

Manaed

The Lost City of Dreams



A Campaign Setting for Dreamwalker:
Roleplaying in the Land of Dreams
and Dreamwalker: *Diceless*
Roleplaying in the Land of Dreams



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The Lost City of Manaed

Manaed. The Lost City. City of Dreams. Realm of wonder and enchantment. Home to a thousand nations, a million cultures. Once a place of light and truth, a bastion of all that was good in the realm of spirit.

No longer.

Divided by wars and conflict. The very land ripped apart by flux. Its borders slowly receding. Manaed, the shining gemstone of hope that once lay at the heart of the Empyrean is now only a pale shadow of its former glory.

Flux

To understand what is happening in Manaed, it is first necessary to become familiar with the phenomenon known as flux. The following is an excerpt from the article "Dream Islands and Flux" that first appeared as an appendix in the "Sword of Gaia" PDF supplement. This article has been reprinted in full at the end of this supplement (see Appendix I: Dream Islands and Flux).

Flux is the result of either conscious or subconscious manipulation of mana. Flux is both everything and nothing. Flux is change. It is the earth of thought and the waters of the Periphery, molded into clay by will and desire. Flux is the stuff of dreams.

Flux surrounds all of creation, forming the border between the ordered realms of the real world, the malleable spirit world of the Empyrean and the disorder of complete chaos.

The ability to create flux is innate in every individual. Dreamers send the Empyrean into flux each night, when they dream. Dreamwalkers create a miniature state of flux whenever they manipulate mana. The spiritual disturbance created by a Broodking is often a region in flux. Dream islands especially are in an ever-changing state of flux.

Flux taps into our subconscious minds, allowing us to experience new events, relive old memories and sometimes help solve problems that plague our waking lives. A person may be thinking of a lost pet and then come across a puppy, or a mural depicting the pet. A person agonizing over whether or not to take a new job may walk into a region of flux that resembles his current workplace, clearly highlighting all of its good and bad points. Flux also provides opportunities for adventures that allow Dreamwalkers to harvest pockets of precious mana.

The change from order to flux can be subtle one, but it is often dramatic. A person can be walking down a familiar hall and suddenly find himself in a gloomy dungeon. A person might find the door to his pantry open onto a vast shoreline. Dreamwalkers immediately realize when they have crossed into or out of a region in flux.

In many ways, flux is similar to dreams, and specifically to fluff. In fact, nearly all of the rules and special effects for dreams

and fluff apply to flux. And yet, in some places, flux is far more than just a dream.

Flux, Manaed and the Outlands

In Manaed, flux is a tangible and ever present thing. It forms an amorphous border around the Mountains of Sleep as well as around each of Manaed's provinces, where it is known as the Outlands. The Great Hall of Manaed contains portals to each province and tendrils of flux often seep through these portals into the castle and sometimes even the city beyond. The Great Hall, the Outlands and the Provinces of Manaed are described in greater detail, later in this text.

Navigating Flux

In Manaed, characters are often called upon to navigate their way through (or out of) a region of flux. Usually, this is accomplished in the same manner as Locating a Specific Dreamworld, so the Game Master should take a moment to re-familiarize himself with those rules. In *Dreamwalker: Roleplaying in the Land of Dreams*, this information is located on pg. 76 of the Core Rulebook. In *Dreamwalker: Diceless Roleplaying in the Land of Dreams*, this information is located on pg. 29 of the PDF.

Chaos Flux

Chaos flux is flux that has taken on a malevolent will of its own. Chaos flux draws upon a person's negative thoughts and memories. Traumatic events, enemies and other bad memories all may be encountered or experienced again, brought to life by chaos flux.

Chaos flux actively seeks to unravel the tapestry of Manaed. The origin of chaos flux is unknown. It first appeared after the Black Crown's defeat, when Manaed was still whole (see the Black War, pg. 11). Over time, it has eroded the realm of Manaed, separating its provinces by regions of flux known as the Outlands. Given the nature of chaos flux, it seems unlikely that the Black Crown has any control over it, but many speculate it was once normal flux before being somehow tainted by his presence.

Tendrils of chaos flux occasionally seep into the Great Hall to create mischief and troubles for those who can manipulate mana, snatching them away and sending them into danger in far off and distant realms.

The Valley of Manaed

The Mountains of Sleep

The Mountains of Sleep are a vast mountain range, surrounded on all sides by Outland regions of flux and beyond that, the iridescent waters of the Periphery.

The Valley of Manaed

The Valley of Manaed is a large, fertile valley that lies deep within the Mountains of Sleep. Hardwood forest covers much of the valley floor and game and wildlife are abundant. The River of Dreams flows through the center of the valley. In the early morning and late evening hours, the valley floor is covered by a thin layer of mist. Several great spirits such as Bear and Otter, make their home in the valley, protecting the Lost City of Manaed from invaders.

The River of Dreams

The River of Dreams flows down into the Valley of Manaed from the mountains in the north and continues south into the Outlands before spilling out into the Periphery. The river's iridescent waters are ephemeral in nature and the river can be located anywhere in the Outlands. Following the river upstream always leads to the Valley of Manaed. Following it

downstream always leads to the Periphery, although it may pass close to a province or two along the way. The River of Dreams is the only way to enter or exit Manaed.

In ancient days there was a land,
Of golden spires and temples grand,
Where water fell from crystal streams,
To rivers in the land of dreams.
Where obelisks to gods unknown,
Stood wet with spray from ocean foam;
And princes tall and just and fair,
Court princesses with golden hair,
In towers rising from the square.

A land where sun and stars and moon,
Inspire a most celestial tune,
And magic fills each tree and stone;
As well as mortal flesh and bone.
Where mystic swordsmen plied their
trade
'til legendary tales were made.
Of courage, love and bravery,
And that which all may hope to be.
And rare indeed the traveler when,
In leaving looks not back again,
Nor hopes again his dreams may lead,
To this lost land men call Manaed.

---*The Song of the First City*, by Joeroylela

The Crystal Falls of Manaed

The Crystal Falls are located in the northern region of the Valley of Manaed and mark the start of the River of Dreams.

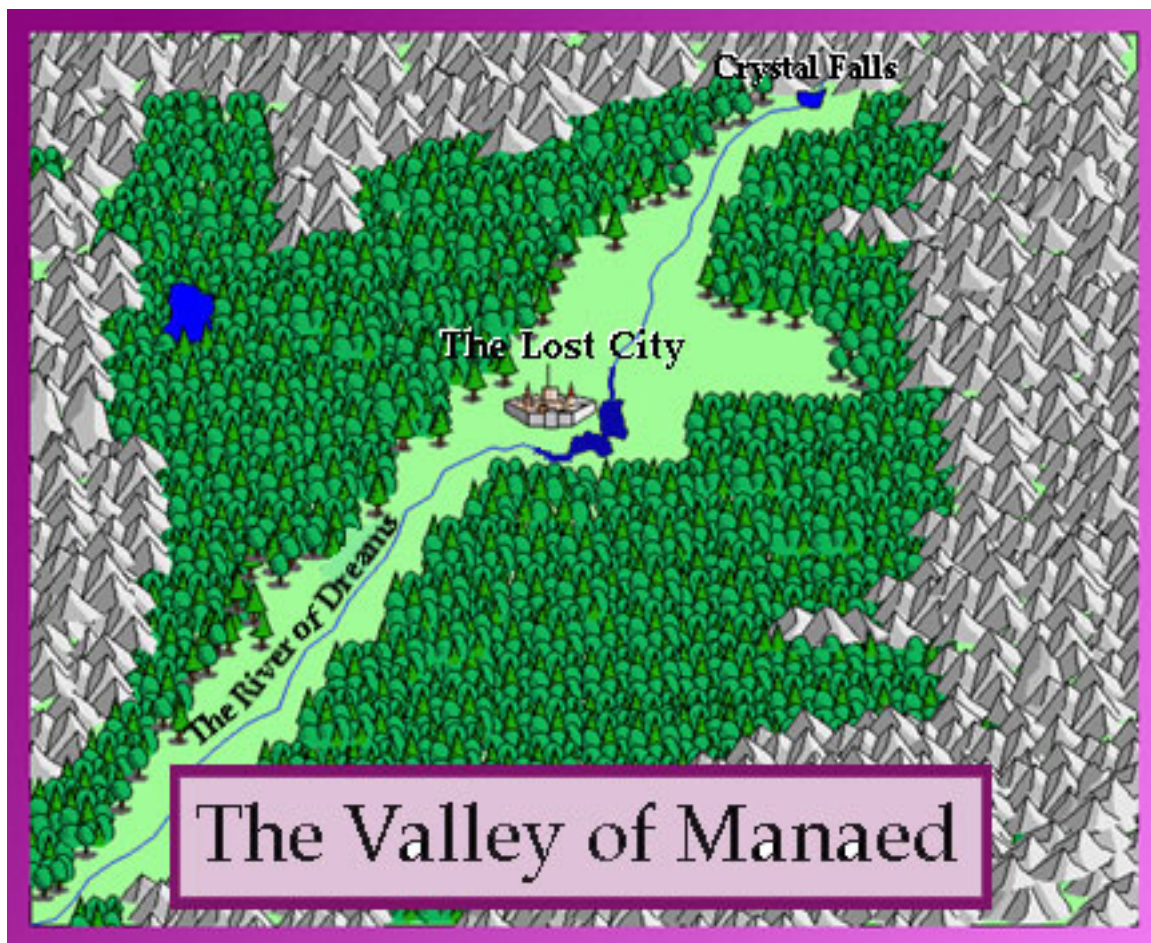
Its iridescent waters spill out from several underground springs and tumble down the mountainside, forming a wide pool at its base. In ancient times, the falls were a favorite site for festivals and a peaceful gathering place for artists and musicians.

The Lost City

The Lost City of Manaed lies on the shore of the River of Dreams near the center of the valley. The architecture and layout of Manaed's streets has a distinctly Medieval feel to it, but many areas in the city still showcase some of the more exotic cultures that have called Manaed home---small castles occupy space beside pyramids, manor homes, cathedrals, coliseums,

sprawling gardens and domed mosques, all overgrown and choked with creeper vines.

The city once housed hundreds of thousands of people, but is now all but empty---only the Great Hall at its center remains occupied. Parts of the city are in a state of flux, particularly chaos flux, and many believe the city to be haunted by ghosts of the past. Visitors must be careful when exploring Manaed or else they may find themselves swept away to other parts of the city, into a province or Outland or even transported to an earlier Age.



The Great Hall of the Queen

The Great Hall of the Queen is an enormous castle that rivals Buckingham Palace in size and grandeur. The interior of the hall is in a controlled state of flux. Its shifting and malleable nature makes it large enough to accommodate numerous guest chambers, servant quarters, atriums, huge kitchens, bathhouses, art galleries, stables, courtyards, armories, jousting fields, well manicured gardens, ballrooms, lavishly decorated banquet halls, a game preserve and even a small village!

The Great Hall is a bustling community that is reminiscent of any medieval fantasy castle. The overall mood is generally light and cheerful and visitors from every province, especially children, can be found throughout the hall.

The gates to the hall's outer wall (City Gate) stay open except during times of strife. Travelers from the Outlands are generally well received in the Great Hall and allowed free passage throughout. Restricted areas are protected by guards or mystical wards designed to keep out the unwelcome.

Getting Around

The interior of the Great Hall is in a controlled state of flux. Its hallways are constantly changing, making the castle impossible to map. To get to a specific area, room or even the location of another

guest, one simply thinks of the desired location and after a brief walk through the hallways, negotiating a small staircase and opening a closed door or two, he arrives at his destination.

The shifting nature of the Great Hall means that many of its rooms remain unexplored simply because they have been forgotten. It is possible to stumble upon one of these forgotten chambers simply by wandering about the hall (GM's discretion).

Places of Note

The Throne Room of the Queen

The throne room is a large, richly decorated chamber where the Queen (or steward) of Manaed holds court. Courtiers, ambassadors and visitors from the various provinces are present here at all hours. A fixed door leads up to the White Tower of Manaed, but this door can only be opened by the Queen.

