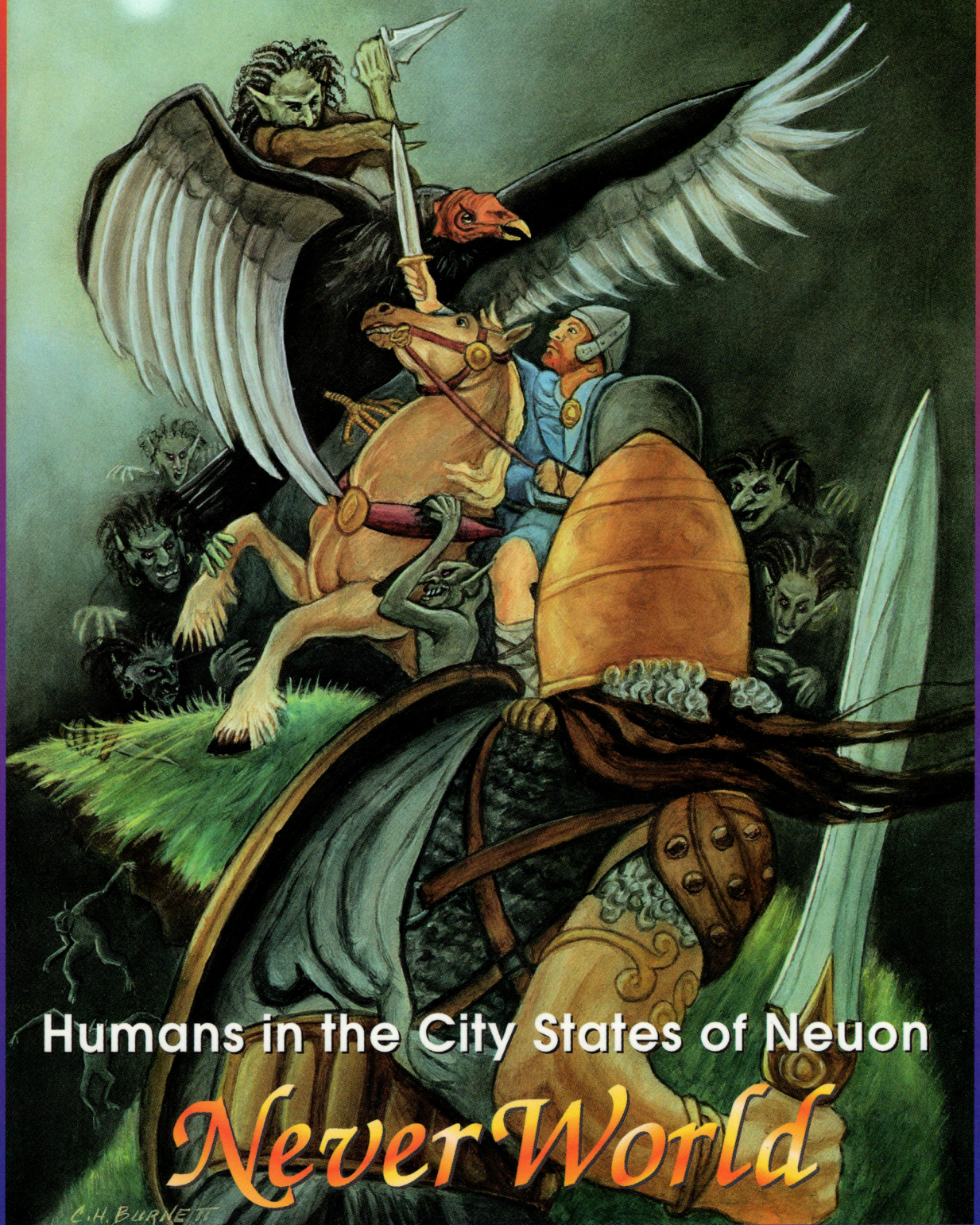


Culturebook: *Neuonians*TM



Humans in the City States of Neuon

Never World

CULTUREBOOK ✠ NEUONIAN ✠



Enter a land achingly familiar, yet worlds apart from our own. Seven city-states, supposedly shared by Hourani and human, and ruled by Dukes, yet no one knows who is really in control. Mysterious wizard sodalities constantly vie to achieve their own unspoken purposes, while warrior leagues bring both calm and chaos to Neuon through brute force. And who really understands the insidious manner in which the Cult of Derimidos erodes the Church of Morning Light's grip upon the populace's hearts and minds? You could, if you dare: The gate to the City-States of Neuon lies open before you...

ForEverWorld Books'
NeverWorld™

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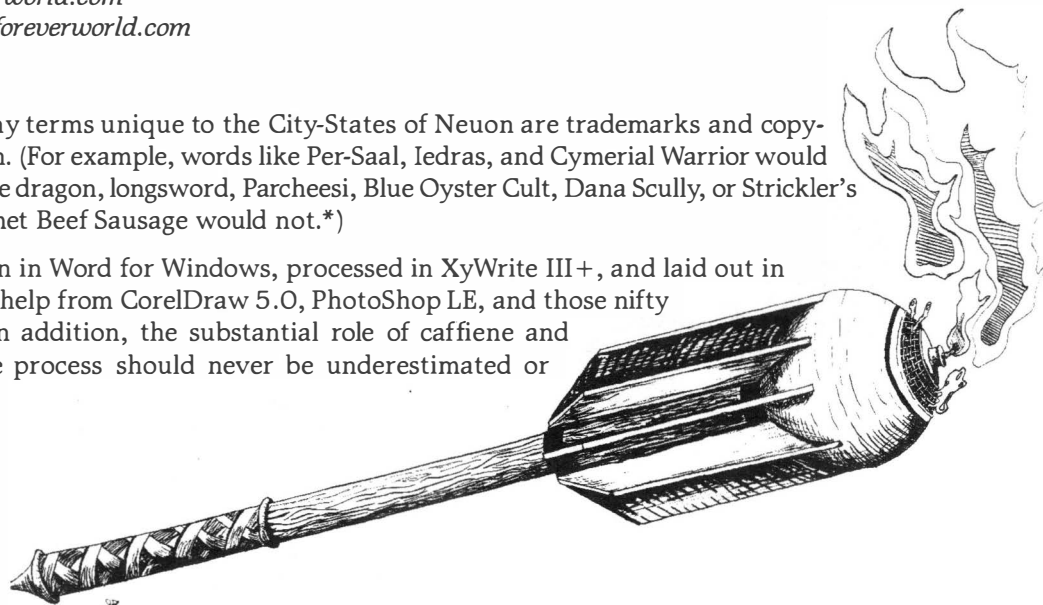
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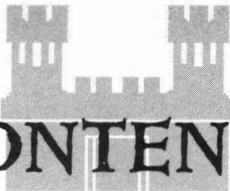
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CHAPTER ONE NEUONIAN CULTURE

"...Eventually I wandered through Calcasse, LeGonne, and the other sprawling City-States of Neuon. At last, after so many centuries, Neuonians are finally scratching the surface of scientific theory, and perhaps will soon find natural ways to wrestle the world to their bidding. They excel in physical and verbal combat, whether on the battlefield or in the courtroom, and their fortresses throughout the realm of city-states are enduring and well-defended. Although they are not as physically intimidating as some other races, Neuonians remain extremely persistent and almost never back down from a fight. It was to my chagrin that I discovered that I would have better luck fighting off thunderstorms or ripping mountains from their moors than dissuading a Neuonian from his chosen course of action. Yes, they might seem uncultured and unre-fined, and they have a dreadful lack of emotional control, but Neuonians are still capable of acts of great passion—for good or for ill.

Neuonians possess strong religious faith, and their Church of Morning Light (serving Iedras and her pantheon) plays almost as important a role as their political structure. Day in and day out, priests and priestesses of Morning Light clamor openly of their distrust of the Hourani culture, the evils of wielding magic, and the importance of maintaining innocence at any price. (What seems odd is that many of Morning Light leaders have had to lose their OWN innocence in order to protect their flocks from the world's apparent evils.)

Despite some failings, the Morning Light has great potential for good. More detrimental is the presence of a secret cult that routinely devours the hearts and minds of Neuon's most influential and resourceful citizens. And those who uncover the existence of the Derimidos cult are quickly approached and either swayed to its cause or silenced permanently. (And yes, if you must know, they did try their little games on me—once. But I prefer to reserve the outcome of THAT encounter for my welcome-home party, where everyone no doubt will expect to hear some amusing anecdote of my travels.)

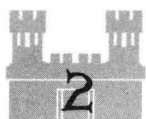
In any case, although both Neuonians and Hourani have been able to live in some sort of harmony for the last few centuries, the resentment that many Neuonians feel for the beast people is apparent by their words and expressions. The wizard sodalities of Access and Shape do not foresee peace in the future, when Neuonians commonly try to downplay Hourani contribution and nervous Hourani respond by tightening their political grip where they can. It would bode us well to keep our eye on this territory, in order to preserve the peace and redeem those who are worthy."

—Meridian Dustrale, Cyclops Protector of the Western Lands

COMMON NAMES

First: Barbara, Brian, Charlotte, Christine, Christopher, Daphne, David, Diana, Donald, Earl, Edward, Eleanor, Elizabeth, Erin, Eugene, Geoffry, Gwenevere, James, Jeremy, Joanne, Jonathan, Judith, Lily, Lloyd, Lucas, Lyssa, Marianne, Mary, Max, Michael, Michelle, Narissa, Nicolas, Rachel, Richard, Theresa, Thomas, Timothy, William

Last: Acwellan, Adilegan, Beonnan, Beboden, Behelian, Beorgan, Campian, Cennan, Cristen, Deogal, Draca, Duran, Dyrstig, Eadig, Etan, Efestan, Eoten, Feallan, Fengan, Folgian, Forhergian, Gaers, Gearcian, Gedafenlic, Gegaderung, Hafoc, Halgian, Hierde, Hwit, Ingan, Iersian, Isernbyrne, Janes, Johannan, Jordanan, Kyning, Keitig, Kelly, Licgan, Langsum, Laughlin, Lar,



2 NEUONIAN CULTURE

Stage	Starting EPs	Age	Advantages from growth	Size level	Movement rate	Average height	Average weight	Health base	Willpower base
Youngster	151	1-8	+1 Pers	2-3	1-2	4'	80	10	150
Young adult	253	9-15	+1 Pers +1 Aware	4	3-5	5'	100	15	130
Adulthood	506	16-40	+1 Pers +1 Aware +1 Char	4	5	5'6"	150	25	120
Midlife	658	41-65	(None)	4	5	5'6"	170	35	120
Elderly	810	66-90	-1 Aware	4	3	5'4"	160	15	120
Old	961	91-99	-1 Aware	4	2	5'2"	140	10	100
Legendary	1012	100+	(None)	4	1	5'	130	5	50

Table 1-1. Neuonian Age Delineations

Leaf, Maersian, Manian, Meregrota, Morgen, Middengaerd, Naban, Napier, Niman, Notu, Numen, Oberbrunner, Oferflowen, Raedbora, Rihtwis, Rodoric, Searophanc, Tasker, Torrian

CHARACTER AGE AND GENERATION

Although Neuonian characters can begin as any age, the majority will probably start in early adulthood (ages 18-22), to allow for the most adventuring before the onset of old age. Table 1-1 shows beginning points based on age, plus advantage modifiers and other applicable statistics.

Table 1-2 presents the Neuonian-specific trade table (as opposed to the generic one in the Tome). Note that the bulk of characters will fit into the extremely common class (genus level 2 or lower), as opposed to Hourani.

DESCRIPTION

All statistics are for adult Neuonians with standard advantages.

Homeland: City-States of Neuron

Race: Human

Culture: Neuonian

Subcultures: The Neuonian subcultures consist of the seven city-states: Calcassee, Cortez, Harndin, Jondric, LeGlasse, LeGonne, and Per-saal. If your character spent his childhood travelling from one subculture to another, choose the city-state with

which your character has the most emotional ties.

Natural language: Low Speech, Neuonian dialect

Movement rate: 5

Size level: 4

Lifting capacity: 80

Encumbrance: 30

Build: Generally fit. However, the poor tend to be thin, and the rich pudgy.

Height: 5'10" (males), 5'4" (females)

Weight: 180 lbs (males), 120 lbs (females)

Health factor: 4

HP base: 25

WP base: 120

Power tolerance: 30

Damage bonus: 0

Pathways: Any level of Giver or Taker—usually referred to as “good” or “evil”.

Eye color: Blue, brown, green, hazel

Hair color: Red, black, brown, blonde

Skin color: Fair to tan

Handedness: Choose, or roll (see Tome, p.17)

Attitudes: Currently flourishing, Neuron is located in very rich and calm lands. Still, although people are not suffering from war, many daily live just above the basic survival level. Foreigners will find the poor class to be hospitable, the working class to be serious and cautious, and the rich to be whatever they please, with a hint of arrogance. Neuonians living closer to the Ogre's Pot are not as open and inviting as the general populace.

First impression: Neuonians are serious, hard-working, and have much on their minds due to various social and economic pressures. They tend to suffer from primitive fears (such as fear of the dark) and

Roll	Family trade examples	Base genus level	Adv. bonus OR skill pts
01-34	Illegitimate, serf, slave, indentured servant	0	4 advantages
35-50	Field worker, street cleaner, other simple careers	1	3 advantages
51-80	City guard, artillery agent, craftsman, artist, calvary, muscian, thief, trapper, actor	2	2 advantages OR 50 skill points
81-85	Farm manager, archive investigator, merchant, troupe leader	3	75 skill points
86-90	Ranger, master thief	4	100 skill points
91-93	Knight, sheriff	5	200 skill points
94-95	Professional craftsman	6	250 skill points
96	Paladin, priest(ess), ship captain	7	300 skill points
97	Captain of the Guard, sage, wizard	8	350 skill points
98	Grand Wizard	9	400 skill points
99	Councillor	10	500 skill points
00	Duke	10	600 skill points

Table 1-2. Family Trades and Genus Level.

have trouble controlling their emotions. They often look for ways to escape the doldrums of existence, such as drinking too much, devoting themselves to a religious faction, raising large families, or aspiring to political power. They tend to become extreme in their devotions and make a great deal of trouble when they don't get their way.

Males: Males are tanned and of average build, with light facial hair. Most wear their hair long or braided. The poor class wears tunics, commoners wear stout shirts, tough pants, and hard leather boots, and the rich wear fine cotton (dyed red, blue, green, or brown), with furs, feathers, and jewelry. The dominant gender in Neuonian society, males are aggressive and enjoy competing in tests of strength and agility rather than dexterity or mental skills. They often appear to dominate females due to their stronger physiques and brash natures.

Females: Neuonian females appear to have lighter skin than males. Their builds are usually thin (at least before motherhood) and they pull back and loosely tie their lengthy hair. Poor women wear tunics like the males, but the female commoner wears much more fetching clothing than the male, usually made of light cottons and including pants or dresses. Rich females are almost always dolled up in the most expensive fashions when in public, at either their own or their husband's bequest.

Women are taught to anticipate marriage and child-rearing from an early age, and only the wealthiest have the option of other people raising their children, if they so desire. (In farming communities, children serve the purpose of increasing productivity, but no practical benefit exists in the cities.) Because men flaunt their social power, adult women tend to be secret, subtle, and distrustful of

the intent or competence of adult males. Due to their practiced canniness, females often manage to gain subtle control of their families and even council politics.

Birthday significance: Neuonians celebrate birthdays by inviting nearby friends and relatives over, then recounting childhood stories and important events (sometimes the most ridiculous ones). Feasting and heavy drinking is often included in the festivities, although never around a Morning Light leader. Mothers will always present a gift to their children on their birthdays—usually an item of great emotional significance—and birthdays unattended by the mother often hold a somber note.

Racial advantages: +2 Aware, +3 Pers, +1 Char

Maximum Advantage Limits:

Stre: 5	Comp: 8	Appear: 5
Agil: 5	Aware: 10	Char: 6
Dext: 5	Logic: 9	Etiqu: 6
Stam: 4	Pers: 10	Style: 7
Refl: 6	Conf: 10	Avoid: 4

WEAPON DESCRIPTIONS

See Tables 1-3 and 1-4 on the next few pages for Neuon weapon and armor statistics.

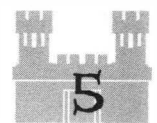
Axe, Steel (melee): These one-handed axes have single- or double-bladed heads and are mounted on a wooden shaft. All axes are excellent for smashing armor and padding: Metal armor only absorbs half, and padding underneath does not soak damage. Average length: 2 to 2.5 feet.

Axe, Stone (melee): These axes (single- or double-handed, depending on quality) have a large single-

Weapon	WC	Weight (lbs)	Damage								Missile range		
			A	B	C	D	E	F	G	H	S	M	L
LETHAL WEAPONS													
Axe, Steel (M)	11	8	4	7	10	16	22	29	37	45			
Axe, Stone (M)	8	7	1	2	4	6	10	16	24	35			
Axe, Throwing (T)	4	5	1	2	3	6	10	14	20	26	1	7	10
Broadsword (M)	12	7.5	4	7	10	15	20	25	31	38			
Battle Dart (T)	2	.5	0	0	1	2	3	4	8	16	10	20	30
Berdiche (2M)	17	11	4	7	10	16	26	38	50	62			
Crossbow (F)	10	15	3	6	9	12	15	18	24	30	40	60	100
Dagger, Kidney (M)	4	.5	2	3	4	5	6	7	12	18			
Dagger, Throwing (T)	3	.4	0	0	1	2	4	5	10	18	10	18	25
Flail (M)	12	15	5	5	5	12	18	24	30	40			
Glaive (2M)	14	9	3	5	8	14	22	30	40	50			
Greatsword (2M)	16	25	5	10	15	20	17	34	42	50			
Halberd (2M)	15	7	3	5	8	16	24	32	44	60			
Knuckle Duster (HTH)	--	1	1	2	4	7	10	14	18	25			
Lance (C)	16	10	5	10	12	14	16	30	45	70			
Lance-Ague (C/T)	12	6	5	8	10	12	14	18	30	45	2	5	10
Longbow (F)	12	9	4	8	12	16	20	24	30	38	30	80	200
Longsword (M)	10	6	3	6	9	12	15	18	22	30			
Mace, Metal (M)	8	5	3	3	5	7	16	19	22	30			
Mace, Sprinkler (M)	9	5	2	2	4	6	12	15	20	27			
Mace, Stone (M)	8	6	1	2	3	6	9	12	18	24			
Morning Star (M)	9	12	3	6	7	8	14	20	26	35			
Pike (2M)	19	14	2	4	8	14	20	28	40	50			
Shortbow (F)	10	6	2	4	6	8	10	12	18	26	15	40	100
Shortsword (M)6	3	1	2	4	6	8	13	16	24				
Spear, Long (M)	10	6	2	4	7	11	15	20	30	40			
Spear, Throwing (T)	6	4	0	1	3	6	10	14	20	26	5	10	15
Staff, Full (M)	5	3	1	3	5	8	11	14	18	28			
Staff, Quarter (M)	4	1.5	1	3	5	10	12	14	16	20			
Stiletto (M)	4	.5	1	2	3	4	5	7	12	20			
Sword, Bastard (M)	12	7.5	4	7	10	15	20	25	31	38			
Trident (T/M)	8	6	2	2	4	10	16	22	30	40	3	6	10
NON-LETHAL WEAPONS													
Brawling (HTH)	11	--	3	6	9	18	30	45	60	75			
Fisticuffs (HTH)	8	--	5	10	10	10	16	24	36	50			
Whip (M)	10	2	0	0	1	1	2	2	3	4			
Sapstick (M)	6	4	3	3	6	10	20	30	40	50			
C = Charging weapon, counted as a Fired missile attack when calculating OCF/DCF and Init cost. F = Fired missile weapon, which cannot be effectively used under 5 yards, requires two hands, and cannot be used with shield. M = Melee weapon, which cannot be used when opponent is farther away than 1.5 times your height. S = Seige weapon, where damage is according to strcture and cannot be blocked or parried by personnel. T = Thrown weapon, which can often be used as melee weapons as well. 2M = Two-handed Melee weapon, which cannot be used in two-weapon combat ,with a shield or in paired weapon combat. * See weapon description for special abilities for that weapon.													

Table 1-3. Neuonian Weapons.

WEAPON DESCRIPTIONS



bladed stone head, mounted in wood and strapped with leather. Stone axes are used by peasants or other poor men. Average length: 2-3 feet

Axe, Throwing (thrown): These axes have a single-bladed metal head set in wooden shaft and are thrown over- or underhand. Mercenaries with no bow weapon skills usually carry two or three. Average length: 1.5 - 2 feet

Battle Dart (thrown): These darts have a thin squared 8" iron spike projecting from a fletched wooden shaft. With a fast rate of throwing, they are best used from walls during siege or at a short range from the target. Up to five can be comfortably carried. Average length: 1.5 feet.

Berdiche (two-handed melee): This polearm has a two-foot broad blade mounted over its top and down one side of a wooden or iron shaft, adding 2.5 feet to normal melee distance. It is usually carried by strong-armed foot soldiers on the front line and does damages as an axe (see Axe, Metal above). Average length: 6.5 feet.

Crossbow (fired): Crossbow bolts are 12 inches long and usually pointed rather than bladed. Some archers prefer solid iron bolts over the wooden iron-tipped variety. The crossbow must be cranked with a cranequin or drawn using foot catch and belt hook before the bolt can be loaded, which takes 90% of the firing time and makes the crossbow a "fire-and-forget" weapon. Still, firing the crossbow is not hard, making marksmen out of peasants, soldiers, or nobles alike. Only the cost makes this weapon a nobleman's item, and it is rarely found in the field of war. Deadly at short range, crossbows can pierce plate, although it is better against plate & mail. Twelve bolts are normally carried. Average length: 3 feet

Dagger, Kidney (melee): This blade is used as a backstabbing or commoner's weapon, or as a parrying dagger. Not reaching as deeply as a stiletto, the kidney dagger leaves a wider cut and can be used for slashing. Average length: 1-1.5 feet

Dagger, Throwing (thrown): These daggers—light-weight, metallic, pointed/bladed, and hiltless—are

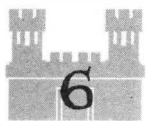
Armor type	Prowl penalties	Value (FPs)	Absorption	Maximum absorption	Weight (lbs)
Padding	--	100	5*	--	3
Soft leather	--	200	2	16	4
Hard leather	--	400	4	32	8
Studded leather	--	800	5	40	12
Chain & leather	-5	4400	8	64	30
Plated leather	-10	20,500	10	80	55
Full chainmail	-20	14,000	14**	84	70
Double mail	-20	15,000	15**	90	90
Plate & mail	-40	45,000	18**	108	120
Full plated	-60	100,000	25**	250	150
Field plated	-60	140,000	35**	350	180
Heater shield (wooden)	-5	1000	10***	60	10
Heater shield (metal)	-10	10,000	20	200	30
Kite shield (wooden)	-5	1500	15***	90	18
Kite shield (metal)	-10	12,500	25	250	40
Tower shield (metal)	-15	15,000	30	300	50

* Padding is worn under armors from full chainmail through field plate, to help absorb blows from bludgeoning weapons like maces, staves, and fists/feet. Although it won't absorb damage from anything but bludgeoning weapons, and can be easily torn by sharp weapons, padding has no maximum absorption.

** These armors can absorb only half-damage from bludgeoning weapons, plus 5 if padding is worn underneath.

*** Wooden shields can sustain twice the listed damage from wooden weapons, and do not lose points from maximum absorption when doing so.

Table 1-4. Neunionian Armor.

**Lore: The Battle of Harndin**

Among other things, the Dragon Englorios was responsible for preserving the city of Harndin from internal strife during the Age of Myth. Hourani bloodlust had wreaked havoc among the city's population, and a scouting mission pinpointed Cortez as the headquarters of the "evil" Hourani race. Passions flew, and things went as far as the UEV blockading the river, cutting off all trade to Cortez and forcing them to mobilize their troops. When many Harndin humans suddenly succumbed to a mysterious poison, civil war was almost ensured.

However, before battle raged in the Harndin streets and on the Great River itself, Englorios willingly violated his kind's vow to avoid human affairs and pronounced the truth to the city's leaders on the banks of the Great River. The Hourani were not responsible, he explained in his deep and resonant voice. No, an evil Amaranthian by the name of Rithi-Vik, in the form of a Trol, was searching for the last bit of spell he needed to summon demon hordes upon the face of the earth, and he himself had instigated all the strife as part of his subterfuge.

In such manner did Englorios—who was once known as the human named Orion—manage to repair a catastrophic situation at its crux, and so we can see that, at least in some instances, Dragons have been known to take steps towards the preservation of humanity.

"The Ways of Dragons," by former Grand Wizard Tarkitos

generally only good against non-armored opponents or called shots to exposed areas. They are best used as distractions while your partner closes the distance to the target. Most wielders carry three of these daggers (to be used as backup), but as many as 18 or more could be worn with the right gear. Average length: 6-8 inches

Flail (melee): These weapons have two or three solid metal heads, mounted with chains to a wooden or metal shaft. Heads are spherical and often spiked. Flails are the classic smashing weapon of footsoldiers and barbarians. They work well against plated armor but are not considered acceptable in an honorable fight. Average length: 3-3.5 feet

Glaive (two-handed melee): This polearm, normally used by footsoldiers or gate guards, has a 1.5-foot broad blade attached to the end of a wooden shaft, adding 3.5 feet to normal melee distance. Average length: 7.5 feet

Greatsword (two-handed melee): Zweihanders, flamberges, and claymores all fall in this category of double-bladed swords with extra-long hilts and a double-handed shaft. They are generally used by knights, against other knights wielding greatswords. Slow and cumbersome, they must be carried on a horse or by a squire, and cannot be used in conjunction with shields. Average length: 4-6 feet

Halberd (two-handed melee): This polearm consists of an axe head with an opposing point and an extended bladed tip, mounted to a wooden shaft. Used by court or royal guards, or to defend walls from siegers, it is used for chopping or thrusting and adds 3 feet to normal melee distance. Average length: 7 feet

Knuckle Duster (H2H): These are gloves, lined with 1"-spiked plates over the knuckles and giving a Neuonian a fair chance in H2H against a wolfed-out Hourani. All damage from fisticuff punches is now lethal, although brawling still does non-lethal damage from throws, elbows, etc., if desired. Knuckle dusters are favored by human mercenaries and city guard.

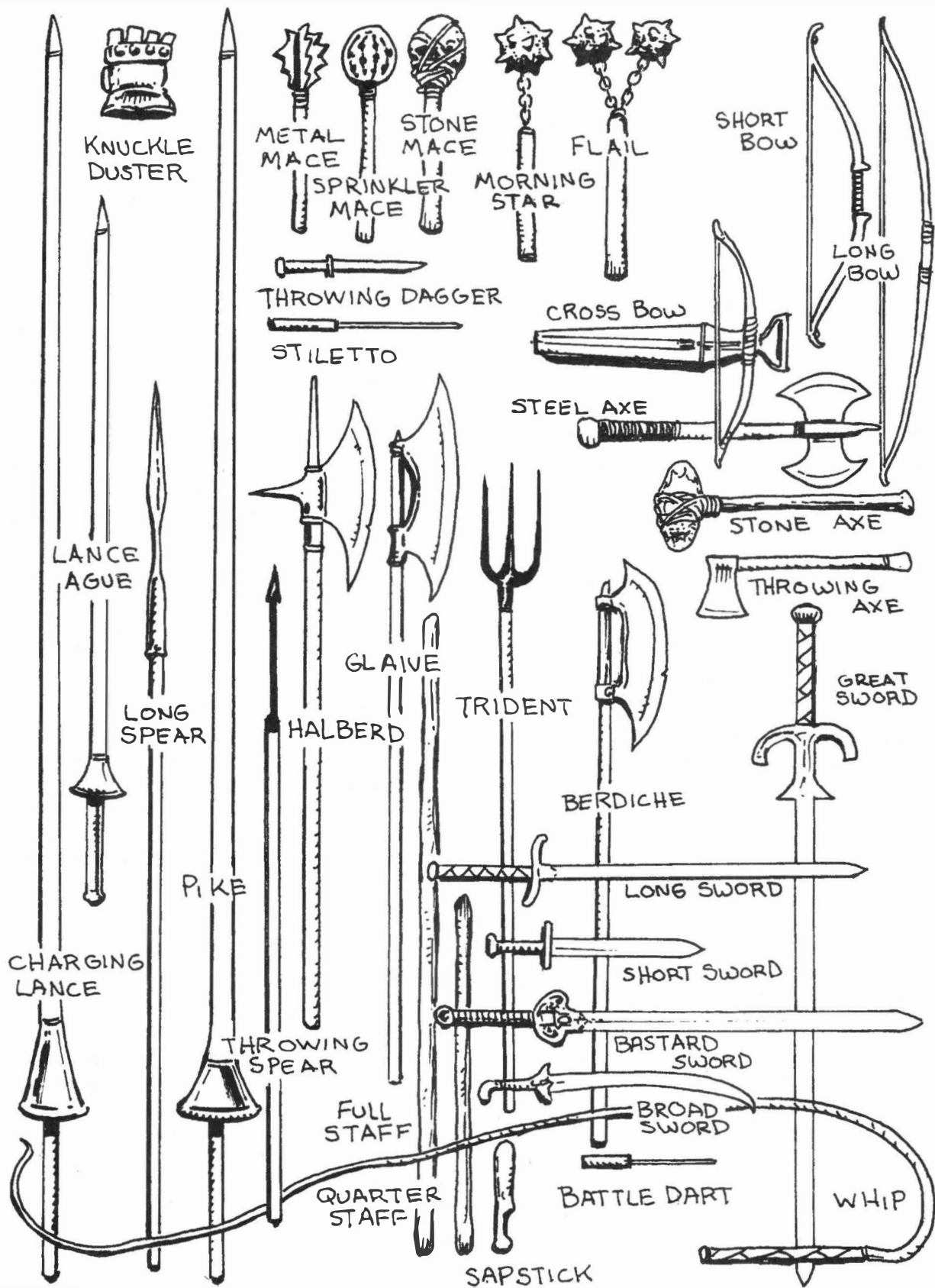
Lance (Charging): Charging weapons, these lances are used from horseback only, by knights and paladins. (See Tome, p.51.) Using charging lances against ground troops is considered dishonorable but still occurs regularly. Average length: 13-16 feet

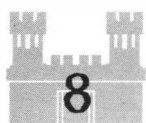
Lance-Agave (Charging/Thrown): These lances, with reinforced spade tips, are used when charging ground opponents or against lanceless horsed opponents. They can also be thrown or used as a two-handed spear in melee combat. Average length: 6.5 feet

Longbow (fired): Longbow arrows are three feet long, with tips ranging from blunt, spiked, or bladed to barbed, spaded, or crowned. Only elitists and professionals wield the longbow, because of its additional draw time. Still, longbows are deadly at short range or in an ambush, and can puncture full plate armor. Most longbowmen craft their own arrows and can carry 12-24 per quiver. Average length: 5-6 feet

Longsword (Melee): These single- or double-edged blades vary greatly, depending on design. They are the exemplary weapons of soldiers, cavalry, and noblemen, and are often used with either shortsword or dagger in two-weapon combat or with a shield while on the battlefield. Average length: 3 feet

Mace, Metal (melee): These concussion weapons, normally used to smash bones or plate armor, have cy-





lindrical/spherical metal heads (sometimes flanged) that are mounted to wooden or metal shafts. They are preferred over swords when facing people in full or field plate. Average length: 2.5-3 feet

Mace, Sprinkler (melee): Similar to metal maces, these maces have a liquid-holding reservoir inside the head and are filled with holy water when fighting undead or cult members. The heads can also be filled with flaming oil, able to cast a number of fiery attacks up to a distance of 10 feet beyond normal melee range.

Mace, Stone (melee): As simple as maces come and used generally by peasants, these weapons consist of rocks tied to a shaft. Although they can be constructed from outdoor resources in 15-20 minutes by anyone with Weaponsmithing (blunt), these maces have a 25% chance to shatter whenever striking metal (armor, shields, doors, etc.). Average length: 2.5-3 feet

Morning Star (melee): These weapons consist of single metal spiked balls attached by a chain to shafts. (See Flail.) Average length: 3-3.5 feet

Pike (two-handed melee): These weapons are reinforced spearheads set on the end of hardwood shafts and used to defend archers or against charging lancers. Pikes add 14 feet onto normal melee attack range (24 feet total), but are useless if the opponent gets within 14 feet. Average length: 18 feet

Shortbow (fired): Shortbow arrows are 2-2.5 feet long, with tips similar to longbow arrows. The common fired weapon of soldiers, mercenaries, and the working class, shortbows are excellent against chainmail or leather armor. Shortbow arrows can be found in any fletcher shop, and 12-36 arrows can be carried in a normal quiver. Average length: 3-4 feet

Shortsword (melee): These single- or double-edged blades are most popularly used in paired-weapon combat. They are favorites of assassins and other dark warriors, and are often the first weapon learned by squires, soldiers, and guards. Average length: 1.5-2.5 feet

Spear, Long (melee): Long spears have spaded, pointed, or barbed heads set on wooded or metal shafts. They can be used one-handed with a shield or two-handed during a charge, or can be used in two-weapon combat (where every other attack—done with the spear's shaft or butt—will do damage as a full staff). However, they cannot be thrown unless hurled from a tower or wall. Long spears add 6 feet to your melee attack range. Average length: 10 feet

Spear, Throwing (thrown): These spears are usually thrown, although they can be used in single-weapon melee. Generally two or three are carried in a quiver on the fighter's back or horse. Average length: 4-6 feet

Staff, Full (melee): These hard wooden shafts are used as two-weapon combat and do concussion damage (and all damage can be absorbed via shield block). Full staves are easy weapons to acquire and are commonly used by peasants. Average length: equal to user's height.

Staff, Quarter (melee): Identical to the full staff in function and material, the quarter staff is as long as the user's armlength.

Stiletto (melee): Essentially a squared metal nail/dagger, the stiletto has no slashing or cutting edge and is used to pass between chain links or cracks in armor. It is also used by assassins, since it is fashioned long enough to pass through eyes (to the brain), arteries, or the breastbone (to the heart). It makes an awful parrying weapon. Average length: 1-1.5 feet

Sword, Bastard (melee): These single- or double-edged blades are used as single-hand weapons, allowing enough hilt room to add three fingers from the other hand for extra power. Mercenaries prefer bastard swords. Average length: 3.5 feet

Sword, Broad (melee): These blades are single-edged, straight, and wide-bladed—in essence, a hacking weapon used in mass combat against light armors and able to quickly dispatch opponents. Average length: 2.8 feet

Trident (thrown/melee): Tridents have forked and barbed spearheads, attached to wooden or metal shafts. They are amazingly capable of catching and breaking swords, disarming opponents, and parrying blows, but can also be thrown. Once used by gladiators, tridents are also popular among sailors due to their obvious fish-spearing capability. Average length: 6 feet

NATIVE SKILLS

All Neuonians begin with the following skills:

- ✖ +15 to Combat: HTH: Brawling
- ✖ +75 to Cultural: Neuonian: Low Speech
- ✖ +20 to Cultural: Neuonian: High Speech
- ✖ +20 in two other Neuonian cultural skills
- ✖ +20 to Domestic: Farm: Identify Veggies AND Planting & Cultivating
- ✖ +50 to Home: Repair
- ✖ +30 to Entertainment: Athletics: Cultural Games AND Wrestling
- ✖ +10 to Entertainment: Drama: Captivating & Emoting
- ✖ +10 to Entertainment: Music: Singing
- ✖ +50 to Leadership: Civilian: Grapevine

- ✖ +30 to Myth & Lore: Heroes & Heroines: Humans
- ✖ +10 to Professional Trades: Arts: Painting OR Poetry OR Prose & Calligraphy
- ✖ +40 to Religion: Church: Theology of Church of Morning Light
- ✖ +10 to all Demonology skills
- ✖ +80 to Travel: Terrain Knowledge: City AND Field

UNKNOWN SKILLS

As far as *initial* skill choice goes, humans are limited only by the region of their culture and the following guidelines:

- ✖ Can choose only the Wizardry school, from Magic.
- ✖ Can choose only the City-States of Neuron, Northern Wilds, Olde Mulgra, and Southern Barrens, from Myth & Lore: Fabled Lands.
- ✖ Can choose only Human and Hourani, from Myth & Lore: Heroes & Heroines.
- ✖ Cannot learn spoken languages other than Low Speech, High Speech, and Hourani.
- ✖ Cannot become literate in languages other than Olde Human, Hourani, and Grobber Gestures.
- ✖ Cannot learn Terrain Knowledge & Tactics: Arctic, Desert, or Swamp.

CULTURAL SKILLS

Genetic traits cannot be learned by another culture (except Chamelihn or Parasyphant).

Corner (10): (GENETIC) The character can manipulate the target into telling the truth, or can discern falsehoods by examining the target's actions. Treat as a Willpower roll; the target adds [10 x Avoid], while the character adds [(5 x (Pers + Conf))]. The character can ask one question per success, starting at D.

Desire (8): (GENETIC) The character can supplement any skill used to support his primary goal. If attempting such a skill, with a difficulty greater than normal (3-5 times normal complexity), the Neuronian can add his Desire score to the roll. Although commonly used on physical skill checks, the bonus can be added to any important roll involving the primary goal.

Endure (12): (GENETIC) Used when the physical body fails but the mind perseveres, the Endure score can be added to current WPs. The bonus can be applied in simple situations, such as riding, eating, walking, talking, etc.—anything to prevent passing out. The bonus cannot be applied to actions that take heavy exertion, and any difficulties due to wounds still apply.



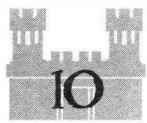
Grobber Gestures (4): This group of hand gestures is the “literacy” of the Grobber and offers an effective means of silent communication. The skill is common among the lower class, especially among thieves.

High Speech (10): The elicit pronunciation of High Speech comes from the lost Southern Human Empire, derived from the lands of Olde Mulgra. High Speech is easy to understand but increasingly difficult to use properly among the higher castes of humans. High Speech is the preferred method of communication with Hourani (besides using their native tongue).

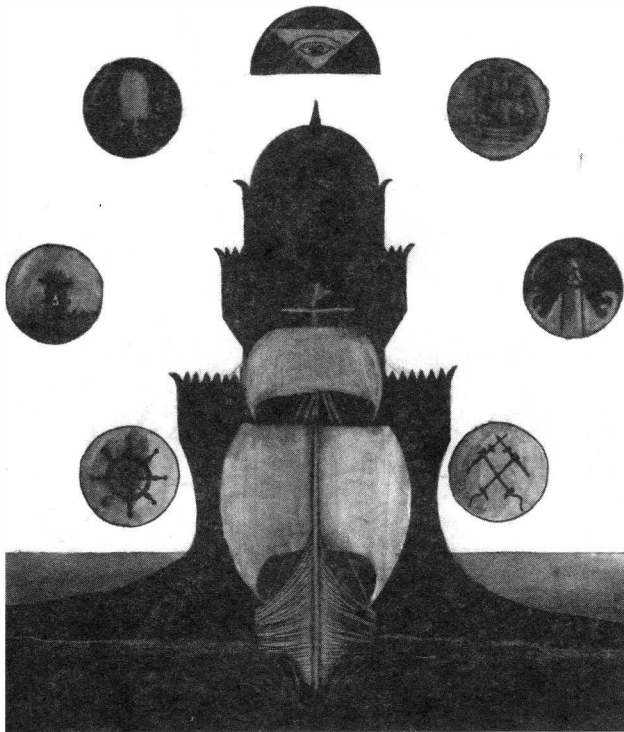
Hourani Language (10): Resembling the real world's Latin, this language is a well-kept secret and difficult to find a teacher for (much like the other Hourani traditions).

Hourani Literacy (12): Originally written in the Neuronian alphabet, Hourani written language has adopted its own set of 128 characters that are only faintly similar to Neuron's. Teachers for this skill are hard to locate.

HTH Combat (10): Neuronian HTH combat consists of two very different styles: Brawling (WC11) or Fisticuffs (WC8). The first is an all-out brawl, involving heavy roundhouse swings to the head and low kicks to the shins and groin. The second (fisticuffs) is developed from the sword style of combat, and involves a parrying arm and an attack arm, although either



NEUONIAN CULTURE



can be used for both purposes when necessary. Unless the attacker wears knuckle dusters, damage from fisticuff attacks is always subtracted from WPs.

Low Speech (6): The language of the commoner and the poor, Low Speech is a hybrid of High Speech and the forgotten grobber languages, mixed with a smattering of Shattered Dwarven and laced with Elven. Low Speech was the common language of everyone in the Age of Myth and will become the common tongue when races finally intermingle.

Mind Guard (20): (GENETIC) The Neunionian has a [Skill/5] chance of deflecting any attempt to read thoughts or pry into her mind for information or emotions via telepathy, empathy, scrying, etc. Duration is until the lurker “leaves” her mind (one roll per attempted violation). Mind Guard also adds [Skill/5] to any existing defensive ability against mental-controlling attacks.

Olde Human Literacy (12): This written version of High Speech (which is a pre-requisite to having this skill) appears in script style, and only upper class and some middle class people can read it. (Note that Low Speech does not have a written form.)

Sympathy (15): (GENETIC) The Neunionian can convince another that she understands him, or that she can be trusted without explanation (although she can still use this skill to lie and betray such trust). This skill adds [5 x Char] to the character’s roll, with a difficulty of [5 x target’s Comp].

Synergy (10): When two or more humans with Synergy get together, they can form a think-tank of information, similar to an additional mind that subconsciously adds to the discussion. When Synergy is used in conjunction with a Mental or Social skill, add [(sum of all Synergy scores)/10] to any die rolls. Note that Physical skills are not affected by Synergy.

GEOGRAPHY

Neunion is mostly small forests and expansive fields, although high hills do stretch down from the World’s Crown mountain range and a canyon can be discovered on rare occasion. The Great River divides the land in half from north to southeast.

Although cities protect people from the grobber, they expose the inhabitants to human predators—whether murderous thugs springing from dark allies or greedy landowners out to milk every penny they can from tenants. Still, each city contains delights and pleasures unknown to the rural survivalist.

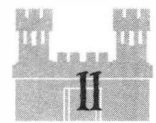
Cities generally open their gates at dawn and shut them one hour after sundown. They are usually located at least 100 miles from any other city, with a number of small towns and villages scattered between. If one wants security from goblins or orcs in the night, the Great River and the Coachman’s Highway are the safest routes to travel. Grobber generally avoid being spotted if possible, but any place more than five miles away from civilization can be considered dangerous.

GOVERNMENT

Neunion possesses a form of feudalism, with additional elements of republics and monarchies. Each city-state is ruled by a Duke (designated via bloodline) who is advised by Councillors, each of whom represent a particular area of the city-state and provide direct feedback from the people. In response, the Duke designates obedient Marquis who enforce his will on the various rural and urban areas of his city-state. (In other words, political power flows in a circle: information is passed up from the people through Councillors to the Duke, who then implements policy down through Marquis to the people.) See associated occupations (Councillor, Marquis, Duke) in Chapter 2 and the generation material in Chapter 6 to uncover more details of Neunionian politics.

THE HIGH COUNCIL

While Councils (see Councillor, p.48) provide input to the ruling Duke on the city-state level, the High



Council rules the affairs of the nation of Neuron itself. The group meets every three months in a different city-state's capitol (on a rotating basis), in an inconspicuous area, for two full days to share information, discern threats or problems, and plan national policy.

The original High Council (in the Age of Myth) supposedly included one son of every Duke, the Grandfather of Druids, the Eminence of the Church of Morning Light (another myth), the Magus of the Hourani Fidei Draconus Church, the Grand Wizard, and a representative from each of the eight houses of Hourani. According to history, this worked well (except for the occasional disputes between the Eminence and Magus).

After the Unholy Ages, however, High Council seats have expanded. Currently included are seats for the Cardinal of Morning Light, the Grand Wizard, one for every Hourani house but Raidir, and one for every Duke (to be used by himself or one of his sons). In addition, the Councillors in each of the city-states can send one of their number to sit upon the High Council and vote on national policy. If no Councillor arrives to use the reserved seat, then the seat remains empty. A full High Council includes twenty-four seats.

If a tie vote occurs, the seven Dukes (or their representatives) will vote alone to resolve the tie. Dukes who fail to obey the High Council's rulings in regards to national policy threaten dissolution of the City-States. Women are permitted to be High Council members but only rarely serve. House Raidir is not included because it is not yet an official house. If there is no pressing national business, Dukes often send their sons to High Council so that the future Dukes will have experience in diplomacy and making large-scale decisions.

CURRENCY

Neuron operates on the G&S (Gold & Silver) standard, with silver coins weighing 1 ounce and gold weighing 1, 5, or 10 ounces. So a price of 5 silver is equivalent to 5 ounces/pieces of silver, while a price of 10 gold is equivalent to 10 ounces of gold. (Since normal money-changing rules apply, an item worth 10 gold can be bought by paying ten 1-ounce pieces, two 5-ounce pieces, or one 10-ounce piece of gold.) As an exchange scale, 1 gold ounce equals 80 silver ounces. When determining prices, GMs might find it helpful to think in terms of real-world dollars, with one gold ounce equalling \$400 and one silver ounce equalling \$5. First determine an item's value in the "real" world, then translate it to the G&S standard.

PERMITS

Magic permits: Magic permits are empowered by a political agency of the city-state (generally under the Duke's jurisdiction), and this agency in turn can authorize various entities—such as a sodality—within the city-state to also distribute permits. Permits are marked with the agency's seal and are often signed by someone of political authority, while the permit's specifics (such as the wizard's name and the permitted spells) are filled in at the agency or at the official distribution sites, when the wizard applies for the permit.

Each city-state issues its own unique permits, listing either the categories or specific names of spells that the holder can legally cast. (Note that no organization or sodality is referenced on the permit—just spells.) Unlike the real-world concept of driver's licenses, no city-state is obligated to honor another city-state's permit, although the amount of flexibility depends on the city-state, its current political/social situation, and the nature of the violation. Sodalities are usually able to acquire permits for members from any city-state in which they have a base of operations, although the amount of time needed to do so depends on the sodality and city-state. Sodalities can procure forged permits more quickly than genuine ones, but these are less likely to stand up under rigorous examination.

Independent wizards can also acquire permits but must go through the official sources designated by the city-state, such as the overseeing political agency, the Hourani House of Groom, or an officially recognized sodality. However, most sodalities will charge

Lore: Runeswords

"The three were swords, the swords were three, and runeswords as well were they: Jeremia, Dalinius, and ID. The work of this Triad has resonated among Neuron for centuries. For the runesword Jeremia belonged to Lord General Connor Driskel himself and was the Prophet of Armageddon. The runesword Dalinius rested in the hand of Sir Brian Angelic, and it was the Third Eye of the Gods. And the final runesword ID, the Sword of Integrity, belonged to Father Lars Calico. Together this Triad of swords and wielders brought about an end to the Age of Myth and a start to the Unholy Ages. The only remaining question is whether or not their maker still labors elsewhere, to manufacture the tools that will bring about yet another new age at the cost of this one."

"Of Storms and Swords: Destiny Through Power," by Wizard Diana Isernbyrne



an arm and a leg (or both!) from a non-member. In addition, forgeries not created by a sodality are usually more expensive and of lesser quality, and some human wizards would rather work illegally than lose face by asking Hourani for magic validation.

Permits that are actually authored by the agency, contain an approved list of spells, are distributed via an official organization, and belong to the approved wizard are referred to as *genuine*, while permits that fail to meet any of these requirements are considered to be *forged*. Forged permits can be of any quality, although those issued by a sodality (rather than a lone counterfeiter) are usually of high workmanship. In order to prevent forgeries, the political agency often uses specially treated papers, formulated inks, and unique magical spells that can prevent or indicate tampering. Still, these methods are not foolproof. The fact that the agency must rely on wizards to foil possible magical forgery by other wizards means that the overseeing mages must be honorable to begin with. And such extensive preventive measures take a great deal of time and money to effect, which explains why getting a real permit is a tedious process at best, and why a city like LeGlasse would decide to worry more about wiping out the dangerous grobber threat than authorizing its wizard population.

Travel permits: Travel permits are required to leave one city-state and enter another, and can be obtained by any lawful citizen in their capital city. These permits must be carried on one's person at all times while traveling and furnished upon request to any official army soldier or regional sheriff; failure to do so can result in a heavy fine and/or incarceration. Forging a travel permit is a serious crime anywhere and often results in imprisonment. Travel permits are always stamped in a city-state's capital—once upon departure and once again upon returning.

Weapon permits: Some cities require weapon permits for those desiring entrance, but this is not regular practice throughout Neuon. (In the Cortez capital, all weapons are fixed to their sheaths with a peace string; drawing the weapon breaks the string and signals an infraction of some sort.)

TAXES

Taxes are used by Neuon to track population, improve and renovate towns and cities, and support the defending armies.

According to each city-state's provincial laws, only Neuon citizens are taxed (annually), and the taxes are used for their benefit: protection, receiving fair justice under provincial laws, gaining access to public facilities like libraries, receiving medical/clerical assistance, having the right to buy/rent land, and gaining freedom to trade or travel.

Taxes are based solely on an individual's or family's FL, with a lower FL meaning less tax to pay. Although the income-based tax percentage varies between city-states (see Chapter 5), additional taxes could include those levied on land ownership and travel. Land tax depends on the amount of land owned, rather than the owner's actual FL; in return, those who own land can collect whatever tithes they want from the peasants and farmers who use it.

MYTH AND LORE

Various aspects of normal Neuonian lore are scattered throughout this culturebook. Included in this section are darker elements discussed only in whispers and never to children at bedtime.

DARK PAWNS

Some powerful Neuonian Takers have bartered for the power to raise skeletons, zombies, and ghouls, so rumors of these creatures have grown tremendously within the last ten years. Female Neuonians are even better at manipulating human pawns in positions of authority to get what they want.

LESSER DEMONS

Baalrae, Cretans, Cacodaemons, Succubus of Purl, Incubus of Jixxism, Paannns, Fire Wyrms. These names

Lore: Scott Roberts

"And after his mighty bow Glindok had shattered from the force of that scaled hide, Scott Roberts knew there was no other way to protect the traders. So he gathered the force of his life into his very hands, and with his mind bound both Dragons' wings and sent them hurling into the Great River itself, and so did Cicle and Blizzard disappear into the depths and never again appear to men anywhere in Neuon. But when Duke Angelic awoke and hailed for the hero up on his cliffside perch, there was no answer, for Scott Roberts was as gone as if he had never been—the force of his life spent in that final metaphysic effort. Some say he still wanders through hallways just beyond mortal sight, his mind forever exploring the mysteries of the universe."

"Lore of Heroes," from The Tongue, Jondric's official storyteller

Attack	WC	OCF base	OCF cost	DCF base	DCF cost	Damage	Area	Range
Bearded Axe	20	175	100	175	40	A800 B1600 C3000 D4500 E10,000 F16,000 G22,000 H30,000	--	--
Bite	16	100	144	--	--	A300 B600 C1200 D2400 E4800 F10000 G16000 H25000	--	--
Bucking	--	--	--	--	120	Those of sl 6 or lower can be bucked off with a successful Agility check, with a difficulty of the rider's Reflex.	--	--
Claw/Punch HTH	9	200	81	40	18	A100 B500 C1000 D2000 E4000 F7000 G10000 H15000	--	--
Spit	10	80	50	--	--	Acid burn for d100 rounds (10d10 per round)	10'	100/200/400'
Stomp	12	120	108	--	--	Same as HTH, plus damage bonus	--	--
Tail swipe	8	160	72	80	16	Same as HTH	--	40' radius from rear
Tree spear	20	125	120	--	--	A400 B1200 C2500 D4000 E8,000 F16,000 G24,000 H36,000	--	1000/3000/5000'

Table 1-5. The Cymerial Warrior's attack statistics.

can be found among the general populace, in story and hushed rumor.

GREATER DEMONS

Jixxism, Purl, Yllynix, Wyrxcun. Although occasionally mentioned in public, these names and legends are commonly known only by those with higher education (sages, wizards, and priests).

DEVILS

Baalzerog, Nicodemis, Archimedes. Again, these names are usually only discussed in the higher magical and clerical circles.

LEGENDARY EVIL THE CYMERIAL WARRIOR

Size level: 9

HPs: 28,000

WPs: 50,000

Soak: 19

Movement Rate: Rugged/Mountains: 15 (55 mph)

Plains/Forests: 30 (111 mph)

Water: 8 (30 mph)

Height: 100+ feet high, 180 feet long (including 40 feet of tail)

Weight: 50,000+ lbs

Advantages: Stre 10, Agil 2, Dext 5, Refl 5, Stam 10, Comp 1, Conf 10, Aware 5, Pers 6, Appear -4, Char -10, Etic -10, Avoid -9

Damage bonus: +2550

Initiative base: 50

Initiative costs, weapons, damage: See Table 1-5

Parry: Cannot parry any weapons less than sl 6.

Dodge: Cannot dodge attacks from creatures ON itself, of sl 6 or lower

Armor:

Delicate hide (eyes, inner ear, mouth, nostrils): 20
Exposed hide (under chin, arm-pits, between fingers): 100

Natural plates (everything else): 500

Breastplates, forearm grieves, shoulder plates: 1250/25000

Helmet: 10,000/100,000

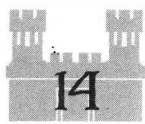
Chainmail (covers torso, arms, hands, fingers): 400
Total absorption (not including soak rate) needed to puncture chest: 2150

" " head: 10,500

Magic: Anti-magic sphere: for 1-mile radius around the Warrior, all magic rolls have a difficulty of 100

Metaphysics: Spheres 1-3

Skills: Mulgra Language; Military Strategy; Ambush; Camouflage; Pursuit; Scaling; Hunting; Repair; Running; Swimming; Swordplay; Myth & Lore: City States of Neuon, Old Mulgra, Northern Wilds, Southern Barrens, Mt. Kabi, World's Crown, Khybern Island, Thokmolin; Human & Hourani



Heroes. History: Age of Myth; Heraldry: Neunion; Armorsmithing: Mithril; Weaponsmithing: Mithril; Terrain Knowledge: City, Forest, Plains, Mountains, Dungeons, Water.

Special: Infravision; natural regeneration (9 HPs or 1 rupture level per round); 10% damage from normal fire; impervious to normal weapons except those from BIG (Black Iron Gauntlet), all toxins (poison, drugs, acid, etc.), and magical weapons of sl 5 or smaller (including BIG)

Number appearing: Unique

Location: City-States of Neunion

Diet: Mixture of cattle, ponds, trees, and (of course) people. Delicacies include schools of shark, vineyards, whales, and infant/child Dragons.

Treasure: Belt/Body: Mithril bearded axe, mithril chain, mithril plate, mithril helmet.

Chest #1: A collection of magical weapons (GM's Creation)

Chest #2: Four 100-gallon wine barrels

Chest #3: 2d10 preserved cows

Chest #4: Collection of magical armor and gear

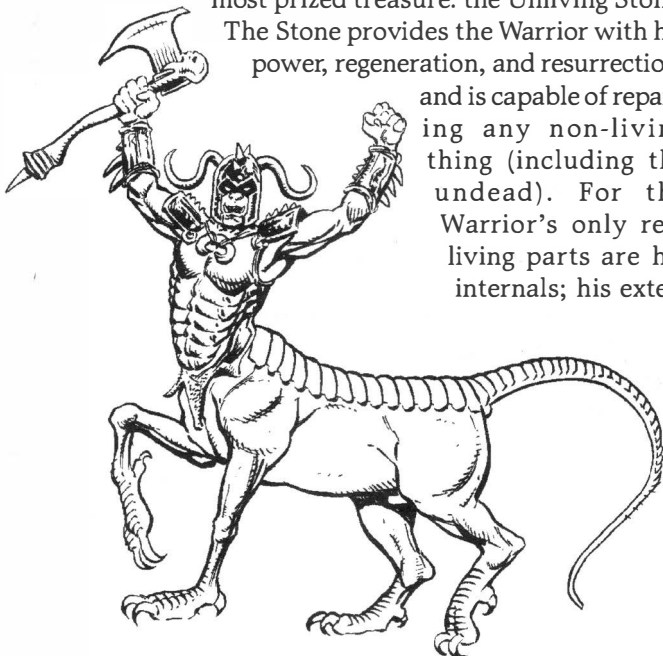
Mountain lair: The Vault of the Rublug (described in the upcoming Rublug culturebook). Whether the Warrior actually owns the Vault is questionable, but in any case he works in conjunction with the Rublug of the Vault: in exchange for all runed weapons the Warrior is attacked by, the Vault dwarves prevent BIG Rublug from either attacking the warrior or peddling BIG weapons to other cultures who would attack the Warrior.

River lair: Mithril mining deposits (amount unknown)

Sea lair: A millennium's worth of treasures from sunken cargo ships and war vessels.

Forest lair: Within an old underground Mulgrayne fortress, located in dense forests, is the Warrior's most prized treasure: the Unliving Stone.

The Stone provides the Warrior with his power, regeneration, and resurrection, and is capable of repairing any non-living thing (including the undead). For the Warrior's only real living parts are his internals; his exter-



The Cymerial Warrior's Past

Through Shape's careful research and Access' extensive travel, the sodalities and the Council have learned that the Warrior was originally sent by Mulgra to destroy Neunion. Fables of the Mulgra-Neunion War repeatedly referred to a giant dragon/man who could topple castle walls with his axe and spear warships with trees, supposedly bringing about Neunion's defeat. Working in conjunction with the Council, Access sent members back to verify that, indeed, this creature was the Cymerial Warrior. Besides a first-hand account, the wizards returning from that quest retrieved a painting of the attacking giant. This ancient work of art now hangs over the crypt of the artist, who was an ancestor of current Lord Kenneth Middengaerd.

nal body parts have been dead for some time, and because the Warrior is rarely wounded, the Stone has made the flesh appear healthy. Each time the Stone repairs more damage, the link between it and the warrior becomes harder to break.

Allies: The Clan of Unwanted Three. (See below.)

"An army would have better odds flanking an earthquake with fenceposts and sieging the ground itself until it cried out in surrender, than doing a bloody stupid thing like trying to fight the Cymerial Warrior."

— Lord Kenneth Middengaerd, of the Corliean & Crenacian baronies, LeGlasse.

Similar in composition to the mythical centaur, the Cymerial Warrior is part dragon and part human, with its softest skin resembling leather and its spine protected by a series of spiny plates. Its four feet mimic those of a stout lizard, with claws as long as the actual toes, and the tail is completely plated from base to tip. The Warrior's dark and taut face bears a pug nose, fangs extending from the lower jaw, a battalion of sharp teeth, and pupiless eyes that resemble dark oily balls rammed into the creature's forehead.

At some point, some demented soul crafted the Warrior overlapping breastplates, shoulder plates, and forearm grieves, plus a ridged helmet to protect his head. Underneath the platemail, the entire upper body (except for the head itself) is draped in chainmail. Even those parts without metal armor (including the eyes!) are considered to be as difficult to penetrate as hard leather armor. The Warrior simply does not seem to bleed. In combat, he favors a large bearded axe but often deigns to throw 80' long shaven trees as spears. Any other weapons he might have borne in the past are now long gone: The Warrior's waistbelt bears only chests and broken chains. He can also inhale noxious

gases without difficulty and hibernate underwater.

As if its mere presence was not bad enough, the Warrior does not travel alone. Its “pets” (visible to human vision only during twilight) resemble the ghosts of elves or perhaps faeries, and can repel mystical attackers via some unexplained mind siege. Even this limited knowledge has been gained only by questioning the disembodied minds of metaphysicians slain by the creature.

Today’s sages can recall stories passed through at least five generations that describe the various blitzkriegs of the Cymerial Warrior, and documents exist that refer to it more than 500 years into the past. Wizard sodalities have managed to learn much more, although they rarely impart such knowledge to outsiders.

Although the Warrior’s handiwork has not been recently seen inside Neuon, rumors of its devastation are part of the land’s common lore. Peasantry ramble about how the Warrior roams from town to town, slashing and burning all in its path, and devouring any wildlife, humanoids, and forests within sight. Victims are scooped up and swallowed like handfuls of bread crumbs, ponds and streams are sucked dry in minutes, local fauna is nothing but asparagus and broccoli to the creature’s bowels. And the strong castles and sleek warships of the military? Mere building-block toys to be smashed, or water buoys to be swamped and speared.

Although the military officially decrees the Warrior a hoax, old mercenaries will speak off the record about their mishaps. Every day of siege with the Warrior often cost a thousand men, and cities of less than 10,000 people were nothing in the face of the monster’s

rage. Larger cities and capitols thrived only by creating diversions to keep the Warrior away: potential food resources, natural disasters, magical sieges, metaphysical illusions, and (when all else failed) the sacrifice of smaller communities. The Warrior seemed invulnerable and would often strike from any location—underground, water, canyon, or dense forest. In fact, a favorite trick was to wait for prey to impede itself among the trees, then attack before it could maneuver to safety.

Even the Church of Morning Light refuses to acknowledge the creature and will not heal those who go off to seek or fight it. An unnamed Morning Light priest claims that the few scars on the Warrior’s face resulted from a crusade to defend Harndin decades back. The wounds were dearly bought: for each of the seven scars, five doughty Morning Light priests failed to return to their temples.

Although individuals and partners have crossed out of Neuon and returned alive, groups larger than ten people are usually never seen again. Rumor has it that the Cymerial Warrior hunts and devours all who cross the perimeter of Neuon, leaving behind large dung balls of wood, bone, and metal that dot the landscape and leave 5-foot craters in the ground where they strike. One ranger claims to have discovered such a ball 100 miles from Neuon’s farthest edge.

The last noted attacks by the Warrior (a whole generation ago) have supposedly occurred in LeGlasse, LeGonne, and Harndin, leaving behind smashed homes and desolate villages where the Warrior is said to have passed. Most children are not told of the Warrior unless necessary, and young adult Neuonians are often shocked by the revelations of the elders. Still,

Lore: Ship of Welles

“But there was a ship!” cried Jeremy Redbottoms. “I know there was—I saw it.”

“Posh,” said his companion. “You been drinking again, that’s all.”

Jeremy’s bottom lip turned up. “Dammit, Randal, I know what I saw up there in the sky, and what I SAW was a flarkin’ ship! Right on the walls of Harndin, I was sitting, waiting for Cortez to run the UEV ashore as everything went to hell and back, and suddenly there it was—a boat large enough to hold a million tons and an endless army of men!”

Randal snickered and wiped his sleeve. He had heard this before. “And where’s this boat now, then? Hmm?”

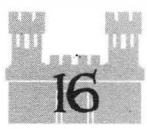
“It flew away,” muttered Jeremy after a second.

“Flew away, huh?” said Randal. “It just up and flew away, eh? Are sure you just didn’t take a ballista shot right between the eyes?”

“There was a boat,” said Jeremy quietly. “And it flew away, up into the clouds, right as I watched. I know it was real. It had a name written on the side, right below the port windows—the Ship of Welles. That’s what it said. Ship of Welles.”

“Ship of Bells is more like it,” replied Randal, “but the bells are in your head, not in the air, you stupid sot.” He grabbed Jeremy’s head. “Come on, I say it’s time for you to see a healer.”

“Strangers in the Sky: Famous Unexplained Phenomena” by Bedi Hille



youths obsessed with finding and destroying the creature are disheartened after discovering an ancient destruction site.

Sages believe that the creature is semi-intelligent and collects trophies from its victims. A cave recently discovered along the Blue Sea was found to contain weapons, armor, and gold. However, after plundering the cave's depths, almost all the excavators were killed by an annual high tide that pushed up the sea bed through a blowhole. The few survivors claim that, for a few moments, they saw more treasure beneath, along with a bolt of metal found later to match the description of the Warrior's armor. However, attempts to dredge the area or excavate further have failed, and no one has uncovered this second treasure vault.

The Clan of Unwanted Three: The Clan are all Raikerum (*ry-KARE-oom*), a subculture of Chamelihn who enter into contracts with known deity, trading faithful service for endowments (in short, a form of theological mercenary). There is no subterfuge involved, however, and both parties understand what the terms of the contract are. When the agreement expires, service is terminated but the Raikerum are allowed to keep all learned endowments. They will then forge a contract with a new deity, and repeat the process. The Unwanted Three have all endowments of the Church of Morning Light and of Dragonfay's three branches, as well as some endowments from other religions. However, their main power (which is more than sufficient for most purposes) is their Sphere 1-8 metaphysics.

The Clan protects the Cymerial Warrior with offensive metaphysics for three reasons. First, all deity have refused to contract with them (preventing them from dying or ascending), as an example to their people. Second, the Clan wishes to keep rival Parasycophant bloodpacts from taking over the forms of all the legendary evils, of which the Warrior is one. Third, they desire the Unliving Stone (*see* Treasure: Forest Lair) for themselves but cannot attack the Warrior directly for fear of what the Stone might do to them through the Warrior. Anyone who attacks the Warrior but does not kill it merely allows the Warrior to rejuvenate and

strengthen its bond with the Stone. So the Clan will protect the Warrior from all foes except those powerful enough to destroy it, which will break the link and allow them to claim the Stone.

The Clan can only be seen during the two twilights common to each day, and resemble ghosts in appearance (although they will seem to solidify for mortals within 20 feet). When fully substantial, the Clan resembles tall dark-robed elves, with black skin and blue hair. Their eyes look like glowing purple orbs and blood constantly dribbles from their mouths to pool at their feet. Although the Clan has amassed knowledge and skills of nearly everything in and around Neuron, they serve only to protect the Cymerial Warrior while they try to break the bond between it and the Unliving Stone.

Focusing always on ascension, the Unwanted Three are quite paranoid and are constantly leaving metaphysic "recording" constructs wherever they go in NeverWorld and MetaWorld, to overhear what might be said about them. For this reason, human and Hourani metaphysicians do not speak of them, for fear of confrontation or retribution on lesser metaphysicians in their unions—all of which might be legal based on the Hierarchy of Power. (*See* Tome, p.144-145.) They themselves belong to the union of Darkchime Fortress, which used to belong to the now-ascended creator of the Unliving Stone. They have access to the fortress's powerbase of 1,000,000 points, plus 250,000 points each of their own.

SCIENCE & TECHNOLOGY

Neuron is in the primitive technological stage, having not yet perfected black powder or applied arduous scientific reasoning to fields such as physics. Because the few schools of scientific study tend to be run at magic colleges, people commonly confuse science with Wizardry. Basic water power has been harnessed by mills, while wind power is used for sailing, drilling, and pumping (via windmill). The next big discovery will likely be the printing press, followed shortly by the mechanical clock. However, with the Church of Morning Light frowning on such extravagant pursuit of knowledge, only true visionaries and independents will be able to push Neuron ahead into a better age.

SOCIETY

Neuonian society works mostly on the base level of existence (unless one is fortunate enough to be rich or noble), characterized by brief flares of pleasure and ingenuity.

Lore: Madame Paula Boudine

Founder of modern physics as it is known today. Supposedly schooled in the archaic sciences at a young age by creatures known as dwarves and gnomes. Responsible for over fifty patents still in use. Rumored to have disappeared during a trip to the World's Crown, in pursuit of a Glangdla discovery referred to as "explosives."

"Who's Who of Neuonian Science"

CULTURAL OBLIGATIONS

Neuonians feel no need to preserve nature, since it seems to be doing fine on its own, and they have failed to preserve ancient architecture everywhere but in their oldest cities. One possible obligation (see Tome, p.37) would be to the Hourani race, in areas where humans and Hourani have managed to cohabit peacefully. (See the Hourani culturebook for more information.)

ENTERTAINMENT

Dancing: The poor folk call it “squaring off,” while the commoners call it “shuffling,” but both words refer to a dance style where males and females dance closely and intimately while switching partners and trying to preserve an air of innocence. The rich dance in an elegant and witty style, making grand gestures and keeping the same partner until the current song ends. Accomplished dancers at a high-society ball can earn a large number of SPs.

Games: Although wrestling is considered more of a sport, its focus on strength and agility embodies Neuonian tradition. One-on-one contests usually involve betting by the onlookers, while large contests are usually just for fun. Two cultural games are “Flag Grab” and “Ball Hog”; both involve trying to bring the opposing team’s cloth or ball across their own safety lines. Flag Grab involves more strategy, agility, and running, while

Ball Hog tends to focus more on brute strength and stamina. One less-innocent game played in remote regions of Neuon is called “Yount,” where participants release and then hunt down minor grobber (like goblins or kobolds) or petty criminals.

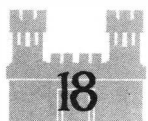
Instruments: String instruments include guitar, mandolin, harp, and lute. Wind instruments include flute, piccolo, and recorder. Percussion instruments are simple drums such as toms or bass. Neuonian horns—the few that exist—resemble bugles, with no valves.

PHILOSOPHY

Neuonian philosophy depends mostly on social class. The poor suffer a group depression, believing that their helpless existence consists of many dreams that never come true. Most believe in the Church of Morning Light, which promises to deliver them to some safe haven where the innocent are rewarded. The commoners are faced with life’s necessities, working hard just to survive and occasionally being able to indulge in social gatherings as a reward. Finally, the rich seemingly find happiness only through acquiring objects (money, goods, people, etc.) All three social groups tend to be extremely materialistic, believing that success in life is gained through money or power.

The concept of racism also plays a strong role in Neuonian society, since Neuonians must try to integrate with Hourani. Some hate the Hourani, others accept them but have no understanding—





ing of them, and a third group actually loves them as much as they love their own race. (Incidentally, only individuals from this group will dare to marry a Hourani). For more on Hourani relationships, read the Hourani culturebook.

PSYCHOLOGY

Neuonians possess a deep-seated need for love, second only to survival, although they often confuse this with lust and bodily stirrings. Due to their seriousness and emotional intensity, Neuonians take dishonor or cheating very personally and react too violently in some situations. The most respected Neuonians (Givers) are those who can control their emotions and help others to do the same, while the society's Takers often find ways to manipulate people via their wild emotions and thus gain power.

RACIAL GOALS

Neuonians generally want to overcome their fears, gaining control of the night, the land, and the seas. However, at the moment, they do not possess the wisdom to maintain such domination successfully.

RELIGION

The standard Neuonian pantheon (in the Church of Morning Light) is that of Iedras, queen of the morning, love, and the innocent or ignorant. She claims life's purpose to be the discovery of love, and that remaining innocent in the ways of the world will free the soul. Opposing the search for "unnecessary" knowledge, this tenet of innocence directly impacts culture and occupations.

Considered the All-Mother, Iedras has spawned six sons to help her: Consean, Osthis, Baseo, Iedrahnc, Zute, and Uillis. Chapter 4 explains the Church pantheon, philosophy, and structure in much greater details.

A much smaller part of the culture (primarily Hourani) indulges in the Fidei Draconis (or Dragonfay) religion. In addition, there are always fringe cults with darker motivations attempting to wrest power from the Neuonian political structure. For more on Dragonfay, read the Hourani culturebook. For more on the Cult of Derimidos, see Chapter 4.

The afterlife: Comments on the Neuonian afterlife depend upon a variety of religious faiths.

Church of Morning Light members believe that those who maintain their innocence in Iedras' eyes will "see the radiance of morning light" and live in eternal bliss

after death. On the other hand, those who have been corrupted by too much worldly knowledge will suffer some sort of eternal anguish in the dark UnderWorld. Those falling within the two extremes are relegated to some nameless black void until they forget all the knowledge that tainted them in life, thereby regaining their innocence and finally being allowed into Iedras' presence.

In sharp contrast, worshipers of Derimidos fanatically believe that upon death they will ascend in power and glory to a higher existence as servants of their dark masters. Of course, those unfortunate enough to be killed for an infraction or failure will suffer eternal torture at the hands of their patron demon.

Neuonians who consider themselves members of Fidei Draconus (see the Hourani culturebook) have an afterlife dependent upon their particular sect. Worshipers of Lunaris supposedly enter Rabahd's Dark Dimension, where the most powerful will be used as his unearthly agents throughout the cosmos. Solaris followers expect to be summoned to Zariah's Celestial Palace, where their passion for light empowers Zariah to benefit those in NeverWorld. Disciples of Terra believe that their souls never truly leave NeverWorld; after a sojourn in Varrack's mythical Dragonfay Valley, where Takers are punished with grueling chores and Givers allowed some measure of rest, they are sent back in new form to once again effect Varrack's will upon the earth.

(In essence, Hourani afterlife involves continued service, while Neuonian afterlife involves reward for services already rendered.)

Of course, Neuonians who are either agnostic or atheist tend to firmly believe only in the SpiritWorld (if anything), while skeptics believe that no afterlife of any sort exists.

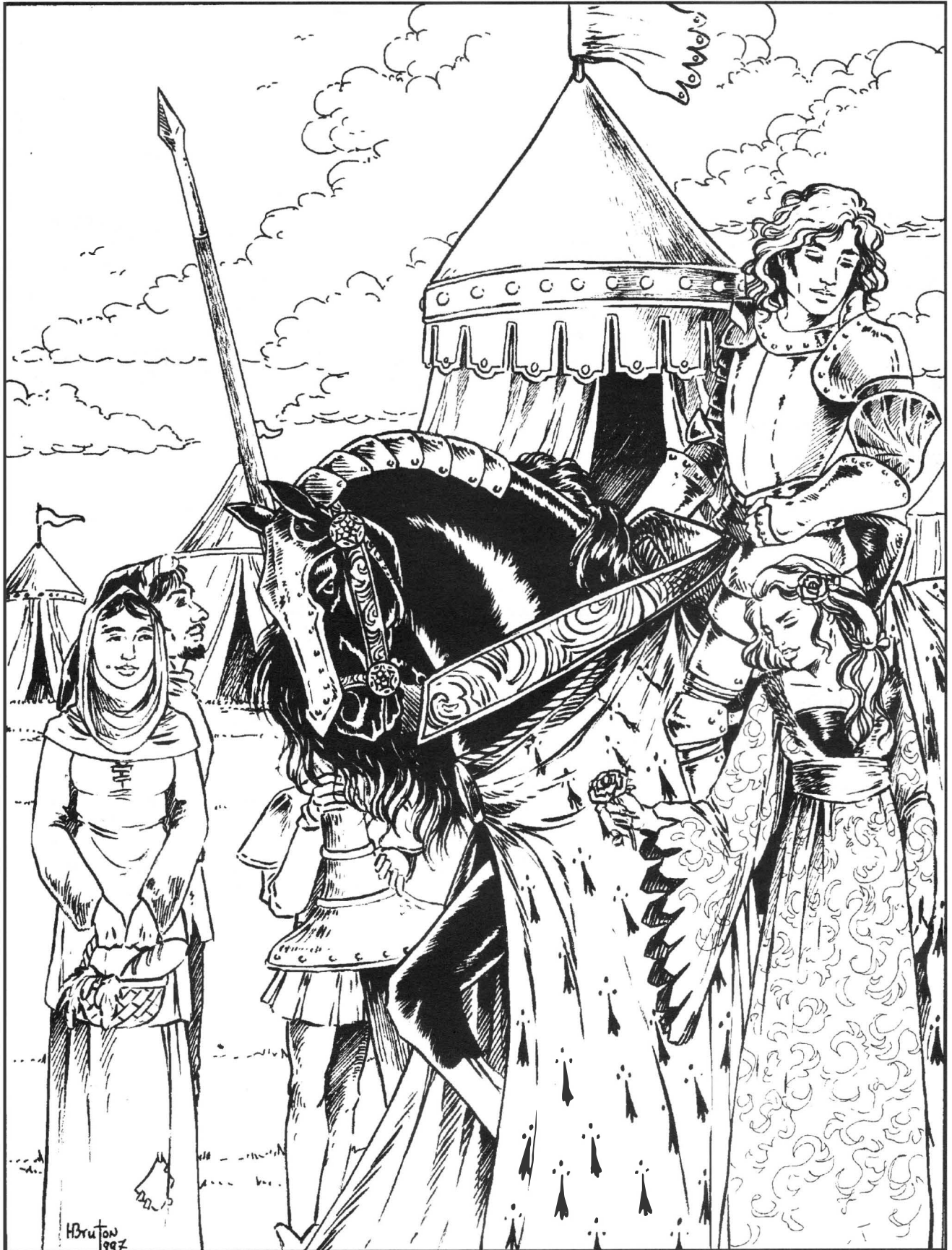
SOCIAL RELATIONS

Friends: Neuonians often begin friendships based on outward appearance and first impression, but the only ones that last are those who have remained faithful through tough times.

Enemies: Enemies are those who are easily misunderstood, inspire bad feelings, or obvious Takers.

Pawns: Pawns develop in situations where people dominate others. Having succumbed to the pressures of life, human pawns are common among the poor (due to lack of hope) and the rich (due to lack of character), while rare among the strong-willed commoners.

Followers: Neuonians desire to achieve goals and make life easier. Anyone who promises these things and has

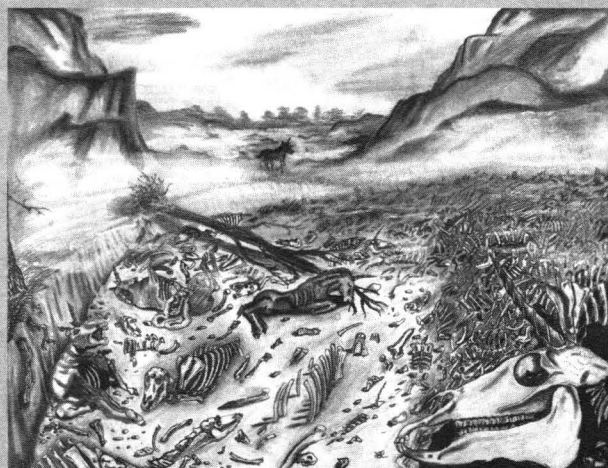


Lore: Unicorn Burial Ground

"And in that day did the horrible Rithi-Vik take it upon himself to ensnare and slaughter all of our kind, sever our horns, and throw them into the deepest chasm that he could find. It is only by the grace of fate that some of us yet survive, for the monster did indeed slay every one of our ancient kin..."

...The spirits of our ancestors do still inhabit the gorge, trapped there by the cruelty of the Trol's deed but unable to avenge themselves. All intelligent folk who sleep near their buried horns are filled with the passion of our kind—to take the last horn of the Unicorns and drive it through the corpse of Rithi-Vik, wherever his shunned grave might lie. And they will not do so alone, for all the knowledge and all the power of our slaughtered kin will fill their spirits and strengthen them to accomplish the vaunted task. And in that way, their onus abated, our tormented ancestry may at last rest."

Malora the Unicorn, telling her children a bedtime story



a decent appearance can sway people's emotions enough to gain followers. Leaders with strange or different appearances must have well-groomed followers in order to succeed.

VALUABLES

Humans place value on things that feed their emotions. (For example, money feeds greed, art feeds inspiration, and weapons feed physical power.) Items are valued for their emotional impact. Although resourceful, Neunionians do not always have the basics they need in order to create such items. GMs should estimate any costs in gold or silver by following the standards under Economy.

TRAVEL

The general population usually travels on foot, and those lucky enough to own a mule (or possibly a horse) use it to carry packs or other gear. Also, riding a horse within the streets of any city-state capital is generally reserved for calvary, city guard, militia, and royalty. Outside the safety of the city walls, anyone of importance always travels with armed guards, to protect them against goblins and orcs.

Boats and ships are used mainly for trade, although the collection of ships called the UEV (United Eastern Voyagers) patrols the Great River and protects the Blue Sea inlet at Harndin's capital. Other than certain spell magic, Neunionians do not possess any flying or underground transportation.



CHAPTER TWO

NEUONIAN CAREERS

The Neuonian work ethic and career perspective depends mostly on the social class to which the individual belongs: poor, common, or rich.

