events which dictate the framework of the calendar (which gives the overall patterns some discernible structure). As is well known, Orhan, the largest moon, orbits the world — and thus goes through its phases — five times per year. The year lasts 350 days, and is divided into five months of seventy days each. Varin, the second largest moon (much less distinct than Orhan, but still showing a discernible face), orbits once every ten days, and thus shows a full face 35 times a year. From observation of these predictable changes have evolved the months and weeks.

As may be expected, the climate in the highlands is very different from that along the coast. In general, the shore climate is more mild, and temperature and humidity vary little throughout the year. In the highlands the temperature can drop well below freezing for many days at a stretch in the winter, and summer often brings warm, sunny days in which the temperature can climb into the 70's and 80's.

The year of the World of Loremaster is most easily divided into five months, as the largest moon, Orhan, orbits exactly five times per year. The names of the months are Sulini, related to an Elvish dialect.

Temperature and Precipitation

Month	Coastal Areas	Highlands	Inland Lowlands	Southern Foothills
1) Tiralin (spring)	45 – 60° Very Heavy	30 – 45° Very Heavy	40 – 55° Heavy	35 – 50° Moderate
2) Arin (summer)	60 – 75° Moderate	45 – 65° Heavy	55 – 75° Moderate	50 – 70° Dry
3) Norin (fall)	55 – 65° Heavy	35 – 45° Heavy	50 – 60° Moderate	40 – 55° Moderate
4) Akirin (winter)	35 – 45° Dry	20 – 35° Moderate	30 – 40° Moderate	25 – 35° Dry
5) Ilarin (winter/ spring)	40 – 50° Moderate	30 – 40° Heavy	35 – 50° Heavy	30 – 45° Moderate

Precipitation Codes: Very Dry = less than two inches; Dry = two to four inches; Moderate = four to six inches; Heavy = eight to ten inches; Very Heavy = over ten inches. The inches refer to inches of rainfall in that area over the period of the seventy day month.

Precipitation Types: On any given day that the temperature is below 30-35°, the precipitation will be snow, snow depth being ten inches = one inch of rainfall. Also possibilities of sleet or hail, depending on season and temperature, the latter more likely in the coastal and lowland areas. Precipitation over the inland lowlands is often in the form of mist. The coast is also prone to mists and fogs, especially during the spring and fall periods. Precipitation above 8000' is usually snow.

2.13 DOMESTICATED ANIMALS

In addition to sheep, goats and cattle, which are common herd beasts tended by the Myri (and, to some extent, by the Duranaki), there are a few more unusual animals which the peoples of Tanara have made into useful pets and servants.

TAMEKI

Small animals resembling black housecats more than anything else, the Tameki are favorite pets of Duranaki aristocrats. Tameki have short, soft, blue-black fur, large blue eyes, long tails, and short, triangular ears. They differ from cats in that their paws have longer, dexterous 'fingers', and their torsos are shorter. Very acrobatic, these small creatures are able to leap amazing distances (up to 8 feet vertically; 15 laterally). They spend most of their time draped across the shoulders of their masters. Carnivorous creatures, Tameki dine on small mammals, birds and reptiles indigenous to the forests.

OZORA

Seal-like creatures, the Ozora are to the Sulini what sheepdogs are to the Myri. Intelligent and friendly, the Ozora are easily trained and exist with equal ease on land or in the water. Ozora grow to about four feet in length, have dark brown fur, and four stout legs with webbed paws, which are nevertheless fairly agile in their use. In addition to being excellent playmates for children, Ozora can be trained to help fishermen in such tasks as untangling nets and finding dense fish concentrations. They also make effective watchdogs, able to make a loud 'barking' noise. Their teeth are also very sharp, but they rarely bite unless their master is in danger. The Ozora diet consists almost entirely of fish, supplemented with a few varieties of kelp.

STEARDAN

The famed winged horses of the Cloudlords, the Steardan have managed to survive in the high vale of Merisia unattended for virtually thousands of years. Once the prized pets of the original Lords of Essence who had dwelt in this area, they outlived their original masters. By the time the original members of the Cult of Ezran arrived, the steeds had become wild and shy of men. Only after many generations (and with the aid of items of Essence) were the Ezranarans able to tame the Steardan and ride them. Steardan, like their equine relatives, subsist on grasses and grains.

2.14 CREATURES AND WILD BEASTS

CLIFF CATS

Basically small mountain lions, these grey felines reside in the rough hills along the north and west borders of Tanara, feeding on what game they can acquire. They especially enjoy sheep and cattle from the Myri and Duranaki herds.

SHASKAN

Though common in warmer climes to the south and west, Shaskan are relatively rare in Tanara, as the temperature is often too cool for them to be

comfortable. As it is, most of these reptiles hibernate during the winter months. In appearance, Shaskan are miniature winged dragons, growing to a length of about eight feet (including tail) when mature. In general they do not like men, and avoid them when possible, preferring to live undisturbed in rocky lowland areas, especially where there is plentiful sunlight (they love to sun themselves on warm rocks). Dining on a variety of insects and on small birds and mammals when those are not plentiful enough, the Shaskan are usually harmless unless molested. If their nest is approached or if they feel threatened, they are fierce fighters, wielding talon and tooth with deadly accuracy. Shaskan are equipped with a venom in their fangs, a poison capable of paralyzing or killing its victims instantly. This venom is very valuable, and those seeking profit from it contribute to the scarcity of the Shaskan.

BEARS

Both black and brown bears live in the hills of Tanara. While black bears are not usually dangerous and rarely attack man unless provoked, brown bears have been known to randomly attack even large groups of men. Brown bears grow to over ten feet in height, and their huge paws can kill a man with one swipe. Normally both varieties subsist on fish from the many streams which flow from the high mountain passes.

GREY BATS

Plentiful in the caves of Tanara, especially along the southern and western borders, grey bats are large (up to a ten inch wingspan) and swarm out of their caverns at night with a great flapping of their leathery wings. These bats subsist on blood, preferably that of lower mammals such as cattle, goats, etc. They have been known, however, to attack man. They possess a poison which renders the victim unconscious almost immediately. After the prospective meal is anesthetized, the bat's fellows descend. In this way, it is quite possible for the victim to die of blood loss, although it would probably take 20-39 bats to do it. If threatened, the group will attack en masse.

GARKS

Something between man and animal, Garks are fearsome creatures, standing perhaps four feet high with long arms, short legs, and round heads on stumpy necks. They are covered by a mottled grey-brown fur except on the palms and soles of their feet and possess long, very powerful prehensile tails. Garks possess a rudimentary intelligence and an unrelenting hatred of all mannish races. For some reason they especially despise the Duranaki and will attempt to kill any they see at any cost. Able to fashion crude weapons, such as clubs and rough hatchets and spears, Garks wear some decorative clothing, especially things taken from the bodies of fallen foes. Almost totally without advanced social organization, Garks, being arboreal, live in large nests in family units. Males occasionally organize into small bands to hunt and to raid nearby homes of mannish peoples. They are omnivores, but prefer raw red meat — especially that of humans.

DEMONS

Appearing in many forms, demonic creatures cannot normally exist in the World unless summoned by a Sorcerer of power or an artifact. They can, however, remain for some time under the right circumstances. Theories regarding the origins and creation of Demons are plentiful and contradictory, but the most commonly accepted explanation is that they were created by the Lords of Essence out of that force itself, and they exist on some other plane, waiting to be called forth. Now, most serve the Unlife. Whether Demons are intrinsically evil in nature or not is another matter open to speculation, and it is doubtful that the answer is soon forthcoming, since few users of Essence who are not already servants of the Unlife are willing to risk summoning one of these terrors.

Demons fall into vague categories, called *Pales*, of which there are six, ranging in power from relatively weak (First Pale) to strong (Sixth Pale). There are also demons "Beyond the Pale". These monsters are truly frightening, and it is said that they are even able to exist independent of outside control. In general, demons assume the form of large (7'-10' tall) men with hairless bodies and glistening skin, the hue of which varies with the Pale. They are able to wield a variety of melee weapons, or use their own raking, clawed hands.

TROLLS

Found in the high mountain vales, especially to the north and east, Stone Trolls live in shallow caves. They seem to spend much of their waking time seeking food, which to them can come in many forms. Their favorite is men, though they will settle for just about any animal they can catch. Trolls are able to hurl large boulders incredible distances with accuracy, and most go about armed with huge clubs to aid them in smashing dinner to a

gelatinous pulp. They hate sunlight and hide in their caves during the day. Legends that they are turned to stone by it are, unfortunately, greatly exaggerated.

UNDEAD

Within the many ancient burial grounds in Tanara can be found a plethora of spirits of the dead still tied to their rotting bodies and seeking the destruction of all those living. These wights vary in their powers and strength, but all possess the ability to draw strength from their foes with but a touch.

2.15 PLANTLIFE

Tanara holds within its boundaries a great variety of climates, and many forms of fauna thrive between the sheltering mountain walls. Forests, while mixed in the low lying areas and near the coast, are almost entirely made up of hardy firs and other evergreens climbing the foothills. Much of the central land has been cleared and planted with grains, while the more rocky areas grow short grass suitable for grazing animals.

2.2 THE PEOPLES OF TANARA

2.21 THE SULINI

These people play an important role in Tanara, for they are the only link with the rest of the continent, tentative though that link may be. Only the most experienced and confident traders dare to venture beyond the rocky arms which extend far out into the bay to the north and south — and even some of these bold fellows never return. The returns are rich, however, in the form of rare spices and materials. There are a very few trading ships who dare to come to Tanara, but they are rare sights. Many of the traders from afar are Elves, that race possessing an instinctive understanding of sailing, and are also able to use the Essence in a purely intuitive manner (to be aware of possible threats). Needless to say, the Sulini and the Elves get along well, and some Sulini claim to possess Elven blood, being descended from immortals who came here to trade long ago and stayed. Where those Elves are now is a question they have trouble answering, but there are legends which state that Elves must sacrifice their immortality if they choose to live among men and adopt their ways.

The Sulini live not only along the coast and the lowlands nearby, but they also inhabit the Amrillar, islands which rest in the bay just a few dozen miles out from the beach. Between the mainland and these isles there is constant contact, for the waters here are not treacherous to those familiar with the reefs and where they break. The residents of the islands are almost without exception fishermen and depend on trade with the shore peoples for other foods to supplement their diet. More adventurous fishermen hunt the great narwhales, tusked whales which frequent the outer waters and occasionally harass ships. The horn of the narwhale is extremely valuable, being light and yet almost indestructible. Some Sulini maintain that they are enchanted. At any rate, they make superior javelins and can be shaved thin and used in composite bows. Knives carved of narwhale horn are also highly prized, being extremely sharp, though they are subject to breakage.

The most extensive internal trade the Sulini engage in is probably with the Duranaki, who supply almost all of their silk needs (which are considerable, for the Sulini have an insatiable love of silk). The Duranaki, on the other hand, buy huge quantities of Sulini wine, grapes being one of the big inland Sulini crops. Vinyards cover large expanses of the lowlands, where the climate is warm, moist and stable enough to support them. Fish and worked materials like glass and metal are also exchanged between the Sulini and the forest dwellers. One of the more interesting garments made by these people is the waterproof jacket, made so by treating a silk garment with a chemical derivative of boiled kelp. After soaking, the jacket is left to dry for a day. Afterwards, it is completely water resistant, but loses almost none of its smooth texture, lightness and suppleness.

Religion among the Sulini is an informal thing, though they are in fact very devout followers of Numa, their god, who is master of all waters. While they do not often hold heavily ritualized religious services, there are many temples, commonly small, open affairs on high land near the sea. Singly or in small groups they make pilgrimages to these places, to meditate and pray to Numa for a safe journey, kind weather, or for the swift return of a loved one from a sea excursion.

2.22 THE DURANAKI

The most reclusive and mysterious of the cultures in Tanara are perhaps the Duranaki, who lurk in their dark forests. The Duranaki live in vast, maze-like cavern complexes sealed from the earth by a plaster compound and kept warm and dry by subterranean fireplaces. They deal with the other

peoples of Tanara only on a limited basis, trading occasionally with the Sulini for their herbs and fine items of metal and woodwork with the Sulini and the Myri for grains, livestock and fish. Their intense loathing for the Yinka they make no effort to hide.

One interesting facet of Duranaki society is the keeping of slaves, who are without exception Myri. In many ways the term slave is actually inaccurate, and 'pet' would be more precise. It appears that the Duranaki have the attitude that they are a superior race and that manual labor is beneath them. To avoid such labor, they have developed the habit of kidnapping Myri youths and 'conditioning' them, using a magical ritual which empties the mind of the Myri so treated. He or she is then provided with such knowledge as they will need to perform their duties in service to their new Duranaki master. There is no chance of rebellion or uprising; such thoughts cannot exist in the conditioned Myri mind. They are completely happy doing what they do, and only being kept from their task causes them anxiety. The Duranaki so trust their Myri slaves (or, perhaps they trust their conditioning process) that most of the Durakaan defensive force is composed of Myri. These strong, hardy slaves make excellent domestic servants, laborers and bodyguards.

The exact nature of the ritual is not known to most of the Duranaki; however the fact is that they have discovered a powerful Flow of Essence and are exploiting it to enslave their Myri victims. Why they only use Myri, never Sulini or the Yinka, is unclear to outsiders, but may involve some resistance to the conditioning power (apparently the Duranaki themselves are immune). Alternatively, it is known that the Duranaki are fascinated by the tall, fair Myri and gain some satisfaction from dominating them. They cut their slave's hair in Duranaki fashion (although leaving it the natural blond) and go so far as to dress them in *white* silk clothes to further accentuate the already blatant differences between the races. All Myri slaves also wear a golden collar of a very strong alloy, engraved with the name of his or her master.

One would immediately wonder why the Myri do not retaliate against this affront to their freedom, especially since they know that members of their race serve the Duranaki, but apparently they hold these mysterious forest dwellers in such awe and fear that they accept without question that one of their fellows has been 'chosen' to serve the Duranaki. Of course, the loss of a family member is often traumatic, but the thought of retaliation does not occur to them. Whenever the Duranaki appear outside of their

sheltering forest with a Myri bodyguard (such as a marketplace of the Sulini), the Myri always wears a mask which would prevent him being recognized should he ever meet a relative. And due to his conditioning, he would not recognize him or her.

The defensive and police force of Durakaan (the name the Duranaki give to their land) is known as the *Thavan* (D. "guardians"). The Thavan is a widely trusted group, and rarely has much to do in the way of internal law enforcement, for crime is somewhat of a rarity. Part of the reason for this may be the strict penal code; part may be the freedom granted each Thav while acting in the line of duty (including the authority granted a Thav to slay an offender at his/her discretion). This authority is not often abused, as any suspected corruption is invariably thoroughly investigated, and those guilty are brutally punished by the council. Thavan patrols are invariably squads of three, composed of one Duranaki leader and two Myri guards. These Myri are usually less fully conditioned than average, except in the area of loyalty. Thus, they have some free will and are able to master various fighting skills easier. One restriction placed upon Myri members of the Thavan is that they are absolutely forbidden to harm a Duranaki unless their own life is threatened. They do not have the license to kill that the Duranaki Thavan possess; rather, they are present to aid their superior in restraining a criminal when necessary or to fight in defense of the land. The Myri have proven adept in some forms of unarmed combat, and many of them have been trained in it.

The primary weapon of the Thavan, and indeed, of all Duranaki who can afford it, is the *kynac*. Actually in two basic forms, the *kynac* (the short *kynac*, ideal as a throwing weapon, and the long *kynac*, an elegant, easily concealed handheld blade) is a type of knife of elongated, slender design. Specialized training is necessary to use either *kynac* to its fullest, and the only truly effective weapons are made using an alloy including the rare but extremely strong metal, *Keron*, giving the blade superior hardness combined with flexibility. *Kynacs* forged of *Keron* alloy have a distinctive sheen easily discernible to the experienced buyer. Any other bladed weapon made of this metal has an automatic +20. Part of the Thavan uniform (which includes also a complete black leather outfit with many concealed pockets for various tools) is a scabbard which holds three *kynacs* across the chest, ready to be drawn: two throwing and one long *kynac* for melee. Rarely are the Myri given *kynacs*; rather they utilize unarmed combat or employ a short sword when on patrols outside of Durakaan. The Thavan patrols the

THE SULINI

Racial Origins: One would guess by the appearance of the Sulini that Elven blood runs in their veins, and indeed it is quite likely, although any interbreeding most likely occurred long ago, for there are no Immortals living among this people, and they cannot recall the last time any have. The mortal portion of their ancestry is probably from the tall, slender coastal peoples who live further south and across the wide bay on the Long Isle.

Favored Ecosystem: Temperate seacoasts are the preferred home of the Sulini. The weather along the Tanara shore is occasionally too chill for their taste, but they manage.

Political Structure: A hereditary monarchy is the form of rule, the crown conferred upon the eldest male child upon the death or abdication of the father. It should be noted that the monarch is referred to as "prince" rather than "king". The Prince is advised by a number of ministers, but maintains supreme authority.

Social Structure: Strictly Patrilineal (traced through one's father) and Patrilocal (wife resides with the husband's family).

Settlement Pattern: Usually individual homes house extended families, and these are grouped into small villages. The greatest population concentrations are along the seacoasts, although there are a few inland settlements.

Military Structure: At the age of ten, all boys are taught the use of the long knife and longbow. At fifteen, some enter the Guard, which serves as the defensive and police organization for the temple. Here he becomes skilled at the short sword and javelin. The Prince's eldest son (if old enough) is usually head of this group which also includes a small navy.

Currency: A silver-standard currency is minted, though not often used among the Sulini themselves; rather it is useful in transactions with the people with whom the Sulini trade.

Language: The Sulini tongue is similar to the lilting, musical Elven languages, though it has elements of its own as well. Most Sulini have mastered at least the basics of the Myri tongue, and are reasonably fluent with the true common Elvish, which is as close to a universal language as exists on Jaiman.

Appearance: Very tall and slender, the men range in height from 6' to 7'2", yet weight only 140 to 200 pounds. The women average 6'2" tall and 120 lbs. Although naturally fair of complexion, many — especially the traders and fishermen — have skin tanned and weathered by the wind and sun. All have fair hair, and the men are beardless. Eye color tends to run the entire spectrum, from pale blue, to green to hazel, and even dark brown. In the way of apparel, the Sulini seem to have an affinity for many layers of lightweight, almost diaphanous clothing which is constantly billowing about their bodies, furred by the everpresent sea breezes. Even if pants are worn, they are very loose and flowing. Only those whose profession prohibits the wearing of such wraps don more functional clothing, such as the fishers and traders, who wear shorts of cotton, and even then they wear huge, oversized shirts, although they have the sense to wear their unique lightweight waterproof coats when the weather is unpleasant.

Housing: Mainly because of the extreme tidal shifts in this area, all shoreline homes of the Sulini are built upon stilts of treated wood. The family boats are moored to the houses themselves, so that during high tide the inhabitants can travel about the village in their boats. The houses are of wood, treated to resist the severe weathering of the coastal wind and rain. They are usually three or four room affairs, with woven cloth curtains for doors. Cooking is done on the porch over a metal brazier.

Diet: Fish (and more fish). Supplementing this staple are an unappetizing (to those unprepared) kelp stew, clams and oysters, and what vegetables they get in trade with inland neighbors, as well as some grains and grain products (bread is a welcome treat). Gardening among the shore people is limited to small potted herb gardens on the porch.

Worship: The sea is a way of life for the Sulini, and it is personified in Numa, god of waters. Numa is in all water, from a single raindrop to the expanse of the ocean, and his power is consummate with his mass. Even the inland Sulini worship Numa as a primary deity, for rain and the rivers are how he visits them. Numa is the center of many of the rather frequent, quasi-religious holidays which this people celebrates with much gaiety, although there are other, lesser gods.

perimeter of the forest on a regular basis; intruders are not usually welcome.

There are many open glades and pastures within the forest of Durakaan, and these lands are given over to grazing animals and cultivation, both handled almost exclusively by the Myri.

With the Myri handling so much of the manual labor necessary to maintain the culture, one of course must wonder what the Duranaki themselves do with all of the leisure time left to them. In fact, there are many trades which these people do not consider beneath themselves, and they devote much time to careful and skilled leatherwork, woodcarving, and metalworking. Duranaki metalsmiths are easily the best in Tanara, and their tools and weapons are eagerly sought after. These craftsmen also work glass, and it is perhaps not surprising to learn that they are excellent mirror-makers. Laen they are aware of and possess the skill to manipulate, but it is

extremely rare in Tanara, which has not been the sight of much volcanic activity necessary for the formation of the rare rock. There are many libraries in Durakaan, staffed by librarians skilled in the mending, making and copying of books; writers of histories and volumes on the 'sciences' are not uncommon, as well as authors of fiction and poetry. Duranaki also spend a great deal of time preening themselves, and social events are a way of life for the merchant nobility. Making music is a favorite pastime, and they have produced a number of unique and interesting instruments, both stringed and woodwind, which are played at most social occasions, at which dancing and drinking is the rule. The Duranaki are known to consume vast quantities of ale, Sulini wine, and Gort, a recreational euphoric drug that is heavily cultivated. In addition to all this, there are a number of athletic activities which the Duranaki have developed which they indulge in with unparalleled zeal, either in teams or as individuals.

THE DURANAKI

Racial Origins: The Duranaki are not native to this area, although exactly when they migrated to their current location is unclear. It is possible that this group was transported en masse by the Lords of Essence from their homeland, which is most likely the densely forested area to the south.

Favored Ecosystem: Dense forests. The Duranaki do not like bright sunlight and prefer the eternal twilight offered by forested areas. The land of their origins has a temperate climate, but they are able to exist comfortably in cooler climes and can tolerate even humid jungle atmospheres.

Political Structure: Rulership is by the heads of the Seven Families, the Jarhaad Council. Succession is hereditary, filled by the eldest child of the former member, unless another heir is named by that member. The Seven Families themselves are what might be considered the nobility of the Duranaki, descendants of royal families which ruled the people in their homeland long ago. The formation of the rather unusual oligarchical arrangement is difficult to understand unless one is familiar with the peculiar concept of distribution of power which the Duranaki hold dear. It would also be naive to assume the fact that the Seven Families are also among the most powerful mercantile groups in the land is mere coincidence. A moderator is chosen from among the council, duration of one year. The council meets at each full showing of the face of Varin, the second largest moon, which occurs every ten days (seven times a month, 35 times a year).

Social Structure: Marriage is a convention virtually unknown among the Duranaki. Romantic ties are often temporary, lasting until those involved grow weary of it. If there is a child, it is reared by elderly relatives of the parent whose sex is the same as the child. Overall, there are very few rules governing social interaction, although there is a sophisticated legal system, maintained and updated by the council and enforced by the Thavan (see below). Virtually all manual labor, including housekeeping, farming, cooking, etc., is performed by the Myri slaves.

Military Structure: The defensive organization of the Duranaki settlement is the same unit as the internal police force: the Thavan, a body of trained Myri slaves conditioned to enforce the laws of the land and supervised by a group of Duranaki men and women who serve as officers. The Duranaki are paid by tax revenues, and they in turn answer to the Council.

Duranaki do not fight by preference, but are known to be very adept at guerilla warfare, able to move silently and use darkness to their advantage. It is said that they make superb assassins.

Currency: A fine silver and copper currency, backed by the council, is minted and freely used. There is also some employment of paper substitute, a sort of 'debt note', where large sums are involved.

Language: On the average, the Duranaki are probably the most highly educated of the peoples in Tanara, and most speak at least two or three languages, including their native Ranaka, which is an unusual, murmuring tongue. Many choose one of the Elven tongues as a second language, and many learn the lilting speech of the Myri (although for the purposes of dealing with their slaves, they teach the Myri enough of their own language to do their jobs).

Appearance: Shorter than either the Myri or the Elflike Sulini, the Duranaki men range in height from 5'4" to 6'2", and the women average about 5'2". They are of average build, though the men tend to be fairly muscular (though never 'stocky') and the women of fine proportion. Most are of very pale or olive complexion, and their hair is almost invariably dark brown or black. Their eyes are predominately brown, though some possess dark blue irises. An interesting genetic irregularity with this race is the great frequency of eyes of two different colors (nearly one in twenty). In these cases the eyes can be green, blue, amber, and even silver. Oddly enough,

rarely is brown one of the colors involved when this combination occurs. As a rule, the Duranaki have excellent night-sight, and as a result are extremely sensitive to light, finding difficulty seeing well in bright sunlight. Visors have been fashioned to alleviate this, but most of the people prefer to simply stay under cover during bright days.

The dress and self-ornamentation of the Duranaki people is striking, to say the least. The vast majority of their clothing is fashioned from tanned leather dyed black. Both men and women tend to wear leather pants and a shirt of cotton or of native silk. This shirt is frequently made with ragged edges, to look as if it were ripped. Many wear a jacket or vest, also of leather. Often the men go shirtless, or wear only a vest or jacket. Leather boots are the predominant foot covering; in warm weather most wear a simple sandal or go barefoot. Clothing during the warm months usually consists of black silk shorts or pants (gathered at the ankle) and sleeveless shirt. The leather hides are studded with many silver bosses and spikes, some set with gems. Other favored colors of the Duranaki are red and purple. Cloaks are rarely worn, even in cold weather; heavier jackets, perhaps with a woolen lining are preferred. Wrist, arm, and headbands, also of black leather with studs, are frequently worn by both sexes. Earrings are commonplace for both men and women, and many wear several in each ear. These are usually simple silver hoops or studs, though some have jewelled sets. Perhaps the most striking element of Duranaki appearance is their hair, for, though it is naturally dark, most bleach it using a chemical compound developed long ago, until it is pure white. Many men simply wear it this color, cut about two to four inches long and made to stand straight out from the head using a diluted tree-sap. They also dye it strange, bright colors such as green, blue, red, and purple, with either their entire head one color or in streaks. They also treat their hair with a stiffener so that it stands out from their heads. The women, however, grow their hair longer — as much as a foot — and are more likely to streak their hair several colors.

Housing: The homes of the Duranaki are no less bizarre than their clothing, for they live in underground dwellings beneath great trees, the root systems of the trees providing support for the walls and ceilings. The Duranaki have delved vast networks of halls and tunnels beneath the forest floor, forming virtual underground cities. One would imagine that these places are damp and unpleasant, but in fact the Duranaki have succeeded in concocting an almost concrete-like mixture, which they use to seal the chambers from the surrounding earth. When possible, they connect to natural caves, the larger chambers of which they use for more public areas. These halls are lighted by many lamps, and in the longer corridors by a phosphorescent lichen (called *sudi*) which thrives in dark areas. These lichen are cultivated and tended by the Duranaki, and are also considered a delicacy. They are therefore grown in dark corners of many a Duranaki household.

Diet: A very balanced and delectable meal can be had at a Duranaki table, featuring milk products (including creams and cheese) some fowl eggs, berries gathered from the wild, mushrooms (a lichen delicacy), meats (including beef and mutton), and vegetables (featuring tubers and some green, leafy types). All flavored with spices both home-grown and traded from the Myri. One of the reasons for the excellent Duranaki diet is their Myri slave cooks.

Worship: The Duranaki religion is a rather curious one, as they consider themselves to be descended, as a race, from the 'gods', a pantheon of nearly two dozen beings mostly related to one another. These people do not 'worship' their gods so much as call upon them in a casual manner when needed (and apparently the gods respond) all in character with the racial arrogance of the Duranaki. There are 'priests' among the Duranaki; they are in charge of the conditioning apparatus which prepares the Myri slaves.

THE MYRI

Racial Origins: Probably the only group indigenous to the area, the Myri are a physically hardy race, and may be distantly related to the Talath, a race whose greatest concentration is on the large, windy peninsula to the north of Tanara, and who the Myri greatly resemble. Once, perhaps, they were one group, and were divided during the upheavals of the First Age.

Favored Ecosystem: Cool climes in higher altitudes, rolling hills with fairly large expanses of open grassland, either for cultivation or grazing animals.

Political Structure: A clan-based society led by chieftains ("Kevik", pl. "Kevik"). No overall unity; rather the clans maintain intermittent communication (mostly via trade) and vague districts have formed, though these are more social units than political. Clan leaders within a district gather at every full face of Orhan (every seventy days) to settle any inter-clan disputes and to make formal marriage arrangements. Once every year, in Midsummer, all clan leaders gather at the *Alimaine*, an ancient ruin considered holy by the Myri where they consult about manners of import to the people as a whole. This is also the occasion of the summer festival. (see "Worship" below).

Social Structure: Strictly patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriage is almost invariably outside of the clan, but usually within the district.

Settlement Pattern: Scattered farming units are occupied by one or two extended families. A number of these houses are often grouped together to form small villages, with common stable buildings. Many Myri, in addition to farming, herd sheep and goats.

Military Structure: All children above the age of eight are given schooling on farming skills, but any training with weapons does not commence until twelve (and only for males even then). All boys are taught elementary skill with the hand axe, and those fortunate enough to possess a short sword are well able to use one. Most are passable with a short hunting bow, and throwing spear. No standing army exists, although able-bodied men of several adjacent clans have been known to band together against a common threat (usually the Yinka or occasional raids by the animal-like Garks).

Currency: None. Barter is the norm.

Language: An amazingly complex language for such a simple people, few master anything else. The tongue is a pleasure to hear, however, with a musical, lilting rhythm when spoken properly (which nearly all the natives do) and they are quite proud of it.

Appearance: Blond and blue-eyed, the Myri are a powerfully built people of amazing size. The men range from 6'2" to 7'0" in height, their weight usually between 200 and 300 lbs. — all of it muscle. The women average 6' tall and around 130 lbs. The men are beardless and tend to allow their hair

to grow until it gets in the way; thus most have moplike cuts which grow to just above the eyebrows, over the ears, and on to the neck in back. Myri women take more care, and often braid their locks in attractive ways. Simple cotton tunics reaching to mid-thigh are usually worn indoors and outdoors in the summer; most wear a woolen tunic with leather or wool pants in the winter. Fur lined cloaks and hats are used when the elements are particularly unpleasant. The Myri are uniformly tanned by the end of the summer, primarily due to working for long periods outdoors. After a long winter, however, their skin has reverted to its natural fair state.

Housing: Strong wood or stone cottages with stone foundations are the usual form of domestic architecture for the Myri. Houses, while simple, are very sturdy. Most consist of two or three rooms, or a main room and a loft area. All have a large stone fireplace which serves as kitchen and central heating. Furnishings are limited to a few simple tables and chairs and straw mats. A few homes possess wood floors, but most have only earth, strewn with straw.

Diet: The Myri eat a relatively balanced selection of foods, including freshwater fish, milk and cheeses, tubers (potatoes), fruits and berries, many breads, and occasional red meat or mutton. Myri women are reputed to be excellent cooks, and all keep extensive spice gardens — crops from which they are adept at using.

Worship: The Myri are a very religious people and worship an elaborate, but well defined pantheon of gods, including *Illila*, mistress of the earth; *Allanda*, Mother of the Rains and Clouds (also of storms; she has a temper); *Keo*, Lord of the Moons, who is constantly juggling them; *Davix* ("the drunk"), Master of Parties and Festivals, and the one responsible for fermenting beverages; and finally, *Phaon*, Master of the Sun, reputed in legend to wear golden armor and ride a great winged steed through the air.

Many religious holidays are occasions for festivals, which are without exception raucous debauches in which the hardworking Myri vent all of their tensions. Many become violent; all become very drunk. The most eagerly awaited holiday is *Rethlorin* (M. "harvest's end"), when all the summer's crops have been brought in and Orhan's full face shines down upon the empty fields, signalling the approach of winter. At this time all Myri travel to the nearest town, where great tent-pavilions have been erected. The festival lasts for three days, and is marked by many competitions of skill and strength. Myri women are constantly cooking in improvised kitchens to supply the endless feast which is an integral part of the holiday.

The Myri religion is administered by a priesthood, but the structure is relatively simple, and rituals are not excessively complex. There are several monasteries scattered throughout the area where young boys who feel the calling can study. These institutions are usually self-sufficient but also accept contributions of food and other items from constituents.

2.23 THE MYRI

Leading a relatively simple lifestyle compared to the Duranaki, the Myri are forced to spend much of their waking time just seeing to the necessities of life from day to day. Most are farmers and herders, and tending to their fields and flocks is generally a full-time job, even with several strong off-spring helping. They are at the mercy of the sometimes fickle weather of Tanara, and an especially long winter can mean starvation and death, because they can only lay in but so many supplies. Canning is known to them, but glass containers are few and hard to come by; even though the Duranaki do not begrudge them their glass products there are but so many glassworkers. Perhaps their hard life is one of the reasons that the Myri are less than angry when one of their children is taken by the Duranaki: they know that he or she will have a relatively comfortable, healthy life.

Religion is very important to the Myri, and they are devout almost without exception. An established priesthood exists, and tends to the temples of the various gods, several of each of which are scattered across the countryside. One of the favorite gods is *Davix* (M. "the drunk"), who is overseer of all festivals and causes beverages such as wine and cider to ferment. It is around his temple that the great fall festival of *Rethlorin* is celebrated with much drinking, dancing and revelry. The head of this pantheon is *Phaon*, Master of the Sun, who is said to ride a great flying steed as he tows the sun across the sky. It is this convenient coincidence that Sten Kirian and his Cloudlords have turned to their advantage, exploiting the Myri by claiming to be servants of Phaon. To say otherwise would be heresy. The High Priest of the Temple of Phaon, who at first thought the coming of the Heralds of the Sun was a miracle, now begins to wonder in his mind who these men are, for they no longer come in friendship but demand

tributes of food, supplies and gold — of which the poor Myri have little. That would be bad enough, but the Heralds now say that Phaon wishes them to form armies to assault and overcome the Yinka and Sulini by force. (Even Sten Kirian fears the Duranaki, and will not, as yet, attack them; the Myri hold them in too much awe).

In general, when the Myri find fighting necessary (most often in the past it has been limited to fending off raids of Garks from the hills or disposing of hostile animals), they tend to use hand axes, or, when they can afford it, steel short swords purchased from the Duranaki. Missile weapons include short bows and throwing spears. Though usually peaceful, the Myri are fierce fighters when defending their land or families, and these supposedly slow-witted farmers are not to be underestimated.

2.24 THE YINKA

All of daily life for the Yinka is a ritualized existence, governed and monitored by the Temple. It is not unrealistic to say that the Yinka, overall, are not a happy people, always unsatisfied with what they have and striving for more. Striving for more land, however, will soon involve encroachment on the farms of the Sulini and Myri. The Yinka are an expansionist people, and the government is always hungry for more land and more power. The other races of Tanara are, if not inferior, heretics who are unsalvageable souls. The Temple teaches that they are to be tolerated until they interfere with the 'Plan'.

The 'Plan', as described by the Temple, is the plan of the chief god of the Yinka, Yugal. Yugal is an unforgiving deity who demands much from his servants and returns little more than impatient wrath at their failures. Animal sacrifices are a common and integral part of the weekly ritual, and human sacrifice is imperative on high religious days. In the past, victims

THE YINKA

Racial Origins: Unrelated to any of the other peoples of Tanara, the origins of the Yinka are as clouded as their neighbors. By their skin color and build, it is guessed that they were supplanted from a land far to the south, perhaps near the equator. The histories of the people do not speak of another location, implying that the Yinka originated here. And although that is an unrealistic attitude, it is typical of the fierce Yinkan territorial instinct.

Favored Ecosystem: Hot, dry climates are preferred by the Yinka. Little of either do they get here, and as a result they often suffer from colds and more severe viral infections (from which many die).

Political Structure: A very strong theocracy rules the Yinka, administered by the Priest-lords. These men maintain absolute control over the populace, including utilizing the realm's standing army to enforce their wishes whenever necessary. However, such need is rare, for many of the Priests are able to use the Essence to their advantage and are reputedly able to call down death from the sky at will.

Social Structure: Strictly Patrilineal but matrilocal.

Military Structure: All male children are taught the basics of combat at the age of 7. At 14, those enlisted in the army are instructed in a more intensive program. Although controlled by the Priest-lords, the army is internally a secular organization. What has prevented a coup all these years is fear of the Essence powers of the Priests.

Currency: Barter is the norm, although a gold currency is in limited circulation among the nobility and Holy Court.

Language: A hissing, whispering tongue is the language of the Yinka, with no common roots to any of the Elvish tongues, or any of the other languages in Tanara. The Priests all know several tongues, and many of the nobility are aware of the basics of Elvish.

Appearance: Tending to be short and stocky, the Yinkan men range in height from 5'4" to 6'; their weight runs between 130 and 200 lbs. The

women average 5' tall and 100 pounds in weight. All have dark, mahogany toned skin and brown eyes. In the way of clothing, they wear heavy woolen shirts and breeches with fur overgarments in the cooler months. In summer they prefer belted robes or calf-length tunics of cotton, often with ornamental over-cloaks. The colors found most appealing by the Yinka are red, yellow and rust colors. Ornamental jewelry is very commonly worn by both sexes, especially gold with tinted glass and crystal inlays. The uniforms of the Priests are full length red robes with grey trim, and the sign of their office is a bulky gold amulet worn about the neck. Heavy makeup is also commonly worn by both sexes, especially brightly toned eye shadow and stripes of face paint on colors other peoples might consider garish.

Housing: Residing for the most part in the southern areas of Tanara, under the very shadow of the mountains, the Yinka build their homes out of the native rock, constructing villages upon cliff-sides to make them more easily defensible. This is necessary to discourage raids by the tribes of Garks who live high up in the mountain sides. Several individual family homes are often integrated into one building, thus forming apartments of a sort. These units usually contain three rooms: the kitchen, with a stone fireplace to vent the smoke out, a central living area, and the sleeping area. Furnishings are very crude, limited in most cases to straw mats and wooden stools.

Diet: Although omnivorous, the Yinka like to eat red meat whenever possible, and so cattle raising is a very common profession. Supplementing this diet with berries, tubers, and a variety of mushrooms cultivated in small caves in the mountains, the Yinka engage in limited trade with the Myri for other vegetables and herbs.

Worship: As noted before, religion is government for the Yinka. All things center around Yugal, the father of gods. Yugal speaks through the High Priest, and he administers the government and religion with the aid of a hierarchy of Lord-priests. Yinkans attend religious ceremonies every ten days, as required by the government. A thirty percent tithe is also imposed (in lieu of 'tax').

have been selected by the priests from the populace. A young male, symbolizing virility, is manacled to the high altar where a priest cuts out the still-beating heart and places it in a shallow golden bowl. The young man's blood is caught in a trough running the perimeter of the table and fills a gold chalice. As the boy dies, the high priest drinks his blood, symbolic of the youth and power of Yugal himself. This blood is to aid the High Priest in gaining clear visions from Yugal, scenes with which to direct the people. Lately, however, it has been declared that young Myri or Sulini are acceptable sacrifices, and raiding parties have begun kidnapping potential victims from their homes. Of course the Myri often do not realize what is going on, thinking that the Duranaki are simply taking more servants. It is becoming clear that something is strange, however, especially since these new disappearances are along the southern borders, while the Duranaki live on the northern side of the Myri.

Death is an accepted part of life for the Yinka, not only in the rituals, but in other areas of life. Disease is relatively common, though the Yinka seem varied enough in their resistance that epidemics of any one illness are very rare. They are a violent people, and duels to the death because of some minor social insult are a frequent occurrence. Crime is a problem, despite the very stiff penalties (death is a common punishment). The cause of many of these problems is likely to be — at least in part — their tendency to congregate in cities. Their technology, however, does not allow for the sophisticated sewage and water supply systems that the Duranaki have developed. Thus, the quality of life is very poor, and these cities are a breeding ground for disease. Whenever people live in close quarters, conflicts are bound to arise. It is quite possible that these arrangements are according to the plans of the Temple, to keep the populace somewhat restless. Uprising against the Temple is one thing that is absolutely unthinkable, since the priests wield very real destructive Essence power and are able to deal death on a huge scale.

Open raids by the Yinka against the Myri and Sulini are becoming more and more frequent; the Yinka steal food, supplies and gold. This hostility only feeds the plots of Sten Kirian, as he tries to incite the intrinsically peaceful Myri to assault the Yinka. The Sulini are in a state of turmoil over the situation, being fully aware of what is happening to their kidnapped youths but unsure of whether they have the forces to effectively retaliate. The Prince has ordered a mustering of more troops and is fortifying his borders with the Yinkan lands.

3.0 POLITICS AND POWER IN TANARA

For centuries a certain balance has existed between the races in Tanara. The Yinka expand across uninhabited lands, and their blood-lust is sated by constantly beating back the assaults of the barbaric Garks. The Myri suffer occasional raids by the Yinka and occasionally launch a token, but effective counterattack, a tactic which keeps their olive-skinned neighbors in line for a few more months. The rest of their time they spend farming and herding, working life from the land. The Duranaki live in their forest, embroiled in the constant morass of internal politics, and left alone by the other peoples — unless the Duranaki wish contact. Along the shores and in the lowlands the Sulini tend their vineyards and gardens, and travel to and fro, trading the goods they have gathered from other parts and perhaps gleaning a small profit from their efforts.

Into this stable if occasionally uneasy situation drop (literally) the Cloudlords. Since the day in spring when seven great warriors — the elite of the Hierarchy — landed gracefully astride the huge winged *Stewardan* in the field before the high Temple of Phaon, the lives of most Myri have changed. It was an important religious day for the Myri, just before the planting, and a large crowd had gathered about the temple to pray for many sunny days to balance the rain. The poor priest was in the middle of his ritual calling of the Phaon to bring the sun just as dawn approached and the sky to the east grew light. He could not have asked for a more effective addition, as the seven riders — led by Sten's younger brother Alaec — came out of the eastern sky as if with the sun itself. Falling into a stunned and awed silence, the priest watched the Cloudlords approach while a whispering murmur flowed over the crowd. The riders circled and landed in perfect formation, and Alaec dismounted. All wore the golden armor of the Order (items found in the Holy Place) which fairly glowed in the morning sun. Alaec marched towards the priest, pulling off his helm to reveal his handsome face as he approached and offered an open hand. The priest dropped to his knees, trembling. In badly accented Myri (it is a difficult language to speak if one is not born into it) Alaec bade him rise and greet the messengers of Phaon, saying "We are the Cloudlords, the masters of the sky, but we serve Phaon, guider of the Sun. We are his messengers, and he has chosen to make his wishes and wisdom known to you, his chosen people." Naturally,

this statement could hardly be greeted with anything but unbridled delight. The High Priest was summoned, and he and Alaec met for several days to lay down the new order which was to dictate the worship of the Myri. In the meantime, there was a realm-wide declaration of holiday, in which everyone prayed to give thanks for the coming of the emissaries of Phaon. Following this, every Myri who could lift a cup got thoroughly drunk.

This relationship went quite smoothly for some time, as the Cloudlords asked for very little and in turn gave the Myri many things, including advice on planting to aid them in getting more from the land, what technology they could handle (loom improvements, more effective plows, etc.). Many of the Cloudlords possessed the ability to heal, which only added to the mystique surrounding them, for healing was a power granted to few of the Priests.

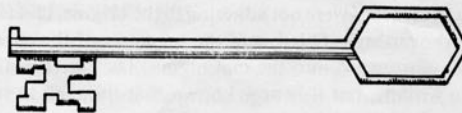
Five years have passed since then, and the Myri have reaped the profits of their relationship, but in the last few seasons the tone of the Cloudlords has altered. At first it was subtle: a few Myri were needed to aid the Cloudlords in the 'Holy Vale' where they lived. (The Cloudlords found out that the Duranaki had Myri slaves, and decided that they, too, could have some). The people nearly fell over each other in eagerness to serve the Cloudlords, so many were carried off on the backs of the strong Steardan. If that wasn't enough, the several dozen Cloudlords who spent much of their time among the Myri became more demanding, heady with their power over the almost fawning disciples. Alaec, who had become a favorite among the people because of his kindness and friendly demeanor, came less and less often. Gold tithes were insisted upon, and the Myri were ordered to secure the best Sulini wines and spices, at a high cost to themselves. Soon the greater efficiency the people had achieved was more than offset by the penalties they were paying. Even the devout, peaceful and unaggressive Myri were beginning to regret in their hearts ever having seen the Cloudlords, and began trying to think of ways to encourage their departure.

