

City State
Guidebook OF THE
Map **WORLD**
6 **EMPEROR**



Judges Guild



PAUL JACQUES

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HISTORY

The City State of the World Emperor (CSWE), otherwise known as Viridistan, the City of Spices, the Immortal City, or simply "the City", has been ruled for the past 150 years by Hautulin Seheitt, and his wife Murielle Eidn, the last of a once haughty and powerful race. Descendants of the remnants of the quarrelsome gods of the Uttermost War, the Wild Men of the Confederate Tribes and the mermaids of Trident Gulf, the Viridians founded CSWE 4332 years ago (in 101 BCCC), shortly after subjugating large areas held by the Wild Men.

The City has had a stormy and checkered history centering around Viridian internal bickering and assassination plots to gain control of the throne. The "hereditary" monarchy has therefore seldom been passed on to son or daughter but due to treachery of one kind or another it has often been usurped by Viceroy, Suzerain and occasionally by a Padishah. This aristocratic race was thus gradually destroyed from within until Seheitt and Eidn were but the last two left, except possibly for their only son who disappeared 75 years ago and has not been seen since.

The Green Emperor (for that is what he is called, due to the cast of his skin) is highly lawful and evil, and prone to extensive use of sorcery to maintain the Imperial Domain. Since common men (descen-

dants of the Wild Men) had for some time been moving up in social class into gentry and nobility ranks to replace the diminishing Viridians, the Emperor has attempted to replace some of them with demons and has been successful in four cases. The demons have to look like common men and women, however, because most CSWE inhabitants do not care for strange differences in their neighbors. For this reason the Emperor and Empress can no longer show their faces in public and orcs and goblins are not welcome in the City even though some Mer Shunnans and Natchai (see **Religions**) are friendly with them.

All six provinces are ruled by mortal kings (or so the general populace thinks) called Padishah. These rulers swear their allegiance to the Green Emperor and the Immortal City when they are picked by the Emperor from the ranks of Grandhee and Archon – outwardly at special tournaments but actually via political and religious intrigue.

All but two of the Viridian emperors of the Immortal City have been evil. Reddisorn the Golden (ruled 2089 - 2272 BCCC), Conqueror of the Great Wind and enemy of Kukalan, and Cneninadus the Mycretian (ruled 4226 - 4283 BCCC). Cneninadus' reign approached the Golden Age of Reddisorn in its encouragement of the arts, education and civil rights but had not the peace and tranquility he sought. It was unheard of for any Viridian to become a follower of the god, Mycr; indeed, most had been Natchai, a religion with an alignment (CE) far removed from the Mycretian (LG). The Mycretian distaste for human sacrifice, blood-thirsty greed and the powers of the Dark exacerbated the enmity between Cneninadus and the eleven other Viridians and so his reign was marked by bloodshed and attempted assassinations. He was finally murdered by Hautulin Seheitt and eight demons in 4283 BCCC.

The Green Emperor, a Mer Shunnan, was a high priest of Armadad Bog at the time he took power. In the Great Slaughter of Pain in 4284, Seheitt decimated the Mycretians and their sympathizers, even making two raids into the caverns of the Holy Cities to kill two of their Prophets. Upon completion of this bloodbath of terror, the Green Emperor was rewarded by Armadad Bog by being ordained as the only Mer Shunnan God-Priest. Armadad Bog took up residence deep under the castle in the natural bay inlet soon after Seheitt had built him a temple near the inner castle curtain.

It is still technically illegal to be a Mycretian within the City walls, but within the last twenty years or so, the Green Emperor has not been pressing the hunt, nor charges, as often as before. He has seemed preoccupied. But since he does still occasionally lash out, it is not wise to broadcast the fact of one's being a follower of Mycr. Mycretians have increased rapidly in numbers in those few years, until now they number about ten percent of the City, and for the most part, are well received and liked by most of the City's inhabitants.

However, Mycretians have had a direct hand in the increasing tensions that are now racking the Immortal City, especially in their rescuing and spiriting away humans in danger of being sacrificed. Several gods have been angered, and the City and surrounding areas experienced a minor earthquake three months ago. Most of the damage has been repaired. Taxes have been doubled in the last five years in the City State of the World Emperor.

The bothersome Hill Giants of Yakin Ley have captured Ramarche and Ruppin Athuk by defeating three Equithrongs and four Vasthrongs of the Emperor's, and little has been done about it. While the Emperor has only appeared publicly in the last twenty-five years with his head and face covered by a silver cowl, he has not been seen at a public function for eighteen months. Rumor has it that the Emperor has been gradually losing his once incredible magical powers, and has become uncertain or even afraid. Other rumors claim he is getting senile.

Far to the East lie the lands of the Barbarian Altanians, a red-skinned race which once ruled the whole Pazidan Peninsula when the Confederated Tribes ruled the mainland from Lenap to the great Forest fifty centuries before. The City State of the Invincible Overlord has sent tribute to the Immortal City once a year since the Bloodless Battle of Barrad in 3788, when three of the Overlord's Vasthosts and the whole nearby village of Barrad dropped dead in their tracks due to unknown causes. Further evidence of the Emperor's strength came again in 4105 when what has become known as the Blackhart Crag Reminder, when a surprised Emperor archer Equithrong decimated an Overlord Vasthost with its special arrows. Constant minor testing of the Emperor's strength (at least until recently) had always been met with more than adequate arrows or sorcery. In the last ten years, however, more and more of these "testings" have succeeded, but with no logical pattern to which incidents go unchallenged. And now, the Emperor has again outrageously increased the tribute. Spies between the two cities are thick.

Near the equator to the Southwest is a ring of desert oasis that helps to support a strong culture based on Mycretian beliefs; beneath the five oasis villages lie caverns of subterranean lakes and endless caves and tunnels where the Mycretians have long survived. The circle of five villages with their accompanying caverns are known as The Holy Cities (Map 7, Hexes: 0723, 0724, 0822, 0923, 0924). Strong enough to have maintained its independent status from the City State of the World Emperor for over two thousand years, these desert inhabitants nevertheless live

gently, practicing their spirit gifts and traveling in all directions to spread their beliefs to all who will listen. Greatly weakened during the past 150 years due to the Green Emperor's vicious antagonism, the Mycretians have only been able to step up their missionary activities within the last fifteen years. The percentage of high level Mycretians is the highest now than it has been in the Immortal City for decades.

World Emperors for centuries have maintained a small wall between the Elsenwood Forest and the Emperor's farm lands, ostensibly to protect crops from marauding animals and to help keep an eye on the pesky wood elves' thieving habits. However, Seheitt, the Green Emperor, has just finished a seven year project to triple the height and strength of the wall, to add a moat, and to double the guard, all for reasons indecipherable to the general populace. Doubling the taxes has made many of the people very angry. Yet, for the Emperor to say nothing to defend his strange new policies is most out of character. It is "untidy", a main reason why the Emperor has always despised the Invincible Overlord. For 150 years almost every situation had been dispatched quickly and orderly (even if somewhat ruthlessly) with the popular feeling always well in hand. So the inhabitants of the Immortal City are understandably uneasy and prone to listen seriously to rumors.

Table I: Province Boundaries

Province	Capital	Padishah	Boundaries
Shardis	Millo Fortress	Shah Pahrrib Fu	Chekulon and Shorn Rivers and on South
Effernath	Caer Cadwen	Shah Satyrbis	Shorn River on the South; Shelter Haven on West; Dyndale on the North; Sandysack River on the East
Smyrsis	Tell Qa	Shah Kijdawr Aenekosii	Chekulon River on the South; Pinnacle Mountains on the West; Bone Hollow, Glint Valley and Shelter Haven on the East
Thygamus	Tak Shire	Shah Dyshim Leayh	Dyndale on the South; Oonsla on the West; Upper Stickthorn River on the East
Lyoophiath	Tarnol Port	Shah Abdu Inslar	Sully on the South; Upper Stickthorn and Sandysack Rivers on the West; Ladd River and Lake Pitts on the East; and Gheulost Island
Gommorath	Grimlon	Shah Drong Dirkah	Lake Pitts; Ladd River; Nho; and East

CITY BEHAVIOR, CUSTOMS, MORES AND GOVERNMENT

The City State of the World Emperor is ruled with a strong hand by a "hereditary" monarch. The High Council, made up of one viceroy, two Suzerain, and six Padishah, meets twice a year in late spring and fall for official reporting, information sharing, and setting mutually beneficial policies to recommend to the Emperor. It has no vote in the final say. The Emperor loves order and hates disturbances. Chaotic types are looked on with some suspicion, and so must try to keep their unusual behaviors and eccentricities under wraps. Disturbances of the peace involving more than three people (gang fights, drunken brawls, mob action, etc.) are usually (70% chance) put down ruthlessly; questions asked later. Average arrival time of patrol: 2 ½ minutes from the start of any fight (3 - 18 Fighter 1 - 4 LVL patrols). With no report from the patrols within 15 minutes, 4 - 40 additional patrols will come with one 5 - 7 LVL Sergeant.

Fair trials in the city are rare unless a Zhir or Zhirquis takes a liking to the one in trouble. The Zhir hears routine civil cases and minor criminal infractions; the Zhirquis, all more important matters. One of the more popular Zhirquis' sentences is consignment to the castle's three levels of dungeons (10th - 12th LVL). It is wise to tread softly while in the City, make a lot of friends, and make sure one's fights last less than two minutes. Defending oneself before a Zhirquis is not the best way to spend an afternoon.

Over the years, the more hot-tempered City residents have been weeded out. Alignment hatreds, for this reason, are usually not acted upon within the City. However, religious beliefs and customs are held dearly, whether or not the rituals are faithfully performed. If an overt act is committed against a religious personage or building, tempers may flare. Murders or robberies against anyone in the City risks the chance that friends or adherents of the victim's religion will attempt revenge.

Table II: Effects of Crime

Levels of Seriousness	Reaction
1) Petty Thievery	1) Expect it
2) Theft of considerable sums	2) Anger: some retaliation, if possible; officials are indifferent.
3) Theft of very large amounts, very important items, or from very important people; attempted murder.	3) Personal vendettas; some official action, if requested (patrol trackers, perhaps)
4) Murders of average people	4) Clan/family/friend revenge; patrol tracker action, if requested.
5) Murders of important people	5) Class (religious, social, or whatever the person's sphere of influence) alarm; patrol trackers will act.
6) Murders of many people	6) Many classes are greatly alarmed; much official action.
7) Murders of very important people with high Charisma	7) Mob action; the Black Adders will track
8) Mass destruction or murder; gods "killed"	8) City-wide terror and hysteria, or all-out war effort.

Boroughmasters and their magistrate assistants preside at the monthly Middle Council where the problems of craftsmen, merchants, and farmers are discussed and ironed out. Trade disputes, source inadequacies, inferior products, guild protests, and other mutual concerns often engender heated debate. Due to voiced complaints and the start of a petition against the unexplained high taxes, the Middle Council was recently censured. Result: one Boroughmaster, one Guildmaster, and one Magnate were murdered; one Landgrave was burned out of his home.

When one passes nobility of higher social rank, one must incline the head or risk trouble. Military on duty are exempted for they have their own system of greeting. Depending on one's LVL, a person may have a higher Social Level than the job he/she performs but must act the job Social Level; another's Social Level is guessed by the clothing that is worn. Higher earned Social Levels are usually only known by peers. Any common citizen (other than nobility) found drinking Elven wine will be immediately hanged. Any unauthorized person found in possession of carbelium will be tortured. Any person saving a human from death by religious sacrifice will be sentenced to the Emperor's dungeon.

Dogs, cats, pigs, and chickens are especially numerous in the City, to say nothing of the cockroaches and rats. Chances out of 36 a visitor to the City will avoid getting dysentary are equal to the character's Constitution (toss dice upon eating City food or drinking City water for the first time). Amazingly, the City State is actually quite clean compared to other cities in the realm.

Table II A: Inns

	Beds/Cots per Night	Rooms	Food	Grog (Sailors') Ale	Wine
Expensive	1+ GP	6+ GP	4+ GP	3+ GP	7+ GP
Medium	5 - 9 SP	2 - 5 GP	16 - 39 SP	1 - 2 SP	3 - 6 SP
Inexpensive	1 - 4 SP	6 - 19 SP	1 - 15 SP	3 - 4 CP	1 - 2 SP
Cheap	3 - 4 CP	1 - 5 SP	1 - 4 CP	1 - 2 CP	2 - 4 CP

Loose talk about the gods, their worship, alignment, language, and negative comments about the Emperor and his government are not conducted publicly. Alignments, HP and LVL should not be divulged by the judge unless they can be determined by the character's uses of gifts and spells or, of course, if the NPC chooses to divulge them. The Common Language is used in the City almost exclusively now. The

exception being the Eleph Quarter, where Elephanian is spoken. Viridian is no longer used much, since there are only two (?) Viridians left.

Trade and barter economic systems are still in large scale use, though coined money and industry "traders" have gained much acceptance. Coal is mined south of the Hoary Mountains in the Bitter Ridge Hills, and east of Dyndale. The latter is dangerous business due to the trolls at Ukrak Morfut. Carbelium, a rare, valuable red metal, is mined in small amounts on Gheulost Island (which is constantly protected by a Vasthron and two warships). Gold and silver are mined in the mountains to the west. The Wood Elves take a dim view of anyone cutting down trees in their Elsenwood; wood, therefore, must be cut from other forests.

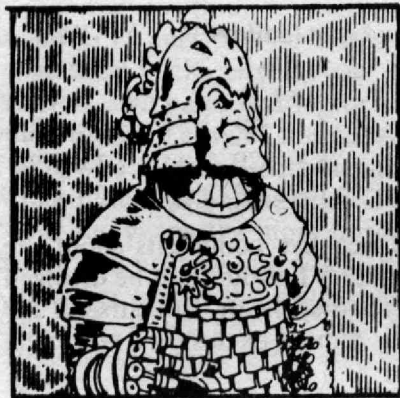
The Immortal City is known by many as the City of Spices as many rare and unusual varieties as well as common varieties of spices are grown here. The Mycretian and other City experts' knowledge on the care and marketing of herbs and spices is greatly in demand. The wine industry, too, is substantial as many extensive grape arbors are grown in frequent forest clearings and fields in various places along River Leander. Most of the province capitols produce their own ale and enough to trade besides. Targnol Port and the City State are both on the main trade route and both are major shipping ports. Trade by both land and sea is growing and the wide avenues of trade in the City State bustle with activity throughout the year's nine months of good weather.

In the last five years the Emperor has doubled the size of his military troops (again at the expense of the taxpayers) until now he commands the equivalent of about five Vasthosts. Two battles are under each Padishah in each of the six provinces; two battles that he keeps in the Sunwatch and Moontower villages, and one that is scattered about in smaller groups. Guards and patrols police the City State so there is not much reason to keep large numbers of militia in the area. There are two Equithrongs of archers in the City, mostly "in reserve". Two thirds of all military personnel are "non-professional" levies, but must spend three months per year on duty if called up. Each battle has a core of at least one Equithrong and five to ten Throngs of professional soldiers. Campaign season is fifth, sixth and seventh months (between planting season and harvest). Archers make up a larger than usual percentage of the Green Emperor's army. Carbelium, a very rare red metal, lightweight, but extremely hard, is mined on the well-protected Gheulost Island. This strange metal, it has been decreed, can only be used for the creation of the Green Emperor's special arrowheads. These special arrows seem almost magically antithetical to iron and steel, and will react when shot from a longbow within average shooting range as follows:

Table III: Carbelium Arrowhead Penetrative Powers

Armor Type	Assuming Hit
+1 Plate Armor and +1 Shield	Will pass completely through both and soldier
+2 Plate Armor and +2 Shield	Will pass through both, and will lodge in soldier
+3 Plate Armor and +3 Shield	Will pass through armor and scratch (flesh wound) soldier, or will pass through shield and bounce off armor
+4 Plate Armor and +4 Shield	Will severely dent armor or shield.

Only half of all the Emperor's archers (the best half) get these special red arrows. The competition keeps their sharp-shooting ability up.



