

THE LAST DOMINION



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Echoes of Glory

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INTRODUCTION

I never understood why writers bemoan whipping out the introduction. Ignorance is bliss. This is my sixth or seventh attempt and it never seems to nail the sweet spot. You worry that one version is way over the top, and then the next draft ends up grossly understated, until finally you are pulling your hair searching for some words to say: “Here is what I did. I hope that you find it interesting and useful for your games.” So, here is what I hope will be my final attempt at describing what I think you will find in this book (*It wasn’t.*).

When I read about a new setting my primary interest revolves around a few simple questions, like what is in this game for me or how is this game different from my other games? I need to know what is in the book that compels me to want to play in this world using these rules. Of course, production values and the quality of the art and cartography will influence my estimation of the worth of a product but finding a setting that sings to me outstrips everything except the quality of the writing.

The Last Dominion is the kind of game I want to play. It is a setting where history, fantasy, and myth collide. I didn’t write *The Last Dominion* so much as compile and tweak the best stories and motifs that I discovered during years of reading, watching movies, and playing all sorts of cool games. So, this book and the ones that follow it owe a debt to the historical and fantastic works that have paved the way. Players and gamemasters will no doubt recognize stories shamelessly “refurbished” for my own use.

Speaking of history, chronologically there is a strong resemblance — but not a direct correlation to — the European transition from the medieval to the high medieval ages (800 to 1200 CE). However, *The Last Dominion* is not Earth. This world has already seen a biblical Armageddon and is once more spiraling into the abyss. It teeters at the end of all ages or maybe at the birth of a new era. At least, that is what the clergy preaches.

This world is closer to those depicted in the exaggerated myths of Arthur, Beowulf, Achilles, and Roland. There are powerful creatures, legendary heroes, fallen angels, and dark beasts that walk the mountains or lurk in the far regions while peasants huddle close to their fields and pray for good fortune. If there is a secret formula to determine the “perfect” amount of fantasy or magic, I haven’t found it. Instead, the setting uses the fantastic elements to enhance the flavor of heroic adventure instead of offering them as the main course.

So, what are the new parts? The Last Dominion was designed to consider the actions of Player Characters. Their deeds will ripple through the world. Many static settings suffer when characters ascend to godlike powers while still wandering from village to village earning their keep as free swords. Characters in this setting can strive for kingship; they can raze the towers of evil wizards or build their own and they can take the helm of the most influential religions on the planet. These are positions earned through silver or steel and many who strive for the lofty heights of power must wager their lives as the ante — powerful dreams demand powerful risks.

That isn’t to say that all of these things will be found in this introductory book; there are only so many pages. Like every beginning character I have ever built, this book is shy on Experience Points.

Hopefully, this is the type of fantasy gaming that interests you and your group. If not, there will still be buckets of great maps and artwork to “refurbish” for your own world.

What is Echoes of Glory?

Echoes of Glory is the first book released in *The Last Dominion* line and the first product released by Pencil Pushers Publishing [3P]. This book lays out the history that has unfolded on the continent of Roen and establishes a common world for the game master and the players. This is not a comprehensive treaty on world history; it isn’t even close to that goal. This is a rough sketch to get the game going. The next two books, *River’s End* and *The Night of Fire* will continue to refine the setting and launch the campaign.

This book also contains a comprehensive section on designing characters using the *HERO System 5th Edition, Revised*. Mechanics for an integrated magic system, martial arts, and an appropriately gothic equipment list round out the remainder of the book.

Echoes of Glory includes far more and far less material than I had initially hoped. You have to walk before you can run and crawling comes before both of them. Thankfully, there are invaluable resources available from Hero Games. Two sourcebooks are required to make full use of this setting, the first is *HERO System 5th Edition, Revised*, which covers the mechanics of HERO System games. The second is *Fantasy Hero*, a massive tome of all things fantasy. Beyond those two, it would be helpful to have *Fantasy Hero Grimoire*, *Fantasy Hero Grimoire II*, *The Ultimate Martial Artist*, and one or more of the monster books published by Hero Games.

Contents

Echoes of Glory is divided into two sections. The first contains the setting's background and the second section covers the rules.

The first chapter of this book, **The Tragedy of Roen**, lays out the story that has unfolded so far and establishes a common timeline.

Ruins & Visions is the second chapter and discusses the use and types of magic. It also addresses religion and cosmology.

Chapter three, **This Precious Blood**, describes the people who inhabit the primary continent of the game world, Roen.

In the Adversary's Shadow continues with notes on the Ennwrathi and other denizens twisted by the power of evil.

The Gazetteer of Roen is an overview of astronomy, geography, and politics.

Finally, a chapter on **Cabals, Cartels, & Conspiracies** closes out the first section.

Section Two

Chapter one, **Know-how in the Medieval**, covers details on skills including medieval martial arts, languages, and a clarification on how many of the standard skills are applied in *The Last Dominion*.

Chapter two, **Beyond Skills**, elaborates on Perks, Talents, and Disadvantages.

The third chapter, **Archetypes**, provides package deals appropriate to the organizations of Roen.

Geared for War is the fifth chapter, which discusses money, technology, and equipment available to characters.

The Price of Magic is the sixth chapter and covers the mechanics of magic and spells. Included in this chapter is information on designing wizards, spells, spell schools, healing, and magic items.

The last rules chapter, **The Rogues Gallery**, provides a stable of sample characters. The list includes characters with a wide range of power starting with a common soldier.

The Pale Road concludes *Echoes of Glory* and is a sneak peak at the next book, *River's End*. This chapter details the isolated town of Northrun in the kingdom of Middea.



Vanya, once a lord among the Celestine

The Tragedy Of Roen



A sickly light spilled into the chamber illuminating its two inhuman occupants. The pale skin of Cyrena, angelic queen of the immortal Celestine, quivered as a wracked whimper escaped her throat. Across the chamber, the dark form of Dheymos paid his property no heed. Suffering was not unknown to him and – despite her trophy status – the welfare of Cyrena was only of passing interest.

Perhaps with some luck the fallen queen would bear his child. The thought of siring humored the villain whose name now inspired fear throughout the world. It would be the final blow against his former master and her husband, Vanya. Kingdoms could fall, men could die, but few things resonated much like a total and crushing victory that broke both body and spirit. It had been her selfishness that had brought this about. Unable to bear the death of her beloved, she had begged him to pierce the veil of night with his powers. His queen and greatest detractor had asked him to break the one law that bound the immortal Celestine; she had pleaded with him to bring Vanya back from beyond the grave. Others would have been daunted by the enormity of the task or feared the wrath of his immortal kinsmen but Dheymos was not afraid of the unknown. He had brought Vanya back, despite the cost. They had returned from the long journey into the realm of the dead whole, though they had been blackened and stained by the hungry darkness that waited within that nether realm.

Still, there was strength in that forbidden act and Dheymos acknowledged, inwardly at least, that Cyrena had opened his eyes to a power undreamt of, overwhelming power, but one that could be grasped and wielded. As if the thought made it so, the taint writhed through him and brought more change and an odd comfort. Strange that he found solace in the grip of the dark powers surging within but he had always strained against the brilliant glory that was Vanya. Maybe it was fitting that the dark would him bring comfort.

True to his endless nature, Cyrena's mate still fought against the hungering evil of the Adversary that per-

vaded his soul. Vanya, Dheymos knew, would struggle against the change. He would struggle because the darkness was everything he had stood against in his life. He would struggle because Vanya did not know how to quit. Dheymos, on the other hand, had learned to fully appreciate its utility.

The Lord of Murgost cast a disparaging glance at the haggard form of Cyrena. She was trapped in the past with only an irrational desire to destroy anything beautiful or happy. Once she had been a queen to the world, reveling in its thin veneer of paradise. Now, she was an irrational force of annihilation, useful as a weapon only when more subtle methods failed. She was broken inside, without a reason to continue or the courage to end. Only he could comprehend the future and he would shape and mold it to his likeness.

That was what the game was about wasn't it? Roen was merely the board upon which the players fought and died. Like all games, the fate of the pieces was ultimately meaningless; the only thing that mattered was the display of power over the opponent. A wicked smile crossed the face of Dheymos. His greatest opponent was ruined, lost in a struggle with the powers of death.

The seasons had changed. Vanya was now his inferior. The once-mighty king would suffer and struggle. In the end, he too would succumb. Once the resisting nations of man were ground under, Dheymos would show them the meaning of power. They would tremble under his magnificence. Then, he would sweep the game board free of pieces for the last time. Let Vanya look upon the work of his servant and despair.



HISTORY

Recorded history begins with the founding of the Vintrian Empire on the continent of Roen nearly 1,100 years past. However, history began centuries before the Vintrian Annals. The earliest commonly accepted date stretches back approximately 900 years prior to the founding of Vintria, to the death of Vanya. He was the most honored king of the immortal Celestine and his death plunged the world

Pencil Pushers

and the continent of Roen into warfare and chaos for nearly a thousand years.

The Celestine are timeless beings, immortal, though not unending. Once they were guardians and teachers but for all their benevolence, their fall brought forces into the world that even they were unable to match. Few understand why Vanya's death unleashed the Creator's Adversary and carried death bodily into the world. The next thousand years were filled with fury as the Celestine and their human servants fought against the physical embodiment of death, creatures called the Ennwrathi. The legendary wonders of the golden ages were reduced to rubble and ruin. Men and creatures were forged into weapons of destruction by the increasingly desperate Celestine but the Adversary also forged weapons. Nearly spent, the dwindling numbers of the Celestine whispered secret teachings to men and women, instructing them in the power of élan — the power of magic. With the whispers came a gift, the Foundation Stone, a large crystalline structure that harnessed the power of creation and fueled the magic of men. Near defeat, the Celestine fled to Annwyn, a realm of spirits and mists, beyond the reach of the Ennwrathi. They abandoned mankind to the enemy, however the weakened Ennwrathi did not likewise withdraw.

The Last Dominion

They grew in power, recovering the losses dealt by the Celestine, and when they were ready, they waged a great war meant to destroy mankind.

The second Ennwrathi war devastated mankind and brought ruin to what remained of civilization but the Ennwrathi underestimated their enemy. Man had studied the ways of magic and of warfare, gaining the strength needed to stave off the Adversary; however, the cost for doing so was tragic. For nearly 500 years, men relied on the Foundation Stone to bolster their magic but during the final battles of the war, human wizards exhausted the stone. Unable to manage the war with their meager personal ability to manipulate magic, a decision was made to channel magic into and through the nearly spent stone.

There is magic in all things, magic that can be harnessed through dark rituals — this was a sacrifice that was deemed necessary at the time. Unfortunately, the rituals corrupted the stone culminating in a malevolent conflagration at the Battle of Orebh Yaar that still scars the land more than a thousand years later. The survivors named this wave of destruction the Requital. The war was over. Man had triumphed over an enemy that had bested the Heavenly Celestine yet even victory carried a cost that was ruinous.



The Battle of Orebh Yaar

Vintrius, the founder of the Vintrian Empire, boasted that, with the Requit, not a single true Ennwrathi escaped. His grandiose claims were close to the truth though ill spoken. Without the threat of the Ennwrathi to bind men to one another, a dark age engulfed the kingdoms of man. The degeneration had begun centuries earlier when the Celestine relinquished the lands of men; however, there was much further to fall. This period of recession covered the continent for three hundred years, blotting away the knowledge imparted by the Celestine and all manner of higher learning. Thankfully, while the rest of the world sank into barbarism, the descendants of Vintrius forged a new nation that would laboriously pull the rest of the continent into an age of Reclamation.

More than a hundred years after the founding of Vintria, the Celestine returned to the realm of man. Men, ignorant of the past failings of the immortals, began worshipping these wayward guardians as gods, resulting in the short-lived Celestine Cults. Though the cults did not endure long, they had profound changes on men. First, the Celestine began to lie with humans and bear offspring called the Mórdha — neither divine nor human. They are a people without a place in the world. It is worth noting that there are insinuations that the Celestine cohabitated with men long before the Return. Second, they became the patrons of warrior societies who dedicated themselves to the eradication of the remaining Ennwrathi. These societies persist today and are comprised of warriors who are called paladins, justicars, advocates, or sentinels depending on the specific society.

The wizards who fought valiantly against the Ennwrathi during the Great War had planted the seeds of their own demise. None begrudge the sacrifice made to defeat the enemy, but powerful men never forgot the potency of the Muldegian wizards. Fearing that one day — like the Ennwrathi — they too would face the might of the wizards, an inquisition began that led to the condemnation of the order and their eventual prosecution.

The second through fifth centuries saw the founding of new kingdoms, wars among men, and a slow recovery of what had been lost. It was a period of restoration fueled by the ambitions of legendary men such as Sojen and the Gronican Kings of Vintria.

During the early part of the fifth century, northern wars against the trollish servants of the Ennwrathi resurged. These quick-breeding and brutish warriors pushed into Glacian territory, gaining lands

and substance, but they did not pose a threat to more southerly kingdoms. Unopposed by fledgling nations, these creatures multiplied in the harsh regions deemed unfit for men and too inconsequential to wage war.

Later in the century, the Sleeping Fever ravaged the burgeoning southern cities. The plague lasted for more than a decade and claimed the lives of millions. Within the settled nations, the long period of plague prompted infrastructure improvements that accelerated the advancement of society. Fear of disease prompted city development and planning to consider issues such as waste disposal and sanitariums.

Because of the massive death tolls and the resurgence of trollkin in the north, men sought answers beyond the knowledge of their kings and council. A small group dedicated to preserving knowledge and recording history found the answers they were looking for in the Celestine legends of Ro, the creator of all things. From these obscure legends, The Great Fellowship was born. It would take another seven decades for the church to be recognized by the Vintrian Empire, which then enabled it to carry its influence and the worship of Ro to the far reaches of the continent by the eighth century. The benevolent church was not without its detractors. In the far north, a Celestine sect called the White Temple resisted every overture of the Great Fellowship and spurred the Glacians to resist Vintrian hegemony, a tradition that persists to this day.

The Emissaries of the Jann are another sect opposed to the Great Fellowship. Founded far to the south in the Radiant Kingdoms, the Jann are a strict and frequently violent faith. Their rite practices foul sacrifice to the Celestine God-King, Taranis. Wars between the faiths and the nations who supported them erupted ceaselessly for the first century of contact. The Jann were driven back. In the end, they retained lands in southern Roen now known as the Kith Lands.

The year 742 saw the dominion of Vintria over the civilized kingdoms on the continent with the subjugation of Danmhorland. The nations of men, with few exceptions, paid tribute and bowed their knee to the Blessed Imperator on the golden throne of Vintria. However, the reign of Vintria would not be a long one. Within a few decades, the Empire faced massive migrations of Glacians fleeing the Trollkin Wars to the north. Entire tribes, some numbering more than 50,000, immigrated south, raiding for food and supplies as they traveled. Entire provinces

in the path of these migrations were stripped of food, weapons, soldiers, and women. As quickly as the Empire could mobilize against the threat, the invaders moved on. The staid bureaucracy, fearful of rebellion, had long limited the powers of the provincial magistrates, making it impossible for the officers to pursue the enemy.

The great Empire was stretched thin and the barbarian migration occurred without warning or strategy. Unimpeded, they brought ruin to many of the outlying provinces, which grew irate that the Empire would tax them yet not defend them. With rebellion brewing in several of the distant states and the Empire unable to predict the movements of the Glacians, they had little choice other than to fall back to defensible positions.

The eighth century saw an explosion of petty kingdoms and wars as the Empire withdrew from distant lands. The periphery of the Empire plunged into an age as dark as any that had preceded it. Without the organization of the empire trade, craft, and others skills fell into decline as men were forced to struggle alone in anarchy.

Not all was chaos and upheaval though. The Synod of Vintria was comprised of a small group of scholars dedicated to preserving the knowledge of magic and its workings. They had formed during the purge of the Muldegians several centuries earlier to assist with the pacification and eradication of men and women initiated in the secret rites of élan. The group continued after the purge, rededicating itself to finding magical talismans and lore for themselves. Emperor Verden Gronican was a man of learning and vision, with his ascension to the Golden Throne, the Synod gained increased prestige within the court. The Emperor was fearful of continued invasions that his conventional forces were unable to stop. He sought respite from the assault through magic but struggled with his court over increasing the influence of the Synod. A compromise was eventually reached that transformed the Synod into the organization that exists today. The scholars had long ago discovered a method to gift men with magic by means of an elixir, though they had discarded the discovery as useless since it required frequent ingestion of the noxious and expensive substance. The Emperor and the Synod were able to create a small force of wizards with limited power that could be removed efficiently by simply denying the mages their mercuric distillation.

The Synod soon spread to all of the lands controlled by Vintria. Nobles, seeing the opportunity to

add a new weapon to their arsenal, were quick to begin a bidding war for the favor of the young organization. Just as quickly as they had been formed, the Synod became everything the long dead rulers of Vintria had feared of the Muldegians. Now a powerful and politically active force, the Synod embraced an agenda of arcane dominance.

The ninth century was a time for social advancement as kingdoms and men began to establish or re-establish utilitarian standards, which gave most of Roen a common language, a heraldic body to govern the use of devices, and the beginnings of an education system. The craft of war was also honed through countless petty battles and recurrent strife in the northern kingdoms. The making of chain mail was re-discovered and perfected alongside the development of early crossbows. Socially, both the Synod and the Great Fellowship made tremendous strides swelling their ranks and their power. To be sure, these changes did not occur overnight; they were the culmination of years of adaptations and drew heavily on ancient texts that dated to the time when the Celestine ruled Roen.

Though the previous century was relatively quiet, Roen's recent past has been filled with major upheaval. The Great Fellowship endured a schism of faith leading to numerous bloody conflicts that toppled nations. Two antagonistic faiths now proclaim to offer the one path to paradise. The Mendicant Order began as a movement away from the traditional political goals of the leaders of the Great Fellowship, prompting the Patriarchs of the faith to label them as heretics. War between the two sects began after the Patriarchs convened the Prelates Council to consider the raising of a new prelate. The council was merely a ruse to draw high-ranking members of the Mendicant sect into the reach of the Patriarchs. During the inquest, the Patriarchs sentenced 31 prelates to purification through fire.

The religious schism polarized the continent, resulting in scattered bloodshed that was unpredictable. Many began wearing open symbols of their sect — the Patriarchs continued to use the Great Wheel while the Mendicants modified the Great Wheel to feature a silvered central hub. Already weakened from the succession of numerous vassal states, the Great Schism maimed the bleeding Vintrian Empire. The adherents of the Mendicant faith were able to use this weakness to carve the theocracy of Touren from the westernmost reaches of Vintria.

The heartlands of Roen were still reeling from the Great Schism in 960 when a seemingly endless



The Trollkin Wars

horde of feral trollkin flooded into the northern kingdoms from the desolate Khêl region. The trollkin army was larger than any force assembled in modern times, numbering into the hundreds of thousands. The northern regions fell quickly and it is only because of the foolhardy bravery and the tenacity of the Khaylishi and Ramanthian people that the foul armies were stopped. Once the north was home to a half-dozen nations, including the militaristic northern provinces of Vintria but — like the other nations — they were buried under an avalanche of brutal trollkin.

A sea of refugees flooded the surrounding realms, overwhelming the infrastructure. With the numerous civil problems and the added burden of refugees, the societal development of cities and townships everywhere was strained until they broke. In retrospect, it is amazing that the dual plagues did not begin sooner. Yellow Eye Fever struck in 1044 and Demonfever in 1050. These two plagues ravaged the continent for more than a decade and by the time they ended, nearly half the world had perished. One can still find striking evidence of the devastation in abandoned and decaying townships,

roads that lead to nowhere, and huge communal fire pits that remain in some sections of the larger cities.

Little less than 30 years have passed since the Plagues and now the world teeters on the edge of a new dark age.

Ruins & Visions



Those distant years ago, when I first arrived at this place, I was young and ignorant. My journey was similar to your own; imagining the torture and suffering we were to endure while shambling along daily like a sheep to the slaughter. I was afraid. People always fear what they do not understand. I don't mean to excuse my youth or my fear; grown men are terrified of this place. There is no shame for a child to admit the same fear. .

I imagine that you can still see the faces of those who raised you? Me, I don't remember much of my parents. They surely realized my destiny even at such an early age. Why else would the Brothers have come for me if my kin had not called for them? I do remember my mother's tears and my father's grip on her shoulder as they led me away. I think they were surprised at how quickly I was taken, but with one as gifted as I, time only allows the enemy a chance to strike.

I remember little of the long journey other than our ranks swelling with more children and riders. Some were older, but most seemed to be my age at least, as well as my memory recalls. The walls. I remember the walls. Who can forget their first sight of those Shining Walls? I caught a glimpse of them before I was blindfolded. Someone nearby must have seen them as well because I could smell his fear. The walls still evoke an unsettled feeling within me but to the eyes of my childhood, the walls conjured a fathomless terror that threatened to still my heart. I did not cry out though I did hear screams. Little did we know what waited beyond and below those walls. They are enormous and the grotesque statuary lunging from behind the lattice work looked to my young eyes as if it sought to be free... it was like some mad sculptor attempted to excise the demons in his head with a hammer and chisel. Even though I doubt any man crafted them, the analogy works, for there is nothing that can compare with the Shining Walls.

Inside those walls lies The Pit of Gorgoros. Do not interrupt with questions. Ill-thought questions are just

as deadly as a blade. You will have plenty of time later. Our Muldegian kin must venture within those walls to claim their place in the world. Some will embrace their fate while others will be overcome by it. Do not look so appalled. It is better that the unworthy be removed before they pose a danger. We offer control. Control of unspeakable power. The unenlightened speak of it without comprehending the gift itself. Fools.

You would do well to ignore the things you have learned before today for what I tell you may save your life. The mastery of élan is a tempestuous path. If your fear masters you, then you shall understand the reason why people fear the unknown. Power... Magic; it is an unforgiving master. That is simply the way of things.

I cannot speak to you about what happened to me all those years ago as my vows prohibit me; however, I can speak to you of the Pit itself. Rent into the Trollstone Mountains, it looks like an open wound upon the earth. It, like the walls, is not natural, but once you understand the nature of élan and the sad history of these grounds, it will make sense.

Should you survive you shall find yourself amidst the greatest brotherhood of men. We crushed the Ennwrathi at Orebh Yaar and we continue to root them out. Our only failing is that we trusted in the governments of man and that single failing nearly destroyed us. We shall not fail again. You are blessed. You are chosen and, success or failure during your journey into the Pit, we are proud.

So, come with me, child. You will enter as a youngling. You will return much more. Take my hand and walk with me. You will see and learn things that you have never dreamt. You will learn of power and the legacy that the Celestine left us. Truly, you will learn what it is to live.



MYTH

The legends and myths of creation pervade all cultures and each has its own subtle texture and bias, but, like our own world, the truth is in the

heart of the believer. There are numerous faiths and even those faiths are divided into divergent sects over quibbling details. The people of Roen are much like the people of our own distant past, inheritors of a world filled with phenomena that they cannot explain, they also carry an additional burden: magic, monsters, and mythic creatures are real and common enough that it is impossible to deny their existence, even if one is never seen. There is a predominate belief that has inundated most cultures and is likely the result of influence by the angelic Celestine. Like the rifts that have separated these heavenly beings, the central belief has grown schismatic over the years spawning several different faiths and sects. The core of this belief comes from the text *Commentaries on the Divine* by Evik the Wise, founder of the Great Fellowship. (See sidebar: **The Lucid Dreamer**.)

To many people of Roen, this is the story of their creation. In addition to the story of creation, the *Commentaries on the Divine* is filled with many other stories, lessons, and parables. This core of creationism is the most commonly accepted belief and is undisputed amongst a major portion of the various sects. To be sure, there are other beliefs. Some cultures do not believe in Ro much less his teachings but these other faiths and non-believers are nowhere near as pervasive or powerful as the faiths of the Lucid Dreamer.

THE CELESTINE FACTIONS

The Lucid Dreamer discusses several categories of divine entities such as the powers of the Quintessence and The Primal Spirits; these are entities unfathomably beyond human scope. Together, these supernatural forces are believed to have shaped the world and created the laws of reality. Unlike the Celestine, there are no legends of these greater beings interacting with mankind. Even the Celestine believe that the creator spirits dwell beyond the light.

The Celestine

The number of Celestine existing in current history is unknown, but it is believed that they were once numerous. In this distant past social structures and castes developed in accordance to their power and lineage. The best mortal understanding of the Celestine defines them as spirits of fire and light who exist beyond the need of a flesh and blood form. These spirits cling tenaciously to life and, even when brought low by violent acts, the spirit may survive if it can anchor itself to another sentient. All Celestine are inherently immortal, not invincible;

THE LUCID DREAMER COMMENTARIES ON THE DIVINE:

Before time, there was a great stillness. All the creatures of the world slumbered in the dreams of Ro, creator of all things. Within his dreams was a great song, it carried with it the harmony of creation and in the singing he awoke the Primal Spirits to give shape and form to the great void of stillness. Sending them forth into the darkness, he commanded them to fashion a world.

The Primal Spirits did as commanded but soon returned to Ro. To the Lord of All Things they spoke: Singer of the Great Song, the Source of Illumination, and Mighty Dreamer, we have sought to do as you commanded us, but it is beyond our power to fashion a world from nothingness.

And so Ro sang another of verse of his song, awakening the Quintessence. To them he commanded the creation of the world in accordance with the Primal Spirits. These new spirits, the Quintessence, mastered the realms of structure and thought. So it was that together the Primal Spirits and Quintessence created the world where we dwell until the light of our lives flees to that place from which it came.

Having created the world, Ro commanded his servants to join him in Aion, the place beyond time. The spirits and powers of creation were enthralled with the Mighty Dreamer, desiring only to do his will. He began to sing anew, calling from his dreams a form, but the powers and spirits were enraptured by the Creator's song and they began to sing with him forming a chorus.

From this mighty verse sprang the Celestine, whose form Ro committed to the world. To them he sent a servant called Eorma who spoke to them, making the will of Ro known. "From the Lord of Dreams comes the gift of life. As we are the children of Ro, so are you created by him who dwells beyond all time. As a father loves a child, so does Ro love you. You are born of fire and dwell beyond the power of the Great Dreamer's Adversary, but know that Ro has decreed that no creature shall dwell forever within the world. Such is your doom that you share with the sleepers. Know this also – all fires cast a shadow and so it is with you." Having spoken, the spirit left them.

they may be killed by violent means. Artists often depict the Celestine as luminescent beings resembling humanity, even though the true nature of their form is unknown.

Before the rise of the Adversary, the Celestine often adopted physical form to allow them to interact with men. Many of these forms were anthropomorphic, that is to say they resembled man. However, the Celestine have been known to take the form of exotic animals or of mythic beasts such as great stags, mighty hounds, or winged serpents. Later, exposure to the corruption of the Adversary changed this. The power of the Hungry Darkness easily perverted the physical form of the Celestine, enslaving their spirit to the physical form. Once trapped, these mighty spirits were corrupted and bent to the will of the Adversary. Beings such as the Entuku, monsters capable of destruction on such a massive scale that legends persist more than a thousand years later, are the results of this corruption among the greatest of the immortals.

The corruption of the Celestine Dheymos and his court gave the Adversary both a general of great skill and a waiting army. This was but the first of many defeats suffered by the Celestine in the start of the First Ennwrathi War. Armed with a fearsome legion, the Adversary pressed his cause against the immortals. The remaining Celestine fled in terror of the corrupting influence; they refused to take form and instead fought the Ennwrathi through proxy. They twisted the forms of other creatures, including men, to make them suitable for war.

The retreating Celestine formed into compacts based in part on how they felt the threat of the Ennwrathi should be solved. These compacts still persist today and are the basis for the factions of the Celestine.

The Aesar

The Aesar are the dominant Celestine coalition active on Roen. The Great Fellowship names these luminous beings as the Prophets of Ro. The Aesar are believed to number less than a dozen and are considered saints within the church. Those who venerate one of the Prophets will often wear a silvered coin with flames rising from the lower half. At the top of this pendant is a rune depicting the specific saint invoked by the talisman. Avalloch is the highest-ranked saint in the church hierarchy, while Brynn is widely regarded as the most popular of the Prophets. Other Celestine Prophets include Tamalin, Aislyn, Brón, Shevonne, and Cinaed.

The Fenn

The power center of this violent sect is far to the north among the Glacian people who revere these powerful immortals as the gods of the Brotherhood of the White Temple. The Fenn have waged a continuous war against the Ennwrathi and their minions. Many of the faction have assumed the form of gigantic, powerful humans who lead their followers in battle. Centuries spent locked in the flesh undergoing constant violence and worship has driven a deep wedge between the Fenn and other Celestine. The symbol of the Brotherhood of the White Temple is a quarter moon interlocked with a five-pointed star, which is worn as a pendant of silver. No single Celestine rules the Fenn. The most powerful and respected members are Bors for his wisdom, Bori for his cunning, and Terak for his prowess. Other members of the faction are Wyff, Trey, Volland, Jayla, and Idanya.

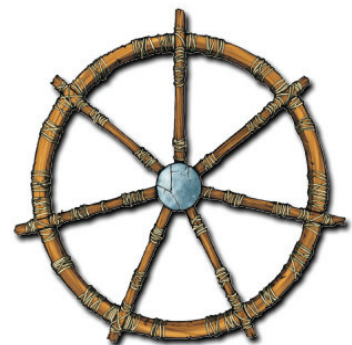
THE GREAT FELLOWSHIP

Four centuries ago, as the Vintrian Empire was falling under the weight of the Glacian immigrations, a hermit began teaching of a great fellowship with the father of the universe and of a glorious place at his side in a place beyond time and suffering. The followers of Evik the Wise continued his teachings after his spirit was summoned from his still-living body to stand at the side of the Creator. They formed a faith called The Great Fellowship based off his writing, teaching, and his life. The tenants of the belief hold that all life stems from an immortal creator called Ro and that in his hands is the only hope of salvation from the Adversary.

The faith spread rapidly throughout the Middle Kingdoms, in some places incorporating the veneration of the failing Celestine Cults as saints and servants of the Creator. A strong alliance with the Vintrian Emperor gave the young faith more reach than one would expect and, as the Empire reformed and began a period of expansion, so to did the Great Fellowship.

Patriarchs

Once the Patriarch sect commanded the primacy of all sects within the Great Fellowship, but their brutality and intolerance



fermented a division within the faith. Centered in the Massand region, the Patriarchs assimilated the Celestine cults that still thrived in the region, incorporating the otherworldly beings as saints and servants of the Creator. This assimilation was not without objection — many viewed the Celestine with doubt and anger over their abandonment of Man in the Second Ennwrathi War. As the name suggests, the leadership of the faith is reserved for men, typically men who also possess political aspirations or family ties in existing governments.

The Patriarchs are a stodgy lot compared to their estranged brethren, the Mendicants. Their ceremonies and rituals are many and long, even still the heart of the faith remains to deny evil, accept destiny, and devote yourself to the Creator and his saints. Their charity towards those who stray from these precepts is notoriously short. The sect maintains a special court to overhear cases involving aberrant teachings. Officially, the court is called the Most Holy Office of Inquest into Profane, Apostic, and Schismatic Heresy, most commonly referred to as the Inquest and its reviled agents are known as the Redeemers. The Inquest and the Redeemers command power and influence even beyond that of Patriarchs due to its practices of infiltration, confiscation, and the bounty taken from numerous missions in “pagan” regions.

Mendicants

The roots of the Mendicant schism date back to the founding of the Great Fellowship. The rapid expansion of the faith was only possible through the amalgamation of several existing Celestine cults and the elevation of the cult’s patrons as saints within the Fellowship, a practice that many opposed. Although the Fellowship struggled with this issue for centuries, it remained united under the disciples of Evik the Wise. The issue came to a crisis a century ago as the Mendicant prelates amassed enough power to force a hearing on the issue. Rather than allow the faith to be divided, the Patriarchs sought to crush the dissidents and make an example of them. The Mendicants were gathered under false pretense and summarily executed by the Inquest. Rather than break the back of the Mendicant adherents, the brutality only stiffened their resolve to distance themselves from church leadership. The group seceded from the Patriarchs, founding a central cathedral within the nation of Touren. Since that time, the two sects have fought a bitter struggle over doctrine and dogma with neither side willing to recognize the authority of the other.

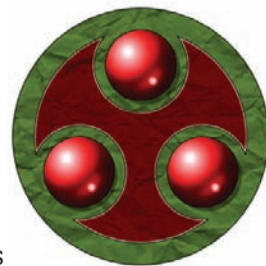
The Mendicants now control Touren with a church appointed Elder’s Council that appoints the king every seven years and administers the courts. The Mendicants are less dogmatic in their faith, willing to tolerate other faiths that venerate Ro as the creator, but conflict with both the Emissaries of the Jann and the White Temple has led to a hard-line stance concerning those who do not venerate Ro.

LESSER SECTS

In addition to the continent-spanning Great Fellowship, several other sects and religions struggle to survive. These older faiths have been hounded until most exist at the margins of society.

Druidic Faiths

Before the Celestine Cults and the Great Fellowship, the druids were the Shepherds who kept men safe. They are the keepers of traditions and the mysteries of life — a mystical order whose members number among the most powerful wizards in the world. Their methods of knowledge and science are formulaic, dealing more with numerology and omens than with the ability to channel the flames of a torch into a raging inferno. Now the druids are dying under the pressure from the Synod, the Great Fellowship, and governments who rightly or wrongly fear the power of the itinerant priests.



Brotherhood of the White Temple

The brutal northern Glacian tribes reject the teachings of the Great Fellowship in favor of their traditional gods. The White Temple is a harsh and fatalistic faith. Priests of The White Temple, called the Szo Herim in their own tongue or Hierarchs in common speech, teach that each man is born with a Moira or Doom that it is inescapable. They reject any fanciful claims of an afterlife, believing that a man’s light returns to the stars from which it came. They believe that only the legend of the person lives on after their death but, if it is powerful enough and if the need is great, a shade of the deceased will find its way back to aid the deserving. The belief system and its inevitable expression in warriors who fear humiliation and



disgrace over death contributes not only to the prowess of the warriors but also to the terror they inspire in their enemies. Many soldiers would just as soon face trollkin as they would face an army led by the White Temple. The traditional role of the Hierarchs within the Glacian society is both a warrior-monk and diviner.

Emissaries of the Jann

The Celestine Taranis rules over the Jann with an iron hand, styling himself as the God-King of his people. The priesthood, known as emissaries, inspires both fear and respect among the people of the Radiant Kingdoms. Their terrible power and self-sacrifice is fueled by the sure knowledge that nothing done to them by men can begin to measure against what Taranis has done to others who have failed him. The God-King and his priesthood derive their mystical power from the blood of their victims and their power is truly great.



Celestine Cults

Most people believe the Celestine Cults were entirely forsaken by men but the angelic beings offer power to their followers and where there is power easily gained there will be people willing to take it regardless of the cost. The cults range in size from a handful of adherents to those with more than a hundred faithful. The cults all have a common goal: to further the agenda of their master. This is not always a nefarious effort. The most common example of Celestine Cults is an order of paladins or justicars in the service of the Celestine. These men and women are gifted with abilities that enable them to stand against the Ennwrathi and their servants. The cult members do not necessarily deny Ro; it is not only possible, it is likely, that a paladin in the service of one of the Celestine is also a devout member of The Great Fellowship.



THE FOUR REALMS

Wizards long ago proved the existence of other realms through use of their spells and command of élan. In their minds, the realm of man forms

the core of the cosmos with other, more magical realms existing though very difficult to reach. These magic realms might reside below, above, or beside the realms of men or their physicality may be impossible to describe to humans that live in three dimensions. Like the existence of Ro, there are many who question the reality of the Four Realms but this is the dominant belief throughout the continent.

Aion

The “place beyond all time” is the high seat of Ro and a realm of utter perfection and light. None, not even the Celestine, have seen the lights of Aion and returned to speak of it, but those versed in magic maintain that Aion is real. Scholars decry those who would deny the existence of Aion as illiterate men who deny the existence of words.

Annwyn

When the Celestine retreated from the world of men, Annwyn was created. It is described as an insubstantial domain beneath the lands of Roen. The lands of Annwyn are best understood as a dreamscape under the control of another — a shifting and impermanent reflection of the world of men.

While the Great Fellowship calls the beings that dwell in Annwyn the Celestine, these creatures are also called the “Shuul” or “Mog-Raith” or dozens of other names in as many languages. Peasants of all origins commonly refer to them as demons, angels, or fiends, depending on religious perspective.

If Annwyn could be ruled, that ruler would be Avalloch, the most respected of the Aesar faction of the Celestine. His rule is contested by the other sects who dwell within Annwyn and even by the Ennwrathi entombed within Murgost. By his decree, no mortals are allowed within the domain of Annwyn. Still, numerous legends speak of secret portals that allow passage into the dream realm. Mortal accounts of the spirit realm have dwindled through the years until only legendary fragments remain of first-hand accounts.

Murgost

The land of the dead and the damned. Even the Celestine believe that deep within Murgost the Hungry Darkness waits for those foolish enough to seek it out. Like Annwyn, Murgost is an ethereal realm but, if Annwyn is a dreamscape, then Murgost is the darkest and most terrifying of nightmares. It is said the souls of the lost are taken to Murgost.

ÉLAN ~ The Source of Magic

The lights of élan are the source of all magic. Those precious few who can see and use this mystical light are known as magi, arcanists, or sorcerers to the “unsighted,” but in their secret brotherhoods they call themselves wizards — meaning “wise.”

Élan is like a river of light that washes through creation. Like all rivers, élan provides for those who gather at its banks. The glowing river ebbs and flows with the seasons and the terrain; there are dry seasons, flood seasons, and both can bring ruin or starvation to those who do not understand them. Men approach the river of light in different ways — some will wade within the waters and flow with the river using its tremendous current to fuel their magic. Others will seek to bend the river to their will, creating dams or attempting to change the flow of the river often to devastating effect. However, élan is a mighty power of nature and, like all forces of creation, it wears down things crafted by the hands of men. These impermanent structures begin to fail until one day they break. The raging flood of light and magic will swallow those caught in the surge. Many talented wizards have been consumed by their own ambitions.

Not everyone can see the glow of élan. Wizards call the ability to see magic “The Eye of Light and Fire,” and this is the fundamental requirement for

learning to harness its power. While all magic stems from élan, many different theories exist to explain why some are born with the Eye and others are not. Likewise, not all wizards agree on the origin or the proper method of using élan. These fraternities of thought struggle in a quiet campaign for the domination of all magical power in Roen.

Little more than a thousand years ago, men were blind to the rivers of magic. At the urging of the Celestine and with the use of mystical prisms, man began the long journey to master magic. The greatest of these prisms was called the Muldedge or the Foundation Stone. Prism is an inexact description, for the stones not only reflected élan, they also stored some of the glow within themselves, breaking the light down into its component parts, which made it easier for mages to reshape. Using the teachings of the Celestine and the Foundation Stone, the first wizards began to explore all the facets of its power and uses. This exploration was tainted by the need to wage war against the minions of the Ennwrathi, leading the Muldegians (as the wizards were called) to perfect greater and more powerful spells of destruction. Ultimately the Muldegians channeled too much light through the great stone, destroying it, but the secrets of élan were too powerful to be destroyed with the Stone; they were passed from mentor to pupil for generations, drifting further from their origins and each other.

Without the Stone or the Celestine to guide them, ambitious men discovered other methods to open the Eye of Light and Fire.

Arcane Lineage

Arch-Wizard

The arch-wizard derives his mystical power directly from the Celestine. Long ago these immortals seduced powerful men and women, producing offspring called Mórdha who possessed far more aptitude with magic than mere humans. The generations have diluted these bloodlines yet some descendents retain tremendous ability to manipulate élan. It is more common for this level of aptitude to come from those born of the Celestine, but when a Celestine dies, his powerful soul struggles to survive despite the destruction of the body. The shattered soul searches for a place to house itself and hopefully return. These fragments of the Celestine soul are too weak to overpower the spirit of a formed person but they can readily merge with the souls



The Great Wheel

of those who are weak or incomplete, such as the unborn or infants.

Wizard

For some of the greatest magic users, the power of élan flows naturally through their body just as their blood flows. There are usually traces of Celestine blood in their ancestry; however, it is also possible that they gained the power through more unusual means. Before the loss of the Foundation Stone, children were bathed in its light to enhance their ability to manipulate the arcane energy and many still believe that children exposed to vast amounts of élan likewise develop greater powers. The Celestine may also endow the gift of magic on mortals through rites known only to them. The process is rarely utilized because it leaves the immortal weakened and vulnerable.

Hedge Wizard

These are the weakest of those who can use élan unaided. Hedge wizards have little power and often lack even the Eye of Light and Fire, but they possess a talent or, more rarely, talents that extend beyond those given to ordinary men. These gifts may be as mundane as a knack for predicting the weather or as inspiring as the ability to heal the injured and sick.

Mystic

Some possess arcane power even though they were not born with the Eye of Light and Fire or the inborn talents to master magic. Through the arcane rites of the Synod of Vintria, men and women may be given the ability to manipulate élan. Those so endowed belong to a mystical order called the Synod. The process of acquiring magic invariably turns the skin a blue-grey color — a side effect of the mercuric elixir that gives them their power.

Mystic also refers to very weak arcanists who have the sight but have little ability with élan. These mages rely on fragments of the Foundation Stone to enhance their ability. Violence over possession of more powerful stones is common enough that these arcanists are shunned for fear of the death that travels with them.

While magic abounds in Roen, those gifted with the ability to use it remain rare. Political purges and wars wreck havoc on their numbers. Few warlords or kings desire the cultivation of a power completely beyond their reach or understanding.



Muldegian Rune

Legacy and Inheritance

Like the progeny of Greek legends, the characters in *The Last Dominion* can be born with traits handed down through their bloodline. A comprehensive list of "Legacy Package Deals" is unfeasible given the volume of permutations that exist. Instead, players who wish to build a character descended from such noble origins should work with the gamemaster to design abilities that will grow as they gain experience. Keep the following guidelines in mind.

Legacy Powers originate in the Celestine and display many of the strengths and weakness found in the immortals themselves. Characters are required to purchase *Strength of Blood* (Immunity to disease; 10 Character Points) before they can begin building other abilities. Likewise, these characters are at more risk from the Corruption of the Ennwrathi and should possess a *Vulnerability* (Uncommon, 1 1/2x Effect; 5 Character Points). Once the basics are in place, characters can add additional abilities as the game progresses. Also, Legacy Powers should be designed within a theme inspired by a conceptual power or a figure from mythology.

EXAMPLES

Animal Affinity: The ability to speak with and assume the powers of an animal.

Fortunate Son: The ability to manipulate luck or fate to your own ends.

Harbinger: The ability to use visions of *possible* futures to your advantage.

Herculean: Enhanced strength and durability.

Lucid: Abilities that allow the character to see and affect ghostly creatures.

Gamemaster Note: The degree of inclusion and power of Legacy characters will dramatically change the tone of your game. Minor powers like *Aura Sight* or +5 STR have a negligible impact, while 10 points of *Combat Luck* will alter everything. Adjust this concept until it matches the style of game you feel comfortable running or disregard it entirely.

This Precious Blood



THE LITANY OF THE MÓRDHA

"I am him from whom you descend. Although you shall never be measured by me, you have some nature of the nameless divinity that has passed directly from Ro through me and is now housed within this fragile shell," he said, touching the chest of the small child. "Here begins your destiny, your divine lineage will call you to great deeds and lead you into dark places, in time I shall come again and if you are worthy of my blessing you shall take your place at my side as your brothers and sisters who have come before you."



While mankind was young, the Ennwrathi and Celestine waged an epic struggle across Roen. The resulting cataclysms shattered the continent. The ensuing migrations forced frequently hostile tribes into sharing or competing for the same resources. This co-mingling of cultures scattered racial enclaves across the continent where they perished, established some form of sanctuary dedicated to preserving their values and identities, or were absorbed into the local population.

In addition to being uprooted, the nations of men were pressed into military service by both sides of the struggle. Not content with spilling the blood of humanity, the great powers bred men to produce the finest warrior stock in their remorseless effort to destroy each other.

The past cultural intermixing and eugenics programs have dislocated and diluted the traditional ethnic identity, thus it is acceptable to play a "common man" or a character of a specific ancestry.

Arimite

The Arimite people come from a nearby continent said to rival Roen in size and splendor. They call the land of their many factitious kingdoms Casimyr but in the west, these lands and nations are called the Radiant Kingdoms. The southern tribes have long been united under the God-King Taranis, who forged them into a militant theocratic state without peer. History beyond the coming of the God-King is unknown.

Arimite naming conventions are a mystery. They possess several names throughout their lives: a child name, adult name, parts of both the mother's and father's names, significant event names, and, of course, proper surnames. They usually adopt an entirely different name when dealing with others, since it is a grave insult to mispronounce or mis-speak a true name, hence the assumed name with outsiders.

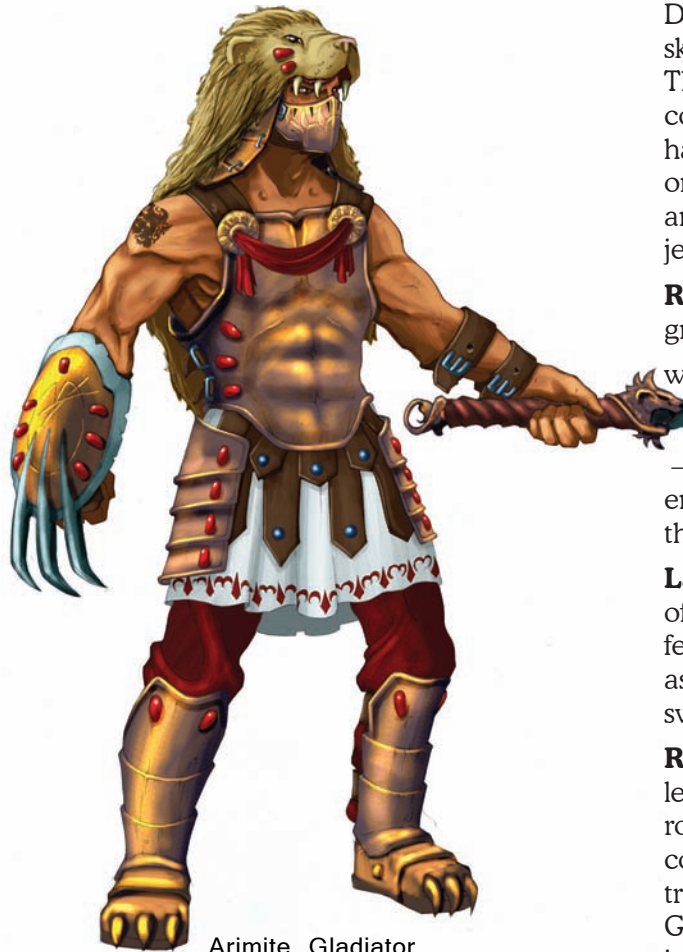
Personality: The strange customs of the Arimites are formal and reserved but the people themselves are full of fiery violence like the lands they come from. Customs encourage an emotionless detached state called Sa or "empty minded." Pretense aside, like all humans they feel anger, joy, hatred, and sorrow, but they guard these feelings tightly, never revealing their ideas or thoughts to allies or opponents. Additionally, their culture has instilled in them a deep understanding for rank and place, and they have little trouble organizing any effort amongst themselves. Were it not for their zealous faith in the Emissaries of the Jann and the God-King Taranis, Arimites would be gratefully welcome in most nations but the bloody rituals and dark rites inspire fear rather than trust.

Physical Description: The Arimites are exotic foreigners to the lands of Roen. They originate in the more southerly Radiant Kingdoms, a land known for its harsh sun and even harsher religions. Arimites have bronze to mocha-colored skin tones with dark, alluring eyes. They typically wear their dark hair short. As a people, they are solidly built, but noticeably shorter than the men of the north.

Relations: The Radiant Kingdoms and their inhabitants are nearly as feared as the trollkin in the north. The invasion and occupation of the Kith Lands of southern Roen have led to several campaigns of liberation organized by the Great Fellowship, but these have only proven moderately successful. Of the nations in Roen, only Tamor is on good terms with Arimite nations but open trade is conducted widely in the west.

Lands: The unknown lands of the Casimyr continent are home to the Arimites. Few have done any extensive travel across this dangerous terrain.

Religion: The God-King Taranis and his disciples, The Emissaries of the Jann, rule the Radiant Kingdoms. Taranis is one of the Celestine who walks



Arimite Gladiator

among his servants demanding fealty, supplication, and sacrifice.

Languages: Arimites speak their own discordant tongue called Aljik.

Durazzo

This primitive tribe of humans is well known for the ferocity of its warriors. The unsophisticated Durazzo lack a land of their own; instead they exist in the margins of many nations. Each subgroup of the race has its own relations with neighbors and lords. The social status of the Durazzo is usually the lowest tolerated within a given society.

Personality: The Durazzo are temperamental people. They excel in tests of arms and warfare but find little value in enlightened culture. They lack the knowledge and a centralized power structure to develop educational or trade schools, so they exist primarily as hunters and sell-swords.

Physical Description: The Durazzo are shorter than other humans but their height varies greatly. They are muscular and dense with facial features indicative of a primitive society. The majority of

Durazzo are hillmen living in tribal societies. Their skin is tanned and weathered, prematurely aging. Their coarse hair is sandy to dark and their eye colors range from dark green to brown. Body and hair decoration is important to many Durazzo; not only do they allow their hair to grow very long, they are often seen with facial hair, tattoos, or primitive jewelry.

Relations: The Durazzo are an outcast ethnic group, rarely considered unless one is planning for war. Many cultures consider the Durazzo subhuman

— a race of barbarians and killers. Military recruiters and slavers are usually the sole contact between the clan and the outside world.

Lands: The Durazzo inhabit the rugged domain of Duros: they have been driven from other, more fertile, lands. Outside of Duros the race survives as isolated clans in the foothills, mountains, and swamps deemed uninhabitable by others.

Religion: The Durazzo do not acknowledge the Celestine or Ro as gods to worship. Their denial has its roots in the tragedies they suffered during the great conflicts in the past. The casualties they endured as troops of the Celestine nearly destroyed them. The Great Conflicts also destroyed their homeland, leaving them at the mercy of the other races.

Ancestor worship dominates the religion of the Durazzo. The main tenant is that the spirits of their forbearers will judge them in death. Only the worthy warriors who have sent their enemies to the lands of the dead as vanquished servants are allowed into the sacred hall of ancestors. They believe that the blood of their enemies will strengthen the clan. Combat prowess carries much more significance than simple survival among the primitive Durazzo, they literally believe that by engaging in wanton slaughter they are ensuring good fortune and strength to their clan.

Languages: Duros is the only tongue spoken and it has no written component. Sell-swords who leave the clan pick up other languages. Interestingly, the word for murder and law are identical.

Edessan

The Edessans are a grounded people. Their great numbers and haphazard migrations have scattered them across the continent, as well as integrating them into most other societies. A rustic and self-reliant race, many survive as woodsmen or farm-

ers. They cleave to strong and well-preserved oral traditions. Like their fathers and grandfathers, they enjoy the stories and legends of their people as they have been passed down since before the time of Sojen.

Personality: The Edessans are practical, given to hard work and determinism. Their legends celebrate the deep rooted connection between Edes, the mythical father of the tribe, and the lands of the west. His mystical ability to feel and draw power from the mountains and fields persists as a tangible bond between his descendants and the land that provides for them. This bond with their land produces a shocking ferocity when their homes are threatened.

Edessans are usually a hospitable people, even wel-



Middean Man-at-Arms

coming to those who are not an enemy. They are a proud folk, always willing to help those in need, even when they would refuse to ask for assistance themselves.

Physical Description: The most varied of the human ethnicities, Edessan traits are difficult to distinguish. Their hair and eyes run the spectrum from light to dark with sandy brown being the most common. Additionally, their hair may be of nearly any cut or texture. Edessans have well-defined musculature and large bones. Facial features are clearly defined and described as strong. The majority of people living in the western nations claim Edessan descent but the patterns of war and invasion with the associated explosion of fatherless children may explain the diluted appearance.

Relations: The Edessans are an integral culture in most nations. They make up a solid and stoic working class that is often regarded as a peasant stock but they are rulers as often as they are followers.

Lands: The Edessans are scattered throughout Roen, forming the backbone of a parochial working class. In the western states of Middea, Touren, Numeria, and Edanris, a majority of the people consider themselves Edessan.

Religion: The Edessans value the teachings of the Great Fellowship and will often convert to local practices, but in their purest form, Edessans revere the old faith of the druids.

The Elder Order, which preserves the oral legends of the people, believes in an elemental tradition connected to élan. These animistic teachings venerate a force called The Prime. Few, outside of the druids, understand the teachings of the Prime any longer, condensing the faith into a naturalistic creed incorporating the five elements or Quintessence.

Languages: Shadda is the racial tongue, and is still used in festivals, rites, and storytelling but most speak the common tongue of the region, Arian.

Glacian

The Glacians are a large confederation of northern tribes forced from their traditional homelands by invasions of trollkin. The culture is relatively unsophisticated and barbaric compared to most of Roen. The nomadic tribes are constantly wandering southward in search of new territory and wealth. The culture is rooted in a warrior-elite class, glorifying battle. Warlords and the equally violent priests of the White Temple lead the Glacian tribes

based on their abilities in the brutal art of war. Each clan has its own subculture, mores, and linguistic dialect, although they maintain surprisingly strong relations with each other.

Personality: Glacians are large people in every way. They are loud, boisterous, and fun-loving with a bellowing laughter that carries great distances. They have little patience for inaction and find that the words of the southern man carry very little meaning. As an enemy, they are terrifying to behold and even in friendship, they are impossible to control.

Physical Description: Glacians are a huge race. The northern tribes are hairy enough that they blend with their furs while those in the south typically keep their great amounts of body hair short. Their complexion is fair, with hair and eyes trending towards the lighter shades.

Relations: The Glacians are feared in most lands. They have strange customs, a strange religion, and revel in aggressive activities such as war and wrestling.



Vindel Raider

Lands: The bitter north is home to the Glacians. It is a harsh land, violently contested with trollkin. Only the Glacian nations of Halbvorn and Ruosaan have any centralized authority and even there more weight is given to the words of the tribal elder than to some “king.” Glacian society is built on tribal units, some numbering nearly a hundred thousand.

Religion: The Glacians have brought their heathen gods with them as they have migrated. While worship varies, the Brotherhood of the White Temple is as violent and aggressive as the Glacians themselves. Rumor among scholars of the Great Fellowship speculates that the White Temple is a splinter faction of the Celestine, one that does not approve of either the Jann or the Aesar. The White Temple often practices forms of ritual sacrifice, usually of animals but also of captured enemies. The White Temple also abhors cowardice and will do anything within its power to punish Glacians that behave in such a shameful manner.

Languages: Islandic is the primary tongue of the Glacian people. Tribes relocated in the southern lands learn the dominant language of the region if they have any interaction with native people.

Isharan

Solon, the home of the Isharan, is a land of magic. The lands are suffused with the power of élan, or siele as they call it but the power of magic is reserved for the Sorcerer-King and his court. This closeness with magic helps breed out superstitious ideas. Magic is a tool, and it should be used like any other tool.

The Isharans are, in many ways, more advanced than their barbaric kinsmen on Roen. The legalistic culture has a minimal standard of education for all people. The favored areas for advanced study include astronomy, philosophy, and engineering. The society as a whole encourages good hygiene habits such as wearing clean, fashionable clothes. Communally, they frown on poor-smelling peasants and others who have such little regard for themselves. Isharans put little stock into the prejudices and myths of others, having little faith in “facts” reported by uneducated savages.

Personality: The Isharan are a clannish folk who are closed and secretive by nature, at least as it pertains to outsiders. Amongst themselves, they are talkative and outgoing. Religious and social customs dictate stringent grooming practices, which play a central role in the lives of the Isharan.

Physical Description: The exotic Isharan people are muscular and strong, often rivaling the Glacians in height, but where the Glacians are fair, the Isharan are the color of dark coffee. Facial features are long and broad. They have little body hair and keep what hair they have cropped close. Isharan people are rarely seen on Roen, except as traders.

Relations: The Isharans are an insular people with little outside contact. Merchants conduct trade into Roen when the needs or profits dictate that it would be a mistake to do otherwise. The markets of Solon are effectively closed to the merchants of the west; few care to be around the unwashed louts long enough to conduct business. Instead, merchants attend festivals and markets in Dracia and Massand where they purchase goods for transport back to Solon. Kaladia peacefully shares the waters of Émbor Bay with Solon but the two nations have little contact between naval vessels.

Lands: Their primary habitation is Solon, a nation ruled by the Sorcerer-King and his court.

Religion: Religion is a private affair of ritual cleansing and proscribed conduct that governs the entirety of their daily affairs. Unlike other religious beliefs, the focus of Isharan practice is on purification of the self to attain a higher state, rather than attempts to please any external force.

Isharans regard the gods and saints of the west as powerful spirits.

Languages: Ozhel is spoken to the exclusion of all other languages but there are several dialects. Merchants learn the tongues of the west.

Numerians

The impressive Numerian Empire grew out of the last surviving city of the Celestine. The nation and people have a long and storied history treasured by peasant and noble alike. The nation of Numeria and its client states foster a cultured society based around courtly life and intrigue.

Numerian are renowned for their fighting prowess and their militant orders but for the moment confine their exploits to the local region.

Personality: The Numerians are hardy and usually hospitable, but the wise are wary around them. Although they value friends, family, and possessions, the politics, war, and courtly life of the royal palace has reinforced a belief that all issues may be solved through weapons play. Numerians take great pride in their ancestor's accomplishments, creating an environment that encourages stories, plays, and

song as both entertainment and historical lessons. They enjoy challenges and are well versed in most athletic and strategy games.

Physical Description: Numerians are a regal people with fine features, strong lines, and a haughty demeanor. They range greatly in height like all humans, but are tall on average. They have darker skin tones from tan to olive colors, with hair color that varies from honey-blond to black, brown and auburn being the most prevalent.



Numerian Nobleman

Relations: The Paladin-Prince and the High Lords of Numeria are some of the most powerful nobility on Roen. Their decadent courts host important attachés from nearly every country including several that no longer exist. For all the honeyed wine and diaphanous women, nations are wary where their interests coincide with the lion of Numeria. Ad-

ditionally, Numeria is engaged in a long and bitter struggle with Middea over succession of the crown that has alienated even the most strident supporters of both countries.

Lands: Numerians are one of the dominant ethnicities in the lands west of the Mareduin Seaway but they are rare elsewhere.

Religion: The royal family actively encourages faith in the Great Fellowship and is deeply tied to the Patriarch sect. Long and bitter struggles with the Vintrian Empire have created a deep seated hostility that is suppressed by the faithful of both countries. Due to their reliance on the Great Fellowship, the Patriarchs have the power to ensure that other religions are subject to persecution.

Languages: The people typically use Kratian but Kith-Arian is still regarded as the predominate language.

Ramanthian

The Ramanthians dwell in the great grasslands of central Roen and are famous throughout the world for their mastery of the horse. Although they are centrally located, the Ramanthians may be found anywhere. They frequently travel either as elite cavalry mercenaries or in search of new breeding stock. Many of these travelers have settled in distant lands.

At home, the Ramanthians face constant incursions by the trollkin of the Fallen Kingdoms, which has given rise to a militant attitude bordering on fatalistic.

Personality: Ramanthians are modest in spirit; they love the simplicity of well-crafted items, skilled warriors, and a good mount. For a warrior culture, they can be gentle when dealing with their horses and families — the two things they value above all else.

Physical Description: The Ramanthians are of middle height and build, but have a sturdy frame. They are usually tanned and weather-worn. Although all color of eyes and hair exist, they tend to favor deep browns. Their practical and utilitarian clothes are made of wool, leather, or linen and are always cut to accommodate riding.

Relations: The Ramanthians are famed mercenaries; consequently, many folks are familiar with them and their ways. Militarily, their homeland is a great grass plain easily defended by their elite cavalry called the korathian. The last century has seen a dramatic rise in skirmishes along the borders of the Fallen Kingdoms. For their part, the Ramanthians have long been content to live in peace, building

strong economic ties with their southern neighbors.

Lands: Individual Ramanthians or small enclaves may be found in most kingdoms but the primary habitation is the Ramanthian plains.

Religion: The Ramanthians believe in quiet practical worship. They venerate a supreme creator and have welcomed the Great Fellowship within their lands but there are few professional clergy.

Languages: Ramoth is the primary language but as far-ranging travelers, they often pick up other languages.

Vintrian

The descendants of Vintrius have long been the foundation on which mankind's progress was slowly rebuilt. The glorious empire pacified Roen and brought the faith of the Great Fellowship to every undeserving barbaric petty kingdom. That is their story anyway.

Vintrians assimilated cultures and races with alarming efficacy during the first half of the millennia, spawning a complex society built around a confusing aristocracy. The courts of the Golden Throne are infamous throughout Roen for the treachery and power that make it the literal center of civilization.

Personality: A cosmopolitan people, Vintrians enjoy the good things in life and are dedicated city dwellers, viewing the wilderness with distaste and more than a little apprehension. They value stability, education, and adherence to social convention above traits of determinism and individuality.

Physical Description: The Vintrian people have olive complexions with long, straight black hair. High cheekbones and poor facial hair growth give them a regal appearance. The Vintrians vary considerably in height and build, but are commonly tall and lanky. Within the staid societies of the Old Kingdoms, where mastery of one's self is a factor in social standing, physical appearance is generally fit and well maintained.

Relations: Vintrians inherited the greatest empire ever forged along with all the wealth and prestige that it conferred. However, the empire has recently suffered greatly due to the prolonged impairment of the Golden Throne. The introspective and ill Imperator has crippled foreign relations and faces yearly riots at home or secessions by client states. Nations view Vintria as a sleeping dragon, dreading the moment it rouses from slumber.

Lands: Vintrians once occupied all of Roen and may be found anywhere on the continent but the

greatest concentrations are within the regions of the Middle and Old Kingdoms.

Religion: Most Vintrians adhere to the government-backed Patriarch sect of the Great Fellowship but cultism has remained a problem.

Languages: Kratian dominates written works and is considered the language of nobles and scholars, while Arian is the tongue of the Empire.

The Mórdha

The Mórdha are the mixed-breed descendants of Celestine and mortal parents. Outwardly, they resemble their human ancestors but the Mórdha posses an aura of other worldliness. This spark of divine fire gives them a great affinity for magic but it also leaves them vulnerable to the corrupting effects of the Ennwrathi.

The Mórdha may be raised among their human parents but usually they are taken as infants and raised among their own kind in the hidden city of Ehelenastra. Life within Ehelenastra is structured by a rigid caste system based on the purity of an individual's divine lineage. The most diluted bloodlines find themselves used as pawns in the struggle with humans and the Ennwrathi.

Nine members of the high caste, called the Eos, form the Council of Aldur, the governing body of the Mórdha. The Council, though autonomous, strongly considers any direct revelations from the Celestine.

Personality: Necessity finds the Mórdha thrust into positions as secret agents among the human nations. Placed to uncover and eliminate any threats to Ehelenastra. This life as an outsider and manipulator has made them slow to trust.

Physical Description: As mentioned, the Mórdha take after their human lineage. Subtle physical traits considered to come from their divine ancestors occur such as odd coloration of the hair, eyes, or skin but they are common enough that most dismiss them.

Relations: The reclusive Mórdha make their home in Ehelenastra, a secret city state with no known contacts with any nations. The nations of men fear the manipulation and secrecy that are second nature to the Mórdha.

Lands: The primary enclave of the Mórdha dwell in the hidden city of Ehelenastra, located high in the nearly inaccessible mountains of Rhöne.

Mórdha travel freely among men, their heritage easily dismissed as notable but still normal. Some choose to live and fight beside humanity while oth-

ers enter the realm of men only when the need arises. The northern realms inhabited by the Glacians and the Celestine faction known as the Fenn have large numbers of Mórdha who fight and die beside their parents. The more accepting northerners have little worry that they are being manipulated into fighting battles while hidden masters stand safely to the side.