The White Tower of Manaed

The White Tower rises up from the center of the Great Hall to a height of a thousand feet. The Great Heartstone lies at the top of the tower, its light a shining beacon that guides travelers through the Periphery.

The Heart Room

This comfortably furnished chamber is always under guard. A glowing white stone rests on a pedestal in the center of the room. Knights of Manaed (and others who wish to gain the favor of the queen) transfer mana through this stone directly to the Great Heartstone that lies at the top of the White Tower. Mana pockets in the form of items dissolve into raw, absorbable mana upon touching the stone.

The Geltune (Gathering Place)

The Geltune is a huge, open air courtyard divided into districts representing each province. The Geltune is a busy and colorful marketplace, where people from all over Manaed come to shop, trade goods, sample exotic foods, down flagons or swap gossip with people from other provinces. Knights of Manaed are responsible for keeping order inside the Geltune.

The Portals

The Geltune contains fixed portals to each of Manaed's provinces and royal houses. The portals exit onto the same location each time (usually inside the province's largest city).

The Wharf District

Inside the Geltune, a small wharf district provides access to the River of Dreams. This part of the river is actually located deep in the Outlands. Those traveling through the Outlands may reach the

Wharf District simply by following the river downstream, although it may pass close to a province or two along the way before reaching the Geltune. The Wharf District has garnered a somewhat seamy reputation over the years, especially at night.

Solace

This "chamber" is actually a small, peaceful village named Solace. Solace is surrounded by fertile crop fields, grazing ranges and woodlands, and the Outlands beyond that. The villagers are responsible for supplying the Great Hall with food, drink and occasionally raw materials. It's lone tavern, The Frothy Mug, is a welcome gathering place for travelers who wish to avoid the liveliness of the Great Hall. A small troop of Knights of Manaed is stationed here to protect Solace from Outland incursions, but such occurrences are extremely rare and the Solace post is generally given to those who need a break from forays into the Outlands.

The Aerie

The aerie consists of a small keep atop a craggy mountain peak. Caves dot the mountainside, home to a flight of partially tamed dragons. These dragons serve as mounts for prominent Knights of Manaed. The aerie is always guarded by a dozen knights, at least three of whom (the officers) are Gifted with the ability to manipulate mana.

The Great Heartstone

The Great Heartstone of Manaed lies at the top of the White Tower. It is a huge, crystalline gem that glows with a shining, white light. Legends say that it was discovered by Lily, the first Queen of Manaed, but some believe it was she who created it. The Great Heartstone is responsible for choosing the queens of Manaed---the future queen hears the stone's call and feels herself drawn to the city.

The power of the Heartstone is the only thing keeping the flux at bay. Without it, all of Manaed would be swept away in an ocean of flux. The Great Heartstone also contains other powers including

those that extend the life of a queen for centuries and enable her to seal or defend the borders of Manaed.

The Heartstone is powered by mana. If it ever fails, Manaed is lost. Knights of Manaed and bands of adventurers regularly journey into Outland regions of flux to retrieve mana for the Great Heartstone.

Small shards of the Great Heartstone are sometimes granted to those who have done a great service to Manaed or the Queen. These stones create a new province by stabilizing a region and keeping the flux at bay, but seem to have no additional powers.



Manaed Lore

The Heavens

The heavens of Manaed bear some similarities to those in what we call the real world. There is a sun, a moon and a field of sparkling stars. Days and nights are comparable in length to those in the real world. However, the sun does not set in Manaed. Instead, it gradually fades out until it becomes the moon. Legend holds that the sun/moon is actually a Great Spirit who has sworn allegiance to Manaed, but this has never been confirmed.

Manaed's night sky is full of stars. Five constellations make up one cluster of stars, each representing one of the five queens---Lily, Jasmine, Rose, Willow and Clover. A sixth constellation that seems to menace the Queen's Cluster represents the Black Crown and appears as a spiral made up of seven stars.

Time

Each age in Manaed is marked by the rule of a Queen. The First Age began with Queen Lily, followed by Queen Jasmine, Queen Rose, Queen Willow and finally Queen Clover. Manaed is currently in its Fifth Age.

The First Age

Lily, the first Queen of Manaed, came from the Great Beyond (the Periphery). She was the first to discover the Great Heartstone and harness its power, pushing back the flux in order to create a stable dream island on which to live. She remained vigilant however, her eyes always turned to the waters of the Periphery in fear of a terrible creature known only as the Black Crown, who legend says that Lily had only narrowly escaped.

Lily lived on her island for many years, but eventually she grew lonely. From time to time, dream islands floating through the Periphery would briefly attach themselves to her island, allowing her to interact with its Unreal inhabitants, before it moved on.

After a few trials, Lily found she was not only able to use the Heartstone to stabilize these dream islands, but also to draw other islands to her own. To her surprise and delight, she soon found that once the Heartstone stabilized an island, the people inhabiting the islands were no longer Unreal. They soon realized what Lily had done for them and swore fealty to her. Lily named both her kingdom and its capital city Manaed, which, in the High Speech, means the "Heart of Mana".

Lily continued to craft her realm as civilizations rose and fell in the real world and dream islands formed around new cultures or beliefs. In time, Manaed became a vast realm housing hundreds of diverse nations and countless peoples.

Queen Lily spent her days in peace and happiness, despite her fear of the Black Crown. When she felt the Great Heartstone calling out to a new queen, she voluntarily stepped down and retired to a small villa. Soon after, the young and beautiful Jasmine of Tzitlan made the journey to the city and accepted her coronation as Queen of Manaed. This marked the beginning of the Second Age.

The Second Age

The Second Age is known as the Age of Delights by some and as the Age of Decadence by others. Under the rule of Queen Jasmine, the nobles of Manaed and its provinces indulged in pleasures and vices of all sorts; many counted the queen herself among the most decadent and self indulgent of them all. The wealthiest people prospered while the poor labored, starved and died in poverty and shame. This went on for many decades until at last the fires of rebellion slowly began to flicker throughout the realm of Manaed. When revolt seemed imminent, Queen Jasmine voluntarily stepped down. Her reformist great grand niece, Rose, was summoned by the Great Heartstone to take her place. This marked the beginning of the Third Age.

The Third Age

The Third Age is known as the Golden Age of Manaed to some and the Gilded Age to many others. Queen Rose used the power of the Heartstone for good, trying

to repair the damage done under her predecessor, Queen Jasmine. During this time, the people prospered. The land grew fertile, poverty vanished and no citizen of Manaed ever went hungry. Happiness and goodwill prevailed and lawlessness was practically unheard of. For many years, the concept of evil was merely a tale used to frighten young children.

But the power of the Heartstone was not eternal and the Knights of the Manaed could not retrieve enough mana from the Outlands to sustain it. Eventually, both the land and the people of Manaed began to return their natural state. Disputes and conflicts began to surface. Land that had been made fertile slowly became barren and unproductive. Many people had grown soft from not having to work and thousands perished from plagues and starvation.

The Black War

The Black Crown chose this time to reveal his presence in Manaed. His agents had already infiltrated the realm. As Manaed's power waned, they poisoned the minds of its rulers, sowing dissent and pitting them against one another. Nations began bickering amongst themselves and bloody wars soon erupted. Conquerors and Crusaders from Renaissance poured into the jungle lands of Tzitlan and the desert cities of Ganna Arabiyah, bent on plunder and religious conversion. The nomadic Achapekov tribes clashed with the people of Frontier and Halav. Rakudo

erupted into bloody civil war. Queen Rose, powerless to prevent the bloodshed, could do nothing but weep as she watched the turmoil spread throughout the land.

When he felt the time was right, the Black Crown led his army in a direct assault on the city of Manaed in what came to be known as the Black War. He first took control of the technologically advanced land of Karthax and commandeered its most destructive devices for his own use. He then made a push for the city of Manaed, slashing and burning everything in his path. Countless died under this onslaught.

The Knights of Manaed met his horde of men, monsters and machines on the field before the city. Thousands fell in defense of Manaed, but it was only the sacrifice of Queen Rose that won the day. Giving her own life force to the Great Heartstone, she was able to generate enough power to drive the Black Crown off and send his forces into disarray.

Upon the death of Queen Rose, Manaed fell into a dark age. The Great Heartstone grew dim, its power nearly depleted. The borders of Manaed slowly began to contract. The first rivers of chaos flux appeared, ripping the continents apart and sweeping entire nations away. Agents of the Black Crown continued to roam the land, creating strife and discontent wherever they traveled. The fate of Manaed seemed bleak until the coming of Queen Willow, which marked the beginning of the Fourth Age.

The Fourth Age

Queen Willow was an Outlander who, like Lily, came from the Great Beyond. Some even speculate she came from the “real” world. Willow took control of the Great Heartstone, imbued it with mana and used its power to stabilize and restore order to what little was left of Manaed.

Willow realized that the power of the Heartstone was not strong enough to reclaim all of the lands lost to chaos flux. Instead, she took shards from the Heartstone and gave them to the rulers of Manaed’s most loyal provinces. Little by little, the land and its people began to prosper, this time due to desire, hard work and perseverance rather than gifts of mana from the Great Heartstone. The wars and conflicts slowly dwindled to a halt and in time, peace once again reigned throughout Manaed.

Willow died a weary, but satisfied old woman, not long after her successor, Clover, was chosen from Halav. This marked the beginning of the Fifth Age.

The Fifth Age

The current age, under the rule of Queen Clover. Manaed is at peace and the land continues to prosper. Knights of Manaed make regular forays into the Outlands to retrieve mana to power the Great Heartstone, a hazardous occupation even were it not for the agents of the Black Crown that continue to stalk the land. Life is not without hardship, especially among the common folk, but the lesson of

Queen Rose was a hard one learned and despite Clover's desire to help her people, she only uses the Great Heartstone to defend Manaed against incursions.

The Ban

After the Black War, Queen Willow imposed a ban on technology, specifically destructive technology. The power of the Heartstones enforce this ban by preventing anyone within the borders of Manaed, its provinces and even parts of the Outlands from using an explosive, incendiary or electronic device of any type. Even harmless technology has been known to fail and cannot be trusted. Devices inherent to certain provinces and Outlands (such as a musket created in Frontier) are immune to the Ban. In general, a simple mechanical or electronic device created in Manaed (such as a handgun or a calculator) has about 0-5 uses before it fails. Highly explosive, radioactive and other, more destructive devices usually become inert and/or inoperable before even a single use.

Language

The people of Manaed speak a language known as the High Speech, which is actually an amalgamation of all languages ever spoken by man. The High Speech speaks to the spirit and is thus understandable by everyone, even those not native to Manaed. Other languages

are also spoken in Manaed, especially in the provinces and the Outlands.

Money

The people of Manaed and its provinces use an iridescent gold coin about the size of a real world dime. This coin is called a qoin. It is stamped with the picture of the current queen on one side and her standard on the other. Qoins are minted from mana in a secret chamber inside the Great Hall. Qoins cannot be Created or Reshaped. Whether this is due to the nature of the qoin itself or to some power of the Great Heartstone is unknown. However, those Gifted with the ability to manipulate mana may dissolve 100 qoins together to create one mana point. In times of great strife, the qoins are collected by knights to power the Great Heartstone.

Other forms of currency are sometimes used in lieu of qoins and in most places, barter is still an acceptable method of trade. Since altered items either disappear or return to their original form once a Dreamwalker crosses a Barrier (or enters a region of flux) it is often unwise to use alteration to produce currency, especially if the character plans on doing business in that province again.

The Royal Houses

There are five royal houses of Manaed, one for each of its current and former queens. The royal family of each queen is given a small province to govern that consists primarily of a castle or palace, a small town and its immediate surroundings. These may be reached only by Geltune portals or through “thought-navigating” the Great Hall. Each kingdom is centered around a small Heartstone.