RUINS & RELICS

- 0131 A set of very worn marble stairs leading down into a small cave. Within the cave is a plundered tomb of some ancient king. Anyone who enters the tomb will be confronted by an image of this king who pleads with them to let him rest in peace.
- 0313 A small metallic castle made of aluminum is completely covered with cinders and ashes. It used to float in the sky but its mechanism failed and it came crashing to earth. It is only slightly damaged though because it was flying quite low at the time. The skeleton of a human leg is caught in the door way. Inside the castle are a variety of broken metal tools.
- 0519 A pile of 35 copper daggers covered with blue-green rust within a stone coffer overgrown with brush.
A partially intact small stone house. The interior is half filled with a fine dust and it is inhabited by 3 poisonous snakes. An astrolabe lies in the southeast corner.
An unpolished stone statue of a humanoid with 6 arms stands on a small hillock. Its head is lying on the ground nearby.
- 1121 A 5 meter diameter glass sphere lies half buried in red mud. If the mud is cleared away a human baby (no older than 1 month) can be seen hovering in the center of the sphere. The baby appears to be dead but the body is completely intact. If the glass is broken the baby will come to life.
- 1302 A cave leading downward. Inside the cave is a tomb whose stone sarcophagus contains a skeleton and 150 gold pieces. The first person to attempt to open the casket will fall victim to a curse which will cause him to lose all feeling in his hands until a remove curse is cast on them.
- 1734 A small glass city consisting of a couple of hundred buildings. Its total width is two feet. A closer look will reveal that the city is inhabited by cockroaches.
An old heavily weathered stone building. It is still intact although parts are crumbling. The entrance is still locked but will open if forced. Inside are a large number of rusted weapons none of which are useable.
- 2018 The remains of an ancient road. This particular section is still in good condition but it only runs for a total length of 300 feet.
The burnt remains of a small building. Inside is a human skeleton lying next to an anvil.
- 2113 A full sized stone replica of a merchant ship. A search of the ship will reveal that it holds a large number of skeletons. On nights of the full moon the skeletons all get up and move about as though they were actively manning a real ship.
The ruins of a very large (500 feet) temple. The altar is still intact. If anyone touches the altar it will awaken the spectre who guards it who will attack. In the rear of the altar is a secret panel which contains two Gems worth 50 and 50 Gold Pieces as well as a Potion which was once invisibility but is now merely a magical, nonfunctioning, bad tasting liquid.
- 2425 The ruins of a tower covered with shimmering red mold. The interior is inhabited by several thousand large (but not giant) red ants.
Four giant footprints imbedded in solid stone. There is a 30% chance that a half inch of foul smelling contaminated water remains in each one. A rusted five foot longfork is embedded in a boulder at the end of the trail.

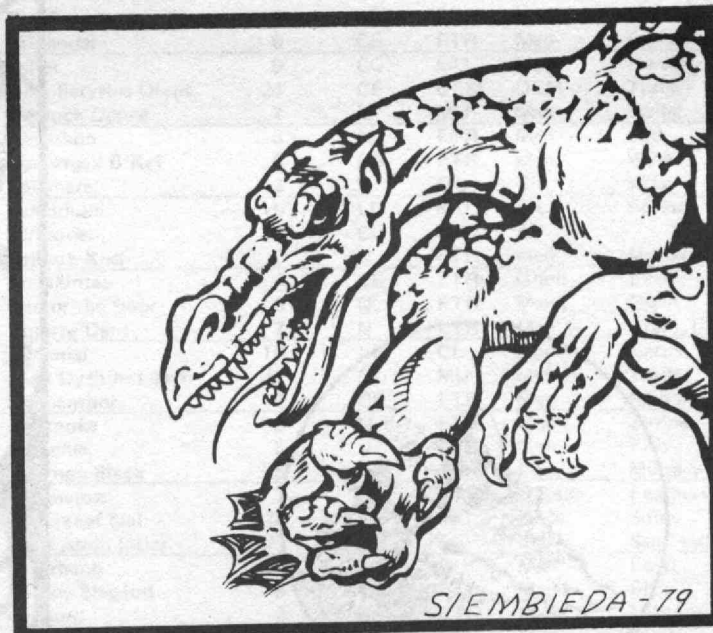
The rust covered remains of some sort of vehicle. The doors appear to be intact but if an attempt is made to open them the machine will collapse into a pile of rust leaving the character holding a door handle of steel.

- 2704 From underneath an overhanging tree root, an old and crumbling skull grins at passersby. Field mice have made a rather comfortable nest inside the skull, and occasionally one looks out at the world through the left eye socket. The field mice have collected a number of small items, but none are of any real value.
Below a rusting longsword lies lengthwise, tangled in the tough grass. It is of Byrny make, and may be rendered useful once again with a little bit of hard work. The sword is not magical, but the hilt is hollow and a small slip of paper has been hidden inside. It is removed by unscrewing the pommel and sliding off the hilt section. On the one side it says: "Expected by King Nho" and on the other is a crudely drawn map. The sword may be reassembled without the paper being replaced in the hilt with no ill effects to the effectiveness of the sword.
- 3133 A very old bridge almost completely covered by vines. A careful examination will reveal that there is a hole in the middle of the bridge through which the hollow center of it can be entered. Inside the bridge's center lives a small family of giant rats.
- 3503 Several hundred shards of shattered glass scattered across a couple of hundred square feet. A careful search has a 50% chance of locating 1D6 clear gems worth 106x10 Gold Pieces (once per week).
A hole in the ground at the bottom of which lives a family 2D6 rats. They have collected 14 Copper Pieces, 31 Silver Pieces, and 11 Gold Pieces. An ancient helm with wings of silver (worth 25 GP) is partially buried near the hole.
A steel spear embedded in a petrified tree stump. The point pins a piece of indestructable yellow cloth to the stump.
- 4006 A twisted, crumbled pile of metal. Although the metal is unrusted it is very old because it is pitted by windblown dust and sand. Beneath the metal is a pile of assorted metal impliments the only one of which still functions is a metal torch (one hour only).
- 4409 A large rock outcropping which has been carved in the shape of a Griffon. The Griffon's eyes are 20 Gold Piece Gems. Attempting to remove the Gems cause the Griffon to growl and mutter but even if they are successfully removed there will be no ill effects. A horrible curse (ineffective) is carved above the Griffon.
- 4826 Protruding from the water about 50 feet from shore is a mast, which belongs to a Merchant Ship lying on the partially rocky bottom, with its hull torn by the sharp off-shore rocks just visible at high tide. Twelve feet of the forty foot mast is visible when the tide is in, which indicates that the ship is at rest on the bottom 28 feet down. The ship is visible at low tide, but already is being swallowed by the shifting, water propelled sands. Most of the cargo has already been salvaged, but there are still three barrels of wrought iron nails and three silver ingots marked with the seal of the Imperial Treasury which were overlooked in the recent commotion. Each one of these bars is roughly seven inches long, three inches thick, and four inches wide, and weighs 38 pounds. Each one is worth 76 GP, but are also serially marked, so turning them in may cause problems unless turned in to the authorities.

5210 A tall blue monolith sticks out of the surface of the ground. The monolith is a total of 90 feet tall but the bottom ten feet are covered by dirt. In the base of the monolith (beneath the surface) is a secret panel guarded by a poison nettle in which is located 100 platinum pieces.

LURID LAIRS

0109	Gt. Skunk-2
0126	Lions-8 (2 Males, 6 Females)
0222	Chimera-2
0303	Wood Beetle-3
0321	Hydra-1 (5 heads, clutch of 4 eggs)
0412	Gt. Scorpion-1
0427	Giant Beetle-1
0501	Clay Golem-1
0513	Harpies-5
0534	Giant Beetle-3
0603	Black Bear-3
0624	Lesser Demon-1
0707	Water Naga-1
0716	Psi-Monsters-5
0827	Stone Golem-1
0910	Lesser Demon-1
1016	Gt. Badger-2
1127	Lesser Demon-1
1210	Gorgons-2
1229	Pegasus-3
1303	Lammasu-2
1323	Gt. Lizards-5
1406	Devil Dogs-5
1418	Stone Golem-1
1502	Invisible Stalker-1
1527	Manticore-1
1604	Phase Beasts-4
1621	Ghouls-5
1717	Chimera-1
1827	Wink Dogs-5
1906	Goblins-72
2020	Wolves-4
2102	Stone Giant-2
2129	Giant Beetle-3
2213	Vampires-2
2319	Elves-45
2410	Giant Spiders-5
2504	Manticore-5
2530	Fire Giant-2
2612	Ogre-2
2716	Brown Bear-3
2804	Baboon-6
2931	Ogre-10
3016	Giant Spiders-2
3102	Shapechangers-3



3217	Hill Giant-1
3309	Mummies-2
3322	Trapper-1
3406	Wild Boars-2
3532	Giant Sharks-5
3610	Black Bears-6
3629	Tangle Weeds-7.7
3727	Tangle Weeds-10
3833	Tangle Weeds-4
3924	Sea Elves-21
4002	Lesser Devil-1
4029	Mermen-60
4123	Dragon Turtle-3
4201	Kobolds-73
4231	Giant Crab-6
4316	Psi-Monsters-2
4320	Bear-3
4427	Giant Squid-2
4610	Minor Devil-1
4621	Giant Squid-2
4632	Giant Water Spiders-3
4726	Tangle Weeds-2
4806	Basilisks-2
4821	Giant Crocodiles-2
4916	Gnomes-23
4930	Giant Spider-2



VILLAGE LISTING FOR CAMPAIGN MAP SIX

CITY STATE OF THE WORLD EMPEROR

Hex Location	Village Name	Pop.	Type	Align	Ruler Name	LVL	Align	Class	Type	Resources
0107	Daican	167	Men	N	Caelnoreon	6	N	FTR	Man	Iron
0119	Pamak Illip	382	Men	N	Deogel	7	CG	FTR	Man	Metal Ores
0233	Calah	115	Gnome	N	Slintigil	5	CE	FTR	Gnome	Glass
0301	Neapolis	79	Cavemen	CE	Huh Hjord	4	CE	FTR	Caveman	Bronze
0314	Anme Caphri	35	Men	LG	Ramtagor	7	LG	MU	Man	Sheep
0406	Stukwrak	209	Men	N	Irgainel	7	N	FTR	Man	Trade
0510	Sputgar	98	Cavemen	CE	Ludgar	4	N	FTR	Caveman	Silver
0528	Saimon	340	Men	N	Bleofrus the Smelly	8	LE	FTR	Man	Fish
0832	Ezrahaddon	270	Men	N	Kolder	6	N	FTR	Elf	Grain
0901	Pac Caves	423	Cavemen	CE	Fuhdu Pac	4	CE	FTR	Caveman	Copper
1005	Whan	20	Halfling	LG	Goodpaster	6	LG	FTR	Halfling	Market
1102	Eo Caves	201	Cavemen	N	Eo Hrud	5	CG	FTR	Caveman	Zinc
1109	Yrahm Jakupda	133	Men	N	Rinnamoor Stub	7	N	FTR	Man	Pelts
1119	Mishell	108	Halfling	N	Soggono	5	N	FTR	Halfling	Wine
1327	Ambusead	42	Goblin	LE	Malfut	4	LE	FTR	Goblin	Oil
1501	Ot Caves	394	Cavemen	CE	Hakpin Uh	5	LE	FTR	Caveman	Rubies
1505	Erba Alba	67	Men	N	Dareth Fleet	4	N	CL	Man	Horses
1631	Raknid	161	Elf	CG	Bulerindel	6	LG	FTR	Elf	Wine
1712	Tell Qa	825	Men	CG	Shah Kijdawr Aenekosii	23	LG	Mc	Man	Market
1722	Munj	177	Men	N	Whitgren Big Mouth	7	N	FTR	Man	Alligator Hides
1819	Quickbog	112	Men	N	Brackdiles	3	N	FTR	Man	Rice
1925	Stony Slip	61	Men	LG	Bowyer Hernides	4	CG	MU	Man	Reeds
2032	Millo Fortress	510	Men	N	Shah Paharrib Fu	20	LE	MU	Man	Trade
2216	Ramarch	402	Men	N	Bors de Ectris	8	N	FTR	Man	Market, Goats
2218	Smale	85	Men	N	Pilfer Exterkal	4	N	FTR	Man	Leather
2223	Rock Haven	129	Elf	CG	Astripodin	9	CG	CL	Elf	Forest
2309	Oonsla	289	Men	N	Eutenax	7	LE	FTR	Man	Grains
2314	Yakin Ley	93	Giants	N	Spaen Brot-Buckle	10	CG	FTR	Giant	Berries
2502	Jes	251	Halfling	N	Ten Tuckle	5	CG	FTR	Halfling	Cabbage
2521	Leafork	187	Men	N	Gripendar	6	CE	FTR	Men	Ferry
2528	Gashmu	240	Men	N	Taltar	9	CG	MU	Man	Horses
2621	Caer Cadwen	766	Men	N	Shah Satyrbis Orcus	24	CE	DEM	DEM	Trade
2711	Ruppin Athuk	319	Men	CE	Wenlock Denne	7	N	MU	Man	Swine
2818	Drydale	32	Men	N	Kinnakon	3	N	FTR	Man	Sod
2821	Y'Dell	243	Men	LG	Louvergail B'Ket	5	LG	FTR	Man	Wine
3024	Kahled	80	Elf	CG	Dalemarel	15	N	MU	Elf	Wine
3123	Hefaeland Cleft	400	Elf	CG	Splendulin	15	LG	MU	Elf	Forest
					Efrinodel	18	CG	FTR	Elf	
3125	Sunwatch	95	Men	N	Bellook Kud	8	N	FTR	Man	Military
3218	Ukrak Morfut	49	Gnolls	CE	Szrinkintau	4	LE	FTR	Gnoll	Iron
3233	Recre	162	Men	N	Gamor the Boor	5	N	FTR	Man	Grain
3331	Braddol	391	Men	N	Dinarza Dans	7	N	FTR	Man	Grain, Clams
3402	Trenth	103	Men	LE	Degonial	10	LE	CL	Man	Herbs
3410	Takshire	689	Men	N	Shah Dyshim Leayh	22	N	MU	Man	Trade
3425	Midwall	75	Men	N	Douganthor	7	CE	FTR	Man	Military
3616	Mislanta	285	Men	N	Askenoke	9	N	FTR	Man	Timber
3724	Sully	277	Men	CG	Nussania	6	N	FTR	Man	Fish
3725	Moon Tower	105	Men	N	Thornan Black	8	CG	FTR	Man	Military
3805	Quiff	160	Goblin	CE	Tobbletok	7	LE	FTR	Goblin	Feathers
4009	Demon Valley			LE	Sydbikkef Mal	26	LE	MU	DEM	Souls
4119	Targnot Port	2929	Men	N	Shah Abdu Insilar	23	N	FTR	Man	Sea Trade
4203	Hyyap	344	Men	N	Vizerheno	10	N	CL	Man	Fowl
4205	Feigh	83	Men	LG	Spippy Slagdod	6	LG	FTR	Man	Fish
4323	Shir	68	Men	N	Granpid	8	N	FTR	Man	Military
4324	Silver Cove	125	Men	N	Shooran Ooze	9	LE	FTR	Man	Pearls
4424	Shore Camp	380	Cavemen	CE	Garhous	10	N	FTR	Man	Carbelium
4502	Kevalla	111	Men	N	Nurzar	5	N	FTR	Man	Boats
4630	Nho	402	Men	N	Shazepan	7	N	FTR	Man	Fish
4719	Augge	353	Men	N	Lessornh Rae	7	CG	FTR	FEM	Coal
5221	Grimlon	990	Men	N	Shah Drong Dirkah	24	CE	MU	DEM	Trade

SHARDIS PROVINCE

Millo Fortress

Shah Paharrib Fu	MU	LE	20	105	9	16	17	18	18	16	18	18	Staff of Wizardry
Grand Folsaha Pipt	CL	CG	16	60	7	15	16	17	17	17	16	17	Mommon Staff of Fire
Grand Foksaha Gubbin	CL	CG	16	50	7	15	16	17	17	17	16	17	Hartstige/Sword

Millo Fortress is an ancient stronghold designed as First Line of Defense against unruly Desert People and Berserkers. It is now a way station on the road to the supposedly small desert villages called the Holy Cities. The Fortress' moat is river fed and the sheer curtain walls rising out of it are formidable indeed. Surrounded by dangerous forest, travellers are most relieved to reach the inner courts of Millo Fortress. Werebears have recently been terrifying the Fortress environs and an expedition to discover their lair has been delayed for lack of volunteers.

Shah Fu and Grandhees Pipt and Gubbin run the outpost by the book, and food and supplies are carefully measured. Of course they live in comfort while most of the help live spartan lives. The one pleasure in most of their lives as well as the travellers' is the one large inn, The Sandy Sword, where friend and traveller are met, gossip exchanged and good times had. Innkeeper Red Dukker leads and encourages the merrymaking with his crazy stories.