The *poor* have little hope over their economic situation and move from task to task just in order to stay alive. Their lives totally depend on the mercy of those who own the land they live and work on, and only those with high domestic skills can survive. No schools exist for the poor, and generally those of higher social class don't think twice about them. Even when a poor person is smart enough to rise into the commoner social class with a talent or professional trade, the shift only affects that individual: his family generally remains in the poor class and usually never hears from him again. The only positive aspect of the poor community is their apparent loyalty to one another; passionate and sympathetic, they defend each other to the end.

Commoners are those who have some education and grow up learning how to work and play hard. Their lives are filled with equal parts of sorrow and joy. Most commoners do not rise above their class because they focus so much on their own little world and limit themselves; for example, most take pleasure in knowing they are not as poor as other people, and thus never implement plans to truly achieve. In the seedier parts of town, commoners can sometimes be more ruthless than the rich, due to their lack of etiquette and their desire to take advantage of a short-term situation. (One common maxim? "When you're got them in a pinch, don't give an inch.")

The *rich* are mostly educated, stylish, bored, pompous, and pudgy, with a smidgen of self-centeredness. While the rich can be credited with pushing Neuonian society to become an advanced culture, they also cause consternation among the general populace. Most are fearful of being found without their money, power, or "friends," and all are deathly afraid of social concepts like "revolution" or "anarchy". Members of the rich class often join cliques that seek to manipulate society in order to benefit themselves; when the rich work in unison, they often have the capability to accomplish any social task.

All in all, the mix of lawful and good in Neuonian society is about equivalent to the mix of immoral and unprincipled, and true adventurers seem to gravitate to one of the two extremes, depending on whether they are more dedicated to power or freedom.

Careers

Starting careers at generation include City Guard, Bowman, Crafter, Merchant, Neonate Wizard, Theologist, Artist, Archive Investigator, Scribe, Squire, Musician, Mercenary Fighter, Thug, Sailor, Trapper, and Entertainer. Career titles marked with SE are self-employed occupations, requiring the character to earn through roleplaying all income and career assets.

Notes: Under Masteries, the number shows the minimum score required in that masteries, emphasis, or skill. A skill inside parenthesis listed after a minimum emphasis level means that the skill must merely be known by the applicant. Also remember that each special skill can only be taken once, unless otherwise stated. (See Tome, p.25)

Morning Light influence: GMs should note that Church of Morning Light doctrine states that the acquisition of knowledge (especially for knowledge's sake) is dangerous and against Iedras' will. Unless in direct service of Morning Light (such as craftsmen who work on holy items), followers are warned against learning more information than is necessary for sufficient job per-

formance. Jobs that actually endorse the gathering of knowledge (such as sage, archive investigator, or wizard) are considered "evil," and no respectable church member would approve of such work. In fact, sometimes these professions are verbally or socially persecuted, depending on the city and on Morning Light's influence.

JOBS

CITY GUARD

Masteries: Combat 2

Pathways: Any, but lawbreakers are expelled

Advantages: None

Income: 1 gold per month

Required gear: None

Career assets: Uniform, leather & chain armor, shield, longsword, helm, food, and barracks (optional)

Prerequisites: None

The city guard enforce the Duke's will and the laws of the city-state. Although they have the power to arrest troublemakers, the power to punish belongs to the Council. City guard can have a variety of specific jobs like gate watch, street watch, tower watch, wall watch, and trailers (who follow up on suspicious folk or foreigners). Whether working day or night, city guard

normally travel in pairs, or in quartets during civil unrest or war. Each guard vows to put innocent life before his own—including the Duke (who is considered innocent as a matter of course).

City guard renew their contract every six months. They take orders from the cavalry and the Captain of the Guard during peacetime, and from the squadron sergeants during war. Most city guard are members of the ACS (Army of the City-States).

In addition to special skills, city guard know many of the back allies and hideouts in their jurisdiction, so they receive one hideout per every 2 PL.

Special skills: Choose 1 at PL2, +1 every 2PL

✖ +1 Aware

✖ +1 Stre

✖ +15 to Dark Arts: Subterfuge: Pursuit & Evasion

✖ +20 to OCF & DCF when defending city against invasion

CITY CAVALRY

Masteries: Combat 4, Travel: Animalship 4, Leadership: Military 1

Pathways: Neutral Taker or Giver

Advantages: Conf 1

Income: 1 gold + 10 silver/PL per month

Required gear: Personal weapons

Career assets: Riding horse, uniform, chainmail, helm, 1 longsword, food, barracks, can give orders to city guard and deliver punishment in times of trouble.

Prerequisites: City Guard (PL4 OR 2 years) OR specifically hired by the Council or Duke

Besides patrolling the main city streets, watching everyone from horseback to better notice lawbreakers, city cavalry also provide the main force for travel outside the city or even to a city-state boundary when trouble brews. City cavalry also collect taxes from rural constituents. The cavalry is divided into the city watch, the Duke's guard, and the messenger service running between city-states. City cavalry travel alone except when more prudent to do otherwise, and renew their contract every two years.

City cavalry can receive a horse on loan from any stable within their jurisdiction.

Special skills: Choose 1 at PL3, +1 every 2PL

✖ +1 Agil

✖ +1 Aware

✖ +20 Travel: Animalship: Combat & Riding

✖ +40 when defending elderly, women, or the helpless (not cumulative to the city guard bonus)



Lore: Arcanium

Commonly considered part of Groam's holdings, the Arcanium itself is three feet tall, two feet thick, and two feet deep. It sits on the back of a demon named Xuxa, who is geased to bear its weight for eternity. The cover is made from the hide of a Cyclopunomin, whose eye socket and eyeballs supposedly are still intact and functional on the book's front cover. The Arcanium is considered to contain all magical wisdom—whether spell, signil, or theory—voiced in the days of the Wizard Groam. (See Groam's Laboratory.)

"The Abridged Dictionary of Mystical Objects"

BOWMAN

Masteries: Combat: Fired Weapons 3

Pathways: Any

Advantages: Dext 2, Stre 1

Income: 1 gold + [10 x PL] silver per month

Required gear: None

Career assets: Uniform, leather & chain shirt, helm, bow weapon, unlimited arrows, food, and shelter

Prerequisites: None

Specializing in crossbow, longbow, and shortbow, bowmen usually stay along the wall watch or tower watch. A personal team of bowmen assigned the title of "Royal Archers" also guard the entrances to the Duke's castle from various look-out positions. Bowmen renew their contracts annually.

Bowmen receive all material for making arrows or bolts at 1/4 original cost when in a capital city.

Special skills: Choose 1 at PL4, +1 every 2PL

✧ +1 Conf or Aware

✧ +1 Dext

✧ +10 to Combat: one bladed weapon

✧ +20 Professional Crafts: Weaponsmithing: Bowyer & Fletcher

CRAFTER

Masteries: Professional Crafts 4

Pathways: Any

Advantages: None

Income: 20 silver per week

Required gear: Workclothes, journal

Career assets: Master's tools, unlimited working supplies, any pieces personally crafted but not yet sold

Prerequisites: None

Crafters work for masters of their crafts, learning the skills necessary to produce marketable goods and run

their own shops someday. A standard crafter's day consists of an early morning rush of customers, followed by working on new ideas of studying notes later on in the day or at night. This keeps them so busy that only at night and on a day of rest do they really have time for adventuring.

Any item made by a crafter will earn him 10% of the selling price (70% covers material costs, while the master collects 20%).

Special skills: Choose 1 at PL4, +1 every 2PL

✧ +1 Conf, Pers, OR Style

✧ +1 Dext

✧ +10 Scholastics: Archaic Science: one skill

✧ +20 Professional Crafts: one skill

MERCHANT (SE)

Masteries: Travel 4, Leadership: Civilian 1

Pathways: Any

Advantages: Pers 1, Char 1

Income: [PL x FL] gold every six months

Required gear: 50 gold of mostly common items (sold for perhaps four times their cost to the merchant), some uncommon or rare items, a traveling tent, and possibly a horse and cart

Career assets: None

Prerequisites: Mathematics 40

Merchants spend their time either trading in a big market in one city or traveling from city to city, selling goods to rural folk and picking up new supplies in town. Merchants must be shrewd haggglers, selling





their goods for three or four times their worth so as to cover their costs and still make a living. A competitive city-state merchant will soon begin to dominate the market with a specific item, earning more as she crowds out other sellers. City merchants spend half the day in the marketplace; traveling merchants are constantly selling no matter where they are.

In locations where merchants contest hotly for trade and sometimes take advantage of consumers, Morning Light preaches against the evils of money.

Special skills: Choose 1 at PL4, +1 every 2PL

- ✧ +1 Conf
- ✧ +1 Pers
- ✧ +30 Leadership: Statecraft: Commerce
- ✧ +10 Leadership: Statecraft: Law
- ✧ +20 Travel: one skill

NEONATE WIZARD

Masteries: Scholastics 3

Pathways: Any (same as master's)

Advantages: Comp 2, Logic 1

Income: Food, shelter, clothing, and 1 gold per month

Career assets: The mundane libraries of the Master, all miscellaneous items supplied by master

Prerequisites: 30 gold yearly tuition for a school, or [20 x master's LL] gold yearly if privately tutored

Neonates immerse themselves in the passionate study of Wizardry, which is the magical ability to instantly transform desire into reality. However, because the theory is so broad, only those who reach the highest levels can really take full advantage of it.

Wizards are schooled early on, starting with the fundamentals of Archaic Science and Research if not already learned. Unless SL6 or higher, the neonate will spend at least two years doing menial tasks for her master before being formally taught any Magic Theory, and must be past puberty as well, so that she can control herself properly when dealing with power. Once a neonate has a 40 or higher in Wizardry theory, she is allowed to learn spells. A master will teach four low-complexity (15 or less) spells to the neonate, which she must improve to at least a 40 rating before being graduated to a full-fledged wizard.

All Wizardry spells are normally cast by simple word of mouth, with no hand gestures or foci (except for the magic powerbase). Beginning with 100 points, a wizard's powerbase must be increased by normal theory rules (Tome, p.95) and is usually a grandly carved oak staff, a specially embroidered hat, or a bright crystal set in some metallic pendant. Masters present their students with personalized powerbases upon graduation, just as they will someday present their own neonates with new powerbases.

City-state Wizardry schools can be very selective, some of them private and some run by the sodalities. Wizardry *instructors* will accept five new students every year, four of which are usually from the rich or noble class. Tuition includes food, shelter, clothing, supplies, and allowance, in addition to the teacher's attentions. Students who fail to increase their Logic by 1 each year are considered below par and expelled (with no refund).

Wizardry *tutors* are harder to find, since most work for the rich/noble class, and traveling tutors are even more rare. A tutor who works another job will charge 20 gold per his LL, and the schooling will take up to three years (and longer, if the student has not passed puberty). Tutors expected to travel will charge the standard 20 gold per LL, in addition to expecting all travel expenses to be paid for. (Note that the 20/LL gold fee is paid only once.)

In locations where wizards are considered a threat by Morning Light (or attract a great deal of positive attention), the Church will treat them as purveyors of forbidden knowledge.

Special skills: Choose 1 at PL3, +1 every 2PL

- ✧ +1 Pers OR Logic
- ✧ +10 Magic: Wizardry: either Theory or one spell
- ✧ +20 Magic: Wizardry: Theory
- ✧ +10 Myth & Lore: one skill
- ✧ +10 Scholastics: Archaic Science: one skill

THEOLOGIST

Masteries: Religion 5 (Church)

Pathways: Giver

Advantages: Conf 2, Logic 1

Income: None

Required gear: None

Career assets: Food, shelter, clothing, tools, and supplies for one other mastery (not including Magic)

Prerequisites: Belief in the pantheon of Iedras; cannot be a mage of any sort (although previous mages can renounce magic ability and undergo Transform Magic. *See* Bishop)

A theologist desires to dedicate his life to the teachings of Iedras and Consean (from the Pantheon of Iedras). Theologists are first accepted into monasteries while young (between the ages of 6 and 14). Children remain as altar assistants until they reach the age of puberty, at which time females go to the schools of Iedras and males go to schools of Consean. One pair of schools exists in each city-state, in addition to the standard Church of Morning Light.

Theologists stay at their schools until they reach adulthood and have chosen to become priests or priestesses. While there, they study Religion and Leadership skills, improve their Confidence, Perseverance and Etiquette, and decide what area of Morning Light they will specialize in (excluding magic, which is a forbidden knowledge and belongs to the realm of Iedrahnc). As soon as they can meet the priest or priestess requirements, theologists graduate to the Morning Light location of their choice.

Special skills: Choose 1 at PL5, +1 every 2PL

✧ +1 Conf

✧ +1 Pers

✧ +20 Religion: Church: Theology

ARTIST (SE)

Masteries: Professional Crafts: Arts 4

Pathways: Any

Advantages: Style 1

Income: [d10 x PL] gold per year (roll once every birthday)

Required gear: Trade tools/materials, plus lists of prospective buyers

Career assets: None

Prerequisites: None

Artists strive and starve and work with sometimes negligible results. They find it impossible to gain much ground unless they are disciplined, and artists who depend solely on inspiration to create masterpieces often quit or die young. The range of artistic mediums in Neuon includes many things, including ceramics



(which was up until now only a functional trade).

The best deal an artist can find is usually to be commissioned by a rich person for private work, or by a city to do public art; non-commissioned artists tend to sell only a few pieces a year, and not for much money. Art galleries are non-existent in Neuon, with art usually found in the center of town, in the homes of the rich, or for sale in the marketplace.

Art that espouses carnal or violent knowledge will suffer official opposition by Morning Light, especially if publicly funded.

Special skills: Choose 1 at PL4, +1 every 2PL

✧ +1 Dext

✧ +1 Pers

✧ +20 Professional Crafts: Arts: Painting OR Sculpture

✧ +10 Professional Crafts: Arts: Poetry, Prose, & Calligraphy

ARCHIVE INVESTIGATOR

Masteries: Archaic Science: Research: 2

Pathways: Any

Advantages: Comp 2, Logic 1

Income: 30 silver per week

Required gear: None

Career assets: Access to all books, maps, artwork, instruments, etc.

Prerequisites: None

Libraries are not open to everyone in Neuron, with those allowed access generally being nobles or archive investigators. Still, libraries hold many answers and secrets (for a low cost, if not for free), and anyone who spends time in a library is able to increase her non-physical skills without a tutor's help.

An archive investigator keeps track of all information passing through a library and could be considered a sage wannabe. She has many friends among the rich community, as well as access to other libraries, and is highly viewed by sages as an energetic and promising pupil. However, those who place strong faith in Morning Light fear her motives and consider her a threat to their innocence, if not a downright enemy.

Archive investigators spend 6-8 hours a day tracking information and asking many questions, and are also willing to travel with others if the possibility exists of uncovering or purchasing new information (or even discovering magical tomes). Only the greatest and most trusted investigators have the chance to become record keepers for wizard sodalities.

Special skills: Choose 1 at PL2, +1 every 2PL

✖ +1 Logic or Aware

✖ +10 Scholastics: History: Age of Discovery

✖ +30 Scholastics: Research: Sage Science

✖ +10 Scholastics: one skill

✖ **Membership:** The Archive Investigator can access any public library in Neuron (as well as private, if on good terms with the owner) and will at least



know where to look for the desired information.

SCRIBE

Masteries: Scholastics: Research 2, Cultural Skills 5 (Low Speech, High Speech, Olde Human Literacy, Hourani Language, Hourani Literacy)

Pathways: Any

Advantages: Comp 2, Logic 1

Income: [PL] silver per page

Required gear: Same as career assets if self-employed

Career assets: Writing equipment, quiet place to work, access to the daily secrets of the city

Prerequisites: Mathematics 50

The scribe writes and reads for illiterate folk, as well as writing his own texts and copying famous writings by others. Scribes are most often employed by libraries, wizards, the Church of Morning Light, Dukes, and Council members. While most work long hard hours for little pay, they do learn many secrets about current politics, as well as rumors of the city. A scribe is a great information source and can also be employed as an agent to interest parties.

Scribes who spend too much time on work not involving the Church or government will be viewed negatively by Morning Light.

Special skills: Choose 1 at PL3, +1 every 2PL

✖ +1 Pers OR Logic

✖ +10 Cultural: Neuronian: Olde Human Literacy

✖ +10 Cultural: one other literacy besides Olde Human

✖ +10 Scholastics: one skill

✖ +20 Cultural: one language (excluding Human Low Speech or Human High Speech)

✖ +30 Leadership: Civilian: Grapevine

SQUIRE

Masteries: Domestics: Home 3, Scholastics 2, Cultural skills 2, Travel: Animalship 1

Pathways: Any (but should be similar to that of the master knight)

Advantages: Comp 1, Etq 1

Income: None

Required gear: Food, clothing, domestic tools and supplies.

Career assets: Uniform, shelter, possible horse or mule, dress clothes

Prerequisites: Sworn allegiance to a knight and his cause

The squire has taken the first step towards becoming a knight. His duties are two-fold: to do busy work for his master so that the knight can tackle worthwhile

tasks, and to learn how to live the Code of the Knight (see Knight). Squires who fail in either of these tasks on a daily basis will soon find themselves looking for another career. The society of knights is a close one, and they share many things among each other; once a squire's reputation is stained, it is difficult to purify.

To even become a squire is a large achievement. One must be in good physical shape, willing to work hard, able to cook decent meals and clean, studious enough to learn how to act around knights and their families, and (finally) tough enough to take bullying from one's master and other squires in the process of learning how to struggle with others. The last thing learned by a squire is the art of combat, and he must do everything his master tells him without question.

Despite its subservient attitude, the position of squire is proud and promising: as reward for his servitude, the squire is always treated as the same SL as his master. In addition, decent knights never forget their past squires, and the special relationship that develops can lead to strong devotion once a squire himself attains the rank of knight.

At PL4, the squire receives +1 Stre and +20 Combat: Bladed: one sword.

At PL5, the squire receives +1 Refl, +10 Combat: Bladed: the same sword as PL6, and +10 Combat: Bladed: an additional blade.

At PL6, the squire is granted audience with his master's league, and his performance is reviewed. If the council is willing, the squire at that time becomes a knight's errant, where he must now fulfill on his own the final requirements for reaching knight status. Squires who fail this review receive additional reviews at PL7 and PL10, after which they are rejected if they have not passed the review.

MUSICIAN (SE)

Masteries: Entertainment: Music 4

Pathways: Any

Advantages: Style 1

Income: [10 x PL] silver per month

Required gear: Instrument, sheet music

Career assets: A regular place to perform, a tab at a local tavern

Prerequisites: None

The musician must know a wide variety of music off the top of her head, and be able to play whenever the opportunity appears if she wants to make money. Although musicians are in high demand for certain occasions, such as wealthy dances and weddings, most cannot afford good metal instruments such as horns or flutes and must stick with wooden ones (and even these ones—such as violins, guitars, and lutes—

Lore: Oreli Syn

Oreli: "And now, I die,
for only blood of innocence
can slay such foulish remnant,
to free my kin from cruel embrace."

[Oreli sags to the ground, the bloody dagger falling from her hand, her pure life force disintegrating the vampire's corpse under her. Her lover Mishel—his face ashen—grips her arm. He is crying.]

Mishel: "Oh, that I had loved you more,
paid blood myself so not to lose
this face that I have long adored."

[Oreli traces the shiny trails of his tears with one finger.]

Oreli: "These tears? Oh, love, but they ARE love,
the only coin that matters hence.
And with such love my recompense,
know the passion that drove me here
to die was my only recourse."

[They kiss. She dies. Nxolial's howl of eternal agony can be heard from under the stage. As a golden glow carries Oreli's soul to her reward, her surviving family gathers around Mishel and her corpse to sing a lament.]

From "Child Lost to the Night," a reknown play about Oreli Syn, who slew the Vampire Lord Nxolial who had oppressed her family. With many versions of the play being a staple of Neuvian culture (both noble and peasant), even children enjoy acting out the roles of Nxolial, Oreli, and Mishel when they play.

are not cheap either). Although most non-musicians don't seem to realize it, music is an entire philosophy and way of thinking on its own, and the secret of musical talent is coveted and dearly paid for by its proponents. Although most musicians do not make enough money to live securely, they can still survive.

Musicians can increase their SL quickly if they play for the right people, and they also benefit socially (i.e., can earn SPs) when other musicians play their songs. Musicians can often earn themselves a large fan club without even realizing it.

Special skills: Choose 1 at PL4, +1 every 2PL

✖ +1 Char

✖ +1 Dext

✖ +20 Entertainment: Music: Composition

✖ +10 Entertainment: Music: three instrument skills

MERCENARY FIGHTER (SE)

Masteries: Combat 4, Travel: Terrain: Cities 3

Pathways: Taker or Assertive Giver

Advantages: Refl 1, Agil 1, Stre 1, Stam 1

Income: d10 silver per month (peacetime), [5 x PL] gold per month (battle/wartime)

Required gear: Three weapons, armor, shield, clothes, bow weapon, list of possible employers

Career assets: Possible job at every tavern/backwoods town

Prerequisites: None (although many start as thugs)

Mercenaries deal solely in protection, whether they are protecting a person, place, or thing, or are taking the offensive or defensive. Their wages are determined by their combat skill, increased by their employer's fears. (After all, the more an employer feels he needs protection, the more he will be willing to pay).

During wartime, mercenaries are free to do as they please, which leads to the irony that during peacetime, they are often hunted down for "war crimes" they might have committed in the past without repercussion. In that light, mercenaries are considered both tools and scapegoats, and they often find it difficult to work for possibly opposing employers. Still, mercenaries seem to prevail: they know where to hide when the heat is on, as well as how to trade a little swordplay for a little quick cash. Trading sides might be the easiest way to lose honor and integrity, but it's also the quickest way to make money.



Special skills: Choose 1 at PL3, +1 every 2PL

✖ +1 Aware

✖ +1 Stre

✖ +20 Combat: one melee weapon

✖ +20 to OCF when defending employer

✖ Receive all weapon and armor repairs at half price at one particular armorer or weaponsmith.

THUG

Masteries: Dark Arts: Subterfuge 3

Pathways: Takers

Advantages: Refl 2 OR Agil 2, Avoid 1, Aware 1

Income: 1 gold per job, plus any pickpocket profits

Required gear: Sap stick, dark clothes, 10 gold of items (fenceable for 50 gold)

Career assets: Bribeable city guards

Prerequisites: Travel: Terrain: Cities 50

City streets are never safe at night—not while thugs and thieves rule the dark alleys and cul-du-sacs. Even though the Dukes don't like to admit it, they have a problem with the organized crime infesting poorer neighborhoods. Thugs are hired to protect crooks, intimidate innocents, and collect other people's hard-earned money. They are paid well but don't live long because they are also the scapegoats for any endeavors in which the Thieves Guild is held culpable.

Thugs are usually successful in their jobs as long as no one sees them, and there aren't many investigators trained to track them down (which is a job usually reserved for do-gooders like knights). Thugs can relocate to another city and/or Guild whenever they wish, but their most dangerous opponents are actually other Guild members.

Special skills: Choose 1 at PL3, +1 every 2PL

✖ +1 Avoid

✖ +1 Dext OR Agil

✖ +15 Dark Arts: Prestidigitation: Pick Pockets

✖ +10 Dark Arts: Subterfuge: Prowl

✖ +20 Leadership: Civilian: Grapevine

✖ *Secret Hideout:* Capable of finding a retreat in the back of a shop, old warehouse, under the docks, etc, that ensures safety from City Guard. Must be scouted ahead of time, when first coming to a city.

SAILOR

Masteries: Travel: Carts & Ships 3

Pathways: Any

Advantages: Stam 1

Income: 2 gold per month

Required gear: 1 weapon of choice

Career assets: Food and shelter, possible uniform

Lore: Western Mulgrayne

Being driven out of Neuon at the end of the Age of Myth was quite a debilitating blow for Mulgra's commanding officers. Their pride irrevocably shattered, they agreed to pay any cost for one last strike at their hated enemies. Their Emperor was sympathetic to their rage: with his dark and unholy magic, he ripped the life from their beating hearts and transformed them all into guardian mummies, to harass Mulgra's ancient foe even long after the Emperor himself had fallen into dust. Today these ancient corpses not only guard their own tombs but protect every abandoned Mulgrayne supply base remaining on Neuon territory. Based on what few testimonies exist, these guardians still remember who they used to be, and this self-loathing combined with the loneliness of the centuries has only fueled their undying hatred for Neuon and its people.

"Mulgrayne Influence in Neuon Culture," by Sir Barnabas Tolemus

Prerequisites: None

Neuon sees three types of sailors. The first works for private ship owners, traveling along the great river to trade between Harndin and Calcasse. The second belong to a newly formed group called the United Neuonian Voyages, a police society preserving law and order on the river and the docks. Their formation can be attributed to the third group: Pirates. (Besides sailing in the long unwatched sections of river, pirates have been rumored to be looking for a mystical place called Khybern's Island.)

No matter which group a sailor belongs to, all are adventuresome. Each day a new tributary is found, or a lost ship returns with the current, and the unknown waters beyond Harndin's delta are vast and uncharted. Out on the water, there is no city guard: only the ship's captain (or perhaps the UEV, if they track you down) controls your destiny. Personal hideouts necessitating water travel to reach are perhaps some of the safest havens around.

Special skills: Choose 1 at PL3, +1 every 2PL

- ✦ +1 Refl
- ✦ +1 Stre
- ✦ +10 Entertainment: Athletics: Swimming
- ✦ +10 Myth & Lore: Fabled Lands & Beasts: one skill
- ✦ +20 Travel: Cart & Ships OR Terrain Knowledge: one skill

COUNCILLOR ASSISTANT

Masteries: Scholastics 4, Leadership 2

Pathways: Any

Advantages: All Social 1, Logic 2

Income: 1 gold per week

Required gear: Good clothes and food, nice place to live, parties thrown regularly

Career assets: Access to the Councillor's personal services

Prerequisites: Scribe (PL7) OR Archive Investigator (PL5)

Every bit of paperwork and every social gathering occurring in Neuon politics goes through the hands of a councillor assistant. He writes speeches, plans parties, delivers messages and bribes, keeps spouses occupied with fibs, and occasionally lies, cheats, steals, and even kills to make sure his boss stays in power. And this says nothing about the 70-80 hour work-week, or all the unrecognized mundane chores that must be done as well. Although a hard position to be in, the slot of councillor assistant is essential to those aspiring to Councillor (unless one is creative enough to find another way).

The two city-states with the most honest council system are Calcasse and Harndin, as those Councilors take their commitments to Consean (of the Iedras pantheon) seriously and do not have as many secrets to hide.

Special skills: Choose 1 at PL3 + 1 every 2PL

- ✦ +1 Char OR Aware
- ✦ +2 Etiqu
- ✦ +10 Leadership: Civilian: Grapevine
- ✦ +20 Leadership: Civilian: Public Speaking
- ✦ *Rumor:* The assistant can ally with [PL when skill is taken] allies who will supply them with new rumors on demand. (However, the assistant must decide which of these rumors are true.)

TRAPPER (SE)

Masteries: Domestic 4 (Home), Travel 3

Pathways: Any

Advantages: Stam 1, Aware 1

Income: d10 silver in furs per day.

Required gear: Traps, bow weapon, melee weapon, domestic tools, farming tools, shelter, clothes

Career assets: None

Prerequisites: None

Generally solitary, trappers live off the land and tell themselves stories while brewing up hard liquor and

whittling their favorite animal shapes. They also protect the environment, in addition to scaring off interlopers from their secret stills. Trappers are free to do as they please, only needing to follow society's rules when going into town to buy supplies. Out of all the professions, they have a great affinity for nature and know secrets of the territory they inhabit that few others know.

Special skills: Choose 1 at PL3, +1 every 2PL

- ✧ +1 Stam
- ✧ +1 Stre or Refl
- ✧ +10 Scholastic: Archaic Science: Cartography
- ✧ +50 Myth & Lore: Fabled Lands & Beasts: City-States of Neuron AND (Northern Wilds OR Southern Barrens)
- ✧ +5 Combat: Fired OR Thrown: one weapon
- ✧ +20 Dark Arts: Subterfuge: Traps

ENTERTAINER (SE)

Masteries: Entertainment 4

Pathways: Any

Advantages: Style 2, Char 1, Appear 1

Income: [10 x PL] per month

Required gear: Tools of the trade

Career assets: None

Prerequisites: None

Entertainers take numerous forms, including wrestlers, fistfighters, jugglers, escape artists, stage magicians, storytellers, bards, comedians, acrobats, tumblers, stripteasers, dancers, mimes, and even fortune tellers. They can also be master game players of the culture. Few of them ever rise into the stuff of legend, but most at least earn enough to eat from day to day. Most entertainers can find work on a crowded city street as easily as in a bar.

Special skills: Choose 1 at PL4, +1 every 2PL

- ✧ +1 Dext
- ✧ +1 Agil
- ✧ +10 Dark Arts: Prestidigitatation: Pick Pockets
- ✧ +20 Entertainment: three skills

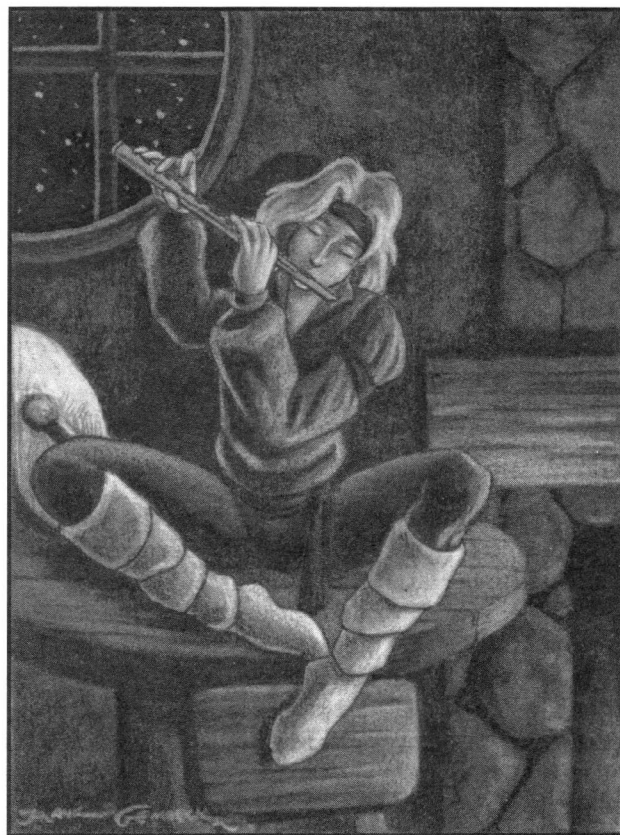
PROFESSIONS

ACTOR (SE)

Masteries: Entertainment: Drama 7, Professional Crafts 3 (Arts, Leatherworking), Myth & Lore: Fabled Lands 1

Pathways: Any

Advantages: Style 2, Reflex 1, Char 1, Comp 2, Appear 2



Income: [30 x PL] silver per month

Required gear: Multiple complete costumes, a weapon, facial makeup, and lots of props

Career assets: Scripts of famous plays and locations of grand theaters in Neuron

Prerequisites: Entertainer (PL7)

Actors travel in troupes from city to city, giving performances that may last a day or week depending on how they are received. Actors do not profit much because they spend so much money on their flamboyant costumes, props, and social habits (specifically, more money than their Genus Level requires from them). Because actors need interesting roles, they tend to keep note of prominent Council members and cultural heroes.

Good actors are capable of plying their skill whenever convenient, whether on stage or haggling with a merchant. They aren't exactly sages, but are still fairly perceptive and understand how people act and think. The impromptu thinking that contributes to good acting also makes actors great spies and assassins as well.

Actors who do not travel with a troupe suffer the possibility of their skills becoming rusty. In addition, the troupe keeps an actor fed and sheltered, provides them with income, and allows them to improve. Troupes also provide some degree of protection, because the lower social classes are wary of actors and their strange mannerisms and often enjoy pelting them

with rotten fruit.

Special skills: Choose 1 at PL3, +1 every 2PL

- ✧ +1 Char
- ✧ +20 Entertainment: one skill
- ✧ +15 Travel: Terrain Knowledge: Cities AND Fields
- ✧ *Improv:* Upon request, the actor can seem like a pro with any skill, long enough to avoid being embarrassed but without accomplishing anything substantial. The requester gets a Logic check, with a difficulty of [5 x actor's PL] to see through the ruse.
- ✧ *Income boost:* The choosing of this skill reflects a high point in the actor's career; all acting-based income is doubled for the next [6 x PL when skill is chosen] months.

ASSASSIN (SE)

Masteries: Combat 5, Dark Arts 5 (all emphases required), Travel: Terrain Tactics 3

Pathways: Takers

Advantages: Refl 3, Agil 3, Dext 2, Aware 2, Avoid 2

Income: [opponent's SL x assassin's PL] gold, or half the accepted pay (whichever is lower)

Required gear: Tools of the trade

Career assets: All items required for cover career provided only if you belong to the Guild

Prerequisites: Must have a cover career

People of deadly intelligence, assassins hone their minds and bodies into killing machines that strike first, fast, and fatally. Not actual warriors (who travel from battle to battle and openly engage the enemy), assassins wait for their victims, take their measure, learn their routines, and then make plans of attack. They choose the perfect place at which to kill, the perfect time at which to get away, and the perfect cover with which to remain anonymous. An assassin generally performs a job once every 4-6 months and spends the rest of his time doing whatever he wishes to do (leisure or planning).

So as to remain anonymous, an assassin must be contacted through a third party, who will set up the deal under the assassin's particular standards. Payment is often made half up front and half upon successful assassination. Body parts may be requested by the client as proof, if bonus payments are offered. Should a contractor renege on the second payment, the assassin will kill the contractor's family, close friends, and business associates until the remaining funds are paid. Neuonian assassins do not guarantee permanent death but will generally take a second contract against a resurrected target for half the original price.

The Assassins Guild covers all costs of each job but also takes the vast majority of profits as well. The

guild will also set up shops, traveling troupes, or low-rank certified public positions for assassins who prefer to stay in a certain area, in order for such assassins to become well-known and trusted members of the community. Whatever the cover career, the assassin must have the skills necessary to perform it.

Special skills: Choose 1 at PL4, +1 every PL

- ✧ +1 Conf OR Pers
- ✧ +10 Entertainment: Athletics: Tumbling
- ✧ +10 Professional Crafts: Brewing: Potions OR Poisons
- ✧ +20 Darks Arts: Subterfuge: Prowling
- ✧ +40 to a non-career skill that should be used as a cover or alias.
- ✧ *Hyperstrike:* Always bypass all armor at short range with a thrown weapon.
- ✧ Shift +2 success for any undefended attack (that is, only when defender does not roll DCF).

FINANCEER

Masteries: Scholastics 5, Research 2, Cultural Skills 6 (Neuonian)

Pathways: Any

Advantages: Comp 3, Logic 2, Conf 1, Aware 1, Avoid 2, Etic 2

Income: *Tax collector:* 1% of Taxes collected
Loan shark: 50-100% interest

Required gear: Research kit, personal weapons

Career assets: *Tax collector:* Armor of choice, 4 city guards, abacus, 2 horses



w/ barding, armored cart, chains, locks, manacles

Loan shark: 6 thugs, 1 thief, 1 business to operate from.

Prerequisites: *Tax collector:* Scribe (PL8) OR Councillor's Assistant (PL6)

Loan shark: Merchant (Mathematics 50)

A semi-dangerous position with no respect from the community, a *tax collector* is employed by the city-state to work a section of town or countryside, usually collecting from a population of 500 people per PL. Collectors are under constant threat of ambush while they carry the money and can call for up to a dozen calvary if necessary. Attacks on tax collectors are punishable by life imprisonment, and actually harming or killing one brings execution, but that still is often no consolation to the collector as he carries out his duties.

Loan sharks enable poor wizards to pay tuition, farmers to purchase seed, or city guard to own a house, by doling out the Thieves Guild's wealth and deciding how long people have to pay back the money, along with how much interest is charged. Borrowers who try to skip out or who can't pay their bills are usually tracked down by thugs or mercenaries, then are sold as slaves on the black market (along with what possessions they have). Loan sharks can call for assassins as well, if things come to that. At the end of each year, loan sharks who are in the red are asked to retire back to the cover of merchant, while those who have lost more than 50% of their funds are executed.

Special skills: Choose 1 at PL3, +1 every 2PL

- ✖ +1 Pers OR Logic
- ✖ +10 Cultural: Neuonian: Olde Human Literacy
- ✖ +10 Cultural: one literacy (excluding Olde Human)
- ✖ +20 Cultural: one language (excluding Human Low/High Speech)
- ✖ +10 Scholastics: one skill
- ✖ +30 Leadership: Civilian: Grapevine

KNIGHT ERRANT

Masteries: Combat 4, Leadership 1, Travel 3

Pathways: Usually Givers

Advantages: Stre 1, Refl 1, Stam 1, Conf 1

Income: None

Required gear: None

Career assets: Chainmail, heater shield, two weapons, lance, coat of arms, warhorse, heraldry banner, quarters in castle or border fortress, food

Prerequisites: Squire (PL6); must be male

Knight errants are former squires who have been considered worthy enough to strive for knight status,

CODE OF THE KNIGHT	
Always keep thy word	
Never deceive those worth thy stature	
Show politeness and respect at all times	
Respect elders, thy host, and all females	
Obeys the law	
Administer justice along with mercy	
Show courage in the darkest of places	
Avenge the wronged, defend the weak, and protect the innocent	
Never deny help to a friend	
Carry out all obligations and missions beyond the letter of the law	
Show fairness in combat: Announce thy intentions, never attack from behind. Never attack an unarmed foe or charge an unhorsed opponent	

when they have finally proven their valor and improved their skills to the required levels. Besides increasing their combat skill, travel knowledge, and voice of command, knight errants must also undertake rigorous study in religion and scholastics to prove that they can apply force effectively.

This means that knight errants will often be found studying under tutors, sparring in the practice fields, and undertaking dangerous quests anywhere in Neuon so that they can earn public acclaim and prove themselves worthy of the honor of knight. Whoever approved the squire for knight errant (whether a league, sodality, Duke, or other noble) will present him with basic knight equipment and resources, and will even offer shelter from time to time if necessary, but in most cases will stand back and wait to see what the knight errant will make of himself.

Special Skills: 1 at PL2, +1 every PL

- ✖ +1 Conf
- ✖ +1 Logic
- ✖ +1 Ref
- ✖ +1 Stam
- ✖ +20 to 1 weapon
- ✖ +10 to Religion: any three skills (from any emphasis)
- ✖ +20 to any Travel: Animalship skill
- ✖ +20 to any Travel: Terrain skill
- ✖ 1 rumor point (see Adventurer in the Tome)

KNIGHT

Masteries: Combat 8, Leadership 3, Travel 5 (Animalship), Religion 2, Scholastics 4

Pathways: Usually Givers

Advantages: Stre 2, Refl 3, Stam 3, Conf 2, Pers 3, Comp 1, Char 2, Etiq 1, Logic 1

Income: [10 x PL] gold per month

Required gear: None

Career assets: Platemail, tower shield, heater shield, four weapons, lance, crossbow, coat of arms, warhorse, squire, court clothes, heraldry banner, quarters in castle or border fortress, food

Prerequisites: Knight Errant (PL6) OR City Cavalry (PL10) OR Captain of the Guard (PL8); must also be male

Neuonian knights are the finest warriors in the human culture, symbolizing honor, loyalty, valor, courtesy, nobility, and morality. Neuonians have a high respect for knights and offer them hospitality without hesitation. Because knights are responsible to protect the leagues or lords that knighted them, they do not always get along with each other except when warring against an enemy common to their masters. Besides the various leagues (see p.105), a squire can be knighted by a Duke, sodality, or another noble; still, no matter the liege, a knight swears to obey his master's orders. (Many groups also require additional servitude before a new knight is allowed decision-making power in the league.)

Dark knights are men who do not obey this code and yet have been knighted by sinister lords and sully with deceivers and conspirators.

Able to break laws almost wantonly before being delivered to justice, these knights are indulgent, worldly, ferocious, domineering, and immoral. Even normal knights who break but a few of these rules as a matter of course are considered dark knights. However, the only city-state that actively pursues such dark knights (and is capable of such pursuit) is Cortez, governed by the Hourani house of Cortez.

Black knights are simple knights who do not wish to be recognized. They are more often paladins than knights, who have covered their coat of arms and their her-

aldry symbols to either protect themselves or someone who would suffer needlessly if their identities were known. Unfortunately, dark knights can also disguise themselves as black knights to protect themselves from revenge and retribution for their evil actions—an act that sullies the anonymity of the black knights.

When entering knighthood, the supplicant must learn the social graces and respect accompanying relations with the rich class. Prospective knights serve many banquets and balls as a squire, or put their lives on the line many times as a captain or cavalry member. Most prospects are born from rich or noble families and are well educated to begin with, although poor heritage does not preclude anyone from reaching knighthood.

In general, knights are fierce fighters and deadly masters of melee. Forced to wear their surcoat at all times in public, they usually dress in armors like platemail or full plate, use the heaviest weapons, and are considered by the commoner to be big, bulky, and devastating. They can be the symbols of both war and peace—or perhaps peace bought by harsh conflict. A knight's life is full of obligations and missions, not to mention yearly adventures into unknown territory. Successful knights eventually retire from their careers as wise honorable men who have taken great risks at their own expense and survived.

Special skills: Choose 1 at PL4, +1 every 1 PL

✦ +1 Agil

✦ +1 Char

✦ +25 Myth & Lore: Lands & Beasts: any two skills

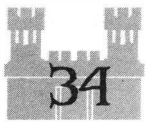
✦ +40 to OCF when fighting to uphold the Code of the Knight

✦ *Demand Shelter:* The knight can request (and receive) shelter in any dwelling or inn, and is treated to the best level of comfort possible. The knight can make this request even of rival factions.

✦ *Personal Armorer:* The knight has befriended a master armorsmith who will specialize his armor at 1/2 cost, and repair his armor at 1/4 cost. This skill remains as long as the knight treats the armorsmith with the respect she is due.

✦ *Resist Fear:* If the knight must make a fear roll, he receives +50 above the normal base. If he is subject to fear that normally has no save, he is allowed that saving roll anyway with 1/2 his normal base.



**PALADIN (SE)**

Masteries: Combat 8, Cultural skills 5, Domestics or Entertainment 2, Leadership 5, Scholastics 4, Travel 3

Pathways: Any

Advantages: 1 in all Physical/Social, 2 in all Mental

Income: Spoils of adventure

Required gear: Leather armor, platemail, full plate, 3-5 weapons of choice, lance, crossbow, warhorse, two riding horses, squires or mercenaries, wagon, surcoat, a small keep or house on a fiefdom of land, 25 gold in farm equipment and furnishings, 50 gold in livestock, fields that net 10d10 gold per year

Career assets: Givers receive the respect of city officials and the right to speak at the Council, while Takers achieve continual domination as a Complete Taker over anyone of LL5 and lower

Prerequisites: Must be able to fund grand adventures

Desiring a utopian world, the paladin is as much as a knight is and more: heroic, combat guru, a strong leader, a knowledgeable adviser, adventurous, and (at times) very eccentric. Born to rich families or having achieved wealth by their own accomplishments, paladins are not only the legends of the town but probably own half of it as well. In large cities like Calcasse or Cortez, they are members of elite clubs who consider themselves the world's guardians.

Paladins can operate under different motivations. Some desire fame or riches, while others desire valor or to struggle against hardship. Others long to represent moral character to their society, or defend their religious beliefs, or simply punish wrongdoers. The paladin's motivations do not matter as long as he has both money and friends: All paladins must support their own quests or find others to sponsor them (although sponsors often take a large share of any profits). Paladins generally travel only with their own personally trained fighters, or with those possessing unique talents helpful to the cause. Unlike knights, paladins can be of either gender, which often leads to a lot of Neuon small-town rumormongering when a female paladin passes through.

Paladins are generally competent in regards to completing tasks. They have seen (or are prepared to see) sorrow and suffering more than the common man, and this motivates them to accomplish their greater goals. They keep their eyes on the horizon, keeping sight of the dream, but are also willing to receive as much input as possible from companions before making a decision. In this regard, the greatest leaders among paladins know how to be followers as well.

Being extremists committed to a cause, paladins live fast and die hard. In their commitment to either follow or abolish the Code of the Knight, paladins quickly reach the level of True Giver or Complete

Taker—and make a great number of unique friends and enemies along the way, in addition to experiencing some wonderful adventures.

Special skills: Choose 1 at PL4, +1 every PL

✖ +1 Stre

✖ +20 to Myth & Lore: Fabled Lands: any two skills

✖ +40 to OCF when fighting to uphold the Code of the Knight

✖ **Cause Fear:** The paladin can instill fear of her wrath into people from the opposite pathway. The target must make a mental save vs fear, with a difficulty of [(paladin's LL - target's LL) x 10]. Against targets of equal or greater LL than the paladin, the power only causes edginess.

✖ **Pain Resistance:** The WP cost to soak damage is 1/2 normal. Purchasing the ability twice reduces the cost to 1 WP.

✖ **Reduced Fear:** Fear caused by any creature (other than greater demons, devils, adult Dragons, and similar Immortals like Gods) will have no effect on the Paladin.

✖ **Sworn Enemy:** The paladin may choose one specific type of monster or one specific person as his sworn enemy. Against a monster enemy, the paladin can cause damage as if using a magic weapon: all attacks cost 1/2 normal Init, DCF is +20, damage is shifted by 2, and the monster is not immune to the attack even if the weapon is mundane. Once chosen, the monster race cannot be changed unless it becomes extinct. Against a specific person, the paladin can sense the enemy's presence (but not direction or distance) within 500', are immune to special enemy powers like fear (although not immune to magic, channeling, or metaphysics), have +20 OCF to any attacks, and always shift damage by +3. After the sworn enemy dies, the paladin can choose another.

SQUAD SERGEANT

Masteries: Combat 8, Leadership 1

Pathways: Any, but must abide by the law

Advantages: Stre 2, Pers 1, Conf 2

Income: [4 x PL] gold per month

Required gear: None

Career assets: Uniform, surcoat, chainmail or double mail, longsword, two other weapons, helm, shield, shelter in barracks, food, clothing

Prerequisites: City Guard (PL8) OR fame from being a Mercenary/Adventurer

The sergeant is responsible for 10-20 city guard, acting as teacher, friend, father, mother, and boss all in one. Squad sergeants are used in times of battle only, when guards must keep their skills current and learn



to think as one unit, and they assign guards to appropriate positions based on their skill. A sergeant is equal in authority to a cavalry rider, and has ultimate authority to implement the law in any way he sees fit during war. (This authority has inadvertently caused much disturbance and distrust among commoners and poor folk, especially in Harndin during tax time.)

Squad sergeants must serve a term of at least eight years before negotiating or renewing their contracts with the city. During that time, they will see many guards (and friends) come and go, and most grow a stony heart early on to avoid the pain of loss. Still, this hard edge is what makes them worthy foes during war and skillful trainers during peace.

Faithful Bonds: At PL8, the squad sargeant is capable of discerning the ten most trusted guards in the city—men who would do anything for him. These ten guards should be counted as allies and will perform various tasks for the sargeant that most people would never even consider doing, including dying for him with but a word.

Special skills: Choose 1 at PL4, +1 every PL

- ✖ +1 Char
- ✖ +1 Conf
- ✖ +1 Stam
- ✖ +20 Leadership: Military: Discipline
- ✖ +10 Leadership: Military: Strategy
- ✖ +10 Travel: Terrain Knowledge: Cities

CAPTAIN OF THE GUARD

Masteries: Combat 6, Leadership 6, Travel 5

Pathways: Giver

Advantages: Stre 1, Refl 2, Stam 2, Aware 2, Pers 2, Logic 1, Conf 3, Char 1

Income: [4 x PL] in gold per month

Required gear: Riding horse

Career assets: Uniforms, surcoats, war horse, any armor, any weapons, shields, helm, house in the city, personal farm, hunting lodge, 1 vote on the Council, and command of the entire city guard

Prerequisites: SL6 & FL4, OR being a famous hero, OR Squad Sergeant (PL7)

The Captain of the Guard has direct responsibility for the safety of citizens within city limits. He must know of any weak spots as far as policing goes and

Lore: Scott Roberts

"And after his mighty bow Glindok had shattered from the force of that scaled hide, Scott Roberts knew there was no other way to protect the traders. So he gathered the force of his life into his very hands, and with his mind bound both Dragons' wings and sent them hurling into the Great River itself, and so did Cicle and Blizzard disappear into the depths and never again appear to men anywhere in Neuon. But when Duke Angelic awoke and hailed for the hero up on his cliffside perch, there was no answer, for Scott Roberts was as gone as if he had never been—the force of his life spent in that final metaphysic effort. Some say he still wanders through hallways just beyond mortal sight, his mind forever exploring the mysteries of the universe."

"Lore of Heroes," from The Tongue, Jondric's official storyteller

must continually enforce justice for the court systems and the Duke. No one ranks above him except for the Duke himself, which has sometimes put strain on the Council's political relations. The Captain of the Guard decides where military taxes are spent, as well as procuring the necessary weapons and armor needed by the City Guard and Cavalry. He is also responsible for investigations involving the rich class, as well as lending guards to them for protection.

With one eye on the guards and the other on the crowds, the Captain of the Guard's life is one of careful scrutiny, and only calvary units (which regularly leave the city limits) are free of his penetrating gaze. He determines punishment for any misconduct or crime within the guard.

The Captain of the Guard is not forced to swear allegiance to the Code of the Knight, but many Dukes expect their captains to follow those rules anyway. Ever since an incident in Cortez involving Duke Angelic's trust and the high members of his military staff, every Duke has carefully examined the pathways of his ranking commanders (including the Captain of the Guard and the sergeants).

Since the introduction of the Council, the Captain of the Guard possesses some political power—voting on personal diplomatic matters and introducing new laws. However, it is still considered bad taste to not check with the Duke before making such decisions.

Special skills: Choose 1 at PL5, +1 every PL

- ✖ +1 Etiq
- ✖ +1 Style
- ✖ +10 Combat: one weapon
- ✖ +20 Leadership: Military: Strategy
- ✖ +10 Leadership: Statecraft: Law
- ✖ *Secret Agents:* The Captain of the Guard acquires [PL] secret agents. Pulled from the current population of the city, secret agents are chosen by the player and GM.

RANGER (SE)

Masteries: Travel 5 (Animalship, Terrain Knowledge), Combat 5 (Melee, Fired), Cultural Skills 5, Domestic 5 (Home), Dark Arts: Subterfuge 5

Pathways: Any

Advantages: Aware 3, Stam 2, Stre 1, Refl 2, Pers 2, Conf 3

Income: [2 x PL] gold per month in pelts

Required gear: Longbow, longsword, leather armor or leather & chain, animal traps, horse, plow, cart

Career assets: Log cabin, small personal garden, 100 acres of free land (not owned by him or the state)

Prerequisites: Most start as trappers, but any outdoorsman-type will do

The ranger lives by his own code: knowledge of wilderness survival. He studies those who inhabit it and remains current of on current events between people. Not afraid to travel, rangers love the unknown and are not bound by any one philosophy or ruler, which gives them the distinct advantage of knowledge over other people (whether poor or rich). Rangers know places too dangerous for people to go, or where ancients have walked the earth, or where cities of gold and silver lost since the Age of Myth are located. And

this knowledge comes not through any mystical or arcane means, but by perspiration and exploration.

Rangers prefer the longbow, a weapon of deadly distance and accuracy that can punch through plate armor as easily as wild game. Quite symbolic of heritage, the bow is often kept by a ranger throughout her lifetime until it is outgrown or damaged, and it is not uncommon to see a bow passed through three generations before it loses its strength.

Like druids from the Age of Myth, rangers have a unique affinity for nature, possessing knowledge of plants and animals, the secrets of potions and healing salves, the best hunting grounds, and the most useful hiding places in the forest.

At PL5, rangers receive +10 Domestic: Home: Hunting. At PL6, they receive +1 Reflex. At PL7, they receive +1 Strength.

At PL8, rangers begin to accumulate myths and stories from any travelers they contact. In game terms, the character receives a cache of 200 points to be divided among the Myth & Lore: Fabled Lands & Beasts skills. (Note: These points resemble starting points during generation and are spent 1 for 1.)

At PL 9, rangers can ally with three denizens of the forest, ranging from a lone Driseti longbowman or an Imp, to a trained bear or hawk. Allies are chosen when first met and can even be hostile at the start.

At PL 10, rangers discover the common natural source of mystical power that had originally beckoned outdoors—some spot of legend, from the Ages of Myth or Creation. The location of this artifact-level area must be guarded from common knowledge, to keep out interlopers or abusers, and the area's specifics (such as powers and side effects) should be determined by the GM based on his or her ranger philosophy.

**SHERIFF**

Masteries: Travel 7, Combat 7, Leadership: Statecraft 3

Pathways: Giver

Advantages: Logic 2, Conf 2, Etic 2, Pers 1

Income: [10 x LL] gold per month

Required gear: Personal melee weapons, war horse, place to live

Career assets: Two cavalry riders as escorts, longbow, any armor, shield and helm, insignia of the council (law enforcer), travelling gear

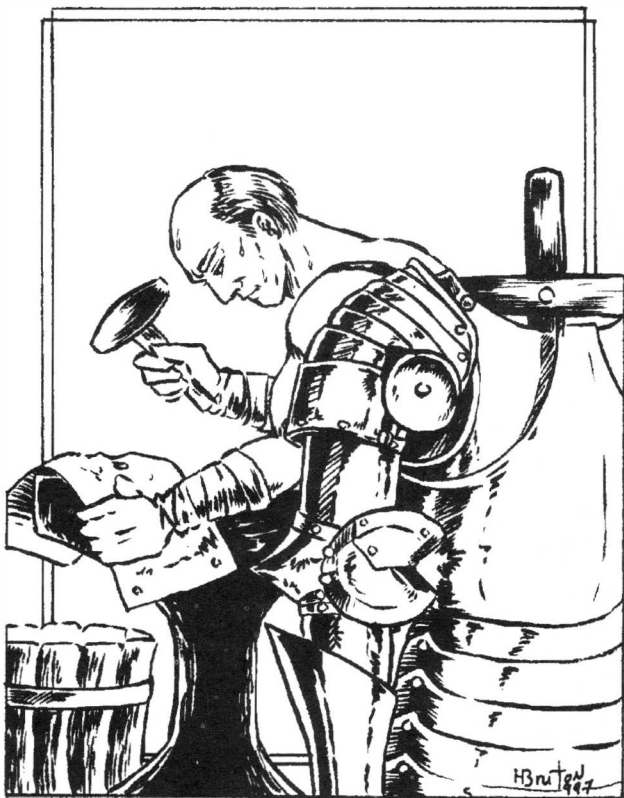
Prerequisites: SL5, plus either Ranger (6 years) or City Cavalry (12 years)

Sheriffs of Neuron are hired by the High Council to protect the lands between the Neuron cities, which are well-populated because the land is free (unowned by anyone). Because no city guard patrols the area, the rural countryside is often trouble-ridden and sheriffs are in charge of smoothing out local problems. They follow daily events, get to know the people, pass along messages, help deliver babies, kill outlaws, and imprison lawbreakers.

Originally formed by the Hourani, the concept of sheriff has been kept alive by the High Council. A sheriff's previous background as ranger or city calvary enables her to deal with problems on her own. (Essentially, sheriffs are rangers with badges.)

Special skills: Choose 1 at PL5, +1 every PL

- ✦ +1 Aware
- ✦ +1 Refl
- ✦ +10 Professional Crafts: Weaponsmithing: Bowyer & Fletcher
- ✦ +10 Scholastics: Archaic Science: Cartography
- ✦ +20 Myth & Lore: Fabled Lands: City-States of Neuron
- ✦ *Allies:* The Sheriff acquires [PL] allies (fixed number). Allies are chosen by the GM and will do anything the sheriff requests, including risking their lives.



TROUPE LEADER (SE)

Masteries: Entertainment 8, Leadership 1, Scholastics 2 OR Myth & Lore 2

Pathways: Any

Advantages: Char 2, Etiq 3, Style 3

Income: 10% of the troupe's earnings (usually 5d10 gold/year)

Required gear: A couple wagons and horses, lots of stage props, curtains, makeup, a couple musical instruments, sheet music, books on famous plays.

Career assets: 2-20 actors under your employ

Prerequisites: FL3, Actor

A troupe leader is the accountant, agent, director, and scriptwriter wrapped up in one. She organizes the next show, takes care of costs, ensures the actors are happy, keeps things in good condition, bails actors out of jail, narrates shows, and (of course) acts. Essentially, the troupe leader uses her slightly more realistic view of life to take responsibility for her artistic compatriots.

If Morning Light has a problem with a particular popular show, they will contact the troupe leader directly with their complaints.

Special skills: Choose 1 at PL3, +2 every PL

- ✦ +1 Conf
- ✦ +1 Pers
- ✦ +20 Scholastics: Archaic Science: Mathematics
- ✦ +10 Scholastics: Research: Bookkeeping
- ✦ *Entertainer's Circle:* The leader will have [2d10/LL] friends among all other troupe leaders in the city-state and House Illiomis members (see Hourani culturebook).

ARMORER (SE)

Masteries: Professional Crafts 8 (Armorsmithing), Scholastics: Research 2

Pathways: Any

Advantages: Style 1, Stre 2, Dext 2, Stam 1

Income: 30% of any armor made and sold (average of 30 gold every 6 months)

Required gear: Around 80 gold worth of metal already fashioned into armor, tools, shop, market tent, leather workclothes

Career assets: Inherited tools & shop if family background was the same

Prerequisites: Crafter (under another armorer)

Armorsmiths work specifically to create, produce, and mend armor, in a specific medium such as leather, leather and metal, or straight metal. For every Style advantage, the armor value increases by 10%. Armorsmiths are also needed to mend plate or chain, so they make great money (perhaps 100 x normal) whenever

a city-state goes to war.

Special skills: Choose 1 at PL4, +1 every PL

- ✖ +1 Dext
- ✖ +1 Pers OR Conf
- ✖ +10 Professional Crafts: Weaponsmithing: one skill AND Blacksmithing: one skill
- ✖ +10 Scholastics: Archaic Science: Mathematics
- ✖ +60 in *Armor Weakness (20)*: After examining a type of armor for one month, the armorer can determine its design weakness. When in combat against any examined armor type, the armorer gains +15 to OCF and a +1 damage shift.

PROFESSIONAL ARTIST (SE)

Masteries: Professional Crafts: Art 8, Cultural: Neonian OR Hourani 5

Pathways: Any

Advantages: Style 3, Pers 3, Dext 1

Income: [LL x d100] gold per year

Required gear: Year's worth of supplies (unless sculpting), a studio or similar place to work

Career assets: Knowledge of prospective buyers and city contracts

Prerequisites: Artist (PL8), SL6

Professional artists spend much time and money brown-nosing the rich, in order to acquire funding. In fact, they spend enough money to live two levels higher than their actual current genus level.

Controversial subject matter, especially when endorsed by the government, will often draw the involvement of Morning Light.

Special skills: Choose 1 at PL6, +1 every PL

- ✖ +1 Char
- ✖ +1 Dext OR Avoid
- ✖ +20 Leadership: Statecraft: Public Relations
- ✖ +25 one non-art skill (including Magic, but excluding Religion: Channelling powers)
- ✖ +40 Leadership: Civilian: Grapevine

BREWER (SE)

Masteries: Professional Crafts: Brewing 8, Scholastics: Research 2

Pathways: Any

Advantages: Stam 1, Stre 1, Comp 1

Income: *Beer or Ale*: [PL] gold/ month (All year)

Wine: [3 x PL] gold per month (Dec-June)

Alcohol: [4 x PL] gold per month (Sept-May)

Champagne: [6 x PL] gold/ month (Jan-April)

Required gear: Brewery, warehouses, [5 x PL] assistant Crafters, granaries or vineyards, wagons, horses, tools

Career assets: Inherit all required gear if family background was the same occupation

Prerequisites: Crafter under another brewer

Brewing is an intricate business demanding dedication and patience, as one is never quite sure how the current batch of brew will turn out until the necessary money and time (months or even years) has passed. Brewers usually works one specific type of alcohol, such as beer, mead, ale, red wine, white wine, whiskey, brandy, cognac, moonshine, or champagne. (Note: Brewers who make red wine can also make brandy and cognac, but must invest in two new businesses to do so. The same goes for white wine makers, who can produce champagne if they know the process.) Brewers add gold equal to their Style to their monthly wages for having such unique and grand brew.

Special skills: Choose 1 at PL5, +1 every PL

- ✖ +1 Logic
- ✖ +10 Brewing: Potions & Poisons
- ✖ +10 Leadership: Civilian: Grapevine
- ✖ +15 Scholastics: Archaic Science: Chemistry
- ✖ +20 Scholastics: Research: Experimentation
- ✖ *Double Income*: Income from brewing will double for 2d10 years due to your notoriety as a brewer. Critical successes during this time period will result in a batch of brew being worth four times its normal value. However, if a critical failure is rolled during this time period, the brewer will not be able to convince people to buy his product for another 2d10 years!

LEATHERMASTER

Masteries: Professional Crafts: Leather 8, Scholastics: Research 2

Pathways: Any

Advantages: Stre 2, Dext 2

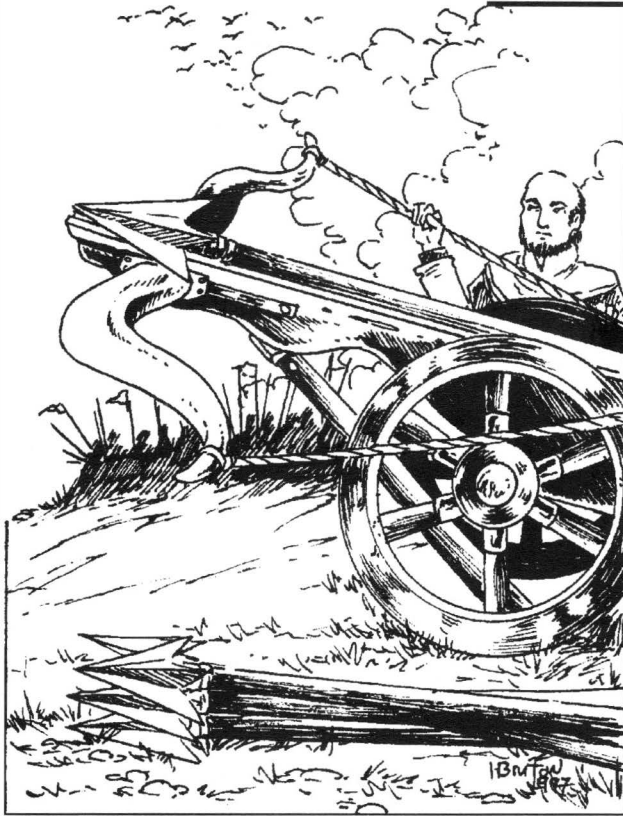
Income: [2 x PL] gold per month

Required gear: Contract with a cattle yard, tools, workshop, tent in the marketplace

Career assets: Inherit required gear if family background was leathermaster

Prerequisites: Crafter (2 years) with a leathermaster

Leathermasters can be in high demand by the rich, the government, and the military. Although there are always many types of armor, barding, and saddles to make, the true sustenance of a leathermaster is the creation of shoes and boots. Everyone needs a good pair of shoes, and the better shoemaker you are, the happier people will be on a daily basis. (After all, footwear is the "sole" of the industry!) Leathermasters add their PL in gold to their monthly wages, to repre-



sent unique patterns and custom fits they've sold.

Special skills: Choose 1 at PL5, +1 every PL

- ✦ +1 Style
- ✦ +10 Leadership: Statecraft: Commerce
- ✦ +40 Professional Crafts: Trades: Tailoring & Weaving
- ✦ +20 Scholastics: Research: Bookkeeping
- ✦ +10 Travel: Animalship: one skill
- ✦ +60 in *Recognize Leather Style (14)*: With a successful roll, the leathermaster can notice subtle differences in leatherwork, allowing him to recognize professional work by name (if he knows the style), and at least recognize other pieces of work by the same crafter, even if he does not know the crafter's name.

SMITH (SE)

Masteries: Professional Crafts: Smithing 8, Scholastics: Research 2

Pathways: Any

Advantages: Dext 3, Stam 2, Stre 1

Income: *Toolsmith:* [PL] in gold per month

Instrument smith: [4 x PL] in gold per month

Bronze/Silversmith: [3 x PL] in gold per month

Goldsmith: [10 x PL] in gold per month

Required gear: Tools, forge, science books, workshop,

tent in the market, 50 gold of raw product

Career assets: Inherit required gear if family background was the same sort of smith

Prerequisites:

Toolsmith: Crafter with a toolsmith, plus 30 gold

Instrument smith: Crafter with an instrument smith, plus 70 gold

Bronze/Silversmith: Crafter with a bronze/silversmith, plus 50 gold

Goldsmith: Crafter with a goldsmith, plus 200 gold

The smith operates in one of four ways. He can produce farm tools and siege tools in mass quantity, selling them often and cheaply. He can work for months on a science tool of delicate precision and charge a high price from his few interested buyers. He can produce bronze weapons and armor for the rich or create silverware and other luxury items that sell rarely. Finally, he can mint gold and/or make jewelry that also sells only rarely, to the very rich. Smiths add [5 x Style] gold to their monthly wages.

Special skills: Choose 1 at PL5, +1 every PL

- ✦ +1 Conf
- ✦ +1 Style
- ✦ +10 Leadership: Civilian: Grapevine
- ✦ +15 Scholastics: Research: Bookkeeping
- ✦ +20 Professional Crafts: Arts: Casting & Jewelry
- ✦ *Sage Friend:* The smith can trade his talents with a local sage, gaining information when needed. If chosen when the smith is PL8 or higher, the sage will be a master sage.

TRADEMASTER (SE)

Masteries: Professional Crafts: Trades 5

Pathways: Any

Advantages: Dext 2, Stam 1, Style 1

Income: [PL x skill complexity] in gold per year

Required gear: 50 gold in raw materials and tools, a workshop or station, and a tent in the marketplace.

Career assets: Inherit required gear if family background was the same sort of trademaster

Prerequisites: Crafter for a trademaster

Many people can become proficient in a single trade and make a good living, but only the trademaster knows the in's and out's of other skills that relate to her own business. A trademaster must possess two other skills in Trades that match her main skill. (For example, a shipbuilder could possess the Roper and Carpentry skills, or a boyer might have Fletcher and Roper. Masons generally possess Carpentry and Ceramics as well.) Annual income equals PL times the complexity of the main skill, while the time required as a crafter before becoming a trademaster depends

on the main skill's complexity as well.

Special skills: Choose 1 at PL5, +1 every PL

- ✖ +1 Char
- ✖ +1 Pers
- ✖ +20 Professional Crafts: Trades: one skill
- ✖ +15 Scholastics: Research: Bookkeeping
- ✖ +20 to one non-trade skill (including Magic, but excluding Religion: Channelling powers).
- ✖ +60 in *Item Location* (15): The trademaster can find any raw material or resource needed to do a job, or at least knows who to contact, and also knows the current market price of the desired item.

WEAPONSMITH (SE)

Masteries: Professional Crafts: Weapons 8, Scholastics: Research 2

Pathways: Any

Advantages: Stre 2, Stam 2, Dext 2

Income: [3 x PL] gold per month

Required gear: Forge, workshop, 100 gold in raw materials, tools, tent in the marketplace

Career assets: Inherit required gear if family background was the same sort of weaponsmith.

Prerequisites: Crafter for a weaponsmith

Weaponsmithing is a dirty job but always rewarding, not just for the money but because the trade forms the foundation of feudal society: weaponsmiths provide the tools for domination and war. The rise and decline of any culture can directly fall upon the quality and abilities of its weaponry.

The weaponsmith spend many sunless days producing the finest warfare products imaginable, whether sword, dagger, lance, axe, or spear. Once weaponsmiths reach PL10, they can add bonuses to weapons of their creation: multiply the weapon's normal value by [weaponsmith's Style + 1].

In addition, weaponsmiths of at least PL10 can add one advantage to the weapon per Style, from the following list:

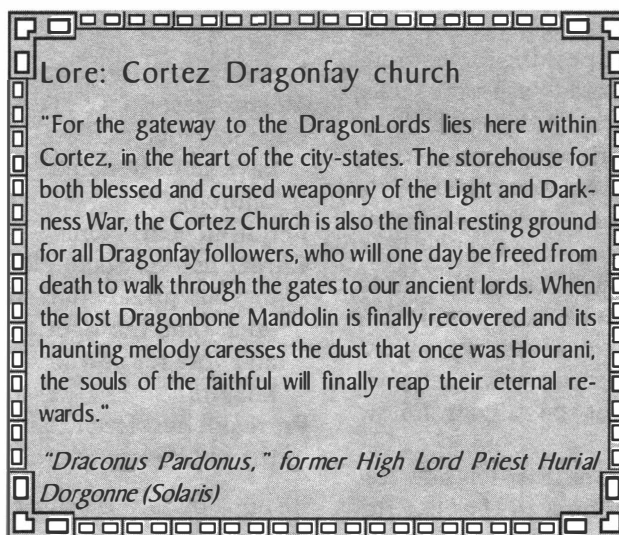
- ✖ +5 to OCF
- ✖ +5 to DCF
- ✖ -5% to IC
- ✖ +1 damage shift

(For example, a PL10 weaponsmith with Style 4 can create a weapon with +10 OCF and +2 damage shift, or with -40% IC, or with +5 OCF and +15 DCF. Any combination is valid.)

Special skills: Choose 1 at PL5, +1 every PL

- ✖ +1 Logic
- ✖ +1 Style
- ✖ +20 Combat: one weapon
- ✖ +10 Professional Crafts: Armorsmithing: one skill
- ✖ +20 Scholastics: Research: Bookkeeping
- ✖ +50 in *Locate Resources* (17): The weaponsmith can buy metal at a percentage of the normal price, as long as he remains in the good graces of his dealer by doing him some special repair or crafting favors.

Success	Percentage
A-C	15%
D	20%
E	30%
F	40%
G	50%
H	60%



PRIEST/PRIESTESS

Masteries: Religion 5 (all), Leadership 4 (Civilian), one other mastery (excluding Magic)

Pathways: Givers only

Advantages: Conf 4, Pers 4, Etq 1

Income: None, 80% of any additional income must be donated to the Church

Required gear: None

Career assets: Food, shelter, clothing, tools for their mastery, access to specific church assets.

Prerequisites: Theologist

The Church of Morning Light priests serve many functions within the community, depending on their specific masteries. Combatants act as holy warriors, destroying opponents and driving home the judgment and word of Iedras. Scholars keep strict records and act as guardians of Morning Light's truth. Domestics serve others and increase the living styles of those around them. Travelers journey to new lands, to find new peoples who can join the holy family. Whatever the mastery, Morning Light can find a use for it.

In order to serve their gods and improve their abilities, all priests share the responsibility of bringing



new believers into Iedras' fold. Priests can choose a specific god in the pantheon to worship, except for Iedrahnc (god of Forbidden Knowledge). All Morning Light priests must wear white during peacetime, red during wartime, and black when seeking for lost religious icons, and all wear a colored sash personally chosen that denotes their mastery and personality.

Morning Light priests and priestesses wear loose and clean robes that do not accentuate the body's sexual elements, as the pantheon of Iedras promotes innocent pleasures only. Priestesses are allowed to marry but only in order to bear children, while priests must take vows of celibacy and often choose to become eunuchs. Although sex is not technically against pantheon law, it is currently not favored by the higher powers, and most proponents of the religion follow suit.

Priests/Priestesses must gain at least ten new followers per month, while describing to the fold the joys of belonging to Morning Light. They are also expected to challenge obvious indulgence in forbidden knowledge and pleasure (such as controversial art commissioned by the government, or public shows promoting indecency). Of course, how a priest chooses to do this depends mostly on his attitude towards others and his personal convictions.

Priests/Priestesses of the highest PL are considered to be leaders of specific congregations and count those followers as theirs. Lesser worthies are still agents of the pantheon and Morning Light—attracting followers and increasing Morning Light's influence—but are not considered to have particular followers of their own except for friends they might make

along the way. Traveling priests who bring followers back to the church immediately "lose" those followers to that church's head priest/priestess.

At PL4, priests/priestesses can choose three endowments, plus one more every PL afterwards. If following a specific deity, s/he can add +50 to one of their endowments. Those who follow the whole pantheon of Iedras add +10 to their Channeling skill instead.

At PL5, priests/priestesses receive their spiritual powerbase.

Special skills: Choose 1 at PL4, +1 every PL

- ✧ +1 Char
- ✧ +1 Style
- ✧ +10 Cultural: two skills
- ✧ +20 Entertainment: Drama: Captivation & Emoting
- ✧ +20 Religion: Church: Education
- ✧ +10 Religion: Demonology: Demons
- ✧ +30 Scholastics: Archaic Science: Bandaging & Bones

BISHOP

Masteries: Religion 8, Leadership 5, Scholastics: History 3

Pathways: Confident or True Giver

Advantages: Conf 5, Pers 5, Etic 3, Aware 2, Logic 1

Income: None (although additional income does not have to be donated to the Church)

Required gear: None

Career assets: Food, clothing, shelter, any churches in your jurisdiction, access to all assets of your area, plus the right to make stipulations to rules and vote for new movements, the power to anoint knights

Prerequisites: Head priest with highest PL & SL when the old Bishop of a city-state dies

Bishops dictate Morning Light laws within their jurisdiction—usually a city-state and its surrounding lands. Backed by people in the community, the bishops barter support for the city-state's Duke in return for more church freedom and the Duke's blessing and support on church activities and missions. Bishops oversee Morning Light expenses and income, deciding how to spend the profits, and they also indoctrinate the new priests and assign head priests.

Special skills: Choose 1 at PL5, +1 every PL

- ✧ +1 Char
- ✧ +1 Etic
- ✧ +10 Leadership: Statecraft: all skills
- ✧ +20 Myth & Lore: Heroes & Heroines: Humans

- ✦ +10 Scholastics: any two skills
- ✦ +20 in *Transform Magic* (20): If the subject agrees to become a theologist, the Bishop can exchange all of the subject's Magic mastery skills for Church skills. For every skill lost, the new theologist can spend $[5 \times (\text{his Comp} + \text{Bishop's LL})]$ skill points to any Church skills. This ability has no power over an unwilling subject, and allows no saves. The ritual lasts for 24 hours; if the ritual is disturbed before being completed, the theologist must make a Mental save with a difficulty of 100 or lose his Magic skills without receiving new skill points.

CARDINAL

Masteries: Religion 9, Leadership 8, Scholastics 5

Pathways: True Giver

Advantages: Conf 5, Pers 7, Etic 5, Aware 4, Char 2, Logic 3

Income: None (any investments made belong solely to the Cardinal)

Required gear: None

Career assets: The Church of Morning Light and everything/everyone within

Prerequisites: Highest-ranking bishop when the Cardinal dies

The first and foremost authority of the Church, the Cardinal makes his own rules, and whatever's important to the Cardinal becomes important to Morning

Light. Specifically, the Cardinal has jurisdiction over all Morning Light churches in Neuron, has a High Council seat, possesses many investments in different businesses that bring more people and money into the system, and supposedly interprets the signs and words of the pantheon of Iedras. The Cardinal has no time for adventuring or other professions, nor does he need to: he can help himself to whatever Church money he wishes.

Each Cardinal is familiar with the legendary Eminence, who once held together a grand religion with Neuron and mythical Mulgrayne; some Cardinals have promoted the idea of locating Mulgra, integrating the Church and installing a new Eminence, while other Cardinals have preferred to rule over the Neuron Church and forget about the past

The Cardinal has more political clout than it would seem, although he expresses it through religious channels. For instance, if Neuron fishermen were not making enough money, he could decide that—for religious reasons—every Morning Light member had to eat fish on a certain day each week. This “law” would increase fish sales a hundredfold or more, bringing the industry back on its feet. Essentially, the Cardinal must finely balance the rule, protection, education, and support of Neuron with the needs of Morning Light.

Special skills: Choose 1 at PL7, +1 every PL

- ✦ +1 to any two Social advantages
- ✦ +1 to all Mental advantages
- ✦ +40 Leadership: Statecraft: Law
- ✦ +40 Myth & Lore: Fabled Lands: City States of Neuron

SAGE (SE)

Masteries: *Lore sage:* Myth & Lore 10

Science sage: Scholastics 10: Research

Cultural sage: Culture 10

Master sage: All of above, plus all Masteries 5

Pathways: Any

Advantages: Comp 5, Awareness 2, Logic 8, Pers 5, Conf 1

Income: [PL] gold per answered question or simple fulfilled request, OR [100 x PL] gold per month if hired as a consultant

Required gear: A wagon and horse for a traveling library, a private home with a grand library

Career assets: Access to all Neuron libraries, possible contracts with the Dukes for service, understudies that pay for their own costs and serve your needs as you teach them, two city guards to travel with at all times.

Prerequisites: Scribe (PL10) OR Archive Investigator (PL10) OR Theologist (PL10) OR Neonate Wizard



(PL10) OR Councilor's Assistant (PL10) OR Adventurer (PL10)

Sages come in four general types, depending on background. Some study lore and fictitious tales, which requires the Myth & Lore mastery. Some study science, relating to all real and logically proven items. Others study culture, dealing with the habits, actions, tools, abilities, skills and languages of a certain culture. Finally, there is the master sage, who has delved into every and any thing available to her during her lifetime.

Coming from all walks of life, these men and women usually study the world around them instead of participating in it. They live only to better their areas of expertise and think nothing of meticulously writing down anything they uncover. They even know where to find information not in their area of expertise, whether that information resides with a person or in a place or a book.

Those who employ sages must provide for all traveling expenses, in addition to a fee of [sage's LL x 100] gold per month. This price might seem stiff, but sages are storehouses of information and commonly consulted only by Dukes, Master Wizards, and (on occasion, and always in secret) Cardinals, which makes their time extremely precious. The opinions of committed Morning Light members vary on sages, from considering them vicious enemies to caring for them despite their misguided love for knowledge.

A recent rumor suggests that the sages in LeGlasse plan to create a college for the wealthiest students with the most potential, to teach information about both mundane and mystical things.

Special skills (master sages ONLY): Choose 1 at PL6, +1 every PL

- ✱ +1 to all Social advantages (up to max), one time only.
- ✱ 1 non-genetic Cultural skill from any culture, starting at 30. (This option may be taken multiple times, with the GM's approval.)

RING OF FEY

A steel band cursed by fairies to attract magic, a Ring of Fey can store as many pre-cast spells (of one school) as desired by its owner. Spells stored in the ring cost only 5 Init apiece to cast during combat. However, when the ring is empty, all spells cast in the wizard's general direction are attracted by the Ring and will hit him instead of their intended targets.

WIZARD (SE)

Masteries: Magic 4, Scholastics 5, Myth & Lore 2

Pathways: Any

Advantages: Logic 5, Pers 2

Income: *Hired mercenary:* [10 x PL] gold per month

Employed by Duke: [5 x PL] gold per month

Self-employed: GM's choice

Required gear: Place of study, library of Magic Theory and other scholastics, 10 gold in magical components and misleading knickknacks.

Career assets: A young neonate wizard

Prerequisites: Neonate Wizard (PL6), 4 spells each minimum of 40, Wizardry 40

Now full-fledged wizards, these past neonates must establish places of residence with a study/library, find some kind of income for their skills, and probably start teaching other aspiring neonates. Teaching younger prospective wizards serve the functions of keeping the wizard's house clean and meals on the table, brings in income, and passes on the knowledge of Wizardry so that it will not be lost over time.