Meanwhile, the Yinka looked upon the appearance of the Cloudlords as a direct threat to their very existence from the beginning. Such is their way of thinking. At any moment, the Priests expected squads of golden-armored demons on winged beasts to swoop down on their temples and destroy them with the very fire of the sun. When years passed without any such occurrences, however, they relaxed somewhat and resumed a relatively normal lifestyle. As it turns out, their paranoid fears were not unfounded, for recently some of the less disciplined of the Cloudlords, becoming bored with ordering the eager Myri around, went on a small

'retaliatory raid' against an outlying Yinka settlement, supposedly to punish them for an attack against a nearby Myri homestead. This is not untrue, but the counterattack consisted of three Cloudlords, armed not only with their deadly throwing axes (which, by some enchantment, return to the hand of their wielder), but also golden tubes, two feet long, capable of firing a ray of intense light not unlike a stream of fire. These they used to devastating effect, laying waste to the town. After they had leveled the place they landed and, according to one Yinka survivor, went about the ruins robbing, raping the female survivors and slaying with their golden swords the men who attempted to stop them.

Even Sten Kirian did not approve of this action, and the perpetrators were punished, but not very severely. Since then nothing as flagrant has occurred, but there are rumors that small bands of the Cloudlords have assaulted Yinka holdings, as well as Gark caves (activity much more excusable). It is said that a few have even harassed isolated Sulini homesteads and Duranaki holdings. One rumor says, however, that of a squad of three Cloudlords who allegedly attacked a group of travelling Duranaki merchants on the road only one returned, and his Steardan was wounded. The other two Steardan returned riderless, and their masters were not seen again.

So, as it stands, all the peoples of Tanara await the next action of the Cloudlords. The Duranaki have made their position clear by way of a pronouncement to the High Priest of the Myri, sent by the Jarhaad Council: *The Cloudlords are not tolerated on or over our soil. While we appreciate that they are the emissaries of your god, we do not worship them, or respect them. Any aggressive action taken against any of our citizens will be severely punished, the retaliation to be taken against the aggressors themselves if possible.* The unspoken threat against the Myri themselves was apparent even to the priests. The Myri are left in an awkward situation at best.



Lords of Essence Key

PEOPLE OF THE CLOUDLORDS (EZRARANANS)

Racial Origins: Descendants of a race of people who call themselves the Zori, these people were separated from their homeland on the western side of the Grey Mountains, trapped in Tanara long ago. There was also an internal split, when most of the group began to turn from the strict tenets of the Ezran Religion which had bound them together. The devout few who remained were cast out. Not many of them survived the first hard years of exile, however, and their descendants are but a small, now-corrupt Cult. The society now ruled by the Cloudlords, however, is flourishing in the Vale of Merisia, several hundred strong.

Favored Ecosystem: Temperate climates; aside from that the Zori race is very adaptable.

Political Structure: The religious hierarchy has gradually evolved into a monarchy, ruled by the Kirian Family. The dynasty was inadvertently formed by the Cult's founder several hundred years ago. When he died, his charismatic and power-hungry son declared that the reins of control should be hereditary. None opposed him. Now Sten Kirian rules, and his court of Cloudlords and their families enforce his decisions.

Social Structure: Strictly patrilineal, though beyond that there are few conventions regarding marriage — except that marriage into the family of a Cloudlord is highly sought. There is little societal stratification except the distinction between Cloudlord family and 'commoner'. Cloudlord membership is *not* necessarily hereditary, but often is.

Settlement Pattern: The entirety of this people reside in the Merisian Vale, and aside from a few perimeter farms, all live in the rebuilt city of the Lords of Essence.

Military Structure: Sten Kirian is supreme commander of the military, which includes not only the corps of 100 Cloudlords, but a force of 50 city guards, who maintain internal peace.

Currency: A silver currency, minted by the original Lords of Essence and unearthed by the Zori, is utilized internally when barter is impractical.

Language: Though most have some understanding of Elvish, the common tongue among these people is their native Zori language.

Appearance: Usually tall (though not as large as the Myri) the men range in height from 5'10" to 6'8" and the women average 5'6". They tend to be big-boned, but again, they do not compare to the brawny physiques of the Myri. Though as a race the Zori have fair skin, their hair color can range from black to pale gold — though the latter color is rare, and the Kirians are one of the few families in which that color predominates. Eye color is usually either blue or a clear grey. Both sexes keep their hair at about shoulder length; they weave the back sections into many tiny braids so that it appears very short. Most men are clean-shaven, though some grow beards and braid them as well.

Due to the cool climate, the Zori often wear several layers of clothing, usually consisting of a cotton shirt and pants, over which is worn a heavy wool or decorative cotton tunic, the weight dependent upon the season. Over all this is also worn a full-length vest-like garment, the color and insignia on which indicate the wearer's profession. Cloudlord garments (when not wearing their golden armor) are invariably white robes or a tunic trimmed with gold.

Housing: Nearly everyone lives in the rebuilt marble mansions constructed upon the ruins of the Lords of Essence's city. These houses can be quite large and elaborate, though the furnishings are as yet not up to standard, as the Zori are still in the process of rebuilding. With the influx of new Myri servants, however, this situation is changing.

Diet: A varied selection, including a quantity of vegetables and some fruits, such as apples and berries. Milk and cheeses are also prominent, with mutton or beef served occasionally.

Worship: Oddly, this once very religious group is almost completely agnostic, with only occasional superficial deference paid to the god who had been the focus of the Cult of Ezran.

3.1 THE CLOUDLORDS

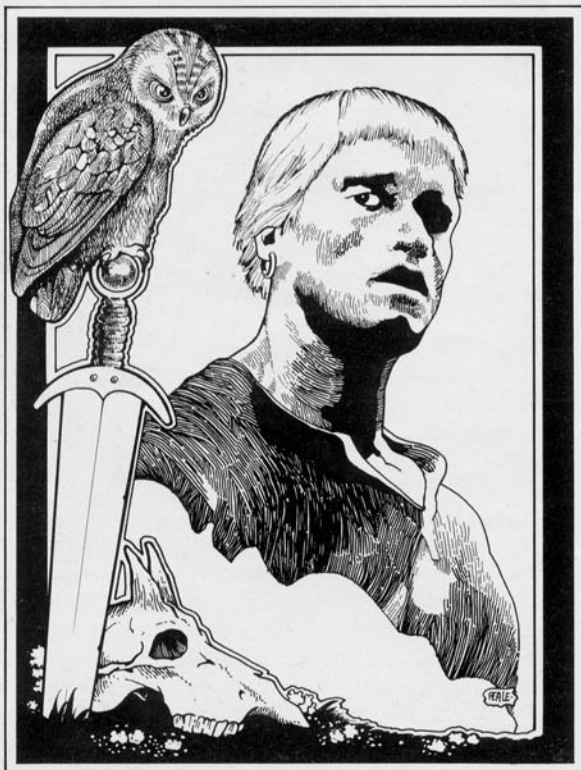
Led by the warrior lord Sten Kirian, the Cloudlords dominate and exact tribute from the other inhabitants of the valley (primarily the Myri) claiming to be the heralds of the sun god Phaon. Indeed, to most they seem to have mastered all of the powers which were those of the Lords of Essence in the most distant past. Of course, knowledge of the Lords of Essence and their ways is but legendary, and even the legends are garbled.

3.11 THE ORIGINS OF THE CLOUDLORDS

The Order of the Cloudlords was founded some eight hundred years ago, when the Myri were truly barbaric, the Sulini had not yet arrived on the mainland (living primarily on the islands), and the Duranaki were few in number and deep in the forests. It was an ancestor of Sten Kirian — a religious fanatic, leader of an organization known as the Cult of Ezran — who, with a group of followers was exploring along the western face of the Grey Mountains discovered the secret entry into one of the Holy Places of the Lords of Essence. Within were many tomes and items of power, and a passage through the mountain to the eastern side — and Tanara. Unfortunately, the passage back was sealed when a trap was triggered by the unwary explorers and a huge deadfall blocked the corridor. Trapped in Tanara, the men and women moved down into a mountain vale just below the main entrance to the Holy complex. There they found the ruins of a beautiful city of marble, and all around it were fertile lands, and many strange animals — including the winged horses. The people settled, and soon brought areas of the land under cultivation. They even, as the years passed, tamed some of the horses. All the while, as generations passed, the people sought out the secrets of the Holy Place, where they found many artifacts of power and learned how to use them, for many among them were learned in languages similar to the ones which filled the many tomes in the caverns and halls delved deep in the mountain. The Kirian family — descendants of the original leader — organized the people into a hierarchy to maintain an order enforced by the Cloudlords. This grew into a dynasty. A schism developed between the family and a core group of the Cult, who claimed that the Kirians were not adhering to the original tenets of the Cult. An attempted overthrow failed, and the survivors of the core group fled from the vale northward into the mountains. They were not heard from again by the Kirians, but it is now known that they fell to true evil and became servants of the Unlife.

3.12 THE INNER CIRCLE

Officially the ruling council of the Order of the Cloudlords, this body is composed of ten of the finest knights of the corps, who act as advisers to the Oranir and lead squads of forays. Most are currently power-hungry warriors who whole-heartedly back Sten in his plans of dominance. More than one has ideas of assassination . . .



Sten Kirian

3.13 STEN KIRIAN, ORANIR OF THE CLOUDLORDS

A large man, standing 6'7" tall with broad shoulders, Sten is the picture of the legendary Cloudlord. He is cleanshaven, wears his blond hair in a mop at neck length, and has green eyes with flecks of amber. Perhaps the most intelligent and strongest in his line for several generations, Sten is also an opportunist, and his lust for power seems insatiable. He is in an excellent position to bring all of Tanara under his dominion and has every intention of doing so. One fatal flaw in his character may be his stubborn insistence on following his own plans and ignoring the advice of others; though he has been lucky thus far in that he has always been right — truly amazing for one who is but 34 years of age.

Sten's major problem at the moment is maintaining control over his at times unruly and definitely un-Holy Messenger-like Cloudlords, whose rash, destructive actions could bring all his plans to a bloody end. (For the Duranaki are beginning to see the Cloudlords as a threat, and their power is as yet an unknown factor). The Yinka, too, could present difficulties, if their priests are really as powerful with the Essence as rumor tells. Above all, he cannot afford to lose the trust of his subjects the Myri, who he perceives as a sleeping bear that he can awaken and train to dominate all Tanara. There is also the degenerating relationship with his younger brother Alaec, which upsets him, but he refuses to let Alaec's protests prevent him from achieving his goals.

Sten Kirian wears the fine armor of the *Oranir* (E. "master", "lord") of the Cloudlords: golden breastplate and greaves of a light but very strong alloy. He also wields the sword *Chanclor*, ("the absolver").

3.14 ALAEC KIRIAN

Five years younger and much more idealistic than his older brother, Alaec Kirian now refuses to fly down into the lands of the Myri with other Cloudlords because he will not be associated with what he calls his brother's 'bullies'. He has had more than one loud argument with Sten, protesting his plans to take over the entire land, but his brother will not listen. His only trips to the Myri are now alone, and he goes unarmored, wearing only a white tunic trimmed in gold. He also carries no weapon and goes among the people, healing where he can and encouraging them that not all the servants of Phaon are as evil as they have been hearing.

Sten is not pleased by Alaec's solo visits, and many of the other lords in the Circle are suggesting that Alaec's privileges be suspended and his Steardan impounded. Sten is unwilling to do that yet, but has warned his brother not to slander the other Cloudlords. Alaec, meanwhile, is very frustrated and unsure as to what to do. It is quickly becoming obvious that Sten cannot be swayed from his purpose, and Alaec's popularity in the Circle could not be lower, as very few of the Cloudlords disagree with Sten's idea of dominance; in fact, some are not displeased with the recent aggressive acts of the Cloudlord squads. Alaec has become moody and surly of late, and the idea of fleeing the vale along with a few of his own trusted followers among the Cloudlords has occurred to him more than once.

3.2 THE JARHAAD OF DURAKAAN

A group of seven individuals in a loosely organized council acts as the oligarchic government of Durakaan. This is the Jarhaad, a collection of family heads who are the most powerful merchants in the country. This system has worked surprisingly well, and has indeed survived virtually intact for well over a thousand years. To help explain this stability it must be said that it is also apparent that the power of Essence seems to run particularly strongly in the blood of these seven families, and their members are not hesitant to wield that power when needed to maintain order ('order' defined as 'keeping ourselves in power'). Although squabbles and power struggles are not uncommon within individual families, the right of the family itself to a seat of the Jarhaad has not been contested in centuries. Others have tried to make a case for unseating one because of greater mercantile or political power, but they have inevitably met with unpleasant ends. Oddly, the members of the Jarhaad unite against outside threats. Of course, when one examines the culture of the Duranaki and their comfortable lifestyle which includes so much leisure, one can see why a certain amount of social inertia has set in, and the general populace has little or no argument with the status quo. Another factor is that the Jarhaad is actually reasonably receptive to suggestions regarding the governmental system — as long as the Jarhaad itself is not criticized. The appearance of the Cloudlords has caused a stir even among the Council, for they quickly perceived Sten Kirian's plans for domination and are prepared to retaliate against any direct assaults on their realm. Over the ages the powerful among the Duranaki have created items of power, and the current oligarchs as well are potent Essence wielders. They do not as yet consider the Cloudlords a threat, unless they muster the Myri into a massive fighting

force and turn them against Durakaan, in which case the Thavan, although an efficient fighting force, would be hard put to protect the land. They also do not look forward to testing the power of their conditioning to the point of setting Myri against Myri, which would be the case, since such a large portion of the Thavan itself is made up of Myri slaves.



T'revor Arain

3.21 T'REVOR ARAIN

Large for a Duranaki, T'revor Arain stands 6'3", and is also a very strong, muscular man. As the head of one of the Seven Families he holds one of the seats on the Jarhaad, and thus much power among his people. He wears only black, usually silk and/or leather, with few ornaments besides a single silver earring, a bracelet of the same metal, and a standard Thavan warrior kynac scabbard with three blades. Keeping his hair relatively short and pure white, he is a commanding presence. Few can withstand his probing gaze: one ice-blue and one emerald-green eye. He can be truly unnerving to face. By profession he is master of the silver trade, owning most of the mines near the Duranak forest. He is also a Mystic, and these powers go far in helping him to keep a firm grip on his position. Intra-family politics are complex and often ruthless: discrete assassination is relatively common.

At present T'revor has a mistress, a beautiful woman by the name of Chalissa. She has a reputation for impetuosity, and for being a spendthrift, but part of this irresponsibility is but a facade to make her appear less astute than she is. She is in fact quite shrewd and capable of running the business for an extended period in T'revor's absence. She has born two children, a son (Ranzi, age 16) and a daughter (Alcidina, age 6), to her master. T'revor and his mistress have been together longer than most relationships last among Duranaki, and though they have been known to have violent fights in public, there is no indication that there is an impending breakup.

T'revor is hoping to come to some sort of agreement with Sten Kirian regarding the present uneasiness, although he is not overly optimistic, perceiving the Oranir's lust for power to be too overriding a force to reason with. At present he is trying to convince the Jarhaad that an open, sweeping assault on the hold of the Cloudlords itself is unfeasible, dangerous, and probably futile. Unfortunately for him, many of the members have grown complacent, and the idea that a force exists which they cannot easily overcome is inconceivable to them.

3.22 T'KERI LAKIR

Another member of the Jarhaad, T'keri Lakir is a strong-willed Duranaki woman; she must be, or she would have lost her position as head of family long ago. The only daughter of her predecessor (who, incidentally, died under questionable circumstances), she quickly assumed the reins of command of the family, masters of the silk industry. A woman of average height and voluptuous figure, her fiery temper has earned her a reputation in the Jarhaad, although whether it is one of respect or mere distaste varies with the member. Her wardrobe is extensive, and, as one may expect, includes a vast array of silk garments of many designs and styles. Blue is her color, to match her eyes — and (usually) her hair, which she wears teased straight out from her head in a foot-long mane.

T'keri wishes to destroy the Cloudlords utterly, not necessarily because she thinks it will be easy, but because she fears that they will only grow more powerful and bold, and soon it will be actually too late, and the Duranaki will fall under their domination.

3.3 THE PRIEST-LORDS OF THE YINKA

The ruling hierarchy of this people is the Church, administering the commands of the god Yugal. In truth, however, Mateshe rules the land and merely claims to be receiving messages from Yugal. This has been the mode of operation for the church hierarchy for the past several hundred years. Corruption is fairly prevalent.

The Church is frankly terrified of the Cloudlords and in a state of panic, fearing (rightly) that Sten Kirian has chosen them first as a target for the Myri. The rumors which have come to them regarding the power of the Cloudlords only reinforces their apprehensions and is spurring them towards rash actions which in themselves may spell destruction for the Yinka. Many suggestions have come before the Church Hierarchy, including the laying of traps for the overconfident riders and having powerful Priests and archers lay in wait to shoot the Cloudlords out of the air. The possibilities of brutal retaliation are obvious, however. At present, the High Priests are still in a state of indecisive turmoil.

3.31 MATESHE, PRIEST-LORD

Unusually tall for a Yinka, though tending towards obesity, Mateshe is supreme head of the Yinka church, and so is patriarch of all the people. His black hair kept in a bowl-cut, he has lighter than average skin, and black pupiled eyes which some have described as beady. Very elaborate, gold embroidered robes are his uniform; he wears as well a very ornate amulet about the neck. This amulet is his key to tapping the powers of the temple. He is in terror of the Cloudlords and fears losing his position; recently he has called for more sacrifices to aid him in finding a solution to the problem. For once, Mateshe is sincerely asking Yugal for visions to guide him. No visions have come however, and it appears that time is running out.

3.32 PRIESTESS SHERERE

Definitely a rarity among the priesthood is a woman, and Shemere is the only female in the Inner Conclave, the twelve who sit directly below Mateshe. She has earned the grudging respect of her peers, mainly through her wise choices in council and the efficiency with which she operates her monastery. Shemere is of average height, but slender, creating the illusion of additional height. Her coal black hair she wears in a long braid; her face is invariably decorated with elaborate makeup.



Priestess Shemere

own right and knows how to utilize her powers to her benefit. She has spies everywhere, and now only needs to decide what course to take in overthrowing Mateshe. She is rather short-sighted, however, not really considering what to do about the Cloudlords; she considers them an overblown threat, and not the power they are rumored to be. She is, of course, mistaken in that.

3.4 THELON, PRINCE OF THE SULINI

Of average height and build, Thelon is neither stunningly handsome nor offensively ugly; he is truly average in appearance. However, he does possess the self confidence and lordly bearing so crucial to any ruler who hopes to survive in this level of civilization. Decisive and intelligent, he leads his people with a firm yet understanding hand. Justice is swift and at times harsh, but fair. Thelon's greatest concern has been aggressive tendencies of the Yinka, but now he is also wary of the Cloudlords. They have not molested the Sulini yet, but it would be naïve to assume that they are safe forever.

Among Thelon's most prized items is his enchanted sealskin armor, which wears as light leather but protects him as magical full chain. He also values his shield, which allows him to levitate and glide freely on the ocean winds.

Thelon's lovely wife Rilena is supportive and kind, but she no longer loves her husband. She remains with him because of her sense of duty, and for the sake of their children: two sons, Jaed (age 18) and Kevik (age 11). She is attracted very much to one of Thelon's advisors, the young and handsome Tromel. Thelon is aware of their mutual interest, but feigns ignorance. Rilena has long, wavy blonde hair which she wears in a variety of ways: sometimes down about her shoulders; other times in many braids. Her silk garments are of unparalleled beauty, her eyes are pale blue.

3.5 VENOYÉ, CLAN-CHIEF OF THE MYRI

A virtual giant, Venoyé stands 7'1" tall and weights nearly 300 pounds, all of it muscle. His curly blond hair is an unruly mop, and his eyes are cobalt blue. A farmer and herder, he has been known to put the yoke across his own shoulders when the plow animals have gotten stuck. Venoyé is a man of jovial demeanor, often smiling, when not laughing aloud in a booming tenor. Although, like all Myri, Venoyé is not well educated, he possesses an intuitive wisdom and an amazing insight into other men's minds. No doubt these abilities aided him in becoming clan-chief of the largest district in all Myr — although of course the primary skill is brute strength in combat. Venoyé lacks none of that either, and his reflexes are amazingly swift for one so huge.

Residing in a large stone house with his two wives and eight children (the oldest is a son, Javan, 17), Venoyé rules quite a homestead covering many acres of land, and including within its boundaries several dozen sheep, goats, and a few dairy cattle. His pride and joy is his broadsword, a terrifying weapon because of its size. It is a fine item, inlaid with gold and semi-precious gems.

Not a fool by any stretch of the imagination, Venoyé does not in his heart believe the Cloudlords to be true servants of Phaon, though they do wield very real powers beyond his understanding. He believes that his people are being led astray by the so-called emissaries, and is even now taking action in preparation of rebellion, convincing clan-friends that the Cloudlords do not have the best interests of the Myri at heart. Alaec he has met and trusts, and Randae Terisonen has warned him that the Cloudlords as a group are a dangerous influence. Unfortunately, Sten has many spies, even among the Myri, and he knows of Venoyé's treachery. He has not as of yet decided on what to do, but Venoyé could be executed for heresy very soon.

3.6 THE LOREMASTERS

These two are both true Loremasters, possessors of old wisdom and the truth about many things, including the Cloudlords. However, strict oaths hamper their actions, and they can only advise the people of this land indirectly. In addition, both are wanderers, (Randae more so), and thus either could be away from the area for weeks or months at a time.

Both these Loremasters are Elves, and thus, are immortal. They have not sacrificed their endless lives as have some of the Elves who turned to Sorcery and the powers of Essence; instead they maintain a delicate balance. Either is capable of assuming a number of guises to conceal their true appearance.

3.6.1 RANDAE TERISONEN

The more powerful of the two, Randae has lived for many a century and been witness to the rise and fall of many kings, emperors, and entire races. Still, he has an interest in Tanara, and it is his duty to insure a measure of stability if possible.



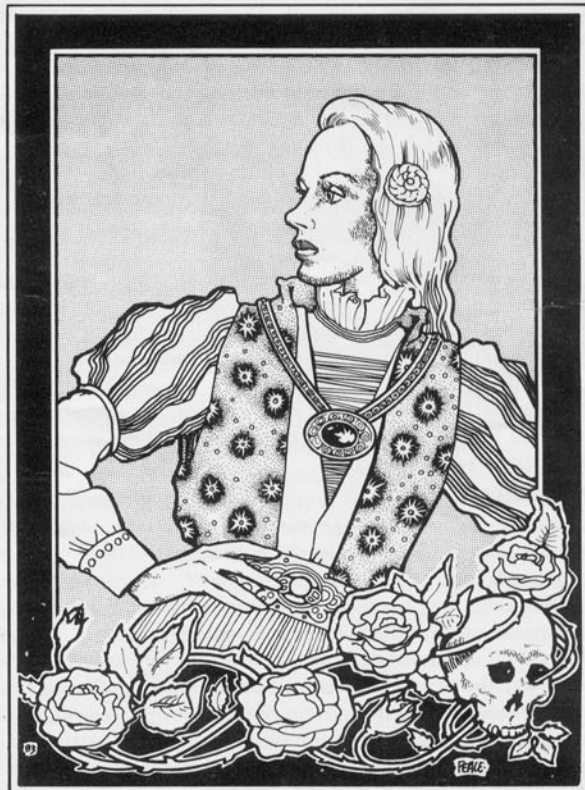
Randae Terisonen

Tall (standing 6'7") and slender, with sandy hair and hazel eyes, Randae resembles one of the Sulini more than any other race in Tanara. He is a minstrel, and carries a lap harp across his back on his journeys about the land. Few note his meetings with Venoyé, Thelon, and T'revor, as they are frequently in places unlikely on nights where the clouds hang low and the thick darkness obscures the vision of even the Duranaki.

Randae has many items of power at his disposal, and wields the Essence itself as few can, but he must always be wary and use his abilities discreetly to avoid upsetting further the delicate balance which holds Tanara intact.

3.6.2 CHANNI YSANDA

Though she has a smaller part to play in the affairs of Tanara, nevertheless Channi is important, if only as a conveyor of information to Randae. Her skin is deeply tanned, and her wavy hair forms an auburn halo



Channi Ysanda

about her face. Six feet tall and slender, she moves with a liquid grace which might betray to those who are versed in the arts of unarmed combat that she is one who has mastered those skills. The abilities of total command of body and mind are instrumental in her profession, and having the knowledge of unarmed combat available in any situation is a boon to a traveler such as she.

3.7 THE CULT OF EZRAN

The most fanatical descendants of the original Cult of people who stumbled onto the threshold of Tanara, and were cast from the vale of Merisia, the Ezranarans were forced to make their own way in the world. Aid they received, but from a source which would in the end corrupt and enslave them totally: the Unlife.

He said his name was Teleus, and he came, fair-seeming, to the pitiful huts of the Cult where the Ezranarans huddled against the bitter winter. Ways of Sorcery he taught them, and they were eager students, desperate with the need to survive — and the desire to have their revenge upon the Kirians, who they considered to have betrayed the 'True Way'. It did not take long for Teleus, an adept servant of the Unlife himself, to subjugate the Cult entirely and to twist it to his own ends. The Cult grew in power and enslaved many Garks to their service, for they found those creatures especially easy to bend to their needs.

Teleus lived long, for he was an Elf, though evil sorcery had robbed him of true immortality. His purpose, for which he had forged the Cult into a tool to aid him, was to retrieve a sword from an ancient tomb. An artifact it was, sealed in a vault of a Lord of Essence. When he felt his servants ready and before he himself grew feeble, they journeyed to that tomb (the location of which is now lost), and there opened the vault and battled undead guardians and demons thought long gone from the world. In the end Teleus and his minions were successful, and he seized the sword, the weapon known only as the Implementor. Its power was even greater than he had thought, however, and it took control of his mind. In a berserk rage, he slew most of his own servants; the rest fled in terror.

That was seven hundred years ago. The remnants of the Cult, though robbed of their leader, nevertheless survive, working their spells and corrupting those who they can to their still evil ways. They live in fear and anticipation of the return of their master Teleus, who they believe is still alive.

3.8 THE IMPLEMENTOR AND THE NARSELKIN

Indeed, Teleus does survive, after a fashion. The sword has given him immortality of the kind granted undead. He is its slave, and now he rides about the night countryside of Tanara astride a demon-horse summoned by the sword and wears ancient armor of a Lord of Essence, doomed to slay random victims to slake the sword's thirst for blood. He does not even know his name anymore, and calls himself the Implementor, taking the name of the weapon for his own.

The story of the Implementor is a tale told to children at night, but it is nonetheless true, and although there are long periods where the Implementor seems to vanish from the face of the earth, he always returns, the sword needing to drink again. Indeed, it seems lately that he is striking more and more often, and many of the wise of Tanara realize that he is now more than legend. They are at a loss, however as to what to do. No weapon known can stand against the Implementor.

Weapons there are, however, which can hold their own against the Demon-blade. There are three, and are called the Narselkin. Their origins are told in tomes untranslated in the vaults of the Cloudlords; the location of each is different, and all are secret. Their purpose is still valid, for they were indeed made by Lords of Essence long ago to combat blades just such as the Implementor. Randae and Channi know of the Narselkin, and have ideas as to where they lie, but will not speak except in riddles and hints to those who might be able to wield them with effect against the Implementor. Sten Kirian has gleaned from some texts the suggestion of their existence. He wishes to find them to bend to his own purposes, but his information is limited and somewhat faulty. Knowledge of them among the Sulini and Duranaki is as legendary as that of the Implementor.

3.81 TELEUS

Once a fair Elf, Teleus was corrupted to evil ways of Sorcery by the Unlife and gathered power about himself, enslaving many and slaying those who would not subjugate themselves to his will. At last his greed outstripped his wisdom, for he sought one of the artifacts of the Followers of Kadena: an item made by the dark Lords of Essence. *The Implementor*, it was named in a tome which Teleus found in a ruin of the Lords (which he had uncovered far to the north and west). Long he journeyed across Jaiman, his life extended by sorcerous ways, for his Elven immortality had forsaken him: by his own choice he had severed all ties with the earth-

Essence which grants the Elves eternal life. At last Teleus found the way to Tanara, the land described in the book which held the vault of the Implementor.

Even he realized that he had not the powers to assault an Essence vault alone, for such places were invariably guarded by traps and untiring demon guardians. He came upon those of the Cult of Ezran, just expelled from the Vale of Merisia and ripe for his control. Under his tutelage they grew in might, but their power was bound to his, and when he bade them accompany him on his quest they had no choice but to obey.

They came to the vault, and Teleus with his spells broke the locks. Immediately the intruders were set upon by unsleeping creatures of Kadena's creation, but the Cult was strong, and the guardians were defeated. Deep within the underground holding Teleus found what he had so long sought — and it found the slave it had long awaited, for the Implementor was no ordinary weapon, and indeed few of its kind were made, even in the dim past. Trapped within the very metal of the Implementor is the cursed soul of a Lord of Essence, destined to remain there for all time. It has long been insane; now it only thirsts for the death of all free souls, so jealous is it of others. The soul of the blade has immense powers and had little trouble taking control of the mind of Teleus. It bade him slay his servants, and he did so. It summoned a demon horse from the void, and, through sorcery, has granted Teleus virtual immortality, though he is now a shadowy undead spirit, without will or thought. He is but a slave of the sword. Imbued with the unholy strength of a lord warrior, he wanders the hills and valleys of Tanara, slaying without purpose or pattern, imprisoned in an undead body by a weapon which will not release him.

Teleus only goes abroad at night, and it is said that he, along with his horse, dissolves into an insubstantial spirit with the coming of dawn. This is indeed true, for the powers of the Implementor are greatly reduced in daylight.



The Implementor

3.82 POWERS OF THE IMPLEMENTOR

- 1) +30 Bastard sword (can be used either one or two-handed), forged of *Black Eog* alloy.
- 2) Highly intelligent; the sword is able to cast as many as three spells per day from the **evil Magician** base list: *Physical Erosion* on a target that it strikes or touches.
- 3) Exhudes a continuous anti-magic aura, adding +60 to all RRs made by wielder against Essence(magic) attacks. Elemental attack hits are halved and spell criticals are reduced by two columns (i.e. always a "C" heat critical from a Firebolt would be reduced to an "A"; a "B" would deliver no crit.).
- 4) Regenerates 5 hits/round on wielder; he cannot be stunned.
- 5) "Of Slaying" Elves. (Any critical strike against an Elf means that, in addition to a regular critical roll, a roll is made on the "Slaying" column of the **Large Creature Critical Strike table** in Arms Law.
- 6) Does not fumble. A roll which would normally indicate fumble is simply a miss.
- 7) Is a *Swordslayer*: when in melee, if the results are such that in a given round Teleus fails to strike his target because that target is employing some or all of his Offensive Bonus to parry, and the amount that Teleus missed by is within the range of the parry number, the Implementor has struck the target's weapon. If the weapon is non-magical, it is destroyed in a puff of smoke. Magical weapons may get a RR at a 50 base, with adds for their bonus at the GM's discretion.
- 8) *Hastes* wielder at will.

3.83 POWERS AND ITEMS OF TELEUS

See the Master NPC Chart, sec. 5.13, for Teleus' stats, spell lists and adds. The details of his items are listed below. All are from the Vault and are very powerful. They would be very perilous for anyone to use, even if

someone were somehow able to slay Teelus and get them, for their Essence is such that they will literally *burn* (one "A" heat critical strike per round in contact) any normal person attempting to use or even carry them.

- 1) **Armor:** of an alloy of black steel, it protects as AT 17-30, but only encumbers as AT 9.
- 2) **Gauntlet:** flames on command, +20 to all directed spell attacks, casts *Firebolt* 4x/day, x4 hits; also is a x4 PP enhancer. Causes Teelus to be immune to all enchanted fire.
- 3) **Cloak:** casts continuous *Deflections III*; thus the first three missile shots fired at Teelus every round are at -100.

Because he is an Undead, Teelus does not bleed and does not stun; he can only be hit by enchanted weapons +10 or greater. He is a truly terrifying adversary and especially hates Cloudlords.

THE DEMON HORSE

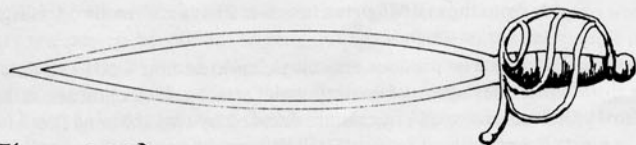
A huge creature, this steed is capable of bearing Teelus in full armor and at a full gallop for an indefinite period. It needs no rest or sleep. Its greatest weakness is perhaps the fact that it is blind, for all intents and purposes. It serves the Implementor and is guided by Teelus' eyes. The horse's sense of smell is very keen, however, and it can detect the Steardan at a range of several miles; it can also detect Elves from a great distance and despises them. In appearance the steed is like a huge black stallion, with glowing red eyes and steel-shod hooves which seem to strike sparks with each step, but in fact the horse never touches the ground, instead running a scant few inches above the turf. It is foreign to the earth-Essence and does not wish to touch it. It also fears running water, and will not cross even the smallest stream except at a bridge; even then it will hesitate and must be forced. **Note:** *Waterbolts* will do 2x damage and two criticals against the horse because of its makeup; this is, however, not an obvious fact. When running, the horse's mane and tail seem to shimmer with a ghostly blue light in the darkness.

3.84 THE NARSELKIN

Three swords, all designed to combat the Implementor and its kind, these weapons have special properties, some of which are only useable in the presence of the Implementor. These latter, special powers are noted by an asterisk (*) next to the power, as listed below.

All of the Narselkin are highly intelligent weapons, and although they are not capable of performing any actions on their own (such as casting spells or enacting their own powers) they can be of some aid to their wielder — but they should not be too wise or learned about things they would not ordinarily be familiar with. Care should be taken by the GM so that the items do not end up directing the actions of the PCs.

An obviously very important power of the Narselkin is their immunity, as long as they are in the hands of a living nonevil person, to the *Swordslaying* power of the Implementor.



Firesword

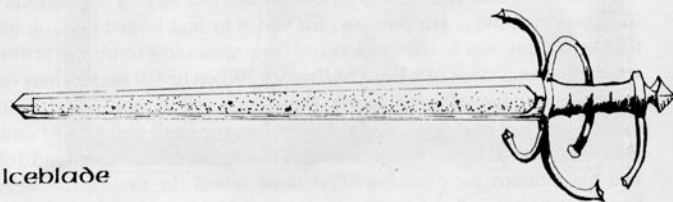
The Firesword

This sword is, in fact, not a weapon for hand-to-hand combat, being merely in the form of a sword. The Firesword has hilts of gold wound about a core of clear *Laen*; the blade is an edge of *Laen*, but no core, so that beyond the polished golden wristguard there are two narrow bands of *Laen* which curve gracefully apart, then rejoin at the tip in a needle-sharp point. Although *Laen* is a very hard substance, and the edge is very keen, the balance of the weapon is completely wrong for melee combat, and any attempts to use it so would lead to disaster for the wielder. At a thought by the holder, the previously empty blade-core is filled with bright flames which lick about the *Laen* edges. They do not consume fuel and cannot be extinguished except by mental command of the wielder. Note that they *are* real flames and can burn on contact, as well as set fire to flammable material. They also provide fire for spells which require a natural fire source. The flaming function need not be activated to utilize the sword's powers, with the exception of 3 and 4. Note that none of the sword's powers

may be used except by someone (at least partially) of the realm of Essence, and who is (entirely) non-evil in nature.

POWERS:

- 1) x4 to PP (A profession in the realm of Essence only).
- 2) Will catch (and return or dispell, as desired) any elemental spell (such as *Firebolt*, *Lightning Bolt*, etc.) attack directed at wielder. The attacking spell must fail vs. 30th level for it to be caught, and only one spell may be caught at any given time. If the wielder desires to return the spell, he attacks with whatever bonus he himself would normally have with that spell.
- 3) Causes wielder to be immune from all enchanted fire and cold (while blade is aflame), and halves damage of natural fire and cold.
- 4) Casts as many as three *Firebolts*, 100' range, 3x damage, per day. Spell erupts from the tip of the sword, and a +10 bonus is given due to superior aiming potential.
- * 5) Provides wielder with an effective Resistance Roll level of 30 versus evil spell attacks.
- * 6) Allows wielder to act with *Haste* for up to six rounds.



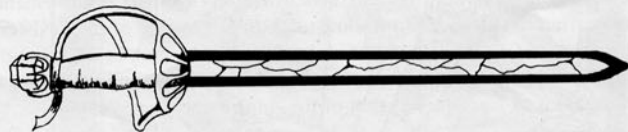
Iceblade

The Iceblade

A superb weapon for a warrior, the Iceblade has hilts wound with a silver alloy, the same metal which makes up the elaborate wristguard and the very sharp edge of the blade itself. The Iceblade is very similar in form to the Firesword, except that the core of this weapon is solid and consists of clear *Laen* laced with many tiny etches and bubbles, so that it resembles ice. At a thought by the wielder, the *Laen* becomes extremely cold, so cold that it causes the silvery edge to frost (fortunately the metal does not grow brittle with extreme temperature changes); a chill mist pours from the blade, as if it were made of dry ice. The hilt is completely insulated from this effect. This chilling must be activated for powers 4 and 5 to be in effect.

POWERS:

- 1) +25 to hit enchanted blade.
- 2) Of changing at wielder's will (dagger, broadsword, or 2h- sword).
- 3) Gives wielder *Strength* (doubles hits delivered to foe) for six rounds, as often as once per day.
- 4) Delivers a Cold Critical (as in Spell Law) to foe equal in severity to the regular critical delivered by the sword — use same roll.
- 5) Protects wielder from all enchanted heat and cold, and halves the effects of natural heat and cold.
- * 6) Regenerates wielder's accumulated hit damage at the rate of ten hits per round.
- * 7) Allows wielder to act with *Haste* for up to six rounds.



Windsword

The Windsword

Perhaps the most strange of the three Narselkin in its powers, the Windsword is also considered by many to be the most powerful. With an edge of the black, shiny metal called *Keron* and a core of what would appear to be polished purple marble veined with white, the sword is also a very beautiful item. Its hilts are wound with silver and gold wire, while the ornate

wristguard is of Keron with silver and gold inlay. None of the powers of this weapon can be used (save the +20 melee bonus) by anyone except a non-evil user of Channeling.

POWERS:

- 1) Summons a thunderstorm of severity determined by the wielder, up to what is within reason for the climate; generally as high as gale force (50 mph.) winds and a steady downpour. Once summoned, the storm will run its natural course. 30 mile radius. The power can be called upon but once per week.
- 2) x4 PPs. (A profession in the realm of Channeling only)
- 3) +20 to hit enchanted broadsword. When it is swung, all in the area feel a breeze.
- 4) **Of Slaying Undead.** See Armslaw 2nd Edition rules regarding Slaying Weapon powers.
- 5) When laid across a bleeding wound, will heal it at the thought of the wielder.
- * 6) Creates a 10' radius *Protections True* (+30 to all RRs of friends of the wielder within the radius). This power is continuous and automatic in the presence of the Implementor.
- * 7) If there are clouds in the sky (if not, the sword could correct that by summoning a storm), the sword may cast a *Lightning Call*, in which a very powerful lightning bolt arcs down from the sky and is channelled through the sword at the designated target. Roll on the Lightning Bolt table, +20, x5 hits, 100' range. Note that this is natural, not enchanted lightning. Any elemental attack add the wielder may have is also included. This power may be used as often as 3x per encounter with the Implementor. Note also that the *wielder* of the sword takes 2-20 hits every time he uses this power, due to lightning backlash.

NOTE: The hilt-gem of the Windsword is missing, rendering it powerless (it cannot even be used effectively as a sword, for the balance is off) except for its ability to speak. The gem is in the Lords of Essence Forge — See sec. 4.4, room 5.

4.0 HOLDINGS OF NOTE IN TANARA

4.1 HOLDS OF THE CLOUDLORDS

4.11 THE HIGH VALE OF MERISIA

See color layout "Vale of Merisia" in the center of the book.

Situated in the hills of the main ridge of the Grey Mountains, which run along the western edge of Tanara, Merisia is a sheltered plain with amazingly mild weather considering its altitude. It is here that the Steardan make their home, and here the original Cult of Ezran settled after exiting the underground complex. The soil is rich and practically unbroken by trees except on the perimeter. The only access to the vale from below is a steep winding stair carved out of the natural granite long ago by the Lords of Essence.

4.12 THE RUINS AND NEW CITY OF THE CLOUDLORDS' PEOPLE

See color layout "Cloudlord City" in the center of the book.

On the far western edge of the Merisian plateau the Lords of Essence erected a beautiful city of marble. That was many millennia in the past, however, and over the years the elements took their toll; even the works of the Lords are not entirely immortal. What the Ezranarans found was but a vast ruin of once-graceful structures which must have originally stood several stories in height. Utilizing the most intact building materials remaining, the Ezranarans used the ruins of the old city to reconstruct their new one. Note that the ruins shown in the color diagram are only the ones near the new city, which have been excavated. The original city apparently covered nearly a quarter of the Merisian plateau but is buried under shifting soil. The black rectangle at the left of the diagram is the entrance to the underground complex, a huge block of shiny, adamantine black rock nearly 100 feet wide, polished mirror-smooth and unworn by time. The only break in the surface is a thirty-foot high portalway, twenty feet wide at the top and thirty at the bottom (the sides slant outwards toward the ground). The doors themselves are of a black metal stronger than any steel, set on rollers in tracks. The edges of the doors where they meet are serrated

so that they interlock; and when closed, huge deadbolts of the same metal can be slid home into slots, locking the doors fast shut. They open and close via an elaborate pulley and counterweight system, so that it requires only one man to open them from inside.

4.13 THE UNDERGROUND FORTRESS OF THE CLOUDLORDS

A truly vast complex, this fortress was once the home of a group of Lords of Essence and still holds many mysteries which the current residents have been unable to solve. Although the function of the place has altered somewhat, it still serves its current purpose quite well, its defenses impregnable to any threat from the residents of Tanara.

Unless otherwise specified, the walls, floor and ceiling of every room are faced with smooth granite blocks, fitted together with such precision that they require no mortar. All doors, if not stated otherwise, are of wood, bound with polished brass bands, and fitted with brass latches and hinges. These are relatively new, having been installed by the current residents. The original doors were rotted beyond usefulness; or inexplicably, several had been blown off their hinges as if hit by a fiery blast, for all that remained of these doors were blackened fragments and twisted iron fittings. Light is provided by torches set in brass holders in the corridors and less 'formal' areas; brass lamps or chandeliers illuminate the lordly chambers. These are kept lit by the service staff.