Rumors: A 30 foot Spider with three foot fangs has alone eaten up 13 caravans; Three guests at the inn are Lost Kings of Eba Aba; The River Leander Nixies will lead you into unimagined pleasures and ecstasies if you go with them willingly; Chasm Imps are being troublesome in the Holy Cities again.

(Below the sleepy looking villages called the Holy Cities are vast interconnected caverns with large underground lakes that feed the desert oasis above. Edible mushrooms, lichens and luminescent moss support life in these caves where thousands of Mycretians live. Two Iron Mines keep a couple hundred Men and Dwarves busy while the spring fed Cobblefruit Bush fields at Ell Bastis use the expertise of the hundred or so Orc Slaves and their love for "desert wine". The mined rubies of Deep Ajjinnen Cavern and the special aphrodisiac qualities of one variety of mushrooms that is grown help keep a healthy trade with the Empire via Shardis Province.)

Glass Mountain Mines

Diamonds – Orc Mines

Fagslak	FTR	CE	14	56	2	14	15	15	14	16	17	17	Cleaver
Gakbog	FTR	CE	10	29	3	14	14	16	16	16	15	16	Sword
Unstigib	FTR	CE	9	27	3	15	16	16	16	17	17	16	Hammer

Glass Mountain could just as well be called Orc Mountain because the mountain teems with them. Orcs are not especially good miners but they are greedy. The uncut diamonds are traded with thieves, brigands and shifty-eyed traders.

Fagslak directs the mining activities under the guidance of the Great Orc himself. Gakbog and Unstigib direct the guards of both entrances to the mountain.

A curious statue carved out of an obsidian peak in the mountain of an unknown being/beast is protected by the Orcs. Lights play about the statue on dark nights and the shape seems to have changed after such luminescent displays.

One underground tunnel leads to the Orc's large crystal room filled with treasures, booty and diamonds which they enjoy counting (even though many Orcs cannot count past ten). They have no magical items but lots of wealth. There is a legend about a princess who sat on top of Glass Mountain a long time ago waiting for a prince to claim her as per instructions of the King. A prince did come, so the story goes, riding on a horse made of diamonds. But the princess became greedy and struck the horse to shatter it, but the diamonds sank into the Glass Mountain top as though it were mud. The prince turned into a hideous

Orc and ate the princess; her bleached bones still lie in the morning sun at the top of Glass Mountain, untouched by the centuries for they are fell, fell indeed.

Dankbark Forest

Dankbark Forest is known for its several lairs of five foot Spiders who sometimes drop silver sticky webs over a whole caravan. The lairs, protected by three Spiders at all times, are known to contain fortunes of Silver objects, many magical Sticks, Wands or Staffs and Lace Tapestries. Maximum NA: 14 (2 dice +2); HP: 4 - 18 each, HD: 2+2, AC 7. Time each victim is stored by the Spiders before ingurgitation is 1 - 8 days, hung in suspended animation.

Living in hollowed out trees in a strange grove of large Baksome Trees called Raknid are several families of Spider Elves, a strange leggy variety not unlike Wood Elves except they lack a love for the woods and can spin webs. They may protect travellers from the Spiders but they may not. King Bulerindel pushes for more friendly relations with men beyond selling them wine and cloaks but has not been very successful.

The smell that is pervasive throughout Dankbark is that of the Reek Moss on the northern side of the trees; the moss is poisonous to touch ($\frac{1}{2}$ power of Gray Slime but otherwise similar except that it is red and susceptible to fire). The forest is known for its fine hardwoods and abandoned Spider lairs (with overlooked, abandoned Silver in them). Chance of 3 in 6 that any particular lair or web is abandoned.

Werebears have moved into the forest east of the Leander River, NA: 2 - 8, 10% chance of encounter.

The shed skin of the rare Bortagurm Snake of this forest will heal all sicknesses not magical or wound-induced.

A hidden door in one tree leads to a fabulously wealthy dungeon with monsters only on every other level.

Slithytove

Slithytove Woods is not exactly swamp but it is usually mushy. It is known for its Vermin, Snakes, Leeches and Slimy Worms that writhe in the mud. Thick vapor rises from the mud rocks, the gongo trees and the Dragon Snakes' nostrils. There is little grass except for tough swamp grass and pampas. The trees are mostly soft woods and kinky. The mud rocks are said to move.

The Nest of Vipers, is in a beautiful meadow at the southeast edge of Slithytove. The lush verdant trap attracts animals and other unsuspecting victims into the habitat of hundreds of giant poisonous Vipers (NA 9 - 16). Viper Fangs are worth 20 GP each; Viper Poison, 10 GP/drop. The ancient habitation of Celedorinlin is now empty and ruined but for an enchanted horse, a horse of the gods, that is said to be trapped there. Petrified snake sections are littered over the streets around a toppled Blue Zireon Snake Temple. Bones, pottery bits and an occasional piece of crystal lie half buried in the mud.

Lake Saffrin

Lake Saffrin is known for being the abode of the Lady of the Lake. Not much is known about this Ancient One except that she lives under the water for decades without ever showing herself, but then will rise up out of the water (no one ever sees her) and correct wrongs (from her viewpoint) and gives gifts. Sometimes her "correcting" is ruthless and overly enthusiastic. Once she turned a whole village of houses into beasts. She is AC 2 and around 200 HP.

A long forgotten curse lies upon the ruins of Selisengard making it appear but a medium sized hill. Below the illusion and below the rubble sets underground vaults of long aged Elvan wine, then Kings'

collected treasures and a room with a lost magical Sword, a Helm and a Shield, all protected by a most heinous curse, removeable only by a willing sacrifice or incredibly complex spells.

Forty skeletons hang on poles between Lake Saffrin and Saimon, the work of the tiny fairy, Embe. The forest between Lake Saffrin and Slithytove is full of tangle vines and giant Chigger Bloodsuckers (about 2 inches). A pool of water in this forest washes away wrinkles but increases cardiovascular age.

The fishermen at Saimon catch the best tasting fish caught anywhere and trade them salted. Fish are stored in vessels carved in Agate and Metalline stone except Bleofrus the Smelly stores his in vessels of Amber, Quartz and Marble.

Bestial Barrens

Inhabited by nothing except strange Beasties and Gnomes, most Men, Elves and Dwarves avoid this area if at all possible unless well protected. Poisonous Toads with powerful tongues, Giant Beetles with iron-like razor sharp teeth, Pinching Lizards, Rattlesnakes, three-legged Runner Birds that stun its large prey through its loud scream, and slithering Prickles make this wilderness unpleasant to be passing through. Wherever Prickles gather, there will be a vein of valuable metal or crystal not far underground.

A large rock near Ezrahaddon has a strange paw with hooked claws carved out of it. The claws retract when the rock is approached but that is all that has ever happened (up until now).

Berserker Wilds

Several tribes of Berserkers and Bandits live here in the Wilds with tents and the scrub brush and they continually war against each other. Occasionally they make concerted efforts further into the Emperor's lands and they have to be beaten back by military troops.

The Northern Bandits (CE) hunt in the plains west of Selisengard and in the hills west of Crystal Lake for game, monsters, travellers and Southern Berserkers. The Southern Berserkers (N) like to be left alone and resent intrusions; they hate their northern brothers but will at least talk first to strangers before deciding to be vicious.

Each tribe has a golden idol worth 10,000 to 40,000 GP; strong, sturdy horses; but not much else of worth. They tolerate Gnomes but hate Orcs and Goblins who raise their battle lust to its height of wildest insanity.

Plain of Eba Aba

Plain of Eba Aba

There is a legend about the lost King of Eba Aba who found the Roc's Egg that controlled all the Geniis of the world. He thereby collected all the rings, lamps, and other vessels that contained Geniis and buried them in a hidden booby trapped cave on his Plain. All the Geniis, that is, except one. The constant winds on the Plain of Eba Aba are said to be echoes of his lost spirit roaming the world for his lost Genii.

The windy Plain is nothing but grasses, furze and heather with an occasional coppice of Wildwood. About 40% of the copses have a treasure chest buried in them 10 to 20 feet below the surface with treasure worth 10 GP to 1,000 GP. Not many have been found due to the much digging required, and the booby traps, the uncertainty of the amount of worth to be uncovered and the fact there are no maps to these treasures.

The bones of ancient Warriors, horses and Orcs are tangled in the sod. The grasses are infested with giant Ticks and disease carrying Rats.

Crystal Lake

The Crystal Lake area is infested with Orcs as they use the beautiful mountain lake for relaxation. The lake is a clear pure blue and contains no unsavory creatures. The fish are large and tasty, the scenery idyllic and access difficult. Orcs throw small stones into the lake to make wishes, the closest they come to having any non-practical thoughts. Goat heads embellishing the ends of long earth-embedded poles surround the lake every 50 feet.

On the southern beach is a well-known ancient temple in partial ruin with an intact large marble Lizardman idol in the central room. It has two huge ruby eyes still extant with disintegrate powers to blast anything 6 HD within 50 feet. Skeletons of many Orcs and men lay inside the central room.

In the small mountain range to the south of Crystal Lake there lives the One and Only Crystal Monster. Its gem encrusted hide contains many magical powers for Good and the six tentacles on its head, heal all manner of diseases. The lizard-like creature with an insect-like head and multi-faceted eyes is about the size of an alligator. It is generally harmless unless it feels threatened or a LE individual comes near; then it will excrete a poisonous gas (8 HD within 15 feet) or breath fire accurate to 30 feet (2 HD). It lives in mountain clefts and is hard to spot by day, but can be found at night due to its glow.

Crown Knoll

It is said that four crowns enriched with Diamonds, Rubies, Sapphires, Emeralds, Pearls and other valuable gems lie beneath Crown Knoll and perhaps many of the Kings' skeletons as well. Strange voices, invisible horses and the cries of slaves can be heard often in the area and most nearby inhabitants are afraid of it. Plunderers attempting to dig in the mound are often found later hacked to pieces.

One legend not often spoken says that the four Kings buried here were slain by Viridians centuries ago and they will remain restless until they can effect revenge. They merely keep in military practice and await the Keeper of the Gardens to set them free.

EFFERNATH PROVINCE

Caer Cadwen

Shah Satyrbis	DEM CE	160	Succubus Polymorphed into Human Form	Sceptor
Grand Dagmaggus	FTR LE	17 68	2 15 17 16 13 17 18 14	Ruby Sword

Caer Cadwen is a castle of the older type with square or rectangular Baileys, towers, barbican and keep but the buttresses and bastions on the outer curtain were added later and are round. The Shah's solar is the most luxurious in the land, including, probably, the Emperor's. Shah Satyrbis rules with an iron hand and all dissidents and malcontents are ruthlessly hanged or tortured. Satyrbis gets along well with the Emperor and shares the overseeing of some of the Emperor's farmlands. It is not widely known that Satyrbis does enough good deeds to confuse people into thinking he is good, kind and generous.

Dagmaggus, a dark, tall, skinny, ugly beak-nose, is just as without warmth as his boss. He carries out orders exactly but has a few little private plans of his own designs on his superior's job and dastardly plans for amassing a private fortune. His Ruby Sword sweats blood whenever a person of higher LVL is present

who has aggressive designs against its owner. The "blood", however, is poison.

Lost under a storeroom floor is a small treasure of immense value and power, one of the enchanted stones, "Sprinkle". The pebbles are seven in number: 1) to Flower; 2) to Cry; 3) to Burn; 4) to Cower; 5) to Dethrone; 6) to Spurn; and 7) to Save and Protect, to Heal and Learn. All seven in one's possession adds 2 to one's LVL if LG or CG plus gives power over Kings and Rulers within 30 feet if the formula is followed in order of the stones.

A palindir mirror is in the center of the Great Hall that shows what is taking place in all the other capitals of the Empire. Used mainly for amusement but occasionally more.

It is said that the Hags of Marmon built the older parts of Caer Cadwen.

Elsenwood

Wood Elves

Splendulin	MU	LG	15	81	9	19	12	18	18	17	18	18	Wand of Lorfel
Efrinodel	FTR	CG	18	73	7	19	16	18	18	17	16	18	Elfin Darts & Longbow

Elsenwood is tightly controlled by the Wood Elves and remains wild and primitive. The Elves have their ways, and any troublesome high-powered Magic User or political entity just might find themselves dancing in the forest hundreds of years. The Elves are about five feet tall, slender, fleet of foot and have the balance of acrobats. One will never see them in the wood until it is too late; the silvery green raiment they wear helps their coverture.

Hefaelond Cleft is so well hidden and protected that very few know exactly where it is or could ever find it. Because this is so, the Elves have lived for centuries in their Cleft underground abode through many political regimes and have survived.

Splendulin and Efrinodel, brother Lords of the Elves, rule all Elsenwood and their unknown number of kin and Elfin subjects. Each have two sons who are very competitive and despise their cousins.

The Holy Mounds is an ancient magical **Real Place** from some long forgotten religion of antiquity. The Elves have no special use for the area but allow Mycretians to gather there whenever they wish.

The Elves are amused at the wall the Emperor has built, and they mistakenly think that he put it there to keep them out. But the Emperor is really more worried about the Hags of Marmon than he is about Elves. This, though, may be a mistake.

There is a large evil serpent named Sliant in Elsenwood near the wall who is conversant in Viridian and the common speech. The Elves know his ways but he does keep the wall guards from wandering too far. Besides eating an occasional guard, Sliant is known for setting fires to attract the unwary and spitting poison at birds and travellers. Sliant's poison is not only an immobilizer but also hallucinagenic which makes it extremely valuable to certain religions and elements of society.

Islands Tric and Trac

Many strange mariner yarns are spun about Tric and Trac. The most persistent tale is that the islands move and at times even seem to have minds of their own. Sometimes they seem to bob up and down on the waves. But, once on the islands, explorers find them as solid as any other. Tric and Trac are uninhabited since they are nothing but sand and rocks, but the tales spun among sailors keep men away as well. Plus, too many ships have disappeared in the area.

Tale: The sole survivor of a shipwreck raved on and on about beautiful female voices and enticing songs.

Tale: Many maps of chests of gold and jewels and treasure galore have turned up every now and then but when digging was tried, the holes always filled up with water.

Tale: Green, many-tentacled sea monsters have been sighted in the area seemingly taking directions from Mermaids.

Tale: Water spouts, under the guidance of some great god, protect the area from curious eyes.

The Southern Bogs

The two Bogs along the Shorn River and the Bogs west of Vapor Hills are dangerous like quicksand and many a once living beast and human are perfectly preserved in the tricky, shifting peat. The bogs are known for hidden treasure but few ever bring them back, even with accurate maps which are plentiful. The Utscur Bogs hide the famous Kikkolatar National Treasure, the magical Windrider Bronze Horse, the 40 magical Lots of Hordibello Pubber, the Pearlcrazen Statues of Gold and the ancient art of King Dellar the Stellar. The Phouth Bogs contain many personal treasures of the lost Kings of Crown Knoll and the Cesspin Bogs contain the treasures of the lost civilization of the Chryezetil Lindemos.

Giant ticks and the Black Hoot Bird infest the bogs.

Emperor Lands

The Green Emperor owns and controls much land used for farming purposes. Slaves/Serfs work much of the Emperor's farmlands but he also receives a 15% tax on Freeman fields. There is some continual tension in the supervision of all these lands as Shah Satyrbis insists the Freeman fields are his responsibility as well as smaller fields closer to Caer Cadwen. The fact that the black boggy soil along the Shorn River is much richer than the lighter soil of the Emperor farmlands might have something to do with this on-going squabble. Good farmland is at a premium throughout the Empire as it is rare.

Shilly Shallows

The River Leander is a wide, fast and dangerous river from its mouth by the City State up to Leafork. Except for the narrow but sturdy bridge by the City State, Shilly Shallows is the only other reliable crossing on the river. Technically at the mouth of the Kendhras River, the Shallows have a long history. It is there that Pegohas wooed the fair Maselle and where the ancient King Ahabdosset defeated the Demon, Grotubyl and his Orc Legions.

The suspension bridge between Leafork and Caer Cadwen is in constant and repeated states of disrepair and is not safe for caravans or carts that must detour via Rock Haven. Between Caer Cadwen and Rock Haven live Kobolds and Ents and just west of Leafork, Giant Centipedes infest the forest. Skeletons haunt the Shilly Shadows as well as an occasional Ghoul or Lost Soul.