Wizards can continue studying under a master while working on their own—but only on brief occasions when the wizard absolutely needs help. Most of the wizard's time is consumed by learning spells shared at her sodality or dreaming up new effects on her own. Sodalities (see page 96) are groups of wizards in Neuon that have formed their own codes and styles of magic, so as to provide safe havens for renegade members and also promote secret magical exploration and advancement. Wizards are not required to join sodalities: most sodalities have specific pledge requirements, and many wizards have been quite successful working on their own.

Although wizards can cast any desired spell at any time, as long as they have the WP energy to do so (whether personal or in a powerbase), they should write down known spells in a spellbook, in case they get amnesia or have their memory blanked. All other specifics for Neuonian Wizardry can be found in Chapter 3.

At PL6, wizards gain the power to *Create Scrolls* (20), starting at a skill of 10. Research skills must be used, with the wizard making a successful experimentation roll to convert the magic to words, and then the Create Scrolls skill must be used to transfer the words to paper. The process to create a scroll takes a full 24 hours. As with any wizard scroll, the scroll can be read by anyone with a base [skill rating - difficulty] of 60 or greater in the Literacy of the scroll. A wizard will usually only keep common and low-complexity spells on scrolls; deadly or complex spells are too dangerous to leave laying around and are usually "enscrolled" for long and dangerous journeys.

At PL7, each wizard inherits a Ring of Fey from his old master.

Social perception of wizards depends on the individual, running from fear to wonder. Government officials consider them powerful tools, but always remain wary of them. At best, Morning Light members see wizards as travelling a road dangerous to their immortal souls; at worst, maliciously leading good men astray from the paths of innocence.

Special skills: Choose 1 at PL3, +1 every 2PL after

- ✧ +1 Logic
- ✧ +1 Pers
- ✧ +10 Myth & Lore: one skill
- ✧ +20 Scholastics: Research: Sage Science

GRAND WIZARD (SE)

Masteries: Magic 8, Scholastics 7, Myth & Lore 4, Dark Arts 3

Pathways: Any

Advantages: Logic 8, Pers 5

Income: Variable, depending on player's negotiating skill, and the buyer's maximum funds and personal desperation

Required gear: Tower in the city or wilderness

Career assets: d10 Wizards (and their neonates), seat on the Council, access to all city libraries, and (if applicable) the ruling seat and assets of one's sodality

Prerequisites: Highest-ranking wizard at the time of Grand Wizard's death or impeachment

In political power, only three other positions have equal rank with the Grand Wizard: the Cardinal of the Church of Morning Light, the Dukes of the seven city-states, and the High Council of Neuron. In magical power, however, no one is the Grand Wizard's equal. He has spent much time increasing his abilities to the point of near-perfection, and accentuating his spell base and powerbase to impossible proportions. The Grand Wizard settles all disputes within the realms of Wizardry—essentially, all magic within Neuron.

Every Grand Wizard who has risen to power has undertaken some major task fitting his own personal vision. For example, back in the Age of Myth, many Grand Wizards attempted (and failed) to uncover the lost laboratory of the Grand Wizard Groam, who some believe was not even human. Some Grand Wizards have tried to recover the second-generation runeswords from the Hegregorial Mountain Kingdom, or create Bubbles of Protection over each city-state, or attempted to personally hatch and harness Dragons. Before disappearing forever, one Grand Wizard left behind a

True Magic

True Magic, also referred to as Mequilmil, is a mythological form of power supposedly greater than that of Wizardry. In fact, the myth suggests that Wizardry is but one of many various types of magics originating from one common source.

Note that Neuronians know only of Wizardry.

royal seal from a mysterious land called Mulgra. Another Grand Wizard by the name of Gedrick—perhaps one of the greatest of his kind—attempted to restore True Magic to the realm and supposedly lost his magical powers in the attempt; his whereabouts (if he still lives) are currently unknown. Like it or not, the vigor and ambition of each Grand Wizard has been misplaced, for none of their life's visions were ever achieved, nor have any of them made a truly significant difference in the world of Wizardry.

At PL6, the Grand Wizard can have a personal laboratory—usually a tower, but not necessarily—built wherever he wants, paying only half the cost himself. Built in an obscure or hard-to-reach place, the laboratory is defensible against siege.

At PL8, the Grand Wizard receives +50 on Research skills when devising new spells.

At PL9, the Grand Wizard can devise a scrying device, such as a crystal ball or mirror, that portrays any location or scene imagined by the user. (GMs: Treat



as an unlimited-use Scry spell, using the Grand Wizard's statistics to determine specific data no matter the actual user).

Special skills: Choose 1 at PL5, +2 every PL after

- ✧ +1 to one Social advantage
- ✧ +20 Leadership: Civilian: Grapevine
- ✧ +10 Leadership: Statecraft: Politics
- ✧ +10 Magic: any one theory besides Wizardry (once new schools become available)

SHIP CAPTAIN (SE)

Masteries: Travel: Boats & Ships 5, Professional Crafts: Trades 4 (Shipbuilding), Combat 5, Leadership 1 (Military, Statecraft)

Pathways: Any

Advantages: Stam 2, Agil 2, Conf 3, Pers 1

Income: Trader/UNV: [9 x PL] gold per month

Pirate: 1000 gold per six months

Required assets: One ship of choice w/ siege weapons to start, 100 gold in supplies/trade goods, personal weapons, leather armor, navigators tools, a warehouse at one of the cities,

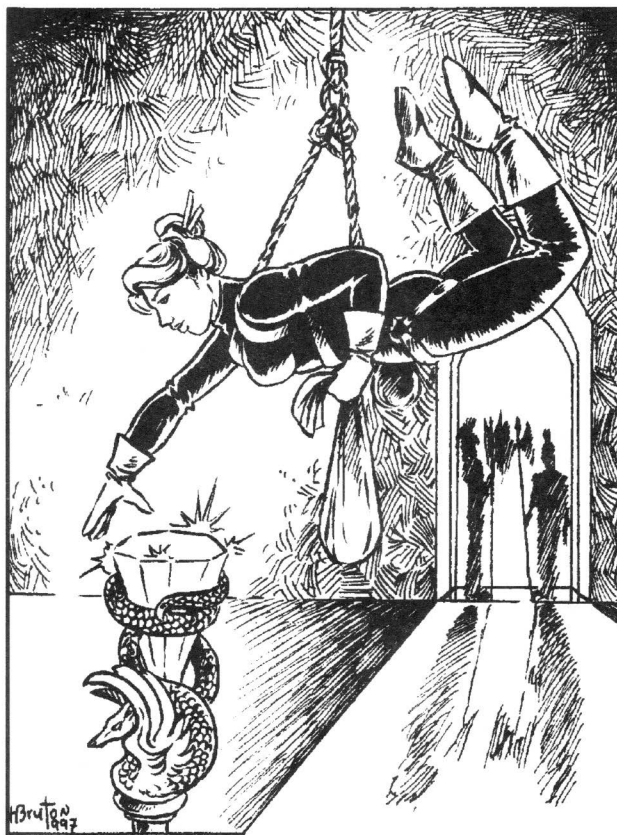
Career assets: A full crew, uniforms, a hideout on the river

Prerequisites: Ship Crafter (PL10) OR Sailor (PL10) OR purchase of a private ship

Ship captains generally work for themselves, but some large companies have begun hiring independent contractors on a regular basis. Most are good honest traders traveling between cities via river, exchanging goods to make a living. However, the rest are daily tempted to become pirates—the common practice of making a living off other water travelers. Pirates are generally no more than escaped slaves or mutinied sailors who know that City-State law has very little effect on them, as the High Council has very little means to stop them on open water.

In the future, however, this will soon change. The High Council has recently formed a group called the United Eastern Voyagers (UEV), consisting of regular traders commissioned to bring in shady characters, thieves, rapists, pirates, and murderers. Members of the UEV work secretly and undercover, not openly revealing their membership, which causes some consternation among pirates. However, the UEV is also unstable and under scrutiny by other unified shipping companies due to it not being entirely trustworthy itself.

Captains must decide where to go, how long the trip will take and how much it will cost, what items are necessary to make the trip, and what goods will be acquired (among other things). Good money can be made by shipping concealed goods for unscrupulous



employers, but this also promotes more chaos on the waterways.

Special skills: Choose 1 at PL3, +2 every PL

- ✧ +1 Refl OR Char
- ✧ +20 Scholastics: Archaic Science: Mathematics
- ✧ +20 Travel: Terrain Knowledge: any one skill. (Can be chosen multiple times but for a different terrain each time.)
- ✧ *Hidden Cove:* The Captain can find a personal haven in some unique hidden cove that is large enough to contain the ship during repairs. The haven also offers fresh water and hard timber.

THIEF (SE)

Masteries: Dark Arts 5 (both emphases), Combat 3

Pathways: Takers and Assertive Givers

Advantages: Dext 2, Agil 1, Refl 1, Avoid 2, Aware 1

Income: [d10 x PL] gold per month from black market trades, plus any pick-pocketing proceeds

Required gear: Lockpick tools, appraisal tools, burglar equipment, dark clothes

Career assets: Safe spots at any of the Guild's establishments, contacts in the city for black market goods, an outlet to sell black market goods besides the Guild

Prerequisites: Thug OR an extremely adventurous outsider; anonymity to the city guard

The world of thieves is a dark place of little safety and many snares, full of untrustworthies and betrayal: under Guild orders, a thief can be raiding a Council member's chamber one minute, being led away in chains the next due to being set up by the Guild, then finding himself sprung from prison because the Guild needed his services again.

Thieving skills are many, but all are worthless without the most important skill of all: a quick mind. Thieves must think fast, making the best choices to benefit from any situation, and this training of wits comes with the territory. Whether stealing a holy weapon, robbing an old merchant, breaking into the Duke's castle, or escorting a captive past the city guard, one must be prepared for anything.

Assertive Giver thieves believe the ruling system is unfair to the people and so work against it. However, the only truly "unfair" areas in Neuon are the areas of countryside between the city-states, where the local Council has little influence and the predominating sheriff has gone bad or neglected her duties. Similar to Robin Hood of old, these thieves are considered heroes and work for purposes other than greed or personal glory.

Money earned through pickpocketing in one month should be determined by a die roll instead of roleplaying, although thieves who wish to steal from someone rich (in order to supplement normal income) can roleplay the scenario.

All thieves in the cities must belong to the Guild, which is led by one master thief and supported by extorting local businesses and selling off valuable goods that once belonged to someone else. Secrecy cements the relationship of all thieves, and everything operates on a need-to-know basis. Strict rules dole out heavy punishment to those sharing secrets or plotting behind the Guildmaster's back. (And unfortunately, Guildmasters might play coy up front but quite often know everyone's secret motivations and plots; if they weren't that good, they wouldn't be Guildmaster in the first place.)

At PL8, a street thief is asked to become an official member of the Guild. If she joins, the thief will pay monthly dues consisting of either 20 silver or 50% profit from all fenced goods (whichever is higher), and the Guild promises to provide contacts, jobs, resources necessary to perform jobs, intelligence information on missions, alibis for actions, and repayment of any necessary bribe money. In addition, if a member is attacked or killed by agents of good or of the law, the Guild will find a way to avenge the deed.

Special skills: Choose 1 at PL4, +1 every 2PL

- ✱ +1 Conf
- ✱ +10 Combat: one melee weapon
- ✱ +10 Leadership: Civilian: Grapevine

- ✱ +20 in *Tingles* (20): Any time the player has a bad feeling about an action his character might undertake, he can roll this skill. A miss means that the thief senses nothing, an A-C means the result is inconclusive, and a D+ means that if something is about to go awfully wrong, the thief will get the "tingles".

MASTER THIEF (SE)

Masteries: Dark Arts 8, Leadership 8, Combat 5, Scholastics 3

Pathways: Complete Taker

Advantages: Avoid 5, Conf 2, Aware 2, Etic 1, Char 1, Logic 3, Pers 3

Income: *City:* 50d10 gold per month

Town: 10d10 gold per month

Village: d10 gold per month

Required gear: Personal weapons & armor

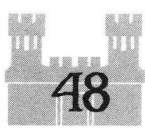
Career assets: The entire Guild, all racketeering and extortion money, an undefeatable stronghold hidden either in the city or connected by underground tunnel to the city

Prerequisites: Highest-level thief during the death of the previous master

Also known as the Guildmaster, the Master Thief knows all city rumors, as well as the best locations for hiding, killing, stealing, gambling, raiding, prostituting, selling drugs, and fencing stolen goods. The Master Thief never does his own dirty work unless personally involved from the start. He considers the entire city his gold mine and rules the underground with a battalion of murderers, swindlers, and thieves. A Guildmaster can run only one operation at a time (i.e., rule over one location), since he cannot trust others to remain faithful at a distance.

Cities are large enough that two or more guilds could easily exist, but there are various impediments to such a situation. First, many thieves would attempt to become double agents between multiple affiliations, despite the inherent dangers of trying to screw over a gang of merciless cutthroats. Second, multiple guilds automatically result in turf arguments and impede normal business. Three, when communication between guilds breaks down, guerrilla warfare invariably ensues, and the overt violence resulting from such antagonism exposes the guilds and ruins their secrecy.

The Guildmaster has 1% of his stomping-ground population as actual thieves and thugs at his disposal, and another 10% of the population as allies, contacts, mercenaries, and other friends. Guildmasters generally cater their illegal services to 30-50% of the population (including the previously mentioned 10%), with clients ranging from rich to poor.



Special skills: Choose 1 at PL6, +1 every PL

- ✦ +1 to one Social advantage
- ✦ +10 Cultural: one non-Neuonian skill
- ✦ +20 Leadership: Statecraft: Politics
- ✦ +40 in *Blackmail* (15): Using all available information, the master thief can find the means to blackmail anyone (even high priests)! The master thief rolls this skill, and the target rolls with a base of $[(5 \times \text{Char}) + (5 \times \text{Appear})]$. Both sides can add willpower to this roll. Success means that the Guildmaster gets the money he wants, and a critical success means that he gains the money and can blame the blackmail on any chosen enemy. However, the price of failure is steep: if the skill roll fails, the Guildmaster goes to prison for $[d10 - \text{PL}]$ years, with a minimum of 1 month, and loses $1/3$ of his assets to untrustworthy allies/followers who steal from him while he is imprisoned. A critical failure means that the Guildmaster will be beheaded in three day's time.
- ✦ Choose one special skill (not including a person, place, or item—just a skill) from any other one profession, other than Priest, in the Neuonian culture.

COUNCILLOR (SE)

Masteries: Leadership 8 (Civilian, Statecraft), Scholastics 5

Pathways: Giver

Advantages: All Social skills 2; Logic 3, all other Mental skills 2

Income: 200 gold per year

Required gear: Must be both a land and successful business owner in the particular city-state

Career assets: Direct access to the Duke's meetings

Prerequisites: Depends on the city-state or province; often elected by the people, sometimes chosen by people in power (such as a baron or magistrate). Essentially, the candidate must be well-known and appealing to whomever does the choosing.

Although each city-state is ruled by a Duke, the Council provides him with the advice he needs to make his decisions. Usually one or two Councillors are sent from each province or major city, so that each area in the city-state will receive sufficient voice in the Duke's decisions.

Each Council meets regularly within its particular capitol, including the Councillors, the Duke, his Captain of the Guard, a Church-appointed Bishop, and any other close personal advisors (possibly sages or wizards).

The main duty of Councillors is to provide the Duke with accurate information and feedback from their represented area, although they possess some indi-

rect political power as well. For example, misrepresenting a province's attitude could sway a Duke's decisions in the province's favor, and a Councillor could also stir up civil unrest by claiming the Duke did not act in the proper interests of his province. In fact, the more creative a particular Councillor is, the more interesting the political intrigue might become. One Councillor from each city-state also receives the right to sit on the High Council. (See High Council, p.10.)

The profession of Councillor generally does not make a good player character unless the GM follows the same gameplay as suggested for Duke.

Patriots: At PL7 (and every PL afterwards), the Councillor can add an area of contacts from the following list: Thieves Guild, a single Hourani House, wizard sodalities, Fighters Guild, Knight Leagues, Traders Guild, Navigators Guild, the Church of Morning Light, borderland forts, surrounding towns, or another city-state's Duke. Other areas can be added to this list, but any contacts should be roleplayed in order to be "discovered".

Special skills: Choose 1 at PL6, +1 every PL

- ✦ +1 to one Mental advantage
- ✦ +1 to one Physical advantage
- ✦ +15 Leadership: Military: Strategy
- ✦ +20 Professional Crafts: one skill OR any one non-mastery skill

MARQUIS (SE)

Masteries: Combat 1, Leadership 4, Myth & Lore 1, Scholastics 4, Travel 2

Pathways: Any

Advantages: Stre 1, Stam 1, Pers 4, Conf 3, Appear 1, Char 2, Etig 2, Logic 3

Income: $[1d10 \times 100]$ gold per year

Required gear: None

Career assets: The assigned province, any government troops in the province (unless the Duke overrides him), personal sages or wizards or priests, a passenger ship (if suitable for the area), a mansion/hall in his ruling city and a private personal estate in the country, plus whatever the Duke decides to provide him.

Prerequisites: Hand-picked by the Duke, who will be extremely careful in his choice; can be male or female, although males predominate.

Marquis are in essence the hands of the Duke, chosen not for an advisory role but to provide him the most capable and obedient service. No other jobs need serve as prerequisite to attaining the position of Marquis, but a Duke will think long and hard before en-



trusting so much to the care of a random element. (After all, a poor choice for Marquis will ultimately reflect on his own abilities as a ruler.)

Marquis excel at forming the big picture from disparate information and implementing broad strategies to achieve Duke-ordained goals, rather than dealing with specific problems in personal ways. Their primary strengths should involve delegating, making policy on short notice, setting long-range goals that favor the Duke's plans, obeying the Duke's directives, and ensuring that the Duke is not burdened with anything but the most pressing of dilemmas. They are politicians who allow their provinces to function smoothly. Pleasing the Duke is the ultimate priority, since a failure to do so means quick removal from the position and possible social scorn from political enemies.

To play a Marquis or other nobility, discuss details with the GM. A future supplement will cover nobility and royalty, as well as player types (cerebral, casual, crafter) and other useful gaming information.

Special skills: Choose 1 at PL5, +1 every PL

- ✦ +1 to one Social advantage
- ✦ +1 Conf OR Pers
- ✦ +10 Leadership: Civilian: any one skill
- ✦ +15 Leadership: Statecraft: any one skill

DUKE (SE)

Masteries: Combat 8, Leadership 5, Myth & Lore 2, Religion 2 (Church), Scholastics 5, Travel 2

Pathways: Any

Advantages: 1 in all Physical, Pers 6, Conf 4, Appear 1, Char 3, Etic 3, Logic 3, Style 1, Avoid 1

Income: [5d10 x 100] gold per year, plus [20 x PL] gold per month

Required gear: None

Career assets: His entire city-state, the city guard, cavalry, personal sages, wizards, priests, a High Council seat, a fleet of trading ships (probably also UEV), 2-4 hunting lodges and a summer home, the castle, royal servants, and more

Prerequisites: Must be the eldest son of the last Duke, or awarded the position by the Council's unanimous vote if no heirs to the office

The Duke is the ruler of his city, his city-state, and all the land within. He makes laws, metes out justice, collects taxes, conducts battles, leads his people, and argues a great deal with the other six Dukes at the Council meetings. In other words, a Duke's responsibilities are endless, and unless the GM is running a campaign of political intrigue, or staging wars between city-states where every player is a Duke, the profession isn't very suitable for adventurers. In fact, Cortez was founded and built by Lord General Connor Driskel Aorik, but his desire to adventure led him to promote his friend and previous squire Timothy Angelic Aorik I to the position of Duke so he could head off to parts unknown.

To play a Duke or other nobility, discuss details with the GM. A future supplement will cover nobility and royalty, as well as player types (cerebral, casual, crafter) and other useful gaming information.

Special skills: Choose 1 at PL6, +1 every PL

- ✦ +1 to one Mental advantage
- ✦ +1 to one Social advantage
- ✦ +20 Leadership: Statecraft: Politics
- ✦ +10 Religion: Church: any one skill
- ✦ +60 in *Repay Favors* (20): The Duke can request favors from those who owe him (no roll required the first time), with a total limit of one favor per PL when the Duke bought this skill. The player can request a specific favor, but the GM will have the final say in what this skill actually achieves. In addition, if requesting future favors from the same person, the skill must be rolled with an E+ success, and the target gets a willpower roll to defend.

CHAPTER THREE

NEUONIAN WIZARDRY

Wizardry is the only school of magic that allows for all possibilities: manipulating material objects, twisting tunnels of time, harnessing powers of nature, empowering the physical body, protecting against deadly weapons, controlling the wills of others, animating dead, summoning animals, and even turning one invisible—although not every possibility is preferable. Wizardry instinctively manipulates the forces of space, time, and energy, in an attempt to bind all forms of dweomer back into True Magic. Wizardry's only downside is the effort needed to perform it; because it allows for endless possibilities and demands creative input, each spell drains large amounts of power from both the mind and body of the caster.

Despite the draining effects, Wizardry still allows a character to cast any spell she can conceive on the spot, without any previous experimentation or success with that spell. In other words, unlike with other magic theories, wizards do not suffer additional multiples to a spell's difficulty if the spell is new, and also do not have to research a spell for 5-10 weeks before using it. The only catch is that only the spells that are used repeatedly eventually become powerful; all other spells have only simple range, duration, effect, etc., until perfected with experience.

Color: All wizard have a magical signature to their spells, defined by color, and this signature color remains with a wizard all her life. (For example, although five wizards might be able to cast Firewhorl, the spell might be manifested in red, blue, green/blue iridescence, plaid, or grey, depending on the wizard.) Black or white signatures are extremely common and are most often used by good or evil wizards who want to remain relatively anonymous.

Magic powerbase: A wizard inherits his powerbase from his master, usually in the form of a staff or pendant, but sometimes in the form

Using Wizardry

Wizardry spells cost (7 x spell complexity) WPs to cast (instead of 5 x complexity). The chance for success equals (d100 + skill rating), with a difficulty of (2 x complexity), and the target receives modifications to save depending on success level (see Tome, p.92).

Success	Willpower to powerbase ratio
A	10:1
B	7:1
C	6:1
D	5:1
E	4:1
F	3:1
G	2:1
H	1:1

Critical failure: All WPs drained! No points are stored in the powerbase, and you must sleep 12 hours or more.
Critical success: Transfer ratio becomes 1:2 as you tap into the planet's magical superconductor.

Table 3-1. WPs-to-Powerbase conversion.



of a hat, ring, or glove. A beginning powerbase has 100 points when received and can be recharged at any time by using the wizard's knowledge of Wizardry theory. Current WPs can be turned into powerbase points at the ratio shown in Table 3-1, after a normal Magic Theory: Wizardry roll.

Saves vs Wizardry: Any save made against a damage spell reduces the damage by 1/2, unless specifically stated otherwise. A critical failure on a save means double damage, while a critical success means no damage. Successful saves against other spells than damage negate the effects completely, unless otherwise stated.

Remember that damage from Wizardry spells cannot be soaked. However, armor will absorb damage from direct attack spells, such as Chained Energy (Hourani), Mithril Claws, Catapult, Whirling Blades, and (possibly) Nucleus Seeker. (Armor never absorbs damage from other sorts of Wizardry, however.)

COMMON SPELLS

Offensive

- ✖ Acid Bath (15)
- ✖ Annihilate Undead (17)
- ✖ Bind Fairies (15)
- ✖ Blood Boil (19)
- ✖ Bondage of Fairuza (18)
- ✖ Calm Beasts (14)
- ✖ Casey's Floodball (15)
- ✖ Catapult (16)
- ✖ Chlorine Cloud (15)
- ✖ Combat Luck (10)
- ✖ Cosine Speech (12)
- ✖ Curse (15)
- ✖ Dreamer's Haunt (18)
- ✖ Effect Weight (13)
- ✖ Elderly Future (18)
- ✖ Exhaustion (13)
- ✖ Firewhorl (14)
- ✖ Forgery of Speech (13)
- ✖ Identify Leader (16)
- ✖ Identify Mutineers (18)
- ✖ Infect (16)
- ✖ Intensify Fear (17)
- ✖ Lock the Shape (16)
- ✖ Lost Memories (15)
- ✖ Mind Slug (16)
- ✖ Mithril Claws (13)
- ✖ Mummify (14)
- ✖ Nucleus Seeker (16)
- ✖ Obliterate (18)
- ✖ Pathfinder (13)
- ✖ Reversal of Animation (20)
- ✖ Scratch (18)
- ✖ Scry (18)
- ✖ Secret Change (17)
- ✖ Skeletize (12)
- ✖ Spectral Gaze (14)
- ✖ Strength of Greeborg (14)
- ✖ Strings of Fairuza (16)
- ✖ Teleport Scintilla (16)
- ✖ Thunderclap (14)
- ✖ Twin Weave (19)
- ✖ Ugly Stick (11)
- ✖ UnderWorld Prayers (10)
- ✖ UnderWorld Restraints (20)
- ✖ Vaporize (17)
- ✖ Warrior (20)
- ✖ Whirlwind Blade (15)
- ✖ Zombify (13)

Defensive

- ✖ Anti-God (18)
- ✖ Balk (18)
- ✖ Bio-Psychometry (18)
- ✖ Blissful Void (14)
- ✖ Bloodlust Poison (12)
- ✖ Cauterize Wounds (15)
- ✖ Cats Eyes (13)
- ✖ Chameleon Skin (14)
- ✖ Danger Sense (13)
- ✖ Detect Hostile Intent (14)
- ✖ Direction Sense (14)
- ✖ Disguise Pathway (17)
- ✖ Eyeball (11)
- ✖ Fake Death (16)
- ✖ Giant Stamina (16)
- ✖ Illusionary Person (16)
- ✖ Illusionary Place (14)
- ✖ Illusionary Scene (18)
- ✖ Illusionary Thing (12)
- ✖ Imaginary Friend (16)
- ✖ Khybern's Repulsion (15)
- ✖ Khybern's Shielding Disks (10)
- ✖ Membrane (11)
- ✖ Mysterious Fog (13)
- ✖ Mystic Firewall (17)
- ✖ Mystic Levitation (11)
- ✖ Mystical Weave (17)
- ✖ Protection from Mystical Scrying (20)
- ✖ Pyre (20)

Undead & Wizardry

As mentioned in the Tome, Undead are not affected by WP drains, mind control, sleep or aging spells, or any other power that only affects the living. Mundane weapons only temporarily defeat them, and puncture/slashing-type attacks do no damage whatsoever against them. And any damage caused by undead cannot be soaked, whether from magic or a mundane weapon. However, undead cannot soak damage from magic attacks.

- ✧ Rise In Readiness (12)
- ✧ Smoke Cover (10)
- ✧ Snake Centurion (14)
- ✧ Taskers Tuff Stuff (14)
- ✧ Wall of Junk (17)

Miscellaneous

- ✧ Animal Pact (13)
- ✧ Blink of an eye (17)
- ✧ Celestial Appearance (13)
- ✧ Change Weather (18)
- ✧ Chronos Bubble (20)
- ✧ Chronos Weave (20)
- ✧ Cloud Summon (10)
- ✧ Critter Chatter (11)
- ✧ Dangerport (16)
- ✧ Dead Silence (13)
- ✧ Deny Chaos (20)
- ✧ Detect Shape shifter (17)
- ✧ Dimensional Step (15)
- ✧ Eagles Eye (14)
- ✧ Elemental (15)
- ✧ Endearing Moments (12)
- ✧ Feast (13)
- ✧ Ferros Negatus (18)
- ✧ Gargantuan (16)
- ✧ Glimpse (19)
- ✧ Greenthumb (12)
- ✧ Hand of the Taker (11)
- ✧ Identify Power (11)
- ✧ Inanimate Dance (14)
- ✧ Influence (16)
- ✧ Magic Light (10)
- ✧ Magic Pen (10)
- ✧ Milestone (10)
- ✧ Mithril Lace (11)
- ✧ New Heights (12)
- ✧ Otherworld Weave (20)

- ✧ Pass (10)
- ✧ Platter of Dinner (11)
- ✧ Polytelosmascula (15)
- ✧ Power Siphon (20)
- ✧ Raising Hackles (13)
- ✧ Regeneration (18)
- ✧ Personify Potions (15)
- ✧ Safety in Numbers (19)
- ✧ Sculpture of Archetype (20)
- ✧ Selective Vision (18)
- ✧ Silver Sign (10)
- ✧ Size of the Imp (14)
- ✧ Snorkeling (13)
- ✧ Spellbook (19)
- ✧ Telepathy (16)
- ✧ Teleport Barrier (15)
- ✧ Tome Tale (12)

- ✧ Transfer life (20)
- ✧ Transform Being (20)
- ✧ Transform Item (17)
- ✧ Welle's Touch (19)
- ✧ Youthful Days (20)



OFFENSIVE

Acid Bath (15): Allows the caster to create different types and amounts of acid, which lasts until physically or chemically neutralized. Strength depends on success achieved (see Table 3-2). All targets can soak damage once per round. Armor absorbs damage normally until the armor is dissolved (leather lasts for one round, chain for three, and plates/shields for five).

Affect Weight (13): The caster can change the forces on non-living items in order to make them heavier or

lighter, up to [Skill] percent of the original weight. For example, if Yonrock has Affect Weight 65 and casts it on a set of full plate armor (150 lbs), he could make it lighter (down to 52.5 lbs) or heavier (up to 247.5 lbs) and thus change the encumbrance difficulty. The maximum weight in pounds to be modified (no matter the skill level) is based on success: A50 B75 C100 D150 E200 F300 G500 H1000. If the caster attempts to modify a heavier object than his success level, the spell fails. Only one target is affected per casting, mystical items are immune, and the spell does not affect density or mass.

Annihilate Undead (17):

This spell destroys [10 x skill] SPs (structure points) of undead instantly. Undead receive save bonuses as follows:

Type	Save bonus
Skeletons	No save
Zombies	+10
Ghouls	+20
Ankou	+40
Mummy	+60
Demon	+150
Devils	Immune

The wizard must have a holy item or use her powerbase to focus the annihilation. When ankou or demons make their save against this spell, the item will melt or burn to ashes in one round. When this happens, a wizard who used her powerbase can kiss it goodbye, as well as endure the added indignity of taking 1 point of damage (no save or soak) for every point the powerbase contained when fried.

Bind Fairies (15): By using a red ribbon or throwing salt, the wizard can bind an Imp. For the spell's duration, the Imp cannot talk, fight its way free, or use any special powers effectively except for metaphysics. In addition, any enchantments or curses on people currently in effect and caused by the Imp are inactive until it becomes free once more. The spell's duration is [Skill] minutes; imps who make a Physical save are allowed to speak (but nothing else).

Blood Boil (19): By spitting on the target, the mage can make its blood come to a boil within one nano-

Success	Type	Range	Damage (HPs/round)	Applied how?	ph level	Duration
A	Organic	---	2	Small vial	5	Until removed from vial
B	Organic	5' radius	3	Mist	4	[Emphasis level / 2] seconds
C	Organic	10' stream	4	Liquid-jet	3	[Emphasis level] seconds
D	Hydrochloric	---	d10x2	Small vial	5	[Emphasis level / 2] seconds
E	Hydrochloric	5' radius	d10x3	Mist	4	[Emphasis level / 2] seconds
F	Hydrochloric	10' stream	d10x3	Liquid jet	3	[Emphasis level] seconds
G	Nitric	[Skill]' radius	3d10x3	Rain	4	[Skill] seconds
H	Nitric	[Skill]' radius	3d10x3	Rain	1	[2 x Skill] seconds

Table 3-2. Acid Strength.

second, causing the following damage, depending on success: A4 B7 C11 D16 E22 F28 G35 H42. All damage must be healed naturally or through metaphysics; natural healing takes twice as long as normal, while metaphysics only heals half the normal amount of damage. A successful Physical save reduces damage by 50%.

Bondage of Fairuza (18): As with Strings of Fairuza, the caster can force the target to act as he sees fit, the number of "bonds" depending on success level: A0 B1 C2 D3 E4 F5 G6 H7, reduced by 1 per target's LL. However, these "bonds" do not have to take effect immediately but can be triggered by the caster whenever and wherever he decides, with the only time limit being that both parties must be alive. A target who makes a successful Mental save suffers no effects and is immune to this spell for 24 hours. Other differences from Strings are as follows:

- ✦ Bonds of Fairuza can only be cast once on a given person in her lifetime, and even after death, she would have to come back in a different body or form in order to be re-eligible as a target.
- ✦ Damage to the target does not break the spell or affect the caster in any way.
- ✦ The caster can affect different targets with Bonds simultaneously but must cast one spell for each target.
- ✦ The target can sense the caster's presence within

100 yards (or greater, if using abilities that enhance the senses), and the caster must also be able to see the target in order to control her.

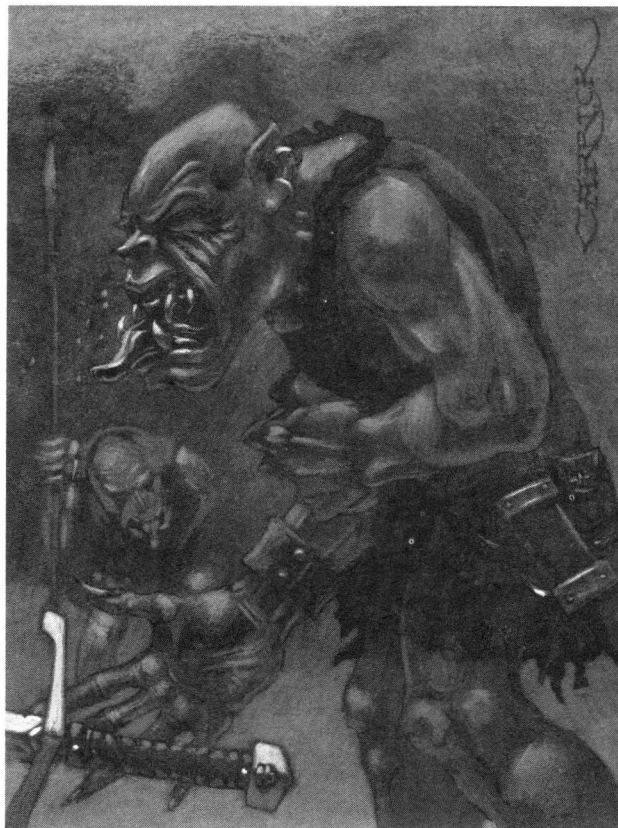
- ✦ Targets are considered to be pawns and cause the caster to lose 100 SPs per year, subtracted on the caster's birthday, until all "bonds" are used. True Givers cannot use this spell without permanently losing 5 WPs from their WP max, while all other Givers suffer normal penalties for having a pawn.

Calm Beasts (14): The wizard can calm all animals within [50 feet + (10 feet x Emphasis level)]. The spell will also act as a Behave spell when cast on Beastish or Hourani in natural form, but must be cast individually on the target, and the target gets a Mental save. The effects lasts for [Emphasis level] hours. Essentially, the wizard must sing a lullabye that can be heard by the targets, which does not require the singing proficiency.

Casey's Floodball (15): A single combat tidal wave can be cast up to [10 x Skill] feet away, turning into 30,000 cubic feet of room-temperature water (fresh or salt, chosen by caster). Those at the spell's center must make a successful Physical save and then a Swimming roll, or else they will pass out from having their lungs filled with water. (Count this as standard drowning; those not pulled from the water will die.) The created water is permanent, although it will drain away if the means exist.

Catapult (16): This spell can be used for three different effects:

- ✦ It can cause one object within the weight limit (determined by success) to fly as if launched by a catapult. In this case, OCF equals [Skill], with range being 300-400 yards and having no effect on OCF. Weight limit (in pounds) depends on success: A4 B16 C24 D35 E60 F120 G250 H500. Targets of the missile receive +50 to Dodge (during daytime only, or if the thrown object is on fire) if looking or listening for the catapult. The missile is destroyed on impact, and damage to the area is determined by the object's essential makeup:
 - ◆ Flesh: Equal to weight
 - ◆ Compact wood: 2 x weight
 - ◆ Stone: 4 x weight
 - ◆ Metal: 5 x weight
- ✦ It can double the range of one missile cast from an actual catapult or ballista, with a +20 bonus to OCF.
- ✦ It can create and hurl a fiery bomb, with a range of 300-400 yards and causing enough damage to destroy a 10'x10' section of wooded wall/door, a 5'x5' section of stone, a 2'x2' section of metal.



One living target of sl5 or smaller can be targeted instead, with the target receiving +50 to Dodge and a Physical save if struck. A successful save means that the target only takes 10d10 HPs of damage, while a failed save means that the target is obliterated.

Chlorine Cloud (15): The caster can form magical energy into a poisonous vapor cloud causing [Skill] points of damage to all within its radius. Affected targets receive a Physical save, to see if they can reduce damage by 50%, but even those who make the save will suffer choking and temporary blindness. Those who fail their saves take full damage, in addition to losing [Emphasis level] Stamina for the same number of hours. The cloud covers an area equal to [1.5 x Skill] square feet and lasts for [Skill] minutes. Strong winds are capable of moving this cloud from its original position (GM's creation).

Combat Luck (10): Spell recipients always seem to be ready and blessed during combat. Init bonus for all targets increases by [Skill] every time Init is rolled. Range is touch, while duration is [Skill/10] rounds.

Cosine Speech (12): The target of this spell will speak only in the cosine wave form of normal sound and is often mistaken for being mute. Although her mouth might move, the target can produce only a white noise that is practically inaudible even to her-

self. Accordingly, this spell effectively blocks all speech-requiring powers and abilities. If the target realizes that the effects are being caused by a spell, she is allowed one Physical save to negate the spell's effects. The spell lasts [Skill] seconds and has a casting range of [Skill] feet, with the target needing to be within eyesight.

Strangely enough, while the target can still hear normal sounds, she can now understand anyone else speaking "white noise"—including most undead and other people under this spell by the same caster. (Essentially, the white noise frequency coincides with the wizard's signature color.) Wizards who have chosen the universal white or black signature colors can actually understand each other's Cosine Speech.

Curse (15): The mage can levy a non-lethal curse of limited duration at any target with a lower Confidence. Anything debilitating, humiliating, life-threatening, but not lethal in and of itself is allowed. The curse lasts for [mage's Conf - target's Conf] days. If the target has only average Conf, the duration becomes weeks instead; and if his Conf is at a disadvantage, duration becomes months. The target must hear and be able to comprehend the curse for it to take effect. A successful Mental save avoids all effects.

(Valid curses: "May your armpits be infested with the fleas of a thousand sheep", "May you fart loudly and uncontrollably whenever within the presence of royalty", or "May zombies attack you for your brains nightly". Invalid curses: "May you lose weight until you weigh nothing at all" or "May you be devoured by the first Dragon you meet.")

Dreamer's Haunt (18): By touching the target before sleep, the mage can start a vision of death that will haunt the target's dreams and reduce WPs regained due to sleep to 1 WP per hour. After [target's LL] days, the target must make a Mental save with a difficulty of the number of WPs the target is now missing. If the save is successful, the Haunt ends. However, if the save fails, the target goes insane. The next time they wake, they will carefully and quietly attempt to ambush and kill anyone within sight, one at a time so as to avoid suspicion. After all visible targets are dead, the insane target will then kill himself. Obviously, Confident and True Givers cannot cast this spell without causing some serious consequences to their pathway.

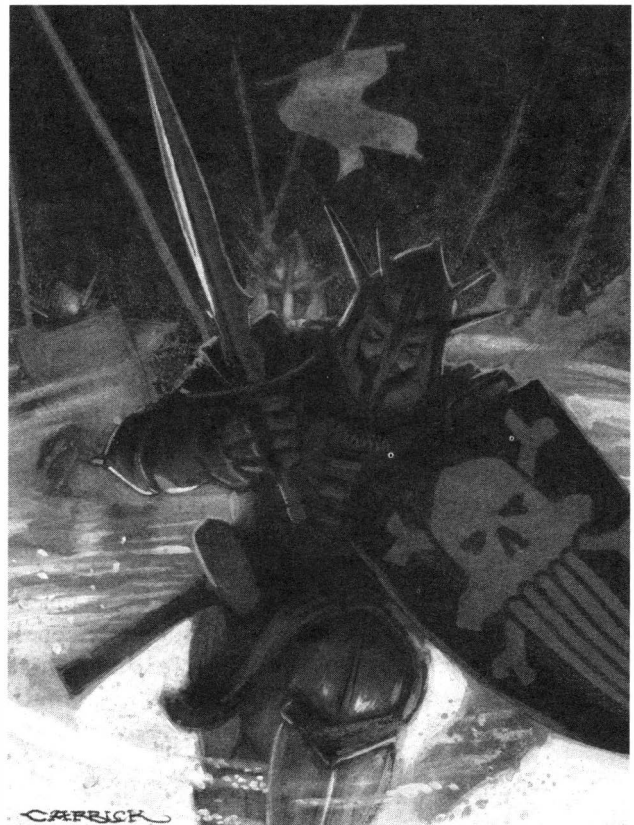
Elderly Future (18): This spell can cause two different effects. The first permanently ages the target by [Skill/10] years every time the spell is cast at him, unless a Physical save is made. The second type ages the target to Elderly class for his race, for a duration of [Emphasis level] rounds; this effect can be avoided

by a successful Physical save. Range for both types is touch.

Exhaustion (13): The mage can make the target so physically exhausted that he cannot fight or even remain awake. Exhausted targets have clouded mental judgment and must sleep for at least eight hours to get rid of the effects. A successful Physical save by the target lets her avoid the effects. The spell affects [Skill/5] LL of people, rounded down. (For example, if the casting mage has an Exhaustion of 56, he can affect $56/5 = 11$ LLs of people.) Anything or anyone with a LL of 0 within range is automatically affected as a freebie. The spell can be cast up to 100 yards away and has an area of effect of [10 x caster's LL] feet.

Firewhorl (14): The caster can produce a whirling orb of fire centered on any point within 120 feet, which spins in growing concentric circles until it finds its target. The Firewhorl does $[(Skill/3) \times \text{Emphasis level}]$ in damage to anything within radius when it finally contacts the target. Total radius is [Skill/2] feet, and those within range are allowed a Physical save.

Forgery of Speech (13): The recipient forces those who ask him questions to make statements instead, or ask questions instead of making statements as they had planned. If cast on the subject of an Awful



Truth spell, the spell triggers a “magic contest” (see Tome, p.95). While the spell is active, the recipient receives +100 to save vs any command powers (spells, endowments, metaphysics, etc.), if a save is normally allowed. Range is conversational, to one person, and the spell lasts until the target is no longer the subject of conversation. An unwilling target can make a Mental save to avoid the effects if desired.

Identify Leader (16): This spell creates a connection between two mortal targets. The caster need only identify the first target; the second target will automatically be the first target’s immediate superior.

After casting, the wizard (and only the wizard) will be able to see a golden crown upon the first subject’s head. While this target wears the crown, any talk about his immediate superior (the second target) will be telepathically projected to the superior (with a range of 10,000 miles). When the crowned subject is finally in physical proximity of his superior, the crown will transfer to the superior and now broadcast relevant speech to *his* superior. (Eventually, the mage will be able to discern the true leader in the hierarchy.)

Success	Duration
A	1 hour
B	12 hours
C	1 day
D	3 days
E	1 week
F	1 month
G	3 months
H	1 year

The crown can be made permanent for [100 x target’s LL] WPs but then loses its ability to transfer to the superior. Once the crown has transferred at least once, it cannot be made permanent. Each new receiver of the crown gets a Mental save, with a difficulty of [10 x Emphasis level].

Identify Mutineers (18): This spell causes those possessing treasonous thoughts against the caster to look like giant rats—targets within range acquire beady eyes, pointy heads with pink ears, light gray fur, and whiskers—until the mage sees the new appearance. Targets who actually intend to kill the mage are transformed into actual large rats for the spell’s duration. Despite their appearance, all targets are still capable of all Mental functions and non-physical skills such as magic, metaphysics, endowments, and standard speech. Anyone within audible range of the caster is affected by this spell, although mutineers who make a successful Social save with the standard difficulties are not affected.

Lore: Groam’s Laboratory

“It was a humble home, for one belonging to the greatest of all wizards. For it was Groam who had stopped the Dark Elf Belgarrand at the gates of the city of Mesnumarion. It was Groam who, with but a word, had laid to rest the vampires of Gerszhgan. It was mighty Groam who had cast all evil Draconus and their foul works deep into the earth and sealed it behind them. Whatever his true ancestry, it meant little in light of the hallowed walls that held the key to all magic. For his rooms bear the crossroads of the ancient Mequilmil and Cyclopinomin passion: they hold the mysterious tome known only as the Arcanium, which is a record of every spell, circle, ward, rune, symbol, and magic knowledge to have existed in his time. Yes, Groam’s Laboratory contains many things—but its location has remained secret, its contents untouched, even to this very day.”

“The Passion of Groam,” by Sir Wallace Shakeshaft

Infect (16): The caster can cause any disease to afflict a single target. Debilitating diseases have a x3 complexity to cast, and deadly diseases a x4 complexity; diseases of the caster’s creation have a x5 complexity. Although the initial spell only affects one target, the disease can spread normally if contagious, and the effects last until cured through normal disease-curing means. The range is touch only, and the target receives a Physical save to avoid the effects, with a difficulty the same as the mage’s difficulty to cast.

Intensify Fear (17): When the mage says to the target, “I know what you are afraid of,” the target must make a Mental save or suffer ill effects the next time she faces her most horrifying fear. When that situation comes about, the target’s difficulty to the Fear roll is doubled, and after the encounter, if the target fails another Mental save with a difficulty of the caster’s [Skill], she will go insane.

Lost Memories (15): The mage can cause someone to forget a specific skill or even forget that they possess that skill. Targets with a greater LL than the caster receive a Mental save, and the spell counts as a Willpower roll. Duration of the memory loss is [Skill] days. To cast the spell, the wizard must specifically tell the target what skill to forget (which means the spell automatically fails if the wizard cannot speak the target’s language).

Mind Slug (16): The wizard can dim the target’s consciousness, forcing her to forget all pertinent details involving the wizard or even a specific inci-



dent within the last 72 hours. While the target is under the effects, other memories will be vague at best; Mental skills have a difficulty of 50, and Social skills have a difficulty of 75. The wizard must make eye contact in order to cast the spell, and the target receives a Mental save to avoid the effects. While forgotten memories are permanently lost, the associated effects last only while the wizard is within eyesight.

Mithril Claws (13): The target(s) can sprout three 9" long (assuming sl4) mithril claws from each hand, changing normally non-lethal HTH damage to lethal. In addition, the caster receives +25 OCF to his HTH skill and does +10 damage. Duration is [2 x Skill] minutes, and the spell can affect up to [Emphasis level] people.

Mummify (14): To prepare the spell, the caster must wrap a dead body in treated bandages and let it sit in the air for at least 1 year. After the spell is cast, the body appears extremely antiquated and assumes the appearance of the standard undead mummy. Mundane items touched by the mummy in combat begging to age and disintegrate within 3 rounds, while living creatures touched by the mummy age 10 years unless they make a Physical save. The mummy receives no damage from mundane weapons and is not limited by physical barriers, mysteriously appearing in the enemy's path if the enemy flees. Mummies are permanent until destroyed and can be ordered to guard specific areas or items but not people. (See Tome, p.242.)

Nucleus Seeker (16): The caster can enchant a throwing weapon to hit a specific point on the target (such as a finger, heart, ear, larynx, kidney, wrist, etc.). Once the weapon is thrown and the target remains within range, the enchanted item will seek out the target, hovering and traveling great distances if necessary to achieve its goal. The caster must touch the weapon as part of the spell activation, but anyone can make the standard throwing attack at a target within range, and the Seeker's OCF becomes that of the thrower. (Note: If not thrown, the weapon loses the dweomer after three rounds.)

Attack duration is unlimited while the target is within view of the thrower; once the target leaves eyesight, the Seeker remains active for either [Skill] rounds or until it finally causes damage to something (whichever comes first). Each time the weapon is within striking range of the target, it takes one full round to attack, recover, and rediscover its target. Note that the weapon receives double OCF on all attacks after the first, as it is considered "short range" for a throwing weapon; also note that *any* damage dealt (even to a shield) ends the spell.

Obliterate (18): The spell allows the mage to slowly instill energy in a living or dead target, then release it all at once, exploding it from the inside. The caster must spend powerbase points, at a rate of 10 points/round, until the number of spent points equals the amount necessary to obliterate the target.

To obliterate a living target, the caster must instill 10 powerbase points per every 1 pound of weight. Living creatures also receive a Physical/Mental save (whichever is better for the target), with PT and additional WPs added in; however, they suffer a difficulty of the casting roll plus the number of powerbase points already spent by the wizard. Every round in which the target makes his save, no energy is instilled. Although the target is paralyzed during the casting by the energy being sent into his body, he can still be transported out of range (100 yards) by other means. If range is breached or if the

Substance	Powerbase points per lb
Dead flesh	1
Wood	2
Stone	5
Metal	10
Special metals	50+

Table 3-3. Powerbase Costs to Obliterate.

connection is stopped, overruled, balked, etc., the mage must make a successful Physical save (no difficulty) or take damage equivalent to the power instilled thus far, as it rushes back through him into the powerbase. (A successful save means that the wizard can subtract his PT from the damage first.)

Non-living objects receive no save but require different amounts of powerbase points per pound depending on substance (see Table 3-3 on the last page).

Reversal of Animation (20): Only taught to members of the sodality of Amelioration and only usable by True Givers, this spell will reverse all effects of animating a dead body and will also repair tissue back to a state that could be affected by Resurrection. However, the body (while dead) is still subject to Animation as an ankou (see Tome, p.124), which means that although this spell breaks the original link to the dark priest, the connection can always be reestablished. Time spent as undead is counted when calculating "days after death" for resurrection purposes. The target gets no save, but GMs might desire to make the Reversal into a magic contest (Tome, p.95) between the mage and the priest of the original animation.

Scratch (18): The spell creates a magical aura around one of the caster's hands that acts similarly to sharp claws, enabling him to rend almost any substance. Although the aura lasts for one use, it can even gouge metal or rock. Against inanimate objects, Scratch allows one long swipe with four claw-shaped gouges or a scoop of material right out of the target. Against a living creature, Scratch can go through all normal armors except mithril and cause ruptures instead of normal damage, with the rupture level determined by success: A-C1 D2 E3 F4 G5 H8. The target cannot soak the damage and will take the required HPs in damage from the specified rupture.

Scry (18): The caster can scry on any one person, place, or thing within a certain area. During scrying, the target receives a suitable advantage check (difficulty being the spell's success) to recognize that she is being watched, although she will not recognize the scrying as a spell. Range, effect, and duration depend on the success levels in Table 3-4.

Skeletize (12): The caster can animate [Emphasis level] skeletons,



etons, which can attack, stand guard, or walk (movement rate 2) as per the caster's orders. Skeletons regenerate 2 rounds after being destroyed, until the spell runs out after [Skill] minutes. (See Tome, p.243.)

Spectral Gaze (14): The caster's eyes resemble sinister swirling clouds the color of his magic signature. Anyone viewing the caster's eyes must make a Fear roll, with a difficulty equal to [Skill]. The swirl-

Success	Range	Effect	Duration
A	1 mile	See target only	[Skill] seconds
B	5 miles	Hear target only	[10 x Skill] seconds
C	10 miles	See & hear target	[30 x Skill] seconds
D	50 miles	See & hear target area (10' radius)	[Skill] minutes
E	100 miles	Same as D	[10 x Skill] minutes
F	1000 miles	Same as D	[30 x Skill] minutes
G	Anywhere in NeverWorld	Same as D	[Skill] hours
H	Any world	Same as D, and scry is undetectable	[Skill] days

Critical failure: The caster is permanently blinded (unless healed by magic or metaphysics).
Critical success: Along with an H success, the caster will be able to read the surface thoughts of the target's mind (if the target has a mind).

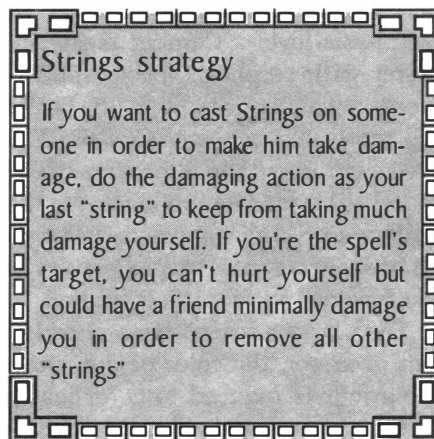
Table 3-4. Results of using Scry.

ing eyes last for 5 minutes for Givers, for 1 hour per negative SL for Takers, or less (if canceled).

Strength of Greeborg (14): The recipient's sl moves up one to a maximum of 6, and Strength increases by 3 (max of 8). The target must be touched, and the spell lasts for [Skill/8] minutes.

Strings of Fairuza (16): This spell allows the caster to control the target's next few actions in sequence, just as if the target were a marionette, if the target fails a Mental save. The number of actions controlled (or "strings") depends on success level: AO B1 C2 D3 E4 F5 G6 H7, reduced by 1 per target's LL.

If the target takes any damage, all remaining "strings" will be cut and the caster must make a Physical save with a difficulty of [5 x remaining strings]. A successful save means the caster takes [damage/4], while a failed save means the caster takes as much damage as the subject. The caster is not allowed to force the subject to purposefully hurt himself (i.e., commit suicide). Givers must make a Social Save when using this spell on other Givers. True Givers must make a Social Save when using it on Neutral or Manipulative Takers, and cannot use it on Givers.



Teleport Scintilla (16): The spell allows the caster to trace the teleportation (or similar travel) of another person, learning the target's exact destination. The caster must have a personal item, tissue sample, or be at the starting site of teleport of the target. This spell has a difficulty of 1 per minute passed since the target teleported. If a Teleport Barrier has been erected at the destination site before Teleport Scintilla is used, the difficulty is an additional 100.

Thunderclap (14): By smacking his open hands together, the wizard can create a deafening thunderclap that can knock over nearby or unstable objects of little weight or even deafen bystanders. Total range is a radius of [10 x Skill] yards around the caster. Beings caught within the radius without any ear protection must make a Physical save, or they will hear nothing but ringing for [Skill] minutes. The thunderclap causes no light or lightning effect, and the caster

is immune to his own Thunderclap. If used in a confrontation, opponents with average or lower Confidence must make a Fear roll with a difficulty of [Skill]; if the save fails, the targets will cower, jump back, cry out in fear, and/or possibly flee the scene, depending on their normal reactions to such frightening effects.

Twin Weave (19): The mage can weave his existence to another through one of two methods: either adding a drop of the target's blood to his, or by making eye contact with the target. Afterwards, for the duration of the weaving, whatever happens to the one (damage, etc.) happens to the other. (This trick works best on an almost dead foe who remains out of HTH range.) If blood is used for the weaving, range is unlimited; if eye contact is the medium, then range is visual recognition distance (100-200 feet for a human). The spell lasts for [mage's Pers - target's Avoid] minutes, for a minimum of one combat round. The target receives either a Mental or Physical save—whichever is more beneficial to the target—and if the save is successful, the target is immune to the caster's Twin Weave spell for [target's Avoid] days.

Ugly Stick (11): The caster can make himself look large, twisty, hairy, and grotesque for as long as he wants. An actual physical change, the spell offers no real physical benefits or disadvantages other than in the area of Appearance, and the cast can choose the desired Appearance level, as long as it's lower than his own. If cast on another, the spell lasts for [Skill]² hours and reduces the target's Appearance by 2 if the target fails a Physical save.

UnderWorld Prayers (10): One of the few necromantic Wizardry spells, the caster can use a holy weapon, blessed object, a priestly blessing cast on himself, or stand on consecrated land to weave a demon to his bidding. The demon must be woven into a live creature appropriate to the demon's size level (see Tome, p.215), which will then mutate into a form with horns, tail, wings, strange skin, black eyes, and hooves until the demonic personality is obvious. Woven demons have powers as per the Tome and must be bound by a contract of the length and detail desired by the caster. (Note that demons can and will use any discernible loopholes in the contract, if any exist.)

Any demon who slays its summoner or has its physical body destroyed must retreat back to the Underworld. One way to avoid perversion of the contract is to ensure that the woven demon have enough souls to "cook," so they can regain lost Essence, while another way is to use the spell Underworld Restraint. Items used for protection during



this spell, other than a holy item, are destroyed or expire once the contract has been forged. Demons who are woven into existence by this spell do not receive a save of any sort, and cannot be exorcised because they are woven into a physical body.

UnderWorld Restraints (20): The caster can restrain a demon who decides to be devious, impulsive, or socially irresponsible (let alone murderous). To punish the demon, the mage must touch it with her powerbase and score a D+ success with the spell. The spell will then chew away Essence from the demon's physical form, at a rate decided by the mage, which will either force the demon to retreat back to the Underworld or stay and improve its behavior. The demon receives no save against this spell, and the powerbase will stick to/in the demon until Underworld Restraints is ended: its only options are to agree to the new terms, or return to UnderWorld.

This spell is not without some cost. Every point of Essence removed from the demon will remove a point from the powerbase as well. Also, demons coerced by this spell have a notable desire for vengeance upon the caster. Even if the demon remains to fulfill the contract (instead of returning to the UnderWorld), it will usually stay long enough afterwards to "cook" enough Essence to come after the caster.

If Restraints is cast in order to reduce the demon's Essence to 0 (so as to destroy it), the demon receives a save with a base of [current Essence], modified by the caster's success level. (See Tome, p.92.) If the save is successful, the demon will lose 1/2 of its current Essence and immediately returns to the UnderWorld.

Vaporize (17): The caster can turn all moisture in the target into steam, doing [target's sl x (Skill - (10 x target's Stamina))] damage. Living creatures who make a successful Physical save reduce damage by 50%. Healing from being vaporized takes twice as long as normal. No bloodloss occurs, but the target receives an additional difficulty of the damage taken on all his shock and coma rolls. Although non-magical armor cannot absorb damage, the target is allowed to soak as normal. Range is [Skill] feet.

Warrior (20): By slapping together a weapon, a suit of armor, a shield, and a coat of arms, the wizard now has a warrior who will follow any combat order! The warrior's OCF and DCF equal the caster's [emphasis level x Combat mastery] (for example, a caster with emphasis level 7 and Combat 5 would create a warrior with OCF 35, DCF 35). However, if the caster has a higher OCF/DCF with the weapon the warrior is using, he can use those OCF/DCF scores instead. The spell lasts for the duration of the fight or until the warrior is destroyed, and high levels of success confer special powers (cumulative) upon the magical warrior. (See Table 3-5.)

The warrior resembles a ghostly spectre inside a suit of armor, the color of the wizard's signature. If the armor is reduced to 0 (or less) points, the warrior disappears and all equipment is destroyed. Each casting of the spell will create one warrior, and the maximum number of warriors created by one wizard in a particular combat equals [1 + caster's Military: Strategy].

Success	Ability
A-D	None
E	Immune to fire
F	Cannot be ambushed/surprised
G	See invisible
H	Immune to magic/endowments

Table 3-5. Warrior Abilities.

Whirlwind Blades (15): The caster can create double-ended spinning blades, with their deadliness and quantity being determined by how the caster divides up his achieved damage. Damage is based on suc-

cess level: A14 B28 C42 D85 E95 F110 G125 H165. Range is [3 x Skill] yards.

For example, if Maxon achieves a D success, which causes 85 points of damage, he can choose to place all 85 points on one target (enough to kill a Hourani in doublemail and carrying a heater shield), or shell out 8 points apiece to ten different targets (enough to cause a level 1 rupture to ten normal unarmored people). Note that an H success is deadly enough to kill a Scrounger Ogre in field plate carrying a tower shield, or two average Hourani Death Knights carrying the same protection.

Zombify (13): The caster can animate one dead body to become a zombie. Zombies do damage as per the weapon they carry, and they regenerate in one round until the braincase is punctured by magical weapons or powers (magic, metaphysics, or channeling). Zombies follow given commands as animals would. The animation lasts for [6 x Skill] minutes. (See Tome, p.243.)

DEFENSIVE

Anti-God (18): Followers of Iedrahnc who donate 10% of their FPs to the Church of Morning Light have one month to cast this spell and reap its benefits. Anti-God grants the endowed target with the deity's primal signature, and the donation convinces Iedranc to send an unborn soul to cover the caster's aura. This facade of primal purity causes endowments, channelings, and abilities stemming from deities other than Iedranc and levied against the caster's aura to fail. For each negated attack, the caster must convert another wizard to the faith of Iedranc (the religious sect, not the sodality). The spell can only be cast on oneself, and lasts until the morning after the attacker leaves the mage's presence.

Balk (18): Once a specific spell is cast by an opponent, the caster can keep his foe from casting it again until he leaves his presence. To succeed, the caster must be of higher LL and achieve an E success during a Willpower roll between the caster's Balk rating vs his enemy's spell rating. Casters who know that their enemies possess a certain spell can Balk it before it can even be cast once.

Balking a Balk spell cancels the first Balk's effects, and also prevents the target wizard from casting Balk

Lore: Nikki Aorik

Greatly traveled. Accredited with over thirty titles describing her extensive travels to other cultures and lands, although some believe the stories fabricated. Influential in opening the Coachman's Highway, to connect cities and support her extensive coach business. Generally considered the mother of transport among the Neuron realms.

"Who's Who of Neuronian History"

while still in the caster's presence. However, both casters must make successful Physical and Mental saves or fall unconscious for d10 hours. Balk cannot be used as a magical "parry," as it only prevents a spell from being cast in the future and does not negate a current spell.

Bio-Psychometry (18): The caster can discern bits of important information concerning the target's life, depending on the success level (see Table 3-6). Range is [Skill] feet, and the information is gained instantly. The target is allowed a Mental save with a difficulty of [5 x (caster's LL - target's LL)], and if it succeeds, the caster receives no information at all. (Note that the difficulty becomes a bonus if the target's LL is higher.)

Blissful Void (14): This spell causes targets to forget the reasons for any intense emotions they are currently experiencing (such as fear, depression, worry, shame, guilt, envy, lust, or disdain), thus negating their effects. (Needless to say, this spell fits in well with the pantheon of Iedras and the "Ignorance is bliss" theology.) Targets include oneself or anyone within sight, and the subject can make a Mental save to avoid the effects if desired. A successful casting means that the target cannot remember any

Success	Result*
A	Race, culture, subculture revealed; target knows that the caster knows. (Chamelihns and Parasycophants register as current form, rather than true form.)
B	Name; target knows that someone is probing him
C	Current job/career, titles/stations
D	Lineage (one generation per caster's emphasis level)
E	Persons/items close to the target (one person/item per emphasis level)
F	Current pathway
G	Target's immediate feelings
H	Target's current LL
*Each success level is cumulative with the ones before.	

Table 3-6. Bio-Psychometry Results.

details that would repeat the emotional episode, until the source of the emotion is removed. If Blissful Void is used to counteract another power or spell, a "magic contest" ensues (see the Tome, page 95).

Bloodlust Poison (12):

Any human recipient of this spell will reek with a stench noticeable only to Hourani currently suffering the bloodlust, driving them away. The target can receive a Physical save if desired, and the spell lasts for 24 hours. If the Hourani drinks the target's blood anyway and fails a Physical save, the blood will do 10d10 WP damage and 2d10 HP damage per pint swallowed. If the spell is cast on a storehouse of blood instead, the batch will become putrid. If cast on a Hourani, no mechanical effects occur but the Hourani becomes irritable for the duration.

Cats Eyes (13): This spell allows the caster to magically enhance the target's vision, specifics being based on success level. The effects last for one night, and all effects on Table 3-7 are cumulative with the previous success results.

Chameleon Skin (14): The mage's skin mimics perfectly any pattern surrounding it, making the caster nearly impossible to see if she is standing still. People looking at the mage from two different directions will actually see two different patterns. Note that



being clothed greatly diminishes the effects and the spell only imitates one general color in the scene. Duration is [10 x Emphasis level] minutes, and those trying to shoot the stationary caster have a difficulty of 80 (difficulty of 50 if the mage is moving). Awareness rolls will not improve an enemy's chances to locate the mage. In addition to these bonuses, the spell adds 50 to the Prowling skill.

Cauterize Wounds (15):

The wizard can create fire to seal one, some, or all external and bleeding wounds. Such a violent solution does drain WPs from the target, but he will no longer suffer bloodloss/rupture damage. Targets who lose all WPs during the cauterization

are still alive but have only passed out. WPs lost equals [rupture levels]². Despite the "healing" nature of this spell, it can be used by anyone (not just True Givers). Targets with the ability to somehow reduce pain (such as the metaphysical S1 power Pain Barrier) can take steps to avoid the WP loss. As an extra bonus, Wizards who know this spell can add [Skill/10] to their Bandaging & Bones rolls.

Example: Pol has three ruptures (of levels 1, 1, and 8). If his friend cauterizes one of the level 1 ruptures, Pol will lose 1 WP. If he cauterizes both level 1 ruptures in the same casting, Pol will lose $[1+1]^2 = 4$ WPs. Throwing in the level 8 rupture with the other two will cause a loss of $[1+1+8]^2 = 100$ WPs. Note that if the spell is cast three separate times—one rupture sealed with each casting—Pol would only lose $[1 + 1 + 64]$, or 66 WPs. Wounds can be cauterized in any order and combination.

Note that, if the wound is on the face, the target has a [10 x rupture level] percent chance to lose 1 Appearance point.

Danger Sense (13): The mage achieves a heightened sense of awareness combined with a minor form of precognition. While under the effect, the caster cannot be surprised by an attack and receives a +2 bonus to Awareness. In addition, all Init rolls receive a bonus of [10 x Mastery level] in addition to

Success	Result
A	+10 to Awareness checks
B	+20 to hunting rolls
C	Able to see fine fingerprints
D	2 x distance of normal sight, additional +10 to Awareness checks
E	Acquire the nightvision of a Hourani
F	50% chance to notice those who are prowling, additional +10 to Awareness checks
G	See as if daytime
H	See invisible, additional +10 to Awareness checks

Table 3-7. Cats Eyes Results.

any other current Init bonuses. Duration is [Skill/5] minutes, and range is self.

Detect Hostile Intent (14): The mage can illuminate [Emphasis level] people with hostile intentions towards the caster and within the area of effect by light the color of the caster's signature. Targets remain illuminated until the spell expires after [Skill] minutes or until they leave the area of effect, which is a radius of [Skill/4] feet centered on the caster. Any creature with an equal or higher LL than the caster will see the light.

Direction Sense (14): The wizard will instantly know the quickest and most direct route to a destination within [Emphasis level] miles and announced before the spell is cast. If the destination is out of range, the wizard will be shown the closest compass point leading to that destination. The spell remains in effect until the destination is actually reached.

Disguise Pathway (17): The caster can disguise his pathway and LL against pathway/LL-determining powers by making them appear different. Range of manipulation depends on the success attained, and duration is [Skill/10] hours rounded up. The viewer receives no save to see through the deception. Immortals (such as demons, devils, Dragons, gods, prime-ordials and Runeswords) are not affected by this spell. See Table 3-8 for success results.

Eyeball (11): The wizard creates a visible floating eye similar to her own that circles her head and watches for sneak attacks, preventing her from being surprised and also conferring infravision of 100 feet. The eyeball can be used to compensate for blindness, but difficult physical maneuvers such as athletics or combat demands months of training to become accustomed to the slightly offset point of view.

The eye lasts for [Emphasis level] rounds. It has 1 HP (DCF 300) and can be "slain" (if struck). The eye can be sent from the mage's immediate area but will fall to the ground and become inactive once travel-



ing more than five feet from the caster. If the caster picks up the eye, duration can be extended another 5 rounds for every 20 WPs spent.

Fake Death (16): When cast on oneself or on the target (by touch), this spell makes the recipient appear dead. Any mundane skill used to check life signs will show that the recipient is dead, but metaphysical powers will reveal the ruse. The caster can choose any gory details explaining how the body "died". Targets other than the caster must make a successful Physical save, with a difficult of [10 x target's Pers] in order to successfully appear dead. The spell lasts for [(Pers + Avoid)²] hours, unless canceled earlier by the target.

Giant Stamina (16): The target gains [Skill/20] Stamina (rounded up), max of 8, for [Emphasis level] minutes. Range is touch.

Illusionary Person (16): The caster can create the image of any sort of person with any sort of abilities. However, this person can speak only the languages the caster knows, possesses only a rudimentary creativity/independence, and generally acts repetitively and single-mindedly. The illusory person cannot be dispelled by touch because it always avoid contact; instead, the spell is broken by convincing the person that it is an illusion and not real. If not broken, the illusion remains for [Skill] hours. GMs

Success	Result
A	Pathway changed by one
B	LL changed by one, +A
C	Pathway changed by two
D	LL changed by two, +C
E	Pathway changed by three
F	LL changed by three, +E
G	Pathway and LL changed by four
H	Pathway and LL changed to any desired level

Table 3-8. Disguise Pathway Results.

Lore: Father Danil Salthart

"The voice of our wisdom, the shoulders of our strength, the vision of Draconus. A Dragon in spirit, may he forever fly in the ways of his lords."

Inscription on the tomb of Father Danil Salthart, who established the Church of Fidei Draconus in Cortez

should assign an added difficulty to the casting, according to the illusion's complexity.

Illusionary Place (14): The wizard can create an illusionary location.

Smaller than a big city block, the location will actually support people walking through or around it, but any impossible-looking effect will reduce believability. The scene lasts for [Skill] minutes. GMs should assign additional difficulty to the casting, depending on the illusion's complexity.

Elevated effects (such as appearing to be on the second floor of a tall building) are allowed, but people are actually still on the ground. Hidden environmental elements (such as drop-offs masked by an apparent flat surface) will be automatically avoided by people walking through the illusion, unless the caster meant for people to fall down such things.

Illusionary Scene (18): The wizard can create an entire illusionary scene involving people and items, and the scene cannot be dispelled until the imaginary people realize that they do not truly exist. This is considered a contested roll, between the persuader's Logic and the caster's Logic. (Note: If the scene includes no people, the illusion is dispelled if someone walks through it.) Duration is [emphasis] days. GMs should assign additional difficulty to the casting, depending on the illusion's complexity.

Illusionary Thing (12): The wizard can create the illusion of a single inanimate object no bigger than himself. The larger the item, the less describe it is, and the illusion is dispelled if the viewer announces that she disbelieves and makes a Logic contest roll against the caster (who doesn't have to be present). Duration equals [Skill] minutes. GMs should assign additional difficulty to the casting, depending on the illusion's complexity. Note that the object appears real and can be thrown, handled, even given away.

Imaginary Friend (16): The wizard can create multiple images of herself, each in different garb, style, social class, and profession. Every round, outfits rotate among the group randomly (including the caster), so that the group essentially switches garb. The imaginary friends each have their own attitudes and personalities,

which stay constant each time the spell is cast. (In other words, once a specific "friend" is created, she appears each time as part of the normal roster.) The caster can create $[1 + (\text{Skill}/10)]$ additional friends, who will last for [Emphasis level] minutes. GMs should assign additional difficulty to the casting, depending on the illusion's complexity.

Khybern's Repulsion (15): The caster can deflect any approaching metallic object. In essence, the spell doubles any Shield Block, Dodge, or Duck (DCF) roll made by the caster, for a total of [Avoid + Logic] rounds. For example, if Bane has a Dodge base of 40 and rolls a 42, his total DCF would be $82 \times 2 = 164$. Note that this spell does NOT override the effects of any criticals.

Khybern's Shielding Disks (10): The target is surrounded by a number of flying disks, reducing damage by [Skill/2] and making the target harder to hit. The number of disks appearing depends on success level: A1 B2 C3 D4 E5 F6 G7 H10. As far as being hit goes, the subject should roll as if using a Shield Block, with DCF 100, and each disk will last for either the combat's duration or until it takes any damage. This spell is especially helpful against called shots to eye-slits, chinks in armor, and unseen missile attacks, and negates all critical hits (such as "bypass all armor"). It can be cast on oneself or on others up to 100 feet away.



Lock the Shape (15): The caster can change and lock any metamorphoun into any of her normal shapes, for [Emphasis level²] days + [Skill] hours. The mage must stand within shouting distance and command the target to "obey the form of..." or "obey your unnatural/natural form" in a language understood by the target. The target gets a Physical save, with a difficulty of 50 modified by 10 for every success above or below D. (For example, a B success means a difficulty of 30, while an F success means a difficulty of 70.) A successful save not only negates the effects but makes the target immune to the same spell by the same mage for [target's Avoidance] hours. "Locked" targets cannot be affected by another Lock the Shape spell until the first lock expires.

Chamelihns reduced in current size level or weight by this spell will shed the extra mass as dirt, to be reclaimed after the spell expires. Parasycophants shed the extra mass as blood. These two types of metamorphouns cannot be "locked" into a larger size level or heavier weight than their current form.

Membrane (11): This spell makes a portion of air resilient, bouncing back or resisting with equal force whatever strikes it. The pocket's diameter is as wide as the circular swing motion made by the caster's hand during casting (with a maximum radius of the distance from the caster's shoulder socket to fingertip). No signature color shows, air cannot pass through the pocket, no concussion damage will hurt it, and all slashing/chopping actions will be caught by it without weakening it. However, damage from puncture weapons (such as darts, arrows, stilletes, needles, and sword points) or magic will tear the air cushion easily, destroying it. The membrane will either remain in a fixed aerial position or attached to a circumferential object (such as an opening, lockhole, toilet seat, crossbow trigger guard, window, etc.) It can also be used as defensive maneuver instead of parrying or dodging, and subtracts [Skill] from the attacker's OCF if less than tower-shield size. Membranes of tower-shield size will absorb any non-puncture blow.

The membrane will last until destroyed.

Mysterious Fog (13): The caster can create a fog with all the effects of the Smoke Cover spell but in fog form, including distant eerie noises and lights. Occasional shouting crowds or huge ominous creatures can be heard as well but never actually encountered. Those who fail a Mental save will become extremely nervous and fearful, subtracting [Skill/4] from all their rolls. The fog will cover [125 x Skill] cubic feet and last for [20 x emphasis level] minutes.

Mystic Firewall (17): Although not made of True

Fire from the Elemental planes, this mystical fire will still damage anything or anyone trying to pass through it. The wall covers [50 x Skill] square feet and causes [d10 x Emphasis level] points of damage each round to anyone walking through it. The wall lasts for [Skill/10] rounds and can be cast up to [10 x Skill] feet away. Treat damage as magic fire damage.

Mystic Levitation (11): The recipient can float up or down as long as he remains crosslegged, at a speed of [5 x Emphasis level] yards per round and with an additional weight allowance of [10 x Skill] pounds. Recipients attacked or greatly disturbed must make a [Conf + Pers] roll to maintain concentration and remain crosslegged. The spell ends when the legs are uncrossed.

Mystic Weave (17): The wizard can send an energy field of her signature color swirling around herself, which will absorb [Skill/2] damage from spells. In addition, 10% of any direct spell damage (not indirect, or area affect), along with the attacking signature color, is added onto the Weave's current strength for the current casting. Physical attacks (melee, thrown, HTH, missile) that pass through the Weave will slow down as if traveling underwater, losing [the Weave's current strength] from OCF.

The Weave's strength equals [Skill/2] and is modified by absorbed damage as stated above. The Weave also allows the caster to add [(Skill/10) x (Emphasis level)] to saves versus mind-affecting spells. The Weave lasts for [Skill] minutes and can be cast in defense of an attacker's spell (instead of making a DCF roll) if the caster makes a successful Reflex check. Despite its amazing properties, Mystic Weave does not affect endowments or metaphysics.

Protection from Mystical Scrying (20): The caster can hide from various types of mystical scrying, de-

Lore: Duke Wellington I

"Duke Wellington I is generally considered a man of great courage—a leader who rejected the Mulgrayne Empire and defended Neuon against the first wave of attacks. During the Battle of Harndin, some believe that he succumbed to the powers of the Runesword ID; others believe him to have been under the mental manipulation of Lord Porter; and a third faction claims that Wellington's presence was negligible as far as the causes of the war went. In any case, whatever the Duke's condition, he restored faith in his name by firmly establishing the Council of City-States that now oversees Neuon."

"The Dukes of Harndin," by Jerrin Durmal II, historian

Success	Result
A	Caster is only partially hidden from scrying: The scryer will know his general location, within 5 miles.
B	Caster is almost hidden, but the scryer can get a faint fix on her (within 25 miles).
C	The caster is undetectable, but the scryer knows she is being magically blocked out.
D	The caster is protected from scrys by famished demons or from the following schools of magic: Alchemy, Diablerie, Elementalism, Enchantment, Glyphs, Illusion, Sorcery, Wards, Witchcraft, and Wizardry. The scryer will not know of the deception.
E	The caster is protected from scrys by infant Dragons or starving demons, from endowments of any religion, or from the following forms of magic: Necromancy, Prophecy, and Shamanism.
F	The caster is protected from scrys with any metaphysical power, and by holy items, ravenous demons, or child Dragons.
G	The caster is protected from scrys implemented by artifacts or holy items of power.
H	The caster is protected from scrys by rune weapons, young adult Dragons, and voracious demons.

Table 3-9. Results of Protection from Mystical Scrying.

pending on success (see Table 3-9). Protection lasts for one hour per ROC success, and range is self only.

Pyre (20): The wizard can actually blast himself into ashes with the flames from this spell, all in the space of a few seconds. The character seems quite dead, leaving behind only a pile of soot and some bone where he stood, along with any mithril items, powerbases, and Immortal body parts. (However, potions and scrolls will convert to the “ash,” along with all other mundane items.) The wizard can determine when he will return in two ways:

- ✦ Time: after a predetermined amount of time (no more than $[10 \times (\text{Emphasis level})^2]$ days)
- ✦ Location: after the character’s ashes are poured on or into a specific building, land formation, or being.

Once the specific criteria is met, the character will instantaneously reform, with all gear and items intact, and all HPs and WPs restored. As a special usage, Pyre can be cast as a defensive maneuver against a fire spell or other sort of flame attack (instead of the normal Dodge, Duck, or Shield Block), to make it look as if the attack had full effect.

Rise in Readiness (12): By casting this spell before dozing off, the caster ensures that she will wake at the first sign of disturbance (noise, movement, action, etc.), no matter how trivial. Upon waking, the mage is fully clothed, with weapons and armor ready, in a good defensive spot not more than 20 feet from her original bed, with one spell ready to be cast at the cost of only 1 Init point (but still demanding full WP cost). However, a mage sleeping under the effect of this spell will not regain WPs, and if she doesn’t have enough WPs to cast her programmed spell when awakened, it will not be cast.

Secret Change (18): Similar to Lock the Shape, the caster can use mental trickery to prevent the

metamorphoun from realizing the change until he accidentally uses heightened Strength, fails to cast a form-dependent spell, etc. Even minute details such as the light from a Hourani’s eyes would be covered by the illusion. Only the target is prevented from realizing the change; everyone else sees him in whatever form he is truly in. (“Great for amusing your friends, breaking the ice at parties... and really annoying metamorphoun assassins!”) The spell syntax, range, duration, save, and immunity is identical to Lock the Shape; Secret Change is used to make the target believe that the “lock” has failed.

Smoke Cover (10): The wizard can fill the air with thick white smoke, blocking all vision past arms length. The total area covered is [Skill] cubic yards. The smoke must dissipate naturally, which will take at least 10 minutes (if not a few hours), although winds over 40 mph will blow smoke away in one round. Combat attacks suffer a difficulty of 25 if the target is still within range, 50 if out of range but lit somehow, 100 if out of range, not lit, but noisy, and 200 if out of range, quiet, and not lit. The spell can be centered on a point up to 500 yds away.

Snake Centurion (14): Similar to Groam’s Owl, this conjured magical snake enwraps (or hides within) whatever object the caster desires (tome, backpack, purse, etc.) and will strike those who approach the object with the intent to move or open it. The snake remains for [emphasis²] days or until the object is touched by the mage, while the casting range is [Skill] feet. The spell’s area of effect is the snake’s attack range, described in the sidebar.

