

# EMER ATLAS III. THE SOUTHEAST



Terry Kevin Amthor

A **Shadow**<sup>®</sup> **World** Book for  
**Rolemaster**<sup>™</sup>





# EMER ATLAS III THE SOUTHEAST

Khûm-kaan, Onar, Ræl  
& the Bay Isles

## CREDITS

**Author/Designer:** Terry K. Amthor  
**Editor:** Nicholas HM Caldwell  
**Proofreading:** Charles Morris  
**Illustrations:** Craig John, William Tibaud,  
 Jennifer Meyer, Anders Finer,  
 Caris Swenson  
**Color PC Maps:** Craig John  
**Layouts/Maps:** Terry Amthor  
**Page Design & Layout:** Terry Amthor  
**RMSS/RMFRP Stats:** Charles Morris

## ON THE COVER

Pictured is the skyship *Aurelyn* maneuvering past a cluster of the enigmatic Stone Towers of Quon.

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## CREATING THE BOOK

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“Any sufficiently advanced technology is indistinguishable from magic.”

—Arthur C. Clarke

“We live in a society exquisitely dependent on science and technology, in which hardly anyone knows anything about science and technology.”

—Carl Sagan

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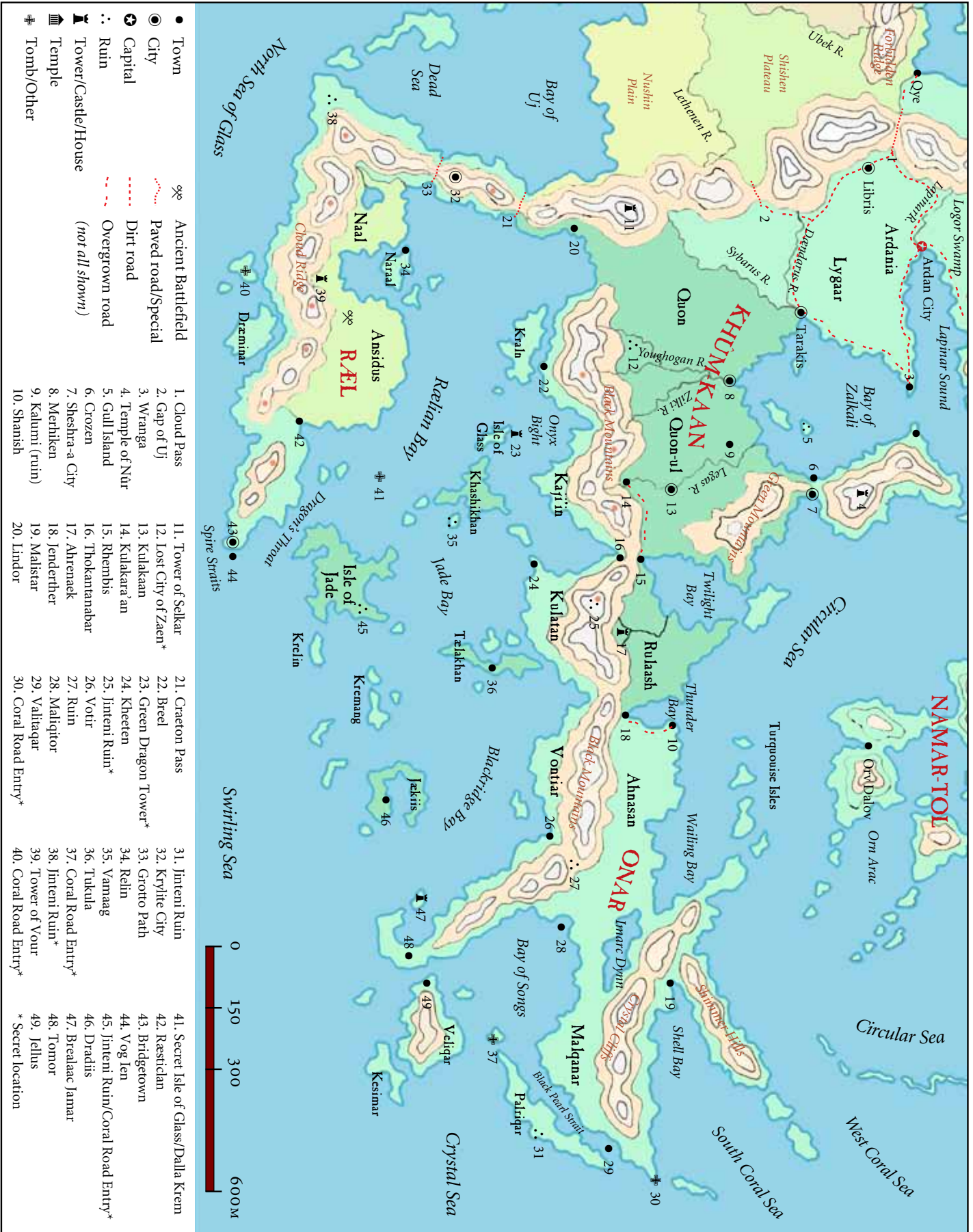
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Director: Nicholas HM Caldwell

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## SOUTHEAST EMER GM MAP

Numbered locations are described in detail throughout the book

# PREFACE

*We had reached the fork of the Yoghogan River, having paddled 150 miles—as the lark flies south from the coastal city of Merhiken. Of course, with the serpentine nature of this river, our journey has been probably half again longer. Either way, it has been nine days of oppressive heat and biting insects... not to mention the many creatures in the water and lurking above who would no doubt like to dine on us. But we had yet to encounter the reason for my visit: the elusive Kuluku. I have had that sensation of being watched almost since we entered the rainforest. Janeilin has tried using her Presence sense many times, and thought she might have detected beings, but the riot of life in this environment threatens to overwhelm her abilities.*

*So much has changed since the last time I was here, so many years ago: all the old landmarks are long gone. Yet the rainforest itself remains untouched: endless towers and a green rooftop above us as far as we can see.*

*Then, we had just made camp on the eastern shore, when one of the porters cried out, just as I heard a whoosh of air and a metallic sound. As I looked up, there was a flash of light as something struck a tent-pole, severing the rope. Then the whirling object ricocheted off to strike another, then bounced off a tree and spun into... the hand of a man standing a few paces away. As three of our tents collapsed, I stared at the gleaming metal, curved object in the man's hand, suspecting that the weapon could have as easily been used to decapitate several of us.*

*Three other men stepped out of the undergrowth, each bearing a similar metal weapon. All were muscular, tall, and had light brown skin with long black hair. Their eyes were all of a bright, emerald-green hue which gleamed in the dim rainforest twilight. I had no doubt these were Kuluku—and that there were several others watching from the cover of the trees.*

*The man who had thrown the weapon raked his gaze over our entourage, then spoke in a deep voice, in perfect—if oddly accented—Erlin: “You have trespassed into the lands of the Tukul Kuluku. Who leads this group?”*

Belarion Jeranian  
Somewhere in Quon-ul, 6054 TEI



# • PART I •

## OVERVIEW

*I have travelled far across the continents of Jaiman, Emer, and beyond; yet I feel my quest has just begun. The Phoenix pendant of Rhakhaan warm against my chest, I turned to face the brightening sky in the east. The Cloud Caravel beneath us bobbed gently in the river water; soon we would be airborne. We were sailing out of Haalkitaine, south to Emer. But not to bustling Sel-kai or lovely Artha. No, this time I would be entering new territory, places barely seen or spoken of except among the secretive Loremasters. We were headed into the jungles of Khûm-kaan and beyond to the grass sea of Onar in the deep south of the continent. I asked our guide, the Loremaster Randæ Terisonen, if we would be going even further to the peninsula of Ræl, and his usually cheerful demeanor darkened.*

*“I would not advise going to Ræl, Lord Kalen.”*

*I did not pursue the issue further.*

*Randæ went to the prow of the ship to join the Navigator, and—as ever—Jad was by my side. Now a new quest would begin: a quest more strange, wondrous and terrifying than even I could imagine.*

Kalen Avanir

From his Travel Journals

To residents of the other regions of the Great Continent of Emer, the long, mountainous peninsula in the southeast encompassing the regions of Khûm-kaan and Onar is considered ‘wild lands.’ Ræl is someplace even more alien... and dangerous. This has been the case throughout most of Emer’s long history, partly because of the physical barriers that sever the southeast from the other lands. The Spine of Emer separates east from west, and the southern waters of the Circular Sea between Námar-Tol and Onar are swift and treacherous, with many hidden reefs and shoals just off the Onar coast. Add to these obstacles the impenetrable rainforest in Khûm-kaan, which one would have to pass through in order to reach the more easterly regions by land.

Reaching this part of Emer from the south offers no better options. Beyond Ræl lies the continent of Falias,

and there, just across the Spire Straits, is the *Vashaan Domain*. But again, the ocean serves as a formidable barrier—in this case the Swirling Sea with her perilous whirlpools. Currents through the Straits are incredibly swift and treacherous. The Vashaan do possess limited air-travel technology in the form of balloon-ships, but the strong equatorial winds and Essænce Flows make any flight north extremely perilous.

To the east across the Crystal Sea is the land of *Dalov Cor*. While a part of the Elven Empire of a Thousand Dawns, this region is heavily wooded and only sparsely inhabited by Erlin Elves who have little interest in seafaring.

Thus it is that the Southeast has remained a land apart, and a land foreign to the rest of the continent. Its inhabitants are possibly the most exotic in all of Emer.

# • PART II •

## HISTORY



**W**e have passed the turbulent and treacherous rapids known rather tamely as the ‘Spire Straits’ but not without terrible loss. Regrettably, we lost one ship, the *Eldenania*, with all hands. A huge whirlpool appeared and sucked her under almost before we knew what was happening. We could hear the cries of her crew, but we dared not approach the deadly vortex.

The *Trempano* was damaged when she scraped an outcropping, but because of the superior skills of Captain Aganar, we aboard the *Lautanis* escaped unscathed. We are proceeding to the nearest land that looks like it may have suitable timber to repair the crippled *Trempano* before proceeding too far into these largely uncharted waters.

Jelred Tain

Aboard the exploration ship *Lautanis*  
Day 52, 5 Orhan, 220 Empire Reckoning (1325 TEI)

Repairs of the *Trempano* are complete and we are preparing to set sail once again, after a series of terrifying encounters with creatures from the island to the west of the one where we landed for repairs. I must tell of these harrowing events of the last two days, not here on the island we have dubbed Krelin, but on the neighboring one, which apparently bears the name “The Isle of Jade.”

While most of the crew worked on repairing the *Trempano*, we took the *Lautanis* across the strait to an island that we had glimpsed through our telescopes when the mists thinned. It appeared to be larger and might have more resources; and we could also save time by doing a cursory survey.

Unfortunately, as we drew closer, I was lured in by the sight of smoke, possibly from cooking or ritual fires. And even more enticing: mysterious colored lights flickered in the jungle, and as we approached, we caught glimpses of some sort of stone totems along the beaches. I had to investigate,



even though Captain Aganar (who had studied some lore of this region, a reason I hired him) warned against it. When he saw the totems, he said he recognized the island from stories he had heard, and was cautioned not to set foot on the 'Isle of Jade.' I dismissed his fears as silly superstitions.

*I should have heeded his warnings; I was a fool for not taking his advice.*

*I took a longboat ashore with eight men, including my best mapmaker (and Mentalist) Legian. He's young and a bit foppish, but he does know his profession. And in the end he probably saved my life. Four men stayed with the boat while the rest of us went up the beach to examine the totems. It was Legian who sensed numerous presences closing in on us from the cover of the jungle, clearly not in a friendly manner. Only Legian and I made it back to the boat, and he took a dart in the shoulder that he barely recovered from. We never even glimpsed our attackers.*

*The Isle of Jade is officially off-limits on my maps for the foreseeable future. This is a place of terrors unspeakable.*

Jelred Tain

Aboard the exploration ship *Lautanis*

Day 6, 1 Orhan, 221 Empire Reckoning (1326 TEI)

(Logs kept in the closed stacks, Nomikos Library)

Following is a (somewhat) abbreviated timeline, focusing on events in the southeastern quadrant of Emer. Events in [brackets] are considered 'secret,' meaning that few outside of those actually involved are aware of what transpired. For a greater overview of world events, see the *Shadow World Master Atlas* 3<sup>rd</sup> or 4<sup>th</sup> edition.

## 1.0 THE KULTHEAN CALENDAR

Before launching into the timeline, a review of the common calendar is in order. This reckoning was developed by the Loremasters, and is used by the Navigators and most cultures on Emer and Jaiman.

### SEASONS

Kulthea—like any planet with an axial tilt and regular, elliptical orbit—has four celestial "seasons." Their formal beginnings and endings are largely ignored however (except by astronomers, and for a few holidays) in favor of the much more obvious pentennial phases of the great moon Orhan.

There are four landmark dates in the seasonal year of Kulthea, two Solstices and two Equinoxes:

**Solstice:** When the sun appears to be farthest from the planetary equator. There are a 'summer' and 'winter' Solstice, the latter signifying the first day of the calendar year to many Kulthean cultures.

**Equinox:** Where the sun passes the planet equator. The vernal occurs when the sun appears to pass from the south to the north; autumnal when it appears to move north-south.

### MONTHS

Rather than follow the above pattern, most cultures have adopted 'seasons' which mirror the five months of the Great Moon, each seventy days long. Orhan begins each month new, waxes to full on the 35th, and wanes again towards the end of the month. These are listed as follows, beginning with the winter solstice, when Orhan is new:

**Winter:** The period of deepest cold.

**Spring:** Weather grows warmer; planting season.

**Summer:** Warmer weather still, yet (relatively) pleasant.

**Autumn:** Hottest weather, then cooling. The last day of autumn is usually an indicator for harvest.

**Fall:** Temperatures drop; harvest; preparations for Winter made.

This varies from culture to culture of course, depending on climate, hemisphere, and social orientations. (The Southern Hemisphere, for instance, goes in reverse.) The names given here are conventionalizations.

WEEKS

There is a shorter period marked by many Kulthean cultures, the ten day span which is delineated by the phases of Varin, the Second Moon. Unlike Orhan (which sometimes looms huge in the sky, many times larger than the sun), Varin only shows a small disk. It is rather bright, however, and can be seen on even sunny days.

Since seventy days is a rather cumbersome length of time to keep track of, most people think in terms of ten-day weeks. Following are the names of the days as declared by Loremasters, and their Erlin (common Elv-ish) translation:

DAYS OF THE WEEK

Erlin Name	Translation	Significance (in some cultures)
Orhayen	Moon-day	Varin is full
Buryen	Fire-day	
Usivyen	Water-day	
Melyen	Earth-day	
Ordyen	Air-day	Holy Day (some religions)
Maryen	Dark-day	Varin is new; bad luck
Kyayen	Star-day	
Kindagyen	Cloud-day	
Aryen	Sun-day	
Purlyen	Wind-day	Holy Day (some religions)

The day when Varin is full is considered the first day of the week, and is market day in most towns.

*Note: Unlike a modern Terran industrialized week, in medieval societies there is no ‘work week’ and ‘weekend,’ everyone works every day. Religious services are held early in the morning or in the evening. Because of this, holidays are even more significant.*

LOREMASTER RECKONING

Interestingly, the Loremasters ignore Varin for official record-keeping purposes, using Orhan exclusively to divide the Kulthean year. Dates are recorded as “TEI 5090, Orhan 4, day 45” for example. This means the 45th day (of 70) of the fourth month (otherwise known as Autumn in the northern hemisphere) in the year 5090 of the Third Era. It might be even more briefly recorded as 5090•4•45. The Scribes of Nomikos and all the Navigator Guilds also use this simple, effective calendar system.



2.0 TIMEKEEPING

The Kulthean day is divided into twenty-five hours (for reasons now lost to history). Clocks fall into one of two categories: most common are those with one hand which are actually divided into twenty-five parts. Others are broken into five parts, with a slow hand designating fifths (or “Quintars”) of the Kulthean day; a secondary hand passes through the same five parts of the round clock face to designate the hours. Clocks which chime signal the hours in long and short rings, or two tones, the Quintars rung first. The five Quintars have names which are the usual reference rather than a number. They are: Morning, Midday, Evening, Night, and Predawn. Most Kulthean clocks are set by the Vernal Equinox: The first hour of the first Quintar begins as the first rays of the sun lift over the horizon.

Simpler clocks only have the slow hand and designate hours only by how far it has moved between Quintars. It has not yet become necessary for the precision of a “second” hand in general timekeeping. Certain scientists such as Astrologers have special instruments for very accurate timekeeping, required for accurate star-study.

3.0 THE FIRST ERA

c. -80,000 FE (Approximately 200,000 years before the present time.) [A group of inter-dimensional travelers (later to become known as the Lords of Orhan) arrive through a rift between this and another space-time. Their transit has unexpected destructive side effects, however, and in order to prevent the collapse of both dimensions, they are forced to close the rift from this



side, trapping themselves here. The interphase is not sealed completely, in effect allowing energies from the other dimension to seep through. This is the *Primal Essænce*. Requiring a physical anchor for their primarily non-corporeal spirits, they make their home on the barren moon Orhan, but terraform it to become a hospitable environment for humanoids. Utilizing powers beyond even the Althans at the peak of their skill, they cloak the moon in a barrier that causes all to look upon it to believe that it is unapproachable, uninhabited, and inviolate.

- c. **-30,000:** The first indigenous intelligent race on Kulthea—the *Altha*—discover fire.
- c. **-20,000 – -18,000:** Althan culture develops a technology that allows them to eventually conquer the stars.
- c. **-16,000:** First appearance of the mighty comet *Sa'kain* in the Kulthean solar system. Sa'kain's entry into the system disrupts the inter-dimensional rift. The comet returns about every 1500 years, though the proximity to Kulthea varies dramatically with each pass: sometimes brighter than Orhan in the night sky, sometimes all but invisible to the unaided eye. Its presence coincides with violent Flowstorms and serious disruption of the Portals.
- c. **-15,000:** First real understanding of the *Essænce* by the Althan scientists of Kulthea, allowing them to engage in genetic manipulation to enhance latent abilities to control the force. Members of the *K'ta'viiri* clan show particular affinity. The Althans soon discover that the *Essænce* is unique to the Kulthean system, and certain native materials are shown to retain, augment, or resist the *Essænce*. Bizarre, violent creatures from other dimensions appear periodically on Kulthea, but are little more than a nuisance to the powerful Althans. The monsters are usually captured and studied, as are the lesser creatures of the planet. Some are genetically altered by the Althans.
- c. **-15,000 – -10,000:** Althan civilization begins to evolve into a unique combination of technology and 'magic' (the *Essænce* power). This includes the ability to create 'Portals' which allow instantaneous transport to other worlds, and—using what they have learned from natural inter-dimensional rifts—to parallel realities (**aka the Pales**). Society also polarizes, with the *Essænce* adepts (mostly the *K'ta'viiri*) becoming a privileged upper class, calling themselves *Essænce* Lords.
- c. **-14,000 – -10,000:** The *K'ta'viiri* family rules a large portion of the galaxy in a vast Empire. Their dynasty survives for millennia.
- c. **-250 – 0:** Rebellion against the *K'ta'viiri* Empress Kadæna, led by another in the family, Utha. Political,

technological and *Essænce* powers are used in a sweeping attempt to overthrow the current Empress-goddess.

- c. **-15:** [*Andejaan*, a *K'ta'viiri* Seer, predicts the inevitable destruction of the empire. She retreats to an isle south of Emer, and—with a small group of followers—constructs a vault deep beneath the earth. She intends to avoid the cataclysm and awaken in a later age.]
- c. **0:** The rebellion ends on the *K'ta'viiri* homeworld in a cataclysmic battle. Little is left of the galaxy-spanning race. The rebellion is successful in that it has brought down the tyrannical empire, but the result wipes out the Althan Civilization and destroys almost all life on the planet. The Shadow World is a wasteland. [Utha gathers the few surviving members of his elite followers, the Duskwalkers. They combine their powers to create the *Eyes of Utha* to guard the planet, and place them in shrines located at the north and south axial poles. That done, they construct a bunker deep beneath the earth and select a few to become a secret order to maintain a vigil: if any of the minions of Kadæna have survived, a watch must be kept so that those evil forces can be destroyed. They must ensure the safety of the Eyes of Utha and to continue to close the errant Portals. These gateways, though severely inhibited by the Eyes of Utha, still allow demonic beings limited access to Kulthea. This secret cabal is led by none other than Utha's son *Dænkú*. It consists of eight surviving Duskwalkers and calls itself the *Ahrenreth* (Ir. "Secret Circle"). Relying on sophisticated machines to alert them, they place themselves in *chronagenic hibernation* (time-dilation suspension).]

## 4.0 INTERREGNUM

Also called the "Long Night," this period lasts approximately 100,000 years. The world begins a slow return to stability. [The *Dænkú Ahrenreth* is also active for many thousands of years, awakened periodically by the vigilant machines to counter evil. But one by one, these immortal men and women fall victim to various disasters. Three are killed in combat with servants of the Agothu. Two are slain by the backlash of closing Portals, and two others perish destroying a cult of hidden *Essænce* Lord survivors. Twenty thousand years after the fall of the *K'ta'viiri* empire, only *Dænkú* himself remains—or so he believes for a long age. What even *Dænkú* does not know is that one of his order—Ondoval—is not killed but caught in a warp of time. And far more horribly, another of the Order is captured by the Agothu and taken into the Void. By some unspeakable method, this female *K'ta'viiri* is impregnated and bears a child. It consumes the mind and body of its mother and seeks a way to return to Kulthea.

It eventually emerges, assumes a humanoid form, and takes the name *Schrek*.)

A handful of other Essænce Lords also survive—among them Andekaan on the Isle of Jade—sleeping through this long night, the tireless computers of their chronagenic vaults maintaining them in suspended animation in sarcophagi where time does not pass. Dænkú also sleeps again, and does not awaken for eighty thousand years.

And while most of this period is a time of chaos for most of the world, two significant civilizations: the *Jinteni* and the *Wôrim*, rise (and fall) during the Interregnum.

*Note: Interregnum dates listed below are negative, reflecting their time before the Second Era of Ire. All are also approximate, based on Loremaster estimates.*

- c. -40,000 – -20,000: Elven realms arise in several regions. There is a great Dyar empire in Thuul; a Loar kingdom that will come to span Palia and Folenn; and a Linær republic in Agyra.
- c. -40,000 – -20,000: Approximate duration of the *Jinteni* civilization. Expanding from SW Emer, at one time they occupy much of that continent—along with Falias and Govon—in a vast confederation of united republics. They coexist peacefully (for the most part) with the Elves (and in some areas interbred, creating the Eritari race), though towards the end of the period they war against the Dyari of Thuul. Their primary enemies are the *Wôrim*, and this long, drawn out conflict proves fatal for them. At the height of their civilization (around -27,000), the *Jinteni* attain a Tech level between 9 and 11 (supplemented by a fusion with the Essænce), developing the technology to escape through the Flows into space, and to build a network of portals spanning much of Emer, Falias and eastern Thuul. After that, however, they begin a long slow decline as wars drain their resources and fragment their civilization. By -20,000, when the planet suffers a series of natural disasters, the confederation is a shadow of its former glory, many areas having declined back to TL 7. During their peak however, they are the most advanced race on the planet after the Essænce Lords.
- c. -35,000: The *Jinteni* construct what is now known as The *City of the Dead* in Uj. This is one of the oldest great cities of the *Jinteni*, and Loremaster archaeologists consider this to be a prime example of Early Period architecture (see Part IV). The city is believed to have originally been named *E-Jeren*. Archaeologists now know that this was not originally a tomb city, but a thriving metropolis which was abandoned around -30,000. Climate change altered the environment of the Uj region, turning it into a desert and unable to sustain life (it is unclear whether this was a natural change or caused by the *Jinteni*). *E-Jeren* became a vast necropolis, the people utilizing the city's still-functioning Portals to transport their dead into mausoleums and other beautiful tombs maintained for their ancestors.
- c. -30,000: The *Jinteni* migrate east, first into the region now known as *Shishen*, and then across the Spine of Emer into the lush rainforests of Khûm-kaan, where they discover the piezocrystals in the Black Mountains.
- c. -24,500: The *Jinteni* establish the city of *Zæn* in southeast Emer. They find rich deposits of piezocrystals in the black mountains, fueling their technological research and their unique ability to fuse magic and Essænce power that has not been matched since the K'ta'viiri. *Zæn* is the pinnacle of the Late Period architecture (see Part IV), integrating the sometimes disturbing curvilinear forms with their piezocrystal power, creating small 'space-time' distortions. Loremasters theorize that the *Jinteni* might have found these warping effects intriguing, while current peoples are less well-equipped to deal with such disturbances.
- c. -24,000: *Jinteni* scientists in *Zæn* begin exploring genetic engineering, eventually mastering techniques for directly manipulating DNA so that the alterations are passed on to offspring. (Some of this science is built upon discovered K'ta'viiri technology.) One of the results of these experiments is the Kuluku race, who the *Jinteni* eventually utilize as a fighting force to help them defend against their increasingly aggressive rivals, the *Wôrim*. They outfit these superior warriors with energy weapons, and advanced-design hand-to-hand weaponry of green laen and indestructible alloys. The energy weapons given to the Kuluku are all inoperative now (though some are still kept as sacred items), but the other weapons survive to this day, passed down from generation to generation among the Kuluku people.
- c. -23,500: *Zæn* becomes a regional center of power, and capital of the ancient district of Xukhan. There are several outposts also constructed throughout the region, all now hidden in the rainforest. Many were connected to the city of *Zæn* via tunnels carved deep underground.
- c. -25,000 – -20,000: The *Wôrim* empire, centered in Gaalt, expands rapidly. It is soon at odds with the neighboring *Jinteni* and Elven populations. At the pinnacle of their civilization (around -21,500), the *Wôrim* reach TL 9; their fall is much more precipitous than the decline of the *Jinteni* (possibly at least in part by their own doing).
- c. -22,000: Arrival of two space-colony ships (approximate TL: 11; slow FTL drives) carrying thousands of humanoids from a world once seeded and occupied by

the K'ta'viiri long ago; they are ancestors of the *Aldari* (Ir: "Visitors"). One ship crash-lands on the island-continent of Taranía in the Lonely Sea; another crashes in NE Emer in what is to become the *Forest of Ash*. There are no survivors of the latter crash, but the ship in Taranía fares better, however, and the survivors settle there. Over the next two millennia they spread over the continent and establish several outposts on other islands, which they eventually link with an elaborate underground network of tunnels traversed by super-fast gravitic subway cars: the Subshuttle system. The *Aldari* remain apart from the indigenous cultures, deciding that they should not interfere with their natural development. (They also generally avoid air and surface travel because the frequent Flowstorms can wreak havoc with their technology.)

- c. -22,000 – -20,000: The global climate deteriorates: there are frequent droughts, floods, hurricanes and otherwise erratic weather. The mortal populations are devastated by these natural disasters as well as by the resulting famines and plagues. Warfare breaks out as the various governments desperately seek resources and new fertile lands. [There is Loremaster speculation that the Wôrim, and also possibly the Jinteni, triggered the climate catastrophe.]
- c. -20,500: The once-beautiful city of Zæn is depopulated as technologies fail, trade collapses, and the city's inhabitants cannot be supported.
- c. -20,000 – -19,000: Kulthea is rocked by terrible earthquakes and Flowstorms. Taranía sinks beneath the sea, and all the other major civilizations are brought down as most intelligent life on the planet is nearly wiped out.
- c. -100: [Dænkú awakens. He wanders the west and finds that the world is recovering once again. Races have multiplied, and ancient wounds have begun to heal. He suspects intervention, but is as yet unable to pierce the magical veils shrouding the Lords of Orhan and determine their true nature. Still, evil things have rebounded with the good, and young civilizations are in a precarious state. Dænkú assumes the guise of an Elven sage and begins to gather other wise Elves together. He takes the name *Andraax* (K. "History's Grasp;" Ir. "First Claw.")]

## 5.0 THE SECOND ERA OF IRE

*Note: "of Ire" was added to the date designation by the Loremasters as a reminder of the legendary catastrophe that almost destroyed the world eons ago. Andraax was behind this naming. The other two founders of the Loremasters initially remained skeptical as to whether this long-lost era of Essænce Lords really happened, but*

*as time went on and evidence of lost races surfaced, they were convinced. Kirin also began to secretly suspect that Andraax was indeed an Essænce Lord in disguise. In later years (especially in the Third Era) the 'I' for 'Ire' is often dropped.*

- SEI 1: (c. 100,000 years after the end of the First Era). Founding of the College of Loremasters at Karilôn by Andraax (Dænkú, in the guise of a Loar Elf), Kirin T'thaan, and Ilmaris Terisonen.
- c. 1 – 1000: Emer is largely a wilderness, its scattered human and Elven inhabitants terrorized by roving bands of Lugrôki, Garks and other fell creatures. Only a few islands of civilization survive as besieged bastions against chaos and barbarism.
- 500: [A group of powerful scholars gathers for the first *Council of Karilôn* to address a variety of issues. Joining Kirin T'thaan, Ilmaris Terisonen, and Andraax are *Tanris Dekdarion*, (a Loar Warrior Monk), the Linær Cleric *Yael Ziriv-kari*, and the Loar Astrologer *Romenor Tartalus*.]
- 503: [The K'ta'viir Andejaan awakens from chronagenic sleep beneath the Isle of Jade, along with two of her Althan servants. They fully activate the facility, but Andejaan keeps its protective cloaking field activated, wary that other K'ta'viiri might have survived... others who might be hostile to her. The trio explores their new environment and study the island's Erlin inhabitants, who at this time are very simple stone-age (TL 1a) clans. After scanning the planet for other awake K'ta'viiri (Andraax is shielded and she cannot penetrate the East) and finding none, she lowers the power-draining cloaking field.]
- 503 – 700: Andejaan reveals herself to the inhabitants of the island, giving her name as *Halk Solasin* (E. "Jade Dragon"). Appearing in a humanoid form but with jade-green skin, Andejaan seems to the inhabitants to be a demigod sorceress with strange powers, an incarnation of a Green Dragon. At times she even transforms into a large dark green drake. She founds the *Order of the Jade Dragon*. This cult helps to unite the isle politically and culturally. She elevates the island's people to TL3 Iron Age, introducing such advances as advanced stone architecture, metalworking and a writing system. Great granite temples, stelae, and other works are created under her guidance.
- 535: Andejaan marries Galeg, one of the tribal chieftains. In time she bears triplets: two boys and a girl (they are of course half K'ta'viir). All three have powers over earth and sky, and Andejaan teaches them the arcane arts and the nature of some of the technology at her disposal. At the same time, Andejaan's husband expands his circle



of influence and by the time the triplets have reached maturity, he has political control of nearly the entire Isle of Jade, while her cult has infiltrated the island with its religious teachings. At the same time, Andejaan is training an elite force of *Vuird Throk* (E. “Secret Guardians”), answerable only to her. Andejaan also uses the technology at her disposal (with the help of her two Althan aides, who remain in hiding) to genetically alter and enhance many of the island’s creatures and even the Erlin people into what would become the *Vorloi*.

**591:** In a serious break with tradition, Galeg declares his successor (the next chieftain is normally chosen by combat when the previous one dies or is challenged), and names Andejaan. Never has a woman been Chieftain. Galeg is challenged by another warrior and is killed; Andejaan immediately challenges the warrior and easily kills him in combat. The island is thrown into turmoil as Andejaan claims the title of high chieftain—and calls upon the *Vuird Throk* to enforce her claim. A bloody consolidation lasting fifteen days follows, but in the end Andejaan holds the reins of power. She establishes a new governmental structure and declares her three children to be her lieutenants.

**596:** Andejaan governs actively for only five years, and at the end of that term she declares her offspring to be heirs and co-rulers. She gives each a symbol of office and dubs them the *Triumvirate*. Individually they are known as: *Woeg Reclan* (E. “Lord of Law” or “Warrior”), *Solasin Kuir* (E. “Dragon’s Voice” or “Priestess”), and the *Matha Vurd* (E. “Secret Twin” or “Mystic”). Using her advanced technology, Andejaan creates clones of each of her children and places them in chronagenic hibernation. Should one of the *Triumvirate* die, they would be immediately replaced by the clone. The installation computer constantly monitors the current members of the *triumvirate*, downloading their memories to be implanted in the clone if necessary. Being the cautious sort, Andejaan also constructs a small, separate and secure installation with a redundant set of clones and computer, should the main one be rendered inoperable for any reason. Andejaan then retires to the K’ta’viir facility, where she continues manipulating the genetics of the island’s inhabitants. They become smaller in stature yet stronger and more nimble, have better night vision, have claw-like nails that help them climb, and their lifespan is greatly increased, even for half-elves.

**687:** Andraax, having sensed the presence of Andejaan, visits the Isle of Jade in secret. He studies the island and its inhabitants and his fellow K’ta’viir. In the end he decides that she is too dangerous to contact, yet she has limited herself to this island, so she is not a threat to

other lands. He plants warnings at important archives to warn others to avoid the Isle of Jade.

**700:** Andejaan departs through a Portal (hidden in a cavern in the northern hills) to explore the planet. She plans to return periodically, but instead meets with misfortune in the form of a demonic power. After a prolonged battle with this otherworldly creature, she is trapped in a timeless plane. Meanwhile, the Isle of Jade endures in quiet prosperity and relative isolation (and stagnation) for an unprecedented four millennia, protected in part by magical barriers and ancient technology.

**c. 800:** Six powerful Spirits of Orhan assume a physical form, essentially becoming Titans. Now tied to Kulthea, they take residence atop the mountainous isle of Votania in the heart of Emer. What they do not realize is that taking on corporeal bodies makes them more vulnerable to human emotions, ambitions, and vice. They decide that Emer needs order, and begin to gather servants.

**c. 1000:** Warrior-mages on enchanted steeds drive the Gark and Lugrôki hordes out of Hæstra. To the grateful human and Elven populations, these knights herald the imminent coming of the new lords of the land: the *Masters of Emer*.

**c. 1073 – 5000:** The Masters and their minions drive most of the rustic Shay peoples out of Hæstra, and they encourage the Laan to spread out and settle in various areas. Most of the remaining Shay are pressed into indentured servitude. By 2000 the central and eastern regions are well populated with the Laan (who in the Third Era are referred to as the “Old Race”). The Laan build beautiful, fortified cities of granite and marble, and their knowledge of science and magic exceeds for a time any that has yet to be seen on Kulthea since the Long Night. But they are more easily called to the Darkness, and beginning as early as 3000, servants of the Unlife begin their slow work to undo the power of the Laan.

**1230:** All of Emer is in the hands of the Masters. Each rules a region as lord and god. An era of peace and prosperity for nearly the entire continent ensues, lasting almost two millennia.

**1900:** The Comet *Sa’kain*—harbinger of disaster and conflict—returns, sweeping very close to Kulthea. The Third Moon (Charón) passes through the long, fiery tail of the comet, and the Essænce of the comet’s tail interacts with the natural space-time rifts within the tunnels of the moon. New creatures and beings (they are eventually called the *Dark Gods*) are transported into the Kulthean universe—and a presence of unspeakable evil arrives on Charón.

**1900:** [The half-K’ta’viir/half-Agothu abomination Schrek—aided by the passage of the Comet *Sa’kain*—

gains entry from the Void into the Shadow World at this time. He arrives in the East.]

c. 3100: The first stirrings of discord and jealousies among the Masters of Emer. Being worshipped as gods has swelled their egos and corrupted them.

c. 3200 – 3350: Goblins, having been secretly breeding deep in the Ash Lairs, emerge to resume raids into northern Uj from Morbek and the Forbidden Ridge; Garks rebound in the Rulaash Forest of Onar and threaten the Kuluku.

3300: Founding of the first Guild of Navigators.

c. 3450 – 5000: Emerian human and Elven populations are assailed by incursions from various enemies and by the growing threat of Murlogi, Lugrôki and Trogli. Dragons and other terrible enchanted beasts begin appearing everywhere, wreaking havoc and destruction. The civilization created by the Masters of Emer eventually comes to ruin.

3451: Birth of *Tethior*, son of the noble house of *Jeranian*, in Námar-Tol. A brilliant smith and craftsman, Tethior is generally considered to be one the greatest artificers of all time.

3453: Birth of *Krelj* (later known as *The Swordmaker*), Tethior's younger brother—and eventually his rival.

c. 3700: [The White Dragon Oran Jatar approaches Krelj and secures his assistance in creating the *Dragon Helms*. There are to be Six, the number of the Dragonlords (the most powerful of the Great Drakes), designed to enhance the powers of the Lords while they are in human form. In return Krelj learns the Dragon-language *Kugor*, and some of the most arcane arts of alchemy known to few besides the Great Drakes—including the working of laens and eog. Note: The term 'helm' is somewhat erroneous in this context, as the Dragon Helms are usually invisible and non-corporeal when worn.]

3744: [The Dragon Helms are completed, and the Six Dragonlords gather. What they do not know is that Krelj, using the knowledge gleaned from Oran Jatar, has also made six rings. These rings, which he names the *Daath Leerssoi* (K. "Makers of the Shadow Drakes"), allow a human wearer to magically assume the form and powers of a dragon—essentially the reverse of what the helms do. They also have other illusionary powers.]

c 3900: [Schrek passes through the Barrier into the west and settles in Khùm-kaan. He discovers the abandoned but still largely intact ancient city of Zæn—and some of the Jinteni technology there. Most of the machines are damaged and unusable, and the equipment that is still operational is largely beyond his comprehension—at least at first; Schrek nevertheless makes Zæn his home.

### *Volcanic eruption in the Black Mountains*



Soon afterwards he gathers followers about him and founds the *Jerak Agothu* (Ir: “Cult of Agoth”) to worship his ‘father.’ However, Schrek cannot maintain his human guise for long periods, so he is forced to be somewhat reclusive. He takes the title of *Dæn-arulis* (Ir: “Elder Seer”) and soon appoints two principal lieutenants—the *Kortalarn* (Ir: “High Master”) and the *Lothrok* (Ir: “Spirit Guardian”)—to administer the city and the cult, respectively. Schrek also soon detects a power in the Isle of Jade, and while his twisted half-Agoth mind does not fully understand it, he has enough genetic memory to know that the power—Andejaan—was a rival or enemy to his mother. He feels compelled to conquer or destroy her. It is not Andejaan herself of course—she is trapped in another plane. But he can sense her influence.]

c. **3950 – 4950:** The Cult of Agoth, centered in Zæn, grows in influence and power. Some of the native Kulu people are subverted by this cult, while the many of those who remain uncorrupted are driven from the Zæn area. Schrek recruits and trains a frightening army, which he names the *Conquerors of Agoth*. Under his direction, the system of tunnels radiating from the city is expanded; some passages delve even deeper, into the dreaded Ash Lairs. Schrek also builds magical Portals to connect to several isles—including Vamaag—in the Rælian Bay. And one Portal leads to the Void.

c. **4000:** The Conquerors of Agoth, spreading from Zæn, test the defenses of the Isle of Jade. The People of the Jade Dragon are strong, but they have grown complacent behind the magical protections created by Andejaan.

**4430:** [Tethior’s son *A’kesh* is born, the product of his brief romance with a Dyar mystic named *Naeri vi Quar*. She does not tell Tethior of his child but instead—in a move motivated by bitterness and vengeance at being rejected—arranges to have the boy apprenticed to Tethior’s estranged brother Krelj.]

**4950:** The Comet returns, and priests of the Jerak Agothu use its power to open a Deep Gate from the Ash Lairs deep beneath a volcano on the Isle of Jade. The people of the Jade Dragon are overrun, the few survivors fleeing to adjacent isles or hidden caves. The Mystic escapes to the nearby isle of Krelin. He casts himself into a magical sleep within an enchanted monolith. The Warrior and the Priestess are killed, but the two original Althan servants of Andejaan still hiding in the impenetrable K’ta’viir installation override the automatic awakening of their replacements, knowing that they too would just be killed in the current environment. They set the computer to awaken them again far in the future, and then depart to look for their mistress.

**4950 – 4951:** As the comet fades from the sky, Schrek retires completely from active leadership of the Jerak Agothu. He remains the *Elder Seer*. His goal of destroying the Isle of Jade has been achieved.

**4950 – 6825:** The Cult of Agoth grows in might, dominating much of SE Emer. Cult gatherings are marked by perverse rituals, torture, and sacrifice as part of their worship of the Agothu. The cult builds a large hierarchy of priests in addition to the warrior Conquerors of Agoth to enforce their will. Periodically the cult orders ‘purges’ where they select races or cultures they decide are troublesome, and decimate their numbers. Many are taken as sacrifices, others are simply slaughtered.

**5230:** Tethior and Krelj have a confrontation, which ends in Tethior killing his younger sibling in self-defense. [Krelj does die in combat with Tethior, despite some rumors that he survived. The incident leaves Tethior unbalanced with grief and guilt. He eventually adopts the guise of the *Nameless One*, a wandering prophet of doom. A’kesh witnesses his adopted father’s death at Tethior’s hands and swears by Kesh’ta’kai to kill the murderer of Krelj, unaware that Tethior is his real father, and in denial that Tethior killed Krelj unintentionally. A’kesh flees with one of the *Daath Leerssoi*. Tethior finds another of the Dragon-rings in the wreck of Krelj’s workshop. Andraax later recovers the other four.]

**6450–6825:** The *Wars of Dominion*.

- Led by the Dark Gods from Charón, demons and creatures of every description attempt to ravage the Shadow World. The forces of evil are defeated once again—but only with the intervention of the Lords of Orhan, and still at great cost. Millions die in the conflict, and many of the Loremasters are killed.
- The Isle of Jade is nearly depopulated; many of its evil Agoth temples are purged in the War.
- The Conquerors of Agoth are wiped out and Schrek flees Zæn, but the city is not fully ‘cleansed’ from his occupation.
- [Andraax returns to a secret chronagenic vault, not in the Ahrenthrôk but his installation on the Dalov Lemira (E. “Watching Isle”) in southern Jaiman].

## 6.0 THE THIRD ERA OF IRE

c. **1–1000:** Emer is once again largely wilderness with the few humans in a barbarous dark age for a thousand years.

**888:** [Ondoval founds the *Jerak Ahrenreth* (Ir: “Cult of the Secret Circle”), recruiting other dark powers to join him in a twisted rebirth of the original *Dænku Ahrenreth* (Ir: “Elder Secret Circle”). At the highest level of



this organization is the Circle itself, also known as the Council of Eight. All of the Eight go by titles rather than names. (See *Powers of Light and Darkness*). The membership has changed somewhat between 888 and the present time. See Part IX for a listing of all past and present members.

In a dark ceremony involving many ritual sacrifices, Ondoval alters the nature of the huge, ancient magical crystal at the center of the Ahrenthrök, the old headquarters of the Dænku Ahrenreth. Seven splinters are broken from the crystal, each to form the centerpiece of new citadels of the Circle. Schrek, recruited to be one of the Eight of the Council, secretly takes another, much smaller, splinter for himself.]

**c. 900:** [Andraax, subconsciously sensing the perversion of his old order, awakens from chronagenic sleep in his vault in the Watching Isle off the coast of southern Jaiman. His memory is in fragments, but his powers are undiminished.]

**898–1108:** [The *Ahren-Lyax* (Ir. “Dreaded Secret”) is constructed in Ræl. It is later known to the locals as the *Tower of Vour* and considered to be haunted.]

**900–1200** [Time period of the construction of the Ahrenæk mine and forge complex in Rulaash, at the foothills of the Black Mountains. The place is actually built on ruins of a building complex dating to the Jinteni Early Period, with additions and renovations ongoing. The outer perimeter of the complex is protected by three lats of *Shards of Aarn Voru* under the control of Lord Shard Leste Kii Lormas. The shards have resided in Rulaash since the First Era, when they were under Kadæna’s command; and once it is shown they can be ‘tamed’ (to an extent) by Sigirus the Elven Demon-master, they seem the perfect guards of the Ahrenæk.]

**904–924:** [Schrek gains the help of the artificer A’kesh (now also one of the eight of the Jerak Ahrenreth) to create an item to allow him to retain his human form indefinitely while concealing his Agothu nature from even the most powerful magical detections. The item is called the *Faaw Shryaac*, (K. “Talisman of Hiding”), the head of which is a recut splinter that Schrek took from the great Ahrenreth Crystal. It is a translucent red stone roughly in the shape of a humanoid heart that pulses with a reddish light, set on a staff of Dír-wood and held in place by a silver alloy dragon-claw. Unfortunately for Schrek, there is a tradeoff for such a powerful transformation: the Talisman also locks him into human form, so that should he lose the *Faaw Shryaac*, he cannot assume his true shape or access all of his powers. When the artifact is complete in 924, Schrek erases A’kesh’s memory of creating it. Schrek then quietly returns to

his old home of Zæn and begins rebuilding his Cult of Agoth there in the jungles of Quon.]

**951:** [Ondoval appoints Sigirus to administer the Ahrenæk, freeing A’kesh to concentrate on forging and alchemy. (Fortunately for Schrek, Sigirus does not learn of the *Faaw Shryaac*.)]

**c. 1000–5000:** The population of the Isle of Jade slowly recovers. However, it remains politically fragmented into many isolated tribes. The ancient artifacts and structures of the Cult of the Jade Dragon scattered over the isle are meaningless to the current population.

**1085:** *Aldaron* and his people the *Aldari* come to Emer. [They are the last survivors of the Taranian race, rescued by the *Storm Wizard* before their destruction at the end of the Interregnum and now returned to Kulthea. They have no memory of their origins, but they do possess some remnants of their old powerful technology and enchanted items.]

**c. 1100–1300: The ‘Age of Consolidation’** (as it is later known among historians of the Emerian Empire): Aldaron uses charisma and determination (not to mention powerful tools and weapons, the exact nature of which is now mostly lost) to earn the respect of his neighbors. He establishes his home on the central island of Votania, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded, and Aldaron orders that it be off-limits. From this base—Aldain Castle—and using a combination of diplomacy and disciplined armies (and apparently a natural talent for Mentalism), he solidifies his hold on central Emer. Aldaron easily brings all of the bucolic Shay and Talath tribes of Hæstra under his control. Eventually even the most willful (some would say arrogant) Laan people in more settled lands are for the most part convinced to ally under Aldaron’s flag.

**1145:** Emer: Aldaron declares himself King of Hæstra and in a grand ceremony he founds the Eight Orders:

*Ahn sye Nokora* (OE. “Order of the Flaming Sword,” the King’s Guard),

*Ahn sye Zanar* (OE. “Order of the Cloak,” also known as the Crimson Cloak or Crimson Order, the priests of the official religion of the Kingdom—worship of the one god Zanar),

*Ahn sye Talaus* (OE. “Order of the Ring,” a group of magicians),

*Ahn sye Shan* (E. “Order of the Sun,” Animists responsible for the agricultural health of the kingdom, also specialists in herbs and drugs),

*Ahn sye Takla* (OE. “Order of the Four Winds,” the messengers of the King),

*Ahn sye Woloka* (OE. “Order of the Eye,” a group of Seers and Astrologers to advise the King),

*Ahn sye Nomoke* (OE. “Order of the Hand,” a secretive society whose purpose was always unclear to most people. [In fact, the name ‘Ahn sye Nomoke’ means ‘Order of the Mask;’ they are a sort of secret elite guard, spies for the king both inside and outside the realm]).

*Ahn sye Ni-vulma* (OE. “Order of the White Flame,” a guild of craftsmen and artisans who are the master smiths for the King and creators of the artifacts).

**1208:** [Voriig Kye, Dragonlord of Vog Mur, learns of the existence of the Jerak Ahrenreth. Traveling in Emer, he encounters a servant of the dark order and traces him back to the Ahrenæk in Onar. There he meets A’kesh the artificer and earns his and Sigirus’ trust. Voriig gathers a few hints about Schrek as well (but Voriig does not learn of the *Faaw Shryaac*, as A’kesh himself no longer remembers it). Voriig decides that he should be a member of the Jerak Ahrenreth council, if for no other reason than to keep an eye on this group. He is especially concerned about Schrek, instinctively sensing his unnatural origins.]

**1210:** [Churk Ta, one of the original eight council members of the Jerak Ahrenreth, dies under mysterious circumstances (Voriig arranges his murder). A’kesh nominates Voriig Kye to replace him. It is so approved, though Schrek is not pleased to have such an innately powerful being on the council.]

**1286:** Aldanor, younger brother of King Aldaron, enters *Khûm-kaan* and founds the city of *Coronan* at the mouth of the Sybarus river.

**1298:** [Voriig Kye—with the help of his fellow Dragonlord, the alchemist Oran Jatar—determines to some extent the nature of Schrek’s powerful staff, the *Faaw Shryaac*. Voriig convinces another of the Eight—the *Lyax Khâng*—that Schrek is a threat. The Khâng (an elf named Nandaar Darian holds the post at this time) manages to steal the *Faaw Shryaac* (along with another of Schrek’s artifacts, the Eye of Agoth) and gives the *Faaw Shryaac* to the Dragonlord.]

**1298:** [Schrek is panicked to learn that his staff has been stolen, but of course cannot reveal just how important it is. He launches a series of searches for it, to no avail. He suspects the Dragonlord but has no proof. Meanwhile, the Seer Iæn Shiin of the Ahrenreth learns of Schrek’s search for the *Faaw Shryaac* and is determined to acquire it himself. As an ally of Schrek’s rival Lorgalis, he hopes to secure the item first and put it where the demonic lord will never find it. He uses the Order of the Eye to seek for it, and to cover his intentions.



**1298–1315:** [Voriig has his fellow Dragonlord, the artificer Oran Jatar, separate the *Faaw Shryaac* into three parts. Jatar names the actual red gem, the headpiece of the staff, the *Dathmaur Shryak* (K. “Heart of Agoth”). (Note: There has been some confusion between the *Eye of Agoth* and the *Heart of Agoth*. The Heart of Agoth is the misshapen red gem, once a splinter of the Crystal, that is the head of the staff; the Eye is a yellow sapphire orb, a scrying device that Nandaar Darian kept for himself.) The top half of the actual staff Jatar names

*Raathtruliik* (K. “Cold leaping flame”). The lower part of the staff, a three-foot long rod of Dír-wood capped on both ends with a silvery alloy, he names the *Riig Pronaa* (K. “Ember of Hope”). Each has unique powers, described later in this book. Jatar keeps the *Riig Pronaa*; the *Raathtruliik* is given to the Elven brothers of Buir Dom on Vog Mur for safekeeping. The most dangerous and intrinsically evil of the three parts—Heart of Agoth—he gives to Sulthon Ni’shaang, to keep in his citadel in Jaiman.]

**1300:** Aldaron’s unification of central Emer essentially complete. He declares himself Emperor, and is crowned by the Lord High Priest of the Order of Zanar. Aldaron in turn presents the four scepters of the Arch-duchies, and crowns his brother Aldanor as ‘Prince of Coronan.’ (Note that Námár-tol is not conquered; when explorers first arrive on the shores of that land, the Elves make it clear to them that they are quite able to defend themselves. A non-aggression pact is signed, and the two realms eventually become trade partners).

Domain	Region	Symbol	First Ruler
Ardan	Hæstra	Unicorn	Archduke Bralan
Relas	Tai-emer	Lion	Archduke Josian
Corinn	Silaar	Hawk	Archduke Valkrian
Leonas	Uj	Wyvern	Archduke Logren
Coronan	Khûm-kaan	Shark	Prince Aldanor

*Sadly, this continent-spanning Empire will endure for less than four centuries.*

**c. 1300–1500: The ‘Age of Exploration’** of the Emerian Empire: historians consider these two centuries to be the heyday of the Empire, and during this time it even expands somewhat beyond the shores of Emer, with colonies on several surrounding islands and continental coasts.

**c. 1310–1320:** Prince Aldanor’s people explore southern Khûm-kaan and establish settlements along the northern coast of Quon. Expeditions sail up the rivers to the foothills of the Black Mountains, but do not venture far from the riverbanks to explore the deep rainforest. The Laan and Aldari find the jungle to be an exotic, impenetrable and intimidating environment. Returning to the coast, they begin a slash-and-burn program, turning many square miles of rainforest along the coast and around their cities into farmland. They also utilize the hardwoods to construct a fleet of ships. The Kuluku people remain in hiding.

**c. 1320–1332:** Prince Aldanor’s great fleet sails out of the Bay of Zalkali, hugging the north coast to avoid the strongest of the westward moving currents of the Cir-

cular Sea. His emissaries continue east past the Rulaash region and to the grasslands of central Onar, a land known as *Ahnasan*. There they encounter the Kinsai tribes, a semi-nomadic people, and seemingly barbarians to the Prince’s agents. Aldanor claims the land in the name of the Emerian Empire (though the Kinsai seem unimpressed). Continuing east and south around the end of the continent, the Prince’s navy arrives in Malqanar and discovers the aquatic Shuluri Elves, the *Malaqani*. Aldanor meets with their leaders and after some negotiation they form an alliance of sorts [The Elves use their mystical powers to influence Aldanor and his advisors.] The Shuluri grant an area of land to Aldanor on which to build an outpost. Prince Aldanor founds the town of *Shanish* in Onar.

**1322:** *Bethis Hirl*, Lord High Seer of the Order of the Eye, is found dead in his quarters; apparently suicide [murdered, in fact]. The Laan *Vartain Leganto* [a secret adherent of the Jerak Ahrenreth] succeeds him to the post.

**1325:** The famed Laan explorer *Jelred Tain*, under commission from Archduke Logren of Leonas (Leonas is the region now generically known as Uj), rounds the southwestern tip of Ræl, heading east. He is the first to do so in recent history, after many ships are lost in the Dead Sea. Continuing eastward, he passes through the treacherous Spire Straits between Ræl and the continent of Falias, and enters the Rælian Bay. Imperial maps of this region are notoriously inaccurate, but even so, Tain knows that he may be heading into lands that rightfully fall under the domain of the Prince of Coronan (who, ironically, was also personally leading expeditions into Khûm-kaan just a few years earlier). Tain’s mission and motivation—and how far the Archduke of Leonas really intended him to explore—remains a matter of debate among historians. It is believed that there was some tension between Logren and Prince Aldanor, and the Archduke possibly thought he could lay claim to Ræl as part of his duchy. (It was fairly clear from many recovered letters that Logren felt short-changed in his apportionment of lands, because much of his quadrant of Emer was desert and barren steppe.)

**1326:** Jelred Tain lands on the Isle of Jade and nearly loses his life to unspeakable creatures there. He escapes but many of his crew do not. Tain continues westward to the Rælian mainland, claiming it for the Empire. The unsophisticated natives greet Tain as a god.

**1327:** Jelred Tain returns to Leonas.

**1341:** Following Tain’s report on Ræl—and despite his reservations regarding both the possibly contested geography and the dangerous nature of the territory’s natives, Archduke Logren of Leonas authorizes coloniza-



tion of the southern coast of the peninsula. Over the next several years, many ships make the dangerous passage to Ræl (several are lost in the Dead Sea and the Spire Straits). A satellite capitol of *Intil* (in the current day it has degenerated into a much more rustic city known as Bridgetown) is established in eastern Ræl, though at this point this huge peninsula is Emerian only in name. Ræl is so isolated from the rest of the continent that there is little threat from Imperial fleets or armies. The colonists treat the natives like little more than animals, hunting and enslaving them. By the end of the century the indigenous people along the south coast and eastern peninsula are nearly extinct.

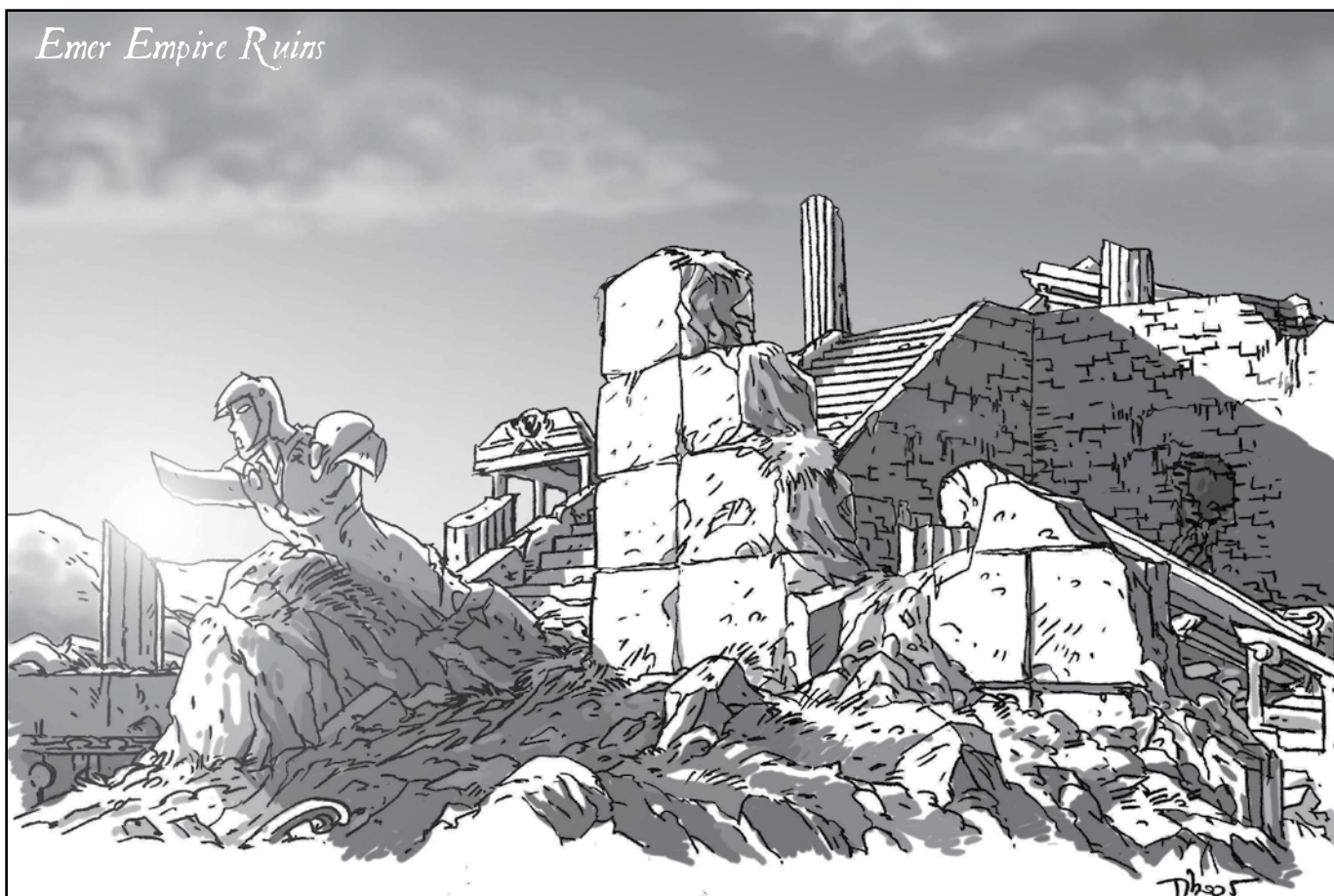
**1480:** Aldaron lays aside the Scepter of Emer, and his daughter Vania assumes the throne. The first twenty years of Vania's rule are relatively stable, but the Archdukes soon begin to pressure her for more autonomy.

**1489:** Prince Aldanor of Coronan dies, and is succeeded by his son Orandar, who proves to be a less capable ruler. Orandar's personal advisor Cheviis [secretly an agent of the Jerak Ahrenreth, planted to sow discord among the royal factions] urges him to also push for greater independence from the Empire. His shrewish wife, Princess Masilla, agrees with Cheviis, and constantly belittles the Prince for not being more assertive with Queen Vania.

**c. 1500:** At the Molac Rúann (OE. "Isle of Glass") on the Rælian Bay, members of the Order of the Sun (One of the Eight Imperial Orders) construct a research facility and begin genetic experiments on various flora. They are aided by the powerful Animist *Durnanga* [in reality the Green Dragonlord Drûl Churk]. They become increasingly isolated from the rest of the Empire.

**1531:** Princess Masilla gives birth to a son, Tanvar.

**c. 1550–1600:** Empress Vania's last fifty years of rule are marred by corruption, infighting between her ministers, disaffection and even uprisings in the outlying provinces and possessions. She is also forced to pay some regional armies for their allegiance, thus creating mercenary forces who will work for the highest bidder. Corruption in the military becomes widespread, and some naval ships are little more than privateers. In Nuyan-Khôm, the individual indigenous Nuyan warlords begin to assert more local authority and pressure on the Aldari Counts; the Archduke of Corinn is powerless to stop them. The Jaaderi people of Tai-Emer chafe under the increasingly oppressive rule of the Archduke of Relas. Skirmishes and civil disturbances become common. In Ardan—the land of the Unicorn and the heart of the empire—the counties begin to resist the heavy-handed



Ducal rule and ever-increasing taxes needed to pay for the army.

**1553:** The Lord High Priest of the Church of Zanar (the official religion of the Emerian Empire, administered by the Order of the Cloak) declares the church independent of Empress Vania's control, and moves his official seat from Aldain to the *Isle of Fire*, off the coast of Hæstra. The church takes no official action against the Imperial family, but at the direction of the bishops, priests begin to openly speak out against certain Imperial policies.

**1554:** Prince Orandar of Coronan falls ill, and within a few days is dead. Many suspect he was poisoned by Ma-silla and/or Tanvar [he was].

**1570:** Tanvar, Prince of Coronan, declares independence from the Empire, citing Empress Vania's inability to maintain order or to control the increasingly oppressive Church of Zanar. He declares himself 'King of Coronan.'

**1577:** Tanvar of Coronan sends ships to attack the Leonas colony of Intil at the western tip of Ræl. There is a devastating battle off the coast, and Coronan ships fire catapults of exploding fire into the city. Much of Intil burns into the night. Many colonists decide to abandon the city.

**1600:** Empress Vania passes the Scepter of Emer to her son Væric. She dies within a week.

**c. 1600:** [The Loremasters, foreseeing the impending doom of the Emerian Empire, make a concerted, covert attempt to rescue what valuable documents and historical treasures they can. They have agents within the empire, but in many cases they are thwarted by other groups (the Loremasters have never been widely respected or trusted by Imperial officials). Other Loremasters begin a more aggressive campaign to recruit initiates from the various Emerian cultures.]

**1607:** Lord High Seer of the Order of the Eye Vartain Leganto dies under mysterious circumstances, but with the courts in disarray, there is only a cursory investigation. Emperor Væric appoints a new Lord High Seer of the Eye: *Luarto Shang* [it is Ondoval in disguise; he arranged for Leganto's murder when the Seer refused to carry out Ondoval's orders under threat].

**1617:** The full decay of the heart of Emerian Empire is revealed. The provinces are either in rebellion or are assailed by forces from the frontier. Relas secedes. Corinn is torn by civil war as the Nuyani are in open rebellion against the Archduke. Imperial Seers foretell the end of Væric's rule within a year.

**1618:** Væric is told by the Lord High Seer [Ondoval, in disguise] that his remaining son and heir, the teenage *Valaan*, is plotting to betray him [this is a lie, but Væric

believes it]. Valaan is arrested, put on trial, and framed for treason, but escapes. Only a few weeks later, Væric is assassinated and many of the Imperial artifacts are stolen. Ageren Vuk, the *Cho-Na-kudai* (OE. "Lord High Priest") of the Church of Zanar, names himself Imperial Regent and crowns the eight-year old Silima Chark—a distaff niece—Empress. Ageren Vuk is extremely conservative, and believes that the decline of the Empire was because of sin and corruption. He calls for martial law, censorship and strict adherence to a list of oppressive laws. [Ondoval abandons the Order of the Eye, but steals some of its most powerful artifacts, which he later gives to Iæn Shiin.]

**1618-1648: First Zanarian Purge.** The next thirty years are marked by religious inquisitions presided over by the Order of the Cloak, now generally known as the *Church of Zanar*. Tribunals condemn hundreds to death: hung or burned at the stake as heretics, sorcerers, and 'the perverted.' (This time is later referred to as the *First Zanarian Purge*). [Many priests of Zanar fall under the evil shadow of the *Jerak Ahrenreth* by tapping its power, and their followers are forced to pay a sinister price: the life-Essence of all who die under the priests' care is channeled back to the jewel at the heart of the Ahrenthrök.] Silima remains a puppet Empress, eventually marrying Vuk's nephew, Horgo. The Imperial Orders disband or break away and go into hiding. There is widespread famine and disease throughout the Emerian empire as systems of trade, food distribution and bureaucracy break down. By the end of this period, the eastern lands and most of Uj have essentially seceded. Námar-Tol has isolated itself, placing sentry posts along its coasts. The Emerian Empire has shriveled down to the region of Hæstra.

**1648:** Ageren Vuk dies; he is succeeded by an even more cruel but politically inept cleric. Empress Silima attempts to assert herself but her haphazard policies wreak havoc with the already crippled Imperial economy.

**1649:** Empress Silima dies suddenly and without an heir [she is poisoned by her husband Horgo]. Horgo's bid to rule creates further chaos.

**1649-1652:** These three years mark the final death-throes of the Emerian Empire; seven men and women sit on the throne in quick succession; most die by violence or apparent poisoning. By 1652 even Hæstra is in anarchy: the provinces are now city-states ruled by petty despots constantly at war.

**c. 1650-1660: Second Zanarian Purge.** As the remaining vestiges of the Imperial government vanish, Priests of Zanar wander the countryside accompanied by

thuggish guardians. They continue to rail against sin and excess even as they demand heavy tithes.

**1653:** Aldain City is sacked by a force of Lugrôki and wild men arriving on Votania via long boats. The invaders are driven out, but only after much of the city is looted and many buildings are destroyed. Historians generally consider this date and event as the ‘official’ fall of the Emerian Empire.

**c. 1700–1800:** *Sel-kai* emerges as a prosperous city-state on an isle off the northeastern coast of Emer. Its key coastal location between Emer and Jaiman gives it a strategic trade position, and it is a government based on commerce rather than a feudal structure (despite the head of government being called ‘Prince.’)

**c. 1800:** Coronan City is largely abandoned and falling into decay.

**c. 2000–5030:** [Ondoval begins his travels through time and space seeking the Shadowstone; only returning at rare intervals to rest.]

**c. 2000–3000:** Most of Emer remains politically fragmented and slides into a dark age lasting over a thousand years. With the exception of a few enclaves, islands (notably, Námar-Tol) and a handful of resilient coastal trade centers, the continent is sparsely populated. Fields go fallow, cities and castles are abandoned and fall into ruin. During this period islanders from the Rælian Bay spread, including on the Ræl mainland. The region which later becomes known as Ansidus is colonized mostly by Thesians, while Leondiri move into Naal and the nearby islands.

**2059–2065:** A plague known as the *Lingering Pain* sweeps through northern Emer. It kills through a long, excruciating and wasting disease and there is no known cure. [It is transmitted through blood: flea and mosquito bites, though this is not discovered; incorrect theories about its source and transmission abound however]. Fear of the Lingering Pain creates suspicion and isolationism, but nevertheless it manages to claim the lives of almost one quarter of the mortal peoples of Silaar, Tai-emer and Hæstra. Full-blood Elves are immune; a few mixed-bloods get sick but recover because of their regenerative powers. This creates resentment in many regions where mortals and immortals co-exist.

**2070–2100:** The Lingering Pain enters southern Emer, Falias and Govon (where it is known as the *Cralmyk*).

**c. 3000–4000:** The Loari of Námar-Tol, who managed to remain largely isolated from the fall of the Emerian Empire and the subsequent ravages to the continent, continue to make technological advances, creating ever more complex mechanical devices. Their skill with alchemy and machines is unmatched in Emer at this time.

Sel-kai eventually wins the confidence of the Námar Council, and they initiate trade. Several Námar families establish houses in Sel-kai.

**3050:** [When A’kesh is away from the Ahrenæk seeking rare minerals, Schrek sends his secret lieutenant, the demon Wargur, to take control of the Ahrenæk from Sigirus (While A’kesh is a member of the Eight and of higher rank, Sigirus administrates the facility). The Elven Lord Sigirus refuses to relinquish lordship, and demonstrates his powers as a master of demons by repelling Wargur. The demon is forced to retreat, and Schrek sends him to Ræl. This is a humiliating defeat for Schrek, one which Sigirus will use later.]

**3155:** Kaitaine, the powerful city-state and trade center in SW Emer, makes a trade pact with the Naal Triumvirate in western Ræl. Ships regularly sail through the Grotto Path.

**3290:** Hostilities between Naal and Ansidus in Ræl erupt into war. These are somewhat racially-based, and fueled by mysterious forces working behind the scenes [The Jerak Ahrenreth]. Loremaster Enaru Brun defies his oaths and attempts to interfere directly in Ansidus by participating in a plot to overthrow the warmongering (and some believe delusional) King Taerean II with a group wishing to move the country towards a republic-style government. The plot fails and many are executed, though Brun escapes. He is stripped of his membership by the Loremaster Council and banished to the *Tower of Five Moons*, a Monastery/Observatory in Barellis.

**3300:** The Battle of Vour. Ansidus and Naal engage in the final major conflict of their war. It proves to be a decisive victory for Naal, but at a terrible cost. Thousands are killed in one day on the moor below the ancient tower of Vour, and that night an eerie fog rolls in. The next morning nothing remains of either army, but the battlefield has been transformed in a haunted place, to become known as the *Whispering Moor*, the home of many undead. [Vour—aka Ahren-Lyax—is one of the Eight Secrets of the Ahrenreth under the command of the Necromancer Guvog.]