House Lily

The nobles of House Lily are all women. The men who dwell in this kingdom have few rights and are treated at best as servants and at worst as slaves. Women Outlanders are always welcome here; men are not. Knights of the Lily often make forays into the surrounding Outlands to bring back mana for the Lily Heartstone.

House Lily is headed by the beautiful, but intolerant Lady Judith Gield.

House Jasmine

The Kingdom of Jasmine is a small one, requiring very little mana to sustain its Heartstone. The nobles of House Jasmine are soft and decadent and this house was nearly destroyed during the Black War. The Jasmine royal family are counted among the most beautiful men and women anywhere. House Jasmine has no knighthood. Instead, they offer Outlanders untold pleasures and comforts

in exchange for mana to power the Jasmine Heartstone.

House Jasmine is headed by the handsome and charming Lord Ishna Surry.

House Rose

The nobles of House Rose are among the most bitter and unfriendly of all the houses. There are many in Manaed who still blame Queen Rose for the fall of Manaed, forgetting the good she tried to accomplish during her reign. Knights of the Rose either win or steal mana from others in the Outlands.

House Rose is headed by the venerable Lady Talia Kressh.

House Willow

Queen Willow spent her life securing Manaed and protecting the Great Heartstone. Manaed would likely not exist today without her efforts. Nobles of House Willow are the most friendly to Outlanders, especially those who serve Manaed and/or share mana to power the Great Heartstone. Knights of the Willow make regular forays into the Outlands to win mana.

House Willow is headed by the brave Lord George Allbright.

House Clover

House Clover is the current ruling house of Manaed. Its nobles reside in the Great Hall itself. Queen Clover is sequestered in

the tower and does not entertain guests although she can sometimes be seen high above, gazing out of a tower window, a sad and beautiful woman in a flowing white gown.

The steward of House Clover and the Queen's consort is the brave knight, Lord Pytor Danovich.



The Provinces

Almost every culture and nation on earth has been represented in Manaed at one time or another. After the Black War, many of these realms were either destroyed or swept away by chaos flux. A few managed to merge together and today, these form the provinces of Manaed.

The provinces are all that is left of the great realm of Manaed. Each province is essentially a stable dream island surrounded by an Outland region of flux. The provinces themselves are huge, varying in size from that of a small country to the size of a small continent. Those Gifted with the ability to manipulate mana can make a name, and sometimes even find a home, for themselves by supplying a province with mana to power its Heartstone.

The realm of Manaed lacks a coherent geography. The provinces swirl around the Valley of Manaed like bright satellites orbiting a shining star. Travel between the provinces is accomplished in a variety of ways. A province may be reached by navigating the Outlands (treat as

Locating a Specific Dreamworld). The Geltune in the Great Hall contains portals that exit onto a fixed location inside each province (usually its largest city). The River of Dreams passes close to each province, although its course is ever-changing and unpredictable. Also, random tendrils of flux sometimes transport characters, willing or not, to various locations inside the provinces.

No maps have been provided for any of the provinces. Instead, a general overview of the land, its people and the dominant religions and cultures as well as a few “things to remember” when designing adventures have been provided for the Game Master’s use. The GM is encouraged to flesh out any province the characters frequent often or even design his own.



Stylized rendition of the River of Dreams as it travels through the Outlands

Halav

The Kingdom of Halav is a raw and beautiful realm of tall mountain ranges riddled with fjords and fertile river valleys. The largest of these waterways is known as the Great Fjord.

Major Cities

The fortified city of Odinslaw lies at the start of the Great Fjord and is protected by the king's hall of Drachenholt. Other settlements can be found scattered throughout the mountains, the most notable of which is the fabled Wolfsgarth.

The Heartstone

The Heartstone of Halav takes the form of the eye of a stuffed dragon mounted behind the king's throne in Drachenholt.

The People

The people of Halav are large, red or fair-haired, and are well known for their fierce fighting ability. They live in close-knit family clans, each ruled by a chieftain who in turn pays tribute to the king in Odinslaw. Their culture is a loose combination of Norse, Celtic, Irish, Scottish and Finnish, with a bit of American Indian, Germanic and Russian influence thrown in as well. Halav knights, known as the Spear of Odin, sail their dragon-prowed longships far into

the Outlands in search of mana and plunder.

Ruler

Halav is ruled by King Sigurd, the Clovyrng, who legend says is a descendant of the god, Odin. His wife, Queen Gwendolyn, rules at his side.

Religion

Aesir worship (Odin, Thor, Freya, Tyr, etc.) is the predominant religion practiced throughout Halav, but homage is also paid to the Tuatha de Danaanan, the "wee folk", and many of the great animal spirits.

Fetch

Fabled Norse heroes, wingless, many-legged dragons (called linnorms), animal spirits, trolls, giants, sea serpents, the wee folk, leprechauns, shapeshifters (wolves, bears and seals), secretive elves and industrious dwarves.

Things to Remember

Cold weather, grim faced Norsemen, eerie bagpipe music, Viking longships sailing down the fjord, plaid kilts, longhouses dotting the mountainside, knotwork designs.

Ganna Arabiyah

The realm of Ganna Arabiyah is a land of harsh desert and rugged mountain ranges. The Great River cuts a fertile swathe through the arid, sandy wastes.

Major Cities

The bustling trade city of Balihdad lies on the banks of the Great River, in the shadow of several large pyramids. Many smaller settlements may be found along the river or located near the dozens of oases that dot the desert.

The Heartstone

The Heartstone is located in the holiest mosque in Balihdad. It takes the form of the sandal of the Great Prophet Mohammed.

The People

The people of Ganna Arabiyah are darkly tanned from the hot sun. They are sharply divided by tribal and/or religious backgrounds although members of differing tribes or religions often live in the same city. Arabiyahns are renowned merchants and traders who travel far into the Outlands to bring back mana and exotic goods.

The culture of Ganna Arabiyah loosely resembles those of ancient Egypt and regions of the Middle East.

Ruler

Pharaoh rules over Ganna Arabiyah although he is closely advised by his priests and generals.

Religion

Islam is the primary religion preached throughout Ganna Arabiyah however, many still pay homage to Buddha as well as the Egyptian gods.

Fetch

The prophet Mohammed, fiery efreet, wish-granting djinn living in bottles, guardian sphinxes, animal spirits (crocodiles, hawks, etc.), sand serpents.

Things to Remember

Rolling dunes, turbaned nomads, oases, domed mosques, camel trains, stone pyramids, sphinxes and The Nile River.

Olympia

The Kingdom of Olympia is a coastal land of rolling hills, mountains, and fertile valleys.

Major Cities

The capital city, Poseidon Mino, lies on a small island off the coast. It is a fourteen-mile complex of canals, walls, gardens, barracks and a public racetrack arranged in circles around a royal palace and a temple to the sea god, Poseidon. Many other towns dot the countryside, including the legendary Alante.

The Heartstone

The Heartstone is located in the emperor's palace in Poseidon Mino. It takes the form of a statue of the god Zeus.

The People

Olympians are a proud people who value physical beauty and prowess as well as the fine arts. Their culture is loosely based upon ancient Roman, Greek and other Mediterranean cultures. Knights of Olympia, known as Argonauts, are among the finest and most intelligent warriors in the land.

Ruler

Olympia is ruled by an Emperor (currently Emperor Tiberius Krikus) who

is counseled by a Senate of elected officials.

Religion

Olympians primarily worship the Greek gods although Christianity has slowly begun making inroads among the slaves and peasants.

Fetch

Oracles, bull-headed minotaurs, one-eyed cyclopes, sirens who sing sailors to their doom, octopus-like Kraken, lascivious satyrs and nymphs.

Things to Remember

Gladiators fighting in a huge coliseum, amphitheaters, togas, olive trees, tree-lined canals, aqueducts, columned temples, grapevines.

Tzitlan

Tzitlan is a wild and untamed land of vast jungles, tropical rain forests, tall mountains and arid savannahs.

Major Cities

Kalyanpur is a huge, sprawling city that lies on the coast of Tzitlan. A great, stepped pyramid lies at the center of the city. Smaller settlements can be found throughout the land.

The Heartstone

The Heartstone is located in Kalyanpur and takes the form of the blood-stained altar located at the top of the great pyramid in Kalyanpur.

The People

Tzitlanis are a diverse race of people whose skin color ranges from deeply tanned to almost black. They prefer colorful clothes and often wear bone and teeth jewelry and the plumage of jungle birds. Their culture is loosely based off a combination of African, South American and Indian cultures. Tzitlani knights, known as jaguar or serpent warriors, are fierce and merciless fighters who raid the Outlands for mana and exotic goods.

Ruler

Chief Michtlan Azario rules Tzitlan although he is closely advised by priests and spiritual advisors.

Religion

A version of Hinduism is the primary religion practiced in Tzitlan, although many others exist. During holy days, human sacrifice takes place in temples located at the top of high, stepped pyramids.

Fetch

Winged serpents, spider and monkey-people, animal spirits, shapeshifters and dinosaurs.

Things to Remember

Stepped pyramids, grand palaces, many-faceted gods, lost cities of ivory and gold, harems, vast jungles, abandoned diamond mines, human sacrifices.

Rakudo

Rakudo is a beautiful, coastal land of tall mountains and low-lying valleys.

Major Cities

The oriental city of Onushi lies at the heart of Rakudo. The emperor's palace is located just outside the city and many other holdings and small, farming villages dot the surrounding countryside.

The Heartstone

The Heartstone is located in a Buddhist temple in the hills outside of Onushi. It takes the form of a statue of Buddha.

The People

The people of Rakudo are short in height and small in stature with black hair and pale skin. Their culture is a mixture of ancient Chinese, Japanese and other "Far Eastern" cultures. Rakudo knights, known as samurai, follow a strict code of discipline, honor and fealty.

Ruler

Rakudo is ruled by Emperor Hideko Naguru who is believed to be the child of the Sun.

Religion

Many different religions and philosophies are practiced in Rakudo including Buddhism, Taoism and spirit worship. Monks live in temples in the mountains.

Fetch

Monkey spirits, fox-women, ancestor spirits, demons, oriental dragons.

Things to Remember

Martial arts, ornate pagodas, honor, tradition, politeness, koi ponds, silk kimonos, rice paddies, rock gardens.

Achapekov

Achapekov is a land of broad steppes, forested hills and rugged mountains, known for its brutally harsh winters.

Major Cities

The town of Dragov is surrounded by a tall, wooden palisade. Most of the buildings are made of wood although a few are of stone. The architecture is of a style reminiscent of Germany and modern day Russia. The Achapekovian tribes meet here several times a year to trade.

The Heartstone

The Achapekov Heartstone takes the form of totem pole located in the center of Dragov.

The People

The majority of those who dwell in Achapekov are nomadic tribesmen living in teepees or lean-tos that can be easily put up and taken down. During the Fourth Age, a few farming settlements have sprouted up in the forests, centered around family homesteads. The Achapekov peoples are fabled for their horsemanship and their ability to live in the wild. Their culture is a loose mixture of ancient Russian, Germanic, American Indian and Mongolian. Knights of Achapekov are known as braves.

Ruler

Tzar Mikhail Snow Wolf rules Achapekov from the town of Dragov, however, day-to-day power resides with the chieftain of each individual tribe.

Religion

Achapekov shamans pray to ancestor and animal spirits.

Fetch

Animal spirits, especially wolves and bears, shapeshifters, child-devouring witches in gingerbread houses, the dreaded Baba Yaga, living toys.

Things to Remember

Harsh winters, dense forests, Grimm's fairytales, horse-mounted bowmen, teepee villages, war paint, taking scalps and counting coup.

Frontier

Frontier is a land of trackless wilderness, temperate forests, tall mountains and fertile valleys.

Major Cities

The town of Haven is a small collection of log cabins protected by a log palisade, where the people of Frontier come to buy, sell and trade goods. Other small homesteads dot the countryside.

The Heartstone

The Heartstone takes the form of a written Constitution located in the Haven town hall.