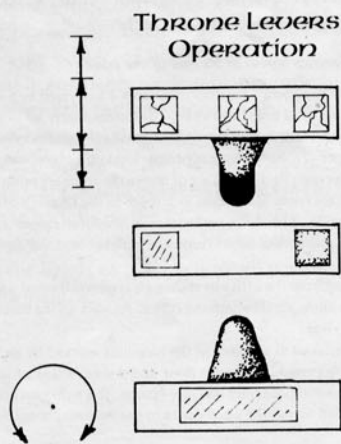
The royal section embraces a high waterfall and overlooks the young flow of the Vilanta river. Note that the upper portion of the stream is high above the Throne room (17) and falls past the huge window behind the throne. In the morning hours many rainbows are created by the sun's rays passing through the mists of the fall. The Throne room and balconies are about eighty feet above the bottom of the falls and the lower river; the balconies are at staggered heights for more variety and provide greater privacy for each balcony.

There are no fireplaces; by some enchantment heat radiates from the floors of the rooms to maintain constant temperature during the colder months. There is also some natural ventilation through cleverly hidden slots in the walls of each chamber. Corridor ceiling heights are generally fifteen feet; room heights reach twenty feet.

See *Underground Fortress layout at the end of the book.*

1. **Map Room.** The wall opposite the door into room 4 is covered by a wood rack, which is filled with literally hundreds of maps and charts, depicting nearly all of the continent of Jaiman. The vast majority of these documents are of thin *Shaulk*, and very well preserved. The few on parchment or paper are, however, badly deteriorated. Several oak tables are also arranged about the room; set onto the top surface of one ten-foot square table is a perfectly scaled relief map of Tanara. This room also serves as a foyer to the Oranir's office.
2. **Office of the Oranir.** The floor covered in a beautiful carpet and the walls paneled in mahogany, this is a beautiful room furnished with the best the Zori culture is capable of — which is quite ornate.
3. **Balcony.** Separated from the office by sliding glass panels framed with steel. These panels can be moved back to allow air flow into the office. As with all the balconies, this one overlooks the waterfall and river.
4. **Foyer.** Guards stationed at all times at the locations marked by an "X".
5. **Drawing Room.** Accessed by a secret door and a short flight of stairs, this is the Oranir's private informal meeting chamber and day-retreat. It is richly furnished and paneled. Heavy drapes can be pulled across the glass doors to the balcony; beautiful tapestries hang on the walls.
6. **Laen Door.** Two Laen panels, controlled by a lever next to the guard position in foyer 4 slide apart into wall pockets, propelled by some ancient enchantment. When closed, they are virtually unopenable from the outside.
7. **Scribe's Office.** Kept constantly busy, Sten Kirian's staff of ten scribes copy texts and keep records for the Cloudlord government.
8. **Records Chamber.** Here are kept older records of the Cult of Ezran, and more recent important records of the Cloudlord bureaucracy.
9. **Dining Hall.** A grand, vaulted chamber lighted by many chandeliers and dominated by a long dining table. The room has a seating capacity of fifty people.
10. **Kitchen.** Serving the dining hall. There is also an adjacent pantry. Note the secret door from this room into the Council Hall. It is hidden from this side as well by stacks of provisions. Only a very few people are aware of it, but they include the Kirians and a few confidants.
11. **Trap.** A pit trap in the floor section shown; it is triggered the moment weight is exerted on the last five feet of the trap area (the section closest to foyer 4). The entire fifteen foot length of floor falls open, dropping the luckless intruders down fifty feet onto cruel spikes. All suffer a **Large Crush** +50 due to the fall and 1-10 Mounted Lance +50 attacks from the spikes. This trap is Hard (-10) to detect; disarming it involves twisting the torch-holder just before the trap 90° (the next torch-holder, just on the far side of the trap also turns in unison, as part of the same mechanism). After safely crossing the area, one pivots the other torch-holder, returning both to their proper position.
12. **Council Hall of the Cloudlords.** This domed hall is fitted with walls of black marble and a purple carpet. Concentric circular tables and rings of chairs allow seating for the entire Cloudlord corps. The room is stepped, the center lower than the perimeter, to enhance visibility to the furthest rows. The speaker stands in the center.
13. **Secret Door.** Opening onto a short corridor, which in turn leads to room 14.
14. **Temple of Lujant.** A room little-used by the Cloudlords, this is one of many which they do not entirely understand. Against the left wall is a two-step dais, upon which stands a life-size white marble statue of a man in robes. His arms are uplifted, and his face is tilted skyward in a countenance of supplication. Who this man is (beyond his name, which is engraved on the base: Lujant of Iyar) or what he represents, is unknown.

15. **Hall of Stone Soldiers.** One of many chambers in this complex holding a number of statues of a certain material, figures who are in fact golems capable of movement. In this case, the golems are of stone. Four stand against the wall opposite the door, and remain inactive until summoned from the throne in room 17. See the Master Military Chart (sec. 5.11) for their stats. Once summoned, the person sitting in the throne can command them to attack specified foes in the room. It takes them three rounds to reach the throne room after they have been summoned.
16. **Doors.** Opening onto the Throne room, they are of steel, twenty feet tall and ten wide. Sliding into wall slots on either side, they can either be operated by a lever set in the adjacent wall (one on the throne room side and one on the corridor side of each door), or by a lever set next to the throne. The throne lever can also disable the other levers, sealing the chamber.
17. **Throne Room.** Seventy-five feet long and fifty wide, this room has a vaulted stone ceiling reaching eighty feet at the apex. The floor is of green marble, the walls of black polished stone, and the entire wall behind the throne is a gigantic multipaned window through which can be seen the waterfall of the Vilanta river. There are brightly colored banners hanging from the ceiling, rich tapestries on the walls, and polished brass chandeliers casting a flickering light through the room — when it is not filled by the rainbow radiance of the morning sun through the waterfall. Here Sten Kirian holds official audiences and major social events.
18. **Throne.** Set upon a three-step dais of green marble a few shades lighter than the rest, the throne is a huge chair of obsidian with inlays of silver, gold, and precious gems. The back rises ten feet above the floor and flares out in the form of a tree, with the branches being inlays of polished wood, the leaves are carved bits of green marble and glass which go through the thickness of the back so that light from the window shines through them. Set in the floor to the right of the throne are three levers of iron, each with a flat, "T"-shaped head. Set in the top of the front lever are three square inlays of jade in a row. Each square of jade represents one of the doors in the room, and pressing one and moving the lever opens or closes that door: forward to open, back to close. Two or three doors can be controlled simultaneously by simply pressing the correct inlays. The lever also has two degrees of each forward and back, the furthest in each direction locking the door(s) in that position and disabling the manual levers adjacent to the doors. The second lever from the front has two inlays: a stone square on the right and a bronze one on the left, and it is not supposed to be moved at all; to do so is to trigger a trap: a point-blank fireball 10' radius on the throne, 4x damage, +20. (This trap can be set off an indefinite number of times, and the throne is undamaged by it.) Simply touching one or both of the inlays summons the golems to do the caller's bidding. The third lever does not move, but twists, the amount the lever is pivoted equaling the amount of pivot the throne and a 5' diameter section of floor around it moves. There is one inlay in this lever of red glass which when smacked fairly hard causes a 20' high *Wall of Fire* to spring up on the dais steps, running the entire width of the hall. The qualities of this wall are the same as the smaller version on the Magician Base *Fire Law* list. Slapping the lever again will banish the wall.



19. **Guardroom.** Two guard/attendants are stationed in each of these rooms at all times. The doors onto the processional corridor are usually kept open, though they can be quickly shut and locked by heavy iron bars set across them; the secret doors into the Throne room allow the guards quick access into the room even after the main doors into the throne room have been sealed by the man on the throne.
20. **Processional Hall.** A vaulted, hundred foot long passage to the Library of Shaukat and the remainder of the fortress.
21. **Hall of Bronze Soldiers.** Similar in character to room 15, except that the four golems are of bronze.
22. **Silver Chapel.** This room's only furnishings consist of ten red marble thrones set in a semi-circle against the wall opposite the corridor, facing an 'altar' which is a metal disk ten feet in diameter set into the wall common to the corridor. Though the disk is usually a dull silvery color, whenever someone sits in one of the chairs it begins to glow, and strange colors dance across its surface, although no coherent images can be summoned. Milare, the Mage of the Cloudlords, believes that it once served as a communication device and is now partially inoperative (he is correct).
23. **Trap.** Identical to 11.
24. **Combat Hall.** The walls and floor covered with padded mats, this room is devoted to exercise and sparring for the hierarchy of the Cloudlords.
25. **Cloudlord Armory.** Protected by a secret door, Hard (-10) to detect, which is also backed by a steel door, locked, Very Hard (-20) to pick. On racks upon racks rest spare basic items for the Cloudlords: armor, weapons and spare (basic) amulets to outfit another hundred men.
26. **Baths.** A complex of rooms actually, encompassing baths filled with water tapped from the river above and magically heated; and a sauna room.
27. **Column Chamber.** This room draws its name from its only furnishing: a pillar of hollow glass or Laen five feet in diameter which is set into the floor and rises to meet the ceiling in the center of the room. The purpose of the column is a mystery to the current inhabitants, and they do

not understand why an opaque blue mist forms inside the tube whenever someone rests a hand on it. The mist disperses soon after the hand is removed. The tube is enchanted, and is in fact an instrument of *Teleportation* to any other similar tube in another location. The user of the tube, wearing a Helm of Urivan (see sec. 5.22, Items in Vault 74) — which of course the Cloudlords do not possess since they have never entered the vault — simply steps inside, since the helm allows the wearer to merge through the Laen, and visualizes where he wishes to go. The mist billows around him, he is teleported there, and steps out. The mist which forms when someone touches the tube is a side effect of its power.

28. **Green Room.** An indoor garden. With the exception of a winding slate path connecting the doors, this room is packed with vegetation of myriad types. The ceiling is fifty feet high, and of some translucent material which glows with a bright, blue-green radiance by day, dimming to twilight illumination by night. Everything from tiny flowers to small trees can be found in this humid chamber, including the following herbs, if one is observant: Rud-tekma, Gort, Sheku, Curfalaka, Irona, and Taline. Note that, of course there are limited dosages of each since the residents harvest them frequently.
29. **Chamber of the Guardian of the Eye.** There is no door between this room and 28, and indeed this seems a miniature version of that chamber, including the high, luminous ceiling. A three foot wide stone path runs the perimeter of the room, and the center is dominated by a large tree which resembles a willow. All about the base of the tree are Derric plants. The tree is the Guardian, for in fact it is semi-active, very aware, and very strong. It will attack any and all entering the room who are not wearing a Cloudlord amulet. See the Master Military Chart (sec. 5.11) for its terrifying attack abilities. Chances of harvesting any Derric berries or getting to the Eye are slim to none.
30. **Eye of Turic.** A secret door, Very Hard (-20) to locate even when one is right in front of it, guards the Eye, which is in fact an orb, five feet in diameter. It is nestled in the upper branches of a tree sculpture with gold branches and silver leaves, the delicate-seeming upper limbs embracing and supporting the orb three feet above the ground. The walls, floor and ceiling of the room are an absolutely black, unreflecting material, and the only other furnishings are five comfortable chairs mounted to the floor in a circle about the orb, but in such a way that they can pivot 180°. The orb is the only illumination in the chamber, giving off at all times a coruscating spectrum of colored light. Sirien, the Mentalist of the Cloudlords (and Sten Kirian's sister) is able to use the orb as a device of Farseeing, the Eye casting spells from the Seer Base list *True Sight* to 30th level, at 1000x times the normal range and speed of vision 'movement'. Extended use of the Eye exhausts her, however. When activated, the orb calls forth visions of other places, with limits as described in the list. However, all those seated about the orb can see the image summoned in the Eye, from the same vantage point as the 'operator'.
31. **Alaac Kirian's Bedroom.** Simply furnished.
32. **Foyer.** Two guards are always on duty at the locations denoted by "x's".
33. **Sten Kirian's Bedroom.** Richly appointed with fine fabrics and furnishings of the highest quality available.
34. **Sitting Room.** Another elegant chamber, Sten occasionally makes this room his office and informal meeting room, when he wishes a more intimate atmosphere.
35. **Private Dining Room.** Where Sten usually eats, accompanied by his brother, sister, and a few friends.
36. **Processional Corridor.** This grand hall has a high vaulted ceiling and leads one hundred feet further, to the Throne room.
37. **Trap.** The same as 11, except the trap is in a *disarmed* state when the torch-holders are in their natural position; twisting one 90 degrees will arm the trap.
38. **Trap.** This 10' by 10' area is a mosaic of tiles of marble of three different tints: beige, blue and purple. Those who make a successful Extremely Hard (-30) roll will realize that only the purple tiles are safe. Stepping on a beige tile will bathe the entire trap area in a deadly mist of acid (roll a fireball attack, 4x damage. The heat criticals translate into acid burns. Keep in mind also potential armor damage). Stepping on a red tile will envelop the area in flames, as an enhanced *Stonefires* spell (Base Magician *Fire Law*) erupts from the floor, delivering a "D" heat critical to all in the area. Note that the *Stonefires* also covers an area extending ten feet beyond the actual trap in each direction down the hall.
39. **Stone Door.** A massive slab of stone weighing several tons, this door rises up into the ceiling along steel slots, raised by a counterbalance which is in turn activated by metal levers set in the wall inside and outside the library.
40. **Library of Shaukat.** Note the guard positions, denoted by "x's" flanking the entrances. Easily the largest room in the complex, this is the only one which requires pillars to support the vaulted roof. All the set-stone walls and the four oblong pillars running parallel to the processional corridor are covered with stone bookshelves, which are packed with volumes. The vast majority of the books in this room are made of *Shauk*, but there are still a few parchment tomes, rather deteriorated. All books are in the language of the Lords of Essence: *Iruaric*. The books cover nearly every topic imaginable, except ancient history and the purpose of the rooms in the complex, which still confound the Cloudlords. Several pools are in the central area, fed by waters which continually drip from the ceiling high above. Small overflow troughs lead into adjacent columns to parts unknown. **NOTE:** The powers of the enchanted waters below exist only when the water is drunk within a few moments after removal from the pool (doses cannot be removed for later use or sale).
41. **Pool of Wakefulness.** One drink from this pool will make the imbiber awake and alert for four hours. Continual wakefulness for more than 72 hours without a good, restful sleep could cause temporary stat damage or, eventually, insanity.
42. **Pool of Reading.** Allows imbiber to read and understand *Iruaric* for one hour. A second dose of this within 24 hours will have no initial ill effect, but one hour after taking it, he will develop an inability to understand any language *but Iruaric* for one year. A third dose within 24 hours will cause a permanent *Psychosis* (Evil Base Mentalist *Mind Disease* list) with regard to *Iruaric* and all things directly relating to the Lords of Essence.
43. **Pool of Comprehension.** One dose allows reader an intuitive understanding of the library organization, and the ability to find immediately the book(s) which most closely concern one given topic he is interested in, although he still may not be able to actually *read* the book(s). The water may be used as often as desired, though it takes one minute for each dose to take full effect.
44. **Pool of Swiftness.** Allows imbiber to read at 3x normal speed for two hours. A second dose of this within 24 hours will cause permanent blindness.
45. **Trap.** A tiny, nearly invisible filament is stretched between the columns which flank the trap, Very Hard (-20) to detect. If someone would pass between the pillars and touch the filament, this would be enough to alter the tension and trigger the trap: a tiny dart fires from each column at high velocity. Roll two rapier + 100 attacks against the Static target, allowing no DB bonuses for Quickness or defensive spells. If either delivers a critical, the poison in the dart reservoir has been injected: *Gaggur*. Ignore the actual critical result, as these darts are too small to have that effect; in fact, it may be difficult to locate them on the body. The poison,

- however, is deadly. In addition, each column is armed with dozens of these darts, so others rushing up to their mysteriously collapsing friend may trigger the trap yet again . . .
46. **Waters of Sorrow.** Splashing water from this pool into the eyes is very soothing and relaxing, and in fact they have the power of restoring energy as if the 'splasher' had had a full night's rest — including PPs. The waters can only bestow that once per week upon a given person; if used more frequently it just feels refreshing and there are no ill effects. If the waters are drunk, however, the imbiber begins to cry. During all of his waking hours he/she is doomed to continual tearing, his watering eyes interfering with his vision to the point that all attacks are at -30. Every night they cry themselves to sleep. In addition, if placed under any emotional stress, he or she has a 50% chance of breaking down in racking sobs, completely incapacitated for several minutes. The effect is as a 20th level *Curse*, and is permanent unless removed as such. Note that the waters are not "poison" or "cursed", just enchanted, just as are the other pools.
 47. **Inner Library.** The atmosphere in this room is more controlled to help preserve the delicate parchment and paper books stored here. In addition to several wood cases set in the oak-paneled walls, there are numerous glass cases set about the room on low tables, with open tomes held within. The bookshelves are protected by framed glass doors, all locked Medium (+0) to open (or the glass *could* be broken), and the cases all have locks, all different. Milaré is entrusted with all the keys. The books in this room are treated more as artifacts in and of themselves rather than sources of information; indeed most are originals which have shalck copies on the outer libraries. A single huge steel panel is the door to this room. Rising via a counterbalance mechanism controlled by levers placed inside and outside, the doorframe is fringed with a rubber gasket to seal it off from the damp main library.
 48. **Reading Room.** A large, comfortable chamber, the floor covered with thick rugs. The doors into this room are massive oaken panels which slide with surprising ease and smoothness into wall pockets. They are manually operated, and can be locked from either side with a large brass key (kept by Sten), though that is almost never the case.
 49. **Great Arboreum.** A larger version of room 28 with an 80' ceiling, this indoor garden features full-sized trees. The atmosphere is not so humid as the other room and the climate a bit cooler. There are no healing herbs here, but there are several benches set about along the paths. Huge Laen doors guard the entrance to this room, though they roll back into wall pockets with the flip of a lever.
 50. **Chamber of Essence.** A single Laen door separates this room from the library. Rising up into a slot in the top of the doorframe rather like the steel door to room 47, this one can only be opened with the Lords of Essence Key set for this room (unless one is able to defeat the combination of a *Magic Lock* and the Sheer Folly (-50) mechanical lock). Beyond the yellow-tinted transparent panel can be seen a low circular platform twenty feet in diameter and a foot high. From the fifty foot high ceiling directly above the platform hangs a cylinder ten feet long and the same diameter as the dais. Both are of some translucent material which gives off a continuous orange-yellow light, the only light source — or objects of any kind — in the entire room. Between the two circular faces are bands of visible radiation in every color of the spectrum: obvious evidence of an extremely powerful flow of Essence, focused into an intense field between the two luminous disks. Occasionally, intense charges of this energy leap like lightning from one surface to the other. Essence users of all Realms *Detect Power* without use of the spell. So awesome is this focus that no one among the Zori have ever done more than open the door and stand on the threshold of this chamber (and that was enough to cause one of the men who stood so to lose his Essence powers for a month). The Lords of Essence of Old could tap this energy with ease, but there are few now who have that skill. Milaré has the wisdom to know that he does not possess such ability. Only the Loremasters and the Navigators now use such raw Essence with any assurance.
 51. **Steel Door.** Double steel doors, kept locked, the key held by the guards who stand guard there.
 52. **Corridor.** Leading to the residential complex, including kitchens, mess halls, practice rooms, and living quarters for the Cloudlords, the garrison and their support staff.
 53. **Detention Area Access Hall.**
 54. **Secret Room.** Beyond a secret door is a steel one, locked Extremely Hard (-30) to pick. It is also trapped: failing to disarm it, the would-be thief opens the door, and a heavy ballista bolt (roll as a Heavy Crossbow +100, 3x damage) blasts out of the back wall of the room into him. The trap is Hard (-10) to disarm, if discovered. Within this room is a small armory for the garrison, including ten +10 short swords, ten +5 light crossbows, ten +5 shields, and ten +10 traps. A fine box holds three +15 daggers.
 55. **Trap.** Note that the door from hall 53 is a wide, reinforced steel panel with a barred window. The door is opened by pulling a lever in room 56. This trap is also disarmed via a separate lever in room 56. A guard stands on duty at the end of the hall (marked by an "x"), and when someone wishes to enter the area they signal the guard, who in turn directs the guard in room 56 to open the door. The visitors enter and the door is closed behind them; if they are legitimate, the hall guard directs the guard in the room to disarm the trap; if it turns out to be a trick, the hall guard simply does nothing, and the unwary intruders step on the Very Hard (-20) to detect floor panel, and the trap is triggered from tiny holes in each wall spray scores of tendrils of a white, sticky substance rather like spider webbing, but much stronger, as it comes into contact with the air. The wisps swirl with amazing speed about the blunderers, pinning their arms and legs. The webs grow brittle enough that they are no longer sticky and can be cut through with a knife after about five minutes, although of course the victims cannot reach a knife. They are thus neatly packaged and unharmed.
 56. **Guardroom.** Three men on duty here at all times.
 57. **Cells.** This chamber features three cells, divided by iron bars; keys to the cell locks — which are Medium (+0) to pick — are located on the wall of guardroom 56.
 58. **Interrogation Area.** The entrance to this room is concealed by a secret door. A single hard wood chair sits on a low pedestal in the center of the room; leather straps are on the arms and legs to bind wrists and ankles.
 59. **Torture Area.** Highlights include a rack, several wall fixtures, and cabinets containing dozens of surgical-quality implements.
 60. **Inner Cells.** Three cells separated by iron bar grates are held in this room, the doors into which are also locked, Very Hard (-20) to open, the keys held by the guard captain on duty, whose station is room 62. Keys to the actual cells, which are Medium (+0) to pick, are held in room 56.
 61. **Stone Door.** Though usually slid up into the ceiling and out of the way, this foot-thick slab of stone can be lowered via a lever in guardroom 62 to seal off the Elite Cell block in the event of an emergency. It is important to note that this lever only *lowers* the door; the only way to raise it is via a winch in the wall outside the cell block. The slab is also actually two sheets of stone fused together, with a fine net of *Kregora* between them. This material makes the door and nearby walls immune to all enchantments. The door itself weighs five tons and is a dead weight in the lowered position.
 62. **Guardroom.** Four guards, including two elite and the Captain on duty are stationed here.
 63. **Elite Cells.** As with the others, the room is subdivided into three with bars. However, the locks are all Very Hard (-20) to pick, and the walls are covered in sheets of *Black Eog*, enough to prevent the use of any spells from the realm of Essence from functioning in this chamber. The door to the room, which is steel and has a small barred window set in it, is kept locked. Extremely Hard (-30) to pick; the key is held by the Guard Captain.
 64. **Cells.** Same as room 60.
 65. **Elite Cells.** Five cells are clustered here, and the walls of the room as well as the dividing steel alloy bars are laced with *Kregora*, so that items and spells of all kinds are inhibited completely.
 66. **Clinic.** The most highly advanced medical facilities in all Tanara, this area is staffed by Lay Healer Jirid Royk and three assistants.
 67. **Infirmary.** Furnished with several beds, this area holds any ill or wounded who require extended care and attention.
 68. **Surgery.** Another well-outfitted room, this chamber has all the equipment a Lay Healer could want, including surgical instruments of the finest quality alloy.
 69. **Healers' Quarters.** Quarters of Jirid Royk and his assistants.
 70. **Chamber of Unending Demise.** On the far wall of this room, as one enters it, is a huge glowing *Symbol of Absolution*, 30th level. This room earned its name from the number of people who wandered into it and died during the early days of the Cult. Now the Cloudlords are wary of it, and although they have explored back into rooms 71 and 72, they never discovered the vault in 74, and no one goes there anymore.
 71. **Hall of the Golden Warrior.** The only object in this room (behind a gold-plated door) is a ten-foot high statue (actually a golem) of a man in full plate. Careful examination will reveal that he is missing the pinky finger of his left hand, and the "stump" is smooth except for a small, keyhole-like indentation. The finger is in a box in vault 74, and reattaching it will activate the warrior. He will serve the holder of the sword *Chanclor* (currently, of course, Sten Kirian); if the holder is absent, the Warrior will seek him, being linked to it.
 72. **Chamber of Rods.** Note that the door from this room into the main hall is locked, Absurd (-70) to pick; the key was lost long ago. The other doors have identical locks Very Hard (-20) to pick; the keys also vanished from the world. The only objects in this room are dozens of glass rods stretching vertically from the floor, some reaching the ceiling while others extend in varying heights from four feet up. Ranging from two to six inches in diameter, the rods are all (apparently) solid, and each brightly glows a color of the rainbow. They are arranged and clustered in such a way as to form winding paths connecting all the doors of the room, though none of the doors are visible to each other; the secret door (guarding door 73) is partially blocked by rods, which in fact slide into the floor, allowing the door to open, but this is part of its Extremely Hard (-30) to detect secret nature. An audible hum emanates from the rods, as well as an aura of Essence, though it is difficult to determine exactly what they *do*. The fact is, they are a collective intelligence, the 'souls' of long-dead Lords of Essence implanted in the rods, who speak with one voice. When someone reaches about halfway through the room, it asks "Who are you and why do you intrude into the Chamber of the Rods?" The moment the first person speaks (no matter what he says) six rays of colored light stream out of rod tops around the speaker, and focus on his/her face. The target must make six RRs vs. 10th level against the six *Dull Mind X* (Evil Mentalist *Mind Erosion* list) attacks against their mental stats, one attack per stat. Failure by more than 50 means that stat drain is permanent. The effect is of the souls drawing energy from the unwary intruder. If the target is not removed after the first round, other Rods will strike until his/her mental stats are at 0, which of course means death. Anyone else who speaks is also fair prey to the Rods; this should be strictly enforced: if a PC speaks to another one without specifying that he or she wrote a note, used mental speech, etc., they are a target. Be cruel. Silence is the wisest course for the intruders, for without a voice the Rods have no guide. The secret door is, as stated above, Extremely Hard (-30) to detect, but with the touch of a stone in the wall the blocking rods slide out of the way and the door swings open, revealing an inner door of steel, 73.
 73. **Trapped Door.** The door is locked, and a Lords of Essence Key will not only open it but disarm the attached trap; otherwise, treat as Sheer Folly (-50) to pick, and the trap Sheer Folly (-50) to detect and Absurd (-70) to disarm (nasty). The reason for the complexity is that part of the trap is enchanted: if it is set off, rays of light stab out from random Rods, one each striking the face of one of the intruders. (The trap enables the Rods to detect the intruders without them speaking.) Each must Resist vs. a 25th level *Transferral True* spell (Sorcerer *Base Soul Destruction* list), the target's soul being trapped inside the Rod. Those who successfully resist do not necessarily know what has happened, and the souls from the Rods are very clever. They will want to leave, for once outside of the complex, the trapped PC souls in the Rods cannot make RRs to return to his body (unless they re-enter the complex). Rod-souls may try to slay non-transferred PCs at an opportune moment to seal their control of the new body.
 74. **Vault.** Filled with vast riches: two chests holding a total of 20,000gp worth of cut gems, fine jewelry, and actual gold and silver pieces. (The money was minted and the jewelry fashioned long ago, and would bring an even higher price — to the right buyers — because of its antiquity. Also, an array of enchanted items. See sec 5.22, items in vault 74.
 75. **Trap.** Same as 38, except that the *beige* tiles are safe, the purple trigger acid and the red, as before, fire.
 76. **Corridor.** This is the beginning of a ten mile long processional corridor which originally lead to a great door in the western face of the Grey Mountains — where the Ezraanarans entered. An inadvertently triggered trap, however, caused the ceiling to collapse more than a 100 feet of the corridor, sealing them on the Tanaran side.
 77. **Trap.** The same as 38, except that the *red* stones are safe, the beige deliver acid and the purple fire.
 78. **Corridor.** Leading to the great iron gates above the city. See sec. 4.12. Just inside the gates are the stables of the Steardan and the quarters of their grooms.
 79. **Hall of Glass.** The door into this block of rooms is actually a set of double steel doors, flanked by guards. The walls of this room are faced with chrome, polished mirror-bright, and throughout the room are spaced several sheets of Laen, five feet wide and rising twenty feet high to touch the ceiling. They are all parallel with each other and the long walls of the room, and have etched onto their surfaces inscriptions in a very ornate script writing. No one knows what these inscriptions say, since the writing form was invented by a Lord of Essence, and there are no translations of it anywhere in the complex. If one touches a slab, it will speak in an echoing voice, reciting what is written on its face (though what it is saying may not be obvious; the spoken tongue is also incomprehensible). The slab will go through an entire recitation, even if the touch is only momentary. The only lighting in the room is by the slabs themselves, which glow dimly.
 80. **Trap.** Note that there are no slabs standing on the fifteen-foot wide (a bit far to jump if you're not a gazelle) trap area. Weight on the floor triggers the trap; the floor area opens suddenly, dropping everyone on it down a forty-foot pit, at the bottom of which is a swiftly-flowing underground river, which erupts out of the ground and joins the main river some distance

- away (too far to hold your breath). The sides of the pit are sheer, and the current is very swift; once someone has fallen down the chute there is virtually no chance of preventing a river trip. The floor closes immediately after dumping its weight, and the trap resets. Disarming this trap is Absurd (-70), as it is not meant to be disarmed. It is Medium (+0) to detect.
81. **Jaeth's Shrine.** The door into the shrine from room 79 is a sheet of white marble, with a curious rune etched into the surface and leafed with gold. The door is opened by pulling a knob set in the steel doorframe; the door itself lowers slowly into the floor. After five seconds it raises back up again. The 'shrine' gains its name from the woman Jaeth, a ten foot tall granite statue on a platform of black marble at the far end of the room. She stands, hands holding a large, shallow bowl before her, the bowl of polished gold. Directly above the bowl is a circular hole in the ceiling three feet in diameter, a vertical tube cutting through the stone all the way to the sky hundreds of feet above. The rock of the tube is polished smooth, and a dim light shines down on Jaeth on bright days. The statue is enchanted. Her eyes are downcast, apparently looking at the contents of the bowl (it's empty), but the observant will notice that her pupils are inlays of some black glassy material. The only other inset in the statue is a small ruby in a ring on her finger (the ring also just carved granite). In the original ritual, an herb was placed in the bowl, and the ring touched, triggering the magical function of the statue: her eyes glow, and twin rays of red light stab into the bowl, igniting the herb there. The ray only lasts a moment, and is not powerful enough to harm anyone severely, even if they are unlucky enough to have their hand over the bowl when they touch the ring, but it is intense enough to ignite flammable material instantly. The bowl is affixed to the statue and cannot be removed.
82. **Foyer.** One item stands in this room: a three foot tall, very slender glass cylinder. Passing a hand over it causes the inch-thick reinforced doors to room 85 to slide open.
83. **Chamber of the Laen Warrior.** Ten feet tall and made entirely of clear Laen, this golem is without question the champion of the enchanted fighters in the complex. He stands, back to the wall common with room 85, immobile unless Vargus is freed. If the demon attempts to leave room 85, the warrior will subdue him and return him to his tomb. Even if the demon is slain, he will regenerate and return to sleep, ready to be awakened. The warrior will do no other things. For his stats, see the Master Military chart, sec 5.11.
84. **Sculpture Gallery.** This long, narrow room is filled with marble pedestals of various heights and diameters, all supporting a collection of sculpture both realist and abstract. There is a head and shoulders bust of a man who very greatly resembles Sten Kirian.
85. **Hall of Vargus.** Unless they are opened using the glass rod in room 83, these doors are Sheer Folly (-50) to pick (the locks are identical). Inside is the resting place of Vargus the Lord Demon. The only object in the room is a large sarcophagus, the lid missing. Inside lays what appears to be a statue of an eight-foot tall man, fashioned of red marble. It is very detailed, and indestructible. All around the statue, as well as draped over him, is a rich treasure in gold, gems, and jewelry (about 10,000 gp). However, the instant any of the treasure is moved in the slightest, Vargus awakens and, still draped with gold chains and amulets, leaps from the coffin. He is so quick in this maneuver that even wily PCs, expecting him to do this will be at -50 to strike him that round. With his raking claws he will attempt to kill all in the room; and there is a 50% chance that he will, even in the middle of battle, rip the head off of any given victim that he knocks unconscious or kills. Only if *he* leaves the room will the Laen warrior interfere. See sec. 5.11 for Vargus' stats.
86. **Quarters of Milaré.** A luxurious room for Sten Kirian's personal Magician. See sec. 5.13 for his abilities.
87. **Hall of the Golden Dragon.** This room is dominated by a huge gold statue of a dragon, his tail curled in the air as he hunches over a slender conical pedestal of black marble. Set upon the apex of the pedestal, held in a silver claw setting is a huge (3" diameter) diamond cut in a multifaceted sphere, worth perhaps 100,000 gp. Observant persons will note that the dragon's mouth is open and hollowed out, and there is a slight blackening about the mouth. The dragon's eyes are large rubies. The pedestal is a trap: if the diamond is touched or disturbed in any way. The dragon breathes, filling the room as a x5 damage *Fireball* + 50. The dragon will breath repeatedly each time the jewel or pedestal is touched. Clever tricksters trying ropes or devices to yank the gem off will find their item a charred stump, as the flames will destroy just about anything. The walls, floor and ceiling of the room, as well as the pedestal and gem themselves are, however, unharmed.
88. **Sword Hall.** This was the resting place of Chanclor ("The Absolver") before Sten Kirian claimed it for his own. In the center of the room rests a three foot high, two foot wide triangular pedestal, its sides parallel to the walls of the chamber. The top surface of the stone is pierced with a narrow slot; the sword stood out from this opening.
89. **Foyer.** In the alcove to the right as one enters through the double steel doors is a life size bronze statue of a tall, muscular man wearing a tunic holding a ten inch long rod in his right hand as if it were a sceptre. It is Very Hard (-20) to notice that the rod is a separate piece which can be slid through the hand. Pulling the rod down so the top of it is flush with the man's hand disarms trap 90. Pushing it back up so that the hand grips it in the middle re-arms the trap. Note that there is an identical statue just inside room 91, with a rod in his hand which moves simultaneously when this rod is moved, and can also be used to arm/disarm the trap.
90. **Trap.** Very Hard (-20) to detect, it can be disarmed with the statue, 89. Otherwise, consider it Sheer Folly (-50) to disarm. The unwary, stumbling into this area will fall victim to 1-10 rapier + 100 attacks as dozens of cruel spikes stab out of the side walls along the trap area and ten feet back along the corridor, to make a pincushion of all intruders.
91. **Guardian Valkath.** A chill breeze greets all who enter this chamber, and in the center of the room is a statue of some black material, carved or moulded to resemble a man, cloaked and hooded, and somehow indistinct (there are spells of *Shadow* and *Blur* upon it, but in such a way that it appears that the statue is out of phase, and naturally like that). The eyes are glowing red jewels under the shadow of the hood. Overall, the image is quite ominous. The room is very dimly lit by the luminous floor, casting an eerie glow on everything in it. Torches, lamps and fires of all kinds are extinguished by the wind as they enter this room, and all *Light* spells are dimmed. This is the Guardian Valkath, and it will only allow those with a Lords of Essence Key to pass. Any group with at least one key among them will be allowed to enter the altar beyond; all others will first be addressed by the figure in a deep, echoing voice, which says in Elvish: "You are trespassing on the threshold of the Altar of Suurt. Turn back or die." It will not respond to questions. If they approach within five feet of one of the doors to the altar, they will be attacked: the statue pivots, and from the eyes fire red, pencil-thin rays of light with the effect of a *Firebolt* + 80, 3x hits. The figure can fire every round, and will fire randomly at each intruder until all are dead or out of the room. The statue itself is of Black Eog, so nonevil Essence attacks are useless, and trying to bash on the figure is futile; it is effectively AT 20 - 100, is immune to crittals and takes the equivalent of 400 hits before becoming inoperative. The doors to the Altar are openable by any Lords of Essence key; otherwise treat as *Magic Lock*'ed and Sheer Folly (-50) to pick in addition.
92. **Guardroom.** Staffed at all times by three guards.
93. **Sirien's Quarters.** Sten Kirian's sister Sirien, a Mentalist, resides in this elegant chamber. See sec. 5.13 for her abilities.
94. **Toreg's Quarters.** A stark room, this is the home of the Cleric Toreg, ostensibly the head of the 'real' and original Cult of Ezran, as appointed by Sten Kirian. Toreg does not make a move without consulting Sten. See sec. 5.13 for his powers.
95. **Altar of Suurt.** A beautiful carpet covers the floor of this chamber, and the walls are covered in fine white marble. In the center of the room is a large throne on a two step dais, all of black marble. Sitting on the throne is a bronze statue, somewhat tarnished with splashes of green in areas. It is obvious that it was once of very high quality, and was made in the image of a Lordly Elf or young man, wearing an elaborate tunic. On his knees, cradled in both hands so that it cannot be removed is a crystal orb a foot in diameter which glows with a beautiful prismatic light. This orb is the only light source in the room. Anyone who touches the orb will have all of their PPs restored for the day, even if they have used all of them. This can only be done once per day per person, as additional attempts will gain nothing.
96. **Hall of the Silver Soldiers.** The side walls of this room are lined with golems of some silvery, untarnished alloy, four on each wall, eight in all. They are activated when someone disturbs one of the tombs, 98 or 99. Should a Lord be roused, they will also obey him. These golems, though perhaps not the strongest of those in the complex, are of superior construction and are very dextrous and can follow complicated instructions.
97. **Chamber of the Winds on High.** This room is actually a shaft, reaching all the way up to the top surface of the mountain hundreds of feet above, where there is a small observation platform. This room is occupied by the 'Wind', a semi-intelligent entity capable of wafting persons up and down the shaft on powerful air blasts, at their request. It will obey anyone, and will respond to a fair variety of phrasings. (Of course, one must realize that there is something here to ask, for it does not speak; only constantly rushes up and down the shaft. One must ask to be lowered down the shaft; just jumping in is fatal.)
98. **Outer Tomb.** The curving wall of this room, the ceiling of which is only eight feet high, is lined with twelve glass-fronted cases, eight feet high and three wide. In each case is the body of a man or woman, draped in plain grey garments, apparently dead. The fronts of the cases are actually clear Laen, and very cold to the touch. Each is locked by a complex mechanism, Absurd (-70) to open. They are not dead, but *Preserved*. The only way to awaken them, however, is by placing the *Headband of Xyrus* (found in vault 73, see sec. 5.22) on the person's head immediately after they are removed. The key to these cases is also there, the flat silver disk kept with the headband: it adheres magnetically to the lock and opens it. These people are Lords of Essence, and releasing them would be perilous. Sten Kirian has deduced their identity and opted to leave them asleep, though of course he knows not of the headband in the vault, and releasing one would just mean their death anyway.
99. **Tomb of the Lords.** Four cases just like the ones in room 98 line the curved wall here. Three young men and a woman occupy these boxes, all tall and fair, resembling Elves. They wear white robes, and each has about his or her neck a wide collar of platinum, wrought of intricate interlocking links. These are the Lords of their kind, no doubt beings of great power in their time who realized that the demise of their race was imminent with the conflict of Utha and Kadena, and found a way to outlive the war. They remain trapped however, at the mercy of individuals far inferior to themselves.

4.2 PLACES OF THE DURAKAKI

4.2.1 THE JARHAAD COUNCIL CHAMBERS

Located on the eastern fringes of the Duranaki capitol of Vurkan, the Council complex is a very plush set of rooms in the rear of the governmental block. All doors are a very unusual triangular shape, the short side of the triangle being the floor. The apex is nine feet high. Of reinforced steel, the doors themselves are panels which slide into the ceiling, operated by a counterbalance which is in turn controlled by a metal lever in the wall adjacent to the door. These levers (except the one leading into room 1 from outside) can be locked in place, the lock mechanism [Extremely Hard (-30) to pick] being located next to each lever. Only the Council members and their secretary have keys. Light is provided by glass orbs about a foot in diameter, each with a permanent *Light* and *Levitate* spell cast on it. The orbs hover in place, or can be fixed via slender chains which hang down from them, rather like balloons.

1. **Anteroom.** Plushly appointed with velvet and brocade-upholstered furniture, fine tapestries and a rich carpet, this room is one of the most luxurious in all Durakaan.
2. **Secret Door.**
3. **Guardroom.** Post of the Jarhaad Guard when the Council is in session. They can be summoned immediately via a pullcord in the chambers attached to a bell here.
4. **Secret Door.** Secret from the guardroom side, this allows direct access to the chambers and can be used in an emergency.
5. **Secret Door.**
6. **Council Chambers.** The central feature is the circular table fashioned of a single piece of fine black marble, four inches thick and set on a pedestal. The edge of the table is rimmed with silver. On the floor is a grey carpet, and the walls are paneled with fine grey oak, a rare variety found almost exclusively in the Durakaan forest. Finely made coffers of the same wood stained a few shades darker cover the domed ceiling, and from the center a silver chandelier fitted with seven small globes (like those which light the rest of the complex) hangs. Seven chairs, each different from the next, but all very fine and ornate in design, gather about the table. Opposite the door from the anteroom a small writing desk stands near the wall; here sits the Council secretary, who takes the minutes. Any visitors who are graced by an audience with the Council must stand.
7. **Council Records.** The walls covered with racks and shelves, this room is also the office of the Jarhaad Secretary, a Scribe with a nearly photographic memory who is able to keep secrets.
8. **Inner Records Room.** Protected by an additional lock, Sheer Folly (-50) to pick, access to this room is more carefully controlled. Only Council members have keys.
9. **Jarhaad Library.** An impressive store of tomes, though none of them are magical.
10. **Lounge.** Yet another sumptuous chamber, this room is an informal area to which the Council retires for breaks in extended sessions. A complete selection of liquors is available, and there are always servants on duty during sessions to prepare foods, at the request of Council members.