**3545:** Yana Vederian, a Laan adventurer from Sel-kai, and Selkar Xanaari, a Loar explorer from an old Námar-Tol family, lead an expedition to Onar. They meet the Shuluri, and later head west and encounter the Kinsai.

**3547:** The Vederian/Xanaari expedition enters Thunder Bay, then sails west along the coast of Rulaash and the jungle. They encounter the Shard warning perimeter around the Ahrenæk and steer clear, returning to their ship and north to home.



**3845:**

- [Nandaar Darian (the Lyax Khâng of the Jerak Ahrenreth) runs afoul of the Kuluku/Erlin Loremaster Kimul Khama and after a frightful duel, Darian is killed in his residence on the isle of Krelín. Khama finds not only a blue laen key (to the Raathtruliik box), but also the seeing orb the *Eye of Agoth* and a *Compass*, one of the few powerful Essænce Lord teleportation devices not appropriated by the Navigators. He takes the artifacts to his home on Gull Island in the Bay of Zalkali.]
- [The Ahrenreth Council meets and names the Adherent Oan Lyak to the seat of Lyax Khâng. She moves her association of female assassins, the *Cult of Stars*, to the Ahren-Lyax, (aka the Tower of Vour), in the foothills of the Cloud Ridge near the border between Naal and Ansidus.]

**4085:** [The Jerak Ahrenreth holds a meeting; Schrek nominates Zagul to Ondoal's vacated spot on the council, and it is approved. They discuss the fact that while most of Emer remains chaotic, Námar-Tol has largely escaped their influence. Lorgalis also suggests that it is time to expand more aggressively beyond the Great Continent. He of course wants all of Jaiman for himself. There is much debate but nothing is decided.]

**4165:** The Loremaster Kimul Khama, suffering from an illness (partially mental), leaves his isolated home on Gull Island to live among the Tilamak Clan (his relatives of the Tukul Kuluku in the Sky-rock haven of Kalumi) and seek treatment with the powerful Shaman Kiku Makhala. Among the artifacts he leaves behind at his house is the Eye of Agoth. The Loremasters lose contact with Khama.

**4199:** Kimul Khama dies, but on his deathbed he gifts his special *Compass* and the blue laen key to the Kuluku Shaman. Kiku does not fully understand their powers, and the Shaman places the artifacts along with Khama's body in a sarcophagus in an inner vault in a temple ruin, which they consider to be a holy site (a Jinteni ruin; #9 on the GM map).

**c. 4200:** Andraax's sanity and much of his memory is restored by a Flowstorm.

**4379:** (*time setting of the Iron Wind module*) [The Loremaster Elor Once Dark visits the Mur Fostisyr. He enters the Aalk Gaath and steals the *Riig Pronaa* (the bottom half of Schrek's staff) from Oran Jatar's vaults. Jatar remains unaware of this for many years. As with so many things, Elor loses track of the artifact (Andraax steals it and alters his memory)]

**4508:** Once again, troubles erupt between Ansidus and Naal on Ræl: King Craen II of Ansidus annexes territories of Naal as part of his domain. The Naal Triumvirate

(an oligarchy of three rulers) sends troops to reclaim the lands, and a series of escalating skirmishes ensues. These continue for ten years, until Craen dies and his son, Cradek, negotiates peace.

**4578:** [Oan Lyak, Lorgalis and Iæn Shiin (Dári Holvir) of the Jerak Ahrenreth hold a secret meeting.]

**c. 5000–5500:** Shay immigrants from Hæstra settle in the Lygaar plains. Within a few centuries they expand north into the Pelegris foothills and south to the edge of the Quon jungle in Khûm-kaan. They find the ruins of the old capital Coronan at the mouth of the Sybarus river and build a new town at the site, naming it Tarakis. The Shay settlers soon encounter the tall, dark *Kuluku*. After a tentative beginning, an understanding is reached and the two cultures begin a lucrative trade arrangement.

**5030:** [Ondoal returns to the Shadow World and resigns from the Jerak Ahrenreth, but he does not relinquish control of the Ahrentorg. Voriig Kye and the Red Dragon Sulthon Ni'shaang agree that the Secret Circle has become an extremely dangerous but still potentially useful organization. They plot with the Ordainer Morloch to destroy Schrek and seize control of the Ahrenreth. But as their plans near fruition a decade later, they are betrayed by the Ordainer. In fact, Schrek has enthralled Morloch and from his thoughts learned of the conspiracy. He plots a counterattack but the Dragons escape his trap). Since then Voriig's relationship with Schrek has been one of mutual distrust and suspicion.]

**5030–Present:** Flowstorm activity increases across Kulthea. Random Portal openings also become more frequent, allowing more creatures of the Void into the world. The Loremasters, the Lords of Orhan, and a few others are aware—though they cannot determine the cause.

**5310–5312:** Selkar Xanaari of Námar-Tol leads another well-equipped expedition south, this time with a countryman, Belarion Jeranian. On this journey, they enter the Quon jungles and find many Jinteni ruins, and eventually, the city of Zæn. While managing to remain hidden from Schrek's forces, they make off with many Jinteni artifacts.

**5313:** [Returning to Námar-Tol with their treasure, Selkar Xanaari and Belarion Jeranian form the secret *Order of the Inventors*, a group of scientifically oriented Loari interested in technology. They soon begin to reverse-engineer the Jinteni tech, and learn at least some of its secrets. First they are able to use the crystals to power steam engines, but they later disassemble some of the energy weapons and charging devices. From this comes a rudimentary understanding of electricity.]

**5430:** The Loari of Námar-Tol develop the first Airbarges.

**5491:** The Peace treaty of Naraal—between Naal and Ansidus and negotiated by the Loremasters—is signed.

**5598:** The Naal Triumvirate—led by the latest appointee to that oligarchy, the Tribune Mendoris— attempts to control access through the Grotto Path by ordering a tax on trade ships passing through. He does this by setting up a blockade at the eastern end of the Path. This move—a not entirely successful one, because many ships successfully run the blockade—angers Kaitaine as well as Ansidus and the independent isles in the Raelian Bay.

**5599:** Tensions between the Naal Triumvirate and the kingdom of Ansidus (spurred mainly by the attempted Naal Grotto Path blockade) escalate into open warfare.

**5620:** Naal and Ansidus end formal hostilities but there is no official peace either. Naal does not attempt to re-establish the blockade.

**5650:** As predicted by astronomers, the dreaded comet Sa'kain returns. During the ensuing weeks it grows large in the Kulthean sky while strange and terrible events occur across the world.

- Guided by a dream, the evil priest Leyt Mok discovers the ruins of Kimul Khama's house on Gull Island and finds the Eye of Agoth. He takes the powerful item to Zæn and uses it as a new focus for the Cult of Agoth. With the Eye as a focal point—and the return of the Comet this year—the priest re-opens a portal to the Void.

- Schrek himself leads a horrific ceremony at Zæn where an Agothu demon Overseer appears at the apex of the high temple and consumes dozens of human sacrifices in view of the worshipping masses.

**5650–5660:** In Ræl, a series of catastrophic events precipitates the end of the conflict between Naal and Ansidus forever: both societies, already weakened by their conflict, collapse into anarchy.

**5660:** A decade of flood-and-drought cycles render most of the region that was once Ansidus a parched wasteland.

**5708:** The Mystic of the Cult of Jade wakes from his slumber in the obelisk on Krelin Island and emerges (he is awakened by a safety feature in the K'ta'viir installation). He returns to the Isle of Jade to spread the teaching of the Jade Dragon once again, but his memory is slow to return after the long sleep. He believes there is a way to summon forth the Priestess and Warrior, but cannot remember how.

**c. 5800:** Priests of the Cult of Agoth resurface on the Isle of Jade, calling themselves the *Green Brotherhood* and basing their religion on the remnants of that evil cult. [They are guided by priests of the reborn Cult in Zæn,

emerging once again from the Ash Lairs and seeking the ancient Essænce Lords secrets.]

**5910:** [The Mystic gains access to the ancient Vault and manages to trigger the facility's systems. The Warrior and Priestess (the other two of the Trinity) emerge. They are clones of their predecessors.]

**5910 – Present:** Inspired by the Mystic, the Cult of the Jade Dragon spreads over the Isle once again. The Trinity rebuilds their elite force: the Vuird Throk (E. "Secret Guardians") and also the Nadu Mur (E. "Tree Watch") to defend their holdings. The Cult is at odds with the Green Brotherhood. While the latter group at first has hegemony, the Cult of the Jade Dragon continues to strike at its foes and gain ground. By the present day, the Jade Dragon forces seem to have gained the upper hand, but the Green Brotherhood still controls many regions. The ongoing conflict between these forces creates a confusing rivalry for those unwittingly drawn into the conflict.

**5980:** The Kuluku of western Quon sever contact with the Shay of Lygaar and the Loari of Namar-Tol, and vanish into the rainforest. It is believed that they are embroiled in a civil conflict or are suffering from some terrible plague. [In fact, warned by a vision of their Shamanic Oracle, they have retreated into the deep jungle to prepare for the impending turmoil between the other races.]

**5985:** [The Kuluku contact the Navigators and propose a unique trade agreement.]

**c. 6000–Present:** Over-farming by the Shay in southern Lygaar exhausts the soil along the Dændarus river, and soon they need more land. Believing the Kuluku extinct or retreated deep into the rainforest, they migrate south and begin to slash and burn swaths of jungle along the northwest edge of Quon. However, some of these Shay begin to mysteriously vanish. Rumors spread of Kuluku spirits haunting the jungle and protecting it from invaders. [It is not Kuluku but servants of Agoth from Zæn seeking easy prey for sacrifices to their demonic master who are snatching the Shay. The Kuluku are too difficult for the Zæn people to capture, and can defend against them better than the Shay]. The expansion falters in later years.

**6025:** [Schrek and the others of the Jerak Ahrenreth conclude that the Lankan Empire has grown too powerful, and since the leadership is so closely tied to the dark gods Klysus and his 'son' Akalatan, they are a possible rival, not easily controlled. It is decided that a new force is needed to counter the growing Lankani strength: a new Emerian Empire, which they will control. They recruit Lydian mercenaries and train them.]

c. 6025—6035: A small but well-equipped army of tall, fair-haired men bearing the symbol of a golden lion head come down from the Cloud Pass in the Spine of Emer and begin taking over the scattered towns in southern Pelegris and northern Lygaar, in the name of ‘Lord Ardan.’ Their conquest is for the most part bloodless, and they bring administrative order. More importantly, they are wealthy and willing to pay well for honest labor. Soon the region sees prosperity through a growing trade network. Rumors spread that this Lord Ardan is the heir of Aldaron. [He is in fact Y-tarmen, one of the twelve adherents of the Jerak Ahrenreth, working under Schrek’s supervision. Y-tarmen has an uneasy relationship with Iæn Shiin, who visits frequently. Shiin secretly seeks the Faaw Shryaac for his mentor Lorgalis, to use against Schrek.]

6035: Amidst the ruins of an ancient city at the mouth of the Lapinar river, the man called Ardan begins to rebuild. He takes the title *Lord of Arдания*. People flock to the site to take jobs, and the city—named *Ardan*, after the lord himself—continues to grow. Ships crewed by fair-haired men and bearing the gold lion head flag are soon sailing into the Lapinar Sound. It is not long before news of this upstart lord reaches nearby realms, from Tai-emer to Námar-Tol and the Nuyani, and as far north as the Prince of Sel-kai. [The Loremasters are troubled, as this new realm clearly seems like an engineered event by hidden forces, and they were caught unawares.]

6036: [Former Loremaster Elor once Dark takes the *Raathtruliik* (The top half of the *Faaw Shryaac* staff) from the Elven brothers of Buir Dom on Vog Mur. While still on the islands, he breaks into Voriig Kye’s vaults and takes the Sea-drake Sword and Pendant, and the headpiece gem of the *Faaw Shryaac*: the *Dathmaur Shryak* (K. “Heart of Agoth”). Since Elor had stolen the Riig Pronaa many years ago from Oran Jatar in the Aalk Gaath, by an ironic twist of fate—for a brief time—all of the parts are together in Elor’s possession, in their boxes, with a full set of keys. Either Elor does not realize what he has, or he deliberately keeps the staff separated. In any case, he realizes how evil the Heart of Agoth is, but rather than try to return it, he carries it deep into the Ash Lairs under the Spine of Emer and throws it into a lake of cooling lava. Little does even he know that the spot he chooses is near the sleeping-place of the powerful Earth-demon Muarga. The power of the item awakens Muarga, who emerges and soon dominates the simple Murlogi living in the nearby caverns.]

[Meanwhile, Andraax in turn detects the thefts (because of his newly unshielded Sea-drake items), goes to Elor’s house and takes the artifacts, while the Loremaster was away disposing of the Heart. When Elor returns, Andraax makes the former Loremaster forget he had stolen

them. Andraax mainly wants the Sea-drake artifacts, but when he is in Elor’s house, he is drawn to the Raathtruliik and the Riig Pronaa. Despite their kregora boxes, he is able to determine some inkling of their nature, so he takes them also. He hides the sword temporarily in his vault on the Watching Isle; the pendant he gives to someone he feels deserving of it in U-Lyshak, (but it later falls into the hands of the Priest Arnak at Yarthraak). Andraax returns the Raathtruliik (still locked in its box) to Buir Dom on Voriig’s isles of Vog Mur, and to dispose of the Riig Pronaa elsewhere. But first he opens the boxes (an easy matter for him), analyzes the items, and their nature as originally part of a larger artifact and a tool of a powerful quasi-demon of some abominable nature. He plants a technological tracking device (which would not be affected by the kregora) in the boxes so that he can follow them. The mere existence of a creature such as Schrek would be unspeakably disgusting to Andraax. However, Schrek can shield himself (even from Andraax), so Andraax needs a tool to find this creature. He secrets the Riig Pronaa in the ancient Jinteni outpost, now also a tomb of the Loremaster Kimul Khama, guarded by the Kuluku.]

6038: SE Emer: An exploration ship from the *Bokorean United Kingdoms* (located in northeast Falias) lands at the southeastern tip of Onar. Sea-elven observers from Malqanar watch them but remain hidden. The Bokorean scouts do a cursory survey of some of the southern coast, and then return home a few weeks later.

#### Winter 6049:

- Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of the Pelegris and Lygaar regions of Khûm-kaan. The knights of Arдания drive them back, but even they will not pursue the Trogli into the caves. The Kuluku are still not seen; the Shay believe the jungle to be haunted and will not go far under the trees.

#### Spring 6049:

- Ardanian forces scatter Trogli raiders in Pelegris and drive them back into the mountains. The grateful Shay accept Ardan hegemony.

#### Spring 6050:

- [The Loari inventor/adventuress Selia Rendanaar of Námar-Tol leads an expedition to the City of the Dead in Uj. She finds the lost journals of the Loremaster Selas Vey, but not his final fate. And she finds something else. In a hidden laboratory deep within the catacombs of the city she discovers all sorts of strange machines, and a cache of jewels of varying sizes, all faceted quartz-like gems, some spheres, some oblong. She determines that these have the power to absorb energy and release it in a controlled manner, allowing them to fuel the machines



and devices... and vehicles, one of which she discovers and repairs. There are many mysteries about the city, not the least of which being that the laboratory seems to have been built much more recently than the rest of the city (though still during the distant past of the Interregnum), which is basically a huge tomb complex. She and her party flee the city in the flying vehicle, barely escaping its mechanical guardians. She returns to Námar-Tol, where she shares this discovery with a few associates.]

#### Autumn 6050

- The Lord of Arдания has begun construction of what he calls his ‘Palace of Gold’ at the heart of Ardan City. He has surrounded himself with a guard known as the *Order of the Silver Sword* bearing the ancient *Yarkbalkas*. These are symbols and powerful weapons of the order, who were the elite warriors of the lost Emerian Empire. Also in evidence is the *Order of the Eye*, led by Iæn Shiin, [an Iylar Elf and former Loremaster, now a member of the Jerak Ahrenreth].

#### Fall 6050

- (Just before the blizzard engulfs Jaiman) [Voriig Kye, Andraax, and Jenkyna all answer a summons to meet with the Storm Wizard at his castle. (after the meeting, Andraax gives one of the *Daath Leerssoi* rings to Jenkyna)]

#### Spring 6051

- A Shay expedition, originating in southern Lygaar but financed by House Elgata of Eidolon, enters the jungles of Quon seeking gems and herbs; none return. A follow-up search party also disappears.

#### Fall 6051:

5•45: The Lankan Empire sends a small fleet of a dozen armed warships across the Circular Sea from their (previously secret) port of Kûru-kal, with the goal of seizing the northwestern Loari isle of *Surt Naduum*, part of the realm of Námar-Tol. The first warboat barely gets within ten miles of shore before airborne Loari airbarges battleships appear. After the Lankani ignore warnings, the airbarges drop incendiary canisters—“bombs”—on Lankan ships. This marks the first known use of chemical explosives since the Interregnum. (These are not true ‘explosives’ like gunpowder, but containers of a flammable sticky substance that burns even on water.) The Lankan ships are destroyed and the few Lankani who reach shore are captured. Námar-Tol sends a warning to the Lankani that any further aggression will be met by overwhelming force. Word of this engagement spreads across northern Emer. The Lankani dismiss it as an ‘unfortunate misunderstanding’ and claim that Kûru Kal is a recently opened trade port. Despite reservations by many, the town is in a key location, and becomes a regular stop between Ardan City and Sel-kai, along with the Nuyan city of Shaito.

#### 6052

1•20–1•30: [Schrek, Oan Lyak, and Iæn Shiin (Dari Holvir) of the Jerak Ahrenreth meet secretly and decide to begin a program of assassinations among their enemies to further disrupt political situations.]

3•44: [Sendar and Sendil, demigod twins and ‘offspring’ of Dark demigod Akalatan, are awakened from magical sleep by their father. They emerge from their secret mausoleum, and he directs them to the Heart of Agoth: the gem is deep under the Spine of Emer, an object of worship for a colony of Murlogi and their Earth-demon master. Akalatan tells them that it will be a powerful tool to aid them in conquering a new realm.]

3•49: [The twins Sendar and Sendil infiltrate the Murlogi kingdom and take the Heart of Agoth from its altar. The Murlogi vow to recover their sacred stone.]

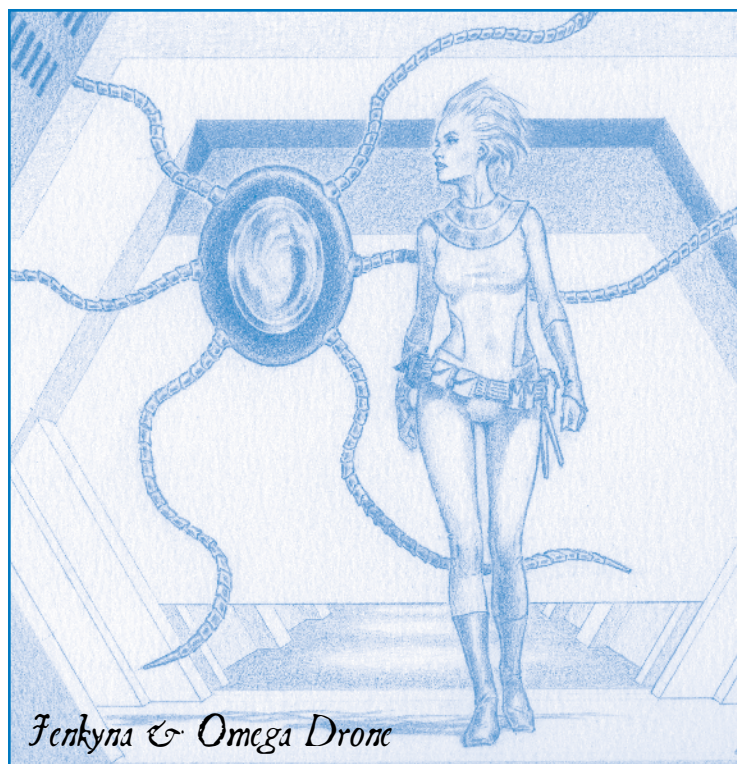
#### Autumn 6052:

4•26: Sendar and Sendil formally arrive in Kenezán and present the Heart of Agoth to the Khurtûm: a gift from Akalatan. The appearance of white-haired twins is the fulfillment of a prophesy in the ancient *Omiar Akalataru* (The Codex Akalatan). The pair are anointed High Priest and Priestess of Klysus, respectively, in a grand ceremony atop the Pyramid of the Kings before a huge crowd of onlookers. There are many sacrifices. The Heart is enshrined in the secret Temple of Meditation, beneath the Pyramid of Separation (also known as the Pyramid of the Sun). [Morphus—the High Priest of Klysus deposed by the arrival of the Twins—pretends to accept his demotion graciously, but secretly makes contact with Arдания leaders in the hopes of overthrowing them.] The Twins soon begin to influence policy. The Khurtûm is in a weakened political position after the failed invasion of Surt Naduum less than a year earlier, and must bow to their pressure. The Twins direct that many more warships be built at Kûru Kal, and they begin seeking technology to build a sky fleet for Lankanôk.

- There are bumper harvests in much of Northeastern Emer. In Lankanôk, this is seen as the blessing of the Twins.
- [The Twins assign the task of acquiring flying-ship technology to the High Priest of Akalatan, Phar-Ahn-ekar. He sends out spies with the goal of either buying or stealing the secret of anti-gravity xenium (the steam engines of the Loari Elves are too complex, and considered heretical). However, even with the secret of xenium, the making of it is beyond Lankan technological and alchemical abilities.]

#### Fall 6052:

5•58: [The Nameless One appears alone (without his usual Changramai guards) in the Garden of Songs in



*Jenkyna & Omega Drone*

the Loremaster headquarters of Karilôn. He warns of an unspecified, impending global catastrophe and vanishes. A few Loremasters claim to have seen six fingers on his hands, while others believe they caught a glimmer of gold in his eyes, spurring an (erroneous) rumor that the Nameless One is in fact the legendary sixth Dragonlord: Kydak Dûm, the Golden Dragon.]

**5•62:** The Prophet of Valris arrives in Kaitaine, preceded by her reputation. In an abrupt deviation from her private predictions for individuals, she publicly warns of an imminent worldwide catastrophe. She reports having dire visions of earthquakes and storms, and claims to see Kaitaine in flames. The council orders her banished from the city for inciting panic.

6053

#### Winter 6053:

**1•1:** [Just after Midnight on New Year's Eve, the North Pole: The insane K'ta'viir lord Ondoal, accompanied by three half-K'ta'viiri lieutenants, enters the Northern Vault and takes the Eye of Utha. He is unable to destroy it, but has created a kregora vessel which suppresses its powers. Two of the Lords are killed and Ondoal is badly injured by the vault's defenses, but he escapes back to the Shadowed Secret with the Eye. Immediately, the Southern Eye attempts to compensate but is unable to fully protect the globe. The Lords of Orhan also secretly lend power to the Southern Eye, but they cannot continue this indefinitely.] Kulthea shakes with a world-

wide earthquake. And that is just the beginning. See sidebar for details on the effects.

**1•45:** [Schrek summons a meeting of the Jerak Ahrenreth. They gather to discuss the deeds of Ondoal and how to salvage their own plans for dominance; they are at odds with the Priests Arnak, the Loremasters, Navigators, and now their former leader, who seems intent on the very destruction of the Shadow World. Schrek, meanwhile, is becoming desperate to locate his staff (he is unaware that it has been separated into three parts) and regain his full powers before the collapse of the protection of the Eyes. He attends the council with a new bodyguard, a very large humanoid who wears a full, face-concealing helmet; Schrek introduces the guard as the infamous (and most thought merely legendary) Shar-Bu, lord of shards, who can literally kill with a smile.]

Suddenly, the proceedings are interrupted as the K'ta'viir woman Jenkyna enters the council chamber. She is accompanied by the Dragonlord Ulya Shek and—perhaps even more frighteningly—by her Omega Drone bodyguard. (The Omega Drones are of ancient K'ta'viir technology, incredibly powerful robots with energy shields and immune to most magic.) Jenkyna claims a council seat as her birthright, being an Essænce Lord. While it is clear that many on the council are not happy with this development—especially Schrek—none dare defy her, as the Ahrenreth was originally a K'ta'viir organization (not to mention her looming robotic bodyguard). Zagul, the most junior member, is summarily removed as Arulis Kygari and Jenkyna takes his seat. Jenkyna's motivations—and indeed her history—remain an enigma to most of the Eight. It is not even clear whether she was on the side of Utha or Kadæna in the great conflict of the First Era of Ire.

Jenkyna has barely been seated when she then asserts to the council that Oan Lyax is incompetent, citing recent bungles by the Cult of Stars. Invoking her new powers as one of the Eight, she demands a vote to demote the Assassin to adherent status, and gets her way. She then nominates Ulya Shek to the seat of the Lyax Khâng. It is so approved (though some wonder how this woman already has so much knowledge of the activities of the Eight).

Meanwhile, during the chaos of the meeting, Voriig Kye lets his mental guard down momentarily. Schrek, seizing the opportunity, gets a glimpse of the fate of the Faaw Shryaac, but only a fragmentary image before he is blocked. He only learns of the location of the top half of the staff: Raathtruliik, in the possession of the Elven

brothers of Buir Dom on Vog Mur. Schrek is enraged at what the Dragonlord has done, but he dares not act for fear of exposing his own demonic nature. Immediately after the council is adjourned, he meets with Oan Lyak. He promises to help her return to power if she will steal this one thing for him. Meanwhile, Schrek sends out his agents, seeking knowledge of the motivations of Jenkyna and her Dragonlord ally. He needs to know where they stand, as the composition of the Council has suddenly changed radically.]

**1•47:** [Oan Lyak goes to Buir Dom, steals the Raathtruliik and gives it to Schrek. He in turn brings it to A'kesh to analyze, now regretting having erased the Artificer's memory of creating the Faaw Shryaac many years ago. A'kesh retains possession of it to the present, as alone it is of no use to Schrek in its current state.]

**1•65:** The *Prophet of Valris* returns to Sel-kai, and word has already spread of her dire predictions just days before the events of New Years—including the Kaitaine fire. She is now accompanied by four women, who she refers to as the “Sisters of Valris.” They wear deep blue flowing hooded robes. The Prophet declares that while the world stands on the edge of oblivion, a savior will come forth to restore the Flows. She calls him only “The Prodigy” and says that he was born the night the Eye was taken, and the Flows were in chaos. She says he will appear when the time is right. People swarm to follow this hope for the future. [The Prophet is in fact Jenkyna in disguise, and the ‘Prodigy’ is her artificially grown offspring. He is full K'ta'viir, and maturing at an accelerated rate. He was ‘conceived’ when the Flows were in flux, and is somewhat of a mutation, with prodigious Mentalist and Magical powers.]

#### Spring 6053:

• While the weather stabilizes somewhat, sea storms and huge whirlpools are still common, as are sightings of, and attacks by, a variety of fearsome sea creatures. (Apparently these beasts—which normally reside in the ocean depths—have also been disturbed by the weather changes.) Valuable, nonperishable cargoes are rerouted via land for the next few months.

#### Summer 6053:

**3•12:** First appearance of the *Intermediaries*: Kuluku trade brokers representing their peoples in Khûm-kaan. They arrive at Ardan City, Kaitiane, Sel-kai, Namar-Tol, and other trade centers in Emer almost simultaneously, each accompanied by a Navigator. The Intermediaries are sophisticated and urbane; contrary to tales of the Kuluku alleged barbaric nature. There is an immediate stampede for trading privileges, as the Kuluku have access to many rare herbs and materials from deep in the Khûm-kaan jungles. These Intermediaries are instant celebrities, as few on Emer have ever seen a live member of their race.

#### EFFECTS OF THE LOSS OF THE NORTHERN EYE

(1•1•6053, Felt through Winter 6053; though most people do not know the cause of these events)

- Essænce storms wreak havoc; the hemisphere barrier (the Wall of Darkness) begins to weaken in random areas.
- The entire globe is swept by unnatural storms and earthquakes for the next several days. There is widespread flooding, damage and thousands of deaths. The earthquakes also open great cracks in the earth, exposing tunnels to the Ash Lairs in many places.
- Coasts are buffeted by tidal waves and hurricane force winds. Inland areas suffer tornadoes and lightning storms.
- Many dormant volcanoes are jarred into activity, spewing ash into the sky. Cracks open in the earth, exposing rivers of magma. (Volcanic eruptions and earthquakes all along the Black Mountains and the Cloud Ridge in southeastern Emer.)
- Many lands across the planet are ravaged by the earthquakes and accompanying fires.
- Portals everywhere randomly open and close, drawing in any beings and animals nearby or spewing forth strange creatures, including demons of the Essænce and Void.
- Meteor showers rain fire down all over the planet; combined with lightning storms and volcanic eruptions they trigger raging fires. These would be far worse except for the widespread downpours and blizzards. Much of Kaitaine is destroyed by fire.
- The Navigators suspend service for 30 days. (Their compasses behave erratically for 10–20 days before returning to normal function.) Most sea travel is virtually impossible for 10–20 days; perilous for another 10–20 because of storms.
- Sel-kai Skyships, being more fragile and susceptible to Essænce than sea vessels, are grounded by order of the Prince for a full thirty days. Eidolon is shaken by tremors for hours (a side-effect of Flow disruptions); a few residents flee to the ground. Meanwhile, Sel-kai City suffers the worst floods in 200 years. There are scattered fires but they are aggressively contained.
- In Thuul, the Guardian Sea is engulfed in a massive hurricane-like Flowstorm for 43 days, with the Pillar of the Gods at the eye. Fortunately, the mountains that ring the sea protect the outer lands of Thuul from the worst of the storm.
- There is general panic in all civilized areas: the above events are seen by many as harbingers of the end of the world. Doomsday cults soon spring up everywhere as dark powers seek to take advantage of this time of uncertainty.
- [In orbit, the Imperial observation station picks up the disruptions in the global energy barrier. The Dia Khovaria dispatches a support ship, which lands safely on the uninhabited Tower Isle in SE Emer. They set up a base and from there they try to contact the first group sent thirty years earlier, and the small team sent just two years before; Patrick O'Kiran is among the crew of that more recent ship.]



[Lord Ardan is suspicious of their motives and has the one visiting Ardan City watched closely.]

**3•52:** [A Kuluku Intermediary meets secretly with Loari alchemists at Orv Cibur. They wish to trade their rare herbs and the profits from them for sophisticated magical weapons. After all at the meeting swear to secrecy, he says the Kuluku are arming themselves for defense against Ardania, Lankanok, and ‘a threat to the east,’ and admit that they have limited numbers of their legendary laen and green alloy enchanted weapons. Two Loari families accept the commissions.]

#### Fall 6053:

**5•5:** [An Ardanian spy sent by Iæn Shiin infiltrates the Sun Priesthood in Lankanôk, with the help of Morphus.]

**5•63:** [The Ardanian spy in Lankanôk discovers the Heart of Agoth, but the god-prince Sendil detects and slays him. Iæn Shiin senses that his spy has been killed and begins to realize what a threat these twins might be, and though he seeks the Heart, even he does not realize the true nature of the artifact, not yet knowing that the Faaw Shryaac has been separated.]

- Murlogi of the Spine of Emer and their Earth-demon king make preparations to take back the Heart of Agoth from the ‘surface dwellers’ who stole it from them (the Lankani).
- Sendar and Sendil consolidate their political power base in Lankanôk and begin pushing the Khurtûm (king) towards a more aggressive stance. They believe that the Loari should be punished for their insults of a year ago, and that the Nuyani can be conquered. The Lankani gear up for war. Phar-Ahnekar (the High Priest of Akalatan and the Khurtûm’s son) wants to ally with Ardania in the war but the twins consider Ardania a ‘lesser power’ and its aid unnecessary. They claim that it will be conquered later. Even the Khurtûm doubts the wisdom of this arrogant posture. The twins order more blood sacrifices on the Pyramid of the sun—including humans. Some of these they conduct themselves, bringing forth the Heart of Agoth (Which they call the ‘Heart of Klysus’) as part of the ceremony. The king and his son Ahnekar, the Priest of Akalatan, are also called upon to participate at times. The bodies are burned in the center of the courtyard along with certain woods that cause a great black smoke to rise, which can be seen for miles.
- [Phar-Ahnekar obtains the (alleged) formula for xeni-um, but Lankani smiths cannot replicate it (and there are explosive accidents in the process) for reasons they do not understand. The Twins consider constructing balloon ships with sails instead. An alternative would be stealing skyships from Sel-kai, or trying to hire/buy ships from independents.]

#### 6054

- [Flowstorm activity begins to rise again as the Southern Eye’s ability to compensate falters.] Essence (Magic) users begin experiencing random ‘voids’ in the ambient Es-sænce. (Suggested effect in a void area: roll every rest, 5% chance PP’s are not regained; also, increase spell failure chance by 3 points, and if the caster rolls in this ‘window’ the spell simply fizzles out.) Channeling users who follow the Lords of Orhan may also experience random failures as the Lords use their own powers to try to boost the Southern Eye’s power. The Lords are unwilling, however, to try to intervene directly against Ondoal.

#### Winter 6054:

**1•1:** On the night of the new moon, the Murlogi of the Spine of Emer emerge from their warrens. Led by their Earth-demon king Muarga, their goal is to take back Heart of Agoth from the Lankani.

**1•1–1•2:** Battle between the Murlogi and Lankani. At first the Murlogi hordes seem to overwhelm even the mighty Lankani warriors just by sheer numbers, but then Sendar and Sendil emerge from the Temple of the Sun with the Heart of Agoth. As Sendar guards his sister, the twins enter the fray. Sendil uses the Heart to absorb souls, then unleashes the devastating *Burning Apocalypse*, sending a blast of devastating fire in a 300-foot radius all around them but leaving the twins unharmed. Again and again she wields the Heart, as it glows ever brighter with a blood-red light. Then, when Muarga himself approaches to attack, she uses the power of the Heart to control the huge Earth-demon. He bows down to the twins. As the sun rises, the field is covered with the bodies of smoldering Murlogi, and the air reeks of burned flesh as a great smoke rises, darkening the sky. The Khurtûm witnesses this incredible spectacle from atop the Temple of the Kings and realizes he has lost all real power in Lankanôk to these supernatural twins. Of course, news of a great battle like this does not escape the attention of the Loremasters, nor Lankanôk’s neighbors. The Námari Elves, the Nuyani, and (secretly) the Lord of Ardania are all concerned about these strange twins and their powers.

**1•15:** The Twins announce that a new temple complex shall be built to honor Klysus for their great victory over the ‘pale underground monsters.’ But instead of placing it at the capital of Kenezan, they want it on the outskirts of the city of Kûl-chaa, further up the T’voca river. They will design this new holy city, dedicated to Klysus. [It is clear to the Khurtûm and his son that the Twins will use this project to help further consolidate their hold over the empire.]

**1•60:** Construction of the new Lankan holy city of *Kly-kezan* begins, while at the same time, the Twins order the defenses of the city of Kenturk further south to be enhanced, and more soldiers stationed there.

#### Spring 6054:

**2•1:** [The first ‘Coalition of the Coasts’ meeting is held, hosted by the Prince of Sel-kai and several merchant house heads. The topic is Lankan Empire aggression. It is held in secret on Eidolon and only a few are invited: the Hutarn of Nuyan’s defense minister, a few representatives from Námari-Tol, and one from Artha attend, as do a Kuluku intermediary and a Navigator, and the Loremaster Luronen Moje. Nothing is decided, except that the Lankan empire is extremely dangerous, especially after reports of their crushing defeat of the Murlogi hordes. The Námari express confidence that they can continue to repel the Lankani, but Moje warns them that the demigod twins and their mysterious artifact present a new, uncertain threat.]

- Trade between the Kuluku and their new partners (Sel-kai, Námari-Tol, Danarchis, Nuyan-Khôm, Ardanian, Kaitaine) begins. The Kuluku trade certain minerals and finished goods for their herbs and rare rainforest items. The Kuluku hire independent ships to transport goods to and from ports near their home.

#### Summer 6054:

**3•10:** The Prophet of Valris arrives in Ardan City with her retinue. She predicts doom for the city and departs.

**3•14–3•18:** A meteor shower occurs over much of the northern hemisphere. [It is from debris in Kulthea’s orbit captured from the trail of the comet Telaris, a relatively faint comet, well-known and seen in TEI 6052 (it is due to return in 6160, on a 108 year cycle); Kulthean astronomers do not understand the connection between the comet and the annual meteor shower.] The meteor shower occurs every year, but this year it is far more intense than normal, with some fragments even reaching the ground and causing fires in northern equatorial areas, some of them serious in the dry summer foliage. Astrologers see this as an ill omen. [The Imperial/Dia Khovaria orbital station is forced to limit functions and employ full shielding during this unusual event.]

**3•15–3•18:** Lord Ardan’s Golden Palace is complete in Ardan City (the construction is incredibly swift, only four years), and is officially dedicated with a lavish ceremony and a three-day celebration, during which Relas Ardan is also officially crowned by High Priest of Zanaris Daris Shen. [The Lord insists on carrying out the celebration as scheduled despite the advice of many Seers and Astrologers when the meteor shower begins the night before; Iæn Shiin is missing and Ardan is un-

able to get his advice.] There are a few small fires started by the meteorites, but no serious damage in the city and environs.

**3•18:** Tejeperin of Urulan sends messages to all the major rulers of Jaiman and northern Emer. She declares herself the rightful Queen of Urulan, and suggests an alliance against The Lord of Ulor... and Ondoal. [She has another agenda, not endorsed by her mentor Andraax: she intends to eventually unite all the Elves of Jaiman against the ‘Laan oppressors,’ and to reawaken the Mah-ilari of the northwest to their former greatness. She sends secret messages to King Liras of Remiraith and the leadership of Námari-Tol].

**3•19:** Lord Ardan sets out to the south, accompanied by members of a new elite group: the *Order of Golden Herald*s. This is mainly a ceremonial trip to towns and villages already under Ardanian’s control. While Lord Ardan is away his Lord General (and Defense Director), Tanivar Dels, is acting leader of Ardanian.

**3•21:** A minor tremor shakes Ardan City and environs. There is no major damage, but Astrologers worry that this, coupled with the meteor shower of a few days earlier, is a bad omen. [Ardan City is built near a tectonic plate fault line.]

#### Autumn 6054

**4•8:** [Jenkyna summons a meeting of the Jerak Ahrenreth and calls for unity against the threat of Ondoal. She proposes using the power of the Crystal to reinforce the Eyes before the barrier fails. (This barrier not only keeps the other Essænce Lords in the East imprisoned but allows the Ahrenreth to potentially hold the Western Hemisphere hostage.) The downside is that they would probably have to reveal themselves openly as an organization; something that most are loathe to do. There is spirited debate among the members, and nothing is decided. They agree to meet again in one month. (Schrek is of course bitterly against this, and would hope to use this to throw other members of the Ahrenreth against Jenkyna.)]

**4•11:** A Jenaar Ambassador from the *Alliance* in the east arrives in Eidolon City. [The Prince had been warned about the Alliance by Kaitaine and Komaren already, so he is prepared, but he is willing to listen to her proposals.] Among many other trade representatives, one of the Kuluku Intermediaries asks to attend the Jenaar’s presentation.

**4•18:** The Jenaar Ambassador departs Eidolon, after meeting with several representatives privately, including Loari bankers, the Prince’s Finance Minister, and the Kuluku Intermediary. There is tension between the Intermediary—being a Navigator—and the Alliance. [What no one

but the Brotherhood at the heart of the Alliance knows is their secret agenda of world dominance.]

#### Fall 6054

5•8: The Ahrenreth meets again. Schrek stalls any action.

5•12: [An assassination attempt is made against the Námari trade representative Raal Nikaru, who attended the meeting with the Alliance Ambassador and ultimately declined her offer. He slips into a coma.

5•15: [Raal Nikaru's life slowly slipping away, the Nikaru family in desperation reaches out through their Intermediary contact to hire a Kuluku Shaman.]

5•19: [On the brink of death, Raal Nikaru is cured by a Kuluku Shaman and herbs from the rainforest. This further reinforces the secret Loar-Kuluk alliance.]

5•36: Lankanôk launches a land and sea attack against Nuyan Khôm. They strike only the southern regions, so as not to appear to be a threat to Sel-kai, and seize the border city of Nôm Rul. By sea, they launch ships from their port of Kûru-kal in the south Nuyan port cities. The Nuyani ships, while smaller, are more maneuverable, and their flaming catapults are accurate.

5•38: The Hutarn of Nuyan Khôm summons the tarns for a meeting, calling for unity against this threat. [He sends a secret message to Námari-Tol, asking for aid. The Loari respond that they can send him their explosive bombs, but not directly intervene yet.] *More in the upcoming new edition of Emer II: The Northeast.*

5•50: A massive Flowstorm vortex forms on the Lonely Sea northwest of Emer. It is like a small hurricane but with Essænce disruptions. The storm lasts for an unprecedented 3 weeks before dissipating.

5•69: New Years Eve, afternoon before the celebrations. The Prophet of Valris arrives on Eidolon City, in the park just outside the Prince's Palace, accompanied by eight Sisters and a Navigator. The sisters wander about, calling people to hear the Prophet speak. As crowds gather, the Prophet begins her story, telling of an ancient threat from the beginning of history, one of the Old Race who seeks to destroy the Eyes and bring Kulthea into darkness. The revelry of the day has become muted as hundreds come to listen, including members of the Sel-kai Council. Then the Prophet announces that there is one to challenge the evil Old One. In a flash, accompanied by a Vurn-kye Navigator, a small boy in white robes appears next to her. The boy appears to be about ten years old, and looks like a K'ta'viir. She then declares that this boy is 'The Prodigy,' and he will soon save the world from the chaos and destroy this threat. As murmurs of disbelief go through the crowd, the boy raises his arms and mutters a phrase in a language no one understands (Iruaric, the tongue of the Essænce Lords) and all of Eidolon begins to tremble. Without another

word, the entire group vanishes, and Eidolon stabilizes. Needless to say, the subsequent celebrations are affected. The Loremasters Randæ Terisonen and Luronen Moje are there, and are understandably troubled. [Andraax is also there, invisible. He is intrigued.]

- The Lankani make slow land advances against the Nuyani, but their naval vessels are outmaneuvered.
- Despite Nuyan/Lankan hostilities, trade in the region continues, and Kuluku intermediaries continue to secure more agreements.
- [Ondoval emerges from his regeneration chamber.]
- Demons of the Void begin appearing randomly throughout southern Quon and Quon-ul [emerging from rifts in the Essænce at Zæn after the loss of the Eye; also with the Northern Eye gone, Schrek's presence in the Shadow World is now somehow keeping a link to the Void open].

#### 6055

#### Winter (Approximate present time)

- A Lord Void Demon Althoi Overseer and two Tresh cause panic and destruction in several villages along the Kaji'in coast before moving out to sea
- [Void Demons Sucathu and Breathless are emerging from random portal/rifts all over eastern Emer The Loremasters are becoming alarmed about the increased appearances of the alien monsters.]
- [The Tukul Kuluku begin receiving new magical weapons from their Namari allies: laen baws, berylluim alloy throwing stars, and new, enchanted boomerang-like magical weapons that—with proper training—can be bounced off of targets or trees to strike multiple foes. All are beautiful enchanted weapons as promised. In return the Námari get powerful herbs, and the two groups share intelligence against Arдания and Lankanôk.]
- Volcanic eruptions continue all along the Black Mountains and Cloud Ridge; there are several cones spewing smoke into the sky at all times through the present.
- Earthquake activity increases throughout Emer, but most severe in the south and southeast. There are minor (perceptible) tremors nearly every 10 days, with a Richter level 4–5 at least once a month in some areas. These continue through the present.
- Random local Essænce disruptions are a regular event throughout the hemisphere (see the *Master Atlas*, 3rd edition).

#### Winter 6057 (Future)

- 1•1: [Date of Ondoval's planned attempt to take the Southern Eye.]



# · PART III ·

## CLIMATE, GEOGRAPHY & INHABITANTS

**A**fter my close call at the Isle of Jade, I have resolved to be more cautious before landing on these islands. Besides, there are far too many of them; to explore even a fraction would take a lifetime. This bay and the Bay of Uj are like night and day: where Uj is deep and empty, this one is shallow, filled with islands, reefs and atolls, and teeming with life.

*And as we have already learned, much of this life is wild, untamed, and hostile towards us.*

Jelred Tain

Aboard the *Lautanis*

Day 12, 1 Orhan, 221 Empire Reckoning (1326 TEI)

(Logs kept in the closed stacks, Nomikos Library)

This section describes the overall weather patterns and climate for the region, as well as larger geographic and water features, and the flora and fauna common to much of the area.

It should be noted that—unlike most of the rest of Emer—the names of the regions are old ones dating back to the Emerian Empire; some to the Second Era or even earlier. This is because the inhabitants are relatively few and scattered, or nomadic, and have little use for hard and fast territorial boundaries. Nevertheless, for the purpose of describing the lands, names must be used. Hence, the regions of *Lygaar*, *Quon*, and *Quon-ul* fall within the larger area with the even more ancient name of *Khûm-kaan*. *Rulaash*, *Ahnasan* and *Malqanar* are within the rough boundaries of *Onar*. The exception is *Ræl*, where *Naal* and *Ansidus* were actually once true realms. Both are essentially destroyed now, so those names no longer carry much meaning except to historians.

One must also really consider the southern coasts of *Khûm-kaan* and *Onar* to be completely separate from the northern lands, because of the effective climate barrier of the Black Mountains. And the vast archipelago within the *Rælian Bay* qualifies as a land all its own.

## 1.0 WEATHER & CLIMATE

Following is a handy weather table, as well as a list of climate terms used later in the book. Finally, a few special weather events are described.

### 1.1 WEATHER TABLE

The Weather Table provides guidelines of general weather trends for southeastern Emer. Rather than make random daily rolls, it is suggested that the GM start with a weather situation and plot out a logical weather trend, possibly rolling periodically for the change of an incoming major event like a hurricane.

### 1.2 CLIMATE TYPES

The following general terms will be used to provide guidelines in reference to the preferred environment of plants and animals. Later in the book, these terms will also be used to describe the general climate of specific regions.

#### TEMPERATURE

**Hot:** Usually in equatorial regions and in association with Semiarid or Arid, indicates very high temperatures by day and cool to cold nights. Low humidity and sparse vegetation allows for temperature extremes. Little seasonal variation.

**Tropical:** Warm-to-hot, humid days and warm nights, dense vegetation moderates temperatures from day to night. Usually in equatorial areas; often near coasts. Little seasonal variation.

**Temperate:** Mid-latitude, lower altitudes and sometimes coastal proximity allow for hot, humid summer and cool winter with occasional freezing. Distinct seasonal variation.

**Cool Temperate:** Mid-latitude inland and/or higher altitudes mean cooler summers and winters, the latter often with long periods below freezing. Distinct seasonal variation.

**Cold:** Brief, cool summers and long winters with temperatures rarely breaking the freezing mark. Moderate seasonal variation.

**Frozen:** Found only in polar regions and very high altitudes. Temperature never rises above freezing; ground is permafrost. Little seasonal variation.

#### PRECIPITATION

**Rainy:** One or two dry months; wet the rest of the year with frequent downpours. Mild seasonal variation.

**Humid:** Moderate precipitation year-round, frequent fogs in highlands and coastal areas. Moderate seasonal variation.

**Seasonal:** Common for Temperate & Cool Temperate climates. Moderate precipitation during spring and fall; less during other months. Fairly distinct seasonal variation.

**Wet & Dry:** Heavy precipitation during rainy season; little or no precipitation the rest of the year. Distinct seasonal variation.

**Semiarid:** Usually hot or cold areas. Light precipitation one season; little or no precipitation the rest of the year. Distinct seasonal variation.

**Arid:** Very hot or cold areas. Light to negligible precipitation with rapid evaporation and ground absorption. Little seasonal variation.

#### SPECIAL

**Essænce:** In proximity to powerful Essænce Flows or Foci.

**Freshwater:** Lakes, rivers, ponds, etc. Generally shallow water where sunlight penetrates.

**Glacier:** Either on or near a present glacial mass; necessarily the location is high altitude or near the poles. The climate is *cold* or *frozen*.

**High Altitude:** Extreme altitude, above the tree line; snow and ice never melts. The climate is *cold* or *frozen*.

**Nocturnal:** Functions almost exclusively at night or in darkness.

**Ruins:** In proximity to ancient remnants of civilization, long abandoned. Includes barrows, cities, castles, etc.

**Saltwater:** Usually large bodies of water such as oceans. Usually habitat is either sunlit shallows or dark, high-pressure depths but not both.

**Swamp:** Shallow wetlands with fairly stagnant water and/or spongy water-soaked earth; depending on temperature may be marsh, moor, fen, bog, or bayou.

**Underground:** Any cave or cavern where sunlight never reaches.

**Volcanic:** Proximity to active volcanoes, volcanic thermal vents, possibly volcano-heated geysers.

### 1.3 WEATHER EVENTS

Following are some particular weather events the GM should keep in mind when running a group in southeastern Emer.

#### HURRICANES

Hurricanes on Kulthea are generally not as severe as on Terra because there are no large expanses of ocean where a storm can build strength. However, some will loiter in the Swirling Sea for days, barely moving and gathering power, then slowly edge northwest to Emer. Usually they enter the Rælian Bay and meander through that area before petering out, but some take a trajectory

## WEATHER TABLE

	Lygaar Plains (Ardania)	Khùm-kaan (Quon/Quon-ul)	Rulaash	Ahnasan (Kinsai)	Malqanar (Sulini)	South Coasts (Kaji-in-Vontiar)	Ræl (Ansibus)	Bay Isles
Winter	30–50° Mod Snw/Rn Breezy	75–82° Freq. Rain Calm	75–83° Freq. Rain Calm	40–70° Light Rain Windy	10–40° Light Snw/Rn Windy	40–60° Light Rain Breezy	20–50° Light Snw/Rn Windy	30–50° Light Rain Windy
Spring	40–55° Light Rain Breezy	77–83° Freq. Rain Calm	78–85° Freq. Rain Calm	50–80° Light Rain Windy	20–50° Mod. Rain Windy	50–70° Freq. Rain Breezy	30–60° Light Rain Windy	40–70° Freq. Rain Windy
Summer	70–90° Light Rain Breezy	78–84° Freq. Rain Calm	78–87° Freq. Rain Calm	60–110° Dry Breezy	50–90° Mod. Rain Breezy	60–90° Freq. Rain Breezy	65–90° Dry Calm	60–90° Freq. Rain Breezy
Autumn	60–80° Mod. Rain Breezy	77–83° Freq. Rain Calm	78–86° Freq. Rain Calm	60–100° Light Rain Windy	50–80° Mod. Rain Breezy	70–95° Freq. Rain Breezy	70–100° Freq. Rain Calm	70–90° Freq. Rain Breezy
Fall	40–60° Light Rain Breezy	75–82° Freq. Rain Calm	75–83° Freq. Rain Calm	60–90° Light Rain Breezy	40–60° Mod. Rain Breezy	50–70° Mod. Rain Breezy	40–60° Mod. Rain Calm	50–70° Mod. Rain Breezy

**Temperature:** is expressed in degrees Fahrenheit as the average daily night-time low/daytime high. Note that most Kultheans do not describe temperatures so precisely; they simply say the temperature is *cold*, *cool*, *warm*, or *hot*. To calculate temperature at higher altitudes, subtract 1° for every 300' more above sea level.

**Precipitation:** refers to the chance of precipitation and cloud cover on a given day. In the higher altitudes, snow will usually occur when *Moderate Snow/Rain* yields a precipitation result; in general determine temp for precip type.

Roll 1D100 twice per day, results above given range indicate sunny or light clouds:

*Dry:* 01-03: brief rain; 04-05: partly cloudy

*Light Rain:* 01-10: brief showers; 11-20: cloudy.

*Moderate Rain:* 01-15: rain; 16-30: cloudy.

*Moderate Snw/Rn:* 01-20: precip (snow/sleet/rain); 21-40 cloudy.

*Freq. Rain:* 01-05 heavy rain; 06-30: showers; 31-60: cloudy/overcast.

*Stormy:* 01-03: hurricane/tornado with high winds, downpours, flooding; 04-15: T-storms/downpours, possible hail; 16-20: rain; 21-30: cloudy/overcast; otherwise sunny, humid and calm.

**Wind:** see below for specific information. Above the tree line, winds are considerably more forceful: treat *Breezy* as *Windy*, and *Windy* as *High Winds* (20-60+ mph). For coasts, at sea and islands, use the **Sea Winds Table** as indicated.

*Calm:* 0-9 mph; or consult Sea Winds Table (-20).

*Breezy:* 5-20 mph; or consult Sea Winds Table (-5).

*Windy:* 10-30 mph; or consult Sea Winds Table (no adjustment).

*Windy with Stormy precip:* possibility of highwinds/storms as indicated.

## SEA WINDS TABLE

Calculate the wind speeds at sea, around islands and along the coast according to the following table (percentages reckoned according to an open-ended D100 roll). When rolling for the coast of a sheltered bay, reduce the total by 20.

Wind Condition	Normal Roll	Autumn/Fall Roll
Dead Calm (0-1 mph)	01	01
Light Wind (2-7 mph)	02-25	02-25
Moderate Wind (3-10 mph)	26-74	26-54
Strong Wind (11-30 mph)	75-89	55-80
Gale (31-54 mph)	90-96	81-91
Storm (55-74 mph)	97-00	92-96
Hurricane (75+ mph)	—	97-00

through the Bay of Songs, bringing unusual precipitation to Ahnasan before sweeping across Khùm-kaan.

## TORNADOES

Tornadoes are not very common in this region but neither are they unheard-of. Usually they are spawned by hurricanes in the southern areas, or by thunderstorms in the north. Plains such as Ahnasan are particularly susceptible. These tornadoes do not last long, and because

of the rugged terrain in most other areas, they break up quickly. Tornadoes can also accompany Flowstorms.

## DOWNPOURS/THUNDERSTORMS

In the rainforests, sudden, drenching downpours are an almost daily event year-round. They come with little warning, and usually don't last very long (sometimes only a few minutes), but despite the dense foliage, the rain will make its way down to anyone on the forest floor and soak them. Also, the rain does not last long enough to offer any



degree of cooling; it just raises the humidity further (if that is possible). While these downpours are sometimes accompanied by thunder, lightning and high winds, often they are just a heavy rainfall with some wind and little other activity. Hail is unusual but not unheard-of.

### FOG

Fog is unusual in Lygaar except on cool Spring/Fall mornings in river valleys, and it quickly burns off. It is very unusual in Ahnasan or Malqanar, and most of Ræl (except for the unnatural mist which always hangs over the Whispering Moor).

The rainforested regions of Quon, Quon-ul and Rulaash are another matter. Sometimes the clouds hang so low over the tree canopy that it is hard to distinguish them from fog. Mists cling thickly to the trees especially after a heavy rainfall on a very warm day, but with the very high humidity, and the rainforest blocking most sunlight, there is some level of fog more often than not. In some areas, especially along the rivers, the mist can become so dense as to be almost blinding, with visibility only a few feet. Those kind of conditions tend to be localized and relatively short-lived; a few hours at most. However, a mist limiting visibility to fifty feet or so could extend for miles in the forest and last for hours or days.

### FLOWSTORMS

There is something about the coriolis forces of the equatorial region that spawns Flowstorms with unusual frequency. These are often (but not always) in combination with conventional thunderstorms, hurricanes or tornadoes. See the *Shadow World Master Atlas* for details on Flowstorms and Flowstorm effects.

### EXOTIC WEATHER/ ENVIRONMENTAL EVENTS

In addition to the more 'normal' events mentioned above, there is always the very slight chance of a more bizarre precipitation event such as a hail of tadpoles, worms, or even small leeches along with an extremely heavy rainfall. It would be extremely localized.

## 2.0 MAJOR LAND FEATURES

This section describes general terms that will be used later, as well as large land features such as mountain ranges that in many cases will span more than one geographical region.

### 2.1 MOUNTAINS

Southeastern Emer has a number of significant mountain features. In fact of the four quadrants of the continent, it may be most significantly influenced—geo-

graphically and meteorologically—by mountain ranges. These are described below.

### SPINE OF EMER

So named because it runs down the center of this great continent, the Spine ends in Ræl, butting into the Cloud Ridge (though some consider the Cloud Ridge to merely be a dogleg ending of the Spine, the inhabitants of Ræl and most map-makers have always called it by the separate name). The Spine of Emer is the home of the highest peaks in the continent, but here in the south it is diminished somewhat. Ways across the Spine include the Cloud Pass, the Gap of Uj, and by sea, a tunnel under the mountains known as the *Grotto Path* (which is adjacent to the home of a large underground city/hive of the mysterious insectile race, the Krylites).

There was once an old Imperial road running along the western foothills of the Spine, passing through the Gap of Uj and east to the regional capital of Coronan where the Dændarus and Sybarus rivers meet at the coast, but the city is mostly gone, now only a Shay town called Tarakis stands here, and the rainforest of northern Quon has long ago swallowed up the portion of the road running through that land. Now that paved way descends into the twilight of the jungle and vanishes.

### CLOUD RIDGE

This range is appropriately named both because its heights are almost always cloaked in dense clouds, and because it is a nearly continuous high-altitude 'ridge' along the southern coast of Ræl. It is truly an impressive sight for sailors on the Sea of Glass, because in some areas the mountains seem to erupt right out of the sea and continue steeply upwards until their heights vanish in the clouds. The lower portions are covered with lush tropical plant life, but the upper reaches are barren and black.

The Cloud Ridge is rich in iron ores and other relatively common but useful materials. It is also a source of bauxite, which the skilled metalworker with the right facilities can use to make aluminum.

### BLACK MOUNTAINS

Running the entire length of Khùm-kaan and Onar, these towering ebon hills turn to a hooking tip in a peninsula forming the western banks of the Bay of Songs. The highest peaks are snow-covered, and spring melts contribute to the swelling rivers below.

A combination of folding followed by intense volcanism has formed this ridge, and there are many active volcanoes along the length of the chain. Lava flows in the southern Rulaash region are not uncommon. The Island of Veliqar (actually an extension of the Black Mountain Chain) is an active volcano as well. The chain

lies along a major tectonic fault, and so in addition to the vulcanism, tremors are very common. Major earthquakes occur every few dozen years along this fault.

Shaalk and Laen are found in the Black Mountains and parts of the Crystal Cliffs (although the latter are difficult to mine, with so many veins of obsidian). The portion of the Black Mountains in Rulaash is reportedly rich in almost every valuable mineral and gem known—a major reason for the location of the Ahrenreth citadel *Ahrenæk* (Ir. “Secret of Stone”) there.

### GREEN MOUNTAINS

The Green Mountains (Ir. “Seremthosi”) emerge from the lowlands in east Khûm-kaan and continue north to dominate the *Thranken Peninsula*, which is the eastern enclosing arm of the Bay of Zalkali. The peak furthest north—Mount Carathok—is an active volcano that regularly spews smoke and soot. Actual lava flows are relatively rare, however: Carathok has not had a major eruption since TEI 4635.

The Green Mountains are rich in many resources—especially copper and beryllium—though they are better known for their gemstones. The Seremthosi emerald mines are said to have no rival, while large veins of diamonds and garnets have also been found. This is also a source of the very rare natural green laen—from which the Kuluku weapons were made—but few now know of this priceless material. The riches within the Green Mountains have been a lure to often draw the Loari of Námar-Tol across the Swirling Sea on mining expeditions.

The beaches along the shores of the Thranken Peninsula and eastern coast are of fine black volcanic sand.

### CRYSTAL CLIFFS

The Crystal Cliffs are glittering spires of obsidian along the northeastern mainland of Onar, a ridge which seems to have abruptly jutted out of the earth in relatively recent geologic time. Though in fact, the Cliffs long ago were less steep but very tall volcanic cones; over time the outer layers of porous volcanic stone were worn away (forming the black beaches) and exposing the harder crystalline obsidian cores of the ancient cones. What is especially striking about these towering volcanic mountains is the large deposits of clear glass and quartz near the surface, giving them a translucent appearance in areas. They glitter and glow in the sunlight, sometimes blindingly.

The Cliffs are not only extremely steep, but they are dangerous to walk on, as the obsidian can fragment in knife-sharp splinters. But they do hold huge gem resources (including rich piezocrystal deposits) for those who have the ability to mine them.

### The Spire of Emer



At the summit of the ridge is a great shimmering Essænce Barrier, blocking any further advance towards the forbidden isles of Iyxia.

### SHIMMER HILLS

Extending northeast from Onar towards the Iyxian mainland is a long narrow finger of land dominated by the steep ridge known as the Shimmer Hills. Like the Crystal Cliffs, at the eastern end of these hills is an Essænce Barrier, blocking access to Iyxia. The tops of the hills are often wreathed in clouds.

## 2.2 GENERAL RAINFOREST NOTES

Much of southeastern Emer is covered by dense, untamed rainforest. It is important to understand this complex ecosystem in order for the players to have an accurate appreciation of the environment. Mature rainfor-

ests tend to have four fairly distinct layers of vegetation: *Emergent*, *Canopy*, *Understorey*, and *Forest Floor*.

**Emergent:** The emergent layer contains a small number of very large trees called *emergents*, growing above the general canopy and reaching heights of 120–175 feet, although on occasion a few species will grow to 200–300 feet tall. These trees are especially old and hardy, needing to withstand the high temperatures and strong winds that occur above the canopy. Butterflies, bats, and some insects inhabit this layer, darting from one emergent to the next.

**Canopy:** This is a more or less continuous cover of foliage formed by adjacent treetops. Many monkey species—and the tree-dwelling Kuluku—reside here, using the interlinking branches to move about above the forest floor. The canopy layer contains the majority of the largest trees, typically 100–150 feet tall. The widest variety of life in the rainforest resides under the canopy, usually 25–100 feet above the ground.

**Understorey:** The understorey layer lies between the canopy and the forest floor, just a few feet above the ground. This is home to a number of birds, snakes, lizards, and predators such as large cats and boa constrictors. The leaves are much larger at this level. Plants in the understorey consist of a mixture of saplings of canopy trees along with understorey shrubs and herbs. Insect life is also profuse. Only about 5% of sunlight on the rainforest canopy reaches the understorey.

**Forest Floor:** The forest floor, the bottom-most layer, receives only 2% of the sunlight. Only plants adapted to low light can grow in this region. Away from the edges of the rainforest where dense undergrowth is found, the forest floor is relatively clear of vegetation because of the low sunlight penetration. It also contains a thick layer of decaying plant and animal matter; this decomposes quickly because of the warm, humid conditions. Many forms of fungi grow here as well.

As noted above, the forest floor deep within a typical mature rainforest is relatively free of obstacles and undergrowth, though the thick layer of decaying matter may make walking somewhat tiring, like walking on wet sand rather than solid ground. Only along rivers, around clearings and swamps, or where a large tree has fallen and pulled down nearby trees—allowing sunlight to penetrate—will there be dense undergrowth. This is more often referred to as *jungle*.

## 2.3 GENERAL LAND FEATURES

This section provides general descriptions for special features/events that can be encountered in various locations throughout the region.

### QUICKSAND

These traps can be found anywhere in the rainforest areas, but are most often located along rivers, swamps or ponds. Quicksand is essentially water-saturated sand, which can be concealed by leaves and other lightweight debris. Quicksand is often formed by underground streams, but can also be created on a sandy riverbank. A patch of quicksand can be from five to twenty feet across. Once the victim has fallen in, it is *Extremely Hard* (-30) to extricate himself without assistance, and they are completely submerged in 3+1D4 minutes. Kicking and struggling only causes the sand to suck the target down more swiftly.

*GM Note: this is Shadow World quicksand, which, unlike real earth quicksand, is indeed capable of sucking humans and animals completely under.*

### TAR PITS

Tar pits are located throughout Quon and Quon-ul, especially at the base of the Black Mountains. The ones found in this region are small, usually no more than 100 feet across, and surrounded by rainforest. There may be a cluster of several of adjacent pools going on for thousands of feet, however. Tar pits are made up of bitumen, the sticky, black and highly viscous liquid or semi-solid material which is the by-product of decomposed organic materials. The main peril of a tar pit is stumbling upon it and being unable to get out. Also, some have regular eruptions of methane gas, which can spontaneously burst into flame.

### STEAM VENTS & GEYSERS

Located primarily in the foothills and more mountainous areas near volcanoes, steam vents can either be continuous, or erupt periodically and without warning. Most—but not all—emit a foul sulphurous smell. When traveling in the vicinity of steam vents there is a chance that one will erupt in a blast powerful enough to cause a “C” Heat critical.

Geysers are jets of hot water that also occur in the vicinity of volcanic activity. They tend to be more obvious, so it is less likely that someone could be caught in one unawares, but if they are, they could suffer not only a “C” Heat critical but a “B” Impact if the geyser is large enough.

### CAVERNS & ASH LAIRS

The Black Mountains in particular are riddled with caves, some of which wind deep into the earth and connect eventually with the dreaded Ash Lairs—home to all manner of demons, but also portals to other locations. Those deepest tunnels are often perilous to travel, with



hot steam vents and even connecting to caverns opening onto pools of lava.

**GM Note:** *As part of an adventure it might be necessary for a group to venture here in order to access a portal to another important location. The Ash Lairs, while dangerous, lie beneath the extent of most Flow barriers, and so are a natural place for Portals.*

The Cloud Ridge south of Ræl also has some caves, a few opening onto majestic caverns. There is even a tunnel running from Cloud Ridge all the way to the Spine of Emer and connecting to the Caves of Ulgon (the Krylite/Trogli warrens) adjacent to the Grotto Path.

### VOLCANOES

The region has many active volcanoes, most along the Black Mountains. But there is one in the northern Green Mountains, and a dormant one in the Shimmer Hills. Also, in addition to above-ground activity, anyone

venturing into deep caves (see above) is likely to encounter caverns with lakes and streams of lava flows.

#### Some prominent volcanoes:

**Velgesh:** in the northern part of the Green Mountains, near the end of the peninsula.

**Malagon:** Just south of Zæn, in the foothills of the Black Mountains, Malagon has simmered on and off for thousands of years.

**Kentinul:** In the Black Mountains near an ancient Jinteni ruin (#25), Kentinul was dormant for an age, but the recent disruptions have brought it back to life.

**Mofanag:** Where the Spine of Emer meets the Cloud Ridge, a massive volcanic cone rises among its brethren. Usually cloaked in clouds, it's summit now glows an angry red, signalling a new awakening.

**Veliqar:** A local god/Fire Elemental resides in the core of the volcano on this island.



*Kuluku Sky-Rock Haven*

## SWAMPS & MARSHES

Swamps are scattered throughout the low-lying rainforest areas of Quon, Quon-ul, and Rulaash. There are few in Ræl, but one notable exception is of course the huge, haunted Whispering Moor, on the border between the old realms of Ansidus and Naal in Ræl. But this marsh was artificially created; the ones in the rainforest are largely natural in nature.

## STONE TOWERS OF QUON

These massive, naturally-formed stone pillars appear in tight clusters of six to a dozen in several locations scattered about the Quon region. The mysterious towers are between three and four hundred feet high—rising above the rainforest canopy—while they are only a few dozens of feet across. They are covered with vegetation—even trees cling to the sides and cover their peaks. Loremasters theorize that they are the result of some ancient volcanic action. A few have toppled, but most remain standing.

Gartyl and Chukul are constantly in competition for the summits of these towers as roosting areas; sometimes the conflicts get violent. Meanwhile many smaller birds inhabit the lower regions.

## SKY-ROCKS

This phenomenon is limited almost exclusively to Quon-ul. Essentially, seismic action periodically shakes free rocks from the ground which have some antigravity mineral embedded in them, causing the rock to levitate. Whether the anti-gravity material is a naturally-forming version of Xenium (a much more concentrated, alloy is used in skyships and Eidolon), or some buried material created by an ancient race is unknown, as these rocks usually hurtle skyward and are never seen again. However, a few have shaken loose and remained held to the earth by vegetation; a handful of these were so huge that they were essentially islands in the sky, with their own trees and ponds. There are only three known island-rocks tethered to the earth currently, and the Tukul Kuluku have colonized all of them. More on these in the Quon-ul section, Part IV.

## EARTHQUAKES

While not ‘features’ per se, earthquakes are of course events which can be very disruptive and dangerous. Southeastern Emer is particularly susceptible to earthquakes as there are major faults running under the region.

A minor temblor might be felt as often as once every hundred days, a major quake (Richter 5.5 or higher) once every couple of years. Ancient Jinteni architecture was designed to withstand these events, and Kuluku structures are built to flex with the shaking of the earth.

Anyone underground, however, could be in significant danger because of cave collapses.

## 3.0 MAJOR WATER FEATURES

This section describes the seas adjacent to southeastern Emer, as well as the major lakes and rivers. There are of course also numerous smaller lakes and rivers scattered throughout the region.

### 3.1 SEAS, BAYS AND MAJOR LAKES

Beginning north of the primary land mass and moving clockwise, below are described the major bodies of water surrounding and within southeast Emer.