The People

Frontiersmen are mountain men, prospectors, trappers and homesteaders seeking to make a living in an untamed land where the only law often lies at the business end of a musket. Women are rare and highly valued because of it. The culture loosely resembles that of 1700's America with some influence from the province of Achapekov that once lay to the east. Knights of Frontier are known as Pioneers.

Ruler

Frontier is ruled by an elected mayor, an ex-Pioneer named Bill "Long Knife" Jackson.

Religion

Christianity is the primary religion in Frontier although many pay homage to the animal spirits.

Fetch

Animal spirits (bear, wolf, eagle, etc.), monsters such as the Wendigo and Manitou, vengeful spirits like Taily-Po, ghosts, Bigfoot, American Indians.

Things to Remember

Coonskin caps, muskets, log cabins, Bowie knives, scattered American Indian tribes.

Renaissance

Renaissance is a coastal land of fertile plains, hills and marshes. Grand castles dot the countryside, surrounded by vast farm and wood lands.

Major Cities

The capital city of Amored is a bustling port city reminiscent of Medieval Rome.

The Heartstone

The Heartstone is located in St. Gabriel's church in Amored and takes the form of a giant crucifix hanging on the wall behind the altar.

The People

Renaissance is a feudal society. The culture is loosely based around a romanticized version of Medieval England, Italy, France and Spain. Many great artists, inventors, thinkers and philosophers make their home in Renaissance. Knights of Renaissance are known as Crusaders, Templars and sometimes as Conquistadors.

Ruler

King Charles Donavicci III rules Renaissance from Amored, but religion and an elected Parliament play an important part in his decisions and policy.

Religion

Christianity, specifically Roman Catholicism, is the primary religion in Renaissance and is practiced almost exclusively. Those who do otherwise risk being branded a heretic.

Fetch

Angels, demons, vampires, shape-shifters (were-rats and wolves).

Things to Remember

Knights in shining armor, art, songs, poetry, Catholic priests, chivalry, jousting tournaments, the Inquisition.

Karthax

Karthax is a blasted realm of tainted air, scorched earth and polluted rivers. Ruined buildings, rusting vehicles and other strange crafts and devices lay scattered across the land. Acidic rain, snow and radiation storms are common.

Major Cities

The Black Crown took control of Karthax in the early days of the Black War and used its own technology to destroy the land. The ruined skyscraper city of Spire is all that is left of Karthax's once grand civilization.

The Heartstone

The Heartstone takes the form of a crystal located deep in the heart of the sentient computer known as G.O.D. After the Black War, Queen Willow decided not to grant the people of Karthax a Heartstone shard. In response, G.O.D. created a synthetic Heartstone using data gleaned from scanning devices developed before the Ban.

The People

The people of Karthax were among the most ingenious and imaginative inventors of all time, especially in the areas of industry and technology. Now they are as twisted and malformed as the land itself, suffering from sores, physical deformities

and other abnormalities. Karthaxians wear loose robes and masks to hide their misshapenness. They are generally shunned by the other peoples of Manaed. Karthax knights are known as Collectors.

Ruler

The dark robed Seton Horus is the leader of the people of Karthax.

Religion

The people of Karthax worship a sentient computer named G.O.D.

Fetch

Mutated people and animals, sentient and non-sentient robots.

Things to Remember

Pollution, dust and radiation storms, hungry mutant cannibals, ruined buildings made of concrete and steel, defunct technology, downed power lines, malfunctioning robots.

Raganask

Raganask is a small province made up of forested mountain ranges and peaceful river valleys.

Major Cities

The fabled Illiard (The City on the Hill) serves as the capital of Raganask. It is a place of culture and learning where artists and musicians travel for inspiration and the wise gather to teach and ponder the mysteries of the universe. Several smaller settlements are scattered throughout the mountains, the largest being the Highland Towns, a collection of small trading towns in the north.

The Heartstone

The Heartstone of Raganask is located in Illiard and manifests as a lock of golden hair. The Heartstone was given to a heroic band of Knights of Manaed as a gift for personal sacrifice and exemplary service to the realm and is the subject of a great many legends.

The People

Outside of the visitors to Illiard, the people of Raganask are a hard-working and practical folk who are nevertheless fond of rest and relaxation, and a few brews at the local pub once the work is done. Most are farmers, craftsmen and hunters who are hardy, but not warlike. They love good songs and tales although they have a tendency to embellish the ones they hear and even insert themselves into others on occasion. Outlanders are always welcome in Raganask.

Knights of Raganask are known as Guardians. They are somewhat more dour and taciturn than their brethren, perhaps due to the seriousness of their job and/or the sights they have witnessed in the Outlands. Guardians are treated with great respect by the people of Raganask.

Ruler

Raganask is ruled by a Council of Elders that is based in Illiard, but anyone is free to attend and speak in meetings that decide realm policy.

Religion

The people of Raganask are highly superstitious. They practice a form of nature worship that combines aspects from several different cultures, including Druidic ritualism and American Indian spirit worship. Raganask religious tales are counted among the most colorful in all of Manaed.

Fetch

Animal and great spirits, magpies, shape-shifters (wolf, raven, eagle, bear), small dragons and the occasional troll or giant.

Things to Remember

Picturesque winters, hospitality and good cheer, fair maidens, oak groves, flowery springtime, strong beer, music and light laughter.

The Outlands

The land beyond the borders of Manaed as well as each of its provinces is surrounded by a vast region of flux known as the Outlands---an ever-changing world that often resembles the realm it most closely borders.

For instance, a person who crosses into the Outlands beyond the Valley of Manaed finds himself in a surreal medieval fantasy realm full of knights, wizards and dragons. One who crosses into the Outlands surrounding Frontier, finds himself wandering the trackless forests of the American West, battling Indians and outlaws. One who crosses beyond the borders of Ganna Arabiyah may stumble across a wish-granting genie in a bottle, he may find himself in a caliph's palace or he may discover a forgotten pyramid rising up out of the shifting sands. Since flux also taps into the subconscious mind, these Outland regions often contain people, places, items or events that are known to the individual.

Only Outlanders Gifted with the ability to manipulate mana may cross from the Outlands into Manaed. Natives of Manaed and its provinces may pass freely back and forth through the Outlands. Goods (and carcasses) may be carried in either direction.

Tendrils of flux and chaos flux sometimes seep from the Outlands into the provinces, making the borders an unstable (and sometimes dangerous) place to live close to. These tendrils tend to gravitate toward Gifted people, snatching

them away to other provinces of Manaed, sending them into the Outlands, sending them into places formed by their own thoughts and memories, or sending them to a combination of all three.

Once transported to an Outland, a Gifted character has no choice but to make for its nearest borders (treat locating the border the same as Locating a Specific Dreamworld). Those without the ability to manipulate mana have only one way to escape the Outlands---they must first locate the River of Dreams and follow its course, either upstream to the Valley of Manaed, or downstream to one of Manaed's provinces.

The Outland border may be minutes, hours, days, weeks or even months away and the character may find himself transported again before he ever reaches it. Stories exist of people who are snatched away each time they near a border and are doomed to wander the Outlands forever.

Sample Regions of Flux

Many unique Outland regions of flux exist that are not bound to any province. These have been encountered at different times by different people, and knowledge of these regions has been passed down in stories, songs and legends. Other recurring Outland regions of flux are easily introduced by the GM. Known regions can sometimes be located by navigating the Outlands (treat as Locating a Specific Dreamworld at -50 to the Base Chance).

Active Exploits: Treat as Locating a Specific Dreamworld at +5dif.

Village of the Damned

An enormous gothic castle in the mountains high above a Bavarian-style village named Hauser. The people of Hauser are an oppressed, superstitious lot who live in constant fear of the night---and for good reason. Ghosts and werewolves roam the forest after dark, many under the control of the castle's vampire lord.

The Swamp of Tears

A blighted, inhospitable marsh that is full of reptilian predators and stinging insects. The air is hot, close and moist and reeks of rot and decay. There are rumors of a ruined city deep inside the marsh that has yet to be explored. This swamp is said to have been formed by the tears of Queen Rose after her realm fell into ruin.

The Candied Forest

This forest is made entirely of sweets---gumdrop flowers, solid fudge rocks, caramel covered fruits, cream-filled candy mushrooms, licorice reeds and sugar plum trees are only a few of the candied delights to be found here. A milk chocolate stream meanders through the center of the forest. Other than a few bears bloated from sweets and honey, and the noisy hives of busy bees, a person's

own appetite is the only real threat to visitors. Sweets from the forest are a delicacy in Manaed that fetch a good price in the Geltune.

The Maw

Those who enter this region find themselves staring down the tooth-filled maw of an enormous, lazy beast. The creature's stomach is the only way to exit this region, but one must first traverse the monster's winding, tunnel-like esophagus. The footing is treacherous, the smell is horrendous and attacks by internal parasites are common. Those who cause too much commotion during the journey down are subject to be vomited back up.

The Mines of Artok

These mines were said to have been located beneath the Mountains of Sleep during the Second Age of Manaed. They were home to a large community of dwarf miners and craftsmen, led by the great dwarflord, King Artok. The dwarves were driven from the grandiose complex long ago by a tribe of vicious orcs. The orcs still dwell in the deepest parts of the mine and viciously hunt down any intruders who enter. Older and fouler things than orcs are also rumored to dwell in the dark places beneath the mine.

Troll River

A swift moving river surrounded by thick forest on all sides. An abundance of large,

silvery fish make their home in the water and trolls of all ages come here to pluck them out of the river. The trolls are territorial and attack if they or their young are threatened or provoked. Silverfish are considered a delicacy in some parts of Manaed.

The Rainbow Bridge

The Rainbow Bridge is not a region, per se, but actually a multi-hued road that allows travelers to exit anywhere rain has recently fallen. The journey is near instantaneous, enabling those lucky enough to stumble upon the Rainbow Bridge to avoid the usual perils of navigating the Outlands.

The Cloud Lands

A land made up of solid, fluffy clouds and no solid ground. The Cloud Lands can only be traversed by flying, or by leaping from one cloud to the next. The Cloud Lands are home to many species of flying creatures, both fantastic and mundane. A rude, vain and sometimes hostile giant known as the Sky King rules the Cloud Lands from an enormous castle atop one of the larger clouds. He is attended by a violent race of hawk-men fetch. The Sky King expects those who enter his realm to bring him gifts of exotic goods and treasure. Those who do not, risk being hurled from the clouds to certain doom.

The Gardens of Hope

The Gardens of Hope are an enormous, wooded park dotted with stone plazas, clear pools, fountains, walkways, well-manicured gardens and statues depicting various mythical figures. The park features a variety of rose bushes of all types and colors. Some of these blossoms are actually small mana pockets (1 point each) that can be harvested by Gifted and non-Gifted alike (usually up to a total of 6-24 points).

The Lion's Graveyard

This sacred valley once lay deep inside in the Mountains of Sleep. It is a place of great peace and sadness where elder felines once traveled for miles just to partake of their final nap. The bones of countless cats of all shapes and sizes can be found here. Those who venture into the valley do so at their own peril as elder, and often deranged, felines still come here to spend their final days. Removing anything from the valley earns the enmity of all felines, both real and Unreal, everywhere.

New Races

The Saldotti

The Saldotti, known in the High Speech as the Sad Ones, are beings that are created from raw flux drawn straight from the Periphery. Their existence begins, oddly enough, in the real world, where they manifest as the “imaginary friend” of a particularly creative child. The appearance, nature and behavior of each Saldot is dictated by the child’s imagination and desire. As the child grows older and its concept of reality becomes more defined, the Saldot gradually begins to fade until it eventually becomes little more than a fond childhood memory. When this happens, most Saldotti dissolve into the Periphery from which they were birthed, but a few manage to pass beyond the astral waters and find their way into Manaed.

Saldotti treasure their former lives in the real world and almost never speak of it with non-Saldotti. Even among their own kind, their past is considered private information and is shared only by those who are intimately related.