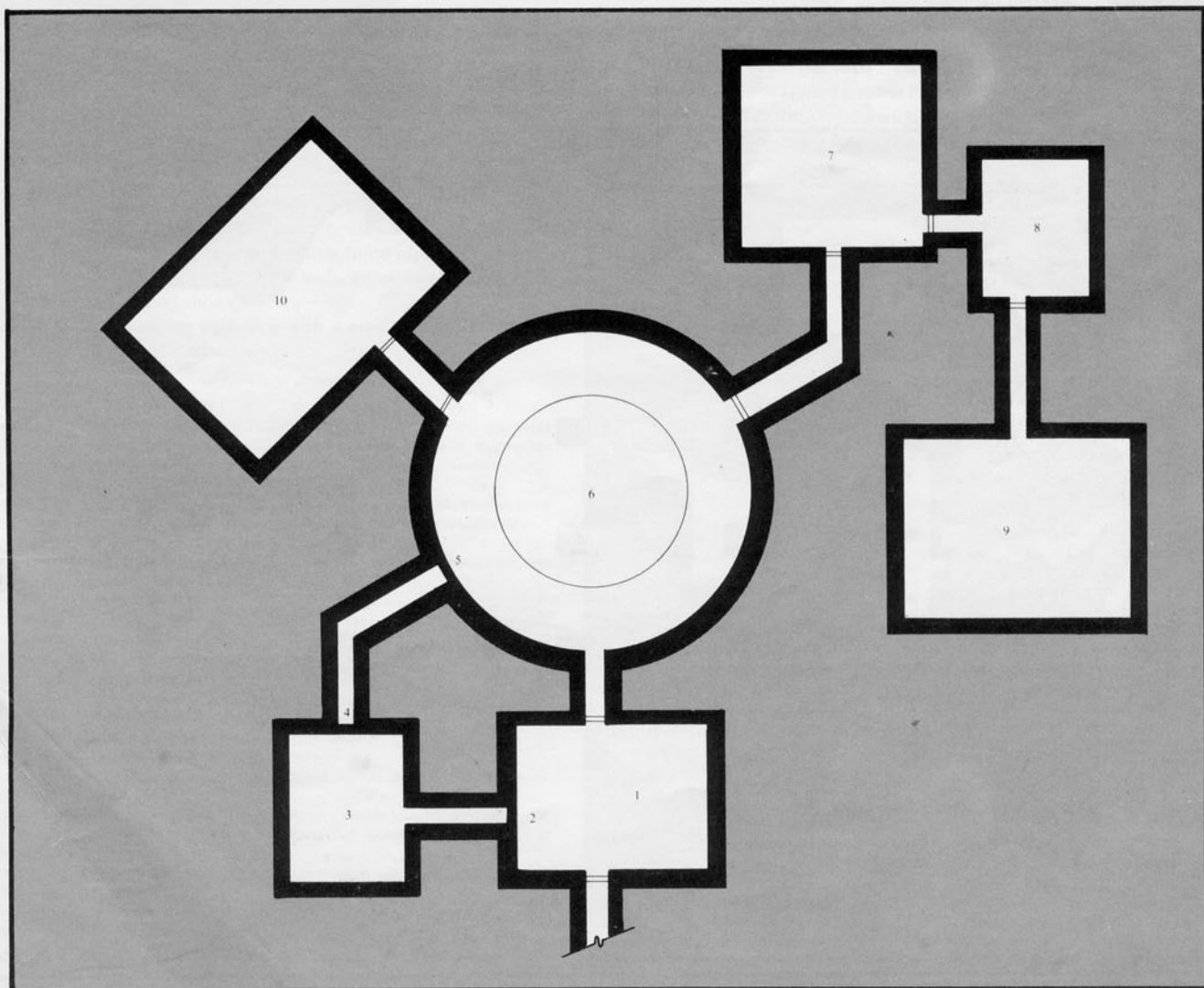
4.22 THE DURANAKI HIGH TEMPLE

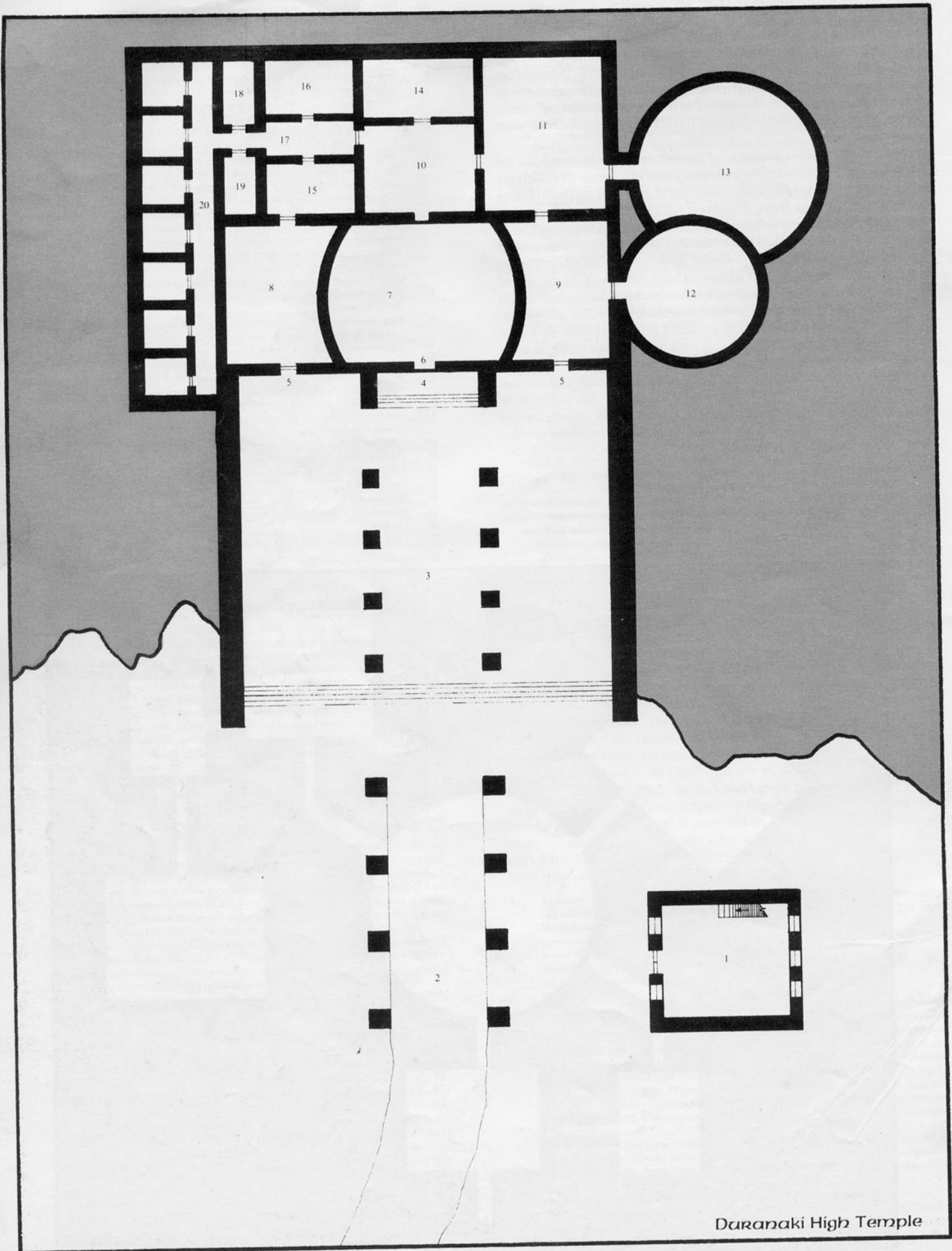
One of the few above-ground structures of the Duranaki, this 'temple' is actually another Lords of Essence structure. This one is without question in the greatest state of ruin, at least on the exterior, its wall crumbling, the processional columns cracked and broken. The fact is, the Duranaki inhabitants rather enjoy the eerie atmosphere thus created. Though the front of the structure is exposed, the rear is dug into the hillside and completely buried. Never brightly illuminated, the Temple is in one of the darker areas of the deep forest.

Constructed almost completely of the locally mined black marble the Lords so favor, the temple is built around a flow of Essence. The doors are all of a very strong golden alloy, reinforced at the edges and mounted on heavy hinges. All have locks, Very Hard (-20) to pick. All of the 'Priests' and 'Monks' have keys. The complex is operated and supervised by T'jerak Vakuriax, one of the Jarhaad and a Mentalist of 17th level. T'jerak is aided by two assistant priests and seven monks, as well as three squads of Thavan (each squad being made up of a Duranaki and two Myri). In the way of clothing the 'Religious' personnel wear full length black hooded robes with long full sleeves. The robes are trimmed with black leather, including wide, flared shoulder-caps (*epaulettes*). Wide, heavy gold chains are worn draped over the shoulders as a sign of office. T'jerak has become a master at using the 'Essence Acclimator' (as he calls it), and goes about his job of conditioning Myri into the mental state conducive to happy slavery with a certain wry humor. In a way he feels guilt, but he also knows that they will be truly happy (in their own stupid way) in their new homes. With practice, he has learned to let the subjects retain much of their personality without sacrificing their programmed obedience.

1. **Guardhouse.** This two-story structure houses the Temple complement of Thavan on the lower level and new slaves to be sent to the prospective homes on the upper.
2. **Road.** Leading south to Vurkan, this avenue is paved with large flat stones as it approaches the temple. Square black marble columns, twenty feet high and capped by cruel iron torches always aflame line the final approach. Several of these pillars are cracked and chipped.

3. **Entry.** The sanctuary, raised a few steps, is open to the outdoors on this side (though flanked by blank black marble walls and well overhung by the dark roof). Rows of more slender black pillars flank the center aisle.
4. **Altar.** Marble spurs rise to the eighty-foot ceiling on either side of the raised altar. A wide table of translucent blue stone and fitted with gold edges is the central object here.
5. **Doors.** Twelve foot high hexagonal gold doors flank the altar. They have no discernable opening mechanism on the outer side, and in fact open only when the wearer of one of the gold amulets (the religious staff) approaches and touches the one black gem set in one of the links. The portal opens by sliding into the ceiling, a process controlled by some enchantment.
6. **Secret Door.** Extremely Hard (-30) to discover, this panel is opened by simply pushing firmly. It slides straight inward, then swings back on silent hinges.
7. **'Acclimation Chamber'.** Unfurnished except for two columns of glowing bluish *Laen* standing four feet apart and running from the floor to the thirty foot ceiling. Bolted to each of these columns are two silver manacles on chains, so placed that a person could be secured between the columns. This is where the Myri is placed. T'jerak, touching one of the columns, summons the Flow, which manifests itself by causing the pillars to glow brightly, and with myriad tiny lightning charges which arc from the columns to the body of the prisoner. With his mental powers T'jerak can manipulate what brain areas are affected and in what manner. The process *will* work on all races, but that secret is known only to members of the Jarhaad, who have no intention of letting it out. The Acclimator has been used on rare instances to 'acclimate' certain individuals who the Council deemed problem citizens.
8. **Waiting Room.** For the rare visitor to the temple. This room is richly furnished, with the intent to intimidate.
9. **Preparation Room.** Finely furnished, this room has many closets holding the fine, brocaded surcoats the priests and monks wear for their rare rituals.
10. **Guardroom.** Staffed by a Thavan squad charged with caring for the prisoners.
11. **Kitchen and Dining Hall.** Serving the garrison and religious staff.
12. **Transfer Room.** The only furnishing is a glass tube five feet in diameter, identical to the one in room 27 of the Clouddlords citadel (see sec. 4.13). It is a teleport from tube to tube, but only for one who possess the Helm of Urivan.
13. **Audience Chamber.** A small indoor amphitheater, furnished with marble chairs in a semicircle about the lowered central floor.
14. **Cells.** For holding recent Myri captives awaiting Acclimatization.
15. **T'jerak's Office.** Starkly (but expensively) furnished.
16. **T'jerak's Quarters.** Very comfortable.
17. **Access Hall.**
18. **Quarters.** Of T'jerak's 10th level Sorcerer assistant.
19. **Quarters.** Of T'jerak's 8th level Astrologer assistant.
20. **Corridor.**
21. **Cells.** Of the monk staff of the Temple.





Duranaki High Temple

4.23 THE HOUSE OF T'REVOR ARAIN

See color layout 'The House of T'revor Arain' in the front of the book.

The isolated home of T'revor Arain is without question one of the most elaborate and extensive of the Duranaki subterranean houses. It is actually adjacent to and connected with an ancient ruin, perhaps once inhabited by a Lord of Essence. Certainly the architecture of this abandoned villa is far more sophisticated than anything that any of the current inhabitants of Tanara are capable of. When one of T'revor's ancestors of the Arain family discovered it several centuries ago it was in a state of disrepair, but when cleaned up it became apparent that there was actually very little damage to the construction, even though the place was thousands of years old.

The Arains took the place for their own and added a number of rooms using the typical Duranaki underground building style. Every generation has added to or improved the house in some way, and now it is a veritable maze of corridors and chambers.

Note that all interior doors in the Duranaki section are of the dark *tyrik* wood, which is very hard and dense. They swing on hinges of steel and have latches of the same metal. None of these doors has a lock. Light is provided by lamps of steel or brass mounted on wall brackets; fireplaces give warmth and reduce humidity. The thick black walls represent set stone blocks, while the thin lines are earth or rough-hewn stone, covered with the Duranaki plaster/concrete substance which seals and reinforces the wall. Floors are all set flagstones; some are covered with carpet.

Walls in the old section are all finely set stone. Doors are all an unrusting metal alloy set in frames of the same material. They slide sideways on tracks into a slot in the wall. Doors to the courtyard are of *Laen*, framed with metal, and also slide on tracks, but straight down into the floor. In this way, entire walls facing the courtyard can be opened (except for the narrow strips of metal which form the guide tracks for the doors to slide on). All doors here operate using a finger-ring of grey metal. One touches the ring to the door, and it slides open; this includes the *Laen* doors. All members of the Arain family possess a ring, as does the head of the house guard and the chief servant. These doors are virtually impossible to open by conventional means, but *Opening* spells will work, with chances of success as per the spell. The *Laen* doors are equipped with secondary locks, deadbolts which are operated from inside the rooms via small levers adjacent to the door panels. Attempting to operate these locks from the outside should be treated as Absurd (-70). Heat is provided by magical radiant heat through the floor, which maintains all rooms at exactly 70°. The rooms are lighted by the ceilings, which are made of some translucent material which can be made to glow with a warm yellow light, brightness determined by how long one holds one's hand over one of two small glass disks set next to the door (one to darken; one to lighten. From completely off to light as bright as a sunny day the intensity can be controlled with infinite variation). The ancient rooms are also fitted with advanced toilet facilities, including running water (from an underground spring).

All rooms in the house are equipped with a rope pull which rings a specific bell in the servants' station.

Layout Key:

- Front door.** A large steel door set into a thick stone wall with strong hinges, this door could withstand a heavy assault (just in case). In addition to a lock Hard (-10) to pick, the door has two iron bars which can be dropped across it on the inside. There is a brass knob next to the door which, when pulled, rings a bell in the guardpost, room 2.
- Guardpost.** The station of the doorman, (who happens to be a very large Myri named Jerné who is trained in the martial arts) this room is always manned; when Jerné is away or off duty at night it is staffed by two house-guards.
- Coatroom/storage.** This chamber is devoted to outerwear for the family and servants, and storage of general nonperishables.
- Sitting room.** A small guest lounge.
- Recreation room.** A workout and practice area for family and servants. The floor and walls are covered with mats.
- Toilet/baths.**
- & 8. Guest room. Finely furnished.**
- Drawing room.** Elegantly furnished, this is the primary gathering area when the Arains entertain guests, as they often do. The floor is covered in a green carpet and the walls with rich hangings; the furniture is of the finest Duranaki craftsmanship.
- Servant station.** Manned at all times by house servants.
- Servant rooms.** Subdivided into comfortably furnished sleeping chambers for the house's twenty servants and guards.
- Secret room.** Protected by a secret door, this room has in it a ladder to a concealed escape exit in the base of a tree. The trapdoor at the top is normally kept bolted shut.
- Toilet and bath.**
- Servant lounge.** A comfortable room where the servants can relax during their off-duty hours.
- Dining hall.** A grand chamber with two huge chandeliers suspended from the ceiling, the walls of this room are hung with portraits of T'revor's ancestors. Full size bronze and marble statues of other past family members stand on stone pedestals in the corners. Two huge fireplaces warm the hall, which is dominated by a table forty feet long, with seating for 30. In locked cabinets which are Easy (+20) to pick, is silver flatware and dishes. (approx. value 500 gp).

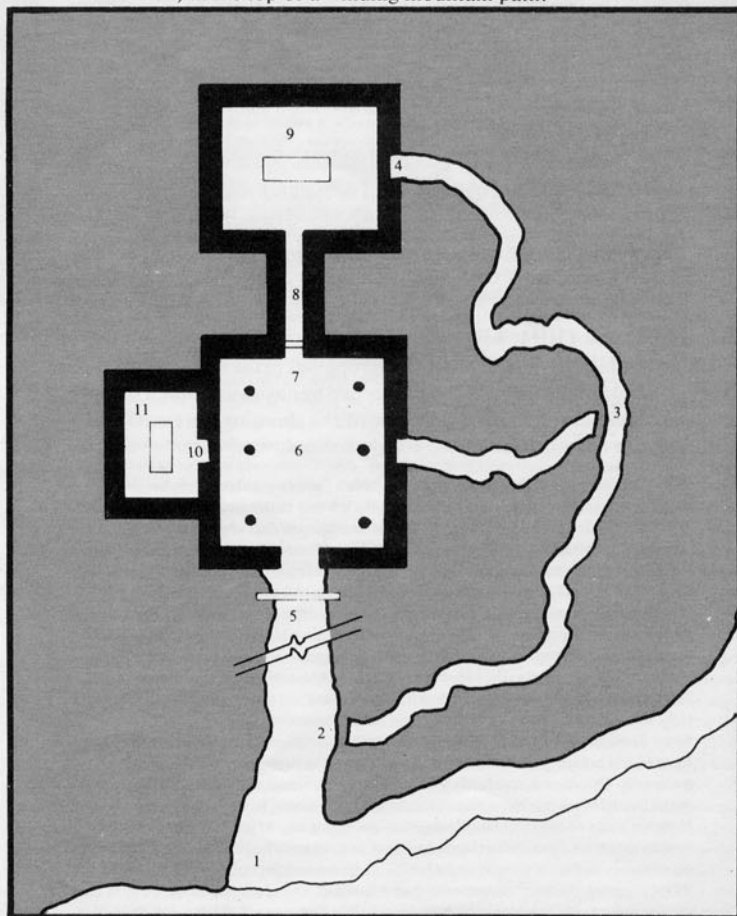
- Storage.** Bins for firewood, cabinets for linens and other dry goods.
- Kitchens.** A huge, subdivided area filled with tables and pots. Several small fireplaces dot the room, with venting into the major chimney.
- Rear door.** Basically the service entry, this tunnel is closed by a heavy iron door Hard (-10) to pick, with a heavy iron bar which can be laid across the inside.
- Library.** A huge chamber, in this case also illuminated by candles and lamps (for atmosphere). The walls are covered with fine wood bookshelves, and packed with a vast arsenal of books: the family collection of the Avairis includes many histories and science texts as well as diaries of ancestors and works of fiction.
- Courtyard.** Open to the sky in the center, the courtyard has a four foot wide roofed colonnade running the perimeter to protect the residents from precipitation as they move from room to room.
- Drawing room.**
- Family dining hall.** An informal room where the family usually eats.
- Anteroom.**
- Office.** This room is T'revor's home office, furnished in a very severe style: white carpet, polished steel and glass and black leather furniture.
- Secret room.** The secret door is Hard (-10) to discover, and is also locked, Very Hard (-20) to open. T'revor carries the only key. Inside is the family treasury, including a chest holding 3,000 gp., and one holding 8,000 sp. There are several jewelry boxes which rest in small wall alcoves. Total jewelry value approx. 15,000 gp. One or more of the items could be out at any given time, worn by T'revor or Chalissa.
- T'revor and Chalissa's bedroom.** A truly luxurious chamber.
- Sitting room.**
- Alcidina's quarters.** Bedroom and play area for T'revor and Chalissa's six year old daughter.
- Secret room.** Door is Hard (-10) to locate. The contents of the room are mostly expensive toys.
- Ranzi's quarters.** Bedroom and sitting room for T'revor and Chalissa's sixteen year old son.
- Secret room.** Door is Hard (-10) to locate. The contents of the room consist entirely of junk (old toys and weapons) Ranzi has collected over the years.

4.3 PLACES OF THE NARSELKIN

The Narselkin, the three blades forged long ago to combat the evil swords such as the Implementor, are hidden in small vaults widely spaced throughout Tanara, safe from the Implementor itself. For, should the Implementor or one of its fellows strike one of the Narselkin while it is not being held by a living being, it can thus be destroyed. Possession of one of the Essence Keys would greatly aid in entry to any of the vaults, but these Keys are all but lost. Note that in the descriptions below that all locks, unless otherwise noted, can be opened with an Essence key.

4.31 HOME OF THE FIRESWORD

The vault of the Firesword is situated in the cliffs of the Grey Mountains in northwestern Tanara (see the black and white keyed area map for the exact location) at the top of a winding mountain path.



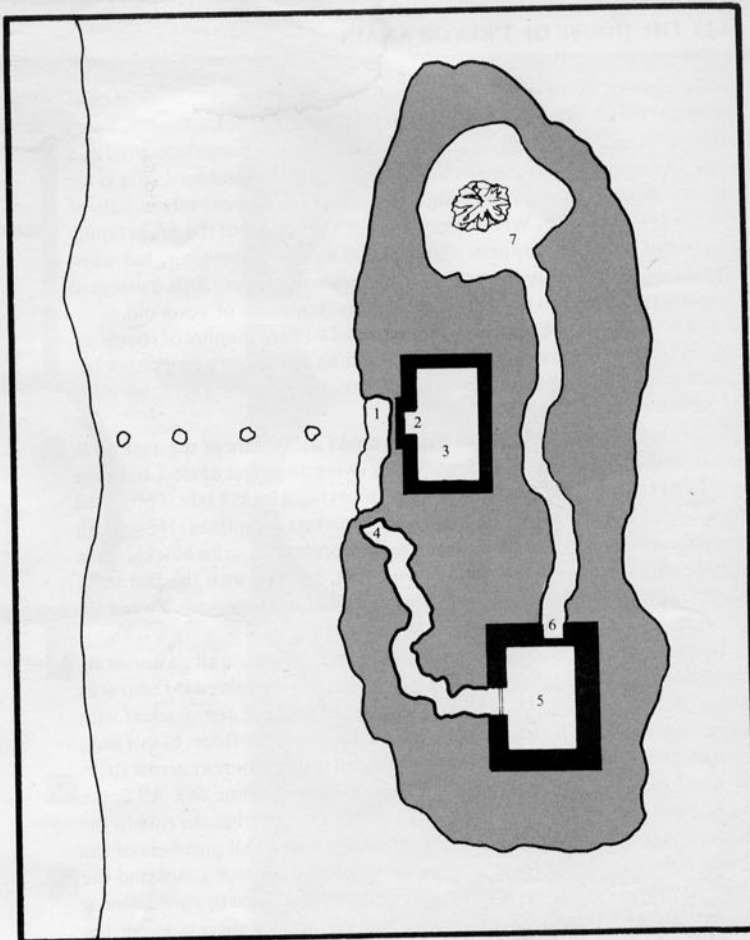
Firesword Vault

- Runes.** Deeply graven on the wall facing the traveler as he reaches the end of the path is a message, in Elvish: *Flames shall be your friend against those of the chill darkness. Take the right road; the only one left.* This should be interpreted as "take the correct path by making a left turn." Whether or not it is interpreted correctly is another matter.
- Secret entry.** On the right, about twenty feet down the rough-hewn corridor is a well-concealed secret door, Very Hard (-20) to locate, partially because of the poor lighting (none except that provided by the adventurers).
- Secret door.** In the left wall of the secret passage is yet another secret door, leading into a narrow passage which exits into the foyer. Note that the door into the foyer itself is only secret on the foyer side and is in fact Hard (-10) to locate from there. It is so constructed that it will slowly and automatically close and lock a few seconds after being opened.
- Secret door.** This door exits into the inner hall and is identical to the door described in 3 which exits into the foyer.
- Door.** A sheet of uncorroded metal blocks the end of the passage. It is broken by a single large door of the same metal, locked, Extremely Hard (-30) to open. The door swings inward, so the hinges are inaccessible from the exterior.
- Foyer.** Thirty feet wide by forty long, the foyer has walls of granite, floors of slate, and six columns of grey stone which are flecked with gold (not real gold). The ceiling is vaulted and panelled with wooden tiles, finely carved. There is a lamp mounted on each of the columns; these are extinguished but some oil remains in their reservoirs.
- Door.** A single door, four feet wide and eight high, made of (or at least plated with) gold. Careful examination will reveal that the door opens by sliding up. However, there are no markings or obvious knobs or latches on the door. The door can only be opened by pulling down on the lamp on the column to the immediate right. This activates a counterbalance, and the door opens. (Only the face of the door is gold-plated; the rest is of white Eog, a substance capable of canceling spells of Evil Essence users.) The Door is priceless and almost impossible to remove from its tracks without ripping out the wall.
- Trapped Corridor.** The floor of the last ten feet of this twenty foot long hall is the trigger for the trap, which is Extremely Hard (-30) to detect, and as difficult to disarm. It is actually a double trap, the secondary trap being triggered only if the first trap is disarmed. This secondary trap is Sheer Folly (-50) to locate and disarm. The nature of the first trap is this: as soon as any weight over twenty pounds is exerted on the floor beyond the ten-foot point, a number of deadly blades placed at ankle level in the walls and concealed in mortar cracks, swing out in such a pattern so that no area of the entire twenty foot corridor is safe. All caught within receive their Quickness bonus (-20 due to "Surprise") and any bonuses from foot and lower leg armor versus the blades, which attack as broadswords +100. Roll 1-2 attacks for each ankle of each person. An "E" severity critical means that the foot is severed, and the target suffers appropriate stun and bleeding (consult critical tables as a guide). Lesser criticals should do appropriate damage as the GM sees fit. The secondary trap is similar in nature except that it involves blades at neck level (for a 6' tall man), and should be dealt with as with the other trap, except that heads will roll. Also, setting off this trap causes the Eog door (which, by the way, weighs 900 pounds) to disconnect from its counterbalance and fall into place.
- Inner room.** At the far end of the hall, and in fact visible from the gold doorway, is the inner room. The walls, floor and ceiling are all faced in black marble. In the center of the room is a three foot high pedestal of translucent white stone, two feet wide and four long. Lying on the stone is a sword, its blade apparently of red glass. The blade of the sword is flaming, as if it were a brightly burning stick of wood, though it is not consumed; the fire is continuous and cannot be extinguished. This sword is a trap which cannot be disarmed, nor detected by conventional means. Skillful use of information spells will reveal that this is *not* the Firesword, however. At any rate, the instant anyone touches the sword, it casts a *Fireball* spell, 10' radius (enough to fill the room), 3x damage. Every time it is touched, or as long as it is held it will cast the *Fireball* spell 1x/rnd. It is also affixed to the stone slab. The sword is, by the way, intelligent, and speaks Elvish as well as all Tanaran languages. It will try to convince all who will listen that it is the Firesword.
- Secret door.** Very Hard (-20) to detect, this door is similar in nature to the one facing it across the foyer.
- Sword chamber.** This is the true holding place of the Firesword, though it appears, upon entry, to be an empty room, faced in black marble as is the inner room. However, pressing one of the 1-foot square marble panels on the far wall (Very Hard (-20) to locate) causes a section of the floor in the center of the room to descend and slide out of sight, and a stone pillar to rise out of the resulting orifice. On top of this plain block of granite is the Firesword, looking rather innocuous compared with its fake in room 9. See sec 3.84 for details of its powers.

4.32 HOME OF THE ICEBLADE

Hidden within one of many rocky outcroppings in the rapids of the river Narik, the hold of the Iceblade can be reached by navigating over a series of stepping-stones just beneath the surface of the churning waters. One slip means almost certain death on the rough stones downstream.

- Shelf.** A small niche in the side of the rock affords a place to stand once one has crossed the stepping-stones. Engraved on the stone just to the left (not visible until one reaches the shelf) is an inscription in Elvish: *Turn your back on this message and find what you seek.* The correct interpretation of this is to turn completely around, avoid secret door 2, and instead use door 4.
- Secret door.** Not very well concealed, but still not visible until one gets right up next to it.
- Trap room.** A small chamber, with walls of pink marble with silver veins. The floor and ceiling are the natural stone of the outcropping, and in the center of the room is a block of clear crystal, on which rests a sword. This sword is a trap. It has a blade like clear glass, and hilts of silver, and is intelligent enough to try to convince anyone who enters that it is the Iceblade. However, whoever touches the sword receives a point-blank *Icebolt* strike, +50, x4 damage. The sword can and will attack every time it is touched and can offer no explanation for the attack. It is affixed to the block of crystal and cannot be removed.
- Secret door.** At the far end of the shelf, opposite the inscription. It is considerably better constructed and hidden than 2. Beyond is a corridor leading to room 5.
- Anteroom.** This room is absolutely identical to room 3, except that the block of stone in the center is solid black marble, with an indentation in the center, in the form of a broadsword. However, lying on the indentation (obviously not fitting into it) is a small pickaxe, like ones used by mountain climbers for chipping away at stone or ice. The pick is trapped — in a manner of speaking, for it is actually to the benefit of the one seeking the sword for it to be set off. When triggered, the 'trap' causes secret door 6 to unlock and open. It is the only way to open the secret door, which is locked by bolts inaccessible from room 5. The 'trap' is Sheer Folly (-50) to detect and disarm.

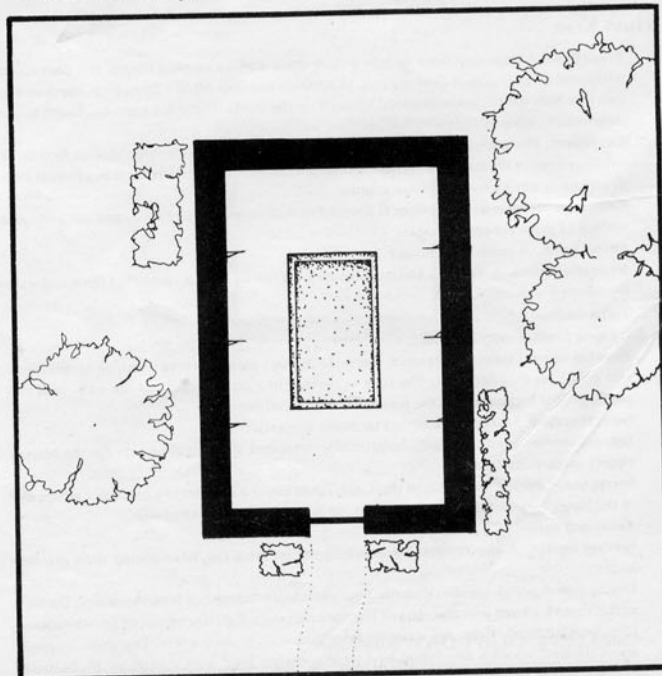


Iceblade Vault

- Secret door.** Beyond this door is a winding, rough-hewn corridor, which leads to chamber 7.
- Inner chamber.** A rough-hewn room approximately twenty feet in diameter. Out of the floor in the center rises a column of ice, five feet in diameter, very rough and multifaceted (the room is magically kept below freezing). Frozen in the center of this column can be seen the Iceblade. If anyone should strike the ice column with the ice pick from room 5 the column will shatter into a thousand tiny fragments, leaving only a narrow core of enough ice to hold the sword in place. The hilts are uncovered and within easy reach. Using any tool other than the ice pick will prove futile, as the ice will regenerate itself even as it is chipped away by conventional tools; fire will prove equally ineffective.

4.33 HOME OF THE WINDSWORD

Situated in the center of what is now a great barrow-downs in southern Tanara, the vault holding the Windsword was originally a mausoleum, but the Lords of Essence (wishing to secure the sword) altered the structure to house its new occupant.

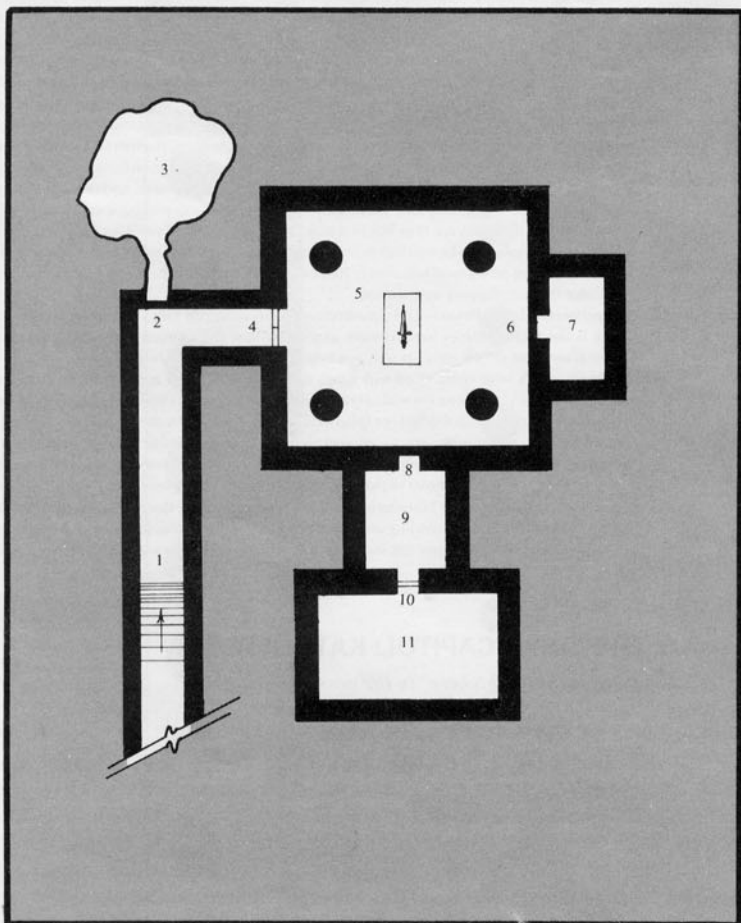


Windsword Vault

Mausoleum

Layout 1

The mausoleum itself, which is shown on the first layout, is a simple granite structure twenty feet wide, fifteen high and thirty long with one door, of bronze, now very corroded. It is locked, but the mechanism is Easy (+20) to defeat, unless corroded beyond operation, the possibility of which the GM should roll and apply appropriate modifiers. If very corroded, it could possibly be simply broken. Inside, bare stone walls are broken only by six iron torch-holders, three on each side wall, quite rusted, but apparently still sturdy. In the center of the plain room is a large sarcophagus, ten feet long, four wide, and four high. It is capped by a huge stone lid, which looks as if it should weigh several hundred pounds (it does). However, there is a complex mechanism inside the sarcophagus which causes the lid to rise with no effort at all. The mechanism is triggered by pulling down on the furthest torch from the door on the left. All the other five torches are traps, and manipulating them in any way will cause the entire roof to collapse, delivering 1 to 4 **Fall/Crush** attacks +60, due to the falling stone ceiling. Quickness bonuses are applicable. If the correct torch-holder is pulled, however, the lid rises straight up on four steel rods, until it nearly touches the ten-foot high ceiling. Revealed beneath is not a rotting body in a coffin, but a steep stairway leading one hundred feet underground. Etched into the underside of the lid (where it could easily be missed by the unobservant) is a message in Elvish: *Go straight when the path turns, and your way will be easier.*



Windsword Vault

Underground

Layout 2

- Stairway.** Leading one hundred feet underground before leveling out.
- Secret door.** Expertly hidden, Very Hard (-20) to locate.
- Chamber.** A rough-hewn room about fifteen feet in diameter, the only object of interest in this room is a pedestal, a foot in diameter and four feet high, made of clear crystal. Resting on the pedestal is a single large silver key, with several fine marble inlays on the shaft. This key will open the large doors into the main chamber which holds the real Windsword, but no other doors.
- Doors.** Large double doors, ten feet wide and twenty high. They are of unrusting steel, faced with purple marble panels framed with wide silver bands. They are very beautiful, and priceless (they also weigh a few tons each). They are locked and trapped. Three locks are set in a vertical row in the strip of the right door adjacent the left and are interconnected by an intricate mechanism. Each lock is Extremely Hard (-30) to pick, and each is very different from the other two. All three control very strong steel bolts which shoot from each door into the other, as well as the floor, ceiling and walls, making them almost impossible to break down. However, the key from chamber 3 is a "master" of sorts and will open all three. It makes no difference in what order they are unlocked. Each is also trapped, and all traps are Extremely Hard (-30) to disarm, but using the key automatically disarms them. When the last lock is undone, the doors burst open, and a cool (but not chill) breeze exits the room beyond. The trap on the three locks is the same: it simply has three triggers (the exact nature of the trap itself is Absurd (-70) to determine; it is much easier to disarm each triggering mechanism than the trap itself). If any of the three traps is set off, the lid of the Mausoleum sarcophagus falls and locks, and the doors immediately unlock and burst open, but instead of a cool breeze, all in the hall receive a combination **Hard Wind** and **Death Cloud** (both Magician Base List **Wind Law**). The **Hard Wind** delivers the initial "B" impact criticals, and drives the **Death Cloud**, which fills the entire underground complex (except, inexplicably, chamber 3) in the form of a reddish fog laced with miniature lightning charges. Any survivors of this blast are welcome to enter the sword chamber.

- Sword chamber.** A room fifty feet square with walls faced in polished black marble, and four mighty columns of purple marble shot with silver streaks rising up to the vaulted ceiling. Warm and cool breezes constantly blow about this room in random fashion. In the center of the room is a slab of black, glassy rock three feet high, eight long and three wide. Floating six inches above this slab is the Windsword. It can be easily removed from its location. Oddly, **Detect Magic** and similar spells will not detect that the sword is enchanted while it is above the slab. See sec. 3.84 for its powers and appearance.
- Secret Door.** Behind a panel of marble, this door is not unusually well hidden.
- Room.** A small room with a narrow marble pedestal in the center. On it rests a blade of glass with a steel hilt. It is magical, but has no powers, and the glass will break on impact. (It's a fake.)
- Secret Door.** About as well hidden as 6. This one has a lock, Very Hard (-20) to pick, and the key from room 3 will not fit in it.
- Anteroom.** Unadorned except for the gold cloth curtains on the side walls. Pulling them aside will reveal potent *Symbols of Absolution*, 20th level in power.
- Gold Door.** Actually steel, plated with gold; this door is locked, and Extremely Hard (-30) to open. Once again, the key from chamber 3 does not work here. The door opens by swinging inwards (rather fast — see below).
- Trap Room.** This room is absolutely bare; it is a trap. The instant the door begins to open, a series of five *Vacuums True* are triggered, one every round for the next five rounds. The first *Vacuum True* will suck the poor fools right into the room, and the door will slam shut and lock during the lull. And, of course, it is only the first of five "E" severity impact criticals due to the air displacement.

4.4 LORDS OF ESSENCE FORGE

See color layout 'The Lords of Essence Forge' in the front of the book.

Here is depicted a small holding of the Lords of Essence, primarily used as a forge and alchemical research center. The hallways and rooms of the underground complex are floored with pale grey marble, while the walls are faced in black marble. The ceiling is covered with sheets of some translucent substance, a given section of which glows whenever someone is standing on the corresponding floor area. Some of the ceiling sections do not light anymore, and some glow very dimly. All ceilings, unless otherwise noted, are fifteen feet high.

- Entry.** (Not shown) Hidden in the side of a small granite bluff is a door, ten feet wide and high, made of some grey, uncorroding metal. It is almost completely concealed behind accumulated dirt and plant growth; however, the very observant may notice the ruins of a hewn granite stairway leading up to the shelf of rock which lies before the door. The door itself is doubly locked, with a standard *Magic Lock* and also a mechanical lock which is Very Hard (-20) to pick. Note that a spellcaster using an *Open* spell would have to use it once for each lock, even assuming he was successful on each roll. The legitimate way to open the door is using one of the enchanted Keys of the Lords, once common items, but now all but lost from the world. Just turning the key in the lock will also disengage the *Magic Lock* and cause the door to open. Once the door is unlocked, it slides slowly up into the top of the door frame. There is a 5% chance that the door will stick if the garbage is not cleared away, and if it does, roll percentage dice to see what percent of the doorway is open before the door sticks. Strong PCs may be able to unstuck it. Once inside, there is a small landing with a lock similar to the one on the outside. Using the key in this lock will cause the door to close.
- Stairs.** A flight of solid stone steps leading fifty feet down underground.
- Corridor.** Leading into this hall is a door, ten feet high and five wide. The door is of marble, bound with strips of a silvery alloy. It is equipped with a lock, which a Lord's key will open; otherwise it is Medium (+0) to unlock.
- Quarters.** Rooms originally for the alchemists, researchers and forgers who lived here. There are ancient remnants of furniture in each room, but nothing of value remains. All doors to these rooms are of wood bound with uncorroding metal. Some of the doors may have rotted, but the humidity in the complex is kept very low, and deterioration is thus kept to a minimum.
- Chief Alchemist's Quarters.** This chamber has been sealed by a steel door, equipped with a lock Very Hard (-20) to pick, though a Lord's Key will also work here. Inside is a fine carpet and better-preserved furnishings. Of particular interest is a tall cabinet in the center of the room. It is cylindrical, running from floor to ceiling, and two feet in diameter. The bottom two feet and top eight are, in fact, solid black marble, the center portion consisting of curved glass panels held together with slender (but apparently very strong) metal bands, forming a hollow tube, or glass case. Within the case are held three shelves, including the actual top of the two foot marble pedestal. The cabinet is locked, Extremely Hard (-30) to open, and the key needed is very small and intricate and lost to the world. The glass could be broken, but breaking any glass but that in the door would trigger the trap described below. There is also a trap on the lock itself, Hard (-10) to disarm. Breaking the glass in the door is difficult because it is laced with a fine metal wire net and will not come apart (the door swings out, and composes about a quarter of the circumference of the tube). Within the case itself, on the bottom shelf lies a small ceramic sculpture of an Ozora, balancing a beautiful faceted blue gem on its nose, held there by some magic. This gem is in fact the hilt-gem of the Blade of Channeling. Other items on the bottom shelf include a small glass vial filled with a fragrant liquid with no other qualities other than being fragrant, and a cube, four inches on a side, of black marble. Other than being very finely cut and polished, it has no special qualities either. On the second shelf, this one made of glass, is a beautiful miniature of a rearing Steardan carved from a white (very rare) narwhale horn, with gold hooves and gold- and silver-leaved wings. The entire sculpture is eight inches high and very valuable. Next to the Steardan is another figurine, this time a man about five inches high (in scale with the Steardan) carved from some pale wood and fitted with gold armor in superb detail. (He even has a tiny sword which comes out of the sheath). Both figures were made several thousand years ago and a *Detect Magic* will reveal that they are enchanted, but they don't do anything. Together they are worth perhaps several hundred gp. to the right buyer (a Duranaki merchant-noble or one of the Cloudlords themselves; no one else could afford to pay what they are worth). The only other item on the second shelf is a flat circular wood object, a box six inches in diameter and one inch high. The seam running the center of the edge is almost invisible, and opening the box is difficult and requires an exact counterclockwise twist one quarter turn, pulling the disk-shaped halves

- slightly apart, and another quarter turn clockwise. Only then will the halves pull the rest of the way apart, revealing a softly padded interior and a delicate gold bracelet set about the perimeter with slender curved pieces of onyx. The bracelet is enchanted and protects the wearer completely from enchanted fires and cuts all natural heat damage in half. This power is, of course, not immediately obvious, as is the case with almost all enchanted items. Finally, alone on the top shelf is an orb five inches in diameter resting on a delicate wrought gold pedestal. Within the orb is a swirling orange-yellow mist. The orb is enchanted, but it cannot be determined what its power(s) are, except that it is related to fire. In truth, the orb is simply the enchanted prison of a *Fireball*, part of the trap on the entire case: the marble column which makes up the upper part of the case is actually twenty feet high, the upper twelve feet hidden in a cylindrical hole in the ceiling. It is supported only by the slender metal rods and curved glass walls. A curious feature of the bottom half of the marble column is that it is actually hollow, the top surface of which pops loose when the upper marble cylinder starts to fall, along with the second (the bottom glass) shelf, allowing the priceless art objects to fall into a safe, cushioned vault two feet under the floor level. Meanwhile, the huge marble rod has plummeted down and struck the orb — which will shatter on impact, releasing a x4 damage 10 foot radius *Fireball*, large enough to swell and engulf the entire room. The cylinder (which weighs several tons) then smacks down onto the lower pedestal, sealing the objects inside. Only removal of the column will allow access to them.
6. **Chief Alchemist's office.** Richly appointed, the dominant piece of furniture is a huge desk consisting of only gold legs and a huge rectangular glass top.
 7. **Trap.** Very difficult — actually Hard (-10) — to detect, especially since the lights in this section are especially dim, this trap is triggered when 100 lbs. or more weight is placed on this five foot section of corridor (easily leapt over if detected). When set off, it causes a *Lightning Bolt* to leap from each side wall, from a small disk of metal one inch in diameter, placed in the walls at about head height. If only one person in the area, he takes both bolts, each at 4x damage and point-blank. If two persons, each takes one, and if more, roll randomly. The trap is capable of infinite repetition of triggering and cannot be disarmed.
 8. **Library.** Behind manually operated double sliding doors of a very dark, hard wood of indeterminate type lies a huge, plush room filled with floor to ceiling bookshelves of the same wood. On the floor is a blue carpet. All of the tomes in this room are two feet high, one and a half wide, and between three and six inches thick. All have covers of the same wood, very lightweight (though the books each still weigh between five and ten pounds). Texts are all in a very archaic language (that of the Lords of Essence: *Iruaric*) which would probably only be known to a Bard or one very knowledgeable in linguistics, as this tongue is not even taught anywhere in Tanara — or anywhere except the most culturally advanced universities, of which there are very few. The books are histories of the first two Ages of Ire; also included are plans of various buildings as cities of the Lords, nearly all destroyed. There are, in one book, plans of the holding places of the Narselkin, but they are not described as such, since their purposes have changed since then — having been converted to vaults for the swords near the end of the First Age. In other books are detailed descriptions of forging techniques, materials and ingredients. Language skill level of 9 or better is necessary for complete understanding of these books. They are, however, priceless to a knowledgeable Alchemist, forger or chemist who could read them or have them translated. Other books are detailed descriptions of many enchanted items — including the Implementor, of which there were originally eight — and the Narselkin, as well as those items now in use by the Cloudlords. The descriptions include all powers and abilities of the items, as well as exact formulas and materials used in creating them. Of course, a high-level Alchemist would be necessary in the making of all of these items. **Be sure to keep in mind at all times the difficulty in translating these texts. Perhaps only the Loremasters would be as intimately familiar with the language without the use of spells, and they are infamously tight-lipped.**
 9. **Study/Lounge.** Another finely furnished chamber, connecting directly with the library as well as with the main hall via wooden sliding doors similar to the ones between the library and the hall. Comfortable (though aged and somewhat rotted) overstuffed chairs and elegant tables are scattered throughout, and on the tables are a number of ornate brass lamps, a clear jewel in each where a flame would normally be. Simply touching the lamp and thinking of light will cause it to illuminate, the same process, thinking of dark, will turn it off. Note that there is only very dim ceiling illumination in this chamber. The columns in the room are of a dark bluish marble, similar to the pale, steel blue carpet.
 10. **Trap.** Anyone passing between these two columns will trigger the trap, which is Very Hard (-20) to detect and equally difficult to disarm. The difficulty in detection is partly due to the fact that the trigger plate is in the floor, concealed beneath the carpet. When the trap is triggered, a spray of darts tipped with deadly Loryaak poison shoot out from tiny concealed holes in the columns and strike anyone caught between. Roll 1-10 Rapier +70 strikes against all in the area, point blank (no quickness subtractions). A critical indicates that the poison has been injected, and the target must roll a RR (see poison chart for details). Roll a separate RR for each poison critical; one failure is all that's necessary.
 11. **Dining room and kitchen.**
 12. **Sitting room.** Separated from the lounge by a wooden door.
 13. **Trap.** Though this corridor seems to differ not at all from the other halls and rooms in the complex, with floors of grey and walls of black maple in five foot wide sections, the walls are actually enchanted and triggered by heat proximity (as of a warm-blooded being walking past). In the normal operation of the facility, this corridor is not used except after the trap has been disarmed by pulling a lever set in the wall just inside the outer vault (15). It serves as a service corridor to bring raw materials into the forge. Detecting it is Extremely Hard (-30). Alternating marble sections are detectors and 'slammers': the detector arms the 'slammer', which is the next section (actually a very thin veneer of marble over a sheet of steel, mounted on huge springs which fire it out of the wall a high speed, slamming it against the opposite wall and squishing anything in between, to the tune of a Large Crush +100, point blank). Those thinking they can dodge the killer wall can roll on the Sheer Folly column of the maneuver table. Anything less than 100% success acts as a subtraction to the wall's attack roll. Once the first slammer has been detected, the successive ones are only Medium (+0) to detect. Good luck, buddy.
 14. **Main forge.** A large, circular chamber with an ever-burning firepit set in the wall and several anvils, melting pots, molds and tubs of liquid set about the room. A collection of basic forging tools hang on the walls, and crates of relatively non-precious forging materials are stacked about, out of the way. These materials include steel, iron, mercury and sand. The doors to the lounge have a panelled wood veneer on the lounge side and steel on the forge side. The door to the corridor is all metal, and is locked, Hard (-10) to pick.
 15. **Outer vault.** A secret door which is Very Hard (-20) to detect guards the vault, as well as a lock on the steel inner door, Extremely Hard (-30) to pick, which is trapped. Failure to disarm the trap causes the outer stone door to slam forcefully shut against the inner steel door. Treat the

effects and chances of avoiding same by the bumbling lock-picker as the same as the 'slammers' in 13. Within is an array of forging materials stacked, crated and packed and in small, half-pound ingots. These materials include gold, silver, fine (+10 to +15) steel, small amounts of bronze and brass, as well as zinc, tin and copper. Finer forging tools are also stored here.