The Radiant Kingdoms also boast a large number of Mórdha, however, nearly all of these are children of the despotic Taranis. Only the enormous number of children he has produced outweighs his appetite for the blood of sacrifices. These offspring serve as high-ranking priests and warriors within the Emisseries of the Jann.

Caste System

Alvor

The Alvor or "wardens" are the least influential among the Mórdha with bloodlines diluted by several generations of intermarriage with humans. The weak blood enables them to travel abroad with a diminished chance of discovery so they are often sent into the realms of men.

Sindra

The Sindra, or "light watchers" make up the largest caste within Ehelenastra. Their duties are varied but include the defense of their home. Many among the Sindra develop a command of élan that is second only to the Celestine.

Eos

Considered to be the greatest among the lior, or "unnamed," the Eos form the nobility of the Mórdha. These powerful beings answer only to the Celestine and their children.

Religion: Religion is a private affair for the Mórdha. The many truths of their celestine parents rob them of the ability to hold a naive belief but it undeniably points to a hidden axiom. Thus, the Mórdha are deeply spiritual while denouncing religion. Pursuit of a metaphysical understanding of the nature of providence consumes decades of study and devotion in the life of most Mórdha.

Languages: The Mórdha speak Sindrian and generally pick up several other languages.



In The Adversary's Shadow



Jhoren looked into the great hall. Bodies lie broken amid the furniture; these were the bodies of his friends. Nervously he wiped the sweat from his hands. The creature was down here somewhere. The warrior had chuckled when he had first heard tale of the "Ennwrathi." He had thrown the sell sword from his great hall, immediately taking command of a scouting party to find this wild animal that plagued the small folk.

Now he was hunted in his own keep by an inhuman beast.

Hearing a noise, he moved toward the kitchen. A small evil-looking man peered towards him over the savaged body of one of the cooks. Jhoren blinked trying to make sense of what he saw. For a moment, he could have sworn that black threads of smoke lifted the cook's body into the air. He had assumed that a beast had done the killing because of the size of the bite marks suffered by the victims. Looking into the gaping maw of the man-creature that stood before him, a terrible dread overcame him: the legends were true.

His sword flashed towards the creature, nearly cleaving its head from its body. The creature faltered, and then it lunged, grabbing Jhoren's head. A terrible coldness ripped into his neck. It penetrated his spirit. His mouth opened to cry out but nothing escaped other than a thin black smoke. The black smoke.

Hours later Jhoren stood from where he had fallen. Some of the others had already risen. There were so many of them and they needed to feed. Jhoren licked his lips and summoned his men to him. They would raid Akin's Thorpe close to dawn while the peasants still slept. He smiled an inhuman smile. The creature had not been a beast at all; like Jhoren he had once been a man.



ENNWRATHI

The Adversary's shadow has fallen across Roen twice, and now once again ominous stirrings are a troublesome warning. The pervasive evil of the Adversary is powerful and destructive but not unstoppable. The servants of the dark lord are not one united faction determined to assimilate humanity like some machine race. They are a factitious and quar-

relsome lot driven by personal goals and motivations that pit them against each other as well as humanity. The free-willed lords of the Ennwrathi work towards their own dark ends but every soul they corrupt adds another soldier into the black army.

The Adversary stands apart from creation. The Great Fellowship believes that the Adversary is the terrible master of Murgost. They believe he is the Lord of Horns and the enemy of Ro. The Emissaries of the Jann teach that the Adversary is the Mother of Sorrow, driven to rage because her husband loved their children more than her. The hillmen of Drenos dismiss other notions, believing that, if there is an Adversary, it is the spirits of their ancestor's slain enemies. Like Ro, the Adversary is not a specific person in a specific place who eats, sleeps, and talks. The Adversary is a spiritual force that comes from beyond the world. If Ro is the healing light that shines on the world, the Adversary is the hungry darkness that lurks even during the brightest of days.

Once there was a pure paradise on Roen. A time before the Adversary and his legions, it was a golden time of legend. As it always does, the golden sunset ended, bringing the darkness. Mortal and Celestine alike marked the sunset with the death of the Celestine King, Vanya. Like the golden sunset, he too was a perfect thing. The Celestine taught men that it was Vanya's perfection that abolished the shadow. He was the noon to the Adversary's midnight.

Most of the Celestine believe that the Adversary's arrival is linked to the physical death of Vanya. It seems that his death somehow created a wellspring for the powers of the Adversary to thrust into the world. This well of evil remains deep within Murgost, leaking its fetid waters into the four realms.

The Adversary does not directly communicate a motive to its thralls. Its malignant designs are imbedded into the corrupt powers that it bestows on those damned souls within its grasp. An Ennwrathi is not the Adversary, but neither is it a being that once dwelt in the lands of men. It is a joining of the two.

THE FORMS OF EVIL

Effects of corruption give rise to broad categories of Ennwrathi called breeds. The creatures within a specific breed exhibit the same types of powers. During the distant wars of the past, new breeds would rise as powerful Celestine fell to the Ennwrathi. The predominant belief among scholars who study

such things is that when a powerful Celestine is corrupted, it infuses a part of its essence into the corruption giving it a specific form. From this Celestine progenitor comes a new breed of Ennwrathi.

Demons

No breed of Ennwrathi is so feared as the children of Dheymos. At one time Dheymos ruled alongside Vanya as one of the most powerful of the Celestine. Now, he and his progeny rule over the hellish Murgost. Trapped there during the first war, Dheymos claims kingship over all Ennwrathi, an edict enforced by his personal power. Unlike other breeds of Ennwrathi, demons remain bound to the will and goals of Dheymos. They may pursue individual goals but those always come secondary to the ever-present will of their master. Among the dominated ranks of demon-kind are hundreds if not thousands of fallen Celestine, making them the most powerful creatures among the ranks of the Ennwrathi.

The Formless

The formless are a shadowy breed of Ennwrathi whose corporeal remains have been destroyed.



Kotchkey the Deathless, one of the
Demon Lords of Murgost

These condemned souls live on as specters, wraiths, and shadows condemned to dark recesses where the light of Ro will never find them. Most Formless retain little of their previous intellect, becoming creatures compelled to devour the divine light of Ro within others.

This ghostly breed descends from Arak the Formless, once a scholar and unparalleled mage even among the Celestine. It is said that Arak still whispers the secrets of magic into the hearts of men who would sacrifice anything for power. These doomed arcanists eventually waste away until they are forced to anchor their forms into the physical world. The process binds them to the Lord of the Formless and to the objects that house their souls.

Hags

Hags are one of the most varied and prolific forms of Ennwrathi. They are stooped female creatures, seemingly crushed by the weight of ages and cruelty, so dirty and unkempt that definable features are difficult to discern.

Hags are driven by their desire to ensure their own power against their sisters, to keep dominance over the trolls, and by their overpowering desire to breed. For hags, everyday is a struggle with death; fortunately, they are well-equipped to survive.

Black Hags are degenerate Celestine who arose during the first Ennwrathi War and are feared above all other hags. But even Black Hags treble in fear in the presence of Cyrena. This hideous mother of hags has many titles. Among her more common names are the First Widow, the Bonewife, and The Hag. The wife and partner of Vanya, her grief is a story from legend.

Unlike other forms of Ennwrathi, the hag does not infect others with corruption. Horrifyingly, they reproduce in a normal fashion. Hags are generally infertile with trollkin so they are forced to breed with humans or Celestine. The Hag is a widowing mater. Men do not survive the congress unless they have become corrupted through rituals. Those who survive rise from the act as Black Trolls, the most deadly and fearsome of trolls.

Hagborn

Not a true breed of Ennwrathi, the Hagborn display a bewildering variety of strains that breed true. The Hag's indiscriminate reproduction habits and their affinity for corrupting magic produces a large number of aberrant creatures like the medusa and the naga. Considered inferior to true hags, the Hagborn

Pencil Pushers

are mildly insulated from the internal struggles of their sisters. Hagborn, like true hags, are always female but they are not necessarily the children of hags. The numbers of the Hagborn are filled with girls captured as children, the offspring of trollkin, and those conceived by other Hagborn.

The Lost

The Lost are less of a breed and more akin to a ranking in power. They are the terrible faces of pure evil once seen in the world.

One of the few words known to men in the language of the Celestine is Aamon, which translates into lost or wayward spirit; the name given to the great lords of the Celestine who have fallen to the Adversary. Once the number of Ro's fallen servants numbered in the dozens but few were able to survive the great wars. Those of the Aamon, or in the common tongue, the Lost who have withstood the years are careful beings. Their names and deeds were buried by the toll of years or their own intention, barring

The Last Dominion

the infamous few whose names shall be remembered for all time.

The true disposition of the Lost is unknown but the peasants and uneducated believe them all to have been destroyed. Optimistic scholars believe that all but a few have been destroyed and those who remain are bound in eldritch prisons. These optimistic dreamers are dismissed by doom speaking cynics who see the deeds of these evil beings spreading through the lands of men and fear for their return. Black cults whisper something else entirely, they say that the Lost have never left. They say that they have been waiting patiently, influencing events, and planning their third war.

Skinwalkers

These creatures are the risen dead. Skinwalkers vary in power and form ranging from blood-lusting monsters with the ability to walk among men to the flesh-starved zombies unable to restrain their hunger under any circumstances. Lesser Skinwalk-



The spoils of a trollkin raid

ers pose an immediate threat to their surroundings but competent soldiers or churchmen easily dispatch them. More troublesome are creatures such as vampires and the great ghouls of Tamor. Unlike their mindless cousins, the greater Skinwalkers seek unassailable positions in society to ensure a steady flow of victims.

Among the Ennwrathi, greater Skinwalkers are the most likely to engage human society.

Trollkin

Like the Hagborn, trollkin are not a true breed of Ennwrathi. They are the degenerate foot soldiers of the Hags. These bestial humanoids stand well above men. Their whole bodies are covered with dense layers of leathery gray skin. In some strains of trollkin, the skin is thick enough to turn a blade. Ruks are the smallest of the trollkin but even they stand as tall as a large Glacian.

There are dozens or more strains of trollkin without a single true breed. This variance has led to dozens of names in several languages to describe the most common types of Trollkin. In the tongue of Shadda, for instance, the types of trollkin are known as Anga mân, Anga mâr, Anga ruk, Anga mog, and Drueanga. Trollkin are commonly called ruks, orcs, ogres, and trolls in order of increasing power and size. The term "Black Troll" is reserved for those humans who survived capture by Hags and were corrupted in the process. The Black Troll combines human intellect with inhuman strength and endurance. They typically lead large warbands.

Trollkin are not given a name at birth; it is considered a waste of time considering how few survive to adulthood. Instead, a trollkin earns his name with the first kill. Trollkin have little use for titles or ranks other than "bok," a word in the old Kratian tongue that means "dire." The bok or warlord of a warband will be the most powerful warrior or have considerable favor with a prominent hag.

Powerful warbands rarely act of their own initiative given the lazy nature of the creatures. Typically, they are under the sway of a hag or other powerful creature.

The Tainted

Undead monsters, vile demons, and hags may rule over frigid wastelands such as Avalkhâmar or the Fallen Kingdoms but their presence in the realms of Roen would cause quite a stir. Individual power matters very little against the mass of human flesh that seeks the destruction of these abominations.

In the realms of the West, even the mightiest Ennwrathi must operate far removed from the eyes of those who venerate Ro. In addition to those who serve church or state, the Celestine and their servants guard humanity from the depredations of evil. They continually search for clues that could lead them to a stronghold of the Adversary's minions. Their sole purpose is to destroy the Ennwrathi and those who serve them.

It is true that the Ennwrathi are dauntingly hard to destroy but that is very different from impossible. Those who have survived the wars, purges, and the constant hunting through the ages have done so because they were cautious or powerful, usually both. Rather than risk themselves, these beings use human intermediaries to accomplish their tasks and there is no shortage of those willing to serve a lord with the power to fulfill their dark fantasies. These minions come from all stations in life. Some are seduced into the service of the dark but others are coerced through guile and trickery. Regardless, they move freely in the lands of men, determined to accomplish the wishes of their master.

The Tainted may operate as individual agents of an evil power or they may organize themselves into rites and cells. These treacherous organizations are ruled through fear and power. Members struggle amongst each other, with rival rites, and with those who would hunt them down.

Entuku

The Entuku are singular creatures of legend, each capable of massive destruction. Never numbering more than a few dozen, the Entuku are believed to be dead or imprisoned for all time. During the worst fighting of the Ennwrathi wars, creatures like Nog, the Dragon of Murgost, were released into the world. The creatures were uncontrollable by even the greatest Ennwrathi. Though it has been over a thousand years since one of these great beasts terrorized the land, their legends remain as a testament to their power.

Tarasque: the great dragon

The greatest of all dragons. Tarasque leveled entire cities, burning thousands before returning to slumber for years at a time. The great creature was said to be hundreds of feet long, so massive that his wings could only enable it to leap great distances. The golden beast destroyed Celestine and Ennwrathi alike when they found themselves in his path. It is believed that the monster was destroyed at the battle of Orebh Yaar but treasure hunters

searched in vain for years hoping to become rich from the golden scales.

Nog: the dragon of Murgost

Second only to Tarasque in size and prestige. A cunning and intelligent dragon, Nog devastated those who stood in her way. The immense black beast sired many lesser dragons and a few may still survive. Nog met her end at the hands of Dheymos deep within the pits of Murgost.

Foros: the screamer

The screamer was a terrible bipedal beast the size of a keep. Its barrel chest heaved with the wails of the dead. The scream of Foros drove men to insanity or death, routing entire armies of hardened warriors. Foros was brought low during the Battle of Windmere by siege engines.

Garm: the reaver

The hound of the Ennwrathi. Garm was a dog-like beast bigger than the largest horse. He was a sadistic beast whose howl drove men to panic. Garm was bred to hunt and kill—a task at which he had no equal. The Celestine warrior, Taranis, slew Garm nearly a thousand years ago.



Bel Samedi, one of the Lost

Movaral: the demon spider

The spider demon was a nightmarish fusion of Celestine and arachnid. Hundreds of strains of unnatural spiders descended from her, some larger than dogs. Movaral was an ambitious demon who disastrously sought to usurp the reign of Dheymos. The Lord of Murgost easily defeated the challenge then banished her to the realm of men. Movaral hid for centuries, terrified that Dheymos would exact his final punishment on her. The spider demon was eventually unearthed from her dark cavern and destroyed by Muldegian wizards.

Thanos: the hungry serpent

Thanos, along with Movaral, is one of the few Entuku who retained his intellect. The hungry serpent rose above his bestial state to forge his own serpentine followers who revered him as a god. Many believe that Thanos lives on as a snake of enormous size, trapped within the depths of some great lake or ocean. If he does survive, then he is patiently waiting for the opportunity to place his children in the position to command armies and nations so that he might destroy any surviving Celestine or Ennwrathi who could oppose him.

A aberrations

Humans and human-like creatures populate Roen but other creatures remain hidden in the forests, mountains, and other inaccessible regions of the continent. Intelligent man-eating creatures do not lurk behind each tree but natural and un-natural predators occasionally make a nuisance of themselves and can be considered for inclusion on an individual basis. Additionally, creatures spawned by magic, such as clever constructions or enhanced animals, may be found on occasion.



The Gazetteer of Roen

THE WORLD

The inhabitants of *The Last Dominion* know very little about their world. Sciences such as astronomy and physics are poorly developed, taking a secondary value to more practical studies in natural sciences or, in some cases, magic.

Legends garnered from Celestine texts form a common belief that the world is round. The name Pthalo, pronounced “thay-low” is also derived from Celestine texts but the word’s meaning is unknown. Most learned folk believe that the continent of Roen is the center of civilization, but acknowledge that the world is home to several other continents. The southerly Casimyr is the only other continent known by name.

Pthalo’s Astronomy: The world of Pthalo is

graced with the warming light of Ro’s Lamp, a burning ball of orange-blue fire that illuminates the world. The years are long affairs stretching nearly 500 days. The Vintrian Empire established the Illuminated Calendar 1,076 years ago and its use spread through the lands as Vintria conquered. There are other calendars still in use, such as the complex druid’s lunar calendar, but any educated person will refer to the Illuminated Calendar to ensure conciseness. The solar year is made up of 11 months, each of them 45 days long. The last month of the year signifies the end of winter and the beginning of spring. It is considered an unnatural month given over to worship and superstition. Many commoners believe the month is holy because men have but 10 fingers, so they reason the final month must belong to Ro.

Most of Roen experiences four distinct seasons. The long days of summer linger four full months to make it the dominate climate. Spring and fall both usher through in two months while the frigid embrace of winter grips the land for three.

Each of the months is divided into 9 “marches,” called so because of the Vintrian military habit of marching four days out of each five. There are no weekends but most cultures honor the fifth day of the week as a time when men should be allowed to recover from the arduous demands of work.

In addition to the sun, the skies of Pthalo are graced by the presence of several moons. Only five of these satellites are substantial enough to have a noticeable effect on the tides but that is more than is necessary to make deep-ocean travel a dangerous and unpredictable affair. Another effect of the many moons is that most nights are illuminated by at least one of these heavenly bodies. Those very rare nights without a moon are said to belong to the Adversary or the dead. Many wizards give credence to the powers of the moons over love, sanity, magic, birth, and harvest.

Most of Roen also experiences occasional night shows of aurora lights attributed to Ro and the Gates Aion. These nights are filled with prayers and devotions of the faithful. It is a common belief that Ro looks upon Pthalo during these times.

Roen

Roen forms a large land mass that may have once been two separate continents. The lands are blessed with a mostly temperate climate though the northerly sections extend into arctic zones. The people of the west have an excellent understanding of their land, stretching as far east as the insular nations of Solon and Khêl. Roen has been inhabited for 2,000 years but the majority of that time was spent in an age of regression rather than one of progress. Inhabitants of Roen divide the continent into several regions that have many distinct linguistic, racial, and custom variations.

In rural regions dominated by fairs and open markets, the first (vend) and middle (ides) of the month are reserved for trade gatherings. Even in large cities, the population can swell as agrarian folk make their way to the market to sell what goods they can.

Holidays occur throughout the year but vary dramatically by culture. The most commonly shared holiday of Roen occurs during the final days of the 11th month and is called the Escention. The Great

Fellowship believes that Evik the Wise, founder of the Fellowship and the divine agent of Ro, ascended to Aion that day to be with his master. Escention is a march (week) of festivities to celebrate not only the life of the saint but it also signifies the end of winter. Food that had been carefully managed through the bleak months is now consumed with abandon.

REGIONS OF ROEN

The regional descriptions are not meant to be all-inclusive. Variations from the norm exist in nearly all of the regions. Instead of being the undisputed truth, the regional descriptions should be taken with a grain of salt.

Avalkhâmar: Meaning “dire waste,” this northwesterly region is a desolate area of taiga and tundra that offers little for human inhabitants if there were any. The lands here are given over to trollkin inhabitants who have ruled the lands since they were discovered. There are continued rumors that within the region there is a fantastic Celestine city that has survived the centuries.

Fallen Kingdoms: Once known as the Northern Marches and the Glacian Kingdoms, the majority of this region has fallen to invading trollkin hordes. Little more than a century has passed since the invasion from Khêl and many fear that the fast-breeding trollkin will soon march again. The region is unfriendly to humans though many slaves and even some loathsome traders can be found here. The Glacian inhabitants of the region make poor subjects and constant rumors of rebellion and uprising reach those with the means to listen. The northernmost territory is tundra and sparsely inhabited while the southern lands border on the open plains of the fierce Ramanthian tribes.

Middle Kingdoms: The beating heart of Roen and of society. The Middle Kingdoms are the only region that persevered through the Dark Age and emerged from the era with some semblance of a political identity. The lands here have been cultivated for longer than the history of men; farms and townships dot the countryside, nearly all of which are loyal subjects of the mighty Vintrian Empire. Unlike other regions of Roen, conflict in the Middle Kingdoms centers around those created by men — no untamed forests beckon to be explored nor do raids from trollkin call out for fierce and independent warriors. However, espionage, courtly intrigue, and trade wars afford those who sell their sword more than ample opportunity to earn their

coin. In the midst of these settled lands lies the Rhône desert — the home of fierce creatures more dark than the bloodthirsty Rhône Tribesmen.

Old Kingdoms: If the Middle Kingdoms are the heart of law and society, the nations centered on the Imbrian Bay are the soul of Roen. The Old Kingdoms are the birthplace of art and culture. Famous academies and seminaries continue centuries' long traditions of learning. The art of block printing was perfected here less than a decade ago, music has risen to a high art, and the libraries of the area boastfully proclaim to contain all of the knowledge of men. The people of the region are refined and accustomed to the pursuit of leisurely activities rather than the feudalistic agrarian lifestyle. Governments are likewise developed with complicated councils and senates. Such a libertine lifestyle is not without its dark side. A thirst for entertainment and excitement has given rise to elaborate gladiatorial games, exotic substances that enhance the senses, and a sub-class of society that is little more than slaves.

Summer Kingdoms: These southwesterly kingdoms occupy two large and fertile peninsulas that straddle the Summer Sea and abut the Radiant Kingdoms. The southernmost territory in the region is called the Kith-Lands and has been under occupation for centuries by the Emissaries of the Jann — a zealous religious sect from the continent of Casimyr. The nations of the Summer Kingdoms are isolated from each other and from outside forces so, barring internal strife or religious crusades, the region has remained stable. Open conflict has been rare in the past but pirate activity and slavery are rampant in the region.

Western Kingdoms: A temperate and fertile headland region settled by numerous ethnic peoples. The region has a tumultuous history dating back to the founding of Danmhorland in 372 after Sojen slew the dragon Dayhoc. The lands are blessed with good crops, mild weather, vast mineral supplies, and plentiful water. Were it not for internecine bloodshed, the natural resources would afford the region far more power than it currently possesses. The diverse ethnicity of the region has spawned a culture of rugged individualists who care less for titles than they do for the man holding the title. The west, as usual, is currently plagued by a seemingly endless string of wars and rebellions.

Radiant Kingdoms: Primarily located on the southerly continent of Casimyr but extending into the conquered Kith-Lands, little is known of this

distant land other than what is learned from traders or the dark priests who serve the Jann. The region is believed be comprised of several nation states who are all subject to the God-King Taranis. The Emissaries are known to practice foul rites of sacrifice to their living god using men captured or bought in Roen. There are stories of gladiatorial games with combatants numbering in the thousands overseen by the priests and held in the name of Taranis along with other, darker rumors. Nearly 400 years ago, the Jann annexed portions of the Summer Kingdoms. The Great Fellowship has called for the reclamation of the region several times in the past, leading to five great, if ineffectual, Crusades.



COUNTRIES

Middle Kingdoms

Drenos

A small and often unnoted mountainous country occupying the highlands of the Drenos peninsula north of the Ramanthian plains, the country has one of the highest populations of the Durazzo people, which are also its only exploited natural resource. Drenos mercenaries can be found scattered throughout Roen waging war for coin. The stability of the nation is dependent on the power of the strongest warlord.

Khaylish

This nation is a militaristic democracy whose codes of conduct and warfare have been forged through centuries of skirmish warfare with trollkin raiders and the predations of their Western neighbor, the Vintrian Empire. Citizenship is dependent upon service to one of the Overlords who command the 12 permanent legions. The Khaylish military is widely regarded as the single finest fighting force in the world.

Massand

The Eastern territory of Massand was once a principality of Vintria. Early in the fourth century, the territory became the center of the Celestine cults and a semiautonomous theocratic state. The power of the Celestine Cults faded but the religious fervor did not. The Great Fellowship found the region fertile ground for their new faith, quickly converting the majority of the population by incorporating the old cults into the hierarchy of the Fellowship. Massand has remained the focus of religiosity in Roen since that time and is the heart of the Patriarchs Sect of the Great Fellowship. It is a nation of cathedrals, abbeys, and the unusual Shuul Monasteries. Although Massand labels itself as an independent nation, in truth it is little more than a provincial territory within the Vintrian Empire. However, the weakening of Vintria over the last decade has indirectly led to greater freedom for Massand.

Ramantia

These vast plains are the home of the semi-nomadic Ramanthian Horsemen. In the past it was occupied — but never conquered — by the Vintrian Empire. The long periods of occupation forged the people into elite mounted warriors who excel in skirmish warfare, a decisive factor in halting the advance of the trollkin hordes from the more northerly Fallen Kingdoms. The nation is primitively governed by an extended clan structure but there is a close-knit camaraderie among the Ramanthians based on warrior bands and riding styles. These warrior bands, called the korathian form the basis of inter-clan cooperation.

Ruosaan

It was only 80 years ago that the northern island nation of Ruosaan was conquered by refugees from the fallen kingdom of Onslow. Since then, the character of the island has changed from an insular nation of fishermen into a nation bent on taking back the lands of the north. The territory is ruled by the Gerent Council of Princes — a group of landed exiles from different regions of the Fallen Kingdoms.

Vintria

The glorious principality of man! Vintria proudly boasts that within her borders one may find the best of all things made by her favored sons and daughters. Vintria is a nation whose prime has come and gone but has not yet become toothless. Though Vintria lays claim to a dozen or more tributary nations, the decade-long infirmity of Imperator Leto Moreland has led to internal strife and an in-

ability of the Empire to enforce its will in the tribute states. The convoluted body of government headed by the Golden Throne further ensures that those with the power to change things spend more effort fighting amongst themselves and currying for the favor of the Empire than they do actually making things better. Powerful factions like the Synod and the Great Fellowship, who gain from weak leadership, also stymie any whose aspirations rise greater than the management of a single crisis.

Old Kingdoms**Dracia**

The mountainous country of Dracia borders the Solon Empire and is the gateway into the east. Immense amounts of trade travels through the country on the great Golden Way, a massive trade road constructed at the height of the Vintrian Empire. Visitors pass through Dracia from all corners of the continent, giving it a cosmopolitan atmosphere. The road, the merchants, and their goods provide the people with their livelihood: taverns, waystops, marketplaces, and other amenities are plentiful for those with the coin to spare. The nation is governed by two distinct bodies: the Ras, which commands the military, and a plutocratic council of peers called the Benwyck. In reality, the Benwyck runs the country and directs the Ras as they desire.

Imbria

This nation gives the great Bay of Imbria its name and has the majority of the navigable harbors along the rocky shoreline. In addition to controlling much of the seagoing trade coming into the bay, Imbria possesses the wealthiest lands on the continent with rich deposits of diamonds, gold, and other precious stones in the Rhône Mountains. Located south of Vintria and, in times past, considered a part of the Empire; the nobility of Imbria oppose the military threat of annexation with threats of financial ruin. Technically a hereditary monarchy, the Lords of Imbria have indebted the crown too deeply to ever oppose them. The noble class long ago formed a cartel to ensure their own safety and to stymie the aggressive tendencies of Vintria and autocratic rule by their own king. The Imbrian Trade Commission acts through delegates and ambassadors to finance merchants, failing noble houses, and foreign governments to ensure favorable status with other countries. Should their trade and favor strategies fail, Imbria boasts that it is the home of several famed mercenary companies and the government takes measures to ensure that their

loyalty is never in question. Imbria houses several of the finest fighting and martial schools, which are subsidized by the Trade Commission. Among the schools is the Rovanno Armorial Academy: the foremost authority on the rights and use of heraldry on Roen.

Kaladia

This robust country straddles the Parada Peninsula, stretching from the Imbrian Bay to the Bay of Émbor. The nation is ruled by the Avestan Kings, a line of rulers historically noted for their valor, honor, and occasionally their temper. Other than Vintria, Kaladia is the most famous kingdom on Roen for two reasons. First, Kaladian-forged steel is sought everywhere that man engages in warfare. It is the hardest steel known to man and holds an edge better than other types of steel. The weaponsmiths of Kaladia, who are called Kaldir, have kept the secret of forging Kaladian Steel for more than six centuries. Kal-Doria is a school teaching the Kal or art of the sword and attracts students from all over the world. For all of its martial fame, Kaladia is a quiet nation ruled by royally appointed governors.

Tsada

Pronounced “saw da,” the most apt description of this region is attributed to the Vintrian Tribune Trakus: “They are like hungry foxes in a very small chicken coop.” It is an unforgiving but accurate description of the mountain people. The rugged terrain and scarce resources are highly sought after and the standard method of acquiring needed goods is with raiding and piracy. In Tsada, a warrior will never need to look far for work and, if he is successful, he might claim a title or build his own domain with blood and steel. The one truth in Tsada is that she will destroy anyone who will not fight for what is his. Great soldiers have died, legendary generals have been defeated, and arcane powers mystified in the pursuit of conquering this untamable land.

Summer Kingdoms

Baaltrea

Baaltrea is a word in the Kith-Arian tongue that translates to “stony heights,” an apt description of the mountainous region. Vintrian loyalists founded the small Kingdom of Baaltrea as the Empire contracted during the 8th century. A young consul and cousin to the newly crowned Emperor held command of the Imperial garrison at Baaltrea where lavish villas and summer homes were built for the

most powerful and wealthy members of the Vintrian nobility. The area was heavily garrisoned and provisioned but proper Vintrian wives were scarce in the increasingly isolated territory. Fearing desertion among his men, Consul Otava sent to Vintria for wives but conditions within the empire prevented any accommodations. The Consul and his men were forced to take wives from local Numerian villages. To ensure their children were not corrupted by the women, the soldiers had their wives’ tongues cut out. Baaltrea has prospered in isolation during the past 200 years, creating its own state dedicated to preserving the ideals and dreams of the Empire. The language, titles, and customs remain exactly as they were more than two centuries ago. Sadly, Baaltreans find that they have little in common with the Vintrian Empire today other than a language and titles. The kingdom has extensive mineral resources and has carefully preserved some of the most intimidating fortresses ever built, ensuring its security for some time to come.

Navorn

The small Navor Peninsula is home to the Sorceress of Navorn — the only magically gifted monarch on Roen other than the Sorcerer of Solon. The small region has been annexed by Vintria twice in the past and is officially a palatinate of the Empire. Navorn was founded centuries ago and, according to some texts, it is even older than the Empire.

Numeria

This fertile region takes its name from the Numerian people. In the aftermath of the Ennwrathi wars, great relics of the Celestine civilization survived in the trust of dedicated servants. One such treasure was the city of Anvers. Numeria, like the rest of Roen, fell into a social abyss during the early years after the exodus of the Celestine. However, the city of Anvers served as an anchor for the Numerian people to conquer the lands around them, which eventually stirred conflict with Vintria. Numerian cavalry repeatedly defeated the Vintrian army even at the height of the Empire’s military prowess. A proud nation with a long military history, Numeria currently finds itself in a protracted war with Middea.

Semerest

Called the Black Lands for its dark and fertile soil, Semerest was a mighty nation whose armies once feared little from even the most powerful nations, but now she slides into oblivion. The capitol of Semerest, Corinth, was the proud launching point of two separate religious crusades to drive the Emis-

saries of the Jann back across the seas to the Radiant Kingdoms. The crusades brought elite fighting men from dozens of countries together with a unified purpose but the battles have ended and now Semerest stands alone. Semerians struggle against the Emissaries and their terrible beasts of war. To their credit, the nation still stands. Semerest has become entrenched in a protracted war of skirmishes fought between small units of men who have killed for so long that they have become ravaging bands of murderers rather than defenders of a nation. Leading these warriors is the ruthless King Galil, a man who has plunged into despotic madness in the struggle to save his kingdom. Few men can rival Galil's black-hearted efficiency at destroying enemies and even fewer can cross him and survive.

Tamor

Some battles are won with swords, some with honey. The sweet allure of gold and luxury has brought Tamor to its knees. The swords of the crusades pushed the Emissaries from Tamor but the gems and ivory of the foreign merchants brought them back. The violence of the crusades left Tamor a country in name only. Its nobility dead and its armies destroyed, the people of Tamor sought food and coin through piracy and raiding. Pirate captains and merchants soon dominated what little was left of the country. Within decades, these groups began to trade with their one-time enemies from the Radiant Kingdoms, welcoming ships and the goods they carried. Insidiously, the Emissaries became just another part of the life in Tamor. They established enclaves, churches, and merchant cartels within the port cities, building markets for slaves and a thirst for their bloody gladiatorial arenas. The labor markets swelled with the large construction projects. Slaves handled the arduous labor keeping everyone happy and content. Now the fate of Tamor lies in the hands of those loyal to the Emissaries – the honey is gone but the masters remain.

Vianden

Like Semerest, the majority of the lands in Vianden are made up of a rich dark soil providing plentiful farmlands. At its inception, Vianden was a feudal monarchy but it has evolved into a constitutional monarchy with a powerful legislative body called the Elector's Committee. After a string of ill-suited kings an exceptionally gifted scholar and diplomat inherited the throne but only after making concessions to the dissatisfied nobility. King Eorde spent much of his reign working in tandem with powerful members of the nobility re-organizing the leader-

ship of Vianden. His work has survived him by more than two centuries as Eorde's 12 Books of Canon and they form the core of Vianden's constitution. Ruler-ship among the kings and nobility remains heritable but it is not determined by the more common practice of first-born male becoming heir-presumptive. Instead, the great houses convene an Elector's Committee to manage day-to-day affairs of the realm and to elect new kings. Leadership among the great houses is determined in a similar fashion with all married adult family members selecting their new head of house. With powerful nations buffering Vianden from those with hostile intent, the realm has prospered but a looming threat in the south places that prosperity in danger. King Cyrus Gregor spends much of his effort searching for ways to prevent the Emissaries of the Jann from capturing the more southerly Semerest but will have little to do with the government of King Galil whom he considers a monster.

Western Kingdoms

Caladan

The small nation of Caladan is one of the most industrially advanced countries in the western region but it has spent the last 30 years in a string of civil wars. The people are a stout, no-nonsense people who harbor a deep distrust of magic. Recently plagued by cults and a successive string of ruling barons, Caladan's government is anemic and likely to see more changes in the years to come.

Edanris

The gateway to the Western region, Edanris abuts the Mareduin Seaway that divides the continent of Roen. The nation coalesced in the wake of the Vintrian withdrawal from its western territories in 904 under the powerful leadership of the warrior, Edan — famed for his five enchanted swords that have become both badges and stations of office. The rulers of Edanris are called the Sword-Kings. The monarchy has persisted with an unbroken line and the swords reinforce the nation's power. Edanris straddles the greatest trade route in Roen, which has led to struggles with the growing power of mercantilism over the past century.

Erenn

The formation of this tiny country occurred when Duke Severn of Middea refused to bow to the Vintrian invasion against the dictates of his king and brother. The mountainous region is dotted with hidden trails and secret grottos where a people formed in rebellion and defiance continue the century-long

tradition. The nation has been invaded and conquered more than any other in Roen but the people remain dauntlessly undefeated in spirit. The people of Erenn claim to descend from the great line of Sojen and a legendary race called the Re but they also have strong mixtures of Ramanthian and Glacian blood. Many doubt the existence of the Re but there is no doubting the magical and obfuscation skills of the Erenn people.

Halbvorn

This is the northernmost nation of men and the last free realm of the Glacian people. Once this desolate region of taiga and hills was simply for raiding but with the northern kingdoms' fall many immigrants have settled in the region looking for peace — a peace that has proven elusive. Halbvorn suffers nearly year-round raids from the trollkin of Avalkhâmar. The High Thane rules the region in name but in truth the seven lesser thanes or Kon-Thanes rule over the various regions. The Glacians have carried their traditions and their faith in the White Temple with them to this new land, causing them further strife with the theocracy of Touren.

Middea

The kingdom of Middea has a long and rich history of warrior kings. Founded by the dragon-slayer, Sojen, during the fourth century, it has forged its destiny with steel and blood. The country occupies



Orenstone in Middea, the seat of the Duke of Wingate

a key waterway and possesses of some of the most fertile lands on Roen. A hereditary monarchy, Middea has had countless internal struggles for control of the throne by numerous cadet lines. Currently, the country is in a protracted war with Numeria, who supports Prince Weslyn Ragnerik, a claimant to the throne.

Touren

Like many of the western nations, Touren was founded during the Vintrian withdrawal from the Western territories. A secular king called a Viceroy, appointed by the Mendicant Council of the Great Fellowship, rules the theocratic state. The devout peasants of Touren enjoy freedoms denied to their class in many other states, but these freedoms come with greater responsibility. The nobility of Touren is a weak body retaining only titles and family estates; the lands are administered by Great Fellowship abbots that tend the land with the faithful. The theocratic state is amicable with most of its neighbors but has a history of hostilities with the nation of Halbvorn and the priests of the White Temple.

Miscellaneous Nations

Ehelenasträ

Pronounced "el-in-os-tra." The legendary or perhaps mythical home of the Mórdha enclave is rumored to be located in inaccessible regions of the Rhône Mountains. Legends hold that Ehelenasträ was built with the aid of the Celestine and magic that is far beyond the abilities of modern wizards.

Khêl

This great northeastern highland is a desolate and windswept desert of rock. Home to trollkin and worse, few would willingly travel to the steppes. The land is ruled by cruel mage-priests devoted to the Ennwrathi. In the west, they are known as the Black Sorcerers of Khêl. The domain of Khêl now extends over the Fallen Kingdoms.

Orlantis

Legends hold that there is an island in the northern waters of the Valkea. As with other legends, many have tried to find the island but none who returned reported anything other than horrid seas and frigid cold, unless you believe fanciful stories of an enchanted land

locked in summer with magnificent towers that reach towards the sky.

Solon

To the distant east is an Empire ruled by an iron-fisted, immortal sorcerer-king. Solon has stood longer than man has recorded history and has been a foe of Celestine and Ennwrathi alike. The Sorcerer of Solon has little love for the west and has repeatedly rebuffed the Vintrian army. The people of Solon are a dark-skinned race and their dress, languages, and customs are alien to the people of the west. Still, the last century has seen a steadily growing trickle of trade develop.

Waterways

True ocean faring vessels are a rare sight on Roen. Mastery of the seas is still an elusive goal but the worlds major waterways remain a vital method of travel and trade.

Bristol Bay

The great bay of the western lands, Bristol Bay sports a large amount of naval traffic. The sheltered waters see numerous storms in all seasons but they rarely pose a hazard to seaworthy vessels. The true threat to vessels in the bay and those plying the Summer Sea is piracy. Pirates and marauders operating from the ports of Tamor search the merchant lanes for unprotected vessels.

Émbor Bay

Solon and Kaladia share the waters of Émbor Bay. The deceptively placid waters hide numerous rocky shelves and are dotted with hundreds of small islands. In the distant past, these islands housed pirates but a strong naval presence has made piracy unattractive. The maritime fleets of Kaladia and Solon give each other wide berth to avoid a conflict neither nations wants.

Gulf of Aethan

The Gulf of Aethan is part of the Aethanian Sea and home to the greatest naval powers on Roen. The larger sea is encircled by continental landmasses ensuring the waters are generally calm. The bay and sea lanes have been well traveled and navigated for centuries with very few hidden dangers.

Imbrian Bay

The massive Imbrian Bay is home to the busiest ports in the world and the heart of maritime trade. The waters are part of the Aethanian Sea with substantial amounts of traffic coming from all corners of the world. The warm, blue waters are inviting. The horizon usually sports several fishing vessels earning their keep.

Myr Isil

The Myr Isil or Cold Water is the great unknown ocean to the west. These dangerous waters are inviting only to those with an adventuresome heart and a death wish. Navigators insist that lands lie across the storm-ridden waters but give these lands hundreds of different names. During the worst battles of the Ennwrathi Wars, desperate gambles were made by men with nowhere else to flee. A small armada of 20 ships crossed the cold waters searching for a land free of the Ennwrathi.

Mareduin Waterway

The Mareduin is more than a river; it is a great navigable sea-lane that seemingly divides Roen. The Mareduin connects the icy waters of the Valkea with the balmy waters of the Aethanian Ocean. It is densely populated along most of its length. The lane is both well fished and well traveled, but it is poorly patrolled and subject to intermittent piracy. The Mareduin serves as a military buffer between the Middle Kingdoms and the Western Lands.

Summer Sea

The Summer Sea, like Bristol Bay, is plagued by piracy and slave trade. Before the crusades against the Radiant Kingdoms, the Straits of Aethir provided easy transit for goods between the east and the west but now the Emissaries of the Jann strictly regulate and tax vessels traveling waters they control. Vessels native to the Radiant Kingdoms are free from these onerous taxes giving them a considerable advantage with seaborne trade.

Tölbruk

The vast land-locked sea of the north is partially frozen over most of the year. Its waters extend into lands that never thaw, where the sun will disappear for weeks at a time. The crushing losses in the Fallen Kingdoms destroyed the few major habitations along the frigid shores. The Tölbruk is uncharted waters plied only by small coastal fishing vessels and even those are fewer in number than one would think.

Valkea

The Valkea or "White Sea" is a turbulent and chilly sea considered too dangerous by right-thinking captains. It is full of icy blocks big enough to destroy warships. Violent storms regularly sweep across the waters, scourging ships and plunging the temperatures so low that a man's blood can freeze in his body. The only part of the Valkea that witnesses any use is the Ruosaan bay. These shallow waters are warmer than more southerly seas

Cabals, Cartels, & Conspiracies

Humans naturally gravitate to collections of like-minded people, gathering themselves into guilds, governments, criminal enterprises, and organized fighting units. On Roen, like its earthly counterpart, these factions command enormous amounts of power and influence. The reach of the following factions may not extend to every corner of Roen but recognition of their names and deeds certainly will.

Arcane Orders

Roen is home to dozens or perhaps hundreds of arcane orders. Before the Celestine retreated from the realm of men, instruction in the arcane tradition came directly at the hands of these transcendent mages. Schools and styles took years to master under harsh instructors who not only looked for ability but also sought out those who would not abuse their talents. The retreat fractured this system and created new traditions of magic. It also opened the command of magic to those ambitious and dedicated enough to master its esoteric forms.

The Order of Apathos

This is an immensely powerful political and quasi-clerical order that holds sway in all of the nations where men dwell. The Order is not a militant organization; they are healers and herbalists dedicated to tending their flock. In the past, members of the Order were forced to tend to vile men, kidnapped or worse at the whim of the powerful if they refused to help. The founder, Apathos, was a young doctor in Vintria who objected to this treatment and was himself abducted and forced into service. Apathos was well respected and one of the most gifted healers of his age so it is little wonder that men rallied to his banner when he was forcibly taken by the Emperor. Soon, the Emperor found himself and his nation censured by a large collection of men and women — they refused to help anyone until Apathos was released. This ac-

tion sparked a violent peasant uprising that nearly toppled Vintria. Since then, healers have formed their own sect called the Order of Apathos. They share knowledge, tutor the young, and provide for orphanages and the like, but each new healer is taught to heed the needs of the Order most of all and deny their services to those who are censured.

The Synod

A society of mystics dedicated to learning and controlling the nature of magic. The Synod was founded during the 5th century at the order of Belarus the Great of Vintria. Since that time, they have spread across the continent, absorbing magical styles or destroying them as the situation warrants. The Synod has several hundred members in dozens of different sects or arcana. They have two basic ranks that are apparent to outsiders — Archons and Acolytes — and neither is afraid of any man or king who is not a member of the Synod. The members of the Synod are not accounted as true mages since they were not born with that ability, their use of magic depends on alchemical secrets passed down through the ages. A side effect of that process renders the skin a pale blue — this condition is called mercuric toxicity or argyria.

Muldegians

Long believed to have been destroyed by the young Vintrian Empire, men and women

professing to be Muldegian Mystics continue to be found operating in secret cells. There is also a not-so-secret group in the west on the border of Touren and Middea that claim to be descendents from the ancient mystical order. Sages and scholars note numerous references to the Muldegians having a stronghold on the legendary island of Orlantis. Some, none, or all of these groups may be the inheritors of the forgotten arcana.



Synod mage with Argyria

The Blood Ring

The power of élan flows through all things and, if unlocked, this essence can be channeled into spellcraft, but most arcanists use ambient energies to fuel their magic. Members of the Blood Ring and those who follow their teachings harness their power from living beings. More than simple necromancers who infuse the dead with corrupted élan, a Blood Ring mage destroys the very essence of the soul in his foul rites. It is widely believed that those sacrificed by Blood Rite are denied the afterlife. These mages are usually but not always confessed followers of the Ennwrathi.

Fighting Orders

Once skill at arms was seen as a virtue, now it is a survival skill. The north languishes under the heel of the brutal trollkin armies, the south faces the aggressive Radiant Kingdoms, and frequent uprisings ensure that skill with a weapon never grows rusty. Interest in military arts has grown as the problems in the north continue, spawning weapons academies and the establishment of the first college of military arts. Like their mystic counterparts, swordsmen have formed sects, philosophies, and styles of fighting in search of perfection with the blade and body.

Rovanno Armorial Academy

This respected school of arms and heraldry was founded in Rovanno Imbria in the year 822 and is considered the foremost authority on heraldic devices in all of Roen. Nobles from every kingdom solicit the academy to register their insignias. The academy keeps extensive books on the peerage of all nations and maintains a functional military academy versed in nearly every fighting art practiced on the continent. The academy teaches subjects ranging from personal and skirmish combat to the logistics of waging a war with classes that invariably include many future rulers.

The Knight Guardians

This is one of the oldest orders of fighting men on the continent. Founded nearly a millennium ago, they count a number of esteemed warrior such as Sojen, Kerjack, and Andwise of Kaladia as members of the brotherhood. Since the Fallen Kingdoms were overrun, the order has fallen on hard times. The loss of its founding chapter in Innsmark and much of its leadership has led to internal struggles for command of the order. The site of a new supreme chapterhouse is the focal point of many such struggles. The Knight Guardians have maintained a small presence in many of the nations of Roen,

including both the Theocracy of Massand and the Theocracy of Touren. The order's leadership, such as it is, has wisely refused to choose sides in any political or religious rivalries. Instead, they have dedicated themselves to waging war on the Ennwrathi and freeing the Fallen Kingdoms.

The Knight Guardian's unique equipment and dress identify them no matter where they travel. They all use a double-edged longsword — one edge to cut to the truth and the other to deliver justice. Their scabbard is of black leather with red trimmings and engraved along its length with runes. The scabbard runes remind the Knight that sometimes sheathing the sword is the only path to justice. Their white tunic symbolizes that they must remain pure in thought and deed. Over the tunic, they wear a long red cape that signifies the blood the order has given and will give for good men. Finally, they wear black accessories trimmed in gold (belt, bracers, shoes, etc.) to gird themselves with the death they have already embraced. The gold trim symbolizes glory even in death. The Knight will rarely make a proper appearance without these items.

Order of Kratian Battlelords

This knightly order has been torn in two by the dynastic fighting in Middea. The order was founded in Numeria but has gained influence throughout the west over several decades because of its many successes and astounding horsemanship. The knights themselves hail from scattered areas in the Western, Summer, or Middle Kingdoms but a sizable number is either Numerian or Middean — two nations engaged in a long and bitter 20-year struggle over the Middean crown. The ruling council of the Battlelords has likewise been divided by nationalism and further divided by the atrocities that supposed knights have committed against each other in this struggle. The Kratian Battlelords pursue the art of warfare for its own sake and are some of the best-equipped and prepared warriors in the world.

Hyrcaid

Hyrcaid is translated as “bitter cold” in the common tongue, but the order is generally referred to as the Bitter Spear. Its membership is primarily Glacian but men and women of other ethnicities may join. The north is a harsh land where little is feared as long as it can be killed. Those who faced such deathless creatures formed the Bitter Spear. Hyrcaid is a secretive order whose members are dedicated to fighting the Ennwrathi with anything that will harm them. Its membership has traveled the world seeking hidden teachings, fighting styles,

and the secrets of making weapons to harm the Adversary's minions. Nominally a fighting order, Hyrcald has three distinct internal branches, not all dedicated to martial prowess. The Dyrshadda is the fighting arm of Hyrcald. Its members are warriors who study the ways of the enemy and confront them when possible. The Véurr is the smallest branch and its members all command the powers of élan, using magic to destroy those who serve the darkness. The last order is the Valshadda, men and women who seek out the enemy and monitor the most dangerous creatures in the world. Members of Hyrcald may be found anywhere, either tracking down information or prey. Unlike traditional Glacians, members of Hyrcald will accept help from any quarter—even from the Great Fellowship.

Criminal Orders

Rarely does the reach of a criminal organization extend beyond its very small grasp. Some few survive the treacherous dealings to grow powerful enough to expand their operations. Those who do expand often have powerful backers among the nobility or royalty as many seeking justice have discovered.

Aran Krinos

Anywhere men have possessions there will be those who seek to take it from them: criminals, killers, and thieves. Peasant and nobleman alike whisper fearfully about the Aran Krinos, a loose organization of disreputable men. The organization's roots stretch back nearly 300 years to the second Vintrian civil war in the region of Ahnzal bordering the Mareduin Seaway. Civil war and repeated internal problems led to a succession of particularly inept Vintrian magistrates who bled the lands dry of goods and trade. When there was little left, an inspired magistrate decided to sell citizens into slavery to make up for lost taxes. The citizens turned to the Patriarchs of the Great Fellowship but found no aid from the Vicar-General who commanded the war against the young theocratic state of Touren. The Vicar-General was in dire straits and needed additional funding, much of which came from the coffers of the local magistrate. With no hope for assistance, the people turned to men and women who were brave enough to take what was needed for the community.

The Aran Krinos has fallen far from its noble origins. When a new Consul secured effective leadership, the grateful citizens refused to turn their back on those who had sacrificed so much to help feed and protect them. The leaders of the Aran Krinos

hid amongst the locals as they had always done and slowly began to filter out of the area. With nothing but the skills they had honed over years of raiding and smuggling, the inner circle (Aran Gar) began their descent into the criminal empire that thrives in many towns and cities.

Boson Gar

Where the Aran Krinos survives through thievery and thuggery, the Boson Gar is an organization that services the needs of the nobility — they kill people for money. With the rise of the Great Fellowship and the knighthoods that followed in its wake, assassination of one's enemies acquired a reputation as a cravenly act and fell from favor, at least publicly. Assassinations continued, but those who performed the actual acts were forced into hiding lest they meet an abrupt ending by those who commissioned them. Sages speculate that the formation of the Boson Gar came about to protect the nobility of Vintria who were afraid of hiring amateurs that might reveal their patron. Acceptance into the Boson Gar became a reference of sorts, indicating that the killer was trained for the job, a skilled planner, and that the killer would not reveal his patron (if they knew who hired them). The reputation of the Boson Gar is their only commodity and it is something they are very careful to protect.

Sharad Sharak

Like the Boson Gar, the Sharad Sharak is an organization of killers. However, the Sharad Sharak does not kill for nobility or for money. Exactly why and who they kill is unknown, but many suspect that they are involved with the Black Sorcerers of Khêl. The killers always leave a small green stone (called a sharad) near the victim to publicly claim responsibility for the death. Members of the Sharad Sharak have been killed but none has been taken alive.

Religious Orders

Active organizations with spiritual leanings have thrived for as long as men have. The crusader's power waxes and wanes with the influence of their supporting church. Except where sectarian feuds interfere, the religious orders enjoy unparalleled respect and accommodation. Organizations dedicated to the Great Fellowship expect to be exempt from local trial and punishment — appealing to the church and cannon law.

Celestine Justicars

The Justicars receive far less training than other fighting orders but serve under the direct guidance of one of the Celestine who provides them not only

with insight gained through millennia of survival but also gifts his followers with a sliver of power to withstand the hungry darkness. The Justicars do not act as a cohesive body of men, which would bring them into direct conflict, but instead lone Justicars, powerful men and women, are sent into regions to provide stability and information. They oppose the machinations of the Ennwrathi and their servants but, in general, abstain from local politics. While many call them paladins, the followers of the Celestine place their missions and the destruction of the Ennwrathi above any individual concerns. The power that flows through their bodies and enables them to withstand the corruption is given by direct ascent of the Celestine that they serve and may thus be cut off should the justicar stray from the purpose of his master, which gives rise to many legends about their code of conduct. The power of the Celestine often leaves physical marks such as partial albinism or other odd skin and hair colorations.

Order of the Silver Spar

The Order of the Silver Spar serves both the Mendicants and the Patriarchs and was founded by Evik the Wise when he slew the Ennwrathi Memnon with a spear of silver and steel. Considered to be the direct inheritors of Evik's courage and wisdom in battle, the Knights of the Spar are widely respected both for their martial and peace-keeping skills. The Silver Circle leads the order and struggles to remain above the conflict between the sects of the Great Fellowship, a legendary feat in itself. As would be expected, the primary weapon of the Order is a silvered spear that has been blessed and purified through dozens of rituals. Other gear is usually chased in silver, including the clothes and armor. The Order of the Silver Spar has numerous rituals, rites, and practices that are performed in special monasteries maintained by the church for the Order.

Redeemers

Less of a fighting order than a church-sanctioned assassination squad, the Redeemers serve the Patriarchs of the Great Fellowship, finding those who have strayed from the true path and bringing them back into the glory of Ro. To ensure the safety of their immortal soul, and to prevent the inevitable slide into evil by one who has shown that they cannot resist the siren call, the Redeemers seal the

conversion bodily with the death of those who have strayed, but only after they recant their evil ways or are found irreparably evil. The Order is feared and respected in the lands where they or the Patriarchs hold any power. Their dress is stylized black garb with red trimmings symbolizing both the bleakness of the corruption they take on for the sake of others and the blood they must shed.

Mendicant Brotherhood of the Sword

This order was formed as the military arm of the Mendicant sect of the Great Fellowship.

The Order is marginalized by the more pacifistic hierarchy of the church but are loved none the less by the laity. Founded by the actions of men who would later be sainted, the Brotherhood of the Sword has high standards, harsh punishments, and brutal training to ensure that only the best are awarded the four rings. The Mendicant Council approves the elevation of every aspirant to the Order during the Ceremony of the

Ring. Each candidate earns a ring with a single stone

for every year that they successfully challenge the training and tutelage. The rings are symbols of the faith — the roundness is the eternity of which each individual brother is but a small fragment. The four rings symbolize the virtues that all who take up the sword must possess: justice, fortitude, prudence, and temperance. They are made of special metal called vanadium, refined under the most arduous processes to ensure that it is as pure as the brother is. Once



Celestine Justicar

forged it may not be distorted or misshapen by nearly anything. Finally, each ring's stone embodies the core tenets of the Mendicant faith; the white diamond for eternal hope, the blue diamond for faith, the yellow diamond for deeds, and the ruby for charity.

Black Orders

Just as there are religious orders in the service of Ro, there are darker orders in the service of corrupt Ennwrathi lords. In the lands of men, these black organizations by necessity keep their presence hidden from both the churches and the local authorities. This secretiveness leads to conflicting rumors and to speculation on size or activity that may be wrong.

Counsel of Avashal

Before her fall into corruption, Avashal was regarded as one of the wisest among the Celestine. Her death and the destruction of the Foundation Stone are linked with the battle of Orebh Yaar. Before the Battle, the Muldegian Order was paralyzed over the decision to use blood magic. The commander of the Muldegians, Alleya, proposed that the group seek the "counsel of Avashal." Avashal and her closest disciples used the power of élan to predict the outcome of the battle. Confident that the victory would outweigh the unpleasantness of using blood magic, Avashal urged its use.

The disaster at Orebh Yaar took the Muldegians by surprise. The Foundation Stone was shattered, its destruction taking the lives of hundreds of Muldegian wizards. Avashal and her disciples were likewise destroyed or corrupted, but the victory removed the ability of the Ennwrathi to make war.

Years after the battle dark prophecies began to surface. A small cabal of prophets had begun to serve the Ennwrathi. These prophets are believed to be Avashal's disciples, perhaps they are guided by Avashal herself. It is unknown why they call themselves the Counsel of Avashal.

The Cult of Movaral

Like their dark mistress, this cult lies hidden in dank cellars and basements. They lay waiting for their prey before pouncing with poisoned daggers. It is a cult of assassins, thugs, and murderers enraptured by the demon spider.

Movaral may be dead but her children continue to weave a great pattern according to her designs.

The Black Rod

For some, the mastery of élan shall be forever out of reach. A trick of nature determines who possess the innate talent necessary to channel such powerful

forces but not all are content to let nature determine their fate. The Synod use secret elixirs, druids use their rituals, and the members of the Black Rod gain the favor of the Ennwrathi to bypass what nature would deny them. Arak the Formless, one of the Ennwrathi lords, has long meddled in the affairs of men. A master of élan, he finds those who desire its power above all else, using that desire to lead them down the path to his service.

The Black Rod has human and Ennwrathi members. The youngest uninitiated have only started being warped by the dark powers they channel. Older members have passed from the living and only special objects called "reminders" allow them to remain in the world of the flesh. These reminders often take the form of a black rod. Members of the Black Rod are greatly feared by mages of all creeds.

Wonders of the World

Anvers (Numeria): The towering capitol of Numeria was constructed by the Celestine before the wars. Anvers boasts not only the most impressive defensive fortifications in the world, but also the most advanced construction.

Chapel of Bones (Vintria): The population of Hattaras, the capitol of Vintria, is so great that burials are forbidden within the walls. Instead, the corpse is interred within the vast Chapel of Bones. The remains of millions populate this eerie place.

Nan Matal (Tamor): These are the ruins of temples, tombs, and theaters carved deeply into the walls of a gorge near Kraetor. The ruins are cunningly crafted to deter casual exploration. Discovered less than a hundred years ago, Nan Matal may still harbor undiscovered secrets (such as why it was built).

Pit of Gorgoros (Middea): The Pit is a massive rent in the surface of Roen surrounded by walls towering more than a hundred feet. It isn't commonly known who built the Shining Walls or what caused the enormous hole in the earth.

Shrine of the Werran (Khaylish): Expansive burial mound said to be haunted by the spirits of warriors capable of animating the thousands of statues decorating the tomb. Though only a few know the location of the shrine, stories of its treasure is common gossip. The warlords of Khaylish strongly discourage searching for the shrine.

Waterstone (Middea): An elegant city constructed in the eaves of a waterfall. Waterstone is widely regarded as one of the most beautiful cities in the world. The city was built with the use of élan shortly after the second Ennwrathi War.

Know-How in the Medieval

GROUND RULES

Character creation is subject to individual preferences and established table processes, but the design of most characters entails a process involving arch-type selection, number crunching, and personality decisions. The variation in design occurs because the value and order of these categories differ for each player. There is not a right way or wrong way to approach the creation of your Player Character. However, a few aspects of character design are beyond the ability of a player to control and these deserve consideration. We can all agree (I hope) that characters would be built differently if the game was one of swashbuckling adventures instead of a campaign focusing on young children learning magic at a secretive school. These differences are pre-design considerations and they are used to establish genre, tone, and setting. Together the three impose inherent limitations on character building to create a rough boundary line establishing the field of play. This chapter pencils in those guidelines for *The Last Dominion* setting.

As mentioned, there is not a right way or wrong way to build things in the Hero System but there is a need for each setting to maintain an internally consistent set of standards. Where this chapter establishes a campaign rule, it is less about right or wrong and more about maintaining a continuity between the published material and creations built for your tabletop game.

Unless otherwise noted, follow the guidelines for character creation in *HERO System 5th Edition Revised*. Using *Sidekick* is an attractive and viable alternative to the full Hero System rules for creating a character.

Genre Conventions

The Last Dominion is a setting incorporating elements of Epic Fantasy, Low Fantasy, and Swords and Sorcery. It is a world fighting for survival, where wizards both fair and foul struggle with the warrior elite for dominion. The world might be described as “low magic,” however a better term would be “magic scarce.” It is true that magic and those who command its power are not common but the scarcity does little to diminish the might of élan. Understanding these meta-game concepts as they apply to *The Last Dominion* helps the players build appropriate characters.

Epic Fantasy, for our purpose, is defined as a struggle

against otherworldly evil bent on destruction of an apocalyptic scale. Campaigns featuring the minions of the Adversary will certainly meet that description. *The Last Dominion* campaign series, called the *Night of Fire*, pits the players against powerful factions of supernatural and mundane evil.

This is also a Low Fantasy setting with strong historical elements. Magic, monsters, and mythical creatures lurk throughout the world but their scarcity has prevented them from altering the world in a manner fundamentally different from our own. This is not to say that they have no impact, rather their impact does not radically change the conventions of a dark medieval world. For example, magic does not become a quasi-technology that focuses on trans-continental shipping for merchant cartels, buildings do not incorporate anti-magic defense into their construction, and healers cannot stop a plague.

The final style, *Sword & Sorcery*, sits squarely on the shoulders of the warrior. It is a tale of action and adventure. Magic is occasionally a legitimate pursuit for heroic characters, but without some skill at arms and courage in his heart, the mage will fall to the superior arms of a challenger. There are also dark corridors of power within the halls of magic beckoning the unwary into places that no hero should go.

Fantasy, as we have described it, boils down to the nuisances used to convey action and magic. However, fantasy is not all about hack-n-slash or kicking down dungeon doors. Other genres play into the mix to give a unique feel for every setting. Elements of horror, mystery, romance, and, for the unwary or unlucky, tragedy will play a vital part in these stories.

All the normal caveats to game design apply, which includes the mantra, “Ultimately, it is up to the person running the game to determine what is acceptable.” Feel free to alter or change aspects that do not work for your game but with the knowledge that future supplements for the campaign will be designed with these rules in mind.

OPTIONAL RULES

The Last Dominion assumes the following optional rules from *HERO System 5th Edition, Revised* are in effect. Running the game and combats in a trouble-free manner will require familiarity with them.

- Normal Characteristic Maxima
- Multiple Attacker Rules

- END cost is 1 per 5 STR
- Use of Knockdown
- Use of Hit Locations
- Impairment Rules
- Encumbrance Rules
- Equipment costs money, not points
- Bases and Vehicles cost money, not points

Other rules such as those governing Skills, Perks, Super Skills, and Talents are covered in the relevant sections

Building Characters

Characters designed to play in the *Night of Fire* campaign should be built with 50 base points and up to 50 points in disadvantages. If your GM is running a game set outside the *Night of Fire* adventure series they will determine starting points.

Normal Characteristic Maxima applies but those values are soft limits, not strictly imposed caps. Characters, especially legendary characters, will often have a notable attribute that exceeds the NCM. Please refer to Normal Characteristic Maxima on pages 28 and 32 of *HERO System 5th Edition, Revised* for elaboration.

Finally, *The Last Dominion* is a human-centric world with multiple ethnicities and cultures. The everyman package for each culture is listed on Page 57-58. There are enclaves of non-human races, but barring the half-breed Mórdha, these races are rare and require serious effort to work as a Player Character. Ambitious Gamemasters are certainly given enough background to include many of the standard fantasy races such as elves or dwarves should they desire those races in their game. It is not only possible but also very likely that future supplements will reveal other creatures that may be used as character races. The Ennwrathi and the Celestine both used magic and selective breeding to engineer better warriors and they may still survive in remote locations.

Skills

The rules given here supplement the rules for skills in *HERO System 5th Edition, Revised*. Additional information on skills as they pertain to the fantasy genre may be found on pages 83 to 97 of *Fantasy Hero*.

Each of these broad skill categories is revamped to fit the culture and development in *The Last Dominion*.

Skill Levels

Skill levels costing more than 5 points should be scrutinized before being allowed for characters. All Combat and Overall Skill levels quickly turn the

brawny warrior into an equally skilled archer or martial artist. In campaigns with a small number of players, the gamemaster may wave this rule.

Analyze Magic

Wizards use the Skill *Analyze* to gather relevant information about mystical items, spells, and magic using creatures. A successful *Analyze* check used on an item or spell reveals the basic understanding of its function. This is typically enough information that a talented mage can deduce the exact nature with a second successful skill check against a relevant knowledge skill.

The use of *Analyze Magic* while in combat against an arcane opponent functions as detailed in *HERO System 5th Edition, Revised*.

Knowledge Skills

KS: Heraldry

The people of Roen have developed a system of heraldry dissimilar to our own. Each nation is represented by a cardinal motif. Usually, this is an animal or mystic beast but it could also be an object. The cardinal assumes the central role in any display and is the same for all who are oath-sworn to a particular cause or country. This is placed in the center of any regalia. For example, any who have sworn to the golden throne of Vintria will feature a dragon as the center piece for their heraldic devices. The cardinal is surrounded by a cross and a circle with multiple fields — these fields represent specific families and orders without respect for the individual.

The practice of heraldry also differs in that there is a central repository recording the issuance of devices at the Rovanno Armorial Academy. In all other ways, this skill functions as described in *Fantasy Hero*.