Taskers Tuff Stuff (14): The caster can create a suit of magical armor chosen from the Neuonian/Hourani armor charts (or the appropriate culture). Although the actual type of armor is often chosen for visual effects only, the armor’s weight and prowl difficulty still apply; accordingly, most casters choose soft

Snake Centurion

Structure points: 20 x Emphasis level

Bite: OCF 50

Init cost: 10

Damage: A4 B8 C12 D16 E20 F30 G40 H60

Duck: DCF [10 x Emphasis level]

Special defense: Mages, priests, and metaphysicists who attack with their powers and fail a Mental save will be subject to the Virus Voracious. (See Tome, p.98, Table 39, "291-294," for a description).

Immunities: Normal weapons, fire, acid, cold, electricity, chained energy

leather or even padded clothing. The armor's absorption is [Skill/2], its maximum absorption [3 x Skill], and it will last until destroyed or removed by the caster. All damage from physical attacks (including normal fire, acid, lightning, etc.) must pass through this armor before affecting the caster, and criticals will not bypass this armor. However, against magic, channeling, or metaphysical attacks, this armor only offers a +50 on the save, if a save is allowed.

Wall of Junk (17):

This magical wall is composed of energy that attracts anything weighing less than 5 pounds. Covering [100 x Skill] square feet, the wall will be filled with grass, household items, loose dirt, small animals, street trash, wood—whatever it can bring to itself. The Wall of Junk will continually shift its form, and is not affected by any one sort of element, unless the material it forms itself from is overly susceptible (such as an arctic Wall of Junk—comprised mainly of ice and snow—being

melted by a Plasmaball). The wall can absorb [Skill] damage each round, regenerates to full points at the end of each round if not destroyed, and lasts for [Skill/5] rounds unless destroyed. Although the wall is opaque, the caster can open a pocket or change the wall's shape at any time by spending 5 WPs.

MISCELLANEOUS

Animal Pact (13): The Mage can bond with one animal of choice, no matter the size, as long as it is a normal beast. (This spell does not affect giant-sized or magical creatures.) The caster and his bound animal can share thoughts, communicate with each other, and see through each other's eyes as long as the two remain within one mile of each other. Outside this range, the caster can only see through the animal's eyes. Spell duration is permanent, and if either of the pair dies, the survivor loses half his HPs. (This loss can be naturally healed.)

Blink of an Eye (17): The spell changes the caster's movement rate to [1000 x Skill], which allows him to move [Skill] feet per 5 Init spent (1/10 of a second). The spell lasts for [Emphasis level] seconds. For example, if Gringe has a skill of 50, he can move 50 feet per 5 Init spent; during the 5-second duration, he will be able to move a total distance of 2500 feet (almost half a mile). The moving caster will leave a signature-color trail behind him, similar to the "hyperdrive" effect.

Moving at such a high rate of speed can be dangerous, and the caster must make an Awareness check to avoid hitting anything. If the caster misses or critically fails the check, he rams something and splatters himself to kingdom come. If he achieves an A-C result, he merely knocks himself out for d10 hours with a glancing blow. A D+ success means that the caster avoids hitting anything. The caster cannot possibly be hit with an attack during the duration, due to his high rate of speed.

Celestial Appearance (13):

Whether night or day, the mage can force a giant celestial image of himself to appear in the sky—extremely



helpful for communicating with a large population. The number of people that can see the image depends on success level: A1 B25 C150 D500 E2000 F10,000 G50,000 H1 million. Range is a radius of 100 miles, and duration lasts for up to 15 minutes. Note that Celestial Appearance is not communication itself, but only a message delivery system, and so the caster must be speaking a language known to the listeners for them to understand. Also, because the image is a form of mental trickery, metaphysicians cannot see it. In addition, no other powers can be "delivered" via this spell.

If using the spell as a political maneuver to affect social points, the caster must then make (in this order) a successful Appearance, Charisma, and Etiquette roll, and achieve the same success level as his maximum population success level. A lesser success will create varying levels of chaos and misinterpretation (GM's Creation).

Change Weather (18): The caster can move current weather conditions in a 20-mile radius to a condition of choice, using temperature, cloud cover, humidity, winds, etc. The spell lasts for [Emphasis level] hours, plus whatever time the ecosystem needs to recover. Table 3-10 shows the rate of change, based on success.

The caster can affect each aspect per casting: for example, a D success allows him to change temperature by 15°, windspeeds by 10 mph, precipitation by 1 inch per hour, and cloud cover by 10%. If the caster casts the spell for three more rounds and achieves a D success, he could change weather by 40 degrees, windspeed by 40 mph, precipitation by 4 inches per hour and cloud cover by 40%. (A H success will do basically the same thing, but

Success	Temp (°F)	Wind speed (mph)	Precipitation (inches)	Cloud cover
A	1	1	---	---
B	2	2	---	---
C	5	5	1/2	5%
D	10	10	1	10%
E	15	15	2	15%
F	20	20	3	20%
G	30	25	4	25%
H	50	40	6	40%

Table 3-10. Change Weather Results.

within one round instead of four.) Overall, it seems easier to make large changes over a number of castings.

In addition, the caster can create effects like blizzards, fog, lightning, tornadoes, hurricanes, mudslides, fires, whirlpools, etc., if the player researches these phenomena on his own and incorporates them into the appropriate conditions. In any case, the caster cannot push the weather past natural surface hot/cold extremes that exist for the planet (approximately -80 to 160 degrees F).

Chronos Bubble (20): Only taught to members of the sodality of Access, this spell creates a sphere with a [Skill] feet radius inside of which time keeps moving while everything outside grinds to a halt. Those inside the bubble can act normally, while no time passes for those outside. No one can leave (or affect anything outside of) the bubble during the spell's duration, which is [Emphasis level] minutes. Note that outside observers, at best, will notice a weird flicker in movement as those inside the area of effect reappear in (most likely) different positions.

Chronos Weave (20): Only members of the sodality of Access know this spell. Cause-and-effect aspects of time travel are GM's Creation and should be shared with members of this sodality, as Access wizards are supposed to have a great understanding of such matters. Used in conjunction with the Hourani version, travelers can be placed in both a different time and place. (Chronos Weave could also be used with Otherworld Weave, but wizards should realize that time may operate different or not at all in other dimensions.)

Essentially, the mage can create a gate similar to the Hourani Gate Weave spell, but this gate allows time (rather than location) travel. The caster must first take a fistful of granular objects (sand, pebbles, pellets, etc.) and choose a particular and unique temporal event by using Glimpse. (Such events can be as mundane as a glass of water being swallowed by



an individual, or as sweeping as a continental war. With the right delimiters, no historical event is identical to another.) The mage then slowly releases the particles and casts this spell, and if he achieves an E+ success, the particles will flow around the opening portal, marking its boundaries.

The portal takes two minutes to form, from the time casting starts, and will allow anyone of the caster's sl (or smaller) through, for the duration of the stated event (e.g., for the length of time needed to drink the water, or for the war's duration). However, the caster cannot choose at what time during the event he will arrive, so the longer the event is (a war), the more random the arrival will be. A shorter event will allow for a more timely arrival.

Once on the other side, all travelers can pass through the portal while it remains open. If the portal should close, the particles used in the original casting will return to the mage's chosen storage container on his person (such as a flask or bag). To leave, no additional spell is necessary; the mage simply takes the particles in hand again, then allows them to drain and mark the portal as before. Prudence suggests that a mage use different particles if traveling beyond the original portal to yet another time, because he (and travelers) must always return through the portal which they came.

Example: Lloric is from the year 1000 AD. She travels back five years to 995 AD via portal #1, then jumps forward 50 years via portal #2 to 1045 AD. But 1045 AD's a cold year, and Lloric left her coat behind, so now she goes back 45 years (via portal #3) to 1000 AD to fetch it. (Ah, such are the foibles of wizards...) She is now three portals away from her normal existence, although she could probably give herself a hug while her original self stands nearby and casts portal #1. In order for her to return to her normal existence, Lloric must still go back through the gates: forward 45 years, back 50, and ahead 5.

Sloppy wizards who can't or won't be bothered to travel back through the right sequence of portals must roll 3d100 (ouch!) on the Magic Instability Chart (see Tome, p.97-98) for each portal skipped. Any results will occur in the time period that was skipped. Also, every 24 hours that someone does not return to his normal existence demands a Mental save by that person, with a difficulty of [days absent]. Once the roll is failed, that person will become schizophrenic and not be able to determine what time he actually comes from, although he will not lose any memories.

Cloud Summon (10): The spellcaster can make a sunny day overcast—dark and grey for a 20-mile radius. Although no precipitation occurs, the caster

can control the movement of the cloud material, in effect causing fog-like obscurement. Clouds are one mile thick and require five minutes to move one mile in elevation. The spell lasts for [Emphasis level] hours.

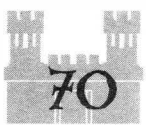
Critter Chatter (11): The caster can communicate with small non-magical animals, able to ask questions and understand the animals' answers. Questions must be of the most basic sort, and if the query is too complicated, the animal will become confused and attempt to run. The spell lasts for [emphasis level] minutes and has a range of [Skill] feet.

Dangerport (16): A quick and dirty version of Teleport, this spell sends the caster to a location pre-inscribed with a Silver Sign of her preference and can be cast at any time. However, the caster can only have one location pre-inscribed at a time.

Dead Silence (13): The caster removes all sound in a 10-foot radius, for [Emphasis level] minutes.

Deny Chaos (20): The wizard can ensure that the spell's target (himself or someone else) will not critically fumble on a specific action. A critical fumble (O1-O5) on the next percentile roll made by the target (no time limit) is considered to be a D success instead. Note, however, that the spell costs an additional 1000 points from the wizard's powerbase (in addition to the normal casting cost), and that A-C suc-





cesses stand as they are. Casting range is limited to the current plane of existence, and no save is allowed (or usually desired). Deny Chaos is often used in conjunction with Demonology skill rolls, to make sure nothing goes dreadfully wrong.

Detect Shapeshifter (17): Invented by human wizards to monitor the Hourani population, the spell reveals the presence of any metamorphoun within 20 feet by momentarily showing visions of their true faces. (Hourani portray natural form, metabolic doppelgangers show no face, and the parasitic doppelganger presents a melting face of blood, bone, and tissue—utterly horrific.)

Shapeshifters within range are allowed Mental and Physical saves to avoid the effects, but the GM should make all rolls so that the shapeshifter remains unaware of the spell and the mage remains uncertain of whether “no result” means spell failure or that no shapeshifters were within range.

The duration is 1 round or 3 seconds, but the spell can be repeatedly extended at half the normal cost.

Dimensional Step (15): The caster can temporarily open a one-way dimensional door that only he can see, through which he can step through into a new location. This location must be within range and cleared of all obstacles, or the caster will be placed as close to the location as possible. Range is $[2 \times \text{Skill}]$ feet, plus one foot for every WP spent beyond the normal cost of the spell, and the gate remains open for either [emphasis level] minutes or until the mage passes through the door (whichever comes first).

Dinner Platter (11): The caster can conjure a bevy of full seven-course meals with choice of beverage, enough to feed up to $[1 + \text{Emphasis level}]$ people if desired. Conjured food and drink is real but possesses no other abilities than standard nourishment. The contents of the platter change each time, depending on the cultural entrees the mage is used to.

Eagle's Eye (14): The caster can transform his own eye into that of an eagle, raising Awareness in regards to sight by [Emphasis level] points, maximum of 10, and gaining infravision for the spell's duration. The spell lasts for [Skill] minutes and has a range of self.

Elemental (15): When cast at a body of fire, water, air, or earth, this spell will summon an appropriate-type elemental that can understand and follow the caster's general intent, after which it will open a portal back to its home Elemental world and request the caster's presence there as recompense. The mage must spend one day in the alternate plane, plus one more for every sl that the elemental was above first

size (Pebble, Finger Flame, Puddle, Zephyr). During this time, the mage is unconscious, and no attempts to see or record the events transpiring to him will succeed. When penance is finished, the mage's body is spit back into the normal plane of existence from the source out of which the elemental was original conjured. (If this source has moved, the mage will appear in the next closest similar location.) For every day spent in the alternate plane (including Day #1), there is a straight 5% chance that the caster will not return, ever. (Say goodbye to your character and give your sheet to the GM.)

See the Tome (pp.219-224) for elemental info.

Endearing Moments (12): The caster can perform social actions as though all Social advantages were 1 higher than normal. Also, Social saves made against the caster will have a base of either 0 or [target's current SL x 5], whichever is lower. Duration is 24 hours, and range is self-only.

Feast (13): The caster can create enough food and drink to satisfy [Skill] people. The food and drink will be suitable to the human diet and to the taste preferences of the individual(s) it was cast for. All the people to be fed must either be sitting at the same table or holding hands during the spell's casting, in order to receive food.

Ferros Negatus (18): The recipient's body can be dweomered to ignore the presence of any sort of metal (allowing, for example, someone to walk through iron bars or punch a person through bronze plate). Able to be cast on one's self or others, the spell lasts for [Skill] minutes unless the target attacks another in any way, whereupon the duration becomes [Skill] seconds. Ferros Negatus does not affect mithril, rune weapons, or metal from the Black Iron Gauntlet. Unwilling targets who make a successful Physical save have their skins become metallic, paralyzing them for a number of seconds equal to their save until the spell wears off. (Meanwhile, their metallic skin has an absorption of 50, with no reduction in WPs to soak damage.)

Gargantuan (16): The recipient grows $[\text{Skill}/20]$ size levels, maximum of 8, and gains the same amount of Stamina. All carried items and gear grow as well, and abilities (such as lift/encumbrance, damage bonus) increase where appropriate. The mage can control the exact size level or height of the spell's recipient. The spell lasts for [Emphasis level] minutes, and additional Strength/Stamina powers/spells do not have any effect on the recipient until Gargantuan wears off.

Glimpse (19): Taught only to members of the Access sodality, Glimpse allows the caster to view some specific time period and location. Fair warning of



Success	Maximum duration
A-C	1 minute
D	10 minutes
E	1 hour
F	1 day
G	1 week
H	1 month

Table 3-11. Glimpse Duration.

the desired time period should be given to the GM before the spell is cast or the spell is void. Duration depends on success level, as shown in Table 3-11.

The Glimpse resembles a 3D virtual experience, with all five senses active (although metaphysics cannot be felt or affected). Because the caster's body in this environment is virtual, it cannot be affected by nor can it affect the Glimpsed environment. During this spell, the caster is unaware of her real body (currently in deep meditation), and anyone attempting to read the caster's mind will see only what the caster did during the Glimpsed time period rather than current time. (If the time period

is in the future or before the caster's birth, then the mind reader will think the caster is dead.) Once the Glimpse ends, a successful Comprehension check must be made in order to answer any questions (even by the caster) about the experience.

A failed check means that the information is no longer available.

Greenthumb (12): All trees, bushes, and plants touched by the caster during the spell's duration—[Skill/12] minutes—will grow to their full height within one year.

Hand of the Taker (11): By placing lockpicks in the hands of a dead thief (deceased less than a week) and then holding the hands, the caster can bring the appendages to life and have them pick locks with the Lockpick skill of the dead thief. Hands remain enchanted for [Skill²] days and will then disintegrate. In addition, each use of the hands removes one day from the spell's duration, and a critical failure removes ten days. Caster and hands are immune to all other effects of critical rolls. The dead hands appear shrunken and mummified when not in use but look vibrant and healthy while working.

Identify Power (11): After witnessing a certain power, the caster can identify the power type (magic, meta-



physics, or channeling) and discern the specific spell name. The caster's general power level (weak, average, or powerful) can be determined as well. Seemingly magical effects that are actually cultural abilities are not acknowledged by this spell. Duration of this ability is [2 x Emphasis level] minutes.

Inanimate Dance (14): The wizard can cause an inanimate, non-living object to move about as if alive, and the more flexible the object before the spell is cast, the better. Up to [Emphasis level] objects can be activated, for a period of [Skill/3] minutes. Objects will follow any command, up to two qualifiers.

Influence (16): The mage can sway others to do her bidding, allowing her to level a command to each person within communication distance. Although each target can receive a different command, these commands cannot be self-destructive in nature or allow conscious control of involuntary actions. Every target receives a Mental save to avoid the effects, with a difficulty of [Skill + d100] (in other words, a Willpower roll).

Magic Light (10): Two possible effects can be chosen: The wizard can either conjure a globe of light, or a small object can be made to emit light. The created globe is maneuverable and can travel up to 100 feet away, and it lasts for [Skill] minutes. Any light cast on an item instead is permanent until canceled or removed by another spell, and can be seen only by the caster.

Magic Pen (10): The wizard can write on any object without possessing a suitable writing utensil, controlling color, size, and script depending on skill. Duration is temporary if writing on unstable surfaces: dirt/snow, [Skill] hours; liquids, [6 x Skill] minutes; or gasses [Skill] minutes. Duration is permanent otherwise. When cast on large surfaces (larger than a large book), the spell costs increases by 1 point per every square foot. For example, a wizard who wants to skywrite a message that takes up 50 x 1000 feet would end up paying [50 x 1000 = 50,000] points.

Milestone (10): For each mile the caster travels from his starting point, a milestone of desired shape, color, and height is left behind. This stone will not appear directly on the path but at a non-offensive point that is still functionally recognizable from a mile away. As it grows out from the ground, the milestone cannot cause harm to anything but the standard ground foliage. Milestone will not work on water or quicksand.

Mithril Lace (11): With each casting, the caster can improve any metal weapon with one of the following benefits: 5% less IC, +5 OCF, or +1 damage shift.

A weapon can be "laced" multiple times, up to a maximum benefit level of 50% less IC, +50 OCF, and +3 damage shift (which amounts to 23 separate castings). In addition, wooden shields under this spell double their absorptions and maximums, while metal shields receive 50% more absorption and maximum (i.e., multiply current value by 1.5). This spell does not affect metal armor. An H success allows one additional "lacing" free to any weapon or shield besides the original. Duration is 1 minute, added consecutively for each casting; for example, ten castings means the effects last for 10 minutes from the end of the very last casting.

New Heights (12): The caster can summon a mystical ladder of the desired height (up to 1 mile) that can plant into the ground without a top resting point or attach to a vertical surface. The ladder's duration and weight depends on success level (see Table 3-12). Movement rate is the same as a climber's Prowl rating, and any damage from the falling hazard is treated as [body lengths / 10] lengths shorter (see Tome, p.58). This spell can be reversed to create a slide, with the same attributes and limitations.

Otherworld Weave (20): Only taught to members of the Access sodality, this spell allows the caster to create a one-way dimensional portal to another world (e.g., Metaworld, Spiritworld, Underworld, etc.) that will remain open for [Skill - 50]² minutes. Leaving the world traveled to requires that the spell be recast, unless used in conjunction with Chronos Weave.

The caster must have prior knowledge of the destination world via having seen it first-hand or having used a scrying device/power. The location of arrival is random but will never be lethal (at least, according to the properties of the other world). Failure to possess prior knowledge of the destination world

Success	Duration	Weight limit (lbs)
A	1 minute	200
B	5 minutes	400
C	30 minutes	600
D	1 hour	800
E	4 hours	1200
F	10 hours	1600
G	24 hours	2200
H	1 week	5000

Table 3-12. New Heights Results.

will result in the portal being one-way from the OTHER end, allowing denizens from that world to come to the caster's. A portal can be opened up to 100 feet away from the caster.

Pass (10): Whatever hand-held item the caster touches appears on the person of his choice, in an inconspicuous place, within a range of 100 feet. The target will not know of the object's presence unless he accidentally finds it.

Pathfinder (13): This spell allows the caster to find her way to a known location simply by stating the location's name. A magical line, visible only to the caster, will appear and lead her to her desired destination. The location must also be known by some other source (a person, book, map, road sign, etc.) somewhere in the world, so that the spell can "triangulate" the location's position. While traveling, the mage will always be aware of the following things: mileage left to travel, alternate routes, estimated time of arrival, and current weather conditions at the destination.

Personify Potions (15): With this spell, the caster can become the vessel and ingredients for her own Potions skill, producing a magical potion effect that can be directed at someone else. In addition, the caster can change [Emphasis level / 3] of the potion's effects, producing double duration, double range,

OTHERWORLD WEAVE

A caster can purposefully open a portal to an unknown world, right behind an opponent's back. The creatures coming through the portal would be able to use the spell's signature color to recognize who did the casting, but their reactions depend entirely upon the GM.

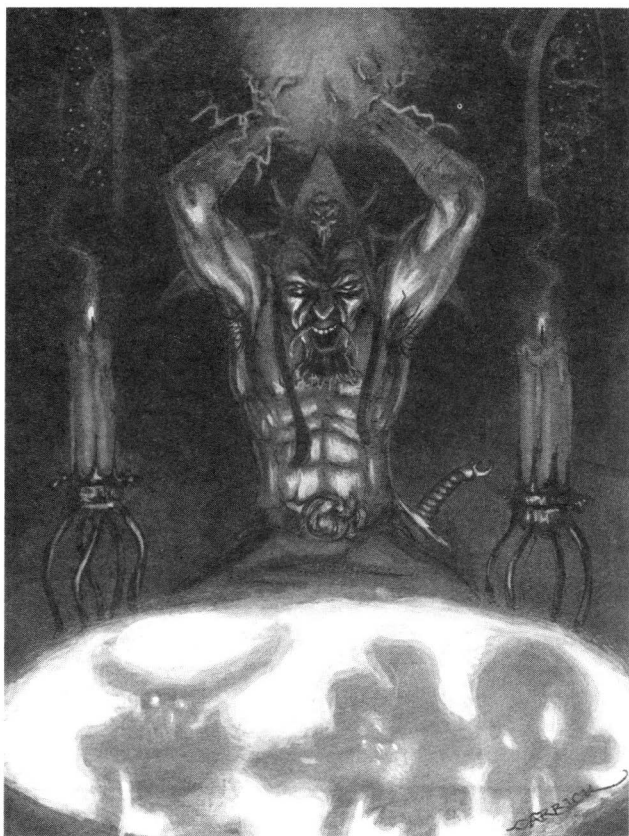
double strength, double the doses, or halving the creation time. The spell is cast first, and then the Potions roll, to see if the attempt is successful. Range is 10 feet.

Example: Magic John decides to cast Personify Persons to create the effects of a Heal potion. Because he has an emphasis of 6, he receives two extra effects, and decides on double dose and double strength. Healing potions normally take 2 hours to create, so two hours after casting, Magic John is empowered to bestow the effects of two double-strength healing potions on someone other than himself. (If Magic John had wanted to create an Elixir of Youth instead, he would have had to wait a year before being empowered.) Also, because the Heal is being caused by a spell, Magic John must be a True Giver to create the "healing" effects (only True Givers can generally manifest healing powers).

Polytelosmascula (15): A message of up to [15 x Emphasis level] minutes of vocal speech and [Emphasis level] visual images can be sent to a specific mage, remaining in the Polytelosmascula for an unlimited time. The receiving mage must cast this spell to retrieve any messages that lay waiting for him. Mages can identify the subject, sender, and amount of time to process a message without actually "opening" it, and once heard or viewed, the message will disappear. Messages cannot be browsed or read by anyone other than the designated receiver, but rumors of Immortals hacking into the Polytelosmascula abound. On an H success, the sending, browsing, or receiving of the message takes no time—no matter how long the message is.

Power Siphon (20): After gaining a 40 or higher in this spell, the caster can transfer energy from other powerbases to her own. Both powerbases must be touching each other or be in contact with the mage's skin. If the first option is chosen, the mage can wander within 10' of the powerbases during transfer; if the second option is chosen, the mage can increase the rate by [PT]%. (For example, a mage with PT 40 can increase transfer by 40%.) See Table 3-13.

Example: With his own powerbase hidden under his hat, Conner asks to inspect the "beautiful" quality of



Success	Point drain rate (with conversion scale)
A	1/minute (60/hour)
B	5/minute (300/hour)
C	10/minute (600/hour)
D	1/round (20/minute, 1200/hour)
E	5/round (100/minute, 6000/hour)
F	10/round (200/minute, 12000/hour)
G	10/second (30/round, 600/minute, 36000/hour)
H	1/Init (50/second, 150/round, 30000/min, 1,800,000/hour)

Table 3-13. Power Siphon Drain Rate.

Merle's powerbase and takes it in his hand. With PT 30, he can increase his transfer rate by 30%. If he rolls an F success, he can transfer 13 points per round instead of 10, or 260 per minute instead of 200. (Always round down to the nearest point for transfers.)

Starting with the fifth hour, the mage must make Sleep rolls every hour, with a difficulty of $[10 \times (\text{total hours} - 4)]$. If the mage falls asleep, the siphon ends. Two other ways exist to end the transfer:

The mage whose powerbase is being drained must cast Power Siphon as well, negating one level of the caster's success per level of his success. (For example, if poor Merle achieves a C success versus Conner's original F success, Conner's transfer rate drops down three notches, to that of a D success.) Consecutive castings can be used to knock down the rate to nothing, if the first attempt only partially succeeds.

The powerbases can be physically separated or removed from the caster's touch. This option forces the original siphoning mage to roll 3d100 on the Magic Instability Chart (Tome, p. 97-98) to determine the effects.

Raising Hackles (13): Used as a testing device, the caster will feel goosebumps if some-

thing within $[\text{Skill}/2]$ feet is from the opposite religious nature or pathway.

Regeneration (18): Only taught to members of the sodality of Amelioration and only usable by True Givers, this spell regenerates within 5 rounds any missing tissue weighing less than 10% of total body weight. Regeneration works best when used to reattach limbs or restore missing brain tissue, etc. If the missing material comprises more than 10% of total weight (for example, a leg that has been ripped off and swallowed by an Ainu), the spell will cost 5 extra rounds and 10 powerbase points for each percent of missing body weight over 10%.

Up to 35% of a body can be regenerated, as long as 50% of the brain remains, although regeneration has no effect on dead bodies, undead, or Immortals. Regenerated tissue will not have any impurities (such as tattoos or poison), scars, defects, or diseases, but will still be mortally subject to such things in the future. Any regeneration subject who is conscious during the regeneration must make a Mental save or fall into shock for d10 days.

Example: Assuming a human leg comprises 20% of total body weight, the first 10% will take 5 rounds and normal casting cost to regenerate. The second 10% will take $(10 \times 5 = 50)$ rounds to regenerate, and cost an extra $(10 \times 10 = 100)$ powerbase points.

Resurrection (20): Only taught to members of the sodality of Amelioration, this spell can only be used by a True Giver and works similarly to the Resurrection ability on pp. 123-124 of the Tome. Instead of a channeling roll, the mage makes a Resurrection roll, with a complexity of 5x (i.e., a difficulty of 100), and must achieve an H or higher success. All

modifiers from the Tome (Table 51, p. 124) apply. In the process of casting, the mage will use all his WPs, but others can add their WPs to the roll if they also cast Resurrection at 2x complexity and achieve at least a D success. The Neuonian cultural skill Desire can also be applied by the primary mage.

Safety in Numbers (19): This spell allows the caster and allies within 10' radius to transport to the nearest safe haven known to the caster that was previously marked with the mage's symbol via the Silver Sign

Success	Distance*
A	5 feet
B	20 feet
C	100 feet
D	500 feet
E	1 mile
F	10 miles
G	100 miles
H	1000 miles
*All results should be multiplied by caster's Emphasis level.	

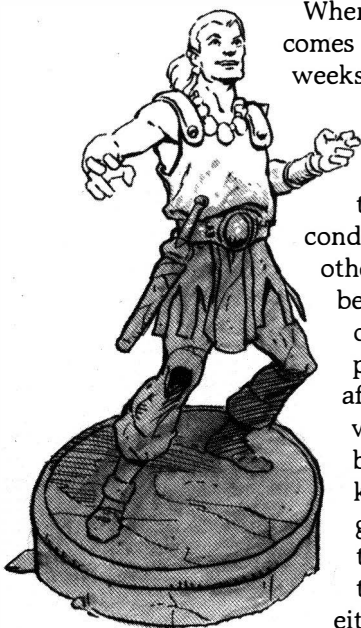
Table 3-14. Safety in Numbers Maximum Distance.

spell. Maximum movable distance depends on success and emphasis level, as per Table 3-14.

There is a difficulty of [10 x targets besides caster], and casters without an emphasis in this area cannot use this spell.

Sculpture of Archetype (20): The caster creates a simulacrum that will activate as a replacement body upon her death. For a caster of LLO-5, the statue must be made of pure marble or bronze; for LL6-8, of silver; and for LL9+, of gold. The caster must achieve an H success when casting this spell for the Sculpture to work.

When the caster dies, the statue becomes flesh and blood, needing [LL] weeks to arrive at a state of complete restoration of ability and advantages. Because the statue only reflects the caster at the time of casting, it should be re-conditioned every so often with another casting of the spell. (This can be achieved without sculpting another statue.) And because it possesses no memories of times after its creation, the simulacrum will only know that its original body has died and will also have knowledge of the caster's main goal at the time of death. If more than one Sculpture is created by the caster, the one activated will either be the one with the most recent memories (01-50) or the one closest to the location of death (51-00).



Selective Vision (18): After casting this spell, the mage can see any one person, place, or thing, relative to his position in space. Things not fitting the description cannot be seen, and usually the world is reduced to a mere grey void except for the item the mage is trying to view. Duration is [emphasis level] minutes.

Silver Sign (10): The caster can transform a small silver bar (1 ounce to 1 pound in weight) into a kind of tattoo ink to use on favored warriors/friends of the mage's sodality, or as paint for an object or place. The sign has no real magical value, but having one's sign recognized in public will gain or lose one 10d10 SPs depending on current politics. (This spell is also useful for inter-order intrigue, as well as a prerequisite for some spells.)

Size of the Imp (14): The spell's recipient will be shrunk to sl2. Weight is proportionately smaller, as is lifting capacity, and movement rate becomes 1, but any items currently worn do not change size.

When cast in an imp's presence, the target will also gain wings and the ability to fly at movement rate 10. The spell lasts for [emphasis level] days or until canceled.

Snorkeling (13): The caster can swim as if he were using a snorkel and counterweight. As with snorkeling, the swimmer must keep his head within the upper 3 feet of water; if the swimmer descends any deeper or if large waves are rolling over the water's surface, the snorkel will fill with water and be useless until the proper distance is restored. Underwater onlookers will see a thin whirlpool effect extending from the swimmer's mouth, to the back of the head, and up to the surface, but onlookers from above will not see any trace of the whirlpool effect. The snorkel must be cast in water, will last until the swimmer leaves the water, and can be cast on another within [Skill] feet.

Spellbook (19): This spell allows the caster to create a spellbook, via the use of a blank-paged book created for the expressed purpose of receiving and storing spells. After Spellbook is cast on the book, any subsequent spell cast directly on the book will fill one page (front and back). The caster's magical emphasis, Spellbook skill, and success level when casting Spellbook will determine the level of success for each and every spell cast into the book thereafter. Because the spellbook is essentially a collection of scrolls, spells can be cast straight from it, but doing so consumes the page the spell was on. Spellbooks are usually used as backup repertoires in the event the caster somehow loses a spell due to an unforeseen event. Different from the product of the Create Scroll skill, spellbooks can only be used by wizards. Difficulty to cast is complexity x 3.

Telepathy (16): The recipient can read the mind of anyone within sight. Those attempting to read a metaphysician's mind must face a Thought Maze if one is in place. While using telepathy, the recipient would be wise to read only surface thoughts, which include current conscious ideas and possible responses to questions asked (even if the response is not verbalized). Probing for deeper thoughts requires that the prober make a successful Mental save or risk becoming mentally unbalanced by exploring the target's mind. Probing for deeply disturbing thoughts or secrets purposefully hidden within the mind requires a Mental save with a G+ success for the prober to avoid suffering some form of insanity due to trauma.

Teleport Barrier (15): This spell prohibits teleportation of any kind (including Continuum Shiftwalk, Dangerport, Sleeping Teleport, and Gate

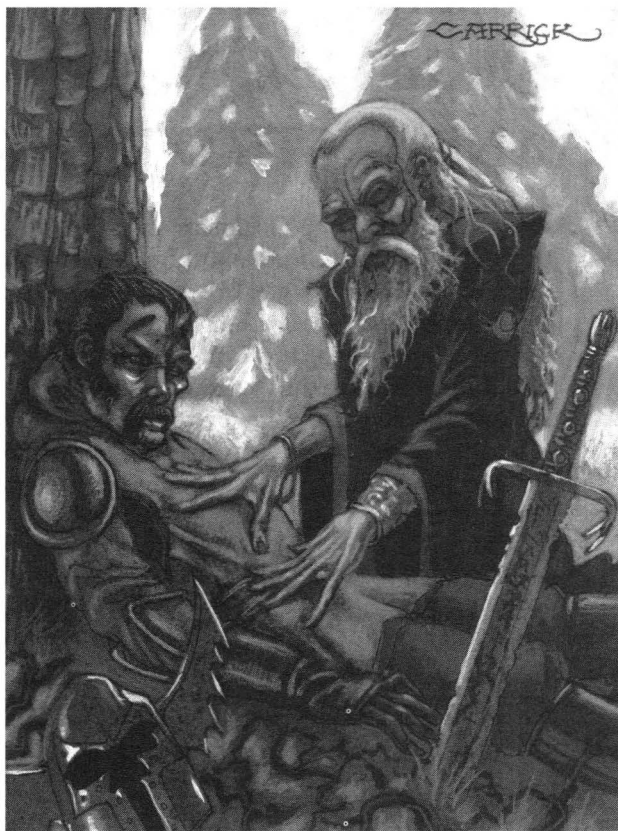
Weave, but NOT Chronos Weave) within a radius of $[(\text{Theory} + \text{Skill}) / \text{PT} \times \text{Logic}]$ yards. A power tolerance of 0 or less should be treated as a 1. Duration equals 10 minutes, plus one extra minute for every additional powerbase point spent. This spell not only stops teleportation from the zone, but into the zone as well, and should be considered a magic contest (Tome, p.95).

Example: Krynn has Theory 0, Teleport Barrier 80, PT 40, and Logic 1, so the radius is 2 yards. After Krynn gets his mail-order magic-school diploma, he now has Theory 40, Teleport Barrier 80, PT 40, and Logic 5, so his new radius with this spell is 15 yards.

Tome Tale (12): Used to translate written materials, this spell only affects magical writings on an H success. However, instead of the mage being able to understand the material, a magic ethereal head in the likeness of the caster rises from the material and reads the text out loud, offering the best translation of words, traditions, and cultural keys as possible. Range is touch, while duration is [Logic] lessons, chapters, subjects, or answers (depending on the material examined).

Transfer Life (20): By absorbing life from living things within range, the caster can lay his hands on and heal the target. This spell will not work if an intelligent creature (other than caster and target) is within range, or if the caster is in the "lands" of arctic, caves, cities, desert, or dungeons.

Range is a radius of [total damage to be healed] feet. As the spell starts, all living things (such as plants and animals) within range die as the life is drained from them. Each round, one of the target's ruptures can be healed, and the radius of dead life will grow by [that rupture's damage] feet. (For example, healing a 5 HP rupture will increase the circle's radius by 5 feet.) The caster can continue to heal the target until all desired healing has been accomplished, or until the circle's radius reaches a barren area from which it cannot draw life.



Because this spell takes life to give life, it is commonly used only by Takers; Confident Givers think twice before using it, and True Givers never consider it an option.

Transform Being (20):

The caster can transform a being into another being of choice, with all aspects of Metamorph applying. Unwilling targets receive a Physical and Mental save. Duration is permanent, unless Overruled (a Hourani spell) or until the caster cancels the effects.

Transform Item (17):

The Mage can transform one object into another of unliving matter, for [Skill/5] minutes. Mass must be conserved, but all other

aspects are allowed to change. Magical items receive Willpower saves. Items can be transformed into multiple items, but if an F+ success is not rolled, the item is permanently trashed. Multiple items separated by some distance will still automatically rejoin into the original object when the spell ends, no matter how far apart they were.

Welle's Touch (19): The mage can fix damage to another living creature, making the wound heal rapidly. A combination of sanitizing, disinfection, and regeneration, the spell does not remove foreign objects, set broken bones, or necessarily close wounds. (These items must be resolved via Bandage & Bones skill or Surgery skill.) Although Welle's Touch does not cure disease, it does halt infection. Only True Givers can cast this spell. Total damage healed equals [Skill/10] points, + 1 point for every extra 10 WPs spent beyond what is required to cast it.

Youthful Days (20): The target regains whatever vigor of youth (advantage-wise) she experienced during her adulthood phase, for a period of [emphasis] months.



CHAPTER FOUR ORGANIZATIONS AND INSTITUTIONS

Against the backdrop of human culture, Neuon has established a rich texture of organizations and institutions to encourage wisdom, expand knowledge, and accomplish great deeds.

For example, Neuon is home to the Church of Morning Light, as well as its major antithesis: the Cult of Derimidos. But religion is not the only outlet for those seeking to join a noble or determined enterprise. Wizards seeking the benefits of pooled resources can join a sodality—if they can meet the requirements and find the right person to talk to. Likewise, many knights have banded into like-minded groups to achieve noble goals too large for one warrior to accomplish.

And probably more than any other nation, Neuon has preserved the lore of the ancients in bound form among its myriad libraries. Still, books are precious to any culture, and are often hidden or protected from the ravages of time and those ignorant enough to mistreat them. Adventurers will sometimes have to search hard for the information they need, but Neuon's libraries will no doubt be able to provide the most invaluable assistance in time of great need.

THE CHURCH OF MORNING LIGHT

The Church's tenets are simple in form but difficult in understanding: that innocence is the purest form of life, and knowledge invariably corrupts—even knowledge that can be applied in positive ways. Invariably, although men must learn in order to preserve life, they should learn only that and no more. An ancient text called the Knowdra—written by the All Mother's hand for the benefit of her many children—contains all knowledge necessary for survival and innocence, and the priests of Iedras suffer the pains of learning its every axiom so that the common folk can remain blissful and carefree. These specially chosen servants of Iedras will reveal to the people what they must not do, if they wish to preserve their innocence and so keep their souls safe from the ravages of Lehkron the Usurper.

PATRON DEITIES

- ✧ Iedras, the All-Mother
- ✧ Consean, the honorable and chaste
- ✧ Osthis, the vigorous
- ✧ Baseo, master of innocent pleasures
- ✧ Iedrahnc, ruler of forbidden knowledge
- ✧ Zute, finder and protector of lost children
- ✧ Uillis, the builder and defender

OPPOSING DEITIES

The Church of Morning Light believes that only itself is true, and that all other religions are false. Church leaders have labored for centuries—religiously, economically, and politically—to rid their cities of the influences of

other sects and cults, and have actually achieved remarkable success. Out of the dozen or so “cults” that existed after the Unholy Ages, only one religion currently thrives strongly enough to compete with the Neuon Church of Morning Light: the Church of Fidei Draconus (or Dragonfay). The priests and priestesses of Morning Light would never openly attack or insult the Dragonfay or their members—partly because of their vow towards innocence and partly because of the Dragonfay’s strength—but they still work diligently to dispel any positive views of these who are friends of the monstrous lizards.

But even more threatening than the Dragonfay are the demons and devils of the UnderWorld, that constantly work to undermine the Church. Sadistic and cruel, these monsters of Morning Light theology and their master Lehkron the Usurper are blamed for the many acts of evil that seek to destroy men “before they can see the radiance of the morning light.” But the destruction of Iedras’ followers is only the minor part of Lehkron’s true scheme: to overthrow the hated All-Mother and claim her creation as his own.

SIZE

The Church has a dioceses of about 15,000-25,000 people in each city-state, but these do not include the religious masses who migrate from the surrounding countryside into the cities on holy days. Altogether, the Church receives prayers of some degree from around 70% of Neuon’s entire population (both human and Hourani), while another 15% worship the Dragonfay and the rest either worship fringe sects, death cults, or nothing in particular.

ORGANIZATION

Polytheistic. Worshipers request boons from any god in the pantheon, depending on the specific need, but each deity is still part of the holy innocence of Iedras. However, champions (knights) or leaders (priests or priestesses) usually serve the will of a specific deity, in addition to doing the general bidding of Iedras.

POPULARITY

The Church of Morning Light is by far the primary religion of Neuon.

SYMBOLS

A lily, an iris, or a yellow rising sun between the fingers of Iedras.

DIRECTION

Expansive. The Church seeks to eventually convert the whole world to the gods of innocence.

RESTRICTIONS

Currently only humans and Hourani are members, at least within Neuon, although dwarves and elves will no doubt be accepted with open arms once the cultures meets. However, the beastish and grobber are considered children of Lehkron due to their appearance and demeanor and are never to be tolerated. Only in the far-off Church temples, where a Bishop’s reach cannot extend, would any member accept these races or cultures, and no doubt these distant churches would be persecuted back in Neuon for their deeds.

FOLLOWERS REQUIREMENTS

Members must pledge their wills to the All-Mother, to her six sons who have struggled to lessen her followers’ torments, and to the ideals of the Church, which struggles to reach the truly innocent and save them from bondage. They must also agree to renounce all the works and temptations of the evil Lehkron and his dark minions. In addition to the philosophical promises, members must also donate five hours of time OR 1 gold per week to the Church.

CHAMPIONS REQUIREMENTS

In addition to meeting all normal follower requirements of the Church, a prospective champion must be recognized and approached by a sponsor in the Church. (Champions cannot ask for a sponsor, as this implies they seek the position for material gain.) Once the supplicant’s deeds within the Church have gained prominence, and her sponsor has taken her to a bishop to be knighted or empowered, she must swear that her life is less important than other lives in the church. The Church’s knights tend to be somber, sober, strong-willed, and not able to take a joke wherever the security of the Church is concerned, although there will always be a few exceptions.

LEADER REQUIREMENTS

See Jobs: Theologist, and Professions: Priests



CHANNELING POWERBASE

Holy symbols act as religious powerbases, made of wood or silver and shaped to look like the rising sun peeking through the fingers of Iedras. The powerbase can only be recharged when a priest helps/protects the innocent, gains a new follower, or defeats the works or minions of Lehkron. After any of these events, they must make a channeling roll, to see the ratio of WPs to power stored (See Table 4-1). In addition, defeating an undead automatically raises the powerbase by 50; defeating lesser demons, by 100; and greater demons, by 500.

CHANNELING POWERS

The pantheon of Iedras does not directly take part in the affairs of mortals, so Holy Intervention only occurs during other channeling powers. Neither does the pantheon offer the ability to exorcise, because this is a forbidden knowledge of Iedrahnc.

See the Tome, p.119-125, for basic information on how these religious elements work.

Bless: One must have the holy symbol and the holy waters of Osthis.

Commune: The priest receives a “yes” or “no” answer from an angel of his patron god or from the pantheon. Note that the religion specifically inhibits extensive learning of forbidden knowledge.

Consecrate: One must have the Lily and Iris holy symbol, some holy water of Osthis, and the appropriate words of Iedras from the Knowdra.

Create Holy Items: Priests will attempt to maintain a collection of items that preserve the innocence of the Church—whether by destroying those who would dare taint them, or by working to purify believers and supplicants.

To defend the Church and destroy aggressors, priests will have created one unique sword, a few weapons, a shield, and some armor, mostly to be used by the Champion of Uillis and a few other warrior types. Non-weapon items would include those that offer immunities, heal or protect the user, allow a priest’s words to carry more weight, or sway unbelievers to join the fold by weakening their secular resolve.

Craftsmen of holy items must be Church members, True Givers, and undergo Immersion (see rituals) each time they return to work on the item. In addition, any water normally needed to manufacture such an item must be Osthis’ Waters rather than normal water.

At the end of the process, all items are Cleansed (see endowment), dipped into Osthis’ Waters, and

Success	WPs:Powerbase points ratio
A	20:1
B	10:1
C	8:1
D	6:1
E	4:1
F	3:1 + 10 points
G	2:1 + 25 points
H	1:1 + 50 points
<i>Critical failure:</i> Spend the day in prayer or reduce maximum WPs to 1/4 for the next week. All WP spent on this roll is lost.	
<i>Critical success:</i> A blessing from Iedras! Your ratio is 1:1 + 100 points.	

Table 4-1. WPs to PowerBase Ratio.

wrapped in pure white linen for one day to dry. If Weapon Bless (see endowment) is used after Cleanse and before dipping, the weapon will have permanent Weapon Bless effects.

One priest must be constantly involved with the creation process until the item is finished, and usually a rotating team of seven priests is used. When a priest’s day of duty arrives (once a week), he will proceed to the church and undergo Immersion. He will then proceed to where the item is being created, pray to Iedras, end with the words “Innocence must endure,” and then retreat to a nearby windowless chamber to meditate upon the Knowdra and keep his thoughts pure. Every hour, he must offer a short prayer to Iedras and end with the phrase “Innocence must endure.” The entire day is spent fasting and meditating, with momentary lapses allowed for calls of nature. At the end of twenty-four hours, when his replacement arrives from the casting/forging room, the priest will say “Innocence has come” and leave through a different door, his shift ended.

If a priest cannot take his shift (due to sickness or some other reason), another priest must take his place or the item will become tainted and unable to possess powers. The same happens if a priest is unable to keep his intentions pure during his shift, or if he falls asleep or is killed. Understandably, any priest who participates in the successful creation of a holy item has shown great devotion, purity, and commitment to Iedras, and will receive a free endowment with an initial rating of 70.

See the Tome, p.123, for more description of this type of channeling.

Heal: The one to be healed must be a follower of the priest’s specific god (if the priest has one), and must pay [priest’s PL] gold per wound healed.

Resurrect: Only True Giver Bishops and Cardinals can resurrect, and they will generally only spend such effort on those who were born into the Church and have followed its tenets their entire lives—usually becoming theology students or at least champions (if not priests) of the religion. Still, these requirements may be waived if necessary, although the cost is always up to the resurrected.

RITUALS AND SACRIFICES

Champion Announcement: This ritual is performed in two stages: when the priest first approaches a follower with the possibility of becoming a champion, and when the follower has finally passed the tests required of her. (See Champion on p. 79.) Between the first and second ritual, the subject must not utter a word of her quest to anyone or she will have failed to prove worthy. When the second ritual is applied, the subject's mouth will glow with light as she takes her vows, or her tongue will blacken as her failure is revealed. Both effects last until the next sunrise.

Death & Passing: The body's condition determines whether this ritual is privately or publicly performed. If performed within 24 hours of death, the ritual will be public and proclaim that the follower is now eternally pure. If the body has been allowed to decay longer than 24 hours, a secret ritual is held instead, and the priest must determine how the follower will be described in the public eye. Factors used to make the decision depend on the body's state of decay as well as knowledge of the follower's lifestyle.

Fields of Plenty: Performed once per week throughout the month of July, this ritual thanks Iedras for the prosperity she has brought to her followers over the last year. Every successful ritual encourages members to share personal gain with other less-fortunate members, as well as offer the church an extra 1% of all their resources, to fund Iedras' will as seen fit.

Holidays: The special days of the year include the Awakening of Iedras herself, in addition to the birthdays of her six sons.

January 1	Consean
February 10	Osthis
April 26	Iedras' Awakening
June 15	Baseo
Sept 5	Iehdranc
October 31	Zute
November 30	Uillis

Successful channeling means that the worship restores all WPs to all followers and priests present at the ceremony.

Lore: Christine Forester

The esteemed Christine Forester is accredited with helping to rediscover the land of Cortez after Jondric had long thought itself alone. She made first contact with the Hourani there, earning their trust and acting as ambassador. And with her famed beauty and uncanny wit, it was no difficult matter for her to gain the romantic attention of Sir Brian Angelic, sealing via marriage the petition that made Jondric a sister city of Cortez.

"Women of Merit: Feminism in Jondric" by Dominia Cardon-Bianca

Hope: In response to some frightening event or predominating social ill, priests can attempt to bolster their followers' hope. Members gather in the church before daybreak, repeating memorized responses to the priests' chants. As the first rays of morning light pierce the outside darkness, a successful channeling will bring down a beam of light to illuminate the high priest, symbolizing the emergence of innocence from the troubles of the world. For the remainder of the day, followers will be able to ignore the demoralizing effects of the situation. (Specifically, they will function normally in the face of the problem and automatically make any saves that the situation would demand).

If the ritual fails, a new ritual cannot be held until the next day. Meanwhile, followers who were in attendance will react in the most despondent way to the frightening event (and fail all saves in that regard), and must also make a Confidence save in order to attend the next Hope ritual. If the Hope ritual fails three consecutive times in a particular church, the overwhelming despair will drive all followers in that church from the faith.

Immersion: Church buildings all possess a long pool of water that runs from the foyer (as far as non-believers can enter), under a supporting wall, into the main sanctuary. This water is often scented with lily petals. After being blessed by a priest, new initiates strip to modest undergarments and then swim under the wall from the foyer to the main sanctuary, emerging in an innocent state from the water at the far end. (Consider them to have willfully undergone the Cleanse endowment.) Sometimes tainted believers will perform this ritual again, to reaffirm their innocence.

Inquisition of Sages: An inquisition can be called if a sage is suspected of speaking against the Church or

teaching unholy concepts to followers. The highest ranking and currently available priest has 24 hours to encourage the sage to confess his sin. Sages who confess can then be tried for crimes against Morning Light, with the outcome depending on local law. Sages who don't confess (and are thus found innocent) can be exiled from the community for the Church's good, usually along with a monetary compensation.

During the 24-hour inquisition, the questioning priest is allowed the use of only his Cultural and Religion skills to determine the truth. The sage can also be represented by another member of the Church, if desired. In any case, those who brought the charges have necessarily been tainted by the sage (otherwise, no harm would have been done) and are often asked to spend 3-6 months within the church walls undergoing meditation, Penance, and Immersion in order to regain their innocence.

Penance: Believers are commanded to gather possessions that would lead to less-than-innocent thoughts (such as books or sage tools) and cast them into a bonfire built into the church's courtyard. A lily is thrown into the flames after all items have been burned. Believers who contributed items collect a portion of the ashes, take it from the city, and scatter it upon the wind or water, to be carried away and thus leave them pure.

Purification of Unborn: Women who claim to have been assaulted by Immortals (whether demon or deity) are taken into Morning Light's care, away from friends and family, until the time of birth. With the mother on holy ground, the unborn child is daily blessed by priests, the mother undergoes daily Immersion, and she also meditates on the words of Iedras for at least 8 hours a day. In the end, if the child is still born strange, only the mother can decide whether to take the baby's life. She must choose before the baby's eyes open, or she will be guilty of the sin (and felony) of murder.

See the Light: After any bad public commentary on the Church, a day-long ceremony is held wherein the priests effectively remove any negative memories of the incident from the congregation. A successful channelling works as expected. An A-C success means that the incident is not forgotten but no extra harm is done. A failed channelling automatically drives away 5% of the congregation.

Sanctify the Home: After a marriage ceremony but before the couple takes up residence in their new abode, a priest spends an hour calling down the blessings of Iedras on the home. During this time, Consean is thanked for preserving the couple's physical innocence, and Baseo is invited to guide their steps as they learn new methods of intimacy. A successful

channeling ensures the couple's unbroken happiness for at least [Skill] days.

ENDOWMENTS

- ✦ Baseo's Mask (13)
- ✦ Bells of Zute (15)
- ✦ Cleanse (8)
- ✦ Clue (13)
- ✦ Comprehension (15)
- ✦ Cudgel (13)
- ✦ Educated Guess (11)
- ✦ Emotion (12)
- ✦ Feast (10)
- ✦ Fortress of Uillis (14)
- ✦ Godly Guardian (15)
- ✦ Guilt Trip (14)
- ✦ Heal the Senses (13)
- ✦ Horn of Zute (12)
- ✦ Kaleidoscope (12)
- ✦ Luck (15)
- ✦ Mist of Weeping (20)
- ✦ Numbness (13)
- ✦ Osthis' Waters (15)
- ✦ Purify Toxins (10)
- ✦ Ray of Sunshine (X)
- ✦ Recruit (11)
- ✦ Rejuvenate (11)
- ✦ Robes to Armor (14)
- ✦ Scourge of Consean's Truth (15)
- ✦ Serenity (14)
- ✦ Unseen Stairway (14)
- ✦ Wall of Magic Repulsion (12)
- ✦ Water to Wine (10)
- ✦ Weapon Bless (11)

Baseo's Mask (13): The priestess can change her looks (but not race) via illusion: appearance, height, weight, build, hair, and eye color as well as clothing can all be made to look different. If the endowment is being used to impersonate another, it must be done for the good of the Church or the endowment will not work. The Mask lasts for [Skill] hours, and onlookers receive a Mental save to avoid seeing the illusion, with an additional difficulty of [5 x (priestess's LL - onlooker's LL)].

Bells of Zute (15): The priest can use the will of Zute to protect himself from future attacks by an already proven enemy. Cast after the enemy has already left the scene of the first incident, the priest can mark the enemy with the Bells of Zute by achieving a D+ success, and then can program a specific fortifying en-

dowment to trigger when the enemy returns. Targets receive an automatic Social save to avoid the effects.

When the enemy returns to attack range, the priest will hear the sound of bells and see the enemy (whether hidden or not) surrounded by whatever colored aura the priest has chosen for the effect this time. If the priest has enough WPs or powerbase points left, the linked endowment will also trigger, as soon as it becomes practical for it to do so. The Bells will last for $[2 \times \text{Skill}]$ days, and if the enemy is still alive or a threat when the power expires, the power can be maintained for half the original cost (i.e., $[(\text{cost} - \text{PT})/2]$). Although able to use this power more than once (to protect against multiple enemies), the priest can only have [PL] Bells of Zute in effect at once.

Cleanse (8): The priest can clean any one item within seconds. Dirt is permanently stripped away as if by hot soapy water and brush, although the item can become soiled again by use. Living targets can avoid the effects by making a Social save. Range is touch.

Clue (13): The priestess can ask Zute to provide an arcane clue to her current dilemma; alternately, sometimes Zute herself will trigger this endowment on her own initiative. In either case, after paying the standard use cost, the priestess will be give some vision or riddle challenging to answer but giving a clearer insight to the gods' wills or the consequences of the priestess' current activities. This power can only be used on holy or consecrated ground, unless Zute herself triggers the endowment.

Comprehension (15): Although Iedras is the mother of all innocence, the priests and priestesses must soil themselves with some degree of knowledge, in order to better protect the flock. This endowment allows the priest to modify the Comprehesion advantage of followers, champions, recruits, and other priests—usually so that the congregation can fully understand the spoken message. Duration is [priest's PL] hours, while range is to all those within earshot who understand Low Speech, and the Comprehension of all those within range will change to match that of the priest.

Cudgel (13): This endowment creates an sprinkler mace in front of the user, parrying any attacks made at her and having [Skill] DCF. Any attacker managing to strike the user will be attacked by the mace, using a [Skill] OCF. Weapon damage is that of the spiked mace on the Neuonian weapon chart (Table 1-2, on page 4), plus a Strength bonus equal to $[\text{Skill}/10]$. All damage done by the cudgel is non-lethal only (subtracted from the victim's WPs), as the mace's purposes is to incapacitate—not kill—enemies. The mace remains until the priestess is either dead or unconscious, or until all enemies leave or are knocked unconscious—whichever comes first.

Educated Guess (11): The priestess receives a $[5 \times (\text{Logic} + \text{Comp})]$ bonus to any one skill not currently possessed by the priestess but available in her culture. The endowment can also be used to avoid additional difficulties within a skill due to cultural differences or insufficient information. Duration is for however long it takes to use the skill. Note that Iedrahnc won't allow this endowment to be used on skills pertaining to magic use, other religions, or metaphysics.

Emotion (12): All intelligent beings in range are forced to shift to the next closest emotional stage as the will of Iedras is levied upon them. For example, those filled with hatred could become either murderous or simply upset; those who are happy could become joyous or just amused; those who are indifferent could become either amused or somewhat upset. Duration is [Skill] minutes, and range is $[2 \times \text{Skill}]$ feet. Targets aware of being targets receive a Mental save, with a difficulty determined by the success of the priest's roll on the Religion ROC (Tome, p.114).

Feast (10): By the blessing of Osthis, a great feast can be pulled from the empty baskets and backpacks of all those within hand-holding range of the priest. With the food lasting for three days, this enticing cornucopia of food is often used to attract followers. Not only will the quantity of goods feed $[100 \times \text{priest's LL}]$ people for that three-day period, but people of LL2 or less can be added to the follower roster if the leader spends the next week teaching them, makes a successful Charisma check (with a difficulty of 10 for humans, 40 for non-humans), then makes successful Education and Theology rolls.

Fortress of Uillis (14): The priest can reshape the land to become a Fortress of Uillis. This tower has only one entrance—on top—reached by an invisible staircase, and the walls are strong enough to resist [priest's LL] months of siege from any human army. The Fortress can comfortably maintain $[2 \times \text{LL}]$ people and comes complete with a well, wood supply, beds, blankets, fireplaces, and arrow slits for windows. The cost to create such a fortress is extensive: 1000 points (probably from the powerbase) per guest.

Godly Guardian (15): Courtesy of Uillis and Zute, any consecrated or sacred ground can be protected by a Godly Guardian. This guardian is an invisible war angel capable of defending all Church members located on the grounds. To remain in the area protected by the angel, all Takers must make a successful Confidence check, and those who combat the angel must make a Mental save as well, with a difficulty of $[100 - (10 \times \text{Taker's LL})]$. The angel can immediately disintegrate all skeletons, zombies, and mummies upon command, while ghouls, vampires, and ankou receive a Physical save with a difficulty of 60. Demons re-

ceive a Physical save as well, with only a difficulty of 20. (Devils are not affected.)

To summon the angel, the priest must sacrifice the one thing that he feels he cannot get along without, and this object (whether physical or not) is consumed upon the angel's arrival. The angel will protect the consecrated ground for the duration of the priest's stay.

Guilt Trip (14): Consean's power allows the priest to place guilt in others based on their current or planned actions. Range is those within speaking distance, and up to [Skill/10] LLs of targets may be affected. Only those who do not normally feel guilt (Manipulative/Complete Takers, grobber, elves, Mulgrayne, parasitic dopplegangers, Rosenthal/Porter Hourani, and Felihn) are allowed Mental saves with a difficulty of [5 x priest's LL] to avoid the effects, and all monsters and demon-sorts are unaffected. Successful guilt causes targets to stop all actions and contemplate their feelings for [Skill] minutes.

Heal the Senses (13): The All Mother cares for her flock in many ways, and through this endowment she can heal any missing sense—whether the loss be temporary or permanent—as long as the organic sensors (eyes, ears, etc.) are still intact. Temporary losses are healed with a normal skill roll, but permanent losses require that the afflicted give her faith to Iedras before being healed, and there is an additional difficulty of [100 - (10 x priest's Conf)] on the skill roll.

Horn of Zute (12): To lead a lost companion back to herself, the priestess can play the Horn of Zute. The priestess must first have skill in either Horn or Flute, and then make a successful roll with that instrument before invoking the endowment. Once the endowment is complete, the music will be audible to the ears of the lost, and a path of bright pure light will show him the quickest and safest path back to the priestess. This endowment can also be used to summon anyone the priestess knows, as well a lost companion. The magical pathway will last until the summoned person arrives at the priestess' position or rejects the pathway.

WAR ANGEL

Size level: 5

Structure points: 200

Essence: 1000

Movement: 4 (ground), 20 (flying)

Advantages: Stre 6, Refl 10, Agil 10, Aware 10, Stam 8, Char 8, Appear 9 (when revealed to Followers).

OCF: Any weapon 150

DCF: 150, 175 if defending a follower

Init cost: Glaive (WC15): 75

Longsword (WC12): 60

Damage: Glaive: A5 B17 C40 D90 E120 F150 G180 H250

Longsword: A3 B13 C27 D54 E75 F100 H150

Armor: Double mail (30/300), shield (45/450). Both are considered holy items. (GMs: See Tome, p. 123, and develop appropriate unique items suitable for the scenario.)

The war angel carries a light glaive or longsword, wears double mail with breastplate, and holds a small round shield. She is immune to normal weapons, fear, mind control, pain, and negative emotion.

Kaleidoscope (12): Offered by Baseo, this endowment turns the mortal target's vision into that of a kaleidoscope, allowing safe movement only at the walk/search/prowl rate and making combat virtually impossible (-200 to OCF and DCF). However, all Mental skills remain unaffected. Duration is [Skill] minutes, and range is line-of-sight.

Luck (15): Only Zute could guide the priestess's instincts well enough to make use of this endowment. Any time that something extremely bad happens or is about to happen, the GM should roll secretly to see if the character can rectify or avoid the incident through sheer Luck. If successful, the character automatically loses the necessary WPs to use this endowment and is spared the incident. This power is instinctive and controlled by the GM; players who ask to use it should be ignored.

Mist of Weeping (15): The priest can issue a light mist from her hands and envelop the target, causing him to remember the worst day in his entire life. (GMs will want to help player characters "remember" their own "worst days".) The memory causes the target to weep uncontrollably as long as he remains in the mist, reducing movement to a crawl and making any mental actions (even sheer thought) impossible. A successful Mental save will allow movement at 1/3 normal. Range is line of sight, while duration is [priest's

PL - target's Avoidance] minutes.

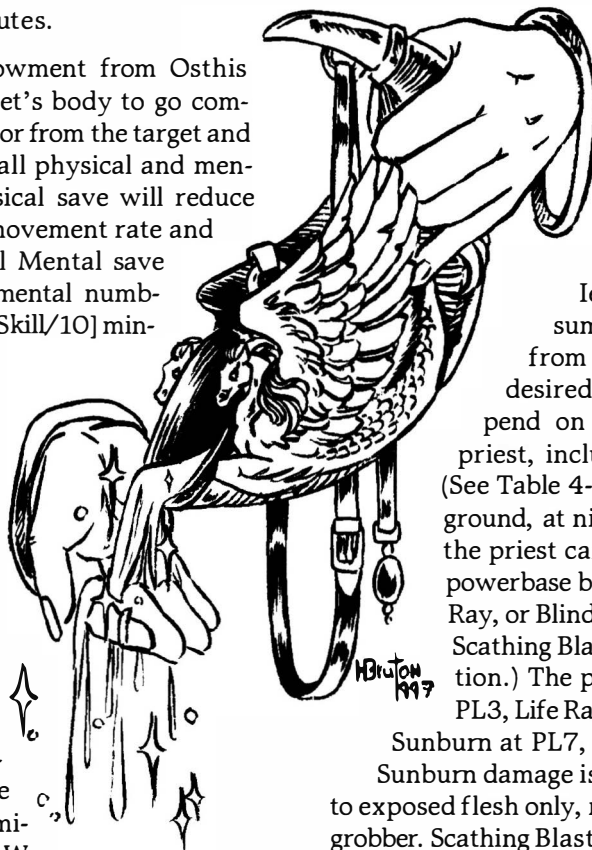
Numbness (13): This endowment from Osthis causes a warm-blooded target's body to go completely numb, draining all vigor from the target and adding a difficulty of 60 to all physical and mental skills. A successful Physical save will reduce the physical effects to half movement rate and half OCF, while a successful Mental save will totally wipe away the mental numbness. The numbness lasts for [Skill/10] minutes.

Osthis' Waters (15): Receivable only by True Givers, this endowment creates the healing liquid normally known as holy water throughout the human culture. Prepared daily in the chapel's cistern and held under lock and key at all times, these waters are used daily by the Church priests in their rituals and channeling. In addition, a True Giver can use the Waters to perform two miraculous functions. First, the Waters will burn any undead creature for 2d10 damage per vial, burn demons for 3d10 damage per vial, and cause fear in intelligent undead, with a difficulty of 100 on their Mental save. Second, the Waters can heal damage. When applied to a believer's wounds (internal or external), all bleeding stops and all ruptures are repaired. Wounds with damage of [3 x target's sl] or less are completely healed (i.e., all HPs restored), while larger wounds are half-healed (i.e., half of the HPs lost to that wound are restored) and must be totally healed through normal bedrest. A bottle of Osthis' Waters can be given to any True Giver follower, champion, or leader of the Church, and remain consecrated for [creator's LL] months, after which time the Waters will lose their potency.

Purify Toxins (10): By touching the infected victim's flesh, the priest can remove any toxins currently in the body, with the difficulties shown in Table 4-2.

Substance	Difficulty
Alcohol, drugs, irritants	None
Non-lethal poisons	10
Lethal poisons	25
Diseases caused by toxins	40
Acids, critical toxins	60

Table 4-2. Toxin Difficulties.



Purify Toxins will not restore lost HPs but will return WPs to maximum. Priests specifically dedicated to worshipping Osthis reduce the listed difficulty by half.

Ray of Sunshine (15): By the power of Iedrahnc (and with Iedras' blessings), the priest can summon a bright beam of sunshine from the clouds above, striking the desired area. The beam's effects depend on the intensity desired by the priest, including the action's complexity. (See Table 4-3.) If the power is used underground, at night, or in a windowless room, the priest can summon the power from his powerbase but only with the Sunbeam, Life Ray, or Blinding Flash effects. (Sunburn and Scathing Blast require true daylight to function.) The priest gains Sunbeam ability at PL3, Life Ray at PL5, Blinding Flash at PL6, Sunburn at PL7, and Scathing Blast at PL8.

Sunburn damage is [d10 x emphasis level (Gods)] to exposed flesh only, no save, and double damage to grobber. Scathing Blast is [10 x emphasis level (Gods)] regardless of clothing or armor. A successful Physical save means half damage; a critical Physical save means quarter-damage.

Recruit (11): The priest can request the Pantheon gods to instill a feeling of patriotism into the target, who must be of lower LL than the priest. If the target fails a Mental save, she will suddenly find herself believing the priest's words. Essentially, the target has been brainwashed into believing that the Church's ways are the only true ways of life, and that she must follow the priest's orders. The priest can assign one obligation to the new recruit, which lasts until carried out. If the obligation is ambiguous, a time duration must be specified by the priest, of not more than [priest's LL²] months.

Rejuvenate (11): Granted by Osthis, this endowment restores [2 x Skill] WPs to the target. This power cannot increase WPs above maximum, only works on living beings, cannot be used by the priest on himself, cannot be used to charge up a powerbase, and cannot be used to replace WPs used to charge up a powerbase.

Robes to Armor (14): This endowment will make the target's robes as sturdy as Uillis' armor. Although still as light and flexible as normal robes, the robes now have [2 x Religion mastery] absorption points and [20 x Religion mastery] max absorption points. Range is touch, and duration is either until max absorption is reached or [Skill] days pass. If cast on another per-

Effect	Complexity	Duration	Range
Sunbeam	5	[Skill] minutes	[5 x Skill] feet
Life Ray	7	[Skill] minutes	[5 + LL] foot circle
Blinding flash	10	Instant	[Skill/5] feet
Sunburn	15	Instant	[Skill] feet
Scathing Blast	20	Instant	[Skill/2] feet

Table 4-3. Ray of Sunshine Effects.

son, the target must either serve the general Pantheon or Uillis directly, and the absorption and max absorption is based on the target's Religion mastery.

Scourge of Consean's Truth (15): By Consean's will, the priest can cause great pain to those who lie. Not affecting Immortals or animals, this endowment must be cast on a single target within audible range, and if the target refuses to answer the priest's question or lies, he will feel the icy hand of death clenching his heart. The target receives a Physical save to shrug off the effect during each infraction, and if the save fails, the target loses 1 WP per round until he provides the correct answer. While WPs are being lost, the victim is in a constant state of convulsion and pain. Note that priests who do not inform the victim that the pain will disappear if he just tells the truth will be acting like Takers (uh oh!), which won't go over well with the Pantheon. In addition, WPs lost to this endowment will not return for 6-8 months.

Serenity (14): Powered by Baseo, the priest can sing those within hearing distance into a state of peace, reducing all effects of fear, hatred, lust, anger, stress, pain, envy, and even insanity. Serenity automatically befriends the singer with the affected group, although those creatures who make a Mental save are calmed only for d10 minutes and do not become friends. Those affected will listen to the priest for [Charisma] hours. Undead and Immortals are never affected by this endowment. In addition, the priest must possess the Singing skill



and use it successfully (i.e., make a roll) before casting the endowment.

Unseen Stairway (14): The priest can summon an invisible stone stairway protected by a dimension of Uillis. The stairway's length and height is [Skill] feet, and its width is [3 + PL] feet. When the priest

and all those she allows to see the staircase step onto it, they will also become invisible (although they can still be detected by other means, such as smell or sound). Only [caster's PL] people are allowed on the staircase, and the stairway's top must be anchored to a solid structure capable of supporting the current encumbrance. If offensive (i.e., aggressive) gestures are made by anyone on the stairs, the stairway and entire group will become visible, but the stairway will still remain for the endowment's duration, which is [Skill] minutes.

Wall of Magic Repulsion (12): This endowment creates a transparent wall of Uillis' own energy that repulses all magic. The wall lasts for [Skill/10] hours, covers [8 x Skill] cubic feet, has [10 x Skill] structure points, and can be cast up to [Skill] feet away. Non-magical creatures and items can pass through the wall at any time.

Water to Wine (10): This endowment of Baseo accompanies the Feast spell and is mainly used to reduce the difficulty of converting non-humans to 10 (from 40). However, the spell also purifies the drink of any inherent toxins. For every PL, the priest can convert ten empty wine-skins or one 20-gallon barrel of water into wine.

Weapon Bless (11): Before champions leave to defend the Church, Uillis demands that they have their weapons blessed. Any blessed weapon is now considered sacred and cannot be picked up by the enemy during fighting. In addition, the weapon can damage creatures normally

immune to mundane weapons, and does double damage to all undead. The blessing lasts until the battle ends, and the priest can bless [Conf + LL] weapons with one use.

THE CULT OF DERIMIDOS

The Cult of Derimidos (*Dur-RI-mih-dose*) is a group of Neuonian demon worshipers who take great pains to keep their identities and beliefs hidden from society at large.

PATRON DEITIES

- ✦ Derimidos: Central figure, the Taker of Dreams
- ✦ Kelistan: Derimidos' son, Giver of Taint
- ✦ Alinbak: Derimidos' other son, the Prayer-Burner
- ✦ Chostine: Derimidos' daughter, Guardian of Darkness

OPPOSING DEITIES

Although the Cult acknowledges other religions as having some validity, it believes that its own theology leads to ultimate truth and power. Through corruption and taint—through knowledge of the dark—the true nature of life can be revealed. The Cult's main

opposition is the Church of the Morning Light, and all others who worship Iedras and her innocence. Although the Church is aware of the Cult's existence, it does not acknowledge it to their followers.

SIZE

To protect the Cult if a member is captured and interrogated, not even the Cult's leaders know the total number of worshipers (although the figure could range from 100 to 10,000). Each group of worshipers is self-divided into cells of about nine members, with each member knowing one member in another cell. This limited knowledge, while protecting the Cult's secrecy, still allows the cells to come together when there is a need to meet in larger numbers.

ORGANIZATION

Although Derimidos is the central figure of the Cult's worship, each member actually directs his pleas to one of Derimidos' children, who will then redirect the praise to Derimidos and thus give him power. Also, to conduct any sort of Cult ceremony, at least one worshiper from each faction (Kelistan, Alinbak, and Chostine) must be present to conduct their specialized duties.



POPULARITY

By choice, the Cult of Derimidos is virtually unheard of within Neuron. Only the actual members of the cult, high-ranking leaders in Church of Morning Light, and a few professional sages have knowledge of the Cult's existence, and almost all of these have reasons to keep their knowledge to themselves.

SYMBOLS

A black triangle with a red dot in the center.

DIRECTION

Selectively expansive. The Cult only takes on members who already have power or have some way to influence those in power, so as to eventually bring the whole populace under the sway of the Taker of Dreams. Prospective cultists may be already tainted or have their pureness be tainted during the initiation rites, although most members are tainted to begin with.

RESTRICTIONS

Humans only. The Cult will take on grobber as pawns, but only in positions of pure servitude—partly as a direct insult to the Church of Morning Light, which considers all grobber to be followers of dark powers. Eventually, when all human cultures fall under the Cult's sway, followers and priests from other races will be accepted. For the world will eventually belong to the Cult of Derimidos—one culture at a time.

FOLLOWERS REQUIREMENTS

After being initiated, the new member must dedicate all her power and influence to the worship of one of Derimidos' children. She must abandon the concept of purity and suggest to a superior the names of those who might prove useful to the Cult (as either members or pawns). In addition, members must participate in at least one ceremony per month to reinforce their dedication to the Cult.

CHAMPIONS REQUIREMENTS

The Cult has no champions: followers carry out all services required by the demons, and the group trusts no one but initiated followers.

LEADERS REQUIREMENTS

See the Cult's Priest and High Priest professions.

CHANNELING POWERBASE

A priest's powerbase is his Mark of Derimidos, which can only be recharged while attending a ceremony, when taking on a pawn, or when defeating a priest (or stronger) of any faith that practices spiritual purity. When such an event occurs, the priest can make a channeling roll to determine the ratio of WPs to power stored in the powerbase, as well as any bonus (see Table 4-4). Taking on a pawn automatically raises the powerbase by 25; defeating, defiling, or seducing a priest of a purist faith raises it by 50; the same to a high priest, 100; and to a religious leader, 500.

CHANNELING POWERS

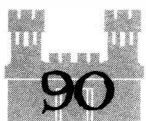
Derimidos's children work through their followers rather than personally intervening, unless an incident occurs where the balance of fate can be significantly tipped in the favor of corruption. Followers possess no healing powers (since none are True Givers) and have no power to exorcise or possess.

Animate: Only those bearing the Mark of Derimidos can be animated as ankou. All others must be animated as lesser undead (zombies, skeletons, etc.) Often the sodality of Amelioration helps resurrect Cult priests and high priests.

Commune: The member will receive a direct command from their patron demon's consciousness, beginning with the phrase "This is what you must do...". (GMs: The direction should always be of benefit to the pa-

Success	WPs:Powerbase points ratio
A	20:1
B	10:1
C	8:1
D	6:1
E	4:1
F	3:1 + 10 points
G	2:1 + 25 points
H	1:1 + 50 points
<i>Critical failure:</i> Spend a day in personal worship or reduce max WPs to 1/4 for one week. All WPs spent on this roll are lost.	
<i>Critical success:</i> Der midos favors you greatly. Your ratio is 1:1, + 100 points.	

Table 4-4. Cult WPs to Powerbase Ratios.



ORGANIZATIONS AND INSTITUTIONS

tron demon, although not necessarily to the member.) Grand learning of Forbidden Knowledge is encouraged by the Cult, as it draws the member closer to the demons themselves.

Create Unholy Items: Cult holy items are generally keen-edged daggers and anything else that aid in preserving the secrecy of the cult.

Curse: The follower must add a drop of his blood to a small vial of pure water.

Desecrate: After making a small cut in the Mark of Derimidos, the follower should drive the knife fully into the ground.

Rituals and sacrifices: As a form of mockery, the Cult's only holy day is the birthday of Derimidos' children (February 2) and its celebration mimics the Church's holidays.

At least one member of each Cult sect must be present during a ceremony, as each sect has different duties and specific endowments. Worshipers of Kelistan take care of the altar and the physical initiation of new members. Worshipers of Alinbak conduct the ceremony and draw the attention of Alinbak. Worshipers of Chostine protect the ceremony's secrecy and deal with any interlopers. During a ceremony, the Kelistanists stand at the center near the altar, the Chostinists form a triangle around the ceremony's perimeter, and the Alinbakists are free to wander between those two groups.

The only sacrifices offered during ceremonies are those of doves and lambs, to symbolize the death of innocence, as human sacrifices would be outsiders and the only outsiders allowed to attend a ceremony are Cult initiates. More importantly, however, the Cult would rather taint than simply kill humans, and also would not wish to affirm a Church member's innocence by sacrificing him.

ENDOWMENTS

Kelistan endowments

- ✘ Dagger of Defilement (15)
- ✘ Eyes to the Soul (14)

Alinbak endowments

- ✘ Eyes of Alinbak (12)
- ✘ Voice of Alinbak (13)

Chostine endowments

- ✘ Call to the Night (13)
- ✘ Shroud of Darkness (15)

General endowments

- ✘ Aura of Influence (14)
- ✘ Blood of Derimidos (14)

- ✘ Call the Mark (15)
- ✘ Dagger of Derimidos (14)
- ✘ Demonic Shape (15)
- ✘ Facade of the Mind (14)
- ✘ Lie of the Heart (14)
- ✘ Love of Derimidos (13)
- ✘ Mask of the Cohort (13)
- ✘ Soul Script (12)
- ✘ Speech Veil (12)
- ✘ Taste of Corruption (13)
- ✘ Turn Weapon (13)
- ✘ View the Mark (12)

KELISTAN ENDOWMENTS

Dagger of Defilement (15): Summoned into being by the follower, this dagger can be used for combat or as an integral part of the Cult's altar. Doing damage as a normal dagger, this blade will still affect beings that can only be wounded by sacred weapons. In addition, with each hit from this dagger, the victim loses [10 x Skill] SPs as pure corruption is forced into his body. If a target is reduced to 0 SPs, he will only suffer physical damage from the dagger (which means that Takers, having no positive SPs to being with, only ever take physical damage). The dagger remains for either [Skill] rounds or for the ceremony's duration is used during a ceremony or on desecrated ground.

Eyes to the Soul (14): The follower can see into the deepest reaches of the target's soul, viewing any misdeeds by that person (i.e., actions that either earned negative SPs or that made the target feel guilty—whether justified or not). The follower gains a roll bonus of +10 against Assertive Givers, +20 against Confident Givers, and +40 against True Givers, and receives no bonuses against Takers of any sort (because Givers are more susceptible to guilt than Takers). The priest can view the latter [Skill] percent of the target's life looking for these guilty feelings. (For example, a priest with a 50 skill viewing the life of a 200-year old target could view the last 50% of the target's life: 100 years.) The ROC success should be used as a fudge factor for determining the clarity of the priest's vision.

ALINBAK ENDOWMENTS

Eyes of Alinbak (12): The priest's eyes change color, with the whites turning pitch-black and the iris glowing softly red, and the demon Alinbak himself can see through the follower's eyes. However, the trauma

of linking with a demon's mind causes the follower to spend 20 WPs each time the endowment is cast. The Eyes last for [Skill] minutes or for the duration of the ceremony, if used during a ceremony on desecrated ground.

Voice of Alinbak (12): The caster's voice will become deep and booming, and the words spoken will crush their way into the minds of all listeners. Those listeners actively studying Religion: Church: Theology (Cult of Derimidos) can treat that skill as complexity 10 (instead of 15) for [priest's Skill / 3] days (max of 30). Non-Cultists who hear the voice must make a Mental save or suffer an additional difficulty of [10 x priest's Conf], with a minimum difficulty of 10, on any actions directed against or in the presence of the priest, due to fear.