16. **Inner vault.** Another secret door conceals the inner vault, and the trap on the secret door itself is as follows: if the trap is not disarmed before the door is opened, valves holdine back jets of odorless natural gas (which also fuels the firepits) open into the entryway for one round (there is an audible hissing); then the flooded area is ignited, delivering the equivalent of a x4 point-blank fireball to all within ten feet of the door. All within 20' take half damage. Those who do not act *instantly* upon hearing the hissing will suffer the effects. The vault itself holds only a few crates in the corner, but in these are packed *Laen*, *Keron*, *Rularon* in ingots, as well as small amounts of *Shaalk* and *Ithloss* alloys, all very valuable.
17. **Trap.** The stairway is actually part of the trap, although walking down it does not trigger the mechanism. Astute observers will notice that the very top and side edges of the stairway are not affixed to the wall and floor, however. At any rate, whenever there is at least 100 pounds of weight on the floor at the bottom of the stairs and no appreciable weight on the stairs themselves, the entire set of steps tilts, pivoting on the bottom step and swinging down until the former bottom of the stairs is now the top, and the top is out of reach. The steps lead down into what appears to be a dark corridor, although there can be seen a glowing rune about fifty feet down the hall. The rune is a symbol of *Sleep*. Roll applicable RRs. Should the adventurers venture down the steps, they will be greeted by an unwelcome surprise, for, as soon as all weight is taken off the trap floor area, the entire stair *flips over*, the end nearest 17 sliding along a track and up the incline to connect with the upper section of corridor, the other end swinging around to meet the bottom section of hall. In this process, the stairway will dump all on it onto the lower, previously hidden corridor, which proves to be an unfortunate dead-end. There is not way out or method of reversing the stairs from underneath, and they are of very strong, marble, which is actually mounted to a thick steel plate, making escape nearly impossible. The prisoners are thus left to starve. Note that even the cautious PCs who drive spikes into the edges of the stairway before going down may be in trouble, as it will require at least four spikes with a total roll of over 300 (have the PCs roll for effectiveness of each spike) to lodge the stair-flipping mechanism.
18. **Experimental forge.** Behind silver-veneered steel doors equipped with a Extremely Hard (-30) lock is the forge complex used to work and create new and unusual materials. There are several anvils of strong alloy, as well as a huge cooling pool and a fire pit.
19. **Laboratory.** A large room filled with long, narrow tables, which are covered by complex chemical apparatus. Along the walls are large glass containers for various chemicals (most of which are evaporated, solidified, or otherwise rendered useless by the ravages of time) and spare beakers, tubes, vials, etc. — no way to open from the outside without smashing it. Usually, however, they are easily opened, if they are discovered. A stairway leads to room 16 above. There are also spy-holes so that someone in this room can observe and hear goings-on in all rooms adjacent. Only Mateshe is aware of this room. NOTE: there is a secret panel in the floor beneath the stair concealing another stairway down to a long underground corridor, which in turn leads to a secret exit inside a mausoleum in the city graveyard two miles away.

4.5 THE YINKA CAPITOL: KATHERE

See color layout "Katherine" in the center of the book.

4.51 THE CITY: OVERALL LAYOUT

Situated in a niche in the hills of a southern spur of the Grey Mountains, Katchere is sheltered from the more severe weather effects. All of the buildings depicted are at least two stories high; most are three or four. The Yinka are skilled at stone architecture, and if their buildings are not beautiful, they are sturdy. Actually, the Yinka are fond of decoration, and often paint bright murals on the sides of their homes and shops.

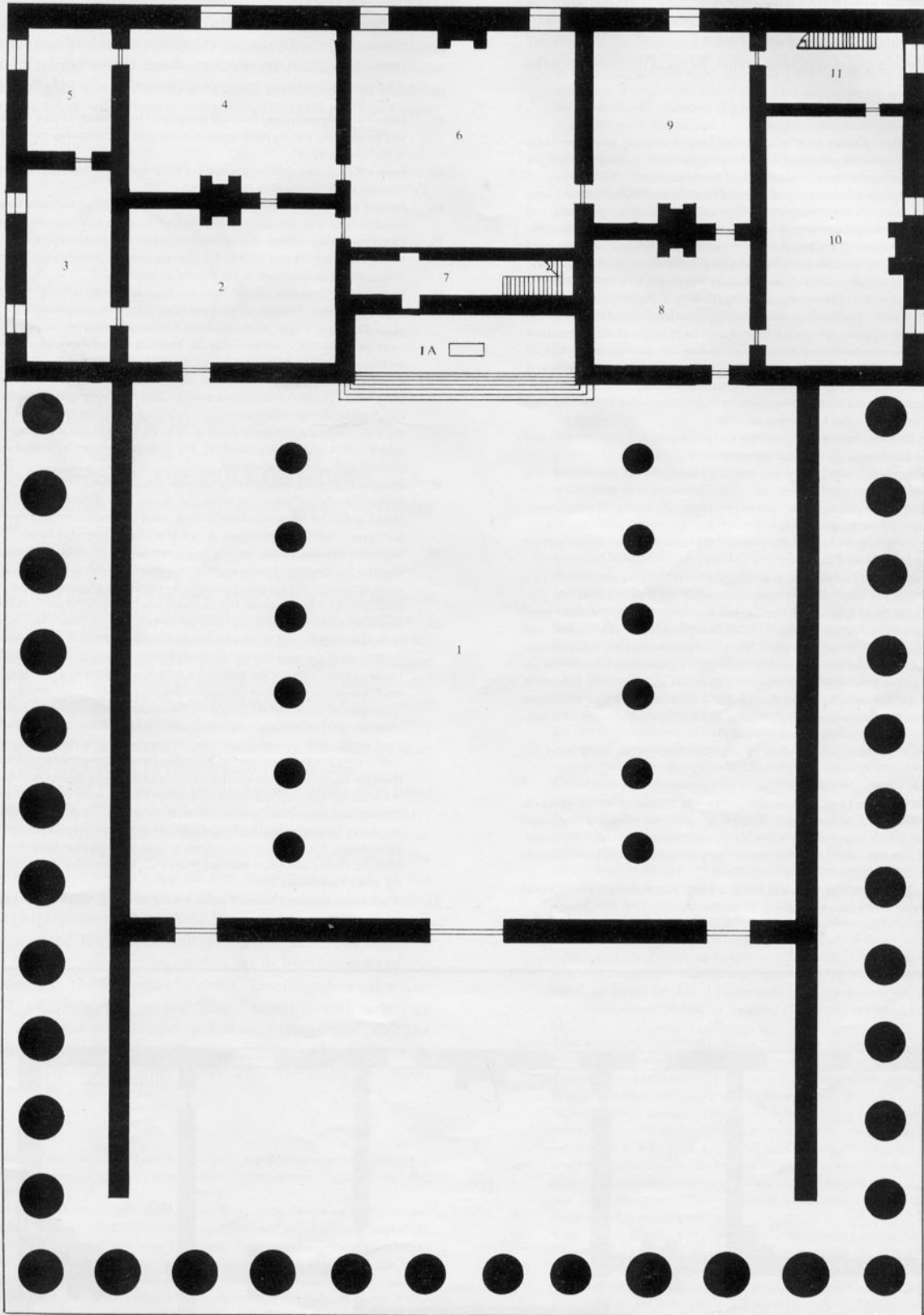
As is mentioned in the text, the residential structures are almost invariably apartment houses, commonly holding between four and ten family units. Living space is somewhat cramped, but that is the way the somewhat agorophobic Yinka prefer it. Sewage empties into the gutters in the streets, and the whole place stinks constantly.

4.52 THE HOLY PALACE

High above the city is the looming edifice of the Holy Palace, religious and governmental center for the entire realm. The winding path to the palace is guarded by monk-soldiers at all times, and only Yinka conducting palace business are normally allowed up, except on religious holidays and for the ceremonies held every ten days.

This is the largest and most elaborate of the Yinka temples and serves a dual purpose, acting as both of religious focus and governmental seat. The two are inextricably linked, each supporting the other to maintain absolute control of a people. Also the home of Mateshe, the High Priest, is his palace. There is only one commonly known entrance: through the huge, vaulted sanctuary. Building this sole entry was a deliberate move by the designers, so that anyone wishing to speak with a beaucrocat/priest would be suitably awed by the time he reached the relatively modest offices in the rear. The entire edifice is of black and grey marble; the roof is of hammered copper sheets.

Huge black marble columns line the front and sides of the structure, dwarfing anyone who enters under their 120' height. Once past these, the visitor is within the outer court, where three blank walls present another im-



Virka Holy Palace

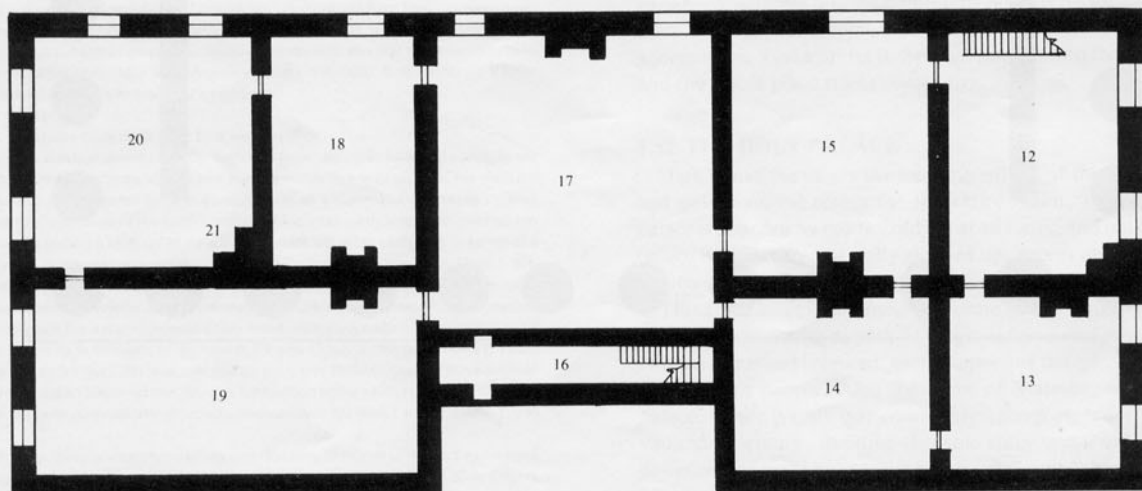
posing barrier. Set in the far wall are three sets of bronze doors, the center set standing sixty feet high and twenty wide, while the two flanking pairs are but forty feet high and thirty feet wide. Flanking each set of doors are Temple guards in their red robes. All of the doors are hammered into bas-relief of various scenes depicting quasi-religious events. Beyond these doors is the temple proper.

1. **Sanctuary.** A huge vaulted chamber, 170' wide by 180' long, with rows of slender black marble columns running down the sides from the 180' high arched roof. Stone pews flank the columns but are split to create aisles in front of each of the three doors.
- 1A. **Altar.** In the center front of the sanctuary is a red carpeted raised altar, on which stands a large pedestal of pure white alabaster. The top slab of alabaster is four feet wide and eight long, and is fitted at the far corners with steel manacles to hold wrists and ankles. Around the edge of the top surface is a shallow trough with a hole at the foot of the slab. Just below the hole is a small shelf, where rests a beautiful gold chalice set with many large rubies and emeralds (value: approx. 15,000 gp.). The top surface of the slab, and especially the trough, is covered with brown stains (dried blood). To the left of the pedestal (facing the altar from the front doors) is a slender pillar of white marble three feet high, with a large shallow golden bowl about eighteen inches in diameter (value: approx. 800 gp.) resting on top. To the right of the pedestal is a granite column about the same height, but more sturdy, and on top of it rests an iron brazier blackened by fire. The brazier is used to warm ritual sacrificial daggers; the shallow bowl is the receptacle of the victims' heart after it has been ripped from his chest. (ick)
2. **Tithes office.** Here are the outer administrative facilities which keep track of the tithing (taxing) of the people. One would come here to pay his tithe.
3. **Law administration.** This area is devoted to the keeping of general law and court records, and of the legal system, staffed by monk-clerks.
4. **Records room.** Containing the tithe records and criminal records for the entire realm, this room's fifty foot high walls are packed with racks of scrolls and shelves of record books. There are four iron balconies running the perimeter of the room, all connected by spiral staircases which allow access to the upper shelves.
5. **Office.** The office of the administrator in charge of tithes. His name is Tacher, and he also is a priest and a member of the Inner Conclave.
6. **Courtroom.** Fitted with wood benches and panelling and brass fixtures, this room is very stately and elegant. Only the judge's bench (opposite the windows) is of black marble.
7. **Secret room.** Two secret doors lead into this room, one from the courtroom and the other from the altar of the main sanctuary. Both can be locked from the inside with an iron bar — no way to open from the outside without smashing it. Usually, however, they are easily opened, if they are discovered. A stairway leads to room 16 above. There are also spy-holes so that someone in this room can observe and hear goings-on in all rooms adjacent. Only Mateshe is aware of this room. NOTE: there is a secret panel in the floor beneath the stair concealing another stairway down to a long underground corridor, which in turn leads to a secret exit inside a mausoleum in the city graveyard two miles away.
8. **Guard headquarters.** The main police station of the Yinka, this room is the outer office/reception area.
9. **Guard lounge/staging area.**
10. **Audience chamber of the Priest Lord.** Although this is Mateshe's "lesser office", it is very expensively furnished and formal in appearance, fitted with marble panelling and floors, and wrought iron fixtures. On the rare occasion that he is granted a personal audience, it is important that the visitor be suitably impressed. Two guards stand at the door in the back of the office leading to room 11 at all times.
11. **Upstairs access.** The door to this room is locked Medium (+0) to open. Only the members of the Inner Conclave and the captain of the guard have keys.

Upper Level

All doors on this level are of solid oak with brass hinges and latches. All are equipped with locks Hard (-10) to pick. Staff, servants and the elite guards have keys to all rooms, except for the doors into rooms 19 and 20, which have locks Very Hard (-20) to open. Only Mateshe has a key. Light is provided by brass lamps fixed to wall brackets or hung on chandeliers.

12. **Outer lounge/guardroom.** Here are posted elite bodyguards of the Priest Lord; this chamber also serves as the waiting room for such elite guests who might have an interview with Mateshe in his "Inner Office".
13. **Inner office.** A very richly appointed but "informal" room, much warmer and more hospitable than the audience chamber downstairs.
14. **Servant quarters.** Including kitchen facilities, this subdivided room houses Mateshe's personal servants who also cater to members of the Inner Conclave when they are in session.
15. **Conclave lounge/offices.** Administrative center for the Inner Conclave, which deals with whatever paperwork and correspondence requested by members of the Conclave. This room also serves as an anteroom to the Conclave chambers.
16. **Secret room.** Similar to room 7, with spy holes and secret doors akin to those downstairs.
17. **Council chamber.** Meeting room of the Inner Conclave, comprised of the twelve high priests of the Church of Yugal. All of the priests hold various administrative positions in the government as well. The Conclave acts as basically an advisory group to the High Priest, absolute power. At one time the Conclave had more control, but a predecessor of Mateshe seized control, and the High Priest has been absolute ruler ever since. Dominating the chamber is a circular table of black marble with twelve chairs placed evenly about it. All of the chairs are of carved mahogany with upholstered seats. The chair of the High Priest, nearest the wall concealing the secret door to room 16, is larger and much more elaborate than the others, which are virtually identical. The walls are panelled with oiled oak, and the floor is covered with a fine brown carpet.
18. **Mateshe's personal office.** Here Mateshe actually engages in most of his administrative chores, the other offices acting as meeting places. In addition to the High Priest's massive desk there is a desk for his personal monk-clerk, bookshelves holding the priest's personal records, and many other fine furnishings. A rich blue carpet covers the floor.
19. **Mateshe's drawing room.** Serving as a combination of dining room and study, this large chamber has two huge fireplaces, many bookshelves holding Mateshe's personal library, and many art objects and expensive furnishings — including a tapestry on one wall woven by Elves from a land far to the south. It is probably worth over 5,000 gp. to the right people.
20. **Bedroom.** Dominated by a huge four-poster bed, this chamber is also expensively furnished. It also conceals several secrets. In the small writing desk near the window is a secret panel in the bottom of the right drawer. Inside this compartment are six sheets of blank Rune Paper (value can vary). One of the bedposts is hollow, and conceals a mahogany staff, with a silver head, bound also with silver cap eight inches long at the bottom, which is in turn tipped with a blunt spike of steel. The staff is a +3 Channeling PP enhancer. The staff itself is hollow, the secret compartment being Very Hard (-20) to detect because of the locking mechanism in the head which, only if twisted correctly, allows the bottom cap to be twisted off. Inside is a hollow tube holding three scrolls. Note that *Detect Channeling* would not necessarily detect these scrolls, as they would be shielded by the staff's own Channeling emanations. Each scroll is a sheet of rune paper, and the sheets bear the following runes: *Returning* (note that the destination is set: a small temple- ruin near the coast of Tanara, where Mateshe has hidden a number of healing herbs. He plans to use this rune in case the palace is attacked and there is no other escape. No one else knows where the rune will take them until they read it); *Storm Call* (30th lvl. *Open Channeling Weather Ways* list); *Windrunning True* (25th lvl. *Open Channeling Lofty Movements* list).
21. **A secret compartment in the fireplace holds a gold ring, which casts a continuous True Aura on the wearer.**

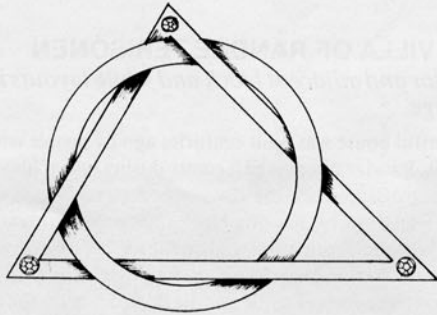


Yinka Holy Palace — Upper Level

4.6 THE MYRI VILLAGE OF MIRLINAÆ

See the color layout "Mirlinae" in the center of the book.

A very small town compared to the average Yinka, or even Sulini city, Mirlinae is nevertheless the largest concentration of Myri in their land. It is the gathering place of Venoye's clan-district, and so within his informal jurisdiction. His farm is three miles north of town, and he rides in often to gather news, or just drink with friends at his favorite tavern, "The Grape and Grain".



Cult of Ezran Symbol

4.7 HEADQUARTERS OF THE CULT OF EZRAN

Refer to the color layout at the beginning of this package labeled *Hold of the Cult of Ezran*.

The Cult of Ezran has grown in strength since its humble beginnings as a group of outcasts from Merisia. To be sure, Teleus was a major factor in their rise to power, instructing the directionless priests and sorcerers in ways to tap the Flows of Essence. Evil were Teleus' ways, however, and the Cult fell into total corruption. They exist now as a cruel order of Essence users, their only purpose being revenge against the Kirian family, who drove their ancestors out of Merisia. The original intent of the Cult, to seek knowledge and wisdom in ancient texts, has been utterly lost. Now they seek only power and desire power only for destruction. Unwittingly they serve the Unlife, and their plans to train members to infiltrate Tanara societies with agents of their Cult are but the dark flower of a seed planted by the Unlife itself. Above all, even the Cloudlords, they are the most likely instrument to be used to destroy the balance of Tanara. A few of the lesser followers of the Cult, recent additions all, are corrupted Duranaki, Yinka or Sulini; the majority, however, are of the same racial stock as the Cloudlords. (See the Master Military and Master NPC charts for detailed information on the inhabitants of this hold.)

Unless otherwise noted, the interior walls of the complex are of blocks of finished granite. Light is provided by torches set in iron brackets in the corridors, and lamps in the finished chambers. Doors, unless otherwise stated, are wood, two inches thick and bound together with bands of polished bronze. A bronze strip is also tacked over the perimeter of the entire door to cover the edge. All doors have simple locks, Medium (+0), and are opened via lift-latches from either side. Doors usually open swinging *into* a room or inner room.

- 1. Path.** Cut into the cliffside, this stepped pathway winds up along the sheer granite face from a narrow vale far below, which in turn is very high in the Grey Mountains. The path is eight feet wide, on the average.
- 2. Doors.** Ten feet wide and twelve high, these bronze doors swing inward on sturdy hinges. They can be locked — Hard (-10) to open — from either side, and only Romuald, head of the cult, and the captain of the guard have keys. In addition, there are two reinforced oak beams which can be laid across the doors and set in brackets, in the unlikely event of a siege. Note that two guards are posted just outside these doors at all times, except in extreme weather.
- 3. Foyer.** Double oak doors bound with strips of some silvery alloy stand on either side. These doors are normally kept closed, with a guard posted next to them (at the locations marked by an "x"). Another guard stands on the other side of the doors to open them for a Cult member passing through.
- 4. Cells.** Actually the chambers of the Cult members, these rooms are very austere, with only very basic furnishings. Three Cult members share each room. (Tanselo, described in the Master NPC Chart, resides in the second cell on the right).
- 5. Vault.** The door is of steel, locked and Very Hard (-20) to pick. Only Romuald and his assistant, Tanselo, have keys. Neatly arranged on shelves are wooden boxes with fine silver fittings and locks (the locks are Medium (+0) to open; all members carry a key around their neck on a silver chain). These boxes contain, wrapped in black velvety cloths, spare standard magic items for the cult members; a total of twenty extra sets of items. See sec. 5.22 for details on these.
- 6. Guardroom.** Post for three guards, servants of the Cult. Their purpose is basically to back up the guards at the front doors to monitor traffic into the inner chambers. In general, the garrison of this hold serves a dual purpose as guards and domestic servants.

- 7. Vault.** The door is locked, Extremely Hard (-30) to open, the only key is held by Romuald. Inside are boxes and chests, filled with an assortment of trinkets. See section 5.22, 'Misc. Ezran vault'.
- 8. Office/sitting room.** The office of Romuald, Master of the Cult of Ezran. There is a thick rug on the floor, and upon it a massive oak desk stained dark. Both side walls are covered by shelves, which are filled with books. A few of these books are volumes stolen from the Lords of Essence library (now inhabited by the Cloudlords) when the Ezranarans were cast out. Also less valuable tomes from Teleus' library are here, as he did not return to claim them.
- 9. Bedroom.** Private chambers of Romuald. There is a large chest at the foot of the bed, which appears to only hold blankets. It has a secret compartment in the bottom, however, Hard (-10) to discover, which holds six books: Teleus' most valuable tomes. Three are books of Runes: the first holding all Evil Essence and Evil Channeling Base lists to 20th level, as well as the Base Sorcery lists; the second holds all Open and Closed Channeling lists; the third all Open and Closed Essence lists, all to 20th level. The fourth book is a diary written in *Kuskarik* (an evil language, related to Sorcery) by Teleus, recounting events up to his departure to get the Implementor. The fifth book is a Lords of Essence volume, telling, in Elvish, of the Narselkin and their purpose. The sixth book is blank, except for the first page. The first page in every book is a 20th level *Death Rune*. All looking at the book as it is opened to the first page must make successful RRs or die. Once the rune is set off, it evaporates. The same is true with all of the runes in the first three books. One thing more: each of the first three books is cursed: anyone who is not an indoctrinated member of the Cult of Ezran who successfully uses one of the runes in the book must resist or fall victim to the *Unseeing Curse*: he or she is permanently blind, except with regard to the book, which is visible as a glowing red object in the darkness, from which he or she is still able to read runes. If the reader resists the first time, the curse will attempt to strike him every time he/she reads a rune after that until it is successful.
- 10. Kitchen.** Where food for the Cult and guards is prepared. This area also includes quarters for the three cooks.
- 11. Cleansing area.** The outermost of a series of ceremonial rooms involved in the indoctrination of members of the Cult. Mounted on the center of the angled wall is a large metal sculpture of the triangle and circle symbol of the cult, set with many precious gems. Touching the three gems at the points of the triangle, starting with the top gem and proceeding clockwise, will disarm the trap at 12 (there is no need to carry out the ritual described below to disarm it). Below this sculpture is a long low slab of granite, three feet high, two wide, and twenty long. Three shallow bowl shaped depressions, each about a foot across, have been carved out of the stone in a row on the top of the slab, about five feet from each other and the ends of the table; they are polished smooth, and in the bottom of each is set a gem, the first (left) one is red, the second is green, and the third clear. Each of these gems is magical in nature.
- 12. Trap/Attunement orb.** If not disarmed, as described in 11 above, the moment someone steps into the floor area a spray of darts tipped with deadly Luku poison fires out of the wall dividing 11 and 12, catching all in the 12 floor area with from 1 to 10 darts (roll 1-10 dagger attacks +50 against each target. Critical indicates poison has been injected and target must roll a RR. In the center of the trapped area is a single slender pedestal of gold, wrought to resemble a plant with vines wreathing about it. Set on top of the pedestal is an orb, seven inches in diameter, of an absolutely black, glassy material. This orb is intensely powerful and evil, an artifact of the followers of Kadena brought here by Teleus. It in turn is attuned to the Master of the Cult. Any unauthorized handling of the orb will result in a 20th level *True Quest* being cast on the handler, point-blank. The quest: Surrender at once to the Master of the Cult.
- 13. Preparation hall.** Furnished only with a low stone table, on which the initiate lies during the ceremony.
- 14. Holy Vault.** Accessed only by a secret door which is Very Hard (-20) to locate and can only be opened by pressing four stones in the wall near the door in the correct order (treat as Extremely Hard (-30) to open). Just inside the room itself on the right is a shelf jutting from the wall, on which is a small chest. The chest is unlocked and untrapped; the only object in it is a three inch diameter disk with a wood cylindrical handle projecting from one side and a smaller version of the Cult symbol in high relief on the other, in a black metal. The disk heats up when touched, cools when left alone. It is used to brand initiates. At the far end of the room, beyond the trap (see 15) is an altar of black marble, above which on the wall is another version of the cult symbol, jewel encrusted and obviously priceless. On the altar table is a sceptre made of gold with a huge ruby set in the head, and a book. In truth the ruby is a fake and the book is blank, but *Detect Magic* and similar spells claim that there is very powerful magic. There is, but it is just a small "stream" of the larger Flow of Essence which permeates more fully room 23.
- 15. Trap.** Extremely Hard (-30) to detect, this trap is triggered when any weight is placed on the floor area indicated. The result is at first only an audible 'click', and the floor drops ten feet. The real result is less obvious, however, for the dropped floor reveals two faces of *Arinyark*, a strange rock which is either formed by Essence Flows or simply absorbs Essence very readily. At any rate, the amount of Arinyark thus exposed when the surrounding shielding stone drops away is sufficient to irradiate everyone in the room, taking the following effect if they fail their RR vs 20th level: first, a full return of any PPs used that day in conjunction with a severe headache. The less obvious but very devastating effects are the loss of 2-20 points from each of the following *permanent* stats: Presence, Empathy, Intuition, Memory, Reasoning, and Self-Discipline. This is due to overexposure to raw Essence without proper foreknowledge and preparation.
- 16. Trap.** This is actually a *Waiting Word* spell (Closed Essence, *Spirit Mastery*) of *Word of Discord*, which goes off the instant someone touches the edge of what appears to be a not very well concealed secret door on the left wall. (Touching the area is an integral part of seeking and opening secret panels). The word is whispered at the target, so as to be almost inaudible to the others in the group. He/she must resist vs. 20th level or suffer the effects.
- 17. Dining room.** For the guards and members.
- 18. Infirmary.** The medical facility for the Cult, overseen by Jirdfos, a 10th level Cleric, and assisted by the woman Dirnelle, an 8th level Lay Healer. Both are Cult members.
- 19. Guardroom.** Three guards are on duty here at all times, ready to serve Cult members.
- 20. Quarters.** This is the collective quarters for all the servants and garrison of the hold. It is subdivided by walls and screens to allow greater privacy for the total of 36 persons who serve the Cult (many spend much of their time farming or engaging in other tasks necessary for the upkeep of the Cult).
- 21. Office.** This room, along with 22, comprise a sort of shrine to Teleus, for they are his former chambers. The Cult is not aware of Teleus' fate, and so assume that he either died as a martyr or is out wandering and will return at some undetermined time. His office was originally in this chamber, and the furnishings are just as he left them; papers and scrawled notes remain stacked on the massive oak desk.
- 22. Bedroom** Straightened up, and constantly kept clean, this room awaits the return of its original inhabitant: Teleus.

23. **Essence chamber.** The doors to this room are of Laen, tinted blue but transparent, and framed with a strip of metal. They magically part, sliding into the walls on either side when approached within ten feet, and close after the person has passed. The room is unfurnished; the walls and domed ceiling are of some absolutely black material. The floor is of granite, polished smooth and inlaid with many mystical patterns and symbols, centering around a low circular platform in the center of the room. Of some translucent yellow, luminous material, this dais is five feet in diameter and six inches high. This chamber is the center of the Flow of Essence running through this area, and the members of the Cult are versed in its use. The unwary entering this chamber may suffer any ill effects from confusion to consciousness and even permanent stat damage.
24. **Secret door.** Unknown to anyone currently in the Cult, this door provides access to Teelus' private chambers. The door, Very Hard (-20) to detect, has not been opened since his departure.
25. **Trap.** Stepping on the indicated floor area causes the roof of the entire corridor back to the secret door to collapse, delivering 1-10 "E" Impact criticals to each person in the area. Note that the ceiling above the trap area and further down the hall does *not* collapse. There are hand-and footholds carved out of the left wall, carefully cut so as to be difficult to see at first. Attempts to disarm the trap (as opposed to simply circumventing it) should be considered Sheer Folly (-50).
26. **Trap.** Looks very similar to trap 25, including little hand-and footholds and a rather unstable looking ceiling. In fact, however, this is not the nature of the trap. The floor is the trigger, as well as several pressure-plates hidden in the hand and footholds. Weight on either of these will cause dozens of sharp, poisoned (Loryaak) spikes to stab out of the side walls all along the floor behind the trap area (as far back as the previous trap), interlacing so as to make avoidance impossible. Spikes also strike out along the trapped area, but *only* out of the wall with the hand and footholds. Thus, all in the area behind the trap, and all hanging on the wall take 2-8 rapier strikes + 100. Treat those on the wall as static. Anyone walking along the wall opposite the handholds will trigger the trap, but be unharmed. This trap resets itself after the initial stab. The likelihood of discovering the true nature of this trap should be considered Sheer Folly (-50), modified even more as appropriate with overconfident trap-seekers.
27. **Teelus' lab.** Filled with complex apparatus, and many chemicals and herbs, nearly all of which would be ineffective now after the extended passage of time. There are also, in a chest, three magical items, as described in section 5.22, 'Teelus Treasury'.
28. **Room of Contact.** Here Teelus would commune with an evil spirit of the Unlife to gain direction in his endeavors. The only object in the room aside from black curtains on all the walls and a black marble floor is a three foot tall tripod pedestal, made of some chill black metal. Set on the top of it is a large, shallow bowl of black stone filled to the brim with what appears to be mercury. A drop of blood in the 'mercury' summons the spirit. Anyone touching the 'mercury' must resist vs 20th level or suffer an "E" Electricity critical strike.
29. **Trap.** Identical to trap 16.
30. **Cult library.** Filled with thousands of tomes, few of them of any value at all — to outsiders.
31. **High Chamber.** The meeting room of the Cult. A rich purple carpet covers the floor; the walls are paneled in oak, and velvet drapes can be drawn across the huge window which overlooks the vale. The fifty-foot diameter room is dominated by a huge circular table of varnished oak, around which are gathered 31 chairs: the number of the Cult. Here the entirety of the membership gathers at every full face of Orhan to discuss their status and policies.

Below is described briefly the ritual of initiation for inner membership in the Cult of Ezran:

In preparation for the ritual, a member of the Cult pours a certain amount of water into each of the depressions in the table in room 11. The initiate is brought into this room, accompanied by the Master. The master takes the initiate's left hand, and touches his index finger to the top gem in the triangle-sculpture on the wall above the table, then pricks the finger on the razor-sharp point of the triangle itself, allowing a drop of blood to fall in the water of the left pool. Instantly it all changes to blood. Next, the Master touches the initiate's left pinky to the second gem, pricks it, and lets the blood fall to the second pool. The pool changes to black earth. Last, the Initiate's right forefinger is touched and cut on the third point, and when the blood hits the third pool, the water begins to steam. Master faces initiate, and they each hold their hands up at their sides, palms forward, and then press their hands palm to palm as the Master recites the first incantation.

In the second phase of the ritual, the Master and Initiate enter chamber 13 (the trap disarmed), and the initiate clasps the black orb in both hands. The blood from the cuts on his fingers triggers the orb, and it attunes itself to him/her; it heals their cuts and casts a spell upon the willing target which dooms him or her to always obey the current Master of the Cult without question. The two then return to room 11 (not via room 13), where changes have taken place in the center bowl. From the earth has sprouted a strange plant, about eight inches high, with broad leaves and a single black flower. At the direction of the master, who has resumed a ritual chant, the initiate first dips his left hand in the blood pool and drinks from it (this is the blood of the Cult; the remainder vanishes after he has drunk) then he plucks the black flower from the plant (which immediately withers and dies) and eats it. Finally, the initiate inhales deeply the fumes of the third bowl. This sequence triggers the Trance of Initiation, in which the initiate is as one drugged and practically incoherent. He is led to room 13 and made to lay on the grey pedestal. While he is drugged, the Master goes to the secret door,

manipulates the stones to open it, enters and proceeds to the small chest on the right. He removes from it the disk of branding, which begins to grow hot, but does not burn him while he holds it by the wooden handle. Returning to the semiconscious initiate, he presses the now red-hot brand into the initiate's left palm, marking him for life with the Symbol of the Cult. The severe pain and the drug combine to drive the fledgling member into consciousness. After the Master has returned the brand to its place in the vault, he calls for attendants to take the new member to his quarters to recover.

4.8 THE VILLA OF RANDAE TERISONEN

See the color and adjacent black and white layouts in the rear of this package.

This beautiful house was built centuries ago by people who mysteriously abandoned it. Randae discovered it empty during one of his visits to Tanara and, unable to track down the former occupants, made it his Tanaran home. The walls are of smooth blocks of granite fitted together with precision. The floors, both inside and on the terraces are of polished marble — some covered in fine carpets. Of slate shingles, the roof overhangs the outer walls by three feet. (That is *not* the dotted line on the color map; the dotted line represents the overhang of the upper story.) While the windows are of glass and so breakable, all are equipped with steel shutters which slide along tracks to lock in place over the openings. These shutters are operated by pulley systems within the wall, controlled by a small iron crank beside the window. Interior doors, unless otherwise stated, are of solid oak with fairly sophisticated brass locks and knobs. All locks are Hard (-10) to pick.

Layout Level One

1. **Entry Porch.** Overhung by the upper level, this porch is shielded from the worst of the elements. The floor is paved with bluish marble; the columns are of rough textured granite. Up a short flight of steps are three sets of glass doors, all of which can be swung open into the foyer. As with all of the windows, these glass doors are equipped with protective outer panels concealed under the floor.
2. **Foyer.** This large room is floored in white marble; the walls are of black marble highly polished. A brass chandelier hangs from the ceiling, and there are a few chairs and tables scattered about the perimeter.
3. **Fireplace.** This massive granite structure is at the core of the house, rising up through both levels.
4. **Study.** Plushly furnished, this room is also a library, holding less valuable books.
5. **Stair Hall.** The floor of this otherwise bare room is a beautiful marble inlay of a compass.
6. **Stairs.** Leading up to the second floor.
7. **Evening Room.** A small, comfortably furnished sitting room.
8. **Drawing Room.** This huge chamber is fabulously furnished, including a harpsichord, several game tables, a large rug and fine tapestries hung on the oak paneled walls.
9. **Dining Room.** Seating for ten at the table.
10. **Kitchen.** Also a pantry and dry goods storage.
11. **Servants' Living Area.** Quarters for the maid/cook and gardener/valet who live here at all times, keeping up the house while Randae is away and serving him while he is there. The two are married Sulini who Randae hired and trusts implicitly (they are worthy of his trust).
12. **Servants' Bedroom.**
13. **Veranda.** Accessed from the drawing room, this large patio is raised about twenty feet above the ground and overlooks the small lake and vale within which the villa is situated.

