

THE LEY THE LAND AND THE WAY

The surface of Kulthea is crossed by lines of magical energy which can be thought of as ambient, natural, primal energy which to the non-arcane spell caster has no effect, however to the arcane spell caster like the wizard, sorcerer and bard the effects are incredible. Their spells can be cast better than ever before, their opponents have trouble resisting these enchantments and the spell resistance of creatures is greatly diminished around the area of effect of these ley lines. The ley lines come in major and minor lines and when tails of these lines approach each other they form a nexus like a whirlpool of ley energy; this in turn has much greater effect than a mere ley line and is well sought after by mages for their natural increasing effect. Many a mages tower is built within the range of a nexus or ley line for this benefit. However with every benefit there comes a price, the difficulty of casting a spell, especially if disturbed is much greater since the ley itself is very distracting, as mages of Arion have found on repeated studies of the phenomenon.

The Minor Ley Line: gives a benefit of +2 DC to all spells cast within 1 mile of a minor ley line while also giving a +2 to spell penetration rolls.

The Major Ley Line: as minor ley line as well as giving the effect of the metamagic feat empower spell on all spells and arcane spell like effects from items and creatures. If an empowered spell is cast here then it is maximised as well. This effect is within 2 miles of a major ley line.

The Nexus: as major and minor ley line in addition to the feat augment summoning being in effect and all summoned creatures are of 2 table greater than the spell actually cast. I.e a summon monster V effects as a summon monster VII. Cooperative spells cast with in area have double their normal bonuses. Ritual and Ritual Sacrifice each gain a +1 level effect in determining the maximum spell level castable and all DCs for the Ritual sacrifice are reduced by 5. In addition all spells are maximised and empowered. The effect is within 5 miles of a nexus.

The Wayhouse: these small stone huts are large enough to sleep ten or so people or horses if each horse counts as three people. They are built on ancient ley wells that act as protection against unnatural creatures and dangers. They act as a permanent magic circle against evil spell for the hut itself and 10' around it. The hut will always have a permanent create food and water each day for ten people that occurs in the huts food chest. The chest is stone and part of the hut and cannot be removed. The wayhouses are long and far between and built at a time when dangers lurked the few roads of the realms, as the nations have changed so has the flow of traffic and so these huts have been lost to the undergrowth and wilderness. Often the hut itself has been destroyed and all that remains are the marker stones in a circle showing the limit of the protection it still provides. These wayhouses can be found by any being able to rebuke undead using positive energy. They can be felt as a source of good for up to 3 miles away. They radiate a faint magical energy and if detect magic is cast by anyone including arcane spell casters within 3 miles of a wayhouse a faint magical pull will be felt to the hut itself.

THE LUGROKI HORDES

These fell creatures make up the bulk of the dark armies of the dragonlords and often find themselves places of high rank in elite evil forces and mercenary companies. They are human sized, with slanting eyes, flattened snouts and sharpened tusks. They have pointed ears and little hair. They are very strong and have a thick swarthy grey hide. Their tribal tattoos, ear piercing and carved canines define their rank

and clan position. They have a strong sense of clan pride and honour and will very rarely defect or betray those who they have sworn to serve. They are superb smiths and cunning tacticians. Their spell casters are usually sorcerers or clerics, and the bulk of their armies are warriors. Occasionally a champion will arise from the ranks and will be a wizard, scout, templar or fighter. They are thought to be a twisted result of an human and orcish breeding program initiated by the dragonlords that has over the centuries produced a superior variety of humanoid troop for the dragonlords.



Medium Sized Humanoid (Lugroki)

Hit Dice: 2d8+5 (14hp)

Initiative: +1

Speed: 30'

AC: 18 (Dex+1, natural+3, chain shirt+4)

Attacks: MW falchion +5 or MW heavy flail +5 & MW morning star +5 melee, mighty short composite bow (str+2) +2 ranged

Damage: MW falchion 2d4+4 (18-20)x2 or MW heavy flail 1d10+4 (19-20x2) & morning star d8+3 (x2) melee, MW arrow d8+2 (x3) 100'

Face/Reach: 5' by 5'/5'

Special Qualities: Low Light Vision, natural AC +3 (thick skin), receives a natural +4 bonus to all metalworking craft checks (already factored).