Manaed once teemed with Saldotti from all across the globe, but their numbers have become fewer and fewer over the passing years. Many Saldotti are human or animal in appearance, but many also take more exotic forms such as dragons, robots, cars and even rocks, trees or flowers. Saldotti are Gifted with the

ability to manipulate mana and can learn mana Talents.

Saldotti can traverse the Empyrean just as Dreamwalkers do. Many Saldotti have a longing to reconnect with human beings, especially children. They often travel into the Dreamworlds of others, where their presence is indistinguishable from the Unreal. They usually take no active role in fighting Taeniid infestations and rarely reveal their true nature. However, they may discretely aid Dreamwalkers who appear to be trying to help the Dreamer. Similarly, they take a dim view of those trying to manipulate or exploit an unsuspecting Dreamer and may discretely work against those who do so.

Although the majority of Saldotti are benevolent, a rare few are malicious and cruel. These Saldotti began their existence not as “imaginary friends”, but as bogeymen, closet monsters and “monsters under the bed”. In Manaed, they continue to harass, terrify and even harm children until they are stopped. This makes them unwelcome in most parts of the realm.

The lifespan of a Saldot varies with its manifestation, but on the average is comparable to that of a normal human being. If a Saldot is ever killed in the Empyrean, he is ejected back into Manaed with the same ill effects as that of a Dreamwalker who is ejected from a Dreamworld. If a Saldot is ever killed in Manaed, his death is permanent.

Fetch

Fetch are the distant descendants of Saldotti and natives of Manaed. They come in a variety of shapes, sizes, and dispositions, depending in large part upon the nature of their parents. Many resemble fantastic creatures from myth and legend. Game Masters are encouraged to use their imagination when designing new races of fetch.

Fetch can be found throughout all of Manaed and into the Outlands beyond. Some fetch are Gifted with the ability to manipulate mana, but many are not. If a fetch is ever killed, his death is permanent.

The Jaddi

The Jaddi are a nomadic race of spirit folk who live in small tribes scattered throughout the Outlands of Manaed. They are an anomaly even among the varied creatures of Manaed, in that many Jaddi are able to use the shifting nature of the Outlands to cross the border between the real world and the spirit world.

The Jaddi are a peaceful people whose appearance, language and customs are so similar to those of the aboriginal peoples of Australia that many believe they are the same race. They live in complete harmony with nature and have adapted exceedingly well to the unpredictable characteristics of the Outlands (which to them, is not unpredictable at all---it merely "is"). The Jaddi have even been known to help and/or guide travelers lost in the Outlands.

When at rest, the Jaddi live in open camps, ruins, caves, or simple structures made of bark, grass or other handy materials. Jaddi weapons and tools are primitive, but practical for their nomadic lifestyle. They have no concept of individual possessions and all items owned by a tribesman belong to the entire tribe.

The Jaddi have little need to venture into the provinces and when they do, it is usually to trade for goods or food. However, on rare occasions, a Jaddi youth is overcome by a sort of wanderlust that compels him to explore the boundaries of the real world and/or the spirit world.

The Jaddi are viewed with a mixture of fear and awe by most other denizens of Manaed. Many find it difficult to understand their unflappable nature and very few can comprehend why anyone would choose to live in the Outlands.

If a Jaddi is ever killed, his death is permanent.

Dreamers

Idle Dreamers (as opposed to lucid ones) occasionally wash up on the banks of the River of Dreams. Idle Dreamers are virtually indistinguishable from any other creature in Manaed and can have any form, abilities, skills and powers the Game Master desires. Idle Dreamers act as they would during the course of a normal dream. Unlike Dreamwalkers, an idle Dreamer may wake up at any time, regardless of whether or not he is near the River of Dreams. Usually this happens

through normal means (alarm clock goes off, morning light filters through the window, dog needs to go out, etc.).

Manaed is the “good dream” that one can never quite remember the details of upon waking. Dreamers who awaken after even a brief stint in Manaed often feel refreshed and invigorated for some time.

If an idle Dreamer is killed, he wakes up unharmed.

Factions

The Gifted

In Manaed, those who can manipulate mana are known as Gifted. It is the Gifted who bring mana back from the Outlands to power the Heartstones, thus it is the Gifted who hold the key to Manaed’s survival.

The Gifted are treated as honorary nobility and granted the respect due their station. They are often invited by rulers and ambassadors from the provinces to attend banquets, parties and other functions where they are enticed to share mana in exchange for goods and/or services.

Knighthoods

In Manaed, the term “knight” refers to someone who willingly vows to travel into the Outlands to bring back mana for a Heartstone. The Great Hall and each province has its own knighthood,

although their appearances and customs may vary. A Gifted character who demonstrates a willingness to retrieve mana for a Heartstone may be asked to join a knighthood.

Knights generally travel in bands of three to a dozen. At least one, and often several, members of each band are Gifted.

The Knights of Manaed

The Knights of Manaed swear an oath of fealty to the Queen of Manaed, vowing to defend her with their lives. The knights adhere to the Code of Chivalry. They are hailed as heroes by much of the populace and many young men and women aspire to become knights.

The Knights of Manaed make regular forays into the Outlands, retrieving mana to power the Great Heartstone. They wear the livery of the Queen over polished, plate mail armor and ride upon large horses and occasionally upon trained dragons. The knights are led by the brave Sir Hambyr Glane.

Great Spirits

The Great Spirits are believed to be either Saldotti who have existed for ages or are the physical manifestation of certain ideals or beliefs. The Great Spirits are revered by the people of Manaed. They are solitary creatures who much prefer to remain alone, but are sometimes agreeable to company. Many Great Spirits have sworn allegiance to Manaed and guard its borders against agents of the Black Crown.

Broodkings and Broodspawn

Broodkings and Broodspawn are agents of the Black Crown and thus hunted and reviled throughout all of Manaed. The Great Spirit guardians are ever vigilant and yet each year, several manage to slip past them and into the valley.

While in Manaed, Broodkings and their spawn only emit a spiritual disturbance when they use large amounts of mana (10 MP or more), making them virtually impossible to detect, even to those with the Sight (5 MP or more). In the past, Broodspawn have even been discovered dwelling inside the Great Hall. Broodkings are rare in Manaed. Broodspawn are more numerous, having a strong presence in the Outlands where they seek to waylay those searching for mana.

The Gange Consortium

Despite what the Knights of Manaed would have you believe, chaos flux and agents of the Black Crown are not the only threats to the citizens of Manaed. The Gange Consortium, more commonly known as the Gange, is a criminal organization that is active throughout much of Manaed. Its senior members are wealthy merchants and nobles while its lowest members are little more than hired thugs. The Gange are involved in a variety of illicit and/or undesirable

activities including smuggling, piracy, slave-trading, theft, narcotics, kidnapping, forgery, extortion, prostitution, bribery and even murder.

The Gange is active in one form or another in almost all of Manaed's "Western" provinces, although they generally try to maintain a low profile. In the more "Eastern" and "Far Eastern" provinces, the Gange has encountered stiff resistance from local crime syndicates. A small Gange cell operates inside the back alleys of the Geltune, despite the best efforts of Manaed's knights to stamp it out. It is unknown who, if anyone, leads the Gange, although its origins are believed to lie in the Province of Renaissance.

People of Note

Queen Clover

Little is known about Queen Clover. She seldom leaves the White Tower, preferring to let her consort, Lord Danovich, handle day-to-day operations in Manaed.

The Black Crown

The Black Crown is a force of evil and a being of immeasurable power. Some believe he is a Taeniid Broodking, but this has never been confirmed. In the days before Manaed, the Black Crown followed Lily through the Empyrean, some say to destroy her while others say to make her

his bride. Whatever the case, he now actively seeks the destruction of Manaed.

The Black Crown's true visage is unknown. During the Black War he alternately manifested as a vicious, man-eating crone, a handsome, armored man that was nigh unstoppable in battle and finally as the beautiful and terrible female leader of an armored tank column liberated from Karthax. The sacrifice of Queen Jasmine succeeded in driving him away, but was not enough to destroy him. To the best of anyone's knowledge, the Black Crown has not been seen in Manaed since his defeat, however, his agents continue to scour the land, causing fear and strife and waylaying knights in the Outlands whenever they can.

Lord Pyotr Danovich

Lord Danovich is Queen Clover's consort and the steward of Manaed. He is fair and just in his dealings with all peoples, whether they be noble born, commoners or Outlanders. Lord Danovich is the only one who sees the queen on a regular basis.

Sir Hambyr Glane

Sir Glane is the grizzled leader of the Knights of Manaed. He no longer ventures into the Outlands and now oversees the sharing of mana with the Heartstone.

Balloon Man

Balloon Man is a friendly Saldot whose body is made up entirely of different colored balloons. These balloons are tied off at the joints, giving him greater mobility as well as added protection if one of the balloons is pierced.

Balloon Man is a common sight throughout much of Manaed. He travels from province to province in a wicker airship kept aloft by several brightly colored hot air balloons. He is a welcome sight to weary travelers, as he is not above taking passengers for a few goins. His skill at navigating through the Outlands is exceptional, making him an excellent source of potential adventures.

Sir Will Morris

Sir Morris is a Gifted Outlander who came from the Great Beyond. He has sworn an oath of fealty to Queen Clover and is one of the few people to have ever met her.

Sir Morris specializes in tracking down and destroying agents of the Black Crown, especially Broodkings and their spawn. He is most renowned for his destruction of Galivar, a powerful agent of the Black Crown who was abducting the Gifted and somehow siphoning away their "life force" in order to create for himself a timeless realm of darkness, pain and death. Morris snuck into Galivar's fortress, rescued the prisoners, one of whom was only a young and frightened Outlander girl, and then led the monster into a fatal ambush set by the Knights of Manaed.

For his bravery and exceptional service to the realm, Queen Clover chose to grant him his own province, but he has thus far declined her offer, preferring to serve Manaed in his current capacity. Morris is a kind and intelligent man and a friend to children and animals. He is helpful toward Outlanders and could be an excellent source of information about Manaed. Morris is always interested in the happenings of the “real world” but is politely evasive where his own past is concerned.

Black Spine

Black Spine is a Broodspawn that manifests as a bipedal insectile creature. His carapace is jet black and covered with spiky protrusions, giving him his name. Black Spine possesses a cunning animal intelligence. He roams the Outlands, waylaying knights searching for mana.

Pancake

Pancake is a Saldot who manifests as a giant pancake with wiry arms and legs. Pancake’s face takes up most of one side of his body. He can move at great speeds by tipping himself onto his side and rolling from place to place.

Pancake is an avid eater and drinker and is well liked throughout the Great Hall. He is most known for rescuing a troop of knights from a large, hungry, bird-like Broodspawn by leading it on a harrowing chase through the woods. Pancake has pledged his service to the

Queen of Manaed. Because of his appearance, few people take him seriously. That, and his ability to hide in the narrowest places, makes him an excellent spy for rooting out criminals and plots against the realm.

Captain Lucky

Captain Lucky is a grizzled Saldot who manifests as a pirate with one eye, one ear, one leg and one hand (covered by a hook). Captain Lucky is a horrible sailor and an even worse captain. He is said to have sunk more ships than the queen has coins. Captain Lucky currently owns a sleek riverboat, The Captain’s Pride, that has been anchored in the Geltune Wharf District for some time because no legitimate crew will work for him.

Captain Lucky always seems to have a new treasure map on hand (some are actually legitimate) and he tries to recruit newcomers with promises of buried wealth and mana. The only place Captain Lucky won’t travel is Renaissance, where he is wanted for attempting to shanghai some of the locals. If the subject ever comes up, the captain vehemently denies this charge.

The Magpies

Magpies are a malicious race of fetch that appear as small, humanoid birds with dirty feathers and foul dispositions. Magpies are a tribal species that dwell in crude, underground cave complexes. They have a fondness for shiny things and

have been known to raid deep into the provinces to steal jewelry and coins. Magpies are cowards at heart and avoid large groups of knights or well-armed parties. However, they have been known to lay careful ambushes, use a variety of poisons and even stage events to lure travelers to their doom so they can loot the remains. Only a rare few magpies are Gifted with the ability to manipulate mana.