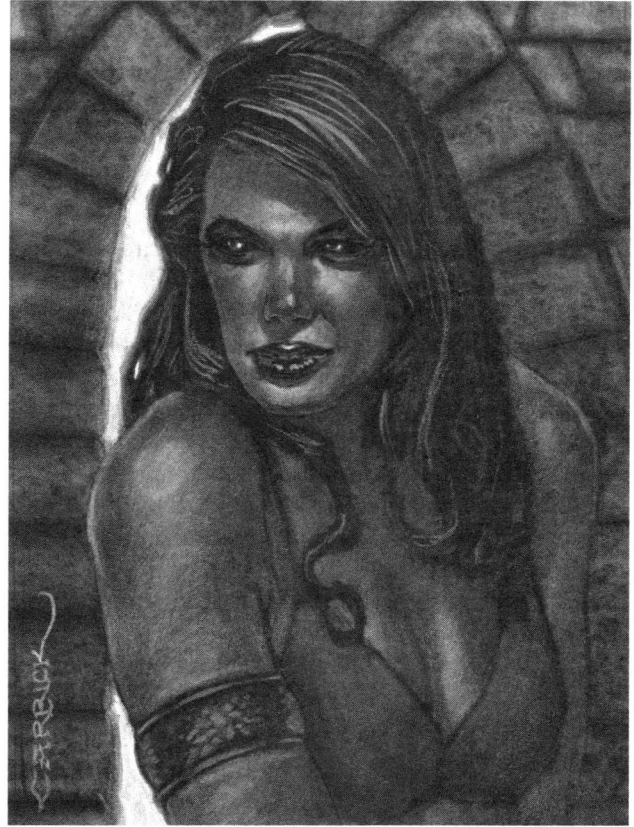
CHOSTINE ENDOWMENTS

Call to the Night (13): Normally used at the beginning of a ceremony, the follower can call forth a deceptive shroud of darkness covering a diameter of [Skill] feet and blocking out both light and even sound. Those outside the area will see the darkness, as well as dim silhouettes of items (e.g., trees, buildings) on the other side of the darkness, but nothing inside the area of effect. Those witnessing the darkness (from inside or out) can ignore the effects by making a Mental save with a difficulty of [-10 x (onlooker's SL + caster's SL)]. The darkness lasts for [Skill] minutes or the ceremony's duration if cast during a ceremony on desecrated ground. Those who bear the Mark of Derimidos are immune to the endowment's effects.

Shroud of Darkness (15): This shroud makes it more difficult for priests (or endowment users) from other religions to connect with their deities and channel powers. Essentially, a demonic shroud of darkness and corruption is thrown over the target, covering her from head to toe, and any attempt by her to channel an endowment receives an additional difficulty of [Skill/2]. (From a technical standpoint, a Giver's god doesn't notice the target because she is covered in evil, while a Taker's god doesn't notice her because she blends in with evil.) The Shroud remains until the target either successfully channels an endowment or until she conducts a day-long ceremony of atonement.

GENERAL ENDOWMENTS

Aura of Influence (14): The priest is enveloped in a powerful charismatic aura, driven partly by the Cultist's innate greed, arrogance, and ambition. For



one statement, demand or request involving the Cultural: Neuonian: Sympathy, Entertainment: Drama, or Leadership skill, the priest can raise his emphasis in that skill by [Skill/20] when determining the base chance of success.

Blood of Derimidos (14): By sealing one dram of her blood in a glass vial and then using this endowment, the Cultist can transform her blood in that of a demon—creating a powerful poison for coating blades or being slipped into food or drink. Whichever means are used, the victim is allowed a Physical save to partially counter the poison. A successful save means the victim only suffers a difficulty of 10 to all actions for one hour, due to nausea; a failed save means the victim doubles over in pain for a number of minutes equal to how much he missed the save by, followed by suffering the difficulty 10 to all actions for one hour.

Call the Mark (15): Used to subvert new initiates, this endowment can only be effected through simultaneous use by three priests—one from each of the Cult's sects. Essentially, the priests call on Derimidos himself and request a incredibly small piece of his soul, which takes the form of a writhing, black snake-like creature about four inches long. The Kelistan priest will then make an incision on the inner forearm of the new initiate and insert the creature, which pushes its way into the wound and fixes itself under the skin,

sealing the wound behind it and leaving no visible trace. The Mark can only be viewed by special Cult endows, or seen when the bearer uses an endowment. Any attempts by a wizard to use a known spell or formulate a new one to view a Mark will receive an automatic difficulty of 50 to cast, with an additional difficulty of [10 x wizard's SL].

Dagger of Derimidos (14): The Cultist can summon daggers forged from a soul fragment of Derimidos, similar to the fragment that creates a Mark. All knives will be either throwing knives or stilettos (decided during the channeling) and appear to be forged of non-reflective black metal that seems to suck in all surrounding light. The blades can only be wielded by the priest and affect creatures hurt only by magical weapons. They will do normal damage for their type, and if one manages to breach the victim's armor (i.e., the armor does not absorb all the damage), it will transform into a snake-like creature and burrow its way inside the victim.

A victim can sacrifice her present round of Init and take a -50 penalty to the next round's Init in order to try to pull the blade free.

If she makes a successful Reflex save, the creature is removed and disappears. If the save fails, or if the victim decides not to remove the blade, it will attack once per round, for [d10/2] rounds (rounded up), with a OCF of 150, before disappearing. A burrowing Dagger can also be destroyed by being blessed or healed while burrowing. A Cultist can create [Skill/20] daggers with one channeling.

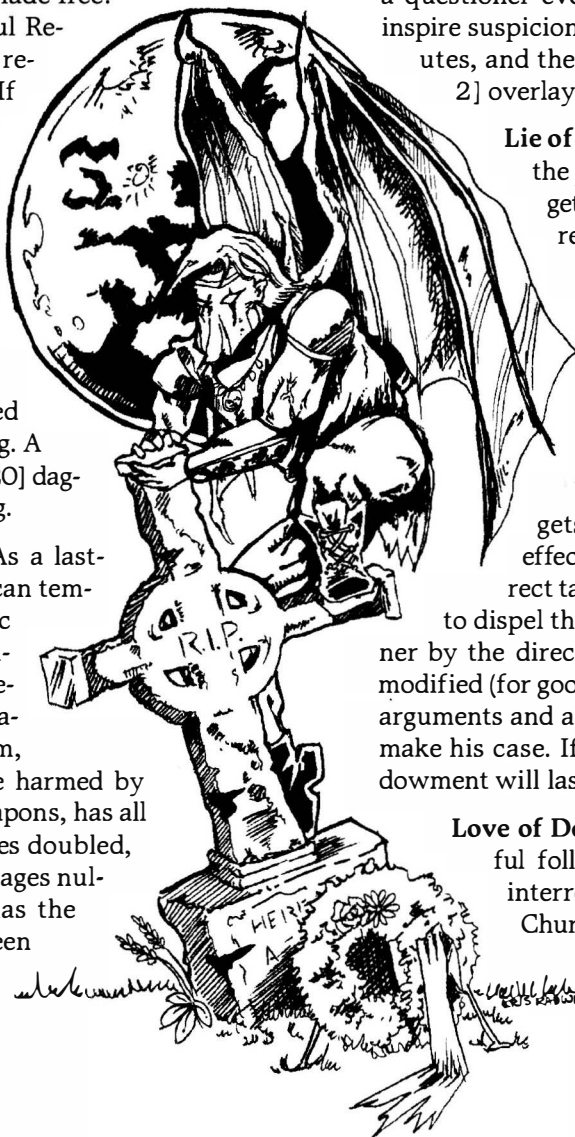
Demonic Shape (15): As a last-ditch effort, the Cultist can temporarily take on demonic attributes and dramatically change shape to resemble a nightmarish creature. When in demon form, the follower can only be harmed by enchanted or blessed weapons, has all of her Physical advantages doubled, and all her Social advantages nullified. The priest also has the option to choose between large billowing wings (functional), or an 8-foot whipping tail tipped

with a large barb (OCF 50, Init/damage as a glaive). If the endowment is a critical success, both options are gained. After [Skill] minutes, the priest will revert back to normal form, suffering a permanent loss of 1 Stamina point (although it can be bought again with EPs). A priest who is slain while in demon form will be engulfed in a black flame and have her soul dragged down to the UnderWorld, to serve Derimidos as he sees fit.

Facade of the Mind (14): The priest can put an almost undetectable mental overlay across his mind with this endowment. During the channeling, the Cultist must announce a one-sentence statement that will superimpose the truth in his mind (e.g., "I was home alone for the entire night," when in fact he was at a ceremony). Metaphysicians can sense something wrong if they score a high-enough success on a metaphysics roll but will be completely unable to perceive the actual mental manipulation. However, the lie can sometimes be discovered through a mistake on the priest's part. For example, overlaying a thought like, "I have never heard of the Cult of Derimidos" before a questioner even mentions the Cult's name could inspire suspicion. The overlay will last for [Skill] minutes, and the priest can create [(Logic + Avoid) / 2] overlays in his mind at one time.

Lie of the Heart (14): For this endowment, the priest will designate both a direct target and an indirect target, with the direct target being brainwashed to believe that the indirect target embodies that which he hates most. (For example, if the direct target hates Mulgrayne, he will believe the indirect target to be of Mulgrayne stock; if he hates wife-beaters, then he will believe the indirect target to be a wife-beater.) The only direct targets allowed a Mental save to avoid the effects are True Givers; however, all indirect targets are allowed a Social save to try to dispel the lie, when confronted in some manner by the direct target. The Social save should be modified (for good or ill) by the GM depending on the arguments and appeals used by the indirect target to make his case. If not resolved as mentioned, the endowment will last for [Skill/10] days.

Love of Derimidos (13): To prevent his faithful followers from being captured and/or interrogated by an enemy (especially the Church of Morning Light), Derimidos will allow the priest to cast a final endowment on a *willing target only* (either the priest himself,



or another willing person). If successful, the endowment will—within the space of a minute—transform the target into a large glob of reddish-purple goo. This goo is all that remains of the target, including clothes and non-magical items.

Living targets (although willing) do receive a Mental save with a difficulty of 100 to reflect the survival instinct inside every sentient creature, and a successful save negates the transformation. Dead followers receive no save and are immediately goosed.

Love of Derimidos only works on someone who bears the Mark of Derimidos, and once the endowment does its job, the target's Mark will return to the soul of Derimidos.

Mask of the Cohort (13): When used in the presence of another person, the Mask transforms the priest's face and basic body contours into one that the viewer trusts and loves most. The endowment taps into the viewer's subconscious to allow the priest to move and talk in exactly the same manner as the mimicked person. Even a successful Mental save by the target will only allow her to feel that something is not right—not identify the ruse. The Mask remains for [Skill/20] hours.

Soul Script (12): By using this endowment on a bottle of ink mixed with a drop of the priest's blood, any words written with the ink will resemble glowing red script and be visible only to those bearing the Mark of Derimidos. Normal practice has the priest writing a letter or sign with regular ink, then tracing it with the special ink. The endowment's effects are permanent, and the caster can write [Skill/10] pages per bottle of ink.

Speech Veil (12): When two priests cast this endowment successfully, their conversation is made secretive. Others around the priests will hear some mundane conversation (determined by the priests) and see their lips moving to make those sounds, but those who bear the Mark of Derimidos can hear the real conversation. Only those who channel this endowment can take part in the conversation, however. The effects last for [Skill] turns.

Taste of Corruption (13): Useful on all but Complete Takers, this endowment infuses the target's soul with a temporary taint of demonic corruption. When aimed at a Giver of any degree, it amplifies any "evil" emotions the target is feeling at the time. (For example, if at the time of channeling, a True Giver target is watching his friends being hurt or slain in battle, he could easily be overwhelmed by anger and revenge and kill anyone within his path.) Other corrupt feelings such as lust or greed can be accentuated as well—any stressful situation the priest can turn to her advantage.

Givers under the effect of this endowment are affected by other endowments, spells, and endowments as if they were Takers. The endowment will last for [Skill] minutes.

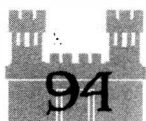
When cast on a Taker, this endowment encourages the same bad reactions, in addition to tempting the Taker to fully join the dark and become a Complete Taker. If he fails a Mental save, the Taker will fervently pursue whatever steps are necessary to reaching Complete Taker status, whether that means collecting pawns or accumulating negative SPs in other ways. Takers who wish to fight the temptation are allowed a new Mental save every week, until the status of Complete Taker is achieved or until he successfully saves. This save has a difficulty of [priest's PL x 10], plus an extra +10 for each week the save has failed.

Turn Weapon (13): When targeted on an opponent's weapon, the endowment creates the illusion that the weapon is constantly writhing and reforming (like a semi-stiff snake) in an attempt to hit the wielder. The GM should roll as if the weapon is actually attacking the wielder, although it will never actually hit but simply come as close as possible. By making a Mental save with a difficulty of [wielder's weapon Emphasis x 10], the wielder can see through the illusion. (This means that a master—someone with Emphasis 10 in his weapon—would simply not be able to cope with the idea of his weapon rebelling against him.) Both OCF and DCF for all actions by the wielder are at half-strength while this endowment continues. The endowment lasts for [Skill/10] rounds, unless negated by a successful Mental save.

View the Mark (12): The priest can see the Mark of Derimidos wherever it might be. The Mark appears to be that of a undulating, snake-like creature just under the skin, and in a high priest, the Mark will shed a dull red light and writhe as if on fire. View the Mark lasts for [Skill] minutes.

INITIATE

Individuals becomes Cult initiates the moment that they are reduced to zero SPs and receive the Mark of Derimidos, and it is at this time that they choose which of Derimidos' children to worship and swear their oath of loyalty. The initiate is primed on the necessity of secrecy and the punishment of breaching that secrecy. Immediately she is often given a special task that will sink her even deeper into corruption even as she aids the Cult. The initiate cannot attend any more ceremonies until she finishes her given task, whereupon she is instructed even further in the Cult's



ways and eventually allowed to participate in a ceremony as a follower.

FOLLOWER

Masteries: *Kelistan*: Religion 3, career mastery 3, Combat: Blade 1

Alinbak: Religion 3, career mastery 3, Leadership 3

Chostine: Religion 3, career mastery 3, Dark arts: Subterfuge 4

Pathways: Taker

Advantages: Logic 1, Avoid 1

Income: Career income + possible stipend for Cult tasks

Required gear: Robes, Mark of Derimidos

Career assets: Power through the Cult, Forbidden Knowledge

Prerequisite: Initiate

Followers of Derimidos wear gray hooded and masked robes during ceremonies and have already selected their object of worship. When not performing a duty at a ceremony, a follower acts as an agent of the Cult, maintaining his former career (if he had one) to further conceal his demonic dealings and to serve these demons more efficiently. (The "Career mastery" in the required Masteries above represents the highest required Mastery most symbolic to their secular profession.)

Followers mostly consist of wealthy, influential, or powerful people but can also include those who can find information or gain influence (such as scribes or high-society prostitutes). Even while carrying out their real-life duties, followers use their skills and endowments to advance both their and the Cult's goals. Social and Fiscal levels have no bearing on Cult standing: the hierarchy is initiate, follower, priest, high priest, regardless, with each reporting to the next higher level. And any breach of this chain of command, except in dire emergency, is not tolerated.

Followers are in charge of educating new initiates. They receive the first endowment listed under their sect (*Kelistan*, *Alinbak*, or *Chostine*) at PL3, the others particular to their sect at PL6. Their Mark is activated as a powerbase at PL7.

Special skills: Choose 1 at PL4, +1 every 2 PL.

✖ +1 Avoid

✖ +1 Char or Comp

✖ +20 to Career mastery: any skill

✖ +10 to Religion: Church: Cult of Derimidos

PRIEST

Masteries: *Kelistan*: Religion 6, career mastery 6, Combat: Blade 4

Alinbak: Religion 7, career mastery 5, Leadership 7

Chostine: Religion 5, career mastery 7, Dark arts: Subterfuge 7

Pathways: Complete Taker

Advantages: Logic 2, Avoid 3, Comp 1

Income: Career income + possible stipend for Cult tasks

Required gear: Robes, Mark of Derimidos, at least one pawn

Career assets: Power through the Cult, Forbidden Knowledge

Prerequisite: Follower (PL6)

For the ambitious among the Cult followers (in other words, all of them), the position of priest is the next step. Becoming a priest not only grants more endowments but also allows more power with the Cult's hierarchy.

Priests were ominous black hooded and masked robes during ceremonies. They direct the actions of followers and, in turn, are responsible for reporting the followers' progress to a high priest. Cultists who reach the level of priest are very specialized in the skills and knowledge specific to their sect of worship and carry out their duties and missions with utmost efficiency. When combined with Neuonian cultural skills, the Cult priests can even surpass the specialized Hourani Houses in their abilities and cunning.

Priests are responsible for uncovering possible initiates—keeping tabs on them and researching their backgrounds and beliefs. However, no contact is allowed without the approval of a high priest. To breach secrecy in any way to the uninitiated, without a high priest's approval, is grounds for summary execution by the Cult.

Priests receive one endowment from the "general" list at PL6, +1 every 1 PL thereafter.

Special skills: Choose 1 at PL6, +1 every PL

✖ +20 to Cultural: Neuonian: any skill

✖ +1 Char

✖ +1 Avoid

✖ +20 to Entertainment: Drama: Captivation & seduction

✖ +30 in *Sense Innocence* (16): Priests have become so steeped in corruption that they have developed a sixth sense to recognize Givers, and they can even tell if the Giver is pure (from sex or even various other gluttonies). After watching the target for several minutes, for body language and other minute characteristics, a roll is made, with an added difficulty of [5 x target's Avoid] (in addition to the nor-

mal complexity difficulty). Not even those with the Acting skill can hide their innocence from a Cult priest.

HIGH PRIEST

Masteries: Religion: Church 8, Religion: Demonology: Demons 10, Dark Arts: Subterfuge 9, Leadership 8, Scholastics: Research 5

Pathways: Complete Taker

Advantages: Logic 3, Avoid 4, Comp 5, Char 6

Income: Large stipend for living expenses, travel, and Cult missions

Required gear: Robes, Mark of Derimidos, at least six pawns

Career assets: Power through the Cult, Forbidden Knowledge, finances to carry out missions

Prerequisite: Priest (PL9)

High priests stand at the apex of the Cult's hierarchy, and usually no more than two are stationed in a large city, if that many. They wear blood-red robes during ceremonies, and have no contact with followers except during ceremony or punishment, content to lead followers via the priests. High priests disappear from normal society and live in complete and utter anonymity, having established all the connections, networks, and power that they will ever need. They delegate and direct missions to the rest of the Cult, and no Cultist takes action without the direct or indirect approval of a high priest. They seem to know a bit of everything, including all sorts of gossip and secrets,

and they always manage to know when a ceremony is being held, without being told...

The high priest receives one endowment from the "general" list at PL7, and +1 every PL thereafter.

Special skills: Choose 1 at PL7, and +1 every 1PL

✖ +20 to Scholastics: Research: any 1 skill

✖ +1 Logic

✖ +20 to Travel: Terrain knowledge: any 1 skill

✖ *Strike the Name:* With a burst of immortal energy, Derimidos himself immerses the high priest in anonymity. His name is struck from the pages of books and records as if they had never been entered, and everyone (including followers, priests, and the high priest himself!) will forget his name, personal information, and description. All that will be recognized is that he is indeed a high priest, and that he must be provided with all the appropriate information (blackmail, favors, Cult responsibilities) to carry out his duty. The only means to positively identify a high priest is to use the View the Mark endowment, which will reveal the high priest's Mark glowing a dull red and writhing like mad. (Although, of course, if someone claims to be a high priest, the odds are that they tell the truth because such blasphemy carries the punishment of painful execution for a liar.)



SODALITIES

Neuonian wizards are permitted but not required to join a sodality, depending on whether they wish to enjoy the benefits of belonging to a group or would rather retain their freedom and independence. (Non-sodality wizards still have many options of sodality wizards—such as teaching students or whole classes at a magical university—but simply do not have the magical and financial backing of a strong group.)

In addition to the requirement of having to be a wizard, characters applying for membership in a sodality are required to have certain skills, spells, and advantages before becoming full members (described under the Requirements sidebars). In addition, most must take the sodality oath and pay membership dues to remain in good standing. All sodalities have different goals and protocol in regards to benefits, spell acquisition, and information-sharing among members.

The following sodalities exist in Neuron:

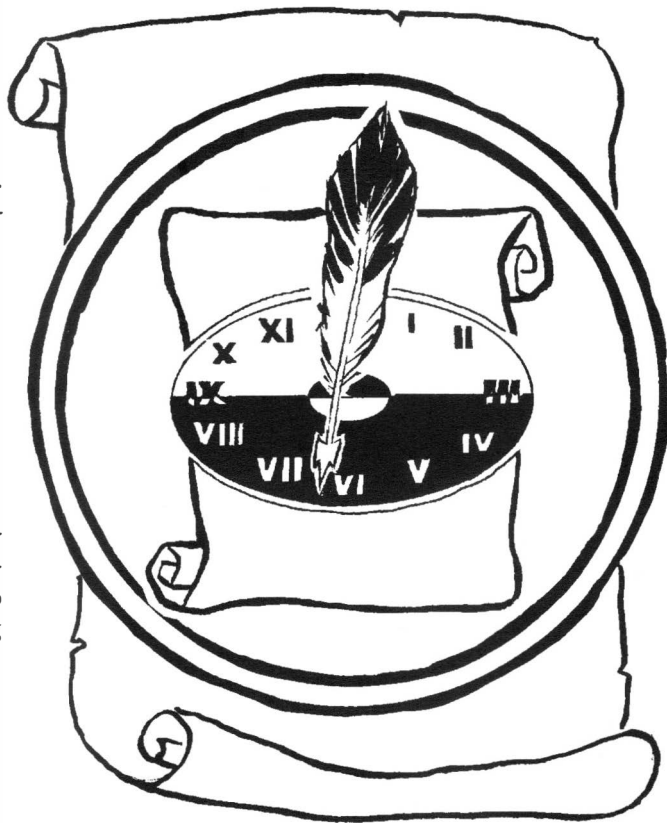
- ✧ Access (travelers)
- ✧ Amelioration (healers)
- ✧ Animus (vigilantes)
- ✧ Iedrahnc (demonslayers)
- ✧ Shape (inventors/researchers)
- ✧ Tasker (purists)
- ✧ Uillis (combatants/defenders)

ACCESS

Applying: Must meet skill and spell requirements before even applying. Admittance requires six months of travel into the past, present, and future with a member, as well as strong displayed knowledge of sodality law and one year of private internship alone in the present time. Any mistakes are grounds for denying admittance.

Benefits: Spells include Glimpse (19), Chronos Weave (20), Chronos Bubble (20), and Otherworld Weave (20); full members can learn these spells at 1 complexity lower than normal. Members also receive access to sodality aid and resources, forged and genuine magic permits for any city-state from any time period, and proper legal defense in Neuron.

Contacts: Numerous Neuonian military officials have obligations to repay favors. Individuals known to become powerful in the future are treated extremely well during the present, no matter their current status. High-ranking members know of other sodality members outside Neuron (see Membership).



Laws:

- ✧ Record and observe, but never interfere with the past or present (except to gain new members or establish observation posts).
- ✧ Preserve the secret of time travel.
- ✧ Never take non-members outside the homeland (in this case, Neuron).
- ✧ Never demand or force another member to dimension-travel.

Luminary: Grand Wizard Rachel Middengaerd, age of 62

Membership: Open to public, but almost unknown in Neuron, by choice. Each branch has 50+ members. Members know that Access branches exist in the World's Crown, Yucazon, Khybern Island, Mt. Kabi, Lidi-Eldeveran Valley, Ariela, and a few Tristleti cloud cities, each with approximately 5 members.

Reputation: Virtually unknown. And the few people that do know of Access will advise that the sodality will contact *you* if they're interested, rather than the other way around.

Resources: Members have access to extensive libraries; twelve sodality leisure clubs per city-state; two dozen knights per city-state; 5000 gold; one warship (rowing), one royal merchant ship, and four royal trader ships; and many hidden caches of scrolls, potions, money, and information in every major city, during

Access Requirements

Advantages: Comp 1, Char 2, Avoid 1

Code: "Search the reaches of time and space, without leaving clue or trace, to restore the Mequilmil's true face: This is our duty, and our place."

Dues: 10 gold yearly

Luminary advantages: Comp 8, Char 6, Avoid 4

Skills: Travel: Terrain Knowledge 5, Myth & Lore: Lands & Beasts 5

Spells: Dangerport, Milestone, Mind Slug, Pass, Selective Vision, Teleport Barrier, Teleport Scintilla. Hourani spells: Continuum Shiftwalk, Gate Weave, Quickflight, Sleeping Teleport, Wizard's Seal

most periods of time involving large displays of Mequilmil.

Mission: Gain knowledge of the ancient Amaranthians, in order to learn how to wield the True Magic (or Mequilmil).

- ✦ Initiate Access members from different cultures in the Age of Discovery.
- ✦ Expand membership into the past and present.
- ✦ Record the discovery, growth, and metamorphosis of magic in all time periods.

Spell protocol: Spells are exchanged for favors within the sodality, although spells deemed necessary to a mission will be taught freely to the involved wizard, and sometimes spells are granted as rewards for great deeds. New spells are actively hunted, and the sodality will provide money to buy any new spell supporting the Code, once per location. Spells are sold to outsiders only if the buyer is of import and will benefit the sodality at some point in time.

AMELIORATION

Applying: One year of tutelage under a current member, to learn to apply the required skills and demonstrate one's lawfulness.

Benefits: Full members are taught Resurrection (20), Regeneration (18), and Reversal of Animation (20), with complexity lowered by 1. Members also receive free medicinal supplies from one's shelter, free healing from other members, and legal magical permits (for healing and defensive magic) in the appropriate city-state.

Contacts: Medicine-supplying establishments are loyal allies, and Solaris priests (from Fidei Draconis) can be counted on for help and information. Patients will offer respect, and those who are resurrected, regenerated, or reverse-animated by the sodality will swear deep loyalty.

Laws:

- ✦ Reject not the wounded and sick.
- ✦ Ask for what your service is worth.
- ✦ Demand equal payment when demands are made of you.
- ✦ Record and report all knowledge of the cycle of life to your superiors.
- ✦ True immortality, once discovered, belongs to all members.
- ✦ Secrecy, though not necessary, is still often beneficial.

Luminary: Wizard James Duran, 124 years old (appears to be 45)

Membership: All capitols but Harndin have public headquarters, and both Cortez and Calcasse have branch shelters. Headquarters have 10 members, while branch shelters have 3. No part of Amelioration is underground.

Mission: Bring healing and immortality to the mortal human race.

- ✦ Establish healing shelters in all seven Neuron capitols, which can then expand to become headquarters for shelter systems in each city of each city-states.
- ✦ Study the cycle of life, to better determine how to

Amelioration Requirements

Advantages: Stam 2, Conf 2, Pers 4, Etiq 1

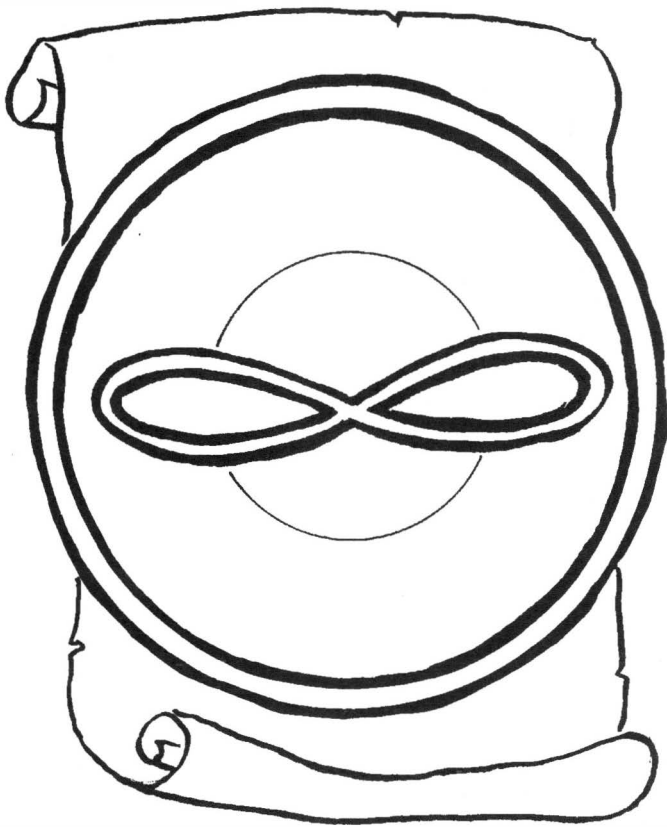
Code: "Repair the damaged, heal the sick, restore unfair demise. Remember all that you have done, to reach immortal guise."

Dues: 1 gold monthly to the shelter

Luminary advantages: Stam 4, Conf 6, Pers 10, Etiq 6

Skills: Bandaging & Bones 100, Surgery 100, Disease 100, Scholastics: Research 8, Identify Vegetation 60, Herb Lore 60, Politics 40, Public Relations 40, Potions 50, Scientific Instruments 60

Spells: Caulterize Wounds, Ferros Negatus, Safety in Numbers, Sculpture of Archetype, Personify Potions, Welle's Touch, Youthful Days. (Those taught by a sodality member can have their complexity lowered by 1.)



effect health.

- ✦ Gain political support by paying special attention to powerful figures.
- ✦ Gain Uillis' support by continuing to resurrect their dead.
- ✦ Support Shape researchers in the quest to bring immortality to the mortal body.

Reputation: Very popular, with a waiting list for its services. (More members could cut the waiting list down.) Recognized members receive high respect and aid from all walks of life, and friends are easily made.

Resources: Members have access to treasuries of either 100 gold (shelter) or 1000 gold (HQs); horse-drawn medical carriages; stables; stable hands; and sanctuary in churches of Solaris Fidei Draconus.

Spell protocol: Spells learned from sodality members cost 100 FP per complexity. A spell may be taught freely by the Luminary for any heroic deed involving the Code, while all spells deemed necessary to a member's mission will be taught for 1/5 normal price. New spells are of use but not hunted, and no money is available to buy new spells from outside the sodality. To encourage applicants, spells are usually not sold to non-members.

ANIMUS

THE LEATHER GAUNTLET

Applying: Five years of active servitude before any magic training, while maintaining a respectable and low-profile career in one of the capitals. During this time, blood is drawn from the applicant every three months. Those with professional fighting or magic talents will be accepted before all others.

Benefits: Full members are provided with any necessary espionage or assassination materials, as well as access to an armorsmith/weaponsmith with Style 7. The blood drawn over the five-year servitude is made into 20 double-strength healing potions for that member and stored in various safety spots or with trustees in the applicant's city. Safehouses protect any member or employer for 90 days, supplying food, mundane healing skills, and grapevine information. Members get first dibs on headhunting warrants before they go public. Both forged and genuine permits are provided for practitioners in any city-state. All infractions by members are considered misdemeanors, and most felonies are overlooked in all city-states but Harndin and Per-Saal.

Contacts: There is a 30% chance of any Neuonian city guard or Hourani warrior or sheriff being under the payroll of The Leather Gauntlet, and such people will overlook laws involving mistreatment or deaths of known criminals. Most undertakers will dispose of bodies for small fee of 100 FP per absolute SL of the victim. When in any capitol, or in a city with over 20,000 people, members have +20% to their chances to find black market fencers.

Laws:

- ✦ Never assume; always ask.
- ✦ Deal out vengeance appropriate to the crime.

Animus Requirements	
<i>Advantages:</i>	Agil 1, Refl 3, Aware 2, Avoid 2
<i>Code:</i>	"Punish those who thought to escape punishment. Protect those who might be victimized once more. Never be taken alive into the presence of the Law."
<i>Dues:</i>	50 silver per month
<i>Luminary's advantages:</i>	Agil 5, Refl 6, Aware 8, Avoid 4
<i>Skills:</i>	Combat 7, Dark Arts 7 (all skills), Tumbling 70, Voice Control 50, Poisons 100, Potions 50, Bandaging & Bones 70
<i>Spells:</i>	Balk, Blink of an Eye, Chameleon Skin, Combat Luck, Dangersense, Eyeball, Pathfinder, Teleport Scintilla

- ✦ Punish with a message, so that criminals can learn from their mistakes.
- ✦ Let no innocent be sacrificed for the mission.
- ✦ Accept only one mission at a time.
- ✦ Responsibility to employers is not an option, so shoulder only what you can carry.
- ✦ Do what you must to preserve the secret of our code and sodality, if such knowledge is uncovered by a city-state ruling force.

Luminary: Wizard Elizabeth Beonnan, age 37

Membership: Jondric has a public sodality of 250 members, while Per-Saal is being currently considered as another public base. Animus is underground in the other five city-states, each base with 100+ members.

Mission: Pick up the slack for the current law-enforcement system's inefficiencies by meting out appropriate justice.

- ✦ Enlist mercenaries, fallen knights/paladins, assassins, and wizards who desire to train.
- ✦ Establish vigilante patrols for each capital city.
- ✦ Establish a members' safehouse in each capitol quadrant.
- ✦ Under the name of the Leather Gauntlet, pay off city officials to overlook unexpected deaths of known criminals.

Reputation: Animus is only spoken of in back allies, dark taverns, jail cells, and among family members in trouble. People are grateful to the sodality but fear

being on the wrong end of its vengeance. Most low-level criminals would rather turn themselves in than deal with the Animus, and mid-level criminals will flee town if possible.

Resources: Animus has no central meeting place or treasury. Internal costs are covered by the victims' spoils and raids on illegal businesses or blackmarket warehouses. To request money or help, members must leave a note at a safehouse or contact the Luminary.

Spell protocol: Money is not provided to buy new spells, and rarely are spells taught as rewards for great deeds. Spells deemed necessary to a mission will be taught right away but at a price of 100 FPs per complexity. The sodality has no laws on teaching spells to members or outsiders. With proper time, money, and contacts, the Luminary can set up a meeting to have members taught any given spell (including a Hourani spell) not unique to other sodalities.

IEDRAHNC

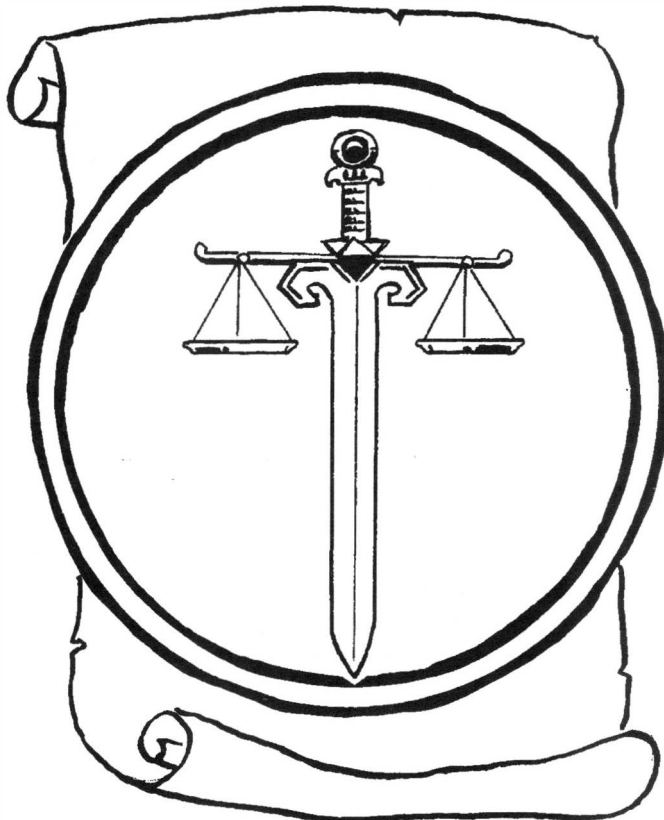
Applying: Any wizard will be admitted, but only members who swear allegiance to the Code and following sodality law will be allowed to learn, trade, and teach spells in the sodality. In addition, only those members who are active hunters (i.e., who gain the required skills/spells and then lead a hunting party against a known source of evil every 30-60 days) have access to sodality benefits, resources, and contacts.

Benefits: Active hunters have access to sodality temples throughout Neuron, which can hold up to 500 people and are protected against demonic invasion. Any items guarded by or belonging to a destroyed evil (usually plentiful, considering how many equipped adventurers were slain by the evil creature) rightfully belong to the victors. The sodality can also provide magic permits for members in most city-states, along with appropriate legal defense if necessary.

Contacts: Iedrance will often bargain with Access for transport to other dimensions (especially the UnderWorld). Knights equally committed to destroying the undead can be summoned within 24 hours. Solaris (of Fidei Draconis) will often dispatch warriors with holy weapons to aid the sodality.

Laws:

- ✦ Be wise and aware when approaching the demonic.
- ✦ Use intuition and fear to your advantage, rather than ignoring it.
- ✦ Each hunter decides the value of life: his conscience is his own.
- ✦ Learn a target's plans before destroying it, for knowledge is the ultimate weapon against evil.





- ✘ Do not fear the demon's scry; look them bravely in the eye.
- ✘ Never submit to demonic will; preserve innocence whenever possible.
- ✘ Study and monitor legendary evils, but never attack until all sodalities have agreed to join the quest.

Luminary: Wizard Jeremy Notu, age 22 (looks 50)

Iedrahnc Requirements

Advantages: Stam 1, Refl 1, Conf 5

Code: "The dead sent screaming back to their graves, demonics chased crawling back to their planes. No legends of evil escape our mark, nor too many ways to ambush the dark."

Dues: 2 gold monthly

Luminary's advantages: Stam 4, Pers 10, Conf 10

Skills: HTH 80, one weapon at 60, Silver Smithing 60, Demonology 6 (all), Age of Myth 80

Spells: Acid Bath, Annihilate Undead, Casey's Floodball, Danger Sense, Dangerport, Identify Leader, Scry, Firewhorl, Mystic Firewall, Obliterate

Membership: Iedrahnc's public segments in Calcassee, Cortez, and LeGlassee each have 20+ members. Underground segments in Jondric and Per-Saal each have 40+ members. The LeGonne branch has 100+ members, to staff the tremendous library, while Harndin has no sodality branch.

Mission: Destroy demonkind, as well as purge Neuon of their influences and manifestations.

- ✘ Purchase land around all graveyards in or near the capitol, to maintain control over the sites.
- ✘ Attend every burial and monitor the grave for three days, noting any unusual signs of animation.
- ✘ Track demonic messages and signs that suggest the existence of portals to nefarious realms, lairs of evil creatures, or death cults.
- ✘ Maintain communication between each sodality location, to prevent surprise coups from the UnderWorld.

Reputation: Because they are misunderstood, mistrusted, and thought by the public to be demon worshipers, recognized members of Iedrahnc understandably have a hard time dealing with society. The Church of Morning Light leaders often mistake them for a demonic cult, like that of Derimidos. However, those citizens of noble, scholarly, or military background respect the work that Iedrahnc does, and low-level dark priests and cult members rightfully fear them.

Resources: Members have access to a vast library of demonology almost the size of the one centered in LeGonne, but spread out among the city-states. The fiercest wizards wield Iedrahnc-owned holy weapons belonging to religions that existed during the Age of Myth. Each location has a treasury of 500 gold, as well as incinerators, cold springs, and oubliette rooms to hold captured demons in order to better defeat and destroy them. Iedrahnc also has contracted with Amelioration, trading all knowledge of demonic/undead immortality for one free resurrection per member.

Spell protocol: Spells learned from sodality members cost [50 x complexity] FPs for members. Spells are sold to outsiders for [complexity] gold, and only to wizards who will benefit the sodality and who sign a disclosure form that absolves the sodality from any responsibility involving that spell's use by the wizard. The sodality actively hunts new spells and will provide money to buy a spell involving the Code, once per location. Spells are always taught as rewards for great deeds, unless a holy weapon is being assigned, and any spells deemed necessary to a mission will be taught freely to the involved wizard.

SHAPE

Applying: Applicants must journey to a public branch (Calcasse or Cortez) and relinquish all research papers, work, projects, personal notes, and ideas (from past to present) to the sodality. In addition, they must present five personally created spells that are efficient, stable, publicly demonstrable, and exemplify the applicant's best abilities. Finally, applicants must research and discover one lost library of a sage, wizard, or mage/researcher (with the bigger the library, the more respect the applicant gains after admission). All newly accepted members must publicly advertise their services, informing all friends, contacts, and previous lords without suggesting any allegiance with a sodality.



Benefits: New members are given a Silver Sign of the sodality, permanently enchanted with a Deny

Scry spell with maximum success. Members have access to all research notes and spells given to the sodality by applicants. Also, each year, the Luminary awards the Ring of Excellence to the member who has created the most impeccable and beneficial spell that year. A profound status symbol within the sodality, the Ring contains three charges of Defy Chaos. Members also receive permits for practicing, experimenting, and creating spells within the city-states, along with proper legal defense.

Contacts: Shape often provides resource materials to Uillis, which in turn offers exceptional defense against would-be thieves. In addition, members of almost every sodality except for Tasker are helpful to Shape

members, and pleased customers will offer aid when necessary.

Laws:

- ✖ Be cautious and patient during experimentation.
- ✖ All services must be paid for.
- ✖ Offer full patriotism to the city-state leaders.
- ✖ Be responsible for all your actions.
- ✖ Never walk the battlefield until it has become a burial ground.
- ✖ Always suspect ulterior motives, and inform one's superiors.
- ✖ Spells created solely by a member belong to the member, but spells created with help belong to the entire sodality.
- ✖ Retain rights to personally created spells in contracts made with other sodalities.

Luminary: Wizard Diana Isernbyrne, age 79 (looks 30)

Membership: The public branches of Calcasse and Cortez each have 200+ members. The underground branches in Jondric, LeGlasse, LeGonne, Persaal, and Harndin each have 50+ members.

Mission: Garner enough wealth and political power to eventually establish a city-state of wizards.

Shape Requirements

Advantages: Comp 4, Logic 7

Code: "To trade an ounce of wisdom for a pound of gold, to bring every apt pupil into our fold: this is the way of knowledge and gain. To enable the leaders of our day to choose the best way, without risk to our life and limb: this is the way of wisdom maintained."

Dues: 2 gold monthly, 1 new spell yearly

Luminary's advantages: Comp 8, Logic 9, Appear 5, Char 6, Etiq 6

Skills: Prowling 60, Pass w/o Trace 60, Potions 80, Research emphasis 10.

Spells: Defy Chaos, Deny Scry, Eyeball, Identify Leader, Identify Mutineer, Identify Power, Scry, Pathfinder, Polytelosmascula, Reveal Theory, Silver Sign, Telepathy, Tome Tale

- ✦ Prove invaluable to the military by predicting upcoming battles.
- ✦ Use military and defense needs as bargaining power during contract negotiations with Council leaders.
- ✦ Solve employers' needs without suggesting better alternatives, to stretch out contract length and make more money.
- ✦ Raise contract prices, in order to build a client base of the very rich and influential.
- ✦ Exchange inventive services with other sodalities in order to stockpile favors.

Reputation: In Calcasse and Cortez, Shape members receive the same respect as Amelioration members (*see* Amelioration). In other city-states, Shape is unknown, and those who ask questions about them will face the Church of Morning Light's interrogation.

Resources: Members have access to a wealth of information and services: the largest collection of Wizardry spells in existence, private libraries on nearly all subjects dating back to the Age of Myth, numerous personal favors from House Groam, a treasury of 1000 gold per location, syphon stations to move power from one powerbase to another, and permanent portals that can be opened to other unknown cultures (one portal to each culture among the beastish, dwarf, elf, and human races). Most sodality time has been spent just trying to open one of these portals, which they believe leads to either the Driseti, Rublug, or Wolfihn culture.

Spell protocol: Spells learned from the sodality are free. New spells are worth any cost but must be carefully purchased; money will be provided to buy any new spell, once per location. Monetary grants for research are given as rewards for great deeds. Spells necessary for a mission will be taught freely to a wizard. Spells will be sold to anyone, for the right price. The correct channels must be followed when dealing with locations outside of Calcasse or Cortez, to maintain Shape's secrecy.



TASKER

Applying: Initiates are taught one of the sixteen required spells each month, until all spells are learned, and at the cost of one disgrace for the Hourani community per spell learned (approved by the Luminary). After learning sixteen spells and performing sixteen disgraces, the initiate must either take the life and powerbase from a Hourani wizard or the life and books of a Hourani monk.

Benefits: Members have access to all black market goods for half price and all black market service for normal price. Drugs, alcohol, and orgies are common and free within Tasker's secret locations. Members can loot victim's belongings, and

other members often know of jobs to take in order to make some quick money. Extensive and powerful contacts prevent members from being arrested for infractions and misdemeanors. Healing is sometimes available (30%) from select Morning Light priests. Members can acquire forged magical permits for any city-state and free expert legal counsel (involving felonies) in all city-states but Cortez and Per-Saal.

Contacts: Neuonian servants, laborers, merchants, scholars and artists are planted in every Hourani house, so that Tasker can remain informed. Also, many Council member assistants are Tasker wizards, diverting funds to the proper places and stall-

ing/hamstringing investigations. (Such wizards have diplomatic immunity while in that position, based on city-state law.)

Laws:

- ✦ No Balentine member can be trusted or ignored.
- ✦ All Cortez leaders must be stripped of honor and framed for evil deeds.
- ✦ All Feznoth priests must be unfairly used.
- ✦ All Groam mages must be ambushed and humiliated.
- ✦ Any Illiomis entertainer is a weapon of propaganda.
- ✦ Any Porter action detrimental to Hourani image

Tasker Requirements

Advantages: Avoid 4

Code: "Abhor all Hourani. Dazzle their eyes, bewilder their minds, unbalance their bodies so as to protect the human brethren. One day Wayne's house shall be gutted by fire, their history and lore flung to the flames. One day all Hourani shall be reviled, revealed as monsters, cursed by their names. And we shall prove their undoing. We shall be their graves."

Dues: Members must be branded or tattooed with the local sodality's chosen symbol (which differs from place to place). Tattoos are placed on the shaven head, where hair will regrow and cover them, while brands are usually reserved for the bolder members and placed on the forearm.

Luminary's advantages: Avoid 4, Conf 10

Skills: Desire 100, Synergy 50, Grapevine 60, Laws 80, Heroes & Heroines: Hourani 20.

Spells: Anti-God, Balk, Bloodlust Poison, Curse, Deny Scry, Detect Shape Shifter, Disguise Pathway, Intensify Fear, Cosine Speech, Eyeball, Power Siphon, Scry, Secret Change, Strength of Greeborg, Tasker's Tuff Stuff, Teleport Barrier

must be supported.

- ✘ All Rosenthal priests must be pacified, until their weaknesses are discovered.
- ✘ All Wayne monks must be slain, their books burned, and their knowledge lost.

Luminary: Wizard Dominic LeFay, age 40

Membership: Tasker is public in Harndin, LeGonne, and LeGlasse, with each branch having 100+ members. Tasker is underground in Calcasie and Jondric, with 100+ members. The underground movements in Cortez and Per-Saal are believed to have one member per 1000 Hourani in the city-state.

Mission: Destroy the Hourani and remove them from their current position in society.

- ✘ Kill Hourani who will not be considered martyrs (and so inadvertently inspire Hourani sentiment).
- ✘ Disgrace Hourani in positions of positive authority.
- ✘ Destroy all Hourani knowledge when possible.
- ✘ Blackmail otherwise unassailable Hourani leaders.
- ✘ Preserve as much clout and favor among the populace as possible, without compromising the mission.

Reputation: Tasker is considered a collection of angry young humans who respect only raw power and have many more problems than just Hourani to deal with.

Most of the general public fear the Taskers and would exile them if possible, but never enough proof surfaces to warrant that. Harndin is the only city-state that treats these members well.

Resources: Members have access to a little of everything, from merchant ships and royal traders to farms, businesses, armories, taverns, and capitol funds. Tasker owns approximately 2% of all things in each capitol and actually controls larger portions of smaller cities. Certain towns and villages have been completely converted to training grounds and military stations. Recently, as Tasker has sought to gain more resources, resistance has mounted and members have disappeared—but this has been blamed (whether rightly or wrongly) on the Cult of Derimidos.

Spell protocol: Spells other than the required sixteen are not considered important and are sometimes not available in the local sodality; the chance is [5 x (20 - complexity)] percent. Money is provided to buy a new spell only when a mission is involved, and new spells are always questioned. Any known spell deemed necessary to a mission will be taught freely to that wizard. Spells are never given or sold to anyone outside of the sodality.

UILLIS

Applying: Applicants must learn at least ten of the required spells in order to even be considered, and

Uillis Requirements

Advantages: Stre 2, Agil 2, Dext 2, Stam 2, Refl 2, Aware 4

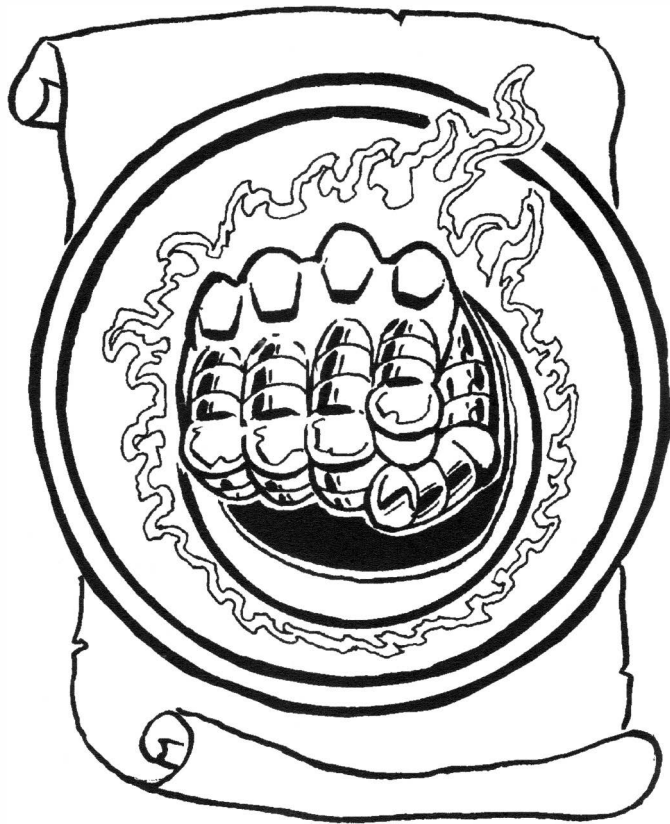
Code: "Fight, defend, siege, storm. Direct our strength, protect from harm. Live for war and die for gain, not even death can break our claim."

Dues: 3 gold monthly

Luminary's advantages: Stre 5, Stam 4, Refl 6, Aware 8, Logic 9, Pers 10, Conf 10

Skills: Combat 10, Synergy 100, Military Strategy 100

Spells: Annihilate Undead, Balk, Blood Boil, Casey's Floodball, Cauterize Wounds, Change Weather, Combat Luck, Affect Weight, Elemental, Eyeball, Ferros Negatus, Firewhorl, Gargantuan, Giant Stamina, Identify Leader, Illusionary Scene, Membrane, Mithril Lace, Mummify, Mysterious Fog, Mystic Firewall, Mystical Weave, Obliterate, Power Syphon, Skeletize, Strength of Greeborg, Tasker's Tuff Stuff, Catapult, UnderWorld Prayers, UnderWorld Restraints, Wall of Junk, Warrior, Whirlwind Blade, Zombify



continue to learn one spell every six months after being accepted as a member. Initiation involves a number of military scenarios (usually raids against the grobber outside of LeGlasse) over a three-month period in the field, with nothing but the applicant's clothes and powerbase to keep him alive. Wizards are ranked only by their kills, and members are assigned to either a military installation or guard/bodyguard duty for a Duke or Councillor.

Benefits: Members usually have an older disabled sodality wizard scry for them while out on the field. They are also generally permitted to enforce law and carry out punishment within the city-states (unless in a courtroom or the presence of a judge), depending on the local law officials. They can demand food and shelter from non-nobles while on a mission and are not required to answer questions asked by anyone except for the sodality's Luminary, the city-state's Duke, a Councillor, or their employer. Permits can be garnered in most city-states, depending on the rules. Those accused on misdemeanors or felonies will be tried by martial rather than civil law.

Contacts: Uillis generally needs no contacts and deals only with the Duke, Council members, or employers. They have currently joined with House Rosenthal (of the Hourani) to examine animation of dead soldiers on the battlefield.

Laws:

- ✧ Everything has a price.
- ✧ Fullfill accepted contracts by any means.
- ✧ Never force a contract—or be forced.
- ✧ Honor a brother's request to enter battle.
- ✧ If victory is impossible, appease rather than antagonize Dragons.
- ✧ Leave the demonic to Iedrahnc's jurisdiction.
- ✧ An animated warrior's corpse must rest after battle, with proper burial.
- ✧ A dead brother's powerbase belongs to its finder, until the brother is resurrected.
- ✧ Upon your death, expect only one attempt at resurrection, via Amelioration.

Luminary: Wizard Ricard Acwellan, age 32

Membership: Uillis is public in Calcassee, Cortez, LeGlasse, and LeGonne, with an average of 150 members per city-state. The sodality is underground in Jondric and Harndin (with 30+ members each), with no plans for a Per-Saal branch.

Mission: Defend Neuon through the best possible combination of might and magic.

- ✧ Preserve good relations with ruling members of Cortez, Calcassee, and Hardnin; improve relations with other city-states.
- ✧ Concentrate efforts on solving LeGlasse's perpetual grobber problems.
- ✧ Examine Jondric's extensive corruption (blamed on House Porter) and propose plans for LeGonne and Harndin to take Jondric by force if necessary, to preserve the peace.
- ✧ Continue discussions with House Rosenthal on the plausibility of reanimated warriors, and prevent animated troops from being controlled by demonic forces.

Reputation: While the military enjoys this sodality's services, many families of reanimated warriors burn with hatred because their loved ones are not given a chance to be brought back to life.

MARTIAL VS CIVIL LAW

Civil law describes the laws as currently listed in Chapter 5. Under martial law, however, most felonies will be reduced or dropped if the act was performed to defeat an enemy of the city-state. So it's generally preferable for someone to be judged under martial law, as far as the social implications of their actions go. (However, officers could easily receive a discharge or lose ranking, which might be more important to them than actual punishment.)

Resources: Members have access to all weapons of war, armors, and necessary resources for the assignment. They can contact the Black Market 75% of the time but pay 2-5 times the normal price. Many magical and holy items can be purchased within the sodality at book price. Members who contract with private employers have beginning salaries of around [20 x PL] gold per month.

Spell protocol: Spells learned from sodality members cost [100 x complexity] FPs. Money is provided to buy any new spell involving the Code, once per location, and new spells are hunted secretly, to avoid revealing any public weakness of the sodality. Spells are always taught as rewards for great deeds, unless a magic item is being assigned instead. Any spells necessary to a mission are taught at half price to the involved wizards. Spells are sometimes sold to honorable warriors, knights, paladins, etc., outside the sodality as personal favors, but still for [100 x complexity] FPs.

LEAGUES

AEGIS

Allies: Strong ties with House Cortez and the Holy Army, and have dealt with the sodality of Animus.

Benefits:

- ✦ Styled weapons and armor, up to cultural max
- ✦ Can learn one magical armor spell.
- ✦ +40 to the cultural skill Corner.

Contacts: Has [PL] council member assistants as contacts, as well as one contact in the Thieves Guild.

Laws:

- ✦ Protect your charge at any cost
- ✦ Always obey the Duke's orders.
- ✦ The charge's needs outweigh all other needs.
- ✦ Failure deserves disgrace or death.

League Lord: Baron Adrian Christiansen, Age 51

Location: Although the main headquarters are in LeGlasse, Aegis can be found wherever a Neuonian Duke or Councillor holds office.

Mission: Protect the lives and integrity of the Duke

Aegis Requirements

Advantages: Aware 3, Avoid 2

Code: See Code of the Knight, p.32.

Skills: Dark Arts: Subterfuge 5, Travel: Terrain Knowledge 5 (with Cities 90), Leadership: Statecraft 4

Spells: One form of magical armor, at 40

and all Council members.

- ✦ Keep the subjects from bodily harm at all cost.
- ✦ Investigate possible assassination attempts or substantial threats.
- ✦ Prevent "dirty laundry" from surfacing into the public grapevine.

Membership: Each capitol has 40 league members and 10 various-affiliated wizards.

Resources: Members have access to four castles, twenty safe houses, four master weaponsmiths and master armormiths, and 200 city calvary on call in each city-state. The league treasury contains 25,000 gold, and members can gain egress to any known library in the cities, as well as have the use of 14 sailing warships and 14 rowing warships of the UEV.

Training protocol: New skills are taught during the monthly training sessions. Each member receives three days per month for educational training. Equipment damaged while on duty is repaired for free, while equipment damaged on personal time is still 50% less.

PURGATION

Allies: Often works with Tasker and is supported by several Neuonian Sherriffs.

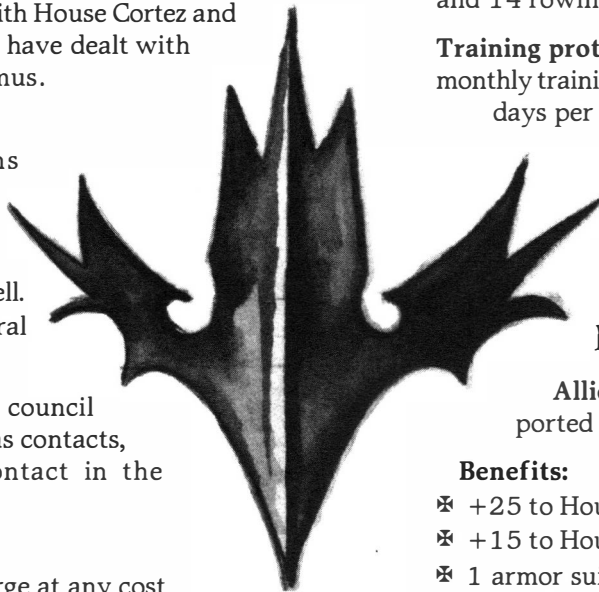
Benefits:

- ✦ +25 to Hourani Language
- ✦ +15 to Hourani Heroes & Heroines.
- ✦ 1 armor suit and 3 free weapons of choice (styled to cultural max for half price).

Contacts: One House Porter contact per member, plus one House Rosenthal contact.

Laws:

- ✦ Eliminate evil Hourani only when enough incriminating evidence exists.
- ✦ Allow evildoers to surrender to local authorities.
- ✦ Never attack from behind.



League Lord: Sir Henry Heartgrove, age 43

Location: In each city-state, with the main headquarters in Jondric.

Membership: Ten members per city-state.

Mission: Purge all evil Hourani from Neuon, to preserve the culture.

- ✦ Keep tabs on suspicious Hourani activity.
- ✦ Uncover the location of branches of Houses Porter and Rosenthal, and then seek ways to close them down.
- ✦ Expose the activities of Houses Porter and Rosenthal, so that the public will reject those Houses.
- ✦ Gain the favor of other Hourani Houses who could be of use against their evil brethren.

Resources: Members have access to one fortified mansion guarded by 50 mercenaries, one Tasker wizard, and one Uillis wizard in each city-state. The Jondric base is actually a castle and armory, with stables, and is where all members are refitted. Purgation has a treasury of 7500 gold, plus two fully manned trader sailships and one fully manned warship.

Training procedure: Any skills required for a specific mission are taught by other league members who need to know them. New equipment is assigned per mission and must be returned before a new mission is commenced.

Purgation Requirements

Advantages: Comp 2, Avoid 3, Logic 4

Code: "Honorably hunt dishonorable Hourani. Offer mercy to any supplicants, even if undeserved. Instruct the young about evil Hourani, and train the best of them as knights to keep our vision alive."

Skills: Cultural: Hourani 5, Dark Arts: Subterfuge 5, Religion: Theology 50 in Fidei Draconus, Leadership: Civilian: Grapevine 90

Spells: Detect Shape Changer 60

INQUISITORS

Allies: The league is friends with the sodality of Iedrahnc and is also aided by various goods and services donated by several merchants and professional crafters throughout the city-states.

Benefits:

- ✦ Free exorcism to possessed members.
- ✦ Access to a demonology-intensive library
- ✦ A secret identity to protect one from the Cult.
- ✦ *Expose Possessed (15):* Begins with +40. By keeping watch over a subject, the knight can recognize subtle differences that reveal the spirit's habitation. The time needed (in hours) depends on success: A24 B20 C16 D12 E6 F3 G1 H1/12.
- ✦ *Resist Torture (17):* The knight can ignore pain from torture. (Works identically as the metaphysical Pain Barrier power. See Tome, p.149.)
- ✦ *Resist Mind Probe (20):* The knight receives double their base save against any mind probe that allows a Mental save. This power can be used [LL] times per probing incident.

Inquisitor Requirements

Advantages: Avoid 3

Code: "To expose Cult leaders and bring knowledge of the Cult to public awareness. To perform these duties without endangering the lives of the innocent and naive. To succor those who have been tainted by the Cult."

Dues: Members must fund their own missions, and also do not receive normal knight income from this league.

Skills: Religion: Demonology 4, Myth & Lore: Fabled lands & Beasts: 3

Spells: None

Contacts: Friends or family of Cult members will often possess some tidbits of information about the Cult and would be willing to share it, if they could redeem their loved ones or punish the Cult by doing so.

Laws:

- ✦ Obey the laws, preserve your honor.
- ✦ Succor those victimized by the Cult.
- ✦ Never expose league member identities, for fear of retribution by the Cult.

League Lord: Sir Charles DeKempt III, age 68

Location: Exact locations of meeting places for this league are unknown. Even league members know only of certain locations, and these places are constantly being changed (to prevent Cult interference).

Membership: Current numbers are as unknown as the Cult itself, although the figure could range from 10-1000.

Mission: Investigate and destroy the Cult of Derimidos.

- ✦ Expose the identities of Cult members and leaders.
- ✦ Disrupt Cult gatherings.
- ✦ Purge Cult members of their brainwashing if possible, and slay the rest.
- ✦ Gain public approval to destroy the Cult.

Resources: Members are responsible for maintaining their own lands and castle, although they can depend on other league members in their city-state if they know their identities.

Training protocol: Although each knight has access to the demonology library, they must learn new skills on their own. Equipment is provided by various supportive smiths, whose identities are known only to the members.

DRAGONSLAYERS

Allies: Members have very few allies, since the general Neuron populace wants Dragons left alone. However, a few wealthy Hourani who hate Dragons secretly invest money in the league.

Benefits

- ✦ Any armor type, Style 4
- ✦ Any three weapons of choice, with one enchanted to bypass dragon armor
- ✦ *Defensive Dragon Lore (16):* The member has knowledge of basic Dragon attacks, such as how many troops a Dragon can kill with one claw swing or what an inhaling Dragon looks like.
- ✦ +10 to Heroes & Heroines if looking for heroes who have fought Dragons

- ✦ +20 to Mount Kabi when looking for specific information on dragon origins.

Contacts: Members can befriend various sages and ex-priests of all three sects of the Fidei Draconis.

Laws

- ✦ Follow the Code of the Knight.
- ✦ Never let anyone enter a Dragon's lair.
- ✦ Never allow information about Dragons to reach a non-member.

League Lord: Baron Gerald Winchester, age 57

Location: Although headquarters are in Harndin, members can be found throughout Neuron and keep watch on large libraries as well.

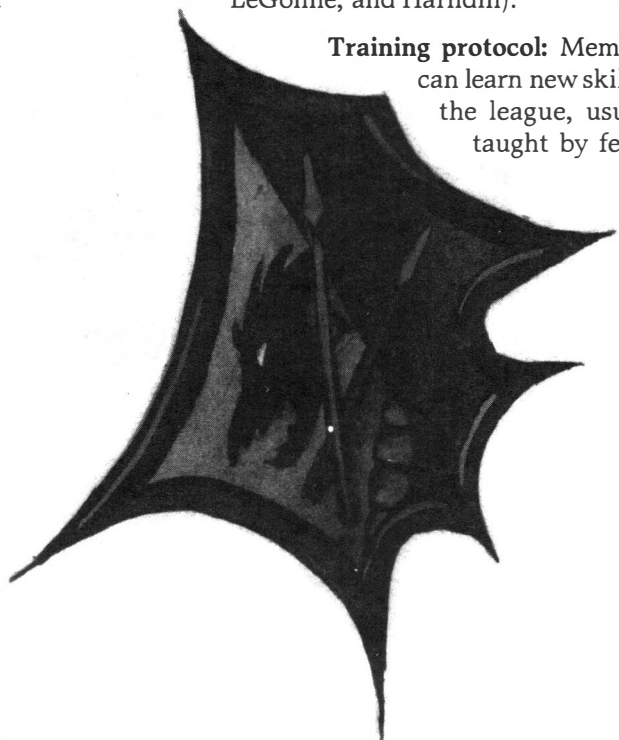
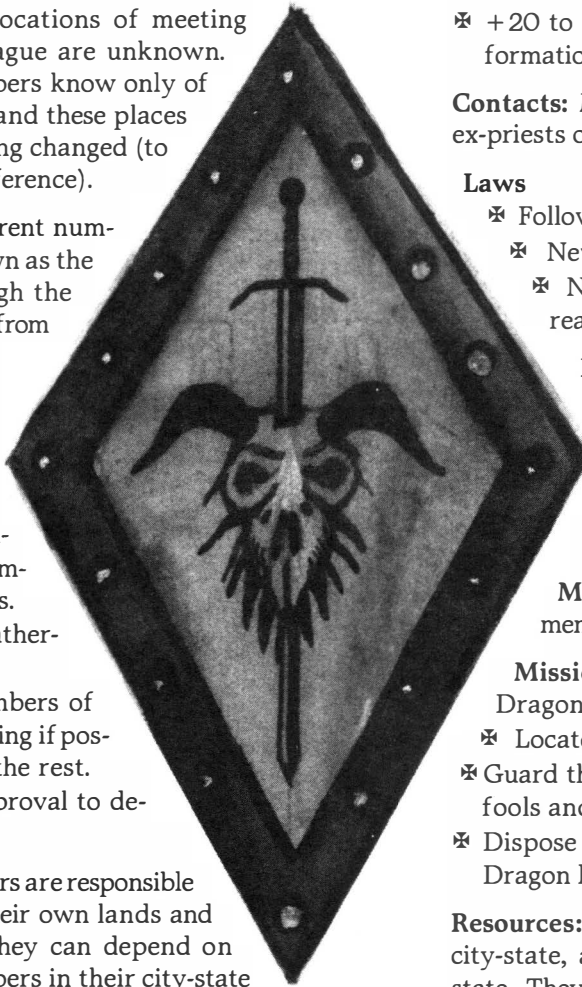
Membership: Approximately 400 known members

Mission: Protect citizens of Neuron from the Dragon threat.

- ✦ Locate and siege Dragon lairs within Neuron.
- ✦ Guard the perimeters of Dragon lairs, to keep out fools and innocents.
- ✦ Dispose of written/recorded information revealing Dragon lair locations.

Resources: Members can access two castles in every city-state, and four fortresses in each outlying city-state. They can also call upon 1400 mercenaries in time of need, as well as a council of ten wizards. The league also owns four sailing warships, four rowing warships, and three armories (one each in Calcasie, LeGonne, and Harndin).

Training protocol: Members can learn new skills in the league, usually taught by fellow



Dragonslayers Requirements

Advantages: Pers 3, Comp 2, Stam 3

Code: "Protect the land and those therein from Dragon flame and Dragon wind."

Dues: 75% of treasure found in a Dragon's lair

Skills: Sage Science 40, Research 40, Myth & Lore: Lands & Beasts: 4

Spells: None required, but magical armor and spells to protect against Dragon breath (if possible) are preferred

members. New equipment is given when the old is completely destroyed, and all gear repairs are free if done at one of the league armories.

LIGHT

Allies: Closely allied with the Holy Army.

Benefits

- ✧ Free healing when injured on church affairs
- ✧ One suit of armor
- ✧ Five free weapons
- ✧ One charger (warhorse), plus all horse gear.

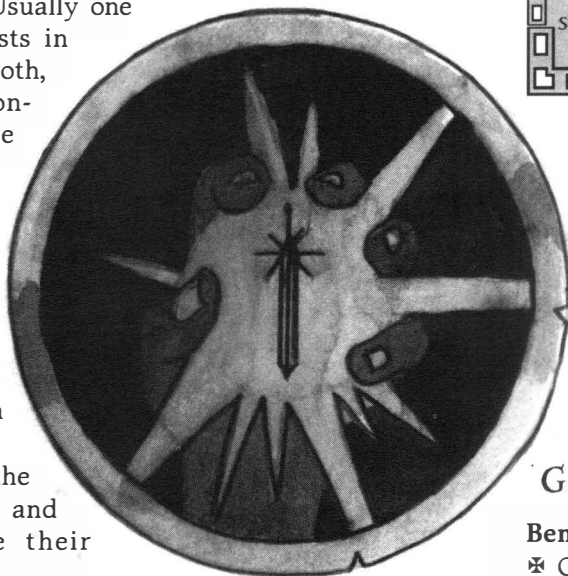
Contacts: Usually one contact exists in House Feznoth, and one contact in the the Church of Morning Light.

Laws:

- ✧ Never leave a member behind in combat.
- ✧ Protect the innocent and preserve their peace.
- ✧ Follow all Church doctrine.
- ✧ Honor those of higher station in the Church.
- ✧ Never disobey or question a Bishop's word.

League Lord: Sir Bishop Edward Thorndale, age 69

Location: Anywhere in Neuron where a large Church



denomination is found. League headquarters are located in Jondric.

Mission: Protect the interests of the Church of Morning Light.

- ✧ Maintain the Church's following.
- ✧ Defeat opposing religions.
- ✧ Promote innocence and decry knowledge among the populace.

Resources: Members have access to any church weapons or armor, as well as priests who are available for missions and 1200 mercenaries scattered throughout Neuron. The league also owns one fortress in each

Light Requirements

Advantages: Conf 5, Logic 4, Pers 5, Char 4

Code: "Lend aid to the Church. Help those who walk the path of innocence. Bring force when force is needed, without making the Church look weak."

Dues: A 10% tithe of any income gained from personal property, and 25% of all treasure found on a mission.

Skills: Religion: All 3

Spells: None permitted, but the bravest and most honorable league members will receive endowments from the Church—usually one for every heroic deed (defined as a successful mission in which the member almost died).

city-state, as well as stables able to house all sorts of mounts scattered throughout Neuron.

Training protocol: Most skills taught in the league are taught by a priest of the Church, as a reward for completing a mission. All new equipment will be given out as necessary and is expected to be returned after the mission is complete.

GALLANTHEUS

Benefits:

- ✧ One suit of free armor
- ✧ Three free weapons of choice
- ✧ All armor repair is done at 50% cost.
- ✧ +20 to any two Dark Arts Skills.
- ✧ Free healing potions created for each member prior to the next mission.

Contacts: One officer in the ACS and one officer in

Gallantheus Requirements

Advantages: Avoid 4, Reflex 4, Agil 4, Stre 4

Code: "Finish the task in silence. Slay the foe in darkness. A mission exposed to sound or sight brings dishonor upon us all, and allows Neuron to drift afar."

Dues: 10% of every job.

Skills: Dark Arts: Subterfuge: 5, Leadership: Military: 5

Spells: Invisible Horde with at least a 50. Magical armor spells are helpful but not required.

the Army of Nobility.

Laws:

- ✘ No mission is impossible.
- ✘ Never back down on a price.
- ✘ Never run from a fight.
- ✘ Never return from a mission unless finished or canceled. (Only the League Lord can cancel a mission.)

League Lord: Baron Roger Gallantheus II, age 27

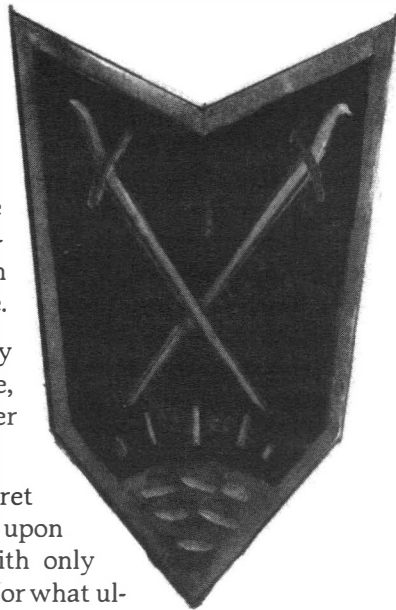
Location: A small force exists in each city-state, with the main HQs being in LeGonne.

Membership: Forty members in LeGonne, and eight members per other city-state.

Mission: Become a secret but strong influence upon Neonian politics (with only Gallantheus knowing for what ultimate purpose).

- ✘ Construct and maintain a group of elite knights capable of covert operation.
- ✘ Charge a high price for quality work.

Resources: Members have access to one castle, 120 mercenaries, and 4 rogue wizards in LeGonne. In each of the other city-states, resources include small fortified houses, 20 mercenaries, and 1 rogue wizard. The league also owns one sailing warship, two troop transports, has a treasury of 2500 gold, and an annual income of 138,000 FPs from a silver mine.



Training protocol: All new skills are learned on the member's own time, but new equipment is doled out as necessary.

HINTERLAND

Allies: Mostly rumors. The league lord has supposedly befriended a clan of dwarves living north of Cortez, and many claim (without proof) that various animals of the forests and woodlands have helped when necessary.

Benefits:

- ✘ Free 100 acres of wildland to protect and live on.
- ✘ Proper legal representation if involving land rights.

Contacts: One ranger usually lives in the area of land protected by a member.

Laws:

- ✘ Never reveal the identities of other members.
- ✘ Always live off the land one protects.
- ✘ Never sell any land one was granted.
- ✘ Always help those in need on one's lands.
- ✘ Follow the Code of the Knight.

Location: Any wild areas in Neuron. The league lord's lands and castle are located northeast of Cortez.

League Lord: Sir Nicholas Miersen, age 29 (although rumors say he's 329)

Membership: About 400 members exist, scattered throughout Neuron.

Mission: Protect nature and those who live off the land.

- ✘ Buy/protect as much wilderness as is left in Neuron.
- ✘ Teach citizens to respect nature, cohabiting with it rather than razing it.

Resources: The league owns a castle northeast of Cortez, a treasury of 101,000 gold, a herd of 1500 horses, and can scavenge a great deal from their owned land.

Hinterland Requirements

Advantages: Avoid 3, Pers 6, Stam 4, Stre 4

Code: "Preserve wildlife in all its forms. Repel the cal-loused from our wilderness homes, to make for Neuron a better tomorrow."

Skills: Domestic: Home: 5, Travel: Terrain Knowledge: 5

Spells: None required



ORGANIZATIONS AND INSTITUTIONS

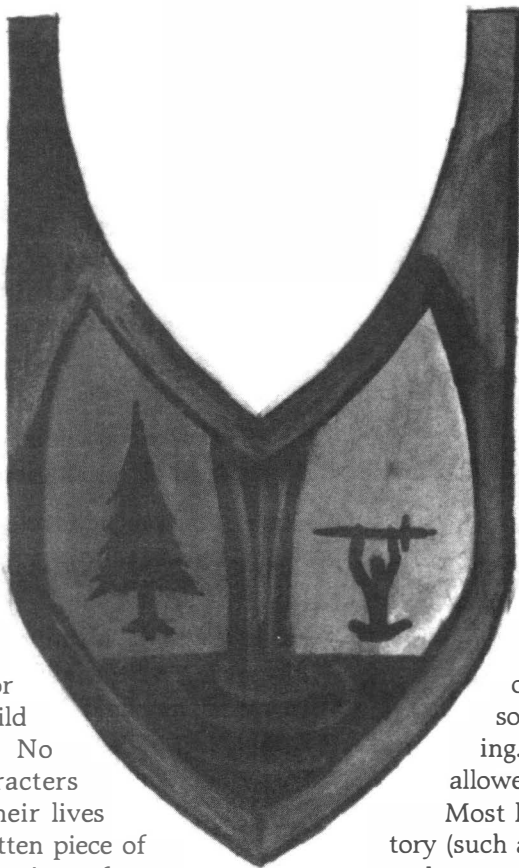
Training protocol: No equipment is granted, and most new skills are self-taught and learned through necessity.

LIBRARIES

In a society unable to mass-produce written media, where desired information normally resides only in the minds of citizens who are scattered between various provinces and nations, libraries are almost as valuable a resource as the iron used to make weapons or the stones used to build impenetrable castles. No doubt, Neunionian characters will at least once in their lives have a need for a forgotten piece of lore scribbled on a torn piece of paper and stored in some vault of books in the city-states. Which means that the libraries through Neunion could spell not only the success or failure of a crucial mission but the life or death of the adventurers themselves.

Sodality libraries are a breed apart from the norm. The sodality of Shape generally possesses the best library resources in Neunion, mainly because their whole focus is on research and preserving magical information. Still, some other sodalities have achieved notoriety with their libraries, such as the Iedrahnc demonology library in LeGonne. In general, powerful offensive spells are not readily found within the pages of such books but are taught via teacher and word-of-mouth, so as to better screen which students are allowed to learn particularly dangerous magics.

Libraries might seem overstaffed at times, with at least one normal wizard and one trainee watching a mere wall of books on a twelve-hour shift. However,



remember that NeverWorld spellbooks are fierce commodities and that mages are (rightly!) very protective of them. Wizards who pull library duty usually spend their shifts studying the books anyway, and some even prefer the quiet solitude of the stacks to the hubbub of a magic lab or the chaos out on the field. If a library must ever be understaffed or momentarily abandoned (such as during war or an unforeseen event), no doubt it will be heavily sealed by magic and inaccessible to anyone (except, perhaps, the Luminary).

Only members of a sodality can use their sodality's library, and some even require a minimum length of membership before library access is granted. Sodality members from other city-states are generally allowed access if they can prove their membership (via some token or spell) or can be vouched for by a local sodality member of at least five years standing. Unless specified otherwise, no books are allowed to be removed from a sodality library.

Most library data included here is self-explanatory (such as number of books, topics, fee, location, and owner/staff). *Restrictions* describes who can and cannot use the library. *Rules* states any peculiar regulations governing library use. *Status* describes whether knowledge of the library's existence is common (public) or secret/regulated (private). *Notoriety* describes any fame attributed to the library, as well as the desirability of admission.

Libraries are listed here by city-state. Those mentioned are libraries of some import, but other libraries do exist—whether belonging to sodalities, cities, or private citizens scattered throughout Neunion.

CALCASSE

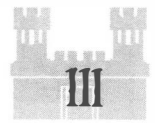
SHAPE

of books: 432

Topics: Magical theory, experiments, and applications in areas such as heat, mining, and animal-raising

Library success

Most libraries are private, belonging to nobles, guilds, churches, leagues, businesses, and all contain a variety of subjects. The chance of a particular person having a book on the desired topic is $[10 + \text{owner's SL} + (2 \times \text{owner's FL})]$ percent, as long as the topic deals with Neunion in the Age of Discovery. There is also a 1% chance to find a secret or highly sought book in these libraries.



CORTEZ

Fee: Non-sodality members must pay 10 FP per item examined

Restrictions: Non-sodality members allowed if accompanied by sodality member

Rules: Non-sodality members cannot transcribe materials

Location: Calcasse capitol

Owner/Staff: Guild, staffed by two wizards and one trainee

Status: Public

Notoriety: A few strong titles in magical smelting and animal nurture/control

UILLIS

of books: 153

Topics: Basic offensive, defensive, and weather manipulation spell theory

Fee: None

Restrictions: Male sodality members only

Rules: Books can be removed if appropriate collateral is offered

Location: Calcasse capital

Owner/Staff: Guild, staffed by one wizard and one neonate

Status: Private

Notoriety: Weak, some although cold/ice spells can be found here.

WORLDWORKS LABORATORY

of books: 137

Topics: Lab notes and scientific theories in physics, energy transfer, and astronomy

Fee: 20 silver per hour if someone other than Jerol is in the lab (65%); free if Jerol is in the lab and feels that his knowledge is being appreciated.

Restrictions: None, although Jerol seems to talk down to women.

Rules: Jerol is friendly around those who respect him and seem interested in science; however, those who tease him or badmouth science are never admitted again to his laboratory.

Location: The city of Kerr

Owner/Staff: Jerol Flynn, head of WorldWorks—a team of sages (to themselves, “scientists”) who care solely about the pursuit of physical knowledge.

Status: Public

Notoriety: Although most people refer to him as “that loon,” some of Jerol’s ideas have been applied in military and architectural settings by discerning nobility.

CANTON COLLECTION

of books: 217

Topics: Poetry by obscure artists

Fee: Donations accepted to maintain the books. Those who take books from their holding room must offer collateral, to be returned when the books are returned.

Restrictions: No books removed from the premises, but the premises include two acres of property.