Layout Level Two

14. **Stairs.** Down to the first level.
15. **Living Room.** A more informal room, the floor is covered in a thick carpet and it is comfortably furnished.
16. **Fireplace.**
17. **Closet.**
18. **Library.** The door to this room is Very Hard (-20) to pick. Within are many rare and valuable tomes, though none magical.
19. **Reading Room.**
20. **Guest Room.**
21. **Balcony.**
22. **Randae's Bedroom.** Richly furnished. Beautiful double doors which slide manually into the walls open onto this room. A hidden compartment under the far NE windowsill holds 500 gp. in gems.
23. **Balcony.**
24. **Randae's Office.** Dominated by a large oak desk with many drawers, this is Randae's main work area. The desk has two secret compartments. One, the false bottom of a drawer Very Hard (-20) to detect, holds his notebook, filled with interesting facts about Tanara, though much of it is in a strange, indecipherable code invented by Randae.
25. **Balcony.**

5.0 NOTES FOR THE GAMESMASTER

5.1 COMBAT CAPABILITY SUMMARIES

5.11 MASTER MILITARY CHART

TYPE/RANK	HOME/RACE	#	LVL	HITS	AT(DB)	SHIELD	MELEE OB	MISSILE OB	NOTES	
CLOUDLORDS		MERISIA								
Inner Circle	Zori	10	15	160	17(-50)*	Y	160bs	150ha	Note NPC exceptions; **	
Lord Steardan		10	15	280	3(-80)	N	LBa130	—		
Squad Captains	Zori	10	10	120	17(-50)*	Y	140bs	120ha		
Great Steardan		10	10	150	3(-70)	N	LBa110	—		
Elite Warriors	Zori	30	8	110	17(-50)*	Y	120bs	110ha		
Elite Steardan		30	8	220	3(-60)	N	LBa90	—		
Warriors	Zori	50	5	80	17(-50)*	Y	100bs	90ha		
Steardan		50	5	200	3(-60)	N	Lba80	—		
GARRISON		CLOUDLORDS CITADEL								
Captains	Zori	10	10	110	15(-50)*	Y	120bs	110cb		See beast chart for OB key. Also very dextrous.
Guards	Zori	50	5	80	15(-30)	Y	100bs	80cb		
Stone Soldiers	(Golem)	4	10	150	16(-20)	N	150L.Ba	—		
Bronze Soldiers	(Golem)	4	10	180	20(-20)	N	160L.Ba	—		
Silver Soldiers	(Golem)	8	10	200	20(-30)	N	180L.Ba	—		
Golden Warrior	(Golem)	1	20	250	20(-50)	N	200L.ba	—		
Laen Warrior	(Golem)	1	30	300	20(-100)	N	250H.Ba	—		
Guardian of Turic	(Tree)	1	25	400	20(-0)	N	100HGr/HCr	—		
Vargus	(Demon)	1	20	200	11(-60)	N	150LCl	—		
GARRISON		CULT OF EZRAN HEADQUARTERS								
Guards/servants	Zori	36	3	25	9(-30)	Y	50ss	50sb		
EZRANARANS		CULT OF EZRAN HEADQUARTERS								
Cult Members	Zori/Duranaki	31	----- (varies; most are spell users. Note NPC chart. -----)							
THAVAN		DURAKAAN								
Jarhaad Guard	Duranaki	7	15	160	4(-80)*	Y	160lk	150ky	** Special Items Jarhaad Aides	
Myri		14	15	180	1(-90)	N	100mar	130sh	**	
Captains	Duranaki	21	10	120	4(-60)*	Y	130lk	110ky	**	
Captain's Aides	Myri	42	10	150	1(-70)	N	80mar	110sh	**	
Elite Warriors	Duranaki	210	8	100	1(-60)	Y*	100lk	90ky	**	
Elite Aides	Myri	420	7	120	1(-50)	N	60mar	100sh		
Warriors	Duranaki	700	4	50	1(-50)	Y*	80lk	60ky		
Aides	Myri	1400	3	60	1(-40)	N	50mar-s	50sh		
MYRI		CENTRAL TANARA								
Clan Chiefs	Myri	8	15	180	1(-40)	Y	160ss	120sb		
Warrior Levy	Myri	2000	3	50	1(-25)	Y	50ss	30sb		
YINKA		SOUTHERN TANARA								
Lord Guard	Yinka	10	10	100	14(-40)	Y	110ma	100lb		
Elite Guard	Yinka	40	8	90	10(-35)	Y	90ma	80lb		
Guard	Yinka	400	3	25	10(-25)	Y	60ma	40sb		
Lord Warriors	Yinka	10	12	120	14(-35)	Y	130ma	100cb		
Captains	Yinka	40	10	100	14(-30)	Y	100ma	90cb		
Elite Warriors	Yinka	400	5	60	10(-25)	Y	80ma	60sb		
Warriors	Yinka	4000	2	25	10(-20)	Y	40ax	30sb		
SULINI		COASTAL TANARA								
King's Guard	Sulini	24	10	100	17(-45)	Y	125bs	100cb		
Elite Guard	Sulini	48	7	85	13(-40)	Y	100bs	85cb		
Guard	Sulini	120	4	60	13(-35)	Y	80bs	70cb		
Captains	Sulini	6	12	120	17(-55)*	Y	135bs	120cb	Easily removable in an emergency.	
Elite Warriors	Sulini	120	8	90	9(-40)	Y	90bs	80cb		
Warriors	Sulini	400	4	60	1(-40)	Y	80bs	70sb		
Warrior Levy	Sulini	1200	2	30	1(-25)	Y	40ss	25sb		
GARKS		SW HILLS								
Lord Garks	Gark	10	10	110	3(-30)	N	90ax	—		
Leaders	Gark	50	5	60	3(-20)	N	60cl	—		
Warriors	Gark	2000	2	30	3(-10)	N	30cl	—		

CODES AND COMMENTS

- Shields equal to 20 or 25 of DB. An * means that armor is magical or specially made.
- ** indicates other abilities or items not mentioned. See other sections referring to the specific group.
- Note defensive bonuses include Quickness and shield. Shield references include quality bonuses (e.g. "Y5" means "yes, a + 5 shield"). Combatants untrained in a type of weaponry suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.
- Weapon abbreviations follow OBs: OB = Offensive Bonus, ss = short sword, bs = broadsword, sc = scimitar, th = two hand sword, ma = mace, ha = hand axe, wh = war hammer, ba = battle axe, wm = war mattock, qs = quarter staff, da = dagger, sp = spear, ml = mounted lance, ja = javelin, sl = sling, sp = composite bow, sb = short or horse bow, lb = long bow, lcb = light crossbow, hcb = heavy crossbow, bo = bola, ge = ge, ts = throwing star. Animal attacks are abbreviated using codes from Claw Law. Many Duranaki utilize the Kynac (lk = the melee 'long kynac', ky = throwing kynac), which uses the rapier table with an additional +20.
- Unless otherwise stated, mounted troops have fully effective OBs when fighting from horse (or Steardan).
- Unless otherwise noted, the OB given for Martial Artists (abbr. 'mar') is for rank four. The letter following indicates skill in either strikes (t) or sweeps and throws (w). If both letters are present, this indicates that he or she is skilled in both.

5.12 BEASTS OF TANARA

Type	Level	#	Sz/Speed	Hits	AT	DB	Primary	Attack Modes/OBs			Critical Table
								Secondary	Tertiary	Other	
Bats	1	1-100	s/vf	5	1	60	SBI 25	—	—	TCl 30	Norm
Black Bear	5	1-5	m/f	150	4	20	LGr 50	LCl 50	MBa 30	MBi 25	Norm
Brown Bear	10	1-5	l/f	200	4	30	LGr 80	LCl 80	MBa 50	MBi 50	Large
Cliff Cats	3	1-10	m/vf	80	3	50	MCl 40	MBi 40	MBa 30	—	Norm
Eagle	3	1-4	s/f	30	1	30	MCl 45	SPi 35	—	—	Norm
Grey Bats	2	1-20	s/vf	15	1	60	SBI 40	(venom)	—	TCl 30	Norm
Horse	3	1-10	l/f	150	3	20	LBa 50	LTS 45	MBa 30	—	Norm
Narwhale	10	1-2	h/f	400	8	50	HHT 150	HBa 150	HGr 100	—	Super Large
Ozora (land)	3	1-4	m/m	50	3	30	SBI 40	—	—	—	Norm
(water)			m/vf	60			MBa 40	SBI	—	—	
Sheep	1	1-50	m/s	40	3	10	SBI 20	SK 30 (kick)	—	—	Norm
Steardan (wild)	5	1-4	l/vf	200	3	60	LBa 80	LTS 80	LK 60 (kick)	—	Norm
Tameki	1	1	s/vf	15	1	40	Ti 15	Ti 10	—	—	Norm
Trolls	5	1-5	l/f	170	11	20	HBa 160	HCr 100	—	—	Large
Undead (Wight)*	7	1-10	m/m	100	1	75	100bs	MBa 55	—	—	Norm
Undead (Spectre)*	15	1-2	m/f	150	1	100	150bs	MBa 80	—	—	Norm
Wolf	3	2-20	m/vf	110	3	30	LBI 60	—	—	MCl 30	Norm

CODES: Sz/Speed = Size and Attack Speed, respectively; 1st symbol: s – small, m – medium, l – large, vl – very large, h – huge; 2nd symbol: s – slow, m – medium, f – fast, vf – very fast.

Attack Modes and OB's = 1st letter: T – tiny, S – small, M – medium, L – large, H – huge; 2nd letters: Ba – bash, Bi – Bite, Cl – claw, Cr – crush, Gr – grapple, Pi – beak or pincher, Ti – tiny teeth; number equals offensive bonus using given attack mode. Categories reflect probability beast will use given attack mode. See also Claw Law.

Crit Table = Type of table used when critical strike is resolved against the creature. See Arms Law.

*Undead can only be damaged by enchanted or magic weapons; 100bs means + 100 OB with a broadsword.

5.13 MASTER NPC CHART

NAME	LVL	HITS	AT	DB	SHIELD	MELEE OB	MISSILE OB	CHARACTER NOTES
Cloudlords								
STEN KIRIAN	25 35	180 180	20 20	(-80) -110	Y Y	180bs +230	160ax +200	Fighter/Oranir of the Cloudlords. +30 gold sword/2h sword/dagger(of changing); +30 breastplate and greaves, nonencumbering but protects as AT 20; +20 hand axe, throw and return from up to 150'; Rod of the Sun, casts Firebolts 300'; Cloudlord amulet; cloak of Levitation. SD78, Co96, Ag99, Me67, Re85, St100, Qu98, Pr96, In89, Em45.
ALAEK KIRIAN	15	160	17	(-60)	Y	170bs	150ax	Ranger, younger brother of Sten. Items same as Sten, but all +20 and armor only protects as AT17-20. His amulet is x4. 120PP. Spells: Nature's Way 15/Concussion's Way 10/Lofty Movements 10/Muscle Law 5/Bone Law 5/Purifications 10. SD89, Co97, Ag98, Me87, Re75, St96, Qu100, Pr93, In95, Em81.
KER LOREV	8	100	17	(-50)	Y	100bs	80ax	Fighter, Cloudlord, friend of Alaec. Standard equipment, all +10. SD76, Co89, Ag95, Me54, Re71, St96, Qu98, Pr77, In82, Em75.
LAREK VADA	18	165	17	(-55)	Y	165bs	150ax	Fighter, Cloudlord of the Inner Circle. Standard equipment, all +15. Especially dislikes Alaec. SD76, Co89, Ag95, Me73, Re66, St99, Qu96, Pr65, In45, Em64.
PER SZORAN	16	150	17	(-50)	Y	160bs	140ax	Fighter, Cloudlord of the Inner Circle. He would like to take Sten's place as Oranir. Standard equipment, all +15. SD87, Co95, Ag97, Me65, Re78, St99, Qu98, Pr89, In66, Em34.
MILARE	15	60	2	(-40)	Y*	60da	—	Magician. x4 staff; +20 robes. 120PP Spells: All Base Magician 20/Lofty Bridge 10/Spirit Mastery 10/Invisible Ways 10/Spell Wall 10. SD67, Co45, Ag99, Me78, Re89, St56, Qu98, Pr88, In59, Em97.
TOREG	10	70	15	(-40)	Y	80ma	—	Cleric/Ostensible head of the old Cult of Ezran. x4 Cloudlord Amulet; +10 mace. 120PP. Spells: All Base Cleric 10/Barrier Law 10/Lofty Movements 10/Weather Ways 10/Purification 10/Light's Way 10. SD57, Co89, Ag94, Me87, Re92, St88, Qu99, Pr46, In98, Em49.
SIRIEN	10	40	1	(-20)	Y	20da	80cb	Mentalist/sister of Sten Kirian. x4 Cloudlord Amulet; +10 dagger; +10 comp. bow. 120PP. Spells: All Base Mentalist 10/Cloaking 10/Attack Avoidance 10/Delving 10. SD82, Co85, Ag99, Me90, Re80, St45, Qu100, Pr100, In76, Em73.
Navigators								
LORANT SHIRAN	20	80	1	(-80)*	Y*	70bs	100cb	Mentalist/Navigator of the Vurn-kye. Sextant/Compass; black uniform casts <i>Shadow</i> at will; +10 broadsword <i>Detects Evil</i> and <i>Detects Power</i> within 100', and speaks of their nature; +20 comp. bow; x5 gold ring w/amethyst set. 300PP. Spells: All Base Mentalist 20/Cloaking 20/Attack Avoidance 20/Brilliance 20/Self Healing 10/Gas Manipulation 20/Mind Mastery 10/Movement 20/Mind's Door 20. SD83, Co99, Ag100, Me94, Re79, St95, Qu100, Pr101, In78, Em65.
TAIQUÉ OLANDER	20	80	1	(-100)*	Y*	40da	120lb	Elven Mystic/One of the 'Navigators'. Wristband/Compass; +10 dagger; +20 longbow; grey uniform which casts spells of enhanced <i>Blur</i> at will, rendering them -30; x4 earring. Ring, gold with sapphire, casts three <i>Icebolts</i> x3 hits per day. 240PP. Spells: All Base Mystic 20/Ess. Lofty Bridge 20/Ess. Unbarring Ways 20/Ess. Invisible Ways/Ess. Rapid Ways/Men. Telekinesis 10/Men. Brilliance 10. SD56, Co80, Ag96, Me94, Re55, St78, Qu99, Pr101, In67, Em100.
ADEK VARTAN	17	50	1	(-70)*	Y*	80bs	80cb	Bard/Navigator of the Daruni Olkanin. Amulet/Compass; Cloak of Defense (+30 to DB); +15 broadsword, slays Servants of Unlife; +20 comp. bow; x5 Lute, intelligent; earring, stores as many as three spells, up to 10th level each. 340PP. Spells: All Bard Base 20/Movement 5/Lofty Bridge 10. SD56, Co98, Ag99, Me83, Re43, St97, Qu100, Pr102, In42, Em71.

Duranaki								
TREVOR ARAIN	20	110	1	(-100)	Y*	100lk	80ky	Mystic/Silver merchant. + 25 Long Kynac, + 20 throw and return Kynac. x4 Bracelet, 160PP. + 70 Fire Bolt; headband, acts as a helm; ring, casts <i>Shield 3x/day</i> ; leather jacket adds 20 to DB. Spells: Hiding 20/Mystical Change 20/All other Mystic Base to 10th/Essence: Lofty Bridge 10/Spirit Mastery 10/Shield Mastery 10. SD87, Co85, Ag99, Me78, Re65, St82, Qu100, Pr99, In54, Em95.
CHALIISA	14	70	1	(-80)	Y*	60lk	-25	Illusionist. + 15 Long Kynac. x3 necklace, adds +20 to DB; 84 PP; Silk tunic, continuous <i>Displacement 10%</i> . Spells: All Base Illusionist 10/Rune Mastery 10/Spirit Mastery 10/Lofty Bridge 10/invisible Uays 10/Shield Mastery. SD56, Co87, Ag101, Me88, Re69, St34, Qu99, Pr94, In81, Em96.
T'KERI LAKIR	17	80	1	(-70)	Y*	80lk	50ky	Seer/Silk Merchant. + 20 Long Kynac; + 10 Kynac; X4 Orb, allows use of True Sight List to 10 levels above user's; Belt, adds 15 to DB; 204 PP. SD88, Co67, Ag100, Me96, Re78, St83, Qu99, Pr101, In67, Em83.
RADI ZIRL	15	130	4	(-100)	Y	180lk	130ky	Rogue, head of the Thavan. + 20 Long Kynac; + 15 Kynac, throw and return 100'; + 20 lock pick kit; + 80 Lockpick; + 60 Disarm Trap; +/- 12 Ambush; + 60 Stalking; Cloak, casts <i>Invisibility to 1'</i> 3x per day; x2 Ring; 30PP. Spells: Lofty Bridge 10. SD67, Co98, Ag99, Me73, Re67, St100, Qu101, Pr89, In45, Em85.
Sulini								
THELON	20	140	4	(-80)	Y	170bs	140lb	Fighter/Prince of the Sulini. Sealskin armor, does not encumber, but protects as AT 4(-30); + 25 broadsword, + 5 shield, + 10 Long Bow. SD89, Co99, Ag100, Me65, Re72, St98, Qu100, Pr97, In82, Em91.
RILENA	8	70	1	(-30)	N	40da	-25	Wife of Thelon. SD53, Co67, Ag86, Me88, Re34, St58, Qu97, Pr100, In89, Em78.
JAED	3	40	5	(-35)	Y	45ss	30lb	Ranger/son of Thelon and heir. + 10 short sword; + 10 long bow; x2 bracer; 12 PP. Spells: Path Mastery 3/Nature's Guises 3. SD65, Co99, Ag98, Me35, Re76, St87, Qu101, Pr89, In96, Em62.
TROMEL	10	100	5	(-40)	Y	80ss	40lb	Healer/Adviser to Thelon. + 15 short sword; + 4 Headband, 20 PP. SD65, Co97, Ag86, Me65, Re54, St87, Qu99, Pr87, In96, Em81.
Myri								
VENOYÉ	20	170	1	(-60)	Y	170bs	120cb	Fighter/Clan Chief. + 20 broadsword; + 15 comp. bow. Belt, + 10 to DB. SD65, Co99, Ag96, Me47, Re62, St102, Qu97, Pr98, In76, Em49.
JAVAN	4	40	1	(-25)	Y	60ss	40sb	Fighter/son of Venoyé. + 5 short sword. SD45, Co89, Ag95, Me36, Re49, St89, Qu100, Pr62, In71, Em58.
Yinka								
MATESHE	23	100	1	(-20)	N	60ma	-25	Cleric/head of the Church. + 20 mace, casts <i>Excommunication</i> on Channeling users not of the Church on impact; Robes, + 20 to DB; Amulet, allows casting 3x daily of <i>Yugal's Ire</i> , a special Fatal Channeling with 100' range, -30 to target RR, and disrupts the target's nervous system. Failure yields coma. Failure by 50+ yields death. Amulet also casts continuous <i>Resistance V</i> (+ 25 to AT and RR) and is + 5. 69 PP. Spells: All Cleric Base 20/Curses 10 (Evil ch.)/Dark Channels 20 (Evil Ch.)/Spell defense 10/Barrier Law 20/Weather Ways 10/Light's Way 10/Concussion's Ways 10/Blood Law 10/Muscle Law 10. SD67, Co85, Ag94, Me82, Re79, St86, Qu92, Pr88, In100, Em83.
SHEMERE	12	70	1	(-40)	N	50da	-25	Animist/Priestess of the Inner Conclave of the Church of Yugal. + 10 dagger; robes, + 10 to DB; amulet, casts continuous <i>Resistance III</i> , + 4. 36 PP. Spells: All Animist Base 10/Lofty Movements 10/Barrier Law/Detection Mastery 10/Light's Way 10/Concussion's Ways 10. SD71, Co87, Ag95, Me78, Re45, St58, Qu96, Pr89, In100, Em82.
Cult of Ezran								
ROMUALD	15	90	1	(-80)	Y*	80ss	-25	Sorcerer/Head of the Cult. + 15 Short sword. Robes, nonencumbering, but + 30 to DB; jade ring, casts <i>Shatter</i> (Sorcerer Solid Destruction) on object once/day; Black wood staff, casts <i>Lightning Bolt 3x/day</i> , 3x damage (R. has a + 70 total add w/L.B.), protects holder from all electricity, x4. 120 PP. Spells: All Sorcerer Base 15/Lofty Bridge 10/Invisible Ways 10/Shield Mastery 10/Weather Ways 10/Rune Mastery 10/Unbarring Ways 10. SD86, Co89, Ag100, Me75, Re59, St87, Qu100, Pr78, In99, Em98.
TANSELO	10	70	1	(-70)	Y*	-25	60lb	Mentalist/member of the Cult. + 20 Long Bow, five arrows which cast <i>Touch of Disruption</i> (Sorcerer Flesh Destruction) upon delivery of a normal critical. Arrows work only once; Silver ring, casts <i>Shock C 1x/day</i> ; Headband, protects head as helm, + 20 to RR vs Mind Attacks, x3. 90 PP. Spells: All Base Mentalist 10/Cloaking 10/Attack Avoidance 10/Mind's Door 10/Movement 10/Mind Mastery 10/Telekinesis 10. SD89, Co87, Ag97, Me49, Re56, St87, Qu99, Pr100, In87, Em45.
THE IMPLEMENTOR	30	180	17	(-60)	N	180bs/2hs	-25	Undead Sorcerer/Once Teleus, head of the Cult of Ezran. Given some warrior skills by the Implementor, + 30 black Eog bastard sword, Of Slaying Elves, protects wielder (see sec. 5.22); Armor, protects as AT 17(-30) but encumbers as AT 9; Gauntlet, + 20 to all directed spells, flames, casts <i>Firebolt 4x/day</i> (Teleus has a total + 70), x4. 240 PP. Spells: All Base Sorcerer and all Base Evil to 20th. SD87, Co68, Ag100*, Me87, Re35, St100*, Qu100*, Pr99, In96, Em97. * indicates stat artificially raised by the sword.
Loremasters								
RANDAE TERISONEN	25	120	1	(-70)	Y*	110bs	80lb	Bard. + 20 sword, slays Garks; + 20 Long Bow; Harp, + 20 to all <i>Controlling Songs</i> , continuous <i>Sonic Law 10'R</i> . Highly Intelligent; Ring, casts <i>Invisibility to 1'</i> 3x/day; Cloak, + 20 to DB; Earring, x4 spells. 300 PP. Spells: All Base Bard 20, except controlling Songs and Sound Control which are to 25/Cloaking 10/Attack avoidance 10/Self Healing 10/Movement 10/Mind's Door 10. SD87, Co99, Ag100, Me95, Re75, St98, Qu100, Pr101, In86, Em89.
CHANNI YSANDA	15 25	50 80	1	(-80) -80	Y*	70mar 110	40sh	Mentalist. + 15 bracers; 4 + 10 Shuriken; Cloak, + 40 to hiding; Headband, x3. 135 PP. Spells: All Base Mentalist 15/Mind's Door 15/Movement 15/Mind Mastery 10/Shifting 10/Cloaking 10. SD67, Co89, Ag98, Me88, Re52, St89, Qu100, Pr101, In96, Em67. AP 112 300 PP

Notes: Weapon and shield codes are the same as found on the Master Military Chart. An * indicates enhanced clothing or armor adds to DB, or in the case of the shield column, a "Y*" indicates that the person in question utilizes either a magic shield or a shield spell. PP^o power points. "+" and "x" symbols preceding magic item descriptions refer to its spell adding or PP multiplying capabilities. For spell list summaries: the list is given, followed by the level to which the list is known; lists divided by "/"s. Certain aged, gifted or special NPCs may deviate from the usual rules regarding access to lists.

5.2 ENCHANTED THINGS

5.21 POISONS AND DISEASES

NAME	AFFLICTION	SOURCE	FORM	APPEARANCE	EFFECT	LEVEL	FREQUENCY
Bahaar	Disease	People	Bacteria	Invisible	Pneumonia/slow death	3	Rare
Dereath	Disease	Mosquito	Virus	Invisible	1-2 months incapacity	20	Rare
Erink	Poison	Grain Extract	Fluid	Clear Brown	Body Paralysis 2-10 months	4	Moderate
Gaggur	Poison	Plant Sap	Fluid	Green	Instant Death	10	Very Rare
Ghida	Poison	Spider Venom	Fluid	Blue	Coma	3	Rare
Hurothgaar	Disease	Sheep	Bacteria	Invisible	Cruel Skin Rash	5	Common
Idus	Poison	Berry	Juice	Red	Convulsions 1-10 hours	5	Moderate
Jubled	Poison	Flower	Powder	Blue	10-100 Hits	10	Rare
Kadah	Poison	Clam Extract	Juice	Beige	Joints Fuse (in 10 days)	2	Rare
Loryaak	Poison	Mushroom	Juice	Brown	Bleed to death through pores	4	Very Rare
Luku	Poison	Moss Extract	Powder	Brown	Death in 6 Rounds	5	Rare
Maceo	Poison	Snake Venom	Liquid	Clear	1-100 Hits	2	Common
Meerk	Poison	Fish Venom	Liquid	Clear Green	Suffocation in 18 rounds	4	Moderate
Nehrum	Poison	Kelp Extract	Liquid	Clear Blue	Loss of Free Will (1-4 hours)	10	Rare
Ory	Disease	Wild Birds	Bacteria	Invisible	Fatal Dehydration in 1-10 Days	5	Very Rare
Perolk	Poison	Leaf	Paste	Green	3-30 Hits	5	Common
Quilvort	Poison	Berry	Juice	Yellow	5-50 Hits	8	Moderate
Rochan	Poison	Spider Venom	Liquid	Purple	Instant Death	20	Very Rare
Skalan	Poison	Shaskan Venom	Liquid	Clear	Instant Death	20	Very Rare
Taryiank	Poison	Bat Venom	Juice	Clear	Unconsciousness 1-10 minutes	5	Common
Vyurk	Poison	Pollen	Powder	Yellow	Sneeze to Death	5	Rare
Yosis	Poison	Plant Sap	Fluid	Green	Blindness 1-10 Days	10	Moderate

5.22 ITEMS OF NOTE

STANDARD MAGIC ITEMS FOR THE CULT OF EZRAN (in vault 5)

Following is a list of the items given to each member of the Cult. They are the original items of the Cult, survivors of the sets carried with them on their expeditions from Zor and taken by the devout of the Cult when they were cast out of Merisia by the Kirians. The ones stored in this vault are spares, twenty complete sets in all.

Pendant: A fine silver chain attached to a delicate silver and gold version of the Cult of Ezran triangle-and-circle insignia. At each of the points of the silver triangle is a diamond; the circle is gold. Each is a x3 PP enhancer; there are 9 each of Essence and Channeling, 6 of Mentalism, and 2 each of the Hybrid professions (Mystic, Sorcerer, Astrologer).

Jade Ring: Of spell storing. Each is capable of storing two spells at a time; either one can be cast at any time in but one round.

Surcoat: A sleeveless, full-length garment of silver threads woven into a netlike material worn over other clothing. It is donned usually only during ceremonial occasions or when leaving the headquarters. While worn, the surcoat adds 20 to the wearer's DB versus all attacks, and 20 to RRs vs spells.

CONTENTS OF VAULT 7, CULT OF EZRAN

Following are the items to be found in room 7 of the Cult of Ezran headquarters: 2 +15 broadswords; 1 +20 broadsword, *Of Slaying Garks*; 1 +25 dagger, *Of Slaying Mentalists* (all those who possess Mentalism or half Mentalism Hybrid PPs intrinsically); 1 +10 composite bow of swift reloading (user can fire every round without penalty); 4 +10 shuriken.

More complex items are listed below:

Robes: *Of Displacement* — wearer is AT 2 (and whatever quickness DB); each attack made on wearer has an unmodified 20% chance of missing outright. Each time a specific foe misses the wearer, his chance of missing again drops by 5%. The robes are absolute black.

Gloves: Fashioned of a metal mesh, yet too lightweight to be really considered 'gauntlets', these black enamelled gloves expand to fit nearly any size hands, and extend to halfway up the forearm. All slashing criticals against the wearer, if involving the arms below the elbows, are invalid.

Eye of Lodi: A false eye, formed of nearly indestructible glass (but not Laen). It is exquisitely made and resembles a human eye to the finest detail,

including very fine red blood vessels on the white scleral area. The iris is bright blue, almost violet in color. To be used fully the eye would have to be implanted by a Lay Healer possessing *Major Eye Repair*, but if this is done the possessor of the eye not only has superb vision through it (including excellent night vision) but he/she is able to use the eye's formidable offensive power — a heat ray, a beam of concentrated light, pencil thin and very intense. The ray can be used as often as three times per day, and has a 100' range. Able to attack as a *Firebolt*, 2x hits, or as a modified *Sunfires True* (as far as being able to burn through 1" wood, 4" of stone, or 1" of metal in 1' diameter/rnd). If being used as Sunfires, each use has a duration of up to ten rounds. Caster receives +20 to his Firebolt OB due to pinpoint aiming potential; in any case the possessor is not harmed by the energy bursts, due to the enchanted nature of the Eye. Note that it *must* be installed in the user's eye socket to be used, and all of its powers are not apparent until that is done.

Rod of Ice: A clear Laen wand, two feet long and an inch in diameter. This is an unusual and rather powerful item, but as with most such devices, its exact nature may be very difficult to determine without careful research. However, its power is this: 1000 charges with which can be exercised the power of *Freeze Water*, one cubic foot per charge, at a rate of up to one cubic foot per second (ten cubic feet per round). Intrinsic in its power is the ability to condense water from the air, thus creating blocks of ice even on dry ground. With this rod one could create bridges across pools of water, walls of ice, etc. When activated, the rod fires a needle thin ray of blue-white light, at the tip of which the ice forms at a range of up to 100 feet. Note that the rod cannot be effectively used as an attack weapon, as the ice forms at a predetermined spot rather than being fired from the rod; it also must either be formed on a solid surface or on water.

Earrings of Chalrin: A matched set of gold hoops, identical except that the presence of Channeling can be detected on one; the presence of Essence on the other. They themselves are detectors, and if the wearer were to touch or hold an item enchanted with powers of either of those realms the corresponding earring would vibrate at a high rate, creating a high-pitched whine inaudible to all but the wearer of the earring. The more powerful the item, the higher the pitch. Note that the earrings, once the wearer is accustomed to their power, will only respond if the wearer wishes to detect for these powers. They are a set and are inoperative if not worn together — one in each ear. A small metal box with a fleece lining holds them.

Lords of Essence Key: One of the few surviving true keys, each with its complex design and enchanted nature capable of opening any of the locks so designated, not only in Tanara, but anywhere in the World of Loremaster. Fashioned of a silver-white alloy and about six inches long, this key is kept

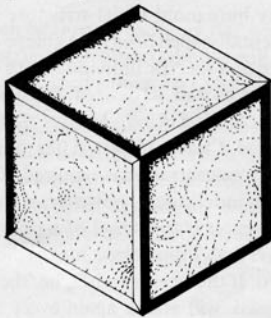
in a cylindrical wood box capped at one end. The opening seam is well-hidden, however, as it appears to be only one of several seams, the box being a column of five rings of wood fused together. They all actually rotate, however, and must be aligned in the correct sequence to open the box. Treat attempting to open the box as *Sheer Folly* (-50). The box is lined with Eog alloy, and so breaking off the outer shell would be fruitless, the rings necessary to twist parts of the Eog into the alignment.

TELEUS' TREASURY

These three items are wrapped in fine silk cloths, held in a chest in room 27.

Compass: Teleus' personal *Compass*, which allowed him to travel the world with equal ease as a Navigator or Loremaster. This device takes the form of a 4" cube of some translucent material, fitted along all the edges with narrow strips of *Keron*. By looking into the cube and concentrating, one can conjure images and with them operate the device. This particular compass is very sophisticated, however, and would require training to operate with any safety. The ignorant could quite easily accidentally *Jump (teleport)* themselves halfway across the world, or into solid rock — though they would have to really mess up to manage the latter, for that would require overriding the *Compass*' intrinsic safety functions. The compass is intelligent, but does not speak, and is not overly cooperative with strangers.

Compass of Teleus

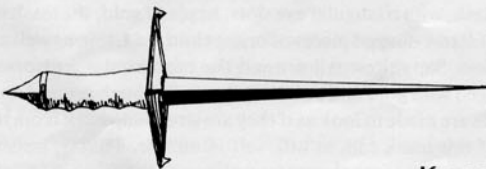


Sceptre of Flames: This lovely item takes the form of a two foot long rod of polished dark wood capped at the top by a dragon's claw (wrought in steel), holding an orb of red glass three inches in diameter. One round after the wood handle is grasped, the orb bursts into flame, and remains so until set down. The *Sceptre* strikes as a mace +20, and in addition delivers a *Firenerves* (Evil Magician Base **Physical Erosion** list) to any target failing to make a RR vs. 20th level Essence. In addition, the target is stunned for one round for each 10% by which he/she failed to resist.

Helm of Terelin: A full helm of molded grey *Shaalk*, reinforced with steel bands, this item is much lighter than any normal full helm, and provides virtually no protection as a helm. It does not, however, interfere with the spellcasting abilities of any Essence user, whatever the realm, and has the power of continuous *Gas/Water to Air*, thus allowing the wearer to breathe normally even while underwater or in an area filled with poisonous gas (vacuums are a problem, however). The duration is as long as the helm is worn, and of course the wearer can also breathe normal air without difficulty. When worn, the helm seals itself to the shoulders, preventing leakage of water or gas inside of it.

REGULAR ISSUE THAVAN EQUIPMENT

The following items are given to each Duranaki member of the Thavan:



Kynac

Kynacs: A set of three is issued to each Thav, one *Long Kynac* (a melee weapon), and two *Throwing Kynacs*. All of these weapons are made of *Keron*, an enchanted metal. The OB of the Kynac (in addition, the Long Kynac receives a +20 due to its nature; both types utilize the Rapier Table)

issued varies with the rank of the owner, higher ranking Thavs being given better weapons. Consult the Master Military Chart (5.11) for the breakdowns of these ranks. Jarhaad Guards have +25, Captains +20, Elite warriors +15, regular Warriors +10. In addition, Jarhaad Guard and Captain's Throwing Kynacs instantly return to the hand of their wielder after travelling the maximum range of 100', or after striking a target, whichever comes first. All are given a triple scabbard to hold their weapons across the chest.

Uniforms: Two uniforms are issued each Thav, one which includes a jacket and pants, both of leather dyed black, a black silk shirt, black gloves and knee-high black boots. The other, worn in warmer weather, is a vest, shorts and sandals. The heavier uniform of the Jarhaad Guard and Captains is enchanted, making the wearer AT 4 with no encumbrance. In every case, the uniform has many pockets, including a few secret ones, one of which holds a *Keron* garrote, another holds a tiny *Shaalk* lockpick. All fastenings are a dull grey alloy which does not corrode or tarnish.

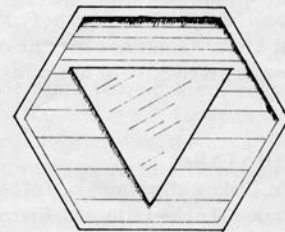
The following items are given to each Myri aide in the Thavan:

Bracers: To all, whether or not they are versed in the martial arts, are given bracers of fine steel, hinged so that they fit snugly about the wrists. Five inches wide, the ends of the cylinder are flared, aiding their effectiveness as parry tools.

Shuriken: To those who are skilled with these throwing weapons are given four +10 shuriken each, with an easily accessible carrying pouch.

Sword: Those Myri not able to employ the martial arts are equipped with a +10 short sword and a small reinforced shield.

Uniform: All Myri have a white silk uniform, consisting of a short, belted tunic with the Thavan insignia on the right breast, pants, and suede shoes. For field work, they are also equipped with a neutral grey camouflage uniform, including short cloak.



Insignia of the Thavan

Certain of the Thavan are given special equipment, depending on their assignment. The items below could be used by either a Myri or Duranaki Thav.

Armband: Of black suede and silk, this band is about nine inches wide, and is strapped around the lower arm. Within it are many pouches and compartments each of which holds a tool or instrument to aid a Thief. Several lockpicks, of *Shaalk* or other flexible materials, can be found, as well as a small mirror on a handle, and several lightweight straw-like metal tubes which can be fitted end to end to make a six foot long rod, at the end of which could be placed the mirror or a lockpick. There are several small devices that can be used to surreptitiously jam door latches open, a two foot square of black silk folded into a tiny bundle, a length of wire and a small knife. Using this kit will give the Thav a +30 to picking all locks and a +10 vs traps.

Cloak: Though cloaks are usually frowned upon by Duranaki as clumsy and foolish looking, these thigh-length hooded overgarments are issued as foul-weather gear, and when stealth is especially required. They are reversible, black on one side and neutral grey on the other. In addition to being water-resistant, they add 20 to all Hiding maneuvers.

PP Enhancer: Many of the Thavan are spell users, and so would benefit from a PP Enhancer. The standard type issued is a silver headband for Mentalist-related users, a bracelet for Essence users, and a hexagonal

amulet about an inch across worn about the neck on a silver chain for those of Channeling. The amulet is of Laen with a triangle (symbolizing the trinary nature of Thav units) etched on it and framed with silver, to which the chain is attached. None of the Jarhaad Guard are spell users; Captain enhancers are x4, elite enhancers are x3, regular enhancers are x2. Note that when referring to the Master Military Chart, all Thavan are assumed to be Fighters. Spell users would have lower OBs, and perhaps spell-enhanced DBs.

CLOUDLORD CITADEL VAULT CONTENTS:

VAULT 74:

Headband of Xyrus: A circlet of platinum unadorned except for faint engraving, this Channeling-related item's main purpose is to awaken the Lords of Essence as they are removed from their Vaults (98, 99). It has the supplemental power of *Awakening* anyone asleep, unconscious, or in a Coma (the latter two only if the condition is not due to damage). The headband is held in a small varnished wood box which also holds an unadorned grey metal disk 3 inches in diameter, which is the magnetic key to the Vaults of 98 and 99.

Helm of Urivan: An elaborate helm of silver and gold, with emeralds decorating it. It is a full helm, open in front except for a long noseguard, and has a high crest starting on top and extending down the back. For its function and use, see 27, the Column Chamber in the Cloudlord Citadel layout, see 4.13.

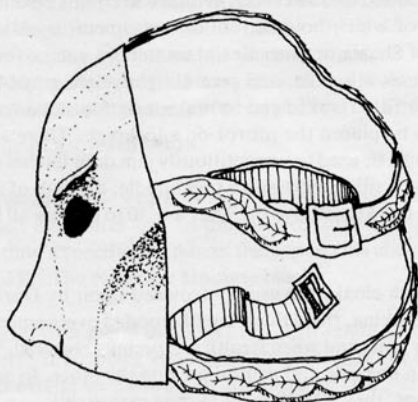
Finger of the Gold Warrior: In a small wooden box, wrapped in black velvet is a gold pinky finger from the Golden Warrior. See room 71.

Fist of Agonar: This large, spiked gauntlet of steel plates and mesh is worn on the right hand and has but one purpose: the destruction of doors. Less subtle than *Undoors*, this gauntlet, when used to punch any door of any nonenchanted material up to 6" thick and ten feet wide and high, will rip it from its hinges and latch, sending it crashing to the floor beyond. Doors which are supposed to open towards the puncher, and are thus reinforced by a doorframe, are simply crushed to splinters by the *Fist*. Doors larger than the specified dimensions may require a few more punches before giving up. Enchanted doors are unaffected by the *Fist's* magic, as are all things which are not actual doors. An intrinsic strength of 90 is required to wield the *Fist*, and the wearer receives 1- 10 hits of damage each time he/she punches.

FIVE MASKS OF SHATARA:

Held within a wide, shallow chest fashioned of black wood with silver fittings are the Five Masks. The chest is locked, Extremely Hard (-30) to pick; the wood and fittings very strong. Within the thickly padded, grey velvet lined interior are placed five face-masks in a row.

The **Unsouled Mask** is made of dull grey metal fashioned so that it resembles a skull, covers the entire face except for holes for eyes and nose, and a slit between steel teeth for the mouth and is held on by leather straps across the back of the head. While it is on, the wearer has no Presence or scent to all detections, and is incapable of making a sound.

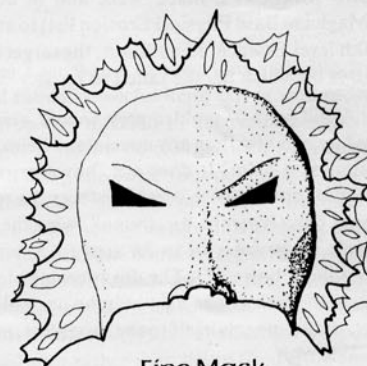


Forest Mask

Carved of the same black wood as the box and so very strong yet light, the **Forest Mask** covers the upper part of the face (except for eye slits), leaving the lower half from the nostrils down free. It is held on by leather straps dyed green and decorated by small leaves of green metal, fastened by black metal clasps. The wearer may use the spells *Great Merging Organic* and *Tree Door 300'* as often as 3x/day each. They are also able to travel through even the most dense undergrowth with ease, as it will part before the wearer and close again behind him/her.

The **Mask of Eyes** is made of translucent frosted grey *Laen*, covering the entire face with slits for nose and mouth, but none for the eyes. Instead there are huge, flat-cut rubies the size of human irises set in the eye areas. Once placed over the face, the mask is held on by some enchantment, and can be removed at the will of the wearer. When looking through the rubies, the wearer is able to see perfectly in all lighting from total darkness to blinding light, as well as being able to *See Invisible* objects and beings with total clarity. The rubies in the mask sparkle and glow while it is worn; this glow is difficult to conceal. Also, for every minute (six rounds) the mask is worn, the wearer suffers total blindness for an equal number of hours after it is removed. If the mask is worn for a total of more than one hour in a 24 hour period, the wearer is rendered permanently blind. If the rubies are removed, all enchantments are broken.

Fashioned of what appears to be a very thin sheet of unusual, *flexible* glass, the **Mask of Faces** has no perforations for mouth, nose or eyes. When placed on the face, however, it becomes opaque, adheres itself to the skin, and such openings form magically. The wearer is then able to cause the mask to assume any humanoid facial structure he/she desires. Those in possession of the Mentalist spell *Study* are able to cause the mask to assume the exact appearance of a specific individual with ease, including eye color, etc. Hair color changes as well, as desired. In addition, the wearer is able to freely use the spells *Misfeel Kind*, *Misfeel Calling*, and *Misfeel power* (Mystic Base **Mystical Change** List). After 'setting' these spells to the desired selections, no concentration is required. The mask is very comfortable and can be worn indefinitely, however, if the mask is worn for more than one hour, the wearer is the target of a point-blank *Amnesia* (Mystic Base **Confusing Ways** list). Point-blank means the attack roll by the mask is at an additional +30. If the wearer resists, he/she is unaware that anything has occurred; the mask will attack again every additional hour that it is worn, with an extra +10 to its attack every time until it is successful or the mask is removed. If it is successful, the wearer can remember nothing about him/herself as per the spell, and believes (reasonably) that they *are* the person they are impersonating, and must act accordingly, abandoning their previous intentions for the duration of the amnesia.



Fire Mask

Lastly, the **Fire Mask**, the most ornate of the set, is a combination headband and mask, the latter covering the upper half of the face much like the Forest Mask, with triangular eye slots. Made of gold, the mask is inlaid with dozens of flame-shaped pieces of orange and red *Laen*, as well as rubies and deep yellow Sapphires. All around the headband are also set flames of *Laen*, edged with gold and pointing upward, though around the mask itself the flames are made to look as if they are streaming back from the face. The wearer of this mask can, at will, self-immolate. That is, he/she can cause themselves to burst into flames (at no harm to the wearer). All weapons and items on the wearer, while unharmed themselves, are as flaming weapons, delivering a heat critical equal to any regular critical delivered by the weapon. All within 5' of the wearer suffer a *Fireball* every round they remain in that radius. Finally, the wearer of the Fire Mask is immune to heat damage, and halves the effects of cold damage. Total immersion in water will quench the fires temporarily. The mask is, unfortunately, *Cursed*

(though in this case it is particularly difficult to discover, the Curse receiving a 20th level RR vs detection). Every time the mask is used (the fire called) the wearer must resist a 20th level *Sea Curse* (Evil Cleric Base **Curse**s list). In this case, the curse has a duration of one week/5% failure. The wearer must save again with each use of the mask, even if he/she is already under the effect of the curse, and additional failures are cumulative. The effect of the curse is not apparent until the victim is faced with an appropriate situation (a bath, taking a swim, etc); the curse is in effect whether the mask is worn or not.

EQUIPMENT OF THE CLOUDLORDS

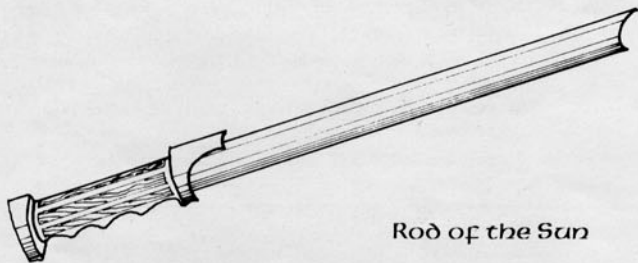
The Cloudlords found many items in the ancient complex with which to outfit themselves, including suits of armor fashioned of a strange, very lightweight material, weapons with unusual qualities, and other strange devices. Below are listed the standard items of the Cloudlords, as well as specific items possessed only by certain members of the Inner Circle.

Armor: standard issue is of breastplate and greaves made of a material known as *Ithloss*, which is golden in color. It is extremely lightweight and flexible but almost impervious to punctures and cuts and is rigid enough to provide considerable protection to the wearer. Protects as AT 17-20, but encumbers as only AT 9. Also included are a shield and helm of the same material.

Sword: One-handed broadsword of a superior alloy tinted gold. Usually +10 or +15.

Axe: Hand-axe, +10, can be thrown as far as 100' without range penalty. After going 100 feet (or striking an object) the axe will vanish and return to the hand of the wielder via a spell similar to *Long Door*.

Amulet: A large (about 4" diameter) glass disk in the shape of a convex lens, ringed by a gold band which is fastened to a heavy gold chain and worn about the neck. Casts *Aura* about wearer at will (+5 to DB); will cast *Beacon*, duration 1 hour, as often as once per week; will cast *Projected Light* at will. The lens of the amulet can also be made to glow dimly any color desired at the will of the wearer. Some special amulets are also PP enhancers.