RC-7

RC-7 is a Broodspawn that manifests as a large robot. His hands are hydraulically operated pinchers, equally capable of performing delicate tasks as they are of rending flesh and bone. RC-7 is extremely intelligent and has managed to create smaller robots to do its bidding. RC-7's lair is hidden deep in the Outland wastes surrounding Karthax.

Dunta

Dunta is a despicable Saldot that manifests as a creature with a kangaroo's body, a cat's head, a frog's tongue and acidic saliva. Dunta may be found in any province. He prefers to prowl the back alleyways and sewers by day and stalk his victims at night, typically the very young and the very old. He is especially fond of kidnapping and terrifying children before killing them.

The Merane

The Merane are a race of fetch that resemble humanoid dogs. They are skilled hunters and hardy fighters. The Merane live in family clans scattered throughout the wild lands of Manaed. They are most known for their loyalty and devotion to family. A rare few Merane are Gifted with the ability to manipulate mana. These either become clan shamans or leave the clan to join a knighthood, preferably the Knights of Manaed.



Characters

The most difficult thing for a player to understand is that despite its surreal and magical nature, Manaed is not a dream world or even a dream island in the common sense---it is as real as the world their characters live in. Because of this, certain rules are different in Manaed than they are in other parts of the Empyrean.

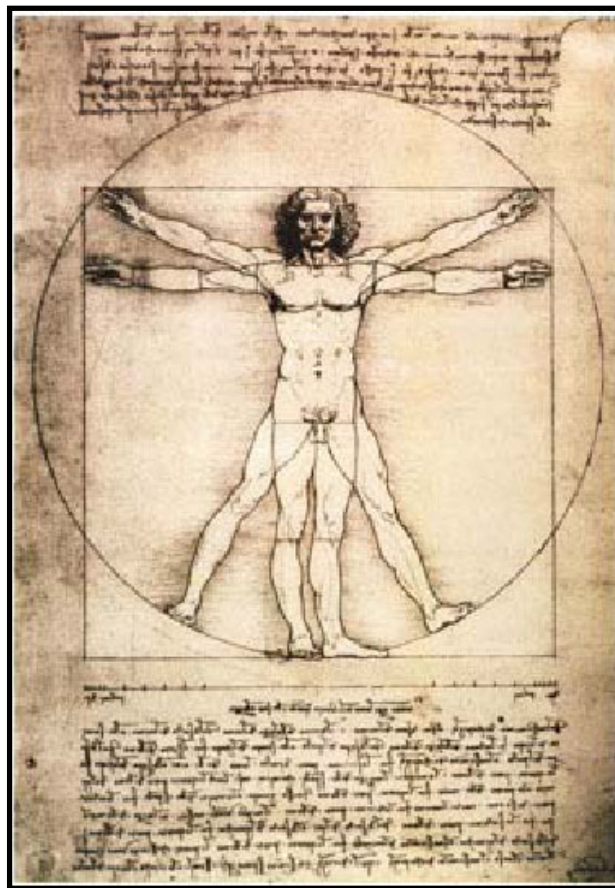
Getting To Manaed

Manaed is not an easy place to find. Dreamwalkers usually stumble across it accidentally while wandering through the Periphery. Many mistake it for just another dream island. However, if one knows where to look, there are a few hidden clues that point the way to Manaed.

Almost all dream islands throughout the Empyrean contain what are known as Story Stones---tall obelisks marked with the cryptic passage "To reach the Lost City you must first travel the waters Within". The "waters within" refers not only to the waters of the Periphery, but also to the vast ocean of one's own consciousness---while Manaed can only be accessed through the Periphery, a person must have both the will and desire to do so. There is no in-game way to measure when this happens. It is up for the Game Master to decide.

The swirling, iridescent waters of the Periphery also contain a key to help travelers find the way. Several fixed "constellations" are located in the Peripheral waters. These constellations, form a five pointed, star shaped pattern with a sixth constellation, Manaed, lying at the center of the star.

The renowned artist, Leonardo da Vinci, perhaps one of the greatest Dreamwalkers to ever live, successfully mapped out this path in his famous Vitruvian man, "reach equals height" drawing. If one follows this route closely, Manaed lies at the heart of the drawing. Without this knowledge, even those who have been to Manaed before find it nearly impossible to locate the Lost City again.



Those who enter Manaed from the Periphery find themselves on the banks of the River of Dreams, inside the southern region of the Valley of Manaed.

Leaving Manaed

Leaving Manaed is simple. Dreamwalkers who have a physical body sleeping in the real world may exit Manaed by immersing themselves in the River of Dreams. Others (Saldotti, those who have crossed over, Broodkings, etc.) must follow the River of Dreams through the Outlands and into the Periphery. Characters who are in the provinces must either return to the Valley of Manaed first or enter the Outlands and navigate their way to the river (treat as Locating a Specific Dreamworld).

Time in Manaed

Manaed is a real place. An hour of time spent in Manaed or its provinces is an hour of time that passes in the real world. However, a strange thing happens to a character who crosses into Manaed---his period of REM sleep increases, allowing him to remain in a dream state almost indefinitely, or at least as long as his body can survive. In some documented cases, those being monitored have actually ceased to register brain and heart functions for short amounts of time. Unless the character is a trained Dreamwalker, those who wake up after a stint in Manaed frequently forget the details of their visit, experiencing only a

sadness and a longing to return to a more peaceful realm.

Mana

Mana Points

A character loses all Mana Points upon entering Manaed from the Periphery---the Great Heartstone siphons them off whenever he crosses into the realm. Characters do not regain mana when they sleep in Manaed. Those who wish to use mana must retrieve mana pockets from the Outlands.

Mana Powers

All of the common mana powers are available to characters who can manipulate mana except one---Possession. This power only works upon the Unreal and the people of Manaed and its provinces are real, as are those who dwell in the Outlands to some degree. In addition, passing into or out of a region of flux (such as an Outland) is considered crossing a Barrier for purposes of determining the duration of certain mana powers (such as Gain Skill or Increase Attribute). Also, remember that altered items (Create and Reshape) disappear upon crossing a Barrier/crossing into a region of flux.

Mana Talents

Characters lose access to all Talents upon entering Manaed. Only those Talents earned while in Manaed may be used however, these Talents do not carry over into other parts of the Empyrean.

Death

Characters must be extra careful when adventuring in Manaed. A character who is killed in Manaed suffers from dump shock at -25 to the Sanity + Intuition roll.

Active Exploits: +1dem

This penalty doubles again each time the character is killed, eventually subjecting the character to severe physical, emotional and psychological trauma.

Crossing Over

Those who have crossed over may spend as much time as they like in Manaed. It is rumored that some of the Great Spirits are actually those who crossed over long ago. While in Manaed, mana Talents must be purchased at the normal cost instead of the usual half cost for those who have crossed over. These Talents may not be used outside of Manaed and vice versa. If a person who has "crossed over" dies in Manaed, he ceases to exist.

Playing a Native of Manaed

Players may decide it is more interesting to play a human native of Manaed, if the GM allows. The people of Manaed come from a variety of diverse cultures and backgrounds, but most share the view that the real world is just another Outland region of flux. Player characters may be from any province, or even from the Great Hall itself. Native Manaedans follow the normal rules for character creation. They may not enter the Periphery although they may travel freely back and forth into the Outlands. No native can Dreamwalk and very few can manipulate mana. Those Gifted few are usually recruited into a knighthood (or its equivalent, depending upon the realm) and sent into the Outlands in search of mana. If a native is ever killed, his death is permanent.

Natives and Dreamwalking

The people of Manaed dream in the same way as those in the real world. However, their dreams have thus far been inaccessible to Dreamwalkers through traditional means. This does not mean they cannot be reached, only that no one has yet found a way to do so.

Playing a Saldot

Players who decide to play one of the Saldotti must work closely with the Game Master to flesh out his character's background and abilities. Each Saldot is unique. The GM should use normal character creation rules as a guide and then tweak the final result as necessary.

For instance, a Saldot who manifests as a duck-headed human might have no special abilities, while one who manifests as an intelligent elephant should receive normal Animal Size bonuses to strength and damage.

All Saldotti are Gifted with the ability to manipulate mana. They have the ability to travel anywhere in the Empyrean (Dreamwalk) just as Dreamwalkers do however, if a Saldot is ever killed in the Empyrean, he is ejected back into Manaed with the same negative effects of a Dreamwalker being ejected from a Dreamworld. If a Saldot is ever killed in Manaed, his death is permanent.

Playing a Fetch

Players who decide to play a fetch must also work closely with the Game Master to flesh out his character's background and abilities. Fetch cannot Dreamwalk or enter the Periphery, although they may traverse the Outlands at will. A small few are Gifted with the ability to manipulate mana. If a fetch is ever killed, his death is permanent.

Playing a Jaddi

Players who decide to play one of the Jaddi should have at least some knowledge of Australian aborigine culture. Jaddi characters follow all the normal rules for character creation. The player should work closely with the Game Master to flesh out his character's

background, including his reasons for leaving his tribe.

All Jaddi are Gifted with the ability to manipulate mana. They have the ability to travel anywhere in the Empyrean (Dreamwalk), just as Dreamwalkers do. In addition, the character may cross freely between the spirit world and the real world as if he has the Walk the Dream Talent, however, the character always enters the spirit world deep in the Outlands. Jaddi characters are particularly adept at navigating through the Outlands (+25 to the Base Chance/Active Exploits: -3dif).

If a Jaddi is ever killed, his death is permanent.

Factions

Project Dreamwalker

Among Project circles, Manaed is one of the great, talked about mysteries they would like to explore further. Unfortunately, only one Dreamwalker employed by the Project has ever stumbled upon Manaed and she has never been able to find her way back despite repeated tries.

The Clinic

The Clinic has absolutely no interest in Manaed. Dr. Gunther R. Endell has little time for ephemeral matters of the spirit. His primary interests lie in the application of Dreamwalking as it relates to the real

world and in the study of Broodkings and their spawn. His views on Manaed might change however, if he ever became aware that such foul creatures freely roam the Outlands of Manaed.

The Sword of Gaia

The elders of the Sword of Gaia not only know the da Vinci secret of getting to Manaed, they also have extensive knowledge of the Lost City's history. The elders are divided in their views of Manaed. Some believe it should be studied while others believe its very existence tampers with the natural order of things. Some have even suggested that Manaed's first queen, Lily, was a Broodking and the Great Heartstone is another attempt to corrupt the spirit world.

The Sword of Gaia is familiar with the geography of the Empyrean however, their stated purpose is to destroy Broodkings and their spawn in the real world. The fact that Broodspawn and even some Broodkings can and do wander Manaed undetected have caused many to wonder if they should take a more active role in the great realm's destruction.

Adventures

In Manaed, the simplest and most common type of adventure involves the retrieval of mana pockets from the Outlands. Characters may do this for their own personal gain or they may decide to offer their services to a provincial ruler, or even to the Queen herself. The dreamlike quality of the Outlands provides a wide range of diverse settings and locales in which the Game Master may design adventures.

Characters may find themselves in a recreation of a famous battle, performing surgery in an operating room, piloting a starship across the galaxy, reliving some past memory, protecting an Outland village from ravaging monsters, investigating a modern day crime scene, exploring the jungles of a dream version of Africa or anything else the Game Master can imagine. Mana pockets should be scattered throughout in both item and denouement forms.

The rules for dream design in the core rulebook (pg. 91) and previous articles on different types of fluff may be helpful when designing these adventures, as the same basic rules apply to Outland regions of flux. These adventures may also be complicated by agents of the Black Crown who seek to waylay characters in their travels.

The Great Hall itself can be a place of mystery, excitement and adventure. Here, one may become embroiled in court intrigues, square off against potential

rivals or partake in local fairs, tournaments and festivals. The characters may stumble upon a forgotten chamber and choose to explore its secrets. Or the characters may meet someone who wishes to hire them for a particular task. Friends and enemies are easily made here, especially if a character is a native of Manaed, or if he allies himself with a particular faction or province. Chaos flux is always a danger and the characters may find themselves transported against their will out of the Great Hall and right into the middle of an adventure.