#### THE CIRCULAR SEA

So named partly because of the constant clockwise ocean currents around the Isles of Námar-Tol, the Circular Sea sweeps southwards on its eastern side, then west upon the coast of Onar, bringing cooler water and wind from the north. The current is strong and nearly continual, year-round. Tacking against it is a challenge for even seasoned sailors. Accompanying the current and airflow is a weak Essænce-flow, which acts as somewhat of a protective barrier around the Loari island cluster.

#### THE CORAL SEA

The Coral Sea is actually three different ‘seas’ surrounding the central landmass of Iyxia, the cluster of islands east of Emer. Appropriately, they are dubbed the West, East and South Coral Seas. They are so named because of the extensive coral reefs and shoals that ring Iyxia, which are dangerous barriers shielding the central land mass. All three seas are fairly calm, though the West Coral Sea can be somewhat treacherous where its quiet waters merge with the powerful clockwise currents of the Circular Sea. Whirlpools have been known to form where they meet. The South Coral Sea has no such issues in its western regions, joining only with Shell Bay. The challenge for anyone sailing in the South Coral Sea would be to get out of it safely, because of the many reefs and tricky currents. Navigating between the Circular Sea and the Crystal Sea is an undertaking for only the most experienced seamen, or a ship guided by a Navigator. Only the Shuluri are familiar enough with the South Coral Sea/Shell Bay area to navigate it safely.

#### THE CRYSTAL SEA

The waters southeast of Onar and south of Iyxia are generally known by this name, not surprisingly because the waters are calm to the point of sometimes being glass-smooth. This can be a negative for navigation, however, because the air above this sea is often still, providing no power for sailing ships. While this body of water is not as stagnant as the infamous Dead Sea west of Ræl, it can be-

calm unwary ships for days. The Crystal Sea is quite shallow—only a few dozen feet deep in some areas—which provides its own perils.

### THE SWIRLING SEA

Like the Crystal Sea and the Sea of Glass, the Swirling Sea lives up to its name, and unlike those two calm bodies of water, it is a very active ocean region between Ræl and the continent of Falias to the south. This sea is quite deep for the most part, and its waters churn year-round. It is filled with huge, slow whirlpools that grow, then disperse, then form again. Most are not fatal for cautious navigators, but sometimes a massive powerful one will take shape with a deep vortex. The Swirling Sea's rough western boundary is Dræminar and the islands south of it, and its eastern edge is a curving line beginning approximately at the isle of Jækiin at the north end, where the sea floor rises precipitously to form the shallow bottom of the Crystal Sea.

In Spring and Fall, treacherous whirlpools frequently form on either side of the narrowest point of the Spire Straits, where points of Emer and Falias are less than fifty miles apart. These maelstroms are known as the Matha Voug (Er. "Twin Deaths"). True to their name, they can grow to over a mile across and can draw an unwary ship to a watery doom. The only sure way to pass the Matha Voug is to have a skilled Navigator on board.

### THE NORTH SEA OF GLASS

While not generally as quiet as the Crystal Sea, this region of ocean is far less agitated than the treacherous Swirling Sea to the east. It is only as one approaches the Spire Straits that currents can start to become dangerous.

### THE DEAD SEA

The Dead Sea is a triangular area in the southern reach of the Bay of Uj. While technically not part of southeastern Emer, it is included here because of the important Grotto Path that connects it with the Rælian Bay, and the fact that it faces on the western coast of Ræl.

Stagnant in contrast to the windy northern part of the Bay of Uj, the Dead Sea is almost always cloaked in foul mists that remain because the area also has little or no wind most of the time. The origin of these mists is uncertain, but some believe that there are underwater volcanic vents, which heat the waters, causing them to give off this (often rank-smelling) mist. Parts of the Dead Sea are choked with a thick, drifting seaweed which can become entangled around a ship's hull and further impede its progress. Sometimes, ships stranded long ago loom out of the fog, ancient wrecks kept afloat by the seaweed. The crews of these ships were hopelessly trapped here; unable to swim or paddle a longboat in the fetid waters, they died when their provisions ran out. As a result, many

of these ships are haunted by Ghosts, and the eerily glimmering lights of Corpse Candles and Corpse Lanterns.

Scavengers approaching these floating tombs should be very wary or they too will be caught in the Dead Sea.

Vessels exiting the western side of the Grotto Path may sometimes be swept south into this graveyard of ships if they are not careful.

### BAY OF ZALKALI

A (usually) pastoral body of water more than 300 miles across, this bay east of Lygaar is surrounded by lush vegetation along most of the coastline. In fact, from the Sybarus river delta south all the way to the Green Mountains is a veritable wall of dark rainforest. This estuary itself holds a rich harvest of oysters, crustaceans, and fish. Because of so many large rivers flowing into it and the small entrance, the bay waters are far less salty than the sea beyond.

The seventy-mile wide entrance to the bay is guarded by the enigmatic, ancient twin lighthouse towers of Wranga.

### TWILIGHT BAY

This deep, placid body of water is not fed by any major rivers; it was formed by an ancient collapse of earth. It is believed that it gained its name because its western bank marches up to hills made up of the meeting of the Green and Black mountains, so the sun sets early, but there is a long twilight across the bay.

The entrance to the Twilight Bay is protected by *Puiria Dalov* (Er. "Windy Isle"). The Elves of Námar-Tol have an outpost on the northern coast of that island, hence the Elven name of the bay given here.

### THUNDER BAY

Appropriately named, Thunder Bay constantly echoes with a thunderous roar along much of its hundred-mile length. The source of this sound is the massive Thunder Falls at the source of the bay in the south. The falls tumble down from a source high in the Black Mountains, and the final falls itself is well over one thousand feet in height. In the spring and summer when snowmelt is greatest it can be over one hundred feet wide. The mist from the falls drifts like a cloud in the westerly prevailing winds over the Rulaash rainforest.

The bay itself has steep cliffs along much of both shores ('only' rising about one hundred feet on the west, but up to five hundred along the southern area of the eastern coast) which trap the sound and cause it to echo through the bay.

Another interesting feature of the bay is a lesser Es-sænce Barrier/Flow that runs from the falls northward well out of the mouth of the bay itself. This barrier is somewhat intermittent and unpredictable, but at full



force it can be visible, and impenetrable to seagoing or airborne vessels without a skilled Navigator.

### WAILING BAY

The actual boundaries of the Wailing Bay are somewhat hazy; some maps consider it only extending as far as the tip of the peninsula along the northeast, while others imply that it continues along the Turquoise Isles and to the mouth of Thunder Bay. This is a somewhat important distinction, because the bay does become considerably more dangerous once one passes into the inner portion.

The coasts of the bay are rocky and steep, and there are few natural landing spots, especially along the north, though there are a few small beach inlets scattered among the precipitous rise of the foothills of the Crystal Cliffs. This rough terrain continues underwater into the bay, with many steep-shored outcrops jutting up out of the surging waves. Even more treacherous are the many such that lurk just beneath the water, waiting to ground a ship bold or foolish enough to enter this bay. The body of water gets its name from the way the winds blow through the rocky spires in the bay, sometimes causing an eerie moaning or wailing sound that rises and falls in pitch.

Because of this inhospitable coastline, there are few inhabitants along the shores of this bay. However, there are many under the clear waters. There are colonies of Shuluri, and several Mer-people cities. Mermaids sometimes clamber up on the rocky outcrops and sing in their unique, hypnotic voices, a habit which allegedly gives this bay its name.

### THE BOTTOMLESS LAKE

The *Bottomless Lake* (Ir. “Imarc Dynn”) is a calm body of water at the base of the Crystal Cliffs. It earned its name, not surprisingly, because of its steep banks and extreme depth. Popular lore claims that the sea goes right through the earth. This is not true of course, but the lake is over a mile deep near the center. The water is clear and surprisingly cold. There is also the beautiful Kemelesh Falls, spilling down nearly half a mile from a cleft in the Crystal Cliffs and creating a huge shimmering mist across the lake.

### SHELL BAY

Open to the northeast, Shell Bay is flanked by steep hills on both sides. The towering Crystal Cliffs stand on the south; somewhat less lofty but still impressive and precipitous along the northwest are the Shimmer Hills, covered in lush vegetation. As noted elsewhere, the bay is protected by many reefs and currents; few dare enter it besides the Malaqani Sea-elves who make it their home. The shores are narrow with beaches of black sand, but there are many hidden coves and grottoes along these coasts.

### THE BAY OF SONGS

Said to have the most beautiful clear blue waters in the entire world, the Bay of Songs lies at the far southeastern end of Onar and opens to the southeast; the entry is protected by a number of islands (mainly the towering, mountain-isle of Veliqar, a dormant volcano), reefs and atolls. The bay is fairly deep right up to a coastal underwater shelf about a mile wide, which then slopes gently up to the shore—much of which is covered by a white sand beach along the northern and eastern shores. The western shore is another matter: the last spur of the Black Mountains tumbles steeply down into the bay, leaving only a narrow shoreline of black volcanic sand. In some areas the ridge plunges straight down into the deep clear waters. The steep slopes are nevertheless fertile and dotted with lush vegetation.

### BLACKRIDGE BAY

Also known simply as the ‘Black Bay,’ it may have gotten its name because of the black sand beaches along its northern shores, the south coast of Onar. The beaches are black because they are composed of pulverized igneous rock from the volcanoes of the Black Mountains.

### JADE BAY

Extending north of the Isle of Jade and south from the southern coast of Kulatan, Jade Bay is shallow and strewn with treacherous reefs. There are dozens of tiny atolls scattered throughout the bay as well.

### RÆLIAN BAY

Some consider the entire body of water from the tip of Ræl to the Braalic Hook to be the Rælian Bay, but since the time of the Emerian Empire, most maps designate it as only the waters off the northern coast of Ræl up to the Isle of Jade on the east. The western Rælian Bay is actually fairly deep and clear to navigate; it is only towards the eastern end that it becomes more shallow and littered with treacherous reefs and other outcrops lurking just under the water’s surface.

Between the Isle of Jade and the Ræl mainland to the southeast is the Dragon’s Throat, an area of dangerous currents leading towards the Spire Straits and the Swirling Sea. The western area of the bay has its own dangers, however. Tidal forces, along with difference in depths and the proximity to the equator have conspired to create strong currents, whirlpools, and very rough waters along most of the coast adjacent to the Spine of Emer. Ships using the Grotto Path tend to cling to the coast of Ræl, despite the threat of pirates.

## 3.2 MAJOR RIVERS

Some of the largest and most unusual waterways in the region are described below. Naturally, there are

many other rivers and streams throughout the region, especially in the Quon and Quon-ul areas. There are also many beautiful waterfalls cascading down the Black mountains on both the northern and southern slopes.

### RIVER INHABITANTS

Some of more interesting river inhabitants are mentioned; these are detailed further in Part III. In addition to these larger inhabitants (and the many other creatures that might live in freshwater bodies in this climate), the PCs should be aware that most of the rivers in the rainforest region are infested with dangerous microorganisms that can cause all manner of digestive problems, up to and including cholera. Even Elves can suffer limited effects from some of the bugs in the rainforest water. Water gathered from near river sources in the hills above the rainforest and from clear springs is less likely to be contaminated. Tazik tablets can be used to purify small amounts of water. (Note that these tablets would also be valued in Sel-kai, as they are able to purify even canal water).

***GM Note:** The GM may wish to allow Channeling users to research a first level ‘Water Purification’ spell from the **Purifications** list. It would purify 1 gallon of water per level of the caster. Water must be in adjacent containers within 10’ of caster. Spell would remove any biological/viral and dangerous mineral contaminants. Even murky water turns crystal clear.*

### LAPINAR RIVER & LOGOR SWAMP

The Lapinar Falls, tumbling down from the Spine of Emer, is considered one of the most beautiful waterfalls in the world. This river birthplace is indicative of the waterway’s nature: a glittering avenue dividing the Pelegris Valley uplands on the north from the Lygaar plains on the south. At the mouth of the river rises the imposing white-walled city of Ardan, and beyond is the Lapinar Sound. The Lapinar is swift because it is relatively narrow, and descends swiftly from the mountains; in fact it is only navigable along short stretches until the last 50 miles or so to the Sound. Above that there are many rapids and smaller falls.

Beginning about 50 miles west of Ardan City, the north coast of the river becomes less distinct, and a forest of banyan and swamp cypress trees begins to encroach on the river. Many of the trees are draped with swaths of a hanging moss. This is the Logor Swamp. Sheltered by the Peaks of Pelegris to the north, the air becomes very still, and the swamp is frequently choked with a foul-smelling mist.

Blueback snakes like to make their home in the Logor Swamp waters, and though they usually do not grow large enough to consider humans prey, they do have a deadly

venom and can be aggressive if they feel threatened. They are equally comfortable on land as in the water, and because of their blue coloring, they are particularly hard to see in the latter.

### DÆNDARUS RIVER

There is a stark contrast between the grassy plains of Lygaar and the lush humid rainforests of Quon. The unofficial border between the northern plains region of Khùm-kaan and the deep jungle, the Dændarus is an effective buffer. Also, along much of its length, the northern shore is between three hundred and a thousand feet higher than the southern shore, so that when one comes to the Dændarus from the Lygaar side, they look down upon the river far below, and beyond that, the seemingly endless undulating deep green of the rainforest canopy, still hundreds of feet lower than their own level—and usually draped in mist.

Tumbling down out of the Spine of Emer, the Dændarus begins as a raging torrent, more than a hundred feet across while still high in the hills. Fed by several tributaries, it is nearly a mile wide by the time it meets the Bay of Zalkali.

Just before reaching the bay, the Dændarus joins with the meandering Sybarus, creating a wide waterway, and further down, a delta. The town of Tarakis is built on the northern bank of the river, but is expanding onto the southern bank (all on the ruins of the ancient Imperial Principality city of Coronan). Arдания has taken an interest in the growing trade center.

Like the Youghogan (see below), Dændarus has its share of dangerous fauna, but because of the swifter current, these beasts generally keep more to slower-moving areas along the shores.

### SYBARUS RIVER

The Sybarus has the distinction of being the longest river in all of southeastern Emer, winding through Quon. It also has many small tributaries—the largest being the Dændarus—and areas where it widens and becomes stagnant. This is where some of the more dangerous water creatures often lurk. In addition to the usual denizens, there is the Argulis, a kind of river plant that grows along the shallows that feeds on dead fish, and sometimes living creatures if they move slowly enough.

### YOUGHOGAN & ZILKI RIVERS

Wide, slow-moving, and with marshes and swamps along much of its length, the Youghogan’s banks are often shifting. About 100 miles from its origins high in the Black Mountains, it is joined by a tributary on the west named the Alendes. Just twenty miles before spilling into the Bay of Zalkali it joins the somewhat swifter Zilki Riv-

er. Together these form a vast watershed, and near the coast they spread into the sprawling Youghogan Delta.

These rivers are also inhabited by numerous unsavory creatures, such as piranha, Blueback snakes, the larger Barbed Boa constrictor and—closer to the delta—alligators. However, it is also a source for many varieties of nutritious fish.

### LEGAS RIVER

Furthest east of the major Khûm-kaan rivers, Legas is not as wide as the others, but is still a large, easily navigable waterway all the way to the city of Kulakara'an. It is also somewhat more swift-flowing along most of its length than the Youghogan and even Sybarus, and so has fewer swampy areas along its banks as it moves through the center of Quon-ul. However, as it nears the bay it joins with the Suurt River coming down from the Green Mountains, and together they create a large delta.

## 3.3 OTHER WATER FEATURES

As opposed to permanent features like rivers lakes or oceans, these are temporary 'events,' often dangerous, which can often occur with little warning.

### WHIRLPOOLS

The most infamous whirlpools are the deadly pair known as the Matha Voug (Er. "Twin Deaths") in the Spire Straits off the southeast coast of Ræl. Many smaller vortices are spawned around these as well. Whirlpools can also occur anywhere in the Swirling Sea and in other seas in southeastern Emer, particularly the Circular Sea.

### SEA STORMS

Often more severe and appearing more swiftly than storms on land, these can sink even a sturdy ship without a skilled captain at the helm. The worst season for storms is Fall (hurricane season, though as noted elsewhere, there are no large oceans on Kulthea, so truly powerful hurricanes are unable to develop), though Spring can also bring severe storms.

### WATERPOUTS

Less of a threat and more rare than the two above events, waterspouts are spawned by thunderstorms; they are actually mostly condensation coming down from the cloud rather than a column of water rising from the ocean (though on Kulthea the latter can also be a partial result). The greatest danger of a waterspout is that they sometimes attract wild Water Elementals.

## 4.0 FLORA

Here are described some of the more interesting flora of the region. Some thrive in other areas of similar climate, though a few are unique to the area—especially

the varied ecosystem of the rainforest. The climate types (in brackets and italics after the name) are defined in Section 1.2.

## 4.1 DANGEROUS PLANTS

Following is a partial list of potentially dangerous inhabitants in the region from the vegetable realm.

**Note:** *Dangerous Plants stats are part of the Flora & Fauna Chart later in this part. Some effects (e.g., poisons) are described fully in the Shadow World Master Atlas (3<sup>rd</sup> ed).*

**Ansilius:** [*Tropical/Rainy-Humid*]

Pollen is lvl 6 special poison (var. C)—inhalation produces violent behavior together with memory loss of same behavior: mild: 1/2–1 hrs; moderate: 1–2 hrs; serious: 2–6 hrs; extreme: 6–12 hrs. Large white, many-petaled blossoms cluster among the shiny, dark green leaves of this vine. A sweet, enticing fragrance drifts from them, but to inhale more deeply brings on a violent mindless rage.

**Argulis:** [*Tropical/Rainy-Humid/Freshwater*]

A kind of river plant that grows along shallows and in swamps and ponds, it feeds on rotting fish. Argulis is also sometimes known to snare the living if they are sickly or linger too long among its tendrils.

## DANGEROUS PLANT ENCOUNTER TABLE: RAINFOREST

ENCOUNTER	LOCATION		
	Rainforest	River/Swamp	Ruins
(Nothing dangerous)	01–40	01–50	1–30
Ansilius	41–50	51–55	31–40
Argulis	—	56–80	—
Clingleaf	51–60	81–85	41–45
Clivimis	61–70	86–95	46–55
Constrictor Vine	71–75	—	56–70
Dartspore	76–80	—	71–75
Dreamvine	81–84	—	76–90
Fly Trap, Giant	85–90	—	91–92
Gephlaw	91–95	—	93–95
(Special)	96–100	96–100	96–100

**How to use:** Roll 1D100 every 5 miles traveled, or every hour minutes exploring a specific (outdoor) site. A 'Special' result indicates multiple encounters over the period/location: roll two more times to determine the encounters (could be same type of plant twice, in a different area). See the **Flora & Fauna Chart** for how many encountered in one location/encounter. Have PCs roll Very Hard (–20) *Perception/Observation* to detect dangerous plants; allow Animists and Druids +20 and/or those familiar with the local flora +20.



**Bloodwillow:** [Temperate–Cool Temperate/Humid–Seasonal]

The tree is very similar in appearance to the weeping willow, with long vine-like branches that hang close to the ground. However, in the Autumn and Fall, the dangling limbs of this tree are covered with jagged burr-like seedpods. The pods catch onto clothing and fur, hitching a ride to other locations and thus spreading the tree's progeny. As unsuspecting passersby—human or animal—brush against the pods, they receive numerous small cuts, which are virtually painless at first, so the target gets many cuts before realizing it. At the same time, the leaves, which are covered on the underside with a mat of velvety hairs, absorb the blood. Targets receive 1-10 hits per tree. More of a nuisance for humans, it can be deadly to birds and small animals.

If there are many of these trees and the PCs are forced to pass through them, they could present a real threat.

**Clingleaf:** [Hot – Tropical/Rainy – Humid]

- Crit means adhesive delivers level 3 reduction poison

Tall plants with several palm-like 'tiers,' the Clingleaf has long trailing leaves with a very sticky liquid on the top. Ostensibly, the liquid's purpose is to capture insects which are subsequently decomposed, but the adhesive—and the leaf structure—is quite strong. If one runs into a patch of Clingleaf unawares, one could be almost immediately wrapped in a tangle of very strong fibrous tentacles (treat as a Large Grapple attack, with bonuses depending on how many plants and how hard they are encountered).

The adhesive begins the breakdown process, delivering a level 3 reduction poison while the target is still alive. He is then consumed (except for bones and non-organic coverings) over a period of about 10 days.

**Clivimis:** [Tropical – Temperate/Humid – Seasonal]

- Pollen is lvl 4 special poison (var. B)—damage to lungs requiring complete rest (or healing magic) for recovery: mild: 5-15 hits & 1 wk (10 days) rest; moderate: 15-25 hits & 2 wks; serious: 25-40 hits & 4 wks; extreme: 40-60 hits & 8 wks.

Growing in clusters that resemble moss from a distance, Clivimis (OE. "Burning Bells"), has purple bell-like flowers which hang from small, delicate stalks. In springtime they disperse a pollen that severely burns the lungs when inhaled.

**Constrictor Vine:** [Tropical–Temperate/Rainy–Humid]

This is a parasitic plant, which roots itself by anchoring in a tree trunk or the mortar of abandoned structures. It then sends out 'trailers' that dangle over open areas to trap unwary passersby.

The constrictor vine trailers are covered with tiny feelers that react swiftly when touched: the entire vine coils instantly around whatever has come in contact with it. The strength of the constriction breaks many of these feelers, releasing a sap, which is actually a circulatory poison of up to *Severe* effect. Over the next several hours the vine extends rootlets into the immobilized victim, which drink the blood until the target is a dehydrated husk. Sometimes skeletons of humans and animals can be seen still hanging in a Constrictor Vine tangle.

While one trailer might not hold a man, his struggles could make him brush against several others. Large vines can extend across large doorways or down from low tree branches, and attack several victims at once as they pass. Some vine roots have been known to extend for dozens of feet.

**Dartspore:** [Hot–Tropical/Rainy–Seasonal]

- Proximity (within 10-15') produces euphoria; blossoms fire a spray of deadly dart-like spores up to 10' (10th lvl poison, kills instantly). Dead victims are consumed by root-tendrils.

One of the most insidious and frightening denizens of the plant world is the Dartspore. Several very large, beautiful lily-like blossoms sprout from a central cluster of elongated leaves. The entire plant may grow to six feet in height. These blossoms give off a sweet scent which is slightly euphoric but otherwise harmless. However, should a foolhardy target draw too near (generally within 6 feet), the plant becomes 'conscious' of a presence and aims a blossom at the victim. It can then fire a deadly spray of barbed, needle-sharp stamen. These projectiles are tipped with a nerve poison (see the *Poisons Chart*), and the result is virtually instant death by heart stoppage.

Its victim felled, the plant sends myriad tiny roots up into the corpse to digest the prey. Note that the root structure extends at least ten feet out from the plant, and although they do not move fast enough to trap a moving target (they take about an hour to emerge and fully envelop the victim), they can digest an immobile one in about five days. Bones and non-organic accoutrements are left on the surface; a warning to those worldly enough to heed it—or a shiny lure to those unaware.

Each blossom (of which there can be 5–10 on a plant at a time) can fire four sprays before being exhausted, at which time it dies and is replaced.

**Dreamvine:** [Temperate–Cool Temperate/Humid–Seasonal/Ruins]

Wiry creepers with curled black leaves, Dreamvines have a preference for ancient ruins (they can be found at most of the Jinteni ruins) and the exposed roots of large trees. Prolonged contact (resting or sleeping on them) brings a dreamy euphoria, followed by deep slumber.

This allows the vines to twine around the victim, sinking hair-fine roots into the flesh. Death comes painlessly as the victim sleeps while his blood is sucked away.

Unlike Constrictor Vines, Dreamvines grow only on forest floor or other horizontal surface; they do not hang, and are completely passive.

**Fly Trap, giant:** [*Hot–Tropical/Rainy–Humid*]

- *Trap shuts, digestive acids deliver level 10 reduction poison.*

A cluster of thick shoots, each terminating in a man-sized leaf with a spring-like hinge down its middle rib and fringed by spikes, the fly trap requires more than earth, rain, and sunshine to sustain life. Animal flesh supplies the missing nutrients. Careless prey venturing onto the broad leaves (which resemble soft, rosy moss, an inviting bed) brush sensitive trigger hairs which cause the trap to snap shut, imprisoning the beast or man behind the spines that complete the cage. The open leaves often lie flat on the forest floor and can be partially covered by leaves and other debris (not enough to set off the spring), obscuring their presence.

Digestive juices work at leisure, dissolving the prisoner in two or three days.

**Gephlaw:** [*Hot–Tropical/Rainy–Humid*]

This plant pushes a single large root deep into the earth as it grows. The root thickens and grows to a depth of eight to ten feet. The Gephlaw sprouts only a few small stalks on the surface around the perimeter of the root, which has a circumference of about four feet. When the plant reaches maturity, the core of the root softens and becomes semi-liquid—but still resilient enough to support leaves and other jungle debris, and in fact the root mass supports the growth of moss and similar forest-floor materials, effectively disguising the trap. When an unwary traveler steps on the root, he is plunged immediately into the viscous liquid. Tendrils lining the inside of the root aid in keeping the prey immobilized. The victim is digested within a few hours. Often the Gephlaw will send out tendrils to grow additional roots and create a cluster of such traps, all sharing the nutrients of one victim.

**Razorgrass:** [*Hot–Temperate/Wet & Dry–Semiarid, Arid*]

Found mainly in the Pelegris Valley and Lygaar plains of northwestern Khûm-kaan, patches can also be found in Ahnasan. Razorgrass looks like plain tall grass: about three feet high with long, slender, pale green leaves that turn light brown in late Summer and Autumn. It does have a very slight reddish tinge, *Hard* (-10) Perception; razorgrass grows in patches as large as 300' across, and the unwary can find themselves deep within a patch before they know it. The edges of these leaves are sharp

enough to cut skin and even slice through some clothing. Tromping through a large field of it could destroy even leather boots and breeches. While razorgrass cuts are not usually deep, they are painful (like a paper cut but worse) and can become infected.

**Tazik:** [*Hot–Temperate/Wet & Dry–Semiarid, Arid*]

The Tazik plant grows near underground springs in otherwise somewhat arid areas; in this way it is helpful for locating such springs. The plant grows up to about six feet in height with hardy stalks resembling an extremely strong blue-green bamboo. The top is a spray of beautiful green-black fronds, which remain surprisingly rigid. Just beneath the fronds grow clusters of the Tazik berries. The plant produces the berries year-round, usually having 20–30 at any given time. These berries are bright red, spherical and about the size of large cherries. In addition to being delicious, Tazik berries are enchanted and can instantly cure 5 hits. However, surrounding the berry clusters are numerous pale blue tendrils. These carry a powerful electrical charge, fueled by some photoelectric process of the fronds. The charge is powerful enough to stun a bird or small mammal, and even cause harm to a human. The stunned small creature falls into a cluster of two-foot tall leaf-spikes jutting out from the base of the plant, which impale then close around and digest the victim. These plants are valued not only for their magical berries but the strong stalks. However, few know the special properties of the Tazik.

## 4.2 MEDICINAL HERBS/DRUGS

Following is a partial listing of several new listings particular to (or most prominent in) SE Emer. As is true on Terra, the rainforest is an environment rich in healing plants found nowhere else in the world. The Kuluku in particular are familiar with many of these herbs found in their environment, and have realized that trade with 'outside' peoples is a very profitable enterprise.

*See the Herb Chart for full details, and an extensive listing of enchanted herbs.*

### NEW HERB DETAILS

A few new and notable medicinal/useful herbs requiring additional explanation follow:

**Drevil:** Small, pinkish mushrooms found growing only on water-soaked bark of the keshil tree. One dose immediately restores all Channeling PP for the day. A second dose imbibed within a few minutes triggers about an hour of powerful, incapacitating hallucinatory visions. Kuluku Shamans often cultivate these with keshil logs kept soaking near their homes.

## MEDICINAL HERBS CHART: SE EMER

**Climate Codes:** arid = a; semi-arid = s; hot and humid = h; mild temperate = m; cool temperate = t; cold = c; severe cold (frigid) = f; everlasting cold = e

**Locale Codes:** Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous (evergreen) forest = C Deciduous/mixed forest = D; Jungle/rainforest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = D; Freshwater coasts and banks = F; Ocean/saltwater coasts = O; Volcanic = V; Underground (caverns) = U

**Frequency:** Based on a scale of 1-100 (100 being very common; 1 very rare). These numbers are indicative of availability in the wild. Price shows purchase availability in towns and other 'shopping areas'.

**Compass Code:** Area of the main continent where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-continent.

**Preparations Codes:** bo =boil; br = brew; ch = chew; cr = crush; dr = drink; eat = ingest; in = inhale; po = poultice.

**Addiction Factor:** GMs may wish to make certain herbs addictive. The # code preceding the effect is the suggested addiction factor. Each time an herb is employed after its initial use within any given 10-day week (repeated use in longer than 10-day intervals does not trigger the addiction factor unless otherwise noted), the GM should roll to see if the user becomes addicted. GMs can double the addiction factor # with each subsequent use (after the 2nd) in the given week. If the roll is under the adjusted addiction factor #, addiction results. Subsequent effects: (a) loss of effectiveness of herb; (b) loss of effectiveness of user (-50) when they are not using the herb; (c) loss of user's ability to resist using herb under stress; or (d) unpleasant, possibly violent, withdrawal symptoms without usage.

**Effect:** Unless otherwise stated, a max of one dose can take effect in any given round. The effect is based on a dose weighing ½ ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

*New herbs for Emer III are indicated with a \* after the name*

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
<b>Enhancements &amp; Hallucinogens</b>					
Alzo	mD10U	seeds	cr/boil/dr	60gp	Adds 50 to adrenal maneuver rolls for three rounds. AF 10
Basira	mF20S	bud	boil/inhale	15gp	Allows one to perceive Ess��nce Flows, and enchantments. Imbiber's eyes glow red. (1 hr). AF 15
Chemis*	hJ20SE	root	chew	25gp	Enhanced strength (1 hr). +20 to melee attacks, +50 to maneuvers involving str bonus. User at -25 for 25 hours after due to sore muscles. AF 30.
Dremin*	hJ20SE	leaf	cr/boil/drink	10gp	User imbibes a tea from the leaf and upon sleeping/meditating, has a guided dream (As in <i>Seer Future Visions Dream I</i> ) about a topic, revealing possible repressed memories or even a vision. AF 50.
Ezrin	mV25U	flower	chew	30gp	Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. Euphoric. (1 hr). AF 7
Fendoril*	hJ30S	leaf	dry/burn/inhale	15sp	Imbiber loses all memory of events of previous waking period. AF 5
Ghess*	hJ25SE	leaf	chew	50gp	Increased concentration and focus for 4 hours. +25 to static maneuvers requiring concentration (e.g., lock pick, Perception, study and learning.) -50 to maneuvers for 8 hours. AF 50
Gort	hJ25SE	leaf	powder/inhale	2gp	Mild euphoria. Add 10 to Presence RRs. (1 hr). Psychologically addictive (user craves repeated use, and may go for weeks without normal AF side effects, except increasing need for a 'jump' which may interfere with normal activities. GM discretion. AF 10
Grimp*	hJ30SE	mixture	drink	50gp	Chameleon skin color for 25 hours (+50 to hiding). AF 10
Jiri	mO15W	lichen	rub (on eyelids)	10gp	Infravision (one hour). AF 3
Kilmakur	hS10U	root	boil/eat	65gp	Protects versus all flame and heat for 1-10 hours. AF 33
Kylan	fW20N	berry	chew	45gp	2x strength (double concussion damage, +10 to hit) 4 rnds. AF 35
Mryl*	hJ30S	pod	chew	25gp	Aphrodisiac/fertility enhancer. AF 20
Nira	hO60U	root	chew	60gp	Haste (3 rnds). AF 25
Nuli*	mT20U	tablet	dissolve/dr	1gp	Purify water. Tablets made from dried grass, 1 tablet can clean 1/2 gallon water of all dangerous minerals and micro-organisms. AF 0
Oranto	tU20E	mushroom	eat	100gp	Haste (6 rnds) user takes 20 hits due to drug reaction 10 rounds later. AF 35
Paran	tU5SW	stem	boil/inhale	80gp	See invisible things or beings for 10 minutes. 1x/day. AF 80.
Resha	hV20SE	flower	chew	90gp	Mental contact with friend. (10mi x level of imbiber) Contact lasts 6 rounds. AF 50.
Rud-tekma	hJ6S	fruit	eat	25gp	Bonus of +20 when casting spells or for over-casting attempts. Lasts 1 hr. Maneuver and melee bonus -20. 10% chance spell will be cast on unintended target. AF 10
Selig	mF30U	fungus	chew	18gp	Enhances hearing 1 hr. AF 5
Somiren	sB10E	leaf	boil/inhale	30gp	Restores as nights' sleep or meditation. Use in given week results in: once = loss 1 pt Con; twice = loss 5 pts; thrice = 25 pt loss (temp). AF 9



Xumen	hJ20SE	seed	dry/boil/drink	2gp	An alcoholic beverage made from cocoa seeds.
Wretha*	sA15U	leaf	brew/drink	3gp	Breath at high altitudes (up to 10,000 ft) for up to 10 hours. AF 2
Zapic	hJ4S	leaf	powder/inhale	80gp	Euphoric. Add 50 to all spell failure avoidance rolls when overcasting. (5 rnds).

**Concussion Relief**

Akbutege	sO82S	leaf	chew	12sp	Heals 1-10. Instant effect.
Akunga	tOssSE	leaf	salve	8gp	Heals 2-20. Instant effect.
Anneke	cH15N	flower	chew	30gp	Heals 5-50. Instant effect.
Bayla	eV90N	lichen	boil/inhale	50gp	Heals 1-100. Takes 1-4 rounds for full effect.
Blenna	cC7N	fruit	eat	70gp	Heals 10-100. Takes 1-10 rounds for full effect.
Brail*	hJ20E	leaf	chew	10gp	User is immune from Stun effects for 4 hours. (AF10)
Calpu*	hJ20E	berry	crush/inhale	10gp	Cancels stun; wakens from normal sleep/unconsciousness. (like smelling salts)
Darric	cM80U	berry	chew	10gp	Heals 10 (instant effect)
Forb	fM85NE	berry	chew	40gp	Heals 10 and relieves 2 rnds accumulated stun
Kenja	tD80U	leaf	brew/drink	3sp	Heals 1-4. Instant effect. Up to 5 doses can be brewed together.
Morue	fH20NW	root	chew	80gp	Heals 50. Takes 1 minute
Niveri*	hJ20E	seed pod	crush/dissolve/dr	40gp	Heals all hits over 1 hour.
Purg	mD10NW	nectar	dissolve/drink	30gp	Heals 20. Instant effect.
Raman	sO40W	leaf	chew	10sp	Heals 1-10. Instant effect.
Rigni	cM90E	lichen	crush/poultice	120gp	Heals 3-300. Instant effect. Imbiber stunned for one round due to shock.
Sheku	aD5M	berry	place in mouth	140gp	Heals all hits. Instant effect. Imbiber stunned for one round due to shock.
Shuab	eW10M	leaf	poultice	30gp	Heals 2-20. Doubles healing of all current major wounds. Antiseptic.
Tazik*	sT20E	berry	chew	4gp	Heals 5 (instant effect)

**Antidotes/Purifications/Antibiotics/Antivirals**

Alzo	tF15U	leaf	chew	27gp	Antidote for Yosis
Bevolin	mO20SW	leaf	brew/drink	45gp	Antidote for Ghida
Calim*	hJ20E	stem	crush/chew	20gp	Antibiotic. Add 60 to RR vs. bacterial infections. Repeat daily as needed. AF15.
Deon	hO5S	root	eat	110gp	Antidote for Loryaak
Ephuma*	hJ10SE	flower	cr/boil/dr	50gp	Antiviral. Add 70 to RR vs. viral infections. Repeat daily as needed. AF10.
Eshetu	mT20M	grass	poultice	80gp	Antidote for Kadah
Ikkal	mF2U	crystal	dissolve/drink	300gp	Antidote for any poison if taken within one hour (and target is alive or lifekept).
Malik*	mD10U	mold	dry/ingest	50gp	Antibiotic. Add 100 to RR if used vs. bacterial infection. Can repeat daily. AF5.
Malinga*	hJ10E	flower/leaf	crush/drink	100gp	Cures all herb addictions. Flower/leaf must be mixed in correct proportions. 1 day rest required after. AF 0.
Nega	mS80N	leaf	brew/drink	80gp	Slows effect of any poison 10x. Lasts 24 hours.
Nuli*	mT30Edr	grass	dissolve	5sp	Purifies ½ gallon water of all impurities.
Radoje	tH90U	root	crush/rub	10gp	Cures wound infections.
Retta	tC14U	flower	chew	120gp	Neutralizes any poison below 10th level.
Saalex*	hJ20E	leaf	dry/crush/inhale	10gp	Antiviral; cures sinus infections including common cold. Add 100 to RR. AF 10.
Siri	aW10SE	root	chew	80gp	Antidote for Luku.
Tevy	mO20S	leaf	boil/inhale	25gp	Antidote for Vyrk. Cures Hurothgaar.

**Stat Modifiers**

Alaec	aD2SW	flower	chew	450gp	Restores any stat losses other than those due to age. Affects only one stat.
Azele	fG1NE	bud	chew	340gp	Allows one to increase any one stat's potential by one point. Effect permanent. User can only use the drug once in his lifetime, or body will reject (all stats drop by 5-50).
Sahn	cA3NE	flower	chew	500gp	Allows one to increase any one stat's potential by 4 (up to 100), but 10 must be deducted from any other one stat of the imbiber's choice. Effect lasts one year exactly.

Specific Repairs					
Amar	tS20U	leaf	poultice	70gp	Stops bleeding by clotting and sealing wound (up to 5 hits/rnd; more severe wounds are unaffected). Wound is closed and healed; will not re-open.
Arrine	mF30U	stem	rub	10gp	Doubles rate of healing fractures
Baalak	hO3U	reed	br/dr	160gp	Repairs one shattered bone. Takes one minute.
Cellane	tH85U	leaf	boil/inhale	2sp	Decongestant. Adds 20 to resistance versus cold and pneumonia.
Chuma	hO15S	root	crush/rub	12gp	Doubles rate of healing for sprains, torn ligaments, cartilage damage.
Cicala	mT30M	grass	poultice	40gp	Mends one muscle (instant).
Crale	tC30N	berry	chew	65gp	Restores hearing.
Curfalaka	hJ12U	fruit	eat	40gp	Mends muscle damage.
Daral	tO90U	leaf	poultice	1gp	Cures fever.
Dorn	tF15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to 2nd degree burns. 3rd degree healed in one hour.
Dorub	cC30U	cone	cr/boil/poultice	60gp	Nerve repair (one limb) takes one hour.
Efrid	hJ10S	flower	place in mouth	250gp	Massive nerve regeneration. One hour.
Ghiloa	eG2NE	flower	crush/soak	10gp	Cures frostbite.
Gursamel	tS3N	stalk	cr/po	30gp	Mends bone. Takes one minute.
Hegheg	hS12U	root	bo/cr/poultice	25gp	Heals cartilage damage
Inexes	mD20SW	leaf	poultice	70gp	Stops bleeding of any one wound instantly. Vein/artery closed but not repaired.
Iolar	cO60SE	mix	salve	10bp	Depilatory (removes hair in area applied).
Irit	mM20NE	berry	salve	5sp	Local anesthetic. Lasts 4-5 hours.
Irona	hJ20SE	leaf	boil/inhale	85gp	Cures 1 mental disease (magical or otherwise). Takes one day.
Jaymis	tM10SW	algae	dry/eat	60gp	Allows free breathing underwater (as well as in air). Lasts five hours.
Jervie	mC20W	seed	cr/boil/poultice	145gp	Major organ repair (not brain). Takes one day.
Jes	cH16N	flowers	salve	255gp	Joins limbs. Takes one hour.
Kadir	aD80M	stem	powder/dissolve/dr	3bp	Analgesic.
Kiran	hV60SE	leaf	poultice	25gp	Heals cartilage damage instantly.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly.
Macajou	cO4N	leaf	boil/apply	250gp	Regenerates one major organ. Takes five minutes. Imbiber is at max hits due to drain on body.
Milinka	aD10U	root	salve/rub	12gp	Mends bone. Takes one hour.
Nayeek	mS10W	flower	place in mouth	30gp	Lifekeeping (one hour).
Nizzar	mV15S	root	poultice	80gp	Repairs one bone shatter. Takes one day.
Nyasani	tF3M	flower	boil/dr	240gp	Regenerates one eye. Takes one day.
Nya	eG1NE	flower	place in mouth	850gp	Lifegiving for Elves. Will acts as Lifekeeping on anyone, lasting 10 days.
Orlian	ff30NW	leaf	poultice	30gp	Preserves one limb.
Pok	tU2U	mushroom	place in mouth	200gp	Regenerates brain tissue. Depending on area and extent, lost experience/memories are not regained.
Reslyn	tO35SW	kelp	poultice	90gp	Cures blindness (if eyes not destroyed). Instant effect.
Rumar	fm25U	berry	chew	60gp	Relieves up to 3 rounds accumulated stun. Takes effect one round after ingestion.
Salufa	mO3W	flower	place in mouth	1000gp	Lifegiving.
Sappora	mM15E	root	chew	2gp	Stun relief 1 round. Acts instantly.
Savarhet	tD20U	clove	place in mouth	380gp	Will regenerate any damaged nerves and organs. Takes one day.
Sebrun	cF45N	root	chew	5gp	General anesthetic. Lasts 10-12 hours. Level 5 attack.
Sek	hJ60M	nectar	boil/inhale	20gp	Relieves coma, if any related damage previously cured.
Shlorp	tU10U	mushroom	place in mouth	160gp	Lifekeeping (10 days).
Shuab	tM80S	leaf	poultice	35gp	Heals up to 3rd degree burns in ten rounds. One dose will treat one square foot of area.

Shumaran	sW20E	clove	place in mouth	1200gp	Lifegiving.
Starza	tC23U	resin	dissolve/soak	25gp	Cures frostbite. Heals 2-20 cold related hits.
Sterhen	tH40S	nut	eat	60gp	Stimulant. Add 10 to quickness for 5 rounds. Assures wakefulness for next 10 hours.
Suman	mD8N	gold berry	place in mouth	200gp	Lifekeeping 30 days.
Taline	mD40S	berry	crush/poultice	15gp	Blood vessel repair.
Telpi	tT30NE	grass	poultice	45gp	Stops bleeding (up to ten hits/rnd). Victim cannot engage in strenuous activity without reopening wound.
Tesh	mC75SE	resin	dissolve/poultice	80gp	Repairs ear. Takes one hour.
Torrain	fH20NW	root	chew	20gp	Cures concussion.
Tovo	sB10W	leaf	boil/inhale	5sp	Mild stimulant. Assures wakefulness for 5 hours.
Trice	tO10SE	kelp	poultice	200gp	Will heal up to two square feet of fourth degree burns. Victim must recuperate one day.
Trimas	tU8U	mushroom	eat	150gp	Regenerates appendage (finger or toe takes one week; arm or leg one month).
Turfiik	sW10U	leaf	boil/poultice	50gp	Regenerates one bone (and attached tissues such as cartilage and tendon). Takes one day.
Ujama	tM30U	leaf	poultice	10gp	Repairs sprain. Effect immediate.
Vaniro	mH80N	berry	cr/rub	20gp	Restores heart action.
Wor	aD30NE	cactus sap	poultice	60gp	Skull repairs. Takes one minute.
Wumbar	sB35U	fruit	crush/rub	120gp	Joint repair. Effect immediate.
Zaklar	tM80U	leaf	boil/inhale	3sp	Restores free breathing.
Zan	cO20S	stem	crush/rub	250gp	Spine repair. Takes one minute.
Zorm	mS15N	grass	poultice	150gp	Shatter repair. Takes one round

### To Compute price/availability use the following steps:

(1) Find compass area.

(a) Mid-continent is always one compass region away from adjacent regions.

(b) Universal Herbs are uniformly distributed.

(c) Remaining regions are based on compass points (N, NE, E, SE, S, SW, W, NW). Cost is based upon main home, but any region containing compass point (e.g. E is in NE, SE and E) uses base price. Regions 1 step away use 2x cost; areas 2 steps away use 4x cost.

(2) Use cost multipliers below:

Market/Availability:

1/2x if market oversupplied in good

1x if normal/cosmopolitan market

2x if rural market

3x if isolated/black market

10x if insulated/inaccessible market

(3) When selling an herb to a merchant or interested (and rich) individual, employ two more factors (it's not that bad, really):

(a) If the herb is not 'universally' available it may be hard to sell, particularly where cheap local equivalents are available.

(b) Prices are computed as normal where there is a demand. Where there is no demand, the herb will bring 50% of the price of the cheapest equivalent locally in demand and available. All price fractions here should be rounded down.

(c) Unless otherwise stated, (due to culture, locale, circumstance, etc., etc.) PCs deduct 50% of the price when selling the herb.

(4) Weights should be calculated at 1/2 ounce per dose. This might vary in certain cases within the GM's discretion.

### FINDING AN HERB IN THE WILD:

A) This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought.

B) A united group gets one roll for an organized search. Roll randomly to see

how many doses a given individual finds.

C) For a group which separates into smaller units, each group makes a separate roll. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.

D) Formula: #doses = [(1-100) on open-ended D100] + modifiers + frequency # -100] divided by 5 OR the frequency #, whichever is LOWER.

E) Modifiers:

Searching in area searched in last 6 months -50

Searching in compass code area adjacent to home of herb -50

Each Animist in group +30

Each Ranger in group +20

Each additional searcher +5

Each day spent unsuccessfully searching +05

**NOTE:** When used too frequently most herbs will cause either dependence or a negative allergic reaction in the imbiber. The frequency necessary and ramifications should be determined by the GM. However, use of any of these herbs on the average of more than once per day for more than a week should be dangerous. Alternatively, using the herb a given number of times within any given period may trigger addiction.

Some possible afflictions:

a) dependence forces user to imbibe drug once/ day or face violent, unpleasant withdrawal.

b) drug ceases to be effective; more and more doses required *at once* to be effective.

c) imbiber develops allergy to drug, and cannot take drug without a reaction (from sneezing fits or hives, to a serious overall swelling, trouble breathing, and even a chance of heart attack or death.

d) imbiber who frequently uses, for instance, a 'haste' herb in "tense" situations may, in a "tense" situation in which he does \$2not\$1 use the herb, trigger a withdrawal reaction, such as *slowed* movement

It is also important to note that the PCs will not necessarily be aware of the possibility of becoming addicted, or else they will take precautions.



**Grimp:** A Kuluku recipe they will not share, this involves several plants, and Kuluku urine. It allows a non-Kuluku to have their chameleon skin color for one full day (+50 to Hiding in forest environments).

**Myrl:** River plant pods. Dried, ground and made into tablets, they have an aphrodisiac (and potency) effect for most humanoid males. While not strictly medicinal, it commands a high price in urban areas.

**Nuli:** A blue-green grass found in Lygaar. Can be dried and compressed into a tablet. Drop the tablet into a canteen of river water (up to one-half gallon), shake and wait 1 minute and all impurities, microorganisms and other dangerous bugs are killed. Imperative to have when travelling in Khûm-kaan if you don't want major digestive troubles, up to fatal dysentery. Nuli is not quite as miraculous as a *Purify Water* spell, so the water may still have an unpleasant taste, but it is safe to drink if the tablets are not used to purify more than the prescribed amount.

**Tazik:** These berries are bright red, spherical and about the size of large cherries. In addition to being delicious, tazik berries are enchanted and can instantly cure 5 hits. Harvesting them can be perilous, however; see the plant of the same name under Dangerous Plants, above.

## 4.5 HALLUCINOGENS/ STIMULANTS/DEPRESSANTS

The following fall mainly under the category of recreational drugs, though a few do have some secondary medicinal uses. A few items known on Terra but not commonly defined are included here for comparison. Some items also go by different names on Kulthea. Those with asterisks are also included on the Medicinal Herbs Chart with locations, pricing and addiction factor.

**Butak:** [*Temperate–Cool Temperate/Seasonal*]

A distilled alcoholic beverage usually made from potatoes, butak is clear and nearly flavorless. It is drunk either alone (usually chilled) or mixed with juice. (similar to Terran vodka). Butak is made mainly in northern Emer, including Hæstra and Nuyan-Khôm (Sel-kai buys huge quantities), but is a popular import to Ardanian.

**Xoaco:** [*Tropical/Humid*]

This plant, very similar to the Terran cocoa and the prepared cacao berries (and refined chocolate) that come from it, so far has only been found in the rainforests of Quon and Quon-ul, and has not been successfully grown anywhere else. (It was erroneously mentioned in *Emer II* that the Loari of Námar-Tol had been able to grow the

## POISONS & VENOMS CHART

Name	Delivery	Source	Form	Appearance	Effect	Level	Cure
Bragh	Inject	Sap mixture	Paste	Brown	Unconsciousness 10-100 minutes	8	Unknown
Dartspore	Inhale	Plant pollen	Powder	Yellow	Instant (in 1-10 seconds) death	10	Moderate
Erink	Inject	Grain Extract	Fluid	Clear Brown	Body Paralysis 2-10 months	4	Moderate
Gaggur	Inject	Plant Sap	Fluid	Green	Instant Death	10	Very Rare
Ghida	Inject	Spider Venom	Fluid	Blue	Coma	3	Rare
Idus	Inject	Berry	Juice	Red	Convulsions 1-10 hours	5	Moderate
Jubled	Poison	Flower	Powder	Blue	10-100 Hits	10	Rare
Kadah	Inject	Clam Extract	Juice	Beige	Joints Fuse (in 10 days)	2	Rare
Lenthe	mucus cntct	Vorloi Saliva	Fluid	Clear	Lethargy/unconsciousness 1 hour	10	Rare
Loryaak	Inject	Mushroom	Juice	Brown	Bleed to death through pores	4	Very Rare
Luku	Inject	Moss Extract	Powder	Brown	Death in 6 Rounds	5	Rare
Maceo	Inject	Snake Venom	Liquid	Clear	1-100 Hits	2	Common
Meerk	Inject	Fish Venom	Liquid	Clear Green	Suffocation in 18 rounds	4	Moderate
Nehrum	Inject	Kelp Extract	Liquid	Clear Blue	Loss of Free Will (1-4 hours)	10	Rare
Perolk	Inject	Leaf	Paste	Green	3-30 Hits	5	Common
Quilvort	Inject	Berry	Juice	Yellow	5-50 Hits	8	Moderate
Rochan	Inject	Spider Venom	Liquid	Purple	Instant Death	20	Very Rare
Skalan	Inject	Shaskan Venom	Liquid	Clear	Instant Death	20	Very Rare
Taryank	Inject	Bat Venom	Juice	Clear	Unconsciousness 1-10 minutes	5	Common
Vyurk	Inhale	Pollen	Powder	Yellow	Sneeze to Death in 2-8 days	5	Rare
Yosis	Inject	Plant Sap	Fluid	Green	Blindness for 1-10 Days	10	Moderate

\*Inject means can be delivered via a tipped dart, a weapon that pierces the skin (critical), or in case of venom, the animal bite or sting delivers a critical.

## DISEASE CHART

Name	Source	Form	Terran Equiv	Effect	Level/Freq	Treatment
Bahaar	People	Bacteria	N/A	Pneumonia/slow death; 50% fatal**	3/Rare	Antibiotic
Canal Cough	Airborne	Virus	Bronchitis	Flu-like, Fever/cough/weakness*	10/Medium	Antiviral
Dereath	Mosquito	Virus	N/A	1-2 months incapacity	20/Rare	Antiviral
Hurothgaar	Sheep	Bacteria	N/A	Cruel skin rash/scarring	5/Common	
Kadæna	Unknown	Virus	N/A	Insanity (brain deteriorates)	4/Very Rare	Antiviral
Ory	Wild Birds	Bacteria	West Nile	Fatal dehydration in 1-10 days	5/Very Rare	Antibiotic
Rasik	Jinteni Places	(radiated)	Rad poisoning	Sickness to Slow Death (1-100d)	1/Rare	
Shakes	Unclean water	Virus	Influenza-B	Fever/congestion (-50% 3-10 days)*	5/Medium	
Swamp Sickness	Airborne	Virus	pneumonia	-90% 20-50 days; 50% fatal**	10/Rare	Antiviral
Bleeding death	Saliva (bats)	Virus	Ebola	Pain/vomiting/bleeding (fatal in 5-20d)	5/Very Rare	
Phage	Unclean water	Bact/Virus	Flesh-eating virus	Sore grows, eating flesh (fatal in 5-20d)	10/Very Rare	Antiviral
Cramping	Unclean water	Bacteria	Cholera	severe diarrhea, vomiting (10% fatal)	5/Medium	Antibiotic
Red Fever	Ticks	Virus	Spotted Fever	Fever, pain, rash. Fatal in 3 days**.	5/Rare	Antiviral
Brown River	Unclean water	Bact or virus	Dysentery	Severe diarrhea, pain; (-50% 3-10 days)	5/Common	
Chills	Unclean water	Virus	Hepatitis A	Weakness/chills; At -80% all actions 30 days	5/Rare	Rest
The Madness	Saliva (bite)	Virus	Rabies	Flu-like, confusion. Fatal in 12-24 days	20/Rare	
Green Fever	Airborne	Virus	N/A	Flu-like; fatal for 10% of mortals	10/Rare	Antiviral

\* Can lead to Pneumonia (20%) w/o rest or treatment

† Indicates Spell; must defeat disease lvl RR.

\*\* If untreated: Treatment for pneumonia is usually bed rest; other afflictions require drugs.

xoaco plant, but they have had little to no success, even with help from the Kuluku).

The Kuluku know how to prepare the berries and create chocolate, as well as an alcoholic drink they call *Xumen*.

**Gort:**\* [Tropical/Humid]

A plant called *Agoranth* thrives in shade under the jungle canopy. Similar in appearance to the *impatiens* plant, it bears delicate orange flowers. The pale, white-veined leaves are what is valued, however. They are dried and ground into a white powder, which can be inhaled to create a state of euphoria.

**Shiam:** [Temperate-Cool/Seasonal]

An alcoholic beverage that is produced by fermenting a solution of honey and water, it is similar to mead. The Kuluku brew is considerably stronger, however. When used recreationally it is watered down, but for ceremonies, the shamans imbibe it full-strength (sometimes with other substances) in order to achieve a trance-like state.

**Shrim:** [Tropical/Humid]

Shrim is a sap harvested from the tropical Misa tree. The sap is chewed like a gum, and is a mild hallucinogen. It also provides a +10 To RR vs. Illusions. It is enjoyed mainly by the Kuluku.

## 4.6 POISONS & VENOMS

In the adjacent chart are a few poisons and venoms, their sources and effects. Some specific venoms are also described with the creatures that deliver them.

## 4.7 DISEASES

Just as the warm, moist rainforest environment is conducive to a number of medicinal herbs, it is also a breeding ground for numerous bacteria and viruses not so friendly to humans.

The following chart lists a selection of possible diseases and rough Terran equivalents. GMs are encouraged to research them. First GM must decide if the character(s) have been exposed, then they must roll a RR vs. the disease w/Co and racial bonuses. If they fail, it is a matter of recovery or healing. Also the GM should keep in mind transmission within the group.

**GM Note:** that it is unlikely that Elves may be resistant and yet carriers of viral infections; otherwise mortals would have been wiped out soon after any contact with Elven races. Therefore, if an Elf is resistant to a disease, they also cannot be a carrier for it.

## 5.0 FAUNA

A huge variety of life thrives in this region, primarily in the rainforests. Southeastern Emer contains some of the richest ecosystems on the planet. More ‘mundane’ inhabitants are mentioned in their various locations, and descriptions can be found in *Creatures & Treasures* or the *Shadow World Master Atlas*; stat summaries are also included in the charts. Descriptions of only the more unusual and *Shadow World* inhabitants are included here.

Because of the plethora of the above-titled life in this environment, only those creatures unique to Kulthea will be described in the section, though typical examples of some more ‘mundane’ creatures may be found in the Beasts Chart.

### INSECTS, ARACHNIDS, LAND INVERTEBRATES

**Blood Tick:** [*Hot–Temperate/Wet & Dry–Semiarid–Arid*]

Similar to ticks found on earth but larger and much more deadly for several reasons, blood ticks lie in wait on tree branches overhanging paths where animals (and humans) tend to travel. Able to sense the presence of a passing target, they drop down, crawl to a place of exposed flesh, crawl under clothing and dig in, its attack often undetected because of a mild local anesthetic it delivers. It will drain 1 hit/min until removed.

There is a 5% chance that the tick is carrying *spotted fever*, and will infect the host.

**Bore Worm:** [*Tropical/Humid; Beach*]

Bore worms are about an inch long and live in wet tidal sands, mostly along the coast south of the Black Mountains. They tend to live in colonies about ten feet in diameter and can be spotted with a *Medium* (0) Perception if looking for them, *Very Hard* (-20) if just casually observing, by a curious churning in the sand as the water recedes. Walking or standing on a bore worm colony barefoot means a 70% chance they will strike, 3D6 worms injecting their eggs into the flesh, then dropping off and dying. The target only feels a slight tingling. Examination of the bottoms of the feet reveals small red bumps like mosquito bites. However, 10 hours later the eggs hatch, the feet burn and swell as the larvae feed on the flesh, delivering 1 hit per hour per larva. The worm larvae must be killed within 25 hours or major repairs will be required. By this point, most animals are rendered unconscious, and the worms work further into the body over another 10 days, transforming to their pupal stage and killing the host. Then they hatch as large (harmless) insects, to fly off and lay eggs.

The Thesians are aware of the worms; their rather crude cure is hot bamboo slivers inserted into the bottoms of the feet (1 hit per sliver), killing the worms. Tar-

get is then merely lame for 2–4 days as the dead worms work out.

**Buzz-Sting** (Er. “**Solev Kirik**”): [*Hot–Temperate/Rainy–Wet & Dry*]

This giant mosquito is rarely seen except in swamps. The female is over four inches long; when filled with blood her translucent abdomen is as large as a plum. The male is slightly smaller and harmless; his abdomen can give off a bright greenish light that has often been mistaken by nervous travelers for a type of undead known as a *Swamp Star*.

**Digger Wasp:** [*Tropical/Rainy*]

This is a large wasp, perhaps three inches in length, with an iridescent greenish body and wings. The males actually carry the fertilized eggs and seek out a mammalian target. The stinger lays the eggs (4D6) inside the target under the skin. This only delivers a few hits at first, but if the eggs are not removed (this is a separate operation than simply healing the wound, a *Hard* (-10) First Aid maneuver, and the eggs must first be discovered), after 10+1D4 days, the eggs hatch into feeding worms that begin devouring the flesh under the skin at the rate of 1 hit per worm per round until they are cut out, an *Extremely Hard* (-30) First Aid maneuver (could be a gruesome operation).

**Dragonfly (Giant):** [*Tropical–Cool Temperate/Rainy–Seasonal*]

These creatures are generally harmless, though their sheer size (up to 8’ wingspan and 4’ long body; a few larger have been seen) and the loud buzzing of their wings can be alarming. The giant dragonflies are remarkably intelligent (for insects) and the Kuluku have actually domesticated some as pets.

**Fire Ant:** [*Tropical–Temperate/Rainy–Wet & Dry*]

Though just a couple of inches long (larger than their Terran counterparts), these little fire ants can swarm and take down a large animal or human with their bites, stings, and a painful venom.

**Grekka Spider:** [*Tropical–Temperate/Rainy–Wet & Dry*]

A forest and swamp dwelling arthropod, the grekka is has shiny black legs and thorax, with a large translucent abdomen. Including legs, this spider can grow to 5’ or more in length.

Grekkas do not spin webs to entrap their meals; they ‘spit’ a web filament with a sticky tip to catch and entangle prey. The range is up to 30 feet. The Grekka then reels it in (or comes to the entangled victim) and bites, delivering a nerve poison of *severe* effect. Once subdued, the victim is either injected with a reduction poison of *extreme* effect, which in a few hours reduces the internal organs and flesh to a liquid suitable for the spider to consume, or the poor unfortunate is cocooned. If the latter,



the prey is merely being saved for a later snack, or—if the spider is a female (60% chance)—the spider will insert its eggs into the target's abdomen. In [2+1D4] days, 2–20 baby spiders will emerge to feed on the paralyzed but—horrifically—conscious meal left for them by mom.

**Glass Spider:** [*Tropical–Temperate/Rainy–Wet & Dry*]

A truly terrifying creature, the glass spider is a solitary hunter, and does not spin webs. However it is capable of leaping up to ten body lengths laterally and five vertically with blinding speed. Also, true to its name, its entire body is translucent almost to the point of being transparent (+50 to Stalking/Hiding). Including legs, this spider can grow to 4' or more in length. It has large pincers which lock on and inject a powerful Level 10 venom which paralyzes the target, and when it is subdued, the spider injects a *Moderate* Level 6 reduction poison, reducing the victim's internal organs and tissues to liquid that the spider can easily suck out. While it usually preys on smaller animals, it has been known to attack solitary humans.

**Hemafly:** [*Tropical–Cool Temperate/Rainy–Seasonal*]

Not unlike a common horsefly in form, though adults often reach 3" in length. They are frequently found near patches of Thokot.

**Mind Leech:** [*Tropical/Rainy–Humid/Freshwater*]

Not to be confused with the relatively tame and 'mindless' Numbing Leech, the Mind Leech is 4–6" in length, affixes itself to the base of the brainstem and attaches along the spine, and assumes control of the target. It is actually a part of a much larger intelligent creature that lives in the water and controls the leeches through a kind of mass telepathy. The 'mother' leech has a range of one mile.

**Numbing Leech:** [*Tropical/Rainy–Humid/Freshwater*]

Common in river shallows, marshes and swamps, the numbing leech grows to 5–8" in length and delivers a *Mild* nerve poison while draining 1–4 hits per hour while attached. While being targeted by a few might only be a nuisance, several could prove fatal. It is harvested and used by some Lay Healers as a sedative.

**Quon Mantis:** [*Hot–Tropical/Rainy–Humid*]

The Quon Mantis is a type of praying mantis, but extremely large, growing to over three feet in length. It rarely attacks humans, but the powerful, pincer-like forelimbs are capable of ripping a human limb off. They often just use these forelimbs to hold the prey while they bite, their mouth delivering a *Moderate* Level 5 circu-



latory poison to subdue it. Like their smaller brethren, they are lone ambush predators, lying in wait for prey then striking with blinding speed. They tend to be diurnal feeders and can be found mostly in the lower to mid rainforest levels.

**Quonul Centipede:** [*Tropical–Temperate/Rainy*]

A large brown insect growing to three feet in length, the Quonul Centipede has a segmented body and relatively short legs. They are lone predators, hunting on the ground or lower tree layers. They mostly feed on other insects or small mammals and birds. They have large pincer-like fangs, which deliver a *Mild* Level 4 circulatory poison. They do not bite humans unless threatened.

**Taggaka Spider** [*Tropical–Cool Temperate/Volcanic*]

These spiders prefer to live in warm volcanic areas, in holes or fissures in rock. They do not weave webs as such, but they string web filaments like trip wires across areas where prey might travel. When they sense prey, they leap out (as far as thirty feet) onto their victim. Their large pincers can deliver a *Moderate* Level 8 muscle poison and a *Moderate* Level 10 reduction poison. They can grow to well over six feet in length. Usually they are solitary, but in Spider Pass there is an entire colony of them scattered along the upper reaches of the pass.

## FISH, REPTILES & AMPHIBIANS

In addition to such ‘interesting’ inhabitants such as piranha, alligators, and a wide variety of snakes and other such creatures, following is a selection of beasts unique to Kulthea.

**Baaka:** [*Hot–Tropical/Rainy–Humid*]

Resembling huge frogs, but actually more related to the Srill or Quarnaks than an amphibian, Baaka are intelligent enough to be trained and ridden like horses. They are sure-footed, strong, fast, and can even climb trees while carrying a rider, using their long-digited four legs. Baaka can leap great distances but do not while carrying a rider; instead they are able to ‘walk’ like their amphibian relatives. These strange creatures are found exclusively on the Isle of Jade.

**Barbed Boa constrictor:** [*Hot–Tropical/Rainy–Humid; Freshwater*]

This monstrous snake will either travel on the ground or through sturdy trees, sometimes hanging from branches waiting to drop on its prey. Growing sometimes to forty feet in length, it is one of the few snakes that can actually consume a human whole. Their name comes from the peculiar barbed end of their tail, though it has no function. These boas are generally bright green in color.

**Bile Lizard:** [*Tropical/Rainy–Humid*]

Able to run swiftly on four legs, or climb using its retractable claws, the Bile Lizard is blue-green, about three feet long, with a retractable tongue up to two feet long on its own. The Lizard can also spit a *Moderate* Level 4 nerve poison up to twenty feet. While not normally aggressive, it will attack if it feels threatened or if it is startled.

**Blueback Snake:** [*Hot–Tropical/Rainy–Humid; Freshwater*]

Their name coming from the sapphire blue color of their backs (their underside is black), bluebacks swim in freshwater shallows, generally feeding on fish. However they can be aggressive, and their fangs deliver a *Mild* nerve poison. Sometimes three or more will swarm to attack a party wading or swimming. They can grow to be 6–8 feet in length.

**Charrank:** [*Tropical–Temperate/Humid–Semiarid*]

About the size of a very large ostrich, the Charrank are reptilian omnivores. They use their foreclaws and huge fang-like upper horns to dig up roots and open termite mounds so they may feed on their inhabitants, sucking up the bugs in their hollow fangs. They also have a stinger in their tail that they can employ to either deliver a paralyzing poison directly, or fire a barbed dart up to thirty feet away with great accuracy. They use this sting for defense, and sometimes to take down mammalian prey. Once the target is helpless, they use their fangs (which also have a *Mild* Level 3 reduction poison) to drain the victim’s blood and liquefying organs. They have excellent night vision, and usually hunt in small familial groups of 2–4. While mostly found on the Ahnasan plateau, some also live on the edges of the Rulaash rainforest.

**Clei-viper:** [*Hot–Tropical/Rainy–Humid*]

These poisonous snakes prefer to live on the ground in rainforest areas, and their mottled brown color lets them blend in with the forest floor. They grow to about ten feet in length. Their main danger to humans is that they are territorial, and will attack anyone who approaches, their fangs delivering a deadly *Moderate* Level 12 circulation poison.

**Electric Ray:** [*Tropical–Temperate; Saltwater*]

This ray has a similar shape to the huge manta, though it rarely attains half the size and it is a grey-green in color rather than the manta’s black. The electric ray does also have projections on either side of its mouth, but instead of serving as scoops for plankton and tiny shrimp, they are bony probes, each with a large nerve. It is from these protrusions that the ray can fire electrical shocks powerful enough to render a large fish (or a man) unconscious at up to fifty feet. The ray can then close and



dine on its stunned prey at leisure, tearing off chunks of flesh with its shark-like teeth. Electric rays usually prefer smaller targets under 50 pounds for food, but when threatened or hunting in groups they coordinate their attack and can defeat much larger creatures. The ray gives off a visible blue glow when about to attack.

**Emerald Tree Frogs:** [*Tropical/Rainy-Humid*]

Tiny but dangerous, these brightly colored little creatures are capable of spitting a powerful acid at distances of up to fifteen feet with deadly accuracy. Treat as a Medium Claw/Talon, delivering no critical—unless they get a “C” or better, indicating an eye hit. Target is blind in one eye for 3–12 days and is stunned for 1–5 rounds of agony (Level 10 acid) Found on the Isle of Jade and a few adjacent isles.

**Gartyl:** [*Tropical-Temperate/Humid-Semiarid*]

Reptilian creatures with elongated head and membranous wings, gartyl are not unlike the pteradons of earth. Wingspan ranges from 10’ to over 30’ depending on the type (most found in this region tend to be toward the larger end of the scale). Gartyl are carnivorous, usually dining on birds, fish or small mammals. In rare instances they have been known to carry off small children caught out in the open. Sometimes they will hunt/attack in groups to take down larger prey, even human adults.

**Kraken/Giant Squid:** [*Temperate-Cold; Saltwater*]

Giant squid have been encountered in the Sea of Glass and the Swirling Sea, especially in the Fall storm season; less frequently in the Crystal Sea. Kraken tend to dwell at great depths. However, when food is short they venture into the shallows and will attack anything they consider threatening or possible prey.

**Krell Jellyfish:** [*Tropical-Temperate/Saltwater*]

These large translucent creatures reside mainly in the Raelian Bay and vicinity and are mainly a hazard to swimmers. Their trailing tentacles can reach over twenty feet in length, and unlike most others of their kind, the Krell can control its stinging tentacles to reach out swiftly to nearby prey. In addition to the sting hits, the tentacles deliver a *Mild* Level 4 nerve poison.

**Orgiana’s Fingers:** [*Tropical-Temperate; Saltwater*]

Seemingly fragile yet resilient, this jellyfish has a translucent, gelatinous body 3–8’ in diameter, with dozens of bright red tendrils which can extend from ten to thirty feet or more. These ‘fingers’ are prehensile and can reach out to grasp a target with surprising speed. All they need to do is touch unprotected flesh to deliver a paralyzing sting (a *Moderate* Level 5 nerve poison). Larger fish, dolphins and humans may require a few stings before succumbing, so it is possible to escape if one is very lucky. If not, the delicate tendrils draw the helpless prey

up into the undulating body, where it is digested (a process that takes 4–8 hours, and can be seen through the semi-transparent creature).