KS: Élan

They say that to know élan is to know a river, an ever-changing current of molten energy. A character with this Knowledge skill has that “knowing,” however precarious it might be. The forces of magic have opposing themes of energy, constantly changing and regenerating. Some arcanists use the metaphor of swirling river currents while others use the interlaced fibers of a rope but all agree that élan is a multifaceted, threaded energy whose intricacy is limitless.

KS: Magic Style

This Knowledge skill addresses the secret teachings and style of individual schools of magic. It is possible to learn more than one style of magic but several schools zealously guard their traditions making such knowledge dangerous. The schools of magic



Heraldic Device of the Old Muldegian Orders

include The Synod, Muldegians, and the Athan Re. Additionally a few minor dynasties maintain their own body of knowledge such as the Enchantress of Navorn. Magic styles should not be confused with the various arcana. A style is an organized approach to mastering magic such as what would be taught at a school while arcana is the theme of magical effect.

KS: Mystic Sites

Command of Élan is more than just the knowledge of how to weave a spell pattern. The power or fuel for this channeling comes from outside of the wizard. It ebbs and flows with the days, seasons, and factors that are not completely understood. There are also wellsprings of power where élan surges. The skill Mystic Sites deals with these places of power and other points suffused with arcane significance.

KS: Ennwrathi

Those driven to deal with or combat the Ennwrathi find that knowledge comes with sleepless nights. The possessor of this skill has studied or through misfortune has learned a good deal more about the dark powers of the world than is considered healthy. They know the lore of skinwalkers, the formless, and the tainted beings that have lost their soul.

KS: Demons

Demons are a breed apart. Trapped in the nether realm of Murgost, they constantly struggle to escape their tomb. Mankind's knowledge of demonic creatures is profoundly lacking with only scraps of fragmented text providing misleading clues on the most dreaded of the Ennwrathi. Yet, for those who would gaze into the abyss there is knowledge and

even a rudimentary understanding, but it is folly of the highest order to believe that one can know a demon. This knowledge skill should be difficult to raise beyond the base level without many first-hand accounts of the activities of demons and their agents. It does provide some insight into the weaknesses and activities of the spawn of Murgost.

KS: Entuku

Many thorough scholars have found themselves enamored of these legendary creatures. Stories and tall tales abound, but to a discerning student the features and deeds of the Entuku are easily matched against others of their kind.

KS: Celestine

This knowledge skill deals with the reclusive immortal beings who populate Annwyn, Murgost, Aion, and the realm of men. It doesn't discuss their role in theological events but instead focuses on the who and what of the Celestine — who are they, who are they aligned with, who are their enemies, what are they, what are their limits, and what do they want? Many agents of the Ennwrathi have been discovered when they dig too deeply into the mysteries surrounding the Celestine.

KS: Religions

This character recognizes the tenants of the major religious organizations of Roen. Knowledge of a specific faith provides more concise information, including the dogma and structure of the church. Roen is home to a number of splinter sects and factions even within the smaller religious institutions but the following are the most common: Emissaries of the Jann, The Great Fellowship (Mendicants), The Great Fellowship (Patriarchs), The Brotherhood of the White Temple, and The Elder Order (Druids).

KS: Organization

Several unaffiliated organizations exist within the lands of Roen. These organizations are too dissimilar to be compounded into a single knowledge skill but a character can possess broad knowledge of organizational types such as fighting orders, criminal cabals, arcane societies, and religious brotherhoods. As always, a specific knowledge skill relating to an organization has a great deal more depth than one that covers a general category.

Professional Skills

Professional skills represent a problem in fantasy games that isn't present in other genres. Players can purchase the PS: Siege Engineer with the expenditure of a night's worth of experience points and the character, who has no access to any source of

information, suddenly becomes skilled in a craft that should take years of learning. The obstacles to acquiring professional skills in the medieval ages are numerous — education and information are not laying about waiting to be tapped. There are long apprenticeships and strong guilds that control not only the practice of a trade but also its secrets. These “secrets of the craft” are passed on through verbal and on-the-job training without so much as a single manual from which to scavenge information.

It rends credulity for the majority of these skills to be acquired casually. The easiest way to circumvent this issue is to encourage players to build characters who follow a quasi-realistic upbringing and have acquired the fundamentals of their career through an apprenticeship or formal education at a young age. Characters coming from humble peasant origins might have a broad number of skills purchased at base proficiency since their background requires a wide variety of skills but in general, other characters should focus their Professional Skills into a coherent field of study. As an example, a weaponsmith might have the professional skills — weaponsmith, blacksmith, and iron monger (the profession involved in the separation of ore and minerals). Additionally, the weaponsmith may have a number of Knowledge or quasi-Science Skills that act in a complementary fashion, like metallurgy or a general Knowledge Skill of weapons.

Traditionally, some professions are exclusive fraternities that demand large amounts of time involved in the practice of the trade and in the guilds who support it. They also carefully select candidates to ensure that the local craftsmen avoid a bad reputation. The weapons guild has a good deal to lose if the duke decides that their requirements are too lax and that their products are inferior work. Of course, just because the duke chooses to purchase his weapons elsewhere does not mean that the weapons guild will sell their wares elsewhere. To avoid such unpleasant situations, local craftsmen exert overwhelming influence to ensure that candidates meet stringent requirements of skill, ethics, and moral fortitude.

On Roen, professions are divided into categories that denote all of these factors. The Professional Skills associated with the Trade, Military, and Healing areas should require some in game roleplaying if they are picked up after character creation.

Aristocratic Professions: These are areas considered to be the domain of the Nobility. Most require some degree of literacy and numeracy. These

professions hinge around land and people management and have some overlap.

Examples: aristocrat, chancellor, courtesan, courtier, diplomat, herald, lady in waiting, law (secular), magistrate, page, steward.

Clergy Professions: The church is a large organization with a multitude of responsibilities. Clergy and laity may possess Professional Skills from other disciplines but these are the traditional skills of the clerics.

Examples: administrator, clerk, cleric, illuminator, law (canon), legate, mortician, scribe, teacher.

Healing Professions: The Order of Apathos strictly controls all but the most rudimentary knowledge of healing and medicine. The following professional skills fall under their sway.

Examples: apothecary, healer, herbalist, midwife, military surgeon.

Military Professions: The secrets and techniques mastered to wage war are not taught to those without commitments to their lord or an organization.

Examples: bailiff, castellan, knight, legate, reeve, sergeant, siege engineer, squire, soldier (cavalry), soldier (infantry), warden, watchman.

Trade Professions: The rise of mercantilism and the corresponding middle class is a new concept on Roen. The struggle for privilege remains fresh in the minds of many prominent guilders and prompts them to regulate their membership with an over-protective zeal.

Examples: advocate (lawyer), armorer, artisan, baker, blacksmith, bookbinder, bowyer, butcher, carpenter, cartographer, Chandler, clerk, clothworker, cooper, cutler, dyer, engineer, fletcher, furrier, hawker, innkeeper, iron monger, jeweler, kennel master, leatherworker, locksmith, mason, merchant, messenger, miller, miner, pastry cook, perfumer, potter, rope maker, saddler, shoemaker, silver-smith, slaver, spice merchant, stone cutter, tailor, tavern keeper, weaver.

Unguided Professions: These professions have escaped the notice of guildsmen, are unsavory, or too widespread to police.

Example: actor, animal handler, beekeeper, beggar, brewer, cook, farmer, fisherman, gardener, groom, hunter, laborer, maidservant, roofer (thatcher), sailor, shepherd, stablehand, tanner, tinker, trapper, vermin catcher, vintner, wetnurse, wise woman, woodcarver, woodcutter.

Power Skill: Magic

Each magical field or arcana requires a separate skill. Information on magic and a full description of the magic skills may be found on page 81-82. The major arcana is composed of Undoing, Portents, and Creation. These three magic themes underpin

reality. The minor arcana are also called the natural forces and include healing, decay, self, nature, chaos, and the elements of the Quintessence — earth, air, fire, water, and spirit. Finally, there is the complementary arcana which is a small group of related schools that modify magic itself. The field of complementary magic is limited to ritual magic, blood magic, naming magic, and rune magic.

Languages

The languages spoken on Roen are diverse, but most originate from the long-dead Kith-Arian. Characters are fluent in their native tongue and probably know bits of at least one other tongue. Characters may learn any Language that is not a guarded tongue with some study. Due to the difficulty in mastering languages, it is suggested that characters should only spend a single character point on languages for each month that has passed in the game unless they have the skill enhancer: linguist. Reading and Writing costs an additional point for each language in which you want to be literate.

Aljik: This is a difficult language to master with formal and informal dialects related to social station. Aljik is spoken in the Radiant Kingdoms and few outside those lands can master the language and social connotations required to speak it.

Arian (common): This is the most common language on Roen and is spoken as the language of merchants and nobles in many countries. Arian is the tongue of the Numerian people.

Duros: This is the harsh language of the Durazzo. It has little ability to convey ideals or abstractions.

Galen: This is an older language originating around Émbor Bay. Galen is a dead language now spoken only by sailors.

Islandic: The inhabitants of the north speak this

disorganized language. There are dozens, maybe hundreds of tribal variants.

Kith-Arian: An ancient tongue dating to the time of the great wars. It is the root of many other languages.

Kratian: The language used by the nobility of Vintria. There are more writings in Kratian than any other language.

Lothgalen: This is the national language of the Khaylish people. It is derived from Galen.

Monavic: Tongue of the Celestine, a guarded language. Many believe that the language is tied into creation and the very words themselves contain power.

Old Kratian: The harsh and guttural language often used by the trollkin. Though many believe that it is descended from Kratian, it would be more correct to say that it borrows many words from Kratian.

Ozhel: The strange and melodic language used by the inhabitants of Solon. Ozhel is not taught to outlanders.

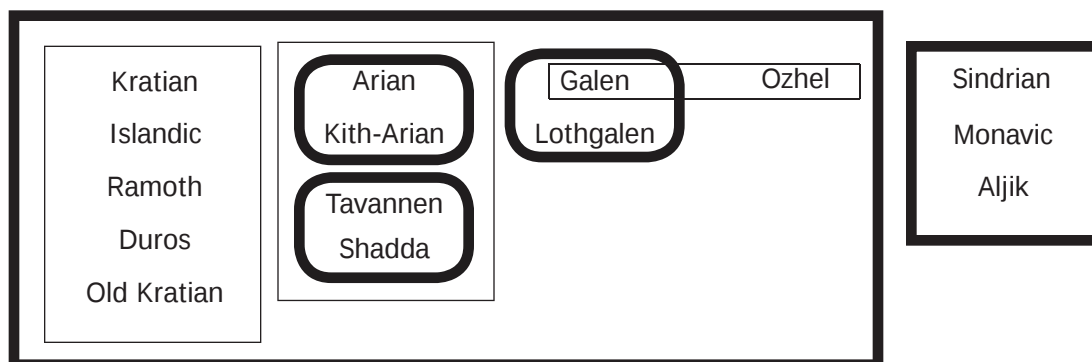
Ramoth: The language of the Ramanthians. There are several regional dialects. It includes 28 words for horse.

Shadda: This is the tongue of the Edessan people, though most outside of Erenn have adopted other languages. Once Shadda was heard throughout Roen and was as common as Arian is today.

Sindrian: This is the language of the Mórdha, also the language of the Celestine when they interact with the younger races.

Tavannen: Another variant of Arian, which is common to the western kingdoms.

LANGUAGE FAMILIARITY TABLE



Woodward: This language of foresters and woodsmen is used to communicate simple messages through markings on trees, stone patterns, and other innocuous markers. Each region has its own variations with local dialects. Characters may learn regional dialects for 1 experience point.

Mercenaries Argot: This is a system of battlefield communications that evolved into a form of communication between warriors who do not share a spoken language. Specialized dialects are taught within warrior organizations to allow for rapid and private communications. Mercenaries Argot is expressed using signals and body posturing.

Martial Arts

Fighting Tricks from the *Valdorian Age*, pages 102 to 106, makes an excellent requisite to the purchase of martial arts. If you do not have access to that

supplement, you can safely ignore the entry.

To keep “in genre,” new martial arts have been developed with a focus towards what is historically appropriate and what fits well with fantasy. Many of the styles developed along an axis of an aggressive or defensive philosophy and so they may be heavily slanted with bonuses towards either DVC or OCV.

Several styles may only be learned with a single weapon. Characters may study multiple styles to gain access to additional Weapon Elements but those elements only apply where the styles have overlapping maneuvers. If a character has two martial styles and both styles possess martial takeaway, the character could use a weapon allowed by either style. However, if a character learned a new Weapon Element, his lance charge would still require the lance to perform it.



Jediah Farlas, Captain-Commander of the Kratian Battlelords at the Siege of Tavien

ARMIPOTENCE

The accolade of knighthood is a respect earned by those with a command of combat. Armipotence, skill at arms in battle, has been studied for centuries with a broad list of basic styles and several well-developed techniques. There is nothing pretty or poetic about Armipotence; it is a style of combat designed to be used efficiently and savagely.

ARMIPOTENCE

Usable with one Weapon Group; that Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Counterstrike	1/2	4	+2	+2	STR +2d6 Strike, must follow block
Pummel	1/2	4	+2	+0	STR +2d6 Strike
Shield Block	1/2	5	+1	+3	Block, Abort
Shove	1/2	4	+0	+0	+15 STR to Shove
Weapon Bind	1/2	4	+1	+0	Bind, +10 STR

Skills

KS: Armipotence
WF: Common Melee*

Elements

Weapons +1 Use Art with Clubs
+1 Use Art with Mace
+1 Use Art with Polearms
+1 Use Art with Shields
+1 Use Art with Swords

ARTE KROS

This swordsman-style was developed in Khaylish during the wars with the Vintrian Empire. It is a circular style focused on defense against multiple opponents. The style emphasizes an understanding of positioning and circular movements designed to provide maximum defense against attackers. There is a grace and surety in the style comparable to a fine dance. The style is difficult to master; failed students often denounce it for purposefully moving opponents out of the field of vision but few can dispute the effectiveness of Arte Kros. Adherents use a single sword, which is held slightly above the head in the resting position.

ARTE KROS

Usable with the Sword Weapons Group; Sword Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Attack	1/2	4	+0	+2	STR +2d6 Strike
Dispatch	1/2	5	-2	+1	STR +4d6 Strike
Disarm	1/2	4	-1	+1	Disarm, +10 STR to Roll
Parry	1/2	4	+2	+2	Block, Abort
Sidestep	1/2	4	—	+5	Dodge All Attacks, Abort

Skills

Combat Sense
Combat Skill Levels
Defensive Maneuver
Fast Draw
KS: Arte Kros
WF: Blades*

BHELEG

The Bheleg or Bear-style is a rugged, overpowering style developed for use with blunt weapons such as the fist, mace, or club. The style has little use for soft techniques; instead, it stresses combat effectiveness with an end goal of eliminating an attacker's ability to remain in combat by crushing limbs, disarming them, or knocking them down or out.

BHELEG

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Embrace	1/2	4	+0	+0	STR +4d6 Crush, Must Follow Grab
Crush Limb	1/2	5	-1	-2	Grab One Limb; HKA 1/2d6 (2 DC), Disable
Disarming	1/2	5	+0	+0	Grab Weapon, +5 STR to Throw, take weapon away, Target Falls
Grappling Block	1/2	5	+1	+1	Grab One Limb, Block
Maul	1/2	4	+1	-2	STR +4d6 Strike
Shove	1/2	4	+0	+0	+15 STR to Shove

Skills

Ambidexterity
KS: Bheleg

Elements

Weapons +1 Use Art with Clubs
+1 Use Art with Mace

GUARDIAN STYLE

Honed through centuries of combat tested effectiveness, the Guardian style is a mix of offensive and defensive balance. Practitioners use both a sword and shield. Some claim that mastery of the basic style garners an invitation to study deeper mysteries of combat including skills bordering on magical.



Warclub

Note: Skills marked with an asterisk (*) are required for practitioners of that style.

GUARDIAN STYLE

Usable with one Weapon Group; that Weapon Element is free

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Charity	1/2	3	-1	-1	Grab Two Limbs, +10 STR for holding on
Fortitude	1/2	4	+2	+2	Block, Abort
Honor	1/2	4	+2	+0	STR +2d6 Strike
Justice	1/2	3	+0	+1	STR +v/5; Target Falls
Mercy	1/2	4	+0	+0	Disarm, +10 STR to Disarm Roll
Nobility	1/2	4	+0	+0	+15 STR vs Grabs
Patience	1/2	4	—	+5	Dodge All Attacks, Abort
Prudence	1/2	5	+1	+0	STR +v/5 Strike; FMove

Skills

Fast Draw
 KS: Guardian Style
 WF: Common Melee*
 KS: Knight's Code
 Riding
 Talent: Mounted Combat

Elements

Weapons +1 Use Art with Clubs
 +1 Use Art with Mace
 +1 Use Art with Polearms
 +1 Use Art with Shields
 +1 Use Art with Swords
 Barehanded +1 Use Art Barehanded
(Charity, Nobility, and Justice require the Barehanded Element)

GUARDIAN STYLE NOTES

Guardian Style is used primarily by mounted warriors and reflects some use of the horse in the maneuvers. The Prudence maneuver is a mounted charge and cannot be performed on foot except with a thrusting polearm such as a spear.

INWENDIG

Inwendig is less of a refined style than a brutal axe technique designed to rend opponents. The unsophisticated use of the axe leaves often fatal holes in the defense but few can muster the courage to exploit these gaps. Inwendig is common in Glacian lands but more alarmingly, trollkin have learned its techniques during their long occupation of that territory.

INWENDIG

Usable with Axe Weapon Group; the Axe Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Cleave	1/2	5	+1	-2	STR +4d6 Strike
Hew	1/2	5	-2	+1	STR +4d6 Strike
Hack	1/2	4	+2	+0	STR +2d6 Strike
Leg Hook	1/2	3	+1	+0	STR +1d6 Strike; Target Falls

Skills

WF: Axe*

KRATOS

This ancient style studied across Roen stresses the use of the hands as weapons just as effective as any blade. For the last few centuries, it has been studied and carried down by various nobility and political aspirants who spend a good deal of time unarmed.

KRATOS

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	1/2	4	+2	+2	Block, Abort
Evade	1/2	4	—	+5	Dodge, Affects All Attacks, Abort
Hold	1/2	3	-1	-1	Grab Two Limbs, +10 STR for holding on
Pummel	1/2	4	+2	+0	STR +2d6 Strike
Trip	1/2	3	+0	+1	STR +1d6 Strike; Target Falls

Skills

Breakfall
 KS: Kratos

LONG STICK DANCERS

Originating in the Summer Kingdoms, Long Stick Dancers master an odd style combining the staff with impressive foot work. The style is flowing and acrobatic, incorporating vaults, dives, and blindingly fast lunges or strikes with the iron-shod staff. Long Stick Dancers should purchase additional leaping and running.

LONG STICK

Usable with one Weapon Group; that Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	1/2	4	+2	+2	Block, Abort
Earth Strike	1/2	4	+0	+0	STR +4d6 Strike, Must Follow Throw
Evasion	1/2	5	—	+4	Dodge All Attacks, Abort, FMove
Legsweep	1/2	3	+1	+0	STR +1d6 Strike; Target Falls
Leaping Throw	1/2	5	+0	+0	STR +v/5 Strike; Target Falls; FMove
Moving Disarm	1/2	5	-1	-1	Disarm, +10 STR to Disarm roll, FMove
Spinning Strike	1/2	4	+0	+2	STR +2d6 Strike



Great Axe

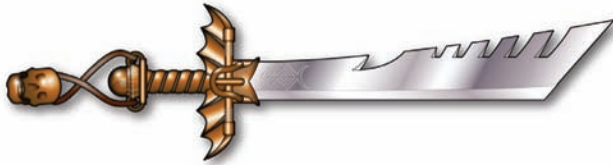
Skills

Acrobatics*
Climbing
WF: Staff*

Breakfall
KS: Long Stick Style
WF: Polearms

Elements

Weapons +1 Use Art with Polearms
+1 Use Art with Staff



Warsword

MARBRUDEN

This distinctive fighting style was developed by Ramanthian lancers and incorporates the use of a mount into its approach. Unlike many other styles, Marbruden also utilizes several different weapons leading some to discredit it as nothing more than a mounted fighting style. For the Ramanthians, who mount a horse before they can walk, this is a natural extension of infantry combat but the style is notoriously difficult to learn unless the student is a master of the horse as well as a dedicated swordsman. Typically, Marbruden is learned after the character has purchased the Talent Mounted Combat.

MARBRUDEN

Usable with one Weapon Group; that Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Engaged	1/2	3	+1	+0	STR +2d6 Strike
Low Guard	1/2	4	+2	+2	Block, Abort
Mounted Charge	1/2	5	+1	+0	STR +v/5 Strike; Fmove
Mounted Grab	1/2	5	-2	-1	Grab Two Limbs, +10 STR for holding on; Fmove

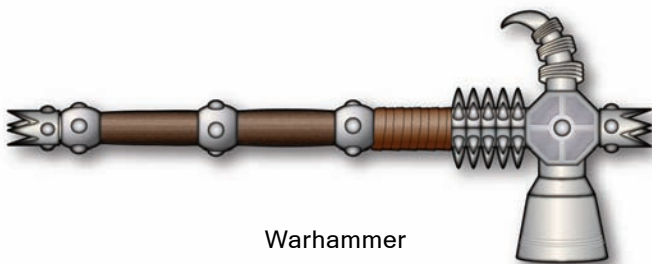
Skills

KS: Marbruden
WF: Common Melee
Talent: Mounted Combat

Riding*
WF: Lance

Elements

Weapons +1 Use Art with Axes/Maces
+1 Use Art with Lance
+1 Use Art with Polearms
+1 Use Art with Swords



Warhammer

MORTIS

Not every fighting form follows a philosophy of achieving martial skill. Some, like Mortis, teach that the best victory is the death of your opponent with the smallest risk to yourself. This is an assassin's art designed to kill quickly and quietly with small easily hidden weapons.

MORTIS

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Baleful Strike	1/2	4	-2	+0	HKA 1/2d6 (2 DC)
Embrace*	1/2	4	-2	+0	Grab One Limb; 2d6 NND
Ensnare	1/2	5	+1	+1	Grab One Limb; Block
Flight	1/2	5	—	+4	Dodge All Attacks, Abort; Fmove
Joint Break	1/2	5	-1	-2	Grab One Limb; HKA 1/2d6 (2 DC), Disable
Subdue	1/2	5	+1	+3	STR Strike

*Embrace is a chokehold targeting the neck. Rigid DEF negates the NND.

Skills

Acrobatics
Climbing
Security Systems
Stealth
WF: Common Melee

Breakfall
Concealment
Sleight Of Hand
SS: Anatomy
WF: Unusual Weapons Groups

Elements

Weapons +1 Use Art with Blades
+1 Use Art with Clubs
+1 Use Art with Unusual Weapons

NICODA SWORD MASTERS

The famed Mórdha swordsman Nicoda developed this martial art based off his personal two-blade style. The unusual blades incorporated into the style are small swords called Kiri Blades. Nicoda still lives (or at least someone who can pass as the warrior claims to be Nicoda) and teaches within the hidden city of Ehelenastra. The style requires blinding speed and agility with emphasis on "stepping into the dragon," which places the warrior in very close proximity to his opponent.

NICODA SWORD MASTERY

Usable with the Blades Weapon Group; Blades Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Attack	1/2	4	+0	+2	STR +2d6 Strike
Counterstrike	1/2	4	+2	+2	STR +2d6 Strike, must follow block
Disarm	1/2	4	-1	+1	Disarm, +10 STR to Roll
Flying Strike	1/2	5	+2	-2	STR +4d6 Strike; Half Move Required
Parry	1/2	4	+2	+2	Block, Abort
Weapon Bind	1/2	4	+1	+0	Bind, +10 STR

Skills

Acrobatics
Fast Draw
WF: Common Melee*
Talent: Ambidexterity

Breakfall
KS: Nicoda Sword Forms
WF: Off Hand*

Nicoda Notes

The Flying Strike is a lunging roll. With this maneuver, a character carries his momentum into the opponent dramatically increasing the force of the blow. It is dangerous and leaves the martial artist open to attack.

NA FIANNA

Na Fianna or “silent/hidden warrior” strives to defeat opponents while maintaining a hidden presence. The style is hard and brutal with a strong emphasis on versatility and adaptive techniques incorporating multiple weapons including several make-shift type weapons. It also incorporates a ranged element that is employed while closing.

NA FIANNA

Usable with one Weapon Group; that Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Long Fist	1/2	4	+0	+2	STR +2d6 Strike
Short Fist	1/2	4	+2	+0	STR +2d6 Strike
Intercepting Fist	1/2	4	+2	+2	Block, Abort
Arresting Fist	1/2	3	-1	-1	Grab Two Limbs, +10 STR for holding on
Striking Sky	1/2	3	+0	-1	STR +v/5 Strike; You Fall, Target Falls; FMove

Ranged

Maneuver	Phs	Pts	OCV	DCV	Rng	Damage/Effect
Basic Shot	1/2	4	+0	+0	+2	WEAPON +2 DC
Far Shot	1/2	5	+1	-1	+4	WEAPON
Skirmishing	1/2	5	-1	+0	+0	WEAPON; FMove

Skills

Acrobatics
Concealment
Stealth
WF: Common Melee
WF: Off Hand

Breakfall
KS: Na Fianna
Tracking
WF: Common Missile Weapons
WF: Staff

Elements

Weapons

- +1 Use Art with Blades
- +1 Use Art with Clubs
- +1 Use Art with Maces/Axes
- +1 Use Art with Staff
- +1 Use Art with Improvised Weapons

Special Abilities: Similar to those of the Ninja as detailed in The Ultimate Martial Artist. The most appropriate powers are those dealing with invisibility and stealth.

OCHS

Considered to be a revolutionary style of two-handed weapons combat, Ochs uses huge axes and swords in an exceptionally rapid pattern of attack

and retreat. The aggressive phases of combat leave the opponent with a shattered blade or shield, if they are lucky. The form capitalizes on the phenomenal reach and strength of the practitioner, launching sweeping attacks when the opponent begins to press and advocating distance when they are probing. Getting past the guard of someone skilled in Ochs is a harrowing experience. Most practitioners are exceptionally strong and capable of reading opponents for the best advantage. The major weakness of the style is that the more aggressive attack patterns require room to be utilized effectively.

OCHS

Usable with one Weapon Group; that Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Distant	1/2	4	+0	+2	STR +2d6 Strike
Fierce	1/2	5	+2	-2	STR +4d6 Strike; Half Move Required
Resigned	1/2	5	+1	+3	STR Strike
Takeaway	1/2	5	+0	+0	Grab Weapon, +10 STR to Take Weapon Away

Skills

KS: Ochs
WF: Common Melee*

Elements

Weapons

- +1 Use Art with Blades (two handed)
- +1 Use Art with Axes

PIKE FIGHTING

Fighting with the long spear or pike has been around in various forms for centuries but few can master the difficult style to the degree required by the specialized academies such as the Halberdier school in Touren or Vintrias VII Legion. Polearm combat is decidedly more effective in formation but those who are skilled with the long weapons can prove to be terrible opponents. Combat with these long weapons has advantages and disadvantages in open or enclosed spaces; part of mastering the weapon is knowing when it will prove a liability. There are numerous variants of this discipline that focus on the use and exploitation of one polearm, such as the school for Halberdiers or the Rovanno Arber Axe Style.

PIKE FIGHTING

Usable with Polearms Weapon Group; Polearm Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	1/2	4	+2	+2	Block, Abort
Rush	1/2	5	+1	+0	STR +v/5; FMove
Thrust	1/2	4	+2	+0	STR +2d6 Strike
Takeaway	1/2	4	+1	+0	Bind, +10 STR

Skills

KS: Pike Forms

WF: Common Polearms*

WF: Staff

Elements

Weapons

+1 Use Art with Staff

ROVANNO SWORD FORMS

Rovanno is reputed to be the most advanced style of sword forms practiced on Roen. It is taught exclusively within the Rovanno Armorial Academy but originally the style was developed to counter the forms developed within that institution. Conservative and deadly, it focuses reading an opponent to determine his action and then rapidly delivering a counter strike that exploits the weakness of his chosen attack vector.

A Rovanno swordsman should take levels of Lighting Reflexes and Skill Levels with Dex Rolls to ensure that he can interrupt his opponent. They also have solid Analyze Combat and Analyze Style rolls due to the constant study of other styles and maneuvers. Additional Knowledge Skills of other martial styles acts as a complementary roll for either Analyze Skill.

ROVANNO SWORD FORMS

Usable with Blades Weapon Group; Blades Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Counter	1/2	4	+2	+2	Block, Abort
Counter Prime	1/2	5	+2	-1	STR +4d6 Strike, Can only be used after Aggressive Strike.
Double Prime	1/2	5	+1	-2	STR +4d6 Strike
High Prime	1/2	+	+1	+3	STR Strike
Prime	1/2	4	+2	+0	STR +2d6 Strike
Iron Cage	1/2	5	+0	+0	Grab Weapon, +10 STR to Take Weapon Away
Surge	1/2	4	+1	+0	STR Strike, FMove

Skills

Analyze: Combat

Analyze: Style

Defensive Maneuver

Fast Draw

KS: Rovanno Sword Style

KS: Martial Styles

Combat Skill Levels with Sweep

WF: Blades*

Rovanno Notes:

Counter Prime is a reactive strike that requires the opponent initiate an aggressive Strike. This is defined as any martial arts based Strike with OCV bonuses.

Special Abilities: The best Rovanno Swordsmen have mastered abilities that seem supernatural.

- 1) Threaten: The ability to extend the reach of the blade (Stretching) .
- 2) Flourish: Using flashy weapon katas to intimidate (PRE, Only for making fear/intimidation attacks).
- 3) Press: The skill to rapidly attack opponents (Autofire).

TAMORI KNIFE STYLE

This knife-fighting style uses flashy displays at blinding speeds to dazzle opponents. It was developed in the gladiatorial pits of Tamor (some say it was brought to Tamor from the Radiant Kingdoms). The fluid nature and swift attacks of this combat art are as deadly as any style with larger weapons. Large-bladed weapons adapt poorly to the quick close-in work that is stressed in the Tamori style.

TAMORI KNIFE FIGHTING

Usable with the Blades Weapon Group; Blades Weapon Element is free.

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	1/2	4	+2	+2	Block, Abort
Fast Strike	1/2	4	+2	+0	STR +2d6 Strike
Martial Strike	1/2	4	+0	+2	STR +2d6 Strike
Takeaway	1/2	5	+0	+0	Grab Weapon, +10 STR to Take Weapon Away

Skills

Acrobatics

Breakfall

Fast Draw

KS: Tamori Knife Fighting

Sleight Of Hand

WF: Common Melee*

WF: Off Hand

WORSTEL ARTE

Worstel is a grappling style focused on throws, grabs, and breaks used throughout Roen. The style has been used for centuries. Its origin is unknown but provides the over-proud practitioners with yet another reason to prove the merits and lineage of their particular style. Worstel is also a popular gladiatorial style in regions where non-lethal games are held.

WORSTEL

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Choke	1/2	4	-2	+2	Grab One Limb; 2d6 NND (2)
Crush	1/2	4	+0	+0	STR +4d6 Crush, must follow Grab
Disarm	1/2	5	+0	+0	Grab Weapon, +5 STR to Throw, Take Weapon Away; Target Falls
Joint Break	1/2	5	-1	-2	Grab One Limb; HKA 1/2d6 (2 DC), Disable
Grab	1/2	3	-1	-1	Grab Two Limbs, +10 STR for holding one
Pummel	1/2	4	+2	+0	STR +2d6 Strike
Shove	1/2	4	+0	+0	+15 STR to Shove

Skills

Breakfall

KS: Worstel

Beyond Skills

PERKS

Several Perks require a little adjustment for fantasy settings. The following clarifications define how specific Perks work in *The Last Dominion*.

Contact

Contacts pose an unusual circumstance in fantasy games where the characters do not have ready access to long-distance communications. Contacts that are readily available within the characters' locale could be purchased as normal but if the group will be engaged in long-term expeditions then the gamemaster should consider the use of Contact/Follower Resource Points on page 150 of *Dark Champions*.

Fringe Benefit: Titles

Secular titles such as king, patriarch, or duke are not universal in all the lands on Roen. The following table lists the costs and ranks of several prestigious offices. The table also provides information on their relative influence.

Military Titles

In most nations, military and social ranks are intertwined but separate institutions. For example, the Marshal-General of Middea, is a title bestowed on those worthy and capable of carrying out its duties. The title itself carries prestige and responsibilities beyond that of duke or count but could theoretically be awarded to a skilled peasant. There are dozens of armies and mercenary companies in Roen and all use a different ranks structure but nearly all of those descend from the legacy of the Vintrian conquest a few centuries earlier. Refer to the Military Rank Table on page 100 of *Fantasy Hero*.

Membership: The Synod

Once magical traditions were passed from mentor to student but the Synod has prosecuted those who seek to remain outside of their authority. Belonging to the Synod confers unique advantages. The primary benefit is the unfettered use of magic. In many areas, the use of magic is proscribed except to those in service of the Synod.

LORDSHIP TITLES

Value	Vintrian	Middean	Glacian	Khaylish	Numerian	Ramantia
1		Bannerman		Soldier	Armiger	
2		Knight	First Axe		Bannerette	Lancer
3	Minister	Bailiff		Sergeant		Hael
4		Baron	Vik-Thane			Kora
5		Count		Commander	Lord	
6	Magistrate		Kon-Thane			
7						
8		Duke	High-Thane	Warlord		
9		Prince				
10	Consul	King		Overlord	High-Lord	
12	Primus		Althane			
15	Imperator				Paladin-Prince	

RELIGIOUS TITLES

Value	Patriarchs	Mendicants	White Temple	Druids	Radiant Kingdoms
1	Deacon	Vicar	Martyr	Initiate	
2				Shepherd	Emissary
3	Rector	Chaplin	Hierarch		
4	Abbott	Abbott			
5	Prelate	Elder	Warrior-Saint	Ollave	
6					Envoy
7					
8		Mendicant		Revered Elder	
9					Consort
10	Patriarch			Vannus	
20					God-King

Membership in the Synod also gives a character access to instructors, libraries, and rare sources of magical knowledge. The members are protected by treaty and — except for acts of treason — if they have run afoul of the law they are remanded to the Synod for trial and punishment. Finally, and perhaps most importantly, the Synod controls all access to the mercuric elixir that enhances or grants the ability to use magic.

Synod membership is not without its burdens. Characters may flaunt the legal authorities of the land but they are obligated to perform dangerous and even unsavory duties to further the organization. The Assembly dictates the actions of the membership as it sees fit and without explanation. Failure carries dire consequences.

SYNOD RANK

Value	Rank
1	Apprentice
5	Acolyte
8	Archon
10	Assemblyman

Money

Lack or want of money is a common impetus for adventure in the fantasy genre. Gamemasters should carefully weigh the inclusion of this Perk into their game. Estates, lordships, weapons, armor, and other expenses that might serve as the goal for numerous adventures are rendered null even with only a few points of Wealth. Further, since heroic campaigns feature equipment, vehicles, and bases that may be purchased with money instead of points, the power of the Wealth Perk is far greater than its cost.

Vehicles and Bases

These Perks are earned through roleplay or purchased with money. In many realms, it is not



Studded Habergeon

enough to simply purchase lands or a fortification. These are the properties of nobility, who frown on the insolent social upjumpers who believe that they are entitled to the dignity of lordship simply because they have a knack for accumulating coins. Characters coming from backgrounds outside of nobility will face opposition in their quest to become a member of the landed elite.

TALENTS

Not all talents or Super Skills are appropriate for *The Last Dominion*. *HERO System 5th Edition*, *Revised*, *Fantasy Hero*, *The Valdorian Age*, and *Dark Champions* list dozens of talents, Super Skills, and Fighting Stunts that may be of interest to players.

Two Talents deserve special mention. The first is Deadly Blow, a Talent that dramatically alters the ability deal damage in the heroic setting. This Talent should not be allowed unless the gamemaster specifically approves its use in the most limited format. The second is Magesight which should be replaced with the Eye of Light and Fire presented in the new Talents section.

New Talents

The majority of new talents stem from magic use in *The Last Dominion*. The ability to see and craft the patterns of magic, called élan, is a talent that few possess. At character creation, each individual's mystical potency is determined by his or her talent selection — characters that do not spend points to purchase the ability to use magic may not purchase it at a later time without permission from the gamemaster.

Magical Talents

The Eye of Light and Fire

All but the weakest mages can “see” the flow of élan through the world. The perception of magic takes several forms but the most basic is the perception of ghostly lights, which form into specific patterns when wizards bend magic into spells. Though less common — usually occurring in mages with visual handicaps — some claim to smell, hear, or feel the energy of magic as it is used around them.

At its base value, a character can perceive the use of élan within his normal range of vision. This perception does not convey much information other than the origin, school of magic, and target. Astute mages may gain further information by successfully attempting an Analyze Magic skill roll.

Detect Magic 12- (Sight Group), Discriminatory (8 Active Points); Extra Time (Full Phase, -1/2). Total Cost 5 points.

Arcane Gift

Each wizard is born with the ability to cast magic from a limited set of arcana. Without teaching and drive they might live their lives without learning any magic but few are willing to make the sacrifices necessary to enable them to extend beyond the limited abilities they are born with. These Talents indicate a wizard's diversity in the arcane.

Mystic

Mystics may chose spells from one lesser arcana such as a single element, healing, nature, or chaos magic.

Cost: 3 points

Hedge Wizard

The Hedge Wizard is nearly as limited as the Mystic, but he may master up to three lesser arcana.

Cost: 5 points

Wizard

Characters with this talent may select spells from any one of the three major arcana and they may master up to three lesser arcana.

Cost: 10

High Wizard

Characters with this talent may select spells from two of the three major arcana and they may master up to five lesser arcana.

Cost: 15

Arch-Wizard

A character with this talent has the potential to be one of the greatest living mages. There are no spells beyond his ability to understand or master. This character can learn spells from any tradition if he meets all other requirements.

Cost: 20

Arcane Strength

All magic comes from élan. This raging source of energy is manipulated by wizards into a staggering array of magical effects. A magic-using character must purchase Arcane Strength to represent his ability to handle the surging power of élan. Arcane Strength costs a minimum of 5 Character Points to "buy in." These 5 points create a virtual Variable Power Pool with a 25 Active Point cap that is used to cast spells. Each additional Character Point spent on the pool increases the Active Point cap by another +5 points.

Value	Rating	vVPP Total
5	Feeble	25 AP
10	Weak	50 AP
15	Average	75 AP
20	Strong	100 AP
25	Elite	125 AP
30	Legendary	150 AP
40+	Divine	200+ AP

Mundane Talents**Efficient Swordsman**

Some men just make more of the gifts bestowed on them. The Efficient Swordsman is just such a person. He has learned to use a sword or other weapon to the utmost of his ability.

+10 STR (10 Active Points); Only to offset STR Min of swords (-1). Total Cost: 5 points.

Faith

The passion of righteous men is a powerful thing that can lead to great good but is can also lead to terrible tragedies. The charisma of one filled with faith is a tangible and seductive to those with servile tendencies. Those with the Talent Faith are



Kaid Wingate, a powerful wizard equipped with a Muldegian Stone

difficult to sway from their chosen path and find it easy to draw on hidden reserves even in the face of intimidation. The talent may be used for applicable skill rolls, Presence Attacks, or to defend against Presence Attacks but only in those instances where faith is an issue.

+10 PRE (10 Active Points); Only for matters of faith (-1)
Total Cost: 5 points

Trained Bowman

In Erenn and a few other lands where powerful bows are taught to children barely released from their mother's arms, the handling of a bow is considered a matter of honor. The children grow into men able to draw the most powerful bows made.

+10 STR (10 Active Points); Only to meet STR Min of bows (-1). Total Cost: 5 points.

Unfettered

Some men and women are born with a destiny they and others cannot comprehend. The Great Fellowship calls them the Heralds of Ro but in truth the Unfettered do not have a particular affiliation with the church or any other religious or mystical group. Those born with the Unfettered talent are destined to accomplish noble or nefarious deeds. Their interesting lives are intertwined with the affairs and schemes of the powerful factions that seek control over the Realm of Man. The Talent Unfettered renders a character invisible to magical means of discovering their actions or motivations. To magical senses they are an indistinguishable blur. The character may still be, and probably is, the subject of some obscure and ancient prophecy.

Invisibility to Sight, Mental and Hearing Groups and Detect, Inherent (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (74 Active Points); No Conscious Control (-2), Only versus remote Sense abilities (Clairsentience, Mind Scan, Precognition) (-1 1/2), Always On (-1/2) Total Cost: 15 points

DISADVANTAGES

Here is some supplemental information on disadvantages specific to Roen.

Social Limitation

In feudal society, class inordinately affects all aspects of life. Five Social Limitations deserve special

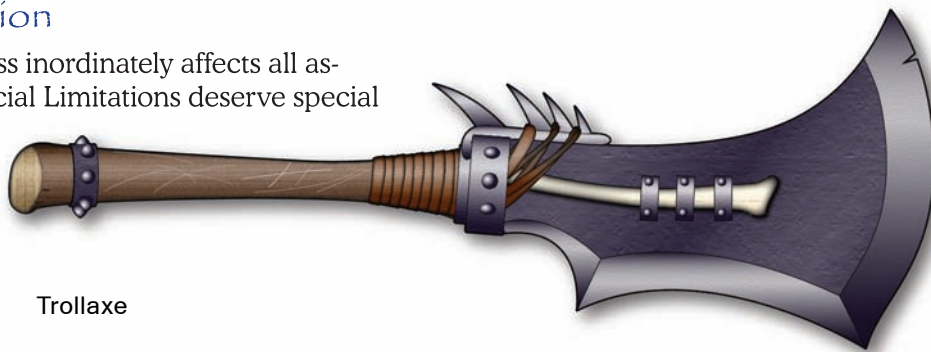
mention. The first is *Peasant* (Very Frequently, Major; 20 points). A peasant, also called serf, thrall, or villein, is a character whose life decisions are in the hands of another person. They have no individual liberty to move or marry or even to determine which crops they will plant. They may not carry weapons greater in size than a dagger nor may they possess anything beyond the most rudimentary armor. They spend their days engaged in backbreaking labor, which leaves them incapable of unrest. The peasantry tends to embrace religion, which offers them some hope, even though that hope is for a reward in the afterlife.

A *Barbarian* (Occasionally, Minor; 5 points) is a character who comes from a more primitive area. This could be isolated regions of a civilized land or from the uninhabited regions on the fringes of Roen. Barbarians have a reputation for violence and rapaciousness that leaves them shunned in proper company. They are rarely welcomed unless they have come to fight as mercenaries.

Similar to the Barbarian, a *Foreigner* (Occasionally, Minor; 5 points) is a poorly understood outsider whose opinions are rarely informed or pertinent. Locals speculate over his allegiance and are uncertain about his alien faith.

The rewards of *Nobility* (Occasionally, Major; 10 points) are offset by the obligation and duty imposed by lordship. Courts must be conducted, wars fought, and service rendered to greater nobles all without regard for the personal needs of those forced to attend them.

There are few fates worse than being declared an *Outlaw* (Very Frequently, Severe; 25 points). An outlaw has no rights under the law of men or gods and may be killed out of hand without fear of punishment. The outlaw may hold no lands nor are others obligated by contracts with them.



Trollaxe

Archetypes

Packages work well to represent the basic requirements to join specific organizations or to be a member of a specific race. In addition to meeting the requirements of the package deal, most organizations have additional requirements such as an oath or deed. Characters who have purchased the Package Deal represent apprentice members.

BACKGROUNDS

Characters from each culture or region share a few skills and traits, called Everyman Skills. These free skills should be noted on the character sheet.

Middean Everyman Skills

The parochial folk of Middea descend from predominantly Edessan stock but the prevalence of mixed heritage calls attention to those with classic features from any lineage. The rising merchant class has disturbed the long-standing serf-master society that has dominated Middea since it shook off Vintrian rule.

Language: 4 points in Tavannen
 Language: 2 points in Shadda, Arian, Islandic, or Ramoth
 Familiarity with Climbing, 8-
 Familiarity with Conversation, 8-
 Familiarity with Healing, 8-
 Familiarity with Stealth, 8-
 Familiarity with Trading, 8-
 PS: Choose, 11-
 KS: History of Middea, 8-
 KS: Great Fellowship, Mendicants, 8-
 AK: Local Area, 8-

Erenn Everyman Skills

The Erenn are an Edessan line that clings to traditional values and "old ways." Clan life and its needs dominate practical concerns of daily living. The free people are insular and peaceful, but when provoked their cunning and skill at warcraft is legendary.

Language: 4 points in Shadda
 Language: 2 points in Arian, Tavannen, Islandic, or Ramoth
 Familiarity with Climbing, 8-
 Familiarity with Conversation, 8-
 Familiarity with Concealment, 8-
 Familiarity with Healing, 8-
 Familiarity with Stealth, 8-
 Familiarity with Survival (mountains), 8-
 Familiarity with Trading, 8-
 PS: Choose, 11-
 KS: History of Erenn, 8-
 KS: Old Faith, 8-
 AK: Local Area, 8-

Vindel

The highland dwellers descend from Glacian tribesmen fleeing the Trollkin Wars in the north. The harsh living conditions have strengthened and entrenched the Vindel rather than destroying them. Like their northern kinsmen, Vindel society exalts the warrior and scorns those with too little strength to hold what they possess.

Language: 4 points in Islandic
 Language: 2 points in Arian or Tavannen
 Familiarity with Climbing, 8-
 Familiarity with Conversation, 8-
 Familiarity with Concealment, 8-
 Familiarity with Healing, 8-
 Familiarity with Stealth, 8-
 Familiarity with Survival (mountains), 8-
 PS: Choose, 11-
 KS: Raiding Areas, 8-
 KS: White Temple, 8-
 AK: Local Area, 8-

Ramanthian Everyman Skills

The people of the Ramanthian plains are born to the saddle. The culture is strong and independent with a defiant warrior instinct binding them against their enemies. The lands, like the people, are unsophisticated. The twisting paths of religion and rhetoric hold little stock in their untamed kingdom.

Language: 4 points in Ramoth
 Language: 2 points in Choose
 Familiarity with Climbing, 8-
 Familiarity with Conversation, 8-
 Familiarity with Concealment, 8-
 Familiarity with Healing, 8-
 Familiarity with Riding, 8-
 Familiarity with Stealth, 8-
 Familiarity with Survival (plains), 8-
 PS: Choose, 11-
 KS: Horses, 8-
 AK: Local Area, 8-
 TF: Horse

Numerian Everyman Skills

The Numerian culture is built on honor, duty, and conquest. The strong value of kinship and allegiance is reflected in their feudal government and the incessant talk of war or righting past slights. Even the peasants, who work the rich land, take pride in their servitude and outwardly proclaim themselves for their lord.

Language: 4 points in Arian
 Language: 2 points in Kith-Arian, Shadda,

Tavannen, or Ramoth
 Familiarity with Climbing, 8-
 Familiarity with Conversation, 8-
 Familiarity with Healing, 8-
 Familiarity with Riding, 8-
 Familiarity with Stealth, 8-
 Familiarity with Trading, 8-
 PS: Choose, 11-
 KS: History of Numeria, 8-
 KS: Great Fellowship, Patriarch, 8-
 AK: Local Area, 8-
 TF: Horsedrawn

Vintrian Everyman Skills

The citizens of the great Empire are the most worldly and treacherous on Roen. To the humblest freeman, they believe that Vintria is the shining beacon of man in this world and others would do well to acknowledge their debt. Their lives are governed by a labyrinth of laws and entitlements that are enshrined within the annals of justice. In Vintria, every person knows their place – warriors fight, farmers work the land, and artisans master their craft – order is good.

Language: 4 points in Kratian
 Language: 2 points in Choose
 Language: 1 point in Literacy
 Familiarity with Climbing, 8-
 Familiarity with Conversation, 8-
 Familiarity with Healing, 8-
 Familiarity with Stealth, 8-
 Familiarity with Trading, 8-
 PS: Choose, 11-
 KS: Vintrian History, 8-
 KS: Religion of Choice, 8-
 AK: Local Area, 8-

Mórdha Everyman Skills

The cultureless Mórdha survive trapped between those who would use them and those who have use for them. The only thing common among the half-breeds is their ability to adapt.

Language: 4 points in Choose
 Language: 2 points in Sindrian
 Familiarity with Acting, 8-
 Familiarity with Climbing, 8-
 Familiarity with Concealment, 8-
 Familiarity with Conversation, 8-
 Familiarity with Healing, 8-
 Familiarity with Riding, 8-
 Familiarity with Stealth, 8-
 PS: Choose, 11-
 KS: History of the World, 8-
 KS: Élan, 8-
 AK: Local Area, 8-
 TF: Horse



Mórdha Racial Deals

Alvor

The Alvor or “wardens” are the least among the Mórdha with a bloodline diluted by several generations of intermarriage with humans. The weak blood enables them to travel abroad with a diminished chance of discovery so they are often sent into the realms of men.

+2 DEX 6
 +2 INT 2
 +2 EGO 4
 +2 PRE 2
 +4 COM 2

Abilities

Value	Ability
3	<i>Fear not the Shadows</i> , Nightvision
1	<i>The Passing</i> , Longevity 200 years
1	<i>Mortal Weakness</i> , Sleep 8 hours a week
10	<i>Strength of Blood</i> , Immunity to disease
1	<i>Born to Magic</i> , Latent magic use
2	<i>Cling to Form</i> , 5 Points Power DEF, only to resist transformations (-1/2), not vs. corruption (-1/2)

Disadvantages

Value	Disadvantage
-10	DF: Mórdha, concealable, recognized
-10	Hunted: Mórdha Leadership, More Powerful, NCI, Watching 8-
-10	Vulnerability: Double Effect from Corruption

Abilities: 34 points

Disadvantages: 30 points

Sindra

The Sindra or “light watchers” make up the largest caste within Ehelenastra. Their duties are many but include the defense of their home. Many among the Sindra develop a command of Élan that is second only to the Celestine.

+2 DEX 6
 +1 BODY 2
 +3 INT 3
 +3 EGO 6
 +5 PRE 5
 +4 COM 2

Abilities

Value	Ability
3	<i>Untrusting</i> , Lightsleep
3	<i>Fear not the Shadows</i> , Nightvision
2	<i>The Passing</i> , Longevity 400 years
1	<i>Mortal Weakness</i> , Sleep 8 hours a week
10	<i>Strength of Blood</i> , Immunity to disease
1	<i>Born to Magic</i> , Latent magic use
5	<i>Cling to Form</i> , 10 Points Power DEF, only to resist transformations (-1/2), not vs. corruption (-1/2)

Disadvantages**Value Disadvantage**

-10	DF: Mórdha, concealable, recognized
-15	Hunted: Mórdha Leadership, More Powerful, NCI, Watching 11-
-10	Vulnerability: Double Effect from Corruption

Abilities: 49 points

Disadvantages: 35 points

Eos

Considered to be the greatest among the lior or “unnamed,” the Eos form the nobility of the Mórdha. These powerful beings answer only to the Celestine and their children.

+2 DEX	6
+3 BODY	6
+5 INT	5
+5 EGO	10
+8 PRE	8
+4 COM	2

Abilities**Value Ability**

3	<i>Fear not the Shadows</i> , Nightvision
2	<i>Mortal Weakness</i> , Longevity 1,600 years
1	<i>Transcendent Mind</i> , does not sleep
10	<i>Strength of Blood</i> , Immunity to disease
1	<i>Born to Magic</i> , Latent magic use
5	<i>Cling to Form</i> , 10 Points Power DEF, only to resist transformations (-1/2), not vs. corruption (-1/2)
7	<i>Inner Voice</i> , Mind Link (Any Willing Target (x4) (25 Active Points); 0 DCV, Must Concentrate throughout (-1), Stops Working If Stunned (-1/2), Extra Time Delayed Phase, Only to start (-1/4), Costs Endurance Only to Activate (-1/4)

Disadvantages**Value Ability**

-10	DF: Mórdha, concealable, recognized
-15	Hunted by the Celestine, More Powerful, NCI, Watching 11-
-10	Vulnerability: Double Effect from Corruption

Abilities: 66 points

Disadvantages: 35 points

ORGANIZATIONS**Order of Apathos**

Members of the Order of Apathos are healers of all stripes who are bound together for protection and the dissemination of knowledge. The membership includes those who use magic to augment their talents and those who rely on natural skill.

Abilities**Cost Abilities**

3	Healing
1	KS: Anatomy
1	KS: Herbalism
1	Literacy
3	Fringe Benefit: Membership: the Order of Apathos

Total Cost Of Package Abilities: 9**Disadvantages****Value Disadvantages**

10	Psychological Limitation: Oath of Solidarity (Common, Moderate)
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Synod

This continent-spanning cabal bent on the domination of magic is based out of Hatteras, the City of Roses and capitol of Vintria. The Synod is structured into two tiers accountable to a shadowy council called the Assembly. The Synod does not truly command élan; instead they consume a strange elixir, which grants them a fleeting ability to use magic. The Assembly strictly controls the distillation and manufacture of the silvery liquid to maintain their authority over members.

The strange dusky-colored brotherhood inspires wicked tales of greed and lust. Hushed voices speak of corruption and the inhuman benefactors who lead the ambitious organization. For all the unease, the Synod has been instrumental in the defense of Vintria and in the destruction of many of the Ennwrathi.

Abilities**Cost Abilities**

3	Power: Magic: Choose one lesser arcana
1	KS: Élan
1	KS: The Synod
1	Literacy
5	Talent: Arcane Strength
3	Talent: Mystic
5	Fringe Benefit: Membership: The Synod

Total Cost Of Package Abilities: 19**Disadvantages****Value Disadvantages**

-20	Distinctive Features: Argyria or silvered skin (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly Used Senses)
-15	Physical Limitation: Unable to use magic without mercuric elixir (Frequently, Greatly Impairing)
-25	Social Limitation: Subject to the orders of the Assembly (Very Frequent, Severe)

Muldegian

Muldegian is both a general term meaning “wizard” and a specific name given to those who follow the traditions established by the progenitors of mankind’s magical studies. There is little doubt that those who possess the Eye of Light and Fire, the ability to see magic, will develop some degree of magic regardless of their intent. Muldegians seek out such people to marshal man’s arcane power against the Ennwrathi. This package deal represents the requirements to become full wizard.

Abilities

Cost	Abilities
1	Power: Magic: Choose Greater Aspect
5	Talent: The Eye of Light and Fire
10	Talent: Wizard
5	Talent: Arcane Strength
4	Élan: Endurance Reserve (20 END, 4 REC) (6 Active Points); Slow Recovery (Varies Standard 6 Hours, -2 1/2), Personal REC (-1/2)

Total Cost Of Package Abilities: 25

Disadvantages

Value	Disadvantages
10	Hunted: The Synod 8- (Less Powerful, Non -Combat Influence, Harshly Punish)

Athan Re

The enchanted lands of Erenn obscure many secrets such as the arcane descendants of the Athan Re. The order remains hidden even while it instructs young students in the art of shadows, stealth, and war for the battle against the En-nwrathi. While the rest of Roen enjoys the peace of the victor, the Athan Re war has never ended. Dedicated to hunting down all sources of corruption, the Athan Re and their allies have weathered countless assaults and efforts to destroy their teachings but with the blessings of their divine patrons, they endure. Those who style themselves as “Commanders of Magic” have no choice but to struggle, the enemy is death cloaked in flesh and he gives no quarter.

Abilities

Cost	Abilities
1	KS: The Athan Re
1	Power: Magic: Choose
1	Stealth
2	WF: Common Melee
5	Talent: The Eye of Light and Fire
3	Talent: Mystic
5	Talent: Arcane Strength
4	Élan: Endurance Reserve (20 END, 4 REC) (6 Active Points); Slow Recovery (Varies Standard 6 Hours, -2 1/2), Personal REC (-1/2)

Total Cost Of Package Abilities: 22

Disadvantages

Value	Disadvantages
0	Hunted: The Re 8- (More Powerful, Limited Geographic Area, Watching)

Rovanno Armorial Academy

The Academy is one of the foremost military and martial schools in Roen, attracting students from all corners of the continent and beyond. This package deal represents the shortest course of study, a two-year program designed to create a courteous and professional soldier.

Abilities

Cost	Abilities
3	+3 STR
3	+1 DEX
6	+3 CON
10	+1 SPD
10	Martial Arts Style
1	High Society
1	KS: Heraldry
1	KS: Martial Lore
2	WF: Common Melee Weapons
2	Fringe Benefit: Lower Nobility

Total Cost Of Package Abilities: 39

Disadvantages

Value	Disadvantages
10	Distinctive Features: Bearing (Concealable with Major Effort; Noticed and Recognizable)

Knights Guardian

The long and prestigious history of the Guardians lies shattered in the remnants of the Fallen Kingdoms. Once considered the premier order of knighthood and the goal of every young warrior's dream, the company struggles with internal dissention and the constant threat posed by those who would see the knights destroyed. Many of the young knights flounder, uncertain of their duty to an old warrior who has taken a mortal wound. However, there are several veterans who strive to pull their order back together.

Abilities

Cost	Abilities
3	+3 STR
9	+3 DEX
6	+3 CON
10	+1 SPD
1	High Society
1	KS: Heraldry
3	Riding
1	Tactics
2	WF: Common Melee Weapons
2	Fringe Benefit: Knight

Total Cost Of Package Abilities: 38

Disadvantages

Value	Disadvantages
5	Distinctive Features: Dress (Easily Concealed; Noticed and Recognizable; Detectable By Commonly Used Senses)
10	Social Limitation: Obligation to Order (Occasionally, Major)

Kratian Battlelord

Battle is the greatest calling that a man can master. Only when faced with utter destruction do men excel and rise above themselves, becoming more than just a man. The Kratian Battlelords devote their lives to those moments of perfection. Founded by the idle rich of Numeria, the organization quickly mastered the techniques of melee and weaponry. They brought in teachers and ascetic

Pencil Pushers

monks, generals and engineers, and they brought in armorers and weaponsmiths from where ever their coin could find them. Their wealth has made them powerful beyond their dreams and their power has made them wealthy beyond imagining. Unknowable sums have been spent on the development of every aspect of warfare until there is little else that the Battlelords can learn in the field of killing. Training is an ongoing lifelong affair and this package deal represents a neophyte Battlelord.

Abilities

Cost	Abilities
5	+5 STR
6	+2 DEX
10	+5 CON
1	KS: Heraldry
1	Tactics
2	WF: Common Melee Weapons
5	Combat/Penalty Skill Levels (5 points' worth)
2	Fringe Benefit: Membership: Kratian Battlelords
Total Cost Of Package Abilities: 32	

Disadvantages

Value	Disadvantages
5	Social Limitation: Obligation to Order (Occasionally, Minor)
15	Psychological Limitation: Duelist Mentality (Common, Strong)

Hyrcaid

The Bitter Spear. The Naegring. The north is full of men and women who have seen everything they love crushed into the frozen ground of their homeland. The north is also full of men and women who have renounced their life. They have given themselves over to the dead to serve as an instrument of revenge and destruction. They only ask that they be allowed to drive their spear into the fetid heart of one of the Ennwraithi. They hate the brutish trollkin but they see past the fields of the dead. Their vision is crystallized; the killing will never end until the Lost are no more.

Hyrcaid, at first glance seems to be an oxymoron. A society of bloodthirsty raiders who worship merciless gods and who plot their revenge by avoiding combat? The Bitter Spear is a small organization; each member has seen countless thousands die in battle against the trollkin hordes. Bitterness then is the realization that despite your valor and sacrifice, you will still lose unless the battle is radically changed.

Abilities

Cost	Abilities
3	+3 INT
8	+4 EGO
3	Stealth
3	Concealment
2	Survival

The Last Dominion



Shandra at the Fall of Atherton

1	Tactics
1	KS: Ennwraithi
2	WF: Common Melee Weapons
2	Fringe Benefit: Membership: Hyrcald

Total Cost Of Package Abilities: 25

Disadvantages

Value	Disadvantages
15	Psychological Limitation: Hunting the Ennwraithi (Common, Strong)

Aran Krinos

The allure of money and the luxuries it brings is intoxicating and impossible to resist for some. Business, as they say, is ruthless and the members of Aran Krinos are very good at business. The membership consists of men and women from differing backgrounds with the only common cause being a love of money and a willingness to do nearly anything to get more.

Abilities

Cost	Abilities
3	Trading
1	KS: Aran Krinos
3	PS: pick any mercantile profession
2	Fringe Benefit: Membership: Aran Krinos
2	Perk: Underworld Contacts

Total Cost Of Package Abilities: 11

Disadvantages

Value	Disadvantages
15	Social Limitation: Secret Identity (Frequently, Major)

Boson Gar

There have always been men and women who were willing to kill for fame, belief, power, or money. Of these, the most feared are those who kill for money. They strike without provocation or warning using subterfuge and stealth. These murder-for-hire monsters study their prey and choose when and where to strike with deadly results.

Once professional killers worked their ugly magic in solitude but the rising power of the church within the Empire made it expedient to dispose of all the evidence of a contracted murder. Soon, the nobility found itself without men capable of performing this discrete service. Only unimaginative thugs remained willing to kill for money.

The Boson Gar formed to fill this need and to protect its membership. The decadent Vintrian nobility founded the organization to provide skilled killers who could operate without the knowledge of their employers. Several competing organizations battled early on but the superior organization coupled with the financial power of the Boson Gar ensured its rise to dominance. The cartel has two tiers of membership — those who perform the actual killing are called Slayers and the administrative Commissioners manage the details of the contracts and money.

Abilities

Cost	Abilities
1	Concealment
1	Stealth
2	WF: Common Melee Weapons
3	Fringe Benefit: Membership: Boson Gar Slayer

Total Cost Of Package Abilities: 7

Disadvantages

Value	Disadvantages
15	Social Limitation: Secret Identity (Frequently, Major)

Fianna

The history of the Fianna is shrouded in secrecy and half-truths. Popular legends indicate that the famous Erenn warlord, Fion Sycora — who advocated stra-

tegic warfare utilizing surprise and illusion — studied the techniques under one of the mysterious Re. The involvement of the Re is difficult to substantiate but it is possible to confirm that Sycora was a noted and exceptional student when he trained at the finest Vintrian military academy. He was also inducted into the Vintrian royal cohort where he fought with distinction for a decade. When the war finally came to his homeland, he was torn between serving the emperor and defending his people but eventually he deserted his unit. His unusual strategies caught the eye of the Erenn leadership, who successfully used them against the Empire. These core principles of combat still form the strategic style of the Fianna.

The Fianna emphasize stealth and subterfuge at all levels of combat. Their powers of misdirection and martial skill have become so exaggerated that many believe the organization practices a style of magic.

Abilities

Cost	Abilities
3	AK: Erenn
3	Concealment
1	Sleight Of Hand
3	Stealth
1	Tactics
1	Tracking
10	Martial Arts: Na Fianna
4	WF: Common Melee Weapons, Common Missile Weapons
2	Fringe Benefit: Membership: Fianna

Total Cost Of Package Abilities: 30

Disadvantages

Value	Disadvantages
15	Social Limitation: Obligation to the Fianna (Frequently, Major)
15	Social Limitation: Secret Identity (Frequently, Major)

Justicar

Justicars or Paladins are warriors drawn to the service of one of the Celestine. Individual members network amongst themselves but there is no formal organization. The warriors called to battle against the Ennwrathi and the enemies of the Celestine share common traits of valor, drive, and fidelity but are otherwise unique beings united only in service to an immortal. There is not a universal code of conduct but the Justicars represent beings that rely on the beneficence of mankind to wage their war, therefore civility and positive relations are not abandoned without good cause.

The peasants worship the law-unto-himself style of justice practiced by the justicar but nobility and royalty are mixed in their view. Strongly lawful realms

Pencil Pushers

abhor the vigilante mentality but find the fearless solders indispensable when faced with powerful servants of evil. Nobles who dabble in darker hobbies are likewise ill at ease around them.