Saves: Fort+3 Ref+1 Wil+0

Abilities: Str17(+3) Dex12(+1) Con12(+1) Int11 Wis11 Cha14(+2)

Skills: Listen +2, Spot +3, Intimidate +3, craft-metalwork +5

Feats: Toughness (+3hp)

Climate/Terrain: Found in any dependant on assignment.

Organisation: They are usually found in a team of 5, squad of 10 or troop of 30. Of each 5 one will be a leader of level 3-4 and for every 3 leaders there will be a level 5-9 captain. On rare occasions for special assignments teams of entirely leaders or captains will be dispatched.

Challenge Rating: 2

Treasure: Standard with no art objects and double magic.

Alignment: Usually Lawful Evil

Advancement: By character class.

THE CHOSEN ONES

The priests and mages of the Y'kin have the knowledge to create Chosen Ones as in the Monsters of Faerun. However it is a divine and arcane spell of 5th level but requires that the caster also have the feat Ritual, or someone must perform the Ritual for them. The bonus in spell levels normally gained by the Ritual or Ritual Sacrifice is the number of individual Chosen Ones that can be created. The caster may only ever have a number of Chosen ones equal to their charisma bonus plus level and if the person has leadership and is accumulating cohorts they count as 1st level each.

CREATURES OF JAIMAN & FAERUN

The spells and creatures below are available to the indicated groups and regions, they are as presented in the Monsters of Faerun except with any changes below.

Create Crawling Hand: Sor/Wiz 3. True Necromancers & Pale Masters of the Black Tower.

Create Darkenbeast: Sor/Wiz 5. True Necromancers & Pale Masters of the Black Tower.

Green Warder: found in the forests of Urulan and more so the Remiriath Forest.

Meazel Tribes: are found in the swamplands and bogs of Wuliris.

Baelnorns: The good elven lichs are common on Urulan and a very well kept secret.

AND SOMETHING IS MY FATHER...



Roll on the following table for every player character created if they % equal to their charisma on a single check. It is the chance that old blood has come forth from their ancestry or that their parents were not all that honest about their birth. Once it is determined that aberrant blood exists in the creature roll on the below table. Note however that this bonus comes at the cost of a first level feat, also there is no choice regarding whether to take the results of this roll.

%	Type of Blood
1-10	Plane touched –Air Genasi
11-20	Plane touched –Water Genasi
21-30	Plane touched –Fire Genasi
31-40	Plane touched –Earth Genasi
41-55	Plane touched –Aasimar
56-70	Plane touched –Tiefling, Fey’ri (elf) or Tanarukk (halforc)
71-85	Yuan Ti –tainted one
86-96	Lycanthrope
97-00	Pseudonatural

WHERE EVIL LURKS

Xa’Ar ~ Vampires are in complete control of this land. There are three major vampires and each has their own ‘herd’ of humans to feed off and these are marked with the enchanted tattoos that are seen on the faces of the escapees. The tattoo denotes ownership to the vampire and from it they can tell the age, origin and ownership of the person. The tattoo also reduces that person’s resistance to mind based control to make feeding easier. The third enchantment built into it is confusion so that if they move more than 100’ away from a Xa’Aran vampire or another bearing the tattoo they become confused as per the spell. This effect passes when moving more than 5 miles away from a Xa’Aran vampire. The confusion effect results in the memory loss that is displayed in escapees and is deliberate. Once escaped and the memory of Xa’Ar is lost the confusion effect no longer occurs if removed from Xa’Ar for a single year.

Any tattooed stock that is turned into vampire spawn must remain completely loyal to the draining vampire if that vampire has ownership of the tattooed prisoner if not they are a free willed spawn. This control is complete even if ordered to destroy themselves; they will do so without hesitation.