**Quarnak:** [*Hot-Tropical/ Humid-Rainy-Wet & Dry-Semiarid*]

Largest of the ‘reptilians’ (aka, more like dinosaurs: warm-blooded creatures) on Emer, quarnaks are carnivorous beasts, which run on hind legs. They stand 5’ – 7’ tall and have large heads with powerful jaws and sharp teeth designed for tearing flesh. However, their primary attack is with a hooked claw on each leg. They leap up and disembowel their prey. Their long, whiplike tail is also a dangerous weapon. Quarnaks are fearless, vicious, cunning and territorial, and tend to hunt in small family packs. They have a tough green mottled hide and a feathered head frill.

**Srill:** [*Hot-Tropical/Humid-Rainy-Wet & Dry-Semiarid*]

Another large reptilian, srill are similar in size to quarnaks, but they have a smaller, narrow head with a mouth more suited to chewing leaves, befitting their herbivorous diet. While not aggressive, they will defend themselves if attacked with claws and their long barbed tail. The Lankani have domesticated them as riding animals.

**Swarmfish:** [*Hot-Tropical/Rainy-Humid/Freshwater*]

These fish are only about nine to twelve inches in length as adults, but they are not to be underestimated.





Similar to piranha but more aggressive than their Terran counterparts, and with even bigger mouths, with huge razor-sharp teeth.

**Takagiti:** [*Hot-Tropical/Humid-Rainy*]

Small, bipedal animals similar to miniature quarnaks, these may seem harmless because of their small size (10–12" tall) and high-pitched squeaks, Takagiti are nevertheless dangerous creatures. This is because they hunt in groups of 10–20 and coordinate their attacks with those squeaks. Their small bites deliver a Mild muscle poison, which in one or two doses may not be serious, but cumulatively can bring down a medium-sized animal, even a human. Then, nibble by nibble of their sharp little teeth, they feed on the helpless—but still living—victim at their leisure.

## BIRDS

As with many other types of flora and fauna in southeastern Emer, there is a huge variety of birds here. Given the rich abundance of insect life, it is hardly surprising. Many have bright plumage, which makes them valuable as potential pets, and for their decorative feathers. Some parrots have the ability to vocalize and are quite intelligent. The Kuluku sometimes keep certain parrots as pets themselves and can use them for communication or reconnaissance.

**Chukul:** [*Tropical/Rainy-Humid*]

These are huge predatory birds. Though not nearly as large as a roc, they often grow to have a wingspan of up to 50 feet, large enough to pick up a human. They prefer coastal areas and mountainous regions because the dense rainforest is difficult for them to maneuver in. They make large nests in rocky crags.

**Phelgrini:** [*Tropical/Rainy-Humid*]

Grey-green birds about nine inches tall, Phelgrini resemble other jungle parrots, but they are not so harmless. Their unusually large iridescent beaks (powerful-looking and longer than a man's finger) might be a hint that they are a bit different. The Kuluku call them the 'swarmfish of the sky.'

## FAUNA ENCOUNTER TABLE: RAINFOREST

ENCOUNTER	LOCATION				
	Rainforest floor	Near River/Swamp	In/On River/Swamp	Underground	Ruins
(Nothing dangerous)	01–20	01–20	01–35	01–50	1–40
Buzz-sting	21–26	21–27	36–40	51–52	41–44
Digger Wasp	27–32	28–31	41–42	—	45–48
Dragonfly (giant)	33	32	43–44	—	49–51
Fire Ant	34–36	33–34	—	53–54	52–53
Grekka Spider	37–38	35–36	45–50	55–60	54–60
Glass Spider	39–41	34–37	51–54	61–69	61–66
Hemafly	42–47	38–45	55–60	—	67–68
Mind Leech	—	46	61–63	—	—
Numbing Leech	—	47–48	64–70	—	—
Quon Mantis	48	49	—	—	—
Quonul Centipede	49–50	50	—	70–72	67
Taggaka Spider	51	—	—	73–79	68–70
Other Insect†	52	51	71	80	71
Barbed Boa	53	52–53	72	—	—
Bile Lizard	54–55	54	—	—	—
Blueback Snake	—	55–57	73–80	—	—
Clei-viper	56–57	58	—	81–82	72
Gartyl	58	59	81	—	—
Great Boa Constrict	59–63	60–63	82	—	73
Quarnak	64–65	64	—	—	—
Srill	66–67	65	—	—	—
Swarmfish	—	—	83–90	—	—
Takagiti	68–69	66–70	—	—	74
Tree Frog	70–72	71–72	91	—	—
Other Rept/Amph†	73	73	92	83	—
Chukul	74	75	93	—	—
Phelgrini	75–76	76–77	94	—	75
Bat*	77–80	78–80	95–96	84–88	76–82
Chaath*	81–82	81–82	—	—	83
Gamliki	83–85	83–85	97	—	84–85
Grell Ape	86–88	86–89	—	89	86–88
Voorg*	89–90	90	—	—	89
Other Bird/Mammal†	91	91	—	—	—
Kæden	92	92	—	90–97	90–94
Jungle Gark	93–95	93–95	98	98	95–98
Kuluku	96–99	96–99	99	99	99
(Special)	100	100	100	100	100

**How to use:** Roll 1D100 every 5 miles traveled, or every hour minutes exploring a specific (outdoor) site. A 'Special' result indicates multiple encounters over the period/location, or an unusual encounter like a Void Demon or something else unlikely. See the **Flora & Fauna Chart** for how many encountered in one location/encounter. Have PCs roll *Very Hard* (-20) *Perception/Observation* to detect dangerous fauna first; allow Animists and Druids +20 and/or those familiar with the local fauna +20 (no bonuses for detecting Kuluku, who may observe and not make contact). While in/on River/Swamp, creatures attack from above if airborne, or overhanging trees, or missile attack. 'Underground' means PCs are in caverns or other subterranean areas, including underground ruins, if there is open access to the outdoors.

\* Nocturnal.

† Use *Creatures & Treasures* or *Shadow World Master Atlas*, GM Discretion (or roll again).

Aarn Voru: In the forest by that name in the land of Rulaash, Kadaena left a scar. To undo it would be trying. And one would have to face Jesta Kii Jormas.

Andraax  
(Date unknown)

The male Phelgrini has several large blood-red feathers on the undersides of his wings that are invisible unless he is flying. These red feathers are prized by the Kuluku, partly because acquiring them is so dangerous. The Phelgrini live unusually close together in clusters of nests, often all in the same large tree. They are not individually territorial as most birds are but instead form clans of 20–50 birds, living and hunting together. These numbers are necessary because the Phelgrini's preferred diet is not insects or even small mammals. Instead they prefer larger prey... such as apes or humans. Equipped with their large beaks and talons capable of releasing a mild numbing poison, they swarm down on their unsuspecting target. Swooping, clawing and snapping, they eventually wear down the prey with small wounds, and when the victim falls, they begin to land and snap off chunks of flesh. They can easily tear through fabrics, and can even bite through leather. A large swarm can pick a body clean in a half hour of voracious feeding. They usually will not attack a large group of well-protected humans, preferring to overwhelm one or two creatures. They don't hesitate to go after prey that appears wounded, but they are not scavengers.

### MAMMALS

Following is a selection of the more unusual mammals found in the region. It is not complete of course; the GM should feel free to supplement the inhabitants with more mundane (but possibly no less dangerous) creatures using the *Shadow World Master Atlas* or *Creatures & Treasures*.

**Chaath:** [*Tropical-Temperate/Humid*]

Chaath are carnivorous cats, about the size of a panther, ranging from 100 to 150 pounds. Their fur is a mottled brown/gray, and their eyes are brilliant green. Chaath are nocturnal hunters, have razor-sharp claws and powerful jaws with large teeth. They are agile climbers and can leap amazing distances (more than 20 feet laterally and 10 feet vertically), which affords them an

advantage when competing at the top of the food chain with dangerous reptiles like the quarnaks—who will feed on chaath if they can catch one.

**Grell Ape:** [*Tropical-Temperate/Rainy-Humid*]

Huge tan and white apes with massive hands, the Grell generally live in caves in rainforest foothills, but they are excellent climbers, and remarkably quick for their size. Adults can grow to over 600 lbs. They are omnivorous but some apparently enjoy dining on humans. They are also fairly intelligent and capable of using some simple tools. For instance some groups have fashioned stones into club-like weapons that they hold in their hands, adding mass when they swing at an opponent.

**Gamliki:** [*Tropical-Temperate/Rainy-Seasonal*]

These smallish (about the size of a housecat) monkeys have long prehensile tails and live high in the rainforest canopy. They are more mischievous than dangerous, but they are extremely noisy, and sound the alarm when strangers enter the forest beneath them. They have even been known to rain down feces and other debris on perceived intruders.

**Kith:** [*Tropical-Temperate/Semiarid*]

Kith are impressive, powerful mammals, which resemble—at first glance at least—very large panthers. But these beasts have longer bodies and six legs, not four. And to those who would recognize such things, the kith are clearly a strange experiment of the Lords of Essænce. Agile and fast, they make excellent riding animals, and can carry a respectable amount of gear as well. Kith are fairly intelligent, and very loyal to their master. They can leap 30' laterally and 10' vertically when carrying a rider; more when unencumbered. These animals are also—despite their feline appearance—herbivores. Kith fur varies in color from a light grey to coal black, and their large eyes are a luminous green. While their short fur is fabulously thick and plush, it falls out after the animal is dead, so kith are not valuable for pelts.

**Reldin:** [*Tropical-Temperate/Semiarid*]

Herbivorous mammals resembling Terran gazelles, these herd animals have tan fur and curling golden horns. Making their home on the Grass Sea, they are important to the Kinsai for food and clothing. They are also prey to the large cats that prowl the steppe of western Onar.

**Voorg:** [*Hot-Tropical/Rainy-Humid*]

Resembling a large sloth with red-brown fur, the silent Voorg are far more dangerous creatures. They swing down from a hidden perch and with their deadly claws they can rip a man's throat out in an instant. Carnivorous, they feed on varied animals, but seem to relish human blood and organs. Once the prey is killed or incapacitated, the powerful Voorg is able to take hold of their



victim, drag them up onto a tree branch, and proceed to tear open their dinner and feast.

### OTHER CREATURES

#### Kæden [Underground/Special]

- *Special Attacks; see Shadow World Master Atlas.*

Resembling huge mantises as much as anything, Kæden are giant insectile creatures, another creation of the empress Kadæna's laboratories.

Along the ridges of the Black Mountains in Rulaash there are a few areas where round tunnels are delved into the hillsides. These appear like old mine tunnels, and indeed they may be so. But no man has come living out of those holes for many a century, for now they are home to several Kæden-hives. One large maze of tunnels about 100 miles east of Ahrenæk is home to a Kæden Queen.

#### Shards of Aarn Voru [Special]

- *6th lvl respiratory poison on discs.*
- *Lat leaders:* In the case of Aarn Voru, the color of the eye weapon is violet. Use the Fire Bolt Attack Table, 2x hits, Heat and Slash criticals.

A detailed description of these demonic creations in general can be found in the *Shadow World Master Atlas*.

These shards are only found in the Jungle of Aarn Voru, which is the area surrounding the citadel of Ahrenæk, and on the Isle of Glass. As with all the lats, they have specific powers. Shards are formed in groups (or 'lats') of six: five lesser and one greater. The greater shard, in addition to the deadly discs, has an energy weapon fired from its eyes. In the case of Aarn Voru, the color of the eye weapon is violet. Use the Fire Bolt Attack Table, 2x hits, Heat and Slash criticals. These Shards wear shimmering black, which, in the dark rainforest, reflects a shadowy green color.

**Leste Kii Lormas:** Master of the Shards of Aarn Voru, Leste Kii Lormas wears garments of shimmering black and a helm of violet. Leste Kii Lormas considers the intestines of human prey a delicacy.

- *Energy Weapon:* Eyes shoot a violet-hued, pulsing spray of energy. Use Fire Bolt Attack 4x hits, Heat and Slash criticals; Discs are coated with a 20th level Respiratory poison.

## 6.0 INHABITANT RACES

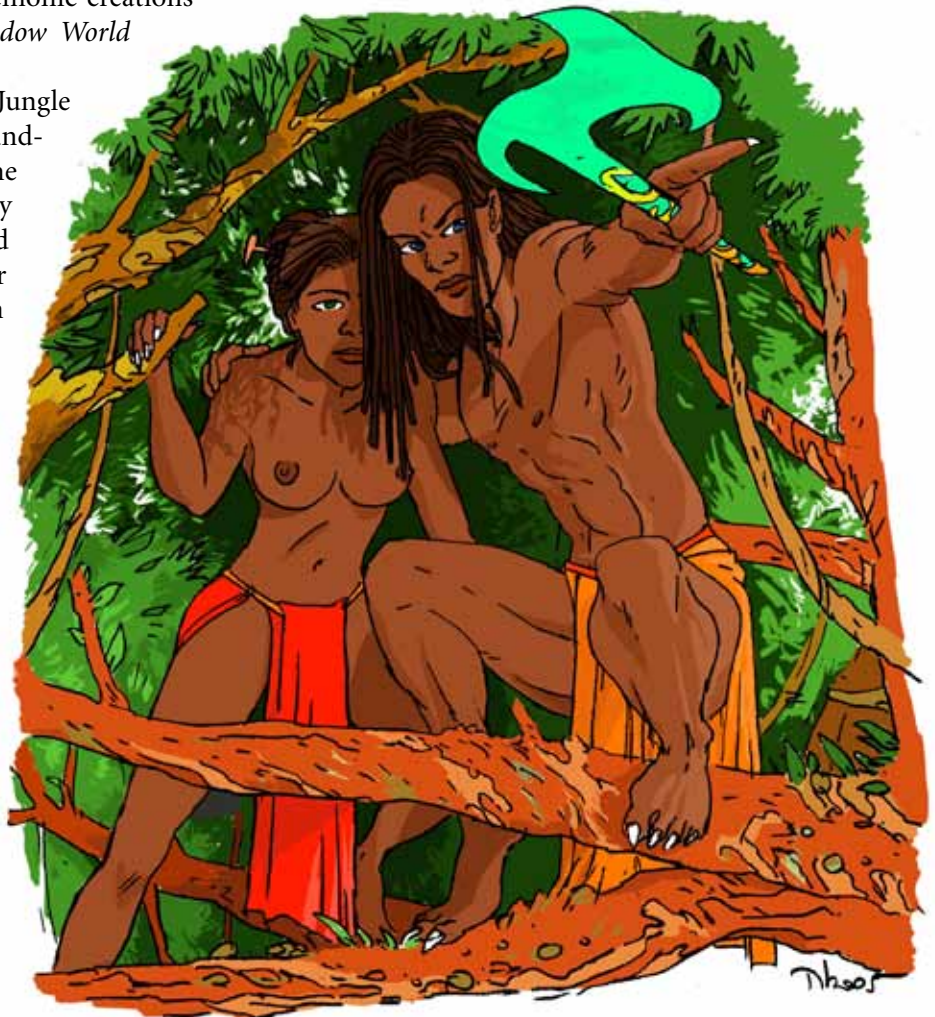
This section provides an overview (mainly physiological) of the racial groups found in southeast Emer. A selection of cultures specific to the area are explored in more detail in the individual regional descriptions.

**Eritari:** 5'10" – 6'10" tall, no professional limitations. Resistant to natural heat. Lifespan: 200+ years.

A blending of Elven and Thesian people (or perhaps the ancient Jinteni themselves), the Eritari combine the pointed Elven ears with the full lips and (usually) brown eyes of the Kinsai. Skin color is usually a medium almond brown.

**Garks (Jungle):** 4' – 4'8" tall; suggested professional limitations: no non-channeling spell users; average lifespan is 40 years.

Garks, while humanoid, definitely have an ape-like appearance, including the fur which covers most of their bodies (in the case of the jungle garks, it is mostly black and gray) and in strips on the outside of their long arms. In addition, garks possess a powerful, prehensile tail much



*A Kuluku Couple*



like certain monkeys. Most Garks possess only limited intelligence, and they use crude weapons such as clubs, hatchets, and spears. They wear simple, decorative clothing and organize themselves by family groups. Each group shares a large nest suspended high above the ground in the trees or a cliff-face. Occasionally, males band together to raid the homes of nearby Man-nish peoples. Garks are omnivorous, but some groups relish the taste of raw human flesh.

**Kinsai:** 5'8" – 6'8" tall, no professional limitations, though a particular aptitude towards Mentalism. Lifespan: 200 years.

With their light brown skin and black/brown curly hair, it is easy to see why the Loremasters believe that Kinsai of Ahnasan are the result of interbreeding several thousand years ago between the fair-skinned Laan (who immigrated with the encouragement of the Masters of Emer in the second Era), and the brown-complexioned descendants of the Jinteni.

**Krylites:** 3' – 5'6" tall, 60–120 lbs depending on sub-race; suggested prof. Limitations: no Channeling or Essence professions; Mentalist powers rudimentary except for Minds, who are 30–60th level Mentalists. Some maneuver skills impossible for physiological reasons. Lifespan: Workers: 20 years; Defenders: 50 years Minds: 500 years.

In form, Krylites look vaguely like something between a giant grasshopper and a praying mantis standing on its hind legs. Their head is mobile, able to rotate 180 degrees. Their rear legs are powerful, and their front legs vary depending on sub-race; the Defenders in particular have strong pincer-arms and mandibles. If Krylites had a middle pair of legs, they long ago evolved away. Their skin is blue-grey, very hard, jointed and resilient, essentially an exoskeleton. Their eyes are huge, bulging and lidless, with faceted clusters around the perimeter. They prefer underground environments (they can see in minimal light as well as in daylight), and rarely leave their cavern-hives. Their head has a protruding snout-like area with insectile mandibles, while the back of the cranium is a distended two-lobed case. On each 'hand' are two powerful opposing claws and four long, knobby, jointed fingers. The torso is long and cigar-shaped, with



stunted wings. They usually walk on their rear legs but can also run/hop on all four legs.

Krylites fall into three categories: Workers, Defenders and Minds. *Workers* are nominally female (3' – 3'6" tall) though they cannot reproduce, and they are relatively unintelligent; they care for the larvae and maintain the hive. *Defenders* are male and larger (5' – 5'6" tall), and fairly intelligent; in addition to powerful pincers, they have a strong tongue-like rostrum appendage that can deliver a reduction poison. *Minds* are similar to the others—resembling a huge grasshopper—and of medium size (4'6" – 5' tall), but with a large distended abdomen and massive braincase. They are like queens in a beehive: female, and the breeders of the hive, except there can be more than one to a hive; usually 3-6. Minds are the most intelligent, forming a collective 'brain' of genius capacity; they can contact other hives in distant locations. They also have spells. Minds mate with males, lay eggs which are tended by workers. The eggs grow to larvae, then pupae, then emerge as adults.

**Kuluku:** 6'2" – 7'4" tall; no professional limitations. The *Kuluku Animists and Druids* ('Shamans') are especially gifted spell users. Lifespan: 150–200 years, remaining strong and youthful until very old. Some Shamans live several hundred years.

Tall and strong yet graceful, the Kuluku reside in the Khùm-kaan rain forest basin. Their skin is light chocolate brown, eyes a bright emerald green, and their scalp

hair is thick and straight or wavy and almost always pure black. Kuluku also have full lips and flattened noses with fairly large nostrils.

There are other unusual traits unique to the Kuluku race (the Loremasters believe that they may have been genetically altered by the Lords of Essænce to have these unusual physical attributes; this is partly true, but they were also later altered in eugenics experiments by the Jinteni).

- **Chameleon Color:** Kuluku (males to some extent, females more so) have the strange ability to concentrate and change the color of their skin. By staring intently at a surface near them, they may gradually alter their skin tone from its natural chocolate color to a light brown or even grey-green. Sophisticated mottling is not possible, nor is a color not found in the jungle. The change lasts only as long as the Kuluku concentrates, but can add +80 to hiding in the forest.
- **Retractable finger/toenails:** Kuluku hands and feet are large, their fingers are extremely strong, and their fingernails are thick and sharp. The Kuluku can extend their nails about an inch beyond their fingertips at will. Used primarily to aid this arboreal people in climbing, these can also be used as a brawling weapon.
- **Inner eyelids:** Kuluku eyes are—in vivid contrast to their dark brown skin—bright emerald green. They are also slightly larger than average, and the pupils can open quite large to allow the forest people to see very well in the dim jungle night. They have an inner eyelid, which they close when in the sunlight to shield their sensitive eyes. These membranes are thinner than the Rhiani eyelid; the Kuluku can actually see fairly well through theirs (-20 to general *Perception* when eyelids down).
- **Superior Scent:** The wide, flattened Kuluku nose is also functional: their sense of smell is far better than any mannish or Elven race.

*GM Note: Kuluku are not recommended as PCs (because of their special abilities and reclusive nature) unless the GM places special restrictions on them.*

**Laan:** (a.k.a. Zori in parts of Jaiman) 5'8" – 6'10" tall, no professional limitations. Some resistance to natural cold. Lifespan: 200 years.

The Laan are even taller than the Elves, and also more heavily boned. Their lords are physically stronger than all but the greatest of the Iylari. Their hair is straight and dark brown to coal black, eyes blue, grey or hazel, and they tend to be fair-skinned, from very pale seeming to a flushed but light complexion. Few of the men sport beards; in fact most cannot grow facial hair (and little

body hair). The Laan are great warriors, leaders and empire-builders: their ambition matches their great stature.

**Leondiri:** 5'4" – 6'6" tall; no professional limitations. Lifespan: 70–120 years.

A variation of the Y'nar race, adapted more to the tropics, the Leondiri are taller, more slender, and have darker skin, but are genetically similar. They retain many of the same facial features (wide face, brown almond-shaped eyes, epicanthic folds), with straight black hair and little body hair (not unlike Terran Pacific Islanders or Southeast Asians).

**Mermen/Mermaids:** 6'6" – 8' from head to fin; no suggested limits on profession; must totally immerse once a day in water (they can function equally well in fresh or salt water) for at least 10 minutes to hydrate, -10 to all activities for each missed day (at -80 a coma ensues, at -100 death occurs); some can shapechange their fish tail into a pair of scaled human legs, this transformation (either way) usually takes 1 minute of concentration and each day it can be maintained for 4 hours +1 hour/level; resilient skin/scales are natural AT 3; average lifespan is 100 years.

The hairless skin of a Merman's torso blends down at the narrow waist into the shimmering scales of his fish's tail; similarly, mermaids appear voluptuous, then have a small waist where their scaled lower half begins. Part of this is because inside their large chest is a set of powerful filtering lungs, which are able to take oxygen from water or air. Merpeople do not have gills like fish do. Merpeople are more resistant to wounds than normal human skin.

They are wary and suspicious—sometimes even hostile—towards most other races except the Shuluri, with whom they sometimes share submarine neighborhoods and defenses against hostile surface-dwellers. Warm-blooded beings, most are fond of sunlight and build their cities in the temperate shallows, away from the dark, icy deeps. Merpeople tend to wear simple decorations of shells, coral beads or simple cabochons.

**Murlogi:** 4'0" – 4'8" tall, no professional limitations. Lifespan: 60 years. Resistant to cold, superior hearing and night vision; -40 to all activities outdoors in bright daylight.

The typical Murlog has a rounded head with large grey eyes, a tiny nose and a thin-lipped mouth. Oversized ears can pick up the slightest sound and distinguish the source of an echoing voice with uncanny skill. Their skin is a pale grey-yellow, and they have large feet with rudimentary toes. Mechanically inclined, the Murlogi have invented many machines to torture their foes, as well as those useful in warfare. Utility and strength mark most of their creations, but they are invariably inelegant like their creators. Murlogi are skilled miners, enlarging their underground kingdoms by connecting nearby caverns with tunnels. They hate the sun and stay below ground

by day, but at night they emerge in search of food—including human flesh.

**Rendari:** 5'5" – 6'7" tall, no professional limitations. Resistant (+50 RR) to bacterial, fungal and viral diseases/infections. Lifespan: 300 years—immortal.

A blending of the Leondiri (a Y'nar sub-race, see above) and Erlin peoples, resulting in a unique race of tall, slender beings, with the distinctive eyes of the Y'nar, and the elongated pointed ears of the Elves. They also retain the genetic resistance to skin damage from the intense exposure to the equatorial sun.

**Shay:** 5'2" – 6'0" tall; no professional limitations. Average Lifespan: 60 years.

The Shay peoples of Emer are shorter than most other races but stocky and hardy. They usually have brown hair and fair skin, with eyes blue, hazel or brown. Shay men are more hirsute than most other races, and in most cultures are likely to let their dense facial hair grow. However in Lygaar, partly because of the warmer climate, most men shave their facial hair.

**Shuluri:** 6'0" – 6'10" tall, no professional limitations. Resistant (+100 RR) to bacterial, fungal and viral diseases/infections. Resistant to cold water. Lifespan: immortal.

The Shuluri (Iy: 'Swimmers'), sometimes known as the Aquatic Elves, are similar to the Iylar in appearance, except they are pale with nearly translucent skin, their veins and arteries faintly visible beneath the flesh (some have even slightly blue-tinged skin). Their hair is light blond or white. Most also have slightly webbed hands and long, webbed toes. They possess powerful, unique lungs which can extract oxygen from air or water, enabling them to exist equally well on land or under the sea (they are equally comfortable in saltwater or fresh water). Their eyes have a nictating membrane: a transparent eyelid which helps to protect their eyes while underwater yet allows them to see clearly. Aquatic Elves may live on land, but typically reside in shallow underwater colonies near coral reefs or kelp forests. They are a fairly reclusive race and usually prefer the company of their own kind—or sometimes Mermen—over that of land races.

**Talath:** 5'10" – 7'0" tall; no professional limitations but Essence and Mentalism users would be rare. Average lifespan: 80 years. Resistance to natural cold.

The Talath are a hardy race, blond and blue-eyed. They have cultures in Northern Hæstra, and because their appearance suggests a people of a cooler clime, are believed to have migrated from Jaiman. Powerfully built, the Talath are of amazing size and strength. Most have a fair countenance; the men have little or no beard..

**Thesians:** 5'8" – 6'8" tall; no professional limitations. Average lifespan: 75 years.

This tall, graceful people, with their very dark brown skin, full lips and flattened noses, could well be descendants of the famed *Jinteni* race. Thesians on Emer are for the most part in Onar and coastal areas of Khûm-kaan. Long ago they were numerous on Ræl as well, but their population there was greatly reduced by the invading Emerian Empire peoples.

All Thesians have dark brown eyes. They have little hair except on their scalp, where it grows in very tight curls. While similar in some ways to the Kuluku, their skin is generally darker and they tend to be very slim, while the Kuluku have somewhat more body mass for their height. Long-fingered hands, long legs and large narrow feet are also the norm.

**Trogli:** 4'8" – 6'0" tall; night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark; unusual joint development allows a +10 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/construction) or feet (Balance). Also gain a +20 bonus to Contortions; fear daylight, but no actual vulnerability. Average lifespan: 80 years.

Trogli have lean, sinewy bodies with bluish-white skin; their eyes glow in the darkness with an eerie red light. Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when they have nothing else. Trogli hate and fear the daylight, and they prefer the confines of caves and tunnels, but they can function outdoors.

It's important to draw a distinction between the Trogli and the Murlogi, who are two different races (and in fact hate each other). Also, Murlogi are more intelligent and much more mechanically inclined, while Trogli are mostly scavengers, though they are able to construct simple machines. Trogli often try to drive Murlogi out of their underground homes and take over them, much like some rival ant colonies do. These two races do share a disturbing taste for the flesh of man or Elf.

**Vorloi:** 4'8" – 5'6" No professional limitations. Resistance to natural cold. Superior eyesight, superior hearing. Can use hands as Medium Claws; fangs allow attack as Medium Bite; saliva poisonous. Average lifespan: 300 – 600+ years

The Vorloi (Ir. "Tree Spirits") are a hybrid sub-race unique to the Isle of Jade. They are small and lithe, and—because of their pointed ears and longevity—are the result of a mating of an Elven race with the Kuluku long ago (actually a genetic mutation performed by Andejaan using K'ta'viir technology). But the Elven grace of this people is a façade: behind their beautiful lips are sharp fangs (something Andejaan added on her own); and their long fingers end in hard, sharp nails.



## FLORA & FAUNA CHART

### RM2/RM CLASSIC

#### DANGEROUS PLANTS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	Enc.	Outlook (IQ)
Ansilius	6	--	--/--	--/--	M/M	50C	4(0)	Special (Poison)	1	Passive (NO)
Argulis	3	--	--/--	--/MF	M/M	20B	3(10)	30MGr/50LGr†/drown	1-4	Passive (NO)
Bloodwillow	10D	--	--/--	--/MF	L/LA	250E	11(0)	1-10 hits per tree	1-10	Passive (NO)
Clingleaf	1B	--	--/--	--/VS	M/--	20B*	3(5)	20LGr/Special (Poison)	2-10	Passive (NO)
Clivimis	4C	--	--/--	--/--	M/--	30B	1(0)	Special (Poison)	1	Passive (NO)
Constrictor Vine	1B	--	--/--	--/VF	M/--	30B*	4(20)	40MGr/Special (Poison)	2-20	Passive (NO)
Dartspore	2D	--	--/--	--/BF	M/--	50D	4(0)	80MSt//Special (Poison)	1	Passive (NO)
Dreamvine	2B	--	--/--	--/VS	M/--	25B	4(10)	Special (Poison)/20MGr	1	Passive (NO)
Fly Trap, Giant	10E	--	--/--	--/BF	M/LA	60D*	4(20)	60LGr/40HGr†/Poison	1	Passive (NO)
Gephlaw	4D	--	--/--	--/--	M/II	60D	11(0)	40MGr†/60MGr	1-4	Passive (NO)
Razorgrass	1B	--	--/--	--/MF	M/--	20A	3(0)	20SCL per 10' traversed	var	Passive (NO)
Tazik	4C	--	--/--	--/MF	L/LA	100C	11(10)	30Shock Bolt/Special	1-4	Passive (NO)

\* Stats are for each leaf/vine/branch, etc., which is attacking or grappling

**Note:** Stun has no effect on plants. Unless otherwise noted, target need roll only one RR vs. poison for any given plant. Single plant effects are not cumulative.

#### INSECTS, ARACHNIDS, LAND INVERTEBRATES

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	Enc.	Outlook (IQ)
Blood Tick	1A	1	Special	CR/VS	T/—	5	11(30)	10TPi(100)/50SSt*	1-10	Passive (NO)
Bore Worm	1A	1	Special	CR/FA	T/—	3	1(20)	20SSt*	3-18	Normal (NO)
Buzz-sting	1A	70	Dash/30	FA/FA	T/—	8A	1(50)	10TiSt100/Poison	1-4	Hungry (NO)
Digger Wasp	1A	30	Dash/30	MD/FA	T/—	4	1(40)	10TiSt100*	1-50	Aggres. (NO)
Dragonfly (giant)	5B	180	Dash/40	VF/BF	M/—	80B	4(90)	20TiSt100	1-4	Timid (AA)
Fire Ants	0A	1	Spt/10	IN/VF	S/—	1	1(10)	10TBite/20TSting/Poison	10-1000	Normal (NO)
Grekka Spider	5D	60	Spt/20	MF/FA	M/—	80	3(50)	40MGr100*/30MBi/Poison	1	Hungry (LI)
Glass Spider	3C	70	Spt/20	MF/VF	M/—	60	4(40)	30MBi/Poison	1	Hungry (LI)
Hemaftly	1A	60	Dash/30	VF/VF	T/—	5A	1(60)	10TiSt100	5-50	Hungry (NO)
Mind Leech	1A	1	Walk/0	CR/IN	T/—	10A	1(20)	10TiBi/Special*	2-10	Aggres. (HI)
Numbing Leech	0A	1	Walk/0	CR/IN	T/—	2A	1(20)	0TiBi/Poison	1-10	Hungry(NO)
Quon Mantis	5A	5	Run/10	MF/BF	M/—	35	4(40)	30MPi100/40Sbi/Poison*	1	Hungry (LI)
Quonul Centipede	5A	10	Run/10	MF/MF	M/—	50	11(30)	20MPi100/20Sbi/Poison	1	Normal (NO)
Taggaka Spider	8F	60	Spt/20	MF/FA	M/—	100E	4(50)	70LPi100/70LSti/Poison*	1-2	Hungry (LI)

#### FISH, REPTILES & AMPHIBIANS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	Enc.	Outlook (IQ)
Krell Jellyfish	2A	5	Walk/0	MD/MD	M/—	25B	1(20)	30MSt/Poison*	1-10	Normal (NO)
Baaka	4D	50	Dash/45	FA/FA	M/—	80D	3(40)	30MBi100	1-5	Normal (AA)
Barbed Boa	6E	30	Run/0	VS/MD	L/LA	110F	4(10)	80MBi30/80LGr70/120LGr†	1	Aggres. (NO)
Bile Lizard	1B	20	FSpt/10	MD/MD	M/—	25C	3(40)	20SBolt (Poison)100/20Sbi	1	Normal (NO)
Blueback Snake	3C	40	Spt/20	MD/VF	S/—	25B	1(40)	40SSt100/Poison	1-5	Normal (NO)
Clei-viper	2A	40	Spt/10	SL/VF	S/—	30B	1(30)	30SSti100/Poison*	1	Normal (NO)
Charrank	4C	120	Dash/20	FA/FA	M/—	50F	11(20)	50MHorn	1-4	Normal (NO)

Type	IVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	Enc.	Outlook (IQ)
Electric Ray	3B	40	Run/10	SL/MD	L/—	50D	1(30)	60SBolt60/50MBa20/*	1-2	Normal (NO)
Emerald Tree Frog	0A	10	Run/10	SL/FA	T/—	10A	3(40)	Spit/Special*	1-6	Normal (NO)
Gartyl	12	240	Dash/30	VF/FA	L/I	120D	11(40)	90LCl100/90LBi	1-4	Normal (NO)
Great Boa Constrct	6E	30	Run/0	VS/MD	L/I	110F	4(10)	80MBi30/80LGr70/120LGr†	1	Hungry (NO)
Kraken/Giant Squid	10E	100*	Run/10	MD/MF	H/SL	130F	1(20)*	100HGr100/80LPi†	1	Normal (AV)
Orgiana's Fingers	3B	10	Walk/10	VS/SL	M/—	30C	1(30)	20SSti 2-5x/Poison§/20MGr§	1-2	Hungry (NO)
Quarnak	5E	100	Dash/40	VF/VF	L/—	170D	11(40)	120LCl/180LBi/80whip(tail)	1-4	Aggress (AA)
Srill	4D	110	Dash/45	VF/FA	L/—	100D	11(40)	40MCl/50MBi/30whip(tail)	1-10	Normal (MD)
Swarmfish	1A	70	FSpt/30	VF/VF	S/—	15C	1(35)	30TiBi100	5-50	Aggres. (NO)
Takagiti	1B	25	FSpt/10	MD/MD	S/—	20C	3(40)	15SBi100/Poison	10-20	Hungry (LI)
Tree Frog	0A	10	Run/10	SL/FA	T/—	10A	3(40)	0TBa30/0TGr70/Poison skin.	1-10	Normal (NO)
Turtle (giant)	14	80	Dash/20	MF/FA	H/LA	300	20(20)	50HPi/40LCl	1	Hungry (LI)

## BIRDS

Type	IVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks	Enc.	Outlook (IQ)
Bird: Small	0A	70	Dash/30	FA/FA	T/—	5A	1(70)	0TPi50/0TCl50/0SCL(#6)	1-100	Timid (NO)
Bird: Large	1A	100	Dash/30	FA/FA	S/—	8A	1(50)	0SPi50/0SCL50/20MCl(#3)	1-50	Timid (NO)
Chukul	8F	140	Dash/40	VF/FA	L/I	180G	4(40)	100LCl/80LPi	1-2	Aggres. (AV)
Phelgrini	1A	120	Dash/30	FA/FA	S/—	10A	1(50)	0Spi70/0SCL30/20MPi(#5)	1-20	Hungry (NO)

## MAMMALS

Bat: Small	0A	50	FSpt/40	VF/VF	T/—	4A	1(60)	10TBi100/20SBi(6)	1-100	Passive (NO)
Bat: Large	1A	90	Dash/30	VF/VF	S/—	10A	1(60)	20SBi100/30MBi(3)	1-50	Normal (NO)
Chaath	5D	100	Dash/30	FA/MF	M/—	120E	4(20)	70LCl100/60LBi§	1-4	Aggres. (NO)
Grell Ape	5D	70	Spt/20	MD/FA	L/—	140F	4(40)	60Lba80*/60Lbi20/60LGr	2-10	Aggres. (NO)
Gamliki	2B	50	Spt/40	MD/FA	S/—	35C	3(40)	30SBi50/40SGr50	2-20	Normal (NO)
Kith	5D	100	Dash/30	FA/MF	L/—	150F	4(25)	85LCl80/85Lbi20	1-10	Normal (NO)
Reldin	2C	130	Dash/30	VF/FA	M/—	75F	3(35)	30MHo100	1-50	Timid (NO)
Voorg	5D	20	Walk/10	FA/MF	L/I	200F	4(30)	120LCl/80Lbi†	1	Aggres. (NO)

\* Indicates special attack, see text.

§ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the **same** round of combat after the attack which obtained that critical.

† = If the attack on the left has attained a non-Tiny critical, this attack will occur in the **next** round of combat after the attack which obtained that critical.

‡ = Special movement; see text (*Shadow World Atlas* or *Creatures & Treasures*).

(#) Number of creatures attacking as a group required to attain this attack

\*\* = Stun Result and Hits/Rnd do not affect the creature.

## RMSS/RMFRP

## DANGEROUS PLANTS

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Ansilius	6	--	--/--	--/--	M/#	50C	4(0)	Special (Poison)	1	Passive (NO)
Argulis	3	--	--/--	--/MF	M/#	20B	3(10)	30MGr/50LGr†/drown	1-4	Passive (NO)
Bloodwillow	10D	--		--/MF	L/LA#	250E	11(0)	1-10 hits per tree	1-10	Passive (NO)
Clingleaf	1B	--	--/--	--/VS	M/#	20B*	3(5)	20LGr/Special (Poison)	2-10	Passive (NO)
Clivimis	4C	--	--/--	--/--	M/#	30B	1(0)	Special (Poison)	1	Passive (NO)
Constrictor Vine	1B	--	--/--	--/VF	M/#	30B*	4(20)	40MGr/Special (Poison)	2-20	Passive (NO)
Dartspore	2D	--	--/--	--/BF	M/#	50D	4(0)	80MSt//Special (Poison)	1	Passive (NO)
Dreamvine	2B	--	--/--	--/VS	M/#	25B	4(10)	Special (Poison)/20MGr	1	Passive (NO)
Fly Trap, Giant	10E	--	--/--	--/BF	M/LA#	60D*	4(20)	60LGr/40HGr†/Poison	1	Passive (NO)
Gephlaw	4D	--	--/--	--/--	M/II#	60D	11(0)	40MGr†/60MGr	1-4	Passive (NO)
Razorgrass	1B	--	--/--	--/MF	M/#	20A	3(0)	20SCL per 10' traversed	var	Passive (NO)
Tazik	4C	--	--/--	--/MF	L/LA#	100C	11(10)	30Shock Bolt/Special	1-4	Passive (NO)

## INSECTS, ARACHNIDS, LAND INVERTEBRATES

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Blood Tick	1A	1	Special	CR/VS	T/—	5	11(30)	10TPi(100)/50SSt*	1-10	Passive (NO)
Bore Worm	1A	1	Special	CR/FA	T/—	3	1(20)	20SSt*	3-18	Normal (NO)
Buzz-sting	1A	70	Dash/+30	FA/FA	T/—	8A	1(50)	10TSt100/Poison	1-4	Hungry (NO)
Digger Wasp	1A	30	Dash/+30	MD/FA	T/—	4	1(40)	10TSt100*	1-50	Aggres. (NO)
Dragonfly (giant)	5B	180	Dash/+40	VF/BF	M/—	80B	4(90)	20TSt100	1-4	Timid (AA)
Fire Ants	0A	1	Spt/+10	IN/VF	S/—	1	1(10)	10TBi	10-1000	Normal (NO)
Grekka Spider	5D	60	Spt/+20	MF/FA	M/—	80	3(50)	40MGr100*/30MBi/Poison	1	Hungry (LI)
Glass Spider	3C	70	Spt/+20	MF/VF	M/—	60	4(40)	30MBi/Poison	1	Hungry (LI)
Hemaflly	1A	60	Dash/+30	VF/VF	M/—	5A	1(60)	10TSt100	5-50	Hungry (NO)
Mind Leech	1A	1	Walk/0	CR/IN	M/—	10A	1(20)	10TBi/Special*	2-10	Aggres. (HI)
Numbing Leech	0A	1	Walk/0	CR/IN	M/—	2A	1(20)	0TBi/Poison	1-10	Hungry(NO)
Quon Mantis	5A	5	Run/+10	MF/BF	M/—	35	4(40)	30MPi100/40SmBi/Poison*	1	Hungry (LI)
Quonul Centipede	5A	10	Run/+10	MF/MF	M/—	50	11(30)	20MPi100/20SmBi/Poison	1	Normal (NO)
Taggaka Spider	8F	60	Spt/+20	MF/FA	M/—	100E	4(50)	70LPi100/70LSti/Poison*	1-2	Hungry (LI)

## FISH, REPTILES &amp; AMPHIBIANS

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Baaka	4D	50	Dash/+45	FA/FA	M/—	80D	3(40)	30MBi100	1-5	Normal (AA)
Barbed Boa	6E	30	Run/0	VS/MD	L/—	110F	4(10)	80MBi30/80LGr70/120LGr†	1	Aggres. (NO)
Bile Lizard	1B	20	FSpt/+10	MD/MD	M/—	25C	3(40)	20SBolt (Poison)100/20Sbi	1	Normal (NO)
Blueback Snake	3C	40	Spt/+20	MD/VF	S/—	25B	1(40)	40SSt100/Poison	1-5	Normal (NO)
Clei-viper	2A	40	Spt/+10	SL/VF	S/—	30B	1(30)	30SSt100/Poison*	1	Normal (NO)
Electric Ray	3B	40	Run/+10	SL/MD	L/—	50D	1(30)	60SBolt60/50MBa20/*	1-2	Normal (NO)
Emerald Tree Frog	0A	10	Run/+10	SL/FA	T/—	10A	3(40)	Spit/Special*	1-6	Normal (NO)
Gartyl	12	240	Dash/+30	VF/FA	L/I		11(40)	90LCh100/90Lbi	1-4	Normal (NO)
Great Boa Constr	6E	30	Run/0	VS/MD	L/I	110F	4(10)	80MBi30/80LGr70/120LGr†	1	Hungry (NO)



Kraken/Gnt Squid	10E	100*	Run/+10	MD/MF	H/SL	130F	1(20)*	100HGr100/80LPi†	1	Normal (AV)
Krell Jellyfish	2A	5	Walk/0	MD/MD	M/—	25B	1(20)	30MSt/Poison*	1-10	Normal (NO)
Orgiana's Fingers	3B	10	Walk/+10	VS/SL	M/—	30C	1(30)	20SSti 2-5x/Poison\$/20MGr\$	1-2	Hungry (NO)
Quarnak	5E	100	Dash/+40	VF/VF	L/—		11(40)	120LCI/180LBi/80MTr	1-5	Aggress (AA)
Srill	4D	110	Dash/+45	VF/FA	L/—		11(40)	40MCI/50MBi/30MTr	1-10	Normal (MD)
Swarmfish	1A	70	FSpt/+30	VF/VF	S/—	15C	1(35)	30TBi100	5-50	Aggres. (NO)
Takagiti	1B	25	FSpt/+10	MD/MD	S/—	20C	3(40)	15SBI100/Poison	10-20	Hungry (LI)
Tree Frog	0A	10	Run/+10	SL/FA	T/—	10A	3(40)	0TBa30/0TGr70/Poison skin	1-10	Normal (NO)
Turtle (giant)	14	80	Dash/+20	MF/FA	H/LA	300	20(20)	50HPi/40LCI	1	Hungry (LI)

## BIRDS

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Bird, Small	0A	70	Dash/+30	FA/FA	T/—	5A	1(70)	0TPi50/0TCI50/0SCI(6)	1-100	Timid (NO)
Bird, Large	1A	100	Dash/+30	FA/FA	S/—	8A	1(50)	0SPi50/0SCI50/20MCI(3)	1-50	Timid (NO)
Chukul	8F	140	Dash/+40	VF/FA	L/I	180G	4(40)	100LCI/80LPi	1-2	Aggres. (AV)
Phelgrini	1A	120	Dash/+30	FA/FA	S/—	10A	1(50)	0SPi70/0SCI30/20MPi(5)	1-20	Hungry (NO)

## MAMMALS

Bat, Small	0A	50	FSpt/+40	VF/VF	T/—	4A	1(60)	10TBi100/20SBI(6)	1-100	Passive (NO)
Bat, Large	1A	90	Dash/+30	VF/VF	S/—	10A	1(60)	20SBI100/30MBi(3)	1-50	Normal (NO)
Chaath	5D	100	Dash/+30	FA/MF	M/—	120E	4(20)	70LCI100/60LBI\$	1-4	Aggres. (NO)
Grell Ape	5D	70	Spt/+20	MD/FA	L/—	140F	4(40)	60LBI80*/60LBI20/60LGr	2-10	Aggres. (NO)
Gamliki	2B	50	Spt/+40	MD/FA	S/—	35C	3(40)	30SBI50/40SGr50	2-20	Normal (NO)
Kith	5D	100	Dash/+30	FA/MF	L/—	150F	4(25)	85LCI100/85LBI	1-10	Normal (NO)
Reldin	2C	130	Dash/+30	VF/FA	M/—	75F	3(35)	30MHo100	1-50	Timid (NO)
Voorg	5D	20	Walk/+10	FA/MF	L/I	200F	4(30)	120LCI/80LBI†	1	Aggres. (NO)

\* Indicates special attack, see text.

\$ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.

† = If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical.

‡ = Special movement; see text (Shadow World Atlas or Creatures & Treasures).

(#) Number of creatures attacking as a group required to attain this attack

\*\* = Stun Result and Hits/Rnd do not affect the creature

# · PART IV ·

## KHÛM-KAAN

***F**or a week now we have been working upriver in the heart of this land with the ancient name of Khûm-kaan. I left first officer Temek in command of the Sword anchored offshore while we investigate inland.*

*What a dramatic difference from the settled, civilized islands of the Elves to the north, and even the grassy plains of Lygaar. A vast, dark jungle full of mists and strange noises overhangs the river on both sides. After the incident of the second night where I lost two men, we no longer put to shore at night to camp; instead we sleep on the cramped boats, anchored in the river. There are stranger creatures here than even I remember from stories mother told us back on our distant home. There are shadowy serpentine things in the water, and huge ape-like creatures that swing from the trees. They are what took Berek and Kintory: snatched them up and away before we knew what was happening. This is indeed an alien and hostile wilderness, and I wonder if it could ever be tamed, even by the Empire.*

Aldanor  
Prince of Coronan  
Captain, *Sword of the Sea*  
Day 21, 3 Orhan, 210 Empire Reckoning (1315 TEI)

Beginning on the south bank of the Lapinar River and sweeping south and east, the region of Khûm-kaan combines a variety of environments, from the plains of Lygaar to the steamy tropical rainforests of Quon and Quon-ul. To the south of these lush green lowlands rise the snow-tipped Black Mountains, while across those peaks lie tropical seacoasts facing the Rælian Bay.

This Part begins with an overview of the regions, followed by brief descriptions of several locations of interest. These are either keyed to numbers on the main map, or named there. Next come detailed cultural information about the inhabitants and their culture. Finally, a couple of locations of particular interest and power are covered in more detail, each with their own section: *Ardania* and the *Lost City of Zæn*.

## 1.0 KHÛM-KAAN OVERVIEW

Khûm-kaan is an ancient name from the Second Era given to the western part of Emer's vast southeastern peninsula. When they came here, explorers from the Emerian Empire gave names to smaller portions of the land. North of the Black Mountains are the regions of Lygaar, Quon, and Quon-ul, while south is called Kaji'in.

### 1.1 LYGAAR

The region of Lygaar is mostly rolling hills coming down from the Spine, becoming essentially flat plain as it nears the sea. Lygaar is a great plateau over much of its area, descending fairly rapidly to sea level at the coast. The climate of northern Lygaar is mainly *Temperate/Wet and Dry*; as you move south it becomes more *Hot/Wet and Dry*.

Lygaar is generally considered to end at the Dændarus river on the south, though with a land so sparsely populated and lacking a centralized government as this, such boundaries are fairly arbitrary, and more for geographers than anything else. It should be noted that there is a very dramatic difference between the north and south shores of the Dændarus, with the Lygaar side being a high, grassy, rolling plateau, and the Quon shore being significantly lower.

The population of Lygaar is almost entirely Shay, made up of scattered villages and farms. The population is growing in the northern areas, with an immigrant population from the west coming in to support the growing realm of Ardania. The kingdom's direct control only extends about a third of the way into Lygaar (having installed feudal lords and built fortresses) but its influence is steadily growing southward. A rapidly growing realm such as this needs vast supplies of food, materials and manpower.

As the farms and village grow more sparse, Lygaar becomes essentially a grassy prairie, with a few scattered clusters of trees.

### LOCATIONS OF INTEREST

*See the keyed map at the beginning of the book.*

**Ardan City:** Discussed in more detail in Part 3.0: Ardania.

**Cloud Pass (1):** The only viable route over the Spine of Emer south of the Choak Gap and north of the Gap of Uj, the Cloud Pass was once an important trade route between east and west. But with the fall of the Emerian Empire, the Cloud Pass fell out of wide usage, and even slipped from common knowledge.

With the rise of Ardania, however, the pass is seeing more traffic again. There are still problems with robbers,

and the pass is often blocked by snow in the winter, but the alternatives lack appeal as well: the Gap of Uj is four hundred miles to the south, and alternatives by sea are even more impractical.

A deep, narrow cleft in the Spine is the easiest passage through the pass, dubbed *Cloud Gate* because of the way low clouds seemed to cling to the rocks above, making it look like a doorway. Long ago the Emperor had it widened and leveled so that now five may ride abreast. Into the sheer rock faces on either side are dug small lookout shelters, accessed via secret doors and stairways bored out of the stone. These, of course, are long abandoned. There is a powerful and fairly static Essænce Flow that snakes over and through the Spine of Emer. Sometimes it will rise and form an imposing (and impressive) barrier across the Cloud Gate. When this happens, only a powerful Loremaster, Navigator, or other master of the Flows can create an opening.

**Wranga (3):** The twin towers. A pair of massive adamantine rock towers face each other across the 70 mile-wide bay entrance. Each is a very slender, tapering triangular obelisk nearly three hundred feet tall, and thirty feet along a side at the base. A pulsing, eerie red light burns in windows at the top of each tower at night. There is no visible way to enter the towers at the base, and no other windows other than the ones at the very tip. Who built these towers is a question few today can answer. The Kuluku will say only that they are the work of the 'sky-gods.' This claim is erroneous, something only the Loremasters and Navigators know. The lighthouse pillars were actually constructed in the Second Era under the guidance of the Masters of Emer, who magically enhanced them so that they could survive for ages.

**Libris:** The second largest town in Lygaar after Tarakis, Libris is growing because of increased traffic through Cloud Pass.

**Tarakis:** A fairly large Shay town, Tarakis is still definitely on the frontier now, though it is built on the ruins on the old capital of the region, once the Princedom of the Emerian Empire, Coronan. While the town of Tarakis at the mouth of the river is mostly new construction (though often using stones cannibalized from the old Imperial buildings) there are still many stone ruins from the old city scattered out in the countryside, half-buried or in the middle of fields, unexplored. Two ancient bridges across the Sybarus River still stand. The main reason for Tarakis' existence now is a fishing town, a trade center, and an outpost for the enterprising Shay who venture into the Quon rainforest for herbs and rare woods.



## 1.2 QUON

The boundaries of the region generally known as Quon are the Dændarus River to the north, the Spine of Emer on the West, and the Youghogan to the east. As noted above, the southern shore of the Dændarus river is significantly lower in elevation—a thousand feet or more in some areas—allowing for the beginnings of the humid rainforest region. The climate of Quon is *Tropical/Rainy*.

When one first arrives at the northern side of the Dændarus, it would first seem a daunting task to find a way to the opposite shore so far below (not to mention the intimidating appearance of the mist-shrouded rainforest canopy). However, at several points along the northern shore, stairways have been cut into the rock. They are not obvious, requiring a *Very Hard* (-20) Perception to notice if not looking for them; *Medium* (0) if actively searching. There are ten stairways in all, about every 25 miles along the 250-mile length of the river. One clue to the location and existence of these stairways, is the presence of corresponding stone platforms on the southern shore, *Medium* (0) Perception to notice if one is actively examining the southern shore. Switching back and forth, they wind down to small, overhung landings at the river. Depending on the time of year, of course, some may be submerged or several feet above the water level. These stairways were made during the time of the Emerian Empire—some five thousands years ago—so they will be weathered, and some of them may have sections which have broken away. It should also be noted that the cliff edge of the northern shore itself can be a bit treacherous; too much weight could make the edge break off, tumbling travellers hundreds of feet down to certain death.

Of the three major rainforest regions in southeastern Emer, Quon is (relatively speaking) the most densely inhabited and the most ‘developed.’ There are numerous trails winding throughout the region, made by human and animal inhabitants. Also the Karu Kuluku of Quon for the most part live on the ground and have cleared small areas for cultivation. Naturally these would not be visible from outside the rainforest, and one would have to travel several miles inside before coming upon one. Finding a trail upon entering the rainforest would be a *Medium* (0) Tracking maneuver; following the trail would be a *Light* (+10) Tracking maneuver.

### LOCATIONS OF INTEREST

*See the keyed map at the beginning of the book.*

**Gap of Uj** (2): Four hundred miles south of the challenging Cloud Pass is the Gap of Uj, a virtual break in the Spine of Emer several miles wide. The land hardly rises here, offering an easy passage between Uj and Khûm-kaan. The Spine rises abruptly on either side of the Gap,

with towering mountains like massive sentinels looming over it. (In fact, during the days of the Empire, there were lookout posts on both mountaintops, outfitted with signal fires.) There are remnants of an old Imperial road descending from the Gap. The road turns north, then runs along the north shore of the Dændarus River (which is significantly higher in elevation than the south shore), to Tarakis (which of course, was once the Imperial regional capital of Coronan).

**Merhiken** (8): By far the largest settlement of the Karu Kuluku, Merhiken sits near the mouth of the Youghogan River, on the west bank. The city is all built upon tall wood pilings to protect the buildings from the periodic flooding of the river, and the various structures are connected by bridges and ladders. The inhabitants of Merhiken are unusual in that their culture, diet and economy is tied much more to the water; and that they have regular contact with the outside world. While the permanent residents of the town are only Kuluku, there are frequent trade visitors from Tarakis, Crozen, and a few adventurous merchants from beyond the Zalkali Bay. One common theme among these traders is that they are very cagey about where they get their rare herbs and ambers.

**Lindor** (20): Located in the foothills of the Spine of Emer on the Rælian Bay coast, Lindor is outside of the rainforest. Its inhabitants are mostly rustic Thesian people who have no contact with the Kuluku; in fact they rarely venture into the forest. There are several small Thesian fishing villages located further down along the coast as well.

**Lost City of Zaen** (12): Zaen is described in detail in Part IV.

## 1.3 QUON-UL

The wide Youghogan River marks the western boundary of Quon-ul; Twilight Bay is the east. The elevation here is generally even lower than Quon, prone to periodic flooding. There are many swamps and mires scattered through the region. The poorer condition of the land was probably a factor in the Kuluku of this area being more arboreal, spending little time on the rainforest floor. Instead they built elaborate communities high in the largest trees, with bridges and ropes connecting them. Some of the larger ones (noted below) are basically cities high in the trees. This has the added advantage of being above many predators, and possible threats from invaders. The climate of Quon-ul is *Tropical/Rainy*.

### LOCATIONS OF INTEREST

*See the map at the beginning of the book.*

**Kalumi** (9): One of the Kuluku Sky-rock havens and home to the Tilamak Clan. Nearby on the ground and

hidden in the rainforest is an ancient Jinteni temple ruin, the resting place of Loremaster Kimul Khama (along with the special Compass, the *Riig Pronaa*, and the blue laen key to the *Raathtruliik*).

**Kulakaan** (13): This is a large Kuluku bridge-town, spanning the Legas River. The structures are all up in great trees on either side of the river, connected by vine bridges.

**Kulakara'an** (14): A Kuluku cliff-town located at the mouth of the Legas River, Kulakara'an is the only known settlement where the Kuluku live—even partially—in caves. Much of the place is actually wooden structures hanging off the side of the cliff-face, but there are tunnels delved into the mountain.

**Rhembis** (15): A small village at the northern base of the Spider Pass, Rhembis is the last outpost of humanity before Rulaash. It is populated by Sulini and Thesians, mostly fisher-people. They are on friendly trading terms with the few Kuluku who do visit. Some more brave merchants venture over the Spider Pass to exchange goods with the people of Thokantanabar to the south, but the pass is extremely dangerous—and not just because of the giant spiders.

**Spider Pass** (15-16): Located between Rhembis and Thokantanabar, this high narrow pass has its name for a reason. Taggaka Spiders are scattered all along the upper portions of the pass, hidden in the many volcanic fissures. The heat and steam does not bother the spiders. This pass would be shunned except it is the only way over the Black Mountains for several hundred miles in either direction, so bold traders risk encounters with the dangerous spiders.

**Thokantanabar** (16): A port town at the base of a waterfall.

## 1.4 ZALKALI PENINSULA

An arm of land extending north from Quon-ul, Zalkali is formed by the northern portion of the Green Mountains, which reach a height of over eight thousand feet. While there is a strip of beach and rainforest lowland along the coast, within a few miles the land climbs rapidly. The mountains are covered with lush vegetation. The eastern coast of the peninsula is especially treacherous because of the swift currents of the Circular Sea, and reefs just off the coast. The climate of the coasts and adjacent lowlands is *Tropical/Humid*. As the altitude increases, conditions change of course. The highest peaks of the Green Mountains are snow-capped year round.

### LOCATIONS OF INTEREST

*See the keyed map at the beginning of the book.*

**Wranga** (3): This is the eastern tower of the pair of ancient lighthouses.

**Ancient Temple Complex of Nûr\*** (4): This is a secret compound, built during the early Third Era by a reclusive order of philosophers from Namar-tol who wished to be apart from their Loari brethren who seemed intent on gaining wealth and knowledge both technological and magical at almost any cost. The monastic order of Nûr survives here, and some of the Monks are quite powerful, but they are pacifists by nature, and guard their privacy. Even the inhabitants of Crozen have no idea that the temple exists. Aiding in the isolation of the temple is the fact of its isolated location at a snow-covered peak of the Green Mountains.

**Gull Island** (5): The former home of the Loremaster Kimul Khama. It is nothing more than an empty ruin now (though enterprising PCs may find a few interesting books or notes).

**Crozen** (6): A fishing town, the population mostly consisting of Shay peoples. There is a road connecting Crozen to Sheshra-a, and a brisk trade between them.

**Sheshra-a** (7): A fishing town, population mostly Erlin, with small Shay and Leondir populations. In the foothills to the north and stepping down into the sea is what appears to be a Jinteni ruin. What distinguishes it is the fact that it is, in fact, in ruins. There are only a few broken walls and columns, but the architecture does appear to be Early Period Jinteni.

## 1.5 KAJI'IN

Kaji'in is the name generally given to the southern coastal areas opposite Quon and Quon-ul by Loremasters and mapmakers. The origins of the name are unclear but apparently date back to before the Emerian Empire. This southern coast is sparsely populated, primarily by Thesian fishing villages. As this section of the Black Mountains is currently the most active volcanically, the inhabitants of Kaji'in live under the constant threat of a catastrophic eruption. There are several volcanoes along the range.

As if the natural dangers were not enough, the Kaji'in natives—especially those along the western shores—have been heavily recruited (and if that fails, kidnapped) to join the ranks of the Zæn population.

The climate is primarily *Tropical/Humid*.

### LOCATIONS OF INTEREST

*See the keyed map at the beginning of the book.*

**Breel** (22): In addition to being the largest of the Thesian coastal towns, it is built on the ruins of an old Emerian Empire outpost. Because of this, many of the buildings have stone foundations rather than wood pilings. There are also some remnants of an old perimeter wall, though much of this has been cannibalized for other buildings.



*Deep in the Quon Rainforest*





## 2.0 INHABITANTS OF KHUM-KAAN

In the following section are detailed the more significant inhabitant cultures of Khûm-kaan, and provide their locations. Of course ‘cultures’ are completely different from ‘races;’ race information is provided earlier in the book, as some of the races appear in several regions, but their cultures can differ quite significantly.

### ABOUT THE NPC CHART

At the end of the Part is a listing of important and/or relevant NPCs for the area. Some NPCs are also included here with abbreviated descriptions; these can be used as more generic characters for encounters. Generate RR stats as needed with a D100 roll. Also, when reviewing the skill bonuses, keep in mind that on the one hand immortals have long spans of time to develop many skills should they choose, or to gain access to spells or herbs, which enhance their natural abilities. On the other hand, not everyone is as hyper-motivated as a player-character to spend every waking moment bettering themselves (i.e., using every single development point). Hence some may seem to have lower than expected skills, while others might have exceptional skills. Also, most NPCs here have above-average stats; many have exceptional stats. In an environment like this, people with below-average stats tend to die, whether it is from disease, lack of skill in battle, or simple stupidity. The Shadow World—like any world with this level of civilization—is not very forgiving.

## 2.1 LYGAAR SETTLEMENTS

After the fall of the Emerian Empire, towns became more isolated, trade declined, and the inhabitants of most of Emer slowly declined into a subsistence culture. The appearance of the ‘Lord of Arдания’ has given the Lygaar residents a new sense of purpose. The Golden Heralds are traveling through the land to recruit new workers willing to move to the city now under construction.

Most of the Shay reside in the foothills of the Spine of Emer or along the coast, all in the Lygaar region.

## 2.2 KULUKU TRIBES

While there are no absolute boundaries within the Kuluku lands, those generally west of the Youghogan River are more centrally organized with a more elaborate political structure, and gather in larger villages, which are located on the ground or close to it. They are described below as ‘village’ or *Karu Kuluku*. Those further east are more reclusive, and tend to live in extended family/clan groups high in the trees; they are known generally as ‘jungle’ or *Tukal Kuluku*. There are two exceptions to the small family unit tendency among the Tukal: Kulakara’an, a city of caves at the mouth of the Legas River, and Kulakaan, a great city of treehouses and rope bridges across the Legas about a hundred miles downriver.

There is no animosity between these two groups, and in fact representatives (usually Shamans) on opposite sides of the Youghogan meet regularly to share information and news. The main difference between the two

### CULTURAL SUMMARY: LYGAAR SHAY

**Racial Origins:** Shay.

**Political Structure:** The people of Lygaar live almost exclusively in isolated villages, though the ones in the more northerly region are coming under the influence of Arдания. Villages are usually administered by a group of town elders who adjudicate disagreements and handle similar matters.

**Technology:** TL 3.

**Architecture:** Because timber is at a premium on the grassy plateau of Lygaar, many buildings are of clay brick (which also insulates against the heat) with thatch roofs.

**Military Structure:** No real military structure as such; a volunteer force is raised if necessary to defend the village if it is threatened.

**Social Structure:** Patrilineal. Males are generally considered superior to the women, who are expected to perform most of the drudge work.

**Economy:** Mostly barter, though many keep a secret cache of coins for emergencies, or when a traveling merchant comes through town offering wares that cannot be made by the local craftsmen.

**Language:** Shay. A few more educated people speak a little Erlin.

**Appearance/Attire:** Because of the warmer climate than this race is used to, they tend to wear the lightest possible cotton or flax clothing in summer. Men cannot go shirtless when working in the fields because their fair skin burns.

**Subsistence Pattern/Diet:** While the Lygaar plateau soil is not ideal for agri-

culture, the Shay have some knowledge of crop rotation, irrigation and even crude fertilization techniques using animal wastes and certain minerals. They grow wheat, corn, a few heat tolerant vegetables. They have developed some canning techniques to store foods for the winter. They are fairly skilled at brewing beer.

**Worship:** The Shay of this region are more superstitious than religious, wary of elemental forces and evil omens. There are a variety of ‘house protectors’ that they have little shrines for, and ‘nature demons’ they blame for all manner of mishaps.

**Culture Notes:** The Shay of this area don’t have a very strong sense of history beyond their family ancestors, and music is limited mostly to bawdy songs sung in village taverns.

groups besides their political structure is that the most westerly Kuluku have little fear or revulsion for other peoples (despite the recent Shay incursions), while easterners are fairly xenophobic.

Regarding outsiders, such as Shay who enter the rainforest seeking rare herbs, the Kuluku prefer to scare them away (the Shay who see the Kuluku in the forest think they are some sort of demonic creatures) rather than harm them, unless the Shay persist.

### KULUKU WEAPONRY & ARMOR

The Kuluku weapons vary somewhat, but the larger tribes with the longest tradition all favor a few weapons: blowguns, throwing stars made from hardened wood and obsidian, boomerangs of hardened wood, and handheld axe or sword-like weapons also of wood with razor sharp splinters of obsidian embedded along the edges.

The most revered of the Kuluku weapons however are ancient, and date back to an alliance with the Jinteni in the very distant past. This is because these weapons are enchanted and fashioned with materials only a master alchemist can use. The first is a weapon known as a *baw* (something between a hand-axe and an ice-axe, and quite deadly; see the *Fantasy Weapons Chart*, Part XI). The head/blade of the *baw* is of green læn, with a shaft of magically preserved ebony. *Baws* can also serve as tree climbing tools, though the Kuluku fingernail claws are enough for use in most trees. The other ancient weapon is a throwing-star, about six inches across, made of a unique greenish metal (a beryllium alloy), with a green læn disk set in the center. These travel with uncanny accuracy, then float back to the owner, who has a bracelet of beryllium with green læn cabochon settings. The Loari have presented the Kuluku with a new weapon: the *Tukalu*, a boomerang that can strike multiple targets (with proper training). These revered artifacts are passed from father to son among the elite of the Kuluku families.

It is interesting to note that the Kuluku have tried to mimic the læn/beryllium weapons in their own crude way, and now as part of their new trade, they are negotiating with the Loari to have new versions made of these impressive weapons.

Regarding armor, the Kuluku rarely wear more than minimal clothing in their day-to-day lives, but should they find themselves having to face outsiders in combat, the more elite warriors possess an extremely strong, lightweight armor made from scales of the iridescent, chitinous exoskeletons of the giant dragonflies.

### KULUKU SHAMANS

The term ‘Shaman’ is somewhat of a catch-all for the Kuluku spiritual leaders. Often they are Animists, but some are Clerics, Druids, and in larger societies such as the Kuluku cities, some specialize in Healing and As-

trology. All are skilled in first aid, and have considerable herbalist knowledge. Many are also the village historian, being among the few with fairly advanced reading and writing skill. While it is true that the Kuluku have a rich oral history, it is the Shamans who keep books and journals with many important details about other topics. There is at least one Shaman and an apprentice in all but the smallest clan settlements; those small family groups without one maintain close ties with neighbors who do in case of sickness or other medical emergency. Shamans also maintain contacts with their fellows in neighboring villages and clans to exchange information, herb knowledge and other lore. These relationships are held apart from any political affiliations—or squabbles—between the groups. Shaman associations with their peers are considered above question, and in fact they sometimes end up being mediators in inter-clan disagreements.

Shamans can be male or female, and while there are no conventions against them having a mate, most remain single and somewhat apart from the rest of clan society; some become rather eccentric. They often wear somewhat more elaborate clothing and decoration than the typical Kuluku, especially at ceremonies such as marriages, where they preside. Many Shamans also are known to keep a pet, such as a small monkey or a bird.

Some Shamans are able to have powerful insightful visions. They usually induce these with the help of the cocoa drink *Xumen* or Drevil mushrooms.

### 2.2.1 KARU KULUKU

The Karu (Ku. “land;” “low”) Kuluku tend to live in larger clan/village communities in structures close to the ground, and are more agriculturally based. They also have a more unified (though still very loose on a larger scale) political structure. They live mostly in Quon.

While some of these lowlander Kuluku have had contact with outsiders, most still have never seen anyone other than their own race.

*See the Cultural Summary for more details.*

### 2.1.2 TUKAL KULUKU

Living mostly in the region of Quon-ul, the Tukul (Ku. “Tree”) Kuluku are essentially an arboreal society, spending most of their time high in the trees, in simple but beautiful wood structures beneath the rainforest canopy. Exceptions to this are the airborne Sky-rock cities, and the river cities of Kulanaak and Kulakara’an.

While there are some cultural differences between the Karu and Tukul Kuluku, they have much in common.