Rules: Poetry must be savored

Location: Village of Sorte

Owner/Staff: Ulysses Canton

Status: Public

Notoriety: Well-known in the area, and has had visitors from Per-Saal

Canton is a middle-aged Hourani with a fervent love of verse and a desire to preserve talented works by dead unknowns, so that their efforts will have not been in vain. As such, he will travel for a few months to locate new texts, then return home and mind the shop for a few months, staggering his schedule.

Canton believes that poetry is meant to be enjoyed, and often that means reading it out loud or savoring it amid nature. Thus, readers of his tomes are allowed to wander the grounds, as long as they cause no damage to the books and enjoy themselves. He thinks nothing of spending an hour discussing a particular book when returned by the reader, but his easy manner and kind spirit tend to deflect annoyance.

CORTEZ PUBLIC LIBRARY

of books: 1213

Topics: Emphasis on history, science, and military, although the library covers all sorts of topics

Fee: 50 FPs per book removed, no charge for reading.

Restrictions: Five-book limit for removal. Only Cortez citizens can acquire library cards.

Rules: Books can be removed for two-week periods only by those with library cards. Returning a book late is an infraction. Damaging a book is a misdemeanor with a 2000 FP fine, while losing a book is a misdemeanor with a [2 x book’s value] FP fine. Fines paid will be returned if the borrower can replace the book himself within one month after paying the fine.

Location: Cortez capital

Owner/Staff: The city-state of Cortez

Status: Public

Notoriety: Good for general information on a variety of topics.

ROYAL WAR LIBRARY**# of books:** 824**Topics:** Combat (strategy, weapons, armor, training)**Fee:** None**Restrictions:** Only members of the Army of Nobility or Holy Army (or visiting members of the Army of

the City-States) can use the library

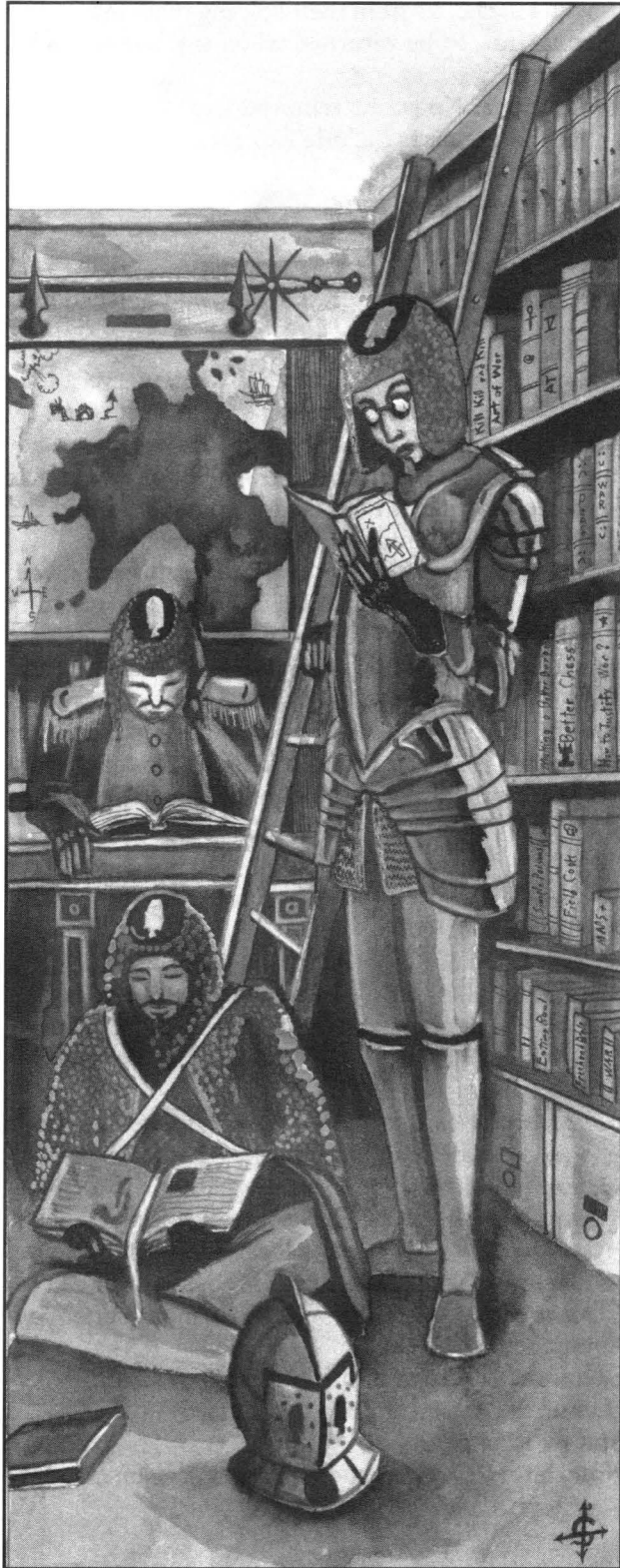
Rules: Books can be removed by Lieutenants and higher, returned when finished or when Chief Librarian requests the book back. (Those who remove a book must sign the book out.) Lower officers must read books in the library, while unranked troops must have permission of a Lieutenant or higher to enter the library. All Cortez generals are required by law to record previously used combat strategies, submitted every five years or posthumously by the recording secretary.

Location: Higher-ranking barracks areas in Cortez Castle

Owner/Staff: Formal military

Status: Public

Notoriety: A thorough collection of the art of war, containing centuries of valuable insight by master strategists. Still, all information is mundane (rather than magical) in nature.

**UILLIS****# of books:** 389

Topics: Offensive and defensive spell theory of all sorts, along with magical strategy titles

Fee: None

Restrictions: Sodality members only, with at least two year's membership

Rules: Knowledge garnered from the books can never be used on another Uillis member, under threat of permanent expulsion from the library

Location: Cortez capital

Owner/Staff: Guild, staffed by two wizards and one trainee

Status: Private

Notoriety: Strong, containing all levels of aggression spells

HARNDIN**DORIA ETHGAR****# of books:** 131

Topics: Texts describing other cultures and races that supposedly exist somewhere in NeverWorld

Fee: Knowledge or proof of other races/cultures

Restrictions: No wizards

Rules: None

Location: Lolz

Owner/Staff: Doria Ethgar

Status: Private

Notoriety: Virtually unknown but extremely diverse

Now in her sixties, Ethgar has spent many years traveling throughout Neuron and piecing together scraps and stories that suggest the existence of other cul-

tures and races besides human and Hourani. In that field, she has collected and collated not only folklore and rumor but other brief writing excerpts that support her theory of divergent cultures. She has long desired to mount expeditions to take her from Neuon but feels that such actions would reflect poorly on her son, who is a high priest in the Church of Morning Light, and she has no desire to ruin his career.

Having a distrust for wizards, Ethgar possesses a magical eyepiece that allows her to see a mage's signature color—thus allowing her to identify wizards from common men. She will not talk to wizards, nor allow them or their friends access to her precious materials.

SHAPE

of books: 234

Topics: Focus on weatherworking, water manipulation, and plant growth, although many general areas are covered

Fee: 10 FPs per hour for non-wizards; 20 FPs per hour for non-sodality wizards

Restrictions: None

Rules: Normal

Location: Harndin capital

Owner/Staff: Sodality, staffed by two wizards and one neonate

Status: Private

Notoriety: Open to non-wizards

TASKER

of books: 202

Topics: Hourani biology, heritage, and lore; high-level philosophical and religious works; cutting-edge science; dark magics

Fee: A vial of the user's blood for non-members (used in conjunction with magic to punish those who betray Tasker's good will), in addition to an authentic Hourani tail.

Restrictions: Non-members must show a hatred for Hourani and be vouched for by two local members

Rules: Normal

Location: Harndin capital

Owner/Staff: Sodality, unstaffed (monitored by high-level spellcraft)

Status: Private

Notoriety: Contains extensive Hourani information not found anywhere else but in the hands of Hourani

UILLIS

of books: 153

Topics: Offensive and defensive spell theory, involving water-based combat

Fee: One inscribed spell, paid on first visit only

Restrictions: Verified wizards only

Rules: No spells or information may be copied

Location: Harndin capital

Owner/Staff: Sodality, staffed by one wizard and one neonate

Status: Private

Notoriety: Water-based aggression magic, plus open admittance to any wizard.

JONDRIĆ

Libraries in Jondric's capitol are almost non-existent, because the damp lake air quickly rots stored parchments. Any sizable libraries in the capitol use mediums other than paper (such as hide or stone) to preserve written information or have some sort of magical protection on the parchments to preserve them.

ANIMUS

of books: 302

Topics: Dark Arts, the criminal mind, offense/defense spells and fighting techniques, history and methodology of crime

Fee: None

Restrictions: Members arrested within the past year must receive permission to use the library

Rules: Members must report successful missions to scribes, who keep running lists of all slain criminals and their crimes

Location: Jondric capital

Owner/Staff: Sodality, staffed by two wizards and one neonate

Status: Public

Notoriety: Dark arts and criminal information

MULLERD'S ENIGMA

of books: 172

Topics: Descriptions and records of the appearances of mythical creatures and legendary evils

Fee: None; Mullerd just likes people to listen to his ideas

Restrictions: None

Rules: None

Location: City of Drundar

Owner/Staff: Mullerd Flox

Status: Private

Notoriety: Bizarre but detailed encounters with the unknown

Mullerd is said to have collected some of the weirdest stories ever to be passed around the Neuon city-states. For example, he has already investigated Jondric phe-



nomena such as the Garlil, the great fish Maridan, the village of Tarkal, and travelled to Harndin to see the ghost of Sara Grendlin. He has also put in many hours pursuing tales of the Krulak and the Cymerial Warrior. Most people consider him to be a little daft, if not insane, but Mullerd is content to suffer some social unrest as long as he can get to the truth of the matter. His latest conspiracy theory is that certain people in Neuon (besides Hourani) are not what they appear to be and can disguise themselves to look human.

ORACLE SLAB

of books: NA

Topics: All normal

Fee: 1200 FPs per 30 minutes

Restrictions: Kandros is suspicious of Hourani (and other non-humans) and generally will not let them use the Slab. However, female humans of at least Average Appearance who flirt with him can roll a Social save and subtract 10% from normal price per success level rolled.

Rules: One person in at a time, and always in the presence of a mercenary guard.

Location: Kandros' basement in the capital of Jondric. Kandros has constructed an elaborate basement level to his house that extends down beneath the surface of the lake, entirely waterproof and pan-

elled in normal Jondric decor.

Owner/Staff: Kandros Milar, a notable merchant of Jondric

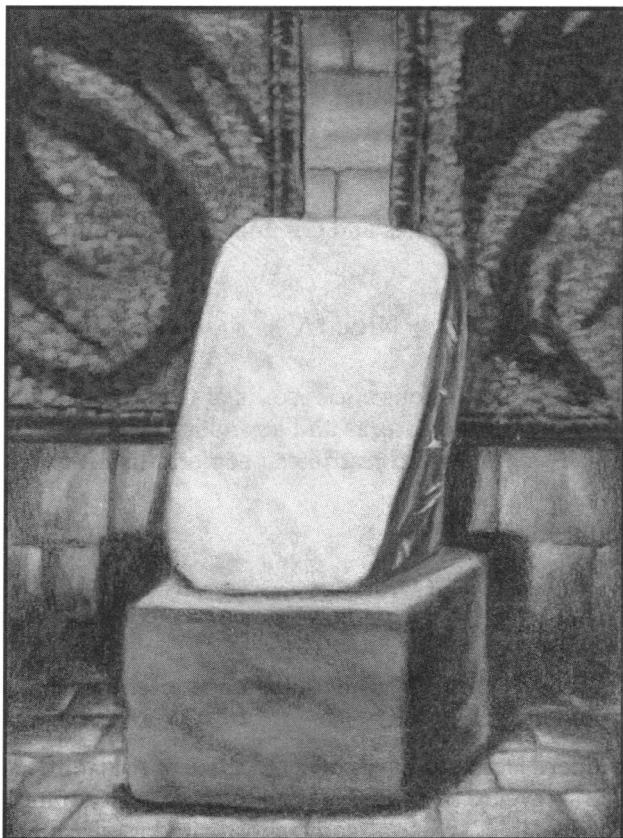
Status: Private

Notoriety: Those few who know of the Slab say it can reveal long-lost dark secrets.

One of the most esteemed merchants of Jondric, Kandros at some point in his travels acquired a stone that can reveal a wealth of information. By merely being asked a question, the large translucent slab will present either words or graphics that provide an answer. The Slab possesses general knowledge of the physical world, as well as historical knowledge. However, whereas the text in some books is slanted or might be inaccurate, the Slab will show events exactly as they happened.

To work the Slab, the viewer must place his hands on either side of the stone and then speak aloud the question. Each question asked will drain 10 WPs from the asker; WPs taken by the Slab return at a rate of 1 per hour, with no other form of restoration possible.

Only a select few among the elite know of Kandros' "toy," but Kandros charges as much as the market can bear, making a tidy profit. The Slab's room is impenetrable by normal means, and the stone itself is too heavy to be easily moved by physical means. Although Kandros wants to use the Slab more himself, the inexplicable WP drain frightens him and so he generally just seeks to make money from the device.



LEGLASSE

LEGLASSE GROBBER ARCHIVES

of books: 312

Topics: Grobber and grobber attacks of the capitol

Fee: 2 silver to enter

Restrictions: None

Rules: None

Location: New Ohmsfar

Owner/Staff: LeGlassee city-state, staffed by one librarian

Status: Public

Notoriety: Contains detailed information of grobber activity and behavior in LeGlassee

The Grobber Archives are safely stored in New Ohmsfar, which is located a fair distance away from the grobber hoards constantly attacking the LeGlassee capitol. What remains uncertain is whether the archives contain duplicate records of materials still in the capitol or are unique copies describing centuries of grobber attacks as well as gathered data on grobber culture. Rumor has it that wizards often mysteriously appear in the archives to research something, then disappear just as quickly.

RINANO FOLGIAN**# of books:** 52**Topics:** Dragons**Fee:** A bouquet of daisies**Restrictions:** Wary of knights and heavily armored warriors**Rules:** Cannot speak the Dragons' names out loud**Location:** Twenty-five miles from Gasdan**Owner/Staff:** Ricano Folgian**Status:** Private**Notoriety:** Pertinent information on specific Dragons, supposedly

Ricano has been interested in Dragons since he was a boy and has spent some time collecting Dragon-connected items, manuscripts, and data. Most of his items are trinkets, like a supposed Dragon scale or a chip off a Dragon's tooth. However, his more prized possessions involve a number of texts that he has either collected or compiled, that describe some specific Dragons (appearance, personality, abilities, location, and history) in detail. Ricano keeps these books hidden because the Dragonslayers league has been harassing him, and he knows they would burn his books if they discovered that he had them. Because of the league, he is extremely wary of anyone who even resembles a knight. Ricano once loved a woman named Deliana and often brought her wildflowers; those who bring him a bouquet of daisies (or similar flowers) will remind him of her and win his trust.

THE ROYAL ARBORANIUM**# of books:** 82**Topics:** Gardening (focus on roses)**Fee:** Duke's permission**Restrictions:** Fond of botany, the Duke will let anyone with an interest in plants read his books.**Rules:** No books can be removed from the room.**Location:** LeGlasse capital, second story of the Duke's castle**Owner/Staff:** Duke Richard Isernbyrne IV**Status:** Private**Notoriety:** Experienced ombudsmen claim that the Duke has some excellent material on the breeding and raising of roses.**UILLIS****# of books:** 223**Topics:** Offensive and defensive spells, with a focus on fire and charming items**Fee:** 10 WPs or powerbase points per hour, transferred into the Guild's group powerbase**Restrictions:** Members with less than two years service must be accompanied by an older member. On

rare occasion, impressive non-sodality members might be admitted (under careful scrutiny) for services rendered to Uillis.

Rules: Those who disobey the local master's orders cannot use the library.**Location:** LeGlasse capital**Owner/Staff:** Guild, staffed by three wizards, plus one neonate**Status:** Private**Notoriety:** Powerful fire magic. Rumors suggest that written research in this library might allow the creation of flaming weapons. The library also contains a joint powerbase that can be borrowed from in time of need.**LEGONNE****THE DIABOLIQUE****# of books:** 698**Topics:** Other worldly denizens, names, locations, bindings, personal information, social hierarchies, and and general summoning rituals**Fee:** 2 FPs / minute of reading, visitors must sign in and out of the guest book.**Restrictions:** None. However, Iedrahnc always keeps a member in this library, to closely monitor those who seem even remotely interested in strengthen-

ing demonic influence in Neuron.

Rules: Books are supposedly for entertainment purposes only.

Location: Near the capitol square

Owner/Staff: LeGonne city-state, staffed by eight people—including three wizards and two neonates. (Wizards are either independent or belong to Uillis or Iedrahnc.)

Status: Public

Notoriety: Highly regarded as a strong public source on the UnderWorld.

IEDRAHNC INNER SANCTUM

of books: 301

Topics: Same as the Diabolique, but with even more specific details and explicit summoning rituals. Titles also include detailed personal accounts of interactions with otherworld denizens and journeys into the UnderWorld

Fee: One's powerbase must be deposited at the door, to pick up on the way out.

Restrictions: Iedrahnc wizards only, with only those of PL8+ and at least five years membership being able to access volumes on summoning

Rules: Using knowledge to summon or benefit from demons brings down a death sentence, unless the summoning has been allowed for some reason by the Luminary

Location: Somewhere in the LeGonne capital

Owner/Staff: Iedrahnc, staffed by three wizards and two neonates

Status: Private

Notoriety: Extremely notorious, but not believed to exist by some.

PLEASURE DOME

of books: 2000+

Topics: Fiction (emphasis on cheap entertainment or pleasure)

Fee: 10 FPs per book removed

Restrictions: None

Rules: Books can be removed from the premises and returned the next day, but those who fail three times to return their books are refused admittance from Syn's Family Haven for one year. Even without any apparent monitoring system, the Syn family always seems to know who has failed to return a book and sends thugs to retrieve the title. Lost books levy a fine large enough to replace the book (if possible), in addition to 500 FPs and (occasionally) a more intimidating reminder...

Location: LeGonne capital, along the Fifth Spoke

Owner/Staff: The Syn family / Three librarians



Status: Public

Notoriety: Most texts here are for cheap entertainment (some being sensual or bawdy), and the library contains almost no artistic or important works. Those who rent ten books get 10% off their next stay at the Syn Family Haven.

SHAPE

of books: 441

Topics: Very general demonology, charms, illusions, general planar travel and locations, pleasure

Fee: Male wizards are geased to perform an action for the attending female, once per visit, or is forever denied privileges to that library. (Females control LeGonne's local Shape sodality.)

Restrictions: Shape members only

Rules: All female wizards do shifts as head librarian (changes weekly). Any wizard who reveals that the sodality is still practicing magic is forever denied library privileges.

Location: Somewhere in the LeGonne capital

Owner/Staff: Sodality, staffed by one female wizard and two neonates

Status: Private

Notoriety: Contains at least some names of other-planar beings

UILLIS**# of books:** 205**Topics:** Offensive and defensive spells**Fee:** None**Restrictions:** Uillis members only. Those with less than two years membership must be accompanied by a full member.**Rules:** Magic learned can only be used on the training field. Those who cast spells in town are banned from the library.**Location:** LeGonne capital**Owner/Staff:** Sodality, staffed by three wizards, plus one neonate**Status:** Public**Notoriety:** Average*PER SAAL***HALL OF AGES****# of books:** 231**Topics:** Historical elements, including detailed military and political history of Per-Saal, general history of Neuon, and autobiographies of important political figures in Per-Saal.**Fee:** No admission fee; 1 silver per book examined**Restrictions:** Only those of adulthood status or older can examine books**Rules:** No touching of the exhibits. Permission must be granted by the head custodian to enter the library.**Location:** City of Abara**Owner/Staff:** Maintained by Abara, in the name of the City-States of Neuon, and staffed by fifteen local guides/historians.**Status:** Public**Notoriety:** Known for its historical breadth of information.

Abara's Hall of Ages is actually a museum, of which the books are but one part. The Hall contains items (such as clothes, weapons, armor, and personal effects) belonging to important historical figures in Per-Saal and Neuon, various examples of military and economic development (i.e., weapons and currency) in the city-states, large charts showing the military strategies for certain critical battles of Neuon, important inventions, and other standard elements of a historical museum.

The Hall of Ages is actually a national (rather than local) heritage, with Abara chosen as its location due to Per-Saal's lesser crime rate and Abara's higher percentage of visitors seeking warmer weather.

SHAPE**# of books:** 150 / 310**Topics:** General magic / Protective and metaphysical interaction with magic**Fee:** 5 FPs per hour / None**Restrictions:** Any / Local members of five-year's standing**Rules:** There are two libraries—one common, and one that only admits human wizards. All possibly “heretical” materials are in the latter stacks, and those allowed to enter must subject themselves to magic scrutiny before entering, as well as maintain a tiny magical field in their brain preventing metaphysical intrusion.**Location:** Per-Saal capital / In a secret location in Per-Saal capital**Owner/Staff:** Sodality, staffed by one trainee / Staffed by two wizards**Status:** Private**Notoriety:** Research on negation of metaphysics through magical means, but this is highly speculative and a hard piece of information to uncover.



CHAPTER FIVE

THE NEUON CITY-STATES

Neuon is divided into seven large city-states, with each city-state's capital sharing the same name as the city-state. Capital cities are the focal points of the city-states—where Duke resides and the political, religious, and military leaders gather to decide the future of state citizens. Although the seven city-states work together, each is still independent of the others, and the existing trade patterns are still very limited and seasonal in nature. Capitals are surrounded by hundreds of smaller towns and villages, sometime filling up the area within a hundred or more miles radius of the capital.

Any pertinent detail of a particular city-state can be found in this chapter. Also included are notable historical tidbits from the Neuonian perspective over the three Ages, in addition to items and locations of interest to Neuonians.

Note: Those who possess the Hourani book will notice some obvious disparities between the texts. Any changes in Laws and in Magic are corrections/additions to the Hourani book and should be treated as the current facts. Any changes in Government, Political Intrigue, and History are not really changes at all: this information is just being shown from the Neuonian (rather than Hourani) perspective.

For additional points of interest in Neuon, see the Hourani culturebook.

CALCASSE

CITY ON THE CLIFF

Calcasse (*cal-CAH-say*) is a city that has separated itself from the rest of society over the last thousand years, with its huge stone walls and protective fortifications also shielding it from the outside world. The city's inhabitants are isolated and withdrawn from surrounding events—perhaps even a bit paranoid—due to the city-state's turbulent history. Still, from the cramped dirty streets of the lower city to the spacious tree-lined city proper, the citizens who live here await the day when the glory of Calcasse can once again be reborn.

FACTS

Population: Hourani (300,000), Neuonian (1,000,000)

Location: Calcasse is located at the mouth of the Great River at the northwestern end of the Worlds Crown mountain range. By land, it is approximately 500-600 miles northwest of the city-state of Cortez. By river, Cortez is about 700-800 miles away.

Climate/Weather: Four distinct seasons, with long harsh winters, short springs and falls, and short unbearable summers. Annual precipitation is 96" yearly (48" snow, 48" rain).

Topography: Calcasse is nestled in among the low, rolling, western hills of the World's Crown. The land itself is boulder-strewn and covered in heavy foliage. Hardwood forests line the nearby mountains. Small streams and ponds dot the land outside of the city proper.

Divisions: The city is divided by a huge rift cut into the immense cliff, and

from this rift flows one of the largest waterfalls in all the city-states, spilling down into a modest-sized lake. The area around the lake is known as the Lower City and is where the common people live and work. The area above the cliff is called the City Proper, filled with city government buildings and the private dwellings of the well-to-do. The City Proper is ringed by towering stone fortifications and strategically located castles, for defensive purposes.

Government: Calcasse is run by Duke James Phillips XXXI. Although the hard lifestyle of the city demands a hard ruler, some Neuonians feel that Duke Phillips is too pragmatic and oversteps his bounds at times. His saving grace is that, whatever he does, he does seemingly for the good of Calcasse. Phillips currently has good diplomatic relations with Cortez, LeGonne, and LeGlasse, and these cities usually support one another whenever necessary. The Duke has two sons (James and Louis) but James' current whereabouts are unknown, leaving Louis the heir apparent to the throne. The majority of Neuonians at least respect the Duke and either approve of or tolerate his policies.

Laws: The official law applies to Hourani and Neuonian alike, although some laws will be better enforced than others. Other laws are GM's Creation.

- ✖ **Infractions:** Blocking streets with wagons, entering the City Proper without a permit, spitting from the ore elevators, stealing food, performing cantrips or stage magic without a permit
- ✖ **Misdemeanors:** Prostitution, assaulting a commoner, breaking and entering a common building, fencing, slandering, racketeering, magical malpractice where no person or property is damaged, stealing common goods if goods are recovered
- ✖ **Felonies:** Murder, rape, extortion, stealing from nobility, assaulting nobility, stealing common goods if goods are not recovered, embezzling, slavery, torturing, magical malpractice where property, persons, or state security is jeopardized, espionage, tax evasion, and kidnapping

Institutions: The sodalities of Amelioration, Iedranc, Shape, and Uillis (all public); the sodalities of Access, Animus, and Tasker (underground); Calcasse College of Advanced Learning; Miner's Union

Resources: Calcasse sits near to one of the largest iron ore veins in Neuon and produces nearly 60% of their metal goods. Most metal is shipped in huge blocks of ore, to be smelted upon delivery. In 800 AD, a silver vein was discovered, so Calcasse is currently minting silver coins. In addition, a vast quantity of coal is also mined from the surrounding hills, comprising nearly 80% of the Neuon supply. Nearly 40%

of the Calcasse population works in the mining industry.

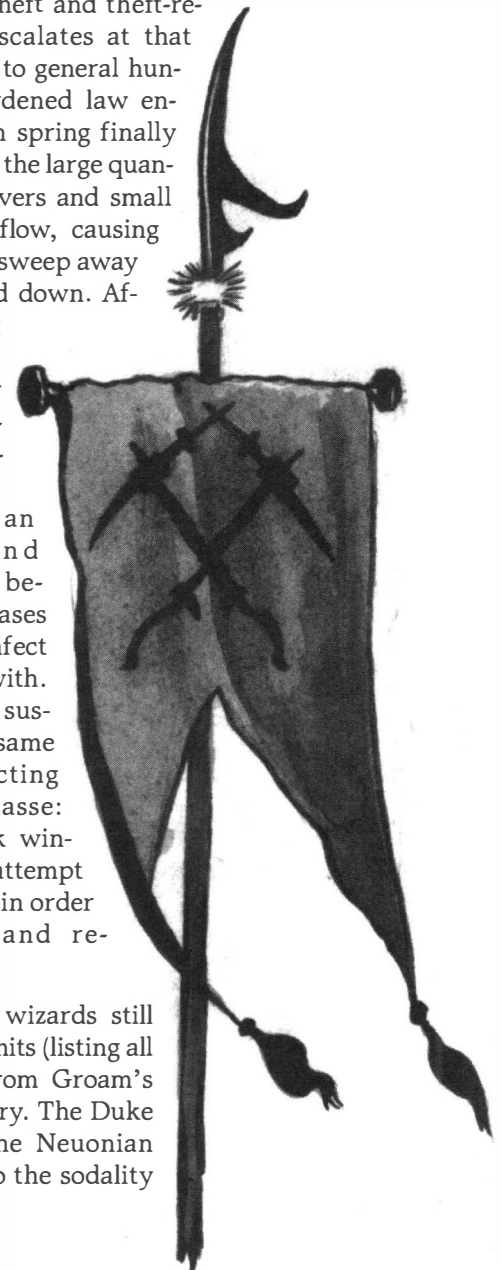
Lumber is also plentiful and logged in vast amounts, supplying about 35% of the lumber for Neuon. Unfortunately, soil in this area is poor for agriculture. Area farmers still manage to scrounge up small harvests each fall, but Calcasse must import about 50% of its agricultural goods.

Taxes: Standard income tax is 13% of annual income, although the Duke can raise taxes in case of a state emergency. The Carnigans (*see* Age of Discovery) are lobbying for known Hourani to be taxed 25% instead.

Hazards: The harsh winters cause many misfortunes for Calcasse citizens. For one, heavy snowfall can make living conditions intolerable. Food becomes scarce in the Lower City by mid-January, and starvation rates skyrocket there for Neuonian serfs. Because of this, the crime rate (theft and theft-related killings) escalates at that time of year due to general hunger and overburdened law enforcement. When spring finally arrives and melts the large quantities of snow, rivers and small streams all overflow, causing mass floods that sweep away anything not tied down. After the flooding ends, life becomes relatively normal again until the next winter.

Grobber are an all-year-round threat, moreso because of the diseases they carry and infect the population with. Grobber are also susceptible to the same starvation affecting citizens of Calcasse: during the bleak winters, ogres often attempt raids on the city, in order to gain food and resources.

Magic: Hourani wizards still acquire their permits (listing all known spells) from Groam's School of Wizardry. The Duke has delegated the Neuonian permit process to the sodality





of Shape, so as to avoid the inherent headaches. In general, Shape provides genuine permits to the other sodalities (both public and underground) in exchange for favors, and even Tasker—normally disliked by everyone—has managed to acquire some valid permits from Shape members who are secret Carnigans (*see History*). However, non-sodality members are often charged outrageous fees for limited permits, to discourage competition with the sodalities. Wizards who do not wish to join a sodality or pay a high price to Shape must either swallow their pride enough to beg House Groam for a permit or work illegally.

Luckily, due to the Lower City's high crime rate during the bleak winters, most law officials will not waste time persecuting subtle or harmless uses of magic—even if an infraction is clearly obvious. Also, magic used in defense of the city during war will be ignored as well. However, blatant infractions involving major property damage or physical harm to another citizen will be thoroughly prosecuted.

Military/Defenses: The Army of City-States (ACS), with 5000 troops, mans the city defenses and the huge castles protecting the outer perimeter. The city guard (the capital's law enforcement) is comprised of 5000 Neunionians. They are aided by 100 Clashers, Groam warrior-wizards who police and guard magic, and in times of war will have another 200 Hourani for their disposal. Calcasse also has 20 sheriffs (all Neunionian) each with 2 deputies, and can activate 100,000 militia personnel if necessary.

Political intrigue: The sodality of Shape has long wanted to join forces with House Groam for the purposes of sharing knowledge, but the Hourani are being typically closed-mouthed and even going as far as accusing the sodality of spying. Also, Carnigans claim that Duke Phillips is descended of Hourani blood and is secretly working to bring about Hourani dominance in the city.

Travel access: The easiest and safest way to reach Calcasse is on the Great River. Although the High Lord's Road runs directly to Cortez, the path is almost impassable in winter and loaded with bandits and wandering grobber. The river is usually busy, with supply ships sailing to southern ports about two or three times a week and always willing to take on passengers for the right price.

Other major cities: Crandin, Kerr

HISTORY

Age of Creation: During the first 10,000 years, this area of land was untouched by all but the Drexæternum (*see Tome, p.204*), its coastal waters

Lore: Hourani

"They're out there, sonny! I knows it, 'cause I seen 'em! With their evil glowin' eyes and beastie fur and devilish ways, those Hourani monsters are hiding among us, waiting for a time when they can throw off their masks and take all us decent folk as slaves! They're damn fast, and as strong as an ox, and I once seen one rip up a man with its bare hands, when it was thirsty for blood. I know there's some bleedin'-heart fools out there who say they're harmless, but that's a blasted lie! Never trust a Hourani or ask 'em for help, my boy, or you'll be making a deal with Lehkron's children themselves, and NOTHING good ever comes from that!"

Grunsky the One-Eyed, Rat's Paw patron, Harndin

clear, and pure, and abundant with sea life. Only the white stone cliffs guarded the sea, along with the common gulls that would migrate to the southern seashore during harsh weather. This beautiful coast was a jewel in the center of NeverWorld.

It was also the perfect home for the human race. Coridian, a Cyclopunomen of vast power, led humans to this very spot and fashioned for them a city of unendurable beauty, with spires and towers of flashing pearl brilliance. Elves who later visited called the city Moliniaphenspheere (which, translated into High Speech, means "World of Flawless Purity").

Finally, a large Dragon named Braugan, under sway of the megalomania of the Dragon Shard (*see Tome, p.204*), swooped down upon Moliniaphenspheere in such a fury that the terrified Elves fled for their lives, abandoning the humans to their fates. But when all finally appeared lost, Coridian himself appeared to defend the city. Dragon and Cyclopunomen entered into battle, and such was the power released by their conflict that Moliniaphenspheere itself was destroyed, leaving behind white sea, crumbling cliffs, and scattered humanity.

The rough granite cliffs continued to spill avalanches into the sea for centuries, and the topsoil ran like blood under the heavy storms. The land itself would be uninhabitable for another 10,000 years, and not until the end of the Age that Killed Innocence would human settlers once again return to this battle-scarred place, eventually calling it Calcasse—Neunionian for "city on the cliff".

Age of Myth: Calcasse was the first port city of Neuron not on the Great River. Before the Unholy Ages, Calcasse was on the western side of the country, approximate 30 days portage away from the Great River's source, and was mostly influenced by

Mulgrayne shipping routes, as it was the easiest Neuonian city-state to reach from Mulgra. Calcasse did not at first welcome this western influence—at least, not until the coliseum was built and large amounts of money started to roll in.

Early on, influenced by the merging cultures, the people developed a wide range of skills. Many Mulgrayne customs were absorbed into the city-state, until finally the Hourani House of Groam suddenly exerted their influence on the ruling class. The blame for many of the original conflicts could be placed on the shoulders of the Hourani, who refused to share their historical or arcane knowledge with humans and forced Mulgra to establish its own embassy just in order to have a say in Calcasse. Many Neuonians attempted to ignore the inner turmoil, establishing deeper ties among trading circles and becoming the major source of imports from the Wolfihn, Mulgrayne, Tristleti, and Bock cultures.

Still, ignorance did not solve the problems, and Calcasse faced many civil disputes as the presence of the Hourani was repeatedly debated. Finally, after the Hourani House Illiomis established their college and museum, creating a great deal of commerce and tourism for the city, the Neuonians accepted the Hourani as bona fide citizens and Mulgra lost a great deal of influence in Calcasse.

In 2240 AM, riots involving over 3000 citizens drove the Mulgrayne entirely from the city. Their plot supposedly masterminded by an unknown white Wolfihn, the Hourani mob claimed that they were not revolting but simply reclaiming property stolen from them over the years by the Mulgrayne. Mulgra obviously disagreed and fought back. Duke Carnigo Phillips, unable to maintain control by normal means, resorted to enlisting a crack team of warriors called the Leather Gauntlet to subdue the uprisers, executing those most responsible for the rioting (mostly Hourani). Public trust for Hourani dropped somewhat during this time, but they were still successful in permanently driving Mulgrayne influence from Calcasse.

Age of Discovery: Various cataclysms shifted the city's location, moving it a few hundred miles away from its old position and a far distance from Mulgra, although citizens even today still persevere in the more harmless Mulgrayne traditions. These cataclysms have opened up roads formerly blocked, and occasionally descendants of the original Mulgrayne soldiers—isolated in their sentry posts for centuries and now freed by the cataclysms—will wander into Calcasse, assuming that the Mulgrayne still maintain influence over the city, and are shocked to discover public disdain for their homeland.

While legends from the other Ages are faint, much evidence suggests that Calcasse was once a great seaport: ruins of an old shipyard reside next to the pool

of the Zariah's Falls, and many buildings throughout the city bear the sea-trade symbols, similar to those of Harndin and Jondric. Adventurers passing through this area continually look for keys to the Isle of Kodan, in hopes of discovering any treasures left behind by the Tristleti.

The last 200 years has been fraught with invasion after invasion by the ogres of the northeast, something that has caused great debate among some Calcasse citizens. Hourani often blame Neuonians for leaving behind numerous hunting trails that eventually brought the ogres to Calcasse. However, a small faction of Neuonians—called Carnigans, after ancient hero Duke Carnigo Phillips—claim that Hourani purposefully led the ogres to the city. They contend that Hourani have plotted to whittle down the human population by the wars and also to gain the common citizen's trust by eventually coming in with their own wizards to defeat the ogres. Carnigans fear that the Hourani will at some point end up having the dominant voice in Calcasse politics and subjugate humans to their wills. A few outspoken souls even assert that Duke Phillips is actually Hourani and not human as he claims. Still, this faction is currently only a minority among the citizens as a whole.

One uncontested fact is that the ogres did not attempt a raid on Calcasse until the deadly winter of 816 AD. At this time, the northern dwarven tower was besieged by ogre Witchery and ravenous cannibalistic appetites. With help from House Groam, Calcasse repelled the attack. Still, every five years or so since that time, defensive forces prepare to repel similar but smaller attacks in the middle of winter. At this point, the battles are almost ritual for the three groups (Ogre, Neuonian, and Hourani). As 1000 AD ends and 1001 begins, people prepare for yet another siege.

POINTS OF INTERESTS

Crack of Gold: Along part of the cliff wall where Calcasse was torn in two runs a 200' long and 15' wide band of yellow ore originally thought by the Neuonians to be gold. Their hopes were quickly dashed when tests revealed the metal to be a worthless duplicate. Called *phylar*, the metal is too soft to hold a good shape, making it valueless for jewelry, weapons, or tools, but it might have some other purpose as yet undiscovered. In any case, adults and children alike enjoy coming down to watch the vein sparkle brilliantly in the sunlight.

Goat's Gruff: Higher up in the crags of Calcasse is a village populated entirely by goatherds. The spring and summer months are spent on the goat run, with the goatherds wandering through the upper areas of

Calcasse while the women and children stay behind in the village, and the winter months are spent isolated back in the village proper. In general, many villages follow the same sort of schedule, but the beautiful reddish-brown fur of these goats is long and soft and highly prized throughout the Neuonian territories.

Besides being experienced herdsman, the goatherds are skilled in bow and spear as well, in order to protect their flock from raiders. Rumor has it that a few even know protective magic and that their leader, Sparling, is a formerly powerful wizard who has determined to abandon civilization and spend the remainder of his life in peace.

Mulgrayne Gladiator Arena: This ancient construction—now supposedly empty and abandoned—is a silent reminder of the evil ways formerly tolerated in the city. Still, at times, there are rumors that secret cults of Mulgrayne still haunt the area, drawn by its legacy of suffering and death. To make Calcasse's stance perfectly clear, Duke James Phillip has decreed a penalty of public execution for anyone discovered perpetuating Mulgrayne atrocities.

Peransa: Rumor has it that somewhere in a lost rocky crag in the province of Calcasse grows a red-brown moss called *peransa*, with remarkable powers of healing and rejuvenation. Legends say that the moss must be crumbled and mixed with Trol blood for the effects to occur, but all disagree as to where this secret crag would be located. An 850-year-old map, currently held by the sodality of Shape and created by the famed Rogari on his initiation quest, supposedly reveals the location; due to a major cataclysm since that time, however, the map is seemingly useless.

CORTEZ CITY OF THE BLADE

Behold the military might of the Hourani culture! From the ancient Cyclopunomen Bridge to the gigantic Great Trees that hem in this city-state, Cortez is the seat of true military power. A Duke who rules with martial law and a practiced armed force backed by the honed warriors of the Holy Army itself makes Cortez one of the most intimidating cities in the City-States of Neuon.

FACTS

Population: Hourani (500,000), Neuonians (500,000)

Location: Cortez is approximately 500-600 miles southeast of Calcasse by land and about 750 miles



by river. It is 1100 miles north of LeGlassee by river. A small colony of Neuonians—River Swell—has settled on the west side of the Great River; however, most

Hourani call this community "Slaughter Town", as it takes care of the unpleasant duty of slaughtering cattle (something the Duke preferred to have happen outside the capital walls).

Climate: Four distinct seasons, with bad winters and a short hot summer. Spring and fall are also short, but with pleasant temperatures. Annual precipitation is about 76 " (48" rain, 28" snow).

Topography: Cortez is located on the flat lands just east of the Great River. The land starts into gentle rolling hills that lead to a mountain and is dotted by small trees and fertile crop lands, although most farm land is slowly being converted to residential areas.

Divisions: Cortez is divided, similar to Calcasse, by a huge rift that cuts the entire city-state in half. The rift here runs from north to south, with the difference in elevation being 300' between the east and west sides. A huge ramp connects the eastern upper city with the western lower city. Most housing for lower- and middle-class Hourani and Neuonians remains in the lower city, while the wealthy of Cortez live in Nobility Row located in the Upper City. The lumber mill and the Cortez castle are both located in the Upper City.

Government: Connor Angelic, a known Hourani, is the current Duke of Cortez and rules strongly and fairly. Neuonians consider him honest, trustworthy, and fair to all citizens, no matter their race, and believe that he lets the law take its course in all matters. He remains on good terms with the Dukes of Calcasse, LeGonne, LeGlasse, and Per-Saal, and these cities lend each other support. The Duke's sole son, William, has just been knighted and serves as a Captain in the Holy Army, and is expected to become the next Duke when Connor passes on.

Laws: Hourani and Neuonians follow the same laws, some of which are listed here:

- ✧ **Infractions:** Entering Cortez without a proper permit, stealing food, performing cantrips and stage magic without a permit, not having peace strings tied on weapons
- ✧ **Misdemeanors:** Prostitution, assaulting a commoner, breaking and entering a common building, fencing, slandering, racketeering, magical malpractice not damaging persons or properties, stealing common goods that are recovered, drawing weapons for self-defense
- ✧ **Felonies:** Murder, rape, extortion, stealing from nobility, stealing common goods that aren't recovered, assaulting nobility, embezzling, slavery,

torturing, magic malpractice where property, persons, or state security is jeopardized, espionage, tax evasion, kidnapping, and drawing a weapon (except for self-defense)

Institutions: Cortez Castle; Dungeons of Mackni; Weaponcraft Smithing School; the sodalities of Amelioration, Iedranc, Shape, and Uillis (public); the sodalities of Access, Animus, and Tasker (underground)

Resources: Cortez does well in mining and harvesting lumber, producing about 20% of both metal goods and lumber in the city-states. Although the city cannot match the industrial might of Calcasse, it has more successful agricultural harvests, yielding enough grains and corn in one season to feed the population for the year. With the recent growth of Slaughter Town, herding grazing animals for milk and meat is rapidly growing, affecting Cortez as well as Calcasse and LeGlasse.

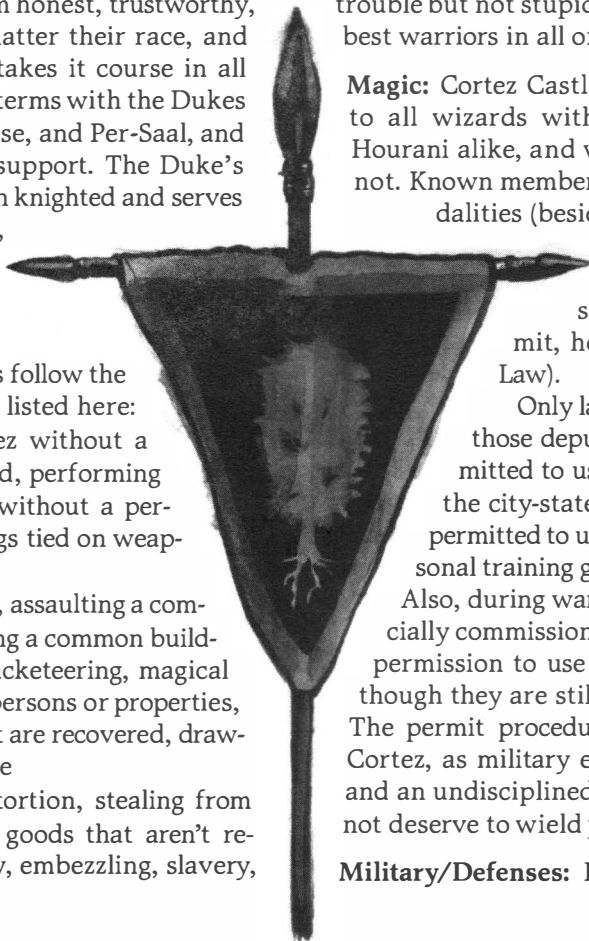
Taxes: Standard annual taxes are 24% of all annual income, and those considered to be nobility pay 35% of their reported annual incomes.

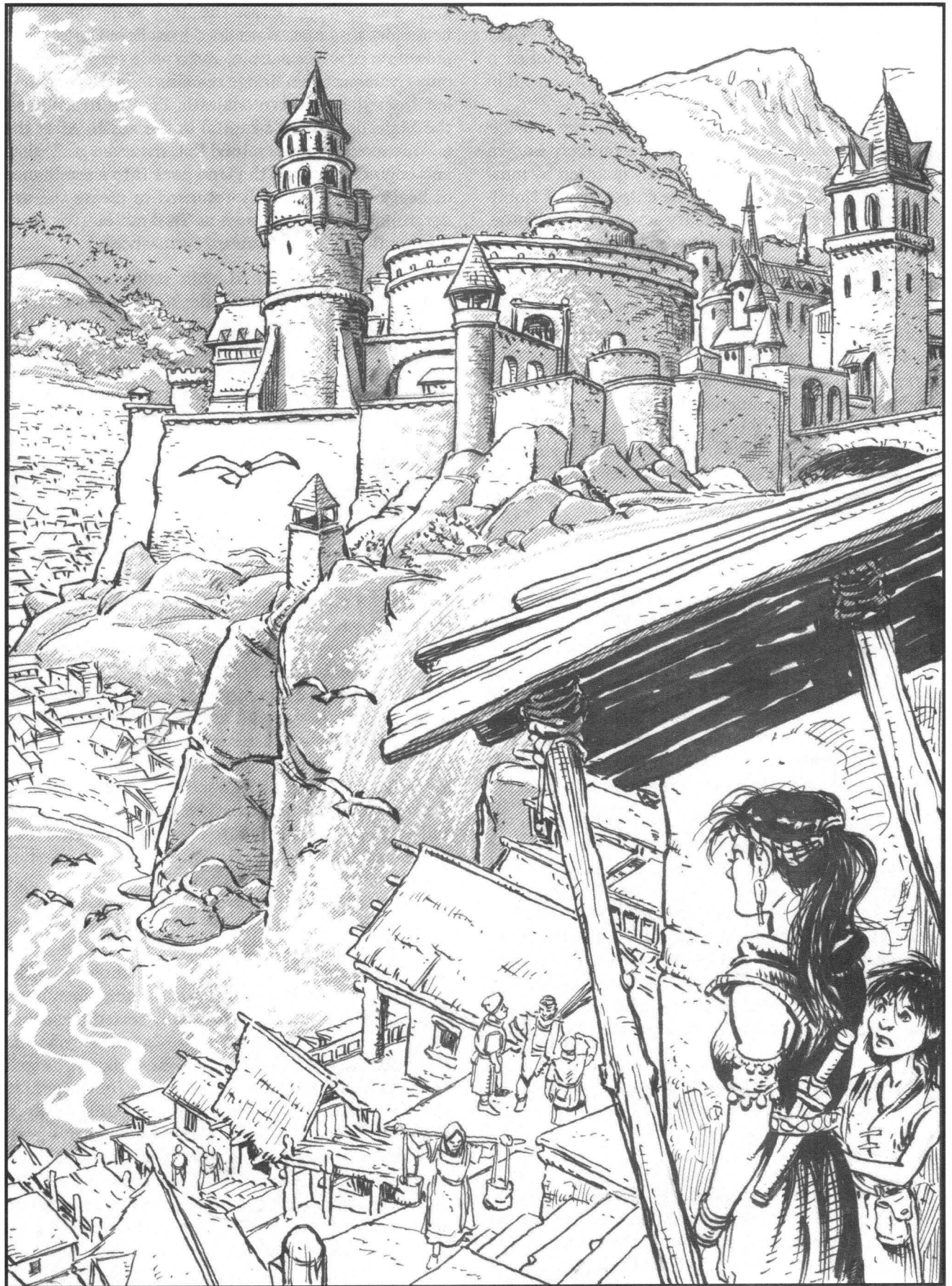
Hazards: The Great River often floods, affecting those living nearby and becoming more of a problem as Cortez grows in size, spilling into the flat areas on either side of the river. Grobber and brigands are a lesser problem, willing to occasionally stir up some trouble but not stupid enough to directly attack the best warriors in all of Neuon.

Magic: Cortez Castle distributes magical permits to all wizards within the city—Neuonian and Hourani alike, and whether a sodality member or not. Known members of the Animus or Tasker sodalities (besides never being granted a permit) will be arrested on sight. If a caster uses any spell not specifically listed on the permit, he has committed a crime (*see Law*).

Only law-enforcement personnel and those deputized by a sheriff are ever permitted to use offensive magic throughout the city-state. However, Uillis wizards are permitted to use offensive magic on their personal training grounds, for practice purposes. Also, during wartime, Uillis and all other officially commissioned war wizards are given tacit permission to use offensive spells in battle, although they are still under the Duke's authority. The permit procedure is stringently enforced in Cortez, as military excellence requires discipline, and an undisciplined and self-serving wizard does not deserve to wield power.

Military/Defenses: House Cortez is the military





power in this city-state, and its armies are divided into two factions: the Army of Nobility and the Holy Army of the Dragonfay. Details and structure of each army can be found under House Cortez (Chapter 2 in the Hourani culturebook).

The Great Trees make a permanent barrier protecting the city-state, and the only two publicly known entrances through them are heavily guarded by massive stone fortifications and the elite Army of Nobility troops. The Army of Nobility acts as a police force, to ensure a peaceful city-state. In addition, hundreds of castles dot the land, and each one helps defend the city-state from those who get through the wall.

The Duke is currently building defenses around Slaughter Town to help protect the Hourani interests, as well as control the lawless who reside there. The Army of Nobility numbers about 2000 strong in Cortez and another 750 throughout the various city-states, while the Holy Army is about 700 strong in Cortez and has 250 scattered throughout the various city-states. Cortez also has 16 sheriffs, each with 2 deputies, to keep order, and the council is able to activate 50,000 militia in times of war.

Political intrigue: Although respected by his military followers, the Duke is shown open contempt by those in Slaughter Town. Some believe that the new fortifications being built around Slaughter Town are to help the Duke collect his rightful taxes from those who live there, and a few of those even suspect possible open war at some point between the Duke and Slaughter Town's council. Although the large majority of Slaughter Town inhabitants are Neuonian, Neuonians as a whole are on the Duke's side, considering Slaughter Town residents to be churlish and undisciplined.

Travel access: The only two entrances through the Great Trees are at the east and west sides of Cortez (although, prior to the Cataclysm, the entrances were to the north and south). Due to this fact, the west entrance is still known as the South Gate, leading to the Cyclopunomen Bridge and into Slaughter Town. The east entrance is still known as North Gate and leads to the High Lord's Road, which runs north to Calcasse and south to LeGlasse. The most common and safest way to reach Cortez is by boat, on the Great River.

Other major cities: Torwar, Speranza, Urgath

HISTORY

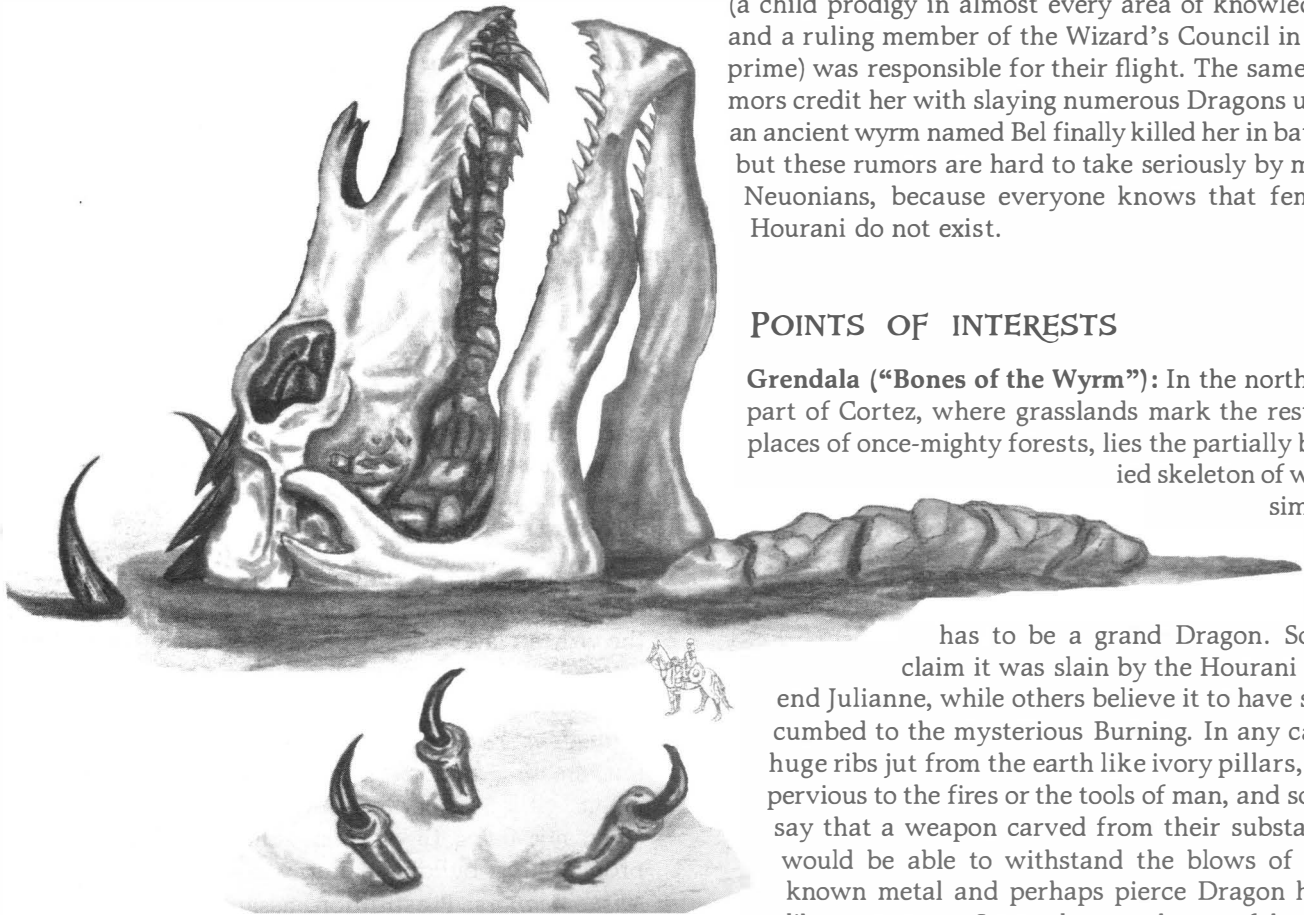
Age of Creation: Neuonians in Cortez have been brought up with the same general knowledge as their Hourani counterparts, attributing the original foundation of Cortez to the work of the Cyclops in a place

known as the Roin Dore. The stone lacing the Majestic Empire structures was mined from Roin Dore's small mountain of white marble, and a wide road (of which only Cyclopunomen Bridge remains today) at one time led from the southern Majestic Empire to Mairsol, the Majestic Empire's capital in the north. After the marble mountain was mined flat, dwarven geologists and engineers nursed the land back into a semblance of health and eventually returned to create the underground dungeon known as Thokmolin. (For more information, see the Hourani culturebook.)

Age of Myth: Attributed with rediscovering Roin Dore, Christopher Driskel—the last Hourani left from a squadron of Knights who had fought off the northern ogre invasion—was led to the area by a powerful blade named Jeremiah. Jeremiah prophesied that, although Driskel would never see it happen in his lifetime, the Knight's offspring would bring ancient Roin Dore to its fruition as a cultural epicenter.

Returning to battle with Ogres around Castle Aprast in the south, Christopher raised a family, including two sons and an adopted daughter, and his son Connor committed himself to becoming a paladin worthy of the Driskel name. In the course of his quests, Connor embittered (and eventually slew) a member of Mulgra's infamous Syn family—Paulidius. Supposedly, Paul was actually a vampire of awakening power and did not die, and avenged himself by destroying the entire Driskel clan. Suddenly young Connor found himself owner of his family's land, and in possession of his father's sword and armor. He fought Ogres in the south until the cause became hopeless, then led a band of 1000 people north to Roin Dore, the land his father had taught him about as a child. Claiming the small plains as his birthright, Connor granted each and every person the right to own whatever land they tilled, and thus was the city of Cortez born—just as the sword Jeremiah had prophesied.

Cortez was first a land of free men and women, both Hourani and Neuonian, and later became a safe haven for any who wished to act and speak without fear of persecution. The dungeon Thokmolin was discovered to be inhabited by demons at this time, but a shift in the earth's plates eventually sealed these tunnels off from the surface world. Cortez became the center for the Hourani Fidei Draconus religion, as well as a training grounds for the Holy Army of Dragonfay and the Army of Nobility (both consisting 90% of Hourani). Despite possessing a strong defensive position and a powerful army, however, Cortez did not advance against the grobber hordes during the Unholy Ages, which left the land locked in a stalemate until the Age of Discovery. (For more information, see the Hourani culturebook.)



(a child prodigy in almost every area of knowledge, and a ruling member of the Wizard's Council in her prime) was responsible for their flight. The same rumors credit her with slaying numerous Dragons until an ancient wyrm named Bel finally killed her in battle, but these rumors are hard to take seriously by most Neuonians, because everyone knows that female Hourani do not exist.

POINTS OF INTERESTS

Grendala ("Bones of the Wyrn"): In the northern part of Cortez, where grasslands mark the resting places of once-mighty forests, lies the partially buried skeleton of what simply

has to be a grand Dragon. Some claim it was slain by the Hourani legend Julianne, while others believe it to have succumbed to the mysterious Burning. In any case, huge ribs jut from the earth like ivory pillars, impervious to the fires or the tools of man, and some say that a weapon carved from their substance would be able to withstand the blows of any known metal and perhaps pierce Dragon hide like mere paper. Strangely enough, one of the ribs has been snapped off a few feet out of the ground, and no one has any idea where the remainder is, nor how can figure out how to duplicate the feat.

Hut of the Magi: Rumored to belong to the old sage named Joshlin, this shelter lies somewhere in the northern woods of Cortez, magically hidden from the common eye. Supposedly the hut is larger inside than out and possesses a storehouse of rare tomes and potent herbs able to effect magic cures and transformations. Whether Joshlin still lives there is up to anyone's guess.

Eastern Gate: The eastern gate to the abandoned dungeon known as Thokmolin lies about fifteen miles to the west of the capital city. At least, people assume it to be the eastern gate: a road leads to the door itself, and for a mile around the cliffside where the door itself rests, one can find unhuman scattered bones dried by countless centuries of sun. Inscriptions in the stone describe this area as an entrance into Thokmolin's lower halls.

Some wizards have attempted to pass this way, in an attempt to gain egress to as-yet unexplored areas of the dungeons, but the only known survivor of one such expedition refuses to describe his travels, or even explain how the door can be opened. This leads some

Age of Discovery: The stalemate broke when sailors from Calcassee were free to explore the Great River due to continental plate shifting and eventually ended up in Cortez. With these ships came ores sorely needed by the Cortez Hourani to rebuild their armies, and in return Cortez was able to offer many fine and unique goods to Calcassee and other city-states. Trade flourished and land was repaired up to 462 AD. During this time, the present-day laws were established, the armies were multiplied, and the grobber began to be driven out of their holes and crevices.

However, on the first day of spring in 462 AD, the Dragons came—and in great enough numbers to burn the forests away. Although the Hourani claim that the Dragons were looking for a wise Hourani sage named Joshlin Kreele, a few Neuonian sages wise in the way of Dragons believe that the wyrms had entered a certain mid-life stage called The Burning, which drove them to wander restlessly without hope of comfort.

Whatever the reason, Dragons continued to ravage the land until the year 512 AD. At this time, Neuonian sages believe that the Burning ran its allotted course and the Dragons were able to return to their homes. However, some humans partial to the Hourani believe that a Hourani female of great power named Julianne

to speculate that demons from the UnderWorld still roam these long-forgotten areas, trapped by one of the great cataclysms that rocked the area in the past. A warrior wizard named Cristan Greengar is currently manning an expedition of volunteers to win passage past this door and see what lies beyond.

Western Aquaducts: This is a smaller system of ancient aquaducts that have been left dry due to the shifting of the rivers during cataclysms. It is rumored that the Tribe of the Red Eye—a group of albino goblins—has multiplied through the years inside these abandoned ducts and often makes forays into neighboring villages in order to take prisoners for unknown purposes.

HARNDIN *BLOOD CITY, PORT CITY*

On the coast of the Blue Sea lies the largest port city in the city-states. From the huge ship-building yards to the River fortress to the market district, Harndin is by far the most populated and the wealthiest—the jewel in the crown of the City-States of Neuron. No doubt, it is from this port that brave adventurers will sail off to the horizons, to face and conquer the unknown.

FACTS

Population: Hourani (200,000), Neuronians (2,000,000)

Location: Harndin is about 450 miles east of Per-Saal, about 1200 miles southeast of Jondric by river, and about 1400 miles southeast of LeGonne by land.

Climate: Harndin's winters are mild, with very little snowfall and a great deal of rain. Summers are usually long and mild, with gentle breezes blowing in from the sea. Fall is very brief, as the temperature barely changes, and spring remains short and wet as the flooding from the north swells the rivers and finally reaches the sea. Annual precipitation is about 39" (4" snow, 35" rain).

Topography: The gentle rolling hills of the riverbank tower above the Great River itself, while small forests and heavy brush spread lazily to the water's edge. Most of the land to the west is very flat and good for agriculture and cattle-grazing.

Divisions: Harndin is divided by the three branches of the Great River. The westernmost branch of the river is known as the Tribunal, and located on the bank of this branch is the fishing industry and the

city's residential section. The centermost branch of the Great River is known as the Imperial branch, and on both sides of this wide river stand the towering river fortresses guarding Harndin from any water-borne invasion and protecting the noble families. Also on these two fortified islands are the Duke's chambers and the Hourani Embassy. The House of Groam tower also rises above the Imperial branch. The easternmost branch is known as the Executive branch, and its banks hold the huge ship-building yards and lumber mills that produce the finest ships in Neuron.

Government: James Wellington XXVI is the current Duke of Harndin and seems much of the time to be a puppet of the guilds and unions. Although his wife is currently missing, Wellington's two sons and daughter are still in the public eye, with the oldest son (James XXVII) next in line to be Duke.

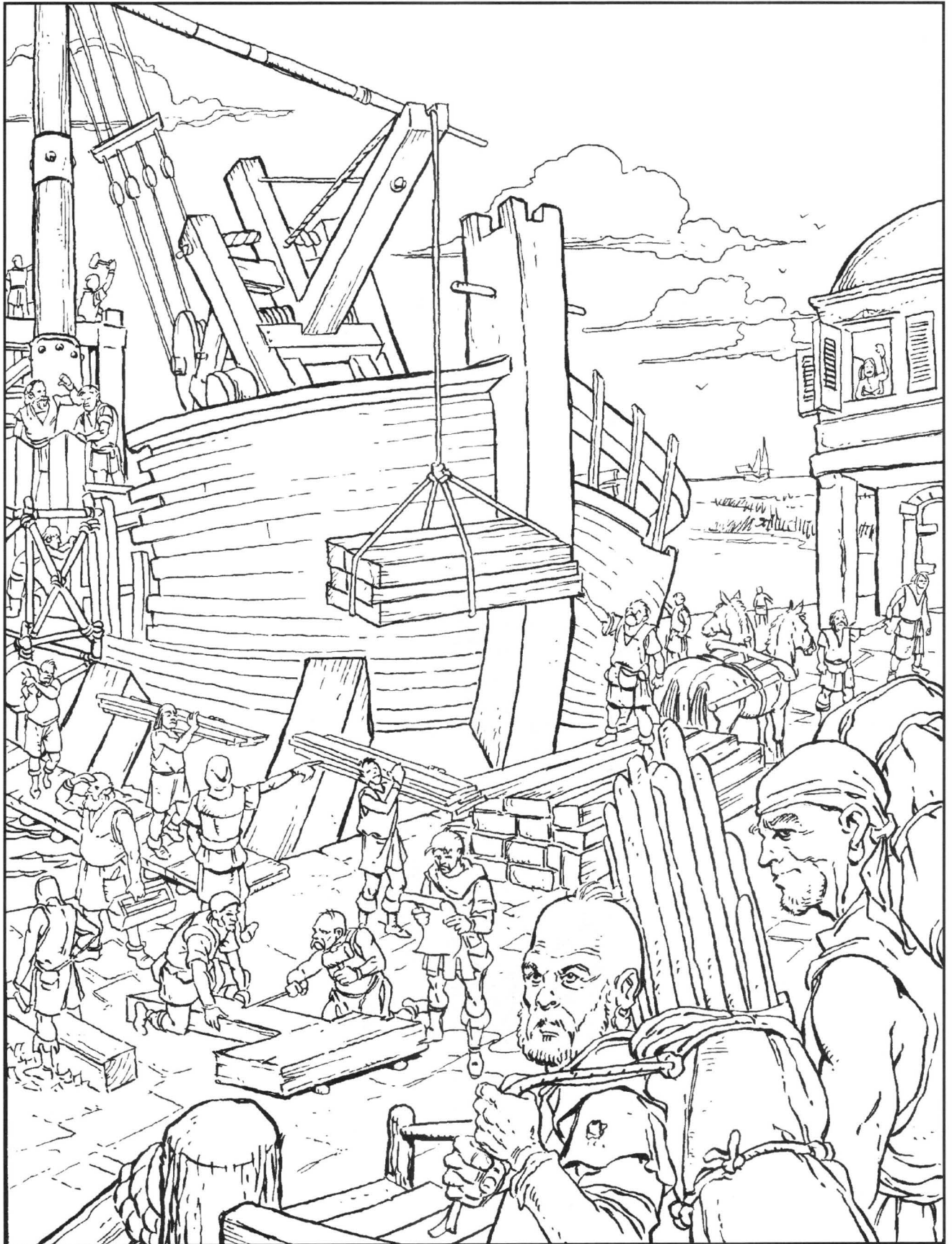
Laws: Hourani and Neuronians follow the same written laws, some of which are listed here. Enforcement of the written law varies depending on the whims of the attending sheriff, although pirates, mutineers, and Hourani under the bloodlust are always executed.

- ✘ **Infractions:** Entering Harndin without a proper permit, stealing food, performing cantrips and stage magic without a permit, dumping waste into the river, not using the proper guild to unload the proper ships, building a ship without a permit
- ✘ **Misdemeanors:** Prostitution, assaulting commoners, breaking and entering common buildings, fencing, slandering, racketeering, magical malpractice not damaging persons or property, stealing common goods if goods are recovered, docking at the wrong dock, taking longer than the allotted time to unload a ship, unauthorized cutting of hardwood trees
- ✘ **Felonies:** Murder, rape, extortion, stealing from nobility, stealing from commoners if goods are not recovered, assaulting nobility, embezzling, slavery, torturing, magical malpractice where property, persons, or state security is jeopardized, espionage, tax evasion, kidnapping, mutiny, pirating

Institutions: Shipyards of Neuron Trade Building; UEV Naval Academy; the sodality of Tasker (public); the sodalities of Access, Animus, Shape, and Uillis (underground)

Resources: The primary income for Harndin is ship-building and fishing in the Blue Sea. They have a limited lumber harvest each year, and the agriculture yields enough to feed only half the population. About 60% of the citizens either work on or build boats, while the remaining people work the fields or harvest lumber or serve in the military.

Taxes: Standard annual tax is 20% of all annual in-



come, and those who build a new ship over 30' long must pay 10% of the building cost as a "right-to-build" tax.

Hazards: The most feared hazard in Harndin is the Hourani bloodlust, but minor hazards include flooding, high tide, low tides, and an occasional hurricane. The House of Porter maintains some influence over Harndin, and the city's crime rate is higher than all other city-states except Calcassee. Travelling after nightfall without an escort is considered extremely foolhardy.

Magic: Although Harndin does not require wizards to possess (nor does it issue) permits to use magic, Hourani Wizards still acquire lengthy permits from House Groam. In addition, because some uses of magic are still frowned upon, wizards who take pains to acquire permits (from House Groam) generally fare better if later charged with any sort of infraction.

The enforcement of the magic laws generally depends on the whims of the arresting law personnel, although sheriffs and deputies who belong to sodalities will tend to look the other way for their pledge brothers (or go heavy on wizards belonging to rival sodalities). Only deputies and other law agents have permission to use offensive magic during peacetime, but some incidents can be ignored if low-profile enough. Known Shape wizards are often bullied in Harndin.

Military/Defenses: The majority of the military is comprised of the United Eastern Voyagers, who ride the rivers in search of pirates and outlaws. They also patrol the Blue Sea and help guard the river entrances, acting as river police and checking cargo on all incoming boats. The UEV numbers about 45 ships and 11,500 men.

The Army of the City-States (ACS) mans the river defenses and works as a police force as well, numbering around 10,000. In times of war, the Council can activate about 200,000 militia. In addition, the Hourani Embassy houses 110 Cortez troops, to defend itself: 60 warriors, 20 longbowmen, 10 destriers, 9 sergeants, 1 master sergeant, 5 knights, 4 lieutenants and 1 captain. Thirty-four sheriffs, each with 2 deputies, patrol Harndin.

Each of the bridges connecting the islands to the main land is a defensive struc-

ture as well as a means of transportation.

Political intrigue: The shipbuilders are definitely on the verge of striking unless the foolhardy building tax is lowered, and quickly. An extortion ring currently working the middle-class businesses seems to have progressed to murder, but law-enforcement agents have still produced no guilty parties, leading to civil unrest.

Rumors suggest that the Duke's missing wife Melissa has run off with a lover of more backbone than James—a Hourani no less—and a few even say she is currently bedding the Lord Porter himself. James himself has recently been seen dallying with the daughter of a head of the Shipbuilder's Union.

Travel access: The easiest way to reach Harndin is by the Great river, although those coming from Per-Saal can take the Kahlil Highway. The huge river fortresses that guard the rivers at the Blue Sea keep out any unwanted guests.

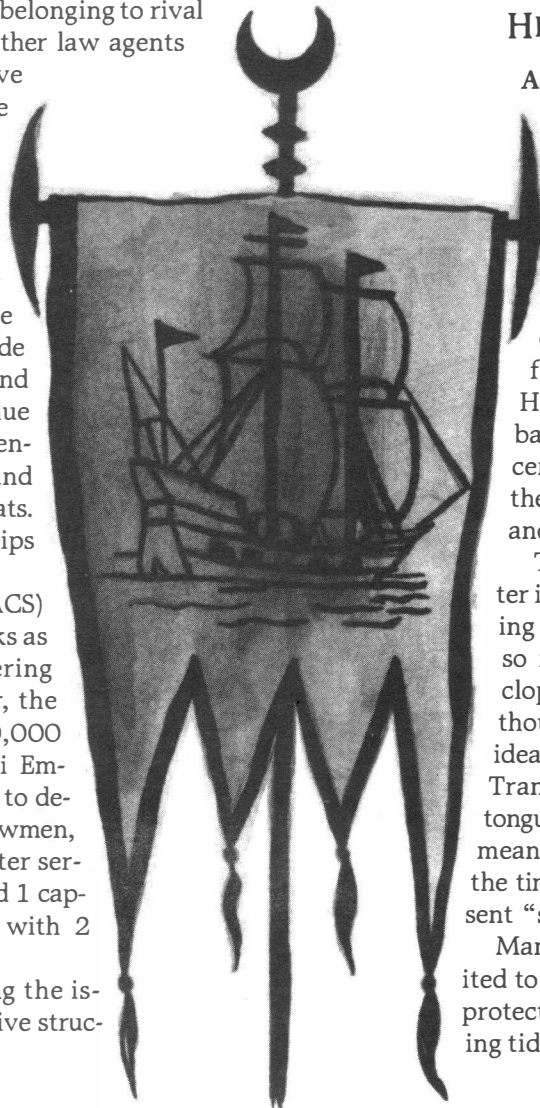
Other major cities: Warwix, Lolz, Barsiban

HISTORY

Age of Creation: During the end of the Age that Killed Innocence, a small group of humans migrated north to escape the restrictive laws of their kingdom. These settlers eventually filled every defensible inlet or river mouth on the continent's eastern side, where fresh water met the cold sea. However, many succumbed to battles against non-human mercenaries, as well as disease, and the corpses piled up in the forests and along the shores.

Those that survived found shelter in a small community overlooking the gigantic delta of Har-nnn—so named after what the last Cyclops travelers called the place, although most Neuonians have no idea what the word actually means. Translating the word into their own tongue resulted in "Harndin," which meant "quickly ending danger" at the time and has now come to represent "sanctuary".

Many fortifications—some accredited to the missing Cyclopunomens—protected Harndin from the approaching tides. The water rose so often that





the city's original base was regularly threatened by flood, forcing the humans to erect a protective dike. The dike's construction unified many nearby settlements, who would trade land and fishing rights for their investments in the laborious seawalls. At last, after centuries of seeking to avoid the bonds of a uniform government, humanity had grouped together and made some common rules. Of course, to make themselves sleep easier at night, the new society agreed that its most basic premise would be that every man, woman, and child was equal in the eyes of the law. This would prevent a reoccurrence of the oppression that had driven them into the wilds in the first place.

Age of Myth: With the sea held at bay and the farmsteads flourishing, the humans learned to live at peace with the countryside. Fur trading, fishing, and logging became productive, which eventually led to grain farming, basic crafted goods, and weaponsmithing. As with any new society, Harndin was occasionally threatened by foul grobber infiltrators but easily thwarted its aggressors. Battlements were built, castles and strongholds were fortified, ships were converted as war vessels to travel the waterways and destroy enemies. Driven by a passion for freedom and bound to the land they had spent so much time and effort to tame, the people had an eager fire in their bellies to defend their new society.

The third century was full of tragedy, when the infidels arrived. From the north came a race of giant

humanoid wolves, floating in city-sized trading vessels called "rurs" and bearing enticing new treasures like cattle, tools, grains, new woods, and wondrous maps supposedly pointing out great wealth. Although suspicious of the newcomers, the humans eventually accepted the Wolfihn as friends and allowed them to stay in their society. That was a mistake. Paraded as an elixir that could intensify the flavor of fish, a slow-acting poison called Joos-Owoon was introduced by the Wolfihn into Harndin, sending those who drank it straight to their sickbeds and eventually to their graves before anyone knew what was happening. Luckily, thanks to a fiery noble named William Barell, the citizens were able to drive the imposing Wolfihn from their land, but not before some of Harndin's best laborers and shippers had gone with them, subverted by the Wolfihn's wealth and exotic ways.

In the years 700 to 1200, rumors of "True Magic" began to circulate, bringing many adventurers, knights, wizards, and wealthy/noble travelers to locate the one book with knowledge of True Magic (perhaps the Arcanium, or the Book of Saelex). While neither book was found, the inflow of new peoples required the establishment of new rules that contributed to Harndin's current legal structure. Much of Harndin were used as hideaways during this time, and illusions were common, simply for protection's sake.

By the 1300's, the churches began their crusades. The Church of Morning Light sought to protect

Harndin by enforcing the laws that governed magic. Many priests and priestesses were able to reveal the evil nature of much spellcasting, which turned innocents aside from entering the insidious Wizard's College and brought many into Morning Light as acolytes. Eventually, the Morning Light was able to convert the Duke, and thus get magic banned from Harndin.

Until the 1800's, when the refugees of the Ogre invasion arrived, the Morning Light continued to build its foothold in the community, and at this time the innocent doctrine of Morning Light was part of everyone's daily dialogue. But new refugees from the south brought their own faiths to Harndin, and divisions formed between believers who wanted to help these new people and those who despised the newcomers' pagan philosophies. The aura around Harndin grew very tense—something not improved by an invasion of bloodthirsty Hourani.

From 2238 AM until the end of that Age, humans locked themselves into their settlements and homes in hopes of avoiding Hourani from Houses Porter and Rosenthal. During the first year, over 10% of the human population was killed by rogue Hourani, and the Duke himself was overwhelmed by a mysterious fear that paralyzed all city defenses except the United Eastern Voyagers (UEV). The UEV ships were led by Admiral Child to blockade the river mouth and stop trade with Cortez (where humans believed the capital city and origin of the Hourani existed). Naval battles ensued with mercenary frigates of Cortez, Neuonians and Hourani continued to die, Rosenthal members sacrificed many enemies in the open city streets, and only the Church of Morning Light remained to remind humanity that Iedras would bless them with protection for their continued abstinence from the fighting.

Eventually the Hourani House of Cortez went head to head with Houses Porter and Rosenthal and defeated them, ending the conflict. Duke Wellington I was revealed to be mentally manipulated by Porter Aorik himself. Eventually, distrust of the Hourani subsided, due to the valor of House Cortez, but a true absolving for Hourani as a culture was never reached before the Unholy Ages.

Age of Discovery: The Unholy Ages weeded out many of the weak, and the surviving Neuonians and Hourani (driven by human heritage and Hourani code) bonded together to repel goblin aerial attacks and Molru'K water assaults. Faced with so many new enemies, Harndin citizens ignored the teachings of the Church of Morning Light and resorted to abandoned practices such as magic in order to survive. Hourani remained unabsolved of their past violence in the state's eyes but had gained trust with the common Neuonian as they both fought their common enemies.

With the dawning of the Age of Discovery, the Hourani joined forces with many scholastic, political, and mystical people of Neuonian culture, which kept them at the high end of the social spectrum and allowed uninhibited movement into leadership positions and wealthy businesses, farmsteads, and elegant homes. Hourani became family "uncles" to generations of Neuonian families, as they lived six times longer than the average human, and developed more and more trust with every fresh generation.

The Church of Morning Light has begun to crusade into wild territories and unexplored seas. Any brave soul can enlist upon their epic quests, and they will outfit such adventurers with the best in tools, weapons, people, animals, and ships. The only prerequisite to the challenge is that the pioneer must be baptized into the church and swear upon his faith that he will bring a new state of innocence to others.

POINTS OF INTEREST

Citizen Graveyard: This area serves as a grim reminder of the "Bloodlust Massacre" that took the lives of thousands back in the Age of Myth. It was here that the bodies of the slain were buried in a deep mass grave. Today, a brass monument stands vigil with those who come to mourn their ancestors or curse bloodthirsty Hourani from times long past.

Grendlin Pier: On Harndin's west side, jutting far out into the water, sits a rotting and now-abandoned pier. Stories claim that it was from this pier that Duke Michel Grendlin sailed almost 1450 years ago, with his oldest son to celebrate the boy's coming of age, and never returned. His wife Sara, having waved goodbye from this pier, returned here nightly for the next five months until she finally despaired and threw herself into the waters and drowned. It was at that point that the lineage changed to that of Wellington—the current stewards of Harndin. The city refuses to tear down the pier, despite it being an eyesore, partly to commemorate the loss of the Grendlin line and also because people say that one can still see Sara wandering the dock at night, pining away for her lost loves and waiting for their return.

Frog Grotto: In the southern part of Harndin, in an isolated valley, lies a grotto literally rippling with frogs of all shapes, sizes, and colors. One would expect that predators such as the alligator or heron would eventually stumble upon the area and feast until satiated, or that perhaps there would not be enough insects in the area to supply the population, but for as long as adventurers can remember, nothing has disturbed the grotto's ecology and frogs have run rampant. There are species of frog in this area that no one can recog-



nize, and some of which are believed to offer valuable components for extraordinary potions, but no one has ever been located who has brought a frog from this place. Either no one has bothered to try, or no one has lived to tell of their success.

Harndin Delta: Where the river dumps into the sea, the ground is extremely fertile and cut by small rivulets of water—almost marshy in spots. Harndin occasionally gathers its forces (physical and magical) to keep the main thoroughfare of the river open as wide as normal, to avoid being filled with silt. In any case, the farmland right outside the marshy areas is at a premium, considering the soil's richness, and plants here grow almost twice as fast and healthy as normal.