Lorgalis is the main vampire of this realm and rules alongside his succubus lover from Nehms. His two captains were his first victims many years prior; the previous King Breven Hallsek III has the lands of Aerek under his domain and it is he who is charged with testing the defences of the border and thirdly his previous court priest High Cardinal Perzal of Oigne & Uide who underwent a pragmatic change of faith to side with Lorgalis after his dark coup. Perzal has the lands of Wi’Shokhaan under his control and is continuing his experiments under Lorgalis’ direction into the creation of the Unlife.

Ly-Aran ~ This land is indeed under the influence of three priests Aarnak, the first a high level true necromancer, the second a cleric / wizard lich and lastly their leader a powerful Raksasha cleric / Pale Master. They have taken entire control of the land and are now consolidating their powerbase of undead by researching all manner of unlife creations. They have recently been experimenting with the rarer unlife types and lower planar creatures. They have been buying slaves through dark markets and using these poor individuals to create more minions and as sacrifice to placate their lower planar allies. They are accumulating a greater number of banedead and dread warriors and their elite soldiers, to be lead by the three death knights they have under their control. These deathknights are astride black unicorns and are one of the most feared sights in this sorry land.

Lu’Nak ~ The forces of the dragonlord consist of kobold scouts, hobgoblin warriors, lugroki elite, dragonkin lieutenants, and ogre mage captains. As can be noted all these creatures are LE in alignment like their master. Few humans appear in the dragon lords’ armies and those that do are mercenaries or clerics and templars. Even fewer are the half dragons who have been blessed by the dragonlord himself, they act as his generals and can be taken from any of the previously mentioned races.

Y’kin ~ The fell Yuan Ti hold this land under their power. They have insinuated their purebloods and tainted ones into the hierarchy of the realm and the clerical structure and all but control the entire land. They give worship to elements of the New Religion and have made that the state religion, in doing so they sacrifice to Sinn, Lady Asharat and Ghede while also fulfilling their own dark desires and agendas. The state of this sorry realm is not known and is a carefully kept secret. The Beasts of Ghede ensure this as they hunt down any stray escapee or agent.

Ulor ~ Welcome of the Black tower, well protected, manned and enchanted. No trespassing. Admission is by invitation only and the pale masters, blood mages, true necromancers and priests aarnak that dwell here provide more than adequate protection for this tower of darkness.

Gorai’ya ~ This city and area has been completely taken by the drow. They have not revealed themselves yet but have established an extensive underground network of barracks, temples to Lolth and disguised watchtowers. They are keeping any evidence of their presence from being seen from sea, sky or land. The obvious creatures encountered are elements of the unlife under the direction of Fey’ris, these creatures have been created from captured elven stock and still serve their purpose in the breeding chambers beneath the ruins of Gorai’ya. Alongside them are the birthing chambers of the Draegloth and the noises and screams of these chambers can sometimes be heard as far as the wall. The drow are building their numbers while extending their tunnel system. The few drow

scouts they send out onto the surface are very well trained and heavily protected. Usually they gather information through their undead servants.

Bellramp ~ The ancient towers are part of a defensive network of enchantments designed to keep the nearby undersea nation of Kuo-Toans. This vast metropolis sized population is prevented from the shore by the network of bells, which they cannot stand the sound of and are unable to approach within 1 mile of them while tolling. The bells automatically toll when any Kuo-Toan passes within 1 mile of a single tower. The towers extend out into the sea to a distance of roughly 5 miles in a protective network. The network was originally put into place by feats of incredible magic and the system was designed to be maintained regularly, but this has fallen from knowledge and for centuries they have been unattended. Even now the Kuo-Toans probe the network in the hope of finding a weakness they can utilise.

Quelbourne ~ The ancient evil that dwells beneath the city is an abandoned mind flayer city named Ilstari. The place is named in several texts and scrolls of other lands and has as its symbol, a single eye. The symbol of a star with an eye at its centre is used to ward evil away in this place so that these can be seen in every day life but few inhabitants are willing to speak to strangers regarding its use or reason. The underdark tunnels are in fact home to an Alhoon (an illithid lich) who has several mind flayer apprentices. They are trying to reanimate an illithid elder brain that was destroyed centuries ago.