*See the Cultural Summary for more details.*

## SKY-ROCK HAVENS

These unusual sky-rocks were mentioned earlier: huge masses of earth and stone floating above the ground, held in place by gigantic vines and tree roots. On the top side, each supports trees, undergrowth, and other life. There are three of these, all located in Quon-ul. While

the smallest, Nikali, is only a few hundred feet across, the larger two, Keshtali and Kalumi, are about a mile in diameter and basically miniature arcologies. Because of the region's heavy rainfall year-round, they have no lack of water, and in fact periodically have glittering waterfalls. All are inhabited by Kuluku clans, and Keshtali also has a

### CULTURAL SUMMARY: KARU KULUKU

**Racial Origins:** See Kuluku race description.

**Political Structure:** Clan. A high chieftain is elected from among the clan chiefs at the annual *Khonuul Kalis* ("Cloud Meeting"). The high chieftain is technically the ultimate authority over all of the Kuluku clans in the Quon region, though in practical terms he is more of a figurehead except during times of great turmoil. He is advised by the High Shamanic Oracle. Individual clans are each ruled by a chief, and most clans have a council of elders with power that vary from clan to clan.

**Technology:** TL 2b (Late Bronze Age) with anomalous sophisticated weaponry.

**Architecture:** The Karu Kuluku, as noted above, reside on the ground; those who live near river floodplains build their homes on sturdy wood pilings to protect them when the rivers rise during the spring. They live mainly in huts fashioned of hardwoods and fronds. The huts are clustered around a common area, where some trees have been cleared to allow moderate sunlight to penetrate. The village is adjacent to a completely cleared area used for agriculture (see *Subsistence Pattern*, below).

**Military Structure:** All Kuluku males (and some females who show interest and aptitude) are trained in weapons use. These include—among those fortunate enough to possess them—læn knives and baws, and throwing stars of a greenish beryllium-like alloy that does not corrode or grow dull. These weapons are handed down as revered family artifacts. Other weapons are a *lu-kaat*, a sort of war-club made of wood with razor-sharp obsidian blades along opposite edges, short bows, and blowguns, using a poison called *Perolk*.

**Social Structure:** Patrilineal (usually, though there are exceptions). In general, there are no classes or castes in Karu Kuluku society, though families who have the ancient læn weapons as heirlooms are generally held in higher regard.

**Economy:** Barter is the usual method internally and between clans, but the Kuluku are shifting a part of their economy to producing goods for sale to the outside world. See Section 2.41.

**Language:** A unique guttural language is used in conversation, while a second, birdlike tongue is employed for long-distance signaling. The Kuluku have a simple written language. Some (especially the highly educated Shamans) speak a little Erlin.

**Appearance/Attire:** See Kuluku race description. Attire normally consists of minimal clothing fashioned of linen, silk, or lightweight skins. Both sexes like to wear heavy jewelry, including earrings, necklaces and wrist bracers.

**Subsistence Pattern/Diet:** Slash-and-burn (variant). The Kuluku have perfected a variant known as slash-and-char, which allows for the soil to continually regenerate (creating nutrient rich 'black earth') rather than becoming depleted. The charring method is a secret known only to the Kuluku. As a result of this, the Karu Kuluku diet includes several types of vegetables, a few grains (including corn) variety of fruits, nuts and vegetables gathered from the forest, as well as certain kinds of fish and fowl make up the Kuluku diet. The Kuluku also sometimes enjoy an alcoholic drink using they call *Xumen*, made from the cocoa seed pulp.

**Worship:** Kuluku are very spiritual, believing that all living things have a

soul of sorts, including plants. They are very respectful of their environment and strive to waste nothing. The leaders of their worship are Shaman priests; there is often one (male or female) in each village, with at least one apprentice. These Shamans are usually Animists, though some are Astrologers. They channel their power through the collective energy of the many spirits inhabiting the great trees of the rainforest or sometimes a nearby river spirit; a few villages have a specific, particularly powerful patron spirit. A note about the sky-god Xuul: while his popularity has faded in recent decades, Xuul is an important figure to several tribes of the Karu Kuluku in a certain area, enigmatic to those from outside. He bears no resemblance to the known gods, has shown no sign of having any real existence or power, and is completely apart from the Kuluku spiritual worship.

**GM Note:** *Xuul is/was actually the captain of a group of space travelers who crash-landed in the Quon jungle long ago. The astronauts repaired their ship and departed, but the visit has left its mark on these Kuluku tribes. They have created an elaborate altar that includes artifacts that the travelers left behind.*

**Culture Notes:** The Kuluku are a very musical people, and in addition to their voices they have created several percussion, woodwind and stringed instruments. While they do not have many written records (these are mostly journals and medical/religious texts created on suurt papyrus and kept by the Shamans), they have a rich oral history, which they maintain with surprising accuracy. The Kuluku possess excellent memories, no doubt the result of their genetic manipulation.



Hírazi colony living in hollows on the underside. Kalumi is located about thirty miles west of the Legas River (#9 on the main map), Keshtali is located in central Quon-ul, and Nikali is in southern Quon-ul.

It is important to note that, either by luck or some craft of the Kuluku, these islands are more or less gravity-neutral; that is, even if the vines and roots holding them were all severed—a feat in itself—they would likely only rise slightly, or drift very slowly laterally because of their inertia.

### 2.13 KULUKU TRADE: THE NEW ERA

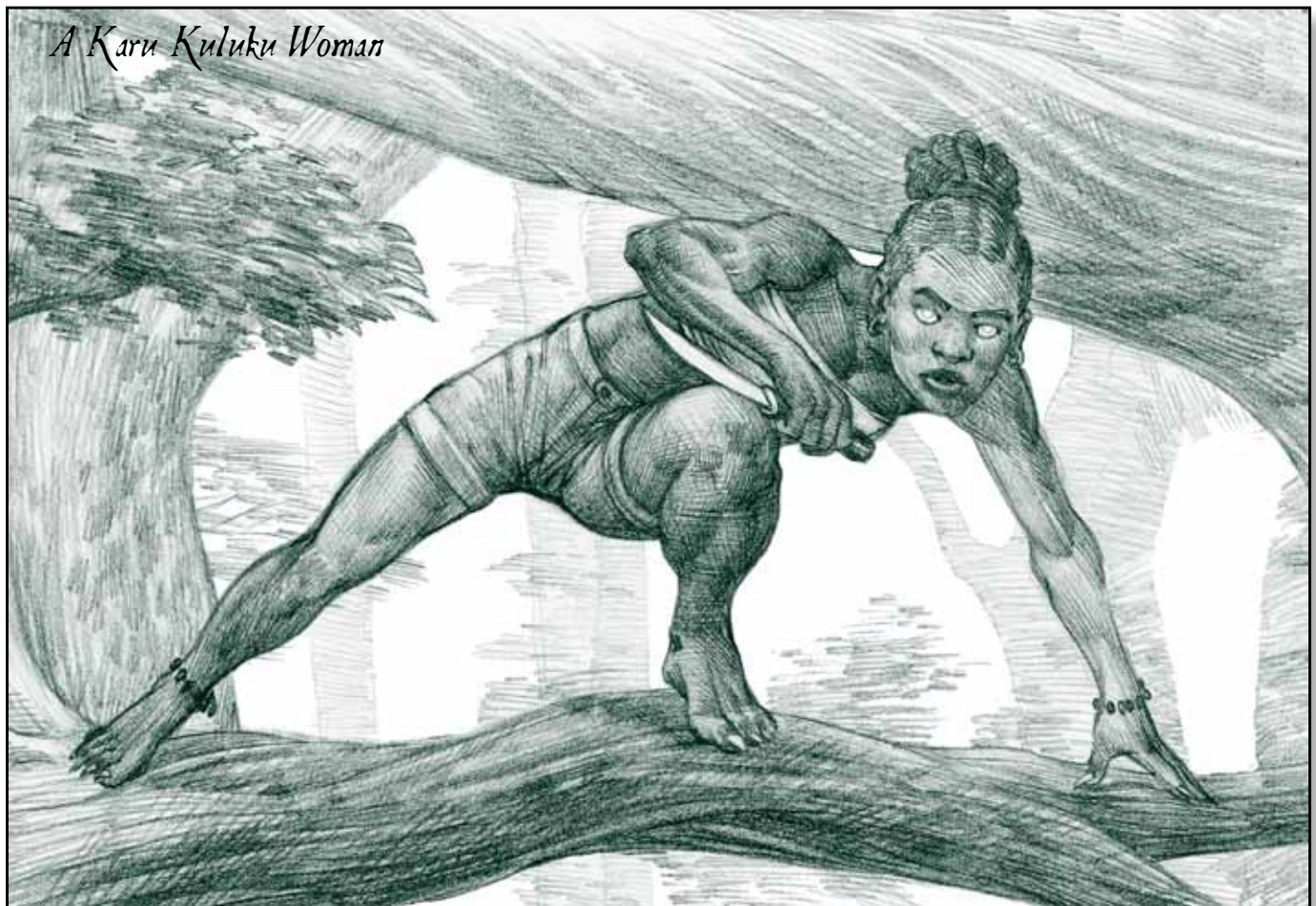
Throughout their history, the Kuluku have been a mysterious people to all outside of Khûm-kaan. Even the Emerian Empire explorers did not penetrate the rainforest beyond sight of the rivers, and they kept their settlements to the coasts.

After the fall of the empire, Shay explorers from Lygaar and Loari from Námar-Tol encountered the Quon Kuluku and some tentative trade began. The rainforests have much to offer that cannot be found anywhere else. So trade with the Kuluku was a profitable enterprise—especially for the Loari—for the rainforest provides a quantity of unique drugs, dyes, spices and herbs (includ-

ing powerful magical healing herbs). The blue and green ambers of Quon (hardened sap from the Perisa and Mikikola trees, respectively) are legendary throughout Emer and beyond. And there are other luxury items of great value: cocoa beans, which are used to make chocolate, and premium coffee varieties.

Then in 5980 TEI, one of the Kuluku High Oracles (greatest among their Seer-Shamans) warned their people that war was coming from the north, and that the Kuluku needed to retreat and prepare. The Kuluku severed all trade ties and retreated into the jungle. Any attempts to contact them were greeted with silence... or worse.

Seventy-three years later, in 6053, after much preparation the Kuluku sent out their *Intermediaries*. Accompanied by Navigators, these were carefully trained Kuluku trade representatives. They arrived at Ardan City, Kaitiane, Sel-kai, Namar-Tol, and other trade centers in Emer almost simultaneously, ready to strike deals for their precious herbs, gems and other rare commodities. Their purpose in engaging with the outside world was to gather not only intelligence, but wealth in order to secretly arm themselves against the coming threat. While the Intermediaries are all from the Karu clans, they have the help of the Tukul, who are providing trade items. And



recently the Tukul of Keshtali-city have engaged in direct clandestine meetings with the Loari of Námar-Tol. Namarian skyships have travelled to Keshtali and met with Kuluku leaders.

## 2.1.4 NOTABLE KULUKU EXPORTS

Aside from most of the medicinal herbs listed in the earlier section, the Kuluku offer some other unique products that can only be obtained from their rainforest home, many of which they have secret techniques for perfecting.

**Amber:** [*Tropical-Temperate/Rainy-Humid*]

The rainforests of southeastern Emer yield up a wide variety of beautiful ambers for those with the knowledge of where to look and the bravery to go deep in the jungle. Yellow ambers can be found from Quon to Rulaash, and—as on Terra—those with some beautiful insect or other tiny creature embedded inside are the most prized. There are also blue and green ambers from the Perisa and Mikikola trees, respectively, found mostly in Quon and western Quon-ul. Some have enchanted qualities.

### CULTURAL SUMMARY: TUKAL KULUKU

**Racial Origins:** See Kuluku race description.

**Political Structure:** Clan. The Tukul tend to live in smaller clan communities, but maintain close communication with neighboring groups. They are also more decentralized than the Karu, having no ‘high chieftain’ with the same authority as their neighbors. They do also hold an annual *Khonuul Kalis* (“Cloud Meeting”) and elect a representative, but he is even more of a figurehead than his Karu counterpart. There are a handful of exceptions to the isolated clan community rule of the Tukul: there are two rather large cities: Kulakara’an, in the caves at the mouth of the Legas River, and Kulakaan, a great metropolis of treehouses and rope bridges by the Legas downriver. And there are the two larger sky-rock cities, perched on the largest airborne islands. All four of these are made up of dozens of clans (much larger than a typical Karu village), and has a ‘mayor’ selected by the clan chiefs.

**Technology:** TL 2b—but with aberrations. For the most part, the Kuluku have only rudimentary technical skills, but a few advanced techniques (including herbal knowledge) survive from their distant past. Many tools also remain: weapons of laen and superior alloys, magical items, and implements.

**Architecture:** Treehouses of simple but elegant design, built in the branches of the sturdiest trees. These are connected by slender bridges and in Kulakaan, a surprisingly sophisticated system of pulleys and ropes.

**Military Structure:** The Tukul Kuluku are more xenophobic than their neighbors in Quon, tending to be suspicious of anyone entering the rainforest who is not of their race. Usually they just remain hidden high in the trees and let non-threatening travelers pass, but they will usually have scouts watch intruders as long as they remain in their lands. They use their bird-call language or their trained giant dragonflies as messengers to send warning to neighboring tree villages. All Kuluku males (and some females who show interest and aptitude) are trained in weapons use. The Tukul actually possess even more of the green læn knives and baws, and throwing stars (use shuriken mods) of a beryllium-like alloy that does not corrode or grow dull. Other weapons are a *lukaat*, a sort of war-club made of wood with razor-sharp obsidian blades along opposite edges, short bows, and blowguns, using a poison called *Bragh*, which causes instant unconsciousness.

**Social Structure:** See Karu Kuluku culture summary.

**Economy:** Barter is the norm, except in the two river cities (Kulakara’an and Kulakaan), who use coinage because of their larger economies and interactions. They do not create their own money, but use a variety of different coins they have acquired over time, including some coins from the old Emerian Empire. These coins outsiders might find much more valuable as collectibles even though most are worn down from centuries of use.

**Language:** A unique guttural language is used in conversation, while a second, chirping birdlike tongue is employed for long-distance signaling. The Kuluku have a very simple written language. Some (especially the shamans) speak a little Erlin.

**Appearance/Attire:** See Kuluku race description. Attire normally consists of minimal clothing fashioned of linen, or soft, lightweight animal skins, sometimes decorated with brightly-colored feathers. Both sexes like to wear heavy jewelry, including earrings, necklaces and wrist bracers. The gems include jade, amber or other semi-precious gems buffed into soft, rounded shapes.

**Subsistence Pattern/Diet:** Unlike the Karu, the Tukul are largely hunter-gatherers, though they do practice limited agriculture. Fruits, nuts and vegetables gathered from the trees and plants they nurture are supplemented by fowl, and other animal meat; sometimes they come down from their arboreal homes to hunt fish or other water creatures. The Tukul have a higher animal protein diet than the Karu. Like the Karu, the Tukul make a potent alcoholic drink from the cocoa seed pulp.

**Worship:** See Karu Kuluku culture summary. Also note that the god ‘Xuul’ is barely heard of here, and most Tukul Shamans quietly scoff at those among the Karu who still worship him, calling him a ‘false god.’

**Culture Notes:** See Karu Kuluku culture summary.



**Bemalak Paper:** Made from the fibrous bark of certain fig trees, this paper is made by Shamans and their apprentices mainly of the Tukul Kuluku tribes. The manufacture is more complex than that of suurt papyrus, but the paper, if properly made, is not only durable and resilient, but can be used as magic Rune paper. While it is mainly used by the Kuluku Shamans for keeping records of their herbal knowledge, the Elves of Námár-tol recently learned of its magical properties and are trying to get an exclusive trade deal for it in return for new Kuluku weaponry.

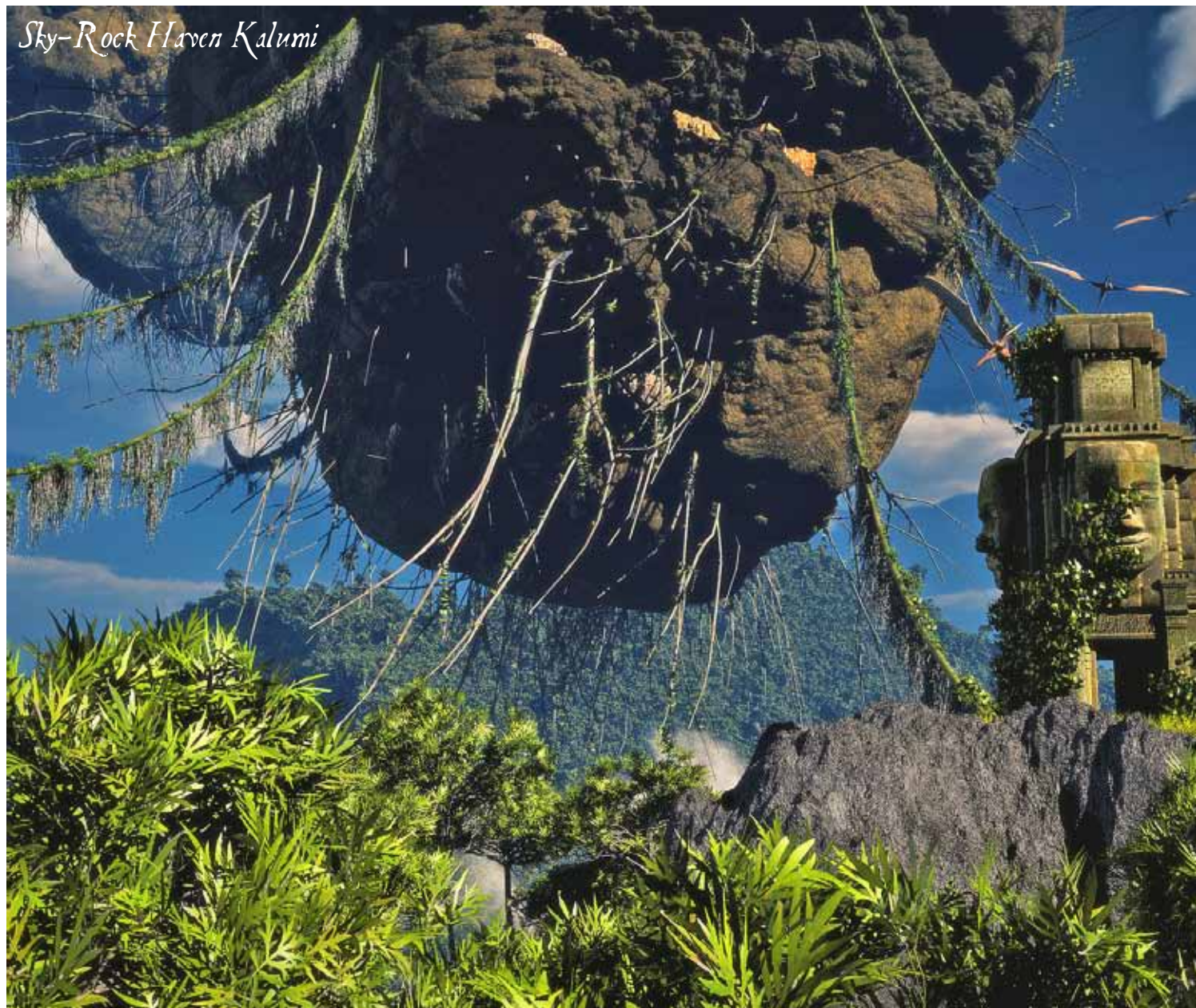
**Bhul Octopus Ink:** The Kuluku shamans make this beautiful deep blue ink from the secretions of the small Bhul octopus, which lives in the southern shallows of the Bay

of Zalkali. When used on suurt papyrus, it is indelible: it will never fade or rub off.

**Brekh Cork:** From the bark of the Brekh tree, which grows only in the Quon—Rulaash region, it is prized as a wine stopper by the Námarians and the Danarchans in particular.

**Jade:** While the Kuluku are not generally enthusiastic miners, they do value jade (especially green, but they also like blue, and the extremely rare purple). They do not often trade it to outsiders, preferring to keep the small amounts they do find and carve for themselves as ornaments and heirlooms.

**Kellis Spider Silk:** Small but prolific spinners, Kellis spiders can be found in shallow caves, mostly in the Black





Mountain foothills. Kuluku can weave the silk into a light green-gray gossamer cloth that at times seems translucent, but at others takes on the colors of the surrounding vegetation (cloak +50 to hiding in the forest.).

**Medicinal Herbs:** Virtually anything from the Herb chart matching the rainforest environment can be found here, and the Kuluku shamans are often Animists, skilled at identifying, gathering and preserving magical healing herbs.

**Puffnear Ink:** A beautiful, almost iridescent green-blue in color, it is made from the crushed blossoms of the Vilnis vine, combined with certain oils and ground minerals. Used on suurt papyrus, it will not fade for centuries.

**Suurt Papyrus:** In parts of the marshy wetland between the Legas and Suurt rivers grows a unique variety of papyrus that the Kuluku of the area have learned to make into an astonishingly beautiful and resilient writing medium—*suurt papyrus*—which is valued throughout Emer and beyond (now thanks to the Intermediary trade ambassadors). A single pristine sheet can fetch upwards of 5 gold pieces in Sel-kai. This would seem ridiculously expensive, but this material can potentially last for hundreds of years as long as it is not exposed to truly extreme environments, and if it is written on with the proper permanent inks (see above), the writing is permanent. It is even somewhat fire resistant. The Kuluku guard the secret of the suurt-making process closely.

## 2.4 GREEN MOUNTAIN JUNGLE GARKS

Residing primarily north of the Suurt river and in the western foothills of the Green Mountains, this tribe of Jungle Garks is particularly bloodthirsty. They are physically larger than average, aggressive, and well organized.

## 3.0 ARDANIA

Ardania is a city-state, with its capital of Ardan City located at the mouth of the Lapinar River. It was founded in 6035 TEI, and in less than two decades spread to control much of the northern Lygaar valley. Perhaps most impressive was the swift construction of the large walled metropolis of Ardan City and the beautiful white palace of Lord Ardan. The origins of this lord—and his seemingly limitless funding sources—are mysterious, though he has hinted broadly that he is descended from Emerian Empire nobility.

### 3.1 ARDAN CITY HISTORY AND LAYOUT

Ardan City itself was built upon the fishing town of *Coros*, a dim shadow of the city called *Corosian* that was once a major port in the Emerian Empire. It was the second largest city in the Princedom of Coronan, and a connection north to the Duchy of Relas.

But that was thousands of years gone, and little of the old city remained but ruins, many scavenged to build the structures which huddled along the south bank of the Lapinar River. Lord Ardan came in 6035 with engineers and surveyors (and a large labor force), and soon the north bank was recovered from the swamp, walls were built, and a new palace in the central island begun.

The city now straddles the river, with the two halves known as the North and South Bank. The palace stands on a high rocky island in the middle of the river, connected to each shore by four stone bridges. Just beyond the mouth of the river is *Acradis*, another rocky isle which has three lighthouses placed at strategic points along its coast. At the center of the island, looming over the city, are ruins of a citadel: the only remaining remnants of old *Corosian*. There are many rumors as to why this one ruin remains untouched by the Lord's otherwise complete reconstruction of the city, including that it is haunted.

### CULTURAL SUMMARY: GREEN MOUNTAIN JUNGLE GARKS

**Racial Origins:** See Jungle Gark racial description in Part III.

**Political Structure:** Loose Clan structure with one alpha male dominating several families through brute strength.

**Technology:** TL 1b Middle Stone Age. Some wood, stone and bone tools.

**Architecture:** Garks reside in large elaborate nests high in the forest canopy.

**Military Structure:** All adult males fight, either to defend the clan or on hunting/

raiding parties.

**Social Structure:** Males dominate in all aspects of the limited Gark society with the notable exception of a few females who have very rudimentary skill with herbs and medicine.

**Economy:** Virtually none.

**Language:** Simple spoken language; written is limited to a few simple ideographs or pictograms.

**Appearance:** See Jungle Gark racial de-

scription in Part III.

**Subsistence Pattern/Diet:** Omnivorous hunter/gatherers, diet supplemented by human flesh.

**Worship:** Human sacrifice to a crudely carved stone 'Gark-god.' Part of their ceremonies involve consuming the human flesh, believing that it gives them the strength of the consumed.

**Culture Notes:** Garks have very little in the way of cultural traditions.

High Priest Hephan has been lobbying for the Lord to tear down the ruin and build a Zanarian temple there, but has made no progress so far with his plan.

The North Bank is all new buildings, most with white-washed brick walls and brightly colored roofs of blue, yellow and sepia tiles. Homes of the more wealthy residences are built around an atrium with a pool. Many have towers rising several stories high, a sign of their social and monetary prominence. A few particularly important buildings are of pale gray stone. At the center is an open, paved market area with a huge fountain in the center providing easy access to fresh water. Most of the wealthiest residents live on the North Bank, now that it is shielded from the Logor Swamp by the vast earthen rampart that Ardan constructed. As might be expected, the merchants on the North Bank tend to be more affluent.

The city's infamous slave trade center, the *Auction of Arдания-marus*, is located inside and beneath a huge city warehouse on the dock. Most slaves are brought here via the tunnels.

While not as grand as the North, the South Bank also has a large open market with a beautiful fountain. It is home to more of the trades and craftsmen such as weavers, tanners and smiths.

What little of the previous town of Coros that remains is here in the South Bank, with older buildings on the east side occupied by stubborn residents who don't want to leave their old homes.

The Palace on the central isle (known simply as 'Palace Island') is more than the residence of the Lord; it also contains all of the city's administrative offices, barracks for the Silver Sword, and beneath, the city prison. Also, while it is not commonly known, there are tunnels running under the river connecting the palace island to both shores. Some of these date back to the old Corosian city of the Emerian Empire, and have been repaired and expanded. There are also tunnels running to Acradis Island, and to a secret grotto dock beneath the North Bank where slaves are often brought and kept until they are ready to be sold.

### CITY MAP KEY

Note that the city map depicts blocks rather than individual buildings, so is somewhat simplified.

**1. Lighthouse.** Simple towers with a chemical fire kept alight all night.

**2. Old Citadel.** Ruins of a castle from the Emerian Empire time. While little remains above-ground there are many underground chambers, and a tunnel to Palace Island that few know about. The tunnel is not guarded, but there is a strong iron gate blocking it, locked, *Very Hard* (-20) to pick. The tunnel leads to a room in the prison area, where there are guards throughout.

**3. Port Guard Towers.** Lookout towers. There is actually a massive chain that can be raised between the towers to block the harbor.

*As we suspected, Arдания is a city-state whose prosperity rests on less than obvious sources. While I am still investigating the origins of Lord Ardan's seemingly limitless supply of gold with which he pays his various armed forces and skilled artisans, it did not take long to uncover the cradle of Ardan City's labor force: slaves.*

*It is not discussed openly in polite circles among the social elite (most of whom are recently-wealthy merchants). But the fact is that their domestic servants—as well as many of the workers who labored to build this massive new city—are slaves, brought in here through all around the region. Literally beneath Ardan City there is a vast maze of tunnels and cavernous rooms. A large portion of this is set aside for the homes and workshops of the slave labor force. Adjacent to this is the slave auction center where new 'recruits' are brought in, some from as far as other continents. I have evidence that House Dolnegan of Sel-kai is involved, as well as the human traders of Ithaak. This is known as the Auction of Arдания-marus, where the wealthy come down to bid on the more attractive, young and skilled among the new slaves. Those not fortunate enough to be bought become part of the underground labor force.*

Foremaster Ocha Lani  
Report to the Foremaster Council





**4. Sailing Ship Docks.** These are larger to accommodate seagoing ships and skyships.

**5. River docks.** For boats carrying cargo down the Lapinar River, and also smaller ships which play the coast (and are able to pass under the bridges).

**6. Palace Island.** Covering nearly the entire rock, is a heavily fortified palace. The island itself rises nearly one hundred feet above the river, and the palace has high walls and towers, all whitewashed. There is a small dock for a few of the Lord's ships.

**7. North Fountain/Market Square.** A large fountain is the centerpiece of this large open area where a daily marketplace is held.

**8. Slave Trade Center.** The *Auction of Ardanian-marus*, is held here (in an underground hall, beneath the City Merchantile Center).

**9. South Fountain/Market Square.** Similar to #7.

## 3.2 PEOPLE AND GROUPS OF NOTE

**Lord Ardan:** Presenting himself as king of Ardanian and an heir to the Emerian Empire, he has the appearance of a regal Laan. He wears a black surcoat with a lion symbol and a golden circlet. *He is, in fact, Y-Tarmen, an adherent of the Jerak Ahrenreth, and is playing this role in service to them.*

**The Lord High Seer:** A Linær Elf, he is chief adviser to Lord Ardan, and supposedly a surviving member of the Order of the Seers. *He is in fact Iæn Shiin, one of the Eight of the Jerak Ahrenreth. He has recovered some of the Order's artifacts and uses them for his own purposes.*

**Order of the Silver Sword:** This group (aka the "Ahn Sye Nokora") is based on the ancient order of the Emerian Empire, the Emperor's personal bodyguard. They wear gray surcoats over silvery chain armor, and wield large silver swords. The greatest among them are believed to possess the actual *Yarkbalkas*, the enchanted weapons of the original Order. *They do in fact carry the original sixteen enchanted swords, and wear the silvery helms with tall gray feathered plumes of their rank.*

**Order of the Golden Heralds:** This is a new order established by Ardan. They are a much larger group than the Silver Sword, and growing. They serve as elite guards in the city, and there is a mounted division. Some go out on 'recruiting' forays.

**Order of Zanaris:** A quasi-religious group with no official affiliation to any deity, Zanaris is a rebirth of the Order of the Cloak and the Church of Zanar. The head of the order in Ardan City is High Priest Gelmis Hephani.

There are two temples in Ardan City, but so far have kept a fairly low profile. This will soon change, however.

*Note: Ardanian was covered to some extent in Emer II.*

## 4.0 LOST CITY OF ZÆN

Located on a large plateau just above the rainforest canopy, the sprawling ruin of Zæn sits near the Alendes River at the feet of the Black Mountains.

The city was first built by the Jinteni during the Interregnum, tens of thousands of years ago. The Jinteni were masters of technology that has yet to be rivaled by any race on Kulthea, except of course the Althans. Their technology style was interestingly baroque and decorative, unlike the clean lines of the Althan or current Interstellar Imperial tech. In fact one might call the Jinteni interfaces 'clunky' because they often involved so many moving parts. In many cases this seemed unnecessary, and merely for stylistic effect. Despite these moving parts, because of the magical fusion to protect their machines from the effects of time, many of the ancient devices still function.

The city was gradually abandoned as the Jinteni civilization collapsed, and soon it was completely overgrown—though even the tough vines and roots of the rainforest failed to find much purchase against the Essænce-reinforced architecture of the Jinteni for many ages. Finally the vegetation managed to begin to overwhelm the magical protection and damage the outer portions of the city, and from there they covered all but the very center. But when Schrek found Zæn, the vines and tree roots needed only to be pulled away and reveal the pristine structures hidden beneath.

## 4.1 JINTENI ARCHITECTURE

There are many ancient—very ancient—ruins scattered throughout the region. Far older than any other surviving structures, these are remnants of the Jinteni. Their design is fairly distinctive (even though they evolved through different architectural periods; see below), not to mention the fact that they all give off a faint Essænce emanation. It is only because these structures were imbued with Essænce that any remnant of them remains at all, since they date from the Interregnum, many millennia ago. In fact, there is something about most Jinteni architecture that is slightly 'out of phase' with normal time. Seers and Astrologers in particular who visit these places (especially large ones like Zæn or the City of the Dead) may notice a strange sense of time-shifting: slight but noticeable. This feeling subsides after spending a few hours in the area, but if they stay for several days then leave, they may find that time outside has passed more quickly.

It should be noted that for the most part, these ruins are shunned by most Kuluku.

### JINTENI ARCHITECTURAL PERIODS

Before delving into the details of Zæn, some general information about Jinteni architecture is in order. This is also useful for GMs needing to detail other ruins in the region. For convenience, the styles are divided into three periods: *Early* (c. -35,000 – -30,000); *Middle* (c. -30,000 – -25,000); and *Late* (c. -25,000 – -20,000); dates are Interregnum—after the First Era when the Essænce Lords ruled, and before the beginning of the Second Era. The City of the Dead falls into the Early period, while Zæn was constructed mainly during the Late period. Naturally there is some overlap.

Below are some general style guidelines:

**Early:** (c. -35,000 – -30,000) Most architecture is rectilinear; stone is the primary building material until later in the period when technology allows use of metals. No use of piezocrystals ('Sun stones' as the Jinteni also called them, especially the large fixed ones) in architecture at this time; they are not discovered until the Middle period.

**Middle:** (c. -30,000 – -25,000) Great expansion and diversity occurs during this period, with experimentation in more exotic forms and materials. Beginning use of piezocrystals towards the end of this period. Most architecture still rectilinear with some experimentation with curved forms.

**Late:** (c. -25,000 – -20,000) Architecture becomes increasingly curvilinear, with few straight lines in the buildings and city layouts. Quixotically, there is a return to the use of stone (actually an incredibly strong reinforced concrete composite) as a building material—though in many cases it is merely a façade covering a more modern support system. Widespread use of piezocrystals as power sources in architecture as well as many other more technological uses, leading to a shortage and competition for what crystals can be found.

### ARCHITECTURE OF ZÆN

The Lost City of Zæn is an example of the Jinteni 'Late' style on a grand scale. In the center of the city are seven huge conical buildings of fused stone, each topped with an elaborate metal structure holding a large piezocrystal. As is found in some other Late period buildings, these building cones are not symmetrical, creating a somewhat disturbing effect that they are leaning, or perhaps that the viewer's perception is mistaken. All of the major structures have a spiral ramp walkway cut into their outer surface, leading up to the pinnacle, though it is almost invisible. Windows with oval-arched tops are

cut into the sides of the cone, without any discernable pattern.

Between these central cones are raised circular platforms where worshippers can gather, and between these are triangular pools of water. Unlike earlier rectilinear architecture, Zæn is almost completely made up of circular buildings: either cones, truncated cones, or cylinders. Because of this, there are no straight avenues in the city, only curving roads; this makes Zæn somewhat of a maze. The one guiding point of reference is the cluster of the seven massive cones at the center of the city, towering well above all the other buildings, with their huge metal structures at the top like claws reaching to the heavens, and held in those claws huge sun-gems glowing by day and night.

### 4.2 JINTENI LANGUAGE

The Jinteni used two different written languages, which sometimes overlapped. One involved hundreds of pictograms and symbols, while the other was a more simple alphanumeric letter system with forty characters and digits. The former was used on decorative and monumental works; the latter was used when more concise recording was needed, and for most of their science and technology.

The Loremasters have partially translated both of these written languages, enough to usually get a basic idea of what the text is about (Skill Level 4, written). They are very reluctant to share this information with anyone outside their order, as they (rightfully) consider the Jinteni knowledge to be extremely dangerous. However, a few Loari Elves—in particular, a few from Námar-Tol—have achieved a Skill Level of 3, partly from their own research and partly from 'acquired' Loremaster texts.

### 4.3 JINTENI MAGIC & TECHNOLOGY

The Jinteni are the only race—other than the Essænce Lords themselves—who were able to merge technology and the Essænce in devices and larger machines. Normally, these two things are incompatible, as evidenced by the Flows interfering with Taranian tech, and the problems the current Dia Khovaria agents are having with their Imperial technology because of the Essænce Flows. While there are a few surviving Jinteni artifacts (preserved in part because of this fusion and 'oneness' with the Essænce), dissecting their nature ('reverse engineering,' in a way) is a skill almost beyond any current artificer alone; currently only the Loar Elf Termis Jeranian has made a few rudimentary attempts, but he does not fully understand the piezoquartz electrical technology. A handful might be able to do it with help from An-

draax or Jenkyna or Ondoal. Tethior confided that even he did not fully understand the principles behind the Six Crowns and their controllers that Andraax designed in Jaiman, and they are a classic example of Essænce Lord magic/tech fusion.

However, Schrek possesses the genetic memory of his K'ta'viir mother (though it is somewhat fragmentary), as well as the powers of his demonic father. With the help of A'kesh, he has been working to try to understand the ancient Jinteni machines and installations. He has already gained some insights into tapping the power of the massive piezocrystals mounted on top of the major Zæn structures. Because of this alone, Schrek presents a unique danger to the Shadow World.

### GENERAL TECHNOLOGY LEVEL

Because of their ability to combine magic with technology and their affinity for mechanical devices, the Jinteni cannot be pinned to any one tech level. In fact, they spanned from TL 7 to TL 11 in some ways by the end of their civilization. One quirk of Jinteni technology was that they seemed limited by power sources other than their crystal technology except for certain installations and very large machines. They had geothermal and even nuclear fusion technology, but for anything smaller than a huge vehicle, they depended on crystal-stored energy.

### 4.3.1 CRYSTAL TECHNOLOGY

*GM Note: It should be noted that the mined piezocrystals of the Jinteni are not the same as the Earthwarden magical crystals created from jewel slime as described in the Xa-ar sourcebook; these are of a completely different nature.*

Piezocrystals (also known as 'piezoquartz crystals') in the Shadow World are not quite the same as those of the same name on Terra. Here they accumulate and store tremendous amounts of energy both through pressure and through solar energy, and the Jinteni were able to adapt them for other uses, including information storage, weaponry, and as a kind of interface for certain Mentalism, Essence, and even Channeling powers. Towards the end of their civilization, the Jinteni were even able to artificially create small piezoquartz crystals in a few of the labs. It was also said that at Zæn they achieved the ability to store the very essence of their spirits inside specially prepared crystals.

In appearance, piezocrystals are clear or pale blue and resemble quartz, though their natural crystalline shape has eight sides. There were particularly rich deposits deep in the Black Mountains near Zæn and the Barrier Hills of Uj (not surprisingly, near the City of the Dead). Most of the veins have been tapped out, but there are still

some deep in both locations, if one is willing to venture into ancient mines that may connect with the Ash Lairs.

Finished crystals come in a variety of sizes and shapes, but the small power crystals used for portable items and personal vehicles are rated as Type 1–4, 4 being the most powerful. Examples are handheld tools and instruments (1), pistol weapons and heavier tools (2), rifles and portable generator units (3), and small 1–2 man vehicles (4). These are always eight-sided, pointed at both ends and fit into a clip.

There are also 'key' crystals, either for a door or a Portal. These are all eight-sided, about three inches long and pointed on one end, flat on the other. On the flat side is a pictogram depicting either the destination if a Portal key, or the location of the place the key opens if a regular door key. Portal keys are blue-green while door keys yellow hue. The pointed end is inserted into a metal receptacle.

In the following section are described several applications of Jinteni piezocrystal technology that can be found throughout the city, and possibly in other locations.

### JINTENI RECORDS STORAGE

While the Jinteni did enjoy the tactile and visual stimulation of physical manuscripts for certain records, most data storage was digital, and kept in databases of crystals. When data needed to be moved, it was transferred to small slivers of crystal, which could be slipped into a receptacle and input by a reader. These data crystals are similar in nature to Terran flash memory: it is stable and requires no energy to be retained on the crystal, but can in most cases be rewritten. There are some crystals on which data was permanently written.

The crystals come in many slightly varying sizes depending on the exact function, but they have the same common interface. The exception is very large databanks, which are immobile. Storage crystals have a different shape from power crystals and are easily distinguishable.

### JINTENI SMALL WEAPONS

These weapons were portable, and for the most part were pistols or rifles. The Jinteni created a few semi-portable versions, but they were just prototypes and all were destroyed. In appearance, like much other Jinteni technology, they have a certain decorative 'retro/gothic' look to them (*steam-punk, in other words*). To anyone at all familiar with a pistol or similar weapon, the design is obvious, with a barrel, grip, trigger, and some control knobs. The device is made of a variety of metal alloys with inlays of other metals and decorative stones. For instance the grip might have a large oval inlay of pink quartz polished to a smooth cabochon finish. There is also a fairly obvious receptacle on the top for a piezoquartz crystal about three inches long and an inch in diameter, with faceted



points at both ends (Type 2). It would be held in place by spring-metal clips, and glow with a blue light as long as it held a charge and the weapon was in standby mode (as opposed to turned completely off, in storage mode). A crystal is usually good for 100 shots, and can be recharged at an operational installation (there are many in various Jinteni ruins; any chamber that is identified as a 'Laboratory' or 'Equipment Storage' and has power).

These—like most Jinteni weapons—fire an electrical charge, which in appearance is a small ball of blue light that shoots out of the barrel of the weapon. They have an effective range of 100 feet, a 'Stun' Setting (*Shock Bolt*, no killing criticals) and a 'Kill' setting (*Lighting Bolt*) for pistols. Rifles are the same but +30 to attack and 3x hit damage and a 300-foot range. They can be fired once per round, needing to recharge briefly between shots.

### JINTENI LARGE WEAPONS

Large weapons fell into two categories: those mounted on the moving machines, and those on fixed installations. A very few of the massive installation machines remain in Zæn, but Schrek cannot understand how they function. He has asked A'kesh to help him with the devices, but the Artificer claims not to understand them either. *In fact, A'kesh is lying; he has a smaller installation weapon at the Ahrenaek which he has successfully test fired.*

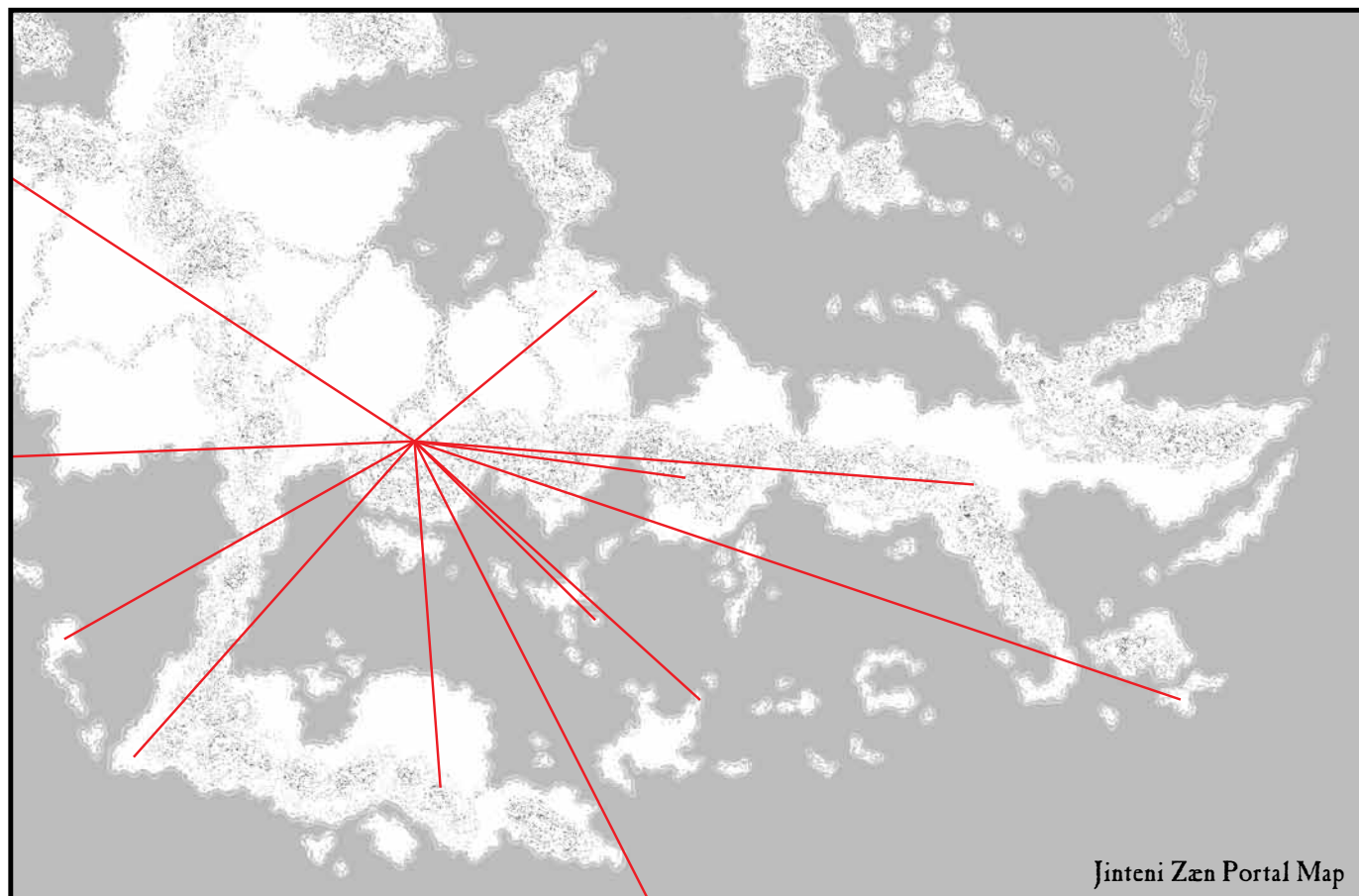
### JINTENI MACHINES AND WORKERS

As might be expected, the Jinteni built a wide variety of vehicles and other machines: walkers, wheeled transports and fliers, and countless specialized machines for tasks such as mining, processing materials, and many other tasks. Jinteni had also built fairly sophisticated robots.

It should be noted, however, that tasks that could be performed as easily by human labor—such as farming—were still done manually, since it was not worth sacrificing the limited resources of the crystals. For manual labor the Jinteni had servants, and in many cases they were not above using slave labor: people imported from other continents who were deemed 'inferior' because their appearance was different, and they could be easily separated from the native populations of southeastern Emer. Now of course, after thousands of years, those peoples have become integrated and it is difficult to know who were the imported slaves and who were the more indigenous races.

### LARGE-SCALE POWER GENERATION

As noted above, the Jinteni depended heavily on their crystals for power in their portable machines. There is no evidence that they used the steam engine or anything similar, or anything driven by fossil fuels (except



perhaps much earlier in their development). They did develop technologies to convert hydro and geothermal to electricity (though the machinery was massive) and by the Late period had even mastered controlled nuclear fusion (somehow they completely bypassed fission). Smaller installations are usually powered by geothermal or a mounted large crystal atop a tower, as in the main buildings a Zæn.

Zæn itself is powered by a combination of the crystals atop the main buildings (which not only absorb the power but store and distribute it), but also has geothermal power. There is a fusion reactor deep beneath the city but it is not operational.

### 4.3.2 JINTENI PORTAL NETWORK

There is evidence that the Jinteni had an extensive network of Portals throughout their civilization. ‘Portals’ meaning of course, devices for instantaneous transport between two specific locations. Nearly all Portals require a set, immovable doorway or similar structure at the point of origin, and at the destination. This is not to say that any particular place of origin is necessarily locked to one specific destination, as can be seen clearly from the Jinteni Portal network.

As described below, the Jinteni constructed two types of portals, the larger *Platform Portals*, and the smaller *Doorway Portals*. The Doorway Portals were designed to link two specific locations (though this could be overridden with a special crystal encoded with another destination), and the Platform Portals were designed to freely access all the other Platforms in the network.

*GM Note: There is a Platform located at Zæn (see below for specific location, and the graphic of the adjacent Portal Map), and also at the research station on the isle of Vamaag (#35 on the main map), which is featured in an upcoming adventure scenario.*

#### MAJOR (PLATFORM) PORTALS

Among the Jinteni’s many accomplishments was a network of Portals linking dozens of important sites across southeast Emer and beyond: certain Portals even connected to more distant Jinteni colonies. These magical gateways are not as sophisticated as those constructed by the Altha (e.g., the *Bakuul Portals*), yet they are still advanced by current standards. The platforms are in fact modelled after a Bakuul design.

These portals are activated by a *Portal Key*, a crystalline orb three inches in diameter. All the Portal Keys are identical clear orbs, and will work in any of the Jinteni platform Portals.

The Jinteni Portal design is a platform of about ten feet in diameter, made of an extremely hard dark gray

stone, etched with Jinteni pictograms. In the center is a shallow circular groove 12 inches in diameter, surrounding a metal disk, with a small hemispherical depression in the center which could hold a small sphere about three inches in diameter. Etched on the disk are numerous lines radiating out from the center depression, with a Jinteni pictogram symbol at the end of each line.

If the key orb is placed in the depression, the orb glows, and the metal disk rises out of the platform, revealing that it is just the top of a pedestal. The pedestal tapers, but has several fins radiating from the narrow core shaft. It stops rising at about three feet above the level of the platform, and an abstract pictogram appears inside the orb. This is the symbol of the current portal location. Then, a laser-like beam of light shoots out of the orb, aligning with one of the radial lines. When the beam reaches the edge of the platform, it seems to spray out all along the edge of the portal (it is harmless and seems to go right through anyone on the platform) in a shimmering ‘wall’ about ten feet tall. This wall then changes into a transparent 360° live view of the nearest portal destination. The surroundings slowly cycle through the different destinations (changing about every 5 seconds), while the light-beam from the Eye aligns with one of the radial lines, and the symbol lights up. Cycling means that the eye begins to project the surroundings of other portals like a transparent screen around the perimeter of the platform. It will always start with the nearest to the farthest portal and work outward. This is not the actual destination yet; it is just an image of the destination.

A skilled user can twist the eye in the socket to advance to the destination he desires—assuming of course he understands what the symbol means. This is unlikely unless the user is a Jinteni and recognizes the pictographic character. However, on the wall of the portal chamber at the Jinteni complex on Vamaag is a map of SE Emer, showing where the radiating lines lead to, and the symbol of each of those locations. These maps are not at every Portal location (many are outdoors) so the PCs would be wise to copy this information. There is a similar map near the platform Portal in Zæn, but showing lines radiating from that location.

One symbol on the disk naturally varies from portal to portal. This is because the symbol used at the departure Portal is the symbol representing the destination. Since the traveler is now at that location, one of the symbols on that the ring would now be the symbol of the departure portal, which had appeared inside the key there. When the travelers have made their choice, the Eye is removed from the socket and the surroundings become visibly more ‘real.’ By default they have about one minute to get off the platform (and thus be transported

to the destination) before the surrounding ethereal wall collapses and vanishes. The Portal does give a sort of ‘ten second warning’ when the visual image of the other side begins to ripple and break down (the Portal can be activated again by removing the Key and placing it back in the depression). Once they pass through the wall (the Jinteni called it the *Veil*) and look back at the portal, they can see the platform they came from, but they cannot step back through: it’s a one-way Portal only allowing exit from the origin platform. However, they can speak to those still on the platform, and they can see each other. The travelers can of course take the Key with them, and so use it at the destination portal. In this case, when the person carrying the Key steps off the platform, the Portal immediately collapses.

When the Jinteni ruled this land long ago during the Interregnum, the Portals were in frequent use, and in fact some had an operator who stood at the central column. Travelers would arrive and declare their destination, and the operator would set it for them. They would step off the platform, and the operator would reset for the next travelers by placing the orb back in the depression. If the orb is not replaced in the depression within a minute, the column lowers back into the floor of the Portal.

Another point about the Portal Key orbs: they seek out a Portal. When a Key is within 10 miles of one, it will have a tiny spark of light within, and whoever holds the Key, if he concentrates and makes a *Hard* (-20) *Power Perception* roll, he will sense the Portal’s direction. In the complex the Key will glow brightly at first, then die down. The holder need only make a *Light* (+10) *Power Perception* roll to sense the direction here—but of course the characters do not know what they are being drawn towards.

### LESSER (DOORWAY) PORTALS

These Door Portals are simple round doorways of set stones about eight feet high. Engraved in the keystone at the top is a pictogram signifying the name of this location; in the larger stones at the 3 and 9 o’clock positions are two copies of another pictogram (the default destination). The Portal by default appears to just open into absolute darkness. However, in one of the stones at the side of the door-frame just below 3 o’clock is a small round metal plate, with an octagonal indentation just under an inch across and two inches deep. A specific ‘override’ portal key crystal (which has a tiny pictogram on the flat end with the destination designation) can be placed in the socket, overriding the Portal to connect to another specific destination. In this case, the darkness switches to an image of the destination. The Portal stays open to the other destination as long as the crystal is in the socket, and for an additional few seconds after it is removed. Therefore, each trip is one-way, unless you have the cor-

responding crystal for your departure Portal (inserting the crystal in a Portal with the same pictogram as the location—as designated on the top rune—deactivates the Portal for as long as the crystal is in place. Otherwise, the Portal reverts to its default, which is the other end of its two-way link. *The PCs may find these override crystals in various locations.*

### 4.3.3 JINTENI MAGIC

Jinteni used magic in a way similar to the Essænce Lords: they were able to channel and control the Primal earth-Essænce rather than deal with the separate realms and spells. This is not to say that all Jinteni had this ability; there was a quasi-religious priesthood/agency known as the *Dasai* made up of those who had the power. As might be expected, they became quite influential in Jinteni society and government.

## 4.4 JINTENI MYSTICISM, DEATH AND BURIAL

The Jinteni were not (strictly speaking) religious, in that they did not believe in or worship higher beings. And while most Jinteni did not believe in an ‘afterlife’ as such, they did believe that there was a life-energy separate from the body. This was hard to deny, given evidence shown by magic, which could swap bodies, or even raise the dead. The Jinteni discovered a way to use the crystals to interact with the dead using a technology they discovered from the K’ta’viiri records, but only half-understood. They were able to re-animate the dead if they reached them soon enough, if their bodies had been properly preserved.

Partly because of this, death and burial rituals were significant to the Jinteni. An entire Early Period city was converted to a huge necropolis, known now as the *City of the Dead* in Uj (to be covered in Emer IV). One of the main towers in central Zæn is the *House of the Dead*, essentially a huge mausoleum.

All Jinteni of means were carefully preserved, mummified, and placed in mausoleums. Those of high rank, and all of the *Dasai* of Zæn, were entombed in the House of the Dead. Burial rituals were performed by a subgroup of the *Dasai* called *Jinta Priests*, who also lived in and maintained the House.

Because of the strange temporal nature of the House of the Dead, PCs may encounter mummies, ghosts, or even living Jinta Priests out of time.

## 4.5 ‘RECENT’ HISTORY OF ZÆN

Schrek discovered the city in SEI 3900 and decided to make it his base of operations. He established the Cult of Agoth, to worship his ‘father.’ He gathered followers,



mostly from the coastal areas to the southwest and even some Shay (the Kuluku proved reluctant to join). Over the next thousand years, the cult grew in influence and power. The central area of the city was restored, and land nearby cultivated. Schrek ordered the central buildings repurposed as temples to Agoth and for his priesthood. He made other changes as well: the ancient system of tunnels originally radiating out northward to outposts was expanded to connect the city of Zæn to the southern coast under the Black Mountains. Some passages delved even deeper, into the Ash Lairs. Schrek also built magical Portals to connect to several isles—including Vamaag—in the Rælian Bay. And one Portal leads to the Void. Schrek then built a frightening army, which he named the *Conquerors of Agoth*. The Conquerors at first tried to capture nearby Kuluku to swell the ranks of Zæn, but found them too elusive and defiant to be worth the losses. Instead they traveled west and south, and even across the bay to Ræl for ‘recruits.’

In the Second Era 4951, after achieving his goal of effectively destroying the power of the Isle of Jade, he retired from active leadership of the city and cult (though remained at Zæn most of the time), and appointed two principal lieutenants—the *Kortalarn* (Ir. ‘High Master’) and the *Lothrok* (Ir. ‘Spirit Guardian’)—to administer the city and the cult, respectively.

Through the end of the Second Era, the city continued to grow in power, terrorizing the nearby Kuluku tribes and sending them into hiding. The priests constantly needed more human sacrifices for Agoth.

Then came the Wars of Dominion, and Zæn was a major nexus of evil influence. At the end of the war the city was mostly depopulated, the Conquerors wiped out. Schrek was forced deep below Zæn and went into hiding for a time.

Then in the Third Era 888 the Essænce Lord Ondoal was seeking members for his new Jerak Ahrenreth and came upon Schrek, who was able to shield his demonic half from Ondoal. When the Crystal was baptized and splinters broken off for the other Secrets, Schrek managed to take a small extra shard for himself and have A’kesh use it as the head of his staff, the *Faaw Shryaac*, which allowed Schrek to retain human form indefinitely without having to expend energy.

The Era wore on, with the Ahrenreth infiltrating and ultimately having a major role in destroying the Emerian Empire. Meanwhile, the Ahrenæk was constructed in Rulaash, too close to Zæn to suit Schrek, but it did give him access to A’kesh, who he believed might be able to help him with the ancient Jinteni magic/tech machines. He preferred that his plans to repopulate his city and re-establish his cult would remain secret from the rest of the

Ahrenreth as long as possible. Meanwhile he quietly recruited followers again, bringing in people from as far as Ræl and Onar. The Conquerors rose again, though Zæn was nowhere near approaching its former dark glory in the Second Era. Even then much of the outer city was never uncovered, and a large portion nearer the center has become overgrown again since it was depopulated at the end of the Wars of Dominion.

In TEI 5650, while the comet Sa’kain drew near as predicted, the current Lothrok—a powerful Priest and Astrologer by the name of Leyt Mok—had a dream revealing the location of the Eye of Agoth, which had been stolen from his master many years ago. He led a squad of Conquerors to recover it from Gull Island, and they soon returned in triumph.

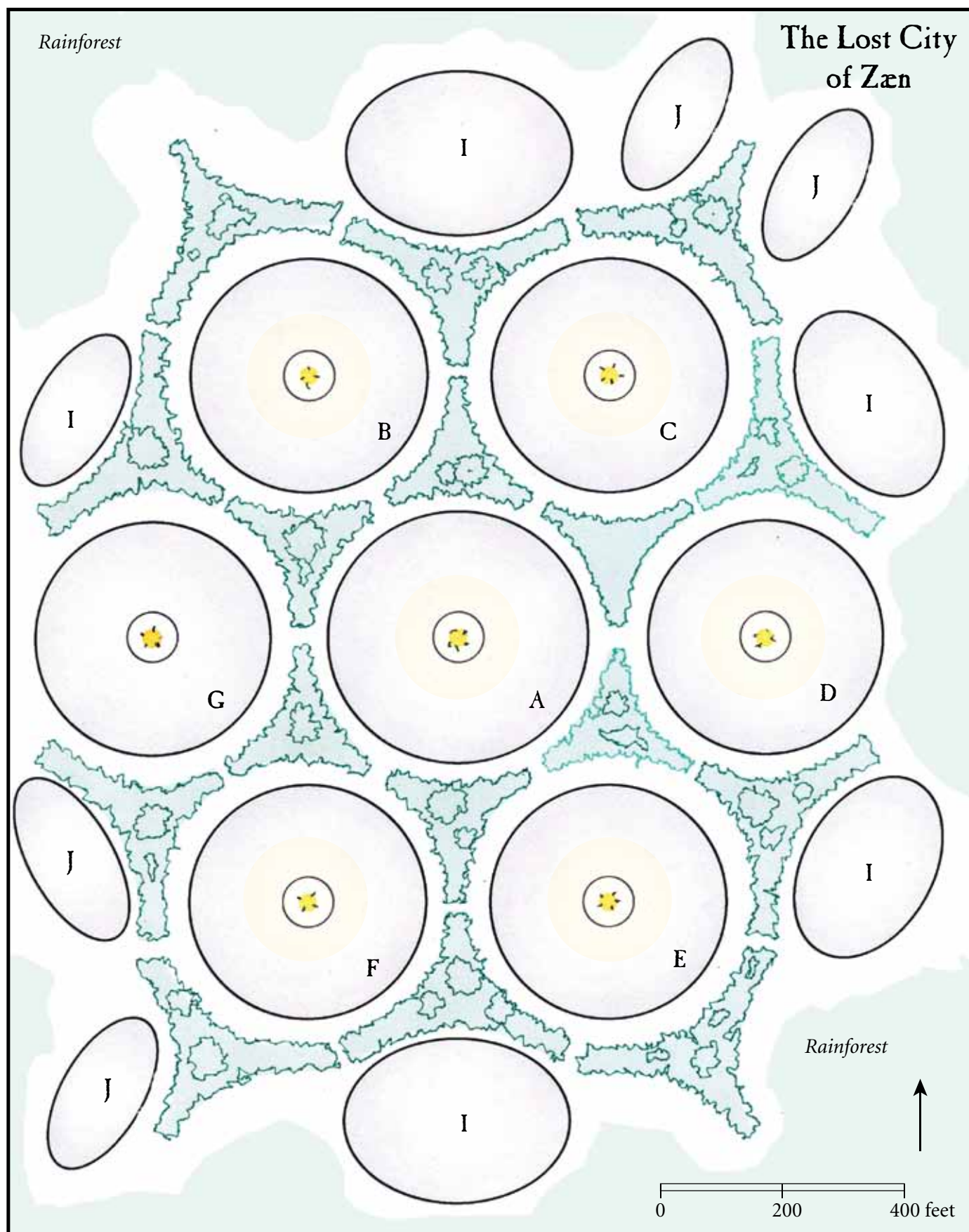
With the Eye as a focal point, supplemented by the energy of the ancient Jinteni Sun Gems, plus the event of the return of the Comet, Schrek himself led a horrific ceremony at Zæn that opened a portal to the Void. One of the most vile of the Agoth, an Overseer, appeared at the apex of the High Temple of Agoth and, under Schrek’s influence, fed on dozens of human sacrifices in view of the worshipping masses.

*GM Note: Characters could very well stumble into the outskirts of Zæn, or enter via a tunnel from an abandoned outpost—or even through a Portal—and wander for hours or even days before realizing that the central city is inhabited. Imagine a modern mid-sized sprawling metropolis on earth fallen into ruins and overgrown, but it has a new population living mainly around the original central buildings. The outskirts and suburbs are empty and long-abandoned... except perhaps for dangerous wildlife.*

## 4.6 OVERALL CITY PLAN

As noted above, Zæn has no straight avenues; instead it is made up of buildings with circular (and in some areas elliptical) footprints, separated by small raised parks or pools. These roughly triangular areas have concave sides, thus creating curving roads between them and the buildings. With its jewel-topped conical buildings and interspersed parks and fountains, Zæn is (or was) a majestic metropolis.

Zæn has still not returned to anything approaching its former occupancy level when at its height before the Wars of Dominion (much less, long ago when the Jinteni inhabited it); the population of the city and environs is now perhaps 5,000. Much of the city remains empty and overgrown. While Zæn is technically inhabited, in TEI 6054 it very much has the feel of a ghost city.



At the center of the city are seven huge conical towers, each topped with a massive crystal. In the center is the tallest tower, and the other six are of varying heights, clustered around it. In the spaces between the towers are small parks or fountains. The interior of several of these towers are also basically deserted most of the time.

### GENERAL FEATURES

Doors are of a metal alloy, oval in shape, truncated at the bottom so they are flat, in a narrow metal frame surrounded by stone framing blocks. All corridors are the same tall oval shape, with a flat floor. These vary in size depending on importance and traffic. Larger doors are double and slide apart. Most doors are normally not locked, and open by sliding into the adjacent wall on a track when approached from either side. But in most cases there are metal lock plates on either side; inserting and removing one of the facility's door keys will lock the door (and a red light will glow around the receptacle) until a key is inserted and removed again from either side. Most doors can be controlled by a general key that works throughout the complex; there are many in the possession of guards. Some areas are higher-security, normally locked, and require a specific key to be opened.

The entire place is illuminated inside by electric lights: small yellow orbs in metal cages set in the walls. These lights automatically come on when they sense movement; they can also be voice-controlled. Of course PC intruders will not know the commands, but Schrek has learned some and communicated the commands to turn off, on and dim to his priests. If the PCs overhear this and make a *Medium* (+0) Language roll, they can imitate them. Some of these orbs no longer function, only glow dimly, or only flicker.

### MAIN BUILDINGS

Note that, with the exception of the *House of the Dead*, all of these building names are new ones given by Schrek; not the original Jinteni names. The main buildings (A thru G) have detailed descriptions following.

**A. Temple of Agoth.** (Administration Center/commerce)

**B. House of the Elder Seer.** (Library/Museum/Research Center)

**C. House of the Acolytes.** (Residences/Entertainment/Commerce)

**D. House of the High Master.** (Life Sciences Laboratories/Hospital)

**E. House of the Spirit Guardian.** (Residences/Commerce)

**F. House of the Dead.** (Mausoleums)

**G. House of the Seekers.** (Residences/Physical Science Laboratories)

**H. Conquerors of Agoth Barracks.** The residences of the main army of the city.

**I. Residences.**

**J. Workshops/Support Buildings.**

**K. Tunnels.** To outlying buildings.

## 4.7 SPECIFIC BUILDINGS

*GM Note: Because of the massive scale and complexity of the buildings, providing complete layouts is not practical. Therefore, below are provided general overviews of the building layouts and the functions of the chambers inside, with a few particularly important locations mentioned specifically.*

### 4.7.1 TEMPLE OF AGOTH (A)

A massive truncated cone at the center of the city, the Temple of Agoth rises over six hundred feet (plus another fifty for the crystal and its metal setting) and towers over all other structures. In the original Jinteni metropolis it was an administrative center for the government of the city and surrounding region. Now much of it is empty, and the occupied portion is given over to a completely different purpose.

#### SPECIFIC PLACES

**Roof.** The top of the building is a flat area sixty feet in diameter, with a twenty-foot diameter opening in the center (which is straddled by the crystal armature). Schrek has had a sacrificial altar constructed up here at the edge of the roof where it can be seen below. There is a constant wavering of space in this area now, as the barriers between the worlds is breaking down. When there is a Flow instability, a Demon of the Void will sometimes slip through and randomly wander the complex. No one dares to stop them as they are considered holy servants of Schrek.

**Core/Main Gravity Well.** The central core of the building is a hollow shaft fifty feet in diameter where a beam of light from the Sun Gem at the top penetrates down, now striking the Eye of Agoth in a domed chamber deep underground. Radiating from the core are tunnels to the many chambers of the structure. A spiraling ramp grants access to all of these tunnels, but there is a faster method of traversing the core: there is some sort of anti-gravity device which allows anyone stepping out into the empty space of the core to merely think of what level they desire (or simply 'up' or 'down') and they will float swiftly and safely to the location. This is the only easy way to reach the chamber of the Eye from above, since the spiral ramp stops at the top of the dome in a railed viewing balcony



some 250 feet above the floor. There are six large corridors radiating out from this chamber, leading to the six buildings surrounding it. There are alloy doors at the outer end of the corridors, normally closed and guarded by two lesser Conquerors of Agoth with door key crystals.

**High Chambers.** Directly beneath the roof, these large rooms remain the private rooms of Schrek. One of these is his Returning location where his humanoid body goes if he is 'killed' in that form. After 3D6 days, he is fully regenerated. Entry to this area is protected by doors, locked by key crystals.

**Upper Chambers.** Originally, these were administrative offices on the upper levels, and a great marketplace in the domed chamber in the center.

**Chamber of the Eye of Agoth.** Originally, this huge domed room was a great marketplace and commerce center, but Schrek had everything removed from the chamber, and now it holds only the Eye and its disturbing receptacle in the center of the room. *See below.*

**Gravity Wells.** There are three of these, round openings thirty feet in diameter in the floor around the edge of the Chamber. They go down two hundred feet underground connecting to ten levels of rooms. Each has a ramp around the perimeter leading down, but they were also levitation wells like the main one. However, one is no longer working.

**Underground Chambers.** Most of these were storage and are now empty.

**Tunnels.** At the bottom level, these six tunnels connect to the six outlying buildings and beyond.

**Time Portal.** Located at the bottom level, directly under the center of the building in another domed chamber, it does not even look like Jinteni construction: It is a hexagonal, ten foot tall 'doorway' on the flat face of what appears to be a gigantic quartz crystal (the back of the portal bears the typical six-sided pyramidal structure of quartz, and glows with a prismatic light). It does show random images from the city's past, all the way back to when it was populated by its original inhabitants. Schrek has studied these images in the hope that he might better understand their technology, but the images are so fleeting that they provide little useful information. Even Schrek fears to use this device, because of the possible effect on the present of changing future or past events.

**Sacrifice holding area.** Once storage rooms, they have been converted to cells and are used to hold prisoners before they are sacrificed for Agoth rituals atop the building. These are at the southern end of the underground area.

## THE EYE OF AGOTH

A crystalline orb, transparent with an amber tint and about nine inches in diameter, the Eye is an item from the distant past. While it is unrelated to the Jinteni, Schrek has devised a way to use the Sun Gem to supplement its power. Currently the Eye sits in the center of a huge domed chamber deep beneath the earth. It rests in a pedestal that resembles an octopus, head down with tentacles upward, fashioned of a green-black metal with an oily sheen. Disturbingly, the pedestal tentacles holding the Eye slowly shift and move as they cradle the orb, as if caressing it.

### Powers of the Eye:

- 1. Spell Enhancer:** x6 to Mentalism PP for the day merely by touching it; in addition to any other enhancer.
- 2. Soul Absorbing:** User can use any of the spells on the Evil Mentalist **Mind Domination** list up to 20<sup>th</sup> level. Caster must use his own PP to cast the spell (enhanced by the Eye's multiplier if needed) and there is no overcasting penalty.
- 3. Seeing Stone.** User can use any of the spells on the Seer **True Sight** and **True Perception** lists up to 25<sup>th</sup> level. Caster must use his own PP to cast the spell (enhanced by the Eye's multiplier if needed) and there is no overcasting penalty. The Eye can also tap into the Ilarisiri to some extent, but it would require a very powerful user.
- 4. Insanity:** Non-evil people attempting to use the Eye must make a RR vs. Level 0 Mentalism, using their SD with appropriate bonuses after each use. Failure means they suffer a spell from the Evil Mentalist **Mind Disease** list, lvl 1-10 (random). Unless the PC resists by over 100 they are not aware of the attack.