Abilities

Cost	Abilities
1	KS: Celestine
1	KS: Ennwrathi
10	Life Support: Immunity to all diseases
2	WF: Common Melee Weapons

Total Cost Of Package Abilities: 14

Disadvantages

Value	Disadvantages
15	Social Limitation: Subject to Orders (Frequently, Major)

Order of the Silver Spear

These brothers in faith and arms have dedicated their lives to the defense of the church and the destruction of her enemies. Luckily, the holy order has avoided much of the schismatic infighting due in no small part to maintaining separate authority. Agents of the Silver Spear do not form one large cohesive military body. Instead, small units acting under the authority of a Vicar-Knight operate as an itinerate troop traveling the land as advocates of the church.

Abilities

Cost	Abilities
1	KS: The Great Fellowship
3	Riding
2	WF: Common Melee Weapons
6	Penalty/Combat Skill Levels (6 points' worth)
2	Fringe Benefit: Knight
2	Fringe Benefit: Ordained Priest

Total Cost Of Package Abilities: 18

Disadvantages

Value	Disadvantages
15	Psychological Limitation: Devout (Common, Strong)
15	Social Limitation: Subject to Orders (Frequently, Major)

Redeemer

The faithful are weak. They succumb to temptations and stray from the true teaching of the church. When they have fallen far enough, the Redeemers take notice. The Inquest has agents everywhere who watch their flock and the enemies of the church. They pay coin to members of the laity who value the faith (and money) of the church over friendship or loyalty. The order maintains secret methods of communication outside of normal hierarchy to ensure that no one might know when the vengeful eye of the church is watching. Dedicated and devout, the Redeemers' mission, the most im-

The Last Dominion

portant mission of the church, is the salvation of the souls of believers. The order answers only to the Elder Patriarch and Ro himself.

Abilities

Cost	Abilities
1	KS: The Great Fellowship
3	Riding
2	WF: Common Melee Weapons
2	Fringe Benefit: Membership: Redeemers
5	Fringe Benefit: Secular Immunity

Total Cost Of Package Abilities: 13

Disadvantages

Value	Disadvantages
20	Psychological Limitation: Zealot (Common, Total)
10	Reputation: Redeemer, 11-

Brotherhood of the Sword

The Brotherhood of the Sword grew from necessity after the Mendicant Sect of the Great Fellowship seceded from the Patriarchs. The contested succession spawned dozens of battles and hundreds of skirmishes that the pacifistic Mendicants were unprepared to manage. A gifted mercenary, Rowan Kassel rose to pre-eminence in the fledgling nation both for his skill in combat and his dedication to the ideals of the church. In the year 932, Rowan was called before the Council of Mendicants who confirmed him as the First-Sword of the Mendicant Brotherhood. Brother Rowan and the council raised likeminded men and women into a militant order pledged to defend the faithful and to uphold the tenants of the Great Fellowship.

Abilities

Cost	Abilities
1	KS: The Great Fellowship
1	KS: Heraldry
3	Riding
2	WF: Common Melee Weapons
10	Martial Arts
2	Fringe Benefit: Membership: Brotherhood of the Sword

Total Cost Of Package Abilities: 19

Disadvantages

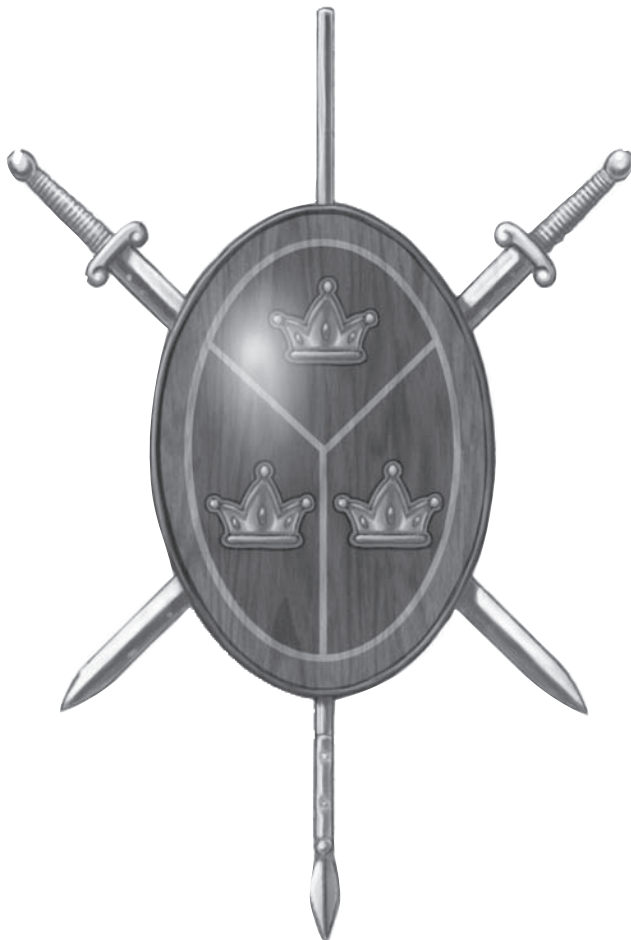
Value	Disadvantages
15	Psychological Limitation: Devout (Common, Strong)
15	Social Limitation: Subject to Orders (Frequently, Major)

Geared For War

INDUSTRY

Roen has not recovered enough from the devastating days of the dark ages to build weapons and armaments equal to the renaissance, but they are quickly advancing that direction. Until that time, large hacking swords and massive bludgeoning weapons remain the stock and trade of professional soldiers. Other combatants, such as militia or poor warriors, are forced to use inferior weapons.

Recent advancements in the tools of war include the development of Kratian Plate, the only style of fully plated armor available on Roen. Undoubtedly, the next decade will see a proliferation of armors based off the Kratian model. However, the costs of such magnificent armors are extravagant and its possession will draw attention from local authorities unless the owner is obligated to make war for the lord. In some lawless regions, the owner of such arms is unlikely to be challenged for his



right to own them, but if he is traveling alone it is likely that he will meet an unfortunate end. If our undaunted warrior should win his way through, his passing will create a wake of gossip among all that see him as tales of the armored warrior spread among the peasantry.

Like weapons and armor, other technological developments re-establish themselves in spurts and sputters. Building and sanitation have advanced under the constant threat of plague and urban development of the Middle Kingdoms. Another advanced discipline is the field of medicine, which enjoys an unparalleled communication of new techniques and discoveries. Healers practice their art under the benevolent wing of the Order of Apathos, which offers rich opportunities for the brightest students. However, the advanced healing arts owe a significant amount of their craft to the use of magic to assist mundane skills.

The maturing technological craft skills owe much to scholars and students of history who discover new techniques among books preserved from antiquity. These discoveries have created a strong bond between the classic arts and inquisitive craftsmen. The study of history was once reserved for nobility and the clergy, but during the last few decades wealthy artisans have flocked to the field in hopes of discovering new methods in their chosen field.

Yet all is not well for the tradesmen. Many of these ancestral advancements have occurred within the last century and most originated within the Vintrian Empire. Lately these advances have slowed as the Empire crumbles and war threatens to sweep south from the Fallen Kingdoms. The scholars who remain within the Empire fear to let their precious tomes out of their sight and those who look to settle in other lands abscond with any valuable work they can obtain. Master craftsmen and wealthy merchants have left the northern reaches of the Empire, relocating in the Old Kingdoms or to the west. The exodus, coupled with the pervading feeling of uncertainty, threatens to derail the revival of numerous lost arts.

EQUIPMENT

The equipment list provides costs and availability of a wide variety of goods to use as a reference, rather than a strait jacket. The gamemaster is encouraged to alter the list to fit regional specifics or in response

to events such as large-scale war.

There are a bewildering number of coins produced throughout Roen but most coins are made from silver, copper, or brass. Brass and copper coins form the standard for the equipment guide though silver is the most commonly minted coin. Gold coins are rare but they are minted in some areas. These golden coins see little use in common commerce except in the largest urban regions. The only exception to this are powerful organizations such as the nobility or merchant trade ventures who use gold coins and trade bars made from a number of valuable metals to conduct their business. The weight of a gold trade bar is four kurn (roughly a kilogram) and that standard forms the basis for all other trade bars. Each kurn has the weight of 50 standard-weight coins (or 200 coins to a kilogram).

All the talk of coinage does not imply that it is the only method of exchange. Purchase with coin is the standard in urban areas while barter is common in the hinterlands. In these poor regions, coin still has value and is readily accepted in reasonable sums.

Barter is commonly seen as an all-or-nothing state of affairs in roleplaying games. Money as a standard still has its place, but it must be put to creative use. A lord may assess a peasant's yearly tax as three chickens, one milking cow, and two bushels of barley, which could be written as a simple sum of 52 silver coins. They are equivalent values. Likewise, a weapon smith may forge a stunning sword in exchange for a sturdy plow horse and two pair of fine boots. The lord purchasing the sword doesn't deal in the specifics of the barter, the cost to him is the six silver coins he paid to the bootmaker and another forty silver coins paid to the local ostler to find a suitable horse.

Spare Some Change?

The merits of an exacting system of commerce come up short when opposed with keeping the game fun. Occasionally, coinage may turn up as a plot hook such as when specific coins are being clipped or made from base metals, but to most gamers a silver piece is a silver piece. Keeping track of how many have been clipped or damaged is tedious work. Unfun work.

The value of coins in *The Last Dominion* is based on their weight in precious metals, so a simple work around is to assume that the coins listed combine to equal the correct weight. Thus, the number of coins in the possession of a character turns into a game simplification — 20 coins may actually be 16 silver coins and 18 bits or quartered coins. There is no game relevance for the make-up of those 20 coins.

For the same reasons, the monetary system works on a decimal system. The prices listed aren't meant to represent a specific historical time or location. Instead, the list is designed with a nod to modern sensibilities to make the job of pricing things on the fly easier for the gamemaster. If you think of a bronze piece as a having the same value as a dollar then it should be easy to vary the prices as you go. The association with modern value also helps players and the gamemaster plainly calculate how much money the characters have or how much value the treasure is worth.

COINAGE

Value	Standard	Middean	Numerian	Vintrian	Khaylish	Dracia	Touren
500 bronze	Gold Piece	Royal Eagle		Imperator		Bennat	Platinum Acre
100 bronze		Gold Eagle	Crown	Dragon		Tal	Electrum Vesper
20 bronze	Silver Piece	Eagle	Scut	Guilder	Scepter	Corg	Stag
10 bronze		Noble	Dek	Soldier			
5 bronze		Quarter	Pen	Bit	Shield	Cent	
1 bronze	Bronze Piece	Penny	Cog	Tik	Sword	Bit	Tin Standard



Glacian Spear

EQUIPMENT LIST

Weapons

Item	Cost
Simple Weapons	
Infantry Mace	85 bp
Short Spear	120 bp
Staff	35 bp
Swains Knife	115 bp
Woodsmen's Axe	65 bp
Short Blades	
Durazzo Handblade	85 bp
Footman's Blade	180 bp
Mail Knife	410 bp
Mercenary Dagger	155 bp
Long Blades	
Erenn Greatsword	1,600 bp
Khêl Blade	975 bp
Immortals Blade	7,500 bp
Kaladian Longsword	1,250 bp
Numerian Longsword	1,525 bp
Trollsword	1,050 bp
Warsword	810 bp
Axes	
Gherkin Axe	425 bp
Ory Axe	500 bp
Sargis Axe	650 bp
Troll Axe	550 bp
Vindel Axe	475 bp
Clubs, Hammers, & Maces	
Club, Great	175 bp
Mace	235 bp
Mace, Flanged	275 bp
Mace, Footman's	250 bp
Maul	450 bp
Warclub	210 bp
Warhammer	575 bp
Polearms	
Arber Axe	300 bp
Boar Spear	325 bp
Dragon Spear	450 bp
Footman's Pike	260 bp
Glacian Spear	210 bp
Lance	175 bp
Poleax	375 bp
Vintrian Spear	400 bp
Missile Weapons	
Crossbow Armburst	350 bp
Crossbow	425 bp
Saddlebow	650 bp
Featherhorn Bow	450 bp
Horn Bow	325 bp
Horsebow	500 bp
Javelin	80 bp
Longbow	750 bp
Recurve Bow	425 bp
Screaming Stone	60 bp
Short Spear	120 bp
Sling	30 bp
Whistler Stone	35 bp

Armor

Item	Cost	
Simple Armors		
Padded Gambeson	145 bp	
Leather Jac	110 bp	
Leather Cuirie	150 bp	
Chain Byrnie	650 bp	
Chain habergeon	930 bp	
Military Armors		
Segmented Armor	1,950 bp	
Banded Byrnie	1,350 bp	
Cavalry hauberk	1,900 bp	
Infantry hauberk	1,650 bp	
Heavy hauberk	2,850 bp	
Plate & chain	5,400 bp	
Kratian Plate	7,000 bp	
Legs		
Leather leggings	65 bp	
Chain leggings	150 bp	
Greaves	220 bp	
Military boots	90 bp	
Cavalry boots	135 bp	
Arms		
Leather sleeves	75 bp	
Chain sleeves	200 bp	
Bracers	250 bp	
Pauldron	400 bp	
Gloves	165 bp	
Chain Mittens	130 bp	
Chest		
Bevor	350 bp	
Kidney belt	275 bp	
Spaulder	295 bp	
Head		
Peasants Cap	30 bp	
Kettle	55 bp	
Chain Coif	130 bp	
Pikeman's Pot	95 bp	
Legionnaires	230 bp	
Arena Helm	275 bp	
Glacian Goggled	175 bp	
Great Helm	315 bp	
Shields – Wooden		
Round	45 bp	
Heater	55 bp	
Kite	70 bp	
Shields – Metal		
Buckler	65 bp	
Round	90 bp	
Heater	105 bp	
Kite	150 bp	
Legion	250 bp	
Weapon Accessories		
Item	Cost	Wt
Quiver	25 bp	.5 kg
Arrows (20)	110 bp	1.0 kg
Quarrel	25 bp	0.6 kg
Crossbow Bolt (8)	120 bp	1.5 kg
Whetstone	5 bp	0.2 kg

Outdoor Gear

Item	Cost	Wt
Backpack		
Small	20 bp	0.6 kg
Medium	35 bp	1.0 kg
Large	90 bp	1.2 kg
Belt Pouch		
Small	9 bp	0.1 kg
Large	14 bp	0.1 kg
Cooking Pot	26 bp	4.0 kg
Fishhook & line	2 bp	-
Fishing net, small	50 bp	5.0 kg
Fishing net, large	180 bp	10 kg
Fish trap	30 bp	0.5 kg
Flask	6 bp	0.5 kg
Flint & Steel	15 bp	0.1 kg
Lantern	85 bp	1.0 kg
Lamp	50 bp	0.7 kg
Lamp oil	10 bp	0.5 kg
Mirror, Metal	150 bp	0.1 kg
Rope		
Hair	24 bp	4.0 kg
Linen	36 bp	2.8 kg
Sack		
Small	30 bp	0.1 kg
Large	50 bp	0.1 kg
Sleeping Gear		
Blanket, light	20 bp	0.5 kg
Blanket, heavy	35 bp	1.4 kg
Furs, light	80 bp	1.6 kg
Furs, heavy	145 bp	3.0 kg
Soap	3 bp	0.3 kg
Tent		
2-man	90 bp	26 kg
4-man	240 bp	53 kg
8-man	575 bp	92 kg
Pavilion	1,200 bp	120 kg
Tinderbox	9 bp	0.1 kg
Torch	1 bp	0.2 kg
Waterskin	7 bp	4.0 kg

Lodging & Services

Item	Cost	Notes
Lodgings		
Poor	15 bp	Open
Average	25 bp	Open
Good	110 bp	Semi
Very fine	340 bp	Private
Stabling		
Poor	5 bp	
Fine	20 bp	
Library access	100 bp	
Baths		
Public	5 bp	
Private	10 bp	
Scribe	55 bp	Per page
Messenger	20 bp	Local
Town Crier	15 bp	
Sage	100 bp	Base

Food and Spirits

Item	Cost	Notes
Meal		
Light	6 bp	
Normal	10 bp	
Heavy	12 bp	
Fine	48 bp	
Exotic	85 bp	
Banquet	45 bp	
Rations	14 bp	1 day
Coffee	12 bp	
Tea	8 bp	
Cider, fresh	1 bp	
Cider, fermented	2 bp	
Brandy	4 bp	
Wine		
Poor	2 bp	
Average	5 bp	
Fine	9 bp	
Excellent	22 bp	
Ale	2 bp	
Stout	3 bp	
Bitter	3 bp	
Mead	5 bp	

Clothing

Item	Cost
Cleric's outfit	360 bp
Cloak	
Fur lined	81 bp
Woolen	56 bp
Heavy	116 bp
Hooded Cloak	
Fur-lined	115 bp
Woolen	85 bp
Heavy	163 bp
Cold weather gear	240 bp
Courtier's outfit	850 bp
Craftsmen's outfit	210 bp
Dress	
Coarse	45 bp
Court	900 bp
Exotic	1,150 bp
Frock	85 bp
Merchant	145 bp
Noble	650 bp
Wench	65 bp
Merchant's outfit	420 bp
Monk's outfit	60 bp
Noble's outfit	490 bp
Peasant's outfit	85 bp
Royal's outfit	1,500 bp
Scholar's outfit	260 bp
Warrior's outfit	175 bp

Beasts of Burden

Item	Cost
Horse	
Garron	3,000 bp
Draught (work)	4,000 bp
Palfrey	5,500 bp
Mountain	4,150 bp
Courser (racer)	8,700 bp

Warhorse	
Charger	11,000 bp
Destriers	13,000 bp
Greater	17,000 bp
Mule	1,400 bp

Transport & Tack

Item	Cost	Notes
Bit & Bridle	75 bp	
Cart		
Pony	250 bp	
Horse	400 bp	
Coach (2-H)	1,700 bp	
Coach (4-H)	5,600 bp	
Saddle		
Military	610 bp	
Pack	125 bp	
Riding	165 bp	
Wagon		Capacity
Small	1,100 bp	1,200 lbs
Large	1,800 bp	1,800 lbs

Barding

Item	Cost	Notes
Leather	750 bp	FH 195
Chain	1500 bp	FH 195
Plate	5,900 bp	FH 195
Chanfron, leather	114 bp	FH 195
Chanfron, chain	280 bp	FH 195
Chanfron, plate	899 bp	FH 195
Crinet, leather	78 bp	FH 195
Crinet, chain	570 bp	FH 195
Crinet, plate	954 bp	FH 195

Scriptorium

Item	Cost
Balance	320 bp
Books	
Arcane	5,000 bp
Scholarly	3,500 bp
Religious	2,000 bp
Candle, tallow	14 bp
Candle, wax	52 bp
Chalk, 10 p	1 bp
Hourglass	400 bp
Ink, colored	65 bp
Ink, Black	15 bp
Map	
Continental	3,000 bp
Local	500 bp
National	1,250 bp
Regional	700 bp
Mapcase, leather	25 bp
Mapcase, ornate	215 bp
Paint	7 bp
Paper	17 bp
Parchment	11 bp
Vellum	8 bp
Personal Seal	
Bronze	80 bp
Gold	2,100 bp
Silver	500 bp
Quill pens	8 bp

Musical Instruments

Item	Cost
Bells	18 bp
Chimes	22 bp
Drum	15 bp
Dulcimer	230 bp
Hunting Horn	20 bp
Kettle Drums	35 bp
Lute	120 bp
Lyre	90 bp
Pan Pipes	16 bp

Miscellaneous Gear

Item	Cost	Notes
Acid		
Weak	105 bp	4 oz
Standard	340 bp	4 oz
Strong	575 bp	4 oz
Chisel	12 bp	0.5 kg
Grappling hook	23 bp	1.0 kg
Lockpicks		
Poor	60 bp	0.2 kg
Standard	125 bp	0.2 kg
Fine	270 bp	0.2 kg
Lock		
Simple	35 bp	0.5 kg
Average	90 bp	0.5 kg
Complex	210 bp	0.5 kg
Metal file	8 bp	0.1 kg
Caltrops (20)	25 bp	0.3 kg



WEAPONS AND ARMOR

Weapon	OCV	Damage	STUNx	STR Min	BODY	DEF	Mass	Size	Notes
Common Weapons									
Infantry Mace	0	4d6N	0	7	6	4	1.4	S	
Short Spear	0	1d6+1	0	9	4	4	1.2	M	Thrown, 1½H
Short Spear (blunt)	0	4d6N	0	9	4	4	1.2	M	
Staff	+1	4d6N	0	8	4	4	1.1	M	2H
Swain's Knife	0	1d6	0	6	3	5	0.8	S	
Woodsman's Axe	0	1d6+1	0	7	4	4	1.0	S	Thrown
Weapons of War									
Short Blades									
Durazzo Handblade	0	1½d6	0	9	5	3	1.1	S	
Footman's Blade	0	1d6+1	0	7	5	5	1.1	S	
Mail Knife	0	1d6	0	8	4	4	1.0	S	+2 rPiercing
Mercenary Dagger	0	1d6	+1	7	5	5	0.9	S	
Mordha Dagger	+1	1d6	0	4	3	8	0.6	S	Thrown
Long Blades									
Erenn Greatsword	+1	2d6	0	12	8	7	2.4	M	2H
Khêl Blade	0	1½d6	0	11	6	5	2.0	M	1½H
Immortals Blade	+1	2d6-1	0	9	5	9	1.1	M	+1 rPiercing
Kaladian Longsword	+1	1½d6	0	9	6	8	1.5	M	
Numerian Longsword	0	2d6-1	0	11	7	7	1.8	M	1½H
Trollsword	0	2½d6	0	16	5	5	3.6	M	2H
Warsword	0	2d6	0	14	6	7	2.1	M	1½H, +1 OVC w/Trip & Dismount
Axes									
Gherkin Axe	0	2d6	0	13	6	4	2.4	M	1½ H
Gherkin Axe, spike	-1	1½d6	0	13	6	4	2.4	M	1½H, +2 rPiercing
Ory Axe	0	2d6-1	0	10	6	4	2.1	M	
Ory Axe , spike	-2	1d6+1	0	10	6	4	2.1	M	+3 rPiercing
Sargis Axe	+1	2d6	0	12	6	4	2.4	M	2H
Troll Axe	0	2d6+1	0	16	7	5	2.9	M	2H
Vindel Axe	0	2d6	0	13	6	4	2.3	M	1½H
Vindel Axe, spike	0	1½d6	0	13	6	4	2.3	M	2H, +2 rPiercing, Full Phase
Clubs, Hammers, & Maces									
Club, Great	0	5d6N	0	12	6	5	2.3	M	2H
Mace	+1	5d6N	0	12	5	5	1.8	M	1½H
Mace, Flanged	+1	2d6-1	+1	10	5	5	1.6	M	
Mace, Footman's	+1	4d6N	0	10	5	5	1.4	M	
Maul	0	2d6+1	+1	16	8	5	4.0	M	2H
Warclub	0	5d6N	0	14	6	5	2.1	M	
Warhammer	0	2d6	+1	13	6	6	3.1	M	1½H
Warhammer	0	2d6	0	13	6	6	3.1	M	1½H, +2 rPiercing
Polearms									
Arber Axe	0	2d6-1	0	10	4	4	2.8	M	2H
Boar Spear	-1	2d6+1	0	11	5	4	3.2	L2	2H, Set
Dragon Spear	+1	2d6	0	11	5	6	2.8	M	2H, +1 OCV Disarm & Trip, Set
Footmans Pike	0	2d6	0	10	4	4	2.9	L	2H, Set
Glacian Spear	0	2d6-1	0	9	4	4	2.4	M	2H, +1 OCV Disarm & Trip
Lance	0	2d6	0	10	2	4	5.0	L	2H
Poleax	0	2d6+1	0	13	5	5	3.0	L	2H
Poleax (beak)	0	2d6	0	13	5	5	3.0	L	2H, +2 rPiercing
Vintrian Spear	0	2d6	0	13	5	4	3.1	L	2H, +1 OCV Disarm, Trip, & Dismount. Set

Melee Weapon Key:

N: Normal Damage
 2H: Two-Handed Weapon
 rPiercing: Weapon ignores armor equal to (+) value
 Set: Weapon can be set to take a charge

Thrown: Weapon has ranged based on STR Advantage
 1½H: One-And-A-Half Handed
 Full Phase: Requires a Full Phase Action to use

WEAPONS AND ARMOR

Missile Weapons

Weapon	OCV	RMod	Damage	STUNx	STR Min	BODY	DEF	Mass	Range	Notes
Armburst*	0	0	2d6	0	8	3	4	4.8	100"	2H, +2 rPiercing, 1 Turn
Crossbow*	0	+1	2d6+1	0	6	3	4	4.2	80"	2H, +2 rPiercing, 1 Turn
Featherhorn Bow	0	+4	2d6	0	13	3	2	2.0	160"	2H, Conc
Horn Bow	0	+1	2d6+1	0	13	3	2	2.6	100"	2H, +1 rPiercing, Conc, Mounted, RSR (Riding)
Horsebow	0	0	2d6	0	10	3	2	1.8	60"	2H, Conc, Mounted
Javelin	0	+1	1d6	0	8	4	4	1.0	32"	
Longbow	0	+3	3d6-1	0	18	3	2	2.4	200"	2H, +3 rPiercing, Conc
Recurve Bow	0	+1	2½d6	0	15	3	2	1.6	120"	2H, +1 rPiercing, Conc
Saddlebow*	0	+2	3d6	0	8	3	4	5.0	100"	2H, +2 Piercing, 1 Turn
Screaming Stone	-1	+1	3d6N	0	8	2	2	1.0	28"	Full Phase, Conc
Short Spear	0	0	1d6+1	0	9	4	4	1.2	20"	
Sling	-1	0	3d6N	0	2	1	2	0.5	40"	Full Phase, Conc
Whistler Stone	0	0	4d6N	0	11	5	6	1.4	18"	

Missile Weapon Key:

*: This weapon is a crossbow
 rPiercing: Weapon ignores armor equal to (+) value
 Conc: Concentration
 Mounted: This bow can be used when mounted
 RSR: Requires A Riding Skill Roll
 1 Turn: Weapon Requires Extra Time between shots

Information on Piercing (rPiercing) can be found on page 96 of *Dark Champions*.

Weapon Descriptions

Common Weapons

Common Weapons may be found throughout *The Last Dominion* and are not considered to be weapons of war. Even in the most despotic regions, the small folk will have access to these weapons but not much more.

Infantry Mace: Other than the Swain's knife and the spear, the infantry mace is the most common weapon. Little more than a stout club with a girded-iron business end, the infantry mace is a simple weapon that requires very little upkeep.

Short Spear: The short spear is the most common weapon on Roen. The weapon costs little to make and it is easy to craft, making it the choice weapon for arming levy and militias. The short spear is a 3' to 4' wooden haft with a long piercing blade on the end. It is also one of the most versatile weapons and is frequently used as a bludgeon or a thrown missile.

Staff: The staff is little more than a long wooden haft used to batter opponents. Most staves are simple weapons, but there is a wide variety of styles and constructions. Warriors favor reinforced varieties with iron shodding or metal endcaps.

Swain's Knife: The Swain's knife is a common small sword used by peasants. The construction is crude but sturdy.

Woodsman's Axe: The woodsman's axe is a trusted tool and weapon of those who frequent the wilderness areas. The weapon is durable with an easily replaced haft.

Short-Bladed Weapons

Durazzo Handblade: The handblade is a vicious chopping weapon that is more cleaver than sword. The simple design coupled with the minimal training needed use the weapon makes it a common weapon among uncivilized peoples.



Handblade

Footman's Blade: The footman's blade is the most common military weapon other than the short spear. The construction is utilitarian and durable.

Mail Knife: A warrior's weapon, the mail knife is most effective against armored opponents. The tined blades are designed to pierce mail.

Mercenary Dagger: The mercenary dagger is a cheap but effective weapon used for "close work." The leaf blade is designed to inflict greater damage on unarmored opponents.

Mórdha Fighting Blades: These elegant weapons are forged by the mystical Mórdha and command

a high price for their unique and durable construction. The fighting blades are alloyed with strong but light metals, making them difficult to break. Mórdha weapons are rare and distinctive.

Long Blades

Erenn Great Sword: A massive weapon designed to wreak maximum effect on armored opponents, the great sword is rarely used by any who do not make war their livelihood. There are other great blades made on Roen but the Erenn blade is the most famous.

Khêl Blade: This wicked-looking bastard sword comes from the far eastern realms of Khêl. The weapon is poorly designed for withstanding the rigors of war, or perhaps the metal-crafting skills are lacking, but for whatever reason, these blades are considered unreliable. The blades also have something of a notorious reputation since many of them hold poison. Possession of a Khêl Blade for something other than collection is nearly an admission to plans of murder.

Immortal's Blade: The master-crafted blade of the Immortal Vintrian Guard. It is a rare and prized blade that carries with it an air of danger and mystique. Each blade takes months to craft using secret techniques and metals. The unique weapons are unavailable to all but those with both coin and contacts.

Kaladian

Longsword:

This blade is the weapon of choice among the nobility of Roen. The blade is sturdy but with regal lines along the blade and guard. Kaladian Longswords are single-handed weapons but larger varieties exist that are built in the same style. The famed smiths of Kaladia perfected the forging of this sword less than two centuries ago but already the blade has achieved an impressive degree of renown.

Numerian Longsword: A thick blade with a heavy tip used by Numerian nobility, though other varieties exist. The sword's weighty blade is designed to hew and crush more than slash or stab.



Immortal's Blade

Troll Sword: Also called a horse knife or great blade. This huge weapon was developed to oppose mounted opponents by cutting their horses from under them. Now, the large blade is primarily used against trollkin. Frighteningly, the brutish creatures themselves have developed a fondness for the weapons.

Warsword: The warsword is an ugly cleaving weapon with crude notching meant to catch in the creases of armored warriors, pulling them off balance or off their horse.

Axes

Gherkin Axe: A long-hafted axe usable by cavalry or on foot. It is a weapon often used by mercenaries and raiders. Most commonly, the axe blade is used but the Gherkin Axe may also be used with the beaked end against armored foes. In addition to the beak, the Gherkin Axe also has a piercing spear blade to dispatch heavily armored foes that are down.

Ory Axe: A short-hafted axe usable by cavalry or foot. It is a weapon often used by horsemen and mercenaries. Most commonly, the axe blade is used but the axe may also be used as a thrusting weapon if needed.

Sargis or Battle Axe: A long-hafted double-bladed axe used for making war. The Sargis Axe is sacred to several sects of paladins.

Troll Axe: A fearsome weapon used by trolls and those who

fight them. An unsubtle weapon at best, the troll axe can be used by nearly anyone with the strength to lift it.

Vindel Waraxe: The waraxe is a complicated weapon despite its crude appearance. It is a long-hafted axe with a crescent blade on one side and spiked tines on the other. Skilled axemen uses the tines to punch through armor or shields. There is also a handle just below the blade used to leverage the foot spike against disabled opponents.



Vintrian Spear

Maces, Hammers, and Mauls

Great Club: A large two-handed club used in primitive lands. This is the primary weapon of trollkin and the Durazzo unless they take a better weapon off their victim.

Mace: Maces are one of the most ubiquitous weapons on Roen. They are easy to craft, hard to destroy, and effective against a variety of opponents. The most common type of mace is nothing more than an irregularly shaped metal or stone ball attached to a club.



Mace

Footman's Mace: Smaller and lighter version of the mace.

Flanged Mace: The flanged mace is similar in design to the common mace but has several flared metal bits protruding from the club end.

Maul: A large and brutal weapon usable by only the strongest warriors. The maul is a crushing weapon designed to inspire fear in any opponent. It is commonly known that even the stoutest armor will not keep you safe from the crushing impact of a maul.



Maul

Warclub: A crude weapon used commonly by less-developed societies. The war club is a one-handed bludgeoning weapon and may have any number of spiked flanges embedded into the business end.

Warhammer: Useful in mounted and infantry combat, the warhammer's versatility assures its place on the battle field. The primary striking surface batters victims senseless. The pick-like end quickly dismantles the stoutest armor.

Polearms

Arber Axe: The Arber Axe with its tapered blade functions as both a spear and an axe. The weapon is popular among the mercenary legions of the Middle Kingdoms and through their exploits the weapon has been adopted elsewhere.

Boar Spear: Originally a hunting weapon, the lengthy boar spear has proven useful for stopping the charge of other animals, including cavalry. Typically, the weapon is deployed in pike formations since its value as a melee weapon is minimal.

Dragon Spear: This weapon is a shortened pike with multiple flanges used to trip, disarm, or dismount opponents. The weapon is often underestimated, considered a fancy spear by those who have never faced a skilled user.

Footman's Pike: A long-hafted spear used in infantry formation. The pike is the most common polearm on Roen.

Glacian Spear: The wickedly serrated blade of the Glacian Spear is designed to snag clothing or armor during slashing strikes. The simple but effective design has proven popular and contagious.

Lance: The lance is a very long spear modified for mounted use. The length and construction of the lance ensure that it shatters during the strike to avoid dismounting the rider.

Poleax: This long-hafted axe has seen growing use as the number and power of armored cavalry grows in strength. The spiked end, which can vary in length from 12 to 24 inches, may be used against the charge.

Vintrian Spear: The unusual Vintrian Spear sees more use as a melee weapon than a polearm. The versatile design allows skilled warriors to utilize the weapon for a wide array of combat styles.



Footman's Pike and Short Spear

Missile Weapons

Armburst: The most basic and utilitarian style of crossbow. The armburst has a simple push lever to re-cock. This weapon has widespread use among the armies of the Middle Kingdoms and elsewhere.

Horn Bow: The deadly horn bow is the weapon of choice among the Ramanthian Lancers. A skilled rider can fire the powerful weapon from horseback, but only while standing upright in the stirrups. Lesser riders find the weapon too large to handle on a mount and inferior to other bows used by infantry. The superior range and power of the bow ensures that even other mounted archers find themselves at a disadvantage.

Crossbow: The crossbow is a powerful tension-operated missile weapon. The weapon is expensive to construct but simple to use, making it a choice weapon among lesser warriors or swordsmen. The version here uses a powerful metal crossbar but inferior versions made from wood and sinew have been built.

Featherhorn Bow: The oddly shaped bow, made from wood and horn, is designed to be effective at longer ranges. Special shafts that have been shortened and thinly tipped to keep the weight down are used with this weapon. These arrows may not be used with other bows.

Horsebow: A smaller recurved bow designed to be used from a mount.

Javelin: A simple but effective weapon once used everywhere by infantry. The weapon has fallen out of favor and has largely been replaced by the crossbow in richer countries.

Longbow: The large and powerful bow constructed by master bowyers of Middea and the west. This weapon has also been called the Druid's Bow. The secret of the bow's construction is not well known. Arrows fashioned for the Longbow are unusable in lesser bows.

Recurve Bow: The recurve bow is a composite bow made from horn, sinew, and laminates. The secret to the power of the bow is in the construction material and the ends of the bow curving away from the archer.

Saddlebow: The saddlebow is an unusually shaped crossbow with the central stalk curving downward. The shape adds greatly to the handling and allows for the use of more lethal bolts. Saddlebows may use standard bolts, but in such cases they function as a crossbow. A crossbow may not fire a bolt constructed for a saddlebow.

Screaming Stone: Screaming stones are favored weapons among the Durazzo. The weapon is a dense stone that has been bored through and then laced with a short length of rope. The user swings the stone overhead by the rope, and the holes "scream" as the air rushes through them. Once sufficient velocity has been achieved the weapon is released.

Short Spear: The short spear is the most common weapon on Roen. The weapon costs little to construct and it is easy to craft. These factors make it the choice weapon for arming levy and militias. The Short Spear is a three-foot to four-foot long wooden haft with a long piercing blade on the end. It is also one of the most versatile weapons and is frequently used as a bludgeon or a thrown missile.

Sling: A simple weapon used by peasants to hunt hare and fowl.

Whistler Stone: A stubby stone that has been carved to expose projections. This is a crude thrown weapon, but highly effective in the hands of the trollkin.



Poleax

ARMOR

Armor	Weight	Locations	Ave DEF	DEF
Simple Armors				
Padded Gambeson†	3.0	7-15	-	(4)
Leather Jac	3.2	10-13	.75	3
Leather Cuirie	4.0	9-13	.94	3
Chain Byrnie	9.3	8-13	1.9	5
Chain Habergeon	14.9	8-14	2.6	6
Military Armors				
Segmented Armor	18.7	8-13	2.6	7
Banded Byrnie††	14.9	8-13	2.3	6
Cavalry Hauberk	17.2	7-15	3.8	6
Infantry Hauberk	17.2	7-15	3.8	6
Heavy Hauberk‡	40.0	5, 7-15	4.4	6
Plate & Chain¥	30.5	5, 7-16	4.9	8
Kratian Plate	35.6	5, 7-15	5.0	8

Armor Key:

†: Gambeson provide 4 PD. This PD stacks with the rPD of other armor

††: Banded mail provides half DEF versus melee thrusting weapons such as the spear

‡: Locations 5, 9, 10, 12, and 13 are rPD 8. Chain and Plate Armors overlap

¥: Locations 7, 8, 14-16 are rPD 6

Accoutrements

Legs

Leather Leggings	0.6	15-17	0.6	3
Chain Leggings	1.8	15-17	1.1	6
Greaves	1.7	16-17	1.0	8
Military Boots	0.2	17-18	0.5	4
Cavalry Boots	0.2	18	0.3	6

Arms

Leather Sleeves	1.2	7-8	0.4	3
Chain Sleeves	3.3	7-8	0.8	6
Bracers	6.7	7-8	1.0	8
Pauldron	8.5	8-9	1.0	8
Gloves	0.3	6	0.2	3
Chain Mittens	0.9	6	0.4	6

Chest

Bevor	10.7	5, 9-10	1.5	8
Kidney Belt	8.5	12-13	1.0	8
Spaulder	4.6	9	0.5	8

Head

Peasants Cap	0.2	4-5	0.3	2
Kettle	1.7	4-5	1.0	8
Chain Coif	3.2	4-5, 9	1.1	6
Pikeman's Pot	1.2	4-5	0.9	7
Legionnaires	1.8	4-5	1.0	8
Arena Helm†	1.9	3-5	1.5	8
Glacian Goggled	1.8	4-5	1.0	8
Great Helm‡	1.9	3-5	1.5	8

Accessories Key:

†: Arena Helms impose a -3 Perception Penalty.

‡: Great Helms impose a -1 Perception Penalty.

Armor

The right to wear heavy armors is not universal. In many lands, only the nobility and men employed in the business of making war are afforded the privilege of heavy armors. However, Roen is a rough land and the small folk are expected to fight as needed for their liege or their life. Simple armors are those that are commonplace and draw little attention to the user while military armors, even if allowed, will draw eyes.

Simple Armors

Padded Gambeson: The Gambeson is a common type of quilted armor used alone and also worn under heavier metal armors. Most suits extend from the knees to the wrists but different lengths may be obtained. The Gambeson is called by a dozen or more regional names, including padded armor, aketon, and quilted armor. The gambeson is also unique in that it is not a form of Resistant armor and only provides PD value. These non-resistant defenses stack with all other armors.



Leather Jac: The Jac is a thickened leather vest that laces up the front. The vest provides modest protection for the chest and abdomen but little else. Its easy availability and cheap cost are tempting to the desperate or uneducated.

Leather Cuirie: Similar to the Jac, but the Cuirie also provides some shoulder protection. Stouter versions with metal plates layered between the leather may also be found.

Chain Byrnie: A shirt of mail with quarter-sleeves, the chain Byrnie is easily covered with normal garments. This armor sees most use by foresters and other warriors who rely on speed and moving unseen. The lack of neck, pelvis, leg, and arm coverage make it a poor choice for professional military units.

Chain Habergeon: This is a chain shirt extending across the pelvis with half-sleeves to protect the arms. The habergeon is a lighter version of the Vintrian segmented armor and is commonly used by light military units.

Military Armors

Segmented Armor: Segmented Armor is the armor of choice for the infamous Vintrian legions. It is made with wide metal strips overlapping down

the torso and arms. These segments are connected with leather joints in the front and back. The construction of the armor allows it to be condensed and stored within a very small space.

Banded Byrnie: The simply constructed banded armor is made from coin-sized metal plates riveted to a leather backing. The overlapping construction works well against most weapons but is weak against thrusting weapons.

Cavalry Hauberk: A long chain shirt that extends to the knees in quartered strips. Full sleeves, usually with mittens and a ventail to cover the neck and mouth, provide the maximum protection short of individually fitted plate armor. The division of the skirt provides less protection but allows comfortable riding. Cavalrymen augment the protection of their legs by wearing full greaves.

Infantry Hauberk: Identical to the cavalry hauberk but the skirt is not quartered. Infantrymen avoid the expensive greaves and use chain leggings when additional protection is desired.

Heavy Hauberk: The base armor of the heavy hauberk is a long chain suit identical to the infantry or cavalry hauberk. Additional protection for the torso is provided by layering over plated metal. The chest, neck, and shoulders are protected by the bevor and spaulder. The bevor lays across the upper chest including the neck and chin. Large spaulders attach to the chain across the shoulders and hook onto the bevor. A segmented kidney belt strapped

across the abdomen completes the ensemble. The heavy hauberk is weighty and expensive.

Plate & Chain: Advancing beyond the standardized gear of the heavy hauberk, plate and chain requires extensive fitting for the plate curiass (breast plate). Full chain sleeves, gorget, and leggings complete the outfit. Plate and chain requires an expert armorer and is prohibitively expensive.

Kratian Plate: The famed armor of the Kratian Battlelords is recognized throughout Roen. More than just armor, it is the symbol of a warrior who has achieved mastery in the art of dealing death. For all its fame, the techniques required to forge the armor are only recently perfected. The armor includes faulds (pelvis), pauldrons (shoulder and arms), tassets (thighs), and a reinforced curiass (breast plate). Chain sleeves and leggings cover the bits not protected by plate.

Accoutrements

Leg Protection

Leather leggings: Thick leather leggings.

Chain leggings: Enclosed chain sleeves for the legs that hook onto other pieces of armor.

Greaves: Solid metal defense for the lower legs.

Military boots: High rigid leather boots.

Cavalry boots: Low boots made of rigid leather with a layer of metal strips to provide additional protection.

Arm Protection

Leather sleeves: Thick leather sleeves that attach to shoulder straps or other armor.

Chain sleeves: Enclosed chain sleeves that attach to a chain shirt.

Bracers: Solid plate defense for the lower arm.

Pauldron: Plate defense for the shoulder that covers the upper arm.

Gloves: Fitted leather coverings for the hands with individual fingers.

Chain Mittens: Coverings for the hands.

Torso Protection

Bevor: Metal covering for the upper chest, neck, and chin.

Kidney belt: Segmented plate defense worn across the abdomen to protect the vital organs.

Spaulder: Segmented plate covering for the shoulder.



At the stakes in Lorain

Helms, Horns, and Head Gear

Peasants Cap: Common leather cap worn by militia.

Kettle: A wide-brimmed metal hat with an open face and neck.

Chain Coif: A mail hood covering the neck and head.

Pikeman's Pot: Simple pot helm with plates riveted in place.

Legionnaires: Also known as the Spang Helm. This is a simple helm of riveted plates similar to the Pikeman's Helm. The Legionnaires version is often constructed with nasal bars and a chain draping to protect the neck.

Arena Helm: A molded plate full helm with a tail extending down the back of the neck. This helm provides great protection for an individual combatant but its restrictive field of vision make it a poor choice for a soldier.

Glacian Battle Helm: This is a beaten metal helm with openings for the eyes. The lower half of the face is left open but the nose and eyes are well protected.

Great Helm: A full metal helm that usually has a hinged face plate. Some versions lack a face plate and instead they have a narrow T-shaped opening that is lined with protruding ridges to prevent a weapon from sliding into the opening.

Shields

The gamemaster is encouraged to re-read the Weapon and Shield Breakage section of *Fantasy Hero* on page 189. Shields and in some cases, hafted weapons such as an axe used to block, take tremendous amounts of damage and are prone to breaking during combat. Other rules governing the use of shield are found on pages 198-199 of *Fantasy Hero*.

Shields

Shield Type	DCV	STR Min	BODY	DEF	Mass
Wood, Stretched Hide, or Laminate					
Round	+2	5	3	4	2.2
Heater	+2	5	4	4	2.6
Kite	+3	7	5	4	5.0
Steel or Iron					
Buckler	+1	5	3	6	2.5
Round	+2	7	5	6	3.8
Heater	+2	7	5	6	4.0
Kite	+3	8	6	6	6.0
Legion	+4	10	8	6	10

The construction of shields has been perfected over centuries of use. Wooden-type shields are made from wood, stretched reeds, and toughened hide. The interior face has a strongly anchored strap bolted to the core of the frame. This style of shield has a smooth outer surface meant to turn the blade rather than absorb its force.

The term "metal shields" is a misleading one. These

shields are constructed primarily from wood but the facing either has a sheet of thin metal or is bossed with metal strips. Either version greatly enhances the ability of the shield to turn a blade.

Bucklers are small rounded shields gripped in the fist rather than held with a strap. Unlike other shields, bucklers are made almost entirely of metal. The grip and size of these small shields offers little but hindrance to mounted warriors.

Warriors who may find themselves fighting while mounted or afoot favor round shields. The shield is large but its construction from lime wood makes it light and durable. Most versions have a central metal boss and strappings to fortify the shield.

The shape of the heater shield is optimized for mounted use. This style is considered the "classical" shield shape.

The kite shield is a long triangular shield that extends from the rounded top down to the mid-leg area to provide better protection. The long and awkward shape makes the shield useless from a mount.

The legion shield resembles a mobile fortification more than a shield used by individual combatants. The design is excellent for pike formations but its heavy weight is a burden for mobile combat. The shield has cut-outs along the sides to facilitate thrusting motions from a spear.

Exceptional Gear

Roen abounds with strange and exotic metals, either naturally made or infused with élan. Industrious craftsmen and warriors have put these resources to good use in weapons, armor, and other gear that may be of interest to the characters. There are rules for high-quality weapons on page 182 and the high-quality armor rules start on page 193 both in *Fantasy Hero*. Since this is a heroic level campaign, it is recommended that these advantages cost money rather than points. As in the real world, when people possess items that have a value several times greater than the average yearly income, some will be tempted by the wealth and may even kill for such a treasure.

Well-made

These items are crafted to the highest standard of production. They are rare to find outside of large urban centers and even there they are only available from the finest smithies. A well-made weapon has a STR Min of 3 less than normal for its type, while the weight of well-made armor is reduced by 20 percent.

Cost: 3,000 bp

Outstanding

An item of this quality is fit to be used by the most celebrated of knights. Outstanding items are usually heirlooms made in the distant past, but in some cases they may be commissioned. Only truly exceptional craftsmen can make an outstanding item and even they may try several times before they are satisfied. Outstanding weapons have a +1 OCV, +1 DEF, and their STR Min is reduced by 3 for a weapon of their type. Armors of this quality provide +1 DEF and their weight is reduced by 20 percent.

Cost: 7,500 bp

Magnificent

This is an item suited for kings and emperors. Equipment of this quality is almost always a famous heirloom, since few men alive have the skill to craft either weapon or armor to this standard. In addition to the traits of Outstanding, weapons of this quality will possess several points of Resistant Piercing, while armors are given the Hardened Advantage.

Cost: 15,000 bp

Marvelous Metals

Unusual metals infuse weapons or armor with extraordinary traits that are normally beyond the skill of a smith. This is a selection of metals that can be blended with iron and steel. Each metal is associated with certain properties that are conferred to the item.

Luminum

This is a light metal alloy with a liquid-silver coloring similar to hardened mercury. In ages past, the Muldegian Wizards were reputed to infuse and strengthen quicksilver with élan and then quench the metal with the essence of the soul. Though the production of Luminum is lost, there are still bits and scraps of the metal to be found in ruins or historic battlefields. These scraps are almost always used to forge new weapons or armor.

Benefit: Affects Desolid

Cost: 9,000 bp

Vandium

Vandium is a metal found only in meteors that have come to rest on Roen in the distant past. There are only three known colors (red, black, and indigo) of Vandium but others may be possible. This metal absorbs any élan directed at or near it. Alloying Vandium with other metals changes the item into an Unbreakable Foci in addition to its magic suppressing powers.

Suppress Magic 1d6, all Magic powers simultaneously (+2), Inherent (+1/4), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2), Persistent (+1/2), Damage Shield (Offensive; +3/4) (27 Active Points); OAF Unbreakable (-1), Real Cost: 14

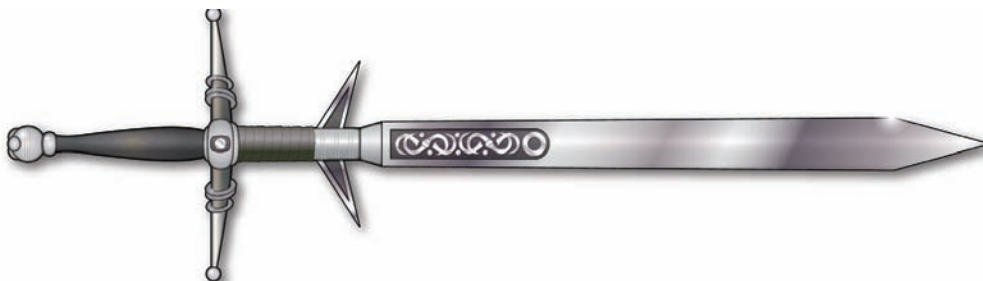
Cost: 10,500 bp

Oricron

This red-gold metal was mined on the island of Orlantis before the Ennwrathi destroyed it. Wizards prized items made from this metal above all others. As testimony to its rarity, even gold was valued at less than a quarter of the worth of Oricron. The metal interacts with élan, making it easy to identify sources of magic (and Corruption). The properties of this metal triggered debates among theologians and mages because of its reactions to the powers of the Adversary and its inverse reaction to élan, which is believed to be a gift from the Creator, Ro. Magic-users believe that rather than being two separate powers, Corruption and élan are different facets of the same energy. When Oricron is exposed to black magic or Corruption the metal will chill. When it is near élan the metal grows warm to the touch. No one has satisfactorily explained this phenomena but in certain circles, the properties of the metal have proven effective in ferreting out agents of the Ennwrathi.

Oricron Metal: Detect Élan or Corruption (Touch Sense Group), Increased Arc Of Perception (360 Degrees); OAF (-1), (Real Cost: 5)

Cost: 16,000 bp



Errenn Greatsword

The Price of Magic

The learned masters of magic on Roen believe that élan is the residual energy from the primordial act of creation. However, these beliefs are deeply entrenched in their cultural conception of divine genesis, which may blind even the wisest to alternative explanations. At its simplest, they believe the power or force of magic is composed of three complementary and conflicting aspects: Gan, the power of creation; Dox the power of undoing; and Tal, the most difficult concept, which deals with the power of portents, knowing, or motion. But these primal forces can accomplish little without the natural forms and the quintessence. It is in this complex interplay between forms and forces that the power of magic coalesces into specific traditions and their spells. At least that is what the wizards taught in Roen believe.

Mechanically speaking, becoming a wizard requires several things — the most basic being the ability to perceive magic. This is accomplished with the purchase of the talent called the Eye of Light and Fire.

The second requirement to use magic is to establish a connection to élan through an Endurance Reserve. Wizards typically power their spells with an Endurance Reserve but they can use their END to fuel spells (Power Can Draw END From Character Or Endurance Reserve; 0). However, this can quickly lead to madness. A wizard who channels his own essence into spells loses a small portion of his own vitality and identity with each instance. Over time this can cause others to feel uncomfortable around them, and eventually they become so detached from themselves that they enter a catatonic state. Among wizards, tapping your own essence for spells is called “star-gazing” and the catatonic state is known as becoming “fire-blind.”

Using personal END for spells triggers a 1 pip Partial Transform that works against EGO instead of BODY. Healing this detachment requires abstaining from the use of personal END although there are some who claim that there are other methods of reversing the damage. The Transform Points are subject to a Recovery each year that the wizard does not tap into his personal END. When the first step of the Transformation is complete, the character acquires the Social Limitation Eerily Detached. Other people will feel that there is an otherworldly

Wizards

The players determine the prevalence and commonality of inter-party wizardry and there is little that a game designer or gamemaster can do to influence that aspect of the game if the door to magic has been cracked open. If most or all of the players want to become powerful wizards, then their worldview will be full of wizards and items of magic. The knee-jerk reaction is to restrict the number of PC Wizards but, in truth, there isn't much to achieve by demanding a ratio of wizards to warriors and you stand to demotivate the players who have to settle on an archetype that they didn't want to play.

Even though the Player Characters may disproportionately command the powers of magic, the gamemaster determines how common magic and wizards are once character creation is done. Roen doesn't have a magic user in every village or great universities of magic cranking out hundreds of wizards every year. There are not any hard fast numbers calling for a wizard per 100,000 people but the gamemaster should keep in mind that every spell-using character included as an NPC dilutes the uniqueness of magic, even if every Player Character uses magic in some form or another.

wrongness to the character and are disturbed by his presence. He suffers a -2 on all attempts at Interaction Skills Rolls. The second Transformation is the Physical Limitation of Catatonia. Since the power is built as a Partial Transform, the character and his companions will notice the changes quickly. If you want to add some variability, consider assigning the Transform an Activation Roll of 11-.

Value	Disadvantage
20	Social Limitation: Eerily Detached (Very Frequently, Major)
25	Physical Limitation: Catatonia — “Fire-Blind” (All the Time, Fully Impairing)

The pool of energy available to power élan (the Endurance Reserve) depends on the physical tolerance of the mage and the amount of ambient power in the area. Recovery of élan is dictated by the wizard's general stamina. The REC of the

The Song of Magic

While magic is presented using the “river of light” metaphor, another analogy serves better to illustrate the interconnectedness of the magical disciplines: Music.

The energy of élan is present in all life but not all life is magic, much the same way that not all sound is music. In *The Last Dominion*, ambient magical energy emanates from all living things (and some dead ones) but that does not mean that just anyone can take that energy and forge it into a symphony. It takes talent and training but to be the very best — to be a prodigy — requires an intangible gift or quirk of birth.

There are also easily definable but separate aspects of music, just like there are qualities of magic that are strongly intertwined but remain separate. Most arcane scholars believe that there is a core energy of magic that diffuses into the three aspects, commonly called Undoing, Portents, and Creation. This is the frequency, pitch, and harmonics of magic.

The three aspects of élan further divide into the

Endurance Reserve and the wizard's personal REC should be the same value. The size of the reserve pool is a measure of a mage's ability to draw in and store élan for his own use. A wizard known for extraordinary magical endurance will have a large pool while a less-accomplished novice will have a small Endurance Reserve. Finally, the time between recoveries correlates to amount of ambient élan and can vary based on the wizard's location. Areas drenched in magical energy allow him to recharge more quickly. Conversely, there are thin areas of élan that slow Recovery.

Arcane Endurance: Endurance Reserve (20 END, 4 REC) (6 Active Points); Slow Recovery (Varies based on ambient élan. Standard 6 Hours, -2 1/2), Personal REC (-1/2). Total cost: 4 points.

The recovery interval for élan defaults to six hours but there are areas scattered throughout Roen that retard or accelerate the amount of time needed between recoveries. The extent of the magically altered zones range from as small as the burial mound of the king-who-was to the size of small countries, such as Erenn.

Magic-using player characters need to select one of the Arcane Talents to reflect their potential to develop increasing powers and strength. This can range from a limited Hedge Wizard all the way up to the

octaves of magic. The natural “tones” of magic, combined with the aspects, provide a rich depth of sound. A musician merges these individual parts of sound to create song; likewise, an accomplished wizard uses the facets of élan to create magic. Some pieces require mastery of all the complexities of magic and theory, while some are simple riffs, able to be reproduced by anyone with the right instrument and a little training. Obviously, deeper and more subtle works require more ability and knowledge.

Continuing our analogy, using the same basic components of music, an artist can make gospel, techno-trance, or hip hop music, but proficiency in one style does not guarantee understanding of another. Who would assume that the techno-trance artist is capable of creating and performing a country-and-western ballad? Wizards learn particular methods to empower their magical gifts. Their approach to magic is dictated as much by their training as their inborn talent, thus a wizard who has studied under one master limits himself to a single dogged formula, never enjoying the robust symphony of sounds.

most powerful mages in the world, Arch-Wizards.

Finally, characters must purchase the raw power that they have at their disposal. This is done by allocating Character Points to the Arcane Strength Talent. This last Talent determines the size of the virtual Variable Power Pool of magic at their command. The size of the pool directly correlates to the maximum active points of their spells.

Now that the character can see magic, and we have determined his strength, endurance, and potential, the only item remaining is to determine his skill. The magical skills are a type of Power Skill based on Ego and every use of magic requires a successful Power Skill check.

Inspired by his favorite novel, the Player of Cyril the Shorter wants to create a wizard of the highest caliber, whose only limit is his youth and inexperience. To represent this he makes the following purchases:

5 points	The Eye of Light and Fire
11 points	Arcane Endurance (100 point Reserve)
15 points	High Wizard
25 points	Arcane Strength (125 Active Point virtual Variable Power Pool)

Since Cyril the Shorter is young and inexperienced, the player only spends another 15 points on three separate skills for his magical traditions. There are

other skills Cyril will need to master before he is considered anything more than a loose cannon, but so far he is shaping up.

Not every magic-using character will pursue all the magical traditions. Most will advance in only a single style, focusing Character Points and energy in that single field.

To summarize, creating a mage requires all of the following elements: The Eye of Light and Fire, Arcane Endurance, Arcane Gift, Arcane Strength, and one or more of the Power Skills. The only consideration left is spell selection.

SPELLS

Spell Selection

The gamemaster determines the number of spells available to starting characters. While that number will vary between games, gamemasters are encouraged to keep the number of spells for starting characters between four and ten. One method of fairly determining starting spells is to divide the INT score by 5. In very small groups, the gamemaster should consider altering the divisor to generate additional starting spells such as using $INT/2$ or $INT/3$. Remember, you can always add more spells at a later date but it is significantly harder to take spells away. Spell acquisition can also generate a number of adventures when characters are forced to find a teacher who knows a particular spell or to acquire the books to use in research.

Spell Acquisition

Wizards can attempt to research or create a new spell whenever they have time to theorize, study, and experiment. There are four time tested methods to acquire new spells — experimentation, observation and experimentation, theory, and under a mentor's guidance.

Experimentation: This is the most difficult and time-consuming method of spell creation. The main route of discovery is continuous trial and error until results yield to advancements. The most problematic aspect of experimentation is that it requires large amounts of spell casting which in turn serves as a beacon revealing the student's location for any who care. The major advantage is that this style of learning does not cost anything. Each 10 Active Points in the spell to be learned requires a week's worth of research.

Observation and Experimentation: Wizards who possess both The Eye of Light and Fire and



Namina Kolfinn

the Skill *Analyze Magic* are able to learn spells that they have seen in use. The researcher must succeed at an *Analyze* roll when they witness the spell. If the wizard makes his roll exactly, the spell can be learned but it will take a day for each 10 Active Points. If he makes the *Analyze* Roll by more than 3, it will take him 6 hours per 10 Active Points. If the *Analyze Magic* roll is made by more than half, the spell will take 1 hour per 10 Active Points to master. This method of learning spells has no monetary cost.

Theory: Books and grimoires contain the results of magical experimentation performed by other wizards and are invaluable aids in learning new spells. Spells learned in this way obviously require literacy and the character must read the relevant sections of the book. After the mage has read the book, it is possible to learn the spells contained within it (assuming that the wizard is capable of learning from

Endurance

The use of magic is largely controlled through the large END cost of spells and the slow REC of Endurance Reserves. A wizard may have the raw power to reduce a small town to rubble but even the hardiest of wizards will need a week or more to recover from such a massive expenditure of élan. This is an intentional design consideration.

that Arcana). Spells learned through theory take 1 day per 10 Active Points to master. The primary cost comes from the expensive books that are frequently written in languages that are alien to the wizard. The gamemaster will determine the specifics of each book and if a book with specific spells can be purchased.

Mentor: The easiest but most costly method of learning a new spell is to be shown by someone who has already mastered it. Wizards do not teach spells to just any student, even the most mercenary spellcaster fears that one day they might face their own spells in battle. The knowledge of rare spells gives a wizard not only a unique power but it also carries with it great respect. Few spellslingers, even in the Synod, are willing to challenge a mage who is reported to know unusual spells. Mentors usually only teach spells to their apprentices but they may be convinced to share their knowledge if there is a strong enough inducement. The most likely reason that they would agree to teach a spell would be in exchange for being taught a spell in return. However, some wizards who have suffered financial setbacks might be willing to teach for money. Costs for common-type spells will approach 1,000 bronze coins while rare and exotic spells may enable the mentor to demand ten of thousands of bronze. Learning a spell from a mentor takes 20 minutes per 10 Active Points.

Standard Spell Limitations

Standard limitations for spells in *The Last Dominion* are Requires A Skill Roll (Active Point penalty Skill Roll is -1 per 5 Active Points;-1), Spell (0), Costs Endurance (varies), Delayed Phase (-1/4), Noisy (-1/4), and Restrained (-1/4). Most spells will be built with all of these limitations.

Costs Endurance: All spells must cost END. As a campaign rule, characters may draw from their Endurance Reserve, their Personal END, or in some cases, an item infused with élan may provide the END.

Delayed Phase: Nearly all spells take time to

gather and channel. The Delayed Phase limitation represents the latent period in which the wizard is marshalling the powers of élan. Interruption during this delay may cause the spell to fracture within his mind.

Requires A Skill Roll: Power Skills are performed at -1 to the Skill Roll per 5 Active Points. Wizards may decrease the Skill Roll Penalty by paying extra END. Increasing the END cost up the cost multiplier chart by one increment reduces the Skill Roll Penalty to -1 per 10 Active Points (typically x2 END) and increasing the END cost by two increments will reduce the Skill Roll Penalty to -1 per 20 Active Points (typically x3 END).

Noisy: Magic-sensitive characters who possess the Eye of Light and Fire may detect the manipulation of élan over substantial distances. A simple method for representing the disturbance in magic is to use the range chart but count the perception penalty as kilometers instead of inches. Particularly powerful spells or rituals may be visible even further away, but do not qualify for additional value as a limitation since travel ability reduces the chances that the noise would significantly hamper the spell.

Restrained: This limitation indicates that a bound, blinded, or otherwise hindered mage is incapable of using his magic.

Spell: This is the default restriction for magical spells in a fantasy setting. See *Fantasy Hero* page 246 for additional information.

Gamemasters should strongly consider the use of an INT Min (Similar to STR Min for weapons) as detailed on page 242 of *Fantasy Hero*. A simple rule of thumb would require all spells have a base INT Min of 10 then add the Active Points divided by 10 to get the required INT Min for each spell. As an example, a 50 Active Point spell would have an INT Min of 15.

THE ARCANA Spells

There are a number of available resources for spell ideas produced by Hero Games including *Fantasy Hero Grimoire*, *Fantasy Hero Grimoire II*, *Fantasy Hero*, *The Turakian Age*, and the *Until Superpowers Database*. Spells from *The Last Dominion* do not require many of the limitations of standard fantasy games, meaning that in most cases, spells taken from other sourcebooks will require a small amount of refiguring to get the math right. Addi-

tionally, not every permutation of a spell or power is appropriate for the setting.

Unfortunately, it is beyond the scope of this book, or any single book, to fully realize a magic system. In any event, the volume needed to squeeze in a few hundred spells would leave little room for other tidbits. What has been done in the interest of completeness is to ensure key elements have been constructed to allow players and gamemasters to easily adapt spells from the excellent grimoires. In many cases, there is a direct correlation between one of the lesser arcana and one of the spell schools in the grimoires.

Greater Arcana

Aspect of Undoing (Dox)

This aspect is also called Quietus, the Void, or Destruction. Undoing is linked to the power of entropy which leads to an inevitable loss of motion and energy. Its spells and abilities are destructive and chilling, leading many experts in this aspect to be viewed with suspicion and fear. Wizards skilled in Undoing are often called void mages or reavers.

Aspect of Portents (Tal)

Of the three aspects, Portents is the least understood and the least studied. It governs the powers of movement, perception, and knowing. Portents are most often associated with powers of knowledge, time, and prophecy. Students of Portents are called diviners, prophets, and oracles.