Onfelop ~ Baron Onfelop is a greater doppelganger specialist enchanter and has under his command a band of five doppelgangers. These include a rogue, two fighters and a monk of the temple of falling stone. Their plans are to establish themselves in the area and destabilise the region through war and chaos, after which they will step and re-establish peace for the good of the region. They have negotiated deals with most of the humanoids in the area to keep them safe from attack. The 'cousins' that deal with the other towns of the region are the charmed servants of Baron Onfelop or his doppelganger servitors.

Elven Quay ~ The sea fort of the coast of this town is very well protected from sea and land observation, from the upper towers the freed Culai from the Ur Tombs collects information from around the lands of Jaiman and abroad and amasses this information to bring himself up to date on current affairs and establish the best means of taking control of the land. His patience is immortal and he has learned one thing from the thousands of years of imprisonment and that is to take his time with everything. He has contacts in many regions of Kulthea although none of these people know each other or for whom they work. Most of his information gathering is conducted through magical means or through summoned outsiders. He is Andahar last of the Culai. He has been free for one thousand years and his plans are just being laid.

Ur Tombs ~ These are the ancient resting place of several Culai. They are in a state of magical sleep that shows no sign of ceasing. There are six small tombs here of which one is empty; whether it was never used or its occupant has risen it is not known by the guards of the region. It is a well-kept secret but elements of the church of the Faith, Gryphon College, Arion isle and the Uralan wizards are always present studying the sarcophagi in an attempt to better understand the beings within. The guards have no idea of the occupants' race let alone their state of being since the protective magics present are incredibly powerful. The original design of the system was to allow the Culai to rest here while the outer world was developing, they could emerge every century and assess the changes and make proper adjustments. Since their last awakening several thousand years have past and they have

slept through the entire Culai Wars. There is a further tomb complex to which all of these minor rooms join, it is an enormous central hub the size of a small city and within which time moves differently, every day spent within the room a year outside passes. Originally the time tombs power was enlarged to cover the tombs and make time pass quickly, for even while asleep the Culai have a sense of time, but the time warping effects of the Ur Tombs has deteriorated and shrunk to a much smaller area. Several creatures have negotiated with the present guards to gain access to the time tombs as it is an integral part of their culture. The central hub is enormous and has access via a shaft at its peak. Dragons and the few shades of Jaiman travel here to speed up their growth through accelerated aging. These creatures provided invaluable lore regarding the tombs and in exchange they have demanded unrestricted access to the central complex.

Zor Wastes ~ For fifty miles around Verzor in the middle of the Zor Wastes any creature who enters is struck by a wasting illness. It is an exposure disease using DC20 incubation of 1 day and damage of d6 con. All the local creatures that dwell in the ruins of Verzor itself are immune to the disease. It is due to the massive exposure of magic that is the result of the tragic near complete destruction of this majestic city. It was once a large city full of life and all manner of humanoid creatures under the rule of the Culai, with the advent of the Culai Wars the city was destroyed by an enormous release of magic by the Culai in an attempt to protect them from the raging destruction. The attempt failed and the city was devastated with only fragments of its beauty remaining. A noxious cloud that survives to this day as the disease known as the Wasting disease that travellers encounter around Verzor. Since then the hated Phaerimm have made their home here searching for ancient and lost magics and building a force to take the nearby areas. They have under their command many troglodytes, lizard folk, asabi and firenewts which they command. These creatures serve their masters fully in exchange for training and equipment and the opportunity to live safely within the poisonous ruins of Verzor while being able to attack the outside beings with magical assistance.

Turak ~ This city is rumoured to be inhabited by nothing except the ghosts of the dead, this is strictly not true, it is inhabited by beholders and beholder kin which have made their way from underdark and have found the war struck land of Saralis a perfect place to commence their evil designs on the surface people.