Shelter Haven

Somewhere at the far western edge of Elsenwood, beyond the western end of the Leafork Road, lies the abode of the Fair Folk-called Shelter Haven. These fairies are very tall, about six or seven feet, and are seldom visible to most humans. Sometimes a faint glimmer of light, a sparkly glow, might be seen out of the corner of one's eye but the Fair Folk avoid all not of their kind. Time moves at its own pace at Shelter Haven and humans caught there might find their families suddenly grown old when they return. The fairies

never grow old, however. It is not wise to name a fairy in the area should you happen to know such a name as that fairy would come and get you out of fear of your possible control over him. It is better to call them Fair Folk than fairies for the same reason.

The Fair Folk probably live under one or more of the several knolls in the area; but large groups of fortune diggers attempting to disturb them have disappeared. Great wealth is said to be in abundance there — finely wrought drinking Cups and Vessels, fine Harps and Lyres, Finger Rings and Bracelets, Draperies and Rugs in lush Blues and Reds, White Horses decked in Gold. But few have had the privilege of viewing it.

SMYRSIS PROVINCE

Tell Qa

Shah Kijdawr Aenekosii Mc LG 23 160 8 16 17 18 18 17 18 18 Quarterstaff

Smyrsis is probably the most difficult province to control and Shah Kijdawr Aenekosii is only in the position because of his great competence. An enemy to all that is evil, the Shah keeps troublemakers in their own areas and is continually opposing most of the rest of the Council, including the Emperor. The Shah has no Grandhee at the moment since he banished his most recent one. His gifts of Calming and Spirit Fresh are formidable.

Tell Qa is a very strong, secure fortress on a cliff overlooking the River Flee. It has two outer curtains and baileys, many round towers and bastions, two donjons and a great motte outside the moat. Four mangonels guard the four quarters. There are several secret passages, some known only to the Shah and others also to the staff.

The forest along the River Flee abound in Kobolds, spry, ugly, wizened, shaggy and ragged little creatures, not unlike hairy, bent old men who wear pointed hats and have large groups or one might find oneself in one of the many riverbank caves where the Kobolds dwell with accoutrements unmentionable.

A powerful monster called "The Horn" roams the Tell Qa environs. It eats anything and is always hungry. Its whole head is in the shape of a ragged horn outlined in four burning eyes on each side. Several long protruding tongues come from the end of the horn to suck blood.

There is reputed to be a Room of Emeralds in Tell Qa but no staff or visitor have ever seen it. Many have, however, visited the Room of Passionate Pleasures, a room the Shah hates and has threatened to close but hasn't due to much pressure from the staff.

Missing Memory Marshes

Smirge, the Eerie Eel

Smirge is a 30 foot Eel who loves to slush along in mud and shallow water and grin her silly but horrible grin. She gets easily excited, to the tune of about 4,000 volts (full effect to 25 feet (8 HD); 4 HD at 50 feet; 2 HD at 100 feet; and 1 HD at 200 feet), very effective in water or on wet land but has no effect at all on dry land or dry boots. Smirge loves people and lights up whenever she sees them. She is 85 HP.

There is only one completely dry path all the way through the marshes which is known only by a few. The fog, and the drooping moss makes everything look the same and it is easy to go crazy and circle for weeks before the shocking end comes.

Grotto of Grime

Slaekt the Dragon

LE HP: 72

Slaekt's Grotto is located halfway between Pamak Illip and Glass Mountain and is very rugged country. Filth encrusted gems, coins, jewelry and other valuables litter the dark, rocky, sandy depths and Slaekt guards them all well. A Golden Dragon with iridescent flecks of blue, Slaekt is dazzling to look at but will mesmerize any who look directly into his whirling colorful eyes. He is the oldest, most intelligent and most feared Dragon in the larger regions and only a few Magic Users are capable of talking with him. Slaekt feasts on mountain goats and desert zilas but occasionally raids cattle and terrorizes nearby villages to the west.

While somewhat retiring and sulking, Slaekt can become angrily aroused. Certainly, do not touch his treasure! Bones litter the entrance to the Grotto.

Hidden at the bottom of a jewel-filled golden urn is the amulet Tukborndeth which can drain two levels of power from any creature (one creature per day); the urn is buried in one of the many piles of gem grime.

Slaekt knows many long forgotten spells, knows most all of the powerful relics in the empire although not where they are (like the Marmon Hags know) and much important history and magical lore.

He does not welcome visitors.

Obsidian Citadel

In a hilly valley surrounded by ranges of the Starrcrag Mountains, there lies a fortress known as Obsidian Castle that is inhabited and ruled by a particularly ferocious Storm Giant called Gnorl Haghunka. He rules several hundred personal servants and an army of slaves made up of Orcs, Zombies and Cauldron-born. He prefers solitude and slays all visitors; his servants raise crops and mine Electrum; his army keeps the Orcs from coming north and the Dwarves from coming south, keeping them effectively apart.

The slick black citadel tower and other Obsidian bulwarks have a long checkered history lost in antiquity. The interiors are stark but many riches are well hidden throughout the corridors, rooms, chambers, tunnels, stairs, caverns and pits. A prophecy of long past says an Owl Man of Lapis Lazuli with crest of Porphyry will free the tower of its evil curses and start it on a long age of standing for Good.

Valley of the Dead Queens

Long ago, in the days of the Queens, Nandi, Varanna and Melusina disagreed on the use of their queenly powers and fought continuously, greatly harming the people. One day a stranger appeared in court. She made a terrible prophesy and not long hence it came to pass. The land was cleft by a mighty earthquake and the Queens were buried in the debris. The beautiful young princesses withered and shrank, becoming misshapened. They died young and all their progeny were hideous and died young, too. And the Queens were no more.

Today, the valley lies along the sources of the River Flee and is inhabited by all manner of the most hideous of monsters: Medusae, Purple Worms, Gargoyles, Balrogs, Chimeras and Trolls. It is said there is much treasure in the valley if one is strong enough to take it. Most all creatures avoid the area.

Dwarf Gold Mines

Starrcrag Mountain Mines

A red bearded clan of Mountain Dwarves live in Starrcrag and tolerate no visitors except traders. Wrinkled and tough as old tree roots, these large-headed, barrel-chested fighters are as tenacious at mining as their long beards adhere to their pale faces. The last remaining expert Goldsmiths that can work such wonders with golden jewelry that magical powers are captured in them, work deep in the mountain turning out priceless items.

There is a warning monument deep in the mountain, erected to remind the Dwarf descendants of Bruskin, who lost his artistic pride and became miserly. His hoarding of wealth attracted Dragons, Brigands and Orcs and he was kept preoccupied with wars and skirmishes for 30 wasted years when his cohorts got little mining done. He eventually died by the sword and his riches were plundered.

The powerful Cat's Eye Ring, finely wrought long ago with the mew of a cat, is lost somewhere in the mines. On the wall of the central living quarters there hangs the magical sword, Fence, that defends only and never strikes, a fine Coach that folds into a pocket-size money bag and one lost Mermaid Trident. By the hearth is a Horn of Ivory bounded with Diamonds, and several feathered Spears of a strange balance.

Dacil Vonidar

Dacil Vonidar is a place that is a place that isn't. Its walls are black, its surface white; its walks are paved yet never trod; the voices even, the aura odd; missed by day and known by night; its echoes sound a distant knell; its treasure vast, is hid from greed — its finder dies to birth the seed; and far is near but near is hell.

Dacil Vonidar is a dream that was, a hope that is, and an impossibility that will be.

Pinnacle Mountain Mines

Elephan Silver Mines (Cavemen)

Tricky mountain passes and unsafe mines discourage all but the Elephan Cavemen from working these valuable mines. The Silver Ore is carried out by a secret tunnel to Lake Pernicus south of Stukwrak where the Cavemen are paid in venison, mutton and ale. Brigands give trouble between Yrahm Jakupda and the Sharryn River; thieves try trickery at most points from Shimmertree Vale to Glint Valley but outright attacking the military escort guarding the ore is unwise for most outlaw roving bands as they are either too small or have insufficient power.

A Wyvern nests in one abandoned Silver mine. One mine collapsed many decades back due to vicious birds attacking the timbers (some say it was due to the tiny Sawtooth Maggot Worm). Thousands of pearl-loving Panargees can be seen flying in the mountains west of Sputgar and everyone knows that they always make their nests out of rotting wood.

Lake Pernicus

Lake Pernicus is a dangerous area: heavily armed Cavemen in large groups protecting the Silver they transport trade with Emperor Emissaries, rich Lords or Barons, thieves or monsters or whomever; thieves and brigands roam the southeastern banks and areas south along the Sharryn River; Balrogs inhabit the mountains north of the lake; Umber Hulks live to the west; Lizardmen live in the lake; Salamanders live in the hills southwest of the lake.

Stukwrak is a town of chaotics, mostly evil, and were it not for Farran the Bold: Cleric, LG, LVL 14, HP: 54, I: 15, WIS: 17, an innkeeper who settles disputes fairly, the town would not exist. He also has certain magical items that protect him as well as the blessing of the Shah. One inhabitant, Beoc Prooze, captures strong Cavemen and sells them in Targnot Port as slaves. He is absolutely ruthless. It is said, Morwen, the town witch, gathers her exotic aphrodisiacs in the hills about but no one knows where. Bats flutter about her wherever she goes at night.

Shimmertree Vale

Shimmertree has a high percentage of Birches and Aspens and several especially active Bosks of Dryads.

A large variety of fire breathing Praying Mantis inhabits the valley, the only known effective enemy to the Buzzing Lapsuckers, a pest to humans and animals alike; when singed, the insect pops, making a tasty treat. The Mantises make good pets.

A herd of tiny horses run wild in the valley. They are said to know the Way to the Gods.

Glint Valley

Located between the Firelock Hills to the north and the Brotbuckle Hills to the south, Glint Valley is a peaceful spot protected by the Sharryn and Flee Rivers. Further, Paladin Caelearak and his devoted friends are the sole residents of the Valley and all with peaceful intentions are welcome. Caelearak and company will gladly accompany guests in need of help if he can be convinced the main purpose of the adventure is to destroy an evil rather than to merely capture treasure. That is not to say, of course, that he wouldn't want his fair cut of anything found.

Although no major monsters inhabit the Valley any longer, there are a few minor irritations here and there: the coin collecting Fobhoppers love finding and hoarding round shiny objects but the mindless hopping skinny critters are otherwise harmless; the Icicle "Worms" that love dark warm moist places under clothing and that drive people mad with itchy laughter; and the Zobedee Bird that is fond of dropping their (large) droppings (acidic in nature causing a severe skin rash) on moving objects. Don't move when they're around!

Eagol Ruins

A degenerate type of wayward Dwarf haunts what is left of a once proud castle, Eagol. Nameless, at least to outsiders, they sneak through rubble and underground passages full of radioactive waste. Hideously deformed, these "Eagols" have developed their powers of telepathy to reach over large distances between their own kind. Their skin is poisonous to touch; they are unpredictable.

The once great source of power that controlled the wonders of the Aouatad Temple though long thought lost, is still intact and protected by the Eagols. This portable little "weapon" is based on telekentic principles and can cause great good or great destruction. Radioactive Diamonds that cause wasting disease litter the lower regions.

Bone Hollow

Bone Hollow is a round valley surrounded by hills all around except on the south; the floor of the valley

is smooth rock with no vegetation of any kind. In the very middle of the valley is a fumarole that talks whenever the skeleton apparition appears in the fumes, four or five times a night. Whatever it says is extremely wise and the advice should always be followed. Questions may be asked but only 1 in 100 are answered. About 40% of the messages are warnings, 30% is personal advice to those present and 30% is general helpful information.

Many intelligent species make journeys to Bone Hollow for help or curiosity and all are spoken to in their own language. The nature of the help is LG to CG.

THYGAMUS PROVINCE

Tak Shire

Shah Dyshim Leayh MU N 22 96 9 16 18 18 18 17 18 17 Wand

Located between Trolls and quarrelsome Pigherders, Tak Shire is nestled in barren hills around Geyser Spring, the source of the Upper Stickthorn. Tak Shire is more of a village than a fortress since the two curtains surround only many small buildings — there is no keep or castle. The Shah lives simply in the neighborhood of his advisors and all have irrigated gardens. Known familiarly by all as “Squat”, the Shah is quite roly poly, short, friendly but not jolly. He is fair, efficient and competent but has a weakness for fine women. He is very good with Lightning Bolts and setting up big magical Defense Screens.

Wild Boars roam the hills round about and large crystal ball crystals can be found in and/or under the bed of the Upper Stickthorn River. Twenty gaseous bodies haunt the moat.

Iso Monster Lake

Iso is a strange creature of (it seems) hundreds of long tentacles, slimy and suction-padded, but no one has ever seen its body. It is HP: 115, and each tentacle can squeeze 1 HD per turn or slowly drag (3 turns per 100 feet) its victim into the water to drown (once in water, 3 turns to drowning death). Any spot within 250 feet around the lake is not safe. Birds and animals avoid the lake, preferring the swamps to the south or the Aves Sanctuary to the east.

Iso has been known to snare an errant low-flying Dragon from the air or lure animal prey through a sort of humming vibration that is most attractive and curious. There are plenty of fish in the lake and Iso gets along well with Nixies, Water Elementals and River Trolls, but not Mer-people. The Marmon Hags and the Iso Monster leave each other alone.

Brotbuckle Briars

Yakin Ley Hill Giants

The Brotbuckle Clan of Yakin Ley are a warty, blubbery and shy sort, preferring not to interfere with humans. However, if they can get away with something, they will blunder on, doing it openly. They fight ferociously but prefer not to. An occasional Hill Giant will develop a taste for human but they are thrown out by the Giants themselves for causing too much trouble.

Spaen Brotbuckle (8 HD/Club hit; HP: 45), leader of the Clan, got his position accidentally and is now held in awe by his fellow Giants. The Yakin Ley Hill Giants were long afraid of the Moaning One of the Hundred Hands who dwelt in Rock Hollow. Hecatoncheires (the thing's real name) claimed to control the weather and threatened vile storms or worse if proper offerings were not given. One day, the Moan came demanding “The Magical Three” as a sacrifice and the Giants were thrown into a panic as those high-

powered magical items were impossible to obtain. Spaen, however, being more dense than most Giants (if that is possible), thought the Moan said "The Magical Tree" and so he risked the wrath of the Wood Elves (actually, he was too scared to think about it) and ripped up the Holy Tree of the Magical Branches in Elsenwood, carried it all the way back to Yakin Ley and threw it into the Rock Hollow. Surprise! The Moans were never heard from again. And Spaen was a hero.

The Giants are hefty but slightly rotund, have many warts and have a penchant for talking bones and singing harps.

Jutum the Devourer and Aknekkle Seven Blow and their trained pet Blink Dogs guard the Yakin Ley grounds. Wolves roam the Brotbuckle Briars.

Zirzus Plain

The scruff and scrub that blankets the Zirzus Plain supports several herds of Wild Horses, Runner Birds, and Simiasaurs, as well as Zhinan Lizards, Ogres, Wererats, Wink Dogs, and Lamasu. A tribe of large, Gray Apes lives in the forest south of Jes, and they protect the little, blind Afid Goats who supply them with milk. When threatened, they all disappear inside a large tree with a secret entrance and tunnel leading to underground rooms of treasure.

A strange man lives in a wood on the north banks of the Sharryn River between Pebble Straits and River Snikle. He is called Old Man of the Wood and he is very dangerous. Sometimes appearing as a helpless lost child, sometimes as a gaunt, fainted young girl, but usually as a withered up old beggar, the old man feigns need of help and when someone turns to offer assistance, he turns the person into a tree. He can also immobilize a whole caravan in time and then turn them into trees gradually.

Stay Falls

A little ways upstream of Ruppın Athuk, a beautiful awe-inspiring water falls reflects the morning sun on a rock which is an unseen door to wealth and magical treasures belonging to a once famous powerful magician. A large plain crystal shrine reflects a beam of light once a year on the door to illumine the opening device.

Water from the pool of Stay Falls that touches the shrine will heal Curses and neutralize evil spells of Physical Transformation. Gazelle and Ibis drink and wade in the pool.