Aspect of Creating (Gan)

Many consider Creation to be the greatest of the magical aspects. If the power of Undoing may be thought of as the settling of energy, then Creating is the opposite, it is the coalescence of energy. Like the other schools, mages who study this aspect of magic are known by many different names, such as evoker, shaper, smith, or forge.

Lesser Arcana or Natural Forces

Bhreman [Air]

Bhreman is a powerful and versatile lesser arcana. Many of the uninitiated believe that power over air enables flight, but air magic is more focused on using air and the wind as a tool or weapon than it is in giving flight. Everything about air magic is temperamental. Like the element, air mages tend to be volatile and lacking in discipline. Bhreman is an old term for air mages, but these wizards are also called arimancers or storm mages.

Diluvian [Water]

The practitioners of water magic tend to possess docile personalities. A powerful and deep magic fills them but rarely seems to overflow into the world. Near coastal cities and large rivers, the Diluvian fully comes into his power and often reflects the nature of the local waters. Water Mages are also called triturgists and avenloks (river spirits).

Druidism [nature magic]

Older traditions using nature magic were known as druidic circles but those who practice druidism today have fled the prosecution of this world. Their spells and arcane formulas are known to only a few. The remaining druidic hermits draw on centuries of tradition to work their magic, oddly balanced between shamanism, animism, and divination. Newer generations of wizards still have the ability to craft spells from the nature arcana, but few work to master the field. True druids master both nature magic and the magic of Portents.

Empath [Spirit]

The Empath is one of the most feared wizards on Roen. Their powers allow them inside the minds and hearts of others. The spirit arcana is attractive to many wizards but even more deride it for the overt lack of defensive or offensive magic. In addition to Empath, these mages are also deservedly called puppeteers, cenopaths, or inquisitors.

Geomancer [Earth]

Geomancers, along with the other raw elementalists, practice the magic of the Quintessence or the five essences of the world. Earth magic is strong and slow without many directly combative spells but what they lack in destruction they make up in construction and defense. Geomancers are also known as stone lords and earth mages.

Gynan [Chaos]

Chaos magic is a rigorous, probing style of magic devoted to the principle that perception and truth are the same thing. The practical effects of this approach is that the wizards themselves are often accomplished intellectuals and skilled in rhetoric. The application of their power often exploits flaws, weakness, and vulnerabilities. The prefix Gy is believed to come from the Monavic tongue and is translated as "possibility." Chaos Mages are also called discordians.

Halorin [Self]

Halorin concerns itself with affecting the body of the mage instead of the outside world. The arcana is full of orders and sects, such as the Mage Blades, the Glacian sect of Haldruj, and even the Zynkur from the Radiant Kingdoms. Warlocks rarely achieve any significant success with other styles of magic since they require such a radical re-orientation. The spells mastered in the arcana are what they are — spells designed to enhance a warrior's ability to deliver death. It is possible to pursue mastery of Halorin for other reasons; heretical books often attribute a movement within the arcana to achieve a god-like state to Evik the Wise.

Healers [life magic]

Few master this arduous discipline. Healing is the most taxing schools of magic and its practitioners are often conservative. Those with the talent for life magic are heavily recruited by the Order of Apathos even if they possess other magical abilities.

Necromancy [Death]

To the uneducated, necromancy is the black magic of death and the Adversary. Necromancers don't call themselves by this infamous moniker fearing pitchforks and torches that are sure to follow, instead they call themselves Skia or Spirit Walkers. Skia is the disembodied spiritual remnant of person who has died. Though it is true that not every necromancer is an evil servant of the Adversary or a psychopath fixated with death, the stereotype is true enough that few bear anything but loathing for them.

Pyromancer [Fire]

Pyromancers are commonly called Red Mages for their personality and the powers that they command. The pyromancer is one of the most effective offensive wizards. Few need witness the devastating power of magical fire more than once before they decide to maintain a healthy distance. Fire mages are also known as oriflamm (golden aura) and firebrands.

Other Lesser Arcana

The lesser arcana given here is only a list of the most common types of magic. A character can study other lesser arcana, the most obvious examples being order, light, darkness, and elemental permutations such as storms or cold. The extent of the number of lesser arcana is at the discretion of the gamemaster.

Collective Magic

There are a few universal applications of élan that are common to every arcana. Rather than include these spells in with each school, they are detailed separately. Collective Spells are cast using the highest Magic Skill Roll possessed by the wizard. Most wizards learn these spells very early in their career.

Complementary Magic

Complementary magic has very little use by itself. These are styles of magic that augment other arcana by decreasing END costs, decreasing the penalty to the Skill Roll, or by increasing the power of spells. By its nature, complementary magic is a long and involved process that may take hours or even days to achieve certain effects.

Blood Magic

Those with little natural ability use the potential of others to reach beyond their innate gifts. They tap vast reservoirs of élan through the sacrifice of others in their pursuit of power. The discipline of blood magic augments spells of darkness, destruction, and death.

Naming Magic

There are some wizards who claim that the language of Ro contains a power even greater than élan. The goal of naming magic is to uncover the cornerstones of reality by unlocking the power of the words of a god. These wizards are well versed in language and history. Contrary to their image as scholarly wizards who sit around smoking a pipe while studying lost cultures, wizards who study naming magic undertake many risks to discover a single facet of power.

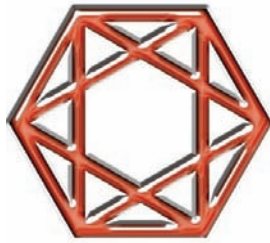
Ritual Magic

The ability to manipulate élan comes from within the mage. However, there are deep secrets held in the formulas and numerology of the druids and other practices designed to optimize the use of magic. Ritual magic lacks the immediacy of other magical traditions but its power can be staggering. Rare tomes and grimoires contain rituals capable of destroying armies or cities but no power comes without a reckoning and ritual magic leaves the wizard vulnerable for long periods while drawing the attention of the enemy.

Rune Magic

The spoken words of the gods may contain more raw power than the written translations but rune magic is a strong and independent arcana. Runes, like words, carry power in themselves if their

expression is primal or original. The wizards who study rune magic command one of the rarest of abilities — they can make items of lasting significance.



Spell Effects

Very few fantasy books or films depict wizards being shielded by nearly impenetrable walls of arcane force. Self-sufficient wizards who don't fear swordsmen are anti-thematic. When building or incorporating spells for *The Last Dominion* setting, the gamemaster should avoid the desire to fully round a character with magic alone. Defensive spells (Force Field, Armor, and Force Wall), when they are allowed, should be rare and/or very costly, unless they only protect against magic. Consider applying the following restrictions to any Force Field or Armor type spells — Increased Endurance X2 and have the spell last one Phase plus one Phase per point by which the caster makes his Spell Roll.

The other major gaming convention is teleportation. These types of spells are not incorporated into the scheme of the setting and are not recommended. The one exception is Extra-Dimensional Movement to travel between the Realm of Men and the spirit realms. Super Skills built on teleportation powers such as Disappearing Act on page 190 of *Dark Champions* work fine.

Collective Magic

DISRUPT ÉLAN

Effect: Dispel 10d6 to 25d6

Target/Area Affected: One Character

Casting Time: Varies (Attack Action)

Duration: Instant

Range: None

Magic Roll Penalty: -19

END Cost: 32

Description: The spell Disrupt Élan involves the physical manipulation of magical energy, causing an effect until the patterns holding it together are broken. There are few spells that can resist a wizard

bent on ending their effects. The ability of this spell to disrupt élan is inversely related to the time and energy spent. In its most powerful version (25d6) the spell takes 5 minutes and has an END cost of 32.

Game Information: Dispel 10d6, Spell (+0), Magic (Limited Group of SFX; +1/4) (37 Active Points); Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Extra Phase, -3/4), Restrainable (-1/2), No Range (-1/2), Increased Endurance Cost (x2 END; -1/2), Noisy (-1/4) (Real Cost: 8) **plus** Dispel 5d6, Spell (+0), Magic (Limited Group of SFX; +1/4) (19 Active Points); Extra Time (1 Turn (Post-Seg-ment 12), -1 1/4), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Increased Endurance Cost (x3 END; -1), Restrainable (-1/2), No Range (-1/2), Noisy (-1/4) (Real Cost: 3) **plus** Dispel 5d6, Spell (+0), Magic (Limited Group of SFX; +1/4) (19 Active Points); Extra Time (1 Minute, -1 1/2), Increased Endurance Cost (x4 END; -1 1/2), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), No Range (-1/2), Noisy (-1/4) (Real Cost: 3) **plus** Dispel 5d6, Spell (+0), Magic (Limited Group of SFX; +1/4) (19 Active Points); Extra Time (5 Minutes, -2), Increased Endurance Cost (x5 END; -2), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), No Range (-1/2), Noisy (-1/4) (Real Cost: 3). Total Cost: 17

ENNUNI

Effect: Drain END, Only works on Endurance Reserve

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: 4"

Magic Roll Penalty: -7

END Cost: 4

Description: Most wizards rely exclusively on their stores of élan to power spells. This spell depletes the victim's Endurance Reserve and any items that might function as an Endurance Reserve, forcing them to surrender or seek alternative methods of casting spells. This spell must be used at close range.

Game Information: Drain END 3d6, Spell (+0), Limited Range (4 Hexes; +1/4) (37 Active Points); Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 12

SPELL TURNING

Effect: Missile Deflection (any magical Ranged Attack)

Target/Area Affected: One Character

Casting Time: Half Phase (Attack Action)

Duration: Constant

Range: 200"

Magic Roll Penalty: -8

END Cost: 4

Description: A spell being channeled across any distance is easily deflected by others with knowledge of élan. The caster of Spell Turning can defend himself or his allies from hostile magic spells.

Game Information: Missile Deflection (Any Ranged Attack), Spell (+0), Full Range (+1) (40 Active Points); Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Costs Endurance (-1/2), Noisy (-1/4) Total Cost: 12

Spells of Undoing

This style of spell craft focuses on the powers of entropy. Spell effects involve a loss of matter or energy in some fashion.

FRIGID

Effect: Drain DEX 2d6 plus Drain Running 1d6+1

Target/Area Affected: One Character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: 245"

Magic Roll Penalty: -10

END Cost: 5

Description: All creatures generate and require heat to function. Frigid rapidly disperses that internal heat into the surrounding area.

Game Information: (49 Active Cost) Drain DEX 2d6 (standard effect: 6 points), Spell (+0), Ranged (+1/2), (30 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Does not work on insulated opponents (-1/4), Extra Time (Delayed Phase, Only to Activate, -1/4), Noisy (-1/4) (Real Cost: 15) **plus** Drain Running 1d6+1 (standard effect: 4 points), Spell (+0), Ranged (+1/2) (19 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 11). Total Cost: 15

Variants: This spell has dozens of logical applications and variations. Less combat-oriented versions might be purchased as Change Environment. More commonly, characters will want increase the power of the spell by making a compound power with a Transform into Ice or by adding a damaging component such as Energy Blast or Energy Blast: No Normal Defense.

LETHERGY

Effect: Drain END 2d6 plus -1 DCV

Target/Area Affected: One Character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: 225"

Magic Roll Penalty: -9

END Cost: 5

Description: This spell saps an opponent's battle rage rendering him listless and slow. Warriors who struggle to overcome the apathy have been known to draw so deeply on hidden reserves that they literally kill themselves.

Game Information: (45 Active Cost) Drain END 2d6, Spell (+0), Ranged (+1/2) (30 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 10) **plus** Negative Combat Skill Levels (-2 to opponent's DCV), Spell (+0), Skill Level Penalty ends when END Recovered. (+0), Ranged (+1/2) (15 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 5) Total Cost: 15

THE RED FOG

Effect: Drain BODY 1d6+1 plus Darkness 2"

Target/Area Affected: 2" Radius

Casting Time: Half Phase (Attack Action)

Duration: Continuous (while doing damage)

Range: 28"

Magic Roll Penalty: -22

END Cost: 11

Description: The merciless Red Fog is a spell feared throughout Roen. Swirling winds and a blood red darkness engulfs the unlucky victim. Coils of void power rip the blood and viscera from the body making the mist tenacious. When The Red Fog has run its course, only a cadaverous husk remains.

Game Information: (108 Active Cost) Drain BODY 1d6+1, Spell (+0), Limited Range (28"; +1/4), Area Of Effect Nonselective (5" Radius; +3/4), Continuous (Continues as long as there is a living target within the radius; +1), Delayed Return Rate (points return at the rate of 5 per Day; Points return as REC per day; +1 1/2) (58 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 19) **plus** Darkness to Sight Group 5" radius, Spell (+0) (50 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 17) Total Cost: 28

Variants: A few dark wizards have enhanced aspects of The Red Fog to enhance its destructive potential. Typically, this involves increasing the damage to 2d6 or increasing the Area Of Effect.

DISSOLUTION

Effect: Transform 3d6

Target/Area Affected: One Character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: 225"

Magic Roll Penalty: - 9

END Cost: 5

Description: Dissolution is the ultimate expression of Undoing magic. The spell destroys the cohesion and substance of form, leaving naught behind but a memory.

Game Information: Major Transform 3d6 (Something into Nothing, Creation Magic), Spell (+0) (45 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrained (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 15

NIGHT'S DARK TERROR

Effect: Darkness 5" plus Mental Illusions 3d6

Target/Area Affected: 5" Radius

Casting Time: Half Phase (Attack Action)

Duration: Constant

Range: 520"

Magic Roll Penalty: -22

END Cost: 11

Description: To those trapped within the confines of Night's Dark Terror, the world seems to melt away as an unholy landscape extends into the horizon. The lands collapse into a seething chasm of lava, leaving a single pinnacle upon which the victim stands. Slowly but inevitably, the terror withers the soul of those trapped until at last they succumb to the darkness. Those outside the effect of Night's Dark Terror simply see an inky darkness that has enveloped their companions.

This spell has a set series of effects — first, the victim is separated from the world and his companions through the Darkness portion of the spell. From the perspective of someone trapped within the spell, the world suddenly goes black, as if he was floating in the void. Gradually, as the illusion builds, molten fissures form in the land as chunks of earth fall into the abyss. Characters attempting to escape the darkness see themselves leaping across islands of earth. If they fail to escape before the illusion has fully taken hold they endure atop the solitary pinnacle until the perceived heat overcomes them. The cumulative nature of the spell continues to achieve greater effects — progressing from cosmetic environmental changes to environmental changes, then separating the character from reality and finally

overcoming the victims mind with the heat and stench of the hellish plane.

Game Information: (Active Cost 112) Darkness to Hearing and Touch Groups and Normal Sight 5" radius, Spell (+0), Invisible to Sight Group (+1/2) (52 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrained (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 17) **plus** Mental Illusions 3d6, Spell (+0), Cumulative (72 points; +1), Continuous (within darkness field; +1), Area Of Effect (5" Radius; +1) (60 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Stops Working If Mentalist Is Stunned (-1/2), Restrained (-1/2), Does not affect characters with Mental Defenses (-1/4), Subject To Range Modifier (-1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 15). Total Cost: 32

PURGING THE WELL

Effect: EB 3d6, NND, Does BODY

Target/Area Affected: One Character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: 260"

Magic Roll Penalty: - 10

END Cost: 5

Description: Victims of Purging the Well begin to sweat beyond any naturally occurring event. The spell weakens them as they pump drop after drop of life-giving water from their bodies. Victims progress to unconsciousness and, if they continue to endure the spell, they perish.

Game Information: EB 3d6, Area Of Effect Accurate (One Hex; +1/2), NND ([Standard]; LS: No Need To Eat Or Drink; +1), Does BODY (+1) (52 Active Points); Spell (+0), Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrained (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 17

SEVER THE TIES

Effect: Ego Attack 3d6, Does BODY

Target/Area Affected: One Character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: LOS

Magic Roll Penalty: - 12

END Cost: 6

Description: The silent wail of those affected by Sever the Ties is enough to gain horrific insight on the soul-rending power of Undoing spells. A whispering white nimbus surrounds the victim as the seat of their consciousness is ripped from their body and destroyed.

Game Information: Ego Attack 3d6, Spell (+0), Does BODY (+1) (60 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Does not work on characters with any mental DEF. (-1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) Total Cost: 18

TRACELESS

Effect: Change Environment -10 Perception
Target/Area Affected: 1 Kilometer
Casting Time: Half Phase (Attack Action)
Duration: Instant
Range: No Range
Magic Roll Penalty: - 11
END Cost: 6

Description: Members of the arcane orders rarely want to be found by bothersome folk and Traceless makes finding them just a bit harder. When the spell is successfully cast, tracks and signs of the wizard and his party vanish as if they never were. Every sign — including the scent made by their passing — is no more.

Game Information: Change Environment 1" radius, -10 to Characteristic Roll or Tracking Roll, Spell (+0), Mega-Scale (1" = 1 km; +1/4), No Range Modifier (+1/2) (56 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 19

UNLEASHING THE VOID

Effect: RKA 2d6-1, NND, Does BODY
Target/Area Affected: 14 Hexes
Casting Time: Half Phase (Attack Action)
Duration: Constant
Range: 780"
Magic Roll Penalty: - 31
END Cost: 15

Description: One of the most rigorous spells to cast, the black power of the void is made manifest in the realm of men where it destroys all that it touches. This spell has not seen widespread use since the destruction of the Muldegian Order. Even a thousand years after the last known casting, vivid descriptions persist of this spell. It is described as a swirling mass of incandescent energy that noiselessly consumes flesh and stone.

Game Information: RKA 2d6-1, Spell (+0), Costs END Only To Activate (+1/4), Affects Desolidified Magical (+1/4), Area Of Effect Nonselective (14" Radius; +3/4), Continuous (+1), Mobile (+1), NND ([Standard]; Shield of Creation; +1), Does BODY (+1) (156 Active Points); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), -2 Decreased STUN Multiplier (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) Total Cost: 35

UNSULLIED

Effect: Change Environment
Target/Area Affected: 1 Hex
Casting Time: Half Phase
Duration: Constant
Range: 5"
Magic Roll Penalty: - 1
END Cost: 1

Description: Unsullied is a simple utilitarian spell designed to freshen up. The dirt and debris accumulated on clothes, skin, hair, and equipment simply fades away.

Game Information: Change Environment: spotlessly clean. 1" radius, Spell (+0) (5 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 2

VANISHING LORE

Effect: Change Environment
Target/Area Affected: 1 Hex
Casting Time: 5 Minutes
Duration: Constant
Range: Limited
Magic Roll Penalty: - 28
END Cost: 14

Description: It is said that the presence of wizards is enough to befuddle even the stout of heart but there is more than simple happenstance to the expression. Vanishingly Lore is a surprisingly subtle spell to everyone but those with the Eye of Light and Fire. The wizard engages his target in casual conversation peppered throughout with odd riddles. After he leaves, the riddles continue to persistently occupy the thoughts of the victim. Those affected by the spell feel fine at first but over the course of a few days they discover that their memory and knowledge of certain events has been clouded. This effect progresses until it is no longer possible to recall with clarity what should be simple facts.

Game Information: Change Environment: penalty to knowledge skills 1" radius, -5 to INT Skill Rolls, Long-Lasting 1 Month, Spell (+0), Invisible Power Effects, Hide effects of Power (Fully Invisible; +2) (141 Active Points); Extra Time (5 Minutes, Only to Activate, Character May Take No Other Actions, -1 1/4), Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Limited Range (Casual talking distance; -1/4), Concentration (1/2 DCV; -1/4), Noisy (-1/4). Total Cost: 31

VOID FORM**Effect:** Desolidification**Target/Area Affected:** One Character**Casting Time:** Half Phase (Attack Action)**Duration:** Constant**Range:** Self**Magic Roll Penalty:** -8**END Cost:** 4

Description: With this spell, the reaver infuses his essence with that of the void rendering him safe from harm. Undead, Magic, and Incorporeal Effects may still injure the wizard casting this spell.

Game Information: Desolidification (affected by any spell), Spell (+0) (40 Active Points); Requires A Undoing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Not versus Undead or Incorporeal Effects (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) Total Cost: 11

WASTING**Effect:** Suppress REC 4d6**Target/Area Affected:** One Character**Casting Time:** Half Phase (Attack Action)**Duration:** Constant**Range:** 325"**Magic Roll Penalty:** - 13**END Cost:** 7

Description: The wasting appears as a terrible corruption of the flesh to those without the Eye of Light and Fire. Those lightly afflicted are easily spent but in the worst cases, the victim hollows out within hours and lapses into unconsciousness from no apparent cause.

Game Information: Suppress REC 4d6, Spell (+0), Invisible Power Effects, Source Only (Fully Invisible; +1/2), Indirect (Any origin, any direction; +3/4), Continuous (Duration of 1 Day, +1 Day per point by which the caster made his Undoing Magic roll; +1) (65 Active Points); Extra Time (1 Minute, -1 1/2), Requires A Undoing Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4) Total Cost: 15

Spells of Portents**BULWARK****Effect:** Force Field (12 PD/12 ED/12 Power Defense, 12 Mental Defense)**Target/Area Affected:** Self**Casting Time:** Half Phase (Attack Action)**Duration:** Constant**Range:** No Range**Magic Roll Penalty:** -10**END Cost:** 5

Description: This spell creates a mystical barrier

of shimmering energy around the wizard. Contrary to popular belief, this spell only protects against mind-affecting magic.

Game Information: FF (12 PD/12 ED/12 Mental Defense/12 Power Defense), Spell (+0) (48 Active Points); Only versus magical mind spells (-2), Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) Total Cost: 10

ECHOES OF YESTERDAY**Effect:** Retrocognition (Sight and Hearing Group)**Target/Area Affected:** See text**Casting Time:** 5 Minutes**Duration:** Constant**Range:** No Range**Magic Roll Penalty:** -10**END Cost:** 5

Description: This spell unlocks the secrets of the past. The spell is long and demanding but the knowledge to be gleaned may prove invaluable. The wizard may only view the area surrounding the location where the spell was cast and the passing of time makes it increasingly difficult to gain a clear understanding.

Game Information: Retrocognitive Clairsentience (Sight And Hearing Groups), Spell (+0) (50 Active Points); Extra Time (5 Minutes, -2), Concentration, throughout (0 DCV; -1), Retrocognition Only (-1), Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), No Range (-1/2), Time Modifiers (-1/2), Restrainable (-1/2), Noisy (-1/4). Total Cost: 6

FOREWARNED**Effect:** +5 OCV with Block**Target/Area Affected:** Self**Casting Time:** Half Phase**Duration:** Constant**Range:** Self**Magic Roll Penalty:** -5**END Cost:** 3

Description: Many a sad story of wizards ends in hacking and hewing. Those who aspire to die abed, learn this simple spell of defense to ward off those sword-toting wizard slayers.

Game Information: +5 with Block, Spell (+0) (25 Active Points); Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Instant (-1/2), Costs Endurance (-1/2), Noisy (-1/4). Total Cost: 7

INKLING**Effect:** +5 Overall**Target/Area Affected:** Self**Casting Time:** Half Phase**Duration:** One Task**Range:** Self**END Cost:** -10**Skill Roll Penalty:** 5

Description: An inkling, an inspiration, a small moment of insight is all that is required to win through many situations and this spell finds that inspiration if it is to be had. The bonuses from this spell may only apply to a single task such as opening a lock or spotting a hidden lever — the task must be immediately solvable rather than protracted. It is usable in combat but the effects only apply for a single phase.

Game Information: +5

Overall, Spell (+0) (50 Active Points); Requires A Portents

Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Full Phase, -1/2), Instant (-1/2), Restrained (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4). Total Cost: 10

PRESENCE OF MIND**Effect:** Aid 5d6, Ego and PRE**Target/Area Affected:** Self**Casting Time:** Full Phase**Duration:** Instant**Range:** Self**Magic Roll Penalty:** -20**END Cost:** 10

Description: There are horrors in this world that would overwhelm the most disciplined mind, horrors that must be faced. This spell fortifies the wizard's mind and spirit against such crippling effects. Through the use of this spell the wizard unchains the potential of his will, sharpening his focus and schooling errant thoughts.

Game Information: Aid EGO and PRE 5d6, Spell (+0), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1/2), EGO & PRE simultaneously (+1/2) (100 Active Points); Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Costs Endurance (-1/2), Restrained (-1/2), Extra Time (Full Phase, Only to Activate, -1/4), Noisy (-1/4). Total Cost: 28



Druid Stones

SCRYING**Effect:** Clairsentience (Hearing & Sight Group)**Target/Area Affected:** Self**Casting Time:** 20 Minutes**Duration:** Constant**Range:** 1,760 km**Magic Roll Penalty:** -12**END Cost:** 60

Description: The masters of Portents can cast their perception to far-off locations with enough effort. However, the use of this spell does not allow a wizard to "Look into the king of Solon's Bedroom" whenever they are bored. The spellcaster needs some connection to the place to be viewed. It is possible to look at an unknown places but doing so requires either very good luck or the extreme patients to move the perception sight closer to the target one round at a time. A mobile perception point can move no faster than a normal human.

Game Information: Clairsentience (Hearing And Sight Groups), x8 Range (1760"), Mobile Perception Point (can move up to 6" per Phase), Spell (+0), MegaScale (1" = 1 km; +1/4) (62 Active Points); Extra Time (20 Minutes, Character May Take No Other Actions, -2 3/4), Increased Endurance Cost (x5 END; -2), Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrained (-1/2), Must have connection with location (-1/2), Noisy (-1/4). Total Cost: 8

Variant: Normally this spell is purchased with a reflective focus to reduce the END cost.

THOUGHT CASTING

Effect: Mind Scan 6d6

Target/Area Affected: Self

Casting Time: 5 Minutes

Duration: Constant

Range: Special

Magic Roll Penalty: -7

END Cost: 4

Description: Forewarned is forearmed and for a master of magic it can make the difference between life and death. Thought Casting allows the wizard's mind to roam free in search of a specific target or to ensure that his lonely tower remains lonely. Allowing the spirit freedom is a daily ritual for many wizards who dwell apart from their fellows. Their penchant for isolated habitations ensure that they are seldom surprised.

Game Information: Mind Scan 6d6 (Human class of minds), Spell (+0), Reduced Endurance (1/2 END; +1/4) (37 Active Points); Extra Time (5 Minutes, Character May Take No Other Actions, -2 1/4), Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4). Total Cost: 7

A TASTE OF CORRUPTION

Effect: Detect Corruption/Possession

Target/Area Affected: Self

Casting Time: Half Phase

Duration: Constant

Range: LOS

Magic Roll Penalty: -1

END Cost: -1

Description: The stain of corruption touches many but there are some creatures thoroughly consumed by the dark power of the Ennwrathi. Sadly, many of these creatures have learned to hide their nature from all but the most perceptive wizards armed with this spell.

Game Information: Detect Corruption, Possession, Mental Influence 13- (Sight Group), Spell (+0) (7 Active Points); Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 2

Spells of Creating

AUGMENTATION

Effect: Aid 5d6 to DEF

Target/Area Affected: One Object

Casting Time: Half Phase

Duration: Constant

Range: Touch

Magic Roll Penalty: -10

END Cost: 5

Description: The disciples of Creation instill solidness to their works so it should come as no surprise that they are capable of enhancing the strength of existing items. This spell hardens objects while leaving other aspects unchanged. Warriors value weapons and armor enhanced with this magic.

Game Information: Aid DEF 5d6, Spell (+0) (50 Active Points); Requires A Creating Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Only Inanimate Objects (-1), Restrainable (-1/2), Costs Endurance (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 11

Variant: This spell may also be purchased with an extended fade rate.

ELDRITCH FORM

Effect: Physical Damage Reduction

Target/Area Affected: Self

Casting Time: Half Phase

Duration: Persistent

Range: Self

Magic Roll Penalty: -12

END Cost: 6

Description: There are few powers available that protect a mage from bodily harm. This spell infuses the wizard with the ethereal qualities of élan, making it more difficult to land a telling blow. A flickering, ghostly light consumes the wizard casting the spell. While they maintain the spell, most physical weapons seems to pass through them without affect. The wizard is not totally immune however and some blows may fall in time with the flickering and thus impact with the mage when he is solid.

Game Information: Physical Damage Reduction, Resistant, 75%, Spell (+0) (60 Active Points); Requires A Creating Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Activation Roll 12- (-3/4), Restrainable (-1/2), Visible (-1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) Total Cost: 15

MENDING

Effect: Healing 2d6 (inanimate only)

Target/Area Affected: Self

Casting Time: 1 Turn

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 2

Description: Those things that have been sun-dered may be made whole by use of this spell. Small items, large items, and anything else, but the spell will not return life to mortified flesh.

Game Information: Mending: Healing BODY 2d6, Spell (+0) (20 Active Points); Extra Time (1 Turn, -1 1/4), Inanimate Objects Only (-1), Requires A Creating Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4). Total Cost: 4

LIGHTSTORM

Effect: RKA 3d6

Target/Area Affected: 6" Radius

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: 505"

Magic Roll Penalty: -20

END Cost: 10

Description: A precious few wizards are capable of harnessing the power of Creation to oppose those who have fallen to corruption. Lightstorm is a dizzying display of such raw power. Coruscating light showers the undead, stripping them of the very power that animates their bones. Others are unaffected by this spell.

Game Information: RKA 3d6, Spell (+0), Area Of Effect (10" Radius; +1 1/4) (101 Active Points); Only affects corrupted creatures. (-1), Requires A Creating Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 25

RESTORE

Effect: Healing 4d6, All characteristics at once

Target/Area Affected: One Person

Casting Time: 1 Hour

Duration: Instant

Range: Touch

Magic Roll Penalty: -24

END Cost: 24

Description: Restore is one of the most miraculous powers of magic. As with mending for inanimate objects, this spell returns an object to its rightful state. Unlike ordinary healing, recipients of the Restore spell are hale and hardy the moment it is completed.

Game Information: Healing 4d6, Spell (+0), all Characteristics simultaneously (+2) (120 Active Points); Extra Time (1 Hour, -3), Concentration, throughout casting (0 DCV; -1), Requires A Creating Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Increased Endurance Cost (x2 END; -1/2), Restrainable (-1/2), Noisy (-1/4). Total Cost: 16

RUSHING OF THE RIVER

Effect: Change Environment, -3 to Normal Hearing PER Rolls, +8 Points of Telekinetic STR, -3 OCV, -3" Of Running

Target/Area Affected: 1 Kilometer

Casting Time: 1 Turn

Duration: Constant

Range: 2,425"

Magic Roll Penalty: -23

END Cost: 12

Description: This spell releases the raging river of élan into the world. Sound, light, and wind buffet those exposed seeking to grind them into submission.

Game Information: Change Environment 1" radius, -3 to Normal Hearing PER Rolls, +8 Points of Telekinetic STR, -3 OCV, -3" Of Running, Multiple Combat Effects, Spell (+0), MegaScale (1" = 1 km; +1/4), Increased Maximum Range (2,425"; +1/4) (117 Active Points); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Requires A Creating Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4). Total Cost: 27

LESSER ARCANA

Halorin

AUGMENTATION

Effect: 4d6 Aid to Running and Leaping

Target/Area Affected: Self

Casting Time: Half Phase (Attack Action)

Duration: Constant

Range: Self

Magic Roll Penalty: -12

END Cost: 6

Description: Masters of Halorin are capable of feats that transcend human ability. The spell Augmentation is only one manifestation of this ability, but its use allows the mage to achieve superhuman levels of running or leaping. Other versions of this spell are possible such as Reflexive Augmentation to increase Speed and Dexterity or Fortitude to boost Strength and Constitution.

Game Information: Aid to Running & Leaping 4d6 (standard effect: 12 points), (+1/2) (60 Active Points); Requires A Halorin Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Costs Endurance (-1/2), Noisy (-1/4). Total Cost: 18

BATTLE HARMONY

Effect: +3 Perception plus +4 Lightning Reflexes plus Defense Maneuver I-III

Target/Area Affected: Self

Casting Time: Half Phase (Attack Action)

Duration: Constant

Range: Self

Magic Roll Penalty: -5

END Cost: 5

Description: Losing one's self to reflex and the flow of battle is an elusive state of perfection. Training to unfocus and absorb is a difficult talent to

master but the battle masters wielding the magic of Portents slip easily into this state.

Game Information: (Active Cost 23) +3 PER with all Sense Groups, Spell (+0) (9 Active Points); Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 3) **plus** Lightning Reflexes: +4 DEX to act first with All Actions, Spell (+0) (6 Active Points); Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 2) **plus** Defense Maneuver I-III, Spell (+0) (8 Active Points); Requires A Portents Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 2)
Total Cost: 8

CLOAKED IN MAGIC

Effect: Images, -4 to Sight, Hearing, Mental, and Danger Sense

Target/Area Affected: Self

Casting Time: Half Phase

Duration: Constant

Range: Self

Magic Roll Penalty: -7

END Cost: 4

Description: Some warriors prefer to use élan to achieve an element of surprise. Cloaked in Magic is widely regarded as one of the best methods to achieve that combat surprise. This spell mutes the presence of the warlord in the eyes of both normal and mystical perception.

Game Information: Sight, Mental and Hearing Groups and Danger Sense Images 1" radius, +/-4 to PER Rolls (35 Active Points); Requires A Halorin Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4). Total Cost: 13

HAMARTIA

Effect: Analyze Style (INT +8) plus +2 All Combat

Target/Area Affected: Self

Casting Time: Half Phase

Duration: Constant

Range: Self

Magic Roll Penalty: -7

END Cost: 4

Description: Not all wizards use their skills to avoid melee. The masters of Holorin may call upon their ability to lay bare a warrior's fighting style and then exploit its weakness.

Game Information: (Active Cost: 35) Analyze: Agility Skills 19-, Spell (+0) (19 Active Points); Requires A Halorin Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Ac-

tive Points; -1), Restrainable (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 6) **plus** +2 with All Combat, Spell (+0) (16 Active Points); Requires A Halorin Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4), Extra Time (Delayed Phase, -1/4) (Real Cost: 5). Total Cost: 11

Empath

DISSONANCE

Effect: Ego Attack 5d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: LOS

Magic Roll Penalty: -10

END Cost: 5

Description: This spell weakens and clouds the minds of its victims with a white hot bolt of sound. Thankfully, it only leaves the victim dazed but there are some who claim that more deadly versions of the spell have been mastered.

Game Information: Ego Attack 5d6, Spell (+0) (50 Active Points); Requires A Empath Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 17

DOMINATION

Effect: Mind Control 10d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: LOS

Magic Roll Penalty: -12

END Cost: 6

Description: Puppeteers favor this spell, which imposes their desires on another human. Victims of the spell face the horror of their body betraying them. While warriors fear the might of arcane fire or the kiss of the void, this spell inspires a terror that runs deeper than just fear of death. The pious have sinned and the just have done murder, all under the power of another.

Game Information: Mind Control 10d6, Spell (+0), Telepathic (+1/4) (62 Active Points); Requires A Empath Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Eye Contact Required (-1/2), Restrainable (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 19

Healing

The magic of healing deserves special attention. The talent to heal is a rare and precious gift, but the gift is also dangerous. Once, those with the power to heal found themselves at the mercy of those more powerful. They were enslaved and forced to work their magic with little thought to what it might cost them. That has changed but only because healers, both magical and mundane, bound themselves to a guild capable of withstanding and retaliating for any duress placed on its members.

Healing spells are long and arduous castings in all but the most simple cases. Though peasants and the uneducated believe that the Order of Apathos can staunch any wound or remove any blight, the truth is that the most seriously wounded require tremendous efforts to keep alive. Healing from near-mortal wound is possible but even under the care of a talented healer it can take days and often leaves the victim weak.

BANISH AFFLICTION

Effect: Dispel Disease 20d6 plus Healing 2d6

Target/Area Affected: One character

Casting Time: 1 Hour (Attack Action)

Duration: Instant

Range: Touch

Magic Roll Penalty: - 16

END Cost: 8

Description: This powerful healing spell removes diseases and afflictions from the recipient while restoring a small portion of their health. There are several strains of disease, especially those of magical origins that are beyond the ability of this spell to heal. The spell is taxing on both the caster and the person to be healed and leaves them exhausted. If a disease is in an advanced state or the recipient is near death, this spell can kill.

Game Information: Dispel Disease based powers 20d6, Spell (+0) (60 Active Points); Extra Time (1 Hour, -3), Gestures, Requires Gestures throughout (Requires both hands; Complex; -1 1/2), Side Effects, (Healer and Patient always take 2d6 END Drain, Points return at a rate of 5 per 5 minutes; -1 1/2), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Restrained (-1/2), Noisy (-1/4) (Real Cost: 6) **plus** Healing BODY 2d6, Spell (+0) (20 Active Points); Extra Time (1 Hour, -3), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Gestures (Requires both hands; Complex; -3/4), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Restrained (-1/2), Noisy (-1/4) (Real Cost: 3). Total Cost: 9



Saraben the healer of Northrun using magic to save the life of Donail Foresworn

BLIND ECSTASY**Effect:** Entangle 2d6, 3 DEF, BOECV**Target/Area Affected:** One character**Casting Time:** Half Phase (Attack Action)**Duration:** Instant**Range:** Touch**Magic Roll Penalty:** - 17**END Cost:** 9

Description: There are times when the only help for the injured is to be released from pain. Blind Ecstasy paralyses and dulls their sense of touch by flooding the body with sensations of pleasure but otherwise it leaves the person alert. The spell is well intentioned but many times it has been abused by less-scrupulous healers.

Game Information: Entangle 2d6, 3 DEF (Stops A Given Sense Group Touch Group), Spell (+0), Takes No Damage From Attacks All Attacks (+1/2), BOECV (Mental Defense applies; Works vs EGO not STR; +1) (87 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrained (-1/2), Noisy (-1/4). Total Cost: 22

HASTEN THE RETURN**Effect:** +25 REC**Target/Area Affected:** One character**Casting Time:** Five Minutes (Attack Action)**Duration:** Constant**Range:** Touch**Magic Roll Penalty:** - 22**END Cost:** 11

Description: Many are unable to bear the strain of direct healing spells due to injury or infirmity. Hasten the Return allows the body to set its own pace

Fantasy and Healing Magic

Death and overcoming injury are an integral part of the drama in fantasy stories. The healing rules used in *The Last Dominion* try to balance between the video game mentality of instant healing and the ugly medieval reality of amputations to prevent the spread of gangrene.

Healing magic is designed to be distinct and memorable rather than the simple quaffing of a half-dozen potions to bring the "life-o-meter" back to full. Small amounts of healing are available "in the field" but for injuries that are more serious, characters will have to rest and recuperate or operate at diminished capacity. However, this is your game, and it is up to you and your group to decide what is fun and what is boring.

in healing. This spell increases the healing rate of an average person until they are healing 1 BODY per day under normal conditions and up to 2 BODY a day while being cared for by a skilled healer. This spell causes subtle aging with each use, healers avoid using it without cause for this reason.

Game Information: +25 REC, Spell (+0), Usable By Other (+1/4), Persistent, 7 days plus an additional 1 day per +1 that the Healing Roll succeeds by; (+1/2), Uncontrolled (+1/2) (112 Active Points); Only to Heal Body (-2), Extra Time (5 Minutes, -2), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Restrained (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Noisy (-1/4) Total Cost: 12

Variant: Gamemasters might consider allowing this spell to be purchased with ½ END cost and reduce the RSR to -1 per 20 points. It is an awkward build with slow returns.

HEALING LIGHT**Effect:** Sight Group Images plus Healing 2d6**Target/Area Affected:** 16" Radius**Casting Time:** Extra Phase (Attack Action)**Duration:** Instant**Range:** No Range**Magic Roll Penalty:** - 18**END Cost:** 18

Description: This spell creates a blossom of unearthly, healing light. The caster creates two wing-like bolts of pure light that race out in an arc before they begin to round out and enfold a large area. Many who witness the spell believe that the healing light is directly given from Ro to buoy the spirits of men. While the spell works just like any other healing spell, its affects on morale are inestimable.

Game Information: Sight Group Images Increased Size (16" radius; +1), Spell (+0) (20 Active Points); Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Extra Phase, -3/4), Restrained (-1/2), Noisy (-1/4) (Real Cost: 6) **plus** Healing BODY 2d6, Spell (+0), BODY, CON, END, & STUN simultaneously (+1), Area Of Effect (16" Radius; +1 1/2) (70 Active Points); Side Effects, (Healer and Patient always take 2d6 END Drain, Points return at a rate of 5 per 5 minutes; -1), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Extra Phase, -3/4), Restrained (-1/2), Spell (-1/2), Increased Endurance Cost (x2 END; -1/2), Noisy (-1/4) (Real Cost: 13). Total Cost: 19

RESTORE THE FORM**Effect:** Healing 4d6**Target/Area Affected:** One character**Casting Time:** 20 Minutes (Attack Action)**Duration:** Instant**Range:** Touch**Magic Roll Penalty:** - 8**END Cost:** 8

Description: Restore the Form is the basis for all other healing spells and is the first mastered by apprentices within the Order of Apathos. The healer reaches into the wound with his mind, often while in physical contact with the injury. Using élan and experience, the healer augments the body's natural healing processes.

Variations: There are three versions of Restore the Form presented here — the apprentice, adept, and master versions. Total BODY healed, Side Effects and casting times change but otherwise it is the same basic spell.

Game Information (Apprentice): Healing BODY 4d6, Spell (+0) (40 Active Points); Extra Time (20 Minutes, -2 1/2), Side Effects, (Healer and Patient always take 1 1/2d6 END Drain, Points return at a rate of 5 per 5 minutes; -1), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Increased Endurance Cost (x2 END; -1/2), Restrained (-1/2), Noisy (-1/4) Total Cost: 6

Game Information (Adept): Healing BODY 6d6, Spell (+0) (60 Active Points); Extra Time (1 Hour, -3), Side Effects, (Healer and Patient always take 1 1/2d6 END Drain, Points return at a rate of 5 per 5 minutes; -1), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Increased Endurance Cost (x2 END; -1/2), Restrained (-1/2), Noisy (-1/4). Total Cost: 9

Game Information (Master): Healing BODY 8d6, Can Heal Limbs, Spell (+0) (85 Active Points); Extra Time (1 Hour, -3), Side Effects, (Healer and Patient always take 2d6 END Drain, Points return at a rate of 5 per 5 minutes; -1), Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Increased Endurance Cost (x2 END; -1/2), Restrained (-1/2), Noisy (-1/4). Total Cost: 12

THE FINAL GIFT

Effect: RKA 1d6, NND, Does BODY

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Duration: Instant

Range: Touch

Magic Roll Penalty: - 12

END Cost: 6

Description: A few among those gifted with the miraculous ability to heal instead chose to inflict grievous injury. More than simple torture, the mockingly named spell is a betrayal of a sacred trust between the healer and those who place themselves within his care. Onlookers will notice nothing amiss while their friends and loved ones suffer and die at the hands of the monster.

Game Information: RKA 1d6, Spell (+0), NND (Magical Defenses; +1), Does BODY (+1), Invisible to Sight Group, Hide effects of Power (+1) (60 Active Points); Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Restrained (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 20

WALK THE DARKNESS

Effect: Ego Attack 4d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Duration: Instant

Range: Touch

Magic Roll Penalty: - 8

END Cost: 4

Description: The power to heal can also be used to inflict great pain. There are numerous names for spells used to inflict agony but long ago, a reputed healer quipped that those who liked to do so "Walk in Darkness."

Game Information: Ego Attack 4d6, Spell (+0) (40 Active Points); Requires A Healing Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), No Range (-1/2), Restrained (-1/2), Noisy (-1/4), Extra Time (Delayed Phase, -1/4). Total Cost: 11

MAGIC ITEMS

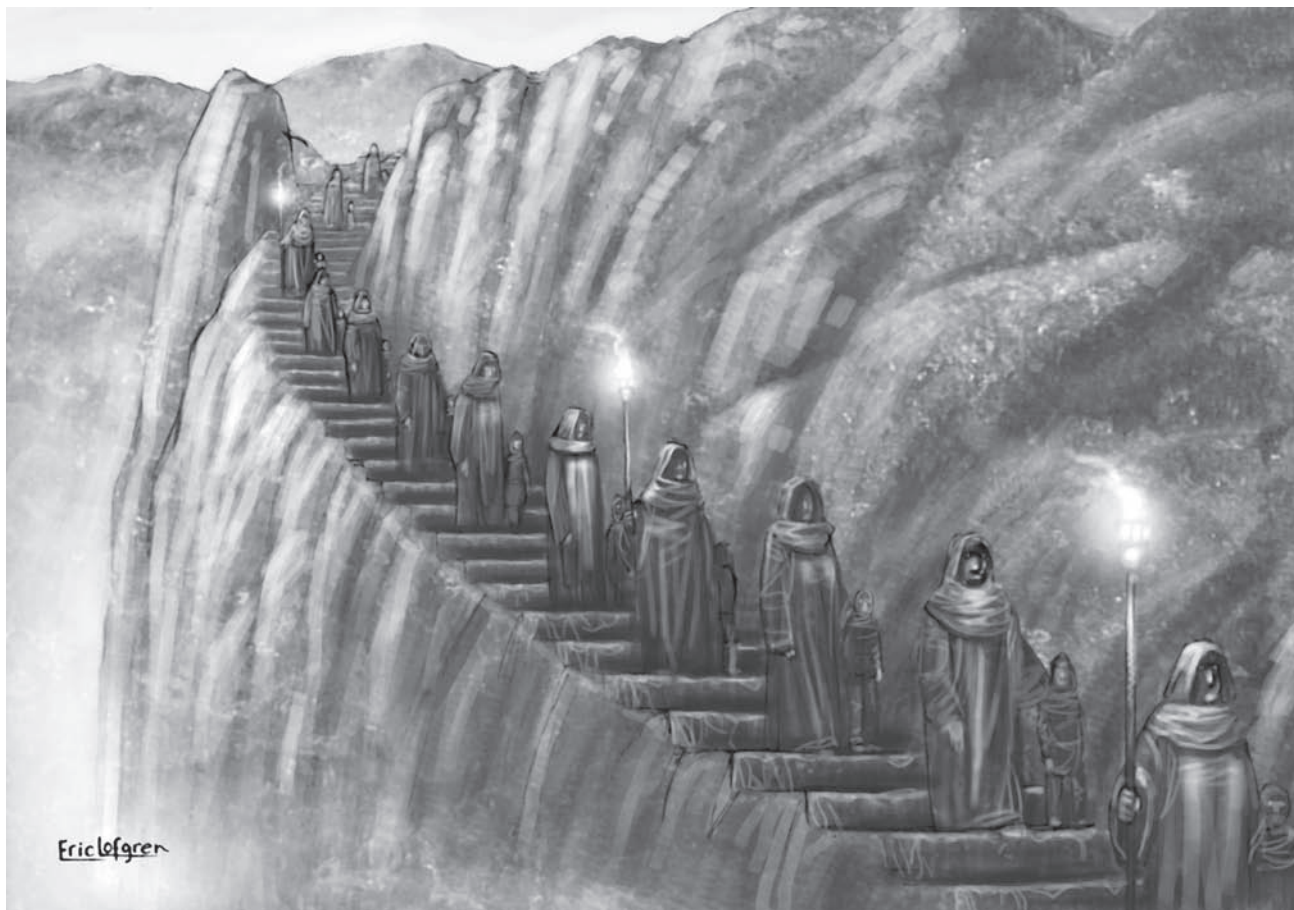
Fantasy games are overflowing with the concept of miraculous items that are endowed with powers beyond that of the ordinary. Literature and history give us examples of priests who used the bones of saints and martyrs to bless their flocks and impress kings. There were secret keepers of legendary weapons that were forged by the gods. Mischievous spirits created rings that bestowed invisibility or great beauty.

Characters built in the Hero System should be sufficient without reliance on magical buffers. The gamemaster just needs to take care in choosing the opposition he directs towards the party. Yet, the tale of Arthur just wouldn't be the same without Excalibur. Like that legendary weapon, magic items in *The Last Dominion* should be designed to play up their unique nature. They should be the stuff to inspire stories of wonder or terror.

This section provides examples of magic items built to exploit the strengths of the Hero System. Some of them, such as Muldegian Stones are common enough that anyone with magical skill will know exactly what they do. Others, such as the Skull of Tzavos, are so terrible that great efforts have been made to eliminate their knowledge from the small folk.

The Charred Bones

The event that led to the schism in the church of the Great Fellowship was the execution of 31 prelates who followed the Mendicant heresy. These holy men were summoned under false pretense and given to the Redeemers in the hope of forcing them to recant their beliefs before their execution,



Descent into The Pit of Gorgoros by the Muldegians

but none of them gave into the torture. All were purified by fire.

The Patriarchs left the charred bones in the great square of Hatteras with the thought that it would demoralize others who might follow the Mendicant beliefs. During the days and weeks that followed the bones were taken and preserved.

Today the martyrdom of the men is legendary, as is the belief of their unwavering faith. Possession or even being near to one of the charred bones is said to confer all manner of benefit but the most common is that all manner of evil or seductive magic is undone.

Game Information: +15 Mental Defense (27 points total), Persistent (+1/2), Uncontrolled (+1/2), Area Of Effect (112" Radius; +2), Usable Simultaneously (up to 512 people at once; +2 1/2) (108 Active Points); Independent (-2), OAF Unbreakable (-1) (Real Cost: 27) **plus** Power Defense (15 points), Uncontrolled (+1/2), Persistent (+1/2), Area Of Effect (112" Radius; +2), Usable Simultaneously (up to 512 people at once; +2 1/2) (97 Active Points); Independent (-2), OAF Unbreakable (-1) (Real Cost: 24) Total Cost: 51

Muldegian Stones

The great Foundation Stone was destroyed centuries ago but fragments remain. These diamond like crystals possess a tiny fraction of the power once

housed within them but even that scrap of power is more valuable than gold. Muldegian Stones come in a bewildering variety of colors and cuts but unlike normal diamonds, they have a faint luminescence in darkness. Repeated use of the stones to perform a task can also pattern the stone so that it becomes attuned to channeling élan in a specific manner. It is in this way that the colors and luminosity change to hint at their function.

Game Information: Endurance Reserve (40 END, 10 REC) Reserve: Usable By Other (+1/4) (15 Active Points); OIF (-1/2), Does not work when bound by iron (-1/4); REC: (10 Active Points); Slow Recovery 6 Hours (-2 1/2) (Real Cost: 6) plus +5 With Magic Skill Rolls, Usable By Other (+1/4) (31 Active Points); OIF (-1/2), Does not work when bound by iron (-1/4) (Real Cost: 18) **plus** Life Support (Immunity terrestrial diseases; Longevity 400 Years), Usable By Other (+1/4) (15 Active Points); OIF (-1/2), Does not work when bound by iron (-1/4) (Real Cost: 8) Total Cost: 32

Mercuric Elixir

The Synod tightly controls the secrets of making this highly noxious substance that gives normal men power over élan. In addition to its beneficial properties, repeated use of this substance turns the skin an ashy-blue color.

Game Information: Endurance Reserve (100 END, 0 REC) Usable By Other (+1/4) (12 Active Points); OAF Fragile Expendable (Extremely Difficult to obtain new Focus; -2 1/4), Independent (-2), Gestures (-1/4) Total Cost: 2

The Ringing Horn

The secrets of the barrier between the realm of men and that of Annwyn are long lost to men but some recall that the Celestine created horns to allow their servants to cross the barrier. More is needed to cross the barrier than simply blowing the horn but what those requirements might be are unknown. This makes the Ringing Horn a precious and a dangerous item. Men are no longer allowed within the misty realm of the Celestine and to travel there under the ban risks everything. Tales of men vanishing with the haunting song from one of the horns abound and many end with the blower returning days later but aged in body or mind.

The horn does provide other benefits. Food or drink placed within the horn is always safe to drink. Poisons are rendered inert and nourishing. Constant drink from a horn is said to speed the recovery of the ill. Finally, the sweet song of the horn bolsters the spirits of men in the heat of battle.

Game Information: Extra-Dimensional Movement (Annwyn), x16 Increased Weight, Safe Blind Travel (+1/4), Reduced Endurance (0 END; +1/2) (70 Active Points); Independent (-2), Only works near Umbral regions. (-2), IIF Durable (-1/4), Incantations (-1/4) (Real Cost: 13) **plus** Dispel 20d6, Variable Special Effects (Limited Group of SFX; Disease and poisons; +1/4), Reduced Endurance (0 END; +1/2) (105 Active Points); Independent (-2), OAF (-1), Gestures (-1/4) (Real Cost: 25) **plus** +20 PRE, MegaScale (1" = 1 km; +1/4), Area Of Effect (One Hex; +1/2), Usable Simultaneously (up to 512 people at once; +2 1/2) (85 Active Points); Independent (-2), OAF (-1), Only to bolster morale of allies (-1/4) (Real Cost: 20) Total Cost: 58

The Skull of Tzavos

A dark and foreboding item of evil, the Skull of Tzavos lies buried in a tomb guarded by descendants of the men who killed Tzavos. The skull appears to be made of gold but has been hardened by some arcane technique. It is inlaid with runes and wards of power that give off a tangible and disturbing presence. Tzavos was one of the most powerful necromantic servants during the Second Ennwrathi War. Many rumors place this man as the originator of the necromantic tradition known as the Blood Ring. The terrible spells perfected by his twisted mind are too numerous (and foul) to re-iterate here but some of the most potent necromantic magic's mastered today were devised by Tzavos. His skull holds the promise of great power for a necromancer. The only price it demands is blood.



The Skull of Tzavos

Game Information: +60 PRE, Usable By Other (+1/4) (77 Active Points); Only Versus Ennwrathi (-1 1/2), OAF (-1), Does not work when bound by iron; (-1/4) (Modifiers affect Base Characteristic) Total Cost: 13 **plus** +20 PRE, Usable By Other (+1/4) (27 Active Points); OAF (-1), Does not work when bound by iron; (-1/4) (Modifiers affect Base Characteristic) Total Cost: 7 **plus** Aid Necromantic Powers — One at a time 8d6, One Power At A Time (+1/4) (100 Active Points); OAF (-1), Requires A Necromancy Roll (-1/2), Extra Time (Delayed Phase, -1/4), Does not work when bound by iron; (-1/4) Total Cost: 33 **plus** Major Transform 1d6 (Human into Ennwrathi), Affects Desolidified (Magical; +1/4), Inherent (+1/4), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2), Persistent (+1/2), Area Of Effect Nonselective Target (5" Radius; +3/4) (56 Active Points); Extra Time (1 Day, -4), OAF (-1), Restrained (Placed in lead casing; -1/4) Total Cost: 9 **plus** Minor Transform 2d6 (Healthy Region into Blighted Region), Megascall (1" = 1 km; +1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Uncontrolled (+1/2), Invisible Power Effects (Fully Invisible; +1), Area Of Effect (64" Radius; +1 3/4) (110 Active Points); Extra Time (1 Week, -4 1/2), OAF (-1), Does not work when bound by iron; (-1/4) Total Cost: 16 **plus** Summon 32 500-point Ennwrathi, Expanded Class of Beings (All Undead; +1/4), Reduced Endurance (0 END; +1/2), Slavishly Devoted (+1) (344 Active Points); OAF (-1), Arrives Under Own Power (-1/2), Summoned Being Must Inhabit Locale (-1/2), Requires A Necromancy Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4), Does not work when bound by iron; (-1/4) Total Cost: 98 **plus** Mind Link, Any Undead Target, Number of Minds (x8) (30 Active Points); Concentration, Must Concentrate throughout use of Constant-Power (0 DCV; -1), Stops Working If Mentalist Is Stunned (-1/2), Does Not Provide Mental Awareness (-1/4), Normal Range (-1/4), Extra Time (Delayed Phase, Only to Activate Constant or Persistent Power, -1/4), Costs Endurance (Only Costs END to Activate; -1/4), Limited Power (Does not work when bound by iron; -1/4) (Total Cost: 8). Total Cost: 174

Magic Weapons & Armor

Kalabyrn

Kalabyrn is the sword of the Middean Kings and the sharpest blade forged by man. Legend says that if the person holding the blade is in the service of the Middea, his strikes shall be blessed and true.

Kalabyrn is a sword of legend. Who forged it and how it got its powers is unknown. The first known use of the blade occurred when Sojen slew the dragon Dayhoc. It was the King's personal weapon but according to royal accounts, he gave it to his son's bodyguard the day before he died, telling him, "so long as the man using this sword places the labors of my life above all else, he shall not fail." The sword stayed in the family until the split between Dukes of Severen and the Ragnerik Kings when the Duke refused to surrender to the Vintrian invaders. Since that time, the sword occasionally shows up in the hands of some charismatic Erenn leader for a generation or two and then seems to fade from the spotlight until it amazingly resurfaces again.

Twenty years ago, during the Three Mountains Battle, one of the Reeves of Erenn held the blade and stood his ground in the face of overwhelming odds. His party had been attacked by a dozen or more wights from beyond the grave. The doomed Reeve ordered his men to flee while he battled the fell creatures. Songs commemorate the battle and the glorious day that Teag wielded a sword so sharp that it made the air bleed.

Game Information: Killing Attack - Hand-To-Hand 2d6, Reduced Endurance (0 END; +1/2), Armor Piercing x2 (+1) (75 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), STR Minimum 10 (-1/2), Real Weapon (-1/4) (Real Cost: 23) **plus** +1 with HTH Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +10 PRE (Real Cost: 10) **plus** Luck 5d6 (25 Active Points); Only when fighting for Middea (-1), OAF (-1) (Real Cost: 8) Total Cost: 43

The Sword of Dirnwyn

Dirnwyn was one of the Old Order, a druid who followed ways that are nearly lost to men now. In his youth, he had proved a deadly nemesis to the Ennwrathi and as he aged, his children assumed his mantle as scourge of the undead. Unfortunately, the children did not possess the luck or the skill of their father. One by one, they were consumed by the Corruption that oozed from the foul undead creatures. After killing the thing that had been his own firstborn son, Dirnwyn determined that he would leave a legacy of destruction for the Ennwrathi. Several years later, the aged and broken druid presented himself to a Glacian warrior

rumored to hunt the Ennwrathi. Kostig held a terrible reputation for his murderous ways among the people of Middea but the old druid chose him to bear Dirnwyn, a blade whose very sight is enough to cause fear in the restless dead.

The greatest blessing of Dirnwyn is that any creature killed by the blade may not be brought back as some foul form of undead, but that is also the blade's greatest curse. Dirnwyn has ended the life of more than one friend who had fallen to the Corruption. Many who know of the sword and its deeds call it "Heartbreaker," for when you give up this blade, you will weep for the loved ones that you have slain to ensure their peace.

Game Information: Killing Attack - Hand-To-Hand 2d6, Reduced Endurance (0 END; +1/2) (45 Active Points); Independent (-2), OAF (-1), STR Minimum 10 (-1/2), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 9) **plus** Deadly Blow: +1d6 (Only versus Ennwrathi) (Real Cost: 4) **plus** Spatial Awareness (Unusual Group), +2 to PER Roll, Discriminatory, Increased Arc Of Perception (360 Degrees), Perceive into a single other dimension, Range (44 Active Points); Independent (-2), Only to sense ghosts; (-1), OAF (-1) (Real Cost: 9) **plus** Power Defense (15 points) (15 Active Points); Independent (-2), Only versus corruption (-1), OAF (-1) (Real Cost: 3) **plus** Suppress versus "Raising the Dead" 10d6, Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2), Affects Desolidified Undead (+1/2), Persistent (+1/2) (150 Active Points); Independent (-2), OAF (-1), Gestures (-1/4) (Real Cost: 35) Total Cost: 60

Hern: The Hammer of Grief

The tenth emperor to sit on the Golden Throne of Vintria sought to create a weapon fit for the Celestine — his due as the most powerful man in the world. In his lust for perfection, Bariston expended every resource available to the Empire including dealing with creatures best left undisturbed. The result was the creation of the Hern, now called the Hammer of Grief.

With the unstoppable hammer in hand Bariston immediately assaulted those who had created it to keep the secrets of its construction from coming to light but the affair turned sordid when the battle between his bodymen and that of the magicians spilled into the palace. The magicians and their servants perished but word of his foul dealings was known. The word of the deed mattered little to Bariston, who died the next day.

Hern is a mighty hammer but those who wield it often come to an unsightly end.

Game Information: Killing Attack - Hand-To-Hand 2d6, +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (52 Active Points); OAF Unbreakable (-1), Required Hands Two-Handed (-1/2), STR Minimum 12 (-1/2), Real Weapon (-1/4) (Real Cost: 16) **plus** +3 with OCV (15 Active Points); Side Effects, (3d6 of Unluck while in possession of the Hammer; -2), Independent (-2), OAF (-1) (Real Cost: 2) Total Cost: 18

Morglay

The legendary sword was drawn on the day of his death by the holy man Evik the Wise, the founder of the Great Fellowship. From his hands, it was given to the greatest warrior among the Kaylish people Daeric Alexander. The great warlord used the blade to fell many enemies of men and of the Celestine. It passed through his line for centuries before it was lost in the Trollkin Wars.

The word morglay means "black glass," an apt description of the smooth blade of the darkest shade. The sword is a beautiful weapon with deep crimson runes along the length. The hilt and crosspiece resemble a dragon engulfing the blade.

Game Information: Killing Attack - Hand-To-Hand 2d6, Required Hands One-Handed (+0), Reduced Endurance (0 END; +1/2) (45 Active Points); OAF (-1), STR Minimum 10 (-1/2), Real Weapon (-1/4) (Real Cost: 16) **plus** +1 with HTH Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** FF (10 PD/10 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Invisible Power Effects (Fully Invisible; +1) (120 Active Points); Independent (-2), OAF Unbreakable (-1), Only Works Against Magic (-1/2) (Real Cost: 27) **plus** Invisibility to Sight Group, Mind Scan and Danger Sense, No Fringe, Reduced Endurance (0 END; +1/2) (57 Active Points); Independent (-2), Only versus magical senses (-1 1/2), OAF Unbreakable (-1) (Real Cost: 10) Total Cost: 55

Skotos

Never has there been a blacker weapon crafted by men. Skotos is a blade of utter darkness forged in the pits of Murgost by none other than Dheymos himself. Quenched in the blood of the innocent, the blade has an unyielding thirst for more. Skotos is an obvious evil warning to those who care to stay clear but in the hands of a black-hearted man who willingly gives himself to the blade it can turn a common killer into unstoppable monster.

Game Information: Killing Attack - Hand-To-Hand 2d6, Reduced Endurance (0 END; +1/2) (45 Active Points); OAF (-1), STR Minimum 10 (-1/2), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 15) **plus** Transfer 1d6 (BODY to STR), Reduced Endurance (0 END; +1/2), Cumulative (24 points; +1) (37 Active Points); Independent (-2), OAF Unbreakable (-1), Transfer amount is limited by amount of BODY done by weapon (-1/4) (Real Cost: 9) **plus** Change Environment 4" radius, Selective (+1/2), -3 Presence Roll and all Skill Rolls based

on Characteristic, Reduced Endurance (0 END; +1/2) (42 Active Points); Independent (-2), OAF Unbreakable (-1) (Real Cost: 10) Total Cost: 34

Miscellaneous Arcana

Magic Dead Areas

Spells require élan to function and in most cases, a magic-poor area can be managed by prudent conservation of END but some areas are dead to magic. These rare locations dissipate élan before it can be formed into a spell effect. The gamemaster has several options the simplest is to assume that magic does not function in these areas but a mechanical construction can be used if desired.

Game Information: Dispel Magic 40d6 (standard effect: 120 points), Affects Desolidified Mystical (+1/4), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2), Persistent (+1/2), Continuous (+1), all magical powers simultaneously (+2), Area Of Effect (64" radius; +2) (930 Active Points); No Conscious Control (-2), Always On (-1/2), No Range (-1/2). Total Cost: 232 points.

This dead magic zone is 64 hexes but the size may be altered to fit the specific void as needed.

(In)Famous Wizards

Below is a sampling of famous or infamous wizards in Roen. They are presented in descending order based on their perceived power. This list is not comprehensive. Discreet wizards, who avoid scrutiny, are not included. The description includes any title(s) or tradition affiliation – if known.