## 4.7.2 HOUSE OF THE ELDER SEER (B)

Rising to about three hundred feet tall, this truncated cone is a smaller version of the central one. This structure originally housed a vast Library, a Museum, and underground, a Research Center. Now this is of course the home of Schrek, and has been since the Second Era when he first discovered Zæn buried in the jungle. This massive structure is far more than just a residence for Schrek, though; it is the repository for much of the apparently intact tech that has been found thus far throughout the city. While Schrek no longer actively administers the city, he often quietly returns here to study these artifacts, hoping that they will trigger his latent K'ta'viir memories.

Most of the time the massive structure is empty, and in fact unguarded.

### SPECIFIC PLACES

**Core.** As with the other major structures with a piezo-crystal surmounting it, the central core of the building is an open shaft where a beam of light penetrates down as far as the structure extends. The light continues at night, but is fainter with a more bluish hue. As with the House of Agoth, it has ramp access, with corridors radiating out to the rooms inside the cone around the shaft, and the gravitic power. On the ground floor is a domed chamber about 150 feet across, with the three pits at the edge leading down to the underground labs. There are three large corridors radiating out from this chamber, leading to the three adjacent major buildings. There are alloy doors at the outer end of the corridors, normally closed and guarded by two lesser Conquerors of Agoth.

**Library.** While there are some rooms with actual books and scrolls (most in a severe state of decay), most of the 'library' is desks and ancient equipment: reading machines.

**Museum:** Many of the exhibits here are holographic and have some limited movement and sound. Some appear to be malfunctioning, and some no longer work at all. There are some actual artifacts preserved in display cases. Some may even have magical powers, but others at least will have value as art treasures.

**Technology Research Labs:** This is where the Jinteni of Zæn mostly did their engineering R&D. Some of the labs here are huge, and have large curious machines in them. There are several things that look like vehicles; one appears to be a four-person flying machine using gravitics, and it looks like the roof above it would open (it does; this chamber is under one of the triangular gardens). In addition there are many storage areas, which may hold a variety of crystals, and possibly weapons. Schrek does not allow anyone else down here, and he has never fully explored it.

### 4.7.3 HOUSE OF THE ACOLYTES (C)

This tower was originally primarily Residences, an Entertainment complex and additional Commerce. It stands four hundred feet tall (the six surrounding towers are not all exactly the same height). When Zæn had a large population in the Second Era, it was populated, but now it is deserted.

### SPECIFIC PLACES

**Core.** As with the other major structures with a piezo-crystal surmounting it, the central core of the building is an open shaft where a beam of light penetrates down as far as the structure extends. The light continues at night, but is fainter with a more bluish hue. As with the House

of the Elder Seer, it has ramp access, with corridors radiating out to the rooms inside the cone around the shaft, and the gravitic power. On the ground floor is a domed chamber about 150 feet across. In the center is a depression thirty feet in diameter and fifteen feet deep with a *Platform Portal* in the center. There are three pits at the edge leading down to the underground area, which was mainly storage. There is nothing of value there now. There are three large corridors radiating out from this chamber, leading to the three adjacent major buildings. There are alloy doors at the outer end of the corridors, normally closed and guarded by two lesser Conquerors of Agoth.

**Door Portal.** The Jinteni had a variety of portal designs, including the major 'Platform' portals, and these lesser (and usually older) 'Door' portals. These six, located underground at the end of tunnels radiating out from the central building in Zæn, predate the newer conical structures above.

**Platform Portal.** Three stairways along the edge of the shallow pit lead down to the platform, and set into the wall of the pit at equal intervals are three copies of the Platform Portal Map.

### 4.7.4 HOUSE OF THE HIGH MASTER (D)

This tower was originally the Life Sciences Laboratories and Hospital. Now it is the home of the *Kortalarn* (Ir. 'High Master'), the administrator of the city. It is approximately 350 feet tall. In addition to him and his personal servants, there are several rooms of bureaucratic staff, and a few Conquerors of Agoth guards in the upper levels.

### SPECIFIC PLACES

**Core.** As with the other major structures with a piezo-crystal surmounting it, the central core of the building is an open shaft where a beam of light penetrates down as far as the structure extends. The light continues at night, but is fainter with a more bluish hue. As with the House of the Elder Seer, it has ramp access, with corridors radiating out to the rooms inside the cone around the shaft, and the gravitic power. On the ground floor is a domed chamber about 150 feet across, with the three pits at the edge leading down to the underground labs.

**Chambers of the High Master.** At the top of the building just under the roof, the Kortalarn has set himself aside fairly luxurious quarters with beautiful views.

**Elite Guard Quarters.** A dozen high Conquerors reside here near the Kortalarn's quarters

**Upper Rooms: Hospital.** As with many of the buildings, this one has not been completely searched (some of the doors are locked or jammed and they never bothered to

force them all). In some of these rooms are operational diagnostic/healing beds (not portable) and hand-held healing tech devices, crystal powered, that can heal hit points, knit bones, etc. The trick would be figuring out how they work...

**Life Sciences Laboratories:** All underground. There is a lot of equipment here, including some dangerous experimental machines that can manipulate DNA and other things.

**Door Portal:** Deep Underground, as the one in the House of the Elder Seer. Default destination: Jinteni Ruin on Palriqar, #31 on the main map.

## 4.7.5 HOUSE OF THE SPIRIT GUARDIAN (E)

This tower, standing just under three hundred feet tall, was originally residences, with some commercial facilities on the ground level. Now it is the home of the *Lothrok* (Ir. 'Spirit Guardian'), the spiritual leader of Zæn and head of the cult when Schrek is not there.

### SPECIFIC PLACES

**Core.** As with the other major structures with a piezo-crystal surmounting it, the central core of the building is an open shaft where a beam of light penetrates down as far as the structure extends. The light continues at night, but is fainter with a more bluish hue. As with the House of the Elder Seer, it has ramp access, with corridors radiating out to the rooms inside the cone around the shaft, and the gravitic power. On the ground floor is a domed chamber about 150 feet across, with the three pits at the edge leading down to the underground storage areas. At the ground floor there are three large corridors radiating out from this chamber, leading to the three adjacent major buildings. There are alloy doors at the outer end of the corridors, normally closed and guarded by two lesser Conquerors of Agoth.

**Chambers of the Spirit Guardian.** More ascetic than the quarters of the Kortalar, but still comfortable. They are at the top of the tower.

**Priest Quarters.** Six High Priests of the Cult of Agoth live in these quarters

**Priest Warrior Quarters.** A dozen warrior-priests reside here.

**Door Portal:** as the one in the House of the Elder Seer. Default destination: Jinteni Observatory Ruin at #25 on the main map. This portal is in a different part of the Observatory structure than the one coming from the Ahrenæk.

## 4.7.6 HOUSE OF THE DEAD (F)

This is one structure that has not really changed purpose since built by the Jinteni, who carefully mummified their most important dead and placed them either in mausoleums (such as here) or in tombs beneath the earth. The *City of the Dead* in Uj was not originally a Necropolis, but as the Jinteni built newer cities, more and more of it was given over to tombs. Eventually that became its major purpose. It is also important to understand that the Jinteni did not push their dead out of the way where they would not be seen; that is why this is one of the central structures of the city. While it remains unclear what gods if any the Jinteni worshipped (no evidence of any sort of temple or similar religious structures have ever been found; unlike the Wôrim, who were zealous followers of their god), or even if they believed in a particular afterlife, it is clear that reverence for their ancestors was very important to them.

This conical structure is not only a mausoleum for ancient Jinteni elite, but the resting place of some of the most important Priests and administrators of the new Zæn under Schrek. As with the Jinteni, many were mummified (though using a completely different method than the Jinteni employed), and some do not sleep peacefully. There are other undead here as well. Few current residents of Zæn enter this structure, besides Leyt Mok (the current Spirit Guardian) his priests and the Attendants of the Dead, aka, embalmers.

The House of the Dead is also the structure most 'out of sync' with time, this power fueled by the large crystal at its apex. Characters may be inside for a few hours, then emerge to find that days have passed outside. Inside, the various levels have guardians and traps to protect the dead, and the dead themselves may rise to defend their home.

The upper levels of the House are generally taken up by tombs of Jinteni, while the underground levels are filled mostly with Priests and revered warriors of Schrek's cult. Interestingly, the Jinteni tombs have hardly been disturbed. This is partly by order of Schrek, and partly because the current inhabitants of Zæn are superstitious and fear retribution from the ancient dead. Most of the upper level Jinteni tombs are occupied, and most are also sealed shut; a few, however have been broken open by later Zæn looters. Some may have been buried with crystals and art objects.

Ironically, the Jinteni mummies themselves pose no danger unless threatened, though their tombs are protected by many magical and mechanical traps. Some Jinteni tombs also have a hologram that activates when anyone enters, delivering a message from the deceased. A few later important Jinteni mummies wear a piezocrystal



pendant which glows with a dim light. Mentalists may detect a faint presence. It is in fact the spirit of the wearer. Should a PC put it on, they might merge with the dead Jinteni.

*GM Note: The GM needs to determine how to play this situation. The Jinteni would ideally not force control over the PC, but he would want to 'live again,' and some might give in to the temptation, at least temporarily. In exchange for periodic control he might trade valuable information to the characters.*

It is in the newer tombs of the more recent dead—the followers of Agoth—which the unwary might awaken an angry mummy or his guardians, who are now reduced to skeletons.

### SPECIFIC PLACES

**Core.** As with the other major structures with a piezo-crystal surmounting it, the central core of the building is an open shaft where a beam of light penetrates down as far as the structure extends. The light continues at night, but is fainter with a more bluish hue. As with the House of the Elder Seer, it has ramp access, with corridors radiating out to the rooms inside the cone around the shaft, and the gravitic power. On the ground floor is a domed chamber about 150 feet across, with the three pits at the edge leading down to the underground tombs. There are three large corridors radiating out from this chamber, leading to the three adjacent major buildings. There are alloy doors at the outer end of the corridors, normally closed and guarded by two lesser Conquerors of Agoth.

Below are just a few examples of tombs and inhabitants. Plus there could be wandering mummies, ghosts and skeletons.

#### Above-ground, Jinteni Tombs

All undead are harmless here unless attacked or their tomb looted (and if the latter even then they might be willing to talk first). There are wandering ghosts, but they will not fight unless attacked first.

**Tomb of Jakalat Vous.** A Jinteni leader and one of the first mayors of Zæn. This is a very elaborate tomb on an upper level. His tomb was broken into and partially looted but he woke up and scared them off.

**Sarcophagus of Gethior.** His small tomb is still intact, and he has several crystals and devices in his casket with him.

**Sarcophagus of Leel Sargon.** His tomb was opened, but when his hologram activated, the looters fled. The hologram is actually semi-autonomous and has a lot of his knowledge. He was a scientist, and might share some information if he thought the characters weren't malicious.

#### Below-ground, Agoth Tombs

These tombs are dangerous. There are wandering skeletons and mummies: servants of the high-ranking Agoth-worshippers who were killed and buried with them, but have since escaped and wander the lower tombs. Unlike the Jinteni, they are hostile and will attack.

**Tomb of Arguseng.** A Priest killed in the early days of the Wars of Dominion, he is now a Wraith.

**Tomb of Threnkall.** A warrior also killed in the Wars of Dominion, he is a powerful Wight.

**Door Portal.** As the one in the House of the Elder Seer. Default Destination: The City of the Dead in Uj.

### 4.7.7 HOUSE OF THE SEEKERS (G)

This 400 foot tall tower was originally more residences and Physical Science Laboratories. Now, because the power seems to be failing, it is uninhabited. There could be all kinds of valuable equipment in the underground labs, however.

**Core.** As with the other major structures with a piezo-crystal surmounting it, the central core of the building is an open shaft where a beam of light penetrates down as far as the structure extends; however, the light from this crystal is much dimmer; it barely glows at all at night. As with the House of the Elder Seer, it has ramp access, with corridors radiating out to the rooms inside the cone around the shaft, but the gravitic power does not work here. On the ground floor is a domed chamber about 150 feet across, with the three pits at the edge leading down to the underground labs; none of the gravitics work here either. There are three large corridors radiating out from this chamber, leading to the three adjacent major buildings. There are alloy doors at the outer end of the corridors, normally closed; these are unguarded.

**Door Portal:** as the one in the House of the Elder Seer. Default Destination: A Jinteni ruin near the Gap of Uj.

### 4.8 PEOPLE OF NOTE

The following are important entities associated with the City. The second and third are usually there, while there is only a 15% chance that Schrek is there (unless of course the GM determines he would be there because of other factors).

#### SCHREK

*Schrek's origins are among the most bizarre and disturbing in all of Kulthea's history...*

The Essænce Lady Jereneth had always been fascinated with portals and interplanar travel. She was neutral in the great conflict that ended the First Era of Ire, and despite this (or perhaps because of it), she was invited to

join the Dænku Ahrenreth. She agreed, in part believing that she could use the time to explore the Pales. Unfortunately, her self-confidence was even greater than her skills, and she became lost in the Far Planes. Captured soon after passing beyond the Near Pales, she was taken into the Void where the Agothu reside. Beyond Essænce and Unlife there lies a non-place where not even nothingness provides definition. There she was studied and tortured and eventually ravaged by the Agothu. Beyond all reason, she became pregnant. When Schrek was born, his form was as hideous and indescribable as any of the grotesque denizens of the Void, and his mother—mighty among her godlike race though she was—did not survive the birth. It was as well, for he had fed on her flesh as he had fed on her mind and Essænce throughout the hellish pregnancy. Born immediately aware and mature yet inexperienced, Schrek then sought to return to the Shadow World. He had her powers and memory, but lacked understanding. The search for a door took millennia. When Schrek finally gained access to Kulthea, he secured the power to assume a humanoid form—though, of course, his mind was as alien as before. But he has managed to conceal his utterly incongruous inner nature from his cohorts.

Schrek was once almost revealed by Morloch, since the Ordainer—because of his nature as a demonic spirit—sensed a distant kinship between them. But before Morloch could consummate his treacherous alliance with the Dragons Voriig Kye and Sulthon Ni'shaang, Schrek succeeded in taking control of the Ordainer and learning of the conspiracy. He plotted a counterattack but underestimated the cunning and resilience of the Dragonlords. They escaped, and Sulthon Ni'shaang remains on Jaiman. Voriig and Schrek treat each other with grudging respect, each waiting for another opportunity to supplant the other.

Even Ondoal is unaware of Schrek's true nature, having asked him to serve on the Council purely because of his powers.

Schrek's title here in Zæn is *Dæn-arulis* (Ir. 'Elder Seer'). While he appears humanoid, he is an unspeakable creature, and now is a member of the Jerak Ahrenreth. He is at odds with several of the other members of the Eight; meanwhile he is trying to recover his staff, the Faaw Shryaac, which allows him to control his ability to maintain his human form. He has a special loathing for others of the K'ta'viiri, and is very unhappy with the recent appearance of Jenkyna.

Schrek has relegated most of his ruling duties to his two lieutenants (see below). He only appears on rare occasions to preside over major events.

### HIGH MASTER

The *Kortalarn* (Ir. 'High Master') is essentially the administrator of Zæn, the ruler of the city regarding all non-religious matters. He handles trade and taxes (yes Zæn does trade with some nearby villages, and sends boats down the Youghogan to Merhiken), portioning of lands, and similar matters. The current Kortalarn is Banditari Shenni, oddly enough a Kuluku who became a member of the Cult. He is nearly 200 years old, quite advanced for one of his race, but he seems to still be quite hale. Some wonder if he is using his Shamanistic powers to extend his life. A few secretly question his loyalties and if he might be a spy for other factions. (He was originally a spy, but he was discovered by Schrek and his soul converted to evil; now he truly is a servant of Zæn and now a double agent, continuing to pretend to be a spy for the Kuluku.)

### SPIRIT GUARDIAN

The *Lothrok* (Ir. 'Spirit Guardian') is High Priest of the Cult of Agoth, supreme authority of the order. Though he usually stays out of administrative matters, he has the power to overrule the Kortalarn if he chooses. This of course can create some friction. The current Lothrok, a Dyar Elf named Leyt Mok, gained much additional influence when he recovered the famed Eye of Agoth. He commands the priesthood of the City, and they have ongoing exploratory trips throughout the city.

## 5.0 NPC CHART: KHUM-KAAN

### 5.1 ROLEMASTER CLASSIC/RM2

#### KARU KULUKU

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Average Warrior	3	50	1(40)	Y	N	55Sc (lukaat)	40sb/35Blowgun	20
<b>Special Abilities:</b> as all Kuluku, see text. <b>Items:</b> Lukaat: treat as +10 scimitar, any K critical reduced by one (e.g., C becomes B, A becomes no crit), S critical increased by one. Blowgun: use shortbow table, max range 100' and only 1-10 hits. But if critical is achieved then the Perolk poison is delivered and target must make an RR or take the effects.								
Elite Warrior	6	90	14(40)	Y	Y	100 Baw (125hand ax) 80shuriken (95da)		20
<b>Special Abilities:</b> as all Kuluku, see text. <b>Items:</b> Dragonfly chitin armor, protects as AT 14 but does not encumber. Baw: enchanted laen baw. Shuriken: enchanted alloy returning throwing stars. Use mods on special weapons table if available.								
Shaman (Animist)	10	70	1(40)	Y*	N	45da	Spells	10
<b>Special Abilities:</b> as all Kuluku, see text. <b>Spells:</b> All Base Animist to 10, 4 Channeling to 10. <b>PP:</b> 60. <b>Items:</b> x3 PP enhancer.								

#### TUKAL KULUKU

Average Warrior	3	55	1(40)	Y	N	6055Sc (lukaat)	40sb/35Blowgun	20
<b>Special Abilities:</b> as all Kuluku, see text. <b>Items:</b> Lukaat: treat as +10 scimitar, any K critical reduced by one (e.g., C becomes B, A becomes no crit), S critical increased by one. Blowgun: use shortbow table, max range 100' and only 1-10 hits. But if critical is achieved then the Bragh poison is delivered and target must make an RR or take the effects.								
Elite Warrior	7	100	14(40)	Y	Y	110 Baw (125hand ax) 80shuriken (95da)*		25
<b>Special Abilities:</b> as all Kuluku, see text. <b>Items:</b> Dragonfly chitin armor, protects as AT 14 but does not encumber. Baw: enchanted laen baw. Shuriken: enchanted alloy returning throwing stars. Use mods on special weapons table if available.								
Shaman	11	75	1(50)	Y*	N	60qs	Spells/45Blowgun	10
<b>Special Abilities:</b> as all Kuluku, see text. <b>Spells:</b> All Base Animist to 10, 5 Channeling to 10. <b>PP:</b> 60. <b>Items:</b> x3 PP enhancer.								
Kiku Makhala, High Shaman	28	90	14(40)	Y	Y	80qs	80shuriken (95da)	10
High Shaman of the Tilamak Clan in the sky-rock haven of Kalumi. He knew Kimul Khama the Loremaster, and interred him in the ruin. <b>Age:</b> Unknown (very old); <b>Sex:</b> M; <b>Ht/Wt:</b> 6'2"/180; <b>Hair/Eyes/Build:</b> Black/Green/slim; <b>Dmnr:</b> Friendly; <b>Race:</b> Kuluku/?; <b>Profession:</b> Animist; <b>Skills:</b> Chan80; Climb30; Perc75; PickLock15; <b>Secondary Skills:</b> Acrob30; Act50; Admin25; Cav40; Chem60; Cook30; 1stAid80; Forage45; HerbLr90; Medit70; Music40; PoisonLr55; PwrPercep60; WeathWatch80. <b>Spells:</b> All Base Animist to 25; 10 Open/Closed Channeling to 10. <b>PP:</b> 224. <b>Items:</b> Dragonfly chitin armor, protects as AT 14 but does not encumber. Quarterstaff: enchanted, +20, x4 PP to Channeling. Shuriken: enchanted alloy returning throwing stars. Use mods on special weapons table if available..								

#### GREEN MOUNTAIN GARKS

Lesser Warrior	2	45	3(20)	N	N	40Club/40SGr(tail)	25Sp	15
Greater Warrior	5	65	3(20)	N	N	60Club40SGr(tail)	35Sp	15

#### ARDAN CITY

Name /Title	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Silver Sword/Soldier	4	50	10(20)	Y	Y	75bs	50sb	10
<b>Items:</b> +10 Broadsword, in the style of the Yarkbalka but smaller. Silvery helm with feathered plume.								
Silver Sword/Captain	10	100	14(25)	Y	Y	95ths/105sts	80cb	10
<b>Items:</b> Yarkbalka: Treat as 2-h sword, -10 when used one-handed; +10 and 2x hits when used with both hands. Fumbles on an UM 01-03, used 1-h or 2-h. Silvery helm with feathered plume, 20% . head/neck crits annulled.								
Silver Sword/Elite	20	140	18(35)	Y	Y	145 ths/165sts*	80cb	10
The personal guard of Lord Ardan; there are 16 of them. <b>Items:</b> <i>Superior Yarkbalka:</i> The Superior weapons had powers of the common blades, but in addition to striking as a 2-h sword when used one-handed, and a 2-h sword +20, 2x hits when used with both hands, these special blades could summon the Fireblade 1x/day, 6 rnds The weapon bursts into flame; sword becomes a +30 2-h sword, dealing 3x hits and an additional Heat Critical of the same value. Can be summoned to hand of attuned wielder from up to 100' away with a thought. <i>Enchanted helms:</i> of a silvery alloy with a feather plume, each has a grey lens set in the forehead. Protects as full helm, 50% head/neck crits are annulled.								
Golden Heralds/Soldier	3	45	10(25)	Y	Y	60bs	35lb	10
<b>Items:</b> gold-hued +5 broadsword. Horse.								
Golden Heralds/Rider	6	65	10(25)	Y	Y	75bs	45sb	10
<b>Items:</b> gold-hued +10 broadsword and chain armor. Horse.								
Golden Heralds/Captain	9	95	14(25)	Y	Y	115bs	65lb	10
<b>Items:</b> gold-hued +15 broadsword and chain armor. Horse.								

\* Special



## CITY OF ZÆN

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Schrek	60(120)	400	20(300)	Y(10)*	Y(20)	300ma/250warmat	Spells	75
<b>Age:</b> Immortal (appears 25); <b>Sex:</b> M; <b>Ht/Wt:</b> 6'5"/180; <b>Hair/Eyes/Build:</b> Brown/Flat Gray/Slender; <b>Dmnr:</b> Emotionless/wary; <b>Race:</b> Appears to be Iylar (but is K'ta'viir/Agothu); <b>Profession:</b> Essænce Spell master (Mentalist/Evil Cleric/Evil Magician); <b>Skills:</b> Perc180; Rune200; S&W200; Chan200; DirS120; Act170; Admin150; Arch140; Chem150; Diplom90; Medit140; SpellM100; Stra&Tac180. <b>Stats:</b> St110; Qu110; Em90; In108; Pr108; Ag110; Co110; Me107; Re104; SD106. AP: 103. PP: 420 (also a +8 pp adder for Mentalism). <b>Spells:</b> Base Spell OB: 180; Directed Spell OB: 300. Schrek knows all Mentalist Base, Open and Closed lists to 50th level, as well as the Evil Magician and Evil Cleric Lists to 50th. He is able to Summon Demons of the Void to do his bidding. Schrek's Black Channel III is <i>Call of the Void</i> , where the target is physically banished into the Outer Void. <b>Items</b> (most made by A'kesh): Ahrenreth Ring (+8 spells), Suit of Protection, AT 20 (50)—Althan technology, becomes rigid on impact and dissipates strike effect; Robes of Hiding and Invisibility: +100 to hiding (robes will shift color) and Invisibility to 1' 5x per day; Belt of diffraction: Schrek can appear to be slightly 'out of phase,' adding 50 to his DB, useable 2x per day for 10 Min.; Cloak of Flying: 300'/rnd for 1 hour, 3x/day; Mace of Smiting: +30 Unholy weapon, Can either strike 1h as a mace, or shaft extends, and strikes 2-h as war mattock. <b>SPECIAL ABILITIES: Resilience of Form:</b> Defends as Large Creature even in human form. <b>Abilities:</b> All Lord of Essænce Abilities while in this form. <b>Power of Form:</b> Schrek is unnaturally strong and agile, even for a K'ta'viir. In this form, even if 'killed' Schrek vanishes, goes to Zæn and regenerates in 4D6 days. He can only be truly destroyed/banished when in his natural form.								

## Schrek's creature Agothu form

Base Rate: 40; Max Pace: Walk/50; MnvBns: 20; **Hits:** Body: 360, each tentacle: 90; AT(DB): Tentacles: 11(200) Body: 12(150); **Defends** as Super-large Creature. **Attacks:** Tentacles: 180 Large Bash or Grapple; successful grapple means Schrek may draw the target to his tentacled mouth (takes one full round). Mouth: 150 Large Bite—does puncture AND grapple criticals, and grappled body parts are inside the mouth. A hideous fusion of aspects of Althoi and human, Schrek's natural form is truly grotesque. His main body is roughly pear-shaped, about fifteen feet high and ten in diameter. The leathery skin is dotted with oozing pustules, and the outline of something resembling a human ribcage can be seen under the skin. Rising from the body is a spherical head about two feet in diameter, supported on four bony shoulder-plates and a bare spine—and controlled by a dozen scattered sinews stretching between head and body. The head is hairless and the upper part translucent with an oversize humanoid brain visible within. There are eight disturbingly human-looking eyes of varying size scattered over the head, and three mouths distributed more-or-less evenly. One is small and feminine, one larger and fish-like, one huge and filled with 3-foot-long tentacles. All can speak in unison, creating a disturbing, dissonant 'chorus' effect. From the base of the main body spring eight tentacles ranging in length from fifteen to thirty feet in length. Five of the tentacles (the longer ones) are covered with a leathery hide with rows of cups on the bottom. Three are smaller, have numerous joints, and end in spidery "hands." Schrek can control all independently, attacking eight foes simultaneously, though the larger ones are more effective. Unlike true Agothu, Schrek does not have the natural power of flight, but he can cast spells that allow him to levitate or fly slowly. Otherwise he is limited to a fast walking pace, wriggling on his tentacles.

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Conq. of Agoth/Lesser <b>Items:</b> +5 broadsword.	4	45	1(25)	Y	N	45bs	40cb	15
Conq. of Agoth/Greater <b>Items:</b> +10 broadsword, arrows.	8	80	14(35)	Y	Y	85bs	60cb	10
Priest of Agoth <b>Spells:</b> Evil Cleric, Sorcerer Spells. <b>Items:</b> Wand, x3 PP.	12	60	2(20)	Y*	N	40da	Spells	5

Type	LVL	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	AT Hits (DB)	Attacks	# Enc.	Outlook (IQ)
<b>Zæn Agothu Undead</b>									
Wraith (lesser IV)	10C	70	Dash/30	MF/VF	M/II#	120D 1(70)*	80We[Cold]/70LBa/Special/Spells	1	Cruel (SU)
Wraith (greater V)	15F	60	Dash/20	MD/BF	M/LA#	165E 1(50)*	100We[Cold]/90LBa/Special/Spells	1	Cruel (HI)
Wight	10H	50	Dash/10	SL/MD	L/II	90E 10(30)	90We[Cold]80LBa/Special	1	Cruel (HI)
Mummy	3H	75	Spt10	MF/MF	M/LA	55A 1(30)	40MCL/Special	1-2	Bellig. (AV)
Skeletons	4	60	Spt/10	MD/MF	M/I	60 1(20)	40mace/40MBa/Special	6	Berserk (AV)
<b>Zaen Jinteni Undead</b>									
Jinteni Ghost Wandering	7H	100	Spt/20	FA/FA	M/LA	100A 1(30)*	60MBa/Special	1	Passive (AV)
Jinteni Mummy In tombs	10H	55	FSpt/10	SL/MF	M/LA	150G 11(40)	110LBa/150Gr/Spells*	1	Protect (HI)

## 5.2 RMSS/RMFRP

## KARU KULUKU

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	MovM
Average Warrior	3	50	1(40s)	55Sc (lukaat)	40sb/35Blowgun	+20
Elite Warrior	6	90	14(40s)	100 Baw(125hand ax)	80shuriken (95da)	+20
Shaman (Animist)	10	70	1(40s*)	45da	Spells	+10

## TUKAL KULUKU

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	MovM
Average Warrior	3	55	1(40s)	60Sc (lukaat)	40sb/35Blowgun	+20
Elite Warrior	7	100	14(40s)	110 Baw (125hand ax)	80shuriken (95da)	+20
Shaman	11	75	1(50s*)	60qs	Spells/45Blowgun	+10
Kiku Makhala						
High Shaman	28	90	14(40s)	80qs	80shuriken (95da)	+10

## GREEN MOUNTAIN GARKS

Lesser Warrior	2	45	3(20)	40cl/40SGr(tail)	25Sp	+15
Greater Warrior	5	65	3(20)	60cl/40SGr(tail)	35Sp	+15

## ARDAN CITY

Name /Title	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	Mov
Silver Sword/Soldier	4	50	10(20s)	45bs	50sb	+10
Silver Sword/Captain	10	100	14(25s)	85ths/95sts	80cb	+10
Silver Sword/Elite	20	140	18(35s)	125 ths/145sts*	80cb	+10
Golden Heralds/Soldier	3	45	10(25s)	40bs	35lb	+10
Golden Heralds/Rider	6	65	10(25s)	65bs	45sb	+10
Golden Heralds/Captain	9	95	14(25s)	105bs	65lb	+10

## ZÆN INHABITANTS

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	MovM
Schrek	60	400	20(300s10)	300ma	Spells	+75
<p>Skills: Act170, Jump90, Swim70, Climb60, Cont30, Fly/Glide60, Alert100, SenAmb60, LiePerc160, Obs180, PoiPerc150, RealAw120, SLA90, QckDrw80, Subdu80, LipRead60, Signal75, Bribe90, Diplo90, Dupe115, Interr70, Lead120, PubSpk150, Fauna50, Flora60, Hist130, ArtfctL130, PlanL160, SpellL120, UndeadL100, CircL120, Dmn/DvlL190, DrgnL140, HerbL60, PoiL80, Ride35, Starg100, Weathw55, Attune200, Rune200, PwrPerc180, Chan200, SpellM100, Resrch140, Alch140, AdBal/Land100, AdSpd130, AdStr155, AdStab180, Frenzy100, Medit140, StunMan/Re95, Amb15-80, Hidelt100, U/RPoi135, Stalk/Hide140, Trick70, 1stAid45, UPrepH155, MilOrg125, Admin150, Chem150, PrepH70, PrepPoi120, Tact180, (B/O/C/E) Spells125, DirSpell180.</p> <p>All Mentalist Base, Open, Closed, Evil Essence &amp; Evil Channeling lists to 50th. Schrek's Black Channel III is Call of the Void, where the target is physically banished into the Outer Void. PP: 253</p> <p><b>Special Abilities:</b> Resilience of Form: Defends as Large Creature even in human form. Abilities: All Lord of Essence abilities while in this form. Power of Form: Schrek is unnaturally strong</p> <p><b>Items</b> (most made by A'kesh): Ahrenreth Ring (+8 spells), Suit of Protection, AT 20 (50)—Althan technology, becomes rigid on impact and dissipates strike effect; Robes of Hiding and Invisibility: +100 to hiding (robes will shift color) and Invisibility to 1' 5x per day; Belt of diffraction: Schrek can appear to be slightly 'out of phase' adding 50 to his DB, useable 2x per day for 10 Min.; Cloak of Flying: 300' /rnd for 1 hour, 3x/day; Mace of Smiting: +30 Unholy weapon, Can either strike 1h as a mace, or shaft extends, and strikes 2-h as war mattock.</p>						

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks
Agothu form	120	40	Walk/+50		L/SL	360/90	12(150)	180LBa50/180LGr50/150LBi
11(200)								
See RM2 stats for more details								

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	MovM
Conq. of Agoth/Lesser	4	45	1(25s)	45bs	40cb	+15
Conq. of Agoth/Greater	8	80	14(35s)	85bs	60cb	+10
Priest of Agoth	12	60	2(20s*)	40da	Spells	+50
All Evil Channeling spells to level 15 and all Sorcerer spells to level 10 PP: 585						

## ZÆN AGOTHU UNDEAD

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks
Wraith (lesser IV)	10C	70	Dash/+30	MF/VF	M/II#	120D	1(70)*	80We[Cold]/70LBa/Special/Spells
Wraith (greater V)	15F	60	Dash/+20	MD/BF	M/LA#	165E	1(50)*	100We[Cold]/90LBa/Special/Spells
Wight Minor IV	10H	50	Dash/+10	SL/MD	L/II#	90E	11(30)	90We[Cold]/80LBa/Special
Mummy	3H	75	Spt/+10	MF/MF	M/LA#	55A	1(30)	40MCL/Special
Skeleton Lesser II	3H	60	Spt/0	MD/MF	M/I#	55E	1(10)	40ma/50MBa/Special

## ZÆN JINTENI UNDEAD

Jinteni Ghost	7H	100	Spt/+20	FA/FA	M/LA#	100A	1(30)*	60MBa/Special
Jinteni Mummy	10H	55	FSpt/+10	SL/MF	M/LA#	150G	11(40)	110LBa/150Gr/Spells*



# • PART V •

## ONAR

*The Essænce Lord Ondoal's voice filled the hall. "The Ahrenæk shall be home to A-kesh the Smith." He looked across the vast octagonal table to the Elven Artificer, who inclined his head in acknowledgement, his gaze cast downward. No man or Elf could face the violet gaze of the K'ta'viir lord for long.*

*"If that is your will, my Lord, I am honored."*

*"That is my will." Ondoal scanned the other six gathered about the table. Together, they were the Secret Circle: the Jerek Ahrenreth, and none would hinder them now that the Crystal was again awake. "Are there any objections?"*

*The room was silent except for the low thrum emanating from the huge misshapen crystalline mass hovering deep in the complex. It glowed and pulsed with a red light as it slowly rotated, hovering seemingly weightless in its chamber. The sound and vibration of the ancient crystal penetrated everywhere in the Ahrenthrok, the citadel somewhere in the dark heart of Emer.*

*Schrek stared blankly across the transparent expanse of the table, apparently unimpressed by either the Essænce Lord's regal bearing or the visible coruscating aura of power surrounding him.*

*Even Ondoal knew not what lay behind the flat, soulless grey eyes of Schrek—who bore the title of 'Elder Mind' in this Circle—and that troubled the Essænce Lord. The K'ta'viiri had unequalled telepathic powers, and he was the mightiest among the survivors of that race... or so he believed.*

*Yet Ondoal could not fully penetrate the mind of Schrek, whose thoughts were in reality as hideous and alien as his hidden true form. None knew that the fragile human flesh that was his appearance here was a mask, a powerful shape-change spell. Behind this enchantment hid a grotesque mass of tentacles writhing out from a putrescent, bloated form which oozed a foul stench and poisonous bile. Schrek was a monster born not of this world... or even of this universe.*

*He was a creature of the Void. He was Agothu... but even worse, he was not wholly so.*

A long peninsula extending eastward beyond Khûm-kaan, Onar stretches out towards the shrouded isles of Iyxia, the home of the Navigators. But the Crystal Cliffs—massive, jagged mountains of volcanic glass along the eastern coast of Onar—form an effective barrier between these two lands.

After an overview of the regions follow brief descriptions of several locations of interest. These are either keyed to numbers on the main map, or named there. Next comes detailed cultural information about the inhabitants and their culture. Finally, a couple of locations of particular interest and power are covered in more detail, each with their own section.

## 1.0 ONAR OVERVIEW

Like Khûm-Kaan, Onar is an ancient name that has somehow been passed down through the ages. In this case it refers to the eastern part of the peninsula. Emerian Empire map-makers named smaller areas of *Rulaash*, *Kulatan*, *Ahnasan* and *Malqanar*. It is believed in this region the names they gave were at least loosely based on what the indigenous peoples called their homes.

### 1.1 RULAASH

Covering nearly the entire northwestern region of Onar, this vast rainforest remains virtually unexplored. It lies in a region separated from adjacent lands; only narrow passes of land connect this portion of Onar with Khûm-kaan and the eastern Onar regions. The Kuluku have not even colonized here. However, just because it has no human population is not to say that it is uninhabited; quite the contrary: it is the most densely populated region in all of southeastern Emer by a wide variety of creatures—just all non-human. Rulaash, because of its low altitude, is also particularly prone to swamps and quicksand. The climate of Rulaash is primarily *Tropical/Humid*.

While the jungles of Khûm-kaan may be deep and dim, there is a noticeable change as one enters the realm of Rulaash. It is as if there is a presence within the Rulaash, watching with malevolent intent.

It should be noted that, like Quon and Quon-ul, while from above Rulaash might appear to be one huge expanse of unbroken rainforest, there are small areas of grassland—usually around rivers and lakes. That said, Rulaash is the most densely covered of the areas, with only meandering rivers and small lakes and ponds.

Rulaash has a different character than the Quon or Quon-ul environments, though the exact nature of the difference may be difficult to pinpoint. It is somehow a darker place, more foreboding. Soon after one leaves the

cliff-town of Rhembis, there is a sense of being watched by some malevolent entity. This is not entirely an unfounded paranoia, as Grell Apes prowl many areas of Rulaash looking for human prey. They are not as territorial as some other primates, instead being more like roaming predators. Also, the power of Ahrenæk exerts a certain influence over all the Rulaash.

Creatures which may be encountered in Rulaash include: Voorg, Grell Apes (as well as less exotic ape and monkey species), Fire Wolves, most insects, amphibians, reptiles and birds indicated for the environment. And the large reptiles like the quarnaks and takagedas—which are relatively rare in Quon and Quon-ul because the Kuluku hunt them—roam freely here. Chaath can leap from a tree at any moment. In short, Rulaash is a death trap for unwary human visitors. And that is before approaching the perimeter of the Ahrenaek: the Jungle of Aarn Voru.

### JUNGLE OF AARN VORU

Aarn Voru is the forest within the Rulaash region that stands within thirty miles or so of the Ahrenæk. One knows when one enters this jungle, for the rivers *Felingun* (OE: “Red Rush”) and the *Grogun* (OE: “Black Rush”) bend together and join the wider and slower *Saril Jono* (OE: “Lost Way”), and all along the steep, rocky inner/southern banks there stand obelisks of a reddish granite every 300 or so feet, marking the edge of the cursed wood. Each obelisk is twelve feet high, three cross and triangular, with one side facing outward. On this outward side is inscribed an abstract octagonal symbol, followed by a warning in Kuskarûk (the language of dark magic, unreadable to anyone not versed in the Essence), but also in Iylar, Erlin, Shay, and Old Emer:

*Beyond this water lies the forest of Aarn Voru.  
To enter is to die.*

Gargarax... Urkanian

The obelisks were erected in c. TEI 1000, soon after the construction of the Ahrenæk was begun. A few were actually taken away by Emerian Empire archaeologists hundreds of years later because they offered translations of several languages. Most explorers, however, did not get far in removing the obelisks. Six and sixty shards guard this forest in Aarn Voru, and woe to he who disturbs the lands. The Shards guard the border religiously, and if anyone crosses by any fraction, they are a target. A fact that few are aware of, however: the Shards will not cross the river border (though they have no problem with firing on anyone in the rivers themselves).

### OTHER LOCATIONS OF INTEREST

**Ahrenaek** (17): This powerful citadel, one of the eight Secrets of the Jerak Ahrenreth, will be covered later in the section.

**Jinteni Ruin** (25): Located near the summit of Mount Fijant (A name given by the Jinteni and long forgotten), this observatory complex is still largely intact, and contains not only a powerful magical/technological telescope, but many other devices and instruments. They would be for the most part incomprehensible to Kultheans, but priceless to Terran Imperial/Dia Khovaria explorers, should they locate this installation. It is geothermally powered and still functional; there is also a hidden 2-way Jinteni Door Portal to a chamber in the Ahrenæk, room 40. *For more information on the Jinteni architectural style, see the section on the Lost City of Zæn, Part IV.*

## 1.2 KULATAN

South of the mountains, Kulatan actually has a fairly large area of lowland rainforest, extending to just beyond the coastline beach. The beaches here are black towards the east and west, mixing with lighter sand in the more southerly area. As with most of the shores in the bay, there are many sand bars and reefs, making sea navigation treacherous for large ships. The climate is primarily *Tropical/Humid*.

Like neighboring Vontiar to the east, Kulatan is sparsely populated, primarily by Leondiri living in fishing villages along the coast. But furthest east there are a few Eritari and Sulini towns, some with mixed populations, including some Rendari. The architecture of the Sulini structures is particularly beautiful, while also being very resistant to storms. The inhabitants harvest the hardwoods of the rainforest and rare herbs for trade, and some of the craftsmen here are able to create incredibly beautiful carved objects from the rainforest hardwoods.

Further inland, deep in the rainforest, there are tribes of 'less civilized' Leondiri peoples, hunter-gatherers who

do not interact with the coastal villages. They are violent, territorial and some are even cannibals.

### LOCATIONS OF INTEREST

**Kheeten** (24): Located at the tip of a narrow peninsula and somewhat isolated from the rest of Kulatan (and its wild natives), Kheeten is a fishing town built on old Emerian Empire stone ruins. What sets it apart is an even more ancient ruin at the very edge of the water, a truncated conical tower of Jinteni origins. What makes it even more interesting is that the tower served as the endpoint of a massive bridge, extending from Kheeten, across several small atolls, and all the way to Khashikhan. Almost all of the bridge is submerged now under several feet of water, and large parts are covered with coral, so seafarers just assume it is a dangerous natural hazard.

**Thokantanabar**: Located below the Spider Pass on the southern side, this is a thriving port town at the base of the river/waterfall known as the Nagris. It is actually built on both sides of the river, the halves joined by a graceful, ancient bridge built by the Emerian Empire engineers. It spans over two hundred feet in one graceful arch of stone. The falls end just a mile north, and the river under the bridge is still swift and icy cold, having just come from the heights. There are also a few old stone structures from the Empire times, which have been refurbished and expanded, but most of the town is of wood built on stilts. Thesians, Eritari and Sulini all reside here in relative harmony.

## 1.3 AHNASAN

Passage west to Onar from Khûm-kaan is gained via another narrow strait of land between mountain and sea, marked by the trade-town of Jenderther (if not going by sea, a much safer route). Beyond lies Ahnasan, a land largely higher in altitude, with relatively fewer trees, and seemingly endless plains of grass. In fact the inhabitants of this region, the Kinsai, call the plain *The Grass Sea*. The climate of most of Ahnasan is *Hot-Temperate/Semiarid*.

This plateau is covered with a variety of tall grasses ranging from two to five feet in height. Mixed in with the benign other grasses are patches of the dangerous *Razor-grass*. There is an almost constant wind blowing across the plateau, causing the grass to undulate hypnotically.

The Grass Sea is broken by infrequent rocky outcrops, small lakes (mostly near the mountains), and clumps of stunted, windblown trees. Along most of the north coast, the land drops precipitously from the high plateau down to an unwelcoming rocky shore.

The Steppe of Ahnasan is semiarid because of a peculiar effect of the constant clockwise flow of the Circular Sea and the accompanying winds, drawing air from



the Blackridge Bay to the south, and creating a ‘rain shadow’ (sort of a moisture vacuum) down from the Black Mountains, then dumping moisture further west on Rulaash and Quon.

Certain dangerous snakes and spiders also make their home here, lurking in the grasses or among the rocks. There is also a variety of grazing animals and a few predatory big cats.

The largest population on the Grass Sea is the semi-nomadic Kinsai. They ride huge catlike creatures known as *Kith*. While not overtly hostile, they are suspicious of those not of their own kind, and territorial regarding outsiders. They are fearsome warriors, and astride their Kith they can easily ride down anyone on foot.

### LOCATIONS OF INTEREST

**Shanish** (10): By far the most permanent and populous settlement of the Kinsai, Shanish is a coastal town at the mouth of Thunder Bay. Ships from many other cultures come here to trade for herbs found on Grass Sea and other unusual goods. Many of the more western Kinsai tribes gather here at the New Year for a great meeting to exchange news and trade. While the nomadic Kinsai tend to look down on the Shanish people as ‘soft,’ they nevertheless value the goods they can only get from them.

**Jenderther** (18): The one safe passage between Rulaash and Ahnasan is a secret tunnel in the mountain behind the Thunder Falls as part of a cliff-cave city and mine called Jenderther. The city is carved out of the cliff face on both sides (and behind) the Falls, and was originally built by the Jinteni, expanded by the Emerian Empire, then inhabited by the Hírazi. A few Hírazi remain in the upper portions, but they will not venture into the lower tunnels, where reputedly evil creatures reside. (The lowest mines do indeed connect to the Ash Lairs, so going deep in this complex could be perilous, though there could be great treasures as well.)

## 1.4 VONTIAR

South of Ahnasan and the Black Mountains lies another land primarily consisting of narrow coastal lowlands meeting swiftly climbing, rocky volcanic hills. Most of the inhabitants are Leondiri, Rendari and Sulini in small fishing villages along the coast. The climate of Vontiar is *Tropical/Humid*.

### LOCATIONS OF INTEREST

**Votir** (26): A large Leondir town with several thousand inhabitants, Votir has a friendly relationship with the nearby Malaqani Elves. They enjoy a brisk trade, and in fact act as intermediaries with outside traders for the shy Sea-elves. Trade ships from as far as Kaitaine come by sea, and from Sel-kai by air. They also serve as a trade-point

for the villages all along Vontiar and much of Kulatan. It is at the western edge of the ‘civilized’ Leondir peoples; westward towards Kulatan are wild tribes of violent natives who are considerably less civilized than the Votirans. A river and very narrow coast (along with a guarded wall) protects the town from raids, but still the wild men attack periodically.

While there is a pass through the Black Mountains northwest to Ahnasan, it is rarely used because of the (allegedly haunted) ruins of an ancient city at the northern entrance to the pass (27; see 1.5 below).

## 1.5 MALQANAR

**Note:** Because *Palriqar*, *Veliqar*, and the associated islands in the Black Pearl chain are not within the *Raelian Bay*, they are considered part of Malqanar for the purposes of this book.

A land on the furthest reaches of Rael, Malqanar actually carries the name given to it by its current inhabitants, the Shuluri (Ir. “Sea-elves”) who call themselves *Malaqani*. For the most part, this modest (for immortals) and shy race has small land settlements only east and south of the bottomless lake and along the eastern coast of the southern peninsula (which faces the Bay of Songs) and on the islands of the Black Pearl chain further southeast. Their largest cities are under the water.

The great plateau of the Grass Sea of Ahnasan descends rapidly into rolling lowlands as one heads eastward to the Imarc Dynn. Beyond the lake, much of Malqanar is rainforest, but not as dense or unrelenting as in Khûm-kaan. The climate of Malqanar is *Tropical-Temperate/Rainy*.

The Kinsai and the Malaqani Shuluri maintain an uneasy truce. The Kinsai do not normally attack the Shuluri unprovoked (in fact they rarely encounter them), but they treat their eastern border as if they think the Sea-elves are a potential threat. They consider the exotic Malaqani to be an alien race, and so are suspicious of them. Because of this, Malqanar is cut off from the rest of the peninsula by any land route. Only by sea (or air) is Malqanar accessible without risking an encounter with the Kinsai. Even those routes are made somewhat perilous by unusually fickle water-currents, sea winds, and Essænce-flows; the last said to be caused by ‘backwash’ from the powerful focal point at Nexus.

The Malaqani are also somewhat shielded on their sea front by the *Black Pearl island chain*, of which only the largest islands appear on the map. These tall, craggy isles were volcanically formed. Scattered between the larger islands are dozens of smaller ones, and there are even more slender pillars of black stone jutting sometimes hundreds

of feet up out of the sea. These great spikes of shadowy stone create a uniquely turbulent area of water, which is treacherous for unwary seafarers.

### LOCATIONS OF INTEREST

**Palriqar:** Stretching nearly four hundred miles along the southeast coast of Malqanar, Palriqar is a low, slender island, which, along with the mainland, creates the calm shallows of the Black Pearl Strait.

**Veliqar:** Veliqar is an island formed by a single massive volcano, dormant for nearly a thousand years. However, both the terms ‘single’ and ‘dormant’ are relative in this case. While Veliqar has one major volcanic cone at its center rising over a mile into the sky, there are several smaller cones and vents scattered around the island, fissures emanating from the same magma source. Also, the main cone and a few of its offspring spew smoke and ash every few years at irregular intervals, but there has not been a major eruption in a millennium. Just southeast of Veliqar lies the low-lying island of Kesimar.

**Malistar (19):** The largest Malaqani city, and also the only one that is both partially above and below the surface of the sea. The Sea-elves decided to have some of the city above-water because the Shell Bay is well guarded by reefs and currents, so it is almost impossible for ships—other than their own—to find their way in here.

**Ruin (27):** While not nearly as ancient as the buildings of the Jinteni, this city ruin does date back to the Second Era. It was old, reputed to be haunted, and shunned even during the time of the Emerian Empire. Covering several square miles, it is in a severe state of disrepair. However, hidden in underground chambers are several working Portals to distant places, and a few magical and crude technological devices. The city was originally known as Legrala, and was inhabited by people related to the Eritari. It was independent of the Masters of Emer, and flourished for hundreds of years. But sometime in the fourth millennium of the Second Era a curse befell it and the population vanished. It is not haunted per se, but anyone venturing there now has a pervasive feeling of being watched by a malignant presence, which grows stronger the longer they linger.

**Maliqitor (28):** The second largest Malaqani city, Maliqitor is completely hidden under the water, and the inhabitants rarely come ashore nearby for fear of revealing its location to ‘surface people.’

**Valitiqar (29):** Southwest of this underwater town, within the Palriqar Strait, is a colony of mermen, who co-exist with the Malaqani peacefully.

**Coral Road Entry\* (30):** The entrance is actually hidden inside one of several pinnacles of stone jutting out of the sea just offshore, so one would have to be able to fly to

### CULTURAL SUMMARY: AHNASAI NATION

**Racial Origins:** The brown-skinned Ahnasai are of the Kinsai race. They have the same innate Mentalist powers, but these are for the most part undeveloped among the Ahnasai people except for a few Lay Healers and Seers.

**Political Structure:** Semi-nomadic, the Kinsai resort to slash-and-burn, as they have done for countless years (perhaps the reason for the grassy savannah). The Kinsai are a number of extended-family clans ruled by the ‘eldest mother’ and are loosely allied in a great tribe.

**Technology:** TL 1-2. This culture has only the rudiments of metalworking skill.

**Architecture:** Caves and hide tents are the usual homes of the Kinsai.

**Clothing:** Tunics, shifts and breeches of woven flax or cotton are the norm, coats of soft hide over these in cooler weather. Jewelry if worn is bulky and crude.

**Military Structure:** Masters of the hand-axe (and some a long-handled axe called a *strakh* while astride a kith!) and, most feared of their weapons, the gé. (A gé is a bola that has a superior range and killing ability.) Kinsai also use a regular bola when they want to bring prey down without killing it.

**Social Structure:** Kinsai are matrilineal; eldest females are usually the authority figure from the family unit on up to the large clans.

**Economy:** The Ahnasai have no coinage of their own, though the Shanish residents will sometimes use other realm coinage when dealing with outside traders. Internally, tribes are largely self-sufficient with little need for trade, but sometimes they will barter with other tribes when they meet on the Grass Sea.

**Language:** A tongue carrying many elements of Old Emer is the language of the

Kinsai; their simple written language has no common ground, and it must be assumed that they are developing it themselves.

**Subsistence Pattern/Diet:** Hunter/Gatherers; Herders; coastal clans also fish. The Kinsai hunt game on the Grass Sea and gather various wild grains growing there.

**Worship:** While these people worship a cat-god, it is unclear whether this deity has any relation to the Dark God Andaras or is more an extension of their important relationship with their kith. (**Note:** it is a local god and not related to Andaras, though many outside observers assume that it is.)

**Culture Notes:** The Kinsai have a rich oral history stretching back to before the time of the Emerian Empire. They are also quite musical, both as singers, and playing a wind instrument like a large recorder.

get at it easily, or steer a boat the several hundred feet through very rough breakers then find and climb up the fifty feet of well-concealed steps.

**Jinteni Ruin** (31): *For more information on the Jinteni architectural style, see the section on the Lost City of Zaen, Part IV.*

**Coral Road Entry\*** (37).

**Tomor** (48): This is a hidden Monastic retreat high in the hills; the climate is cooler here. The small complex is rustic but sturdy, stone and wood, and unusual architecture for the region with large circular doorways, sliding door panels and heavy stone walls. There are hot and cold springs, immersion pools with healing powers (including a 'resurrection pool'), and prayer rooms. Small resident population of Monks, Clerics and Astrologers. Mostly Leondi and Renderi. Leader is Ex-Changramai by the name of Meldenis. They are protected by a powerful local god: Ashai.

**Jellus** (49): Small colony of Leondi on the shores of Veliqar below a dormant volcano.

## 2.0 INHABITANTS OF ONAR

Following is a selection of cultures in the Onar region. The race descriptions are found in Part III.

### 2.1 A KINSAI CULTURE: THE AHNASAI NATION

More like a loose association of clans than a real 'nation' they nevertheless often refer to themselves by that term. The vast majority of the Kinsai living in Ahnasan consider themselves to be a part of this Ahnasai Nation.

*See the Cultural Summary for more information*

### IMPORTS AND EXPORTS

Despite their geographic separation, the Malaqani receive frequent visits from Sel-kai and Kaitaine ships,

### CULTURAL SUMMARY: MALAQANI

**Racial Origins:** Shuluri. See races in Part III.

**Political Structure:** The Sea-elves are separated into about two dozen villages near the shores or underwater. They have only a minimal centralized government. Each village elects a 'first speaker' every ten years, who is similar to a mayor. The speaker is also the representative to attend annual conclaves.

**Technology:** TL 3. The Malaqani have elegant, slender, high-prowed boats with simple but efficient lateen-style sails. They also have a retractable keel and a rear rudder, which makes them very seaworthy. In size they range from about 15 feet to 35 feet in length.

**Architecture:** (housing) The Sea-elves who live on the sandy coasts often reside in wood homes set on stilts. Underwater housing is made of shaped coral and stone.

**Clothing:** The Malaqani have domesticated a species of sea-spiders and woven their silk into fine shimmering red-gold fabrics, which are soft but strong and immune to the corrosive effects of salt water. Most of the time the women wear simple tunics and the men loincloths, but for

ceremonial occasions, they have ornate toga-like garments with beautiful embroidery. Most jewelry consists of coral beads or shells. What little metal jewelry they wear is of gold or platinum, because it does not corrode.

**Military Structure:** All adults must have the rudiments of skill with one hand weapon, usually a dagger or spear. Daggers are made of bone or obsidian, the latter with the handle wrapped in shark-skin (also called *shagreen*); spears are usually bone with an obsidian tip. Wood deteriorates when constantly exposed to water, so bone is a better choice. The Malaqani have also developed a deadly range weapon that is effective both above and below the surface of the water: a sort of composite bow/spear gun. They have discovered an elastic material from whale sinew that will power a dart considerable distance even through the water. On land, some utilize a *tebuje*, a wood slashing weapon with shark teeth. It also has a crook on one side that can be used to hook the opponent behind the ankle, pull him to the ground and sever his Achilles tendon. A few Malaqani Bards have also mastered the art of using their sonic spells underwater to great effect.

**Social Structure:** There are some informal echelons in Malaqani society, and some relationships would be frowned upon.

**Economy:** The Malaqani employ a unique and beautiful currency: a variety of polished coral which is unaffected by the effects of seawater. The small pink coins are roughly equivalent to a bronze piece, a blue coral coin is equal to an average silver piece, and the rarest golden coral is equal to an average (1/10th ounce) gold piece.

**Language:** The unique Malaqan speech is the preferred language, above and below water. All Sea-elves also speak Erlin.

**Subsistence Pattern/Diet:** Mainly greens gathered above and below the surface, fish and shellfish from the Bay of Songs make for a well-rounded diet. The Malaqani eat no meat but fish.

**Worship:** The Malaqani revere Shaal, but they love Neela and also many idolize the sad youth Bæris.

**Culture Notes:** The Malaqani are very musical and have an oral history; they have very little in the way of written literature.



among others. This is because of the unmatched blue pearls of the Bay of Songs, the rare dyes and perfumes from sea creatures, fine silks woven from threads of the grotto silkworm and a sea-spider, and their beautiful blue, white and green jades.

In turn, the Shuluri accept fine non-corroding weaponry and tools, and they love jewelry of platinum alloys.

## 2.2 THE MALQANARI SHULURI: MALAQANI

Racially, these Sea-elves are identical to their brethren. Culturally, they are as isolated as any of their kind, with the important exception of their neighbors in the immediate vicinity in the Bay of Songs region. They consider the Leondiri and Renderi who live along the coast and on Palriqar and Veliqar to be close allies.

## 2.3 MALQANAR LEONDIRI

Allied with the Malaqani, this group encompasses all of the Leondiri villages and towns on Palriqar, Veliqar, and on the eastern coast of the Blackridge peninsula. Collectively they call themselves the Velquiri, and have nothing to do with their barbaric cousins on the other side of the Black Mountains spur to the west, the Baromi.

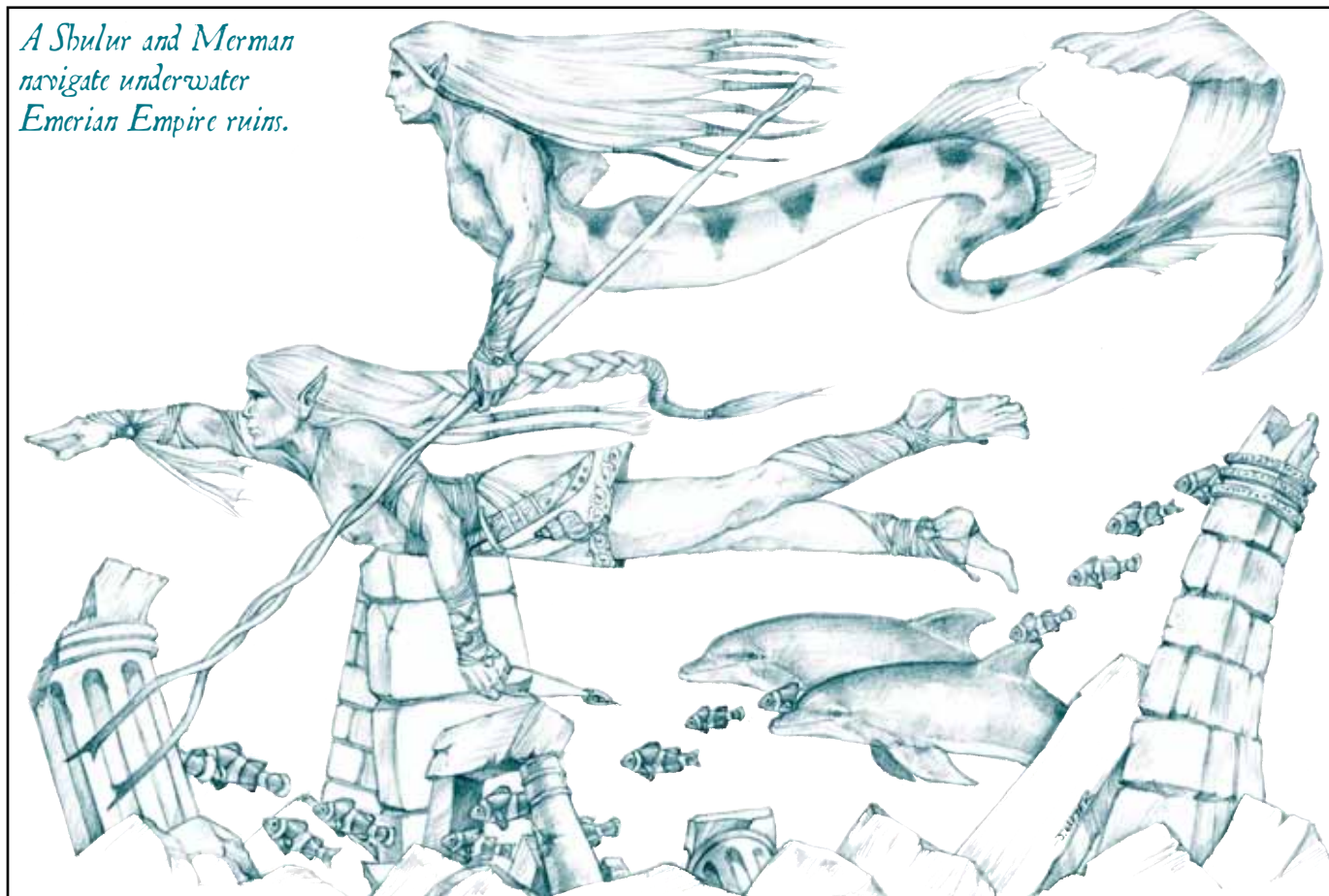
## 2.4 WILD LEONDIRI TRIBES

These are 'wild' tribes in Kulatan and western Vontiar. They are dangerous, barbaric and some are cannibalistic. They fight amongst themselves mainly; their crude canoe-boats are not seaworthy and have to remain near the coast. The cultural summary is for the Baromi, a tribe in central Vontiar.

## 3.0 THE AHRENÆK

This ancient and mysterious citadel lies hidden amidst the foothills of the black mountains above the Rulaash Forest, built into the sheer face of a particularly imposing ridge. The Ahrenæk (Ir. "Secret of Stone") is a mine, fortress and smithy, and one of the Eight secret citadels of the Jerak Ahrenreth. It is home to A'kesh the powerful Elven Smith, and it is also the domain of his lieutenant Sigirus, an Elf-lord who has dared to defy Schrek to protect the Ahrenæk and his master. Unsurprisingly, since its chief resident is a lord artificer, the Ahrenæk has many defenses, enchanted and otherwise. The outermost defense is a portion of the Rulaash called the *Jungle of Aarn Voru*, and its terrifying inhabitants.

*A Shulur and Merman  
navigate underwater  
Emerian Empire ruins.*



### CULTURAL SUMMARY: VELQUIRI (LEONDIRI)

**Racial Origins:** Leondiri. See races in Part III.

**Political Structure:** Clan.

**Technology:** TL 2b (Late Bronze Age), some metalworking for weapons and tools

**Architecture:** Simple huts of wood and palm thatch.

**Clothing:** Minimal clothing from skins.

**Military Structure:** All adult males are

given basic fighting training.

**Social Structure:** Males are head of household, but often consult with females.

**Economy:** None.

**Language:** The Velquiri speak a very badly corrupted version of ancient Jinteni. They have no idea that this is the origin of their tongue, but it could be quite valuable to learn from them. A few 'elders' also speak a little Erlin so they may com-

municate with the Shuluri, with whom they are friendly.

**Subsistence Pattern/Diet:** Mainly fisher folk supplemented by gathering local fruits and vegetables. Some minimal farming of herbs and vegetables.

**Worship:** All worship the sea-god Shall.

**Culture Notes:** Velquiri have minimal culture beyond basic family vocal histories.

The Ahrenæk citadel itself is made up of three separate parts: the Residence & Workshops, the Forges, and the Mines. These are connected by long tunnels dug into the mountainside. And while—with these defenses and the terror guarding the surrounding forest—one might consider the Secret of Stone to be impregnable, there are other ways into this fortress.

Ahrenæk is in fact constructed on foundations of ancient Jinteni ruins dating back to their Early–Middle Period, so resembles more the style of the City of the Dead than Zæn. Indeed it was once large enough to be a small city, much of it underground. Sigirus already knew of the site but had not explored it... but he was aware of the Shards. He also knew enough about them that he suspected that they had been in hibernation somewhere in the caves below the complex, and at some point the Jinteni came upon them, awakened them, and there was probably a massacre.

However, with the Shards under control and kept out in the forest, this seemed a perfect location. A'kesh was leery at first, but Sigirus—with some help from Schrek—convinced him. There ensued a massive renovation and rebuilding project. Many of the old halls were in poor condition and sealed off, but A'kesh preserved some of

the more grand and interesting chambers. What he did not know was that there were several secret passages and even magical Portals scattered throughout the complex that even he was unable to locate in his searches. Many of these are adjacent to the chambers he preserved.

### 3.1 THE RESIDENCE AND LABORATORIES

This is home not only to A'kesh and Sigirus, but a number of elite alchemists, artificers and artisans (lesser workers have quarters in the workshops section), and also some with other skills who follow the Ahrenreth.

The residence is a large complex built in terraces stepping up the side of the mountain, well above the rainforest canopy. It can be seen from over a mile away from the air, though not from the ground, as it is blocked by the rainforest canopy. Most of the residence is underground, where the natural cooling of the earth can be utilized to moderate the outdoor climate. However there are some outdoor areas, and they resemble nothing less than some sort of luxurious villa, with gardens, waterfalls, and shimmering pools. These outdoor terraces and larger windows were added mostly by A'kesh. But the

### CULTURAL SUMMARY: BAROMI (LEONDIRI)

**Racial Origins:** Leondiri. See races in Part III.

**Political Structure:** Clan. The chief has absolute control over the village, and he enforces his rule with brutal force.

**Technology:** TL 1b (Middle Stone Age). Wood, bone and stone tools. Boats are crude hollowed-out logs.

**Architecture:** Basic grass huts.

**Clothing:** Minimal clothing; animal skins.

**Military Structure:** All males learn to fight. Weapons consist of crude spears, clubs, and any weapons they can get from enemies.

**Economy:** None beyond barter.

**Language:** A basic language the Leondiri use among themselves.

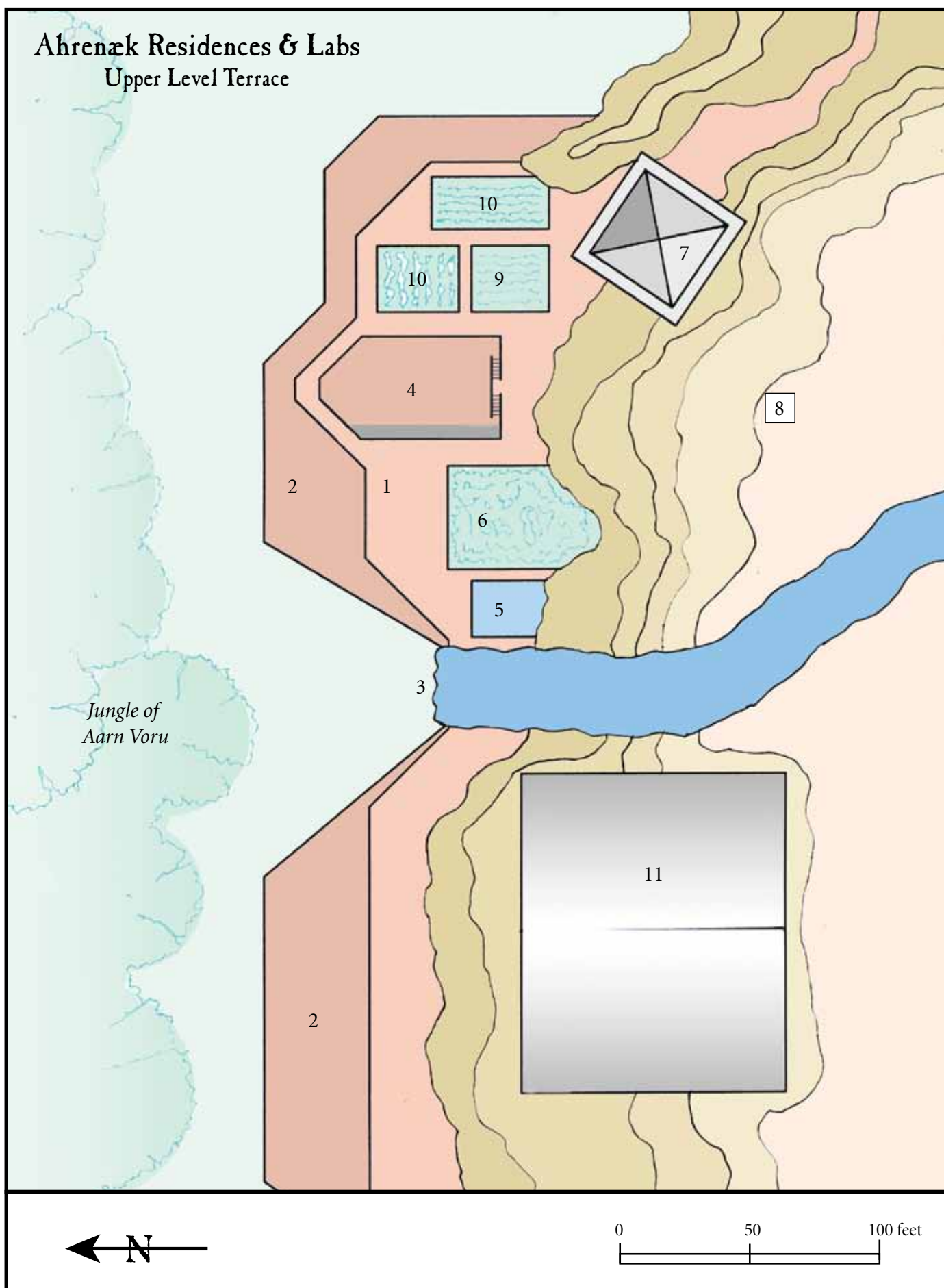
**Subsistence Pattern/Diet:** Hunter/gatherer.