Witch Lair

Chael	MU	N	36	218	2	22	18	20	19	19	10	3 - 18	Wand
Phyth	MU	N	31	199	2	22	20	19	16	19	18	3 - 18	Wand
Gaedd	MU	N	35	235	2	22	17	18	20	19	18	3 - 18	Wand

The Three Witches of Marmon Mist

Experts at shapechanging, all three witches (called Marmon collectively) can take on any SL, CHAR person, animal or most other physical beings but most often appear as hags or CHAR 18 FEM. The Marmon consider themselves outside moral alignments, are incredibly ancient and are touchy about their privacy – they keep the swamp supplied with frogs. The long hut is their lair where they do a lot of spinning; strange occult objects, herbs and containers line the walls. Several other huts contain magical items of great power, 30 - 60 per hut. Intruders seldom leave like they came unless they have great power or have something of great magical value to trade. The Marmon are well aware of what has been happening to Hautulin Seheitt

in the City State but don't care one way or the other; however, they are curious how so many objects of magic could have disappeared without their knowing where they went. The witches suspect Whitefire since he has stolen some Emperor items; they plan to investigate. Chael is the leader of the three and is the most creative; Phyth is the most unstable and prefers to molest or eat intruders; Gaedd is a steadying influence and helps them keep a low profile. The Marmon do not know quite what to make of Mycretians. They would like to meet Mycr or a prophet of his and match talents.

LYOOPHIATH PROVINCE

Targnol Port

Shah Abdu Inslar FTR N 23 114 2 16 18 17 18 18 18 17 Flail

Targnol Port is a large town of disreputable character and unseemly habits. The slave trade is heaviest here as well as much smuggling, thievery and Female flesh. Most of the inhabitants are poor, mainly fishermen, but in the Noble's area, large stone houses are well decorated and fortified. The town has no outer fortifications but it does have a good spy system as well as a fast escape by sea. The Shah lives in a large stone mansion by the stables.

Shah Abdu Inslar is a very strong fighter with a sly streak. He enjoys warring about the countryside, gathering riches to enjoy or trade. He will avenge any ill-treatment of horses but treats women like property. He carries a hollow Mace filled with poison and a Flail.

A Black Temple of black polished marble as smooth as glass graces the Port Center. It has a Grand Hall hung with silken tapestries, discreet alcoves with sofas covered with the softest furs of Sapamas, Alpacas, Rabbits, and Chinchillas. Verandas, porches, fountains surrounded by flower gardens and shrubs all grace the central point in which stands a solid gold Chimera. Tears shed in the Garden of Tears, one per cent of the time change to diamonds. A Black Enchantress lies in state in the Viewing Room and great wealth is due any who break the enchantment (of course, that may not be wise) that holds her in deep sleep.

Duatha Donannelle, a Grandhee, is much respected for her wise council, but she is a Werewolf. Zentor the Smithy, specializes in armor and weaponry. Amaym, the Leech, heals fevers and itches. The Shah has an illegal cache of Elvan wine in addition to his legal allotment.

Gheulost Island

Legend: Many years ago, when the earth was dark and the sea bubbled red, there were no islands, no safe places for the sea people to safely cool their scales among the rocks. Large ferocious animals roamed the beaches and fed in the shallow waters.

One day, a little sea boy, while cooling himself on a floating Sea Friend Plant, was sucked by an enormous abysm swirling down, down into the seething red mud at the bottom of the sea. The little boy was stuck and hot red mud glogged his gills. Then he felt under his fingers a large metal ring, the Sea Cradle Plug, and he pulled. All Earth shuddered. Then the little sea boy was spewed far into the air and it rained red mud. He swam to the Sea Friend Plant for protection but it stung him and stung him, for the water was cooling. Alas, the little sea boy sank beneath the waters.

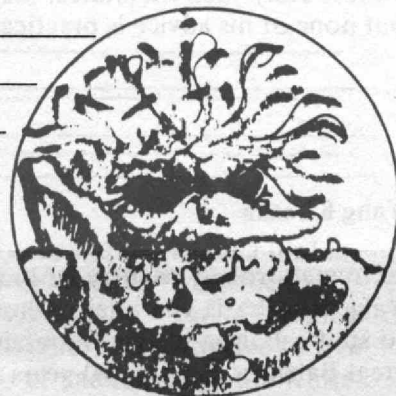
The waters cooled. The red mud turned to rock and many islands were formed. Warmth came from the skies instead of from the sea and so the sea people now warm themselves on the rocks instead of cool themselves. But they still avoid the main lands for men replaced the ferocious animals.

And so, the Sea Friend Plant is now called Sea Enemy, and see, an enemy it is. The red rock is Carbelium. The little sea boy was Gheu. The island that was formed where the little boy was last seen is known as Gheulost. And the Sea Enemy Plants, like islands near which the sea people dwell, are called Tric and Trac for between the islands they are safe from, can keep track of tricky stinging plants.

One or two warships guard Gheulost Island at all times. Shir, Silver Cove and Shore are permanent army camps with one tavern each and several barracks and gaming rooms. No one but military personnel and miners (mostly Elephants) are permitted on the island to protect the Platinum. The oyster pearl beds all around the island need some protection, too. Mere Lake is good fishing but there is said to be several Barrow Wights in the Volk Mountains.

Rakshashas

Rababubub, Troll
Libbledubble, Troll
Koppukguffaw, Troll
Lumminpup, Troll
Nobbsuckle, Troll



Only five Trolls live in this God-forsaken place but beware the traveller that passes here during the night for Trolls have quite a taste for human kind. During the day, they sleep underground. These five are equally at home in the forest, rocky hills or river banks. Two gray-clad Gnomes cook for the Trolls and manufacture greater treasures from the loot they capture.

Targnol Plains

Kappa, the hunchback Dwarf, lives alone on the plains and makes peace with all the animals. Krak, a neighboring Gnoll, lives in and under the Hradd Ruins and is friendly to Kappa since he saved his life. The Gnolls keep to themselves and kill game but there are several Wights that live in the many beach mounds that lie along the coastal road. And Wights desire only to add to their unhappy number. Use of the coastal road is not advisable without magical weapons.

Thistledown

Thistledown is good logging country, not being protected by Elves, but there is one great danger in the forest, and that is Koses. Koses is an old creature with no arms, three heads of Simian-looking monsters, the body of a Gorilla and four Human legs and feet. Its main diet is leaves and shoots but it cannot digest such without entrails of any mammal. Animals, Humans, Orcs, etc. are all prey to it so it is fortunate that Koses seldom travels far from his lair. Its bed is made of gems and bones. The lair is easy to locate due to the stench. Koses is not very intelligent but its senses are good – 3 HD per head, HP: 72, AC 4; Magical Stun Ability, one per day per eye.

Lake Pitts

Piranha and Barracuda roam the waters of Lake Pitts but, of course, cannot harm the Stone Man who lives

at the bottom of the lake. He is part of the mud bottom, never moving, until nature goes wrong or the lake's peacefulness is threatened. Then he rampages, destroys the change makers and returns. Miniature statues (of Electrum) of Stone Man surround the lake to appease him. Black Panthers roam the shores and environs.

A tall thin tower named Nirgal Tower stands by the river at the eastern tip of the lake. There, Yarth, a most Holy man meditates. Many Clerics, Bards and Sages come to listen to his counsel and philosophies but none of his advice is practical.

Yahg Khosha

Extremely rough country of brambles, ravines, clefts and caves of rock, large craggy hills and loose rubble, Yahg Khosha is the ancient home of Balrogs. There are many here still, it is said, though it more likely to spot a Balrog in the mountains further southeast, where there is supposed to be an Evil High Priest. The great Battle of Pootega 90 years ago, greatly weakened the strength of the Balrogs, but. . . .

Tanngrisner

Nestled away in a difficult-to-find valley among the rugged hills east of the Quessea River source there lives a short, stocky, grizzled old Monk with salt and pepper hair and full beard named Tanngrisner. His enterprise, though, is large and he has many Monks working for him making special blends of teas from roots, stems, bark, leaves, flowers and berries of shrubs, trees and herbs of common and exotic varieties. The Monks are all short like their leader, wear brown cowled robes and seldom speak. The sashes around their waists are interwoven hemp, gold and sweet smelling spices. Monsters seem to shy away from this strange company and evil persons lose morale. Nevertheless, persistent problem visitors will find themselves awaking from a drug-induced sleep miles away and confused as to directions for two weeks. Animals keep the Monks apprised of approaching visitors; harmony with nature is the rule here.

The tea is traded in tins: Common Tea, 8 SP per tin; the Middle Blends of Teas range from 1 GP to 3 GP; Expensive Teas, 4 GP to 10 GP; Exotic Teas, 10 GP and up.

Tanngrisner is very intelligent, friendly, hospitable (a one night stay is all that is allowed, however) and unlike the other Monks, a good conversationalist, but his eyes repel evil types. If he wants to, he can "turn his eyes on" and use them as the powerful weapons they are (psionic powers of Confusion and Fear).

Mycretian herbalists and peers are welcome visitors and may stay longer periods of time.

Demon Valley

There are no habitations in Demon Valley or other visible structures. The beautiful meadows and small copses of trees seem an idyllic setting but the large crag of a rock in the middle of the valley is actually a doorway to the underworld. Demons, Hags, Spectres, Basilisks, Ghouls, Balrogs, etc. on rare occasions meet here for unmentionable activities as well as using the Black Gate for passage between worlds.

Adder Copse

Prince Dahmen is a huge snake, an intelligent, evil being who rules over his less intelligent kind, poisonous Adders. Prince Dahmen can squeeze plate armor until it collapses. He can also mesmerize up to twenty 12th level characters at the same time into immobility (save will negate this). The Adders' favorite sustenance is man-kind but they will attack any living thing if hungry. Meals are one month apart. All the Adders can spit poison 2 to 3 feet but it is dangerous only in the eyes or in the blood. The Plains between Adder Copse and Trenth are infested with Giant Coral Snakes and Gargoyles.

Aves Sanctuary

The shallow waters of the Aves Sanctuary is a perfect habitat for birds of all types and the Kevalla bird industry is quite active. Bird droppings, 7 CP; Feather Quills, 1 - 4 CP; Feather Pillows, 3 SP; Feather beds, 10 - 20 GP; Healing Bill Extract, 1 GP; Roast Zherry, 6 SP. Some birds are best left alone — the tall wading Blue-Tailed Stabbit will attack anything that moves toward it; the little Born Warner flits from tree to tree warning all of new or unusual activities; the striped Gungbird Warbler is a sign of bad luck; and the White-head Hawk tells secrets and eats over buried treasure.

A crazy bird-man is said to inhabit the Feather Shoals and Lalyn Estuary areas and supposedly eats children and pets.

Gigabolt Mountains

These mountains are known for their terrible storms which feed the angry Hyando, but also for being dangerous country where Druids and Medusae live. The Druids manage in such poor company by competent, intelligent shapechanging for protection. The gifts of communication with plants and animals are helpful here. The Druids periodically make themselves scarce, especially just prior to and during times of political upheaval. Druid Hold contains much treasure.

Large, black dogs with huge, whirling red eyes roam in packs, protecting the ancient gathering places, magical stone circles, and long burrows in the hills south of Gigabolt Mountains. The Silvery Fires seen at night in this area denote buried treasure or an evil being. The Devil Dogs' lairs are near these Pyrngol Lights.

Hyando River

The Hyando River is a fast, rocky, deep, narrow river that has no bridges over it as the Ogres and Elementals that live in it won't allow it. Crossings are possible upriver where the river is still a stream (e.g., the East Fork Crossing), at Balicur Crossing (a shallows) and Tessell Wade, near the mouth. Death Rapids foams ferociously and will reach out and grab you and pull you in if you get close. Eddyroll Spout is a spray of water that shoots up fifty feet in the air due to the force of both forks coming together and the rock formations there. Sand Crimps and Rock Mosslickers might make you lose your footing (40% chance) and nibble your legs and feet. Sand Crimps contain (20% chance) black pearls and Mosslickers spit up valuable amber grit on moss covered rocks (perfumery). Caves along the river provide shelter for travellers, hideouts for brigands and valuables for treasure hunters.

GOMMORATH PROVINCE

Grimlon

Shah Drong Dirkah DEM CE 165 Minor Demon, Polymorphed to Human Form Sceptor

The Shah appears as an old, very wise man with that timeless look but he is actually a Demon of the worst sort. His wise counsel impresses many but confuses most as to why the city is run so poorly. He encourages licentiousness and no one trusts anyone unless it's a mindless lackey. Chasm Imps live in the first level dungeon and serve the Shah devotedly on command but always out of sight. The treasure vaults are back to back with the dungeon cells, last row.

Grimlon is a strongly fortified castle perched on a hill, having stood for centuries as a safe resting spot midway on the East-West trade route. Many powerful types are buried in the cemetery grove outside the curtain and could be raised if one knew how. A Great White Suit of Armor hangs in the Great Hall with this inscription: "If you I fit/And horse's bit/Meets Sword of Stone/ Then you I own." Three two-headed Giants of Alfkinon protect the city gates and it is good they are friends with humans. They do have doubts about the Shah, though.

Barradine Ruins

The scene of many an important ancient battle, Barradine has a long history of fallen lords and kings, thieves and bandits, and demon intervention. The ruins now are known for the restless ghosts of departed rulers, undesirables and evil spirit powers. The ruins are not much to see but every stone has some residual magical power that if reconstructed as a whole would be formidable indeed.

Many Mummies lie sleeping under the ruins.

Hoary Mountains

Mountain sheep of the Hoary Mountain peaks provide the warmest wool available and is quite valuable. They are also hard to catch and shear and impossible to tame. Sapamas and Alpacas, easier to catch and tame, are more numerous and their wools are light and soft. Mountain men trade these products in Grimlon for staples.

A herd of Mammoths are said to be up near Contev Ridge but there might be Frost Giants there, too (or instead). Bugbears haunt the foothill valleys. Great herds of Musk Deer roam higher elevations. The Valley of Diamonds, accessible only by bird, has made a few enterprising men wealthy (not many know this Valley's existence).

The road to the Barradine Ruins is treacherous with bandits. Travel in groups of ten or more with magical abilities present.

Bitter Ridge

A long narrow range of small mountains have steep cliffs on their northwest sides and the land is practically barren. The land seems cursed and has a long undesirable history as bad luck regularly falls upon people here. Bitter Ridge majors in lost loves, failed dreams, last straws, foiled plans, doublecrosses, squelched last hopes, rekindled hates and terrible deaths. Even, Falsum, a Black Dragon who lives in the Ridge, has a terribly paltry heap of treasure upon which to rest.

A caped Phantom, known as the Lost Rider, gallops through the hills and mountains dropping realistic-looking false treasure maps and changing road markers.

Harkarim Ruins

Vine covered earthen mounds hide most of the city ruins but two entrances to tunnels below ground exist. One is a magical door in the rock-hewn, domed pillar that rises from the middle of the mounds; the other is a small earthen tunnel opening under a large bush. The earthen tunnel leads down to a Contact Poison trapped and locked door beyond which three large rock carved tunnels that branch out from a large domed circular room in which sits a statue of a Unicorn. Over each tunnel entrance hangs a sign. The left tunnel sign reads, "Cave of Perfect Darkness"; the middle one reads, "Cave of Tranquility". The tunnel from the magical pillar door leads to the dark cave which is the only safe area below (much treasure lies beyond the carved walls and hidden doors in the Cave of Perfect Darkness). The other two tunnels hold much danger: Monsters in the middle way and Psionic Forces to the right.

Three horned "Gazelle" browse among the mounds.



RELIGIONS

There are nine main Religions in CSWE, 4 major, 5 minor. Abbreviations: S of P: Sources of Power; TA: Teaching Alignment; AA: Adherents' Alignment; H: Hierarchy; B: Buildings; R: Ritual; FR: Frequency; SAC: Sacrifice; MT: Main Teaching; PC: Peculiarities.

Main Religions

Major Religions 95% of Population

- | | | |
|----|--|-------|
| 1) | Religion: Mer Shunna
God: Armadad Bog, God of Death | TA:LE |
| 2) | Religion: Shang Ta
God: Shang Ta, Sky God | TA:LG |
| 3) | Religion: Natchai
God: Natch Ur, God of Deep Earth | TA:CE |
| 4) | Religion: Mycretian
God: Mycr, The Unknown One | TA:LG |

Minor Religions 4% of Population

- | | | |
|----|--|--------|
| 5) | Religion: Tempters of the Spider Goddess
God: Nephthys, Goddess of Wealth | TA:N |
| 6) | Religion: Sekerites
God: Seker, God of Light | TA: LG |
| 7) | Religion: Gnosophim
God: Thoth, God of Knowledge | TA:N |
| 8) | Religion: Tama Hama
God: Tama Hama, Goddess of Passion | TA:CE |
| 9) | Religion: Seekers of Health
God: Ugtargnt, Goddess of Disease | TA:LE |

Miscellaneous Religions 1% of Population

Twenty-six other religions are represented in the City State, accounting for only one percent of the population.