Standing Stone: Located on the central branch of the Harndin capital, the standing stone is made of polished red quartz and is inscribed with various runes of an unknown language. Heritage claims the stone was left behind by the treacherous Wolfihn, but for centuries no one has been able to decipher the text. Some believe it to be a historical record of those dark times, while commoners assume it leads to buried treasure. However, a few sages have suggested that the stone contains directions for reaching the Wolfihn's homeland.

JONDRIC PORTERVILLE

A vast network of waterways make Jondric a maze of strife and trouble for those who do not know their way. Ever-vigilant lighthouses stand like silent sentinels over the harbor and guard the city from hostile intentions. Jondric is a never-sleeping city where danger and death wait around the next corner, and political plots and assassinations are an every-day occurrence. The citizens of this city are crafty and strong and find themselves living from day to day. Still, Jondric holds a veritable king's ransom for any daring and hardy enough to overcome the risks.

FACTS

Population: Hourani (500,000), Neuonians (1,500,00)

Location: Jondric is about 325 miles south west of LeGonne and about 1200 miles north west of Harndin by river. The city of Per-Saal is about 900 miles south east by land.

Climate: Mild winters occur, with minimal snowfall and much rain, while summers are long and hot with much humidity. The fall and spring are both short, with fall being mostly damp and foggy and spring

being rainy and damp. Annual precipitation is about 52" inches (12" snow, 40" rain).

Topography:

Jondric lies in the middle of a low basin surrounded by low rolling hills, with scattered groups of small trees and heavy brush. The area is covered with rock outcroppings and thus poor for agricultural purposes. Small ponds and lakes dot the city-state, while the southern portion is a vast wetlands and at places uninhabitable.

Divisions: The city is divided by the five waterways meeting the Great River and forming the Cyclopunomen entire city is built on stilts and sits water, and most of the lake front is o-warehouses and docks. Residential arcated between the rivers, while the gov-buildings are located on Center Island.

Government: Duke George Gedafenlic XVI is a strong and passionate leader, who hates House of Porter and all the havoc they've caused within his city-state. Because his life is constantly threatened, he rarely makes public appearances. Duke Gedafenlic also fights hard to control disease within Jondric and personally funds the Institute of Disease Research; his wife Emily died from scarlet fever, and both his sons also perished in the last black fever plague. Next is line to be Duke is thought to be Duke Gedafenlic's nephew, current Harbor Master Morgen.

Institutions: Harbor Masters Headquarters; Hourani Embassy; Academy of Constellations & Navigational Learning; Institution of Disease Research; the sodalities of Amelioration and Animus (public); the sodalities of Access, Iedranc, Shape, Tasker, and Uillis (underground)

Laws: Hourani and Neunionians follow the same laws, some of which are listed here. Laws are commonly and fairly enforced, but there is no appeal for those who purposefully encourage the spread of disease within the city.

✱ **Infractions:** Entering Jondric without a proper permit, stealing food, performing cantrips and stage magic without a permit, having a pet water rat,

having an expired small watercraft permit.

✱ **Misdemeanors:** Prostitution, assaulting commoners, breaking and entering a common building, fencing, slandering, racketeering, magic malpractice where no persons or properties are damaged, stealing common goods if goods are recovered, selling water rat meat for consumption, having an expired medium watercraft permit, dumping waste in the water, leading a craft through the harbor without charging proper fare, killing a cat within city limits

✱ **Felonies:** Murder, rape, extortion, stealing from nobility, stealing from commoners if goods aren't recovered, assaulting nobility, embezzling, slavery, torturing, magical malpractice where property, persons, or state security is jeopardized, espionage, tax evasion, kidnapping, damaging or stealing a boat, having an expired large water craft permit, mutiny, and piracy

Resources: Jondric's primary income is the harbor itself. Any water craft entering or leaving must pay a fee: large vessels, 1 gold to enter or leave; medium vessels, 40 silver to enter and 20 silver to leave; and small vessels, 10 silver to trek through the harbor. Any war vessels (UEV) must be boarded and inspected and are charged 10 silver per man on board. Besides the harbor income, the southern portion of the city-state is well-suited for growing rice and sugar cane—the only crops grown in Jondric. Jondric imports a majority of its agricultural and steel products. About 50% of the population works on the loading docks or on local ships for harbor use, while the remaining populace works in the fields or runs small city businesses.

Taxes: Standard taxes amount to about 23% of reported annual income. Dock owners pay an additional tax—usually 10% of gross annual income.

Hazards: The most common hazard in Jondric is flooding. When the snow melts in the north, the rivers flood and raise the water level high enough to put at least the bottom story of almost every building underwater for a month. The next worst hazard is the black market, always lurking around every corner. Disease and plague are also common in Jondric, as the waterways provide an excellent avenue for both waste and water rats. Water rats are about 18" long, weigh close to 3 pounds, and carry many forms of disease. Jondric has suffered from two scarlet fever plagues and one black fever plagues in the last 200 years; thousands died (including members of the Duke's family), and tens of thousands were scarred for life.

Magic: Although private experiments are a wizard's personal business, visible magic use requires a permit



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listing the general magic categories (maximum of two) in which the caster will indulge: defense, healing, divination, transportation, conjuration, or enhancement. (Note that offensive spells are not an option.) Using a spell from an unlisted category constitutes a crime by Jondric law (*see* Laws).

The following three sodalities have received blank permits to distribute to members, with the noted magic categories already filled in:

- ✕ Amelioration: Defense, healing
- ✕ Animus: Defense, conjuration
- ✕ Uillis: Defense, enhancement

Wizards (including Hourani) who are not a member of these sodalities or who want categories other than what was offered by their sodalities can request permits from the Harbor Master's Headquarters, but these generally take 1-2 months to issue, from request to receipt. Offensive spells used in any way (besides destroying rats) are officially prohibited by those who are not designated law officials; however, no one usually bats an eye if the Animus manage to kill known criminals without being caught. Offensive spells will

also be allowed to defend Jondric from attack, *after* the Duke officially declares a state of siege.

Military/Defenses: Jondric's military is divided into four sections, each fulfilling a certain role. The Harbor Guards man the lighthouses and patrol the rivers and harbor in small fast boats, as they are responsible for policing the harbor and defending it during war. They number 5000 strong and are controlled by the Harbor Master.

The ACS (Army of the City-States) mans the castles surrounding the basin in which Jondric sits, numbering about 10,000 strong and being responsible for the city's safety should a land invasion be attempted. The ACS also acts as a police force and keeps the city in order.

The third military force is a UEV barracks that houses enough crew to man two large war galleys and six smaller war sloops—around 1500 sailors and corresponding administration.

Finally, the Hourani Embassy houses 110 Cortez troops for personal protection: 60 warriors, 20 long bowmen, 10 destriers, 9 sergeants, 1 master sergeant, 5 knights, 4 lieutenants, and 1 captain. Jondric is



also patrolled by 30 sheriff, each with 2 deputies, and the Council can activate 50,000 militia during wartime.

Political intrigue: Rumors say that House Porter's headquarters are located in Jondric and that these Hourani have driven the water rats to madness, the better to ravage the city. Recent word also states that the Hourani nobility are struggling among themselves, to the point of sending the best Hourani assassins after each other. Although some believe the Duke to be in hiding due to these assassins, a few people claim that the Duke has already been murdered and that a double has taken his place.

Travel access: The easiest and safest route to Jondric is by river. A riverside trail also runs southeast to Harndin, dotted with several small shelters. The Douglas Highway runs from Jondric north to LeGonne and is used by merchants travelling in large caravans for protection.

Other major cities: Iodin, Drundar

HISTORY

Age of Creation: No one knows for sure how the city of Jondric came into being, although some believe that Iedras stepped down from her perch in the heavens, and one of her footprints became the lake that Jondric now sits upon. Another mystery concerning Jondric is the wood that currently holds the city above water: although the city itself is centuries old, the unidentified wood has never rotted and resembles polished stone. People can only guess at where this wood came from and who planted it in the lake.

Age of Myth: Jondric played an important part in the trade route between Cortez and the rest of the known world. Many sea travelers found themselves paying extra taxes or tariffs when travelling to or from Cortez. Jondric marked the battle between pirate vessels commanded by Captain Fyr of Cortez (appointed by Duke Angelic in hasty times) and Captain Edmunds of the UEV of Harndin and the other city-states. The harbor of Jondric suffered heavily from the wreckage left behind, and it took years before her waterways were passable again.

Although originally composed of Neuonians, Jondric became known as the "haven" for Hourani exiled from all other Houses and has filled up with the dregs of Hourani society. Not until the Paladins of Lagrimon arrived and cleaned up the town—arresting many Hourani wizards ignoring the magic laws—did the city reach some semblance of order. Still, foreign paladins were so thorough in their pursuit of rebellious Hourani that much of the city ended up in magically damaged



ruins, and as many people curse their name as bless it today.

POINTS OF INTEREST

The Garlil: In the marshlands of southern Jondric supposedly live a child-sized race of humanoid amphibians of unknown origins. Travellers have claimed to have been harassed by strange noises and have seen large scaled creatures bounding among the reeds. In addition, occasional taloned footprints have appeared in the mud as well, lending credibility to the speculation, although others decry the finds as hoaxes. House Porter has supposedly posted a reward for anyone who brings back a live Garlil.

Maridan ("Fleeting shadow"): The object of much speculation among Jondric citizens, Maridan is a great ivory horned fish supposedly inhabiting the bottom of Cyclopunomen Lake. Although magical searches for the fish have uncovered nothing, enough rumors still abound that claims of sighting Maridan have to be taken seriously. Maridan is supposedly as large as a small boat, with long trailing whiskers and a colorful spiralled horn rising from the center of its head. Every day, there is at least one boat out on the lake manned by men who are searching for this beast, whether for noble or selfish purposes.

Sword of Onyx: Embedded in a square of granite on the south side of the town is a black two-handed sword marked with runes of an unknown language (possibly an ancient form of dwarven or elvish). Before the foreign paladins left the city, one of their number (by the name of Kaylara Duran) planted her blade in the stone and claimed that one day, when the need was great, a descendant of hers would reclaim the sword and redeem the city. Although many have tried since to remove the blade, throw the block into the lake, or even break the sword's enchantments with various spells, no one has still laid a finger on it. Two centuries ago, the then-Luminary of Shape (Arturo Kregge) claimed the blade to be a sentient Runesword, with a purpose indecipherable by normal men, and so there it has sat even unto this very day.

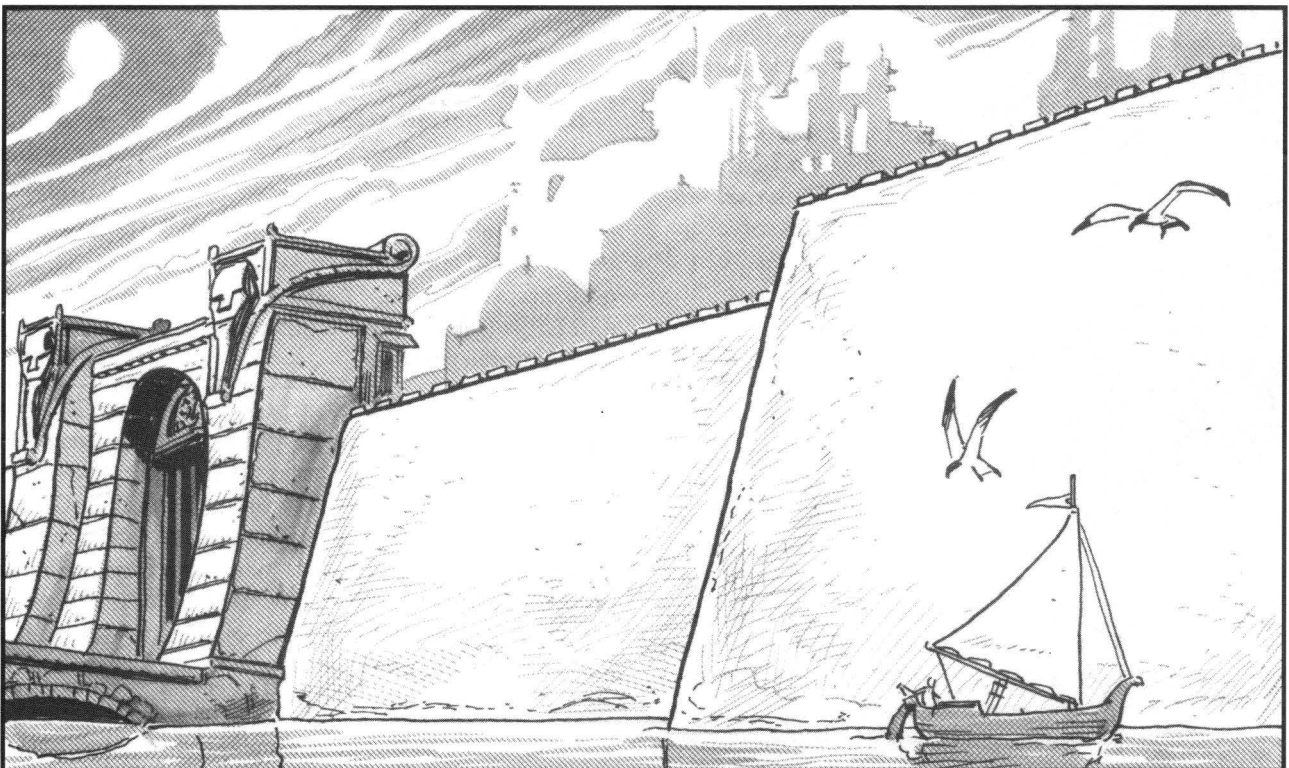
Tarkal: Tarkal is one of the small villages some miles to the east of the capital, but still within a day's ride. Strangely enough, no citizen of Tarkal has ever died from a plague, although nearby villages and those in the capital have been struck relentlessly by various diseases. The people of Tarkal also have a shade darker skin than the normal Jondric population, and show two strange mutations: their irises are colored a golden-orange, and about 25% of them have a sixth finger on their left hands. As there are no educated people among the villagers (in other words, none with formal channeling or magical training), The Institute of Disease Control is assuming that some physical factor protects them, and that the study of these

people will one day lead to cures for many of the plagues.

Wreck of the Hespkratus: At the bottom of the southern part of the lake, where the current actually begins to pick up, lies the hull of the Hespkratus, a boat engineered two hundred years previously in conjunction with both the craftsman and wizards guilds to be comfortable and unsinkable. Unfortunately, on its maiden voyage downriver, the ship inexplicably exploded and sank, killing over half of the people on board—including the then-reigning Duke, which put his son on the throne. Only the use of magic could possibly determine the accident's cause and recover some of the lost treasures, but bizarre magical emanations from the wreck itself twist magical effects brought within its proximity and prevent excavation of the lake floor.

LEGLASSE *IRONSIDES*

Within the massive iron walls protecting this ancient city lies the most beautiful and elegant community in Neuron. Tall towers and buildings of all sizes are crafted out of solid bedrock and inlaid with blue quartz, while stained-glass windows and elaborate tapestries decorate every home. Yet, for all of its beauty, LeGlasse (*lay-GLAH-say*) is still fraught with peril. Every year, citizens must endure countless raids from grobber and



bandits, providing a setting where fighters become warriors and mages learn what entails real power.

FACTS

Population: Hourani (40,000), Neuonians (1,500,000)

Location: LeGlasse is about 1100 miles south of Cortez and 400 miles northeast of LeGonne.

Climate: Mild winters occur, with moderate snowfall and much rain. Summers are usually long and mild, with gentle breezes blowing off the rivers. Fall is very brief, as there is not much change in temperature, and spring is short and wet as the rivers swell from the northern floods. Annual precipitation is about 47" (12" snow, 35" rain).

Topography: LeGlasse is wedged between the Great River and the Eastfork River on a flat bench of bedrock with rich topsoil. The area is covered with small shrubs and an occasional pine forest. On the city's eastern edge roll gentle hills, sometimes becoming boulder-strewn, with small crevices and tiny caves.

Divisions: LeGlasse is broken down into three sections. The walled city is where government buildings, food warehouses, and nobility homes are located. Within this part of the city are multiple steel walls isolating it into defensible sectors. The section

north of the walled city is known as the Upper

City and is where grains and corn are grown. Orchards and other types of crops can also be found here, and most citizens who work the fields live in the Upper City due to it being a bit safer.

The section south of the walled city and across the Eastfork River is known as Lower City, and it is here where most of the blue quartz decorating LeGlasse is found and shaped into the desired forms. Also located here are foundries and the mills producing the metal used in the defense of

the walled city. Most citizens who work in the mills and foundries live in the Lower City.

Government: Duke Richard Isernbyrne IV is a coward and refuses to make important decisions by himself. Instead of leading his own troops into battle with the grobber in eastern LeGlasse, he is currently trying to raise an army of mercenaries to send instead, and even insists that all specific military strategy be determined by his commanders rather than by him. Although the common folk are only mildly put off by the Duke, the bulk of soldiers cannot wait until his only son (Richard V) ascends to the position and takes a more bold stance for LeGlasse.

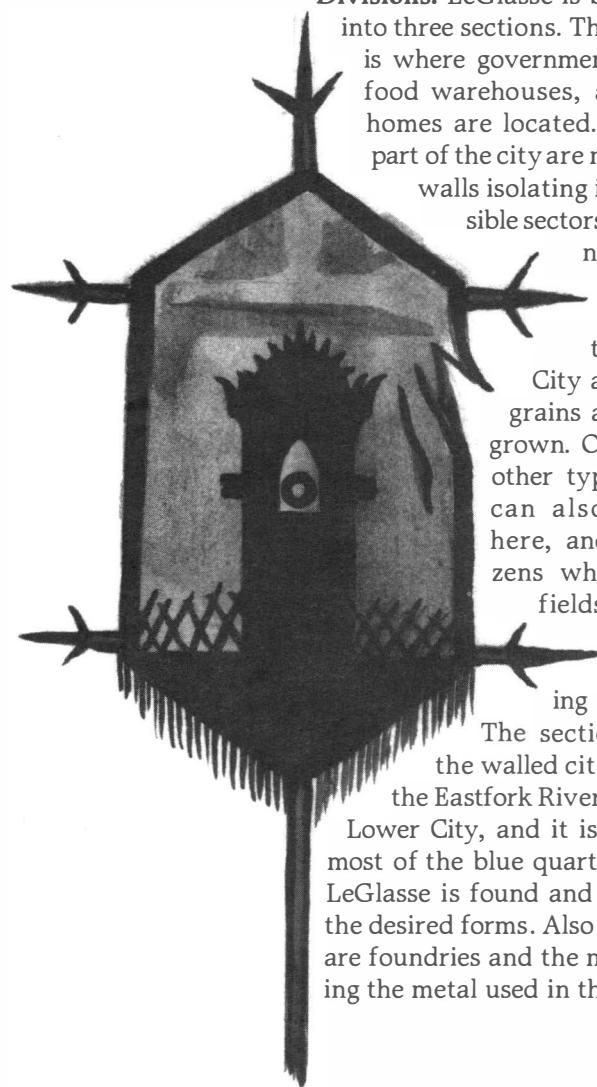
Laws: Hourani and Neuonians follow the same laws, some of which are listed here. There tends to be a high level of vigilante justice in the city on the part of law officials, as most of them know that Duke Isernbyrne refuses to take a stance on any issue and will often pardon a criminal in order to avoid making mistakes.

- ✘ **Infractions:** Entering the city-state without a proper permit, stealing food, performing cantrips and stage magic without a permit, not killing grobber when the chance comes
- ✘ **Misdemeanors:** Prostitution, assaulting commoners, breaking and entering common buildings, fencing, slander, racketeering, magical malpractice where no persons or properties are damaged, stealing common goods if goods are recovered, taking grobber prisoner instead of killing them
- ✘ **Felonies:** Murder, rape, extortion, stealing from nobility, stealing from commoners if goods are not recovered, assaulting nobility, embezzling, slavery, torturing, magical malpractice where properties, persons, or state security is jeopardized, espionage, tax evasion, kidnapping, aiding or helping grobber or Trols in any way

Institutions: Council of War Wizards; Hourani Embassy; MARC (Mercenary Army Reserve Corp) headquarters; sodalities of Amelioration, Iedranc, Tasker, and Uillis (public); sodalities of Access, Animus, and Shape (underground)

Resources: Agriculture comprises 70% of LeGlasse's resources. Corn and many types of grain are grown in vast proportions and shipped to the other city-states for raw materials such as iron ore and wood. LeGlasse also mines coal from the eastern hills to feed the fires of the rolling mills. Tourists who travel up the river must pay for protection they receive when staying the night within the iron walls of the city—normally 15 silver pieces per person.

Taxes: Standard tax rate is 32% of annual reported income, although this goes even higher if mercenaries



are needed to attack the grobber.

Hazards: Citizens of LeGlassee most commonly fear the constant raids by grobber—not just from direct attacks but also from disease. Still, grobber kill any living creature they can get their hands on, and anything that cannot be carried away will be burned. At least once a year, a Trol will appear in the middle of the city itself and smash everything in sight. Some believe that the Trols come to eat the blue quartz, although fresh meat is not something to be shunned by them either.

Magic: Although House Groam demands that its members bear the standard permits and then polices its own ranks, LeGlassee itself requires no such permit. In fact, the legality of using magic is based only on whether it preserves the social order or causes chaos. Magic used to aid law enforcers is highly appreciated, and magic used to slay grobber or their allies in any way, shape, or form is officially praised. Only wizards who use their spells to purposefully or inadvertently hinder the law or the fight against grobber are punished, and in these cases justice is swift and sure.

Military/Defenses: The ACS (Army of the City-States) mans the city's iron walls, numbering about 15,000 strong and comprised mostly of veterans of countless grobber raids. These troops also act as the city's police force, and only the Duke himself can order these troops out of the city. The MARC numbers about 3000 mercenary warriors and are usually called when the grobber are about to raid, fighting them outside the city before they can damage the crops.

The Council of War Wizards numbers 150 and is comprised of wizards specialized in slaying Trols. They also help guard the Gates of Purity and turn back any extremely nasty grobber raids. The Hourani Embassy has 110 Cortez troops for protection: 60 warriors, 20 longbowmen, 10 destriers, 9 sergeants, 1 master sergeant, 5 knights, 4 lieutenants, and 1 captain. In addition, 24 sheriffs—each with 6 deputies—patrol the city, and the council can also activate 140,000 militia during wartime.

Political intrigue: The general populace tolerates the Duke, but a few nobles who have lost great amounts of money to past grobber raids have been extremely vocal as of late, claiming that the Duke's plans are ineffectual and that he is stealing the extra tax money supposedly going towards protecting the city. Also, the sodality of Uillis has a great deal of autonomy, due to the Duke being afraid to confront or argue with them; accordingly, Uillis and the military often conflict over procedure and strategy, and while they argue, the grobber prosper.

Travel access: The easiest way to reach LeGlassee's nearest neighbor, LeGonne, is by river or the Eastman Riverside Trail (which runs southwest). The most efficient way to get to Cortez is either by river or by the High Lord's Road. Caravans are commonly found on the Road, travelling together for safety.

Other major cities: New Ohmsfar, Gasdan

HISTORY

The sister city of LeGonne, LeGlassee is known as the city of crystals, due to the indigenous and rare blue quartz crystal that can be found in the eddies of the Eastfork River on LeGlassee's south side. Although this blue quartz has no known inherent value for Neunionians, it is valued simply because LeGlassee owns the only known source. The Cyclopunomens were said to use the crystals in their magical workings, and their symbol—that of a single eye—can be found carved into many old ruins in the area. The more superstitious Neunionians fear that mining too much quartz could somehow offend these great beings who currently slumber in unknown parts.

In 2244 AM, because LeGlassee needed a way to protect its agricultural resources from Mulgra and other aggressors, the city council began construction of the huge iron walls and increased coal-mining in order to support the war effort. The city of LeGlassee earned the name "Ironsides" after the completion of its first metal wall twenty-five years later. When Neunon went to war with Mulgra in 2245, LeGlassee provided the ACS with huge amounts of coal and agriculture products and eventually became one of the hubs of industrial might.

When the Unholy Ages came around, however, LeGlassee was forever changed as hordes of grobber invaded the area. Duke Harrin LeGuinn led a gallant band of LeGlassee soldiers and mages into the hills to run them out but were slain to the last man, demoralizing LeGlassee for decades afterwards. Grobber soon filled the eastern hills and coal mines, and began nightly assaults on the city itself. Much of the population was slain, and LeGlassee's agricultural and coal industry came to a complete halt for much of the Unholy Ages. Even now, centuries later and with the city back up on its feet, grobber still present a recurring problem.

POINTS OF INTEREST

The Lost Tear: Before leaving on his ill-fated mission, Harrin LeGuinn removed his medallion of office—a large faceted teardrop diamond set in the blue quartz that has made LeGlassee famous—and left it behind

for his son. Currently now hanging in the Council Room (for Duke Richard Isernbyrne IV fears to lose it if he wears it) the medallion glows with a pure white light when grobber come too close to the city walls. Rumor has it that LeGuinn himself makes the amulet glow—that his presence is imbued within the gem—and that he is willing to advise those who wear his heirloom.

The Royal Gardens: Its paths speckled by blue crystal, the Duke's gardens stretch out in town's center, graced by yellow forsythia bushes and colorful wildflowers. Many of the nobles enjoy wandering the green carpet of grass, admiring the statuary and the vibrant trellises, but the true spectacles of the garden are the rosebeds—each a plethora of styles

and shapes and hues. It is a known fact that the gardeners who spend all their time working on the Duke's roses add a large quantity of fine dust to the beds, and one rumor is that this dust is really the ashes

of those burned to death in the Gates of Purity (Hourani culturebook, p.101).

The Screeching Weasel: One of the more raunchy taverns in LeGlasse, the Screeching Weasel is peopled by townies and mercenaries who have fought grobber hordes and lived to tell about it. Above the hearth hangs a skin so large that the Troll it belonged to must have been ten feet tall, and mounted about on the walls are other gruesome trophies brought back from battle, including grobber weapons and body parts. The bartender—Lucky Lindsey—is miss-

ing an eye and two fingers (the latter supposedly bitten off by an orc chieftain) but seems to not be bothered by his wounds. The specialty drink of the house is called "Orcblodd," a concentrated frothy ale tinted reddish-green by the added pulp of wild berries, and most mercs new to the tavern find themselves flat on their back after only one glass.

Sheriff Gunthar Thrill: The head Sheriff of LeGlasse makes an intimidating figure with his braided black hair, thin drooping mustache, and sharp black eyes. Besides being a known expert in sword, axe, bow, and spear, the Sheriff's caustic wit is even sharper, and he supposedly also possesses some sort of magic that will give him an edge in the unlikely situation that he finds himself in trouble. In any case, Thrill is not a man to provoke, and his interrogations have often spelled doom for those who thought he could be fooled. Thrill (and not the Duke) is the true icon of justice in LeGlasse, and quite often his brand of justice holds no mercy. It is no wonder that, when Gunthar enters a room, silence becomes the norm.

LEGONNE

THE WHEEL / THE HAVEN

Huge oak trees and vendor stands line the wide, shaded avenues leading into the city central of LeGonne (*lay-GOH-nay*). The buildings are low to the ground and made of elegant woods covered with intricate carving. Peaceful surroundings make this city the perfect place to raise a family or retire, and many a weary adventurer has come here to rest. The Church of Morning Light keeps the citizens content and relatively safe.

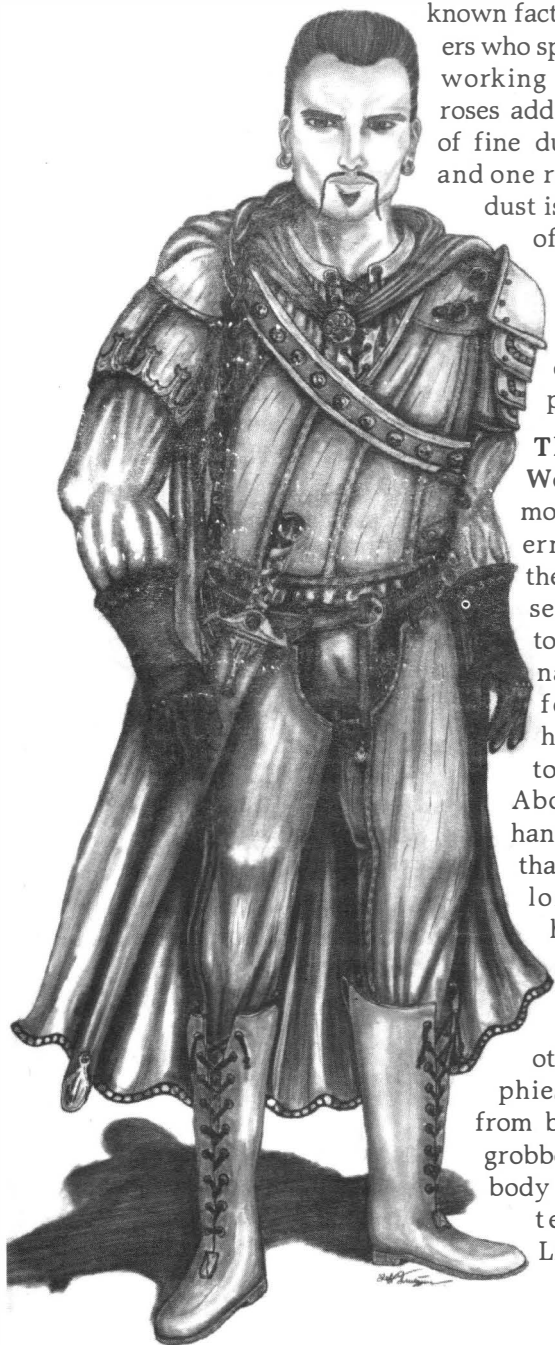
FACTS

Population: Hourani (60,000), Neuonians (1,000,000)

Location: LeGonne lies about 400 miles southwest of LeGlasse and 325 miles northeast of Jondric.

Climate: Mild winters occur, with moderate snowfall and much rain. Summers are usually long and mild, with gentle breezes blowing in from the rivers. Fall is very brief, with little temperature change, while spring is short and wet due to rivers swollen by the northern floods. Annual precipitation is about 50" (8" snow, 42" rain).

Topography: LeGonne is wedged between the Great and Southbend rivers on a flat bench of bedrock with rich topsoil. The area is covered with small shrubs and an occasional pine forest. Vast grasslands stretch



lazily into the eastern horizon.

Divisions: LeGonne is divided into sections much like that of a wagon wheel, with the hub acting as city center and the spokes acting as dividers between the lands of the eight Barons selected by and subservient to the Duke. Each spoke is actually a wide avenue lined with many shops and retail stores, while the city's center holds the government buildings and the Duke's castle.

The spokes are usually referred to by number, starting with the one pointing north and ranging clockwise (from Spoke One to Spoke Eight). The lands between the spokes, each under a particular Baron, are often called by slang names as well (GM's Creation).

Government: Duke Michael Torrian is the first of his lineage to succeed to this position, due to the death of his predecessor's line in battle against raiding grobber. Most city-state management is handled on a day-to-day basis by the various barons under him, and the Duke will only overrule their actions if totally necessary. In the past, he has been fair in his dealings and shows deep concern for his citizens—one avenue of this being the relief center for LeGlasse refugees he wants to create. Still, his recent conversion to the Church of Morning Light has led to the abolishing of magic within the city-state, except under direct orders of the Duke or in defense of the province. (See *Magic and History* for more details.)

Torrian is currently on good terms with all other Dukes in the City-States and tries hard to keep these friendships active, which sometimes makes him seem too accommodating. His current marriage has produced twin sons Roger and Phillip, with the former chosen for high Morning Light status and the latter to one day become Duke.

Laws: Hourani and Neuonians follow the same laws, some of which are listed here. Note the new penalties for magic use (a change from the Hourani book).

- ✘ **Infractions:** Entering the city-state without a proper permit, stealing food, carelessly using fire in the outer baronies, gambling without a permit.
- ✘ **Misdemeanors:** Prostitution without a proper permit and clean bill of health, assaulting a commoner, breaking and entering a common building, fencing, slandering, racketeering, stealing common goods if goods are recovered, damaging another baron's crops.
- ✘ **Felonies:** Murder, rape, extortion, stealing from nobility, stealing from commoners if goods are not recovered, assaulting nobility, embezzling, slavery, torture, any magic use not under federal jurisdiction.

tion, espionage, tax evasion, kidnapping, starting a wildfire.

Institutions: Institute of Agricultural Research; Library of Demonology; Cathedral De Uillis; Syn Family Haven; sodalities of Amelioration, Iedranc, Tasker, and Uillis (public); sodalities of Access and Shape (underground)

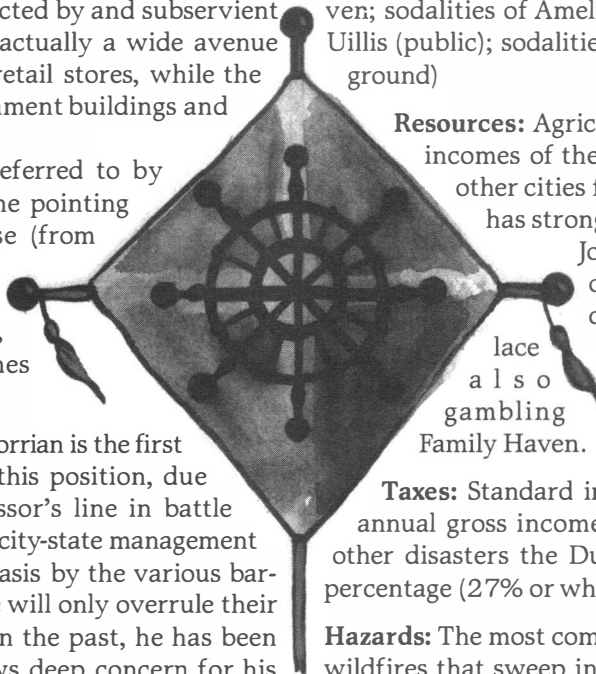
Resources: Agricultural products are the main incomes of the city-states, sold or traded to other cities for necessary goods. LeGonne has strong trade with Calcasse and with Jondric. LeGonne can grow some of the more exotic foods and crops, and 60% of the popu- lace works in agriculture. The city pulls a small profit from the gambling and prostitution at the Syn Family Haven.

Taxes: Standard income tax is 20% of reported annual gross income, although in times of fire or other disasters the Duke will raise them to higher percentage (27% or whatever is needed).

Hazards: The most common LeGonne hazards are the wildfires that sweep in from the eastern grasslands, damaging crops and forests and—occasionally—the city itself. At least two or three such fires occur each summer. Flood waters in the spring are also a mild hazard but are mostly channeled into the irrigation ducts. (See *Points of Interest*.) Some grobber have drifted south from LeGlasse, usually raiding the outer portions of the eastern baronies once a year. Also, LeGlasse mercenaries sometimes bring disease with them, although this hazard is rare.

Magic: Although LeGonne often neglected to curb magic in the past (allowing the Iedranc and Tasker sodalities to go public in this city-state), magic use has now been radically curtailed since the Duke's recent conversion to Morning Light. At the moment, due to Morning Light's influence, all magic has been abolished by order of the Duke, with only Uillis maintaining partial favor in order to keep the city secure. The sodality of Shape has gone completely underground in its studies (for what it considers LeGonne's best interests), while the demon-hunting Iedranc maintain an outer semblance of conformity to the law while continuing their activities in secret. Even House Groam has voluntarily curtailed its members' magical pursuits, buying time to appraise the situation before openly defying the Duke and possibly causing a rift between Hourani and Neuonians.

The catalyst for this sudden abolition of magic? Morning Light claims that extensive magic use has weakened the nearby dimensional walls enough to



signal imminent invasion by demonic hordes. Except for Uillis' training exercises and necessary law enforcement, anyone caught casting spells of any sort will be immediately and permanently banished from LeGonne, under threat of death.

Military/Defenses: Each Baron is responsible for defending his barony in time of war, as well as providing a police force inside that barony. The Duke requires that each barony maintain a minimum of 1000 warriors, although some barons have many more troops. Each barony contains a large main keep for the Baron to rule from, as well as several small keeps.

The Duke himself has 2500 ACS soldiers at his disposal to defend the government buildings. The Hourani Embassy has 110 Cortez warriors for protection: 60 warriors, 20 longbowmen, 10 destriers, 9 sergeants, 1 master sergeant, 5 knights, 4 lieutenants, and 1 captain. In addition, 17 sheriffs—each with 2 deputies—patrol LeGonne, and the Council can activate 40,000 militia during wartime.

Political intrigue: Many are the plots of evil minds, and LeGonne is no different. Based on the Duke's recent actions, rumors suggest that several of his barons plan to overthrow him and appoint one of their own as leader. And now that they have sunk their claws into the Duke and banished magic from the city, the Church of Morning Light supposedly plans to move against other LeGonne vices such as gambling and prostitution.

Travel access: The easiest way to get to or from LeGonne is by river. The Douglas Highway also runs south to Jondric, while the Eastman Riverside Trail runs north to LeGlasse.

Other major cities: Misquippie, Pontagua, Laroora

HISTORY

LeGonne has long been the center of the Neuonian pantheon of Iedras. Before becoming a "holy" center, however, LeGonne was home to necromancy and other

strange experiments and was avoided by populace of all races. Even deities frowned upon this land: the books of Iedras herself refer to the area by a word meaning "rotten center," similar to the soft diseased core of a mighty oak. Legends say that the

ancient Dragons butchered their prey here and left the bones and blood to rot in the dirt, turning the whole area into a stinking, diseased wastepit overrun by insects and vermin.

With so much death and negative energy imbuing the very earth, it is no wonder that the area that would become known as LeGonne would eventually be associated with spectres and ghosts, zombies and demons. Some believe that the membrane between life and death is thin indeed, and that the agony permeating this area couldn't help but eventually tear that membrane in two, allowing otherworld creatures to pass into existence. By the Age of Myth, long before Cortez was settled and Jondric strengthened into a trading empire, the "rotten center" of the city-states was crawling with awful beings of all sorts, and the Church of Morning Light chose this land as its battleground for many of its quests to repulse evil.

For 250 years, generations of humans brought their best skills and tools... and left them behind. The next line of heroes would search out the implements of the

Lore: Sir Patrick O'Brian

"...Long had he fought the politics
that sought to bend the poor to heel,
he thought himself as one of them,
out in their lonesome fields.
Tho' knight he was, & they were poor,
he sought them in the fields..."

...And as he rode into the void,
his last thoughts were of his word,
the people he had sworn to save
from evil awful horde.
He placed himself, for all their sakes,
against the demon horde..."

"The Song of Sir Patrick O' Brian," by
Dania Weepwarble, Larooran singer





last, then don them in hopes of being the ones to vanquish LeGonne's evil inhabitants. Finally, after Morning Light established a holy ground in the area, the heroes' chances improved. The most renown paladin of that time, a human by the name Sir Patrick O' Brian (and rumored to have slain a Dragon with his bare hands), finally gave his own life in a successful attempt to forever close the rift between life and death. Through his sacrifice, the possibility of the city-state named LeGonne was born.

Recently, LeGonne has taken an extreme shift in how it views magic. For perhaps the last two centuries, with Hourani influence in LeGonne, magic had become part of mainstream life, with minor magicians of all sorts entertaining the populace in the streets. Although the law prohibited random use of magic, the law was not strictly enforced, as LeGonne was a city of pleasure, and magic a feast for every sense of the body. And the Church of Morning Light's influence had become more cultural than life-changing—a custom rather than a code to live by.

After recently converting the Duke, however, Morning Light claimed that the excess magic used within the region had weakened the wall between the worlds, and that continued use of magic would once again let dark things enter the province. In response, Duke Michael Terrian has banned all unnecessary magic from LeGonne, under threat of exile, except for power necessary to maintain the city's safety and laws.

Caught between sacrificing the joy of magic and having to face demons from the Underworld, most citizens are now floundering in uncertainty. Rumor has it that the House of Groam is currently researching LeGonne's claims, to see if Morning Light has lied in order to regain their grip on the lives of the citizens. Some believe that banning magic was only one part of the Morning Light's supposed seven-year-mission to eradicate all vices from LeGonne, including prostitution and gambling.

POINTS OF INTEREST

Chegrinn: A drug capable of heightening the senses, *chegrinn* is sold only through the Black Market in LeGonne but is available even more expensively from select houses of pleasure. Distilled from the chegri flower and combined with some other substances, *chegrinn* is most often used in conjunction with some other form of pleasurable activity (such as sex) in order to get a maximum thrill. Still, those who commonly take it are prone to depression, listlessly, and disinterest once the drug wears off, as the normal world ends up seeming quite dull in comparison. Prolonged use has been known to lead to memory loss and the inability to remember new information. *Chegrinn* has been known to increase the scope of metaphysical powers but has also driven such users slightly mad



in the process.

Nimbus: Over the city's center hangs an eternally dark rain cloud, from which lightning repeatedly strikes one of the petrified statues among the battle-grounds. This stoned knight is said to have killed two demons and then foolishly drunk their blood in triumph, cursing himself to being eternally struck by lightning from Nimbus, demon of the air. Rather than suffer pain for eternity, the knight drank the rest of the blood, permanently petrifying himself, yet Nimbus still remains, cursed to punish the knight for eternity. In defense of Morning Light's recent claims of a possible rift to the UnderWorld, the space covered by Nimbus' cloud has more than doubled, and the stoned knight has begun to sweat something resembling blood.

The Pit of Sulgrun: In the western part of LeGonne lies a deep pit of which the bottom cannot be seen, but from which unearthly noises are said to arise from, and people refuse to go near it at night. The Pit is actually mentioned in documented sources, stating that it once housed Sulgrun, a demon lord consisting of writhing tentacles, and that a sacrifice of the proper sort could bring him squelching back from its depths no matter how strong the wall between the worlds might be. Rumor speaks of a new cult that is seeking to provide this sacrifice, whatever it might be.

The Quellis Faction: A small group of the Knights of Uillis led by a mature warrior named Quellis, the Faction is convinced that the Day of Sickening—the inevitable darkness—is finally dawning and that the Church of Morning Light is behind it. They are currently interrogating various members of the Church, when they can get away with it, and some believe that House Groam is working closely with them. In any case, their actions are desperate, as they feel that the doom of LeGonne is finally at hand.

Syn Family Haven: One of the busier establishments in LeGonne, this business caters to those in search of pleasure or those bored with life. The Haven provides many opportunities for a gambler to win and lose his savings, from card and dice games to competitions of all sorts. Besides gambling, the Haven also runs a healthy bordello peopled by stunning physical specimens of both genders and races, available for a fee that seems worth it afterwards if not beforehand. In addition, the Haven offers spacious accommodations and mouth-watering cuisine, as long as one has the cash to pay for it. Rumor states that the current owner of the establishment, Rudolph Syn, has actually been in charge of

the Haven for over 250 years and must not be totally human.

PER-SAAL DOMED CITY OF GOLD

Welcome to Per-Saal (*Par-SAWL*), city of wealth and urban perfection! Being home to the only operating gold mine in the city-states, Per-Saal is one of the wealthiest provinces, second only to Harndin. And thanks to the guidance of Hourani House Balentin, everything from home structures to the daily temperatures are specifically tailored to provide the ultimate in comfort and style. But at what cost to Neuonians has this luxury and comfort been purchased?

FACTS

Population: Hourani (1,500,000), Neuonians (120,000)

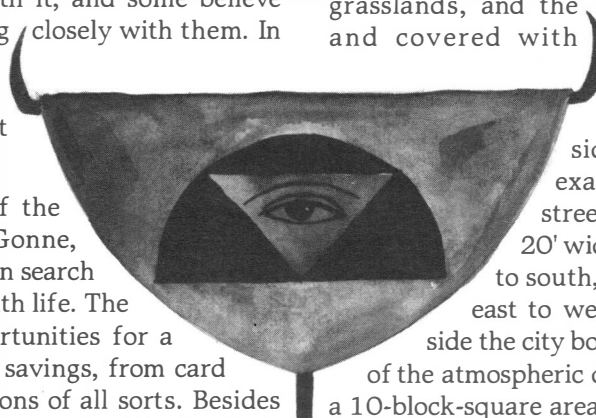
Location: Harndin is 450 miles east of Per-Saal and is connected by the Kahlil Highway. Jondric is located 700 miles northwest of Per-Saal.

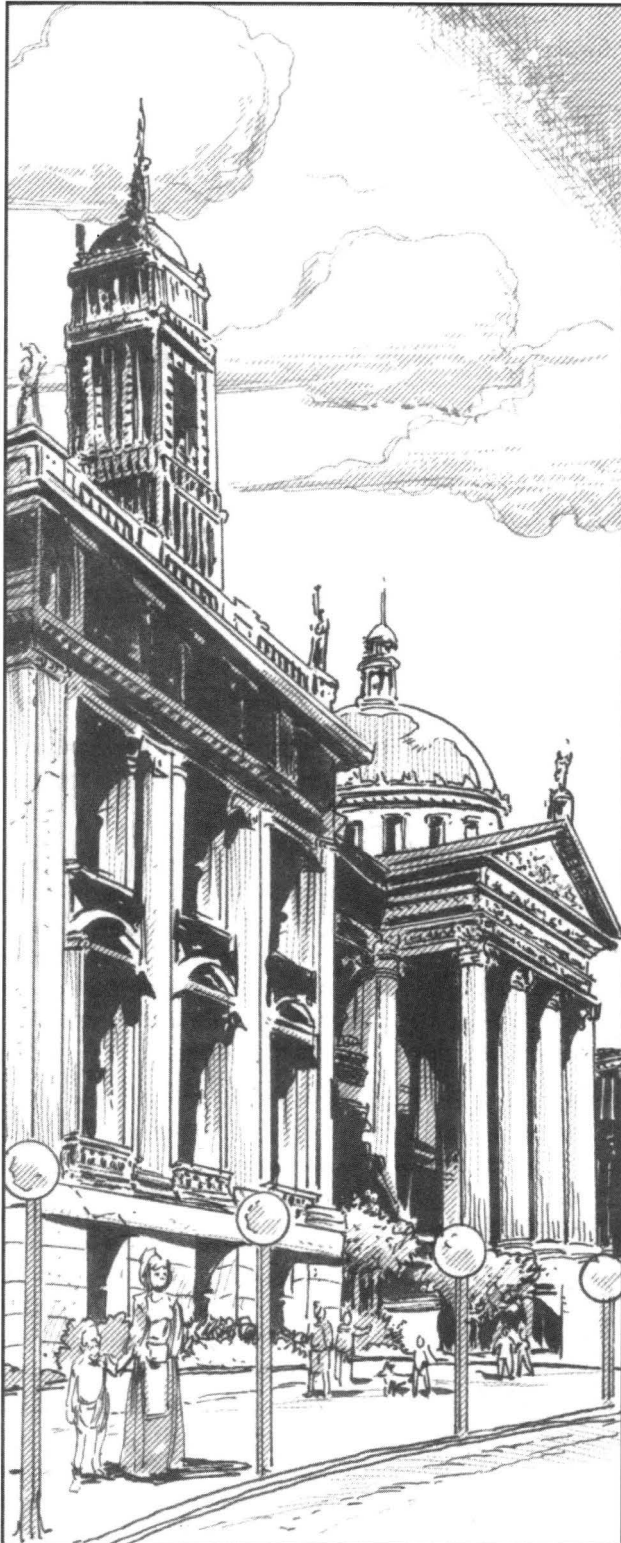
Climate: Per-Saal's is indeed unique—a steady 68 degrees all year long. About 12" of rain falls a year, and no snow ever graces the city landscape. Gentle breezes continually blow through Per-Saal at a comfortable 8mph. These perfect weather conditions are allowed due to the atmospheric dome over the city. (For more details, see Points of Interests.)

Topography: Per-Saal lies in the middle of a very dry grasslands, and the majority of terrain is very flat and covered with thick grass.

Divisions: Per-Saal is divided into squares, each 796' on each side. Every block in the city is exactly the same size, and the streets running between them are 20' wide. Streets run from exact north to south, while avenues run from exact east to west. The entire city-state is inside the city boundaries, marked by the edges of the atmospheric dome. House Balentin controls a 10-block-square area in the city's center.

Government: Duke Mequin Balentin-Aorik II is also current House Lord of Balentin, and his first commitment is to this Hourani house. Hourani in the city support him unswervingly, even unto death, because of House loyalty, while Neuonians obey Mequin's lead because they really have no other option. Often the decision-maker for the council of seven Dukes, Mequin





has close ties with the Duke of Harndin and good working arrangements with the Duke of Jondric. Of his three sons, Richard is presumed to be the current successor because Scott and David have not been seen for years.

Laws: Hourani and Neunionians follow the same laws, some of which are listed here.

- ✧ **Infractions:** Entering Per-Saal without a proper permit, stealing food, performing cantrips and stage magic without a permit, not registering metaphysical powers
- ✧ **Misdemeanors:** Prostitution, assaulting a commoner, breaking and entering a common building, fencing, slandering, racketeering, magical malpractice where no person or property is damaged, stealing common goods if goods are recovered, using unregistered metaphysics S1-4.
- ✧ **Felonies:** Murder, rape, extortion, stealing from nobility, stealing from commoners if goods are not recovered, assaulting nobility, embezzling, slavery, torturing, magical malpractice where property, persons, or state security is jeopardized, espionage, tax evasion, kidnapping, using unregistered metaphysics S5-10.

Institutions: House of Balentin, Asylum of Inner Conflict, High Court of the Hourani; the sodalities of Access, Iedranc, Shape, and Tasker (underground); the sodality of Amelioration (public)

Resources: Gold, gold, and more gold. The underground tunnels are full of it, and Per-Saal is the only city-state that mines and mints gold currency. Per-Saal also mines and mints the smaller silver veins in the same area. These metals are the only resources of Per-Saal; 60% of the population works in the mines in some way, while the remainder is either self-employed or wealthy and retired.

Taxes: Standard tax rate in Per-Saal is 35% of reported annual income—necessarily high to keep the city in pristine shape.

Hazards: The most common hazard in Per-Saal is the random cult kidnappings. These death cults raid monthly on the population, in order to acquire sacrifices for their rituals. House Balentin claims to be trying to banish these cults from Per-Saal, but due to the higher incidence of Neuonian victims, humans sometimes feel like House Balentin isn't trying as hard as they would if Hourani were the main victims. This has led to some degree of paranoia among the Neuonian population and inadvertently caused a minor social rift.

In addition, located throughout the city-state are pockets of negative metaphysical energy; any citizen randomly entering one necessitates rolling on the Metaphysical Instability chart to determine the effects. House Balentin is currently working to eliminate these pockets as well. Rumor has described a demented covert group known as Metachasers who throw captives into pockets when they appear, in or-

der to calculate the possible effects of the energy.

Magic: With metaphysics (and not magic) being the rule in Per-Saal, metaphysicians are highly encouraged to use their talents as long as their powers are registered and cause no harm to others. It's quite common for entire groups of citizens to conduct conversations without ever saying a verbal word. Magic use and experimentation for both human and Hourani wizards is controlled by permits distributed by House Groam's Embassy, which list the specific spells known by the holder. Using a spell not listed on the permit constitutes a crime (*see* Laws). Within the capital walls, law is enforced by metaphysics, with wizardry used only if necessary, and then only by Hourani.

Neuonian wizards have their permits checked more often than Hourani wizards. Although many sodalities have a branch in Per-Saal, all but Amelioration are underground and highly secretive. Per-Saal is very strict in regards to controlling magic, due to the high number of government-run metaphysical programs (such as the atmospheric dome) that could be damaged or destroyed by uncontrolled wizardry.

Military/Defenses: Balentin members are judge, jury, and executioner in Per-Saal—probably the only police force that never has to walk a beat or chase down a convict. Per-Saal currently has the lowest crime rate of the city-states. Lord Balentin can muster 1000 metaphysics to neutralize any threat to the city. In addition, the Hourani Embassy has 220 Cortez troops for protection: 120 warriors, 40 longbowmen, 20 destriers, 18 sergeants, 2 master sergeants, 10 knights, 8 lieutenants, and 2 captains. Also, 32 sheriffs with 2 deputies each patrol Per-Saal. The Council is able to activate 15,000 militia during wartime.

Political intrigue: Most Neuonians in Per-Saal belong to the Church of the Morning Light, which preaches that House Balentin is slowly brainwashing the population and that Balentin is secretly supporting the death cults in order to remove Neuonian influence. Also, some fear that the Duke spends too much time having metaphysicians monitor the daily routines of the common populace instead of dealing with the real problems in Per-Saal.

Travel access: The easiest way to reach Per-Saal is to travel on the Kahlil Highway from Harndin. Rough uninhabited country lies between Jondric and Per-Saal, however, and many are incapable of traversing the harsh terrain.

Other major cities: Abara

HISTORY

Age of Creation: Per-Saal did not exist during the Age of Creation.

Age of Myth: By using rising trade profits of the southern human kingdoms, Harndin began to use a small, uninhabited area of land as a bank vault for all those too rich to keep their own money, calling it "Persaal" or "safe", which later translated into the words "vault" or "bank." This town of 5000 people ran the most inconspicuous bank of all the ages: it wasn't able to be seen.

A 56-mile road ran from the west side of Harndin, guarded by fortifications every mile. Men stationed belonged to the UEV and were sworn to protect the special caravans that consistently trekked back and forth, day and night, carrying the gold of the lords of the south. Town inhabitants all had their parts in protecting Per-Saal, most of them by carrying on the daily chores, promoting the illusion of commoners living normal lives. These "commoners" were actually retired warriors, agents, priests, mages, bards, leaders, and thieves of previous generations, who were all promised a percentage of Per-Saal's earnings by retiring to its lands. Yet no one knew exactly where the bank was located.

Many attempted to discover and invade the bank but none ever succeeded. Newcomers were weeded out immediate upon arrival, keeping Per-Saal small and tidy. However, as its reputation grew, the stationed "populace" was finally unable to cope. More riches accumulated, drawing the attention of more than mere humans: hordes of Wolfihn, ogres, dwarves, elves, and orcs.

When Kahlil Aorik visited with his eldest son Balentin, Per-Saal finally took a new course. Kahlil had known many people from Per-Saal from the times they lived together in the southern cities, for he was as old as their great-great-great grandfathers. Balentin came up with the ludicrous idea of secretly moving the riches to a safer haven. Town leaders and investors were responsible enough to demand some proof of Balentin's power, so he took some of them traveling through use of his metaphysical powers. Convinced that the Hourani could safely move the wealth, Per-Saal agreed to Balentin's price of Per-Saal becoming a place where House Balentin could construct its personal "Mecca." Under the mutual agreement, Hourani and human would share the wealth, and the riches would be safely protected.

Per-Saal grew slowly, but most of the newcomers were now Hourani, coming to flesh out the roster of House Balentin. This growth, coupled with rumors of the wealth piled in secret fortifications of House Balentin, soon led to numerous sieges right before the

Unholy Ages began. Although House Balentin could easily defend all assaults through the use of metaphysics, they discretely chose to allow a few attackers to breach the fortifications—enough to show that not one single amulet, gold bar, or magic weapon could be discovered within the confines. The yearly sieges abruptly came to a halt.

In actuality, only those who had deposited wealth with Balentin were capable of traveling to the storehouse holding their riches, and only a few frightened souls had decided to take their riches elsewhere. With the advent of the Unholy Ages, however, many of these treasure-owners were slain and thus the knowledge of their secret wealth lost, leaving many treasures unclaimed even up to the current day.

Age of Creation: After the Unholy Ages, most of Per-Saal's history was lost to the outside world. It now resembled ever other city-state, except for the unusually large Hourani population and the large buildings belonging to House Balentin. Its population grew ten times its original size, to over two million citizens, in less than one thousand years. Normal cities would have suffered tremendously for the chaos, but Per-Saal's leaders socially engineered the expansion of the territory in order to promote civility between the many neighbors. Arguments, fights, threats, and general hostility do occur in Per-Saal, but most evil thoughts never find voice in action due to what some Neuonian's call Mequin's gestapo "thought police".

Other annoyances also exist. A current scam is being run involving the large quantity of unclaimed treasures existing in Balentin's vaults. The original treasure owners, from centuries past, were given tickets in order to prove their ownership of the deposits, and now "ticketeers" have been creating and selling ticket replicas that just might match one of the missing tickets, allowing the buyer access to unimaginable wealth. Such lottery hopefuls (as well as the ticketeers themselves) are looked down upon as scavengers by the local populace but continue to flood into the bars and taverns of Per-Saal, contacting ticketeers and hoping beyond hope that the next successful ticket written will be the one they purchase. This scam is one of the most apparent crimes in Per-Saal, as House Balentin's extensive surveillance of the city has eradicated more violent or vile crimes.

However, despite its power, House Balentin cannot force everyone to live in peace: there are still dissidents who speak out against the social structure or encourage revolt of all sorts. In addition, some prospective metaphysicians are too weak to handle the power of the mind and go mad while trying to practice their metaphysics. Worse yet, some of the mentally insane who travel to Per-Saal hoping for cures are too emotionally scarred to be helped. To preserve



the peace and protect the common citizens, House Balentin is rumored to throw these types into the passages worming their ways under the city of Per-Saal.

The Neuonian population, already intimidated by House Balentin's mental powers, is outraged that such atrocities would be visited upon fellow creatures (even if it preserves the luxury of their current lives) but refuse to speak out in fear of joining those condemned to the tunnels. Still, eventually the pressure will grow too great and then Balentin will be forced to deal with the resulting explosion of social unrest.

POINTS OF INTEREST

Cave of Shimmering Diamonds: Under the city, amid the maze of tunnels and crevices, lies a cavern at one end of which cascades a tall waterfall. The water fills the air with the sound of its fury in the pitch darkness, and when a light is brought forth, shimmering facets of light springs forth in all the colors of the rainbow from the crisp and clear cascade spraying across the chamber. The water gathers in a long deep trough and flows quickly from the cave through a tunnel more than wide enough for a small craft, but no one has yet returned to tell of where this underground river might eventually lead.

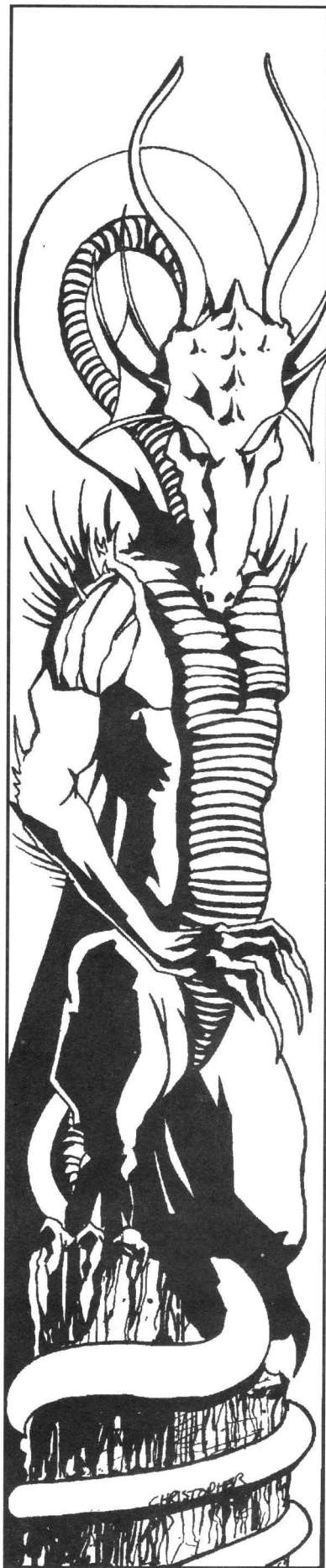
Desert of Nin: This area of Per-Saal is a golden carpet of gritty sand that bakes hotly under the desert sun, able to burn flesh too long in contact with it and rumored to make even tanned leather smolder in time. Worse, tales speak of tornadoes that turn the hot sand into tall pillars of death, scorching all who are drawn within. The area would be completely isolated but for rumors that various rich jewels can be found buried in the sand, drawing explorers desperate for wealth despite the danger.

Porthos Stain: Around fifty years ago, a major Neuonian dissident (he claimed that Balentin was secretly supporting the death cults) by the name of Porthos was found murdered in a park. Despite a supposed intensive investigation, no one was ever persecuted for the crime. If examined carefully, the stone underfoot still bears the tint of his blood, and sensitive metaphysicians can still sense the agony of his death even so many years later. Even now, minor dissidents use the spot as a rallying point.

Sal Meradin: A wealthy Neuonian supposedly heir to the treasures of his ancestors, Sal is one of the very lucky few who managed to purchase a “winning” ticket from the scalpers. He currently lives in a nice estate

and possesses many fine heirlooms, including paintings and sculptures—an odd situation for a Neuonian among Hourani lords. Best of all, however, one of the items that Sal retrieved was a blue crystal ring that throws up a calm level of surface thoughts, allowing him to hide his real thoughts from any probing metaphysicians. Sal has taken advantage of the ring’s power to investigate the possibility of strengthening the Neuonian position in Per-Saal, but whether this will lead to rebellion or simple political change remains to be seen. Sal appears to be in his ‘50’s, with a bald pate and grey-white hair, bright glassy blue eyes, a crooked smile, and strong knotted arms and legs. He is often seen smoking a pipe.

Slab of Gipetor: Inscribed on the side of a cliff rising above the plains are runes that describe a being called Gipetor and how he will come once again to consume the world with fire and blood. Those who spend the night in the area suffer awful dreams, and the only attempt to scratch out the horrid writings resulted in the offender going permanently insane. On moonless nights, members of death cults routinely make pilgrimages to this spot, and travelers are warned to avoid the area.



CHAPTER SIX FOR THE GM'S EYES

In order to help GMs implement their own campaigns, Chapter 6 is dedicated to encounter possibilities and community generation, to simplify the process of pulling substance from the mental ether of the creative mind. The community generator is general enough to be applied to almost any FRPG.

NEUON CREATURES

Italicized creatures, although occasionally appearing in the listed city-state, are extremely rare. Mummies are generally found on the outskirts of Neuon, not near any civilized area. See Table 6-1 on the next page for a breakdown of creatures by type rather than location.

Calcasse: Blood amoeba, *Demons (all forms)*, *Dragons (all ages)*, Elementals (all forms), gargoyle, giant vulture, giant (Ettin), girkruue, griffon, hydra, imp (Nymph), pegasus, fire worm, Ogre, ghouls, skeletons, zombies, mummies, dwarves (Glandla), *elves (Tristleti)*, *Cyclops*, Kobolds, Goblins, Orcs

Cortez: Ainu, blood amoeba, Demons (all forms), *Dragons (all ages)*, *Elementals (all forms)*, gargoyle, giant vulture, giant (Ettin), griffon, hydra, pegasus, unicorn, fire worm, Ogre, ghouls, skeletons, zombies, mummies, dwarves (Rublug), *elves (Tristleti)*, *Cyclops*, Kobolds, Goblins, Orcs.

Harndin: Giant vulture, giant (Minotaur), giant (Sea), hydra, Ogre, ghouls, skeletons, zombies, mummies, Molru'k, *elves (Muesis, Tristleti)*, *Cyclops*, Kobolds, Goblins, Orcs

Jondric: Gargoyle, giant vulture, giant (Minotaur), girkruue, hydra, imp (Nymph), pegasus, unicorn, Ogre, ghouls, skeletons, zombies, mummies, hafling, *elves (Frolidi, Tristleti)*, *Cyclops*, Kobolds, Goblins, Orcs,

LeGlasse: Blood amoeba, demons (all forms), *Dragons (all ages)*, *elementals (all forms)*, gargoyle, giant vulture, giant (Ettin), giant (Trol), girkruue, griffon, hydra, pegasus, unicorn, fire worm, Ogre, ghouls, skeletons, zombies, mummies, dwarves (Rublug), *elves (Tristleti)*, *Cyclops*, Kobolds, Goblins, Orcs

LeGonne: Demons (all forms), *Dragons (all ages)*, giant vulture, giant (Ettin), griffon, pegasus, fire worm, Ogre, ghouls, skeletons, zombies, mummies, *elves (Tristleti)*, *Cyclops*, Kobolds, Goblins, Orcs.

Per-Saal: Giant vulture, giant (Minotaur), Ogre, ghouls, skeletons, zombies, mummies, Molru'k, Muesis, Hafling, *elves (Tristleti)*, *Cyclops*, Kobolds, Goblins, Orcs

COMMUNITY GENERATOR

The following text explains the generation process outlined at the end of this chapter (starting on p.162).

The generator deals with the building blocks--communities--on which societies are based. Communities can range from the basic family unit up to nations and countries. Note from the generation process that community size can overlap with the surrounding categories.

Creature	Breed	Common activity	Habitat	Tome reference	City-State
Ainu		Hunting	Anywhere	p.210	Cortez
Blood amoeba		Hunting	Underground caves	p.211-212	LeGlassee, Cortez, Calcassee
Demon	Hungry	Summoned	Anywhere	p.212-215	Calcassee, Cortez, LeGlassee, LeGonne
	Famished	Summoned	Anywhere	p.212-215	""
	Starving	Summoned	Anywhere	p.212-215	""
	Ravenous	Summoned	Anywhere	p.212-215	""
	Voracious	Summoned	Anywhere	p.212-215	""
	Ungodly	Summoned	Anywhere	p.212-215	""
Dragon	Infant	Anything	Mt. Kabi	p.216	LeGonne, LeGlassee, Cortez, Calcassee
	Child	Anything	Mt. Kabi	p.216-217	""
	Young adult	Anything	Mt. Kabi	p.217-219	""
Earth elementals	Pebble	Summoned	Anywhere	p.219	Calcassee, Cortez, LeGlassee
	Rock	Summoned	Anywhere	p.219-220	""
	Boulder	Summoned	Anywhere	p.220	""
	Ground	Summoned	Anywhere	p.220	""
	Mountain	Summoned	Anywhere	p.220	""
Fire elementals	Finger Flame	Summoned	Anywhere	p.221	Calcassee, Cortez, LeGlassee
	Campfire	Summoned	Anywhere	p.221	""
	Bonfire	Summoned	Anywhere	p.221-222	""
	Housefire	Summoned	Anywhere	p.222	""
	City fire	Summoned	Anywhere	p.222	""
	Forest fire	Summoned	Anywhere	p.222	""
Water elementals	Puddle	Summoned	Anywhere	p.222-3	Calcassee, Cortez, LeGlassee
	Stream	Summoned	Anywhere	p.223	""
	River	Summoned	Anywhere	p.223	""
	Great lake	Summoned	Anywhere	p.223	""
	Ocean	Summoned	Anywhere	p.223	""
Wind elementals	Zephyr	Summoned	Anywhere	p.224	Calcassee, Cortez, LeGlassee
	Wind	Summoned	Anywhere	p.224	""
	Cyclone	Summoned	Anywhere	p.224	""
	Tempest	Summoned	Anywhere	p.224	""
Gargoyle		Hunting	Ruins, Swamps, Caves	p.224-225	Cortez, Jondric, LeGlassee, Calcassee
Giant Vulture		W/ goblins	Anywhere	p.225	Calcassee, LeGlassee, Cortez, LeGonne
Giant	Ettin	Hunting/Raiding	Near mountains	p.226	""
	Minotaur	Sailing	Near ocean/water	p.228-229	Per-Saal, Harndin, Jondric
	Sea	Raiding	Sea of Pearls	p.229-230	Harndin
	Trol	Raiding	LeGlassee	p.230-231	""
Girkru		Trapping	Underground, Swamps	p.231	Jondric, LeGlassee, Calcassee
Griffon		Hunting	Near mountains	p.231-232	Calcassee, Cortez, LeGlassee, LeGonne

Table 6-1. Neuonian Encounters.

Creature	Breed	Common activity	Habitat	Tome reference	City-State
Hydra		Hunting	Lakes/foothills	p.234	All but Per-Saal
Imp	Nymph	Guarding	Lake/spring	p.235-236	Jondric, Calcasse
Ogre		Ambushing	W/orcs	p.238-239	Calcasse, Cortez, LeGlasse, LeGonne, Jondric
Pegasus		Grazing	Wooded glens	p.239	""
Unicorn		Observing /Being hunted	Large forests	p.244	Jondric, LeGlasse, Cortez
Undead	Ghouls			p.241	All (especially Harndin)
	Mummies			p.242-3	Neuon's outer edges
	Skeletons			p.243	All (especially Harndin)
	Zombies			p.243	All (especially Harndin)
Worm, Fire		Eating	Lava pits	p.244	Calcasse, Cortez, LeGlasse, LeGonne
Culture	Occupation	Race	Activity	Tome reference	City-state
Glangdla	Imperial Guard	Dwarf	Guarding	p.250	Calcasse
Rublug	Soldier	Dwarf	Guarding	p.251-252	Cortez, LeGlasse
Molru'k	Bleeders	Beastish	Hunting	p.247-248	Harndin, Per-Saal
Muesis	Aquarian Warrior	Elf	Guarding	p.254	Harndin, Per-Saal
Tristleti	Swordarm	Elf	Guarding	p.254-255	Any (but rare)
Cyclops	Protector	Giant	Observing	p.256	Any (but rare)
Hafling	Burrow Guard	Grobber	Investigating	p.256-257	Jondric, Per-Saal rarely
Kobolds	Grunts	Grobber	Sieging/Guarding	p.257	Any
Goblins		Grobber	Raiding	p.232-233	Any
Orcs		Grobber	Raiding/Hunting	p.233-234	Any

Table 6-1. Neuonian Encounters (con't).

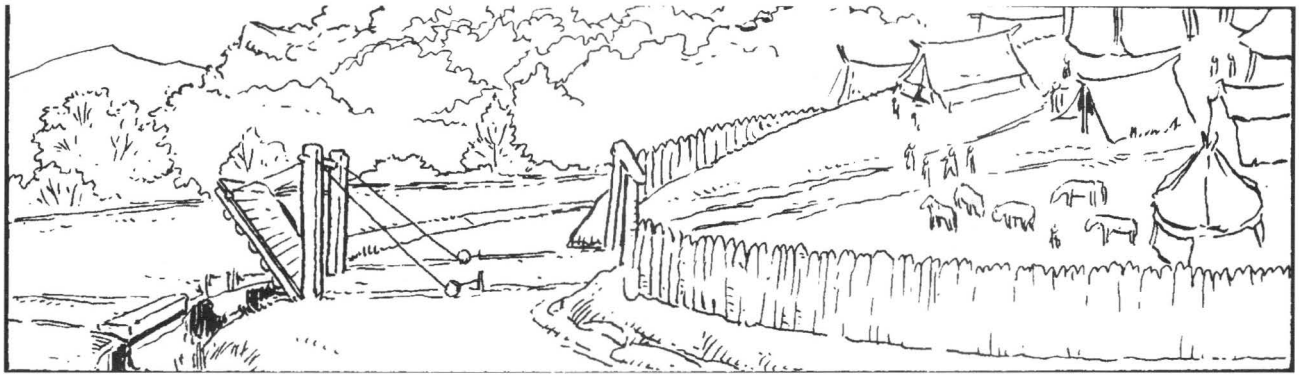
I. COMMUNITY TYPE

No matter what world they exist in, most communities with a familiar basis of life will form around or near a suitable water source. In fact, the size of this source often preestablishes how large the community can eventually become.

Usually not permanent in nature, an *encampment* generally consists of a small number of related families currently in transit to some better place. The common home is usually just a tent set on flat ground or over a dug-out area, as the people plan to pick up and move in relatively short notice. If citizens are generally suspicious or in a hostile area, the space around the encampment will be either be surrounded by mounds of dirt or a ridge of hastily thrown-together debris to make a short wall. A more permanent encampment might go as far as to set sharpened stakes pointing outwards against the night. There is no real order to the tent layout. Sometimes there is no leader in the encampment; if one faction doesn't like what's being said, they can just pick up and move.

A *village* is a small permanent settlement, its families not all related. The homes will tend to be sturdier than tents—huts, perhaps, without doors and with a roof made of sticks or dried grass and dirt floors. There tends to be a central spot left open as a meeting area within the actual village. Fortifications around a village would include raised dirt and rock mounds and sharpened sticks, and perhaps some night sentries. People begin to become specialized in villages—to actually have a profession, *per se*—but the homes won't be specially tailored to help those professions. (In other words, no mills, looms, etc.) There tends to be one leader in a village—a single person usually, or perhaps a committee.

A *town* is visibly more advanced than a village. Houses are more sturdy, made of stone and mortar or actual wooden planking. Roofs are strongly thatched, shingled, or planked. Most floors are made of wooden planking, although some use a brittle mixture of concrete with mats ovetop. Finally, in a town, the buildings will begin to diversify. In general, towns are run by a sole figure and accompanied by a staff of under-



lings who actually handle the day-to-day problems.

A *borough* is almost like a collection of towns—where they met and merged. Boroughs will have twice as many businesses as a town, or even more than that, and buyers can take their pick. The borough leader can either be an appointed/elected individual or council.

A *city* is essentially a mega-borough. Although the city does act as an obvious unit, it's broken up into various sectors separated generally by class and sometimes race.

A *capital*—a large city—refers to one of the seven City-State capitals, described in detail in Chapter 5.

mere survival. In fact, sometimes religious faith provides people with their most substantial reason to live.

A *permutation* (or mild cult) is modelled after one of the community's standard religions but with one major practiced deviation. A *total* cult is a small sect that deviates greatly from its mother religion. An *athiest* community does not believe in the existence of any *gods* whatsoever. An *agnostic* community claims to be completely uncertain of religious truth, often focusing on superstition or multiple religions. A *skeptical* community does not believe in gods, nor even in supernatural events (such as magic or metaphysics).

II. POPULATION COMPOSITION

Race and/or culture inside communities can vary greatly and determine the society's overall philosophy, economy, religions, and politics to a large degree. The larger community, the more likely it is to reflect the average percentage of races/cultures in the nation. Smaller communities have more potential to skew from the national average (such as being comprised solely of one race, for example).

III. ENEMIES

Community enemies take many forms, whether natural (such as disease, weather, terrain, unintelligent life) or cultural (i.e., non-indigenous religions, politics, or military forces).

For cultural enemies in other FRGPs, use that FRPG's enemy generation table or choose creatures that fit your campaign concept.

IV. RELIGION

Religion—belief in and obedience to the intangible and unseen—plays a strong role in communities, bonding citizens together and providing group goals beyond

V. POLITICAL STRUCTURE

Dukes rule Neuron's seven city-states from the capitol, with each city-state generally being broken into provinces that contain at least one major city and are ruled by Marquis. Provinces are usually broken down into either baronies or boroughs, depending on whether the setting is rural or urban. Barons are appointed by the Marquis and have usually earned knight status; they are responsible for making the poor in their jurisdiction produce enough base-level goods to keep the city-state functioning. On the same level as Barons are Magistrates, who perform similarly to Barons but manage urban instead of rural settings. (Alternately, some Marquis allow boroughs to elect a council of citizens to act in the same fashion as the Magistrate—it all depends on what style of leadership the Marquis in that province prefers.)

Towns, the last real link in the chain of official jurisdiction, are often headed by Mayors (who are either appointed by the Baron/Magistrate or are elected by the local populace). Villages have head figures as well, but this leader is not officially recognized by the more prestigious politicians. Encampments are so small that decisions can be made on the family level, and transient enough that those who disagree with the majority can just pack up and go somewhere else.

Title	Holdings	Addressed as	Description	Can appoint
Lord Knight	Stronghold	Sir, Madam	Maintains one small stronghold, enforces direct control over the immediate surroundings. Maintains barony laws and taxes, and the Code of the Knight. Additional knights might help control the territory	---
Lord Paladin	Stronghold	Sir, Madam	Maintains one stronghold and immediate surroundings, enforces barony laws and taxes, and the Code of the Knight. Additional knights might help control the territory	---
Seneschal	Stronghold	Sir, Madam	Controls one stronghold and surrounding territories, enforcing barony laws and taxes	---
Baron (Baroness)	Barony	Lord	Controls one stronghold and surrounding territories. Additional strongholds may be added to their jurisdiction, run by seneschals	Seneschals
Viscount (Viscountess)	Barony	Lord	Controls two baronies, with one barony being controlled by a baron and the other under the Viscount's direct control	Seneschals
Count (Countess)	County	Lord	Viscounts who have added one barony to their control by force, thus having at least three territories under their control	Barons, Seneschals
Marquis (Marquesa)	County	Lord	Counts who have added one barony to their control by force, thus controlling at least four territories	Barons, Seneschals
Duke (Duchess)	Duchy	Lord, "Your Grace"	Marquis who have added one or more baronies (for a minimum of five) to their control by any means	Seneschals, Barons, Viscounts, Counts, Marquises
Archduke	Grand Duchy	Lord, "Your Grace"	Duke related to King or Emperor, and rules a territory in the Kingdom or Empire	Seneschals, Barons, Viscounts, Counts, Marquises
Prince (Princess)	Principality	<i>Normal:</i> Lord, "Your Highness" Crown prince: Lord, "Your Royal Highness" Imperial Prince: Lord, "Your Imperial Highness"	Child of a king or emperor, by birth, marriage, or adoption. Usually begins as a Baron. A Crown Prince is a Prince selected to run a Kingdom upon death of the current King. An Imperial Prince is a Prince selected to run an Empire upon death of the current Emperor	As per secondary title
King (Queen)	Kingdom (Queendom)	Lord, "Your Majesty"	Ruler of a large territory consisting of at least 2 Duchies	All, up to Duke
Emperor (Emperess)	Empire	Lord, "Your Imperial Majesty"	Ruler of an independent group of territories, usually taken by force. An Empire must consist of at least one Kingdom, and one additional Duchy, which has been taken by force	All, up to Duke

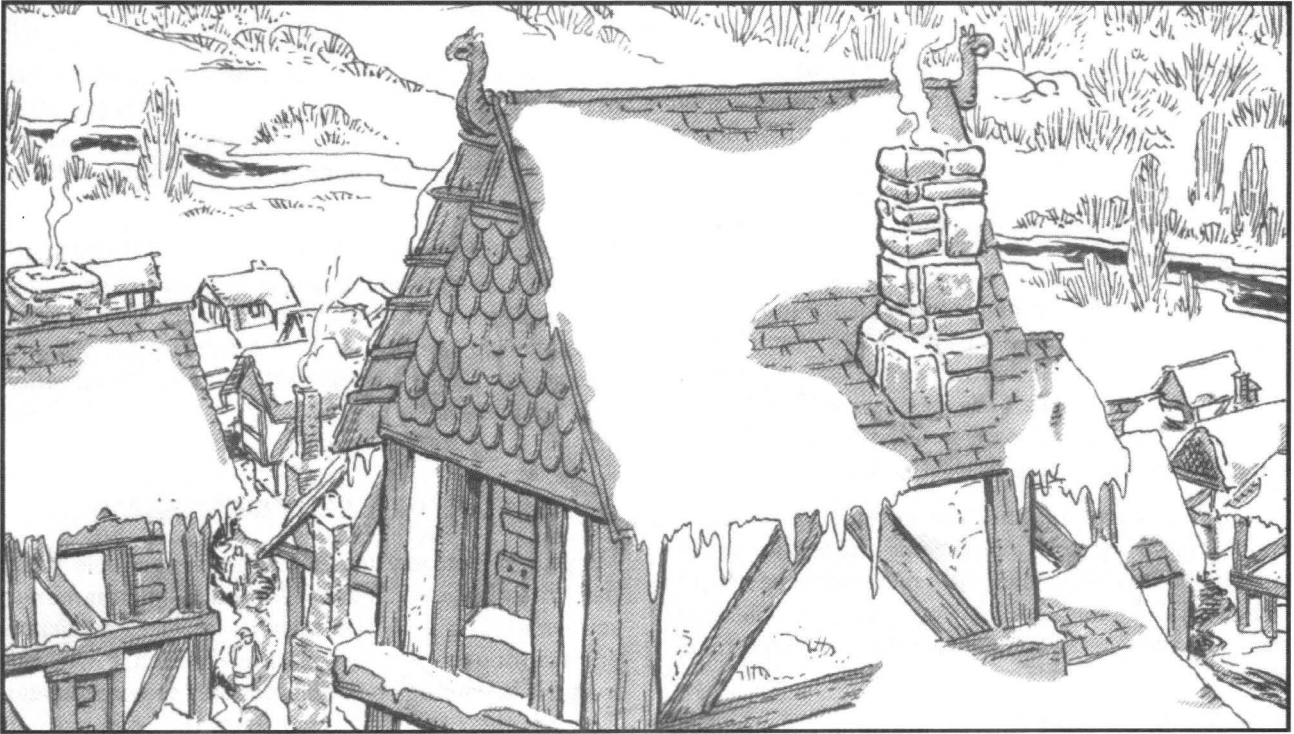
Table 6-2. Possible Medieval Titles & Definitions.