The Sorcerer of Solon, The Emperor of the East (Solon)
Zandra, The Enchantress of Navorn (Navorn)
Kynon, Master of Gorgoros, Muldegian (Middea)
Golfannin, Master of the Ashen Brotherhood, Blood Ring (Dhonur)
Princess Ianna, The Heiress to Navorn (Navorn)
Lady Brennica the Blessed, Druid (Middea)
Hiblis the Red, Blood Ring (Touren)
Chana Storn, Synod Archon (Numeria)
Edrik Lackhand, Muldegian (Edanris)
Princess Dahanna (Navorn)
Caldrath, Councilor to the Assembly (Vintria)
Isharand the Corrupted, Blood Ring (Semerest)
Arlen Pale, Synod Archon (Numeria)

Rogues Gallery

MAKEL SELLSWORD

Val Char Cost Roll Notes

11	STR	1	11-	Lift 117 kg; 2d6 [2]
11	DEX	3	11-	OCV: 4/DCV: 4
11	CON	2	11-	
9	BODY	-2	11-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
11	PRE	1	11-	PRE Attack: 2d6
10	COM	0	11-	
3	PD	1		Total: 3/6 PD (0/3 rPD)
3	ED	1		Total: 3/6 ED (0/3 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
22	END	0		
21	STUN	0		Total Characteristic Cost: 5
Movement:				Running: 6"/12"

Perks

- 1 Fringe Benefit: Squad Leader

Skills

- 0 PS: Infantry Soldier 11-
 2 AK: Local Area 11-
 2 KS: Heraldry 11-
 1 KS: Local Law 8-
 1 KS: Military and Mercenary World 8-
 2 KS: Small Unit Tactics 11-
 1 Bureaucratics 8-
 0 Climbing 8-
 0 Concealment 8-
 0 Conversation 8-
 0 Paramedics 8-
 1 Stealth 8-
 1 Survival 8-
 1 Tactics 8-
 1 Teamwork 8-
 1 Tracking 8-
 3 WF: Common Melee Weapons, Thrown Spears
 5 +1 with HTH Combat
 2 +1 with Spears

Total Powers & Skill Cost: 25

Total Cost: 30

0+ Disadvantages

- 5 DF: Livy: (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
 5 Hunted: Local Nobility 8- (Mo Pow, NCI, Limited Geographical Area, Watching)
 15 Social Limitation: Subject to Orders (Frequently, Major)
 5 Experience Points

Total Disadvantage Points: 30

EQUIPMENT

Short Spear: HKA 1d6+1, Range Based On STR (+1/4), Reduced Endurance (0 END; +1/2) (35 Active Points); OAF (-1), STR Minimum 9 (-1/2), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 12) **plus** HA +4d6, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), Hand-To-Hand Attack (-1/2), STR Minimum 9 (-1/2), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 8)
 Notes: 4 BODY, 4 DEF

Leather Cuirie: Armor (3 PD/3 ED) (9 Active Points); Protects Locations 9-13 (-1 1/4), OIF (-1/2), Real Armor (-1/4)

Background/History: There isn't much hope in making a name in the back country of Edanris. It is the mantra of many younger sons of poor families; Makel is no different than thousands of others.

He left to relieve his family of the burden of his belly. The Cold Fair in Langstun was well recruited by both noble companies and sell swords and it proved a simple matter for the large young man to get sworn to a company. The first winter in a company is hard. Nearly six months is spent in grueling training to make the body, mind, and spear strong for the spring contracts.

That was years ago, Makel is now a veteran of several battles.

Personality/Motivation: Makel wants to save enough from his contracts or plunder to buy a small plot of land to farm and raise his children. He would have laughed at the notion just a few short years ago but the life of a soldier taught him that it is no life, only a dreary existence filled with hunger, cold, and the occasional terrifying heat of battle.

Quote: "Come winter I think I'll look for a lonely piece of land in the Saine Valley. Maybe find a wife and get to rearing my own litter instead of huddling under hedges hoping that I don't freeze to death on watch."

Powers/Tactics: Makel is well trained but still a poor warrior. His gear is cobbled together from the dead and it shows. He is confident but not stupid and will seek to escape in the face of overwhelming odds.

Campaign Use: As a common soldier, Makel is one of the faceless masses that work for or against the characters.

Appearance: Makel is plain and only noteworthy in the company of non-warriors. His ill-mended armor and notched sword are kept clean and serviceable.

DONAIL FORESWORN**Val Char Cost Roll Notes**

13	STR	3	12-	Lift 150 kg; 2 ½d6 [3]
11	DEX	3	11-	OCV: 4/DCV: 4
12	CON	4	11-	
9	BODY	-2	11-	
11	INT	1	11-	PER Roll 11-
9	EGO	-2	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2 ½d6
12	COM	1	11-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	9		Phases: 4, 8, 12
5	REC	0		
24	END	0		
22	STUN	0		Total Characteristic Cost: 21

Movement:

Running: 6"/12"

Perks

- 1 Free-wheeling bandit: Reputation (A small to medium sized group) 8-, +1/+1d6
- 4 Contact: Rowan Edgewood (The Sheriff of Northrun): (Contact has significant Contacts of his own, Contact has very useful Skills or resources) 8-
- 3 Contact: Tolan Oleberk (Guildsman): (Contact has significant Contacts of his own, Contact has useful Skills or resources) 8-

Talents

- 2 Trackless Stride
- 2 Trained Bowman (+5 STR)

Skills

- 0 PS: Bandit 11-
- 5 AK: Eastern March 13-
- 2 CK: Iradel 11-
- 2 KS: Scrounging 11-
- 2 KS: Songs 11-
- 2 KS: Small Unit Tactics 11-
- 0 KS: The Old Faith 8-
- 3 Climbing 11-
- 3 Concealment 11-
- 4 +3 with Concealment; Only in Wilderness Settings (-½)
- 1 Fast Draw 8-
- 3 Gambling 11-
- 0 Language: Shadda (idiomatic)
- 0 Language: Tavannen (fluent conversation)
- 3 Oratory 12-
- 1 Riding 8-
- 3 Stealth 11-
- 3 Streetwise 12-
- 3 Survival (Forests, Mountain) 11-
- 3 Teamwork 11-
- 3 Tracking 11-
- 3 Trading 12-
- 4 WF: Common Melee Weapons, Common Missile Weapons

- 5 +1 with HTH Combat
- 6 +2 with Bows

Total Powers & Skill Cost: 76

Total Cost: 97

25+ Disadvantages

- 20 Hunted: Local Law 8- (Mo Pow, NCI, Harshly Punish)
- 15 Psychological Limitation: Protective of Home Terrain (Uncommon, Total)
- 10 Psychological Limitation: Roguish Attitude (Common, Moderate)
- 5 Social Limitation: Outlaw (Very Frequently, Major)
- 22 Experience Points

Total Disadvantage Points: 97

EQUIPMENT

Woodsmen's Axe: HKA 1d6+1, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (35 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 6 (-¼)
Notes: 4 BODY, 4 DEF (Haft)

Swains Knife: HKA 1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 6 (-¼)
Notes: 3 BODY, 5 DEF

Featherhorn Bow: (Total: 37 Active Cost, 9 Real Cost) RKA 2d6, 12 Recoverable Charges (+¼) (37 Active Points); OAF (-1), Required Hands Two-Handed (-½), STR Minimum 13 (-½), Real Weapon (-¼), Beam (-¼), Limited Range: 160" (-¼), Concentration (½ DCV; -¼) (Real Cost: 9) **plus** +4 Range Modifier (Real Cost: 0)
Notes: 3 BODY, 2 DEF [12 rc]

Leather Jac: Armor (3 PD/3 ED) (9 Active Points); Protects Locations 10-13 (-1 ¼), OIF (-½), Real Armor (-¼)

Background/History: First, let's get it straight, I ain't no thief. Now, I did make the mistake of whelping a runt on one of ol' lord Bowden's pretty daughters. She was a fine lass. The old codger had her sent to an abbess and had me declared outlaw for stealing from him. I guess in a way, I did pluck his finest fruit.

My pa sent me away to live with some cousins near Northrun but Bowden evicted them and I heard later they was cut down just outside of town. I know'd that it was his men that done it. What choice did he leave me but to make him pay for lynchin my kin? So, now I take from him what is owed. A wergild of the only sorts left to them like me. I done pretty good too. Got me a dozen men like Tall Mirk over there... well, not as dumb as him but just as fearsome.

Personality/Motivation: Donail is a rogue and a thief but not merciless. His tale of his youth may be nothing more than fanciful talk or it could be the gods



serve a number of plot devices if the characters are on friendly terms with him. The bandits can appear nearly anywhere and who knows if they have seen anything of importance.

Appearance: Donail is dashing in a grubby, toothless sort of way. His pixie-like spirit and free living attitude endear him to many.

honest. No one will ever know. He and his men like fat bellies, warm fires, and warmer women and they take them any way that they can that doesn't involve backbreaking labor.

Quote: "Now, we ain't here to hurt ya. We just want to share a meal or two and then we will quit this place and move one. What's your name, lass?"

Powers/Tactics: Donail and his men don't like to fight, especially when it isn't a battle overwhelmingly in their favor. The band of ruffians preys on isolated farmsteads and easy marks among the merchants. He and his men like to hire on as guards to escort goods to one of the regional fairs. Once they are well and deep into the countryside they take over and relieve the merchant of his goods and gold. In Middea, Donail's hunting grounds, goods bound for the regional fairs are assured by the lord of the domain and the crown. The merchant will appeal to the local leader who is forced to compensate the merchant for his loss.

Campaign Use: Donail is a wily bandit and a fun challenge for the characters. His tactics ensure that he is a nuisance but that he is likely to avoid making true enemies of the player characters. He can also

CETRIC VOLKADER**Val Char Cost Roll Notes**

11	STR	1	11-	Lift 117 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
11	INT	1	11-	PER Roll 12-
14	EGO	8	12-	ECV: 5
11	PRE	1	13-	PRE Attack: 4d6
14	COM	2	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
23	STUN	0		Total Characteristic Cost: 44
Movement:				Running: 7"/14"

Cost Powers END

- 3 *Sense of the World:* +1 PER with all Sense Groups
 5 *Fear not the Shadows:* Nightvision
 2 *Cling to Form:* Power Defense (5 points) (5 Active Points); (Versus Transformational Attacks.; -1 ½)
 3 *Mortal Weakness:* LS (Longevity 400 Years; Sleeping Character only has to sleep 8 hours per week)
 5 *Courage:* +10 PRE (10 Active Points); Only versus PRE Attacks (-1)

Martial Arts: Bowman

Maneuver	OCV	DCV	Notes
5 Distance Shot	+0	-2	Strike, +1 Segment
4 Offensive Shot	-1	-1	Strike, +4 DC
4 Trip	-1	-1	v/5, Target Falls
4 Quick Shot	+1	+0	Strike, +2 DC

Talents

- 5 The Eye of Light and Fire
 3 Trained Archer (+5 STR)
 4 Rapid Archery
 8 Combat Archery
 2 Trackless Stride
 3 Bump Of Direction

Skills

- 0 PS: Ranger (Everyman) 11-
 3 Natural Scholar
 1 1) KS: Flora & Fauna 11-
 1 2) KS: Heraldry 11-
 1 3) KS: History 11-
 1 4) KS: Legend Lore 11-
 1 5) KS: Religion 8-
 3 Traveler
 2 1) AK: Country: Middea 12-
 1 2) AK: Mystical Places 11-
 1 3) AK: Western States 11-
 1 4) CK: Chandra 11-
 1 5) CK: Northrun 11-
 1 6) CuK: Mordha 11-

- 3 Analyze: Magic 11-
 3 Climbing 12-
 5 Concealment 12-
 3 Fast Draw 12-
 0 Language: Arian (idiomatic)
 1 Language: Arian (literate)
 3 Language: Shadda (completely fluent)
 3 Language: Sindrian (completely fluent)
 3 Mimicry 11-
 2 Navigation (Land) 11-
 1 Riding 8-
 3 Shadowing 11-
 3 Stealth 12-
 4 Survival (Forests, Mountain, Plains) 11-
 7 Tracking 13-
 3 WF: Common Melee, Bows
 5 +1 with HTH Combat
 6 +2 with Bows
 8 +4 vs. Range Modifier with Bows

Total Powers & Skill Cost: 144

Total Cost: 188

50+ Disadvantages

- 5 Distinctive Features: Mordha (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
 10 Hunted: Mordha Leadership 8- (Mo Pow, NCI, Watching)
 10 Psychological Limitation: Irritable and blunt (Common, Moderate)
 15 Social Limitation: Subject to Orders (Occasionally, Severe)
 10 Vulnerability: 2 x Effect Corruption Attacks (Uncommon)
 88 Experience Points

Total Disadvantage Points: 188

EQUIPMENT

Kaladian Longsword: HKA 1 ½d6 (+1 OCV), Required Hands One-Handed (+0), Reduced Endurance (0 END; +½) (42 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 9 (-¼)
 Notes: 6 BODY, 8 DEF

Mail Knife: HKA 1d6 (Resistant Piercing: 3 pips), Required Hands One-Handed (+0), Reduced Endurance (0 END; +½) (36 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 8 (-¼)
 Notes: 4 BODY, 4 DEF

Recurve Bow: (Total: 61 Active Cost, 15 Real Cost) RKA 2 ½d6 (Resistant Piercing: +3 Pips), 12 Recoverable Charges (+¼) (61 Active Points); OAF (-1), Required Hands Two-Handed (-½), STR Minimum 15 (-½), Real Weapon (-¼), Beam (-¼), Limited Range: 120" (-¼), Concentration (½ DCV; -¼) (Real Cost: 15) **plus** +1 Range Modifier (Real Cost: 0)
 Notes: 3 BODY, 2 DEF [12 rc]

Chain Habergeon: Armor (6 PD/6 ED) (18 Active Points); Protects Locations 8-14 (-1 ¼), OIF (-½), Normal Mass (-1), Real Armor (-¼)

Background/History: Cetric had the ill luck of being conceived by a penniless harlot. His mother was the worst sort of woman, unable to even guess who his father might have been. He was neglected by the pitiful creature that brought him into the world and resented the niggling little brat who had destroyed her figure. Alone, he learned to survive on the streets of Chandra.

A lucky encounter saved him from the fate of many children who live on the streets. One of the Mórdha felt the call of the blood in the young child and took him in. A warrior named Kaedyn, took the troubled child away from Chandra to Ehelenastra where he could be properly trained and educated. The years on the streets and the neglect had deeply scarred the youth and created a profound anger that was impossible to remove entirely. In Ehelenastra, Cetric learned from the finest warriors in the world. He mastered both nature and warcraft with equal ease but never developed anything resembling even a passing mastery of magic.

Cetric perfected his skills before returning to Middea and his old haunts in the city of Chandra. Even with the torment, the boy who he had been felt a longing to see his mother. She had long since left the brothel where Cetric had been raised and none recalled where she might have gone. Soon, he left the city and traveled in the northlands where he would begin working to pay off the debt to his people.

Kaedyn continues to watch Cetric, fearing that he has created a killing machine. No matter how much hate was taken from Cetric, more was always bubbling under the surface.

Personality/Motivation: Cetric wants to repay the debt to the only people who have ever been kind to him. Cetric is to keep tabs on the Eastern Marches and to work as needed for the interest of the Mórdha. He also has a keen interest in finding word of his mother or any of her kin but can't find it within himself to actually search her out.

The ranger spends most of his time in the high trails and ranges of the Craghorns looking for signs known only to him. When he is in the company of people, he struggles with malformed social skills and a strong desire for violence.

Quote: "No, I don't talk much. That a problem for you?"

Campaign Use: Cetric can be used as an enemy or an ally as desired by the GM. If the characters can befriend him then he becomes an invaluable source of woodland knowledge and even some of the schemes of the Mórdha. The ranger could make a fine addition

to parties lacking in the area. Once the party gets past his gruff exterior Cetric is likely to adopt them as he adopted the Mórdha.

If Cetric and the Mórdha are enemies to the party then infrequent spotting of the elusive woodsman will remind the characters that their actions might be noted by others.

Appearance: Many Celestine display some trait of their divine heritage but the blood in Cetric does little to alter his outward appearance. Other than his vivid green eyes that dance from starkly serious to darkly humorous without warning, he can easily pass as a human. Cetric is of median height for one of the Celestine, standing just over six feet. The warrior is also well built with an athletic form. Cetric dresses well within city walls but assumes typical woodsman's garb while traveling.



HJORT**Val Char Cost Roll Notes**

21	STR	11	13-	Lift 467 kg; 4d6 [4]
17	DEX	21	12-	OCV: 6/DCV: 6
19	CON	18	13-	
14	BODY	8	12-	
11	INT	1	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	2		Total: 10/16 PD (0/6 rPD)
4	ED	0		Total: 4/10 ED (0/6 rED)
3	SPD	3		Phases: 4, 8, 12
8	REC	0		
38	END	0		
35	STUN	0		Total Characteristic Cost: 70
Movement:				Running: 6"/12"

Perks

- 1 Reputation: True Born Warrior (A medium-sized group) 11-, +1/+1d6
- 4 Fringe Benefit: Vik-Thane (Warchief)
- 35 Hjort's Reavers: Followers (30 Warriors)

Talents

- 6 Combat Luck (3 PD/3 ED)
- 7 Vicious Fighter (+2d6 HA)

Skills

- 0 PS: Raider (Everyman Skill) 11-
- 3 PS: Warchief 13-
- 5 AK: Raiding Areas (Eastern Marches) 13-
- 2 AK: Wolf Woods 11-
- 2 KS: White Temple 11-
- 2 KS: Raider Strategies 11-
- 3 Climbing 12-
- 0 Conversation 8-
- 3 Concealment 11-
- 0 Healing 8-
- 0 Language: Islandic (idiomatic)
- 0 Language: Arian (fluent conversation; Everyman)
- 3 Stealth 12-
- 2 Survival (Mountain) 11-
- 3 Tactics 11-
- 3 Tracking 11-
- 3 Trading 12-
- 5 WF: Common Melee Weapons, Javelins and Thrown Spears, Off Hand, Thrown Knives, Axes, and Darts
- 15 +3 with HTH Combat

Total Powers & Skill Cost: 107

Total Cost: 177

50+ Disadvantages

- 10 Distinctive Features: Shaggy bear of a man (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)

- 15 Psychological Limitation: Bloodlust (will not offer mercy or spare an opponent) (Common, Strong)
- 0 Rivalry: Professional (Aule), Rival is More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Aware of Rivalry
- 5 Social Limitation: Barbarian (Occasionally, Minor)
- 20 Social Limitation: Must Provide Gold and Fame For His Warriors (Frequently, Severe)
- 77 Experience Points

Total Disadvantage Points: 177

EQUIPMENT CARRIED

Troll Axe: HKA 2d6+1, Reduced Endurance (0 END; +1/2) (52 Active Points); OAF (-1), STR Minimum 16 (-3/4), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) Notes: 7 BODY, 5 DEF

Woodsmen's Axe (x2): HKA 1d6+1, Range Based On STR (+1/4), Reduced Endurance (0 END; +1/2) (35 Active Points); OAF (-1), Real Weapon (-1/4), STR Minimum 6 (-1/4) Notes: 4 BODY, 4 DEF (Haft)

Hide Padding: +4 PD (4 Active Points); OIF (-1/2), Real Armor (-1/4), Full Coverage Helmet, Long Jacket with Gauntlets, High Boots (Protects Locations 3-5, 7-14, 16-18; -1/4)

Chain Habergeon: Armor (6 PD/6 ED) (18 Active Points); Protects Locations 8-14 (-1 1/4), OIF (-1/2), Real Armor (-1/4), Normal Mass (-1)



Background/History: Hjort is one of dozens of children born to Hjalдар, the Kon-Thane of Dhruvic. Rather than fight for his father's swords, he took men south into the lands of the Vindel where raiding and war were still honored. He swore himself and his men to a war chief for two summers, then murdered the man and claimed his wives. Now Hjort leads the spears and determines where to raid. His men are happy and collect many snow wives.

Personality/Motivation: Hjort is a raider. Let other men love the dirt, Hjort loves the sword and that gives him the right to take what he wants from the weak. Like most Vindel, Hjort and his men try not to destroy a raiding area. They leave enough food and people to keep a settlement strong so that they may return in a few years to raid again.

Quote: In Islandic: "You can cower on your knees if you like but you won't take one more miserable breath than you are destined to. So come meet me like a man, sword to axe — you fatherless dog."

Powers/Tactics: Hjort is a reaver. He prefers surprise attacks in strong numbers of fearsome warriors who all rejoice in carving a legend for themselves. The raids are quick and most concern themselves with metals, women, and food. Hjort's clan has grown large enough that it must raid several times during the year to avoid starving during the winter months.

Hjort and his men will scout out a village to raid late fall and then return in the early summer forearmed with knowledge of the land. They are careful to avoid patrols and large military forces.

Campaign Use: Hjort and his raiders provide a constant, renewing supply of fresh enemy warriors every year. The raiders take women as captives, leaving only the old and the young.

Appearance: Hjort is a shaggy beast of a man with long hair and beard bound by his warrior rings. His furs and pelts are full of lice and other vermin.



Vindel Warriors

JOS FENTHALON**Val Char Cost Roll Notes**

13	STR	3	12-	Lift 150 kg; 2 ½d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
5	PD	2		Total: 5/17 PD (0/8 rPD)
5	ED	2		Total: 5/13 ED (0/8 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
26	STUN	0		Total Characteristic Cost: 56

Movement: Running: 6"/12"

Martial Arts: Rovanno Swordforms

Maneuver	OCV	DCV	Notes
4 Counter	+2	+2	Block, Abort
4 Double Prime	+0	+2	4 ½d6 Strike
5 Prime	-2	+1	6 ½d6 Strike
5 Iron Cage	+0	+0	Grab Weapon, 23 STR to take weapon away

- 0 Weapon Element: Blades
- 1 Weapon Element: Use Art While Mounted

Perks

- 6 Lord Bailstone: Contact (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own) 8-
- 7 The Wingate Family: Contact (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Good relationship with Contact) 8-
- 4 Fringe Benefit: Knight/ War Captain
- 2 Fringe Benefit: Member of the Lower Nobility
- 4 The Red Captain: Reputation: Leashed Killer (A large group) 11-, +2/+2d6

Talents

- 4 Mounted Warrior (HTH Combat)

Skills

- 0 PS: Military Officer (Everyman Skill) 11-
- 3 Scholar
- 2 1) KS: Campaign Planning 12-
- 0 2) KS: Great Fellowship: Mendicants (Everyman Skill) 8-
- 1 3) KS: Heraldry 11-
- 0 4) KS: History of Middea (Everyman Skill) 8-
- 1 5) KS: Knightly Orders 11-
- 2 6) KS: Kratian Battlelords 12-
- 1 7) KS: Nobility and Royalty 11-
- 2 8) KS: Small Unit Tactics 12-

- 3 Traveler
- 1 1) AK: Duchy of Wingate 11-
- 2 2) AK: Eastern Marches 12-
- 1 3) CK: Orenstone 11-
- 2 4) CK: Ridgewall 12-
- 3 Linguist
- 0 1) Language: Arian (idiomatic)
- 1 2) Language: Kratian (fluent conversation)
- 0 3) Language: Shadda (fluent conversation)
- 1 4) Language: Tavannen (fluent conversation)
- 2 Acrobatics 12- Only On Horseback (-1/2)
- 1 Acting 8-
- 1 Animal Handler (Equines) 8-
- 3 Bribery 13-
- 1 Bureaucratics 8-
- 2 Gambling (Dice Games) 12-
- 3 High Society 13-
- 3 Interrogation 13-
- 3 Persuasion 13-
- 9 Riding 15-
- 3 Tactics 12-
- 3 Teamwork 12-
- 4 WF: Axes, Maces, Hammers, and Picks, Blades, Crossbows, Lances
- 5 +1 with HTH Combat
- 7 +2 with HTH Combat (10 Active Points); Only When Mounted (-1/2)

Total Powers & Skill Cost: 122

Total Cost: 178

50+ Disadvantages

- 10 Hunted: Kratian Battlelords 8- (Mo Pow, NCI, Watching)
- 5 Psychological Limitation: Callous (Uncommon, Moderate)
- 10 Reputation: Cold-Blooded, 11- (Extreme)
- 15 Social Limitation: Dark Secret (Occasionally, Severe)
- 10 Social Limitation: Duties Of Nobility (Frequently, Minor)
- 76 Experience Points

Total Disadvantage Points: 178

EQUIPMENT

Numerian Bastard Sword: HKA 2d6-1, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 11 (-¼), Required Hands One-And-A-Half-Handed (-¼)

Notes: 6 BODY, 8 DEF

Mail Knife: HKA 1d6 (Resistant Piercing: 3 pips), Required Hands One-Handed (+0), Reduced Endurance (0 END; +½) (36 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 8 (-¼)

Notes: 4 BODY, 4 DEF

Lance: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Required Hands Two-Handed (-½), Real Weapon (-¼), STR Minimum 10 (-¼)

Notes: 2 BODY, 4 DEF (Haft)

Padded Gambeson: +4 PD (4 Active Points); OIF (-1/2), Real Armor (-1/4), Full Coverage Helmet, Long Jacket with Gauntlets, High Boots (Protects Locations 3-5, 7-14, 16-18; -1/4)

Infantry Hauberk: Armor (6 PD/6 ED) (18 Active Points); Protects Locations 7-15 (-1), OIF (-1/2), Real Armor (-1/4)

Great Helm: Armor (8 PD/8 ED) (24 Active Points); Protects Locations 4-5 (-2), OIF (-1/2), Real Armor (-1/4)
Notes: -1 PER Modifier

Chain Mittens: Armor (6 PD/6 ED) (18 Active Points); Protects Locations 6 (-2), OIF (-1/2), Real Armor (-1/4)

Chain Leggings: Armor (6 PD/6 ED) (18 Active Points); Protects Locations 15-17 (-1 1/4), OIF (-1/2), Real Armor (-1/4)

Military Boots: Armor (6 PD/6 ED) (18 Active Points); Protects Locations 18 (-1 1/4), OIF (-1/2), Real Armor (-1/4)

Background/History: Jos is the closest friend and advisor to Kier Wingate, heir to the duchy of Wingate. Though young, Jos himself stands to inherit substantial lands and perhaps even his father's office as Chief Bannerman to the duke.

Jos learned his skills in warcraft while serving as a squire with the Kratian Battlelords. Though he is not himself a sworn brother in the order, he has many sympathies with their cause and is a strong advocate of more militant policies.

Few would have reason to doubt his loyalty to the Wingate family but in his youth, the young knight made several errors that put him in the debt and at the mercy of the prince of Lorain. A night of drunken revelry with poorly chosen companions ended with the death of Shayan Jongarian, the daughter of a powerful castellan in the service of the duchy.

Terrified of the consequences, Jos turned to a ranking knight from the Kratian Battlelords, Calder Hargest. The knight recognized the young woman and knew that there was little that he could do for her, but he knew of a few men in the service of the prince of Lorain who were watching the city. By morning, three other women bled on the cobblestones of Orenstone. The band of drunken lordlings that were believed to have committed the murders were killed by vengeful knights. Unfortunately, they were all killed before they could be brought before a magistrate or lord who could question them about the events of the preceding night.

Duke Wingate was angered by the presumption of the knights to deliver justice within his domain but, in light of the women who had been murdered, he held his anger.

Morning found Jos awakened by Calder and informed of how his problem had been "fixed." Distraught and enraged over the death of his friends, Jos threatened to go to the duke. Calder explained that he had very little to do with the solution, but that the friends of the

Prince had ensured that if someone asked the right questions, several witnesses would be able to say that one of the attackers had escaped.

Jos was soon manipulated into performing other deeds that would ensure if he went to the duke he would be hung.

Personality/Motivation: Jos Fenthalon maintains a façade of honor and loyalty to the duchy and his friend Kier Wingate but his true allegiance lies with the leadership of the Kratian Battlelords and Numeria.

Jos is a cool and calculating warrior. He never gives in to battle lust or rapaciousness nor do those who serve under him if they plan to survive long. That is not to say that he cannot be cruel. Jos is infamous throughout the kingdoms for executing those who oppose him. Nobles need not fear his wrath if they can be ransomed, but their troop commanders serve as warning to others.

Quote: "Your women and children will be safe so long as they do as they are told but you have condemned those who followed you on to this field today."

Powers/Tactics: Jos is a knight, battlefield commander, and a cold-blooded killer, but his aggression is largely confined to the military arena. He has accumulated a number of impressive victories but they come more from courage and simplicity of execution than from elaborate plans and schemes. In battle, Jos disregards all custom and courtesy; his sole focus is to achieve a quick kill with the least amount of danger to himself.

Jos is outstanding melee combatant with a flair for leadership. His training coupled with the implicit understanding of the consequences that he would suffer if he ever proved himself a coward guarantees that he comports himself well on the battlefield. Never the less, he avoids direct challenges unless he is obviously the superior melee combatant. On many occasions he has been heard to quip, "It only takes one moron with a little luck to undo 30 years of training."

Campaign Use: Jos serves as a foil for the players. His callousness and disregard for life will likely set him against the characters at some point. Until he is revealed as a traitor to Wingate, his position ensures that the characters can do little to impede his actions. If or when his true allegiance is revealed, Jos will immediately align himself with the Kratian Battlelords. In this capacity, he will serve the Prince of Lorain and make war against his former lord and friend.

Appearance: His bulk and fair coloring betray the mixed heritage of the Fenthalon family. Jos is thick and bullish. He keeps his hair shorn close to the skull in the manner of the Battlelords but does sport a thick sprout of hair on his chin.

OCASTA

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 88 kg; 1 ½d6 [2]
19	DEX	27	13-	OCV: 6/DCV: 6
11	CON	2	11-	
9	BODY	-2	11-	
18	INT	8	13-	PER Roll 13-
7	EGO	-6	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2 ½d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
4	SPD	11		Phases: 3, 6, 9, 12
4	REC	0		
22	END	0		
21	STUN	1		Total Characteristic Cost: 49
Movement:		Running: 7"/14"		

Martial Arts: Mortis

	Maneuver	OCV	DCV	Notes
4	Baleful Strike	-2	+0	HKA 1 ½d6
4	Embrace	-2	+0	Grab One Limb; 4d6 NND
5	Joint Break	-1	-2	Grab One Limb; HKA 1 ½d6, Disable
5	Flight	--	+4	Dodge All Attacks, Abort; FMove
16	+4 HTH Damage Class(es)			
3	Weapon Element: Blades, Clubs, Garrote			

Talents

15	Blind Fighting: Combat Sense 13-
6	Combat Luck (3 PD/3 ED)
9	Ambidexterity (no Off Hand penalty)
14	Fearless

Skills

4	PS: Killer For Hire 14-
0	PS: Steward 11-
4	KS: Criminal Underworld 14-
3	KS: Nobility and Royalty 12-
2	KS: Regional Powers 11-
2	KS: Boson Gar 11-
2	KS: Religion 11-
3	CuK: Edessan 13-
2	CuK: Numerian 11-
2	SS: Herbalism 11-
5	SS: Poisoncraft 15-
3	Acrobatics 13-
3	Breakfall 13-
3	Bribery 12-
3	Climbing 13-
3	Concealment 13-
3	Conversation 12-
15	Cramming x3
3	Fast Draw 13-
6	Gambling (Board Games, Card Games, Dice

Games) 13-

3	High Society 12-
3	Interrogation 12-
0	Language: Kratian (idiomatic)
1	Language: Kratian (literate)
3	Language: Shadda (completely fluent)
4	Language: Arian (completely fluent; literate)
3	Lipreading 13-
3	Lockpicking 13-
3	Mimicry 13-
3	Riding 13-
3	Security Systems 13-
3	Seduction 12-
3	Shadowing 13-
3	Sleight Of Hand 13-
5	Stealth 14-
3	Streetwise 12-
3	Trading 12-
7	WF: Small Arms, Blades, Crossbows, Garrote, Off Hand, Thrown Knives, Axes, and Darts
5	+1 with a DEX Based Skills
9	+3 with Martial Maneuvers

Total Powers & Skill Cost: 222

Total Cost: 271

50+ Disadvantages

20	Hunted: Floating Governments 8- (Mo Pow, NCI, Harshly Punish)
20	Psychological Limitation: Casual Killer (Common, Total)
5	Psychological Limitation: Toys With Victims (Common, Strong)
5	Social Limitation: Dark Secret (Occasionally, Major)
171	Experience Points

Total Disadvantage Points: 271

EQUIPMENT

Numerian Longsword: HKA 1 ½d6 (+1 OCV), Required Hands One-Handed (+0), Reduced Endurance (0 END; +½) (42 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 9 (-¼)
Notes: 6 BODY, 8 DEF 0

Mercenary Dagger: HKA 1d6, Required Hands One-Handed (+0), Increased STUNx: +1 (+¼), Reduced Endurance (0 END; +½) (26 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 7 (-¼)
Notes: 5 BODY, 5 DEF

Wight's Breath: (Total: 285 Active Cost, 45 Real Cost) Drain BODY 4d6, Requires A DEX Roll (No Active Point penalty to Skill Roll; +0), Limited Range (3"; +¼), Area Of Effect Nonselective (One Hex; +¼), NND ([Immunity to Terrestrial Toxins, Self Contained Breathing]; +1), Delayed Return Rate (points return at the rate of 5 per 6 Hours; +1 ¼) (150 Active Points); 2 Charges (Recovers Under Limited Circumstances; -1

$\frac{3}{4}$), OAF Fragile (-1 $\frac{1}{4}$), Gradual Effect (1 Hour; -1 $\frac{1}{4}$), Extra Time (Full Phase, - $\frac{1}{2}$), Beam (- $\frac{1}{4}$) (Real Cost: 25) **plus** RKA 4d6, Requires A DEX Roll (No Active Point penalty to Skill Roll; +0), Area Of Effect Nonselective (One Hex; + $\frac{1}{4}$), NND ([Immunity to Terrestrial Toxins, Self Contained Breathing]; +1) (135 Active Points); 2 Charges (Recovers Under Limited Circumstances; -1 $\frac{3}{4}$), Gradual Effect (1 Hour; -1 $\frac{1}{4}$), OAF Fragile (-1 $\frac{1}{4}$), Extra Time (Full Phase, - $\frac{1}{2}$), Linked (Drain; - $\frac{1}{2}$), Beam (- $\frac{1}{4}$), Limited Range: 2" (- $\frac{1}{4}$) (Real Cost: 20)

Notes: Wight's Breath is an inhalable dust and takes practice to place correctly. It is not used in any wind condition greater than calm. [2c]

Weak Morphean Dust: [FHG 18], Tzolian Poppy Dust [1c]

Background/History: Few would believe that the slayer known as Jurga, or the "Daggerman" in the common tongue, was the son of a noble family of Vintria. As a youth, Ocasta Talchazor was privileged to the finest education and bound for the Rovanno Academy until his father fell victim to the plague. His bereaved mother took him and his younger siblings to Imbria where she hoped to escape the worst of the disease and the civil unrest.

Ocasta soon ran away from their villa in Imbria, seeking to return to his father's estates. Somewhere in his travels, he fell in with a troupe of ruffians and started his career in crime. The group claimed to be disaffected nobles from Innsmarch in the Fallen Kingdoms but spent most of their effort sacking isolated manors struck by the plague.

It wasn't long before the amoral killer was noticed by men who valued such traits. Ocasta killed his companions with the help of a Boson Gar Slayer and traveled to parts unknown in Massand where he leaned the art of killing with efficiency.

The last decade Ocasta has earned a name for himself as the assassin Jurga. The Daggerman is a name feared by the nobility of Roen for the ease at which he penetrates their defenses. He moves among them as one of their own until he is ready to earn his keep.

Personality/Motivation: The darling son of Talchazor is a sociopath. Always a bit mean spirited and cruel, the death of his father turned Ocasta into a callous wanton who delights in walking among his prey and hearing the fear in their voices when they speak of the Daggerman. He takes particular delight in hunting down those who deny their fear of him. It is a morbid game of wits to him and the price of losing is a life.

Quote: "Maybe you have heard of me?"

Powers/Tactics: Ocasta likes to hunt difficult prey. Killing a slobbish noble on a remote estate holds little interest for him nor does the easy kill of an unwary

prey. Ocasta sends warning to those targets that he considers to be too easy — usually on the body of a loved one.

As Ocasta or another assumed identity, he slides into a household posing as a courtier from another nation. He plays his role well. Ocasta speaks and writes in several languages and has formidable knowledge of law, religion, economics, and war. Once he is thoroughly positioned within the household he begins to plot his slaying. The Daggerman prides himself on inspiring fear and pulling off impossible murders. Unless there is grave risk of capture he will toy with his victim for as long as he can before moving in for the kill. Ocasta always leaves an odd dagger made somewhere in the Radiant Kingdoms on his victims. After completing a job, he has been known to write the family with a detailed description of how his victim was killed and to pass on any last words.

Campaign Use: Other villains may use Ocasta as a tool to remove political opponents. The Daggerman rarely takes commission on non-noble targets but has on occasion killed clergy, merchants, and powerful warlords or generals.

Appearance: Ocasta exudes a reserved competence. He is quiet and knows the dance of courtiers. His dress changes to match the position he is assuming and he has obvious skill or magic in the area of disguises. He is well built but not bulky and of a good height.



SAGRAMHOR**Val Char Cost Roll Notes**

19	STR	9	13-	Lift 350 kg; 3 ½d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
19	CON	18	13-	
11	BODY	2	11-	
8	INT	-2	11-	PER Roll 14-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
8	PD	4		Total: 8/16 PD (0/11 rPD)
4	ED	0		Total: 4/12 ED (0/11 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
38	END	0		
35	STUN	4		Total Characteristic Cost: 71
Movement:				Running: 9"/18"

Martial Arts: Tamori Knife Fighting**Maneuver OCV DCV Notes**

4	Martial Block	+2	+2	Block, Abort
4	Martial Strike	+0	+2	5 ½d6 Strike
4	Fast Strike	+2	+0	5 ½d6 Strike
4	Martial Disarm	-1	+1	Disarm; 29 STR to Disarm
0	Weapon Element:	Blades		

Perks

- 6 Prince Rafn: Contact (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own) 8-
- 10 Fringe Benefit: Royal Knight - King's Justice
- 2 Golden Lion of Tamor: Reputation: Unequaled Gladiator (A medium-sized group) 8-, +2/+2d6

Talents

- 6 *Hard to Kill*: Combat Luck (3 PD/3 ED)
- 15 Combat Sense 11-
- 5 Lightning Reflexes: +3 DEX to act first with All Actions
- 5 *Courage*: +10 PRE; Only Versus PRE Attacks (-1)
- 9 *Battle Wary*: +3 PER with all Sense Groups

Skills

- 0 PS: Gladiator 11-
- 2 KS: Underworld Markets 11-
- 3 KS: Warrior and Mercenary World 12-
- 3 KS: Fighting Styles 12-
- 3 KS: Tamori Knife Fighting 12-
- 1 Language: Arian (basic conversation)
- 0 Language: Aljik (idiomatic) (4 Active Points)
- 7 Analyze: Combat 13-
- 7 Analyze: Style 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Concealment 11-
- 10 Defense Maneuver I-IV
- 3 Fast Draw 13-

- 1 Paramedics 8-
 - 3 Sleight Of Hand 13-
 - 3 Stealth 13-
 - 3 Tactics 11-
 - 5 WF: Common Melee Weapons, Nets, Off Hand, Whips
 - 10 +2 with HTH Combat
 - 7 +2 with HTH Combat; Requires A Analyse Roll (-½)
- Total Powers & Skill Cost: 154
Total Cost: 225

50+ Disadvantages

- 5 Hunted: (Floating) Families of Victims 8- (Less Pow, Harshly Punish)
- 15 Psychological Limitation: Ruthless (Uncommon, Total)
- 15 Psychological Limitation: Selfish (Common, Total)
- 15 Social Limitation: Subject To Orders (Frequently, Major)
- 0 Social Limitation: Foreigner (Frequently, Minor, Not Limiting In Some Cultures)
- 125 Experience Points

Total Disadvantage Points: 225

EQUIPMENT

Mordha Fighting Blades (2): HKA 1d6 (+1 OCV), Required Hands One-Handed (+0), Reduced Endurance (0 END; +½) (27 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 4 (-¼)
Notes: 3 BODY, 8 DEF

Warsword: HKA 2d6 (+2 OCV with Trip & Dismount), Reduced Endurance (0 END; +½) (54 Active Points); OAF (-1), STR Minimum 14 (-¾), Real Weapon (-¼), Required Hands One-And-A-Half-Handed (-¼)
Notes: 6 BODY, 7 DEF

Breast Plate: Armor (7 PD/7 ED) (21 Active Points); Protects Locations 9-13 (-1 ¼), OIF (-½), Real Armor (-¼)

Bracers: Armor (8 PD/8 ED) (24 Active Points); Protects Locations 7-8 (-1 ¼), OIF (-½), Real Armor (-¼)

Arena Helm: Armor (8 PD/8 ED) (24 Active Points); Protects Locations 3-5 (-1 ½), OIF (-½), Real Armor (-¼)
Notes: -3 PER Modifier

Background/History: The impressive Sagramhor is the victor of more than 50 death matches in the gladiatorial arenas of Tamor. His skill at arms earned him his freedom according to custom.

Sagramhor was released from slavery two years ago with a pouch of gold and his weapons. Within months, the gold was squandered on women and vice and the infamous gladiator needed work. He found just the kind of work he was good at with Prince Rafn of Middea.

Personality/Motivation: Sagramhor is a killer. He isn't cold blooded or vicious in the traditional sense but it is apparent that the lives of others have no

meaning to him. His training in the pits has molded him into an unquestioning follower who is happy so long as his base desires are satisfied.

Quote: Spoken in Aljik "I have come to deliver a message from Prince Rafn."

Powers/Tactics: Sagramhor is a highly skilled melee combatant. Few men would willingly face him in single combat. As a champion, he is unquestionably one of the finest to be had for money. The gladiator fights with all manner of weapon and armor, planning ahead for the best method of beating his opponent.

Though skilled at melee he is a poor commander and even leading small groups has proven beyond his ability.

Campaign Use: Sagramhor is a killing machine dedicated to the whim of Prince Rafn. Word of his deeds, rather than early confrontation, should spawn a hatred of him.

Appearance: Rafn's pet killer is an athletic man in the peak of his conditioning. He has the eyes of a shark resting in a placid face that rarely betrays emotion. His dark skin and hair are exotic in these lands as are many of his weapons.



SARABEN OF APATHOS**Val Char Cost Roll Notes**

8	STR	-2	11-	Lift 75 kg; 1 ½d6 [2]
11	DEX	3	11-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
8	REC	6		
26	END	0		
21	STUN	0		Total Characteristic Cost: 40
Movement:				Running: 6"/12"

Perks

- 3 Fringe Benefit: Membership: The Order of Apathos
- 3 Healer: Reputation: Very Talented Healer (A small to medium sized group) 11-, +3/+3d6

Powers of Magic

- 5 The Eye of Light and Fire
- 15 Arcane Gift: Wizard (Portents, Healing, Air Magic, Ritual Magic)
- 23 Arcane Strength: Virtual VPP (115 AP)
- 13 Arcane Endurance: Endurance Reserve (110 END, 8 REC) Reserve: (17 Active Points); REC: (6 Active Points); Slow Recovery 6 Hours (-2 ½), Personal REC (-½)
- 26 Foresight: Danger Sense (area scale only, any danger, Function as a Sense), Does Not Provide Personal Danger Sense (+0) (39 Active Points); Vague and Unclear (-½) 14-

Skills

- 5 PS: Healer 14-
- 0 PS: Nobility (Everyman) 11-
- 3 Scholar
- 2 1) KS: Anatomy 12-
- 2 2) KS: Arcane Magic 12-
- 1 3) KS: Great Fellowship: Mendicants 11-
- 2 4) KS: Hearth Lore 12-
- 5 5) KS: Herbalism And Healing-Lore 15-
- 1 6) KS: Mystic Orders 11-
- 1 7) KS: Religion 11-
- 2 8) AK: Eastern Marches 11-
- 0 9) AK: Vintria 8-
- 3 Analyze: Magic 12-
- 3 Conversation 12-
- 3 High Society 12-
- 0 Language: Shadda (idiomatic)
- 3 Language: Arian (fluent conversation; literate)
- 3 Language: Tavannen (fluent conversation; literate)
- 3 Language: Kratian (fluent conversation; literate)

- 11 Healer 16-
- 3 Trading 12-
- 1 WF: Blades

Magic Skill Rolls

- 21 Healing, Minor Arcana 22-
- 5 Portents, Major Arcana 14-
- 1 Ritual Magic, Complementary Arcana 8-

Total Powers & Skill Cost: 172

Total Cost: 212

50+ Disadvantages

- 10 Hunted: Order Of Apathos 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Devout Belief In Ro (Common, Strong)
- 10 Psychological Limitation: In Love with Jhin (Husband) (Very Common, Strong)
- 15 Social Limitation: Duty to the Injured (Frequently, Major)
- 113 Experience Points

Total Disadvantage Points: 213

SPELLS KNOWN

- 1) Inkling: Portents [EOG]
- 2) Thought Casting: Portents [EOG]
- 3) Banish Affliction: Healing [EOG]
- 4) Restore The Form: Healing [EOG]
- 5) Hasten The Return: Healing [EOG]
- 6) Disrupt Élan: Collective Magic [EOG]
- 7) Ennui: Collective Magic [EOG]

Background/History: Her parents took in every stray that wandered up the trail. Cats, dogs, children, even those adults hiding from family or the law found a refuge in her home. Saraben was the only daughter and found herself at her mother's side while she tended to the physical ailments of men and animals. It wasn't long before her skills at mending broken bodies exceeded her mother's.

Saraben was taken to one of the healers of Apathos before she had even become a woman. She remained with him for a few months until she was sent to far away Vintria to learn with the masters of her craft. The education was rigorous — languages, letters, herbs, and anatomy were all expected to be mastered quickly. Stitching and the setting of bones came next.

Her youth passed quickly, lost into the study of mundane and arcane methods of healing but Saraben never lost the spirit of that little girl who helped the strays. When her studies were complete she returned home and once again began to tend to strays.

However, she didn't come home alone. Oddly enough she married Jhin, a legion commander of Vintria — a warrior and killer. Smitten with her beauty, Jhin and several of those soldiers who were loyal to him came with her.

Personality/Motivation: Saraben has a profound faith in the designs of Ro and his plan for all creatures. Because of that faith, she believes that she was put in this world to relieve suffering. However, she isn't delusional or naive. She understands the bitter hardships of the world and will do what she can. For her, life is about doing the best that she can without sacrificing her ethics or her love.

Quote: "Hold still and hold your tongue. I won't have that kind of language here."

Powers/Tactics: Saraben is a gifted healer but confines her skills to the sickbeds within her manor. Even with her magical skills, her husband Jhin successfully argued that she should know how to defend herself. He and his men have worked hard to teach her rudimentary skills with blade work.

Saraben's powers are on par with some of the strongest healers but she is loathed to spend herself on very powerful spells unless her husband or one of his men are injured. She uses her mundane skills with healing to the best of her ability and then resorts to magic rather than the other way around.

Campaign Use: Saraben and her "family" work best as allies of the player characters and as a font of information about other lands and fighting styles. Their freehold greets travelers from all over the region who have come to visit with Saraben or Jhin for one reason or another.

Appearance: Saraben is an attractive woman approaching middle years. She has long auburn locks that are usually bound in the back to keep them away from patients. Though she is only moderately attractive, many men and women comment on her beautiful spirit, grace, and poise. (See Illustration on page 92)

ALANDER VOS**Val Char Cost Roll Notes**

9	STR	-1	10-	Lift 88 kg; 1d6 [1]
9	DEX	-3	11-	OCV: 3/DCV: 3
9	CON	-2	11-	
7	BODY	-6	10-	
15	INT	5	12-	PER Roll 12-/14-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	1		Phases: 6, 12
3	REC	0		
20	END	0		
17	STUN	0		Total Characteristic Cost: 26

Movement: Running: 6"/12"

Cost Powers

2 +2 PER with Normal Sight

END**Perks**

- 8 Fringe Benefit: Religious Rank: Mendicant
- 1 Fringe Benefit: Right to Marry: Can perform marriage ceremony
- 5 Fringe Benefit: Diplomatic Immunity
- 30 The Brotherhood of Swords: Contact (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact is slavishly loyal to character), Organization Contact (x3) 12-
- 40 Elite Bodyguards (20 Followers built on 75 Points)
- 2 Reputation: The Saint of Swords (A large group) 11-, +1/+1d6

Talents

- 10 Divine Favor
- 10 Fascination
- 5 Eidetic Memory, Only for people he has met before (-1)

Skills

- 6 PS: High Priest 15-
- 0 PS: Scribe (Everyman Skill) 11-
- 3 Scholar
- 1 1) KS: History of Middea 11-
- 1 2) KS: Knightly Orders 11-
- 2 3) KS: Laws 12-
- 4 4) KS: Nobility 14-
- 4 5) KS: Religious Orders 14-
- 4 6) KS: Small Folk 14-
- 5 7) KS: The Great Fellowship: Mendicants 15-
- 3 CK: Ory 12-
- 0 Language: Tavannen (idiomatic)
- 1 Language: Tavannen (literate)
- 3 Language: Islandic (completely fluent)
- 0 Language: Shadda (fluent conversation; Everyman Skill)
- 3 Bureaucratics 14-
- 3 Conversation 14-

- 3 High Society 14-
- 9 Oratory 17-
- 7 Persuasion 16-
- 0 Trading 8-
- 15 +3 with All INT Skills
- 10 +2 with All PRE Skills

Total Powers & Skill Cost: 236

Total Cost: 262

50+ Disadvantages

- 5 Distinctive Features: Ceremonial Dress (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 5 DNPC: The Faithful 8- (Normal; Group DNPC)
- 15 Psych: Devout Mendicant (Common, Total)
- 15 Psych: Protective of the weak (Common, Strong)
- 0 Psych: Meek (Common, Strong)
- 20 Social Limitation: Duty to the Church (Very Frequently, Major)
- 152 Experience Points

Total Disadvantage Points: 262

Background/History: I joined the priesthood to escape the wrath of my father and brothers. We had a large family and there was never enough to go around, I wish that I had been bigger or braver but the truth is that I was always weak.

My brethren all have wondrous stories of high callings and noble deeds; my past is no where near so glorious. I was taken to the abbey at Leytonstone where I learned my letters and some basic education. Most of my youth was spent within those solid walls locked safely away from the violence of the world.

I don't think I will ever know what made the abbot believe that I was capable or desired anything other than the daily devotions. For whatever nebulous reason, I was chosen to leave the abbey and travel to Touren where I was to lead a small but influential parish. We suffered yearly raids by the Glacians of Halbvorn and more deprivations than I care to remember here. Once again, I found myself in a life of privation, where the needs of the strong outweighed the needs of the weak. I could tell you that I took care of those who could no longer fend for themselves but I fear the mockery in my voice would give me away. I set down fair rules and governed with the aid of a few noble Brothers of the Sword. It was really they who set things right. The success of the abbey earned me a promotion and soon I found myself tending to the needs of the Brotherhood.

I suppose that any man, even one as craven as myself, could not help but prosper with our gallant defenders. They are simple men with simple needs. Today, thanks to them, I sit on the Mendicant Council. Along

with ten other noble souls we lead the faith of the meek. Oddly, I have become one of the most powerful men in the faith but I was carried to this lofty position by the blood of my betters.

Personality/Motivation: Elder Alander or Brother Alander is one of those rare gems of a man who is ignorant of his own greatness. He is humble, even meek, but inside he is tempered steel.

Alander works to improve the lot of Ro's faithful but his primary mission is to tend to the needs of the Brotherhood of the Sword. As the Vicar-General of the faith, he commands the only military arm of the Mendicants. Elder Alander believes himself a miserable coward and attributes his indomability and fearlessness to his faith in Ro... Even a coward can be made brave by faith.

Quote: "Have faith, child. It is the cornerstone of victory. No battle was ever won by men who were already beaten."

Powers/Tactics: Alander uses words, reason, and faith to fight his battles. He commands considerable influence within the Mendicant sect of the Great Fellowship and the near-blind obedience of the Brotherhood of the Sword. Alander has numerous undefined contacts scattered across the continent that he can call on for information or assistance.

Campaign Use: The meek brother can be a powerful ally for the PCs. The Elder travels far and wide with the Brotherhood, so that he may understand their trials and travails. During these yearly excursions, he takes great pains to meet locals both great and small. The kindhearted man makes ready friends and always looks for one of the faithful who would be willing to keep in touch with him and keep him informed of local events.

Appearance: Alander is a thin man with a ready smile and a kind hand. He dresses in the simple robes of a monk when he can but is most often found in elaborate robes befitting his station. Alander is approaching his fourties and has begun to slow down during the last few years.



L. Lagren

NAMINA KOLFINN**Val Char Cost Roll Notes**

10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
13	PRE	3	12-	PRE Attack: 2 ½d6
16	COM	3	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	2		
26	END	0		
23	STUN	0		Total Characteristic Cost: 52
Movement:				Running: 6"/12"

Perks

- 3 Fringe Benefit: Membership: Muldegian Wizard

Talents**Powers of Magic**

- 5 The Eye of Light and Fire
 15 Arcane Gift: Wizard (Portents, Chaos Magic, Nature Magic, Earth Magic)
 18 Arcane Strength: Virtual VPP (90 AP)
 11 Arcane Endurance: Endurance Reserve (105 END, 6 REC) Reserve: (16 Active Points); REC: (6 Active Points); Slow Recovery 6 Hours (-2 ½), Personal REC (-½)

Skills

- 3 PS: Muldegian Wizard 12-
 3 Scholar
 2 1) KS: Arcane Magic 12-
 1 2) KS: Ennwrathi 11-
 1 3) KS: History 11-
 2 4) KS: Legends And Lore 12-
 1 5) KS: Muldegian Wizardry 11-
 1 6) KS: Mystic Orders 11-
 1 7) KS: Trollkin 11-
 5 Analyze: Magic 13-
 1 Climbing 8-
 3 Conversation 12-
 1 Disguise 8-
 3 Language: Islandic (fluent conversation; literate)
 3 Language: Tavannen (fluent conversation; literate)
 0 Language: Kratian (completely fluent; literate)
 3 Riding 12-
 1 Sleight Of Hand 8-
 1 Survival (Temperate/Subtropical) 8-
 3 WF: Blades, Crossbows, Staffs
 1 TF: Carts & Carriages, Equines

Magic Skill Rolls

- 17 Gynan [chaos], Minor Arcana 19-
 11 Druidry, Minor Arcana 16-

- 3 Geomancy, Minor Arcana 12-
 3 Portents, Major Arcana 12-
 20 +2 Overall Skill Levels

Total Powers & Skill Cost: 146

Total Cost: 198

50+ Disadvantages

- 5 Distinctive Features: Snow-White Hair (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
 10 Hunted: Muldegians 8- (Mo Pow, NCI, Watching)
 20 Hunted: The Synod 8- (Mo Pow, NCI, Capture)
 15 Psychological Limitation: Morbid (Common, Strong)
 0 Psychological Limitation: Obsessed with Ennwrathi (Very Common, Strong)
 79 Experience Points

Total Disadvantage Points: 198

SPELLS KNOWN

- 1) Thought Casting: Portents [EOG]
- 2) Disrupt Élan: Collective Magic [EOG]
- 3) Ennui: Collective Magic [EOG]
- 4) Spell Turning: Collective Magic [EOG]
- 5) Weak Chaos Blast: Chaos [FHGII 57]
- 6) Weak Chaos Wave: Chaos [FHGII 59]
- 7) Unmaking: Chaos [FHGII 61]
- 8) Chaos Sight: Chaos [FHGII 63]
- 9) The Stinging Swarm: Druidry [FHG 40]
- 10) The Sudden Fog: Druidry [FHG 47]
- 11) Animal Eyes: Druidry [FHG 56]

Background/History: Namina spent her youth mired in blood and death. Her home in Trebor of the Fallen Kingdoms was sacked seemingly overnight while the toddler watched. She doesn't recall, nor has anyone claimed to have any knowledge of how she ended up in the company of an apprentice Muldegian who had lost his master amid the destruction. The young man took her and he endured much to bring her to safety.

Namina proved to be an excellent student with an inquisitive mind that quickly wrapped itself around arcane puzzles. She was brought with 21 other children to the Pit of Gorgoros in 1070, where she survived the tests and was made into a full wizard.

Young and full of confidence, Namina began her career searching for the lost Grimoire of Hairnman the Wise. Her search took her around the continent and met with some success but the book itself continues to elude her.

The trails and her search forged a white-hot hatred of the Ennwrathi and those who would serve them. Unlike many, the young wizard believes that the influence of the Ennwrathi stretches across Roen through dark agents. Namina spends her time studying her

many books and grows increasingly alarmed over recent events.

Personality/Motivation: Namina is driven to find the book of Hairnman the Wise. She fears the coming war with the Ennwrathi and knows that the contents of the book may help greatly. In the meantime, she prepares herself and those who are willing to listen for the upcoming war.

Namina is a frightened young woman with a haunted look. She will never reveal what she discovered in the test but it is obvious that whatever it was drives her daily actions.

Quote: "Only the dead can blindly trust in the future."

Powers/Tactics: Namina is not much of a warrior but if pressed she will unleash her Chaos spells to maximum effect. In most conflicts, Namina will seek to create confusion among the enemy to allow her allies time to capitalize on the disorientation.

The young wizardess has recently turned her eye towards mastering Portents to increase her information gathering assets.

Campaign Use: Namina can be a valuable source of mystical information and a spur for adventures. She still has not found the lost book of Hairnman the Wise and continues to search for it. She also has contact with other wizards who the PCs might need to seek out.

Appearance: Namina is young with pale-white hair and a lithe frame. She dresses simply, as a villager rather than a powerful mage. She usually carries one book or another on her person. (Illustration on page 79.)

SYRIS DURLOC**Val Char Cost Roll Notes**

11	STR	1	11-	Lift 117 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
11	INT	1	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	2		
30	END	0		
25	STUN	0		Total Characteristic Cost: 52
Movement:				Running: 6"/12"

Perks

- 5 Fringe Benefit: Membership: Synod Archon
- 6 Archon of the Eastern Marches: Reputation: It isn't healthy to stand in his way (A large group) 11-, +3/+3d6
- 25 Bodyguard (8 Followers built on 50 Points)
- 3 Duke Fairgrave: Contact (Contact has been blackmailed by the character, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own) 8-
- 5 Abbot Dwyfon: Contact (Contact has been blackmailed by the character, Contact has significant Contacts of his own, Contact has very useful Skills or resources, Contact is slavishly loyal to character) 8-

Talents**Powers of Magic**

- 5 Arcane Gift: Hedge Wizard (Empath, Pyromancer, Blood Magic)
- 15 Arcane Strength: Virtual VPP (75 AP)
- 0 Arcane Endurance: END Reserve [must power END with Mercuric Elxir]
- 5 Overbearing: +10 PRE Only For Making Attacks

Skills

- 3 PS: Synod Archon 11-
- 3 KS: Arcane Magic 11-
- 3 KS: The Synod 11-
- 1 KS: Mystic Orders 8-
- 1 KS: Muldegian Wizardry 8-
- 1 Conversation 8-
- 3 Bureaucraties 12-
- 1 Disguise 8-
- 3 High Society 12-
- 3 Interrogation 12-
- 2 Language: Arian (fluent conversation)
- 0 Language: Tavannen (fluent conversation)
- 0 Language: Kratian (completely fluent; literate)

- 3 Lockpicking 12-
- 3 Persuasion 12-
- 3 Sleight Of Hand 12-
- 1 WF: Blades

Magic Skill Rolls

- 11 Pyromancer, Minor Arcana 16-
- 7 Empath, Minor Arcana 14-
- 3 Blood Magic, Complementary Arcana 12-
- 15 +5 with Magic Skill Rolls

Total Powers & Skill Cost: 139

Total Cost: 191

50+ Disadvantages

- 0 Distinctive Features: Argyria or bluish-silver skin (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly Used Senses)
- 10 Hunted: The Synod 8- (Mo Pow, NCI, Watching)
- 0 Physical Limitation: Loses Magic Unless He Has Access To Mercuric Elixir (Infrequently, Greatly Impairing)
- 15 Psychological Limitation: Overconfident and Condescending (Common, Strong)
- 25 Social Limitation: Duty To Synod (Very Frequently, Severe)
- 91 Experience Points

Total Disadvantage Points: 191

SPELLS KNOWN

- 1) Disrupt Élan: Collective Magic [EOG]
- 2) Ennui: Collective Magic [EOG]
- 3) Spell Turning: Collective Magic [EOG]
- 4) Fiery Aura: [FHG page 90]
- 5) Fireball: [FHG page 91]
- 6) Fireshaping: [FHG page 92]
- 7) Firesstorm: [FHG page 93]
- 8) Khelred's Flammifer: [FHG page 94]
- 9) Magefire: [FHG page 94]
- 10) Belzorath's Dominion of the Mind: [FHG page 167]
- 11) Darthuva's Affliction of the Confused Mind: [FHG page 170]
- 12) Mindreading: [FHG page 172]
- 13) Torment of the Mind: [FHG page 174]

Background/History: Not all men are born destined to inherit the power of their fathers. Some men, like myself, earn their power through effort and wits. My enemies say that I am ambitious and overstep my place. They are fools but it helps their pathetic conscious if they have some "valid" reason to oppose me rather than admit that they seek my destruction simply because I stand in their way. I have no such weakness. It was beaten out of me by the Synod. The whole world waits for us to fail; we cannot afford weakness.

Personality/Motivation: Syris typifies an Archon of the Synod. He is overbearing, overfull, and much

too powerful for many to lightly oppose. He thinks of himself as a craftsman working to make the world a better place with the tools that are his to command: his magic, his mind, and the benefits of his rank. That others may not understand why his vision will make the world better is of little concern to him unless they possess the power to oppose him.

Quote: “You would be wise to reconsider your opposition to me in this. It will gain you nothing but my scorn and the notice of the Synod. You don’t want my brothers noticing you.”

Powers/Tactics: Though he is a potent magician, Syris rarely meets his opponents in conflict. The slimey Archon knows that very few can strike at him without fear of retaliation from the Synod. At the behest of his master Syris manipulates nobles, priests, and merchants towards ends and plans that even he cannot fathom. To ensure his success in these operations, eight elite bodyguards execute his orders without hesitation. Ostensibly these killers serve the Synod but they have grown accustomed to their masters and understand that if an Archon wants someone dead, then it is easier just to kill them. This is how Syris engages his opponents. He uses killers to deliver warnings.

Campaign Use: Syris makes an excellent recurring villain for a campaign. His plots and schemes allow the PCs to face his servitors in a variety of situations before the face behind the evil is revealed. His rank and political station ensure that it will be difficult for them to simply overwhelm him.

Syris is a vengeful man and is likely to use his contacts and personal power to punish those who stymie his goals. To Syris everything is personal — he is likely to view opposition to any of his plans as a direct aggression.

Appearance: Syris is a hard man and there is little sign of pity or compassion on his middle-aged face. He is of middle height and keeps himself fit through copious activities and a spartan lifestyle.

The Enemy



The Blood of Wynd

Young Darien carefully peered into his father's study. Waving his twin brother, Donnel, forward, the two of them timed their attack on the figure sleeping in the chair. Merrik grunted as the six-year-olds landed on his chest. Giggles exploded as the big man began to wrestle with his children.

Soon, the boys relented in their attack. Instead, they looked toward the books lying open on the table where Merrik had been writing. "Father," said Darien, "Why do you read and write so much? Taber's father says that reading is not for warriors and brave men, but for cowards and women."

Merrik rubbed his stubbly face, a common habit when he wanted to watch his words. "Son, not everyone understands books and learning. Some believe that only a man's might matters in this world, but that is not true. We know that the kings of old, and indeed even your uncle, ruled better with the mind than with their swords. Many beasts and men cannot be defeated with simple might of arms, or at least not without dozens of our men dying to do it." The boys stared at him with a puzzled look on their faces. Sometimes he wondered if they shared thoughts by some magical means.

Frustrated in a way only fathers can be, he moved to the books. "Come over here where you can see." He lifted one of the books up; on the cover was a gilded illumination of the dragon of Anvers. "What good is might against this?"