FEATURES OF THE MAJOR RELIGIONS

Religion: Mer Shunna 45% of Population

God: Armadad, God of Death (like Donn except that he lives under water in deep inlets and has Magic User Level of 28).

S of P: The two ruby eyes in the statue of the mermaid Shunna (one death spell per eye per day); the Sceptor of Sa'annak (assists in evil deeds only; raises user four levels); the four amulets of power: Dizzrok, Khetren, Ruppuk, and Tiphrodd (on Bog's belt).

TA: LE, AA: CE 10%; LE 35%; N 50%; CG 5%

H: God-Priest, High Priest, Priest, Hooded Offerer, Temple Tenders, Young Tenders, Sanguinair and Swimmers

B: Temple Mer Shunna

R: The Daily Flogging; the God Feast; the Mer-Moon Sacrifice; the Cauldron Call; Dance of the Orkiss; the Mermaid Avocatory

FR: The 2nd, weekly; the 3rd, monthly; the last three as needed

SAC: Maidens, 14 - 16 years old, three per Mer-Moon

MT: Follow the Armadad Law; flog daily and drink the sacrifice

PC: Although the Armadad Law attracts some, many Shunnans are strong-armed into this religion due to the economic benefits, bribery, deceit, and Sanguinair threats. The Mermaids are in bondage to Armadad Bog due to his belt amulet Khetren; Mermaid queen Deleamaka would do anything to free her people.

Sacrifice victims are trained in elaborate rituals as Young Tenders. The Mer-Moon ritual is at once beautiful, horrifying, and ghastly — quite complicated. Once they become 16 years old, Young Tender maidens become Temple Tenders and are "safe"; they are freed from duty at 19.

Tithes are 16% plus oldest daughter (not voluntary)

A "Flogging" is a ritualized slapping of one's skin by the tail of a fish, symbolizing repentance for not being born a merman or mermaid. Not performed faithfully by most.



Religion: Shang Ta
25% of Population

God: Sky God; Shang Ta local version of Shang Ti

S of P: Call Rune of Descent (only the sacred Amulet of Amalazar contains this rune and it has been lost for two centuries); Ritual of Elusive Shang Ta

TA: LG, AA: N 85%; LG 10%; CG 5%

H: High Bishop, Bishop, Priest, Low Priest, Orator

B: Temple of Shang Ta

R: Lectures; Fog Making; Invocations; the "Drinking" (of tithweed juice); Float Meditations

FR: 1st four, weekly; the last one, daily

SAC: None

MT: Do the best you can and hope for the best

PC: This religion is so ethereal and spiritualized that the real religion has been lost and the religious adherents do what they want — which is mostly to look out after themselves. If the Call Rune of Descent could be found, their dreamy God, Shang Ta, would come down from his cloud beds and put things in order.

Religion: Natchai
15% of Population

God: Natch Ur, God of Deep Earth powers like Geb, God of the Earth,

S of P: E-Maal, hexagonal stone of binding embedded deep beneath the Obelisk Zeph; ochire, and ancient bone made of perse hematite; the Minator Gong; the Wot Ghreban, a small crystal sphere carried by the Archimage

TA: CE, AA: CE 30%; LE 8%; N 44%; CG 18%

H: Archimage; Prelate; Primate; Mage; Chasm Imp; Diabole

B: Caves marked by obelisks

R: The Tending; the Scarlet Sprinkle (Hematalatry); the Dalles Burial (Deadening Root is used); the Menhir Raising; the Imperial Abysm (taction with the deep powers including Natch Ur)

FR: The 1st, daily; the 2nd, monthly; the last three, yearly

SAC: One male child of ten during the Scarlet Sprinkle

MT: Worship the blood at least once a year; do the unexpected sporadically; get the feel of Deep Earth via Dalles Burial at least twice during a lifetime.

PC: The Prelate is the top Mage in charge of each cave temple. There is only one Archimage and only the Prelates know who he is.

Most Natchai are extremely selfish and many enjoy inflicting pain on others if they can get away with it. They are especially adept at psionic bondage, blackmail, pulling strings (political, familial, and personal) and subliminal torture.

During the early spring festival, Reana Mate, all Natchai wait in their cave temples while their Prelates and primates journey below to renew their magic powers with the Imperial Abysm.

The Mages are adept at dealing with demons of all types and are friends (at a distance, anyway) with some.

Religion: Mycretian

10% of Population

God: The Unknown One; commonly known as Mycr

S of P: Mycr; gifts; White Book of Mazzaroth; Red Book of Ragd'lhareh

TA: LG, AA: LG 80%; CG 5%; N: 15%

H: Spirit Levels 1 - 9

B: None

R: Grand Design; Pentacle; Reopening; Searing Tune; True Confirmae

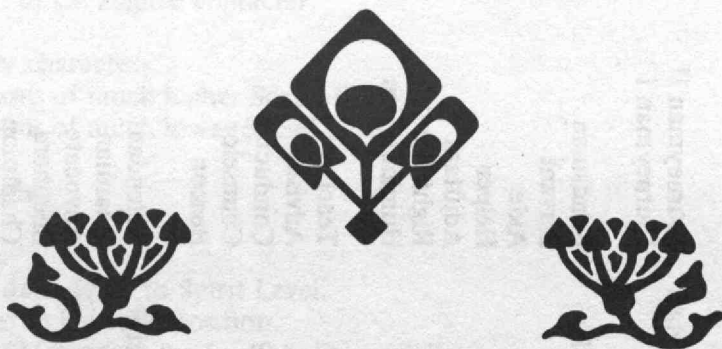
FR: As needed

SAC: None except helping others

MT: Be open to Mycr; do good

PC: As below

Mycr's real name is known by no one except apostles and prophets and is never spoken publicly or privately. The extent of Mycr's abilities is unknown; his AC, speed of movement and HP are not determinable. Although the Unknown One has only appeared three times in known history (once as a pillar of cloud 600 feet tall and 30 feet wide, and twice as a pillar of fire of the same dimensions), those three times showed incredible power and control over the elements through the Vast Flood, and the total incineration of the Holy Cities (also known as the Uttermost War) in 1589 FC (3981 Founders' Calendar equals 1 BCCC) and the Founders' Empire in 22 BCCC. At widely spaced irregular intervals Mycr will speak in a booming voice from the clouds (often of approval, occasionally of condemnation, but always when least expected) and speaks regularly to all in-tune Mycretians (mind-to-mind telepathy) and occasionally (5% chance) to other readers of his White Book of Mazzaroth. Mycr seems to have little direct communication with the other gods and was conspicuously absent at the ancient War of the Exalted. He calls himself The Unknown One, but is extremely interested in his followers getting to know him well.



Optional Character Class
Table IV: Mycretian Levels and Powers

Spirit Levels (SPL)	Spirit Name	Power Levels (LVL)	Experience Points	6-sided Dice for Accumulated Hits	Number of Gifts per Day* per SPL and per Gift Level (GFL)													Protection Against Magic for Other Individuals - Number of feet away
					1	2	3	4	5	6	7	8	9	10	11	12	13	
1	Convert:	1 2	0 1,000	2 3		2	2											1 - 10
2	Catechuman:	3 4	2,500 5,000	4 5		3	2	1										1 - 20
3	Confirmae:	5 6	9,000 16,000	6 7		3	2	2	1	1								1 - 30
4	Disciple:	7 8 9 10 11 12 13	27,000 50,000 75,000 100,000 150,000 225,000 300,000	8 9 10 10+3 10+4 10+5 11		3	3	2	2	1	1							1 - 40
5	Guide:	14 15 16 17 18	(+100,000 additional Experience Points for each level above Level 13)	11+1 11+2 11+3 11+4 11+5		4	4	4	3	3	3	2	1					1 - 70
6	Protector:	19 20 21 22 23		12 12+1 12+2 12+3 12+4		6	6	6	5	5	5	4	3	1				1 - 80
7	Savant:	24 25 26		12+5 13 13+1		8	8	8	8	7	7	6	6	5	2			1 - 90
8	Apostle:	27 28		13+2 13+3		9	9	9	9	9	9	9	9	8	6	3	1	1 - 100
9	Prophet:	29 30		13+4 13+5		9	9	9	9	9	9	9	9	9	9	7	5	1 - 200
No higher levels possible																		*Or other Judge Time Frame

***Warning to Judges:** Allowing player characters to be Mycretians may possibly cause imbalances in your campaign. Special care must be taken to insure at all points that the class is not abused. It will be very tempting for a Mycretian to protect other characters in his or her area of magic resistance, even though the other characters may be engaged in actions or on a mission which necessitates going against the tenets of Mycretianism. Do not allow this. Judges with serious doubts about the class may wish to reserve it for non-player characters only.

A Mycretian is a totally new type of character. He is not a Fighter and not a Magic User in the usual sense, but he is in some ways similar to the Cleric and Paladin.

The only requisite to become a Mycretian is the willingness to become LG if one is not already, and the willingness to worship and obey Mycr.

Mycretians are peace loving and somewhat pacifistic, but then, neither are they unwisely defenseless. They will never bear arms other than their walking sticks and non-magical staffs; they do carry shields if there is need. They prefer taking defensive protective action as they seldom strike or attack first, but they will battle attacking creatures with their ironwood walking sticks, ironwood staffs and gift powers, aiming to subdue, not to kill. Mycretians attack as Magic Users on the Men Attacking Table. They will not hinder other characters from attacking first and will extend protection to friends when needed against monsters or other characters with harmful intent.

Mycretians are nonchalant towards money compared with others in their social class. Their own personal reasons for undertaking quests will not be for treasure or thrill seeking, although they may accompany those who have such reasons. Mycretians will accept their full share of GP and accompanying Experience Points gained from the GP, however. Mycretians main goals are to accomplish good deeds, save lives, and rid the world of evils.

Mycretians live simply, pursue honorable trades and professions, but sometimes act "strangely" (from a non-Mycretian viewpoint) or out of character to their usual patterns of life since they are at those times obeying a Mycr command (1 in 10 are "unusual"). Mycr often commands mind-to-mind.

Table V: Mycr Unusual Commands

I. Unusual Commands: Location

- 1) Sells home, business, goes on LG quest with family.
- 2) Leaves home, family, goes on LG quest.
- 3) Goes on unknown quest.
- 4) Moves to other town.
- 5) Moves home, self and/or business to other nearby location (immediately).
- 6) Takes up a new trade or profession.

II. Unusual Commands: Associates

- 1) Changes friends.
- 2) Hobknobs with a LE or CE aligned character.
- 3) Entertains strangers.
- 4) Is seen with unsavory characters.
- 5) Associates with persons of much higher Social Level.
- 6) Associates with persons of much lower Social Level.

III. Unusual Commands: Spirit

- 1) Meditates for 5 days.
- 2) Fasts for number of days equal to Spirit Level.
- 3) Becomes immobilized in Pentacle position.
- 4) Reads White Book of Mazzaroth for 1 - 40 hours straight.
- 5) Enters trance 1 - 6 (1) Seconds; (2) Minutes; (3) Hours; (4) Days.
- 6) Prophecies in ancient long-forgotten Elven spirit languages (only Prophets can translate). These prophecies are never longer than two sentences, but are always extremely important. If no Prophet is present, others present must try to write it down.

IV. Unusual Commands: Business

- 1) Creates a product or performs a service of unparalleled beauty.
- 2) Discovers a technical breakthrough to make his/her kind of work easier.
- 3) Has an unusual burst of energy, creating twice as much as usual.
- 4) Turns out inferior products for two weeks.
- 5) Gives away all his/her products in stock/gives free services, performances, etc.
- 6) Creates products in a strange foreign or unknown style for six months (1 in 6 unusually beautiful, commands five times usual price; 2 in 6 curiously attractive; 2 in 6 so strange it causes uneasiness in people; 1 in 6 so ugly, can't sell).

V. Unusual Commands: Religion

- 1) Sits in an LE or CE temple service soothing the Priest, making him think and/or do good and beneficial things.
- 2) Beats on neighboring temple with hands causing ire of temple's religious adherents.
- 3) Becomes quite verbal about some evil (effect: dangerous to his/her life).
- 4 - 6) Saves young person from becoming a human sacrifice.

VI. Unusual Commands: Unknown

- 1) Floats one foot above bed while sleeping.
- 2) Meditations cause one person never before met to convert to Mycretian beliefs (if possible, a soon-to-be-met NPC).
- 3) All animals within 6 - 36 (roll 6D6) feet of a Mycretian will act strangely, foretelling an imminent disaster (the wider the radius of the phenomenon, the wider spread the disaster).
- 4) Unknowingly to the Mycretian, someone he or she touches undergoes an immediate alignment change – from CE or LE to N; if N or CG to LG; if already LG, no change.
- 5) Hypnotically performs every task as ordered by spouse or LG friend. Time determined by Judge.
- 6) Disappears from earth to appear before Mycr's throne in the Otherworld. Returns to earth with one point increase in Constitution or Wisdom, but cannot talk about what he or she saw or heard. Mycr's percentage of unusual commands to this person double (2 in 10).

Mycretians are champions and upholders of the spirit and healers of the body. Most are herbalists as well, and carry packets of herbs around with them which help in initiating their great healing and protective skills. Magic of all types will often fail within 10 feet of a Mycretian. There is a base 50% chance that spells will fail, adjusted upwards or downwards by 5% for every existing level difference between the spell-caster and the Mycretian. For example, a 4th level Magic User's spells have a 60% chance of working on a 2nd level Mycretian, but only a 35% chance of working on a 7th level Mycretian. Normal saves are allowed as applicable. The Mycretian can expand this protective radius at will twice a day for 2 - 12 turns to include more individuals within its bounds. The Mycretian can choose any of the distances within the range listed as per Table IV (dependent on Power Level).

Mycretians dislike magic and know no magical words. A magical spell in their view is a gaining of control of gods and demons, and a wresting away their supernatural and occult powers through study and practice. Since the using of another being (natural or not) for one's own selfish ends is evil, magic is to be avoided as much as possible. However, Mycretians will fight fire with fire toward LG ends, using defensive magical objects such as Braces of Defense since they do operate within their ten foot protective circle. Mycretians are very much involved in the spirit world with their gifts, their resistance of evil and their channel requests. Mycr rewards his in-tune followers – those who worship him and obey his written (White Book of Mazzaroth) and spoken command – with special spirit gifts, channels and happiness/fulfillment.



MYCRETIAN SPIRIT LEVELS (SPL)

(See Table IV for the connection between SPL, LVL and GFL)

SPL One: Convert

New converts start their life-long study of the White Book of Mazzaroth. They study Prophet commentaries and declarations and Aji-h'beel's Herbalist as well. Regular good deeds are required by the pupil's Guide. Converts must show regular progress in learning and practicing the Ways of the Spirit, Goodness, Gentleness and Love, or else their Guides will get strict and accompany them during all their leisure time activities.

SPL Two: Catechumen

A Catechumen is an upper level trainee who is learning the rarer herbs, the more complicated commentaries and to react in the Ways of the Spirit during the more tense intercommunications situations. Many such practice socialization sessions are set up by the student's Protector to have spirit skills while under a spirit guardian's watchful eye. Catechumens gain one Wisdom point at 4,000 Experience Points.

SPL Three: Confirmae

Confirmaes study and have skills (Spirit Ways and Gifts) independently with only occasional contact with his Savant. All Confirmaes must produce a Work of Wonder, an unusual and especially LG use of a gift, before becoming a Disciple. Confirmaes gain one Intelligence point at 13,000 Experience Points.

SPL Four: Disciple

A greater percentage of Mycretians are Disciples than any one other Spirit Level. Although Disciples continue their spirit study, they have no major leadership responsibilities; they do actively seek to do good and to help their neighbors and strangers. Disciples gain one Charisma point at 60,000 Experience Points.

SPL Five: Guide

Guides are mainly teachers and have the very difficult responsibility of teaching Converts what Mycretianism is all about. Each Guide teaches four to five Converts. When Disciples become Guides they gain one Intelligence point and one Wisdom point.

SPL Six: Protector

Protectors continue the process of educating young-in-the-spirit Mycretians; they are responsible for six to seven Catechumens. Their main job is one of nurturing, of encouraging spirit growth; through study and practice they have become quite proficient in dealing with personality and alignment conflicts and give Catechumens lots of "handling conflict" experiences. Their lives might depend on learning these lessons well. Mycretians gain one Wisdom point and one Charisma point upon entering SPL Six.