Rod of the Sun

Rod of The Sun: These items are not as freely distributed, as they are not as common, and some have mysteriously ceased functioning (in truth, most have charges limited to 100). Only the members of the Inner Circle have Rods which do not require recharging, and only Sten's will operate without the presence of the sun. They cast a spell in effect similar to either *Firebolt* (Magician **Fire Law** Base) or *Sunfires* (Open Mentalism **Brilliance**), as desired by user. Range in either case is 300', and damage when used as a *Firebolt* is 4x hits. Wielder need not be a spell user, and expertise may be acquired as a directed spell. Note that the Rods are ineffective unless used outdoors on a sunny day. In appearance they are two foot long gold tubes, open at one end, inlaid with wood strips at the other end to form a 'handle', and each rod is encrusted with clear yellow gems.

Cloak: Pale blue in color, the cloak will allow the wearer, if he should jump or fall from any height, to float gently and unharmed to the ground.

SPECIAL ITEMS:

Chanclor ("the Absolver"): sword of Sten Kirian. The powers of this mighty weapon are as follows:

- 1) +30 Enchanted sword. Treat as "Holy" on special criticals.
- 2) Of Changing: Dagger, Broadsword, 2h-sword, at will.
- 3) Has the power, on the delivery of a critical strike, to *Absolve* one foe per day. Treat as a 20th level point-blank *Absolution* (Base Cleric **Channels**). Note that the sword can only cast it upon the struck foe; the spell has no range in this instance.

Key of the Lords of Essence: Each of the Knights of the Inner Circle possesses one of these.

Amulet of the Oranir: worn by Sten, this amulet has the additional ability to generate a continuous *Protection V* about him, adding 25 to all of his RRs, as well as subtracting 25 from all elemental attacks directed at him. It is also capable of creating an *Alkar* (Open Channeling **Light's Way**) on its wearer, subtracting 25 from all attacks, and bathing him in a godlike aura.

MISCELLANEOUS ITEMS

Most Potent

Bracers of Valliun: A set of four inch wide bracelets of *Keron* alloy, these are the weapons of a Monk or Warrior Monk, adding 30 to his/her DB and 20 to their Melee OB. In addition, the Bracers are able to cast *Deflections I* and *Bladeturning I* instantly as many as three times per day each at a mental command by the wearer (the command does not cost him any activity). The bracers have a two-fold problem, however. Soon after their forging in the Second Age of Ire they were captured by evil forces and an Alchemist sealed the bracers in a plating of enchanted steel, and in conjunction an evil Cleric cast a 20th level *Curse* upon them. The curse, which prohibits the spells from operating, can be removed in the usual way: by a Cleric. It must be so removed before the steel coating can be removed. The steel cancels the total OB and reduces the bracer's DB to 10, and can only be removed by immersing them into The Waters of Sorrow, in the Citadel of the Cloudlords (see sec 4.13; it is 46 on the layout) at which time the steel disintegrates.

Jarn's Shuriken: Found in a beautiful box of varnished cherry wood with brass fittings are two shurikens (martial arts throwing stars — use the dagger table, +5 against metal armor types; +10 vs all others) fashioned of fine steel. In addition there are thirty coin-sized disks of enchanted red glass held in a leather pouch. The center of each shuriken is hollow, the circular hole so designed to accommodate one red disk snugly. Within each disk is stored an intensive heat charge such that, when the shuriken delivers a critical of any kind, it triggers a point-blank *Firebolt* 4x damage. Only when a critical is delivered does the charge go off; but thereafter the *Firebolt* is rolled separately. The disk is evaporated in the explosion; replacements are unheard-of. The shuriken themselves are +15 in nature and magically return to the caster via a *Long Door* after striking and delivering their attack, or travelling 100 feet, whichever happens first.

Potent

Peit's Flying Belt: A wide leather belt with metal studs. It allows the wearer to *Fly* at the rate of up to 100'/rnd at will. However, for every ten feet over ten feet above the ground the flyer rises, there is a 10% chance per round that the belt will power dive the wearer into the ground. At 10' they are safe; at twenty feet there is a ten percent chance every round that the belt will plummet downward; at 100' a 90% chance. Roll a large crush plus the altitude for the impact. Once in the dive, the belt cannot be taken off and annuls all attempts to stop it in its gruesome purpose (such as a counter *Fly* spell, or attempts to *Land*).

Sword of Garkslaying: This is a steel broadsword, possessing a +10 OB in normal use. However, if the possessor of the sword (whether or not he/she is holding it at the time) sees a Gark, they must Resist vs a 20th level compulsion to slay the Gark. If they are holding the sword, it receives the +30 "Touching" bonus to its attack roll. Versus Garks the sword is *Of Slaying* and +30. If the owner fails to resist they become berserk, delivering 2x damage, as well as being immune to stuns and unable to devote any of their OB to parry versus the creatures. He/she, once berserk, will fight until all the Garks in sight are dead (including ones which appeared but ran out of sight: these must be pursued) or the wielder is knocked unconscious or killed. An Elvish inscription on the blade states simply "Of Garkslaying True".

Modest

Herding Staff: A plain, slightly gnarled staff of oak with a steel spike on the bottom and cap on the top. When held aloft and the holder speaks a phrase resembling — in any language — "Herd, within five hundred feet (or any radius up to 1000 feet)", the staff will exert a compulsion on all herd animals (such as sheep, goats or cattle) within the radius to stay within that boundary. The holder can also close the radius by simply saying so, and the staff will cause the animals to pack in (within reason) and remain with the staff wherever it goes (also within reason). Animals in danger will try to remain in the radius, but, if their little lives are threatened, they can overcome the compulsion. The staff can be left thrust spike down into the ground, and will operate unattended. It works especially well on sheep.

SPECIAL HERBS

Climate Codes: arid = a; semi-arid = s; hot and humid = h; mild temperate = m; cool temperate = t; cold = c; severe cold (frigid) = f; everlasting cold = e

Locale Codes: Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous (evergreen) forest = C; Deciduous/mixed forest = D; Jungle/rainforest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = E; Freshwater coasts and banks = F; Ocean/saltwater coasts = O; Volcanic = V; Underground (caverns) = U

Frequency: Based on a scale of 1-100 (100 being very common; 1 very rare). These numbers are indicative of availability in the wild. Price shows purchase availability in towns and other 'shopping areas'.

Compass Code: Last code in sequence shows area of the main continent where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-continent.

Preparations Codes: bo = boil; br = brew; ch = chew; cr = crush; dr = drink; eat = ingest; in = inhale; po = poultice.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT
Sense Enhancement					
Agaath	fM30NW	berry	chew	5gp	Breathe with low oxygen (25% +) 12 hrs. Once per day.
Alzo	mD10U	seeds	cr/boil/dr	60gp	Adds 50 to adrenal maneuver rolls for three rounds.
Basira	mF20S	bud	boil/inhale	15gp	Allows one to perceive Essence Flows, and enchantments. Imbiber's eyes glow red. (1 hr).
Ezrin	mV25U	flower	chew	30gp	Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. Euphoric. (1 hr).
Furk	aW10M	leaf	boil/inhale	15gp	Enhanced vision (x3 plus mild infravision) for 3 hrs. 1x/day.
Gort	hJ25S	leaf	powder/inhale	2gp	Mild euphoria. Add 10 to all Presence RRs. (1 hr). Psychologically addictive.
Hristo	cC5N	leaf	crush/burn	30gp	Allows mental summons of one known sentient friend (100 feet x level of user).
Jiri	mO15W	lichen	rub (on eyelids)	10gp	Infravision (one hour).
Kilmakur	hS10U	root	boil/eat	65gp	Protects versus all flame and heat for 1-10 hours.
Kylan	fW20N	berry	chew	45gp	2x strength (double concussion damage, +10 to hit) 4 rnds.
Nira	hO60U	root	chew	60gp	Haste (3 rnds).
Oranto	tU20E	mushroom	eat	100gp	Haste (6 rnds) user takes 20 hits due to drug reaction 10 rounds after being taken.
Paran	tU55W	stem	boil/inhale	80gp	See invisible things or beings for 10 minutes. 1x/day.
Resha	hV20SE	flower	chew	90gp	Allows mental contact with friend. (10 miles x level of imbiber) Contact lasts 6 rounds.
Rud-tekma	hJ6S	fruit	eat	25gp	Bonus of +20 when casting spells or for over-casting attempts. Lasts 1 hr. Maneuver and melee bonus -20. 10% chance any spell will be cast on nearest unintended target.
Selig	mF30U	fungus	chew	18gp	Enhances hearing 1 hr.
Somiren	sB10E	leaf	boil/inhale	30gp	Restores as nights' sleep or meditation. Use in given week results in: once = loss 1 pt Con; twice = loss 5 pts; thrice = 25 pt loss (temp).
Gort	hJ25S	leaf	powder/inhale	2gp	Mild euphoria. Add 10 to all Presence RRs. (1 hr). Psychologically addictive.
Zapic	hJ4S	leaf	powder/inhale	80gp	Euphoric. Add 50 to all spell failure avoidance rolls when overcasting. (5 rnds).

Concussion Relief					
Akbutege	sO82S	leaf	chew	12sp	Heals 1-10.
Akunga	tOssSE	leaf	salve	8gp	Heals 2-20.
Anneke	ch15N	flower	chew	30gp	Heals 5-50.
Bayla	eV90N	lichen	boil/inhale	50gp	Heals 1-100.
Blenna	cC7N	fruit	eat	0gp	Heals 10-100.
Darric	cM80U	berry	chew	10gp	Heals 10 (instant effect).
Forb	fM85NE	berry	chew	40gp	Heals 10 and relieves 2 rnds accumulated stun.
Kenja	tD80U	leaf	brew/drink	3sp	Heals 1-4.
Morue	fH20NW	root	chew	80gp	Heals 50.
Purg	mD10NW	nectar	dissolve/drink	30gp	Heals 20.
Raman	sO40W	leaf	chew	10sp	Heals 1-10.
Rigni	cM90E	lichen	crush/poultice	120gp	Heals 3-300.
Sheku	aD5M	berry	place in mouth	140gp	Heals all hits. Instant effect. Imbiber stunned for one round due to shock.
Shuab	eW10M	leaf	poultice	30gp	Heals 2-20. Doubles healing of all major wounds. Antiseptic.

Antidotes					
Alzo	tF15U	leaf	chew	27gp	Antidote for Yosis.
Bevolin	mO20SW	leaf	brew/drink	45gp	Antidote for Ghida.
Deon	hO5S	root	eat	110gp	Antidote for Loryaak.
Eshetu	mT20M	grass	poultice	80gp	Antidote for Kadah.
Ikbal	mF2U	crystal	dissolve/drink	300gp	Antidote for any poison if taken within one hour.
Nega	mS80N	leaf	brew/drink	80gp	Slows effect of any poison 10x. Lasts 24 hours.
Radoje	tH90U	root	crush/rub	10gp	Cures infections.
Retta	tC14U	flower	chew	120gp	Neutralizes any poison below 10th level.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT
Siri	aW10SE	root	chew	80gp	Antidote for Luku.
Tevy	mO20S	leaf	boil/inhale	25gp	Antidote for Vyrk. Cures Hurothgaar.
Stat Modifiers					
Alaac	aE2SW	flower	chew	450gp	Restores any stat losses other than those due to age. Affects only one stat.
Azelé	fGINE	bud	chew	340gp	Allows one to increase any one stat's potential by one point. Effect permanent. User can only use the drug once in his lifetime, or body will reject (all stats drop by 5-50).
Sahn	cA3NE	flower	chew	500gp	Allows one to increase any one stat's potential by 4 (up to 100), but 10 must be deducted from any other one stat of the imbiber's choice. Effect lasts one year exactly.
Specific Repairs					
Amar	tS20U	leaf	poultice	70gp	Stops bleeding by clotting and sealing wound (up to 5 hits/rnd; more severe wounds are unaffected). Wound is closed and healed; will not re-open.
Arrine	mF30U	stem	rub	10gp	Doubles rate of healing fractures.
Baalak	hO3U	reed	br/dr	160gp	Repairs one shattered bone. Takes one minute.
Cellane	tH85U	leaf	boil/inhale	2sp	Decongestant. Adds 20 to resistance versus cold and pneumonia.
Chuma	hO15S	root	crush/rub	12gp	Doubles rate of healing for sprains, torn ligaments, cartilage damage.
Cicala	mT30M	grass	poultice	40gp	Mends one muscle (instant).
Crale	tC30N	berry	chew	65gp	Restores hearing.
Curfalaka	hJ12U	fruit	eat	40gp	Mends muscle damage.
Daral	tO90U	leaf	poultice	1gp	Cures fever.
Dorn	F15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to 2nd degree burns. 3rd degree healed in one hour.
Dorub	cC30U	cone	cr/boil/poultice	60gp	Nerve repair (one limb) takes one hour.
Efrid	hJ10S	lower	place in mouth	250gp	Massive nerve regeneration. One hour.
Ghiloa	eG2NE	flower	crush/soak	10gp	Cures frostbite.
Gursamel	tS3N	stalk	cr/po	30gp	Mends bone. Takes one minute.
Hegheg	hS12U	root	bo/cr/poultice	25gp	Heals cartilage damage.
Inexes	mD20SW	leaf	poultice	0gp	Stops bleeding of any one wound instantly.
Iolar	cO60SE	mix	salve	10bp	Depilatory (removes hair in area applied).
Irit	mM20NE	berry	salve	5sp	Local anesthetic. Lasts 4-5 hours.
Irona	hJ20SE	leaf	boil/inhale	85gp	Cures mental disease. Takes one day.
Jaymis	tM10SW	algae	dry/eat	60gp	Allows free breathing underwater (as well as in air). Lasts five hours.
Jervie	mC20W	seed	cr/boil/poultice	145gp	Major organ repair (not brain). Takes one day.
Jes	cH16N	flowers	salve	255gp	Joins limbs. Takes one day.
Kadir	aD80M	stem	powder/dissolve/dr	3bp	Analgesic.
Kiran	hV60SE	leaf	poultice	25gp	Heals cartilage damage instantly.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly.
Macajou	cO4N	leaf	boil/apply	250gp	Regenerates one major organ. Takes five minutes. Imbiber is a max hits due to drain on body.
Milinka	aE10U	root	salve/rub	12gp	Mends bone. Takes one hour.
Naycek	mS10W	flower	place in mouth	30gp	Lifekeeping (one hour).
Nizzar	mV15S	root	poultice	80gp	Repairs one bone shatter. Takes one day.
Nyasani	tF3M	flower	boil/dr	240gp	Regenerates one eye. Takes one day.
Nya	eG1NE	flower	place in mouth	850gp	Lifegiving for Elves. Will acts as Lifekeeping on anyone, lasting 10 days.
Orlian	ff30NW	leaf	poultice	30gp	Preserves one limb.
Pok	tU2U	mushroom	place in mouth	1200gp	Regenerates brain tissue. Depending on area and extent, any lost accumulated experience is not regained.
Reslyn	tO35SW	kelp	poultice	90gp	Cures blindness (if eyes not destroyed). Instant effect.
Rumar	fM25U	berry	chew	60gp	Relieves up to 3 rounds accumulated stun. Takes effect one round after ingestion.
Salufa	mO3W	flower	place in mouth	1000gp	Lifegiving.
Sappora	mM15E	root	chew	2gp	Stun relief 1 round. Acts instantly.
Savarhet	tD20U	clove	place in mouth	380gp	Will regenerate any damaged nerves and organs. Takes one day.
Sebrun	cF45N	root	chew	5gp	General anesthetic. Lasts 10-12 hours. Level 5 attack.
Sek	hJ60M	nectar	boil/inhale	20gp	Relieves coma, if any related damage previously cured.
Shlorp	tU10U	mushroom	place in mouth	160gp	Lifekeeping (10 days).
Shuab	tM80S	leaf	poultice	35gp	Heals up to 3rd degree burns in ten rounds. One dose will treat one square foot of area.
Shumaran	sW20E	clove	place in mouth	1200gp	Lifegiving.
Starza	tC23U	resin	dissolve/soak	25gp	Cures frostbite. Heals 2-20 cold related hits.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT
Sterhen	tH40S	nut	eat	60gp	Stimulant. Add 10 to quickness for 5 rounds. Assures wakefulness for next 10 hours.
Suman	mD8N	gold berry	place in mouth	200gp	Lifekeeping 30 days.
Taline	mD40S	berry	crush/poultice	15gp	Blood vessel repair.
Telpi	tT30NE	grass	poultice	45gp	Stops bleeding (up to ten hits/rnd). Victim cannot engage in strenuous activity without reopening wound.
Tesh	mC75SE	resin	dissolve/poultice	80gp	Repairs ear damage. Takes one hour.
Torrain	fH20NW	root	chew	20gp	Cures concussion.
Tovo	sB10W	leaf	boil/inhale	5sp	Mild stimulant. Assures wakefulness for 5 hours.
Trice	tO10SE	kelp	poultice	200gp	Will heal up to two square feet of fourth degree burns. Victim must recuperate one day.
Trimas	tU8U	mushroom	eat	150gp	Regenerates appendage (finger or toe takes one week; arm or leg one month).
Turfiik	sW10U	leaf	boil/poultice	50gp	Regenerates one bone (and attached tissues such as cartilage and tendon). Takes one day.
Ujama	tM30U	leaf	poultice	10gp	Repairs sprain. Effect immediate.
Vaniro	mH80N	berry	cr/rub	20gp	Restores heart action.
Wor	aE30NE	cactus sap	poultice	60gp	Skull repairs. Takes one minute.
Wumbar	sB35U	fruit	crush/rub	120gp	Joint repair. Effect immediate.
Zaklar	tM80U	leaf	boil/inhale	sp	Restores free breathing.
Zan	cO20S	stem	crush/rub	250gp	Spine repair. Takes one minute.
Zorm	mS15N	grass	poultice	150gp	Shatter repair. Takes one round

To Compute price/availability use the following steps:

- (1) Find compass area.
 - (a) Mid-continent is always one compass region away from adjacent regions.
 - (b) Universal Herbs are uniformly distributed.
 - (c) Remaining regions are based on compass points (N, NE, E, SE, S, SW, W, NW). Cost is based upon main home, but any region containing compass point (e.g. E is in NE, SE and E) uses base price. Regions 1 step away use 2x cost; areas 2 steps away use 4x cost.
- (2) Use cost multipliers below:

Market/Availability:

 - ½x if market oversupplied in good
 - 1x if normal/cosmopolitan market
 - 2x if rural market
 - 3x if isolated/black market
 - 10x if insulated/inaccessible market
- (3) When selling an herb to a merchant or interested (and rich) individual, employ two more factors (it's not that bad, really):
 - (a) If the herb is not 'universally' available it may be hard to sell, particularly where cheap local equivalents are available.
 - (b) Prices are computed as normal where there is a demand. Where there is no demand, the herb will bring 50% of the price of the cheapest equivalent locally in demand and available. All price fractions here should be rounded down.
 - (c) Unless otherwise stated, (due to culture, locale, circumstance, etc., etc.) PCs deduct 50% of the price when selling the herb.
- (4) Weights should be calculated at ½ ounce per dose. This might vary in certain cases within the GM's discretion.

FINDING AN HERB IN THE WILD:

- A) This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought.
- B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.
- C) For a group which separates into smaller units, each group makes a separate roll. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.
- D) Formula: #doses = [(1-100) on open-ended D100] + modifiers + frequency # -100] divided by 5 OR the frequency #, whichever is LOWER.
- E) Modifiers:

Searching in area searched in last 6 months	-50
Searching in compass code area adjacent to home of herb	-50
Each Animist in group	+30
Each Ranger in group	+20
Each additional searcher	+02
Each day spent unsuccessfully searching	+05

NOTE: When used too frequently most herbs will cause either dependence or a negative allergic reaction in the imbiber. The frequency necessary and ramifications should be determined by the GM. However, use of any of these herbs on the average of more than once per day for more than a week should be considered dangerous. Alternatively, using the herb a given number of times within any given period may trigger addiction.

Some possible afflictions:

- a) dependence forces user to imbibe drug once/ day or face violent, unpleasant withdrawal.
- b) drug ceases to be effective; more and more doses required **at once** to be effective.
- c) imbiber develops allergy to drug, and cannot take drug without a reaction (from sneezing fits or hives, to a serious overall swelling, trouble breathing, and even a chance of heart attack or death).
- d) imbiber who frequently uses, for instance, a 'haste' herb in "tense" situations may, in a "tense" situation in which he does *not* use the herb, trigger a withdrawal reaction, such as *slowed* movement.

It is also important to note that the PCs will not necessarily be aware of the possibility of becoming addicted, or else they may take precautions.

6.0 ADVENTURING IN TANARA

Below are discussed two organizations whose jurisdiction embraces the entire World of Loremaster. Their influence on Tanara, while not direct, is especially pertinent with regard to PCs and their relationship to the land and its inhabitants. If the GM is planning a relatively short campaign the Navigators will probably not have a very significant role, since the PCs will most likely be native Tanarans and the campaign can be restricted to the boundaries of this land. If, on the other hand, the GM wishes to begin an extended campaign or employ Tanara as a continuation of an already active campaign, the Navigators may prove important as a mode of transport to and from the land.

The presence of the Loremasters and the extent of their involvement is of course up to the GM, but he or she should take every care to remember that discretion and subtlety are traits common to all Loremasters. They will rarely interfere directly unless dire consequences to *all Tanara* would result from their inaction. Dire consequences to the PCs do not count.

Later in this section can be found detailed suggestions for PC backgrounds for native Tanarans, and scenarios for several levels of play.

TRAVEL TO AND FROM TANARA

As has been stressed before, there are many forces both natural and supernatural which divide the World of Loremaster into discreet areas, making travel over long distances nearly impossible. That is the case only for 'unskilled' travelers, however. Scattered throughout the world are a number of arcane organizations commonly known as *Navigators*. At least one of these groups is composed completely of Elves, though many have mortal memberships. The function of Navigators in the world is, as one may guess, to guide the unwary through barriers otherwise thought to be impassable. In fact, virtually all of the groups work in cooperation, each sending a representative to an annual meeting at which basic policy is laid down and any infractions of their code are judged and punished.

These 'Guilds', as they are called, while treated warily by nearly all the peoples of the World of Loremaster aware of them (even those who interact with them regularly) are grudgingly accepted as a necessary element if there is to be any kind of long-distance, reasonably safe and reliable travel. Besides the Navigators, only the Loremasters seem able to traverse the world with ease, sailing through reefs and shoals with impunity, and riding the Flows of Essence where the land prohibits conventional travel. As part of their Code, the Navigators favor no one, instead charging all a high price for their services of guidance and Essence manipulation.

Obviously, all Navigators are masters of the Essence, for not only can they guide ships and caravans along the safest route, but they are able to *Teleport* groups or even ships and large animals across vast distances by using nearby Essence Flows. Nearly all Navigators utilize some sort of device in their trade, though its nature and appearance can vary tremendously from Guild to Guild. One group uses a disk-shaped object resembling a large and ornate compass, worn about the neck on a chain. Another's members manipulate an intricate device with many small tubes and slides which looks more like a very sophisticated sextant than anything else. Yet another Guild uses a bracelet of some silvery metal fitted with a single semispherical gem about two inches in diameter which glows a variety of colors: indicators to the trained eye. It seems as though the Navigators all make every attempt to maintain the already pervasive mystique about their powers, perhaps to maintain their monopoly, perhaps for the more altruistic purpose of holding a certain balance in the world. It is important to note that one of the tenets of the Guild Code is that they will not transport what they consider military personnel or items, either for the purpose of attack, espionage or sabotage, and they maintain the right to refuse any such assignment. If any Navigator has been successfully bribed to betray this code in the past, the organization has managed to keep it a complete secret. On the other hand, the few incidents in the past in which some power-hungry lord has attempted to coerce a Navigator — or, worse yet — killed one and tried to use his *Compass* (as their devices are usually called) and the utter failure of such attempts are quite well-known. The retaliation has been swift and sure. One king who had a Navigator killed vanished soon after and was never heard from again.

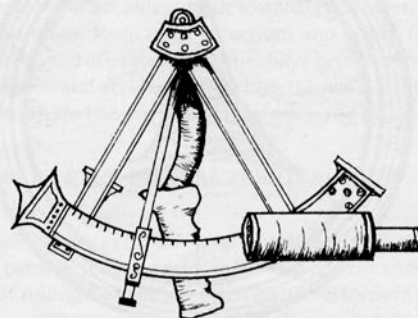
Navigators are businessmen above all things, and they are notoriously unsympathetic to people with no money in tight situations, although they

have been known to accept payment in magic items — after criminally undervaluing them. In the event that a vessel or caravan accompanied by a Navigator is attacked by raiders or bandits, the Navigator will not fight unless he or she is personally threatened. That instance rarely arises, partly because of the famous vengeance inflicted upon those who attack Navigators, partly the fact that Navigators wield very real power over Essence influences other to be wary, and it is said that none are less than superb fighters should they opt to draw steel.

There are several ways to contact the Guilds, should one have the cash and the inclination to travel. Black stone obelisks, one foot square and usually twenty feet tall, are scattered across the lands of the world. They are unmarked, shiny black, and virtually indestructible. Simply place a hand on one and say, in just about any language, something to the effect of "I require a Navigator" and one will magically appear within minutes. He or she will then discuss terms and payment (almost invariably cash up front). If the assignment is to be for some time in the future and/or another location, the client is given some sort of token in exchange for a hefty deposit, which the Navigator to whom the assignment is made uses as a locator focus so that he or she is certain to arrive at the location of the client's cargo/passengers. Conventional transportation such as riding animals or sea vessels are never supplied by the Guild, and in fact such for the Navigator must be provided by the client. The Navigator, however, will advise the ignorant client on what mode of transport is most appropriate. It is occasionally possible to make much of a journey via direct *Jump* (as the Navigators refer to Teleport), but long Jumps, especially those involving large numbers of people, are tricky and correspondingly (more) prohibitively expensive. Regular clients are often rented personal Navigator Beacons by a Guild, considerably more convenient than the obelisks, and considered status symbols in the larger, more sophisticated societies. You won't find any in Tanara.

PCs are of course welcome to hire Navigators to ensure safe travel, keeping in mind their inflexible rates and policies. To calculate the cost of a Guild-directed trip, use a standard unit of one person or 50lbs cargo. Charge 1 gp. per mile per unit overland; 1 gp. per 10 miles per unit by sea. An additional flat rate of 100 gp. per unit per Jump — as deemed necessary by the Navigator — is charged, with a surcharge of 10 gp. per unit per mile of Jump travel over 50 miles. (Nearly all Jumps used at the Navigator's discretion to bypass barriers and perilous areas are less than 50 miles.) On very rare occasions, a discount for a very easy trip, or a special surcharge for an extremely perilous or complex journey is imposed. Safe arrival of the personnel/cargo to the destination is guaranteed, barring interference by non-natural events such as raiders, and occurrences unrelated to the journey, such as random spoilage of the cargo, or the death of a passenger due to unrelated events such as assassination or illness. Weather on such guided journeys is never unpleasant enough to delay the trip or risk harm to those involved — the Navigators apparently exercise limited weather control in addition to all their other powers. If a Navigator has ever failed to deliver his charges safely due to his own failure, it remains a complete secret. If asked what will be the compensation if the charges are not delivered, the Navigator will inevitably smile condescendingly and say "The charges *will* be delivered". And that is the end of that.

The Guilds have apparently divided the world into districts, each Guild having a defined jurisdiction, although the actual boundaries have yet to be understood by outsiders, partly because they seem to differ depending on the time of year and time of day. A single Navigator is invariably the guide for an entire assignment.



Compass of the Vurn-kje

The three Guilds most likely to be encountered and used by wealthy travelers in and around Tanara are listed below.

Guides of Vurn-kye

One of the more flamboyant (not to mention stuffy and condescending to clients) Guilds, their Navigators use a Compass which resembles a golden sextant with tiny jewelled fittings. A Navigator is never parted from his Compass, and when it is not in use he or she carries it in a fine black leather pouch slung from the belt. Navigators in this Guild wear a tunic and pants of black cloth trimmed with gold thread and gold fastenings, black leather boots and, unless the weather is very hot, black gloves. Their symbol, an abstracted sextant-compass, is embroidered in silver and gold thread and many tiny gems on the left breast.



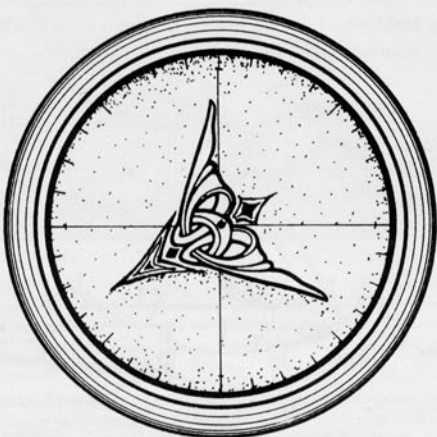
Insignia of the Navigators

The Navigators

Possibly the largest Guild, this group is composed entirely of Elves who seem perpetually in a daze, though they are no less competent than their peers. Simply referred to as the Navigators (rather presumptuous), it has been hypothesized that they are also the first Guild as such to have formed. Members wear neutral grey clothing, the only decoration being their Guild insignia emblazoned on the left breast. Their compass takes the form of a rigid two inch wide silver band, apparently permanently affixed about their left wrist. Set on the band is a semispherical clear crystal which continuously glows different colors. They also wear a glazed expression rarely broken by any sign of emotion. Most of the members of this Guild are actually Mystics or Monks by profession, though all of course have the **Lofty Bridge** list.

The Daruni Olkanin

One of the more "down to earth" Guilds, the Daruni Olkanin Navigators have even been known to carry on casual conversation with clients while on



Compass of the Daruni Olkanin

assignment (not forbidden, but frowned upon by stricter Guilds who consider it 'demeaning'). Members vary greatly in actual profession, and they have no uniform other than a bright green surcoat, trimmed with gold. Navigators usually wear green or brown garments to complement this surcoat. Their Compass takes the form of a gold disk four inches in diameter with a convex crystal on one face, beneath which is an intricate mosaic of jeweled inlays resembling an actual compass and a delicate filigreed arrow which swings about in directions which seem aimless to the untrained; even the Daruni Olkanin do not discuss the functioning of their Compass with outsiders. This disk is attached to a heavy gold chain worn about the neck at all times by the Navigator.

FACTS ABOUT THE NAVIGATORS

The truth is, Navigators *have* failed in the past, but the occurrence is extremely rare, and the client involved has been more than compensated for his loss in each case. As is true with all professions there are apprentices, who in this case are usually charged with lesser tasks like answering obelisk summons and setting rates, which are pretty straightforward. As they learn more and increase in power they are assigned more complicated tasks. At the heart of the Guild powers are the Compasses, however. These ancient artifacts of the Lords of Essence draw the line between a Navigator and an average skilled spellcaster. A few smart entrepreneurs in the early Third Age of Ire discovered these items (varying in appearance with the cultures that created them) and, perceiving the potential for enormous profit seized numbers of them and destroyed those which they could not use. As time went on and several such organizations sprang up there began to be competition, and with that came sabotage, undercutting and other nasty practices, thus little profit for the Guilds. About a thousand years ago the current heads of the Guild realized their predicament and decided to unite into a single union, in doing so increase their credibility and reap huge profits. With few exceptions, the situation has remained stable since then. A side activity of the Guilds is locating and either 'acquiring' or destroying unauthorized Compasses, which are, of course, a threat to their monopoly. Through the years there have also been occasional "renegade" Navigators. They are hunted down by the Guild, and usually relieved of their lives. There is always some tension between Guilds, each suspecting that others are secretly planning to destroy them and take absolute control. A certain balance has settled in though, and the Guilds operating today are basically the same entities which were in existence 1000 years ago. The Loremasters can claim some responsibility for this, as they realized the potential dangers of several Guilds with such awesome powers in all-out competition. Of course, Loremasters don't have to pay exorbitant Guild travel fees. . .

Though they can differ in the full range of their power, the Compasses all perform basically the same task — generating a safe route for the traveler who wields it. It is necessary for the user to have mastered the **Lofty Bridge** Closed Essence list — and so the principles of *Teleportation* — to be able to fully utilize a Compass, and therefore to become a Navigator. Beyond that, the Compass does almost all the rest of the work, as they are invariably intelligent items mentally attuned to the user (attunement is often a complex process in itself) and directs him or her on the safest route. The wielder provides information on those who are to be Jumped and approximately to where, the Compass keys in on the Navigator's PPs in addition to its own formidable energies, and enacts the Jump using Essence Flows for power and guidance. Jumps using a Compass are almost risk-free. Compasses also use Essence to manipulate weather and sea currents in its immediate environment to provide optimum travel conditions, steer ships away from dangerous reefs, etc.

New Navigators are often recruited from various world cultures, though this process is not advertised; an agent of the Guild is sent to a promising area, where he lives for perhaps months, seeking promising young students of the Essence, carefully analyzing the personality and skills of a prospective Navigator before even approaching him or her with the proposition. Lives of Navigators are not easy by any means, often involving long weeks of travel among strangers, constant heavy responsibility, and permanent separation from family and friends of youth. Navigators rarely operate in or near their native lands, this primarily to enhance their aloofness further. On the other hand, the pay is great. Navigators are permitted to marry, but subject to the approval of the Guild. They rarely do anyway, as their job demands protracted absences and a virtually nomadic lifestyle.

With the employment of Navigators, travel for PCs becomes much easier, though still limited in its way. Other than a very risky sea voyage, this is just about the only way for a group of outsiders to arrive in Tanara, if that is the GM's preference for the beginning of a game.

THE ROLE OF THE LOREMASTERS IN THE WORLD

Never prominent personalities, yet so often to be found operating beneath the flashy veneer of many a realm's government, Loremasters are the great meddlers of the world. Lurking behind thrones and in boudoirs, they whisper a word here, overhear a rumor there. Information is their trade and the substance of their lives. Without them the world would most likely be a desolate planet with only small pockets of life under the cruel domination of creatures unspeakable, servants in turn of the Unlife.

Keep always in mind that Loremasters rarely take sides, unless one faction is clearly operating according to the wishes of the Unlife. In Tanara, the current Cult of Ezran (and Teelus himself to some extent) is their primary concern, though the destabilizing potential of the Cloudlords and how the Cult may use such a situation is of course an issue deserving attention. The Yinka as well merit careful observation, for they are a culture ripe for subversion by agents of the Unlife. It is likely that members of the Cult of Ezran are being trained for that very purpose. Randae and Channi are both currently in Tanara, gathering information still, but also actively trying to calm irritations between factions. Randae has met with Alaec Kirian several times, but the young Cloudlord has little influence over his brother Sten, who is Oranir. Randae is reluctant to deal with Sten directly, fearing that his presence would trigger abortive aggressive action. Channi spends much of her time among the Yinka, using her skills of disguise to enhance her already natural similar appearance (though she is a bit tall and lithe for a Yinka). The two meet regularly, though the location is moved with every rendezvous. Neither will use Essence in an obvious display unless absolutely necessary.

The Loremasters are in fact a fairly sophisticated organization, controlled by a council of twelve elder Loremasters charged with coordinating the actions of their agents around the world. Six members of the Council, all of whom are elected for life (or 100 years, whichever ends first) are Elves, the balance being sage mortals. Let it be noted that mortal lifespans in the World of Loremaster vary tremendously; the average of some cultures being over 300 years. The Council rarely intervenes in specific situations unless specifically asked by the Loremaster involved.

6.1 PLAYER CHARACTER BACKGROUND POSSIBILITIES

Below are several background sketches for PCs whose origins are within Tanara. These are by no means rigid even within themselves, and the elements can be shifted or shuffled about, as the GM desires. In addition, the GM may wish to make the PC a child of one of the prominent persons in Tanara, (such as an older offspring of Trevor Arain or Venoyé) not mentioned in the text.

- 1) A Yinka, a young priest or priestess of the Church of Yugal, who is disenchanted with the order of things in his country. Perhaps an agent of the Cult of Ezran has infiltrated the hierarchy near him, and the PC is aware of the agent's identity by some slip-up. The PC is thus in danger; maybe no one will listen to him and he may be forced to flee.
- 2) Captured by Yinka for use as a sacrifice, a Myri boy escapes (or perhaps is freed by the Yinka priest above) and returns to his home to find it destroyed in a raid, the perpetrators unknown.
- 3) A young Monk or Warrior Monk is given the Bracers of Valiun (see sec. 5.22) by parents (or teacher, or some other likely person) along with some hints that they are not what they appear, and has now the quest of learning of their true powers and unlocking them.
- 4) A Sulini or Duranaki, son or daughter of travelling merchants who are killed in an unauthorized Cloudlord raid. The PC escapes with his/her life, but is homeless and penniless, and has cause to want vengeance against the Cloudlords.
- 5) A youth from any culture in Tanara whose village was attacked by the Implementor in a terrifying night raid. The PC learns of the existence of the Narselkin, and seeks knowledge of the swords, hoping to secure one, and slay the Implementor.
- 6) Captured in a Gark raid, a Yinka escapes the clutches of the beasts, but is alone in unfamiliar territory. He/she, by some coincidence, stumbles upon Randae's villa, and overhears fragments of a meeting between Randae and Channi, thus learning about the Cult, the Cloudlords, and the critical political situation. He has hard choices to make — what will he do with this sensitive information?
- 7) A young Myri monk in a monastery devoted to Phaon overhears a meeting between the High Priest and Randae, learning that the

Cloudlords are 'fakes'. He is confused, and decides to find the answer for himself, by seeking the Vale of Merisia.

- 8) An Elf, shipwrecked on the coast of Tanara and unable to get back, is forced to make a life here or to seek the legendary Helm of Urivan, which will allow him to return to his homeland. (Once the helm is secured, of course, he must get to one of the teleport tubes).

6.2 SCENARIOS

The land of Tanara offers many possibilities for adventure on a variety of levels. In this section are suggested a few scenarios for individual adventure, presented on a scale to match the capabilities of various levels of PCs.

In addition to these specific adventures, there is the potential for great complexity and depth in detail available to the GM if he or she is willing to make the investment in time to keep track of things. The political situation in Tanara is obviously explosive, and there are several factions either at each other's throats, or caught in a conflict against their will. As time passes during the campaign, the GM should keep a calendar, or "diary" of important events. Even though some actions of the NPCs may not necessarily affect the PCs directly, the repercussions might. Depending on the backgrounds of the PCs, they may wish to become involved in the situation, or rent themselves out as espionage or sabotage mercenaries to certain factions. Keeping track of the actions of the prominent NPCs can be time consuming, but it is often worth it in the long run, when the PCs find themselves embroiled in a world with NPCs who take action on their own, dealing with other NPCs in addition to the players. This makes for a much richer environment. After all, these people don't just vanish or turn to stone when they get out of sight of the PCs...

Some of the people or groups to keep careful track of:

1. The Loremasters:
 - a. Randae Terisonen
 - b. Channi Ysanda
2. The Cult of Ezran
3. The Implementor
4. The Cloudlords
 - a. Sten Kirian
 - b. Alaec Kirian
 - c. Independent subversive actions by other Cloudlords
5. The Duranaki
 - a. Trevor Arain (meetings w/Randae, etc.)
 - b. Other Jarhaad members
 - c. Outside problems
6. The Yinka
 - a. Mateshe
 - b. Overthrow possibilities
 - c. Public unrest
7. The Myri
 - a. Phaon Priesthood
 - b. Venoyé (meeting with Randae; getting caught as a traitor, etc)
8. The Sulini
 - a. The Prince
 - b. Outside contacts

Many of these factions are antagonistic towards each other, and flareups are always a possibility. Keep track of actions and policy for the above groups and persons, and after these activities have been implemented make rolls for the swiftness and accuracy with which the news of the event (if it's newsworthy) travels, and how it finally may reach the PCs.

6.21 FOR LOWER LEVEL CHARACTERS (1-5)

TOWN ADVENTURES

Towns are excellent places for low-level adventures, since the people who "hang around" (such as thugs or petty thieves) in taverns and in alleys and have thoughts of rolling PCs are not often 20th level lords in disguise. Bar fights are not uncommon in larger Myri villages and Yinka cities — especially where racial hatred can flare up between natives and merchants of other races, though the Yinka are most prone to such feelings. One of the less charming Cloudlords may be in a Myri village, looking for a fight with a 'lesser' opponent. Lots of information can be gleaned in towns, too. One

might even run into Randae Terisonen, meet a Navigator (although that is unlikely) or overhear an interesting conversation. Randae, in disguise, may try to convince a likely looking group to seek one of the Narselkin or raid the Lords of Essence Forge. The securing of detailed information about these things may in themselves be adventures. (There is more to the world than hacking and slashing).

WILDERNESS ADVENTURES

Travelling through Tanara can be an adventure. Gark raids are a constant threat in the southern areas, and there are highway robbers from every culture. In addition there are wild beasts roaming the countryside who might attack travelers. There is also the slight chance that a few Cloudlords might make another unauthorized assault.

THE NARSELKIN

The vaults of the Narselkin (see sec 4.3) are probably appropriate targets for 3-4th level characters. The GM may wish to stock these places with additional magic items and/or treasure, so that the person who gets the sword isn't the only big-time beneficiary of the adventure. If the GM is feeling generous, he/she may wish to render one or more of the worst traps inoperative due to rust and the general effects of time.

ESPIONAGE POSSIBILITIES

Spying is a favourite pastime of PCs, and always fun for the GM, mainly because PCs are so bad at it. Interrogating prisoners is a rewarding job...

Finding out exactly what happens to all those poor Myri captured by the Duranaki could be exciting, as it involves going to the High Temple (sec. 4.22), braving the tricky Duranaki 'priests' (really Sorcerers, Mystics, Astrologers and other shady types) and discovering the conditioning chamber.

Other anti-Duranaki maneuvers might include raiding the Jarhaad Council Complex (sec. 4.21) and rifling the records there, which include some cryptic information on the Narselkin and the Implementor.

Speaking of the Implementor, if the GM is feeling ornery or needs to put the fear of the gods into the PCs, a visit by Teleus might be in order. A night raid on a camp in the wilderness might be entertaining. Teleus might just breeze by, making a few strafes, or he might decide to leave the group in a cluster of bloody pulps.

Along those same lines, rescuing the son of some important person (maybe even Venoyé's son) from the Yinka, who have captured him with the intention of using him for their sacrifices, may be challenging. Naturally, a reward is involved.

6.22 FOR MEDIUM LEVELS (6-10)

LORDS OF ESSENCE FORGE

This place, found in section 4.4, is ideal for this range. If the GM thinks it may be too easy, stocking it with demons who are summoned by the presence of intruders should correct the deficiency. A few undead, leftover Lords of Essence, could also balance out the opposition if the PCs seem too tough.

T'REVOR'S HOUSE

Raiding T'revor Arain's house could certainly be exciting, especially if T'revor is there. His household guards are nothing to sneeze at either. Reasons to burgle could include: seeking books and records about the Lords of Essence and the Narselkin; seeking information on the Cloudlords; or simply stealing magic items. For this last, the GM may wish to stock T'revor's vaults a little more fully. Mr. Arain would of course want revenge against people who offend him, and PCs with a few squads of Myri and Duranaki Thavan on their heels could be in trouble.

THE CULT OF EZRAN

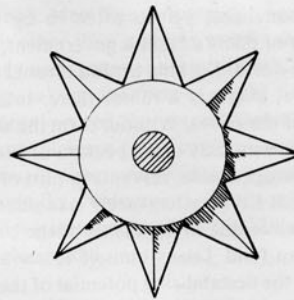
A bit more of a challenge, this place might be for PCs 8th level and up, though, as with all of these scenarios it depends on the size of the group as well.

6.23 FOR UPPER LEVELS (11-15)

PCs at this level are probably getting hard to handle, and depending on how stocked with magic items they are, they could be a problem. However, the citadel of the Cloudlords should prove a challenge even for them, inhabited by such tough customers as Sten Kirian, Milaré the Mage, a troop of Cloudlords, the Golems, etc.

The final confrontation with Teleus could be interesting as well — the PCs might even stand a chance of survival.