Still the boys looked at him and at each other in an odd silence. "What?" He asked, sensing that the young minds were wrestling over something.

Darien stumbled with the words, "I thought you and the Three Brothers killed the Otova? If it can't be hurt with might...." His voice trailed off as he searched for the words.

Merrik smiled. "Exactly, son! We did kill the beast, but we won because of our minds and our hearts, not because we practice with the Guard all day. We

won, but not because Pol was stronger or because I had a magic sword. We knew the beast and how he would react. We planned to fight him and used our skills and knowledge to overcome the shortfalls of our bodies."

Merrik sat on his chair and pulled the boys close. "Why don't we get lunch and talk about Trollkin? I will show you what I mean." Both boys nodded vigorously, they enjoyed afternoons of study with their father.

Soon they found themselves engrossed in a book written by the Bard Donnel, the same Donnel who gave his name to the young son of his favored pupil. "What do we know about Trolls?"

The boys glanced at each other, and then back to their father, "They are ugly and mean." They said this in unison with a giggle.

Merrick let out a sigh; this would be a long morning.



TROLLKIN

Ecology: There are perhaps dozens, if not hundreds of stocks of trollkin but they all share a single trait — they are violent, primitive man-shaped beasts. Though they superficially resemble man, in truth they are no more man-like than the war dogs trained in Halbvorn. Their rudimentary use of tools doesn't mean that they are sentient creatures with souls such as men; it only augments their effectiveness on the battlefield. However, in battle, the best they can manage is to follow simple commands with a single-minded fearlessness and violence that is to be envied. They are no more capable of strategy or tactics than their war dog counterparts.

Trollkin range from human-sized to monstrosities standing more than seven feet tall. They are powerfully built for their size with thick sinewy limbs. Their features are stunted and malformed. The skin of a trollkin varies but is typically a leathery grey that has more in common with great beasts such as the elephant or rhino than it does with human skin.

Trollkin are carnivores and carrion-eaters. While most trollkin are scavengers, the powerful and swift are trained to be highly effective predators. As scavengers, trollkin are survivors who make due with what nature provides or what they can kill. They lair in shallow caves, hollows, and sinks called troll-holes by the men who know such things.

Personality/Motivation: Trollkin are animals, not sentient beings. They don't appreciate art, books, or culture. They don't have compassion or know the meaning of mercy. However, trollkin are not stupid creatures. Their intellect is comparable to that of the smartest apes or dolphins. They can communicate needs and follow commands that are not overly complicated. They can also be cunning predators capable of tricks and some forethought.

Trollkin survive in extended families called warrens, which are dominated sometimes by a powerful male bok, but more typically it is under the sway of a hag.

Powers/Tactics: Individual trollkin rely on cunning, strength, and any odd weaponry they might have gathered from previous battles. Against weaker opponents, they simply rush in and savage them with their most punishing attacks. If an opponent is armored or bears a devise indicating that they may be formidable, the trollkin will stalk the prey hoping to drive it into a position of weakness.

Warrens under immediate direction fight with advanced tactics similar to other predators such as the

wolf. During the first probes, they select a target. The prime prey is a weak or wounded target. Once they attack, they seek to separate their target and isolate them.

A shield wall or tortoise will give the warren pause while they wait for opportunities to appear. Unless they are commanded to attack they will wait and watch hoping for the formation to break.

Occasionally several warrens combine to form a horde numbering in the thousands. The simple intelligence of the trollkin makes them impossible to control in these large numbers. A target is identified and the horde crashes headlong to overwhelm them.

Campaign Use: Trollkin are fearsome opponents and the most powerful are likely to be a challenge for all but the most accomplished heroes.

Appearance: Trollkin are feral, grey or darkly skinned humanoid. Facial features are muted. Their gear consists of the cast-off bits scavenged from the dead or dying.



LESSER TROLLKIN**Val Char Cost Roll Notes**

12	STR	2	11-	Lift 133 kg; 2d6 [2]
9	DEX	-3	11-	OCV: 3/DCV: 3
15	CON	10	12-	
11	BODY	2	11-	
6	INT	-4	10-	PER Roll 12-
5	EGO	-10	10-	ECV: 2
6	PRE	-4	10-	PRE Attack: 1d6
0	COM	-5	9-	
5	PD	3		Total: 5/8 PD (3/6 rPD)
5	ED	2		Total: 5/8 ED (3/6 rED)
2	SPD	1		Phases: 6, 12
12	REC	14		
50	END	10		
25	STUN	0		Total Characteristic Cost: 20

Movement:

Running: 7"/14"

Cost Powers END

- 3 *Thick Hide:* Damage Resistance (3 PD/3 ED)
- 6 *Animal Senses:* +2 PER with All Sense Groups
- 5 *Disease Resistant:* Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); Partial Immunity, Reduced Effect by ½ (-1)
- 5 *Poison Resistant:* Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); Partial Immunity, Reduce Effect by ½ (-1)
- 2 *Temperature Resistant:* Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); Partial Immunity, Reduce Effect by ½ (-1)

Optional Powers

- 1) Nocturnal Hunter: Nightvision
- 2) Bloodhound: Tracking with Normal Smell
- 3) Quadrapedal Sprinter: Running 4"
- 4) Hammering Fists: HA +2d6; Hand-To-Hand Attack (-½)
- 5) Leathery Carapace: Armor (additional) (2 PD/2 ED)

Talents

- 3 Bump Of Direction

Skills

- 0 PS: Warrior (Everyman) 11-
- 0 AK: Region 8-
- 3 Climbing 11-
- 2 Concealment 10-; Self Only (-½)
- 0 Shadowing 8-
- 3 Stealth 11-
- 3 Survival 10-
- 1 Teamwork 8-
- 1 Tracking 8-
- 2 WF: Axes, Maces, Hammers, and Picks, Blades, Clubs, Thrown Rocks
- 9 Aggressive Fighters: +3 with any Strike
- 0 Language: Old Kratian (fluent conversation)

Total Powers & Skill Cost: 48

Total Cost: 68

25+ Disadvantages

- 15 DF: Trollkin - Grey Troll: Brutish subhuman looking humanoid (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 10 Psychological Limitation: Selfish and Brutish (Common, Moderate)
- 15 Reputation: Trollkin, 14-
- 0 Rivalry: Professional (Anyone who wants what they want; Rival is Less Powerful; Seek to Harm or Kill Rival; Rival Aware of Rivalry)
- 10 Vulnerability: 2 x BODY Élan Forged Steel (Uncommon; Custom Adder)

Total Disadvantage Points: 68

EQUIPMENT - Typical Weapon Choices

Club, Great: HA +5d6, Reduced Endurance (0 END; +½) (37 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Required Hands Two-Handed (-½), Real Weapon (-¼), STR Minimum 12 (-¼)
Notes: 5 BODY, 5 DEF

Woodsman's Axe: HKA 1d6+1, Range Based On STR (+¼), Reduced Endurance (0 END; +½) (35 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 6 (-¼)
Notes: 4 BODY, 4 DEF (Haft)

Swains Knife: HKA 1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Real Weapon (-¼), STR Minimum 6 (-¼)
Notes: 3 BODY, 5 DEF

Patched Armor: Armor (3 PD/3 ED) (9 Active Points); Protects Locations 8-13 (-1 ¼), OIF (-½), Real Armor (-¼), Normal Mass (-1)

TROLLKIN**Val Char Cost Roll Notes**

16	STR	6	12-	Lift 233 kg; 3d6 [3]
11	DEX	3	11-	OCV: 4/DCV: 4
16	CON	12	12-	
13	BODY	6	12-	
5	INT	-5	10-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
0	COM	-5	9-	
6	PD	3		Total: 6/9 PD (6/12 rPD)
6	ED	3		Total: 6/9 ED (6/12 rED)
3	SPD	9		Phases: 4, 8, 12
14	REC	16		
50	END	9		
30	STUN	1		Total Characteristic Cost: 48
Movement:				Running: 6"/12"

Cost	Powers	END
7	<i>Hammering Fists:</i> HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½)	1
3	<i>Thick Hide:</i> Damage Resistance (3 PD/3 ED)	
3	<i>Animal Senses:</i> +1 PER with All Sense Groups	
5	<i>Disease Resistant:</i> Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); Partial Immunity, Reduced Effect by ½ (-1)	
5	<i>Poison Resistant:</i> Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); Partial Immunity, Reduce Effect by ½ (-1)	
2	<i>Temperature Resistant:</i> Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); Partial Immunity, Reduce Effect by ½ (-1)	

Optional Powers

- 1) Nocturnal Hunter: Nightvision
- 2) Bloodhound: Tracking with Normal Smell
- 3) Quadrapedal Sprinter: Running 4"
- 4) Leathery Carapace: Armor (additional) (2 PD/2 ED)

Talents

- 3 Bump Of Direction

Skills

- 0 PS: Warrior (Everyman) 11-
- 0 AK: Region 8-
- 3 Climbing 11-
- 2 Concealment 10-; Self Only (-½)
- 0 Shadowing 8-
- 3 Stealth 11-
- 3 Survival 10-
- 1 Teamwork 8-
- 1 Tracking 8-
- 2 WF: Axes, Maces, Hammers, and Picks, Blades, Clubs, Thrown Rocks
- 9 Aggressive Fighters: +3 with any Strike
- 0 Language: Old Kratian (fluent conversation)

Total Powers & Skill Cost: 52

Total Cost: 100

50+ Disadvantages

- 15 DF: Trollkin: Brutish subhuman (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 10 Psychological Limitation: Selfish and Brutish (Common, Moderate)
- 15 Reputation: Trollkin, 14-
- 0 Rivalry: Professional (Anyone who wants what they want; Rival is Less Powerful; Seek to Harm or Kill Rival; Rival Aware of Rivalry)
- 10 Vulnerability: 2 x BODY Élan Forged Steel (Uncommon)

Total Disadvantage Points: 100

EQUIPMENT - Typical Weapon Choices

Mace: HA +5d6 (+1 OCV), Reduced Endurance (0 END; +½) (42 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Real Weapon (-¼), STR Minimum 10 (-¼), Required Hands One-And-A-Half-Handed (-¼)
Notes: 5 BODY, 5 DEF

Vindel War Axe: (Total: 96 Active Cost, 30 Real Cost) HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Real Weapon (-¼), One-And-A-Half-Handed (-¼), STR Minimum 13 (-¼) (Real Cost: 16) **plus** HKA 1 ½d6 (Resistant Piercing: +3 Pips), Reduced Endurance (0 END; +½) (51 Active Points); OAF (-1), Required Hands Two-Handed (-½), Extra Time (Full Phase, -½), Real Weapon (-¼), STR Minimum 13 (-¼) (Real Cost: 14)
Notes: 6 BODY, 4 DEF (Haft)

Whistler Stone: EB 4d6, Required Hands One-Handed (+0) (20 Active Points); OAF (-1), 3 Recoverable Charges (-¾), Extra Time (Full Phase, -½), STR Minimum 11 (-½), Beam (-¼), Limited Range: 18" (Range Based On STR) (-¼), Concentration (½ DCV; -¼)
Notes: 2 BODY, 2 DEF [3 rc]

Patched Armor: Armor (3 PD/3 ED) (9 Active Points); Protects Locations 8-13 (-1 ¼), OIF (-½), Real Armor (-¼), Normal Mass (-1)

GREATER TROLLKIN**Val Char Cost Roll Notes**

21	STR	11	13-	Lift 467 kg; 4d6 [4]
10	DEX	0	11-	OCV: 3/DCV: 3
18	CON	16	13-	
15	BODY	10	12-	
5	INT	-5	10-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
0	COM	-5	9-	
9	PD	5		Total: 9/15 PD (4/7 rPD)
9	ED	5		Total: 9/15 ED (4/7 rED)
3	SPD	10		Phases: 4, 8, 12
16	REC	16		
50	END	7		
35	STUN	0		Total Characteristic Cost: 70
Movement:		Running: 6"/12"		

Cost	Powers	END
7	<i>Hammering Fists:</i> HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½)	1
4	<i>Thick Hide:</i> Damage Resistance (4 PD/4 ED)	
3	<i>Animal Senses:</i> +1 PER with All Sense Groups	
5	<i>Disease Resistant:</i> Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); Partial Immunity, Reduced Effect by ½ (-1)	
5	<i>Poison Resistant:</i> Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); Partial Immunity, Reduce Effect by ½ (-1)	
2	<i>Temperature Resistant:</i> Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); Partial Immunity, Reduce Effect by ½ (-1)	

Optional Powers

- 1) Nocturnal Hunter: Nightvision
- 2) Bloodhound: Tracking with Normal Smell
- 3) Quadrapedal Sprinter: Running 4"
- 4) Leathery Carapace: Armor (additional) (2 PD/2 ED)

Talents

- 3 Bump Of Direction

Skills

- 0 PS: Warrior (Everyman) 11-
- 0 AK: Region 8-
- 3 Climbing 11-
- 2 Concealment 10-; Self Only (-½)
- 0 Shadowing 8-
- 3 Stealth 11-
- 3 Survival 10-
- 1 Teamwork 8-
- 1 Tracking 8-
- 2 WF: Axes, Maces, Hammers, and Picks, Blades, Clubs, Thrown Rocks
- 9 Aggressive Fighters: +3 with any Strike
- 0 Language: Old Kratian (fluent conversation)

Total Powers & Skill Cost: 53

Total Cost: 123

50+ Disadvantages

- 15 DF: Greater Trollkin: Brutish subhuman (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 10 Psychological Limitation: Selfish and Brutish (Common, Moderate)
- 15 Reputation: Trollkin, 14-
- 0 Rivalry: Professional (Anyone who wants what they want; Rival is Less Powerful; Seek to Harm or Kill Rival; Rival Aware of Rivalry)
- 10 Vulnerability: 2 x BODY Elan Forged Steel (Uncommon)
- 23 Experience Points

Total Disadvantage Points: 123

EQUIPMENT - Typical Weapon Choices

Maul: HA +6d6, Reduced Endurance (0 END; +½), Penetrating (+½) (60 Active Points); OAF (-1), STR Minimum 15 (-¾), Hand-To-Hand Attack (-½), Required Hands Two-Handed (-½), Real Weapon (-¼)
Notes: 8 BODY, 5 DEF

Troll Axe: HKA 2d6+1, Reduced Endurance (0 END; +½) (52 Active Points); OAF (-1), STR Minimum 16 (-¾), Required Hands Two-Handed (-½), Real Weapon (-¼)
Notes: 7 BODY, 5 DEF

Great Helm: Armor (8 PD/8 ED) (24 Active Points); Protects Locations 4-5 (-2), OIF (-½), Real Armor (-¼)
Notes: -1 PER Modifier

Bone Vest: Armor (3 PD/3 ED) (9 Active Points); Protects Locations 10-13 (-1 ¼), OIF (-½), Real Armor (-¼), Normal Mass (-1)

OBOL — THE BLACK TROLL**Val Char Cost Roll Notes**

25	STR	5	14-	Lift 800.0kg; 5d6 [5]
18	DEX	15	13-	OCV: 6/DCV: 6
20	CON	10	13-	
15	BODY	2	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
12	PD	3		Total: 15/23 PD (3/8 rPD)
12	ED	3		Total: 14/27 ED (3/8 rED)
4	SPD	2		Phases: 3, 6, 9, 12
14	REC	0		
40	END	0		
48	STUN	0		Total Characteristic Cost: 55

Movement:

Running: 6"/12"

Cost Powers**Black Troll Ritual**

- 10 1) +10 STR
- 9 2) +3 DEX
- 10 3) +5 CON
- 6 4) +3 BODY
- 4 5) +4 PD
- 4 6) +4 ED
- 10 7) +1 SPD
- 10 8) +5 REC
- 10 9) +10 STUN
- 9 10) Ritual Blackening: Armor (3 PD/3 ED)
- 4 11) Trollish Durability I: LS (Safe in Intense Cold; Safe in Intense Heat)
- 10 12) Trollish Durability II: LS (Immunity: All terrestrial diseases)
- 10 13) Trollish Durability III: LS (Immunity: All terrestrial poisons)
- 15 14) Covey's Command: Mind Link, Hag Mothers class of minds, Specific Group of Minds, Psychic Bond
- 7 15) Taint: Major Transform 1 point (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+1/4), Works Against EGO, Not BODY (+1/4), Uncontrolled (+1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Damage Shield (Offensive; +3/4), Continuous (+1) (24 Active Points); Activation Roll 8- (-2), Restrainable (-1/2)

Martial Arts: Inwendig**Maneuver OCV DCV****Notes**

5	Cleave	+1	-2	WEAPON +4d6
5	Hew	-2	+1	WEAPON + 4d6
4	Hack	+2	+0	WEAPON + 2d6
0	Weapon Element: Axe			

Perks

- 2 Fringe Benefit: Bok
- 3 Scar: Reputation: Yasha's (hag) Enforcer (A small to medium sized group (Trollkin)) 8-, +3/+3d6

Talents

- 14 Fearless
- 6 Combat Luck (3 PD/3 ED)
- 3 Lightsleep
- 2 Trackless Stride

Skills

- 3 PS: Banditlord 12-
- 1 PS: Appraising 8-
- 3 AK: Local Area 12-
- 2 CuK: Hagborn 11-
- 3 Climbing 13-
- 3 Concealment 12-
- 1 Interrogation 8-
- 1 Riding 8-
- 3 Stealth 13-
- 2 Survival (Mountain) 12-
- 4 WF: Axes, Maces, Hammers, and Picks, Blades, Crossbows, Thrown Knives, Axes, and Darts
- 15 +3 with HTH Combat

Total Powers & Skill Cost: 213

Total Cost: 268

75+ Disadvantages

- 15 Distinctive Features: Corrupted Creature (Not Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)
- 10 Hunted: Hags 8- (Mo Pow, PC has a Public ID or is otherwise very easy to find, Watching)
- 20 Psychological Limitation: Cruel and Brutal (Very Common, Strong)
- 10 Vulnerability: 2 x BODY Élan and Élan Forged Steel (Uncommon)
- 10 Vulnerability: 2 x BODY Hag Mothers (Uncommon)
- 10 Vulnerability: 2 x Effect Hag Mothers (Uncommon)
- 108 Experience Points

Total Disadvantage Points: 258

EQUIPMENT CARRIED

Battle Axe: HKA 2d6 (+1 OCV), Reduced Endurance (0 END; +1/2) (49 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), STR Minimum 12 (-1/2), Real Weapon (-1/4)
Notes: 4 BODY, 4 DEF (Haft)

Woodsmen's Axe: HKA 1d6+1, Range Based On STR (+1/4), Reduced Endurance (0 END; +1/2) (35 Active Points); OAF (-1), Real Weapon (-1/4), STR Minimum 6 (-1/4)
Notes: 4 BODY, 4 DEF (Haft)

Chain Byrnie: Armor (5 PD/5 ED) (15 Active Points); Protects Locations 8-13 (-1 1/4), OIF (-1/2), Real Armor (-1/4)

Arena Helm: Armor (8 PD/8 ED) (24 Active Points); Protects Locations 3-5 (-1 1/2), OIF (-1/2), Real Armor (-1/4)
Notes: -3 PER Modifier

Background/History: There was a time when Obol was someone different, someone noble. All that is gone now, consumed in the rituals of the hags who turned his flesh to leather and his heart to stone. Now there is only pain, fear, and hunger.

The powerful Obol leads a warren for his “mother.” He is the alpha male and accepts no challenge to his authority. The trollkin call him scar for the many decorations he has earned in battle.

Personality/Motivation: As a black troll, Obol stands at the pinnacle of the trollkin hierarchy. He leads through violence and threats of more violence but like all trollkin, it is fear of the hags that motivates him. Unlike other trollkin, Obol retains some of his human intelligence and skills, though they have all turned bestial and base.

Obol likes the rare quiet times when he struggles to remember what he was before the ritual. Unfortunately, the clearer his recall becomes the more it drives

him towards insanity. Currently, he believes that these images of a family are nightmares conjured by the hags as a test of his loyalty and so he hates them all the more.

Powers/Tactics: As a Black Trollkin there is little that Obol needs to fear other than the hags who created him. However, his prior life as a bandit makes him cautious and more than a little treacherous. Obol will wade into battle against inferior foes but will gauge opponents before committing himself.

Campaign Use: Obol is a powerful warrior and with his warren he is enough to challenge any party. He is canny and an experienced warrior, making it difficult to outwit him.

Appearance: Obol is a huge beast of a man standing nearly seven feet. His skin is chalky blue-black and densely scarred. The only human feature remaining are the intense golden eyes that once caused women to swoon.



Obol

The Corruption of The Adversary

Corruption oozes from undead beings and monsters. It is not a physical threat that can be destroyed with a sword; it is a threat to the individual sense of self and of spirituality. Powerful Ennwrathi creatures purchase this insidious power as a Spiritual Transform. Exposure to the physical essence of evil tends to have a cumulative effect rather than instantly corrupting, unless the source of the Corruption is overwhelmingly powerful. This spiritual blemish isn't easily, nor rapidly fixed with a few prayers or pilgrimages. Yet, the stain and the soul deep ugliness will fade if given enough time (one year per REC). Those who are devout in faith claim that there are other methods to resist the Corruption but they do not lightly share this information with outsiders.

The physical manifestation of the Corruption is as a black wafting smoke that exudes from the undead but it manifests on other levels as well. The blind, children, and animals have been known to cry out in the presence of Black Servants. The greasy smoke coalesces around the hands or sometimes the mouth. These areas are dangerous to touch for they rob men of their vitality and their souls but skilled warriors have been known to restrain the creatures before without harm.

Cost Powers

- 7 *Taint*: Major Transform 1 point (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+¼), Works Against EGO, Not BODY (+¼), Uncontrolled (+½), Reduced Endurance (0 END; +½), Persistent (+½), Damage Shield (Offensive; +¾), Continuous (+1) (24 Active Points); Activation Roll 8- (-2), Restrainable (-½)
- 16 *Weak Corruption*: Major Transform 1d6-1 (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+¼), Works Against EGO, Not BODY (+¼), Uncontrolled (+½), Reduced Endurance (0 END; +½), Persistent (+½), Damage Shield (Offensive; +¾), Continuous (+1) (47 Active Points); Activation Roll 9- (-1 ½), Restrainable (-½)
- 31 *Corruption*: Major Transform 1d6 (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+¼), Works Against EGO, Not BODY (+¼), Uncontrolled (+½), Reduced Endurance (0 END; +½), Persistent (+½), Damage Shield (Offensive; +¾), Continuous (+1) (71 Active Points); Activation Roll 12- (-¾), Restrainable (-½)
- 54 *Greater Corruption*: Major Transform 1d6+1 (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+¼), Works Against EGO, Not BODY (+¼), Uncontrolled (+½), Reduced Endurance (0 END; +½), Persistent (+½), Damage Shield (Offensive; +¾), Continuous (+1) (95 Active Points); Restrainable (-½), Activation Roll 15- (-¼)
- 91 *Infernal Corruption*: Major Transform 2d6-1 (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+¼), Works Against EGO, Not BODY (+¼), Uncontrolled (+½), Reduced Endurance (0 END; +½), Persistent (+½), Damage Shield (Offensive; +¾), Explosion (-1 DC/2"; +¾), Continuous (+1) (137 Active Points); Restrainable (-½)

BONEWALKER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
0	CON	-20	9-	
7	BODY	-6	10-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	9-	ECV: 0
20	PRE	10	13-	PRE Attack: 4d6
0	COM	-5	9-	
5	PD	12		Total: 9 PD (9 rPD)
5	ED	15		Total: 5 ED (5 rED)
3	SPD	6		Phases: 4, 8, 12
0	REC	-10		
0	END	0		Total Characteristic Cost: 12
Movement:			Running: 6"/12"	

Cost Powers END

- 30 *Boneshard Weapon*: HKA 1d6+1 (2d6+1 w/ STR), Reduced Endurance (0 END; +½) (30 Active Points)
- 7 *Taint*: Major Transform 1 point (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+¼), Works Against EGO, Not BODY (+¼), Uncontrolled (+½), Reduced Endurance (0 END; +½), Persistent (+½), Damage Shield (Offensive; +¾), Continuous (+1) (24 Active Points); Activation Roll 8- (-2), Restrainable (-½)
- 5 *Nightvision*

Bonewalker Defenses

- 21 *Boney Armor*: Damage Resistance (9 PD/5 ED)
- 4 *Fleshless*: +2 PD (6 Active Points); Only Protects Against Slashing Or Piercing Attacks (-½)
- 3 *Fleshless*: +2 PD (6 Active Points); Only Protects Against Piercing Attacks (-1)
- 18 *Reformation*: Healing BODY 5d6, Can Heal Limbs, Reduced Endurance (0 END; +½) (82 Active Points); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 ½), OAF (Bones/Body; -1), Gestures, Requires Gestures throughout (Requires both hands; -1)

Mindless Form

- 60 *Undead*: (Takes No STUN)
- 15 *Undead*: Does Not Bleed
- 10 *Undead*: No Hit Locations
- 50 *Undead Vitality*: Life Support: Total (including Longevity: Immortality) (50 Active Points)

Untiring

- 7 *Tireless*: Reduced Endurance (0 END; +½) for up to 15 Active Points of STR (7 Active Points)
- 6 *Tireless*: Reduced Endurance (0 END; +½) for up to 12 Active Points of Running (6 Active Points)

- 1 Tireless: Reduced Endurance (0 END; +½)
for up to 3 Active Points of Leaping (1 Active Points)

Skills

- 3 Climbing 12-
3 Concealment 11- (5 Active Points); Self Only (-½)
3 Stealth 12-
10 +2 with OCV

Total Powers & Skill Cost: 256

Total Cost: 268

50+ Disadvantages

- 25 Distinctive Features: Bonewalker (Not Concealable;
Extreme Reaction; Detectable By Commonly-
Used Senses)
15 Physical Limitation: Machine Intelligence
(Frequently, Greatly Impairing)
10 Physical Limitation: Affected By Necromancy
(has EGO of 10 for purposes of necromancy
spells and can be affected by necromancy-
based Presence Attacks) (Infrequently, Greatly
Impairing)
156 Experience Points

Ecology: Bonewalkers are malignant spirits housed in augmented bodies of the dead.

Personality/Motivation: The Bonewalker is a powerful undead forged from equal parts of evil and absolute terror. They are constructions and exist only to serve their master.

Powers/Tactics: Bonewalkers are necromantic machines incapable of fear or hesitancy. They move into range of an opponent and begin to hack with their terrible limbs. They continue with mindless obsession until their target is dead and then move to the next target. Bonewalkers repair themselves by assimilating discarded remains of other creatures.

Campaign Use: Bonewalkers are used by the Ennwrathi and necromancers as guardians. They possess no self-motivation other than the desire to fulfill their creator's wishes.

Appearance: The terrifying Bonewalker appears as a desiccated corpse with long scything bone protrusions where hands should be.



THE EYELESS

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
20	CON	20	13-	
10	BODY	0	13-	
13	INT	3	12-	PER Roll 12-
20	EGO	40	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
8	PD	18		Total: 8 PD (8 rPD)
6	ED	15		Total: 6 ED (4 rED)
3	SPD	3		Phases: 4, 8, 12
10	REC	2		
40	END	0		Total Characteristic Cost: 149
Movement:				Running: 6"/12"

Cost	Powers	END
10	<i>Punishing Attacks:</i> HA +2d6, Reduced Endurance (0 END; +½) (15 Active Points); Hand-To-Hand Attack (-½)	
29	<i>Sense Life:</i> Detect A Class Of Things 14- (no Sense Group), Discriminatory, Range, Sense, Targeting	
29	<i>Sense Undead:</i> Detect A Class Of Things 14- (no Sense Group), Discriminatory, Range, Sense, Targeting	
16	<i>Weak Corruption:</i> Major Transform 1d6-1 (Human Into Ennwrathi, Ritual Spell Involving Holy Items), Inherent (+¼), Works Against EGO, Not BODY (+¼), Uncontrolled (+½), Reduced Endurance (0 END; +½), Persistent (+½), Damage Shield (Offensive; +¾), Continuous (+1) (47 Active Points); Activation Roll 9- (-1 ½), Restrained (-½)	

Undead Defenses

12	<i>Dark Durability:</i> Damage Resistance (4 PD/4 ED)
4	<i>Hollow Inside:</i> Damage Resistance (4 PD) (6 Active Points); Not Versus Piercing Attacks (-½)
45	<i>Tough Body:</i> Physical Damage Reduction, Resistant, 50% (90 Active Points); Not Versus Magic (-1)
45	<i>Tough Body:</i> Energy Damage Reduction, Resistant, 50% (90 Active Points); Not Versus Magic (-1)
60	<i>Undead:</i> Automaton (Takes No STUN)
15	<i>Undead:</i> Does Not Bleed
11	<i>Hard To Kill:</i> +10 BODY (20 Active Points); No Figured Characteristics (-½), Limited Power (Only To Avoid Death; -¼)

Dark Magic

33	<i>Command The Tainted Heart:</i> +50 PRE (50 Active Points); Only Versus Corrupted Creatures (-½)
19	<i>Bind The Blackened Spirit:</i> Summon 400-point Undead Creature, Expanded Class of Beings Very Limited Group (+¼), Friendly (+¼), Reduced Endurance (0 END; +½) (160 Active Points); Window Of Opportunity (once per Year; window remains open for 1 Day; -4), Extra Time (20

Minutes, Character May Take No Other Actions, -2 ¾), Summoned Being Must Inhabit Locale (-½)

30 *Summon The Unblessed:* Summon 16 300-point Simple Undead, Expanded Class of Beings Very Limited Group (+¼), Reduced Endurance (0 END; +½), Slavishly Devoted (+1) (220 Active Points); Window Of Opportunity (once per Month; window remains open for 1 Turn; -3 ½), Extra Time (20 Minutes, Character May Take No Other Actions, -2 ¾)

96 *Dark Vision:* (Total: 315 Active Cost, 96 Real Cost) Ego Attack 4d6, Area Of Effect Accurate (One Hex; +½), Reduced Endurance (0 END; +½), Uncontrolled (+½), NND (EGO Defenses; +1), Continuous (+1) (180 Active Points); Eye Contact Required (throughout; -1), Restrainable (-½), Spell-Like Effect (-½), Limited Range 16" (-¼) (Real Cost: 55) **plus** Major Transform 2d6 (Sighted Into Blind Person, Healing Magic), Area Of Effect Accurate (One Hex; +½), Reduced Endurance (0 END; +½), Uncontrolled (+½), NND (EGO Defenses; +1), Continuous (+1) (135 Active Points); Eye Contact Required (Throughout) (-1), Spell-Like Effect (-½), Linked (Ego Attack; -½), Limited Range 16" (-¼) (Real Cost: 41)

40 *Swarm of Flies:* Desolidification (affected by Magic), Reduced Endurance (0 END; +½) (60 Active Points); Physical Manifestation (-¼), Not versus Area Of Affect Powers (-¼)

Perks

30	Followers: 13 Human Servitors (50 Points)
65	Followers: 21 Free-willed Undead (200 Points)
30	Campaign Specific Contacts, Favors, and Fringe Benefits

Talents

17	The Eye Of Light and Fire, Discriminatory, Range, Sight Sense Group
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Skills

3	PS: Former Wizard 12-
5	KS: Home City 14-
3	CK: Home City 12-
2	AK: Home Region 11-
2	KS: Cults 11-
2	KS: Ennwrathi 11-
2	KS: Undead Creatures 11-
3	KS: Arcane Magic 12-
3	KS: Legend Lore 12-
3	Concealment 12-
3	Disguise 12-
3	Interrogation 24-
7	Seduction 26-
3	Stealth 12-
3	Streetwise 24-
10	+2 with HTH Combat

Total Powers & Skill Cost: 693

Total Cost: 842

100+Disadvantages

- 0 Dependence: Élan Weakness: -3 To Characteristic Rolls and related rolls per time increment (Difficult To Obtain, 1 Week)
- 20 Distinctive Features: Eyeless Undead Creature (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)
- 15 Psychological Limitation: Coward (Common, Strong)
- 25 Psychological Limitation: Insatiable Hunger For Power and Control (Very Common, Total)
- 30 Susceptibility: Areas or Attacks that reduce Élan, 3d6 damage per Segment (Uncommon)
- 642 Experience Points

Ecology: The original name of the Eyeless is Skrach which means “to become black,” as opposed to the common belief that the name comes from a state of blindness. While they lack eyes, the Eyeless are not noticeably visually impaired.

The Unsighted are powerful lords of the undead. They are “born” when a corrupted wizard is slain in the presence of his own necromantic creations. The undead creatures seek to preserve their master and reward him for his benevolence. The ritual of creation has never been witnessed but it requires both eyes of the recently slain necromancer.

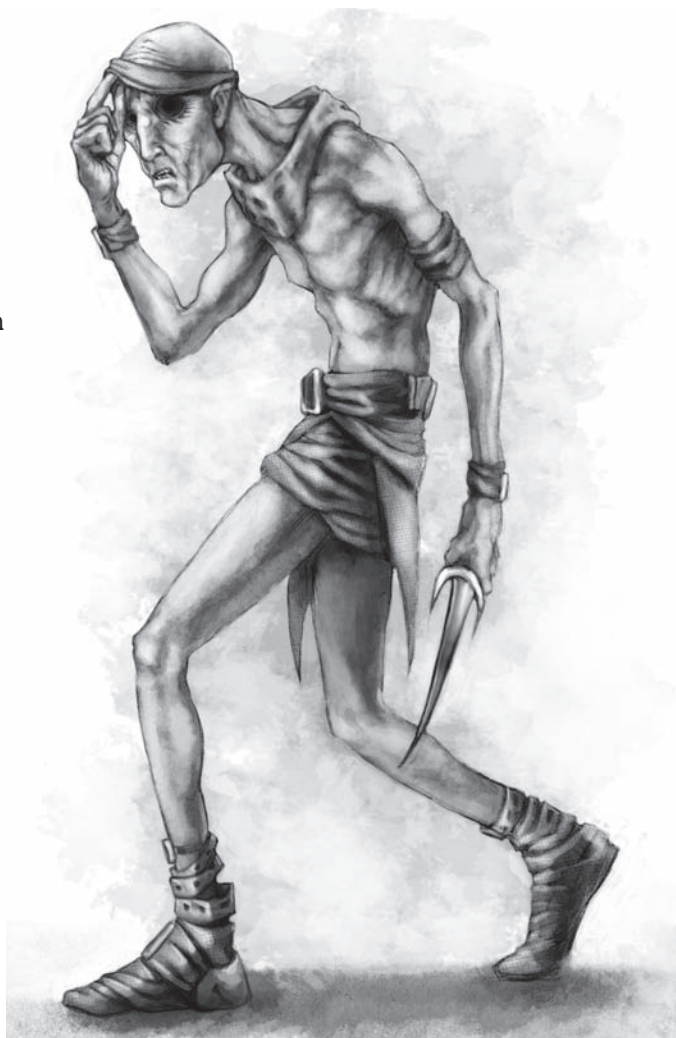
Personality/Motivation: The Eyeless possess warped human motivations. All of them have been thoroughly corrupted by the Adversary and most of them are insane as well. Much of their magic is lost during their ascension which leaves the Eyeless dependent upon their servitors. This loss of power, coupled with a sense of vulnerability, drives many of the Eyeless to gather and/or create a large number of undead. The Eyeless depends on a regular infusion of élan to fortify his undead body, without them he begins to wither and die. This dependence drives many of the choices made such as where to live. Cities and towns with large transient populations ensure that fresh supplies arrive daily.

Powers/Tactics: The Eyeless typically fight through their minions and servitors. Though they make formidable opponents, they have already had a brush of death and do not look forward to returning to that dark place. In addition to their residual magic, the transformation girds the Eyeless physically. A number of beneficial changes occur but these are still poor compensation for the loss of magic. Owing to their Vulnerabilities to magic, the Eyeless will seek to destroy any wizard in the area even if they do not pose an immediate threat.

Campaign Use: The Eyeless are a powerful undead menace. They manipulate politics and power around their area of operations to ensure that they are undisturbed. They have significant powers on their own

but frequently carry out activities through minions both living and dead. It is their supernatural domination over the undead that enables them to adequately fill the role of master villain.

Appearance: The Eyeless retain the basic appearance that they possessed in life save for their obviously missing eyes. They do become increasingly gaunt as they mature until they are skeletally thin within a year after creation. The cavernous sockets where their eyes once rested weep a putrid substance which is offensive to the nose. It is said that few can gaze into the hollow orbs of one of these creatures and not know fear.



YASHA THE HAG**Val Char Cost Roll Notes**

30	STR	20	15-	Lift 1600 kg; 6d6 [6]
21	DEX	33	13-	OCV: 7/DCV: 7
21	CON	22	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
17	EGO	14	12-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	10-	
14	PD	8		Total: 14 PD (6 rPD)
14	ED	10		Total: 14 ED (6 rED)
4	SPD	9		Phases: 3, 6, 9, 12
14	REC	8		
60	END	9		
50	STUN	11		Total Characteristic Cost: 186
Movement:				Running: 9"/18"

Cost Powers**Hag Powers**

- 24 *Fair Maiden?*: Shape Shift (Sight, Smell/Taste and Touch Groups, limited group of shapes), Imitation, Reduced Endurance (0 END; +1/2) (54 Active Points); Extra Time (Extra Phase, Only to Activate, -1/2), Spell-Like Effect (-1/2), Dispelled By Salt (-1/4)
- 21 *Hard to Kill*: LS (Expanded Breathing; Immunity All terrestrial diseases and biowarfare agents; Longevity 1600 Years; Safe in Low Pressure/Vacuum)
- 17 *Covey Bond*: Mind Link, Covey Only class of minds, Specific Group of Minds, No LOS Needed, Number of Minds (x4), Psychic Bond (35 Active Points); Concentration (0 DCV; -1/2), Vague (-1/2)
- 12 *Servants Bond*: Mind Link, Black Trolls class of minds, Specific Group of Minds, No LOS Needed, Psychic Bond (25 Active Points); Concentration (0 DCV; -1/2), Vague (Vague; -1/2)
- 6 *Skin as hard as Steel*: Damage Resistance (6 PD/6 ED)
- 30 *Rending Claws of Iron*: HKA 1d6+1 (2 1/2d6 w/STR), Penetrating (+1/2) (30 Active Points) 3

Combined Covey Powers

- 10 *Hag's Eye into the Future*: Danger Sense (general area, any danger) (37 Active Points); Covey must all be present. (-1 1/2), OAF (-1) 14-
- 20 *More Effective*: +3 Overall (30 Active Points); Additional +1 for each hag present beyond the first (-1/2)

Martial Arts Hag Combat**Maneuver OCV DCV Notes**

- | | | | | |
|---|-----------------|----|----|--|
| 3 | Grappling Throw | +0 | +2 | 8d6 Strike; Target Falls; Must Follow Grab |
| 3 | Martial Grab | -1 | -1 | Grab Two Limbs, 40 STR for holding on |
| 4 | Crush | +0 | +0 | 10d6 Crush, Must Follow Grab |

Perks

- 60 Greater & Black Trolls: Each Hag in a Covey [total of 4] has 13 followers/bodyguards.

- 6 Reputation: Most vile of Hags (A medium- sized group) 14-, +3/+3d6

Talents**Powers of Magic**

- 5 The Eye of Light and Fire
- 10 Arcane Gift: Hedge Wizard (Nature, Hag Magic, Black Magic)
- 30 Arcane Strength: Virtual VPP (150 AP)
- 18 Arcane Endurance: Endurance Reserve (150 END, 14 REC) Reserve: (29 Active Points); REC: (14 Active Points); Slow Recovery 6 Hours (-2 1/2), Personal REC (-1/2)

Skills

- 3 KS: Arcane and Occult Lore 12-
- 3 KS: Legend Lore 12-
- 3 KS: History 12-
- 3 KS: Regional Powers 12-
- 3 KS: Trollkin 12-
- 2 KS: Ennwrathi 11-
- 3 AK: Home Terrain 12-
- 3 Acting 15-
- 3 Climbing 13-
- 3 Concealment 12-
- 3 Conversation 15-
- 3 Interrogation 15-
- 3 Mimicry 12-
- 3 Persuasion 15-
- 9 Seduction 18-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Survival 12-
- 3 Teamwork 13-
- 6 +4 with Teamwork; Only with Covey (-1/4)
- 10 +2 with HTH Combat
- 6 *Grips Like Iron*: +2 with Martial Maneuvers

Magic Skills

- 13 Hag Magic 17-
- 9 Black Magic 15-
- 9 Nature Magic 15-
- 15 +5 Magic Skill Rolls

Total Powers & Skill Cost: 409

Total Cost: 595

100+ Disadvantages

- 15 Distinctive Features: Black Hag (Easily Concealed; Extreme Reaction; Detectable By Commonly-Used Senses)
- 15 Psychological Limitation: Desire to breed (Common, Strong)
- 15 Psychological Limitation: Power Hungry (Common, Strong)
- 15 Rivalry: Professional and Romantic (with other hags), Rival is As Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry
- 10 Vulnerability: 2 x Effect Élan (Uncommon)
- 425 Experience Points

Total Disadvantage Points: 595

Spells

- 1) Bewitchment: [FHG page 203]
- 2) Beautify: [FHG page 217]
- 3) Witch's Plague: [FHG page 209]
- 4) Tangling Vines: [FHG page 45]
- 5) The Spell of the Sudden Fog: [FHG page 47]
- 6) Cullain's Spell Of The Quiet Pathway: [FHG page 51]
- 7) Gorbadel's Spell Of The Unseen Step: [FHG page 54]
- 8) The Spell Of Easy Passage: [FHG page 55]
- 9) Cordarion's Spell Of Weatherworking: [FHG page 59]
- 10) Agony: [FHG II page 40]
- 11) Corruption: [FHG II page 43]
- 12) Steal The Will: [FHG II page 49]
- 13) Pestilence: [FHG II page 46]

Ecology: Hags are voracious consumers. They are creatures every bit as foul as demons. Demonic creatures seek to corrupt and destroy while hags desire to breed and destroy. Hags tend towards coveys and many of their most potent powers will only work in the presence of others of their kind. In the service of the covey will be numerous trollkin warrens and Black Trolls.

Their dreary troll-holes provide meager shelter and are often located far from any settled lands.

Personality/Motivation: Hags are driven by their desire to ensure their own power against their sisters, to keep dominance over the trolls, and by their overpowering desire to breed. For hags, everyday is a life-or-death struggle; fortunately they are well equipped to survive. Life in a covey is a continuous political scuffle between the sisters and their agents.

Powers/Tactics: Hags are terrifyingly strong and few will ever escape their grasp of iron. "The embrace of a Hag is death," is a common saying among warriors. A hag is least dangerous when she is not fertile, a rare occasion for the fecund race. During those times, she will use her magic and generally not risk herself in combat. When the mating urge is upon her, she is both terribly cunning and a patient hunter, sometimes stalking prey for weeks in human guise. When she has her prey in close proximity, she will embrace him until he is unconscious and then slake her desire. Men taken to unconsciousness do not wake on their own.

Campaign Use: Hags rest at the top of an ugly chain of consumption. They are ravenous in all their appetites and make excellent villainesses. Including hags in a campaign will add some elements of horror into your game. PCs should fear hags beyond their ability to deal death — just like a vampire, those who seek the death of a hag usually find themselves in her service.

Appearance: Hags are stooped creatures, seemingly crushed by the weight of ages and cruelty. They are usually so dirty and unkempt that definable features are difficult to discern. Unless hunting humans, they carry troll stench on them like armor as a warning to other hags. A hag is naturally much taller than man, standing more than seven feet tall. In addition to their size, a hag's hands are unnaturally large and tipped with iron-looking claws that rend through the strongest of armors.

Monsterology

Monsters, undead, and demons are common staple in the fantasy genre and are included in *The Last Dominion* setting, albeit with their own twist. Gamemasters may find additional resources for creatures in the *Hero System Bestiary* and in *Monsters, Minions, and Marauders* but they should take care to keep imported creatures from feeling too much like common vampires, skeletons, and orcs. Twist their powers and abilities until the underlying critter is visible but changed enough that players don't feel comfortable making assumptions.

Other sources of monsters include the worldwide web, folklore, and monster books from other game systems. The creatures that best fit the feel of the setting are those that are similar to orcs, undead, and demons. There aren't many floating gas balls with dozens of appendages rampaging through the countryside of Roen. Most importantly, the primary enemies for the characters should be other men and women who pursue their private agendas with dogged persistence.



THE PALE ROAD

NORTHRUN AND THE MARCHLANDS

At the furthest reaches of Middea, high in the Craghorn Mountains, there is a fortified settlement that abuts a beautiful alpine lake called the Adderhold. Isolated and lonely, the struggles of Northrun go unnoticed while the rest of Middea braces itself for civil war.

Using Northrun

Northrun is designed to be used as a base of operations for the player characters but is equally useful as a location for a one-shot adventure. Much of the town and its struggles have been fleshed out to ease the workload of the gamemaster; however, there is plenty of room left for tinkering and customization. The local lord rules in absentia — meaning he is not present. This is intended to allow the PCs to develop and possibly come to command the fortress and its garrison after they have demonstrated their value to the regional nobility.

Northrun is presented in several sections. First is the history of the region and by necessity some of the history of Middea. After history, regional geography and other communities are covered. Important locations within the town are detailed. Finally, locations and personalities of Northrun are discussed. The last section provides the gamemaster with adventure ideas and rumors.

History

The first mention of Northrun — called Northorp at the time — was in the year 406 when King Laigh of Middea was killed by a black troll near a village nestled between Mount Cabryn and duin-na-mar, which is believed to be the original name of Lake Adderhold. The village had been created to protect a handful of servants dedicated to a druidic order, but there was little else of note in the area. Laigh's son, Ben Edar, was taken by the beautiful surroundings and would often return to hunt these lands with the permission of the druids, but after his death few rulers visited this far corner of the realm.

More than 300 years pass before the village is again noted by historians. The Vintrian Empire conquered Middea in 742. Though the crown capitulated, there were numerous pockets of resistance loyal to Duke Severn who had refused to surrender. King Etan, brother and king to the rogue

duke, ordered his brother to lay down arms or face a life of outlawry and persecution. Thankfully, the druids — who feared prosecution at the hands of the Vintrians — aided the duke and his rebels. In spite of the success of Duke Severn and his allies, in 795 the Vintrian Army marched into the mountains and subdued the region. The local shrine of the druids was dismantled and a great fortress was constructed in its place to guard against further rebellion.

Aldor's Well is a pass that runs through the southern arm of the Craghorn Mountains. Cabryn, an imposing stone fortress, was built into the side of a winding mountain causeway to guard the Middean side of the pass. The name of the fortress translates to "strong wall" in Kratian. The fortress continues to serve as a marshalling point and the most impressive defensive work in the area. In addition to the military residency, a few caretakers live in the cold place and ensure that it is well maintained in case of emergency.

The invading Vintrians had more in mind than simply guarding the pass or disposing of some druids. Gold and iron had both been discovered in the area and would require heavy protection. Cabryn took nearly two decades to build and in the space of that time, it faced numerous threats from trollkin, raiders, and the recently arrived Vindel tribesmen. While construction was in progress, numerous smaller keeps and forts were erected in the area to guard the workers and those who oversaw construction. Ironically, the Vintrians built up and fortified the entire valley, but they never had the chance to open the mines.

One of the first buildings raised after the completion of the fortress was Faulk Abbey. The clergy of the Great Fellowship had spread with the Vintrian Empire. Here at the furthest reaches of the church, men and women with unconventional ideas were sent to live in obscurity lest their controversial teachings infect others. Faulk Abbey was designed to ensure comfort and security of those brought here. In 862 the Abbey was saved from obscurity when Andris the Pious, the king of Middea, renounced his throne and retired to Faulk Abbey. Andris was well known for his love of learning and guided the monks towards a more academic scholarship. A scriptorium was built in 870 shortly after the king became the Abbott. Since the building of the scriptorium, the Abbey has garnered a reputation as a repository of



Southeastern Middea including the Eastern Marches

lost knowledge. The exiled monks, unsurprisingly, sided with the Mendicant Order during the schism of the Great Fellowship. Many members of the order were high-ranking clergy who had once supported the Mendicant movement even before the division.

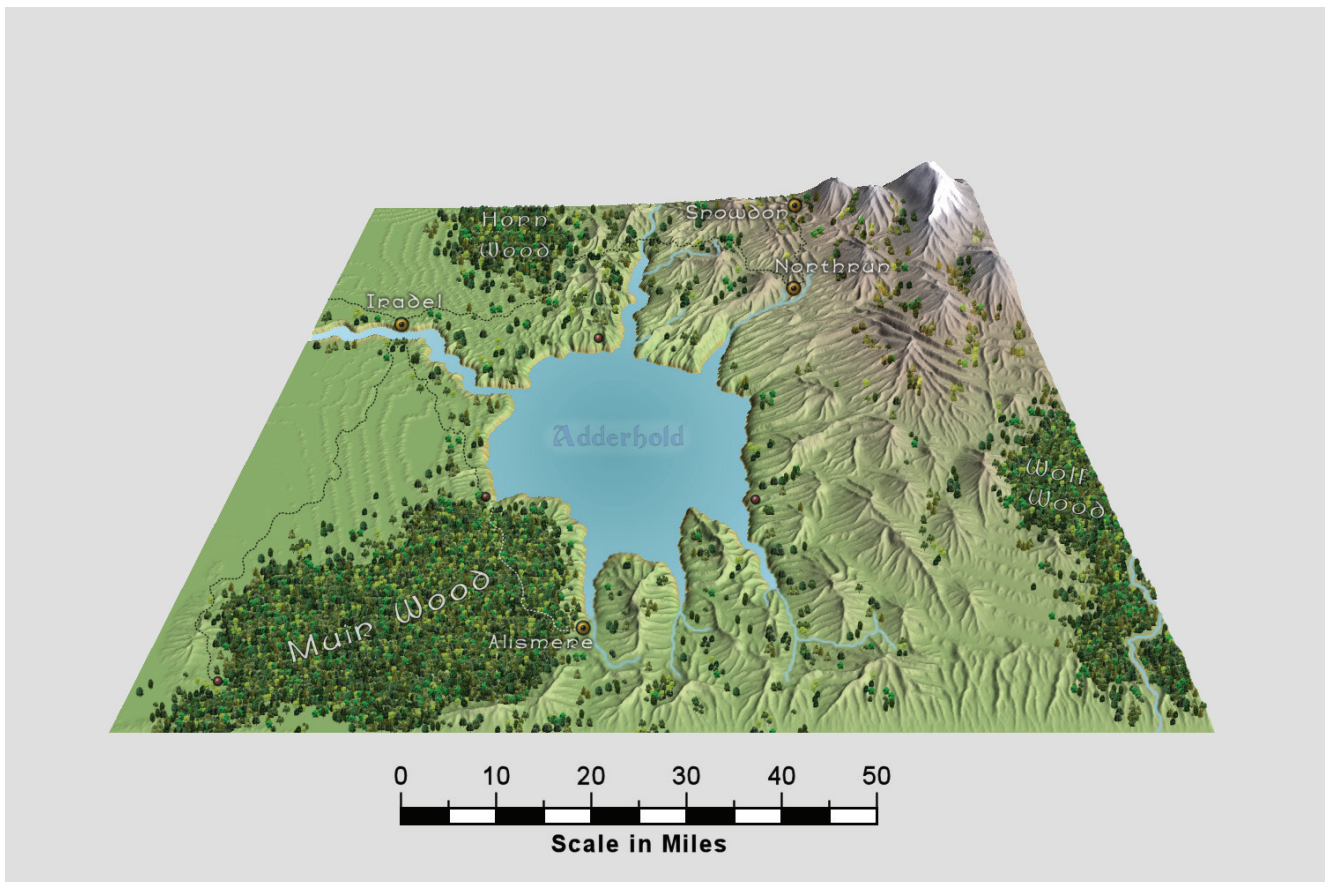
The fortress, abbey, and other impressive stone works created by the Vintrians attracted craftsmen, farmers, and woodsmen to the area. A harbor was built and numerous keel boats began to move goods downstream to Iradel, while skiffs fished the best regions of the lake. The Icel bridge, a cathedral, and the addition of other local fortifications ensured the steady inflow of skilled workers.

The isolated town continued to grow right into the 900s, thanks to the efforts to recover iron, gold, and stone from the nearby mountains. Metal workers of all stripes found their way to Northrun to exploit the cheap availability of high-quality raw ore. During this time the lands around Northrun were granted to the powerful Duke of Wingate, who in turn sub-ensefeudated the land to his youngest brother. Ansel Wingate took the name of his lands as his family title and thus created a cadet line of

the Wingate family — the Cabryn line. The Cabryns have proven loyal supporters of the Wingates and the crown of Middea.

The period of prosperity and growth came to an end during the last three decades. The primary line of Cabryn failed with the disappearance of the two children of the count, Pellias Cabryn. Shortly after their disappearance the count was killed by Vintrian raiders. The young and inexperienced Duke of Wingate managed the lands through his knights and servants but the affluence of the town had come to an end.

The town suffered during these years as bandit and raiding activities increased all along the Vindel lands. The garrison adapted new tactics designed to protect the merchants, mines, and the community but their mission was about to change. War swept across southern Middea and engulfed Northrun. The long struggle for the crown had begun. The Battle of Preston Valley, the turning point of the initial offensive, was fought less than two days' ride from Northrun. The bloody affair lasted a solid week — monotonously facing the grizzly shield wall



Perspective of the region surrounding Northrun

during the day and the hidden blades of stalkers and cutthroats during the night.

When the battles were done, the Duchy of Tharad had effectively been destroyed. Mercenaries and freebooters plundered the countryside at the command of the Mad Prince Weslyn. A tribe of Vindel called the Min conquered the length of the Copper River. Most of the nobility from the Duchy had perished during the war or were captured in the subsequent years, leaving the region leaderless and fallow. The surviving peasants fled for the safer territories of Wingate, Strathmore, and Draysen.

Yet, Northrun retained strategic and economic importance and could not be so easily abandoned. The lands had reverted to the Duke of Wingate prior to the onset of the war when the Cabryn line failed. Duke Rhys Wingate commanded the war effort against Weslyn Ragnerik, adding "Lord of the Eastern March" to his already impressive list of titles. His ownership of the area around Northrun ensured his interest in its prosperity and survival for economic, strategic, and morale reasons. In response to the threats of an unprotected flank, a new and stronger garrison was formed under the Wingate bannermen. Two cavalry wings and

a century of irregular infantry were positioned at Northrun to guard the vulnerable pass of Aldor's Well. Two decades of warfare with Lorain and Numeria have since weakened the area further but the garrison, mines, and the abbey stubbornly refuse to give ground or seek shelter.

Today, Northrun is largely autonomous. The garrison continues to deter Vindel raids and prevent the armies of Lorain from using Aldor's Well. Men and women shelter under the imposing Cabryn Fortress continuing to work the river, the mines, and their farms. It isn't that Northrun is oblivious to the world around them; it is locked in the simple struggle to survive.

Middean Primer

After the destruction of the Ennwrathi Wars, the world slipped into the darkness of barbarism and the lands that would eventually become Middea were reduced to tribalism. Petty tyrants who named themselves kings ruled in isolation and desperation. A bare handful of legends survive from this dark age or of the time before the destructive wars. The land and its people faded from sight as the rest of the world sought to recover what was lost.

The ravages of the dragon Dayhock thrust the lands

back into history. The kings and tyrants were helpless against so great a foe until a champion named Sojen united them and brought death to the last dragon. With the help of druids, Sojen took the ravaged lands and formed Danmhorland to pull the region out of its dark age. The heirs of Sojen continued to wage bitter campaigns of consolidation until the entire region was under their hegemony.

The reign of Danmhorland waxed and waned during the turbulent centuries that followed until the kings of old bowed before the might of the Vintrian Empire. Etan, the king and heir to Sojen's legacy, understood that the legions could not be defeated, but his brother and much of his nobility refused to accept a defeat without giving battle. The invasion fractured the nobility, fanning longstanding hostilities into an ugly war of subjugation and retaliation. Historically the war occurred between the Duke Severn and the Empire, but here in the furthest reaches of the civilized world men took liberty to settle longstanding feuds and to satiate their need for land and wealth at the expense of those who were less wary. Thus, Middea was born as a subject state from the ruins of Danmhorland.

Middea, like many other client states, suffered under the rule of the Empire. For 200 years, Vintria stripped the land of men and wealth. Barbarian migrations to the north faced the Empire on many different fronts while rebellions and civil strife plagued many of the newly conquered regions. Ultimately, Vintria was unable to manage the massive territories that her legions had conquered. The Empire collapsed in civil war and succession in the year 871.

The collapse of Vintria and the schism in the church of the Great Fellowship threatened to engulf Middea but near the turn of the millennium, two of Middea's greatest kings came to power. Nestor Ragnerik, called Nestor the Builder, unified much of the pre-conquest territory under his sovereignty. He ruled for twenty years, earning distinction for his diplomacy, reluctant competence in battle, and his dedication to rebuilding the lands of his heritage. The rule of Nestor was followed by Garlon, his grandson, who was also called the Builder. Many of the easy battles had been won by the time that Garlon accepted the crown from his grandfather. Even in the face of a bloody and protracted reunification conflict Garlon continued the rebuilding efforts planned by Nestor.

In the 80 years since the reign of Garlon, violence has consumed Middea. Three kings have fallen to

war or murder, one by the hand of his son. The crown has fractured with several claimants to the throne as well as foreign powers who are interested in seeing their own aims furthered by placing sympathetic candidates on the throne.

Eastern March

The Eastern Marches are the lands west of the Danmhor Sound and north of Deeping Firth. The northern extent of the marches is within a day's walk of the busy city of Brayport; while the eastern border is a poorly defined arm of the Craghorn Mountains. The territories of the Marchland cover several hundred square miles in an underdeveloped and over-fortified alluvial basin. Several decades ago, this region formed the prosperous Duchy of Tharad but plague and war thwarted centuries of sweat and labor. Now the area falls under the direct control of Middea's greater nobility or the royally appointed Lord of the March.

Three cities and two fortresses anchor the region but the most common polity is the small, walled and fortified towns that dot the countryside. More than a dozen of these rugged communities are scattered amidst the ruins of the cities, towns, and abbeys that have fallen to the depredations of war. Middea is committed to the costly effort of holding the March for more reasons than national pride. The area surrounding Northrun boasts several profitable gold and iron mines, profitable enough that the cost of losing them is untenable both strategically and economically.

Sevenoaks is nearly as important as the mines. It is commonly believed that Sevenoaks is the birth place and traditional home of Sojen, the founder of Middea. The loss of Sevenoaks would demoralize the military and undermine the strength of the claim of the Ragnerik kings. Traditionally, newly crowned kings traveled to the small town within the first few months of their reign to be crowned before "Sojen's People" and to make an oath at the King's Shrine in the fortress of Cambern timer.

The Eastern Marches are populated by resilient peasants, well-guarded merchants, and soldiers — everyone else has long since abandoned the land.

Regional Communities

Alismere: This small town is huddled between the banks of the Adderhold and the Muir Wood. Like other surviving towns in the area, Alismere is surrounded by strong walls and manned by professional soldiers who are paid a portion of the profits from the local salt mines. Like Northrun, much of

the commerce of Alismere is transported by boat on the Adderhold to Iradel. The town hosts a large number of refugees from the ruined city of Tavier south of Deeping Firth in the eaves of the Ravenswood. The exiles from Tavier have traveled extensively through these lands in search of shelter. The experience has left them with a cadre of excellent guides.

Breton Cove: This small hamlet on the southwest shores of the Adderhold is the home of loggers and fishermen who survive off the surrounding lands. Breton Cove considers itself an independent town but lacks a charter.

Fyrdan: This small town occupies the ruins of a much larger settlement on the eastern shores of the Adderhold well beyond other Middean settlements. The lord maintains a stout-walled compound, though the village proper is only defended by a simple wooden palisade. The peasants of Fyrdan have intermarried with the Vindel who frequently purchase supplies from the town.

Iradel: This is a large town situated on the banks of the Adder River. Most of the raw material obtained from the Craghorns works its way through Iradel to be sold in the large seasonal fair. Guards provided by the merchants during the riotous events bolster the standing companies of mercenaries and royal soldiers to make Iradel one of the best guarded cities in the Marchland. By royal decree, merchants traveling to Iradel with intent to trade are insured against banditry and foul play, provided they themselves maintain an adequate contingent of guardsmen. The town of Iradel offers a generous bounty on disruptive elements such as bandits and trollkin so long as they are killed within a day's travel of the city.

Snowdon: This is a small farming village with a population of 280 peasants located in the County of Draysen. Marchland merchants travel to the village in midsummer to attend the market fairs and purchase consumables such as wheat, barley, and oats. The County of Draysen has had considerable difficulties during the last few years and is ruled by regency. Raiders continue to plunder her lands while ambitious nobles seek the hand of Lady Draysen and the stewardship of her young son.

Shireton: Located on the northern shores of the Adderhold, this sleepy little village survives by being tucked away from any prominent thoroughfares. Shireton has a population of 230. The village was built on ruins left from an earlier era. Little remains of what must have been a mighty city other than the useless remains of a bridge and dozens of huge statues

carved from stone and standing more than double the height of a tall man. Locals call the statues "The Thyrsis," a Kratian term meaning "puzzle." Each of the statues has symbols etched into the stone.

Local Features

Aldor's Well: This is a long, winding pass through the Craghorns commonly used by miners and trappers. Aldor's Well has a bleak reputation — few use it when another route is possible. The pass covers 20 miles as the crow flies but due to the terrain it takes three days to travel its length. The pass houses several ruins.

Druid Caves: The region surrounding Northrun has always been sacred to the failing druidic faiths. Though there are numerous caves, sites, and ruins sacred to the druids in this area; the most important is a vaulting water-filled cavern located at the base of Mount Simos. There are many legends surrounding the magic of the cave and the spring that it contains.

Other Caverns: There are numerous other caverns and dried-up mines scattered through the countryside. Right-thinking people avoid these dank, treacherous places believing them to be inhabited by evil spirits or inhuman creatures, but many young men explore one or more of the caves in rites of passage. They typically don't encounter horrible monsters in these childish forays but bats, bears, and worse nest anywhere they have easy access. The legends of dark creatures persist in part because everyone has a story of a cousin or a friend who entered a cave and was never found again.

Ruins: The plagues of 1044 and 1050 devastated Middea, leaving ruins of villages, churches, monasteries, and even castles. Mortal remains lie scattered about in the settlements untouched since the last inhabitant died or else was plundered for whatever goods could be found. The citizens of Northrun know of several such ruins located within a day's travel but there are tales of boarded-up abbeys high in the mountains that have remained untouched for a generation. One of these gutted keeps is Iron Watch, a crumbling shell of a simple stronghold built to watch over Aldor's Well. There is little of value left in the keep but it does provide sanctuary from the elements. Unfortunately, those who use the pass to rob others know this as well. Another local ruin is the Kurin's Abbey located about 12 miles south of Northrun in a pleasant valley. Locals avoid the abbey, which has a dark reputation.

Waterways

Adderhold: The Adderhold is a stunningly beautiful alpine lake formed at the base of the Craghorn Range. The lake is fed by two small rivers, the Icel and the Snowrun, but numerous natural springs exist in the region and may also feed the lake. Fishermen plumb the cold waters on small skiffs year-round searching for lucrative whitefish and bandok. Larger keel boats also ply the waters transporting goods and occasionally people between Northrun and Iradel.

Adder River: The Adder is a large mountain river moving at great speeds. Though navigable throughout its length few vessels make use of the stretch between Iradel and Oldhall due to the rough waters and the difficult upstream travel.

Icel River: The Icel is a fast-moving river descending from the great heights of the Craghorns and flowing through the pass at Aldor's Well. It empties into the Adderhold. The Icel is not navigable and is difficult to cross except in the deep winter months when it is frozen. The Icel Bridge in Northrun is the only safe crossing below its headwaters.

Snowrun: Like the Icel, the Snowrun is a swift river formed from springs and snowmelt. Snowrun

is a short river with a length of 14 miles through difficult terrain. Just above the Adderhold, where the river slows, the Yver ferry transports those with enough coin.