Sidar ~ This dark ominous tower is actually the abode of Thantos the Fallen, a fallen Ghaele celestial who has studied the twisted arts of the alienist. He was quite insane prior to his fascination with the outer alien beings beyond time and space but with his exposure to those creatures his insanity is intensified. He has an enormous phobia of the outdoors and is intensely afraid of the world outside his tower, the guarding Erlini have secured the towers forests with multiple wards to prevent his exit or any of his creations to wander freely. This is the task they have undertaken and their encounters with escaped beings has seen no increase over the last few hundred years so it seems Thantos is planning no change in his ongoing study and contemplation.

MY FURRY LITTLE FRIEND

The complete list of standard familiars and their special abilities they grant to their masters;

Cat	~+2 move silently
Dog/Fox	~Feat Scent to master
Owl	~+1 move silent, low light vision
Hawk/Eagle	~+2 spot checks
Sparrow/Finch etc	~+2 REF saves
Ferret/Meerkat	~+2 search
Rat/Mouse	~+2 FORT saves
Badger	~rage as barbarian 1/day
Toad/Frog	~+2 Constitution
Lizard/Gecko	~+2 Balance
Snake	~poisonous bite
Squirrel	~+2 search
Bat	~darksight 60'
Raven/Crow	~speak 1 language
Monkey (small)	~+2 climb

THE UNLIFE, THEIR ORIGIN & CREATION

The creatures of the Unlife are created in a variety of ways; they are as follows. In each description is the name of the creature, its source book; it's challenge rating and its method of creation. This method if differing from presented in the PHB or DMG overrides presented material. In some cases the spells used rely on the type of life the corpse lived or its method of death. The level restrictions are given for the minimum level of the caster able to create such creatures and after those special features of creation. Ritual refers to the Ritual feat and Ritual Sacrifice refers to that feat and requires the use of the victim as the source corpse for the creation.

MM=Monster Manual MF=Monsters of Faerun
NboM=Net Book of Monsters

Unlife Type	Source	CR	Method of Creation
Allip	MM	3	Created by fate to avenge those who pushed it to suicide
Banedeath	MF	3	Create undead 14 Ritual Sacrifice of fanatical follower
Baneguard	MF	2	Create undead 13
Banshee	NboM	7	Female elf created by fate due to the anguish of lost or forgotten love
Bodak	MM	8	Anyone slain by energy drain that does not create spawn
Bog Mummy	NboM	6	Create greater undead 16 must be cast on a bog preserved body
Bonebat	MF	2	Create undead 12
Crypt Guardian	NboM	6	Create greater undead 14 Ritual
Crypt Thing	NboM	5	Create greater undead 14 Ritual
Curst	MF	+1	Create greater undead 15 Bestow curse and the person dies still under the curse
Death Knight	NboM	+3	Create greater undead 17 Ritual Sacrifice of a willing dark Templar, blackguard or fallen paladin.
Devourer	MM	11	Create greater undead 18 Ritual
Direguard	MF	2	Create undead 14
Dracolich	NboM	+3	Ritual 11
Dread Warrior	MF	3	Create undead 15 must be the fresh corpse (12 hours) of a warrior who died in battle
Ghast	MM	3	Create undead 14 corpse must have been CN or evil
Ghost	MM	+2	Create greater undead 20
Ghoul	MM	1	Create undead 11 corpse must have been CN or CE.
Huecuva	NBoM	3	Create undead 12 from the body of a good cleric who succumbed to evil temptation
Lacedon	MM	1	Create undead 11 corpse must have died by drowning
Lich	MM	+2	Ritual 11
Mohrg	MM	8	Create greater undead 16 must be an unrepentant murderer, rapist or paedophile etc.
Mummy	MM	3	Create greater undead 15 embalming Ritual required.
Nightshade	MM	14-18	Create greater undead 20 Ritual Sacrifice of an outsider of CR-5 or more than the planned CR
Penanggalan	NboM	+1	Female being slain by the kiss of s incubus or drinking the blood of a vampire. Must be in a tryst of lost or unattainable love
Revenant	MF	+1	Created by fate to seek and exact justice on its murderers.
Shadow	MM	3	Create undead 12 corpse must be of a thief / criminal.
Skeletal Warrior	NboM	+3	Create greater undead 16 Unwilling Ritual sacrifice of a 10 th level or greater fighter.
Skeleton	MM	1/6-9	Animate dead spell
Spectre	MM	7	Create greater undead 16 the spell can only be cast at the place of death or burial. The creature is limited to a 1 mile radius from the casting site
Vampire	MM	+2	Being slain by the kiss of s succubus or drinking the blood of a vampire.
Vampire Spawn	MM	4	Anyone slain by a vampire's blood drain or drinking the blood of a spawn.
Wight	MM	3	Create undead 16 only effects those interred in barrows it may not venture more than 5 miles from a barrow
Wraith	MM	5	Create undead 20 only effects corpses of evil beings
Zombie	MM	1/6-12	Animate dead spell
Zombie Tyrantfog	MF	3	Create undead 11 the corpse must be an evil cleric slain by the caster