O' I have walked the halls of noble
Camelot
And toiled within long lost Cibolo's
mountain mines,
O' I have seen the sun rise o'er Olympus'
crown
And fought the endless battle on
Valhalla's plain,
O' I beheld Atlantis' gleaming golden
spires
And glimpsed dark lands where Elder
gods in dreaming sleep,
O' I have climbed the mountain that to the
prophet came
And knelt before the cross upon the hill of
thieves,
O' I have walked these paths, and more,
Which follow the Story Stones
And point the way to lost Manaed.

---Raghib Moustafa, Mystic

Warren of the Iron Serpents

Warren of the Iron Serpent is a short adventure designed for characters entering Manaed for the first time. This adventure is dual stated for both Dreamwalker: Roleplaying in the Land of Dreams and Dreamwalker: *Diceless* Roleplaying in the Land of Dreams (boxed text). The locations are relatively self-explanatory, therefore, no maps have been provided.

Beginning the Adventure

The characters have found their way into the Valley of Manaed and stand on the banks of the River of Dreams. They should be able to tell right away that this is no ordinary dream island and may be taken aback by the initial loss of mana. Allow them a few moments to discuss the situation before describing their first encounter.

Bear

Not long after their arrival, the characters are approached by a huge grizzly bear. This is Bear, one of the great spirits who guard the Valley of Manaed from invaders.

Bear

Attribute Rating: 70/35, **Animal Size:** L(9'), **Weight:** 850 lb., **Dmg:** 4d6, **Health:** 36, **Skills Rank 3:** Animal Lore, Artistic, Bite, Claws, Climbing, Dodge, Etiquette, Fortitude, Intimidation, Language, Music, Observation, Reaction, Religion, Stealth, Swimming, Survival, Willpower
Mana Points: 150

Abilities

Fitness: +3, Awareness: +2, Creativity: +1, Reasoning: +1

Aspects

Mana Points (Open Aspect): 150

Gimmicks

Natural Weapon (teeth, claws), Natural Armor (tough hide), Tolerance to Pain

Skills

Brawling (expert), Athletics (proficient), Survival (proficient), Legends (expert)

Luck: 3, **Discipline:** 5, **Extra**

Experience Points: 20

Bear rises up on its haunches and takes in their scent. If the characters do nothing to antagonize Bear, he saunters off into the woods, satisfied that the characters are no threat to the realm.

Bear fights only if attacked. During combat, the Great Heartstone uses mana to bolster Bear's power each Turn, healing his wounds and increases his Animal Size Rating by one degree until Bear reaches Gargantuan Size.

Active Exploits: During combat, the Great Heartstone uses mana to bolster Bear's power each Turn, restoring all lost luck and discipline, erasing all grades of injury and fatigue and increases his Fitness (and size) by one point until Bear reaches Fitness 5.

Bear continues fighting until all the characters are killed or driven from the valley.

Hi-Bop

Once Bear leaves, the characters are approached by Hi-Bop.

Hi-bop

Primary Attributes: STR 65, STA 65, DEX 75, ACU 60, APP 60, REA 70, PCP 75

Secondary Attributes: HTH 35, DEF 35, RFX 70, CHA 65, PER 70, WIS 75

Traits: CRV 75, CRG 70, SAN 70

Skill Ranks: Animal Lore 3, Artistic (stories) 3, Climbing 1, Craftsmanship (clothes), Deception 4, Dodge 4, Etiquette 5, Fortitude 1, Gaming 3, Grappling 1, Investigation 3, Intuition 3, Leadership 2, Melee 4, Music 1, Politics (Manaed) 1, Punching 3, Reaction 3, Religion 1, Stealth 3, Survival 3, Swimming 1,

Mana Points: 50

Talents: The Sight

Possessions: Cape and hat, cutlass, 37 goins

Abilities

Fitness: +2, Awareness: +1, Creativity: +2, Reasoning: +1

Aspects

Mana Points (Open Aspect) 35

Mana Talents

The Sight

Skills

Brawling (proficient), Legends (proficient), Leadership (proficient), Performance (proficient), Streetwise (proficient), Survival (proficient), Athletics (expert), Melee (expert), Gambling (expert)

Gimmicks

Natural Weapons (kick), Animal kinship

Luck: 4, Discipline: 4, Extra

Experience: 5

Possessions

Cape and hat, cutlass, 37 goins

Hi-bop is a Saldot that manifests as a large, intelligent kangaroo-like creature. He favors brightly colored clothing, usually a red cape and broad brimmed hat with a red plume, and carries a cutlass with a basket hilt belted to his waist. He also wears a bracelet of interwoven cloverleaves---a token of his loyalty to the current queen. The talkative Hi-bop is known as something of a rogue throughout Manaed. He has a good heart however, and often helps those in need.

Hi-Bop greets the PCs with a bow and says, "Greetings Outlanders, and welcome to the valley of glorious Manaed, long live Queen Clover."

Hi-Bop has recently returned from a jaunt into the Great Beyond. He watched the PCs encounter Bear from the nearby woods, and once the great spirit was satisfied, Hi-Bop decided to introduce himself. Hi-Bop says he is on his way to the Queen's Hall and asks if the PCs would like to join him. He is initially friendly toward the characters, but that may change, depending on how they treat him.

Hi-bop is well versed in Manaed's history and can answer most of the questions the characters have about himself or the Lost City. He can sense the characters are Gifted and is pleased to discuss the subject of mana. He is also eager to talk about the real world, although like all Saldotti he is reluctant to talk about his own experiences there. If befriended, Hi-Bop is an excellent source of information about Manaed and its provinces.

The characters should reach the Lost City without further incident. If the characters do not accompany Hi-Bop, some of the following text must be amended accordingly.

The Lost City

The Game Master should read or paraphrase the following to his players:

On the banks of the River of Dreams, crenellated battlements rise up out of the mists. Beyond the walls, pyramids, canals, gardens, strange temples, aqueducts, plazas and much more give

testament to a thousand exotic cultures. Above it all, a tall, white tower pierces the sky, capped off by a shining beacon of light. This is Manaed, the Great City of Dreams. Lost no more, for you have found it.

Once the characters enter the city, read or paraphrase the following:

You soon realize the city is all but deserted. Squares and marketplaces that once roared with the din of thousands are now sadly quiet. Shoots of grass poke up through crumbling cobblestone streets and many of the buildings are overgrown with creeper vines. The air is still and quiet, producing an unsettling effect---as if some great being is holding its breath. At times, you have the distinct feeling of being watched.

Upon entering the city, Hi-Bop grows uncharacteristically quiet and instructs the characters to be wary. If asked why, he says that not everything in the Lost City has fallen to sleep and ruin. Hi-Bop is referring to the random swirls and eddies of chaos flux that move throughout the city, although he refuses to speak further on the matter until he reaches the relative safety of the Great Hall.

Hi-Bop leads the characters down the main road, which spirals up toward the hall. The White Tower is ever visible during the ascent.

City Gate

Hi-Bop allows himself to relax once they reach the Great Hall. The gates are open and guarded by a pair of armed men. Each wears a chain mail shirt and an iron helm, and carries a broadsword and shield. A white surcoat emblazoned with a stylized cloverleaf adorns the front of their armor.

Hi-Bop hops ahead of the group, and says, "Greetings noble guardsmen! A sight for sore eyes is the Great Hall of the Queen, long may she live!" He draws their attention back to the PCs. "I have in my company, a small troop of Gifted Outlanders who---watch out!"

The guards bring their spears to the ready as Hi-Bop draws his sword and hops toward the characters, reacting to something behind the PCs. Before they can respond to his warning, the world around them dissolves, the light fades and they find themselves inside a recessed alcove gouged into the rocky wall of an underground shaft.

The characters have just been snatched away by a tendril of chaos flux---hardly a promising way to begin their visit to Manaed.

The Shaft

The shaft is roughly circular with a diameter of about fifteen feet. It descends vertically down to an unknown depth. What little light there is comes from the shaft opening about thirty feet above the

alcove. Below is only darkness. Other alcoves dot the sides of the shaft and three strands of barbed wire run the length of the shaft, up and down.

Characters may either climb up the wall or climb the strands of wire to escape the shaft. Climbing the wall requires a Dexterity + Climbing roll at -15 to the Base Chance. Climbing the barbed wire strands requires an unmodified Dexterity + Climbing roll however, unless the character's hands are protected, he takes 1d6 points of damage from the barbs.

Active Exploits: Climbing the wall requires a successful challenging fitness-based athletics task. Climbing the barbed wire strands requires a successful routine fitness-based athletics task however, unless the character's hands are protected, he takes 1inj from the barbs.

Jorian Pass

Near the top of the shaft, the characters come upon a recessed alcove that contains several barbed wire cocoons. Most of these cocoons contain only desiccated corpses, however, wrapped inside one is a man named Jorian Pass.

Jorian Pass

Primary Attributes: STR 55, STA 55, DEX 60, ACU 50, APP 50, REA 50, PCP 55

Secondary Attributes: HTH 30 (currently 19), DEF 30, RFX 55, CHA 50, PER 50, WIS 55

Traits: CRV 50, CRG 60, SAN 50
Skills: Animal Training 2, Archery 1, Dodge 1, Etiquette 1, Fortitude 1, Grappling 1, Investigation 1, Intimidation 1, Law 3, Leadership 1, Melee 3, Observation 2, Punching 2, Reaction 1, Survival 2
Possessions: None

Abilities

Fitness: +1, Awareness: +1, Creativity: 0, Reasoning: 0

Gimmicks

Authority, Connections

Skills

Brawling (expert), Athletics (novice), Melee (proficient), Archery (novice), Riding (proficient), Streetwise (novice), Legends (novice)

Luck: 4 (currently 0), **Discipline:** 2 (currently 1), **Extra Experience:** 3

Possessions

None

Jorian is a Knight of Manaed. He and his company were sent into the Outlands to retrieve mana for the Great Heartstone. They came to the Warrens of the Iron Serpent and as they were searching for a way out, they were ambushed and taken captive by wire spiders. Jorian is the last member of his company. The wire spiders have killed the other knights by draining them of fluids.

Jorian's mouth is gagged by a strand of barbed wire. When he sees the characters, he begins grunting and struggling, trying to get their attention. Freeing Jorian

requires a Dexterity + Athletics roll at -15 to the Base Chance. Otherwise, both Jorian and the character suffer 1d3 points of damage.

Active Exploits: Freeing Jorian requires a successful challenging fitness-based athletics task. Otherwise, both Jorian and the character suffer 1inj.

Once Jorian's mouth is free, he says, "Please hurry, friends. The wire spiders shall return soon."

Jorian knows that the way out of the Outlands lies above. Once freed, he asks if any of the characters are Gifted with the ability to manipulate mana and is surprised and pleased to learn they all are. Saying a quick prayer for his fellows ("may the Heartstone guide your path, my friends") he rummages through the fallen knights' belongings until he comes across three knives and a belt pouch.

Inside the pouch are a trio of item mana pockets---a book of bird illustrations, a silver candlestick and a dragon tooth necklace. The book and candlestick are worth 5 and 9 mana points respectively, while the necklace is worth 26. Jorian keeps one of the knives, but gives the other two and the mana items to the characters. He is not Gifted and knows the mana might be useful in helping them all escape.

Wire Spider Attack

Once the characters resume their ascent, the trio of barbed wire strands begin to quiver.

Jorian's eyes widen in terror and he says, "They come. Flee, flee quickly!"

If the characters heed his warning, they should reach the top of the shaft before the spiders close the distance (no climbing check is necessary here).