Woodlands

Horn Wood: This is a small but dense woodland north of Iradel. The woods have plentiful game, although outlaws and bandits make hunting a dangerous affair. The Horn Wood is a hardwood forest with large groves of oak, ash, yew, and hornwood trees.

Wolf Wood: The Wolf Wood is a dangerous place long ago overrun by Vindel barbarians but now marauding trollkin threaten to become an even greater source of bloodshed. Between these two groups of violent invaders, other residents have been slain or run off. The forest is full of dense underbrush, briars, and scrub reducing visibility and making travel difficult. Alder, ash, and poplar struggle to reach their stunted heights in this ugly place. The northern end of Aldor's Well exits in the Wolf Wood. Scouting parties from Northrun keep a close watch for trollkin.

Muir Wood: The Muir Wood once covered much of the region, but the ravenous need for coal has whittled the once-mighty forest into the small wood-



Cabryn Fortress overlooking Northrun

land present today. The Muir is a light open wood with sparse underbrush and a high canopy. Game is present and, while not in the large numbers once seen in the region, there has been steady growth in their population since the wars eliminated many of the human settlements. Many believe the Muir Wood is home to woodland spirits such as unicorns, pegasi, and small folk, but outsiders dismiss the claims as local legend.

Roads

Iradel Road: The east-west Iradel road runs more than 40 miles over hills, mountains, and valleys. The road is well maintained by the military garrisons in the area. Many travellers would describe it as a secondary trail rather than a true road. The difficult road skirts deep woods when it can but the path is typically wooded.

Snowdon Road: This secondary road runs less than 15 miles over the Artun Pass to the village of Snowdon in Draysen County. Artun Pass is dangerous during the spring and fall months when travellers can be stranded by sudden snowstorms.

Mines

Mines: More than a dozen active and spent mines lie within a few days' travel. Miners and smelters will stay at the mines for weeks at a time before returning to Northrun during fairs or to otherwise spend their coin for more supplies. The garrison regularly patrols the active mines, which also employ mercenary soldiers to safeguard their valuable metals. Both iron and gold are mined and smelted before they are transported to Northrun where they are loaded on keel boats for the journey to Iradel.

Quarry: Three quarries are located near the Adherhold. Two of these work the impressive granite deposits used to build fortifications, while the third is located in the Wolf Wood and yields a beautiful green marble used in the construction of churches and estates.

Northrun

Northrun is a surprisingly large community considering its remote location. Once the population of the town and its immediate surroundings approached 7,000 but the difficult times have reduced that number to less than 3,000. Many of the residents of Northrun live near the mines or on farms to the west, leaving the town with a permanent residence closer to 2,000.

Northrun is an unwallled town straddling the Icel River in the Eastern Marches of Middea. Cradled

in a steep valley with a single southern approach, the town remains defensible despite the lack of a wall. Looming above the valley is the impressive Cabryn Fortress, home of the garrison, and in times of war the outer bailey is large enough to shelter most of the town. Cabryn overlooks a steep southerly cliff face providing an excellent cover fire for the Icel Bridge.

The town is not a chartered or free town and owes its fealty to the Duke of Wingate. In his absence, the town is governed by the garrison commander who is advised by a council of prominent citizens. The current commander of Cabryn is Sir Ambrose Wolf, a knight in the service of the Wingate family. The town council members are Abbot Helton (Faulk Abbey), Elder Berik Balcardon (Saint Morwen's Cathedral), Rowan Edgewood (the King's Ranger), Henryk Throm (local nobility), Sax of Ramael (miners), Hoyle the fisherman (fishermen and farmers), Marius of Chandra (merchants), Dagmar Pale (artisans), and the castellan Huline (Cabryn). Each of these citizens represents a vital aspect of the community's productivity and safety.

The Law of Northrun

Northrun is a remote holding far removed from the affairs of the kingdom and common law. Here those who have been wronged handle the enforcement of law, except in cases where Royal Law has been violated. Peasant and freeman alike may bring cases before Lord Ambrose but unless the case is egregious or threatens to impugn his reputation both parties are likely to walk away unsatisfied. Instead, the wronged party seeks redress through civil and uncivil means. The town council will hear grievances and attempt to resolve the issue but when they fail, the only recourse is conflict. Middean Law doggedly clings to the notion of might makes right by accepting the outcome of "court combats" as binding. Another equally wrong-headed law prevents peasants from insulting the nobility with slanderous accusations, meaning that a peasant cannot claim to have been wronged by a member of the nobility. To avoid these ugly situations those wealthy enough or with enough material goods employ guardsmen who act as a police force on lands owned or leased by their employer.

Locations

1. Cabryn Fortress: This is a massive walled concentric keep with three inner towers and both an inner and outer bailey. The walls and the keep are made from thick stone and were built over 300 years ago by the finest Vintrian engineers. Access to the

fortress is limited by sheer cliffs on three sides and a narrow causeway approaching the northern gates. The original entrance to the fortress was on the southern face and the approach was a narrow walkway carved into the cliffs until it became unusable when part of the path collapsed more than a century ago. Few sane men would consider assaulting Cabryn.

2. Idril: This is a spacious walled keep in the shadow of Cabryn. The castle itself is little more than a shell keep with a wooden palisade enclosing several acres of land, Idril was not built to withstand a siege, it was built to house the horse of the cavalry. In times of war or invasion the keep is manned by stragglers who are unable to reach the fortress. Idril is an active facility and well guarded.

3. Greycastle: This is a small motte and bailey fortification built as a defensive measure while the fortress was under construction. It is ugly, squat, and uncomfortable but well built of thick granite mined locally. Greycastle is currently occupied by Lord Jhin — a Vintrian noble — and his retinue. The Vintrian and his wife, a healer, are greatly respected by the locals (See write-up of Saraben).

4. Cabryn Palace: The exquisite palace constructed to house the count and his family nearly 200 years ago remains vacant since the destruction of the line. Several distant relatives have complained to the Duke about the state of disrepair and recently he has taken steps to return the estate to its full glory. Many nobles dream of claiming the palace as their own residence but Duke Wingate has indicated that the palace will be the home of a new count. The compound has a low wall enclosing a small grove of trees, a small pond, and the beautiful palace constructed of pale marble.

5. Commandery: Lord Ambrose and his family retired from the cold, drafty Cabryn Fortress to this small walled villa. Here at the base of the fortress, Ambrose governs his family, the town, and his garrison. The facility is always bustling with traffic of all sorts come to petition the local lord or to request aid from the Dukes military.

6. Saint Morwen's Cathedral: This church is named after Morwen, a martyr and soldier who was executed somewhere in the distant north when he and his men refused to kiss the ring of a Prelate of the Patriarch sect of the Great Fellowship. The stunning cathedral was built during better times and today the pale-green marble stands out as an oddity in the small town. Three priests who preside over births, deaths, and special ceremonies staff

the church. Elder Berik Balcardon is the senior of the three in age and distinction. In addition to routine services, the cathedral is used to conduct town business, guild meetings, and other events that require accommodations for large numbers of people. Church members are buried in the cemetery directly north of the chapel. The Mendicants believe that a spirit rests better if the body is buried in the shadow of a church.

7. Faulk Abbey: This large, walled abbey was built nearly 300 years ago to house the outcasts and malcontents of the Great Fellowship. Through its long history, Faulk Abbey has housed many odd and eccentric priests, monks, and vicars whose views and ideas were seen as heretical or outright crazed. This eclectic group of religious thinkers was forged into a seminary institute dedicated to the preservation of knowledge when King Andris renounced his throne and joined the ranks of the monks. Since that time, the reputation of Faulk as a scholarly facility has earned international renown. The abbey is a vital member of the community, bringing scholars from distant lands, hosting a school for children, and possessing a large scriptorium. Still, there are lingering rumors surrounding the abbey and its residents. Townsfolk recall more than one local legend where monks left the abbey only to commit heinous crimes. Access to the library of the abbey is free, but a monk remains present at all times and handles the books. It is customary to present a gift to the Abbot when visiting for business purposes.

8. Sacred Sword Shrine: This small open-air shrine with its attendant building is dedicated to those who serve the Celestine Brynn. The shrine is new but already there are whispers about the powers of those who visit the location. A frail monk named Keltan watches over the facility and passes messages to members of the paladin order who use it, but the custodian of the shrine is Nagus, one of Brynn's Justicars.

9. Throm Estates: The Throm family is one of the few noble houses that remain in the area. Their extensive lands lie to the north, yet much of their business is conducted from their fenced estate in Northrun. The brothers, Oswen and Henryk Throm, run the extended family interests including their farms, livestock, apple orchards, and the rights to an iron mine. There are more than 180 peasants in their service. Henryk runs the day-to-day operations of the estate with a firm hand, but retaining loyal servants has become much more of a problem in recent years so he has by necessity become more generous.

10. Baldred Estates: The Lady Isidore Baldred



commands this noble house in trust for her son who has been fostered to one of the Middean counts in safer parts of the kingdom. The farmlands have been under-utilized and under-productive but the family also owns fishing rights in the Adderhold along with the Duke of Wingate. Currently Lady Isidore manages both her own rights and the rights of the duke giving her a near monopoly over the right to fish. The Baldred family has nearly a hundred servants, many living in tenant houses owned by her within the city. Lady Isidore resides in a spacious manor north of Saint Morwen's Cathedral.

11. Nayler Estates: The Nayler family only maintains a small manor in town, preferring to live in the countryside where their farms produce most of the food consumed in Northrun. Ulric Nayler, a stubborn man of middle age, is the patriarch of the family. There are fewer than 100 servants in the employ of the Nayler family; all of them are trained as militia and armed with spears that they carry with them to work.

12. Oldcorne Estates: Dominic Oldcorne is the patriarch of this large family and resides full time in the family manor located on the south shores of the Icel River. The Oldcorne family has suffered tremendous setbacks during the last decade and only maintains its operations through loans. The primary interests of the family are sheep herds and farm-

lands. Dominic is the elderly father of nine children, each of them grown with their own children. The numerous descendents of Dominic form a large minority of the gentry in Northrun — several of them have embraced careers as itinerant knights but they appear equally suited to scholarly pursuits such as scribes, illuminators, or diplomats.

13. Traber Market: At the end of each ride (week), the pre-dawn arrival of merchants, tradesmen, and farmers signals the opening of the weekly market. The market coincides with the peasants and soldiers "freeday" to ensure the best possible turnout. The boarding houses and tavern swell with the sound of song and festivities.

In addition to the markets, once a year the town holds a fair. The New Year's Fair lasts for two rides at the end of Vanaar, the "leading month" or first month of the year according the Vintrian Calendar. During the fair, the population of the town swells until every inch of space is used by traders and merchants who come from as far as Dracia to purchase iron ore, marble, or raw gold. The garrison is relieved with fresh troops during the first days of the month; however, both units stay on until the fair has concluded.

14. The Ragged Staff: Built by the monks of Faulk Abbey more than a century ago, the Ragged Staff



Trouble in Traber Market

caters to scholars and travelers who seek to visit the library or scriptorium in the abbey. Over the years, it inn has also become a favorite spot for the local nobility and well-to-do. The inn is owned and operated by the Abbey, which employs townsfolk to operate the stables, tavern, and inn. There are three single bedrooms in the Staff and numerous open areas with double beds or common space. The Ragged Staff can sleep nearly 40 people at maximum capacity. Rooms rent at rates adjusted by the ability to pay but typically cost less than 100 bp. Competition for private rooms has started so many bidding wars, that it is now standard practice to hold a public auction before nightfall. The compound housing the Ragged Staff is fenced and includes a small tavern and stabling for horses. The current mistress of the Staff is Syvaren, an exotic young woman who traveled with her father to these lands from the Kingdom of Dracia. The Abbot and previous abbots have endured many public harangues from the clerics of Saint Morwen's Cathedral for their preference toward hiring unmarried woman and harlots.

15. The Haystack: This comfortable inn overlooks the Icel River and is located just off the bridge. The Merchants Guild purchased the location from a failing noble family nearly a decade past and transformed the estate into luxury accommodations run by guilded innkeepers. Master Polbhar, a guildsman who fled Tavier before it was sacked, has run the inn with the aid of his extended family for the last several years. The inn has 10 guestrooms but also

lets the common room floor, which is heated year round. Mistress Polbhar, a robust woman whose cuisine is well known locally, prepares the meals daily. Guestrooms cost 200 bp per day but guildsmen receive a substantial discount. Meals at the inn are open to the public on a first-come basis and start at 30 bp per person. Singers and entertainers engage in a fierce competition to perform at the Haystack guaranteeing visitors first-class performances on most nights.

16. Three Coins Boarding: This rooming house is another investment by the local Merchants and Artisans Guilds, but caters to a more frugal clientele. Three Coins has ten rooms for rent by the week or month and each room will house up to six people. Few questions are asked of visitors here, nor are their business interests scrutinized. Master Ruman Silvers and his reclusive family oversee the boarding house operations.

17. Amythea Hildon's Boarding: Mother Amythea retains the rights to run this hostel because of a grant issued by the last Cabryn lord. The house is a sprawling apartment-like complex with a dozen isolated rooms added in haphazard fashion to the main house and the common rooms by former tenants and neighbors. Amythea takes in all kinds including miners and foresters, often without regard to ability to pay and has nursed many of them back to health after accidents or illness. The community looks after the "mother hen" and ensures that anyone who seeks to take advantage of her generosity meets with their just desserts.

18. The Salthouse: This is a rough tavern sitting just outside the eastern boundaries of Northrun and caters to those who want ale or mead but could do without the bustle of town. Rvianna, a lyrical woman of Erenn descent, runs the tavern with the help of her brothers who keep the peace. On busy nights or when she has sampled too much ale, Rvianna will perform bawdy songs set to exotic instruments. Strangers and visitors are a common

site at the tavern including some faces that could be Vindel or Numerian.

19. Ironworks Pub: When this tavern was first built, it was sandwiched in between two smithies that have since disappeared, but somehow the name stuck. The Ironworks is a local pub more than a tavern. It serves beer, ale, and mead brewed by locals in large earthenware mugs and nearly all the patrons run a tab of “in kind service.” Those not well known to the area are likely to be greeted with hostile stares the first few times they enter. The proprietor is a trader who is often away transporting goods on the *Spray*, a keel boat that makes its way between Iradel and Northrun loaded with ore and goods. Baighan, a soft-bellied refugee from Lorain runs the tavern as barkeep in the absence of its owner.

20. The Lute: Hollis Gurthang owns and operates the Lute, named for the master-crafted instrument he won in the New Year’s competition at Chandra nearly a decade past. Hollis still plays the lute and enjoys spending time on stage but he finds that he tires easily and his performances have lost some of their energy. The tavern is packed during the evenings when cheap ale and good music cast a spell of enchantment over the place. Hollis isn’t one who is strong on thug tactics nor does he appreciate rowdy behavior and his patrons are quick to make his wishes known to troublemakers.

21. Dockside: This weatherworn tavern is the favored dive of sailors and fishermen who leave the shores long before the sun rises and head to bed before it sets. In the predawn hours, Dockside is the place to find a warm respite and a “hot ‘n’ hardy” meal, but come afternoon the place smells of gutted fish, sweat, and beer. The sailors close the place down by late afternoon only to start again the next day.

22. Coppers: Everyplace has to have a dive unfit for polite company and Coppers fits the bill. The drafty bar sits just below the causeway leading to Cabryn and offers cheap spirits, making it the ideal drinking hole for soldiers and mercenaries. Brawls are common but the first to draw a weapon will find himself before Lord Ambrose by morning if they live that long. Sergeant Nodhel, as the military men know him, built this rat’s nest when he mustered out of the garrison after a disagreement with the castellan Huline.

Stores & Caravans

Most stores, as we think of them, only exist in very large cities where the need for consolidation outweighs individual profit. Northrun has several

standing mercantile businesses catering to local industries that can serve in the place of stores. These businesses specialize in goods related to their industry and there is a strong overlap with general adventuring items. Specific or unusual gear will still need to be ordered from one of the regular traveling merchants, but these industry shops can provide an amazing array of goods. Ordering from a traveling merchant can take anywhere from a month to more than six months before the goods can be carted by horse or shipped back to Northrun. The shipment of goods to and from Northrun is a routine matter with caravans and ships arriving every few days.

23. Earthworks: A sooty old miner named Durmat Kos runs this store supplying the local mining needs. He carries all manner of tools and equipment desired by those who toil within dark spaces. Durmat spent years in the mines but lost his stomach for it after an accident nearly killed him. The interior of Earthworks is a jumble of tools, ropes, lanterns and dust — everything is coated in dust.

24. The Port Store: This lakeside shop sprawls outside of the building and on to the streets surrounding the store. Ithandul Royce manages the co-op for local suppliers and survives by taking a small cut of the profit. Ithandul is a merchant, not a sailor. He is grateful for a customer that does not reek of fishgut and sweat. The shop contains items needed to repair the ships and manage life on the waters of Lake Adderhold.

25. Martak’s Tannery: The pungent odors from Martak’s on calm days can gingerly drift throughout the town. Only the most desperate cross the small stream that separates Martak’s from the town proper on bad days. However, the salty outdoor-smen sells some of the finest leather and hide armors outside of a major city.

The Armory: The garrison armory isn’t an “official” store; it is a place where martial goods, such as weapons or armor, can be bought or sold. However, the quartermaster has been known to buy or sell surplus gear to those who are in good favor with either Huline or Lord Ambrose. Adaric Butcher has a keen eye for quality equipment and a talent for repairing all but the most badly damaged gear. His trading activities are largely ignored by Lord Ambrose though Huline keeps an eye on him to ensure that the legers balance in the favor of the garrison and Duke Wingate.

Smithies

As befitting a town with numerous iron mines, there are several smiths scattered through the town and on remote sites. Currently Northun is home to five blacksmiths and a single weaponsmith. On top of the standard work performed, the smiths also assist the iron mongers in the smelting of raw iron ore. Huw Smith is the weaponsmith in the employ of Duke Wingate; his forge is located in the outer ward of Cabryn castle and nearly all of his time is utilized by the garrison. Each of the smiths is a freeman granted the right to practice trade within the town limits in exchange for payments to the lord. Turin Kirk of Brayport represents the guild of smithies in town and speaks for his fellows in professional matters. There are no armorsmiths in Northrun but traveling merchants are happy to take commissions on works performed in Brayport, Tharad, or Orenstone.

People

MILITARY

Sir Ambrose Wolf: A minor bannerette from the duchy of Wingate who has gained prominence for his skills as a mixed commander (cavalry and foot). Young Ambrose has been challenged by his appointment as both the military commander and the civilian representative of his liege lord. He has the additional burden of a young wife and her sisters, who comprise the entirety of the Cabryn line. When geared for battle, Sir Ambrose is the very image of chivalry.

Sir Aryn: The master at arms for the Northrun Garrison is a recently made Knight of the March. Duke Wingate granted Sir Aryn the deeds to a crenellated manor 3 miles west of town along the Iradel road in return for valorous service this past summer and the training of his garrisons. Aryn is a young but highly accomplished weapon master. Recently, Aryn encountered a Kratian Battlelord in Arlen's Well. Witnesses say the struggle was epic, with neither side giving, until finally the Battlelord dropped from exhaustion as much as the battering he took. Since then, every boy who dreamed of being a warrior has presented himself to the rundown manor and asked to be trained.

Burag: A large Ramanthian warrior and commander of the mercenary cavalry stationed at Cabryn. Burag is an amazing horseman and scout. He has earned the respect of Vindel raiders for his dogged pursuit and ruthless tactics. He has his own beliefs but Burag rarely takes sides in political disagreements, preferring to remain neutral. Burag

takes many of his meals with the castellan Huline and many believe they are good friends.

Huline: The ugly, pockmarked castellan of Cabryn is the right hand of Sir Ambrose and, on occasion, his mentor. Huline is a distinguished veteran of numerous battles and sieges and tougher than cured leather, a fact that is frequently obscured by his small stature (5'2"). As he has aged, the warrior has become direct and stern (some say abrasive), a trait that inspires both loyalty and hatred in his men. When in command, Huline relies on trusted tactics and conservative strategy and considers the preservation of his men as an effective fighting force his primary goal.

Sir Tig: The eccentric junior officer to Ambrose Wolf. Sir Tig is an effective cavalry leader but disdains foot soldiers. Several years ago, he lost an eye and most of his nose in the battle of Old Bone Gap. The eye is covered with a patch and a solid gold prosthesis covers what remains of his nose. His black sense of humor offends and frightens his subordinates.

NOBILITY

Dominic Oldcorne: The stately patriarch of the Oldcorne family is a relic from another generation. He and his descendants built a veritable empire as valiant knights, noble lords, and upstanding citizens but the world has changed since the days when those selfless virtues could gain you fame and fortune. He is an active and energetic widower and fathered nine living children. Although he married for duty, he has remained chaste out of love and respect for the woman who gave her life to carry his 11th child. His firstborn died stillborn and both mother and child died during the last birth. Of the nine children who were born healthy, all but two now survive. The Oldcorne family maintains a strong military history and all males are expected to train and be knighted even if they choose other careers. Women are likewise encouraged to do their duty and one even embraced the difficult path of knighthood. The Oldcorne family has lost a great deal to the Vindel including Dominic's father and two of his sons. He is a reasonable and fair man in most other matters but he loathes every nuance of the Glacian people and believes that they have been tainted by the Ennwrathi's prolonged contact. In his opinion, the only solution to the problem is to purge them from Roen and the Realm of Men.

Fenrick Oldcorne: The heir to the Oldcorne estates resembles his father in mood and temperament. Unlike his father Fenrick grew up in a world where everything was slowly being taken from his

family. As a lord he is gracious but territorial and can display a ruthless streak when his possessions are threatened. The middle-aged warrior acquitted himself well in the service of his lord though he never took to battle as he does to economics and politics. In these arenas, Fenrick is a master statesman and merchant. As the heir-apparent, Fenrick does everything in his power to increase the odds that his siblings, nephews, and nieces will meet with success. Some of his siblings and other kin grumble that he is held in check by Dominic.

Henryk Throm: As the third son of a minor noble family, Henryk studied to enter the priesthood in Touren. His brothers would inherit. Pious, scholarly, and thoroughly unsuited for the physical demands of running an estate. When disaster struck the family, Henryk was recalled from the priesthood to manage the family lands. To survive, the young scholar was forced to turn to his notorious younger brother for assistance. The two managed to save the estates and Henryk's learning eventually was put to use running the financial side of the domain. Today he governs every aspect of his family's lands planning, cultivating, investing, and sometimes even works the land that provides for him. The one aspect of lordship that he has yet to master is his nefarious brother.

Isidore Baldred: The aging matron of House Baldred is a canny woman. She has ruled the house for nearly 14 years as her son's regent. In that time she has lost numerous lands, but gained considerable financial wealth through careful diplomatic liaisons with the Duke of Wingate. Isidore is loved by the servants, while other nobles fear her cold-hearted approach to financial dealings. She also maintains a house guard of impeccably trained soldiers, including a champion.

Oswen Throm: Oswen learned to fend for himself while still young. He was the fifth child and fourth male in his household, and the possibility of getting anything but table scraps seemed bleak. The lordling struck out on his own early, joining a mercenary company based in Tharad. Several years and many campaigns later his brother sent for him, needing aid in the most remote parts of Middea. Oswen handles the rough stuff for his squeamish brother. He and a few men who came with him use their position as nobility to bully their way through town and outside of town they are a terror, taking what they want from whomever they happen to cross. Oswen has been warned several times by Lord Ambrose that his actions endanger his brother's position but to little avail. For his part Oswen is beginning to believe that Huline may have orders to kill him.

er's position but to little avail. For his part Oswen is beginning to believe that Huline may have orders to kill him.

Ulric Nayler: There are few nobles as unyielding and savage as Ulric Nayler. He is rarely seen in town, but on those occasions that he does stay to conduct business, the placid town life turns ugly as Ulric and his armed men make unreasonable demands of nearly everyone they meet. Townsfolk given to gossip say that he is possessed by the Lords of Eddessa who were bonded to their land and fiercely driven to protect it as if it were their own bodies. To hear him talk it would certainly be understandable to believe that he has some sort of visceral connection with the land. Huline and Ulric get along loudly but famously, whether this is from true friendship or because they view each other as weapons to be used against a common enemy is anyone's guess.

CLERGY

Abbot Helton: The abbot of Faulk Abbey is anything but the conventional image of an abbot. Once he was a decorated knight-commander in the Guardian Order of Knights dedicated to errantry along with his followers. Like so many other commanders, Abbott Helton and his commandary was overrun during the Trollkin Wars. His men were dead, his home was ruined, and there was nowhere left for the old warrior to turn so he took monastic vows and soon found himself in the service of the church. In the church his heart was lifted and his spirit eased of his many burdens. Still, Abbot Helton remains a fighter and a warrior at heart — a man who thrives when challenged. He was sent to Faulk Abbey because in this desolate place only a fighter could survive. The Abbot is a surprisingly gentle man who loves to dote on the young while they still retain the sparkle of innocence in their eyes. He helps with the school run by the abbey for the express reason of finding young men and women who have potential to rise above themselves. These few he pulls aside for additional training to suit their abilities either as a scholar, warrior, or statesman.

Brother Aarold: The reclusive Evictine Brother Aarold adheres to the principals of asceticism and depravation in the belief that discomfort and denial will bring him closer to Ro. He can be offensive and is always foul-smelling, but Brother Aarold's knowledge of astronomy, geography, prophecy, and élan are envied halfway around the world. He often refuses visitors unless they prove their piety but if he chooses to speak on a topic, he speaks as one of

the foremost authorities. Brother Aarold is a flagellant and has been known to nearly beat himself to death as punishment for his loathsome thoughts.

Brother Felgrim: The elderly monk serves as the school master. While notably strict, Felgrim has a weak spot for troubled children and will use his influence to help those in need. He is neither exceptionally smart nor overly learned; his success stems from his patient nature and his empathy with his young charges.

Brother Ianril: If there was a monk at Faulk who epitomized the stereotype, it would be the head librarian, Ianril. Though only in his middle years he moves as if he were decades older. Feebleness creeps into every aspect of the learned brother's life. While he is a respected scholar on writings, Ianril's skills as a librarian are wanting. The library is a disorganized sprawl of scrolls, annals, and treatises stacked haphazardly about without regard to any organizational system. Several subordinates implement systems of organization but often work at odds with each other only compounding the mess. Typically, a request for a specific book or scroll can take a week or more due to the difficulty in locating them.

Elder Berik Balcardon: Elder Balcardon is the ranking priest at Saint Mowen's, a position earned in part due to his noble family and his own ambitions. Berick is one of the few priests who could be described as regal. He is blessed with a tall stately form that commands respect and deference but when combined with his overbearing and demanding attitude it is easy to imagine a petulant child in his stead. While it is true that Elder Balcardon is less personable than one would hope from the meek fellowship, his ruthless mind is well suited for finance and political scheming.

Chaplin Ganon: Chaplin Ganon was struck with a palsy in his youth that left him lame on the right side. Middeans normally shun those who are crippled or infirm but the chaplin's awkward stride, lopsided smile, and infectious good cheer have become a common and beloved site around the town. The priest's reputation has begun to spread beyond Northrun with many hoping that he will soon replace Elder Balcardon as the high priest. Until such time, Chaplin Ganon hobbles through the streets or hitches a wagon ride into the countryside, speaking with the peasants and easing their lives in whatever way he can manage.

Chaplin Wayn: The zealous junior priest at Saint Morwen's Cathedral has been with the clergy his

entire life. He was abandoned as an infant at The Black Abbey of Tharad and raised among the brothers there but felt an early calling to become a vicar — one of the wandering priests. He retired from the life of an itinerant priest only a few months ago and was sent to the cathedral in the hopes that his plainspoken piety would help to mellow Elder Balcardon. However, the two men have come to despise each other within that short span of time. Tempers within the cathedral roil beneath insincere smiles and feigned platitudes and a spectacular confrontation is inevitable.

Nagus: Born in distant Kaladia, the paladin Nagus is a new and often-discussed figure in the local taverns. Like many of these holy warriors Nagus often disappears for months at a time only to return laden with wealth and stories of terrible deeds. Elder Balcardon has made his dislike of the albino warrior well known, questioning the integrity of serving false gods and poisoning the fruits of those efforts. Nagus, for his part, is an aloof and distant figure to many of the residents of Northrun.

Sister Jeminia: Few of the monks are comfortable with the pleasing form of Sister Jeminia. The sister is approaching her middle-years, but enough liveliness remains in her star-struck eyes to make her appear much younger. Thus, she must find company where it can be had, usually in books and heart-quickenings tales of heroism. This long relationship with legendary tales has earned her a reputation as something of an expert in the field of heroic figures and the travails they endured. It has also left her fascinated with anyone brave enough to carve their names into her books and into history.

WOODSMEN

Arvis Wyeth: Arvis knows the area surrounding Northrun as few others do. He is a woodsman and tracker born in the remote parts of the mountains and raised by druids. Arvis hates few men regardless of nationality, though he obsessively hunts servants of the Adversary such as trollkin when given the opportunity. He rarely visits Northrun, preferring to stay in unknown parts. When he does visit, he is sure to be invited to dine with Lord Ambrose.

Kerun Vrain: Harvesting timber, rare plants, and pelts is one of the primary industries of Northrun. Master Vrain pays for the right to conduct this activity on behalf of the Duke. The merchant resides in a rural manor house but employs a few dozen residents of the town. Kerun is careful with his activities, less from eco-consciousness than from a desire to ensure the area's productivity into his dotage.

Pencil Pushers

Thought of as a merchant, few would suspect that he dons light armor and a variety of weapons to travel the wilds by himself to survey “his lands.”

Skeen Odgan: Skeen loves gold, lots of gold. He presents the face of a merchant but is little better than a thief who abuses the law to take from those who cannot fight back. Like Master Vrain, Skeen leases the right to “farm” the lands of Duke Wingate in return for payments. His workers are those who have nowhere else to turn and hungry bellies to feed, something that is never in short supply in these war-ravaged lands. The stocky merchant has homes in Iradel and in Northrun and leaves the operations to his overseers.

TRAVELING MERCHANTS

Nas Eddrin: A traveling merchant with a penchant for spiritualism, Nas Eddrin is from the distant Radiant Kingdoms. Like those strange lands, he reeks of mystery and exotic deeds. He is called Nas Eddrin but that is a title rather than a name. There is a large enclave of his people in the city of Tharad on the coast and their main interest is in raw goods such as the metals and timbers that are abundant in this area. Rather than let the goods travel to Tharad where they would be marked up many times over, Nas undertakes the journey twice a year to Northrun.

Njall: The arrival of two brightly colored wagons decked out with banners and heralded by the playful barks of a dozen or more dogs marks the arrival of the traveling merchant, Njall. Part trader and part messenger, Njall has been working his routes for a decade or more. The friendly merchant and storyteller travels these lands with a cadre of fearsome warriors to protect his goods and his daughters who frequently ride along with him. Njall can arrange to get nearly anything despite his protests to the contrary, but he loves a fine haggling more than most merchants should. In fact, Njall loves all manner of sport and game and is usually willing to wager goods at cost if he can be beaten in a game of Annex. Njall passes through Northrun twice a year but his route takes him through Iradel twice as often. Njall has Vindel blood in him and in the past has traveled into the Konstone to purchase supplies at the request of Duke Wingate.

MISCREANTS AND MALCONTENTS

Arthan Dragis: Erenn lands are several weeks’ travel from Northrun, but the Erenn born raider and warchief has troubled Middea for years. Dragis says that he is here to liberate the people of Middea from the folly of their weak rulers. His raiders target the military, merchants, and nobility of the region



Ayesha

equally and generally leave the small folk alone. Dragis and his men are called the Bloody Dragons because of the red dragon painted on their face and shields. Their activities have prompted a high bounty posted by the nobles of the region but the small folk enjoy the tales of his wicked daring and narrow escapes performed at the expense of nobility.

Aule, Thane: A thane is a king or nobleman of sorts among the Vindel, it isn’t a hereditary title but one earned through skill, leadership, and the ability to unleash terrible violence at will. The Vindel will not follow a man who cannot or will not do his own killing. Thane Aule is exceptional in all three requirements of Vindel leadership — a remarkable feat given that his father was banished for cowardice. Aule made his way from the lowest ranks of society both fatherless and scorned for the actions of the man he never knew, until he claimed his place as the foremost warrior of the large Djari tribe. Aule views his people’s raiding and invasionary practices as a kindness to those who fall under their grasp, for there certainly are much worse positions to be in than under the rule of Aule. The thane admires enemies who meet him on equal terms but despises the mewling unwashed priests of the Great Fellowship. Second only to the priests in his eyes are those who cannot or will not fight to keep what they have earned.

Ayesha: Rumors swirl around the grim warrior-

woman who appeared in Northrun a few years past. Travelers have claimed that she was once the wife of a powerful warrior who fell afoul of one of the Ennwrathi. The gossip mavens tell how the Ennwrathi Tzarivetch took his vengeance on the warrior by slaying many relatives including his children and brothers. Ayesha survived and learned the ways of battle to exact revenge for her dead husband. Right or wrong, Ayesha prowls the mountains searching for something and more than a few bodies litter her backtrail. She frequents Northrun to purchase supplies and to visit Faulk Abbey where she rifles through old scrolls looking for snatches of information that have value only to her.

Cyrus Skinner: Few men are as feared as Cyrus Skinner, the outlaw, thief, and murderer who performs bloody rituals on those unfortunate souls that fall into his hands. The outlaw was born to civilized people but was taken as a child in a Vindel raid. Raised among the violent Brigi tribesmen as something lower than a slave, he endured torture and worse into his adolescent years when something snapped inside him. Now, Cyrus haunts the land taking what he wants from whomever he wants. Strangely, he has attracted a group of followers who seem equally crazed.

Hogre/Hogun: The Hogre is a legendary creature or man said to live in the most inaccessible locations in the Craghorns. The Vindel believe that Hogun is one of the Mórdha who is guarding a fabulous treasure. Middeans, on the other hand, believe that Hogre is an Ennwrathi creature who foretells doom on those who see him.

Hurssa, Thane: The Brigi are thought to be the most aggressive and violent of the nearby Vindel and few are as violent as their Thane Hurssa. He and his people are known as a treacherous scavengers who thrive off the misfortune of others. The Brigi sell their axes to those who are desperate enough (or stupid enough) to deal with them. Ten years ago they took such a contract from the Count of Redstone but fled as the battle started. After winning the day through tenacity and skill, the victorious but much diminished army of Redstone was slaughtered by the Brigi tribesmen. Since that time, few will employ Hurssa or his tribesmen as anything other than raiders. There are few redeeming qualities to Hurssa. He is an ugly freak of a man, misshapen and repellant but decidedly difficult to kill and rumored to have strength enough to break the grasp of a hag.

Hyrm: Five years ago, Duke Wingate and Thane Aule fought to a bitter standstill in the Battle of

Ornham. As winter approached both sides knew that they faced death if they remained locked in the high passes, so they came to an agreement — an exchange of hostages. Aule took the Duke's second son and half-a-dozen nobly born children, while the Duke took Aule's son and several others. Hyrm was one of the youths exchanged. He has been under the care and protection of Lord Ambrose for the last three years. Hyrm eagerly learns the ways of civilized people but directs most of his attention at learning their skill at warcraft. Though his subordinates discourage Ambrose, he has allowed the boy to learn with the best teachers at his disposal. Many fear the young man will return home and use the new skills to teach his people more efficient means of killing. Some are so fearful that a plot has developed to kill him though it would mean the life of the duke's son as well.

Morcant: Most folks call this little scamp Loge or Moc. The boy who looks to be shy of his teens by a few years wandered alone into town a few years ago. Since then he has set himself up as king of the castaways and orphans, leading a handful of children about in games of make-believe. Loge has an uncanny knack for finding food and shelter, which he generously shares with the other children. He also has a knack for knowing exactly what is happening in Northrun. Huline has been known to arrange a food-for-information exchange with the enterprising vagabond, but for reasons known only to Loge he dislikes the grim warrior.

Rowan Edgewood: There is little love between the King and his Duke; some would even say that they border on outright warfare. Rowan Edgewood is the Royal Ranger (sheriff) for this region and a loyal servant to the crown. His authority overlaps with that of Lord Ambrose and it seems as if his sole purpose is to make life more difficult for the servants of the Duke and Sir Ambrose. Few like the Rangers to begin with but many hate Sir Edgewood; he hates the backwoods simpletons in return. Rowan was raised in Chandra as a bastard child to Dain Tollan, the Duke of Hallorn. He received arms training from the King's master-at-arms as well as an education worthy of the finest knights. In short he is a proficient killer and battle commander. Rowan leads more than a dozen of handpicked retainers who ensure that taxes are paid and that the King's Law is upheld. He and Lord Ambrose both understand that someday in the near future one of them will lie dead at the feet of the other. Rowan can't wait.

Torean Norhill: For the past decade the storyteller and bard Torean Norhill has performed in the most prestigious locations in the west. He has played for the king in Chandra, for Duke Wingate in Orenstone, and he has even played for the Viceroy of Touren in his palace. All the grand performances ended a few years past when he met Kaid Wingate. Torean, Kaid, Aryn, Halina, and Fynn took up service for Duke Wingate in the turbulent Eastern Marches. Torean, a devoted womanizer, soon found himself entangled well beyond any ability to extract himself with Halina. The couple welcomed a set of twins last winter. Torean is frequently absent, but when he is in town the bard loves to visit the Lute or another tavern where he typically launches into a performance that leaves the house packed and the wells dry. Torean spends time with Huline and Ambrose when he is in town and often carries messages to distant parts of the realm.

Tales, Terrors, and Themes

The following is a collection of the rumors, lies, and distortions (maybe) floating around Northrun.

† Thirty years ago, the Abbott of Faulk and his staff learned that Count Cabryn had been killed by Vin-

del raiders earlier that day. During the night, these holy men and women took the two orphaned children of the count and dumped their sleeping forms from the Icel Bridge into the freezing waters of the Adderhold. When they were sure that the children had perished, the monks took their own lives.

† The founding of Northrun is tied to legends of a druidic circle that once inhabited the region. Locals believe that once the magic of the Old Ways was enhanced by a well that was incorporated into the Cabryn Fortress. Peasants and some of the military men in the garrison believe that drinking from the artesian well in the inner courtyard of Cabryn confers vigor, virility, and invulnerability in battle. Others whisper that the town is cursed because of the trespass on the sacred soil of the druids and that the plagues were the doings of the restless spirits of those slaughtered three centuries earlier.

† During the height of the plagues, a vile servant of the Adversary, one of the Ennwrathi, haunted the lands around Northrun. Tzarivetch was a skinwalker, one of the dead bound to the corporeal remains of those who have passed on to Ro. Several stories speak of his demise, each of them under different circumstances, but all of them involve the warrior Ayesha who lost her husband and children to the beast. Some stories say that Tzarivetch still haunts the ruins of Tavier or that he waits for something deep within the Wolf Wood, no matter the story he always seems to be looking or waiting for something or someone.

† Raids have increased over the last three years along the Vindel Frontier in all parts of Middea and their settlements creep ever closer to civilized lands. The Vindel population is expanding and by their customs they must prove themselves in battle. Or perhaps the increased raids are because the Vindel are being pushed from their homes once again? Trollkin numbers and raids have grown over the last decade to such strong numbers that now they claim the Wolf Wood in defiance of the Vindel. Either way, the approach of the Vindel while the Middea is gripped in civil war is an ominous sign.

† The border counts north of the Eastern March are restless and hungry for land. Armies train and scouts pass through Northrun every few weeks in search of lands that are unsteady or unclaimed by a powerful noble. Northrun is safe from these predators but many of her allies are not — Draysen lacks a male ruler, as do many of the remote settlements on the Adderhold. An ambitious lord with enough men and money could carve himself a nice king-



Athan Dragis prepares an ambush

dom in these remote lands and then turn his eye towards Northrun once he could ensure that the Duke was unable to help.

† Woodsmen and scouts often come across hermits and witches high in the mountains. Some have been driven mad or simply abandoned by the plagues and war but others are druids who have hidden themselves for centuries in the hinterlands while they plotted. They maintain their simple disguises so that the powerful lords and the Synod overlook them while they gather armies of trollkin and Vindel to dance to their bidding.

† The town council has been subverted to the will of Duke Wingate and acts in defiance of the rightful King Sorin. The Duke believes that he should be the rightful king and makes ready to march against the throne. For his part, the King has made a deal with his half-brother, Weslyn Ragnerik, to defeat the duke should he choose to rebel.

† Athan Dragis, who styles himself as lord of the free people of Middea, is preparing to liberate Northrun or Iradel this season. The Erenn-born raider and thief is in league with malevolent nature spirits who hide him and his men until they spring their traps on merchants and patrols. All along the Craghorns his men are called the Dragons and have taken to painting fiery red dragons on their faces and war shields.

THE CONFLICTS OF MIDDEA

Lorain and Numeria

Eighteen years ago, Weslyn Ragnerik — the bastard son of King Brand and half-brother to the current King Sorin — gained the assistance of his uncle, the Paladin-Prince of Numeria, in a bid to take the throne. A duchy and several counties were lost in the initial battles. Since those initial battles, neither side has been able to gain an advantage. Now the war continues to drag on without an end in sight. Yearly offenses have depopulated the Ravenswood and to a lesser degree, the Eastern Marches.

Erenn

King Nestor occupied the mountainous home of the descendants of Duke Severn, the people, like their forefathers, remain unconquered even after a hundred years of Middean rule. The Erenn continue to confound the military elite of Middea with their unconventional warfare and their association with the remaining druids of the Old Faith. A few commanders and governors have attempted to “teach them a lesson,” but the Erenn refuse to stand up and be punished. Undoubtedly, the protracted war with Lorain has hampered efforts to decisively crush

the resistance. There are recent rumors of pitched battles occurring in the hidden vales of Erenn.

Vindel

During the Vintrian occupation of Middea, migrating tribes of Glacian barbarians settled in the Craghorn Mountains despite the efforts of the legions to evict them. The legions were ill-equipped to handle such large numbers and unprepared for intense mountain fighting, unlike the Glacians who thrived in the environment and in battle. In their eyes, if something is worth having, it is worth killing a few soft men who style themselves as warriors. The descendants of the tribesmen are known as the Vindel. Their spring and summer raids have become an annual event dreaded by those who live within striking distance of the Craghorns; however, the fearsome warriors have become less brutal over the years and target their raids to ensure that villages and towns will have enough support to survive and plant crops the following year. The worst offense of the Kon-Thanes is their opportunist raids on depleted military garrisons and battlefields. They have discovered the slaughter of battle-wearied troops poses little risk but offers the reward of the treasures and weapons from both armies.

Wingate

The Duchy of Wingate has endured the heaviest fighting in the conflict with Lorain. In addition to his ducal title, Rhys Wingate has been “honored” as the Marshall-General of Middea and the Lord of the Eastern March. He is the most powerful man in Middea outside of the royal family. The support of the Duchy has ensured the strength of the crown since the fall of Vintria but now the duchy and its ruling family have become enemies. The Ragnerik and Wingate families have intermarried for generations to cement their alliance. King Sorin had his marriage to Tylin Wingate annulled in 1065 by the Mendicant Church. The annulment set aside the duke’s sister and her child, the heir, in favor of a common-born merchant’s daughter and her illegitimate child. The duke has not openly rebelled. He has refused numerous summonses by the King to Chandra, the capitol of Middea. The schism is one of the favored topics of tavern gossip and the subject of many betting pools. Locals whisper that there have been attempts on the life of the duke’s nephew, once the heir to Middea, Andris Ragnerik.

Druids and Archons

Very few druids remain in the world. The agents of the Synod have long-coveted their powers and feared their independence — so they killed those

whom they could not convert. Elsewhere the war is over; the druids lost. However, in Middea and Erenn the druids still hold sway over isolated villages where they are protected by the nash-nog-re, an ancient book of law written by Sojen. They are even entitled to a seat on the king's small council, a benefit that they exercised until the recent death of the revered druid, Malwys. Though they are protected by law in Middea, the druids still wage a bitter war against the encroaching Synod.

Mendicant and Patriarchs

The schism in the church of the Great Fellowship has simmered for a hundred years and erupts into open bloodshed with alarming frequency. Both sides are fiercely territorial under the guise of "protecting their flock" even though the fights extend well beyond the clergy to the laity who provoke each other with untempered anger. As in all matters of faith, such issues are deeply personal and difficult to mediate. Middea and its dependencies predominately associate themselves with the Mendicant sect but there is no official government affiliation.

GETTING STARTED

Northrun offers several possibilities for beginning a campaign. First, gathering a group of companions together should be a decision reached by consensus, unless the campaign begins *in media res*. Players and gamemasters want to have some input on tone, background, and origin. This is where we get back to the analogy of sketching out a playing field from the beginning of Section Two.

Strangers in Town

Northrun provides enough containment that the gamemaster can begin to plan ahead, and gives the players enough avenues to craft any number of exotic characters with a little thought. To use Vintria as an example, players who desire to run a character from the Empire could easily have their character travel here with the Healer Saraben and her husband Jhin, or they could have come to visit Faulk Abbey and decided to stay for reasons of their own. Maybe a PC has a recently discovered arcane heritage and wants to learn more about their powers, which are similar to those commanded by the druids of old. There are another half-a-dozen easy methods to bring a Vintrian character into the game. Likewise, other exotic characters can be blended into the town without much effort. That said, having an entire party composed of "exotic characters" strains credulity. Neither the gamemas-

ter nor the players should feel constrained by the small, backwoods-town campaign concept; instead, Northrun should serve to focus and sharpen their creative concepts.

Gather the Posse

The classical gaming "Adventuring Party" does not make much sense in anything but the wildest fantasy. Sure, there were mercenary groups, free-swords, condottieri, knight's errant, highway gangs, and other formal to semi-formal affiliations of warriors but there still hasn't been a group with the sole mission of looking for nasty stuff and killing it. *The Last Dominion* offers the Vigil in place of the standard adventuring squad. The word "vigil" is the root of vigilante but it also meant watchman, such as in ancient Rome where they were a type of police force and fire brigade. In our definition, a Vigil is a hybrid between a mercenary company and an adventuring group. The normal activities of a Vigil would be those that are too small for a full-fledged mercenary company, like guard duty, escorting travelers, exacting justice, serving as an elite bodyguard, or investigating dangerous areas. The significant difference is that Vigiles remain small mercenary companies in concept, sometimes formed for profit and at other times formed to fill a one-time need. Those formed for profit will have contracts and agreements specifying their duties and responsibilities. Voluntary Vigils may simply agree to travel with a merchant to the next village in exchange for a discount on goods or they may be gathered like a posse for specific missions. This change doesn't drastically alter the dynamics of adventuring; it alters the tone of adventuring. Characters formed as a posse or hired to escort travelers have a different mindset than those who wander the backwoods looking for an entrance to a cave they heard about in a tavern.

Vigil Concepts

Blood Kin: All the characters are related to various degrees. The characters could all be the children of a single noble with several wives (or husbands), making them all half-siblings. Another possibility is that they could all be distant relations to the Cabryn line. The Duke of Wingate has issued a summons for all the distant family members to return to Northrun with the thought that he will invest one of them with the deeds and the lands. However, the Duke doesn't want to make any rash decisions so he has decreed that he will withhold his judgment until a year from the campaign start date. The only specified criterion for inheritance is

that those who wish to be considered will need to prove themselves to the town council and to Lord Ambrose. There are innumerable combinations to form a party around blood relations other than having the players all be brothers and sisters.

Wards of the Abbot: Abbot Helton fulfills all the requirements to mentor a party with versatile interests and origins. He was once a knight-commander and maintains contacts among the once great order of the Guardian Knights — perhaps the characters were sent to the abbot for safekeeping and fostering. Helton will never be a knee-bending pacifistic man of the cloth content to wait for his destiny to arrive with a sword in hand. The school at the abbey serves as a training ground for the future defenders of Northrun and the abbot hand picks special students to serve as his personal weapon in future conflicts.

Foster Children: Like Hyrm, the PCs could be fostered to Lord Ambrose. The young and recently married nobleman has many children serving as squires and pages to help him conduct his affairs. In this instance, the Vigil could be formed at the



behest of Lord Ambrose to conduct inquiries into situations where he would prefer something more discreet than a 50-man military unit.

The Veterans: This Vigil is composed primarily of people who have mustered out of the military. There are several local units providing a wide range of disciplines (Ramanthian cavalry, Vintrian infantry, Middean infantry, and Vindel mercenaries. Don't forget that there are several retired members of various knightly orders within the town.). This unit would trend towards a mercenary-style Vigil including contracts with the church, the abbey, the garrison, local nobility, and the moneyed interests within Northrun.

Vigil Soup: The previous examples of Vigils don't exclude mixed Vigils. For example, a brother and sister at Faulk Abbey could be friends with a squire fostered to Lord Ambrose who travels with a sergeant-at-arms who recently mustered out. A mixed scheme offers the advantages of being able to pool resources and information from numerous sources while maintaining autonomy from each of them as a group.

Complexity?

This is all about having fun and being a part of great stories. I have taken care to try to find a balance somewhere between a documentary and a comic book but the setting will be too fantastic for some and too bland for others. For example, there are numerous languages but nowhere near as many as there are in the real world. Like the language example, in every facet of this book things are simplified, not made simple. Expect to see future supplements refine the core setting detailed here. This means each book will squeeze in additional unique martial maneuvers, exotic weapons, monster, the occasional odd power, and, of course, more spells. By now gamemasters and players alike should be able to clearly see the "boundary lines" of *The Last Dominion* setting and can begin tinkering with it to "flavor to taste."

Thanks for giving *The Last Dominion* a chance.

Have Fun!

Randy Madden

Appendix A

Setting Notes

Who's Who List for Eastern Middea

The 10 Most Famous people

The King of Middea, Sorin Ragnerik
 Duke Wingate, Marshall-General of Middea
 Weslyn Ragnerik, The Mad Prince of Lorain.
 Duchess Tylin Wingate (Ragnerik)
 Maryl Hyrk the Merchant of Woodbridge
 Prince Rafn, The Prince of Middea
 General Isam Fenthalion Castellan of Orenstone
 Lady Ananda of Apathos
 Goodman Jongaric, The Steward of Wingate
 Abbot Noam Bonholt, The Abbott of Leytonstone

The 5 Most Notorious People

Vallo Draza the Redshield, Warlord (Tavier)
 Markin the Viperhand, Raider (Eastern Marches)
 Kiruuna the Black Druid (Wolf Wood)
 Jos Fenthalion, Knight of the March (Ridgewall)
 Gorickias the Butcher, Raider (Köln)

The 5 Best Inns or Taverns

The Three Kings in Sevenoaks
 The Weary Traveler in Iradel
 The Old Crow in Tharad
 The Forest Edge in Starkwall
 The Old Moat Inn in Littleton

The 5 best Performers

Breane Taborwin of Tharad (Eddessan)
 Eamon Penfell of Sevenoaks (Erenn)
 Bon Dromond of Iradel (Eddessan)
 Torean Norhill of Northrun (Eddessan)
 Valon Draza of Orenstone (Vindel)

The Most Repeated Legends

The river spirits guard Middea from the Ennwrathi.
 The Celestine city of Riordon lies forgotten in the Craghorns. The city houses unimagined riches.
 The ghost of Sojen protects Sevenoaks.
 The dragon Nephelogg sleeps in the Ironwoods.
 Sojen and his ten most worthy companions sealed themselves in a cave using the magic of druids.
 They will return to restore Danmhorland during a time of turmoil.
 Namring, the sword of Oisín the Great, was hidden by the river spirits who wait for a worthy warrior.

Resources for Warriors

Top 5 healers

Lady Ananda of Orenstone (Numerian)
 Jaric Bard of Ridgewall (Isharan)
 Lady Joline Maza of Tharad (Vintrian)
 Strom Seaghan of Brayport (Eddessan)
 Saraben of Northrun (Vintrian)

Top 5 wizards

Kiruuna the Black Druid (Eddessan)
 Kynon, The Master of Gorgoros (?)
 Lady Brennica the Blessed of Highwall (Eddessan)
 Archon Iomar of Draysen (Vintrian)
 Byn the Shorn of Rhune (Vindel)

Top 5 merchants

Maryl Hyrk of Woodbridge (Numerian)
 Torwin Kandel of Tharad (Eddessan)
 Osana Jagaf of Tharad (Arimite)
 Andros Torm of Tharad (Vintrian)
 Toram Aladon of Brayport (Eddessan)

Top 5 weapon smiths

Ragan Vennamar of Meadowfield (Vindel)
 Fedwyn Finch of Orenstone (Eddessan)
 Talia Vrana of Ridgewall (Kaladian)
 Bors Peruin of Tharad (Vindel)
 Lym Delwyn of Erevan Hallow (Eddessan)

Top 5 swordsmiths

Fedwyn Finch of Orenstone (Eddessan)
 Bors Peruin of Tharad (Vindel)
 Nevan Treehill of Tharad (Eddessan)
 Sander Dragan of Lichfield (Eddessan)
 Rina Okin of Claypool (Ramanthian)

Top 5 armor smiths

Gharan Garadin of Meadowfield (Tamori)
 Denharid Fenthalion of Ridgewall (Isharan)
 Wyn Asharn of Tharad (Eddessan)
 Huw Smith of Northrun (Eddessan)
 Kiril of Littleton (Erenn)

Top 5 bowyers

Halwyn Hightower of Revelstoke (Eddessan)
 Jander Slivan of Redwall (Eddessan)
 Elphin Garrott of Sevenoaks (Erenn)
 Owain Ithell of Iradel (Eddessan)
 Jori Thorfinn of Alismere (Vindel)

Top 5 horse dealers

Elrocain Tavorrin of Tharad (Ramanthian)
 Evhon Arrell of Tharad (Ramanthian)
 Vanora Warlow of Sevenoaks (Eddessan)
 Aed Arrell of Brerton (Erenn)
 Bran Bandry of Orenstone (Eddessan)

Appendix B

Roen Time Line

- 950 PE Peak of Celestine Society
- 890 PE Death of Vanya
- 825 PE Vanya returns through the Veil of Night
- 810 PE The first war with the Ennwrathi
- 635 PE End of the First Enwrathi War
- 540 PE Collapse of Celestine Society
- 490 PE Celestine withdraw beyond the lands of men
- 475 PE Celestine teach men the use of élan through the Foundation Stone
- 450 PE Age of Men begins
- 442 PE Invention of coinage by proto-Numerians
- 415 PE Muldegian Wizards use the Foundation Stone try to hold society together while protecting men from the Ennwrathi
- 400 PE Celestine based cultures dissolve.
- 55 PE Start of the Second Enwrathi War
- 28 PE Muldegian Battlemages command magic power-ful enough to bring death even to the Celestine
- o IC Founding of Vintria**
- 26 IC The Foundation Stone is broken in battle
- 30 IC End of the Second Enwrathi War
- 35 IC Roen reduced to tribalism outside of Vintria.
- 86 IC The Statue of the Immortals is built in Vintria after 42 years of work
- 109 IC Founding of the Celestine Faith
- 162 IC Vintria establishes the Northern Marchlands
- 195 IC Muldegian Heresy in Vintria, the Order is destroyed
- 280 IC Tribes from the decaying city of Numantia begin expansion
- 295 IC Battle of Illu Plains between Numantia and Vintria. Numantia victorious
- 330 IC Founding of Redbourne, Vintrian Civil War
- 350 IC Founding of the Theocracy of Massandre
- 352 IC Sojen slays Dayhock. Danmhorland formed
- 367 IC Tulkan established as a trading port
- 378 IC Disappearance of Sojen
- 395 IC Vintrian Empire is reformed
- 402 IC Khaylish declares independance
- 438 IC Irandur invaded by a Glacian tribe
- 450 IC Establishment of "liberal arts." Decline of Celestine Worship. Scale armor in use.
- 490 IC Two Celestine sects are established from the remains of the church
- 511 IC Trollkin invade/migrate in to the northern Glacian nations, displacing the barbarians
- 512 IC Primus Argos Gronican declares Irandur an independant nation
- 541 IC The Sleeping Fever ravages the continent until 560, the population is halved
- 560 IC Founding of the Great Fellowship
- 584 IC Emissaries of the Jann make contact with the Vintrian Empire
- 593 IC Founding of the Nyth Monastic Order
- 600 IC First book printed. Cotton clothing introduced
- 629 IC The Great Fellowship recognized in Vintria
- 630 IC Enchantress of Navorn surrenders to Vintria
- 632 IC Enchantress tried as a Muldegian. Innocent
- 640 IC First mention of the Re of Erenn.
- 672 IC Jann conquest of Southern Kith lands
- 690 IC Glass windows invented
- 700 IC Waterwheels are in use. Stirrup invented
- 715 IC Three-field soil rotations introduced
- 725 IC First newspaper produced in Vintria
- 742 IC Middea under the Hegemony of Vintria
- 743 IC Khaylish falls under the flag of Vintria
- 745 IC The Free Nation of Erenn founded
- 750 IC Vintria completes conquest of Roen
- 760 IC Founding of the Bryndal Dynasty in Numeria
- 770 IC Migration of Glacian Tribes into West
- 785 IC Building of the Black Keeps of Irandur
- 795 IC Synod gains prominence in Vintria
- 800 IC Chain mail widespread. Development of polearms. Music cultivated
- 810 IC Middea and the Western States convert to the Great Fellowship
- 822 IC First known use of Heraldry
- 837 IC Khaylish regains independence
- 842 IC Vintrian Civil War
- 850 IC Crossbow in use. Candle clocks
- 852 IC Enchantress of Narvorn granted title of Duchess
- 860 IC The Archon's Edit regulating magic issued
- 871 IC Vintrian Military withdraws from West
- 875 IC Expansive castle building programs in north
- 900 IC The Longbow in Middea. Linen manufactured
- 925 IC The Great Fellowship schism
- 930 IC Erenn subjugated by Middea
- 960 IC Innsmarch falls to trollkin
- 974 IC Leto Mooreland is born
- 1000 IC Earliest manufacture of paper. Soap refined
- 1003 IC The nation of Ruosaan formed
- 1005 IC Founding of the Lorn Dynasty in Numeria
- 1015 IC Patriarch Traegan condemns the growing Mendicant Heresy and the Theocracy of Touren
- 1028 IC Halbvorn formed
- 1037 IC Baron's War in Caladan
- 1039 IC Order of Divinity formed in Caladan.
- 1044 IC Yellow Eye Fever sweeps through the west
- 1046 IC End of Baron's War in Caladan
- 1049 IC Annex, a game of skill using small stones is widespread.
- 1050 IC Demonfever kills millions
- 1057 IC Beginning of the Prince's War in Middea
- 1058 IC Battle of Blackbridge in Middea
- 1061 IC Platemail developed in Khaylish.
- 1062 IC Lorain declares independance
- 1065 IC Middean King annuls marriage. Rafn, a bastard to be Heir
- 1066 IC School of Peers formed in Middea
- 1070 IC Block printing of books. First Trade Ventures Formed
- 1075 IC The current year

Appendix C

Middean Timeline

352 IC	Sojen Slays Dayhock
355 IC	Danmorland founded
378 IC	Sojen disappears
379 IC	Laigh takes crown
406 IC	Laigh Killed by Black Troll Tuul
407 IC	Reign of Ben Edar
424 IC	Ben Edar killed with Poison
424 IC	Nemed Regency
429 IC	Nemed murdered
431 IC	Riegn of Eolus
477 IC	Eolus passes
477 IC	Reign of Oison the Great
552 IC	Oison the Great passes
552 IC	Rathin the Diseased takes the Throne
554 IC	Rathin abdicates in favor of brother
554 IC	The reign of Skarn
562 IC	Skarn killed by Maibus
563 IC	Gann the weak takes the throne
571 IC	Gann slain by Rathin the Diseased
571 IC	Rathin the Diseased retakes the throne
599 IC	Raithin the Diseased passes at the age of 112
601 IC	The Fallen Thirteen make war on Middea
653 IC	Egan the Elder defeats the Thirteen and kills Jhoren
658 IC	Sorin the II takes the throne after decades of conflict
686 IC	Sorin the II passes
686 IC	Traegan the Wise reigns
715 IC	Traegan passes
715 IC	Sorin the III reigns
740 IC	Sorin the III passes
741 IC	Duran the Elder takes the throne and passes
742 IC	Etan surrenders to the Vintrians
744 IC	Succession of Erenn and Duke Severns line
806 IC	Etan Passes
806 IC	Riegn of Sorin V
843 IC	Sorin V passes
844 IC	Riegn of Andris the Pious
850 IC	Talin the Usurper and the Morglay line
862 IC	Andris retires to live in monastery
862 IC	Tamarak the Mor King
871 IC	Vintrian Forces withdraw from Western States
892 IC	Tamarak the Mor King killed by the Twelve
892 IC	Darig the Unready rules by Regency
897 IC	Darig rules by right
918 IC	Prince Balor killed by Mabius
924 IC	Reign of Balin
927 IC	Fingol Corann, one of the Twelve kills three of the kings brothers
928 IC	Succession of Caladan
945 IC	Reign of Nestor the Builder
968 IC	Reign of Garlon the Builder
992 IC	Garlon murdered by his son
993 IC	Rule of Liaden the Cruel
1010 IC	Liaden passes

1010 IC	Liaden the II rules for less than a month before falling from a window
1011 IC	Morigan the Mad beings his rule
1018 IC	Morigan falls in battle to the Maibus
1019 IC	Bren begins reign
1025 IC	Bren poisoned
1027 IC	Reign of Talen
1031 IC	Battle of Breakers Hold
1032 IC	Brand's marriage annulled
1037 IC	Brand begins Reign
1053 IC	Brand passes
1053 IC	Reign of Sorin VI
1057 IC	Beginning of the Long War with Numeria
1058 IC	Battle of Black Bridge
1062 IC	Lorain succeds from Middea
1065 IC	Annulment of Sorin's marriage, marries Queen Risha. Rafn becomes heir.
1066 IC	School of Peers formed
1070 IC	Duke Wingate refuses summons
1071 IC	Maelwys the Elder Druid murdered
1075 IC	Prince Rafn assumes some functions of the king
1075 IC	Current Year

Appendix D

Armorial Symbols

Nations	Device
Baaltrea	Phoenix
Caladan	Stag
Dhonur	Ram
Dracia	Fox
Drenos	Enfield
Edanris	Hound
Erenn	Sparrow
Halbvorn	Wolf
Imbria	Fox
Kaladia	Heron
Khaylish	Bull
Massand	Owl
Middea	Eagle
Navorn	Raven
Numeria	Lion
Ramanthia	Horse
Ruosaan	Boar
Semerest	Hawk
Tamor	Leopard
Touren	Bear
Tsada	Scorpion
Vianden	Gryphon
Vintria	Dragon

Refurbished, Reference, and Reinforcements

Everybody is inspired by something. This is the tip of the iceberg for my proverbial “great big list of help.” It is not quite a bibliography nor is it a simple list of genre reading, but something of a hybrid.

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Artists Featured in this product

Chris Dien: <http://www.chrisdien.com/>
Eric Lofgren: <http://www.ericlofgren.net/>
Lee Smith: <http://www.shawawa.com/>
Tyler Walpole: <http://www.tylerwalpole.com/>
Kieran Yanner: <http://www.kieranyanner.com/>
Grey Thornberry: <http://www.greystudio.com/>
Jeff Ward: <http://stungeonstudios.com/>

Cartographers

Keith Curtis:
<http://home.comcast.net/~KeithCurtisDesign/index.html>
Paul J. Pishnak:
www.truenorthcartography.com



Echoes of Glory Map Pack

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Dhonur

Khaylish

Erenn

Middea

Touren

Edanris

Vintria

Massand

Caladan

Lorain

Bristol
Bay

Numeria

Vianden

Navorn

Imbria

Imbrian
Bay

Dracia

Solon

Rhône
Desert

Baaltrea

Tamor

Semerest

Kaladia

Tsada

Bay of
Embor

Gulf of
Aethan

Summer Sea

Radiant
Kingdoms





East Middea

Ducal Seat	●	National Border	---
City or Town	○	County or Ducal Border	---
Fortress	■	Old Imperial Highway	---
Abbey, Ruins	⦿	Secondary Road	---