SPL Seven: Savant

Savants serve as judges and intellectual researchers among their fellow Mycretians. They occasionally check on the eight to ten Comfirmaes under their care, helping them with their research and Work of Wonder projects. A new Savant gains one Intelligence point and one Wisdom point.

SPL Eight: Apostle

Apostles are very powerful Mycretians and there are not many of them. Apostles are the main interpreters and writers of official Mycr spirit messages and the only interpreters and writers of Prophet Declarations and Prophecies. Therefore, they form the important policies, guidelines and direction of moral efforts that guide Mycretians in their daily lives. Upon assuming the office, Apostles gain one Wisdom point and one Charisma point.

SPL Nine: Prophet

Prophets communicate more clearly with Mycr than other Mycretians and spend much time in the Pentacle position. They receive one Intelligence point, one Wisdom point, and one Charisma point when they receive their "Call".

NOTE: Increases in ability scores cannot exceed 18. All increases are lost if the receiver strays from orthodox Mycretianism and becomes out of tune.

MYCRETIAN POWERS

Spirit gifts and channels are not spells, charms or stolen supernatural powers. A channel is a kind of opening up of oneself to be used by or to be a tunnel for Mycr's power and will, to be effected in the situation for which the channel was opened. The power that flows through such a channel is Mycr's and not his devotees. Mycretians can start such power but cannot wield or control it. They can only open themselves up to be the vehicle through which it passes. If Mycr does not react to a channel immediately, another gift may be requested right away but one hour must pass before the original gift requested may be requested again by channel. Mycr will act via channel for single Mycretian requests as in Table VI.

Table VI: Channel Response
(Mycr's Response to Channel Initiation)

- A) 3 in 6 answers immediately as requested (1 - 2 - 3)
- B) 2 in 6 answers immediately but differently (possible answer is "no") (4 - 5)
- C) 1 in 6 does not answer now — perhaps later, perhaps not. (6)

Channels

There are three types of channel:

Type One Channel: The Open Hand

The position for the Open Hand Channel is: 1) Arms extended straight out front; 2) Hands at head level; 3) Wrists bent, fingers pointing up, palms facing front, fingers spread. The Mycretian then states the name of the gift he or she wants to use. If Mycr answers immediately, a small power tunnel opens from Mycr's spirit plane enabling the requester to use the gift right then or within three turns.

If the Mycretian touches five fingertips to another in-tune Mycretian's and all the fingers of his or her other hand to a third in-tune Mycretian's and they do the same, completing the circle, then: a) Sparks will fly between the fingertips; b) A form of instantaneous communication will take place about the present situation; c) A blending of empathetic fellowship, happiness, and complete understanding will form and will increase morale 50% - 100%; and d) Mycr's desires will be known to all three as to which gifts can and should be used (He answers from channel response possibilities as per Table VI, responses "A" (dice 1 - 3) and "B" (dice 4 - 6) only (not "C") in that table, and plans can be made accordingly. If weapons or other items are being carried, at least one hand must be open.

Type Two Channel: The Searing Tune

An out-of-tune Mycretian is one who has not been obeying Mycr, or who has been acting selfishly. Two disobedient/selfish acts per year puts the Mycretian "out of sorts" but can be set right via certain smoky herbs and repentance in the "Reopening Ritual", but the third cannot be easily made right and puts the Mycretian out-of-tune. Becoming out of sorts occasionally is no disgrace and is expected since acting selfishly is so natural. However, the Mycretian must "Reopen" (a private ritual) to get back in sorts as no channel or gift will operate in such a condition. If a Mycretian continues in his or her wayward ways, Mycr assumes that repentance for a third transgression in a year would not be sincere and therefore more drastic measures are called for. (Exception: CG Mycretians go out-of-tune on the fifth transgression but CG

Mycretians can only be NPCs.) The out-of-tune Mycretian may ask for the Searing Tune Channel (the only way to get back in tune), but it is very painful. Five Mycretians gather around the re-tuning Mycretian, their feet touching and their hands over each other's chests. They sing the "Debriding Song", increasing intensity until the Light comes; then, the song is hummed. The figure in the center writhes in agony as layer after layer is stripped away from his spirit as all is laid bare. The new pure-in-heart is once again in-tune. However, he is now LVL-less and must start over his new life at LVL 1.

The Searing Tune is worth it, though, because out-of-tune Mycretians are among the most miserable people alive. First time LVLs 1 and 2 (SPL 1 new converts) are excluded from need of the Searing Tune because they are "pre-tune", never having been in-tune yet. Each selfish or disobedient act will cost in-tune Mycretians 400 Experience Points and out-of-tune Mycretians 500 Experience Points. If not sure whether an action might be selfish, a Mycretian will ask Mycr prior to attempting it.

Type Three Channel: The Grand Design

The main position of worship, symbolizing openness and total acceptance of Mycr's desires is called the "Pentacle". It is the position of a person standing firmly on the ground, being formed by placing the legs (stiff) two or more feet apart, arms extended out from the sides parallel to the ground, palms to the front, chin up. If five Mycretians in Pentacle positions stand in a pentagon about ten feet apart at the points of the pentagon perimeter, they form one Grand Design. The Grand Design is a large channel weapon of power and devastating impact against Evil. A Grand Design is a request for the power of two to six gifts to be combined simultaneously (one Grand Design combines the power and effects of two gifts, two Grand Designs, the power of three gifts, etc., gift power of 7 - 11 GFLs). Four to five Grand Designs (five is maximum) will be answered by Mycr from channel requests "A" and "B" in Table VI immediately. Grand Designs are tried only in extreme emergencies (like the necessity for saving scores of lives or quieting horrendous evils), not just for personal or group safety or for discomfiting or eliminating evil alignment types. Grand Designs may not be tried in tight situations against evil enemies and monsters when the outcome of such is personal gain (e.g. When treasure hunting in a dungeon). The Grand Design is attempted only if the reason is extreme and LG and if all the Mycretian spirit gifts and other companions' skills present have been exhausted or are obviously totally inadequate for the task at hand. It is a last resort.

Every Type One Channel (Open Hand) and Type Three Channel (Grand Design) attempted **must** be diced for on Table VI for Mycr's response. If Mycr does not answer as requested but answers differently, the Judge may use his or her creativity but should hold the channel response to a similar level of power to that which was requested (and allowed) unless the requester asked wrongly (Mycr cannot do evil actions). Mycr only responds to channels requested by in-tune Mycretians.

MYCRETIAN GIFTS

Nature and Use of Spirit Gifts

Certain spirit gifts are given to Mycr devotees as they practice the Ways of the Spirit – Goodness, Gentleness and Love. As they gain experience, they advance through the nine Spirit Levels, gaining gifts as per the thirteen Gift Levels (see Table VII) in Table IV. Mycr, of course, is not restricted to the following list, as he gives to whom he pleases. This list is an average – what most Mycretians receive. Some Mycretians may get very few of these and receive other very special gifts instead, but Mycr would never give a gift the recipient could not handle (e.g. A high level gift to a low level Mycretian). Spirit gifts are not telepathic skills, but rather are spiritual powers of insight and empathetic feelings. Some of the gifts are very powerful, particularly in the higher Gift Levels (GFLs). Saving throws made by the following classes against Mycretian gifts are as follows: Clerics are -2; Magic Users are -3; Fighters are -4; Paladins are -4; Rangers are -4; Thieves are -5; Devils are -6; Demons are -7. Mycretians dice on the same Saving Throw Table as Clerics. Saving throws vs. Spirit Gifts are made on the staves and spells column of the Saving Throw Table.

No more than one gift can be used simultaneously. The number of times a day a gift can be used varies by LVL as per Table IV unless excepted below in explanation of gifts. Gifts tire the spirit. Maximum duration each gift can be used is also given below. Rest periods (time free from using any gift) must equal the total time the gift was used and must commence within one hour after use of that gift has ceased unless otherwise noted.

There are two ways an in-tune Mycretian can request Mycr to activate a particular gift. The first, already explained, is through a channel, Types One and Three. This method is fast but uncertain (50% to 84% uncertain). The second method uses herbs and is slower but 100% certain. Requests cannot be directly contrary to the White Book of Mazzaroth and must be LG. Each gift requires a pinch of a particular herb which must be burned (torch, campfire, etc.). The instant the herb burns and the herb smoke ascends as a "Sweet Savor" to Mycr, the Mycretian can make his or her gift request and Mycr will act within the next 1 - 10 rounds. If Mycr does not answer a channel request for a gift, the Mycretian doing the asking should perhaps think twice (Judges take notice!) before starting a Sweet Savor for the same gift.

Table VII: Spirit Gifts by Gift Level

GFL 1 See Spirit Animal/Plant Spirit Pense Spirit	GFL 5 Healing Spirit Feed AC Change	GFL 10 Spirit Wind Unicorn Call
GFL 2 Friend Sooth Spirit Dream Sleep	GFL 6 Spirit Fresh Prevent Disease	GFL 11 Kenning Call/Banish
GFL 3 Herbalist Touch No Bother Joy Hint	GFL 7 Spirit Touch Find	GFL 12 Triple Design Holy Books
GFL 4 Suggest Holy Aura Skill Touch	GFL 8 Circle of Silence Sing Trance	GFL 13 Declare Prophecy
	GFL 9 Spirit Plane Widen Channel	

Spirit Gifts Per Gift Level

The nature of the spirit gifts are of four kinds: defensive, spirit persuasion, helping and offensive. Gift duration means the amount of time the results of a gift application are effective. Gift application time can be assumed to be instantaneous, unless otherwise noted. See Table IV for the LVLs at which the spirit gifts (explained below by GFL) can be bestowed by Mycr.

Gift Level 1

See Spirit

See Spirit is gained at conversion. It is the gift of being able to see the shape, size, color, consistency and transparency of the spirit. The LG alignment can be seen clearly as transparent; the LE as opaque; Chaotics' are confusing, always changing, difficult to read; N's are translucent gray. Bulges are imminent plans or action (hints of an opponent's intentions if properly read). Success rate of reading the general direction of the opponent's intent: LE and LG: 90%; CE: 30%; N: 60%. The judge should provide these hints of the general direction of an opponent's intentions only if the Mycretian player successfully dices these percentages or less. Smooth consistency of a person's spirit indicates trickiness. Softness/pliability means reasonableness, etc. If the face is close enough to be recognized, the spirit can be read. Spirits without a body and within ten feet can be seen and read. Spirits with bodies that are hidden or out of sight (behind walls, etc.) within ten feet can likewise be read. Gift Application: The gift user can apply this gift for one hour without those observed knowing it. Gift Duration: None (there are no gift results in the observed). Sweet Savor Herb: Horehound. Nature: "See Spirit" is a defensive gift.

Animal/Plant Spirit

Animal and plant emotions and needs can be felt. Animals must be within ten feet, plants must be touched. Gift Application: One hour. Gift Duration: None. Sweet Savor Herb: Quelch. Nature: A defensive gift.

Pense Spirit

This gift enables the user to feel and understand what one creature per user's LVL is feeling (not thinking) and why they feel that way. All emotions, spirit needs, and inner-strength, weaknesses, and talents can be sensed in an identifying way with this gift. The gift often causes spirit pain in the user. This pain does no physical damage to the user but may distract the user 1 - 6 rounds. Gift Application: Two turns. Gift Duration: None. Sweet Savor Herb: Scarlet Verbena. Nature: A defensive gift.

Gift Level 2

Friend

This gift encourages one other creature to become friendly with the user (dice 1 - 6):

- 1) Sees user in a more positive light, 1 - 6 turns.
- 2) Feels neutral towards user 2 - 12 turns but will help him for a short time (1 - 6 turns) if requested.
- 3) Wants to be friendly with user temporarily, to achieve own ends, 1 - 6 turns.
- 4) Feels inclined to be friends, 3 - 18 turns.
- 5) Wishes strongly to be good friends, 1 - 6 hours.
- 6) Becomes a bosom buddy; either:
 - a) Becomes a valuable sidekick (friendship lasts as long as either wants it).
 - b) A bothersome "helpful" tag-a-long (1 - 6 days; Mycretian cannot break off this friendship without risking the 80% chance of forming a lifelong enemy).

Subtract one from dice roll for evil alignments. Gift Duration: As specified. Sweet Savor Herb: Moltpane. Nature: A spirit persuasion gift.

Sooth Spirit

Violent, unhappy, bitter, angry, hurt feelings can be soothed, eased and/or quieted. Dice 1 - 2: 30% of the hurt is soothed; dice 3 - 4: 50% soothed; dice 5 - 6: 75% soothed; dice 7 - 10: 100% soothed. Gift Duration: Whatever part is soothed, is soothed permanently. Sweet Savor Herb: Quelch. Nature: A spirit persuasion gift.

Dream Sleep

Dream Sleep will enable the user and whomever he touches (dice 5 - 100 sentient beings) to dream spirit dreams that come in the night. This gift's effects occur only during natural sleep. Each one touched will "see" the movements of one god or demigod for the last 24 hours, and feel the emotions that the god was feeling. Increases morale 50% (upon awakening) for six hours. Gift Application: Long enough to touch the number diced or four turns, whichever is shorter. Gift Duration: As noted. Sweet Savor Herb: Dogbone. Nature: A helping gift.

Gift Level 3

Herbalist Touch

The Herbalist Touch is the gift of laying on the hands to diagnose physical ailments in any living creature. It opens a small healing channel for starting the natural healing process and eradicating physical disease. The Herbalist Touch cannot be requested via channel but only via a Sweet Savor burning. 30% of CEs and LEs will not heal and 10% of Ns, due to spirit problems, will not heal. The Touch can heal one point of damage per LVL of the Mycretian doing the healing. Gift Application: Five creatures or one hour whichever comes first. Gift Duration: The healing is permanent. Sweet Savor Herb: Lovage. Nature: A helping gift.

No Bother

The No Bother gift enables the worker of it to seem insignificant so any potential enemy of the user's LVL or below will not bother with him, and will turn his attention elsewhere. Beyond ten feet only. Gift Duration: one turn/LVL. Sweet Savor Herb: Hyssop. Nature: A defensive gift.

Joy Hint

There is a 1 in 6 chance per conversation that any non-Mycretian will experience a sharp joy pang while discoursing with a bearer of this gift. If the pang is felt, the person's alignment will change, 2 in 6 chance as per Unusual Command VI (4), Table V. Also the person's curiosity will be piqued and will want to know more about Mycretianism (1 in 10 chance of conversion). This gift is not given through channels or herbs but by reading the White Book of Mazzaroth. Gift Duration: 12 hours of effect for each one hour of reading. Nature: A spirit persuasion gift.

Gift Level 4

Suggest

There are two kinds: 1) Emotional and 2) Directional. The user can suggest one creature to change his or her emotions from whatever he or she is currently feeling to some other specific emotion of the user's choice. The directional kind of "suggest" can suggest a person change his or her physical locomotion direction and start out in a new direction of the user's choosing. Success rate: 1: Thought crosses mind; 2 - 3 - 4: Has some effect; 5 - 6: has considerable effect. Gift Duration: 5 - 30 turns. Sweet Savor Herb: Kajenne. Nature: A spirit persuasion gift.

Holy Aura

The Mycretian nimbus or aureole is a faint light or glow that extends out from all over the body for one inch. It is invisible until this gift is given. The user can turn it on for short periods of time, 2 - 8 turns, anytime (with rest periods, of course) during the 12 hours after the gift is given. This glow, when visible, is a warning to evil alignments: LVLs 9 - 12 become uneasy; LVLs 5 - 8 will attack only with extreme reluctance; LVLs 1 - 4 will avoid or retreat. A user may choose to "flash" his aura, which will blind anyone looking at him or her. The blindness lasts for ten minutes, but the user will be unconscious for one hour and weak for five days. Gift Application: Usable for eight hours; however, flashes are instantaneous only. Gift Duration: Several applications of 2 - 8 rounds within the eight hours are possible. Sweet Savor Herb: Goldthread Root. Nature: A defensive gift; sometimes offensive.

Skill Touch

The Skill Touch adds one to two Dexterity points unknowingly to person touched. It usually increases the value of the goods the person makes. The Skill Touch cannot increase the Dexterity more than two points per application and, of course, no gift can be doubly applied as rest periods plus time for gift requests are required between applications and reapplications. Gift Duration: Two hours. Sweet Savor Herb: Hematica. Nature: A helping gift.