3 Wire Spiders

Attribute Rating: 70/35, **Animal Size:** L(8'), **Weight:** 500 lb., **Dmg:** 4d6, **Health:** 35, **Skills Rank 3:** Bite, Claw, Climbing, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

Abilities

Fitness: +2, Awareness: +2, Creativity: 0, Reasoning: 0

Gimmicks

Natural Weapon (mandibles, poison), Tolerance to Pain

Skills

Brawling (proficient), Athletics (proficient), Survival (proficient)

Luck: 0, **Discipline:** 2, **Extra**

Experience: 1

Wire spiders attack with their mandibles. If they score a hit, the next Turn they attack with their poison stinger. This stinger hits automatically, doing 1d6 points of damage and injecting a dose of poison (see poison, pg. 56).

Active Exploits: Wire spiders attack with

their mandibles. If they score a hit, the next Turn they attack with their poison stinger. This stinger hits automatically, doing 1inj and injecting 1tox of poison.

Characters who choose to fight the wire spiders while climbing are at a huge disadvantage. All attacks are made at a -50 to the Base Chance and any character struck while climbing immediately falls to his death at the bottom of the shaft.

Active Exploits: All attacks are made at +4dif and any character struck while climbing immediately falls to his death at the bottom of the shaft.

The Central Warren

At the top of the shaft, the characters find themselves inside a ruined, underground subway terminal. The terminal is littered with rubble and charred debris, as if it had been previously rocked by a great explosion. Dim lighting comes from a few flickering fluorescent bulbs overhead. The place is dark and quiet and even the smallest sound makes a loud echo. Much of the terminal is hidden in shadow. Barbed wire webbing is evident throughout the chamber.

To exit the terminal, the characters must climb two sets of dormant escalators and pass through a turnstile at the top. Jorian points out the way. As the characters climb the first escalator, they hear sounds of pursuit. By the time they reach the second escalator, their pursuers,

a dozen wire spiders, can be seen climbing along the walls and floor, closing in on them. Some of the spiders begin launching strands of barbed wire, attempting to snare the characters, but these strands fall just short.

12 Wire Spiders

Attribute Rating: 70/35, **Animal Size:** L(8'), **Weight:** 500 lb., **Dmg:** 4d6, **Health:** 35, **Skills Rank 3:** Bite, Claw, Climbing, Fortitude, Observation, Reaction, Stealth, Swimming, Survival

Abilities

Fitness: +2, Awareness: +2, Creativity: 0, Reasoning: 0

Gimmicks

Natural Weapon (mandibles, poison), Tolerance to Pain

Skills

Brawling (proficient), Athletics (proficient), Survival (proficient)

Luck: 0, **Discipline:** 2, **Extra**

Experience: 1

If the characters stop to fight, three more wire spiders join the fray every Turn.

If the characters do not stop to fight, they reach the turnstile safely. Jorian quickly ushers them through---as a knight, he feels it is his duty to be the last one out. Characters who pass through (or leap over) the turnstile are swept away in a tide of flux. However, before Jorian can escape, a line of barbed wire snatches him back into the mass of spiders.

GMs Note: No matter what the characters do, Jorian does not escape the terminal at this time.

Aftermath

Characters who escape the terminal are deposited in a stone hallway decorated with fine tapestries and rugs. The hallway is actually located inside the Great Hall of the Queen. Characters who follow the hallway come to a door that opens onto the Throne Room of the Queen.

Inside the busy throne room, they are reunited with Hi-Bop who is happy to see them safe. He welcomes them to the hall and explains the nature of flux and chaos flux. If the characters tell him about Jorian, he immediately brings the characters through the shifting halls of the castle until they find Sir Hambyr Glane, leader of the Knights of Manaed.

Upon hearing the story, Sir Glane thanks the characters for trying to help Jorian. He recognizes the region from their description as the Warren of the Iron Serpents and organizes a party of knights to go in search of Jorian. Characters who volunteer to accompany them back to the warrens immediately elevate themselves in the eyes of Sir Glane and the other knights. Although, the offer is politely declined, the characters may be sought out later future forays into the Outlands.

For now, they are invited to rest themselves and partake of the hospitality of the Queen. The characters may keep whatever mana they acquired. --End

Appendix I: Dream Islands and Flux

Dream islands are pseudophysical manifestations formed by the thoughts and dreams of thousands, sometimes millions, of people that were inspired by the same concept or ideal.

Islands vary greatly in size, shape and content. Some are based around a certain time period, some are centered around a particular person, organization or movement, while others have deep religious significance. In recent years, several well-known books and movies have given birth to brand new islands.

Designing an Island

Islands follow the same rules for design as do Dreamworlds although they do not have denouements. The inhabitants of an island are usually considered to be Unreal. Of all the Taenia, only Broodkings have been known to manifest on an island. Islands are most useful for Game Masters who wish to run long campaigns using the same setting.

An island constantly floats through the Periphery. Therefore, Dreamwalkers wishing to return to an island may do so only at the Game Master's discretion.

Islands are shifting and malleable and concepts like time and distance can never be trusted. Some islands undergo

normal changes with the passage of time but many islands do not. Instead, they continually repeat major events as they originally happened and only change if a Dreamwalker intervenes. In these cases, the island splits off into two parts---one part reverts to its original form, while the other becomes a "new" island.

This new island is entirely dependent on the Dreamwalker (or Dreamwalkers) who caused it to form and dissolves if the character leaves the island for a variable length of time. Therefore, only characters who have "crossed over" may permanently alter the fabric of an island.

Flux

New islands enter into a perpetual state of the phenomenon known as flux.

Flux is the result of either conscious or subconscious manipulation of mana. Flux is both everything and nothing. Flux is change. It is the earth of thought and the waters of the Periphery, molded into clay by will and desire. Flux is the stuff of dreams.

Flux surrounds all of creation, forming the border between the ordered realms of the real world, the malleable spirit world of the Empyrean and the disorder of complete chaos.

The ability to create flux is innate in every individual. Dreamers send the Empyrean into flux each night, when they dream. Dreamwalkers create a miniature state of flux whenever they

manipulate mana. The spiritual disturbance created by a Broodking is often a region in flux. Dream islands especially are in an ever-changing state of flux.

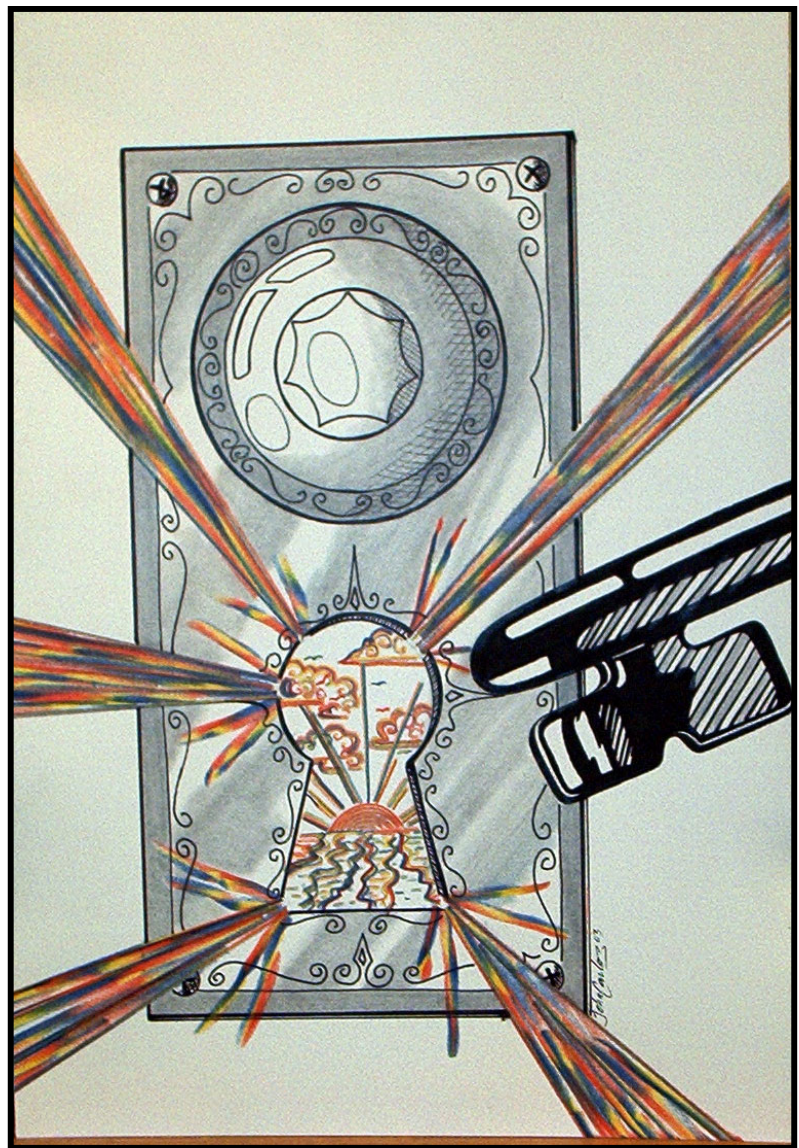
Flux taps into our subconscious minds, allowing us to experience new events, relive old memories and sometimes help solve problems that plague our waking lives. A person may be thinking of a lost pet and then come across a puppy, or a mural depicting the pet. A person agonizing over whether or not to take a new job may walk into a region of flux that resembles his current workplace, clearly highlighting all of its good and bad points.

In many ways, flux is similar to dreams, and specifically to fluff. In fact, nearly all of the rules and special effects for dreams and fluff apply to flux. And yet in some places, flux is far more than just a dream.

Regions in Flux

On a dream island, any region can slip into flux, generating a new set of circumstances for characters to deal with. Put simply, flux creates adventures. For example, the characters can be exploring a "science fiction-themed" dream island and be

approached by an interstellar trader whose daughter was abducted by space pirates. Or the characters could be exploring an "ocean-themed" island, rescue a research submarine from the clutches of a giant octopus and then be asked by the crew to provide security while they explore a set of underwater ruins. These adventures are generated by the character's presence and may not have even been part of the original island's makeup.



The change from order to flux can be a subtle one but it is sometimes dramatic. A person can be on a dream island, walking down a hallway and suddenly find himself in a gloomy dungeon. A person might find the door to a pantry open onto a vast shoreline. Dreamwalkers immediately realize when they have crossed into or out of a region in flux.

Dream Islands and Mana Powers

Characters who explore a dream island for a prolonged period of time find they do not regain used mana points by “sleeping” on the island. Instead, they must search regions in flux for mana pockets if they wish to replenish their supply.

Certain mana powers operate differently on dream islands than they do in standard Dreamworlds. Even though the inhabitants of an island are usually Unreal, Possession in particular is often either limited to certain creatures or is completely unusable (GM’s discretion). In addition, long standing effects (such as Gain Skill and Increase Attribute) and altered items disappear when the characters cross into or out of a region in flux.

Flux and Mana Pockets

In addition to problem solving and opportunities for adventure, flux often provides opportunities to harvest precious mana pockets. These mana pockets may be worth anywhere from 1d6 to 5d6 Mana Points (GM’s decision).

Mana pockets may take the form of deeds, much like a denouement---the character does something significant and is rewarded with mana. For example, while exploring a Broodking’s spiritual disturbance, a character enters a town plagued by disappearances. The characters learn the disappearances are caused by a band of harpies and kill them. Along the way, they discover a lost child and return it to its parents. These should be treated as denouements and subdenouements respectively. Only Dreamwalkers may retrieve mana in this fashion.

A mana pocket may also take the form of an item. For example, the characters are exploring a dream island and come across a treasure chest. In it, they find a coin printed with a picture of a character’s mother on one side. This coin is actually a mana pocket that can be harvested (dissolved) for its mana point value. Anyone may retrieve mana in this fashion, even the Unreal, but only Dreamwalkers can absorb the mana they contain.

Mana pockets in the form of items are usually stable and may be taken anywhere in the Empyrean. If the character wakes, the next time he sleeps, the item manifests with him in the Dreamworld. For this reason, certain items, such as readily recognizable clothing, swords, helms or armor, sometimes take on mythical proportions throughout the Empyrean.

The End