**Worship:** The Baromi are fearful of anything strange and attribute anything they do not understand to supernatural forces.

**Culture Notes:** Little culture beyond basic family vocal histories.

## Ahrenæk Residences & Labs

### Upper Level Terrace





waterfall running down the center of this complex—and the power-generation machinery underneath it—dates back to the Jinteni

### 3.1.1 UPPER LEVEL TERRACE

**1. Upper Terrace.** The upper level, mostly open to the sky, with gardens and an open light well to the lower Terrace.

**2. Lower Terrace.** The level where most of the rooms are located, it has a terrace extending out past the upper terrace to the north. (See below for details of this level).

**3. Waterfall.** From a river up in the mountains, it cascades down here and tumbles next to the terraces, providing a cooling mist. This is also a source of energy for the complex, powering devices in the laboratories, as well as electrical power in many of the interior rooms. This is another of the mysteries of the Jinteni: how this waterfall remains relatively consistent even after tens of thousands of years. Perhaps there is some mixture of magic and technology involved, because the flow from the Black Mountains is unlikely to have remained so reliable all this time, even with the artificial channel built to control the flow of this waterway through the complex. There is a passage under the waterfall connecting the east and west terraces on this level.

**4. Courtyard/Atrium.** With stairs leading down to the lower level terrace, this is an atrium, walled by glass all around. On this level it has a metal railing.

**5. Pool.** Fed by a side-stream of the cascading river, this is a cool refreshing swimming pool.

**6. Open Gardens.** Decorative flower and plant gardens, watered by the adjacent river.

**7. Observation Tower.** Can be accessed either by the Upper or Lower terrace, it is five stories tall and has a commanding view of the rainforest to the north. The top level is cantilevered out and there are guide poles, ropes and a retractable bridge inside, making it a suitable dock for most sky ships. The tower is also home to ten elite guards/lookouts.

**8. Roof Panels.** From part of the ancient Jinteni complex, a mounted Jinteni energy cannon underground can rise up and emerge here to fire on sites in the rainforest below, or even the mountain above.

**9. Antithuris' Greenhouse.** A glass-enclosed structure with controlled temperature and humidity, this holds many healing herbs and experimental plants that would not normally thrive in this environment.

**10. Antithuris' Gardens.** These are off-limits to other residents of the complex, fenced with iron grates. They

contain a wide variety of plants, including healing herbs, poisonous and dangerous plants.

**11. Hangar.** Retractable roof. This domed roof covers the hangar containing the skyships. It retracts in overlapping panels, opening the hangar to the sky.

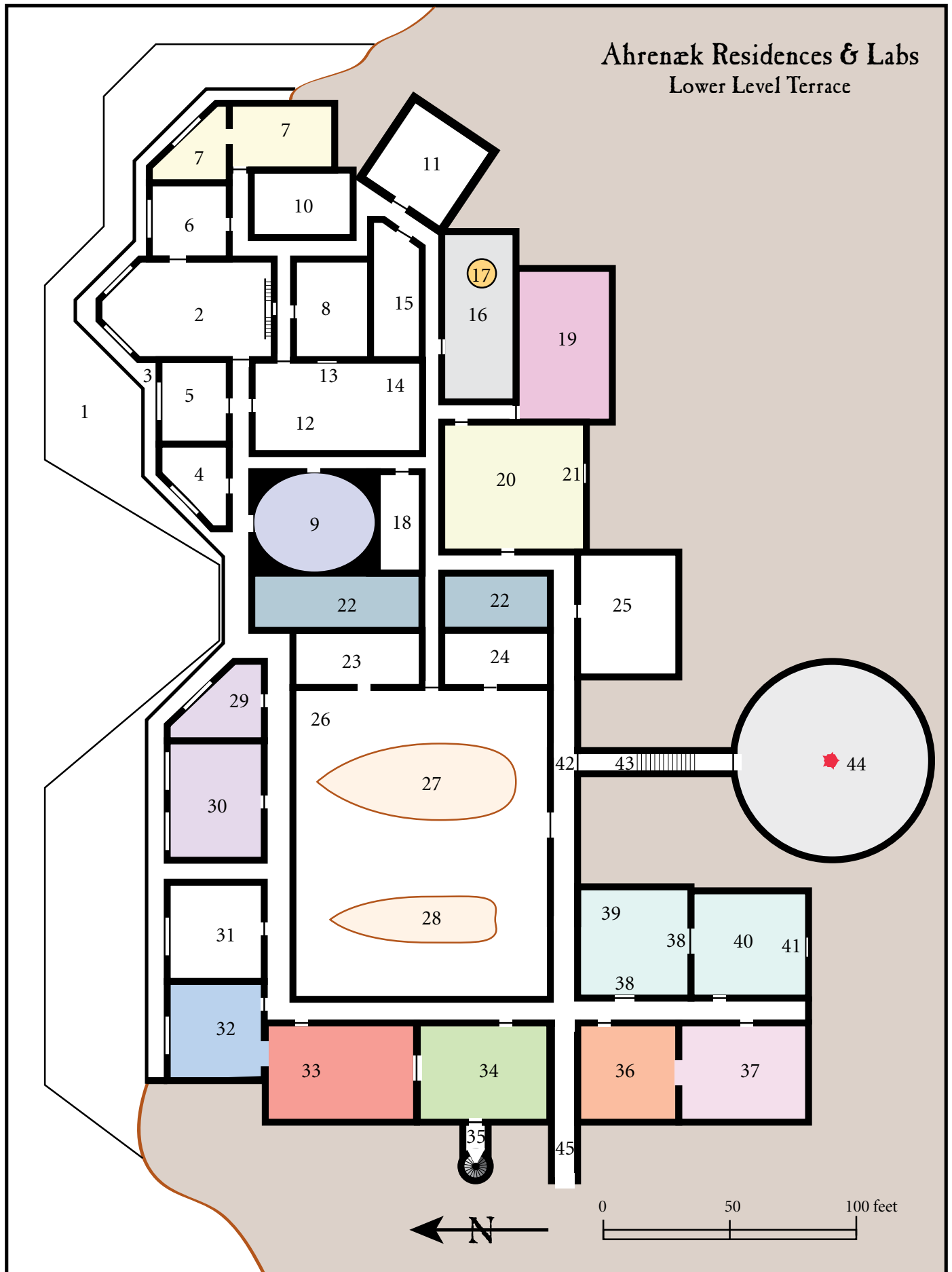
### 3.1.2 LOWER LEVEL TERRACE

Many of these rooms are at least partially underground, but the ones along the north have glass walls overlooking the rainforest. The chambers are cooled by clever use of water redirected from the icy waterfall through various pipes throughout the complex, a remnant of the Jinteni design, which A'kesh repaired and expanded. The water is then used for other purposes such as bathing. Just as important, there is machinery under the waterfall utilizing it for hydroelectric power. Nearly all the rooms in the complex are part of an old Jinteni installation and are lit by electric lights.

*GM Note: While this is a very powerful installation, it is not that well guarded. Its remote location and inaccessibility by normal means (besides the Shards, the place is built hundreds of feet up on a cliff-side) have let A'kesh feel that a major garrison was not needed. Thus, between a stealthy aerial approach, or*

*I have discovered these strange crystals in an old mine a few miles to the west of the complex. They glimmered in the dark, but not with a glow like bioluminescence. And when I touched one with bare fingers, it sparked and gave me a shock! Interestingly, they did not respond to any realm of Detection spell. I chipped a few off—in a spray of further sparking—and brought them back to the lab. I suspect they are a source of some energy I am not familiar with, perhaps a different sort of magic. I am determined to unlock their secret.*

From the Notebooks of A'kesh  
TEI 2055



*discovering one of the hidden Portals, or even sneaking in via old mines, the place is vulnerable to infiltration.*

**1. Terrace.** Wrapping around the north side of the complex, this balcony/terrace is of poured stone with a solid stone balustrade. All the north-facing rooms open onto it, and it is split by the waterfall.

**2. Courtyard/Atrium.** Open to the sky and the terrace above, a stairway leads down to this level. The atrium has an ornamental pool and small trees and shrubs in the center, along with stone benches. All rooms opening onto this garden atrium have glass walls with sliding panels.

**3. Breezeway.** An open roofed area between the courtyard and the lower level terrace outside.

**4. A'kesh's Study.** With large windows looking north and west, it is adjacent to the waterfall, which sends up a constant cool mist and beautiful rainbows. A'kesh has some books here, but mostly it is a sort of office and reading room.

**5. A'kesh's and Eshengi's Bedroom Suite.** A palatial suite of rooms with running water, luxurious baths, and beautiful furnishings. As A'kesh is out travelling more and more, these rooms are usually only inhabited by Eshengi, who has her own suite within this complex of rooms.

**6. Quarters of K'relijaan.** Son of A'kesh, named after A'kesh's adopted father. Luxurious rooms, decorated with K'relijaan's more wild and adventurous sensibilities. There are many wild animal furs.

**7. Quarters of A'krelia.** Daughter of A'kesh, who has become far more of the apprentice to her father than his wayward son. They are beautiful but relatively austere.

**8. Family Dining Hall.** Where A'kesh and his children sometimes gather to eat and discuss.

**9. Salon.** A beautiful oval room with paintings and artifacts, many from Jaiman. There are chairs, tables and comfortable sofas. On the west side it has large round windows like portholes right next to the tumbling waterfall, letting in muted water sounds and natural light. Eshengi spends time here.

**10. Quarters of K'relijaan's attendants.** There are usually 3–5 beautiful young females (and once in a while males) residing here in small apartments. They are slaves he has purchased from various markets or kidnapped. They are his personal servants.

**11. Tower.** The corridor here leads to a steel door with a lock *Extremely Hard* (-30) to open; can be opened from either side. All the major residents have keys. See #7 upper level, above for tower description.

**12. A'kesh's Alchemy Laboratory.** As one might imagine, this large room is filled with all manner of chemical, alchemical, and similar equipment. A'kesh has tiny smelters which he uses to create new alloys and refine metals. Much of this equipment is enchanted and priceless. And also sitting in here is the *Raathtruliik*, still shielded in its box.

**13. Portal.** Hidden behind a sliding wall is a Jinteni Door Portal. Only A'kesh knows about this. The default two-way link is to a small building at the outskirts of the Jinteni Ruin at #38. The other end is unguarded, but it is hidden in a secret chamber. *These are defined in detail in the Jinteni Portal network, Part IV.* A'kesh has a small box of six Portal Key crystals, on a table in the Laboratory.

**14. The Raathtruliik.** Sitting on a table in the corner of the Alchemy Laboratory in its dír-wood box, a little dusty. The kregora lining prevents it from giving off any kind of magical signature; only the other parts of the Faaw Shryac could detect it. The box is locked and the key is not with it.

**15. Main Laboratory Vault.** Protected by an enchanted alloy door with three locks: two are *Extremely Hard* (-30), and the final one is *Sheer Folly* (-50). The final lock is also trapped (-20 to detect/disarm); failure triggers a gong alarm throughout this wing of the complex. Guards from the Tower could be there in moments.

**16. A'kesh Machine Laboratory.** This room—once a Jinteni lab—is a treasure trove of Jinteni devices large and small, including several weapons. It has a charging station for any type of crystal on one wall, powered by the hydro energy of the river and a geothermal source deep below. There are memory and power piezoquartz crystals of all types scattered about the tables.

**17. Jinteni Energy Cannon.** The most impressive object in the room is this weapon. It is a huge energy gun, on a platform with a gunner seat and targeting setup. It is powered directly by the station energy. The gun fires a devastating energy beam, range 5 miles. It could seriously damage any kind of approaching flying vessel if it hits. A'kesh has not completely mastered the targeting functions however, so anything that was not approaching on a constant fixed trajectory has a fair chance of avoiding the beam. It can fire once per 6 rounds, needing to charge its capacitors in between. The energy cannon rises on a lift up out of the lab, and up through armored doors to an outside firing location.

*A'kesh told Schrek he was not familiar with the Jinteni heavy weaponry. He was lying; he has a smaller installation weapon in this room, mounted on a platform, which can rise up through a panel in the cliff side. He has successfully*



test fired the cannon a few times. No one can operate it except for him.

**18. Servants quarters.** Not only for household servants, but additional guards.

**19. A'kesh's Main Library.** Connecting to the Machine Lab and a corridor, this large room is home to all of A'kesh's most important Alchemical texts. It is also where he normally stores his Ahn sye Ni-vulma visor, in a glass case.

**20. K'relijaan's Private Laboratory.** A mix of chemical, alchemical and other equipment, this room is rarely occupied, as A'kesh's son has become interested in other activities.

**21. Portal.** Another Door Portal, this one is hidden behind an original (moving) wall *Extremely Hard* (-30) to detect, and no one in the complex is aware of it. It leads to a portal behind a secret panel in the back of the Jinteni tomb at location #9 on the main map.

**22. Power generation machinery.** Underneath the waterfall, turbines and other machinery generate electrical power for the complex.

**23. Workshops.** Dedicated mainly to servicing the airships, it also includes storage for spare parts.

**24. Residences.** For the crews and ground support for the Airships.

**25. Servants quarters/Kitchens.**

**26. Hangar.** Extending up through the upper terrace, it has a retractable metal domed roof. The floor of the hangar is equipped with tie-down equipment and tools for snaring the ships and towing them down to their berths when they are hovering close above the hangar. The roof is opened via a pulley and chain system and counterbalances, easy enough for one person to operate. It does take a full 3 rounds to open or close the roof.

**27. Airship: Eagle.** Resembling a much smaller version of the great Loari airbarges of Námar-Tol, this one does depend somewhat on lighter-than-air gas for lift but also has vertical propellers. It also has more powerful lateral propellers, making it faster and more maneuverable than an airbarge. It can travel at up to 25 mph. A'kesh has devised a magical power source for the ship, rather than using steam energy as the Loari do. This makes it unrealistic for 'mass' production, but a powerful symbol. While a vehicle like this might seem impractical for beings who can teleport themselves to anywhere in the hemisphere, it is more of a leisure craft, with luxurious cabins featuring large windows allowing views of the lands below. A'kesh and his entourage enjoy flying over the rainforest while being served by a retinue of slaves captured from

defenseless villages of Eritari, Sulini and Erlini nearby. While stealing this ship would be an incredible accomplishment, piloting it should be considered Sheer Folly (-50), though half of a *Sailing* bonus may be applied. The better ship to take would be the *Shrike* below, because it is faster. The *Eagle* can accommodate 6–12 passengers and requires 2–4 crew.

**28. Airship: Shrike.** This air vehicle is even smaller and more maneuverable than the *Eagle*. It is a hybrid skyship, with some maneuvering sails in addition to Xenium plating and magically powered propeller drive. It can travel at up to 35 mph. The *Shrike* can accommodate 4–6 passengers and requires 2 crew. While luxurious, the accommodations are more cramped. The same skill applies as the *Eagle*.

**29, 30. Guest Quarters.** All open onto the large terrace on the north side overlooking the rainforest.

**31. Map Room.** Filled with detailed (and priceless) maps of SE Emer, as well as more general maps of the continent, and the rest of the hemisphere.

**32. Sigirus' Bedroom Suite.** Austere.

**33. Sigirus' Library.** Extensive volumes on demons, including Sigirus' research on Shards.

**34. Sigirus' Laboratory.** This was once a Jinteni genetics lab. Sigirus has carefully kept Antithuris away from it while he seeks to understand the technology and secrets it holds. Steel Door, locked, *Sheer Folly* (-50). Only Sigirus has a key.

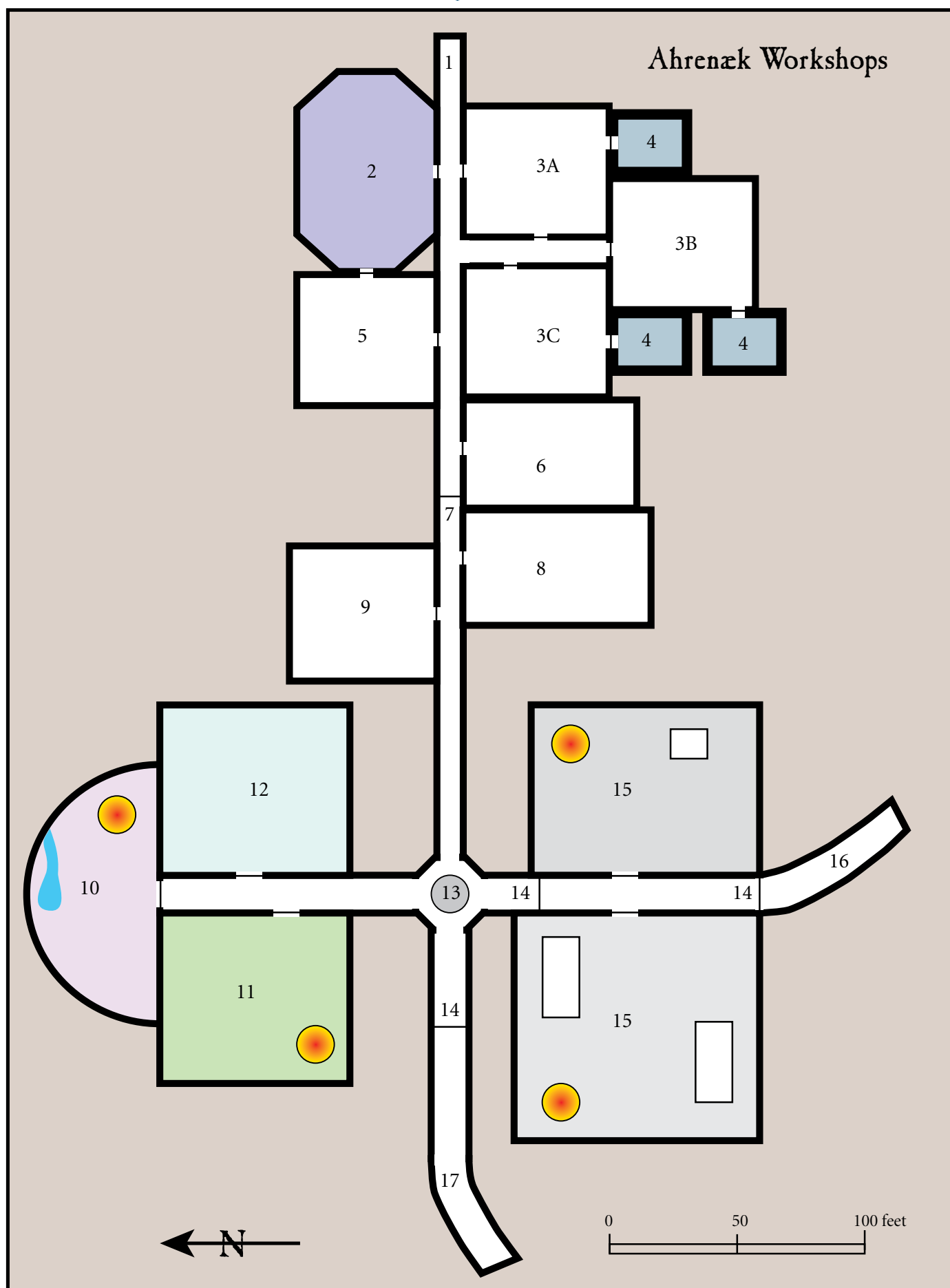
**35. Spiral Stair to Summoning Chamber.** Steel Door, locked, *Sheer Folly* (-50). Only Sigirus has a key. Beyond is a rough stone staircase/passage leading down several hundred feet into the mountain to the Summoning Chamber. The Summoning Chamber is basically a small cavern separate from the rest of the complex where Sigirus summons demons he wishes to force information from.

**36. Antithuris' Residence.** Comfortable, with many strange mechanical devices on display, including many Jinteni cybernetic limbs.

**37. Antithuris' Main Library.** Filled with books on anatomy of all kinds of animals and humanoids, surgery, and Healing texts. There are also books on the effective delivery of pain.

**38. Sealed Glass Doors.** Two sets of tempered glass doors with rubber gaskets, each essentially airtight, providing an airlock.

**39. Antithuris' Protected Laboratory.** Antithuris Carmegon is the chief Lay Healer of the complex, but also a medical researcher (see below for his profile). As a high-



level Lay Healer, he actually has a basic understanding of pathogens, and while he may not fully know what a virus or a bacterium is, he understands the concept of infectious agents. He has microscopes and can see bacteria at work. Therefore, this lab actually has double glass doors, and has been set up to have negative pressurization if necessary. It is probably the most sophisticated medical lab on Kulthea aside from K'ta'viir or Jinteni facilities. Much of the equipment is, in fact, salvaged Jinteni technology.

**40. Antithuris' Animal Specimen Chambers.** Holding pens for his experiments. Many animals (and some humanoids) are caged here.

**41. Portal.** Another Jinteni Door Portal, hidden behind a secret sliding wall, *Extremely Hard* (-30) to detect, from the old construction. It leads to a Jinteni Ruin (location #25 on the main map), a telescope complex. It remains hidden; no one in the complex knows of it.

**42. Doors.** A pair of clear laen doors, which slide open only by the voice command to 'open' in Iylar, spoken by certain individuals. This is the one way into the Chamber of the Splinter. Only A'kesh, Sigirus, K'relijaan and A'krelia are keyed to enter. (Antithuris is not permitted, as A'kesh does not trust him in the presence of such power, even though he is a Mentalist-based spell user.)

**43. Stairway.** Wide stone stairway leading one hundred feet down and south.

**44. Chamber of the Splinter.** A thirty-foot diameter room with a domed ceiling, this place holds only one occupant: a splinter of the great Crystal of the Jerak Ahrenreth. The ancient texts described the original clear Crystal of the Dænku Ahrenreth (who were guardians against a return of evil when the Essænce Lord Empire was overthrown) as nearly twenty feet tall, tapered at both ends, but wide near the top with many glittering facets. But the Crystal's power faded when the Ahrenreth members were killed or disbanded. And then Ondoal—escaped from a space-time warp trap, but rendered insane by the ordeal—led the perverted rebirth of the Ahrenreth with a blood sacrifice upon the original Crystal, causing it to turn a red hue and send off seven splinters. Each splinter grew, much as a quartz cluster might, into a misshapen form. The Ahrenæk splinter is located here: it is about ten feet tall, pointed at the top and bottom and about two feet across at the center, with many quartz-like protrusions rupturing from it at various points. Overall it is a ruby-red, but a light shining from below causes a rainbow of colors to spray across the domed room as it slowly turns, suspended weightless somehow about five feet above the floor of the chamber. There is a disk of a

black stone material about five feet in diameter set in the floor directly below the Splinter.

The floor of the room is inscribed with many alchemical symbols, for A'kesh has tapped the incredible intrinsic Essænce power of this crystal to aid him in his alchemical and related creations. Among other things, it allows him to overcast even above his level, and to tap into primal Essænce power.

**45. Corridor to the Workshops, Smithies and Forge.** It extends nearly a quarter mile, with two sets of heavy, reinforced doors with some measure of atmospheric sealing capability.

## 3.2 THE WORKSHOPS, SMITHIES AND FORGES

This complex lies about a quarter-mile west of the residences. The workshops, smithies for larger items, and the forges are themselves split apart, with the forge area built into a cavern in the mountain, and the workshops, adjacent and at a higher altitude; far enough away so that the heat and fumes from the smelting do not reach them.

Like much of the rest of this complex, this was originally Jinteni construction, and much of the ancient technology still functions, including the air circulation, the airtight doors, the electric lighting, and electrical heating in the small devices they use to melt and combine metals, blow glass, and other things that would normally require huge furnaces.

**GM Note:** All of the smithies and smelters have vent shafts leading to openings in the cliff face above. These shafts are about three feet square, with a sealed metal grate at the surface (which theoretically could be burned through). The vents do not have fans as such but use a technology that moves the air with no moving parts. Cool air is supplied by shafts from deeper underground grottoes with cool air. This is drawn up into the workrooms through heavy grates in the floor.

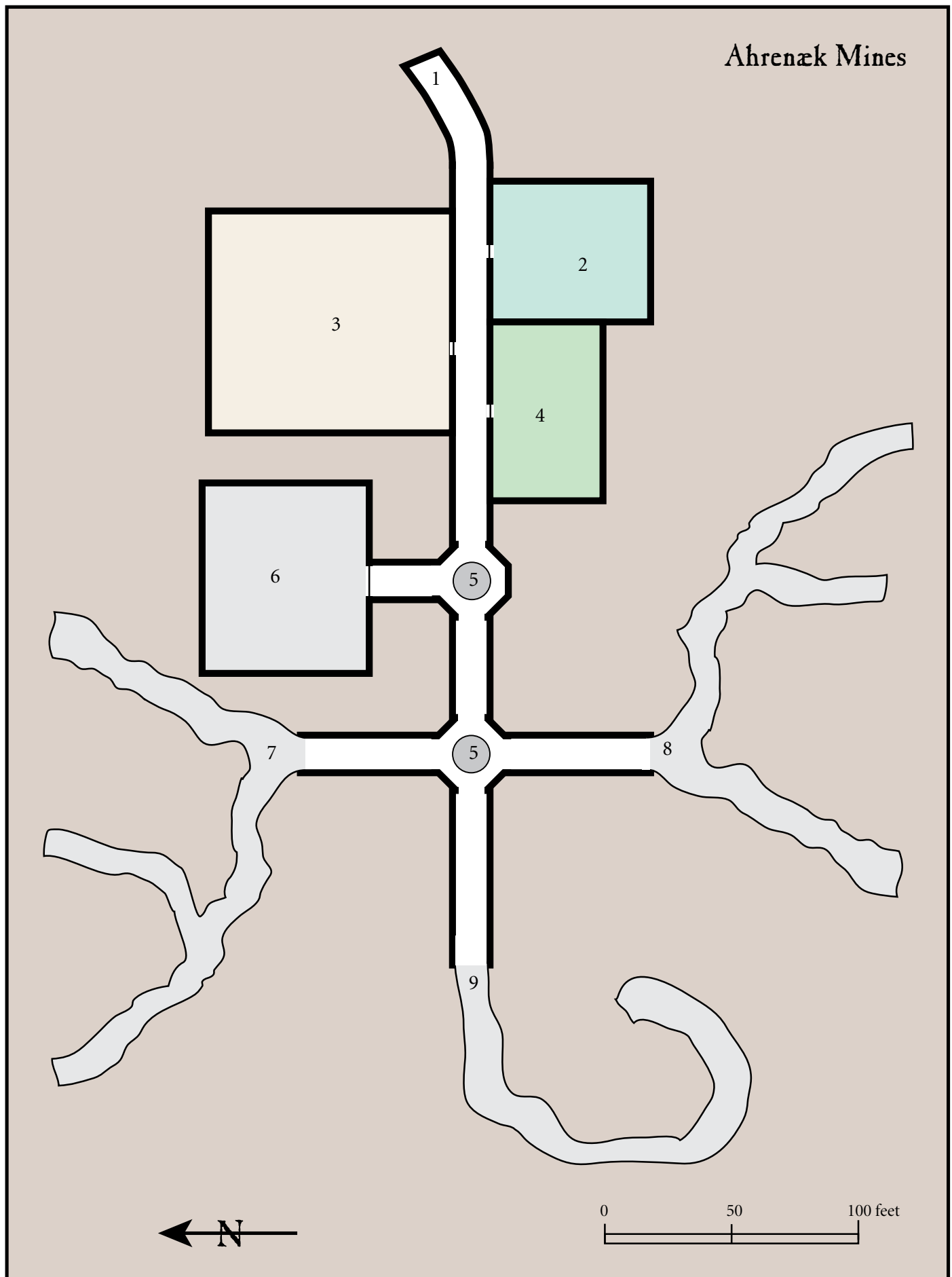
**1. Corridor from the Workshops.** See #45 above.

**2. Main Alchemy Library.** While not containing some of the more arcane and powerful texts as A'kesh's personal library, it does have many instructional and reference books, as well as spell books for all realms of Alchemy.

**3. Fine Workshops.** Enchanted Jewelry and other small non-weapon items (A), Gem-cutting and enchanting (B), Rune and enchanted book creation (C) is done in this suite of rooms.

**4. Vaults.** There are three vaults, all with locks *Extremely Hard* (-30) to pick, opened by the same key, which is held by the Chief Artificer. (If one lock is picked successfully,





## The Ahrenæk

Ondoval wished the Ahrenæk (Ir. “Secret of Stone”) to be constructed as a mine and forging-center for the Smith A’kesh. Located in what was once known as western Onar, Ahrenæk rises in mighty terraces above the sweltering jungles of Rulaash. The complex is safe deep behind a cloak of green. (It is said that even to this day the forest is held in thrall by some unnatural terror: constructs from the First Era.)

A’kesh was one of the Eight, the *Dag Lavan* (Ir. “Maker of Blades”); he was also (unknown even to him) a son of Tethior. His father never knew that he had sired the boy, and A’kesh’s mother, for her own vengeful reasons, apprenticed the youth to Tethior’s brother and rival Krelj ‘The Swordmaker.’

The Ahrenæk did indeed prove a rich mine, and the facilities were unmatched in the Third Era. But A’kesh showed little aptitude for administration, and Ondoval—seeing a power void—appointed the elf-lord Sigirus as administrator.

Sigirus quickly secured the mine and—amassing an impressive workforce of craftsmen and masons and laborers—proceeded to fortify the structure, turning it into a vast complex of many grand halls and deep passages. The mine continues to yield considerable wealth as well, and the growing power of Ahrenæk was not lost on the Eight. In 3050 Schrek secretly sent his lieutenant Wargur to take control of the mine from Sigirus. The Elven lord refused to relinquish lordship, and Wargur dared not challenge Sigirus in his own halls, with the many enchanted defenses made by A’kesh... not to mention the proximity of Leste Kii Lormas. Schrek, forced to allow this ally of Ondoval to hold the forge, abandoned this path and instead sent Wargur to Ræl.

To this day, it is widely assumed (correctly) among the Eight that while A’kesh may sit at the octagonal table, Sigirus is the real power at Ahrenæk. A’kesh is too easily distracted from the politics (which he finds boring) and is much more intent on his passions of artificing.

—Andraax

the other two are merely *Hard* (-10) to pick.) As might be expected, these vaults are full of gems (cut and uncut), precious metals, rune paper and other supplies. Unfinished works and a few completed items are also here. There are fortunes of gems (cut gems worth over one million gp), metals (ingots of gold, platinum and other metals alone worth 200,000 gp, though harder to transport than the gems) and other items in these vaults.

**5. Residences.** For the Workshop craftsmen/Alchemists/Artificers.

**6. Refectory/Kitchens, servant quarters.**

**7. Sealed doors.** Thick, resilient double glass doors, like many in this main corridor. They open automatically when anyone approaches. They provide an atmospheric buffer between the different complex divisions.

**8. Residences.** For the Smiths and weapon makers.

**9. Residences.** For the Smelter workers.

**10. Enchanted Smithies.** Underground streams, electrical heat, vent to the sky.

**11. Mundane Smithies.** Underground streams, electrical heat, vent to the sky.

**12. Armory.** Filled with weapons and armor, most unique and exotic, some experimental. Much of it is enchanted.

**13. Turntable.** This is a turn juncture for the ore and other heavy transport carts. Tracks from the mines arrive here and are diverted to the smelters. Refined metals leave the smelters and go north to the smithies.

**14. Sealed doors.** As #7

**15. Smelter Area.** Huge crushing machines break down ores. Large vats and movable crucibles heat materials to separate the metal from the ore waste. Ingots are poured.

**16. Passage to Lava Caverns.** A winding passage to the Lava Forges. Some magical materials can only be made malleable or alloyed by the

natural fires of the earth.

**17. Passage from the Mines.** Leading west over a mile to the warren of mine tunnels and caves.

### 3.3 THE MINES

Most of this portion of the complex is invisible from the outside and underground, as might be expected. There are a few tunnel openings to vent dangerous gases; these are spaced along the ridge for over a mile. The mines themselves delve deep into the black mountains, and still are yielding many valuable minerals. However,

some have been exhausted, and A'kesh has sent scouts further out along the mountains seeking out untapped veins. There are a few old mine tunnels in the mountain-side which connect to the current complex, including some further west and opening north of the complex, above where the Shards prowl.

Like much of the rest of this complex, this was originally Jinteni construction, and much of the ancient technology still functions, including fumes exhaust, the seal doors, the ore carts, and perhaps most importantly, the electrical heating in the smelters (which the current residents do not understand; they assume it is magical).

*GM Note: While the main east-west passage through the Ahrenæk is heavily travelled by day, it is pretty much deserted and unguarded at night. Should the PCs somehow acquire a map of the old mines, a stealthy group could work their way into the complex undetected. In addition, in the mining section, most of the inhabitants are slaves, forced to work by brutal supervisors. They believe that any attempt to escape would lead to death by the Shards, but they do not know of the other tunnels. An uprising would provide a useful diversion.*

**1. Passage from the Workshops.** Leading east over a mile to the workshops and smithies.

**2. Barracks of the Mine supervisors.** Basically these are the guards and work-drivers of the slave miners

**3. Barracks of the Miners.** The miners are slaves of various mortal races. They are packed in with only very basic cots and sanitary facilities. They are locked in at night.

**4. Refectory/Kitchens, servant quarters.**

**5. Turntable.** See #13 in the Workshops above.

**6. Storage.** Mining equipment, carts, etc.

**7. Tunnels to older mines.** Most of these mines are of original Jinteni origin (and better reinforced), and tapped out. But there are some useful ores left in the far reaches to the east and west. Some heading more directly lead to the surface. The slaves have been warned that trying to escape that way only leads to the jungle where the Shards will get them. This is true, to a point. The tunnels do lead that way, but most open above the treeline, and the Shards will not go up there, or enter the mines.

**8. Tunnels to Lower Mines.** These newer mines have been dug since the opening of the Ahrenæk, and are not shored up as well as the old mines. When there are tremors (a frequent event), there are often minor cave-ins. These mines mainly go south and deeper into the mountain.

**9. Passage to Lava Caverns.** Some connect deep below the mountains to the Ash Lairs, the vast network of tunnels deep under the earth inhabited by any number of dark creatures.

### 3.4 RESIDENTS OF NOTE

#### A'KESH

A'kesh—aka the *Dag Lavan* (Ir. “Maker of Blades”) among the Jerak Ahrenreth—is in fact the son of Tethior the great Smith, though this is a secret known to a very few. Even A'kesh does not know who his biological father is, and Tethior remains unaware of his existence. A'kesh's conception is the result of a casual union between Tethior and an Iylar woman of questionable allegiances in the year SEI 4103. Tethior spurned her when he learned that she had also had a relationship with his troubled brother Krelj. When she discovered that she was pregnant, she told no one, and when the child was born she sold it to Krelj claiming that it was his progeny. Though he never knew for sure whether A'kesh was his own offspring, Krelj adopted the boy as his son and apprentice.

A'kesh learned quickly, and showed a clear aptitude for alchemy and working with all manner of materials. He was one of the very few to learn of the existence of the *Daath Leerssoi*, the rings Krelj made which allow a human to assume the form of a Dragon.

In Second Era 5230, A'kesh arrived at his adopted father's workshop only to witness the end of a terrible confrontation between Krelj and Tethior. Seeing only the last few moments where Tethior was forced to kill his brother in self-defense, he mistakenly believed that his ‘uncle’ was murdering his ‘father’ in cold blood. He slipped away, unnoticed by Tethior, taking one of the *Daath Leerssoi* with him. He vowed to avenge his adopted father's murder, unaware that Tethior was his real father.

Ondoval sought out A'kesh at the end of the first millennium of the Third Era of Ire, when the smith was still living in his master's old forge in Wuliris. Ondoval had always planned to make one of the new *Secrets* (Citadels of the Jerak Ahrenreth) a center for craftsmen and artificers, and the former apprentice of Krelj would be a perfect candidate as Master of the Forges. An ideal site was located in the mountains of Rulaash in SE Emer where there were rich mines and an ancient Jinteni outpost. Ondoval named it *Ahrenæk* (Ir. “Secret of Stone”).

At first A'kesh balked at being tied to an organization, but when Ondoval revealed to the smith the riches of the Ahrenæk mines, the Jinteni technology, and the power to be tapped from a splinter of the Crystal, he relented.

So A'kesh took up residence, but it soon became clear to the rest of the Circle that while A'kesh was a talented craftsman, his skills at administering a vast installation



such as the Ahrenæk were wretchedly insufficient. On-doval appointed the Dyar Lord Sigirus to handle day-to-day operations, and the pairing proved to be a good one. (Too good for Schrek, who has tried on several occasions to remove Sigirus, because he perceived the pair together as a possible threat.) Despite—or perhaps because of—their radically different temperaments, the Dyar and Iylar have become friends and allies, and together they are able to stand with the others of the Circle as equals.

A'kesh is fairly tall and extremely strong—powerfully built for an Elf. He is handsome in a severe way, with hard features; he definitely takes after his mother more than his father. His hair is black, kept cut very short, with a streak of white-blond at one temple. His eyes are pale gray. While highly intelligent, skilled and passionate about his work, he has a certain immaturity and a short temper. He is impatient with all things outside of his craft; especially other people. He is prone to fits of rage—even tantrums—which it seems that only Sigirus can alleviate. He pays little attention to the day-to-day operations of the citadel, except where they directly affect his projects. In fact, he is at the Ahrenæk perhaps only 20% of the time lately, preferring to seek exotic materials in remote locations.

While it has become less of a priority as the years have gone by, A'kesh still wishes to find Tethior and avenge his father's death, unaware that Tethior is his real father, and that he killed the enraged Krelj in self-defense.

A'kesh's wife Eshengi has accepted her role, tolerating his moods and tempers. She does continue to study, but mostly helps with domestic affairs.

### K'RELIJAAN

K'relijaan is the eldest son of A'kesh, by his wife Eshengi, a Dyari Mage. Krelj was born in TEI 5881, and though he follows in his father's footsteps as an artificer and shows considerable skill, he has only a passing interest in it. He does have an almost obsessive interest in his true lineage, after learning that his namesake Krelj had adopted his father. He seeks to learn who his real ancestors are. So far he has made limited progress. If he were to discover that A'kesh's real father—and so his grandfather—is in fact Tethior, it could be quite a revelation for him.

Handsome, charming, and very intelligent, K'relijaan has so far gotten by mostly on his natural talents rather than hard work. His father is becoming impatient with his lack of discipline and tendency to while away his days hunting game and slaves/experimental subjects for Antithuris aboard the flying ship with his servants (in this way he might encounter the PCs). His nights he often spends drinking and partying with his attendants of different races, who reside in a separate section of the residences. Note that K'relijaan, should he encounter in-

truders, is likely to flee (likely via *Long Door*) rather than engage them.

### A'KRELIA

A'krelia is A'kesh and Eshengi's second child, a daughter, born in TEI 5988.

Like her older brother, A'krelia has investigated the history of A'kesh, his adopted father Krelj, and Tethior. Unlike him, she is a dogged researcher in addition to being extremely intelligent. She is beginning to suspect the truth about the deadly encounter between Krelj and Tethior (that Tethior did not deliberately murder his brother, as A'kesh believes); and she even thinks she might have uncovered the true identity of her grandfather. She does not dare tell A'kesh or even her brother yet, however.

*GM Note: A'krelia questions the Ahrenreth, and many things the others here take for granted. Given the right impetus, she could turn away from this organization, though she would not betray her father personally.*

### SIGIRUS NY XANAS

Sigirus has always been a shadowy character in the history of the Ahrenæk. He is not one of the Eight, nor is he even one of the official Adherents of the Secret Circle. Yet, he is generally acknowledged as the true administrator of the Secret of Stone, leaving A'kesh free to pursue his alchemical interests.

A Dyar Elf-lord, Sigirus is a Mage and Sorcerer, and is one of the few besides the Essænce Lords who has managed to control the terrifying Shards. He has even subjugated one of the *I-Lat Norg* (lord shards): Leste Kii Lormas, and by doing so is master of the entire I-lat of Aarn Voru (except for 2 lats taken to the Isle of Glass). Thus he commands a virtually impenetrable outer ground defense of the Ahrenæk.

Sigirus owes much of his demonic power to a dark secret in his distant past, a secret that no one else knows, though Schrek suspects: he is in fact one-quarter Essænce demon. Sigirus' demon blood gives him an advantage in controlling his brethren. (This makes him effectively thirty levels higher for the purpose of summoning and mastering them. The Shards, being a part-demonic hybrid created by Kadæna, are thus somewhat susceptible to demonic control spells, though this is not common knowledge, since they do not fit into any of the known demon categories.)

Tall, pale and lean, with long raven hair and strange amber eyes (which glow red when he casts demon-related spells), Sigirus usually has a dour countenance, and a taciturn demeanor with most of the other inhabitants of the citadel, save when he deals with A'kesh.

He very rarely gets angry, but when he does, it can be a terrifying event. Some witnesses claim they have seen

a ghostly superimposition of some huge horrific demon presence over Sigirus as he casts a powerful spell, but that is assumed to be just part of his power over demonic forces. He also has a special staff, which he has said aids him in controlling those creatures of the Essænce, of the Pales, and even beyond.

### ANTITHURIS CARMEGON

A ‘Lay Healer’ by profession, Antithuris is more of a medical researcher... with no morals. A Dyar Elf, he has absolutely no problems with experimenting on human mortals. But he is also fascinated with the fact that the Erlin and Iylar races are immune to most bacterial and viral infections, and he wants to know why. Even A’kesh finds his experiments disgusting, but Antithuris resides here at the request of the Eight. He has his own laboratories sealed off from the rest of the complex, using the best technology possible.

Interestingly, Sigirus and A’kesh’s daughter A’krelia both find his research interesting, though for different reasons. The three meet often to discuss matters of physiology, demonology, and the creatures of the Shadows.

Antithuris is a ruthless experimenter and constantly in need of new subjects of all races. His examination rooms and laboratories are often frightening places, drenched in blood and filled with the screams of his ‘patients.’ While usually satisfied with experimenting on captured locals (a sport that K’reliaan is more than happy to help with), he sometimes will travel away from Ahrenæk to purchase subjects. There is an active slave trade beneath Ardan City, with contacts up to House Dolnegan in Sel-kai and far beyond.

**GM Note:** *if the PCs are captured and taken to Ahrenæk, there is a 50% chance they will be handed over to Antithuris after being interrogated by Sigirus.*

## 3.5 NOTABLE ITEMS

In addition to vast treasures of an ordinary sort, there are many artifacts here, including a part of the Faaw Sh-ryaac, Jinteni tools and weapons, and powerful magical creations of A’kesh and his apprentices.

In addition, there are the artifacts of the old Emerian *Order of the White Flame*.

### THE AHN SYE NI-VULMA VISORS

The *Order of the White Flame* was originally a guild of craftsmen and artisans who were the master smiths for the Emperor. Now they serve only the Jerak Ahrenreth; their home is the Ahrenæk in Rulaash and their leader is A’kesh, bastard son of Tethior.

There were eight of the visors, plus one ‘Master’s Visor.’ All are simple, lightweight læn shields attached to a headband so they could be swing down over the face—not unlike the visor of a helm. Yet these were completely transparent and smooth, like a thin curving sheet of glass across the head and neck. They look fragile, but against magical energies (and any flying debris, red-hot or burning cold) they offer unmatched protection.

The eight visors confer frontal (full-body) immunity to natural and magical heat and cold, and are x4 PP enhancers for all realms of Alchemy. The one master visor is as the others, but also (and only when worn by the attuned Lord of the White Flame) it will project images on the inside of the glass of the spells for all known Alchemy lists and all alchemical recipes at a command. Also, if the wearer encounters a book of new spells, the visor will record and translate them for the wearer. Only the attuned wearer can see these spells.

A’kesh has the master Visor; his two children and the Chief of the Alchemists have three others; the other five are missing.

## 4.0 NPC CHART: ONAR

### 4.1 ROLEMASTER CLASSIC/RM2

KINSAI: AHNASAI NATION								
Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Kinsai Lesser	4	55	1(20)	Y	N	55handaxe	35bola	10
Kinsai Greater/Rider*	8	75	10(20)	Y	Y	75handaxe/60strakh	65gé	15
* See Beast Chart for Kith								
** A Strakh is an axe on a long handle for use one-handed on kith-back, strikes as a battle-axe -10								
MALQANAR SHULURI								
Shuluri Lesser Tebuje slashing weapon, +10 Stabbing knife, Speargun	5	65	1(30)	Y	N	45tebuje/35mg	50lcb	15
Shuluri Greater Woven silk fabric armor, does not encumber but protects as AT4. Tebuje slashing weapon, net, +10 Stabbing knife, Speargun.	10	90	4(35)	Y	(Y)	80tebuje/40mg	75lcb	15
* A Tebuje is a heavy wood slashing weapon with shark teeth, used in melee on land. Strikes as a +10 Scimitar; delivers an additional Puncture critical of one less severity because of the teeth. Experienced warriors will sometimes use a net in the off-hand.								
** The main gauche is a +10 alloy stabbing knife used underwater.								
† The light crossbow is more like a modern speargun (using an elastic band), useable underwater at ¼ range.								
MALQANAR LEONDIRI (VELQUIRI)								
Leondiri Lesser	3	30	1(10)	N	N	35club	25spear	10
Leondiri Greater	7	65	1(15)	Y	N	55club	35spear	10
KULTAN/VONTIAR BAROMI								
Baromi Lesser	3	35	1(10)	N	N	30club	20spear	10
Baromi Greater	6	70	1(10)	N	N	60club	35spear	10
AHRENÆK RESIDENTS								
Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
A'kesh Age: ? (appears 20); Sex: M; Ht/Wt: 6'6"/240; Hair/Eyes/BUILD: Black/Grey/Muscular; Dmnr: Distracted, temperamental, passionate, sometimes Childish or Petulant; Race: Loari; Profession: Alchemist/Fighter; Usual Attire: Tailored red robes, or shirtless with leather forging apron, leather breeches and boots. Skills: Climb80; Swim65; Ride85; DTraps20; PLocks80; Perc120; Rune100; S&W200; Admin30; Appr180; Arch150; Chem145; Craft220; Fals65; Fletch120; LeatherW185; Math110; Smith250; StoneC90; TrapB190; WoodC120. Stats: St102; Qu99; Em101; In89; Pr100; Ag100; Co94; Me99; Re95; SD90. AP: 98. Spells: Base Spell OB: 70 Directed Spell OB: 150 (Fire Bolt). A'kesh knows all Alchemist Base Lists to 50th, all Open and Closed Essence to 50th. PP: 1890 (210 x 9). Items: Dag: A large, sword-like weapon that intrinsically strikes as a +10 falchion. A'kesh's dag is +40, cannot be fumbled, and delivers an additional Disruption critical when it does a critical strike. Eog Mail: Superbly crafted scale mail armor of black eog, it grants the wearer an AT of 20 with an additional DB of 100. Circlet: a black leather headband set with a single green jewel, it is a x9 PP enhancer and protects the head and shoulders from heat and cold. Typh: A throwing weapon, it strikes as a flail. A'kesh's Typh is +30, can be thrown up to 100' without penalty, and returns safely to the wielder by Long Door. Ring of Blades: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Dag Lavan: a pair of crossed swords. Daath Leerssoi: (K. "Makers of the Shadow Drakes"), one of the rings created by Krelj with the knowledge he gleaned helping to create the Dragonhelms. It allows A'kesh to assume the form and powers of a young Gas Drake. He can only maintain the form for 1D6 hours per day, and each time he does it, it drains 1D6 points of Temp CO. Also, Dragon-breath attacks are considered enchanted, so magic resistance spells are effective where they would not be against natural dragon-breath. See the beasts section below for his stats as a dragon.	70	210	20(210)	Y40*	Y	205 dag	190 typh	25
Sigirus Ny Xanas Age: ? (appears 30); Sex: M; Ht/Wt: 6'8"/210; Hair/Eyes/BUILD: Black/Amber/Medium; Dmnr: Calm; Race: Dyar/Demon; Profession: Sorcerer/Evil Magician; Skills: Chan70; Climb20; Perc75; Rune70. Secondary Skills: Act20; Admin45; Alch20; Attun50; CircLr80; Chem35; DemnLr110; Flying65; Medit50; PwrPercep80; SenseRealWp70; SpellM80; WeathWatch45. Spells: All Base Sorcerer, Evil Magician to 50+; 10 each Channeling and Essence to 10th/20th. PP: 240. Items: Staff of the Pales: Wood staff allows control of the Shards; Robes: +50 to DB using distortion; Ring: x4 PP;	60/90	190	2(100)	Y20*	N	90da	Spells	20
Anththuris Carmegon Age: ? (appears 30); Sex: M; Ht/Wt: 6'5"/180; Hair/Eyes/BUILD: Black/Gray/Medium; Dmnr: Calm; Race: Dyar; Profession: Lay Healer; Skills: Amb±6; Perc90; PickLock20. Secondary Skills: Act40; Admin30; BscMath35; Chem30; DrugTol50; 1stAid25; HerbLr55; PoisonLr40; PwrPercep80; Subdu55; TrapBuild35; Trick30. Spells: All Lay Healer Base to 30th, Evil Mentalism to 10th, 10 Mentalism lists to 20th. PP: 280. Items: Rapier: +20 enchanted; Wand: of Lightning Bolts, can fire 1x per round. Bracelet: x4 Mentalism PP.	35	175	1(85)	Y20*	N	85rapier	Spells	15



Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Guard	6	75	10(25)	Y	Y	70ss	45lcb	10
Ship Crew	5	60	1(15)	N	N	60da	40da	15
Mine leader	4	40	1(15)	N	N	35da	30da	10
Slave	3	25	1(5)	N	N	30club	—	5

\* = Special; see text.

### AHRENÆK/RULAASH BEASTS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Shards of Aarn Voru										
Shards: Lesser	15	1000‡	Dash/50	BF‡/BF‡	M/II	165	12(50)*	120lcb(2x)(slash)/poison	5	Cruel (HI)
Shards: Greater	25	1000‡	Dash/50	BF‡/BF‡	M/LA	220	12(60)*	150lcb(2x)(slash)/poison/100firebolt	1	Cruel (HI)
Leste Kii Lormas	45	1000‡	Dash/50	BF‡/BF‡	M/LA	300	12(90)*	270lcb(2x)(slash)/Poison*/Bolt 140	1	Cruel (HI)
A'kesh/Gas Drake	12	140	FSpt/20	FA/FA	H/LA	320	12(50)	85HBi/80HCl/80HHo/GBr*	1	N/A

\* = Special; see text.

§ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the **same** round of combat after the attack which obtained that critical.

‡ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the **next** round of combat after the attack which obtained that critical.

‡ = Special movement; see text (*Shadow World Atlas 3<sup>rd</sup> Edition* or *Creatures & Treasures*).

# = Stun Result and Hits/Rnd do not affect the creature.

## 5.2 RMSS/RMFRP

### KINSAI: AHNASAI NATION

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	Mov
Kinsai Lesser	4	55	1(20s)	55handaxe	35bola	+10
Kinsai Greater/Rider*	8	75	10(20s)	75handaxe/60strakh	65gé	+15

\* See Beast Chart for Kith

\*\* A Strakh is an axe on a long handle for use one-handed on kith-back strikes as a battle-axe -10

### MALQANAR SHULURI

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	Mov
Shuluri Lesser	5	65	1(30s)	45tebuje/35mg	50lcb	+15
Tebuje slashing weapon, +10 Stabbing knife, Speargun						
Shuluri Greater	10	90	4(35s)	80tebuje/40mg	75lcb	+15

Woven silk fabric armor does not encumber but protects as AT4. Tebuje slashing weapon, Net, +10 Stabbing knife, Speargun.

\* A Tebuje is a heavy wood slashing weapon with shark teeth used in melee on land. Strikes as a +10 Scimitar; delivers an additional Puncture critical of one less severity because of the teeth. Experienced warriors will sometimes use a net in the off-hand.

\*\* The main gauche is a +10 alloy stabbing knife used underwater.

† The light crossbow is more like a modern speargun (using an elastic band) useable underwater at ¼ range.

### MALQANAR LEONDIRE (VELQUIRI)

Leondire Lesser	3	30	1(10)	35cl	25sp	+10
Leondire Greater	7	65	1(15s)	55cl	35sp	+10

### KULTAN/VONTIAR BAROMI

Baromi Lesser	3	35	1(10)	35club	25spear	+10
Baromi Greater	6	70	1(10)	55club	55spear	+10

## AHRENÆK RESIDENTS

Name	Lvl	Hits	AT(DB)	PP	Melee Ob	Missile Ob	Mov
A'kesh	70	210	20(210s40*)	490	205da	190 typh	+25
<b>Skills:</b> Sculpt75, Jump90, Swim65, Climb80, Fly/Glide50, Alert55, Obs120, LHidd60, RealAw90, LtrCft185, MtlCft250, StnCft90, WdCft120, Lead35, Pub-Spk50, Trade70, Hist105, RegionL70, ArtfctL180, SpellL125, SymbL80, Dmn/DvL80, DrgnL110, HerbL50, MtlL175, StnL85, TradeL70, Ride85, Starg60, Weathw90, Attune200, Rune100, DfTrp20, PLock80, Math110, Resrch120, Hidelt80, Stalk/Hide35, 1stAid55, OperEq125, UPrepH100, Engineer130, Mechan115, Admin30, Appr180, Eval180, Fletch120, Chem145, Cntrft65, (B) Spells100, (O) Spells90, (C) Spells80, DSpell70. <b>Spells:</b> All Alchemist Base lists to 50th (regardless of Realm), all Open and Closed Essence lists to 50th. <b>Items:</b> Dag: A large, sword-like weapon that intrinsically strikes as a +10 falchion. A'kesh's dag is +40, cannot be fumbled, and delivers an additional Disruption critical when it does a critical strike. Eog Mail: Superbly crafted scale mail armor of black eog, it grants the wearer an AT of 20 with an additional DB of 100. Circlet: a black leather headband set with a single green jewel, it is a x2 PP enhancer and protects the head and shoulders from heat and cold. Typh: A throwing weapon, it strikes as a flail. A'kesh's Typh is +30, can be thrown up to 100' without penalty, and returns safely to the wielder by Long Door. Ring of Blades: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Dag Lavan: a pair of crossed swords. Daath Leerssoi: (K. "Makers of the Shadow Drakes"), one of the rings created by Krelj with the knowledge he gleaned helping to create the Dragonhelms. It allows A'kesh to assume the form and powers of a young Gas Drake. He can only maintain the form for 1D6 hours per day, and each time he does it, it drains 1D6 points of Temp Co. Also, Dragon-breath attacks are considered enchanted, so magic resistance spells are effective where they would not be against natural dragon-breath. See the beasts section below for his stats as a dragon.							
Sigirus Ny Xanas	60/90	190	2(100s20)	525	90da	Spells	+20
<b>Skills:</b> Act170, Jump70, Swim65, Climb70, Fly/Glide50, Alert65, Obs190, LiePerc190, LHidd180, PoiPerc170, Surveil160, RealAw130, Signal90, Bribe180, Diplo200, Dupe190, Interr140, Lead185, PubSpk130, Trade90, Fauna100, Flora110, Hist200, RegionL105, ArtfctL75, CircL160, PlanL145, SpellL170, Dmn/DvL210, DrgnL115, Ride65, Starg90, Weathw100, Attune160, Rune180, Chan150, SpellM120, Resrch130, Alch100, HealTr130, Medit120, Cntft100, Hidelt90, U/RPoi75, Stalk/Hide70, 1stAid55, UPrepH100, MilOrg145, Admin200, PrepH35, Tact85, DirSpell130, (B/E/O) Spells145, (C) Spells130. All Base Sorcerer & Evil Essence to 50; (O) Elemental Shields, Essence's Perceptions, Lesser Illusions, Rune Mastery, Spell Wall, Barrier Law, Light's Way, Lofty Movements, Sound's Way & Spell Defense to level 50. (C) Dispelling Ways, Gate Mastery, Invisible Ways, Shield Mastery, Spell Enhancement, Calm Spirits, Lore, Symbolic Ways & Locating Ways to level 40. <b>Items:</b> Staff of the Pales: Wood staff allows control of the Shards; Robes: +50 to DB using distortion; Ring: x1.5 PP.							
Name	Lvl	Hits	AT(DB)	PP	Melee Ob	Missile Ob	Mov
Antithuris Carmegon	35	175	1(85s20*)	175	85ra	Spells	+15
<b>Skills:</b> Act40, Jump55, Swim60, Climb60, Alert50, Obs90, PoiPerc95, RegionL80, SpellL50, UndeadL90, Dmn/DvL60, DrgnL40, HerbL100, PoiL125, AnimHnd90, Ride30, Attune60, Rune35, Chan40, Alch50, AdStab120, SpellM40, Medit70, StunMan/Re65, Amb6-50, HideIt40, PLock20, Subdu55, U/RPoi90, 1stAid70, UPrepH80, Diag110, 2ndAid65, Surg100, Admin30, Midwi30, PrepH50, PrepPoi80, PwrPerc80, Chem30, Math35, (B) Spells60, (E) Spells50, (O/C) Spells45. All Lay Healer Base lists to 40th, Evil Mentalism to 30th, (O) Attack Avoidance, Cloaking, Delving, Detections, Self Healing & Spell Resistance to level 25. (C) Liquid Manipulation, Mind's Door, Shifting & Solid Manipulation to level 25. <b>Items:</b> Rapier: +20 enchanted; Wand: of Lightning Bolts: can fire 1x per round. Bracelet: +4 Spell Adder for Mentalism casters.							
Guard	6	75	10(25s)	70ss	45lcb	+10	
Ship Crew	5	60	1(15)	60da	40da	+15	
Mine leader	4	40	1(15)	35da	30da	+10	
Slave	3	25	1(5)	30cl	—	+5	

## AHRENÆK/RULAASH BEASTS

Type	Base LVL	Max Rate	Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
<b>Shards of Aarn Voru</b>										
Shards, Lesser	15H	1000‡	Dash/+50	BF‡/BF‡	M/II	175G	12(50)*	120xl(2x)[Slash]/poison	5	Cruel (HI)
Shards, Greater	25H	1000‡	Dash/+50	BF‡/BF‡	M/LA	225H	12(60)*	150xl(2x)[Slash]/poison/100firebolt	1	Cruel (HI)
Leste Kii Lormas	45	1000‡	Dash/+50	BF‡/BF‡	M/LA	300	12(90)*	270lcb(2x)[Slash]/Poison*/140Bolt	1	Cruel (HI)
A'Kesh the Gas Drake	12	140	FSpt/+20	FA/FA	H/LA	320	12(50)	85HBi/80HCl/80HBa/80HHo/GBr*	1	N/A





# · PART VI ·

## RÆL

### & THE SOUTHERN SPINE

**W**e were two hours into the Grotto Path, and the tunnel was now quite dark. Captain Pharuq had ordered the running lamps aboard the Dawn Princess lit, but their radiance seemed lost in the passage. The cavern ceiling was at least a furlong above us, and the walls a hundred feet to either side. Deep under the water's surface we could see patches of luminous kelp, but it was far too dim to provide more than an eerie glow. The stiff wind and tidal current stayed at our back, thrusting our ship along the tunnel at a breakneck pace.

"It's awfully dark," Jad observed the obvious quietly. He was only a dim form next to me.

"The Captain told me he has travelled this way dozens of times without incident—and without a Navigator." I tried to reassure my Squire.

Jad's reply was conversational. "Then why are his knuckles so white on the wheel?"

Damn his full Elven blood! Jad's vision was probably much better than mine in this gloom. I peered ahead, barely able to see our Navigator, the stoic Iarsang, standing at the prow of the ship. He turned back toward us...

Then—all the more startling because of the darkness and quiet—a flash of brilliant blue-white light cast the tunnel walls into high relief, and as the glare dimmed and spots swam across my vision, a loud 'crack' echoed through the cavern. Jad and I both instinctively ducked down.

Iarsang leapt from the foredeck. "Arm yourselves!" He shouted.

"What is it?" I demanded as he passed back towards the stern. "Pirates?"

In answer he only pointed ahead down the tunnel before sweeping away. Jad handed me my long-bow, and, while we set to stringing our bows, I strained to see ahead. More sparks of light had begun to flash down the passage, though much dimmer and quieter than before.

The ship was arcing through a gentle bend in the tunnel, and, as we made the turn, a strange battle scene was revealed. A stone bridge curved gracefully across the passage high above us, and two forces were clearly vying for control of it. To the right a squad of ugly Trogli crouched near a tunnel exiting onto the bridge. They fired crude short bows, or just hurled rocks. On the left stood a group of creatures strange indeed. The flickering light danced across their shimmering blue-green exoskeletons, and deep within their faceted eyes I thought I saw an inner glow. They looked more than anything like giant grasshoppers, but they held—as a man would hold a crossbow—metallic rods tipped with what looked like large glowing

clusters of quartz. These were the source of the light, for these rods threw bolts of lightning! As we watched in amazement, one bolt arced across the space and struck a Trogli with a thunderclap after the blinding flash. Instantly the hideous creature spasmed and fell screaming into the black water.

Then the ship lurched forward, and I nearly lost my footing. The masts and spars creaked as a gust of wind seized us and the Princess hurtled under the bridge. A couple of small rocks bounced on the deck, but we were past the bridge in seconds, leaving this bizarre conflict behind. The combatants might not have even seen us.

I relaxed my sweating grip on my bow as the ship began to slow, and Iarsang came up to stand by us, hands clasped behind his back. "I thought it best to accelerate our pace through that area with a Wind spell. Otherwise, we might have proved an unfortunate distraction." He then stared ahead, lips pressed together.

"What were they?" Jad demanded.

"I assume you mean the Krylites?" Iarsang responded innocently.

"I mean the giant grasshopper-things with lightning guns!"

"Yes. Those were Krylites. Strange race. I thought the Trogli had exterminated them by now."

I cleared my throat. "Thank you for giving us a push."

"That's quite all right; I've already added it to your bill." He smiled tightly again, then turned and strode to his usual position at the prow.

"Giant grasshoppers! And I thought we'd seen everything." Jad muttered.

"I wouldn't mind having one of their lightning-guns, though." I smiled at my cousin. "I wonder where they come from."

"The bugs or the guns?" Jad sounded disgusted either way.

"I'd be curious about the bugs, but mainly the guns. They looked like they might be something from the Ancient times."

"You mean Essænce Lord magic? Count me out." Jad made his usual superstitious sign against dark enchantments.

I just sighed, not having the energy to try to explain to him again the difference between the Ancients' "technology" and "magic."

—Kalen Avanir

From His Travel Journals

Far to the south of the rest of the continent—and attached by the most tenuous of links—Ræl is a land apart. This section includes information on the Ræl peninsula, as well as the great mountainous isthmus connecting Ræl to the rest of Emer. Finally, there is also a summary of the Rælian Bay and minor isles. The Isle of Jade, and the Isles of Glass have their own Parts later in the book.

Ræl is also properly in the southern hemisphere of Kulthea, where the weather has different meaning for the seasons (as opposed to on Terra, where in the southern hemisphere they actually reverse the months: i.e., summer in North America is winter in Australia). On Kulthea, the Lore-masters usually just use numbers for the seasons/months anyway for their reckoning, so it is somewhat less confusing than it might be. However, on Kulthea, different cultures of course use different terminology and techniques to measure the passing of the seasons.

## 1.0 RÆL OVERVIEW

For the purposes of description in this book, ‘Ræl’ is considered to be all the land south of the Craeton Pass across the Spine of Emer. It consists of the spine barrier region, Naal, Ansidus, the south coast of Ræl, and a few islands close to the mainland.

### 1.1 THE SPINE BARRIER REGION

Between the Craeton Pass and the underground Grotto Path, overland passage to Ræl is not an easy undertaking. This is especially true along the very rocky eastern coast where the mountains extend steeply down to the churning ocean of the Rælian Bay. The climate is *Tropical/Rainy*.

The western side is more accommodating, and in fact is home to many fishing villages. The climate is *Tropical/Humid*.

The western coast south of the Grotto Path faces the Dead Sea. The coastal lowlands are wider—in areas up to fifty miles—yet this region is sparsely populated. This is because of the nature of the stagnant waters of the Dead Sea, which are always shrouded in an eerie mist, even during the bright mid-day. Beginning only a few hundred feet from the shore, the water is full of thick drifts of seaweed, which can entangle swimmers and even small boats.

#### LOCATIONS OF INTEREST

**Craeton Pass** (21): During the time of the Emerian Empire, this pass was often used as a transfer point. Trade ships would dock on either side, and goods would be passed overland between them, saving a treacherous voyage through the Spire Straits.

**Krylite City** (32): The Hive-city of the Krylites is described in detail in Section 3.

**Grotto Path** (33): Where the connection of southern Emer and Ræl is most narrow, the flanks of the Spine fall in sheer cliffs to the pounding seas on either side. And deep within a cut in the coastline lies what is either a miracle of nature or a lingering legacy of the power of the Lords of Essænce. A tunnel—its floor a deep channel of water—connects the Bays of Uj and Ræl. The tunnel averages more than 500 feet wide, though in some places it is as narrow as 200 feet. The flow of water (and air) reverses about every 12 or so hours with the tides, allowing knowledgeable mariners an easy trip through the echoing tunnel. This also means that there is no chance of encountering an ongoing ship in the Path, as the currents and wind effects would be extremely difficult to overcome.

(The great moon Orhan primarily dictates the tides of Kulthea, causing a high tide in a given location every

12.17 hours, and two low tides per day between those times. There are two high tides per day because the pull of Kulthea’s largest moon drags the seas towards it. The separation of tides is slightly more than half of the day due to Orhan’s orbit—in the same direction—around Kulthea.)

At about sixty miles in length, it requires just over three hours to race through the windy tunnel. It is an exciting ride—especially since the only light is provided by the luminescent green kelp undulating on the grotto floor.

Unfortunately, the Grotto Path is a favorite pirating location, as many a merchant has learned too late. The pirates lurk just outside the entrances to the Path, lying in wait for ships as they emerge.

And little better are the treacherous reefs of the Rælian Bay; then there are the powerful Flows and eerie, confusing mists that often cloak the islands between Ræl and Onar. The route is only slightly less treacherous than the Spire Straits further south: a dangerous reef and whirlpool littered route between the continents of Emer and Falias.

There are also tales that the commonly known Grotto Path is not the only subterranean passage through the Spine; that the mountains are laced with tunnels and caverns inhabited by all manner of strange creatures—and there may even be at least one other hidden water tunnel.

**Southern Caves of Ulgon:** This is a vast cavern and tunnel complex interconnected with caves further north, and even south under the Cloud Ridge and on to the Falias *Seawall Mountains* (though few—if any— now know the full extent of these caves). The Caves of Ulgon are also linked in places with the Ash Lairs, though there are only a handful of passages connecting them, as these caves are water-formed and generally not as deep as the Lairs. Colonies of Trogli inhabit many of the upper caverns, though in one area they are at war with the Krylites and their massive hive city.

There are several openings in the caves—and even a few stone bridges—overlooking the Grotto Path. Sometimes the Trogli will lob rocks down on unsuspecting ships, but since there is no easy way to actually reach the passing vessels (any tunnels at water level are at least partially or intermittently flooded, and Trogli dislike water only slightly less than they hate sunlight); tormenting ships is merely a sadistic amusement.

Few exits to the mainland out of the caverns exist, and all those close to Trogli occupation are cleverly hidden and usually guarded. A handful of openings exist at the southeast corner of Uj and in the north of the Ræl mainland, but otherwise they are cut off from other lands.



### CULTURAL SUMMARY: NAAL/WESTERN ANSIDUS TRIBES

**Racial Origins:** Shay (80%), Leondiri (20%); see racial stats for information.

**Political Structure:** No overall structure.

**Technology:** TL 2a (early Bronze Age).

These people have lost most of their technical skills and rely on found items from their ancestors.

**Architecture:** Hide huts and caves.

**Clothing:** Hide or coarse woven fabrics; little ornamentation except for found objects.

**Military Structure:** All males are taught to use basic weapons (clubs, crude axes,

slings) for hunting and defense.

**Social Structure:** Patriarchal in most cases, though there is a rare clan run by the matriarch.

**Economy:** Virtually none, though some may be convinced to trade found objects (jewelry) for food, clothing or weapons.

**Language:** Naal and Ansidus once shared a common language, and all still speak a bastardized version of that, though varying dialects, possibly difficult to understand. There is little writing.

**Subsistence Pattern/Diet:** Most are

hunter-gatherers, finding grains and vegetables gone wild from ancient farms. They also hunt small game, but that is rather scarce.

**Worship:** The people are very superstitious and worship any number of local gods and Dark God incarnations.

**Culture Notes:** There are some oral histories telling of the great kingdoms that once thrived here; some even describe the battle that created the Whispering Moor. There is little else besides some songs with poorly-remembered lyrics.

## 1.2 NAAL

Once a kingdom controlling western Ræl and several islands in the southern Rælian Bay, Naal had an on-and-off feud with sister-nation Ansidus for thousands of years. Despite famines and plagues, the two realms were frequently at each others' throats until TEI 5650, when the Comet returned, precipitating a final collapse of both governments.