As is true with all of the layouts the details are not absolutes, and the GM should feel free to play with certain factors — such as the traps, the defenders' level, and power — if deemed necessary to maintain play balance.



Jarn's Shuriken

7.0 GLOSSARY

Ag — Agility, a personal statistic in the **Rolemaster** system.

AT — Armor Type.

Alaec Kirian — Cloudlord, younger brother of Sten Kirian.

Alimaine — Ancient ruin in Tanara considered holy by the Myri.

Amrillar — ("long isles"), the string of small islands off the coast of Tanara.

Arinyark — A bluish-green mineral which absorbs and retains raw Essence radiations.

bp. — bronze piece(s).

Bleat — A sound sheep make.

Co — Constitution, a personal statistic in the **Rolemaster** system.

cp. — copper piece(s).

Compass — The name given to the devices used by Navigators in their profession.

Chalissa — A Duranaki, wife of T'revor Arain.

Channi Ysanda — Loremaster, Elven woman.

Cloudlords — Organization founded by the Kirian family, original leaders of the Cult of Ezran.

Daruni Olkanin — A Navigator Guild, the members of which are among the most personable of Navigators.

DB — Defensive Bonus.

Durakaan — Land of the Duranaki in the densely forested areas of northern Tanara.

Duranaki — A reclusive, socially advanced but xenophobic culture in Tanara. They are also obsessed with certain types of ornamentation. See sec. 2.22.

Em — Empathy, a personal statistic in the **Rolemaster** system.

Elves — A race of rustic, immortal beings resembling mannish peoples, but generally more slender and beautiful. They are one with the earth, and many possess Animistic powers. Apparently those who fall to evil or become overly enamored of Essence lose their immortality, as they become separated from the earth. Their exact origins are unknown, although it is generally accepted that they predate most mannish cultures and perhaps even the Lords of Essence.

Elvish — Language of the Elves, it forms a basis for many later tongues.

Eog — An extremely hard metal. It is brittle in its natural state, but when combined with other elements can be used to make superior weapons and armor. Treat as enchanted. In addition, certain pure types of Eog have the power to inhibit the Flows of Essence: White Eog can limit the power of Dark (evil) Essence, while Black Eog, in sufficient quantities, can cancel out non-evil Essence. In appearance, the metal is usually dull in lustre.

- Essence** — In the world of Loremaster, Essence is the force which includes all forms of 'Spell Power' (for the realms of Mentalism and Channeling also use Essence, but in different forms), as well as flows of force which permeate the world. The Flows are linked in origin and substance to 'Spell Power'.
- Ezran** — Cult, the members of which entered Tanara over one thousand years ago via a passage within the Grey Mountains in a ruined city of the Lords of Essence.
- Flows of Essence** — Invisible bands of radiation which sweep across the world in shifting patterns, they are the source of Essence power but can be dangerous to tap directly. The sites of some continuous Flows are often locations of holy places or centers of power for certain cultures.
- gp.** — gold piece(s).
- GM** — Gamesmaster.
- Gark** — A race of sub-human beings who inhabit the southern foothills of Tanara. See sec. 2.14.
- Guild** — In addition to its more generic definition, this term is used specifically to refer to the organizations of Navigators of the World of Loremaster.
- In** — Intuition, a personal statistic in the **Rolemaster** system.
- ip.** — iron piece(s).
- Implementor** — A sword of great power forged in the First Age of Ire. Made of black Eog, it is highly intelligent, evil, and able to control its wielder. Alternatively, the identity assumed by Teleus after the sword took control of him. See sec. 3.8.
- Iruaric** — Language of the Lords of Essence, essentially a 'dead' tongue now, known by very few.
- Ithloss** — A very strong but light and flexible, non-corroding metal mined or created by the Lords of Essence. It can be used to make armor of almost unequalled value. In appearance it resembles gold, though it is less shiny, and once forged is not at all malleable (at least by present-day Alchemists and forgers).
- Jaed** — Eldest son of Prince Thelon of the Sulini, age 18.
- Jaiman** — Western continent in the World of Loremaster.
- Jarhaad** — Ruling Oligarchic council of Durakaan.
- Javan** — Eldest son of Venoyé of the Myri at 17.
- Kadena** — Female Lord of Essence, foe of Utha. She was slain at the end of the First Age of Ire.
- Kevik** — Eleven year old son of Prince Thelon. Also, the Myri term for Clan leader.
- Keron** — Black, very shiny metal used by the Duranaki to forge their kynacs. It is an alloy, probably including Black Eog and other rare elements in small quantities (not enough to affect the Essence). The substance is strong but flexible and holds a keen edge. When polished it has such a high lustre that it looks wet or oiled. It does not corrode. Treat as enchanted.
- Kirian** — Family who held sway over the Cult of Ezran before the schism 800 years ago, they now rule the Cloudlords. Their head is currently Sten Kirian.
- Kuskarûk** — An arcane language utilized almost exclusively by evil sorcerers.
- Kynac** — Long knife of unusual properties, requiring special training to fully utilize. Used by Duranaki (specifically the Thavan).
- Laen** — Extremely hard volcanic glass which can be forged into very keen-edged weapons. Can also be tinted, and (very rarely) is naturally colored. Treat as enchanted.
- Lords of Essence** — Men and women imbued with great power over Essence, probably because of irradiation by strong Flows of Essence in the youth of the race. They no longer exist, having destroyed themselves in a civil war.
- Loremasters** — Sages, keepers of wisdom, advisors. Perhaps descendants of the last Lords of Essence, though this is pure conjecture. All possess power over Essence, but are reluctant to use it except in an emergency, and then only in a limited fashion.
- Lydek Terisonen** — Loremaster of the Second Age of Ire who lost his sanity and is presumed dead.
- Me** — Memory, a personal statistic in the **Rolemaster** system.
- Malvin Tesea** — (E. "endless seas") ocean west of Jaiman, perhaps the widest on the planet.
- Mateshe** — Yinka, head of the Church of Yugal, and so also political head of the country.
- Merisia** — High vale in the Grey Mountains, in western Tanara. Adjacent to the Lords of Essence complex, home of the Cloudlords.
- Myri** — Large, fair-skinned race in Tanara. See sec. 2.23.
- Narselkin** — Set of three swords forged in the First Age to combat evil weapons such as the Implementor.
- Narwhale** — A relatively small whale equipped with a long, hard tusk capable of wrecking a small ship. Narwhales occasionally attack without provocation and are hunted by the Sulini.
- Navigator** — Members of elite Guilds who control long-distance travel across the world, being the only possessors of Compasses, which enable them to transport themselves and their clients across vast distances quickly and safely. Alternatively, one of the individual Guild refers to itself simply as "The Navigators".
- Nomikos** — A group of scribes whose center is somewhere in south-central Jaiman. They are one of the few organizations in Jaiman besides the Loremasters themselves whose fame is widespread.
- Numa** — Sea-god of the Sulini.
- OB** — Offensive Bonus.
- Oranir** — ("chief"; "lord") Title of the head of the Cloudlords.
- Orhan** — Name given to the largest moon which circles the World.
- Pr** — Presence, a personal statistic in the **Rolemaster** system.
- Phaon** — Sun-god of the Myri. The Cloudlords are impersonating Phaon's servants.
- Qu** — Quickness, a personal statistic in the **Rolemaster** system.
- Re** — Reasoning, a personal statistic in the **Rolemaster** system.
- RR** — Resistance Roll
- Randae Terisonen** — Loremaster, an Elven man who has an intense interest in the affairs of Tanara (among other places).
- Ranzi** — Son of T'revor Arain, 16 years old.
- Rethlorin** — (M. "harvest's end") Myri autumn holiday.
- Rilena** — Wife of Prince Thelon of the Sulini.
- Rularon** — A metal, dull silver in color which in sufficient quantities has the ability to inhibit spells of Mentalism. It is very soft and malleable; treat as enchanted.
- SD** — Self-Discipline, a personal statistic in the **Rolemaster** system.
- sp.** — silver piece(s).
- St** — Strength, a personal statistic in the **Rolemaster** system.
- Shaalk** — An enchanted material, very lightweight, pliable and resilient. The thinner sheets of it resemble the finest white paper, but glossier, and it is even more durable. When exposed to extreme heat it does tend to melt. Some of the most valuable books of the Lords of Essence are inscribed upon pages of Shaalk. When used in thicker amounts, it can be made into protective garments or even armor.
- Shemere** — Yinka, Priestess of the Church of Yugal.
- Steardan** — Winged horses of the Cloudlords.
- Sten Kirian** — Oranir of the Cloudlords.
- Sulini** — A tall, slender people in Tanara. See sec. 2.21.

tp. — tin piece(s).

Tanara — A land in Jaiman sheltered on three sides by the Grey Mountains and on the fourth by the sea. Thus Tanara is effectively cut off from surrounding lands.

Teleus — Elf, servant of the Unlife who corrupted the Cult of Ezran to his own purpose: to recover a weapon of the Lords of Essence. He succeeded, but the sword took control of him. He is now an undead soul, an immortal slave of the Implementor.

Thavan — Police/defensive force of Durakaan, composed of Duranaki and Myri slaves.

Thelon — Prince of the Sulini.

T'keri Lakir — Duranaki woman, Silk merchant, head of one of the Seven Families and so a member of the Jarhaad Council.

T'revor Arain — Duranaki man, Silver merchant and head of one of the Seven Families and so a member of the Jarhaad Council.

Tromel — Sulini; adviser to Thelon.

Unlife — An evil force whose source is unknown. Acting always through minions, it seeks only the destruction of all life.

Urulan — The great bay which is formed by the coast of Tanara and the Amrillar.

Utha — Lord of Essence, foe of Kadena. Slain at the end of the First Age of Ire.

Varin — Moon of the World.

Venoyé — A Myri; clan-chief of a district.

Vurn-kye — A Navigator Guild, one of the most aloof and condescending.

Yinka — A dark-skinned race in Tanara. See sec. 2.24.

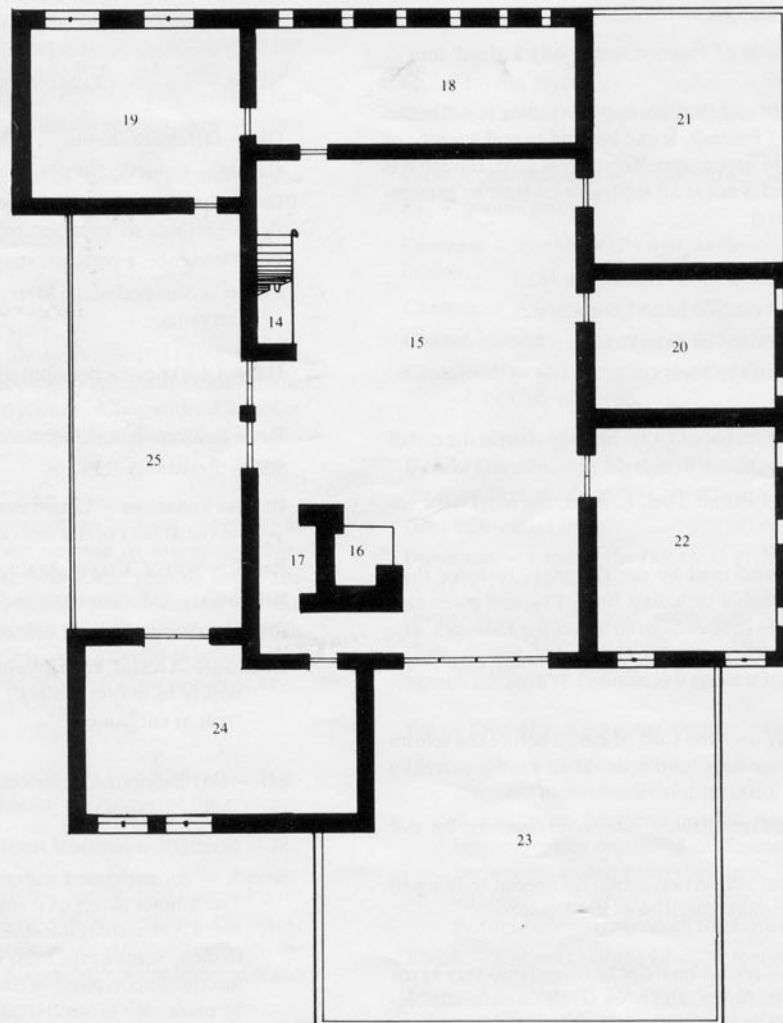
Yugal — God of the Yinka.

Zori — The name given to the race from which the Cloudlords and Ezranarans are descended. The vast majority of the Zori people reside on the western side of the Grey Mountains.

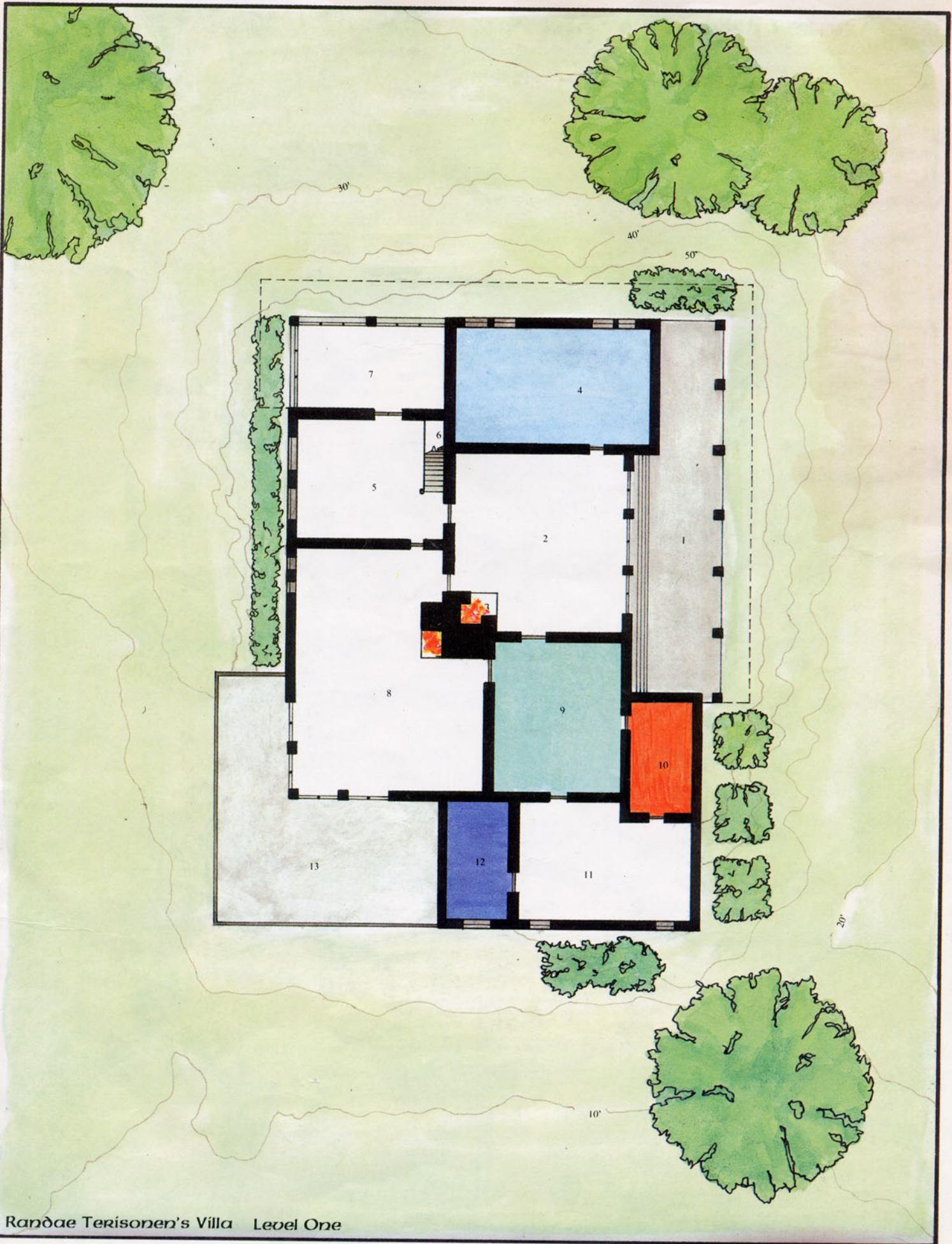
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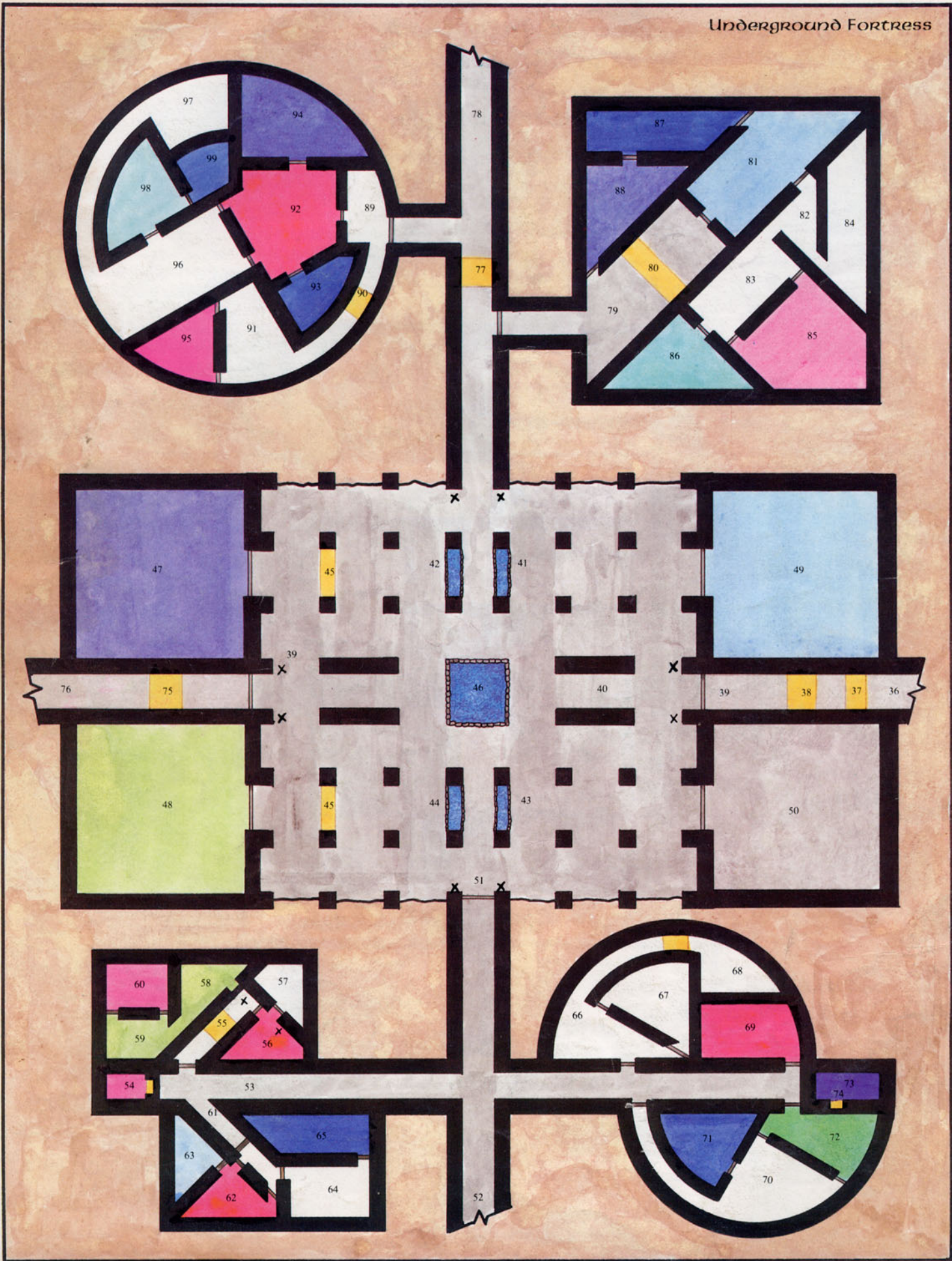


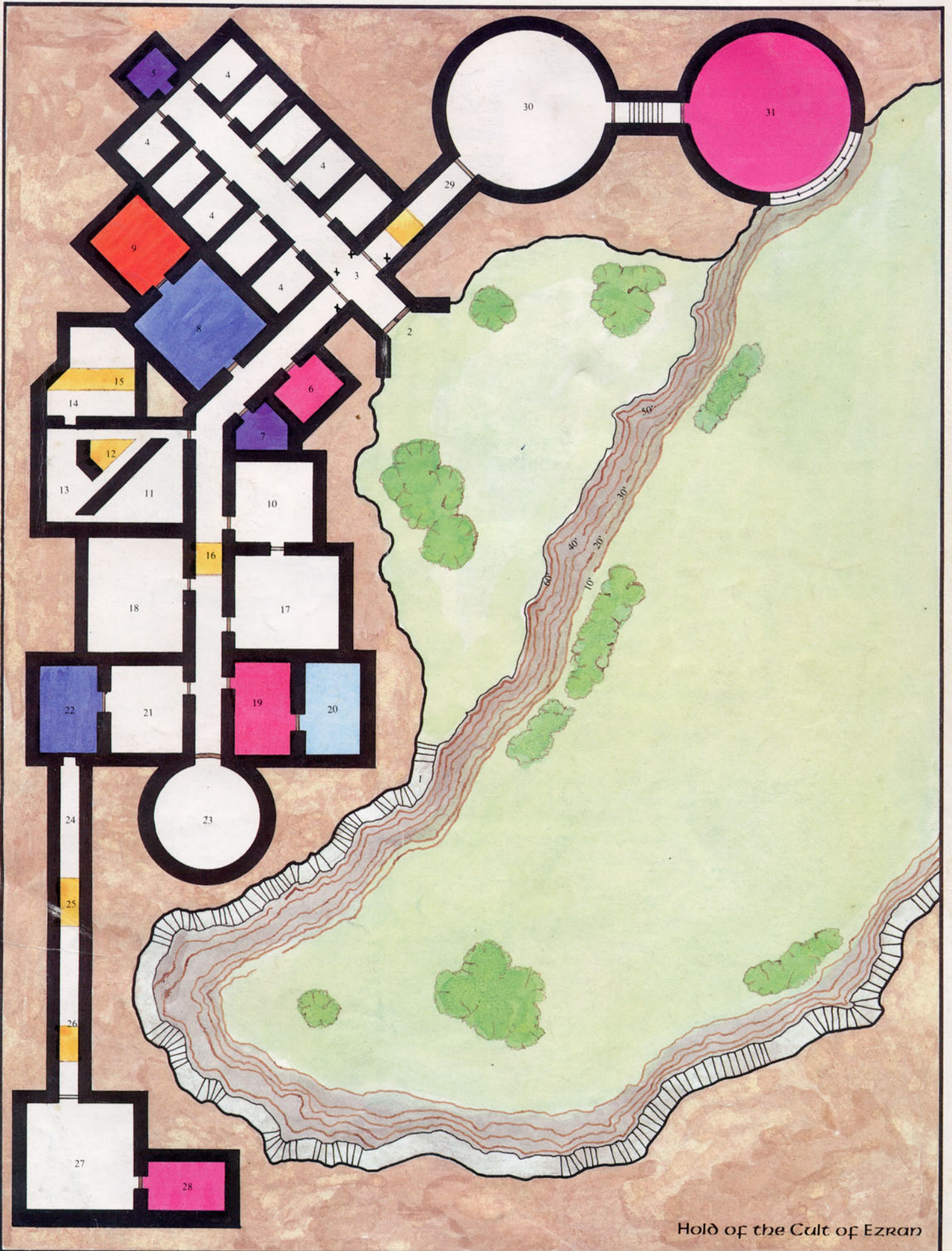
Randa Terisonen's Villa Level Two



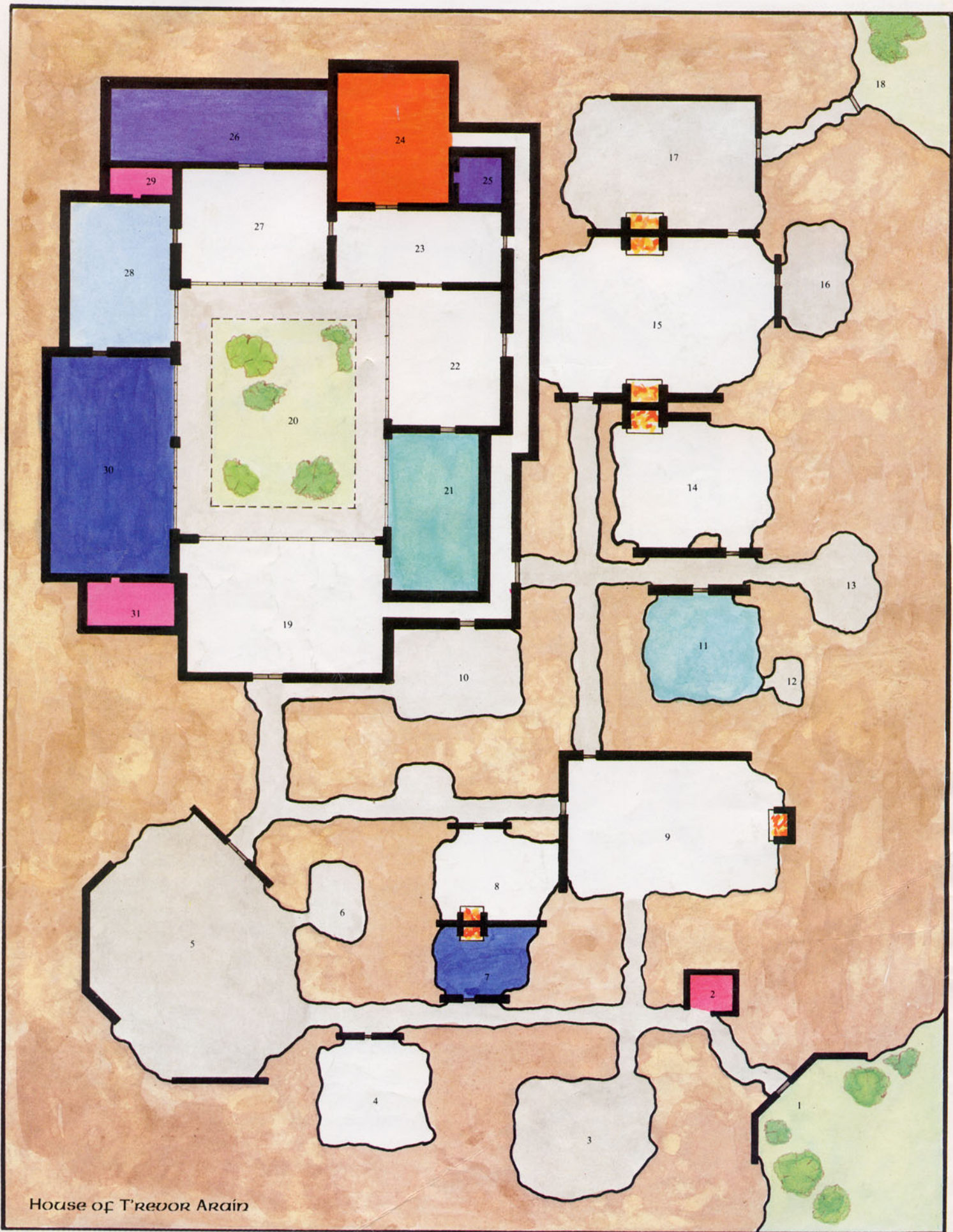
Randa Terisonen's Villa Level One

Underground Fortress

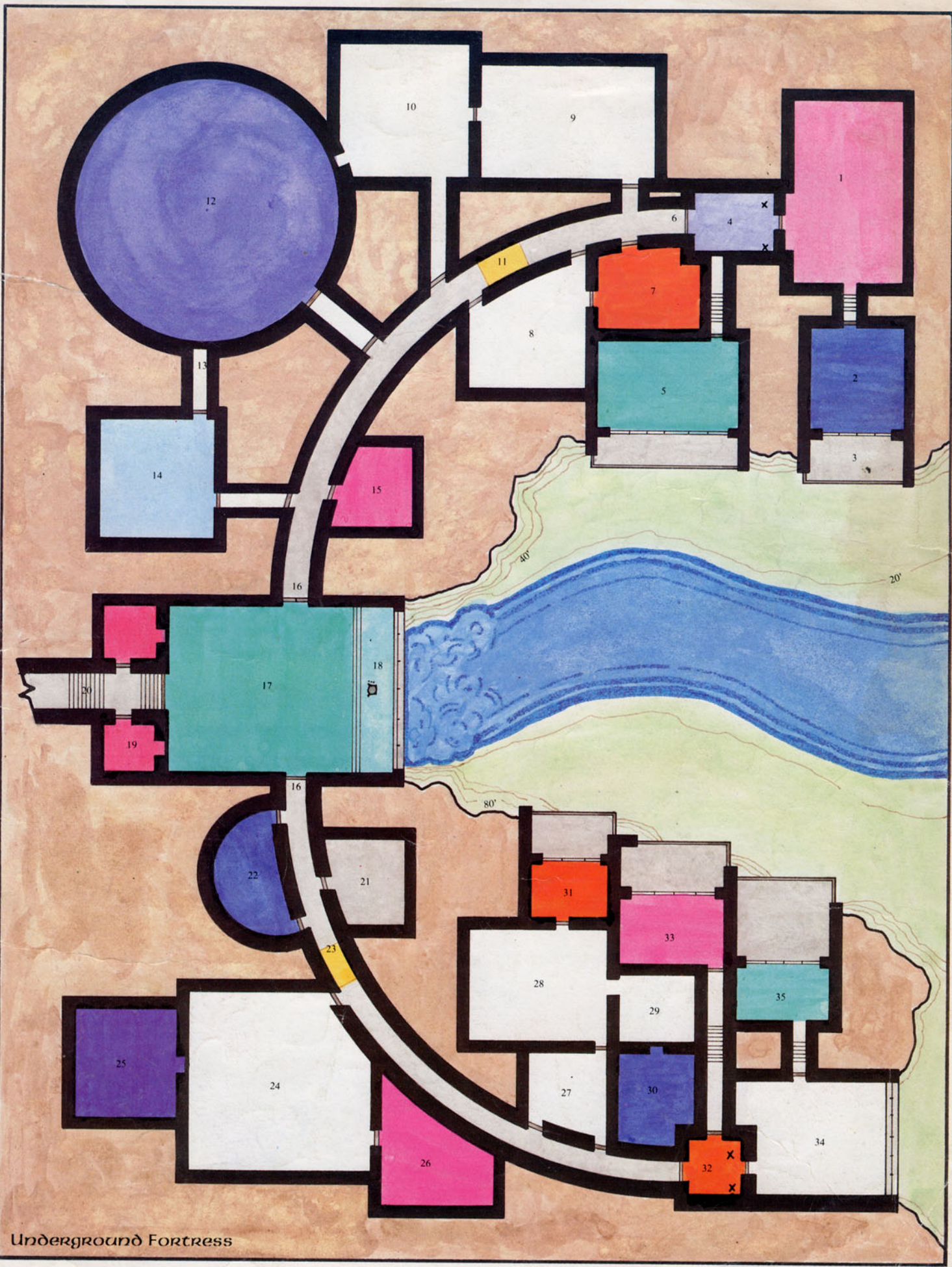




Hold of the Cult of Ezran

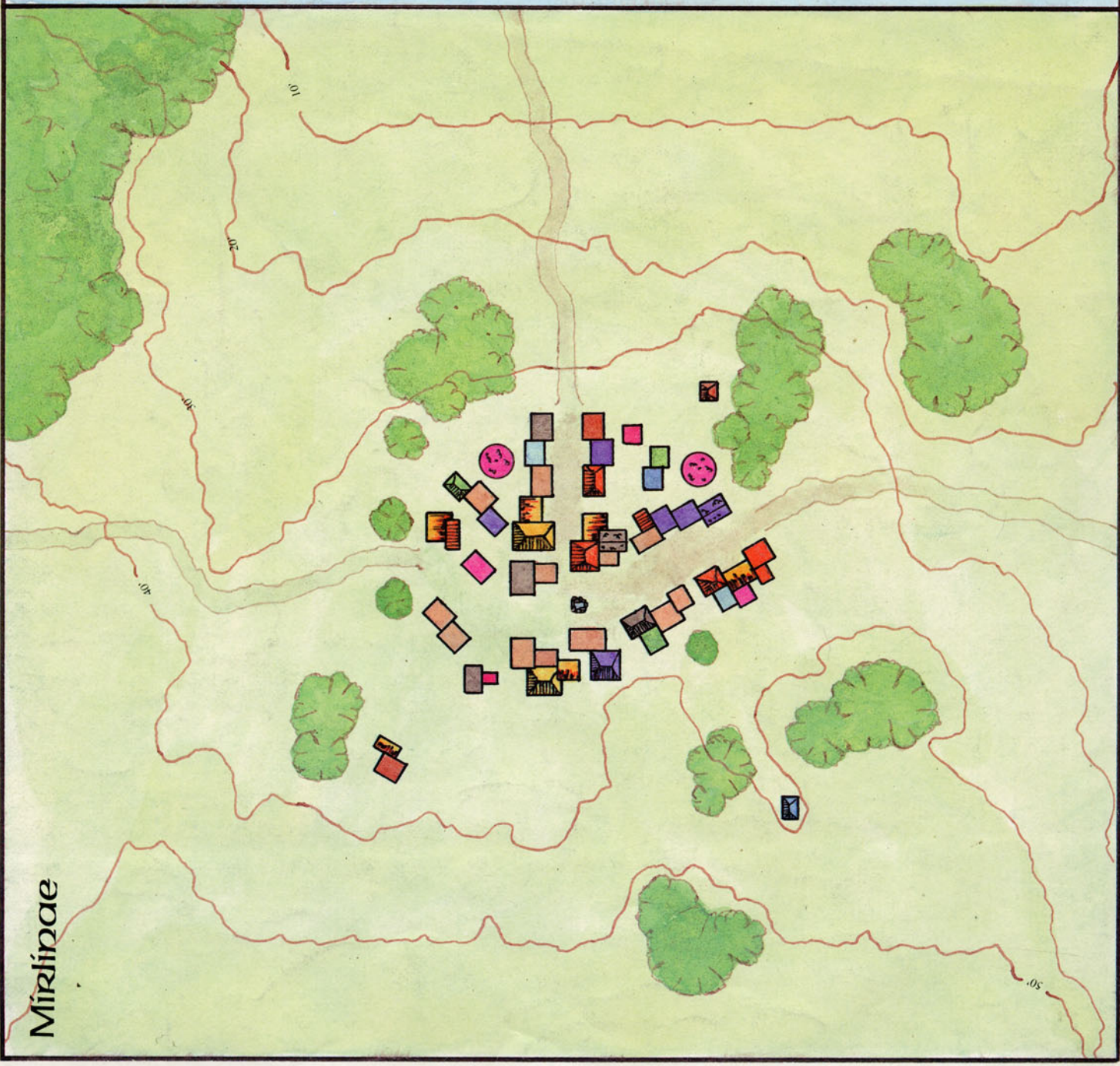


House of Trevor Arain



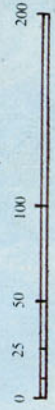
Underground Fortress

Mirrinæ



LEGEND

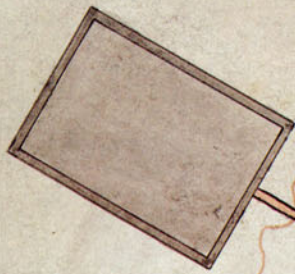
- Residence
- Warehouse
- Theater
- Foodmerchant
- Inn
- Tavern
- Stable
- Cooper
- Smith
- ARMORER
- Mason
- Cobbler
- Moneylender
- Woodcarver
- Administration
- Astrologer
- Wainwright
- Tanner
- Jeweler
- Potter
- Seer
- Weaver/Tailor
- Herbalist
- Healer
- Stationer
- Granary
- Brewery/Winery
- Ruin



Scale (in feet)







110°

100°

90°

80°

70°

60°

50°

40°

30°

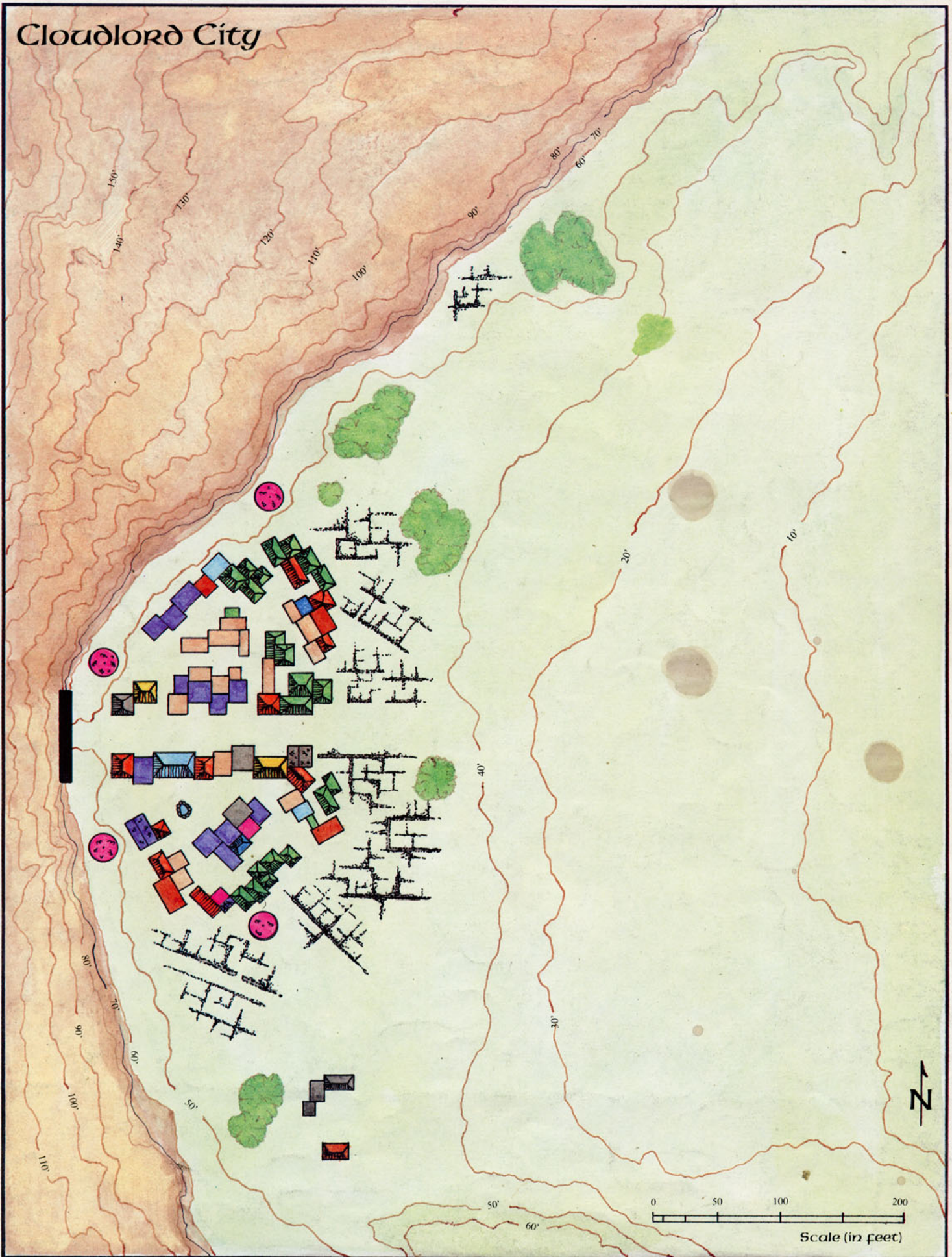
20°

10°



Katchere

Cloudlord City





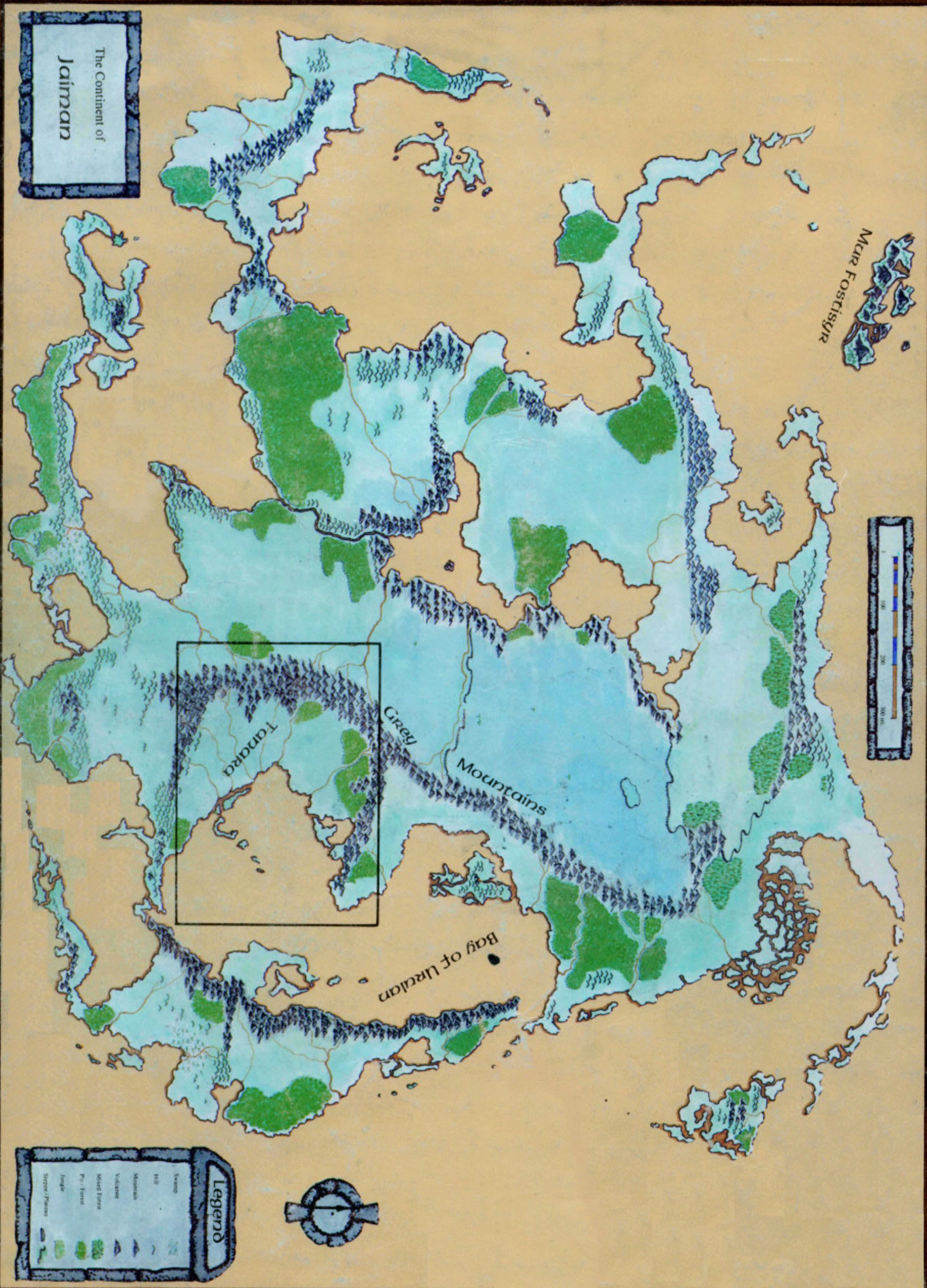
0 5 10 20 Oct



Vale of Merisia



1 2 3 4
Scale (in miles)



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