WARDERFORLIFE

The feat of bonding a person as a familiar is frowned upon by the wizards of Arion and most other traditional wizards, but the Duranakai and the dark practitioners of the Black Tower. To bond a warder you must find a person or group to teach the Feat ~ Bond Warder, once this is done the wizard must then find a person to be bonded. The warder takes the place of a familiar so therefore a wizard may have a warder or familiar not both and the normal rules for losing a familiar apply.

BOND WARDER [GENERAL]

The ability to bond a person or intelligent humanoid as a warder, which is essentially a humanoid familiar.

Prerequisite: To be able to summon a familiar.

Benefit: An unwilling target gets a WIL save as if resisting a spell of the highest level that the wizard can cast. Any person capable of casting arcane spells gains a bonus to the save equal to double the highest spell level castable, and if they fail they may make an additional save every level they gain until free. A willing target gains no save and once bonded cannot remove the bond by these additional saves. The bonuses given below supersede the ones for a normal familiar and are applied to both the wizard and the warder.

Wizard Level	Abilities gained by both parties.
1	Alertness, Improved evasion (within sight), Share spells 10', Empathic link (within sight)
3	Touch delivery of spells
7	Empathic Link (1 mile)
12	Spell resistance (warder only)
14	Scry on warder
17	Empathic Link (same plane)

In addition for every 3 levels the wizard has, the warder gains the feat toughness and thereafter improved toughness. This is instead of the AC increases, improved HP and saves and the intelligence increases the normal familiar receives. Note that the improved HP from toughness and improved toughness come at a cost. These HP's are added in the same way HP from an aid spell are, they are damaged prior to the warders normal HP's, and all of such damage is also inflicted upon the wizard as subdual damage. The wizard will never die from such injuries but can be rendered unconscious. The affects of losing a warder are twice that of a normal familiar should the warder die or be dismissed. If an unwilling warder breaks their link by a subsequent saving throw the effect on the wizard is the same as if they willingly dismissed the warder.

THE BAND THAT MAKES IRON OUT OF FLESH

This is the iron band of Kloor that gives the warriors of Kloor such advantages in combat. It is fitted to all training and active monks, fighters, consecrated harriers and templars of the church of Kloor. The priests and warpriests of Kloor wear no such bands.

Iron Band of Kloor (wondrous Item) Grants a +2 deflection bonus to AC, a +2 bonus to Strength, & Dexterity and acts as rings of Freedom of Movement & Sustenance. Must not be of good alignment for the band to close over the users arm and once attached it may not be removed.

The band causes the Delusion as per a cursed item that the wearer will die if they disobey an order from a superior within the church of Kloor. This delusion is reinforced by the fact that the band will cause 1d6 of agonising subdual damage per round that the wearer actively disobeys an order of a priest

of Kloor. This is based on a feeling of guilt and the wearer will know if they are breaking orders or their oath. Allowing anyone to study the band also causes this to occur. While this damage is being taken a FORT save each round at 15+(accumulated damage) from the subsequent d6 rolls must be made. If failed the wearer must cease activity and once again begin to obey orders.

Cost: 45,000gp, requires; forge ring, cats grace, bulls strength, freedom of movement & create food and water & be of caster level 7th. (manufacture cost 22,500gp & 1,800xp)

DARK SUMMONS

Some followers of differing churches gain the ability to summon strange and bizarre creatures using the summoning spells. They are detailed below. A person who has sworn to a faith must either be able to cast divine spells and give worship to that faith or have Knowledge Religion 4 Ranks, and be a follower of that god.