Those who tinker in other FRPGs can use the political titles in Table 6-2 (running from least to most powerful) to describe medieval-oriented societies. Note that Neuon only uses the ranks of Duke, Marquis, and Baron, with their duties being defined as stated.

In addition to titles, Neuonian politics use a mixture of management styles, including monarchy, feu-

dalism, and republic. Communities in any FRPG will often fit within one or more of the following categories (although others might exist).

Anarchy: The society possesses no rules, allowing total chaos to predominate. Due to its inefficiency, this style works best in small settings.



Democracy: Each citizen has one equal vote in every decision, with the majority of voters determining policy.

Dictatorship: An individual or group leader takes and maintains power through sheer force, making all rules based on personal preference.

Feudalism: The society consists of the noble class and the peasantry class. Those of nobility status (usually passed through the bloodline) reap extensive rewards from the peasantry's toils, providing in return limited shelter, sustenance, and protection from outside aggressors.

Monarchy: Similar in style to a dictator, a monarch usually achieves his status through the bloodline rather than pure force.

Official: A democracy or republic elects a single leader (whether individual or a small select group), which then wields absolute power over the society until the society rebels and chooses a new leader.

Republic: Each clan or group sends a representative to a unified council, which then makes decisions for the entire territory as if a democracy.

Theocracy: The religious leaders are also the society's political leaders, usually in the form of a dictator or official.

VI. MILITARY STRUCTURE

The following numbers apply to the size of the active military in the community, where *active military* is defined as the number of seasoned, armored, full-time soldiers. This number tends to be around 10% of the community's total population, but smaller communities don't usually attract many professional soldiers (except for those who plan to kill and loot the local populace).

In addition to active military, a community can raise citizens up as *militia*—untrained (or inconsistently trained) soldiers. Obviously, whether the community allows women and children to fight will determine what percentage of the populace can be raised as militia. The distinction between active troop and militia is vague in small communities (such as encampments and villages), where the entire community will often rise together to repel an enemy attack. However, the specialization in occupations occurring in larger communities (boroughs and cities) means that the public considers fighting to be the military's job; only when the threat is dire will professionals trade in their tools for sword and shield.

Armament descriptions should be modified depending on the economy and resources of the community. For example, a village in an area without many wild animals will find it difficult to protect its military with leather armor. Towns too small to have an armorsmith will be unable to provide its troops with chainmail, unless purchased from somewhere else or belonging to imported troops. These descriptions must

be modified by common sense.

Encampment: No active military, but the entire encampment will fight. Maximum of soft leather armor, with no accessories (including helms, gauntlets, boots, etc.) Armed with bows, spears, slings, clubs, and simple blades (dagger, scythe, and possible a rough sword). Often defended by trenches and pits set with sharpened sticks.

Village: A few professional soldiers, while most of the village is easily raised as militia. Maximum of hard boiled leather, leather helms, and (perhaps) gloves. Armed with bows, spears, daggers, swords, clubs, and any other basic weapon. Defended by a small wall, which is sometimes topped with spears.

Town: More actives, and less militia. Maximum of simple chain, leather & plate helms, and leather gloves. 5% will be calvary. Armed with more advanced weaponry, including long/broadswords, generic polearms, simple maces, and a few crossbows. Defended by an 8' wall.

Borough: Many more actives. Maximum of standard chain, with chain coifs and chain gloves. 10% will be calvary. Armed with various types of sword, bows, crossbows, maces, axes, etc. Defended by a 12' wall, and possible some ballista.

City: Fully varied troops, broken into companies and led by commanders. 20% will be calvary. Maximum of standard plate, with plate helms and gloves and boots. Armed with advanced polearms. Defended by a moat, a 15' wall, ballista, catapults, and burning oil or hot lead.

Capital: Usually around 5000-15000 actives. See individual capital descriptions in Chapter 5 for more information.

VII. RESOURCES

Resources in the most literal sense usually consist of animals, minerals, and plants. *Animals* serve the purpose of food (if eaten), clothes (if skinned), labor (if captured and put to work), and can even be used as mounts if large enough, or trained to hunt. *Minerals* can be used functionally (such as to make weapons, armor, fortifications, transportation devices, etc.), for decoration (jewelry, art, etc.), or as valuables (currency of some sort). *Plants* serve many uses, including as food, clothes, tools (such as to make rope), and decoration (flowerbeds).

VIII. LOCATION

Location describes where the community is positioned in the city-state (for NeverWorld) or territory (for other FRPGs). This feature can easily be used to describe location of satellite communities from their cultural epicenters.

Example: If you have a city of 30,000 called Takmarish and want to establish the location of nearby towns, you could roll on the chart and record each town's position in relation to Takmarish. And if terrain is a primary part of your design, you can alter any random location to fit your needs.

IX. MAGIC/METAPHYSICS SERVICES

Magic and metaphysics play an important role in the daily life of Neuron citizens. Not only is it common to see wandering low-level wizards or metaphysicians entertaining crowds or passing through town, but magic is becoming an actual industry as wizards realize what their talents are worth on the open market.

In general, a particular city-state's attitude towards magic is detailed in Chapter 5. However, the laws governing magic and metaphysics use are generally applied most stringently within the capitals themselves, while further out (in the numerous villages and possibly towns) official policies are enforced less devoutly. So, for example, although LeGonne has effectively banned magic at least in the area of the capital, it is still common for low-level mages to practice their spells openly among the smaller areas of population, away from the Duke's troops. In fact, as long as magic remains helpful to the citizens' everyday lives, no one usually complains. As an alternate example, just because a city-state officially supports magic in all of its infinite uses doesn't mean that outlying towns aren't superstitious enough to sometimes stone or burn any mage they find in their midst. There's room for great variety within Neuron, depending on the size and composition of a particular community.

Mages: A professional mage is a wizard whose services (items, teachings, etc.) can be bought by the average citizen and who can be located by asking around. Wizards who are into commercial services tend to be specialized, as those who are extremely well-rounded generally suffer from a lack of power (the age-old dilemma of versatility versus raw power).

The mage's "products" can include many things: potions, trinkets, sideshow, location, augury, weapons, armor, wands, scrolls, books, rings, jewelry, offensive or defensive spells (cast on a per-spell basis), or even adventuring consultation (where the wizard

Community	Mage levels			Potions available?	Scrolls available?	Supplements available?	Rings available?	Turnover rate
	Low	Mid	High					
Encampment	--	--	--	20%	--	--	--	1 month
Village	1-90	91-00	--	25%	5%	--	--	1 year
Town	1-75	76-90	91-00	30%	10%	--	--	6 months
Borough	1-50	51-80	81-00	40%	15%	5%	--	3 months
City	1-40	41-75	76-00	50%	20%	10%	5%	1 month
Capitol	1-40	41-60	61-00	60%	25%	15%	10%	1 week

Table 6-3. Possible Magical Services.

will actually travel with the client—for an exorbitant fee, of course). As an example, imagine a wizard who kills pests (“Blastarr the Exterminator: he’ll splat your rats for a low, low price”). Of course, most wizards won’t resort to such “menial” labor unless in great need of something (money, recognition) or under geas, but smaller villages with wizards of limited power might see some bizarre services advertised.

Smaller than sodalities, *consortiums* are groups of mages who work together just to make a profit—in essence, magical corporations. Whereas sodalities are generally inaccessible to the common citizen and found (generally) in the capital cities, the consortiums exist throughout the city-states and can be located and have their services bought by average folk. Consortiums are comprised of wizards who share similar interests (so they like doing business and research with each other) or who are diverse enough to present a strong commercial front (similar to a law firm) and can make some good money handling a variety of needs. If business is poor, a consortium will often focus on research instead.

Table 6-3 shows the sort of services that these wizards and consortiums can provide. With potions, scrolls, supplemental magic and rings, the listed percentage shows the *chance* for that item to be found. Chances should be rolled once for each item per location in which inquired, with double the normal chance (and a pricetag 2-5 times higher) if shopping the Black Market. The *turnover period* is how long before that item can be bought in that particular population again. Although more common in small villages and towns, *potions* appearing there will generally be basic remedies or low-level magic. *Scrolls* are based on the culture’s magic school (only Wizardry, for the Hourani/Neuonians). *Supplemental magic* is anything that replaces basic necessities such as light, heat, water, food, shelter, and other simple or basic effects. *Combat magic* is generally not sold and often illegal. *Rings* offered on the market are generally of low- or mid-range magic (not the rings described in quests of yore).

In general, all quest-strength items are either lost and currently being hunted, or being used those who have discovered them; they will not usually be found in the marketplace.

The “levels” of wizard referred to in Table 6-3 are based on NeverWorld Magic Mastery: 1-5=Low, 6-8=Mid, 9-10=High. GMs in other RPGs can calculate these levels based on personal preference.

Metaphysicians: A professional metaphysician is similar to a professional mage: he uses his abilities for hire. (In other FRPGs, he might be referred to as a telepath, psychic, psionicist, mentalist, or psy-mage.)

However, metaphysical powers tend to not be as trivialized as magical ones; there’s many more low-level wizards out to make a fast buck than metaphysicians. This can partly be blamed on the nature of the power: most early metaphysic Spheres affect only the practice-



Community	Metaphysician levels							
	<i>S1</i>	<i>S2</i>	<i>S3</i>	<i>S4</i>	<i>S5</i>	<i>S6</i>	<i>S7</i>	<i>S8+</i>
Encampment	--	--	--	--	--	--	--	--
Village	--	--	--	--	--	--	--	--
Town	1-60	61-80	81-90	90-95	96-00	--	--	--
Borough	1-40	41-60	61-80	81-90	91-95	96-98	99-00	--
City	1-30	31-50	51-70	71-80	81-90	91-95	96-00	--
Capitol	1-20	21-40	41-60	61-75	76-85	86-95	96-99	00

Table 6-4. Possible Metaphysical Services.

ner and aren't as valuable for mass consumption. And by the time the metaphysician gains enough skill to impact widescale society, he has either matured enough to see no need for money or has downslid enough to be searching for ultimate universal conquest than a few measley gold coins.

Claves are similar to consortiums, except that the metaphysician's services are more like active consultant work (personal) than trinket-charming (impersonal). In fact, clave members often perform duties similar to private investigators: information-gathering, location-finding, and security setups. Also, while lone wizard businessmen exist, all metaphysicians in a city instinctively know of each other and are considered part of that city's clave.

Table 6-4 shows the available metaphysical resources in a community. (Metaphysicians of higher Spheres usually have more important things to do than dally with a clave and establish permanent residence in the physical realm.)

X. SECRETS

Each community will often have unique and mysterious aspects.

Alien Inhabitant: Different than the mythical beast or forgotten civilization secrets, the alien has become an integrated part of his society, and its reaction to the alien ranges from tolerance to high respect (depending on who is asked). In *NeverWorld*, the alien(s) should come from a neighboring but yet undiscovered culture, or from the GM's own plot device. Skills, abilities, tools, and knowledge should be available from this alien. However, philosophy and religion will usually not be shared unless aliens comprise at least 5% of the population. The society might or might not consider the person(s) alien.

Amaranthian portal: These portals left behind by ancient Amaranthians can transport people to unspecified destinations. The few portals currently under

study by Neunionian sodalities are still closed, but other yet undiscovered portals could be fully operational. Military leaders will consider such portals either a security breach or transport to conquerable lands.

Black Market: The covert sales group has business in the community. Law enforcement (in deference to tax-paying businessmen) will seek to shut down the local Black Market or at least get a piece of the action, while the community's opinion will vary depending on what goods the Market offers.

Cannibalism: The community attitude (see next generation aspect) should be considered Aggressive most of the time, as the people have adopted the ritual of eating their own kind (although meat is not necessarily the only food in their diet). Usually the bodies devoured are those of enemies, rather than close kin. Some cannibalism might occur between bitterly feuding families (as a punishment) or after the deaths of well-known powerful community figures (in the belief that the culture can absorb these people's knowleges by eating them). GMs should note that this act is an effective but perverse means of preventing an enemy's resurrection or a friend's animation. Givers will have strong opinions about this one.

Community Insanity: A certain percentage (10% or more) of the population is certifiably nuts. Possible variations exist on this theme. The crazy portion could be living unrestricted in the city, secretly locked in the sewers, causing civil riots, or publicly exiled into corner of the city. The type of insanity should be severe enough to cause constant stress in the community, as well as fear. The insanity is a degenerative genetic condition.

Criminal hideout: Someone who seeks to thwart city-state law and justice performs his nefarious plotting here. Yet his deeds could range from petty injustices and delinquencies to murder, treason, or even worse. The specific crimes will determine the reactions of political leaders, military leaders, and religious figures. (For example, someone branded a criminal for

attacking the current regime for religious intolerance will be considered a hero by the churches, but a known child molester is despised by everyone—even other criminals.)

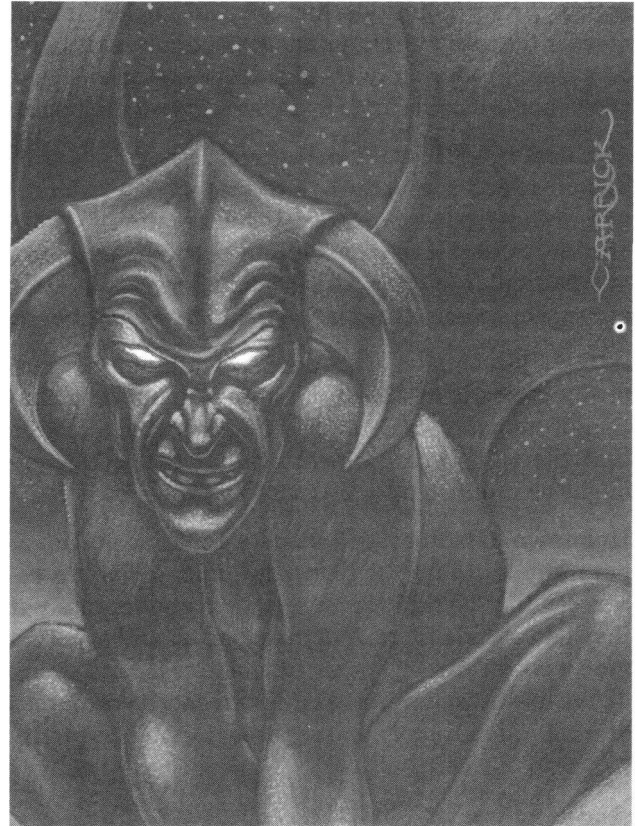
Dungeon: These collections of tunnels and underground chambers could house unique treasures, mysterious creatures/cultures, or the bones of historical figures... or they could lead nowhere. Only careful exploration will unlock their secrets. Military will seek to either clean out or block access to such a dungeon. Covert religions could decide to move their operations down into the tunnels. Political leaders would attempt to seal the dungeons if too many children have disappeared in that general vicinity.

Forgotten civilization: Either the remains of an old culture might be located near or even under the current community, or perhaps a small remnant of the lost culture still lives near or among them. Some examples could be the second foundation of a city currently in its seventh incarnation, a band of tiny forgotten humanoids living in a valley right next to the community, or a group of disguised creatures living unnoticed among the community populace.

Lost item: A long-missing item can be uncovered in this community, whether an object of some great mystical import or simply one with a long mundane heritage. Examples include the Lost Sword of Tuka-Menroth, a Dragon scale, or the signet ring of a baron from the Age of Myth. Based on the item's nature, all aspects of the community could be involved. For example, if the item is of value to a particular group (such as the military or a religion), there could be active seekers for the item, who would demand its return if someone else uncovered it. Perhaps the item (if it belonged to an ancestor) would have sentimental value to a current political leader, or perhaps its recovery would improve community morale or accurately explain a historical event.

Magic item seller: A consortium or individual mage has at least one rare or unique magic item to sell, at a very stiff price. (Double the book value if the item is in high demand, and double it *again* if the seller is located in a borough or larger.) The item will not be actively marketed, because the seller fears it would be stolen. Tales of the item might be told from time to time, but never in direct connection with the salesman.

This salesman might not have the only rare or unique item in the community, but will be the only one wanting to sell his. Discovering the salesman will probably be an accident, or based on the fact that characters are looking for that exact item. GMs might want to make such a meeting a random event. First deter-



mine how many items the salesman has. Then, when the characters meet the seller, roll for each item in question, with a successful percentage chance equal to the character's advantage most respected by the seller. (For example, if the salesman respects Logic and Polgu has a 5, then there's a 5% chance that the seller actually has the desired item and is willing to sell it, for the right price.)

Magic land formation: Some aspect of the land possesses an unnatural tribute—perhaps a hot spring that fully reenergizes the weary (restoring all WPs), or a glittering cavern wall that can be used to scry, or soil in which seeds can fully mature within one day. If the aspect is hidden, rumors could draw seekers from far away. If the aspect is known, perhaps the community benefits in some way from its presence (whether they use it themselves, share it with other communities, or charge a fee for its use). If a specific individual in the community has control over the aspect, it could be used to gain power in some way (political, economic, religious, etc.) over others in the community.

Motivating event: Some special incident occurring in the community's past still influences or controls its current behavior. Sometimes this event is not apparent to outsiders or even to some members of the community. Possible examples include a crucial historical battle (such as the real-world Gettysburg) that still

colors the community's lifestyle, an ancient racial murder that polarizes community factions years later, or a debt known only to high-level politicians that allows some outside force to dictate community policy.

Mythical beast lairs: A creature of legend resides in this area. But does one dare to face it? The military will definitely be concerned if the creature is truly known to exist. If the beast is a totem or an antithesis of a particular religion, there would be a regular flow of members coming to either worship or slay the beast.

Ruins: The remains of a previous community or culture are clearly visible, containing unique information or items. GMs could assign percentage chances that the ruins hold something that the characters might be interested in, or just play things by ear.

Unknown hideouts: A previously undiscovered area, naturally suitable for defending and including resources that could keep a group alive indefinitely if they had to hide there. (For example, an underground grotto with running water, fungus to eat, and easily defensible escape routes.) GMs can choose resources or even roll randomly on the resource table used previously.

XI. COMMUNITY ATTITUDE

Communities usually have some general, prevalent attitude, depending on recent events.

Aggressive: The community believes itself competent to assert its influence on nature or on nearby communities (whether this means politically, militarily, or religiously) and is expanding accordingly. The community will generally be self-gratifying, bold, and suspicious of outsiders.

Celebratory: The community just overcame some harrowing experience (such as the threat of some natural or cultural enemy) and will actually indulge in formal or impromptu gatherings reflecting its joy. Citizens will react in a very positive way to non-threatening outsiders and be less scrutinizing due to their euphoria.

Desperate: The community is under some curse or affliction and will beg outsiders for help. Citizens will either be despondent or willing to pay any price to remove the affliction.

Faltering: The community is actually under siege or has just been struck by a natural disaster and is struggling just to survive. It will not be responsive to demands or requests made by outsiders, as it is too worried about its own survival to listen carefully.

Fearful: The community is threatened by some out-

side force, such as grobber, a neighboring community, a rogue wizard, or an ominous natural disaster (such as a plague or blizzard). Depending on the community's pride, it might or might not accept help against the threat.

Happy: A pleasant experience just occurred for the community—such as discovering a new natural resource or receiving a gift or service from a political figure.

Peaceful: Life is good, and no threats loom on the horizon. Citizens will be pleasant to interact with but difficult to motivate to make changes.

Rebellious: The community believes that it is being treated unfairly by its political, military, or religious leaders. They will react poorly to representatives of the unfair regime but will support those who are sympathetic to their cause.

Restless: The community is troubled by and would like to remove some negative elements (such as the Black Market, natural predators, or a recent flow of outsiders).

Secretive: A covert force (such as the Cult of Derimidos) is slowly weakening the community from the inside-out. Although weakening, the community might not perceive or even acknowledge the threat.

Although specifics change depending on culture, attitudes and emotions are generally transferrable from one society to the next. This means that GMs can imagine headlines from the real world, determine the predominate attitude these headlines would cause, and then apply it to the pertinent FRPG setting.

XII. PROFESSIONAL SERVICES

Standard professional services will be available in almost any community, except for perhaps an encampment (where Domestic skills generally allow people to provide for their own personal needs instead). The services listed in the community generator describe artisans who own an actual place of business, rather than those plausibly capable of the task. (For example, most citizens in small villages can bake simple breads for personal consumption, but the term "baker" applies here to someone who runs a bakery full-time.)

The number of services includes both small proprietor businesses (where the owner does all the work himself) and larger corporate entities that employ large numbers of artisans. (So just because the amount of a certain type of business might be low doesn't limit the amount of people who are employed in that trade.)

Although professionals are often quite adept in their business, most do not have the time nor personal skills



necessary to effectively teach on a large scale. Formal education can be acquired only from the Church and from actual colleges.

Other notes are as follows:

- ✦ The number of churches includes only official houses of worship. Believers can also conduct small services in their personal homes.
- ✦ Shipbuilders are located only in communities with access to bodies of water.
- ✦ Painters refers to portrait painters, design painters, and those who can actually paint homes.
- ✦ The Writers category does not generally include novelists, due mainly to Neuon's inability to mass-produce manuscripts. This profession describes those who are paid commission to provide a specific work—such as a speech, play, treatise, poem, or contract of some sort.
- ✦ Most armorers and weaponsmiths produce average pieces in large quantity. The skilled armorer and weaponsmith is one who can add Style to his work, producing few but exquisite pieces either on commission or for personal satisfaction.

Turn the page to begin the twelve-step Community Generator Sequence.



Quick & Easy Generator

This is the step-by-step format for community generation, used in conjunction with the included Society Sheet (see the end of the book). Definitions for each step can be found earlier in the chapter, in the same order. Any references to FRPGs describes how to adopt these rules to other fantasy RPGs other than NeverWorld. FRPG GMs should examine these twelve steps, to see what must be planned out before using the Generator in actual game play.

I. POPULATION GENERATION (p.152)

- A. Choose or roll for Classification / Population Range.
- B. Choose a population from within the given Range and write it on the Social Sheet next to Total Population.
- C. As a random alternative to step B, you can use the percentile dice to determine a number within your community's range. First roll d100 to determine a random percentage, then multiply it by the value in Range Difference. Add this result to the smallest Range number.

Roll	Classification	Range	Range Difference
01-20	Encampment	1-60	59
21-50	Village	40-250	210
51-75	Town	200-3000	2800
76-90	Borough	2500-7500	5000
91-00	City	5000-50,000	45,000
--	Capitol	50,000+	--

Example: You roll a Town (with a Range of 200-3000, and a Range Difference of 2800), then roll a 63 for your percentage. So $2800 \times .63 = 1764$, and $1764 + 200 = 1964$ people in your town.

II. POPULATION COMPOSITION (p.153)

- A. On your Society Sheet, list the names of each group in the community under the Culture(s) column.
- B. If your community has only one culture/race, you're done: Write "100%" under the "% of Pop" column and skip down to the next part (Enemies). Otherwise roll a d10 for each name and write it in the "Xd10" column, to the left of the name.
- C. For founding culture(s) in that community, add 10 to the number. If you have more than one founding culture, you can just add 10 to the culture you'd like to be the largest.
- D. Write the total of the "Xd10" column at the bottom, left of "TOTAL."
- E. Now you want to generate percentages. Divide each number in the "Xd10" column by the number beside "TOTAL," rounding down. Write the new number under the "% of Pop" column, to the right of the name.
- F. You should now have percentages for each part of your society, but they might not add up to 100%. To fix this, you can find out what they do add up to, subtract the number from 100, and then add that missing percentage to a culture of your choice (probably the largest).

III. ENEMIES (p.153)

- A. Roll to determine the number of enemies, adding 1 enemy for boroughs, 2 for cities, and 3 for capitals. Write this number on your Society Sheet in the brackets next to the "Enemies" heading.

01-40	One
41-65	Two
66-85	Three
86-95	Four
96-00	Five

- B. Roll or choose for each class and type, and write the specific type after the class. Ignore any additional Terrain results after the first. (If Terrain never comes up, consider the terrain to be hospitable.) Choices for animals, disease, weather, and cultural enemies should be guided by terrain.

Roll	Class	Roll	Type	Examples
01-20	Animals	01-33	Scavengers	Rats, mice, weasels, raccoons
		34-66	Bugs	Grasshoppers, locusts, moths, grubs, worms
		67-00	Predators	Wolves, lions, tigers, bears, oh my!
21-40	Disease	01-15	Genetic	Downs syndrome, cystic fibrosis, sickle-cell anemia
		16-60	Mild transmittable	Mumps, measles, chicken pox
		61-80	Medium transmittable	Pneumonia, mononucleosis
		81-85	Deadly transmittable	Black plague, ebola, red death
		86-00	Environmental	Cancer, diabetes, heart disease
41-60	Weather (reroll or choose more appropriate type if Terrain is contradictory)			
		01-09	Tornados	
		10-20	Floods	
		21-24	Earthquakes	
		25-32	Heavy hail	
		33-53	Repeated snow/rain	
		54-60	Hurricanes	
		61-80	Heavy frost damage	
		81-88	Frequent lightning storms	
		89-00	Heavy fog	
61-80	Terrain (if the type doesn't fit with your scenario, ignore and re-roll for a different class of enemy)			
		01-10	Mountainous/Climb	
		11-20	Jungle/Marsh	
		21-30	Underground	
		31-40	Arctic	
		41-50	Desert/Barren	
		51-60	Volcanic	
		61-70	Canyon/Ravine	
		71-80	Small coastal island	
		81-90	Sink-holed / Mudswamps	
		91-00	Combination: roll again (disregard opposites)	
81-00	Cultural (Page numbers refer to the NeverWorld Tome)			
		01-29	Goblins (p.232)	
		30-49	Orcs (p.233)	
		50-59	Ogres (p.238)	
		60-69	Kobolds (p.257)	
		70-76	Faeries/Imps (p.235)	
		77-80	Giants (p.225-231)	
		81-84	Giant animals	
		85-89	Water-based monsters	
		90-94	Undead (p.241-243)	
		95-97	Roaming elemental (p.219-224)	
		98-99	Demon (p.212-215)	
		00	Dragon (p.215-219)	

IV. RELIGION (p.153)

- A. Roll or choose the community's most influential religion (not necessarily the only one). Other FRPGs should first assign different chances/names in the 01-65 range. As new NeverWorld culturebooks come out, the same can be done for the new religions/faiths.

Roll	Religion
01-15	Solaris Dragonfay (Zariah)
16-26	Lunaris Dragonfay, (Rabahd)
27-35	Terran Dragonfay (Varrack)
36-65	The Church of Morning Light
01-20	All gods of the pantheon
21-40	Iedras (All-Mother)
41-50	Consean (honor and chastity)
51-55	Iedrahnc (forbidden knowledge)
56-60	Osthis (vigor)
61-75	Baseo (innocent pleasures)
75-80	Zute (lost children)
81-00	Uillis (builder and defender)
66-74	Permutation (roll again, ignore 66-00), see p.000
75-78	Total cult (roll again, ignore 66-00), see p.000
79-87	Agnostic
88-96	Athiest
97-00	Skeptical

V. POLITICAL STRUCTURE (p.153)

- A. Record the leader's title and create a name (NeverWorld players can use common names from Chapter 1). For an encampment, village, or town, a Lord Knight or Lord Paladin can be substituted for the leader, ruling from a keep.
- B. Government: NeverWorld's governments are usually feudal. (FRPGs: Note that the ruler list here is partial. See a list of more possibilities on p.000.)
- Encampment: Strongest member, with communal/family leadership.
- Village: Head figure, not recognized by higher-level politicians.
- Town: Mayor (appointed by a Baron or elected by locals)
- Borough/Barony: Magistrate if urban, Baron if rural (appointed by Marquis)
- City/Province: Marquis (appointed by Duke)
- Capital/City-State: Duke (inherited or chosen by High Council)

VI. MILITARY STRUCTURE (p.155)

- A. Write in numbers for Active Military, Cavalry, and Militia. Then check off box on Society Sheet for Armor, Weapons, and Perimeter. (FRPG: Replace weapons and armor if appropriate.)
- Encampment: No active troops, the entire population is militia.
- Village: Active troops equal $[10 + d10]\%$ of the populace, with no cavalry. 75% of the populace can be raised as militia.
- Town: Active troops equal $[15 + d10]\%$ of the populace, 5% of them cavalry. 30% of the populace can be raised as militia.
- Borough/Barony: Active troops equal 10% of the populace, 10% of them cavalry. 30% of the populace can be raised as militia.
- City/Province: Active troops (in companies, w/ commanders) equal 10% of the populace, 20% of them cavalry. 30% of the populace can be raised as militia.
- Capital/City-State: Active troops equals 5000-15,000 soldiers. (See CB:H and CB:N for more details.)

VII. RESOURCES (p.156)

A. Roll for the types and write the number of each next to the type on the Society Sheet.

FRPGs: Replace riding beasts, valuables, and economy staples where appropriate for your system. (For example, instead of riding horses, perhaps your culture uses dolphins, gryphons, or giant spiders.)

Community	Roll	Types
Encampment	01-80	1 Roll: Animal OR Vegetable
	81-95	2 Rolls: Animal AND Vegetable
	96-00	3 Rolls: Choose from Animals/Vegetables
Village	01-60	1 Roll: Animal OR Vegetable
	61-90	2 Rolls: Animal AND Vegetable
	91-00	4 Rolls: Choose from Animal/Vegetable
Town	01-50	2 Rolls: Mineral AND Vegetable
	51-75	2 Rolls: Choose from any A, V, M
	76-90	3 Rolls: Choose from any A, V, M
	91-00	4 Rolls: 2 Animal, 1 Vegetable, 1 Mineral
Borough/City	01-40	3 Rolls: Animal, Mineral and Vegetable
	41-80	3 Rolls: Choose from A, V, M
	81-95	3 Rolls: 2 A, 1 V
	96-00	4 Rolls: 2 A, 1 V, 1 M

City-State Resources are already described in CB:N.

Animal: Horses are riding/labor beasts, while cats, dogs, and hawks double as pets/labor.

01-02	Bear
03-04	Cats
05-20	Cows
21-25	Deer
26-28	Dogs
29-50	Fish
51-55	Goats
56-66	Horses
67	Mink OR Hawk
68-82	Pigs
83-87	Rabbits
88-00	Sheep

Minerals: Only one specific type is allowed from the roll (such as precious gems: diamonds.)

01-25	Coal
26-47	Copper
48-53	Precious Gems (diamonds, emeralds, rubies, etc.)
54	Gold
55-74	Iron
75-80	Salt/Sand (used to make glass), terrain-dependent
81-82	Silver
83-00	Stone (granite, slate, chalk, marble)

Vegetables: All choices in the category can be available in the same society

01-20	Grains (wheat, barley, oats, rye, corn)
21-37	Pods & Roots (Carrots, peas, beans, potatoes, turnips, onion)
38-45	Melons (Squash, pumpkin, cantelope, gourds, watermelon)
46-66	Fruits (apple, orange, banana, berries, tomatoes)
67-80	Nuts (walnuts, chesnuts, peanuts, cashews, almonds)
81-00	Manufacturing (cotton, hemp, rubber, lumber)

VIII. LOCATION (p.156)

- A. Roll to determine where the society is located within a city-state (NeverWorld) or territory (FRPGs).

Roll	Direction
01-11	Northern
12-22	Northwestern
23-33	Western
34-44	Southwestern
45-55	Southern
56-66	Southeastern
67-77	Eastern
78-88	Northeastern
89-00	Center

IX. MAGIC/METAPHYSICAL SERVICES (p.156)

- A. Roll once for the number and structure of professional wizards, and again for metaphysicians (MP) in a community, then cross-reference the with chart for each. For every 25 mages in a community, there will be one *consortium*. (For the specific services, see p.000.) Each city will also have its own *clave*, consisting of all commercial metaphysicians.

Note: If your society is non-magical/non-psychic, skip to the next section (Secrets).

FRPGs: Metaphysicians are also known as psychics, and their maximum Sphere indicates total possible power. See the Tome, Chapter 4, for more description of MP powers.

X. SECRETS (p.158)

- A. Communities often have unique aspects that lay groundwork for an adventure, the exact number depending on community size:

Encampment/Village 1 secret

Town/Borough 1 secret / 1000 people

City/Capital 1 secret / 5000 people

- B. Write this number next to Secrets. Then roll once for each secret and record the results on the Society Sheet. Reference details on p.000.

Roll	Community secret
01-02	Amaranthian portals (FRPG: teleport or dimensional portals)
03-11	Black Market (ignore duplicate rolls)
12-20	Criminal hideout
21-28	Dungeon
29-32	Forgotten civilizations
33-42	Lost items
43-48	Magic item seller (ignore duplicate rolls)
49-54	Magic land formation
55-60	Mythical beast lairs

Type	Roll	Result
Encampment	01-96	None
	97-00	1 Mage or Metaphysician (MP) max S3
Village	01-51	None
	52-00	1 Mage or MP max S5
Town	01-20	None
	21-80	1 Mage per 1500, 1 MP per 2000 max S5
	81-00	1 Mage per 1000, 1 MP per 2000 max S7
Borough	01-30	1 Mage per 1500, 1 MP per 2000 max S5
	31-90	1 Mage per 1000, 1 MP per 2000 max S5
	91-00	1 Mage per 700, 1 MP per 1500 max S7
City	01-60	1 Mage per 1000, 1 MP per 2000 max S5
	61-00	1 Mage per 700, 1 MP per 1500 max S7

Roll	Community secret
61-70	Ruins
71-80	Tragic event
81-85	Undiscovered/Unknown hideouts
86-90	Community
01-50	Insanity (10% of populace)
51-00	Cannibalism (100%)
	(ignore duplicate rolls)
91-00	Alien inhabitant(s) from another culture

XI. COMMUNITY ATTITUDE (p.160)

- A. Roll for the community's prevalent attitude based on recent events. (This trait should be rerolled on subsequent visits.)

Encampments, towns and villages will tend to be Reserved or Fearful/Protective towards all outsiders at first, then revert to their prevalent attitude. GMs should invent reasons for the prevalent attitude, using the definitions from p.000 or perhaps a predetermined enemy or secret.

Roll	Attitude	Roll	Attitude
01-10	Aggressive	51-60	Happy
11-20	Celebratory	61-70	Peaceful
21-30	Desperate	71-80	Rebellious
31-40	Faltering	81-90	Restless
41-50	Fearful	91-00	Secretive

XII. PROFESSIONAL SERVICES (p.160)

- A. General occupations in a community have been broken down into four groups, from basic level (and most common) to extremely specialized, non-commodity items (such as fancy hats or tailored speeches). Find your community size across the top, then roll (if necessary) for each appearing job and write the values in the appropriate slot on your Society Sheet.

An A-C result instead of a range means to divide the entire population by a given number (A=250, B=500, C=1000) and then allocate that number of businesses in that block of occupations.

Example: Under Borough, the entire third block (basic armorers to basic weaponsmiths) has a B result. If your population is 5500 people, then divide 5500 by 500 (because B=500) to get 11. This means you can allocate 11 businesses between all occupations in the third block. So you could choose 3 basic weaponsmiths, plus 1 of every other occupation in that block (totaling 11). Or 3 cobblers, 4 pawnshops, and 4 bakers—whatever adds up to the number you generated.

Occupation	Village	Town	Borough	City	Capital
Potters	1	d10/3	5+d10	10+3d10	30+3d10
Tanners	1	d10/3	5+d10	10+3d10	30+3d10
Carpenters	n/a	A	d10	2d10	3d10
Carvers	n/a	A	d10	2d10	3d10
Masons	n/a	A	d10	2d10	3d10
Millers	n/a	A	d10	2d10	3d10
Smiths	n/a	A	d10	2d10	3d10
Weavers	n/a	A	d10	2d10	3d10
Armorers (basic)	n/a	B	A	1d10	2d10
Bakers	n/a	B	A	1d10	2d10
Cobblers	n/a	B	A	1d10	2d10
Leatherworkers	n/a	B	A	1d10	2d10
Ropers	n/a	B	A	1d10	2d10
Pawnshops	n/a	B	A	1d10	2d10
Shipbuilders	n/a	B	A	1d10	2d10
Tailors	n/a	B	A	1d10	2d10
Weaponsmiths (basic)	n/a	B	A	1d10	2d10
Armorers (skilled)	n/a	n/a	C	1d10 / 2	1d10
Barbers	n/a	n/a	C	1d10 / 2	1d10
Brewers	n/a	n/a	C	1d10 / 2	1d10
Chefs	n/a	n/a	C	1d10 / 2	1d10
Embroiderers	n/a	n/a	C	1d10 / 2	1d10
Haberdashers	n/a	n/a	C	1d10 / 2	1d10
Jewelers	n/a	n/a	C	1d10 / 2	1d10
Painters	n/a	n/a	C	1d10 / 2	1d10
Scribes	n/a	n/a	C	1d10 / 2	1d10
Sculptors	n/a	n/a	C	1d10 / 2	1d10
Weaponsmiths (skilled)	n/a	n/a	C	1d10 / 2	1d10
Writers	n/a	n/a	C	1d10 / 2	1d10



AND MAGIC TO GUIDE THEM BY *SCOTT R. COHEN*

"Will wonders never cease?" remarked Daphne Tasker as she surveyed the city in front of her. "Look where Solumnus dumped us."

"Where, might I ask, are we?" asked one of her new companions, a House Groam wizard. He paused to tighten his tasseled sash about his gold-trimmed black robes.

The third person, an elf, was wide-eyed in something between amazement and fear. Having cleared the top of a rolling hill, the three could see the westernmost branch of the Great River in the distance, flowing from north to the south. But the river's other two tributaries were obscured by the sprawling capital city itself, where the homes of the common people crowded one another along the city streets.

Putting a hand on each of their shoulders as she stood between them, Daphne declared dramatically, "Welcome to Harndin—my home."

"It is almost proverbial," said Victor sardonically, "that you, a thief, should come from Harndin."

"How do you mean?" the woman asked in an honestly curious tone, ignoring their elven friend for a

moment.

"When last I heard, it was rumored that Duke Wellington was becoming a mere puppet of Porter himself. Thieves must breed here like flies."

"Perhaps." Daphne's lack of a violent retort surprised her Hourani friend. "But only the best of us become accomplished thieves. And maybe the city's run by Lord Porter, but the Guild is run completely by Neuonians—Porter's Hourani aren't good enough to infiltrate our networks. We've been lied to so much through the ages that some of us can read a liar like ink on vellum." And then a kind of inspiration seemed to cross her face. "And, Victor, you called him Porter. Don't you mean *Lord* Porter?"

Victor frowned. "Enough of this idle chatter. How do you plan to lead us past the gates without entry permits?"

"Trust me," smiled Daphne.

Victor shook his head. "And where do you plan to take us first?"

"I'm not quite sure," said Daphne, her dimples prominent from her glee, "I haven't seen this place in three years! But at least some new clothes and a bath are in order. Don't know about either of you, but when I entered the portal to Solumnus' test, I left all my equipment behind. Figured I'd be back for it, but apparently my luck was pretty poor—"

"I hate to interrupt," said Victor, "but it seems that our Bock friend is... having some difficulties."

The elf was standing quite wide-eyed and still—so still that he didn't look as if he'd be moving in the

near future. "Mustaka," said Daphne carefully, as she reached up and tapped the eight-foot tall Bock on the shoulder, "you gonna be alright?"

The Elf turned to her. "So much water," he said succinctly.

"Well, yeah, it's a city on the river. Can't you swim? You don't have much to worry about—we won't be crossing a single bridge."

"Swim?" asked Mustaka.

"Swim," interrupted Victor, imitating the dog-paddle with his hands. "To move through water and not sink in it."

"Sink," breathed Mustaka, then abruptly shaking his head. "In my homeland, having enough water to sink into is a fable. A fantasy. I might be the first Bock in ages to see this much water in one place. Is this truly for real?"

"What *is* real?" laughed Daphne, taking the Bock's hand and pulling him forward into a slow walk. "Just enjoy the adventure."

Mustaka didn't seem to be moving quite fast enough, so Victor pushed him a little bit from behind and they began to make headway. "Harndin," muttered the Hourani. "Remember, I shall want to visit the Groam Embassy as soon as possible."

"Go right ahead," replied Daphne, "but don't be offended if I stay west of the Tribunal branch."

"It is probably better that way," mused Victor. "I have a sneaking suspicion that you are wanted for some shadowy act or another."

"Indicted but never convicted," retorted Daphne, returning the smile.

Mustaka still walked stiffly as they descended towards the city gates, muttering to himself the entire way. "And the village Mantis claimed that the City of Syvyn held wonders. But they are as nothing to this Harndin."

Six guards were on duty at the gates—one guard in each of the two defense towers built into the city wall, two on either side of the actual entrance, and two in the road, inspecting wagons and pedestrians for contraband being smuggled into the city.

Daphne's walk never changed as she headed to the gates, her two companions in tow. The grimace on one guard's face made it quite clear that he had met Daphne before.

"Well, *hello*, Brian!" trilled Daphne, extending one hand to the guard as she came close.

"What do you want?" Brian stammered, pushing her behind the line of city entrants, shielding them from the view of the other guards.

Daphne didn't seem nervous in the least. "We want in," she answered, "and we don't want to register for permits."

"Can't you just—"

"And we don't have enough for a bribe or fee."

"So what do you—"

Daphne feigned a sigh. "Alright, I want in for free, or your captain accidentally finds out about that little drunken bout that night in the Duke's castle."

Brian simply groaned.

"See, was that all so bad?" Daphne asked a minute later as the trio passed through the gate.

"Quite amusing, actually," noted Victor, guiding Mustaka slightly faster into the city itself in an effort to blend in with the crowd.

"Child's play, really," corrected Daphne with a huge smile. "Oh, and by the way..."

"Yes?"

"I want you to guide Mustaka left at the next corner. We've got someone following us."

"Does the law truly want you that badly?" Victor's eyes darted from one side to the other as he tried to peripherally spot the pursuer.

"Naw—maybe he just doesn't like Hourani," she said facetiously. When Victor gave her a puzzled look, she explained. "Since you're wearing House Groam colors—and we all know how many Neunionians are in *that* esteemed House—odds are pretty damn good that you're a shapeshifter."

"Oh, how is it that you are not acclaimed a sage?" asked Victor sarcastically, shifting the bewildered Mustaka left.

"I am alright," said the elf, pulling away. "I simply...the water—"

"Understood, my pointy-eared pal," Daphne cut in almost melodiously. "Save it for later."

Under Daphne's expert supervision, the trio weaved through the streets like yarn at the loom, leaving their tail bogged down behind in the crowds.

"Quick, into this store," she ordered suddenly. They all turned and saw a sign written in both Olde Human and Hourani: "Herbalist." Daphne shook her head as they stepped across the threshold. "From thirty letters to one hundred and twenty-eight—leave it to the Hourani to take the hun.an alphabet and make it harder just to make it theirs."

Victor chose not to comment, particularly because they had suddenly found themselves confronted by a shadowed, black-robed figure. Even as they stared, a panting man stumbled through the doorway behind them—their pursuer.

"They came in... by accident!" he exclaimed. "They didn't plan to come here, they were... just running from me!"

The voice that emerged from the figure's cowl was soft and chilling. "They noted that you were following them?"

The thug swallowed. "Only because... because the woman's in the Guild! I recognized her—"

"I wanted an answer, not an excuse, Donald. Now get out of my sight."

"Y-yes, m'lord wizard," the man said, his entire body shaking noticeably as he backed out of the small shop.

Victor's ears perked up at the mention of "wizard."

"Yes, my fine Groam wizard," acknowledged the figure, pulling back his hood, "Neunionians can also wield the power of the cosmos."

The man's face was deeply tanned, his brown eyes as penetrating as a battering ram, his stance betraying only his supreme confidence and nothing more. But it was the mask—the brown leather mask—that marked his identity. It hid the entire left side of his face, having been formed like boiled leather armor to match its contours.

The Hourani knew that it could only be one man.

"Maximillian Tasker," revealed Victor, the slightest bit of disdain noticeable in his voice. "Your reputation... it preceeds you."

The robed figure simply smiled.

"Do you mean to say that you knew we were going to come here?" blurted Daphne.

"Yes," Maximillian answered. "An old man contacted me, saying that you were just the people that I am looking for to complete a task."

"That's the best you can come up with?" scoffed Daphne. "Oh, please."

Victor put a hand lightly on her shoulder. "Daphne, perhaps you should not—"

Strangely enough, it was Maximillian who spoke. "No, wizard. Let her speak."

"In the name of Sir Patrick, what in the world are you two double-talking about?" Daphne crossed her arms irritably.

"Introductions, perhaps?" prompted the Neunionian mage. "I am Maximillian Tasker. And you?"

"Daphne Tasker—no relation."

"I'm sure," said the mage smoothly. "And you? Of House Groam?"

"Victor Capriti Aorik," said the Hourani.

"And what of the Bock?" Maximillian asked, glancing over at the olive-skinned giant.

"What...? Mustaka. My name—but how do you even know of my kind?"

Maximillian smiled. "I am more widely traveled than your present company of adventurers, Bock." Then he eyed the Elf more seriously. "So are you a Mantis?"

There was dead silence for a moment. "No," Mustaka finally answered softly. "I was not fated to aspire to such height. I am but a martial master."

"Good. To probe my mind is a very dangerous thing."

"Um, sorry to ruin everyone's fun," interrupted Daphne, "but why don't we just cut to the chase? We've got some work to do."

"Direct," said Maximillian. "I like that. Very well.

I have access to an item of magic that you apparently need."

"And how do you know this?" asked Victor, eyeing Maximillian with utter suspicion.

"From the lips of the same old man who said that I could find you here."

Daphne took a step forward. "But we didn't even know that we were going to be here!"

Maximillian lightly pursed his lips. "Well, it would seem, then, that this old man—this friend of yours—must have been more than he seemed.

"Solumnus?" breathed Daphne.

Victor stepped right up in front of the older wizard, bottom lip firm. "I *demand* to know how you knew we were going to be here."

Maximillian seemed rather nonplussed. "I was given a scroll with your descriptions on it by this man—this Solumnus of yours—who arranged this meeting. All I ask for this magical item is a simple, small service. A token, actually."

"I would like to see the scroll," replied Victor.

"Certainly," Maximillian said with a smile. And with a flourish, his right hand weaving an intricate pattern in the air, a scroll appeared in his hand at Victor's eye level.

The Hourani examined the scroll closely for a moment, then shook his head in disgust. "Sleight of hand, that was! Not real magic at all!"

"True," conceded Maximillian, but the smile never left his face. "However, it distracted you from seeing me draw the knife that is now at your belly." And even as Victor felt the tip of the blade tickle his abdomen, threatening to pierce his skin, the older wizard's face contorted in anger. "And if you *ever* have the gall to step this close to me again and interrogate me thus, this knife will be the *least* of your worries. Understand, pup?"

Daphne sighed. "Oh, come on, boys. It seems that we all want something here, and if somebody gets dead, one group gets nothing and the other gets a whole lot of rest nestled in some dirt. So what's it gonna to be?"

Victor smiled and stepped back. "No matter, wizard. Your attack on me distracted you from the Bock who is now behind you."

Maximillian Tasker casually turned his head to see Mustaka stand up from a deep fighting stance, then smiled. "At least that restores my faith in your competence to some degree." Both dagger and scroll disappeared back into the wizard's robes. "Now. What I need is something... reappropriated."

Mustaka flashed Victor a look of non-comprehension.

"He wants something stolen," clarified the Hourani.

"I could not steal the goods of another," said Mustaka, walking back to stand near Victor again.

"That is wrong."

"It is not my way either," added Victor.

Daphne put a hand on each of their shoulders. "Let's not be so hasty, boys."

"Yes, boys," Maximillian repeated sarcastically, "let's not be so hasty. The old man wished me to tell you that the man you would be stealing from is a pawn of one of Kyrulan's champions."

Solumnus' champions looked at each other in turn. Finally Victor spoke. "In that case, I believe that we could assist you."

"Excellent!" Maximillian reached behind the counter and then handed a small sack to Daphne. "Inside the bag are two things. The first is an exact replica of the item to be taken. You will find the original item prominently displayed in one of the viewing rooms; simply exchange it for the replica. The second item in the sack is a spell scroll that I have tailored especially for this occasion."

"A magic scroll?" Victor asked. He seemed slightly awestruck at the possibility.

"Quite," the wizard replied succinctly.

"Anything else?" asked Daphne, rooting through the bag. The replica she pulled out was a thick, clay medallion with intricate carvings on both faces resembling blazing suns. Superb craftsmanship.

"Yes—you must be in and out during the early evening, shortly after dusk. This is extremely important... and is why you have that scroll. The spell will transport you to just outside the gates to the mansion where the object is kept. Because this house is on the island west of the river's Imperial branch, your completion time should be speeded up considerably."

"Can the scroll bring us back as well?" Mustaka queried.

"I can't do everything for you," replied Maximillian. "It cost me enough just to make the one scroll. Go now, return here with the item, and in turn I will give you the magic object that you require."

Daphne straightened out her shirt, then nodded. "Fine. Let's do this."

Victor sat at the desk in the room that the trio had rented for the night. Trying to study the scroll, he was constantly distracted by the Bock's martial practice. The elf was standing on the top edge of a chair back, balancing carefully while performing several intricate series of deadly-looking striking techniques. Almost ironically funny was the fact that he had to crouch slightly to keep from banging his head on the ceiling. The Hourani simply sighed and tried to maintain as much concentration as Mustaka.

Which was decidedly impossible, when Daphne burst into the room and pitched several sets of clothing bound in twine on the floor, bumping Mustaka's

chair and almost knocking him from his perch.

"Ah, it's great to be home!" she exclaimed, hopping up on the desk. She would have landed on the scroll had Victor not slid it out of her way in one panicked movement. "Oh, geesh, Victor, why's that thing so important to you? Can't you make one on your own?"

"No," the Hourani said, "as a matter of fact, I cannot. House Groam lacks the knowledge to transfer spells directly to paper. And the Shape sodality refuses at the moment to share their research with Hourani."

"Hmm, jealous?" the thief asked coyly.

"Yes," Victor said with utter seriousness, running his fingertips along the face of the scroll. "By Zariah, yes!"

Daphne took a moment to glance between her two companions—one crouched over a scroll and the other still trying to regain his balance. "You're both quite the pair, you know—Mustaka about to snap his neck falling off a chair and you slobbering all over that chicken-scribble of yours. Quite a group I've hooked up with."

With a hoarse laugh, the Hourani slipped into natural form, the noise becoming more guttural and gravelly as he sprouted thin black fur and grew a wolf-like muzzle. His teeth looked razor-sharp in diminishing light. "Just like a Neuonian," Victor said, rolling up the scroll carefully as not to scratch it with his claws. "You see strangeness everywhere but in yourselves."

"And what's that supposed to mean?" Daphne hopped off the desk, hands on her hips, a faint smile on her lips. "I'd like to hear this."

Reverting to his unnatural human form, the Hourani turned in his chair to face his companion and took a deep breath. "On this, the day of our first mission as champions of Solumnus, you go out shopping for new clothes and spend a bulk of the afternoon in the bathtub. Meanwhile, Mustaka and I are actually doing something constructive in preparing for said mission. I find that much more bizarre than a balancing elf and a studious Hourani."

"Yeah? And how am I supposed to sneak up on someone if they can smell me?" asked the thief, a tone of seriousness now creeping into her voice. "Believe you me, my friend, you could use a bath yourself."

"I have one planned on our return from the island. But of course, first, we must get there."

"It is almost dusk." The startled pair turned to find Mustaka back on level floor once again.

"Good," said Victor. "Then it is time. Come stand near me."

As the other two crowded up against him, the Hourani brought the scroll in front of him so that it was parallel to the floor. "I invoke this scroll of magi-



cal power," he whispered, and then concentrated on the parchment. Within a second, the writing on the scroll began to glow with an intense, orange light. Suddenly the individual letters actually lifted from the parchment and began swirling around and between the adventurers, moving faster and faster and faster until the trio was surrounded by a bright orange halo.

And then, for a moment, reality as they knew it shattered.

When the light faded, the tree found themselves standing amid an outcropping of bushes just outside a small mansion. The building itself was surrounded by a thick steel-bar fence rising twelve feet tall at the points.

"Well, looks like the fun begins now," said Daphne. "Just as we discussed, boys."

As both Bock and Hourani nodded, Daphne went to the bars. Victor headed for the main gate, which happened to be on the mansion's opposite side. Mustaka stood fast at the fence as the thief took several deep breaths, let them out, and then began to slide herself between the bars—a seemingly physically impossible feat. The Bock could do nothing but watch as she strained against the steel, trying desperately to flatten her body as much as possible while using her hands to alternately push and pull her way through. She was making small but noticeable headway.

Minutes later, just as Daphne was nearly through, a guard walked into view and glanced in their general direction.

"Take care of him," hissed Daphne, barely audible.

Turning to face the guard, Mustaka inhaled and raised his hands over his head. As he released the breath, his hands fell to position in front of him, seemingly vibrating with anticipation of their own.

With a power unknown in Neuon, the Bock's hands shot forward like spears, one slightly ahead of the other. In the distance, about forty feet inside the fence, the guard flew backwards as if he had been struck with a large mallet. The next torrential strike threw him back against the mansion itself. With a single groan, the guard limply sagged to the ground.

By the time Mustaka had turned back to his companion, Daphne was already through the bars and crawling flat on the ground, her gray and black outfit concealing her among the muted hues of dusk. The Elf nodded, then took a waiting position among the foliage in case any other guards came by.

"Greetings," said Victor, smiling broadly as he approached the main guard shack next to the entrance gate.

The five formerly complacent guards bucked suddenly to attention, immediately righting their weapons to positions of proper combat rediness. One guard stepped forward and drew her longsword, aiming the point at the Hourani mage some ten feet away. Her stance and her double mail armor—compared to the other guards' plated leather—identified her as the leader. "Who goes there?"

"A wizard of the House of Groam," replied Victor, noting how the guards were slowly fanning out to surround him. "I mean no harm. But simply being in service to the House has kept me from being able to afford much of anything. Adventuring and gaining knowledge for another's sake can be taxing on one's own wages."

"So what do you want?" the leader intoned, closing at a steady pace on the wizard.

"Only a negligible sum to feed and possibly house me for the night, in exchange for entertaining you and your compatriots for a small portion of the evening."

The leader laughed. "And here I thought that only House Illiomis were entertainers. Are you one of them as well?"

Snarling on the inside, Victor forced on a smile. "No, but even a wizard must make his way in the world. Would you like a sampling of my wares?"

"Of course," the leader said, lowering her sword slightly. "But try anything funny and—magic or no magic—my men will run you through."

"Then I will leave the funny acts to the Illiomis," said the wizard, struggling to keep the happy-go-lucky smile on his face.

It was easier if he distracted himself with his craft. With a flourish of hands, Victor summoned bursts of golden energy overhead. Within seconds, small fairy-like shapes with wings emerged from the bursts of gold, each glowing with rich ember energy themselves. Each multitude of fairies cascaded down and around the guards, kissing each lightly on the face in turn as they went by.

"Enjoy the illusions, my friends," said Victor, the smile finally becoming authentic as he lost himself in the power. "And, if you like what you see, please donate a coin or two to my purse."

Raising the height of his illusions slightly, Victor found more and more guards gathering to the entrance gate to see the show. Soon small nymphs and unicorns joined the fairies to entertain the small but growing group.

"Enjoy, my friends," said Victor as his coin purse expanded. "Enjoy!"

Daphne swung into the mansion through a fourth-floor window. It bore only shutters, and no glass. Apparently no one believed that a thief could be so industrious as to climb that high.

She crouched just under the window for a moment to get her bearings. At the moment, she had no idea where to go. That changed quickly, when a fat guard shambled by, nearly stepping on her in passing.

You only guard what really needs guarding, Daphne thought. Lead on, my fine fat friend.

She slowly stood, then crept after the guard, matching her footfalls exactly with his in order to mask any sound she might have made. When the guard took a turn, she would pivot on the heel of one foot and the ball of the other, dropping to a half-crouch where she could take a step backwards and then follow him from the new angle.

Soon enough Daphne found herself in a display room of various paintings and sculptures. As she slowly followed the guard across the room, she was able to read some of the signatures and had to bite her tongue to keep herself from considering stealing a few of them, in addition to her main prize. But soon the sought-after item came into view. The medallion was displayed in the room's center on a bland clay stand.

As the pair passed it, Daphne stopped and crouched near the display and let the guard continue on, none the wiser. After he disappeared from the room, she methodically scanned for traps, slowly waving her hands over and under the object and its display to check for tension wires. None. Pressure plates? None. Magic? Well... not much she could do about that. And besides, no guts, no glory.

With one deft movement, the real medallion dropped into a small sack at Daphne's belt and the replica took its place on the display. Nothing seemed to happen, and the thief had no desire to wait and find out.

It was when she skulked back into the shadows near a grouping of sculpture that Daphne noticed a shadow slipping towards the exhibit she had just vacated.

She froze, closed her eyes to mere slits, and kept careful watch as the shadow emerged from the wall and seemingly grew hands. It was obviously another thief, dressed in baggy black pants, his torso and face painted in a grey and black pattern that concealed both him and his identity. As she watched, the stranger took the replica and replaced it with yet another copy—in essence, trading one worthless item for another. Before she really had time to puzzle through the intricacies of what had just happened, the other thief faded into the shadows once more and was gone.

What was going on?

Waiting just a few heartbeats, Daphne made her way back to the window she had entered from—in the opposite direction of the other thief—and scaled back down the mansion's side.

Shimmering snakes slithered around the entire audience of guards, morphing into beautiful—and scantily clad—men and women, then turning back into serpents.

“The art of magic cannot be outdone in the realm of entertainment, my friends!” Victor found himself yelling, much more into the act than he had expected to become. Coins of all denominations were being tossed in and around the pouch at his feet, each one spurring him on to develop even more amazing illusions. “And now, for my next—”

Suddenly he noticed Daphne and Mustaka in the distance, gesturing to him to rejoin them. He was almost disappointed to see them. “My friends,” he decided, “the time is done, my show is now over! I thank you for your donations—they shall not go unspent.”

And with but another mystical incantation, the Hourani rose into the air, seemingly borne upon the wind currents themselves, the coins and his purse swirling around him until each piece of currency found its place in the pouch. And then the wind carried him away to where his companions were waiting for him.

“Let us be off,” Victor exclaimed, the smile only slowly fading from his face.

“So where did you learn to do all that? The illusions?” asked Daphne, as the trio began a slow jog to the place where they would jump into the river and swim for the other side.

“It was the first spell that I learned as a wizard's apprentice,” explained Victor as they jogged. “My mother enjoyed that sort of entertainment, so to her dying day I showed her the beasts of myth at least once a month.”

“Impressive, Hourani,” said the thief. “So you really do have a heart. That only leaves me with one question.”

“Yes?”

“Why don't you just use that other spell of yours to fly us back to the Tribunal?”

“Caution. Some mages can read leftover spell essence and determine who cast it. My illusion's magic signature will have faded by the time the mansion proprietors realize they have a fake upstairs and interrogate the guards, so that will not be incriminating. However, if I fly us across the river, an investigation would start almost immediately because some wizard was trying to evade a permit check by guards on the bridge.”

“Alright,” sighed Daphne, “but I have a feeling



that, by the time we get Mustaka across, we'll have wished that we'd risked an investigation."

"On that point," said Victor, looking back at the clueless Mustaka, "I quite concur."

Maximillian was waiting for them when they entered the herbalist shop, still dripping wet. "Why, hello there, my fearless and bedraggled adventurers! Have you met with success?"

"Yes," replied Daphne, still in a foul mood after dealing with Mustaka's flailings back in the river. "Where's our magic item?"

"First, the medallion, so I can verify that it is indeed the original piece. Then I will provide you with what you need."

Glancing over to her companions, who consented with nods, Daphne dug out the medallion and handed it to the human wizard.

"Let me see now," murmured Maximillian, holding the prize up to eye level and examining it from every angle. "It certainly looks good so far. But of course there's only one way to truly determine if it's genuine." And as the others stared, the wizard threw the medallion at the hard floor, where it shattered into many pieces.

"What have you—" began Victor.

"No need to fret, Hourani. Your magic piece is right there." And where Maximillian pointed amid the bits of clay, the trio now saw a silver pendant with a blue crystal embedded in the center. It had apparently been hidden inside the medallion.

"But if that's ours," asked Daphne, "then what do you get out of this?" She thought for a moment. "Possibly something involving the other thief, who stole the fake I planted?"

The Human wizard burst out laughing. "Well, you were not meant to see that, my dear. He must truly be slipping. But if you must know, he was a Hourani from House Porter."

"Porter?" snarled Victor, as he straightened from picking up the pendant.

"Well, you have no real need to know the truth, but I do like to indulge in boasting from time to time," admitted Maximillian. "I've long wished for an alliance with House Porter, in order to gain their connections and other assets, while they seem to think they could make use of my affinity for magic. The thief that you saw, Daphne Tasker, was my sole opposition for becoming part of the House and was thus interfering with my larger plans. As such animosity was not appreciated, I used you to do a deed for which I now have an alibi."

Daphne and Mustaka still looked puzzled.

"House Porter kills any who fail them," Victor explained, with grim realization. "You used us to get you into the House."

"Precisely," the dark mage replied as he turned away. "And now that we all have what we want, I will take my leave of you."

"What sodality do you serve, Tasker?" the Hourani mage asked quickly. "Just for curiosity's sake."

"I serve no sodality." Maximillian's eyes gleamed in the shadows of the store. "For I have no time for anyone's agenda but my own. Now, good evening." And even as they watched, the wizard faded before their eyes.

Victor frowned, then stared at the pendant in the palm of his hand. The crystal was beginning to glow with a sharp blue light.

"Why do I have the feeling that this is the last time I'll ever see home?" Daphne commented.

The trio clasped hands over the crystal almost instinctively. Even as they did so, the light reached out, completely enveloping each of them. When it flickered out moments later, like a candle in the wind, nothing remained behind in the herbalist shop but shattered clay on the floor.



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ForEverWorld Books' Turbo PC Maker for NeverWorld™ NEUONIANS

The following is a step-by-step guide to generating a character for NeverWorld, using **Culturebook: Neunonians**. You will need the following:

1. The Tome of NeverWorld
2. The Culturebook: Neunonians
3. A Pencil
4. A scratch pad
5. your NeverWorld dice
6. A copy of the character sheet*
7. A calculator for the math-challenged

*Pages 291-294 of the Tome can be taken to a copy shop and put on an 11x17 sheet of paper, for a booklet effect. If you are using the pre-made Neunonian Sheet from this Culturebook, some information has already been filled in for you.

Take a moment to envision your fantasy character, including looks, skills, attributes, gear, personality and desires.

I. *Front side, 1st Box:* Enter your Character Name using examples in the Culturebook. Note that anytime you need to look up something, use the Index. Write down your own name for Played By: and enter a Pathway of **Neutral Taker** (selfish) or **Assertive Giver** (group oriented). Put a 1 in Extra Chances. Give your character and Attitude description.

II. *2nd Box:* Fill in Race: with **Human** and Culture: with **Neunonian**. Sub-culture is based on the city-state you grew up in: **Calcese**, **Córtex**, **Harndin**, **Jondric**, **LeGlasse**, **LeGonne** or **Per-saal**. Leave Current Life Level and Max Life Level blank for now. Choose a starting Career from the table below. In NeverWorld, your character can have the skills of many other careers (magic, thieving, protective armors, etc.), but you are still only hired for one specific job or profession.

Using your scratch pad and the culturebook, look up the Family Trade Table on page 3. You may choose to come from the average category of lineage (51-80) or you may roll to take your chances at something better. Write down your family's Genus Level and your Bonuses on the scratch pad. Write the **Family Trade** on the bottom of the *6th Box*. Look at your chosen career's Genus Level on the same table, and write this next to your family's level.

Starting Careers:

City Guard, Bowman, Crafter, Merchant, Neonate Wizard, Theologist, Artist, Archive Investigator, Scribe, Squire, Musician, Mercenary Fighter, Thug, Sailor, Trapper, Entertainer.

Use your culturebook to look up career descriptions. Career Requirements: **Mastery, Pathway, Advantages, Required Gear, Pre-requisites.**

III. *3rd Box, Advantages:* In the current column, place a 2 in Awareness, a 3 in Perseverance, and a 1 in Charisma. From page 3, Culturebook, copy the max column. The adjust column is only used for effects like spells, magic items, curses, endowments, etc. (These adjustments will modify your current column, creating a second set of numbers for any ability that

involves these advantages such as Lifting Capacity, Encumbrance, Saves, etc).

Find your Advantage requirements for your Career, in the Culturebook. If your character's current advantages do not meet requirements, you can raise them using the following rules:

- A. You get 1 free Advantage point of your choosing.
- B. Any free advantages from your Family Trade roll.
- C. Starting Points (a.k.a. skill points) from your Family Trade roll. It costs 25 Starting Points for every level raised, which is totaled on your scratch pad. *Example: Raising strength from 1 to 2 costs 25 points. 2 to 3 is still 25 points. This is different than raising Advantages using Experience Points).*
- D. Your Neunonian Adult Age gives you 506 Starting Points.
- E. If you are desperate, you may also take Disadvantages of up to -10 in any given Advantage, and move those points into a different advantage at a 1 to 1 ratio.

You can raise other advantages besides your Career requirements, but you should save at least 300 points for skills. After meeting the requirements of your Career, put an A (average) in the current column for every Advantage that is 0. Keep your career page marked as you will need it later.

Underneath the Advantages box, for Saves: Multiply the total of the current column by 5 and enter for Physical, Mental and Social. You should not have any adjusted advantages at this time that would cause you to repeat the process.

IV. *4th Box:* Choose an Age from the Adulthood column on page 2 of the Culturebook, Neunonian Age Delineations. Choose a Gender. Select an Eye Color from Blue, Brown, Green or Hazel and a Hair Color from Red, Black, Brown or Blond. These are the common colors, but you may choose differently if you want to be oddly unique. Choose a Skin Color from any example of the Human Race.

For Handedness, choose a number between 1-100. Roll Percentile dice. If you get that number, your character is Ambidextrous. If not, choose between right and left.

For Birthdate, choose the month and day, then subtract your age from 1000 to determine the year.

Movement Rate is 5. Add to this .1 x Agility + .2 x Reflex.

Enter a Size Level of 4. If your Strength is Average or greater, Lifting capacity is $80 + (\text{Strength}^2 \times 120)$. Encumbrance Max is $30 + (\text{Strength}^2 \times 50)$. If your Strength is -1 or lower, Lift = $80 + (8 \times \text{Strength})$, and Enc. Max = $30 + (3 \times \text{Strength})$. Look at your strength and stamina, then choose Build such as wispy, thin, average, husky, muscle-bound, etc.

For Sleep Level, add 5 x Stamina + 5 x Awareness. Choose a Height, normally between 5' and 5'10". Choose a Weight, normally 100-140 Female, 160-200 Male.

In the Double Lined section of Box 4: In order to find your Professional Level, you must first choose skills. We will do PL towards the end.

Social Level is figured from the following: Look at your career requirements (Culturebook). You receive 1 point for every *type* of Mastery required. (*Example: If you need Scholastics 3, you get 1 point. If you need Scholastics 3 and Combat: Blades 4, you get 2 points. Scholastics 3, Combat: Blades 4 and Dark Arts 2, you get 3 points.*). Add these points

along with the Genus Level of you and your family on your scratch pad, and divide by 3. This is your Social Level. To find your Social Points, look on Table 11 in the Tome (page 28) and find the minimum number of points required, writing this into Social Pts.

Fiscal Level is your worth in assets. You have spending money of 5000 FP + 5000 per family's Genus Level. Write this total on scratch pad. Look up Required Gear for you career, then make your purchases from the Culturebook Hourani, pg 109-113 (an additional list of equipment will be posted on the web site for Neunionians). You must spend all your FP if you want the highest starting Fiscal Level. Using the total value of your assets purchased, look on page 32 of the Tome to find your Fiscal Level and write this along with Fiscal Pts on your character sheet. Any remaining FP is converted to gold and silver. 400 FP = 1 Gold, 5 FP = 1 Silver. Gold & Silver do not increase your Fiscal Level.

Experience Points should be 0. EP Bonus is 5% for every Awareness Level.

Last Section of Box 4: Healing Rate is your (Health Factor of 5 + Stamina + Perseverance) x Size Level. Typical Neunionians have 32. Your Max Health Points are 25 x Stamina Modifier on page 10 of The Tome. Typical HP's are 25. Your Max Willpower Points are 120 + 5xStamina + 5xConfidence + 10xPerseverance. Typical WP's are 150. Your Power Tolerance is 30. Any Powerbase points you might get will come when you advance past beginning careers.

V. Box 5 is used when advancing your character. Leave this blank.

VI. *In Box 6:* Any possessions purchased should be written here. Money should be listed on the next line. Any Friends, Enemies, Allies or Pawns with specific names will be written here in the future. As you advance, these people can add to or subtract from your character's Social Points.

VII. Box 7 is used after you begin adventuring, with the exception of Personal Goals.

VIII. *The Mastery List of Skills:* Open your character sheet to the middle. Start by turning to the Native Skills section (pg. 8-9) of your Culturebook. Fill in any points to skills as it states. Under Masteries such as Magic where the skill lines are blank, put the points on left, the skill name next and the complexity of the skill in the parenthesis. Complexities are found by looking up the skill in the index and turning to that page. Note the skills you cannot learn from this culture, listed under Unknown Skills.

You have 506 Starting Points - total points spent on advantages + possible points from Family Trade roll. You need to assign points to the required skills of career Masteries first.

Turn to your Career requirements (culturebook). Look at your required Mastery Levels. *Masteries (ex: Combat) are the average of Emphasis Levels (ex: Blades), which are the average of Skill Ratings (ex: Longsword, Shortsword, etc.) divided by 10.* Combat, Cultural and Magic Masteries require you fill in the skills from the Culturebook. See the pre-generated character in the back of the Culturebook for examples.

Looking at your first Mastery requirement, choose 1 Emphasis you prefer. Multiply the min number next to it x 10 x required Mastery level. Deduct this from your starting points

and spread them out amongst the same number of skills as the min. (Example: *Scholastics 3. Choices are: 6 skills from Archaic Science or All 3 skills from History or All 3 skills from Research. Archaic Science will cost 180 starting points, applied to 6 different skills in the emphasis. History or Research will only cost 90 starting points, applied to all skills of the emphasis.*) Things to note:

- A. Combat skills are found on page 4 (Culturebook), the Weapons Chart. The WC is the same as complexity, written to the right of the skill. Emphases on pg 64-66 (Tome)
- B. Magic skills require 1 level of Logic for every spell skill, or a Logic of 5 for Magic Theory which gives characters an unlimited number of spell skills they can learn using starting points/experience.
- C. The maximum for any starting Skill Rating is 100.
- D. You may have more than the minimum skills in an emphasis, but the average of all skills, divided by 10 must equal the Mastery requirement.
- E. You may have more than 1 emphasis of skills, following the same rules as above for mastery requirements.

After you have spent Starting Points on career requirements, you may spend the remainder on any other skills. You do not have to have an Emphasis to put points into additional or non-career skills. (Example: Putting 40 points only into Potions skill under Professional Crafts, under Brewing, or points into 1 spell skill under Magic, under Wizardry-if you meet the Logic requirement).

IX. When all Starting Points are spent, calculate the Emphasis levels for career and non-career Masteries.

- A. Skills must meet the minimum to make an Emphasis.
- B. Average the skills and divide by 10, rounding down.
- C. Write this number into the box to the right of the Emphasis.
- D. Now calculate Masteries by averaging the Emphasis levels and writing this number to the right of the Mastery.

X. To calculate Professional Level, find the average of your required Mastery levels and round down. This goes in the Double Lined section of Box 4 on the front. Look at the Special Skills section within your career. If your PL meets the requirements, you may choose from the Special Skills listed in your career description.

XI. Calculate your Life Level by averaging PL (Professional Level), SL (Social Level) and FL (Fiscal Level), rounding down. Write this in Box 2, on the front side. Max Life Level starts out equal to Life Level.

XII. Turn to page 36 (Tome) to fill out your combat sheet on back the back of your character. For Step 3, Heal Rate, use the rate calculated by this list, that was written into the 4th Box on the front of the character sheet. For Step 10, if your Strength is Average or greater, your Damage Bonus is Lift / 200. If your Strength is -1 or lower, your Damage Bonus is Strength x 2.

ForEverWorld Books

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NeverWorld™ Neuonian

Character Sheet

Character Name: Played by:	Pathway: Attitude:	Extra Chances:
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Race: Human Culture: Neuonian Sub Culture: City State of	Current Life Level: (PL + FL + SL) / 3 Maximum Achieved Life Level: Career:
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ADVANTAGES

PHYSICAL	current/max/ adjust	MENTAL	current/max/ adjust	SOCIAL	current/max/ adjust
Strength:	{ } [5]	Comprehension:	{ } [8]	Appearance:	{ } [5]
Agility:	{ } [5]	Awareness:	{ } [8]	Charisma:	{ } [6]
Dexterity:	{ } [5]	Logic:	{ } [9]	Etiquette:	{ } [6]
Stamina:	{ } [4]	Perseverance:	{ } [10]	Style:	{ } [7]
Reflex:	{ } [6]	Confidence:	{ } [10]	Avoidance:	{ } [4]

Physical Save: / Mental Save: / Social Save: /

Age: Gender: Eye Color: Hair Color: Skin/Fur Color: Handedness: Birth Date:	Movement Rate: Size Level: 4 Lifting Capacity: Encumbrance Max: Build: Sleep Level: Height: Weight:	Professional Level (PL): Social Pts: Social Level (SL): Fiscal Pts: Fiscal Level (FL): Experience Points: EP Bonus:	Heal Rate: Max: Health Points: Max: Willpower Pts: Power Tolerance: 30 Magical Powerbase: Channeling Pbse: Metaphysical Pbse:
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Special Career Skills: *These are skills that are not already found on your Mastery List of Skills.*

Lvl	Skill Name & Compl	Lvl	Skill Name & Compl	Special Bonuses:

BEGINNING PERSONAL POSSESIONS

Career Assets:	
Gold (per oz coin):	Silver (per oz coin):
Friends:	
Enemies:	
Pawns:	
Followers:	
Family Trade & Background:	

Obligations:
Missions:
Adventures:
Personal Goals:

INITIATIVE BASE / = 5R Reflex + 5A Awareness - Encumbrance Difficulty. MAX Health Points: / MAX Willpower Pts: /
SOAK PER HIT / = Size Level + Stamina. Every Damage point soaked subtracts off of Willpower pts instead.
HEAL RATE / Pts Gained Per Month = (Health Factor + Stamina + Perseverance) x Size Level

BLOOD LOSS: Willpower Points Lost Per Round (Total of Ruptures) Also, your Bloodloss x 5 is subtracted from all rolls.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

Boxes with a "/" will need to be repeated, adding any Adjustments from Spells & other mystics.

OCF

DCF

Init Cost		WEAPON NAME		Type	Weight	WC	Attack	Adv	Spec	-	Defense	-Adv	Spec	-	DCF
Attack	Parry						Skill	Bonus	OCF	Diff	OCF	Skill	Bonus	DCF	Diff
								/			/		/		/
								/			/		/		/
								/			/		/		/
								/			/		/		/
40	20	HTH: Brawling		HTH				/		-20	/		/		-20
36	18	HTH: Fisticuffs		HTH				/		-18	/		/		-18

WEAPON NAME		Damage										Range				# of Missiles on Person	Damage Bonus	ARMOR TYPE	Prowl Diff	Absorb & Max	Current Points	Wt
A	B	C	D	E	F	G	H	S	M	L												
															B /							
															C /							
															D /							
															+							
Brawling - W/P's	3	6	9	18	30	45	60	75														
Fisticuffs - W/P's	5	10	10	10	16	24	36	50														

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Init	EVASIVE	1	2	Adv	-Enc	-Skill	
Cost	MOVE	HTH	Bonus	Diff	Diff	DCF	
20	Dodge		/		-20	/	
8	Duck		/		-20	/	
	Shld Block		/		-20	/	

ROLL	1-29	30-39	40-49	50-59	60-74	75-89	90-124	125-199	200-399
Outcome	<i>miss!</i>	A	B	C	D	E	F	G	H
Init Pts	*	50	67	83	100	120	135	144	150
EPs	--	--	--	--	--	10 ep	25 ep	50 ep	100 ep

Initiative Costs: Melee 5WC, Thrown 6WC, Bow 7WC, Crossbow 9/1WC, Aimed 2x, HTH WCxSize Level Parry: 2WC
Difficulty: Melee, Bow & HTH 2WC, Thrown 3WC, Crossbow = WC
Advantage Bonuses: HTH, Melee & Thrown 5RRef + 5Strength, Missile 5Dex, Aiming add +10xConfidence
Evasive Advantages: Dodge 5Agility + 5RReflex, Duck 10RReflex, Shield Block 5RReflex + 5 Strength Evasive Init Cost: Dodge: 5xSize Level, Duck: 2xSize Level, Shield Block: 2xSize Level + 1/10 Shield Weight

"It's not like you'll live forever..."

—House Lord Zecker Rosenthal

"That's what makes us best."

—Lord Kenneth Middengaerd of LeGlasse

Grow up tough. Guard yourself. Get a sword. Get a career. Earn lots of money and retire wealthy — unless some vagabond Hourani manages to deflate your pride and steal your future.

Magic visions. Potion making. Library searching. A one-time chance on the battle field to blast an enemy wizard before he can do the same to you.

Black markets. Assassinations. Code restricted Leagues of Knights. City guard, just looking for a fight to put you in jail.

Who wants that? No one, usually: that's who. But most of the time, it's just forced on you.

Which is why we're resourceful, able, adapting to the harshest scenarios. "That's what makes us human." No matter what happens to us, there's still one good reason why we're on top: WE NEVER QUIT!

Culturebook: Neuonians includes:

¥Turbo PC Maker: 1 sheet only.

¥Society Generator: Don't call it a night, create that town in 10 minutes!

¥50 new careers covering cultists, entertainers, fighters, law-makers, mages, priests, rogues, scholars, seafarers and smiths.

¥Neuonian Wizardry, with 135 new spells.

¥Channeling powers, endowments, rituals, and politics of the Church of Morning Light, as well as their secret enemy: the Cult of Derimidos.

¥Wizard sodalities and Knights leagues, to give advanced characters something to strive for.

¥Details of the seven city-states, told from the Neuonian perspective.

¥Neuonian weapon and armor charts, with each weapon described.

¥Unique cultural skills, including Corner, Desire, Endure, Mind Guard, Sympathy, and Synergy.

¥Stats for the Cymerial Warrior: legendary evil of Neuron and borderland guardian.

¥The continuing adventures of Daphne, Victor, and Mustaka, in "And Magic to Guide Them By."

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