Gift Level 5

Healing Spirit

A person who wants to have his dirty, ugly, hurting spirit cleaned and healed of some particular pain can request this be done by a user of this gift. The user takes the "Open Hand" position except the palms face towards both sides of the person's head about one palm width away. Once the healing takes place, the reaction of the healed one is quite unpredictable:

- 1) Collapses in dead faint
- 2) Becomes amorous
- 3) Becomes cold and distant
- 4) Laughs happily and thanks healer
- 5) No outward reaction
- 6) Becomes emotionally attached to healer
- 7) Gets angry and berates healer
- 8) Yells, screams, hits and kicks healer
- 9) Showers healer with gifts (value, 20 x 1 - 20 dice roll in gold)
- 10) Gives healer valuable information
- 11) Vomits
- 12) Changes alignment; see Unusual Command IV
- 13) Gains one Charisma point
- 14) Thanks healer, but leaves abruptly
- 15) Cries openly from relief
- 16) Is amazed and considers becoming Mycretian (1 in 10 chance)
- 17-19) Positive reaction, Judge's choice
- 20) Negative reaction, Judge's choice

Gift Duration: Permanent or until the one healed makes wrong decisions and fouls it up again. Sweet Savor Herb: Hyssop. Nature: A helping gift.

Feed

Can triple the amount of food available, make food look and taste more appetizing, and can cause the seeds on any plant to grow to maturity overnight and bear fruit (if planted in good soil). Gift Application: 7 - 12 turns. Gift Duration: Permanent. Sweet Savor Herb: Bilbery. Nature: A helping gift.

AC Change

The AC Change gift allows the Mycretian user to better his or her armor class by one per GFL from GFL 5 through GFL 10 (GFL 5 would be AC 7; GFL 6: AC 6; GFL 7: AC 5; etc.). Gift Duration: One hour. Rest required between applications of this gift: One half hour. Sweet Savor Herb: None; by channel request only — requests are honored 100% of the time (do not dice as per Table VI). Nature: A defensive gift.

Gift Level 6

Spirit Fresh

This gift will add 3 to Constitution and increase morale 300% (400% if very low — 5 or less) for ten turns for all friends within ten feet of the user. Gift Application: The user may apply this gift to as many as possible for 20 minutes. Gift Duration: Ten turns. Sweet Savor Herb: Horehound. Nature: A helping gift.

Prevent Disease

The Mycretian endowed with this gift will never get sick and can prevent disease (for the rest of their lives) in two LG types per year. Gift Duration: Permanent. Sweet Savor Herbs: mix Nunespice (rare) and Bitter Fenugree. Nature: A defensive gift.

Gift Level 7

Spirit Touch

If a spirit can be seen (cf: See Spirit), no matter the distance, it can be "touched". A "touched" spirit will communicate towards mutual understanding (on rapid spirit subconscious levels) with the person doing the touching. The subconscious "knowledge" (hundreds of ideas and thoughts) gained in the first ten seconds will enter the consciousness only in the form of hunches. After ten seconds, no more subconscious communication

tion can take place. For every ten seconds thereafter, one communicated idea is consciously remembered (the most important first), up to one minute. The six senses are temporarily lost during that one minute following the first ten seconds of knowledge gained. Senses are lost as follows:

- 1) 1st 10 seconds, sense of humor lost for 2 weeks
- 2) 2nd 10 seconds, taste lost for 5 days
- 3) 3rd 10 seconds, smell lost for 3 days
- 4) 4th 10 seconds, hearing lost for 12 hours
- 5) 5th 10 seconds, touch lost for 2 days
- 6) 6th 10 seconds, sight lost for 1 day

For every one minute after the above, the times double (humor lost for 4 weeks, in the first ten seconds of each minute; taste loss doubles in the second ten seconds, etc.). Herbalist Touch and Healing Spirit together (takes two Mycretians) will heal the above in half the times given (one malady at a time). It is wise to remain immobile during Spirit Touch because all of the senses are out-of-touch with the body. Any saving throw is 100% effective against this gift (PROB surprise, 60%), and can be thrown any time during it (after the first ten seconds) as well. Spirit Touching evil alignments is dangerous because the user may be put out of sorts (PROB 10%/LVL of evil alignment) and PROB 20%/LVL of Spirit Pain immobilizing for 1 - 6 rounds. Gift Application and Duration: As noted. Sweet Savor Herb: Tithweed. Nature: A defensive/offensive gift.

Find

Any living thing may be tracked and found if the trail is no older than five days by following spirit aura traces and etherium residue. Any spirit previously met can be sensed within 1500 feet, but its location cannot be pinpointed until the user of Find is within 50 feet. Gift Duration: 12 hours. Sweet Savor Herb: Ghizandrum. Nature: An offensive gift.

Gift Level 8

Circle of Silence

All noise within a ten foot radius of the user cannot be heard beyond the ten feet. Gift Duration: The gift can be held in force for one hour, but then two hours of rest are needed before it can be used again. The Circle of Silence gift can be used no more than twice a day maximum, no matter the SPL or LVL of the user. Sweet Savor Herb: Kothamille. Nature: A defensive gift.

Sing Trance

Any Chaotic or Neutral person can be transfixed by the Stilling Song for the duration of the song plus ten minutes. Law types (50% chance to be effective), if affected, are transfixed one hour beyond the end of the song. Other songs sung with this gift will make anyone daydream for the duration of the song (distracted 2 - 12 rounds). All who hear the singing except the singer are affected - friend or foe. Gift Duration: As noted. Sweet Savor Herb: Passionown. Nature: An offensive gift.

Gift Level 9

Spirit Plane

When his or her body is in a reclining position, the user of this gift can re-align his spirit into another spirit plane, and have his or her spirit relocate (without its body, of course) to any spot in the world desired. When in this disembodied state, the spirit can listen to, but not act in or communicate with, the physical world. Other spirits in the vicinity resent the intrusion. Three in six prevent the intruding spirit from taking any action in the spirit world (defensive gifts and spirit persuasion gifts are automatically granted to disembodied Mycretians for use in the spirit realm only); by buffeting prevent listening to the physical world; 1 in 6 do not interfere with the intruding spirit at all. Gift Duration (Dice 1 - 6): 1) 1 - 6 rounds; 2) 1 - 6 turns; 3) 1 - 6 hours; 4) 2 - 12 hours; 5) 4 - 24 hours; 6) 1 - 6 days. Sweet Savor Herb: Lithachia. Nature: An offensive gift.

Widen Channel

The strength of power available with "Widen Channel" is similar to any two Mycretian gifts, Magic User Spells or Clerical Spells together (defensive or helping in nature). Just because this much power is available does not mean it is utilized. As a matter of fact, the full complement seldom is. Mycr never uses Magic User Spells although his occasional "unusual" gifts might be similar. Most Widen Channel action deals with the spirit of the antagonist. The judge may invent a gift (defensive or helping gifts only) in line with the level of power explained and with the spirit (not physical) orientation. Gift Duration: Two turns. Sweet Savor Herb: Bilberry. Nature: A defensive and helping gift.

Gift Level 10

Spirit Wind

Will cause a whirlwind of spirits to pick up as many as 25 persons or monsters of human size or ten monsters of large size and locate them one mile away. Cannot be used more often than once a month. The creatures moved by this power are never harmed by it. Gift Duration: Five minutes. Sweet Savor Herb: Quelch. Nature: An offensive gift.

Unicorn Call

This gift enables the user to call one unicorn to transport him or her physically at extremely fast speeds on errands of mercy, such as the saving of young damsels or boys from being sacrificed, or other horrible deaths. Gift Duration: Long enough to effect rescue; usually takes no more than three turns. Sweet Savor Herbs: Mix Passionown and the rare and delicate Naffagon. Nature: An offensive gift.

Gift Level 11

Kenning

This gift gives a deep insight into the nature of good and evil. It enables user Mycretians:

- 1) To show people the folly of their evil ways.
- 2) To persuade them to buck their culture and religion to do good.
- 3) To outwit, out-debate, and outmaneuver Clerics and academicians associated with evil/selfish religions and social systems.

For every person persuaded, another person is angered. No channel or herb is needed to gain this gift as it is gained through years of study and obedience and is bestowed upon all Savants (SPL 7) permanently. Nature: A spirit persuasion gift.

Call/Banish

The Call/Banish gift can call LG spirits from other spirit planes to help and can banish LE spirits to other planes. Chaotic and neutral spirits cannot be called or banished. Only five spirits can be called per day; they may be called individually or all together. Each spirit stays a maximum of eight rounds. Ten can be banished per day. For each additional spirit banished, player loses one Constitution point and 100 Experience Points. Gift Duration: 40 rounds (enough time to call five spirits and have them fight individually). Sweet Savor Herb: Deadening Root. Nature: An offensive gift.



Gift Level 12

Triple Design

The size of the Triple Design power is equal to three Grand Designs (which ordinarily takes 15 Mycretians), but the Triple Design may be used by one Apostle or Prophet via a Type One Channel or by one or two Grand Design Channels (Type Three). It is deadly and used, for example, against highly evil powerful monsters and other sentients that are persistent in their attacks. The Grand Design Channel is a more aggressive method of dealing with such types that do not take the gentler spirit hints Mycretians prefer. Examples of things Mycr has done in the past via Triple Design:

- 1) A 21 - 120 point damage caused by a beam of light coming from Mycretian's chest.
- 2) The Mycretian out-stared the monster's evil eye (with no harmful effect) to gain control of it.
- 3) The monster's body and spirit separated and warred on each other.
- 4) The ground under the monster turned into bubbly goo and the monster sank slowly out of sight.
- 5) A "beautiful" monster spirit of the opposite sex appeared vaguely visible before ten antagonistic monsters and the chase was on to pastures far (and farther) away.
- 6) Shifted eight monsters to the Spirit Plane and did not return the monsters' spirits until the Mycretian and his party were out of danger.

As per Type Three Channel instructions, the power of a Triple Design should be about equal to four gifts of the 7 - 11 GFLs. Mycr never (well, hardly ever) repeats a Triple Design action in any particular campaign and seldom even in two or three years. No more than two Triple Designs can be used per day. Gift Duration: 3 - 18 turns. Sweet Savor Herbs: Mix Quelch, Lovage, and Kajenne. Nature: An offensive gift.

Holy Books

Writes Mycr's words of declaration and prophesy down in Holy Books. This happens infrequently; Holy Books are rare. Writes wise opinions and interpretations in commentaries. Commentaries are common and numerous. No channels or herbs are needed as this gift is inherent in the Apostle's Wisdom and much experience. Nature: A special gift.

Gift Level 13

Declare

Mycr's questions, demands, guidance, or advice for a whole nation, city or for all Mycretians delivered where many can hear. All would do best to obey. Rare, usually in times of crisis. Cannot be called up (no channels or herbs); Mycr's prerogative. Nature: A special gift.

Prophesy

Future predictions, always very important, are 4 out of 6 dire in nature. The time is never given, but might be hinted. Only Prophets can translate the ancient Elven tongue in which the prophecies are given. Translations are read by a few and then the prophecies are gossiped or rumored from group to group. They are never Declared. No channels or herbs; Mycr's prerogative. Nature: A special Gift.

MYCRETIAN EXPERIENCE POINTS

Mycretians earn Experience Points as follows: If a Mycretian uses one of his or her protective (or other) gifts, and a monster is killed, he or she will earn 30% of a normal share of Experience Points. If a Mycretian is instrumental in helping his or her group (by consensus) to avoid, evade, outwit or foil a monster without killing him, the Mycretian will have earned Experience Points due for a subdued monster as follows:

- 1) Barely avoids monster, earns 10% of the Experience Points share.
- 2) Evades monster (including chases and physical location tricks) 30% of the Experience Points share.
- 3) Outwits monster (no more than light wounds allowed), escape via gifts and/or friend's help, no treasure taken or deed performed, 50% of the Experience Points share.
- 4) Foils monster (includes restraint, hold, sleep, channel, trance, etc.), earns 50% to 100% of Experience Points dependent upon wounds monster sustained (the fewer the better), percent of treasure examined and booty gained (the more the better) and the number of good deeds accomplished, if any.

Good deeds that cost little, pay little. The harder the struggle, the more the pain or sacrifice, the more out of the way a Mycretian has to go, the higher the odds against the success of the good deed, the more Experience Points given are on the lower end of the various scales below:

- 1) Kindnesses 1 - 10 Experience Points (e.g., hospitality, 2 Experience Points).
- 2) Helps 2 - 20 Experience Points (e.g., willingly assists neighbor in bind, 3 Experience Points).
- 3) Improvements 10 - 100 Experience Points (e.g., converts someone, 100 Experience Points).
- 4) Protections 30 - 300 Experience Points (e.g., soothes wild boar to sleep, protecting men from goring, 40 Experience Points).
- 5) Rescues 100 - 600+ Experience Points (rescue of the spirit as well as the body). For example, rescuing an average damsel from becoming a human sacrifice under average dangerous conditions is worth 200 Experience Points.

MYCR RULES

The god Mycr must be played by the judge. This gives the power balance a different twist (a chaotic angle). Certain points must be stressed. Mycr is always good; he might appear to be CG sometimes, but that is only because the players are unaware of the law that puts the issue in question into perspective. If Mycr orders a deed that appears to be other than good, an in-tune Mycretian will ignore it, assuming there is spirit interference. If repeated, the response will be the same. But the third time around, the Mycretian will obey, even if he doesn't want to. After the deed is accomplished, the judge will roll 50% chance of whether he has to reveal the reasons or circumstances that explain why the action was in fact good.

The judge must be warned that Mycretian characters, if not carefully kept within bounds, can unbalance the game. The judge must not be lenient with Mycretians that stray from the path of absolute lawful good. Mycretians cannot be allowed to "look the other way" or tolerate non-good behavior by companions and associates. Their devotion must be diligent and continuous. Remember that only three disobedient, selfish, or wrong acts within a year puts a Mycretian out-of-tune and sends him or her back to first LVL to start over.

Both Mycr and his followers are basically interested in a person's spirit, in helping alignment change from evil or neutral to good, and good alignments to becoming better, especially to converting to Mycretian belief. Killing (sending the spirit to other planes of existence) is therefore abhorred. If a number of deaths or other terrible evils would result from not killing a certain creature or thing than if it were allowed to live, then Mycr will probably kill through a gift if a Mycretian devotee needs it. But remember, most creatures' spirits can usually be persuaded to change, at least temporarily.

Although Mycr can and has acted directly without an agent to do some action (he virtually never does), he will almost always act through Channel or Sweet Savor. His channel actions are, however, limited by the size of the channel (see the gift of Widen Channel).

Important Mycretians

Prophets: Grand Oak, LG 30 (Holy Cities); Firethorn, LG 29 (Holy Cities); Fernlace, LG 29 (CSWE)

Apostles: Zharr Akii Liydala, LG 27

Savants: Ghaddo, LG 25

Protectors: Pakarrion Fah, LG 21; Aenekosii, LG 23

ABBREVIATIONS INDEX

AA	(Religious) Adherents' Alignment	IL	Illusionist
AC	Armor Class	LE	Lawful Evil
AL	Alchemist	LG	Lawful Good
Align	Alignment	LVL	Experience Level
B	Buildings	Mc	Mycretian
BA	Bard	MNK	Monk
BL	Black Adder	MT	Main Teaching
C	Class	MU	Magic User
CE	Chaotic Evil	N	Neutral
CG	Chaotic Good	NA	Number Appearing
CHAR	Charisma	NPC	Non-Played Character
CL	Cleric	P	Patrol
CLS	Class	PC	Peculiarities
CON	Constitution	PP	Platinum Pieces
CP	Copper Pieces	PROB	Probability
D	Demi-God	PSI	Psionic Ability
DEM	Demon	R	Ritual
DEX	Dexterity	r	Melee Rounds
DR	Druid	RGR	Ranger
DWF	Dwarf	STR	Strength
EP	Electrum Pieces	S of P	Source of Power
Ex Pt	Experience Point	SA	Sage
F	False	SAC	Sacrifice
FEM	Female	SL	Social Level
FR	Frequency of Ritual	SLV	Slave
FTR	Fighter	SP	Silver Pieces
GFL	Gift Level	SPL	Spirit Level
GL	Guideline	T	True
GP	Gold Pieces	t	Turns
H	Hierarchy	TA	(Religious) Teaching Alignment
HD	Hit Dice	TH	Thief
HO	House Odds	V	Visitor
HP	Hit Points	WIS	Wisdom
INT	Intelligence	WPN	Weapon