Lutann ~ beast of chaos template (NBoM)

Sinn ~ fiendish template (MM)

Ghede ~ beast of Xvim (MF)

The Triad of Life ~ celestial template (MM)

Maurug ~ use the pseudonatural template (B&T)

Agothu ~ use the pseudonatural template (B&T)

THE CULAI

The Culai are a powerful race of immortals that predate any humanoid race or even infernal and celestial race in existence. They are the first creation of the gods and are therefore as to be expected incredibly powerful. The number of active Culai can be counted on one hand and their actions and desires cannot be fathomed. They are a tall 7-8' race of four armed humanoids of pure white skin and totally black eyes. They are completely hairless and have no nose, their mouth is small and their voice is high pitched and hissing. They were originally meant to provide guidance for the new humanoid races and as such they have the ability to shapechange into differing humanoid types. This ability was never intended for infiltration and individual people therefore may not be mimicked, also their eyes regardless of what form they take will always be pure black.

Use the stats for the Solar, but giving the Culai a luck bonus +4 for everything. Also eliminate any alignment based abilities such as protection from evil as Culai are always Lawful Neutral in alignment. They have the additional feats of multidexterity, multiweapon fighting and multitasking which allows them to attack with two 2H weapons at -2, or 4 one handed weapons at -2 all. The weapons most commonly used are a +5 falchion of speed and a +5 keen falchion giving attacks of +35/+35/+30/+25/+15/+35 with the damage being 2d4+23 (18-20)x2 and the last attack (15-20)x2. The Culai use no ranged weapons and have access to any divination and non damaging necromantic spells as a psionic ability ie is cast as a free action.

STRANGE WEAPONS & METALS

When determining magic items and NPC equipment use the following:

- 20% of Polearms are stout arms and 20% of these are double headed
- 50% of gauntlets are ward cestus
- 10% of daggers are triple daggers
- 30% of all picks are gnomish battlepicks
- 25% of spiked gauntlets are bladed gauntlets
- 10% of saps are warfans

- 10% of spiked chains are chain & daggers d12, 1-5 normal, 6-8 +1 str, 9-10 +2 str, 11 +3 str, 12 +4 str.
- 5% of longswords are mercurial
- 10% of longswords are duoms
- 10% of bastard swords are gyrspikes
- 10% of shortswords are mantis
- 5% of greatswords are mercurial
- 5% of staffs are 3 piece staffs
- 5% of darts are fukimi-bari
- 25% of nets are bolas
- 15% of javelins are spinning javelins
- 10% of light crossbows are spring loaded gauntlets
- 25% of heavy crossbows are great crossbows
- 20% of tridents are harpoons

- whip d12, 1-5 normal, 6-8 +1 str, 9-10 +2 str, 11 +3 str, 12 +4 str.

DETERMINING THE ORIGIN OF MASTERWORK OR ENCHANTED WEAPONS & ARMOR

D20 – origin	Who – Where
1	Mastersmith Tethior
2	Mastersmith Krelij
3-4	Arion Isle
5-6	The Lugroki
7-11	The Runiir ~ Udahir
12-13	The Runiir ~ Tarkh'Moor
14-15	The Runiir – Grek'Rathan
16-17	Rhakhaan Noble House
18-19	U'Lyshak Noble House
20	Calthosian Steel

1*	Magical Bonus d20				Constructed Metal*5	Hard / HP**	Cost x	Material Notes
	2	3	4	5				
1-2	1	-	-	-	Cold wrought iron*7	8/24	1.1	Iron that is not hot forged
3-4	2	1	-	-	Pattern welded iron	9/27	1.2	Forged iron and non, wound together
5-13	3-10	2-5	1	-	Low steel	10/30	1	Forged steel – low quality
14-17	11-15	6-9	2-3	1	High steel	12/30	1.5	Forged steel – high quality
18	16-17	10-15	4-7	2-3	<i>White steel</i>	15/30	-	Mithral alloy*3
19	18	16-17	8-13	4-6	<i>Black steel</i>	20/40	-	Adamantine alloy, gunmetal grey*8
-	19	18	14-16	7-12	<i>Blood steel</i>	22/40	-	Eog alloy – blood red veined metal
-	-	19	17	13-15	<i>Keron</i>	24/45	-	Black lustrous metal – looks oiled
-	-	-	18	16-17	<i>Laen</i>	25/50	-	Volcanic glass, translucent dull gold
-	-	-	19	18-19	<i>Cullander</i>	28/75	-	Dull like half fired fine porcelain
20	20	20	20	20	<i>Runeweapon*2</i>	+5/+10	-	Spidery runes cover the item
1-4	1-3	1-2	1	1	<i>Shaalk*6</i>	3/10	10	Pulped to make paper.
5-13	4-13	3-12	2-12	2-11	<i>Dark Wood*4</i>	5/10	10	Used for shields and spears.
14-19	14-19	13-19	13-19	12-19	<i>Black Oak</i>	6/15	20	Used to make bows / staffs etc.

* and masterwork

*2 roll again for material type, +5% intelligence chance

*3 armor is 1 category lighter for movement and limitations. Spell failure –10%, max dex +1, armor penalty +3. Weighs half as much as iron.

*4 The wood weighs half as much as normal wood. Armor check penalties –2.

*5 All the materials in italics must be master worked in reference to times etc.

*6 Shaalk can be pulped and mixed with its own resin and shaped into breastplates and other such shapes. This armor can be worn by druids etc. Splint and breastplates are available. The weight is –15lb, speed is the same, arcane failure is –10%, armor check +2, max dex +2. Such resined material has hardness/HP of 6/11

*7 acts as silver in regards to creatures that it can effect and bypass creature immunities

*8 has a natural bonus (non magical) per DMG

Material	Type of item, given below cost added for special materials in gold pieces					
	Light armor	Med. armor	Hvy armor	Shields	d4 d6 weapons	Other weapons
White steel	1,000	4,000	9,000	1,000	2,000	7,000
Black steel	2,000	5,000	1,0000	2,000	3,000	9,000
Blood steel	3,000	6,000	11,000	3,000	4,000	11,000
Keron	3,000	6,000	11,000	3,000	4,000	11,000
Laen	6,000	12,000	2,0000	6,000	8,000	2,0000
Cullander	1,0000	2,0000	4,0000	1,0000	15,000	4,0000

COINS OF THE REALMS

Mur Fostisyr ~ rounded natural coins etched with runes

Ivory gaf	1pp
Ivory shor	1gp
Shell pai	1sp
Shell sar	1cp

Lu'Nak (Duris) ~ rounded metal coins

Gold ducat	1gp
Silver gentle	1sp
Copper common	1cp

Y'kin ~ flat lozenges with hole at one end

Bloodgold yane	1pp
Gold tari	1gp
Silver pok	1sp
Silver ko	1cp

Urulan ~ plates of magical ceramic with a clear resin core that can be removed for half that value

Ye'os	4pp
Half yeo's	2pp
Laer	2gp
Half laer	1gp
Jael	1sp
Half jael	5cp

Meluria ~ simple metal coins (suns and steels have poor exchange rate due to low precious metal content)

Suns	1pp
Steels	1gp
Silvers	1sp
Plates	1cp

Saralis ~ small metal coins stamped with a wyvern

Gold star	15gp
Gold crown	3gp
Silver dragon	15cp
Brass penny	1cp

Arion ~ squared ceramic chits with value stamped on face
cp, sp, gp

U'Lyshak ~ rounded metal coin with chrysanthemum and a star filled sky stamped on it

White star	1pp
Gold crown	1gp
Silver florin	5sp
Silver mark	1sp
Brass bit	1cp

Rhakhaan ~ metal coins

Platinum lore	5pp
Gold sovereign	5gp
Gold talon	1gp
Silver hope	2sp
Copper piece	5cp
Tin adrac	1cp