Certainly, the devastation was harder on Ansidus—of which virtually nothing remains—but Naal has been reduced from a proud and verdant realm to a grim, arid land where little grows and few civilized people remain to carve out a life.

The climate of Naal is primarily *Hot/Semiarid*, though the foothills and the land around Lake Saliar is slightly more livable.

### LOCATIONS OF INTEREST

**Naraal Island:** Naraal—and the two smaller islands to the northeast, *Nakis* and *Kalinar*—was actually spared much of the climatological damage wreaked against the Naal mainland over the years. However, the islands were often contested because of their strategic value for one country to launch attacks against the other. Besides the town of Relin, there are a few other isolated tiny villages on the north coast, but they try to stay concealed because the shallow waters between the islands and the Naal/Ansidus mainland are constantly patrolled by dangerous raiders seeking easy prey. The climate of all three islands is *Tropical/Humid*.

**Relin (34):** A town on the far western tip of Naraal Island, it is the only settlement of any size on the island.

## 1.3 ANSIDUS

Environmentally, Ansidus can be divided into the large western plain region and the eastern peninsula coastal area. And there is a special exception: the Whispering Moor in southwest Ansidus near the old border with Naal, which is constantly chilly and cloaked in an unnatural dank fog day and night, year-round.

The western plains are mostly a desert wasteland now; the only vegetation is patches of dried grasses and a few stunted trees. Much like Naal is populated only by tribes of roving savages. The climate of this region is *Hot/Semiarid-Arid*.

By contrast, the eastern peninsula was largely spared the conflicts with Naal, as well as the natural disasters which befell the western plain provinces. In addition to the large towns of Ræsticlan and Bridgetown, there are several villages along the coast and on up into the eastern Cloud Ridge hills. The climate of this region is *Tropical/Humid*.

### LOCATIONS OF INTEREST

**Tower of Vour (39):** Also secretly the *Ahren-Lyax* (Ir. "Dreaded Secret"); a complete description follows in Ssection 4.0.

**Whispering Moor:** On the border between Ansidus and Naal, in a low region where the Cloud Ridge dips southward along is eastern march, there is an area of soggy land, the antithesis of the arid stretches all around. Cloaked in thick fog that clings to the skin with an oily film, it is oppressively warm and humid by day and chilling cold by night. This is the Whispering Moor. Atop a rocky pinnacle in the center so that it is elevated above the foul mists, stands the dreaded Tower of Vour, home of the Cult of Stars. The Whispering Moor was created in

TEI 3300 after the great Battle of Vour, the greatest single conflict between Naal and Ansidus.

**Ræsticlan** (42): This, like Bridgetown, was once a colony town of the Emerian Empire but was largely abandoned by the colonists by c. 1600 TEI. Later, Ansidus natives slowly repopulated parts of the old town on the eastern bank, hauling off other stone portions for walls and construction elsewhere. It is a fortified town, the inhabitants always being ready for raids from the savages in the west. The Luarp River offers some protection, but the flow drops in the summer.

**Bridgetown** (43): This sprawling collection of structures could almost be called a city. Once it was truly a city, a Leonas colonial capital of Intil. In 1577 TEI, after being attacked by Coronan ships, many inhabitants fled the city and returned to Leonas in the southwest. Only relatively recently, in the last hundred years or so, has the town seen significant population growth and construction. Because of the unusual topography of the area—a narrow promontory, and beyond that, several pillars of stone separated by sheer drops, sometimes all the way to the sea—the town is broken up into small sectors joined by bridges. Most of the original stone bridges that existed during the time of Intil have long since collapsed, replaced by much more tenuous wood and rope spans.

**Vog Ien** (44): (Er. “Death’s Point”) An ancient, ruined tower stands on this pillar rock of jutting out of the sea about a mile east beyond Bridgetown. It overlooks the nearly impassable straits between Emer and Falias, the

continent to the south. Beneath the tower, however, is an entrance to a Coral Road crossroads. One way leads south across the straits and to Falias; one east to Onar, one west connecting to the entry at #40, and one north towards Tai-emer.

**Spire Straits:** The waterway between Emer and Falias, the Spire Straits is about twenty miles wide at its narrowest point. What makes the passing so dangerous, however, is the maze of jagged atolls which knife up out of the, swift, churning waters. Perhaps even more frightening are the ones that lurk just below the surface, waiting to rip the bottom out if a passing ship.

## 1.4 SOUTH COAST

In contrast to the bleak northern part of Rael, the southern coast has fine beaches and lush tropical vegetation. It is populated by scattered Eritari fishing villages. The climate of the south coast is *Tropical/Humid*.

### LOCATIONS OF INTEREST

**Dræminar (“Panther”) Island:** This was the home of the *Cult of the Golden Panther* earlier in the Third Era, but was abandoned long ago. The island is covered in dense rainforest and surrounded by a narrow black beach. At the center is a volcano, which is technically dormant, but periodically releases a plume of black soot and smoke. All around the perimeter of the island are very old statues of seated panthers carved of black stone, about ten feet tall, all facing outward. Deep inland is a city/temple complex ruin with many panther carvings. And in secret chambers

### CULTURAL SUMMARY: TRO-GOLA (TROGLI)

**Racial Origins:** Trogli are larger than the Goblins (Murlogi) but less agile. While surface-dwellers may lump these gnomish creatures with goblins and Lugrôki, they are in fact related genetically to neither.

**Political Structure:** Dictatorship. The Tro-gola king is Ghanak-hu. He is getting on in years, and his two eldest sons are vying to be named heir, though this is by no means guaranteed. Tro-gola took power by killing off his predecessor.

**Technology:** TL 2b. While crude in most ways, the Trogli have a knack for constructing effective (if clumsy-looking) mechanical devices. Certainly, their technology is no match for the powers of the Krylites, but they do build fiendish traps.

**Architecture:** Trogli live exclusively in

caves, which they sometimes alter to suit their needs by expanding connecting tunnels, carving out stairways, and other relatively minor modifications.

**Clothing:** Unlike the Murlogi (who make form-fitting clothes for themselves), Trogli wear garments—and sometimes skins—of their defeated enemies.

**Military Structure:** The king has a vast army of warriors always stationed at the perimeter of the caves.

**Social Structure:** Trogli social structure is rudimentary at best, and usually based on who is the biggest and strongest for getting preferential treatment—including mates.

**Economy:** None—though the Trogli have vast stores of other peoples’ currency.

**Language:** Toglan is the contorted language of the Trogli.

**Subsistence Pattern/Diet:** Raw or slightly cooked flesh (animals and sometimes humans they capture on night raids to the outside) makes up most of the Trogli diet, supplemented by certain underground-growing fungi and mushrooms.

**Worship:** The Trogli of Ulgon worship a being they call Koganak (a Local God); there is a great statue of him looming behind the throne of the Trog-gola king.

**Culture Notes:** Trogli possess little virtually nothing that could be considered culture. Some very basic history is passed down through stories but it becomes heavily distorted.

deep inside are gold panther artifacts. Naturally however, there are also traps. This island is shunned by the Eritari, who fear the wrath of the 'Golden Panther.' Panther Island would be difficult to reach from the rest of Emer if it were not for the Coral Road entry located on the small island just a few miles away (which of course is still a secret route known to only a few).

**Jinteni Ruin\*** (38): This is an unusually large ruin, from the Jinteni Middle Period. Because of its location at the southern tip of the peninsula, and shielded from the Dead Sea by the Isle of Kallu, it is more a part of the south coastal area. The ruin consists of a cluster of towers near the coast, interconnected by graceful bridges. It appears that the ruin might have been closer to the shore in the distant past, suggesting that the sea level has fallen somewhat in the thousands of years since the location was built. (This ruin has a Door Portal linking to the Ahrenæk.)

**Coral Road Entry\*** (40): Concealed inside a rocky outcropping about a mile inland, the road beneath this entry connects to a tunnel going east to Vog Ien (#44), and west into southwestern Emer.

## 2.0 INHABITANTS OF RÆL

Following are cultural summaries of the inhabitants of the main peninsula of Ræl, as well as Trogli tribes of this region of the Spine of Emer, and the only known colony of the alien Krylites. The fishing villages along the southern coastal areas and eastern peninsula are primarily Leondiri, with some Thesians and a few rustic Shuluri villages.

## 2.1 NAAL

Naal has only few scattered settlements, a pitiful remnant of a once prosperous realm. The inhabitants have descended in barbarism, eking out a minimal hunter-gatherer existence. They are isolated from the rest of the region, partly by their own doing. There is a fear of disease bordering on the paranoid, and all strangers are looked upon as evil spies. The inhabitants are for the most part of Shay and Leondir descent, but they are undernourished, mean-spirited and in some areas completely lawless. It is not a friendly place. This has made Naal ripe for recruitment into the Cult of Agoth, and many have been taken willingly from here north to Zæn.

## 2.2 ANSIDUS

Ansidus is a tale of two environments. The western portion is much like Naal: barren and dangerous, with only marauding bands of semi-nomadic clan-groups. They treat all strangers as either a threat or potential prey. Cannibalism is not unheard-of.

However, east of the Luard River and the town of Ræsticlan, the climate improves and the natives are more civilized.

*For eastern Ansidus culture, use the Velquiri (Leondiri) Cultural Summary, except for the very large coastal towns, which are somewhat more advanced.*

## 2.3 TROGLI

Troqli hate all surface dwellers, but the Tro-gola tribe also have a special loathing for their underground neighbors, the Krylites. The insectile race is so alien to the Troqli that the cave people fight with an impassioned energy

### CULTURAL SUMMARY: KRYLITES

**Racial Origins:** Extra-terrestrial.

**Political Structure:** Dictatorship/Hive Mind.

**Technology:** TL 7. Krylites have power over electricity, steam turbines, geothermal energy and the forging of alloys. Their technology is all that is protecting them from the Troqli.

**Architecture:** While the Krylites live in caverns, they have extensively modified this section of the Caves of Ulgon to suit their needs. Unlike the meandering tunnels of the Troqli, the Hive is very organized, the walls smooth and clean. Most tunnels are cylindrical, coated with

a resin covering; doors are metal and hexagonal.

**Clothing:** None, though most wear some sort of harness to aid in carrying tools, equipment and weapons.

**Military Structure:** Made up of the *Defenders*: male, 5' – 5'6" tall, and fairly intelligent. In addition to powerful pincers, they have a strong tongue-like appendage that can deliver a reduction poison. Many are armed with the fearsome lighting guns.

**Social Structure:** Completely rigid caste system. See racial information.

**Economy:** Non-existent.

**Language:** The Krylites communicate largely through scent, and a humming created by rubbing limbs together. The Minds can also direct the Hive using their significant Mentalism powers.

**Subsistence Pattern/Diet:** Krylites feed on a combination of a sort of lichen they grow in the caverns and a milk that they get from the larvae of their race.

**Worship:** The Krylites have no religion; they hold the Minds in almost godlike reverence.

**Culture Notes:** The Krylites have no 'culture' per se, but memories are preserved through the Minds.



when they encounter Krylites in the caverns, and it seems apparent that neither race will rest until the other is annihilated.

The Trogli inhabit much of the interior realm of the Spine of Emer south of the Gap of Uj. North of that break in the mountain chain, the subterranean realm is dominated by the Murlogi. That is not to say that it is exclusive; there are tunnels all through the Spine, interconnecting everywhere. Though even the Trogli and Murlogi rarely venture down into the deeps where the tunnels connect to the vast volcanic tubes known as the Ash Lairs.

## 2.4 KRYLITES OF GROTTA PATH

Deep beneath the southern stretch of the Spine of Emer just north of the Grotto Path there is a strange race of alien beings whose nature is so different from any other on Kulthea that they must be from another world entirely—and indeed they are. They fled to this world through a Portal long ago when their planet was dying. Almost no one on Kulthea is even aware of the presence of the Krylites; much less what they might think of these strange beings.

Krylites possess a technology that—while nowhere near the old knowledge of the Lords of Essænce, or even that of the Jinteni—is one of the most advanced on the planet. They understand electricity and can generate it using a form of geothermal power, tapping the virtually inexhaustible heat source of magma. They also need this warmth so survive because they are ectothermic and require a certain level of warmth to be active. With this they are able to power electric lamps, heating units, and their unique ‘lightning guns,’ which the Trogli both fear and covet.

They hate and fear the Trogli, and are constantly at war with the loathsome creatures, but despite their advanced weaponry, they cannot do more than hold back those hordes. The reason is simple lack of manpower: the Krylites are few and reproduce slowly. Krylites have a very rigid hierarchical social structure, which never varies. In fact, the entire Krylite way of thinking is different than that of mammalian species, resembling more closely that of a beehive. They have an almost ‘collective’ mentality, controlled by the six *Minds*. As a result, there is no chance of conspiracy, rebellion, or even discontent.

The Krylites seem to have no overriding motivation aside from survival—something which is challenge enough with the Trogli always dogging them.

## 2.5 OTHER GROUPS

The coastal fisherfolk of the region are much the same as those along the southern coasts of Khûm-kaan

and Onar. The western inland Ansides savages are just that: barely human savages.

## 3.0 KRYLITE CITY

The Krylite Hive City is a vast warren of interconnected tunnels and chambers constructed on several levels. This layout is changing as they delve new tunnels. It would be impractical to attempt to map the entire city; instead, layouts of several typical chambers and features, a few major chambers, and an overall map showing major tunnels is provided.

Using their geothermal power, the Krylites keep much of the hive rather warm (around 85° F/30° C) because they are at least partially ectothermic. The hive is dimly lit throughout by electrical lights which look like greenish quartz crystals (but are unrelated to piezocrystals).

**GM Note:** *Since the Krylite city is so huge and complex, it seemed more appropriate to simply describe typical elements of their architecture. Should the GM ever need to design a part of the city, he could easily do it on the fly.*

## 3.1 TYPICAL TUNNELS & DOORS

Following are some typical tunnel and door types.

### TUNNELS

Krylite Tunnels are all ovoid (wider than they are tall), and while the surface itself is smooth, it is somewhat uneven in soft undulating curves. This makes it uncomfortable for humanoids to walk or run on: walking is at -25% speed; running becomes a *Medium* (0) maneuver every 100 feet. Krylite workers create the tunnels by first digging out an area then secreting a resin-like material that hardens to form the surface of the tunnel. The combination of the strength of the resin and the cylindrical shape is sufficient to support the tunnel. When digging through earth, the workers often just use their mandibles or pronged alloy pikes (which they can also use as weapons). When dealing with solid stone, they use electrical tools which employ sonics to pulverize the stone in targeted areas.

**Minor Tunnel:** About seven feet in diameter, they are large enough for two Krylites to pass easily. While the creatures have lost the ability to actually walk on walls or ceilings, they can clamber well up along the sloped sides of the tunnel with ease.

**Major Tunnel:** At over twice the size of the minor tunnels, these fifteen-foot diameter passages allow up to seven workers or warriors to walk abreast.

## DOORS

The Krylites have built strong alloy doors throughout their hive, and barricaded connections to the Trogli as much as possible. But though the Trogli only have crude tools and weapons, they have overwhelming manpower and are driven by a racial hatred for the insectile creatures. Krylite doors are hexagonal and metal. Their size varies depending on whether they are situated on a corresponding major or minor corridor. In most situations, interior doors stand open except in special areas where noted. Each door has a glowing quartz crystal cluster set in the wall next to it. To open or close the door, a Krylite creates a high-pitched tone by rubbing legs together, creating a resonance with the crystal. This tone is virtually impossible for an unskilled humanoid to reproduce; use *Sing* or *Music* skill *Absurd* (-70) on the first attempt. If successful, subsequent attempts are merely *Very Hard* (-20). All doors are operated by electrical power assisted by counterweights. As an additional security measure, there is a long rod passing all the way through the wall under the crystals. If this rod is removed from either side, the counterweight is disabled and the door becomes a dead weight, nearly impossible to move.

Doors are found at important junctions and at entrances to most chambers.

**Minor Door:** These smaller doors are six feet high and a single panel of metal, which lowers vertically along a metal track. When fully closed the door fits into a slot in the floor, and a strip of reinforcing metal running the perimeter of the door panel can be seen. The door itself is one-inch thick steel alloy, which does not corrode. These doors are impervious to all but the most concerted and long-term assaults by Trogli.

**Major Door:** Because of their much larger size and weight, these doors work differently than the smaller ones. Instead of rising straight up, they split in half and retract into the wall on either side. The doors are twelve feet high, and have an interlocking zigzag shape where they meet in the center. In addition to the zigzag, the doors have a tongue and groove, making it very difficult to insert any sort of tool to pry them open. These doors are also reinforced along the perimeter and where they meet, and they are of a superior (+10) steel alloy. The metal panels themselves are over two inches thick, so these would be impervious to anything the Trogli could bring to bear. Only magic or repeated attacks by trolls might break these doors down.

## 3.2 TYPICAL CHAMBERS

Following are descriptions of typical chambers in the Hive City. In general, they are listed with the chambers

located at the higher altitudes first, going down to the very lowest levels of the hive.

Most chambers are formed in similar fashion to the tunnels: dug out and then lined with resin. However because of their size they require more support. To achieve this, the workers form buttresses and sometimes columns of resin to help support the roof. This can give the Hive chambers an eerie appearance to outsiders. All of these chambers are accessed via Major Tunnels and so have Major Doors. They are also guarded by Defenders armed with electric rifles.

**Larva Nurseries.** Where the nearly helpless Krylite larvae are cared for and fed by Workers. (The Workers produce a milk-like substance, which the larvae require.) These chambers tend to be maze-like with many small nooks holding just a few larvae.

**Lichen Farms.** These are large, long caverns, with brighter light at regularly timed intervals to simulate day and night. There are troughs filled with plant matter, tree limbs and trunks, etc. Basically, the ideal growth environment for their favored lichen food varieties. The chambers are more cool and damp than the rest of the hive, so workers can only remain in here for a few hours before returning to other areas to warm up or they will become dormant. The lichen are harvested constantly, leaving some behind to regrow. Periodically, the growing medium (wood, bark, etc.) is also refreshed, and water is sprayed onto the environment to simulate rain. Lichen Farms are also protected by a double-set of Major Doors, which act as a sort of airlock, because of the difference in climate between the farms and the rest of the hive.

**Defender Cells.** Cavernous areas with countless small nooks, each just large enough to hold a single Defender Krylite to rest in.

**Worker Cells.** Cavernous areas with countless small nooks, each just large enough to hold a single Worker Krylite to rest in (somewhat smaller than the Defender cells).

**Workshops.** Here is where the various Krylite technologies are constructed. They have a fairly advanced battery technology (used in their portable devices, most notably the electric guns) and an understanding of electromagnetism, electric motors, etc. It is through their knowledge of capacitance that they can make the guns work. Their electrical power grid is also fairly sophisticated. Raw materials (refined metals, etc.) are supplied from the forges.

**Armories.** There are several of these scattered throughout the Hive City. They serve as storage, charging stations, and gun manufacturing shops.

**Smelting/Forging Chambers.** Where the Krylites convert raw ores into pure metals for their various uses.

**Mines.** This represents actually numerous low-level tunnels, where the Krylites dig for the ores they use to create their alloys. At a few points they encountered the Ash Lairs and deliberately collapsed those tunnels.

**Geothermal Power Generation.** These are deep under the city, adjacent to stable magma chambers. The Krylites quickly became aware of the denizens of the Ash Lairs when they took up residence here, and make every effort not to connect to those volcanic tunnels.

### 3.3 SPECIFIC IMPORTANT LOCATIONS

**Grotto Path Bridge.** The Krylites have not simply destroyed this bridge because there are other passages connecting the Hive to the Trogli, and recently they are also actually trying to take the offensive against their foes. This is a highly visible passage where they have installed Major Doors on their side and can pick off Trogli with lightning cannon mounts. The Krylites also have a curiosity about the ships that pass through the path. While for a long time they assumed that all were like the Trogli, the Minds are coming to realize that some are more civilized. But they are still reluctant to make contact.

**Doors to the Chamber of the Minds.** These six doors are heavier than even the Major Hive doors. All are twelve feet tall, made of three-inch thick +10 Enchanted Steel (i.e., treat as enchanted and +50 versus attack spells), and heavily reinforced. When the doors are closed, bolts in the adjacent walls slide into place to further secure the doors. Two Defender Krylites armed with electric rifles stand on the inside and outside of each door.

**Chamber of the Minds.** The highest place in the city, it is located in the top of what was once a dead volcanic cone. The chamber is very large—about five hundred feet in diameter—circular, and the entire domed ceiling is made up of thousands of crystalline facets, not unlike a gigantic insect eye. In a ring around the floor of the chamber just inside the wall are twelve huge crystal pillars resembling greenish quartz, which give off a gentle warmth and glow. Prismatic light filters into the chamber from the ceiling during the day, and at night the quartz pillars glow more brightly to softly illuminate the chamber.

**Minds Crystal.** A huge green crystal, it serves a sort of Mentalism focus crystal for the minds, allowing them advanced range and powers within their race.

### 3.4 KRYLITE WEAPONRY

Following are details of the unique electric guns of the Krylites, as well as the pikes (spears) the Workers car-

ry. All Krylite weapons have a smooth, curvy, silvery look, with green quartz inlays.

**Electric Gun:** a single-handed pistol version of the electric weapon, it can fire a +15 *Lighting Bolt* (plus Defender skill) 50-foot range. The gun has 50 charges, and can be fired every round.

Note that this weapon is designed to be used by the insectile Krylite pincer-hands and not humanoid arms/hands; humans trying to aim and fire it would do so at -25. For game purposes if the weapon should fall into PC hands, the GM can either roll D100 and divide by 2 to decide it has that many charges left, or have the PC roll every time he shoots, an 00 or 01 meaning the charge is expended. A successful *Very Hard* (-20) Perception roll if the PC says they carefully examine the gun will reveal that one of the glowing insets is partly green and partly yellow. The yellow increases as more shots are fired, giving an approximation of the remaining charges.

**Electric Rifle:** The larger, two-handed version of the Krylite electrical weapon, the rifle is considerably more powerful than the gun, and is used exclusively by the Defenders. It can fire a +30 *Lighting Bolt* (plus Defender skill) 100-foot range. The Rifle has 100 charges, and there is a setting allowing the user to expend additional charges to multiply damage. It can be fired every round. Treat the charges as the gun, except the rifle has 100 theoretical charges, so rolling an 00 means the rifle is empty.

**Lighting Cannon:** The largest of the Krylite electrical weapons, these cannons are semi-mobile, and stationed at major entrances to the Hive—mostly where they feel most threatened by the Trogli. The Cannon can fire a cone of lightning up to 100 feet in length and 30 feet across at the base; everyone caught in the blast takes a *Lighting Bolt* attack x5 hits and double criticals (roll twice). It can alternatively fire a single bolt up to 500 feet, 10x hits, +50, 3x critical. Unfortunately, the cannon must recharge a full minute (6 rounds) between shots. Very critical entrances have two cannons.

**Pike:** A five-foot long alloy pole with a barbed end resembling the Krylite pincer, this is both a digging tool and a weapon for the workers and defenders. It is wielded hand-to-hand on the spear table.

## 4.0 TOWER OF VOUR

Also known by a few as the *Ahren-Lyax* (Ir. “Dreaded Secret”), Vour is one of the eight citadels of the Jerak Ahrenreth, so designated because it holds one of the splinters of the Ahrenreth Crystal. It is still home of Oan Lyak (recently demoted to Adherent status from one of the Eight) and her Cult of Stars, a group of female assassins.



## 4.1 HISTORY OF THE TOWER

Vour was originally the smallest physically of the Secrets, a single square tower situated in a cleft overlooking a valley in the Cloud Ridge. Ahren-Lyax has seen continuous occupation since its construction in TEI 898–1108. It is the “Dreaded Secret,” also known in later days and to the locals who are aware of it as the *Tower of Vour*.

The designated member of the Eight of the Jerak Ahrenreth to occupy Vour was Lyax Khâng (Ir. “Dreaded Assassin”); the first was Nandaar Darian. Actually a Thief by profession, Nandaar nevertheless showed great skill at eliminating his rivals. Darian was also a rather lax administrator, delegating most duties to his lieutenant the Necromancer Guvog. Darian chose to spend most of his time at his residence on the isle of Krelin. Ondoal allowed Darian to retain his position for probably longer than he deserved because his thieving abilities were unmatched. When Oan Lyak apparently maneuvered to re-

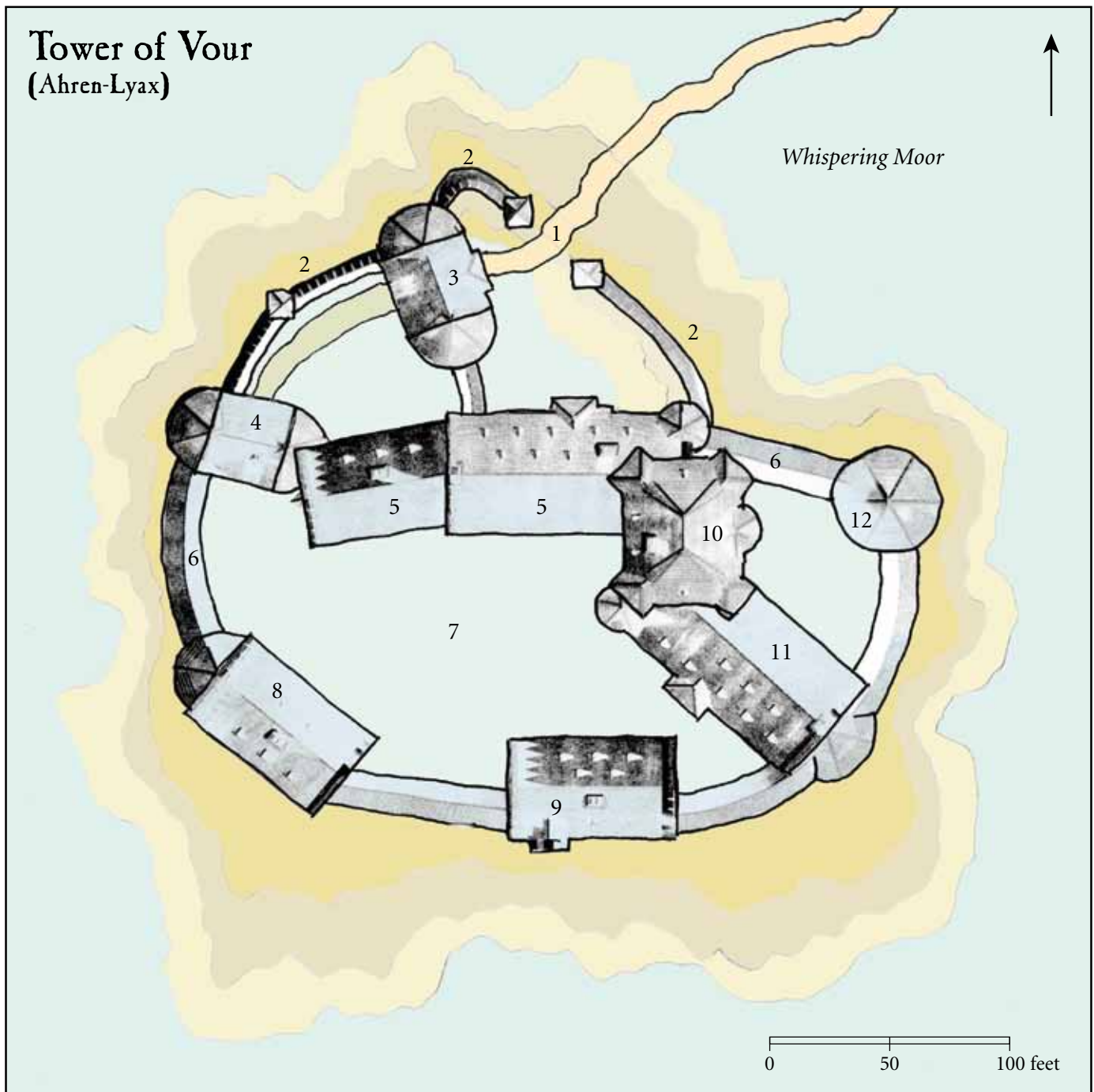
move Nandaar through his own mistakes, there were no objections at the Octagonal Table.

When it was constructed, the tower was considered to be in a somewhat isolated location on the border between the realms of Ansibus and Naal, but in TEI 3300 the residents of the Ahren-Lyax found themselves looking down upon a great battle in which many thousands died. Guvog the Necromancer, seeing a rare opportunity to greatly increase his power, called upon his Dark God of Death—along with the power of the Crystal splinter—and cursed the entire field. The slain warriors are entrapped still, forced to walk the moor as undead. There could hardly be a better guard patrol: an unsleeping army seeking vengeance.

In TEI 3845, it was Oan Lyak, currently at the rank of Adherent, who saw an opportunity to unseat the lazy Nandaar. Using her considerable powers of seduction and persuasion, she told Darian of a secret Compass that



*The Tower of Vour*



the Navigators did not know of, and that the Loremaster Kimul Khama was keeping it. What Lyak suspected—and Darian discovered to his woe—was that Khama was a formidable adversary. Nandaar lured Khama to his home on Krelín, hoping to ambush him. But Khama slew Darian and took from his home an item of great power: the *Eye of Agoth*. He also confiscated an unusual *Compass*, and a blue laen key.

Ironically, Darian had not understood the full significance of the Eye, though Lyak and Iæn Shiin would have: it is a powerful scrying device and could have led them

to understand Schrek's power and origins. But Darian, always wary of sharing too much with his allies/rivals, never told them about the Eye. So it was that in gaining personal power for herself on one level, Oan Lyak unknowingly lost a possible hold over the head of the Ahrenreth.

Oan Lyak was elevated to membership of the Eight of the Jerak Ahrenreth in TEI 3845, assuming the title of Lyax Khâng. Soon after Oan Lyak took charge, she had the tower renovated, enlarged and converted into an impregnable fortress, choosing a design reminiscent of



Rhakhaan, where she spent many years as a youth. With A'kesh's aid, she had the *Pillar of Glass*—the key to the power of her personal cadre of female assassins, the *Cult of Stars*—moved here. Then she relocated the Cult here.

In TEI 4578, Lorgalis and Iæn Shiin of the Eight visited the Tower of Vour and held counsel with Oan Lyak without the knowledge of Schrek or the others of the Circle. Together they formed an uneasy alliance, suspicious both of Schrek and the Dragonlord—and to some extent—each other. At Lorgalis' urging, they also set their sights on Jaiman as a possible new target. Two years later, Oan lured the Seer of Urulan here, where he was slain and secretly replaced. The new Seer was none other than Iæn Shiin, in disguise. Little does even Iæn Shiin know that in Urulan he faced the hidden influence of one even more powerful than he was: Andraax.

As punishment for several bungled assassinations (and to clear the way for Jenkyna's associate), Oan Lyak was removed from the Council of Eight in 6053, but she and her cult have not been forced to vacate the tower. The Dragonlord Ulya Shek has yet to take up residence in Vour, having a dislike for the architecture and location. And since Ondoal refuses to vacate the Ahrentorg, Ulya and Jenkyna are considering moving the Ahren-Lyax Crystal splinter to a new location, in which case the tower would also be stripped of its title as one of the Eight Secrets. However, this seems unlikely in the near future.

Guvog the Necromancer, Seneschal of the tower, would most likely remain at Vour in any case, as there could hardly be a better guardian for this tower. Here Guvog commands a vast army of Undead, who make the Whispering Moor their rotting home. Even without the crystal, it would remain an important citadel.

## 4.2 THE WHISPERING MOOR

Spanning dozens of miles all around the tower, the Whispering Moor effectively separates the parts of Ræl that had been Ansidus and Naal. The term 'moor' can be used to describe rather different environments, so it is important to understand the nature of this one. The terrain below Vour was always a drainage lowland, and a narrow area from the mountains to the coast, so had become a natural parcel of contention between the warring realms. It was also fed by many streams from the Cloud Ridge, so much of it had been marshy for thousands of years. The southern portion was often somewhat treacherous but passable, while the area nearest the sea, up to about ten miles inland, was a grassy estuary. It was beautiful but impossible to navigate except using special flat-bottomed pole boats. It was also infested with alligators and deadly water snakes.

After the great Battle of Vour however, Guvog's *Undeath Curse* upon the land turned the entire expanse into a treacherous swamp, and as it extends north towards the sea it sinks even lower into a dank mire with no easily navigable paths. The entire area around Vour for fifty miles in every direction is continually draped in a dank, chill, foul-smelling fog where the sun is never seen (so making navigation through it even more difficult). Clearly it is an environmental anomaly from the normal equatorial climate of the region. The temperature hovers just above freezing year-round, and periodically there is freezing rain, sleet, and even on the foothills above and on the Tower, wet snow.

Undead inhabitants of the Whispering Moor include: Swamp Stars, Lanterns, Corpse Candles, and Will o' the Wisps.

It should be noted that to lay an *Undeath Curse* upon such a huge area was a spell beyond even Guvog's normal capabilities. He tapped into the Ahrenreth Crystal splinter, and made considerable sacrifices to the Dark God Khoshoom (an avatar of Klysus) and performed a lengthy ritual in a secret chamber deep beneath Vour. He pays for this still, but in return, he has some control over the undead on the Moor, and when he concentrates, he can use them to help him sense intruders.

## 4.3 TOWER LAYOUT

The tower stands upon a rocky crag in the foothills of the Cloud Ridge, overlooking the land all around, which for leagues is the Whispering Moor. Below is an overview of the tower, followed by more detailed descriptions of the Apartments and the Keep.

### 4.3.1 OVERVIEW

- 1. Outer Gate.** Not even a gate at all, just an opening flanked by two small guard towers.
- 2. Lower Walls.** These lower perimeter walls have crenellations and a narrow space to walk on, but are uncovered.
- 3. Lower Gatehouse/Guard Quarters.** This first gatehouse has a portcullis, and further in, heavy wood doors. In between are murder holes above. Guards are stationed and live here at all times.
- 4. Upper Gatehouse/Guard Quarters.** Similar to the Lower Gatehouse, except the upper floor guard residence is more pleasant.
- 5. Apartments.** See below for detailed description.
- 6. Covered Wall.**
- 7. Courtyard.**
- 8. Quarters of the Cult of Stars Assassins.** This entire building is given over to the twelve Cult members, all



women. It includes sleeping quarters, refectory, and training rooms.

**9. Kitchens/Servants Quarters/Guvog's Laboratory/Quarters.** The kitchens and servant quarters are on the ground floor, pantry and storage underground. Guvog's chambers are on the upper floors, accessed by a separate stairway.

**10. Tower Keep.** See below for detailed description.

**11. Great Hall.** This is mainly a large ceremonial dining hall and meeting chamber. There is a lower level used for storage, with a secret door leading to the Keep stairway (see below).

**12. East Tower.** Upper level has a guardroom, and below are cells and further down are dungeons. These not only hold prisoners captured by the Cult whom Lyak wishes to interrogate, but subjects for Guvog's experiments, and sacrifices for the Crystal.

## 4.3.2 APARTMENTS

This large, two-part building is attached to the Tower and overlooks the moor. It contains guest rooms in the western wing, and in the main building residences for Oan Lyak and her personal staff. In fact it also connects to the East Tower via a covered wall, so Oan Lyak can walk from her quarters to the dungeons without going outside.

### MAIN BUILDING LOWER FLOOR

**Servant Quarters.** These include rooms for Lyak's personal assistant and a personal maid.

**Meeting Room.** A small meeting room.

**Dining Room.** A dining room for small groups when the great hall is not appropriate.

### MAIN BUILDING UPPER FLOOR

**Oan Lyak's Quarters.** Taking up most of the top floor, Lyak's rooms are luxurious. They include a master bedroom suite, sitting room, a small library, private dining room, and bath. Inside her wardrobe is a black cloak Of Hiding (+80 to Hiding), and a gray cloak of Invisibility (to 1'R) 3x per day, a Belt of Flying (75'/R, 90 minutes, 1x/day). On her dresser is jewelry worth 10,000 gp and a Glove of Subdual: wearer touches a target to deliver a point-blank Shock Bolt x3 hits; always non-lethal. Can use Ambush, or Brawling of Bare Fist, GM discretion, but intended as an ambush weapon to knock out a target.

**Hireal's Quarters.** Situated in the northwest corner, Hireal's rooms are very modest compared to Lyak's. She is a Mentalist, also able to operate the Pillar of Glass.

## 4.3.3 TOWER KEEP

The tower keep is by far the tallest building in the complex, with a view in all directions. It has thick walls, and actually only a few chambers besides a winding staircase embedded into the wall in the northeast corner, running from the top observation room down to the deepest chamber. The tower can be accessed in four ways: via the main gate on the west side, a small deeply cut wood door, (always guarded) which can be barred from the inside, and beyond that a heavy steel door, *Extremely Hard* (-30) to pick; via a secret door in the back of the Great Hall lower level, beyond which is a heavy steel door, *Extremely Hard* (-30) to pick; A door leading directly from Oan Lyak's apartments to the Pillar of Glass chamber, also protected by a secret door and then a heavy steel door, *Extremely Hard* (-30) to pick; and finally a Portal in the Crystal chamber, leading to Oan Lyak's room in the Ahrenthrôk (#32, Upper Halls; she still has these chambers as well). Lyak and Guvog have keys to the steel doors.

**Bottom Level:** This level contains the Chamber of the Crystal Splinter. Deep underground beneath the keep, this round, vaulted chamber is empty except for the Crystal splinter. It is about five feet high, dark red and glowing, and hovers about three feet above the floor, while slowly rotating. The floor itself is covered with arcane runes and abstract symbols.

**Storage Level:** This is the level connected to the Secret Entry from the Great Hall. It is still underground, and also contains a lot of actual storage, including armory items. Some interesting weapons might be found here.

**Ground Level:** Main Entry and Foyer. This entry is the one usually used by the Cult of Stars members when they are going to or coming from missions.

**Second Level:** Chamber of the Pillar of Glass. A square windowless room, it is dominated by the crystalline Pillar of Glass in the center. The walls are covered with maps of every region of the western hemisphere.

**Top Level:** Observation Room. The top level of the tower, it has a large circular table in the center with eight chairs. It is a formal meeting room for special occasions. There are windows on eight sides, including in the four machicolations extending out from the corners.

## 4.4 IMPORTANT PERSONALITIES

Following are descriptions of some of the more prominent people residing in the Tower of Vour.

### OAN LYAK

Born in TEI 531, Oan Lyak was the daughter of a woman of a prominent Dúranak family in Tanara, and a Dyar man. While interbreeding was not frowned upon

as such, the circumstances of the tryst made it such that Oan was expelled from the family. She made her way to Rhakhaan, and Haalkitane, where she apprenticed to a thief and quickly gained considerable skill. It was not long before she escalated to the considerably more profitable profession of assassination. She started her own organization, the later infamous *Cult of Stars*, an all-female group of assassins. Her operatives have been responsible for many murders committed throughout Emer and Jai-man through the last Era.

Despite being exiled from Tanara at a young age, it seems clear that Oan got much of her cool efficient attitudes from that side of the family. The Dúranaki are known to consider themselves racially superior to all other Kultheans, thus rationalizing the enslavement of other men and the casual attitude they have towards murder of any race but their own. While they are certainly not a culture of killers, their reputed derision for life is well deserved. It is worth noting that they tend to kill more out of convenience than for pleasure, so they should not be considered sadistic or cruel. Oan Lyak fits this mold well enough. She is businesslike and efficient while at “work,” never allowing herself to be distracted from a mission. That is not to say that she doesn’t enjoy pleasurable diversions when *not* engaged in an operation.

Her recent demotion has left her bitter and angry, ready to seek vengeance, but careful enough not to rush into anything. On the surface she seems to have taken this insult in stride, while inside she nurtures fantasies of wearing black dragonskin armor.

### GUVOG

The Necromancer has no formal ties to the Jerak Ahrenreth, though he is now bound to the power of the Crystal Splinter. He was once mortal but has made himself immortal through means he is unwilling to share with anyone. He is not undead—or so he claims—but he requires regular sacrifices to the Crystal.

Guvog is the one who performs periodic blood sacrifices to the Crystal. Perhaps ironically, the supposed head of this Secret, Oan Lyak—as a Mystic with Dúranak beliefs—has little interest in religious rituals.

However, Guvog must continue this practice in order to maintain his own immortality. Victims are captured from among the savage peoples now residing in the vicinity of the tower.

Guvog now takes little interest in anything but his Necromantic experiments and research. He frequently wanders the moor seeking undead of interest to study (if the PCs are there, they might encounter him), or he is up at all hours in his laboratory, experimenting. He has superhuman defenses and powers, because of his semi-undead existence.

### HIREAL

A powerful Mentalist, but not a formal member of the Cult of Stars, Hireal is a Loar Elf recruited by Oan Lyak because she needed someone else to operate the Pillar of Glass. Hireal is aware of her role in the picture of things, but that doesn’t mean that she has not come to resent her position as a tool for Lyak to use when convenient.

## 4.4 THE CULT OF STARS

This group is separate from the Jerak Ahrenreth, although when Oan Lyak became a member of the order, she put the resources of her circle of assassins at the disposal of the Eight.

However, when Oan was demoted, she distanced herself and her group from the Ahrenreth.

### PILLAR OF GLASS & THE RODS

This artifact—along with the twelve *Rods of Diffraction Door*—is a device from the time of the Essænce Lords. Oan Lyak discovered it while exploring a K’ta’viir site in her home of Tanara early in the Third Era. The Pillar is aptly named: a ten foot tall, three-foot diameter pillar of clear crystalline material, resting on a base of dark silvery metal. Because of her Mystic profession and so access to the realm of Mentalism, she was able to eventually determine the purpose of the pillar and the rods.

It acts as a combination scrying device and Teleporter. If the user has *Mind Typed* someone, they are able to locate them in the Pillar at a range of up to 300 miles/level, and view the target through the pillar for up to 1 min/level, no PP needed. The user may then use all spells on the Seer Base True Sight and True Perception lists that they know (or, if a Mentalist, the Sense Mastery list) as if they were with the target. The Pillar sometimes can tap into other scrying devices, such as the Ilarsiri of Jaiman or the *Mirror of Thanth*, being used by the Cult in Sel-kai City.

The user may also send someone holding a *Rod of Diffraction Door* to their location, where they will remain for up to 1 round/ caster level. The person sent can also be pulled back early. This power is extremely draining, however: The user of the Pillar loses 1D10 Temp Con points for the location, and 2D10 more Temp Con points to send the person to the destination, recovering the points at the rate of 1/day of rest.

Also, anyone carrying a Rod in a range of up to 100 miles/lvl of the user of the Pillar can be located and pulled back through the Pillar at any time. This does not require special effort.

Oan Lyak discovered twelve *Rods of Diffraction Door* at the site, all eight inches long, triangular, fashioned of clear unbreakable crystal, capped by dark gray metal at



*Uriel, Denivor, Kulas-Dar and Sharna  
explore the rainforest of Quon*





one end and a white metal at the other. They have no other powers than to serve as anchors for the Pillar.

### THE SISTERS OF THE CULT OF STARS

Twelve women make up the Cult of Stars: six Assassins and six Thieves. All are well-trained in stealth and observation, and various killing techniques. They are equipped with enchanted black wyvern-skin armor, which protects at AT 14(50) and halves all fire attack damage, cloaks which add +50 to hiding, and +20 enchanted long knives (strike as +20 rapier). They also have three +15 throwing knives, a +20 lock-pick kit, and specialized climbing equipment.

The race of the women varies, though most are either Laan, Dyar Elf, or some mix of the two. All have raven black hair with a white streak bleached into it, and they wear dramatic makeup to make them all look as similar as possible.

There are also always six apprentices, trained to rise to membership should one of the Cult sisters fall.

## 5.0 ISLES OF THE RÆLIAN BAY

Hundreds of small islands dot the warm waters south of the Khûm-kaan/Onar arm of Emer. The Isle of Jade and the Isle(s) of Glass have their own sections later in the book, but there are several other large islands, dozens of rocky volcanic isles a few miles across, and a myriad of smaller atolls and islets.

An overview of some of the larger and most notable islands follows. Most islands in the Rælian and Blackridge Bays have a climate of *Hot-Tropical/Rainy-Humid*, depending on vegetation. There are many other very small islands and atolls in the bay that are too tiny to note on the map.

Most of these capable of supporting a human population are inhabited by the Thesians or the Leondiri; these people—while not usually actively hostile towards each other—rarely intermingle.

Some of the residents of these islands are peaceful, but others—while not armed with very sophisticated weapons—can be dangerous in numbers. Some worship Agoth, others follow various local gods who might be benign or hostile.

Many of the inhabitant peoples (mostly to the west) are of the Thesian race; they are Tech Level 2/Bronze Age tribes scattered across some of these islands in the Rælian Bay, isolated from the continent. They are usually peaceful. Other islands are often inhabited with dangerous Jungle Garks, while coastal islands in the northeast may have Leondiri tribes like those on the Kulatan coast.

### SPECIFIC MINOR ISLANDS

**Krelin:** A small island east of the Isle of Jade, it is notable because of a small Essænce Lords installation (where the Isle of Jade's Mystic cast himself into an enchanted sleep); and it was the home of a previous Lyax Khâng of the Jerak Ahrenreth: Nandaar Darian. He was killed by the Loremaster Kimul Khama in TEI 3845.

**Khashikhan:** One of the larger islands in the bay, Khashikhan is blanketed by rainforest, and the home to no less than three volcanoes, all more or less active. One of the volcanoes regularly spews toxic gasses. The island is currently uninhabited except for several tribes of Jungle Garks and a variety of typical wildlife. It is particularly difficult to reach because of reefs, and boiling waters/steam around much of the coast, created by underwater vents from the volcanoes. There are several Early Period Jinteni ruins here, but nothing functional. As noted elsewhere, there was once a massive stone bridge connecting Khashikhan to the mainland near Kheeten (24), but it is almost entirely submerged now.

**Vamaag** (35): This island is the site of a Late Period Jinteni Ruin, a still-functioning genetic research complex, and the location of a Jinteni Platform-portal. *It is also the subject of an adventure in Guild Adventurer #4.*

**Tælakhan:** Wild Leondiri control the north of this island, Jungle Garks the south. In the center is *Tukula* (36), a vast ruin city/temple complex dating to the early Second Era. Both groups consider it some kind of holy place, and are constantly fighting over it.

**Jækiis:** A small kingdom of Leondiri controls this 'c'-shaped island. Jækiis is on cordial terms with the Malaqari peoples to the east. The capital is Dradiis (46), located on the southern coast of the inner shore.



## 6.2 RMSS/RMRPG

## TROGLI

	Base	Max Pace/	Speed	Size/	AT			#	Outlook	
Type	Lvl	Rate	MN Bonus	MS/AQ	Crit	Hits	(DB)	Attacks	Enc.	(IQ)
Trogli	2B	60	FSpt/+10	MD/MD	M/—	55F	1(30)	50cl/10sb	*	Bellig

## KRYLITE HIVE

Worker	4B	50	Dash/15	MD/MD	M/—	35D	4(10)	50SSt/30MPi	*	Protect
Defender	7D	70	Dash/20	VF/MD	M/—	60D	11(30)	60LPi/40MSt/60Lightning	*	Protect
Mind	50G	60	Dash/0	MD/MD	M/—	90D	4(10)	20MPi/Mentalism Spells**	1–6	Protect

## TOWER OF VOUR NPCS

Name	Lvl	Hits	AT(DB)	PP	Melee Ob	Missile Ob	Mov
Oan Lyak	60	170	17(190s50)	220	235 long kynac	210 kynac	+30
<b>Skills:</b> Act85, Jump140, Scale115, Swim80, Climb190, Acro90, Cont140, Tumb100, Alert140, DtTrap185, Obs190, LiePerc165, LHidd185, PoiPerc130, ReadTr120, Track120, Signal110, Surveil175, RealAw75, SLA95, Qckdrw110, Subdu200, Swash165, 2-Weap155, LipRead80, Signal110, RopeM165, Bribe75, Diplo55, Dupe95, Interr80, Lead100, Seduct90, Cave50, Hist70, RegionL85, ArtfctL60, SpellL70, UndeadL85, Dmn/DvIL50, DrgnL60, HerbL30, LockL130, PoiL130, Ride75, Attune65, Rune50, SpellM45, AdBal/Land165, AdLeap135, AdSpd165, AdStab110, AdStr140, Medit70, StunMan/Re120, MAST160, DsrMfo150, Amb25-110, SilAtt175, Camo125, DsTrap180, Disg110, Ctrft135, Forge135, Hidelt160, PLock175, TrBld190, U/RPoi160, Stalk/Hide240, PPock190, Trick90, 1stAid80, Gamb60, UPrepH130, MilOrg160, Admin75, PrepPoi145, Tact140, Cntct135, Mingl120, Street150, (B) Spells70, (O) Spells55, (C) Spells50. <b>Spells:</b> All Base Mystic (alternative: Magent) lists to 50th level, (O) Essence's Perceptions, Lesser Illusions, Physical Enhancement, Anticipations, Attack Avoidance, Cloaking, Damage Resistance, Detections, Self Healing & Unbarring Ways to level 40th level, (C) Invisible Ways, Living Change, Lofty Bridge, Shield Mastery, Mind's Door, Sense Mastery, Shifting, Speed & Telekinesis to level 35. <b>Items:</b> Long Kynac: +35 (using the Rapier Table plus 50), it is Of Slaying Elves. It is of the same design as the Dúranaki weapons of the same name. Three Kynacs: A set of superior throwing knives each +30 (use the Rapier Table). Each is coated with a powerful (10th level) poison, though Oan's tastes vary. Dragonskin of Nandaar: Fine armor that protects as AT 17 yet encumbers as AT 5. Amulet: a ruby set in a silver chain, it is an x6 PP enhancer for Mystics. Boots/Gloves: Add 50 to climbing rolls, and the boots leave no prints. Cloak: Adds +100 to Hiding. Ring of the Dreaded Assassin: Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the Assassin: a slender dagger. <i>Note: after 6053, Oan handed this ring over to Jen-kyna when she was forced to surrender her place in the Jerak Ahrenreth.</i>							
Guvog	40	180	20(90s30)	300	120LBa	Spells	+30
<b>Skills:</b> Jump40, Swim55, Climb45, Alert60, LiePerc100, Obs100, LHidd90, PoiPerc110, RealAw80, Diplo75, Lead50, PubSpk40, Ride35, Attune130, Rune125, Chan80, SpellM85, Medit85, Hist95, RegionL80, ArtfctL75, Circl75, PlanL55, SpellL100, UndeadL175, Dmn/DvIL95, DrgnL55, HerbL40, PoiL80, Hidelt60, U/RPoi55, UPrepH70, MilOrg50, Admin45, PrepPoi75, Chem80, Alch25, Cave50, PwrPerc80, (B/O) Spells70, (C) Spells60, (R) Spells45. <b>Spells:</b> All Evil Channeling to level 50, (O) Barrier Law, Concussion's Ways, Light's Way & Spell Defense to level 50, (C) Calm Spirits, Locating Ways, Lore and Symbolic Ways to level 40, (R) all Sorcerer Base lists to 30th level. <b>Items:</b> Ring: PP x1.5. Robes of Presence: maintain Guvog's appearance as a normal mortal to all but those with special perception; AT 20(20).							

## TOWER OF VOUR GARRISON

Misc Cult of Stars	10	70	Dash/20	MD/MD	M/—	120	14(50)	120 rapier/140da	1	Cold
Guard (leader)	5	60	Dash/20	MD/MD	M/—	75	8(35)	75ss/40sb	1-2	Protect
Guard	2B	60	FSpt/+10	MD/MD	M/—	55F	1(30)	50cl/10sb	*	Bellig

## WHISPERING MOOR

Corpse Candle	7H	—	—/—	—/—	M/I#	100A	1(30)	Spell/Special (4 Con pt/rnd)	1	Cruel(LO)
Corpse Lantern	10H	—	—/—	—/—	M/II#	135A	1(40)	Spell/Special (5 Con pt/rnd)	1	Cruel(LO)
Swamp Star	9H	120	Dash/+40	VF/VF	S/LA#	30F	1(70)	Spell/Special (6 Con pt/rnd)	1	Inquis. (SU)
Will o' the Wisp	6E	130	FSpt/+20	VF/MF	M/LA#	80D	1(100)	Spell(50Cold Ball/touch)/(3 Con pt/rnd)	1	Cruel (MD)



# · PART VII ·

## THE ISLE OF JADE

*Cool thought, sharp blade;  
Your life for trade.  
Death leaps from above.  
Beware the Isle of Jade.*

*Andraax, c. SE1 800*

(Only fragment surviving at V'shen Library,  
verse translated by Jaan Lindé)

*Jade pearl on the sapphire sea,  
Deep green, they lurk in shade  
Home of one who is three  
This is the Isle of Jade.*

*Death comes from above.  
Cool thought, keen eye and blade  
The shadow springs, out of—  
Beware the Isle of Jade.*

*Little demon, elfin grin  
Your life for trade.  
So unlike their Elven kin.  
Avoid the Isle of Jade.*

*Andraax, c. SE1 800*

(Nomikos Library, translated by Scribe Eriz Ranoth)

The *Dalov Halk* (E. “Isle of Jade”) rests like a dark green gem on the clear azure waters of the Rælian Bay. Dark rumors as far as Kaitaine say the place is haunted by undead spirits, inhabited by giant, talking frog-people ruled by a green dragon, or infested with alien aquatic creatures. All say, however, that the Isle of Jade is a place of unreal beauty, treasures beyond imagining, and monsters most dangerous.

## 1.0 OVERVIEW OF THE ISLE

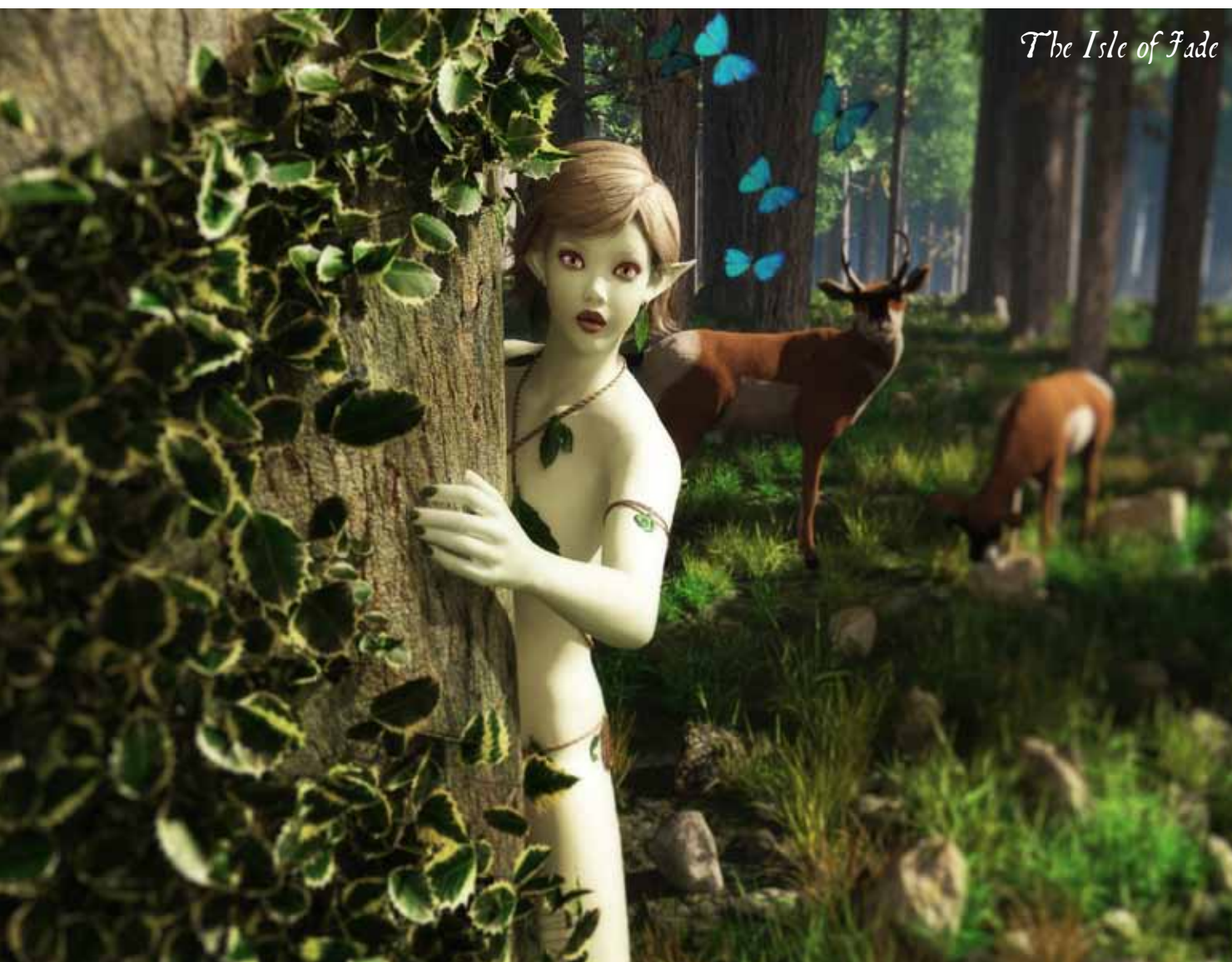
Located off the eastern coast of Ræl, the Isle of Jade is volcanic in origin, and still has two major active cones. It is almost completely covered in rainforest, except for the black beaches, the peaks, and some cleared areas near lakes and lagoons. It is surrounded by a reef as well as a weak Essænce Barrier, both of which deter unwanted visitors as effectively as the island’s reputation of being dangerous and haunted. None of the rumors about the

Isle of Jade are quite true—or as strange as the reality. The inhabitants are a unique race, a K’ta’viiri breeding experiment. These people are found only on this isle, and have a mental inhibition against leaving it. The climate of the island is *Tropical/Rainy* inland and *Tropical/Humid* at the coasts.

**GM Note:** To give a sense of scale of the isle, it is not insubstantial: about the size of the state of New York or the country of Switzerland. Hence there is plenty of land area to get lost in, and for factions to form and different tribes to fight each other for territory.

## 1.1 PLACES OF INTEREST

There are several locations of interest on the Isle of Jade; they are listed below and keyed to the overview map. In addition on the map are two smaller islands:



*The Isle of Jade*

**Dalla Gref** (E. “Jewel Isle”): A small, roughly circular island perhaps 35 miles in diameter, it has a steep, rocky shore, rising swiftly to a central highland covered with vegetation. The only inhabitants are birds and a few small monkeys. There is a Coral Road entry hidden here.

**Krelin**: About eighty miles across by thirty, Krelin is covered by rainforest, uninhabited except for birds and small mammals.

### SPECIFIC LOCATIONS

**1. Great Hall of Jade.** The *Tyrl Halk* (E. “Great Hall of Jade”) is the palace and fortress home of the Triumvirate, and rests on a small island within the caldera of a dead volcano. A spring of pure water runs through the palace itself. Within the *Tyrl Halk* is the throne room of the Warrior and Priestess, as well as their quarters. Also on the small island are residences for some of the Vuird Throk and the Nadu Mur.

**2. Haven of Fires.** There is a brood of green Gas Drakes living in secret caverns near the foul-smelling vents of the *Cibur Buir* (E. “Haven of Fires”), an active volcano on the island.

**3. Chronagenic Hibernation Vault/Laboratory/Bunker.** (aka ‘Vault of the Emerald Eye’) This secret K’ta’viir installation is underground in the western highlands of the island near the coast. It is far more than a chronagenic hibernation facility, being also equipped with living quarters for six people, extensive laboratory facilities, including genetic manipulation apparatus designed to alter the genetic makeup of living creatures even as complex as humanoids.

**4. Jinteni Platform Portal.** Long disused, it is partially covered in undergrowth, but undamaged.

**5. Temple of the Jade Dragon.** Located in a high vale, this small temple is built entirely of green granite. It is staffed at all times by six members of the Vuird Throk, the elite forces of the Priestess. Also living here are six of her female religious acolytes.

**6. Jinteni Ruin.** A small temple-like structure on the surface, and several intact functioning chambers hidden underground, this ruin is actually in very good shape. It is just completely overgrown by rainforest. In the ruin is also a Door Portal: the default destination is a tower in Jinteni Ruin #38 on the main map (in a different area of the ruin from the Portal linked to the Ahrenæk).

**7. Jinteni Door Portal.** This one is inactive by default because its twin was destroyed, but anyone with one of the key crystals can use it to access another location.

**8. Coral Road Entry.** There are two of these, one in an outcrop on the steep southwestern coast, the other actually on the small isle of Dalla Gref.

**9. Caverns/Ash Lair entry.** Some of these are tapped-out mines, others natural caves. All delve deep underground, beneath even the level of the shallow Rælian Bay, to connect with the dark tunnels known as the Ash Lairs. This is how Zæn invaded the Isle of Jade before. (Those marked with an ‘s’ (e.g., ‘9s’) were blocked off by the Jade forces, but could be reopened.)

**10. Auxiliary Vault.** Located on the small nearby island of Krelin, it is much smaller than #3, having little more than three backup chronagenic berths and some necessary equipment.

### OTHER OBJECTS & LOCATIONS

Following are mentioned some examples of places of interest on the island. There are many of them scattered across the isle, as indicated in the description (specific locations are not marked on the map).

**Stelae.** Facing outwards just above the beach, these obelisks, covered with ancient runes, ring the island. They are of gray-green granite, and enchanted (mainly to prevent decay, but even so, after thousands of years they are showing some wear).

**Green Brotherhood Camps.** Mostly in the southern and eastern lowlands, there are several remaining settlements of these servants of Zæn.

**Mines.** Scattered across the island (though mostly in the western and northern hills) are mines of Jade, green granite and precious materials.

## 2.0 UNIQUE FLORA AND FAUNA

There is a wide variety of interesting—and in many cases valuable—plant and animal life on the Isle of Jade, most of it either unique or at least unknown elsewhere in the world. The island’s rainforest climate provides a fertile environment for an endless assortment of life.

**Bakka:** [*Tropical/Rainy–Humid*]

Huge, semi-intelligent mutations of frogs, Bakka are intelligent enough to be trained and ridden like horses. They are sure-footed, strong, fast, and can even climb trees while carrying a rider.

**Vreltaka:** [*Tropical/Rainy–Humid*]

One of the delights of the Forest of Jade is its varied and spectacular bird population. Nearly all are harmless, though a few serve as eyes and ears for the Triumvirate. The Vreltaka is one of these: a highly intelligent bird.



**Jade Dog:** *[Tropical/Rainy-Humid]*

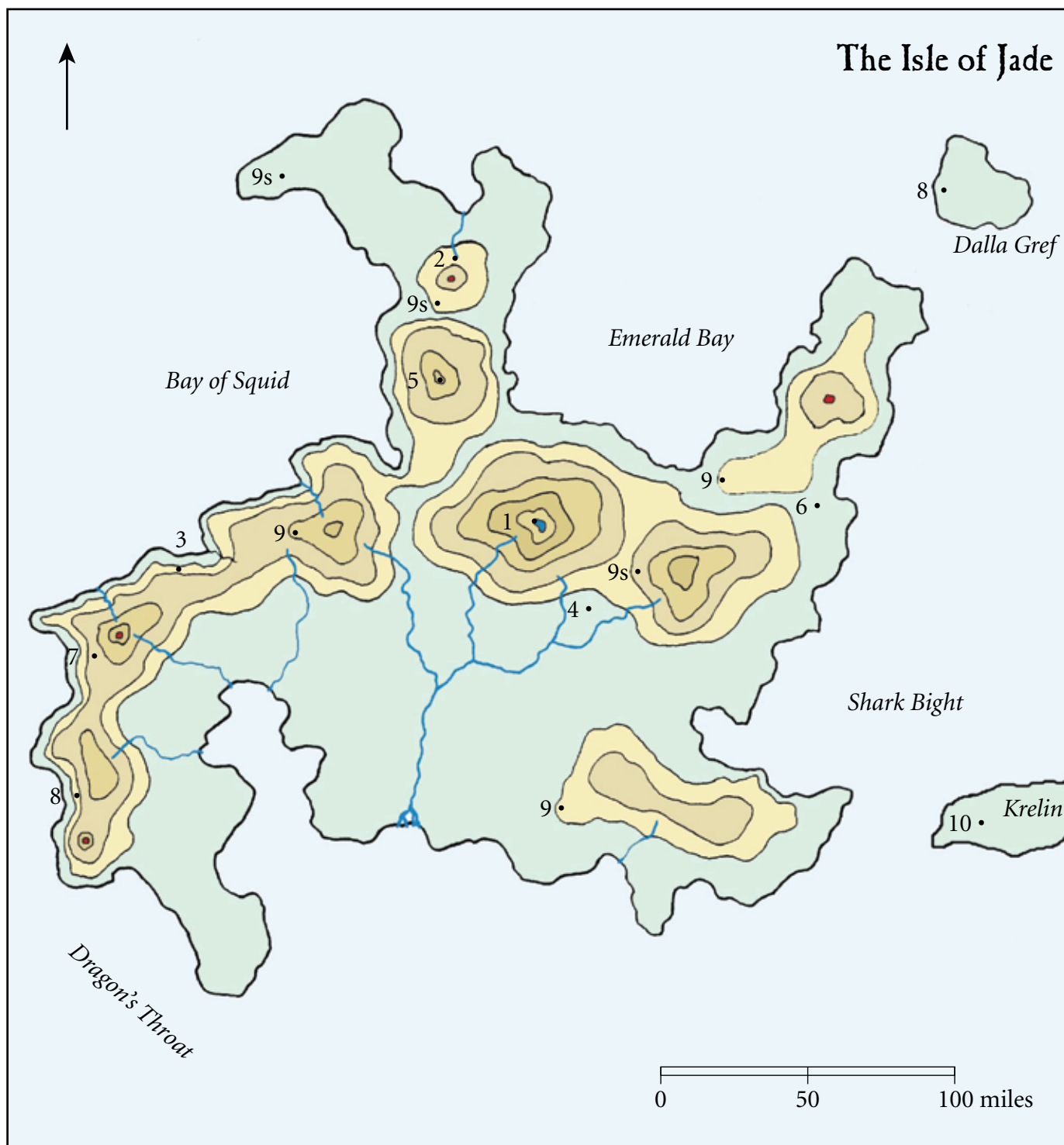
- 3rd lvl reduction poison, 30' by 20' cone, fuses into drifting 10' diameter bubble.

These enchanted hounds have iridescent green fur and large green eyes which glow at night and in the dimness of the rainforest floor. They are close relatives of the Vapor Hounds (described in the *Shadow World Master Atlas*), including their deadly poisonous breath.

Jade Dogs roam the beaches and more thinly-wooded regions. They are found exclusively on the Isle of Jade.

**Emerald Tree Frogs:** *[Tropical/Rainy-Humid]*

Tiny but dangerous, these brightly colored little creatures are capable of spitting a powerful acid at distances of up to fifty feet. Treat as a Medium Claw/Talon, delivering no critical—unless they get a “C” or better, indicating an eye hit. Target is blind in one eye for 3–12 days and is stunned for 1–5 rounds of agony.



## 3.0 HISTORY OF THE ISLE

The people of the island have remained aloof from affairs of neighboring realms throughout their history, this because of a combination of psychological, mystical and physical factors. Much information regarding their history can be found in the timeline, especially between the years 503 and 700 SEI; and 5708–5901 TEI.

### 3.1 THE JADE DRAGON AND TRIUMVIRATE

At the time of the awakening of Andejaan in SEI 503, the island was very sparsely populated, and the inhabitants were scattered Erlin hunter-gatherer clans. She, along with the two Althan aides she had put in chronagenic (time-dilation) sleep with her, set about elevating the technological and cultural status of the inhabitants. To facilitate this, she founded the Order of the Jade Dragon, with herself as the focus of worship. Sometimes appearing as an Elf with greenish skin and sometimes transforming into an actual green dragon, she easily secured the worship of the simple, superstitious inhabitants. Using their new skills, she directed them to construct a palace and temple of fine green marble, and taught them a writing system so that they might inscribe a history on the stone.

A few years after making her appearance, Andejaan seduced and married Galeg, one of the senior clan leaders. Using her powers she became pregnant and gave birth to triplets, two boys and a girl. Genetically they were half Erlin, and half K'ta'viir, and she made sure they are loyal only to her. By the time they reached maturity, Galeg—commanding his fighting force known as the *Nadu Mur* (E. “Tree Watch”)—had become High Chieftain over most of the island, and Andejaan had established her quasi-religious elite fighting force, the *Vuird Throk* (E. “Secret Guardians”). So for several decades in a beautiful green marble palace were two thrones, one for the High Chieftain, and one for the Jade Dragon.

Then in SEI 591, Galeg abruptly stepped aside as High Chieftain and named Andejaan his heir, effectively giving her all religious and secular power over the island and overturning the long-held structure of chieftains. There was a brief uprising, but it was swiftly put down and order was restored. Andejaan then installed her three offspring as co-rulers of the island. Individually they are known as: *Woeg Reclan* (E. “Lord of Law” or “Warrior”), *Solasin Kuir* (E. “Dragon’s Voice” or “Priestess”), and the *Matha Vurd* (E. “Secret Twin” or “Mystic”). Using her advanced technology, Andejaan created clones of each of her children and placed them in chronagenic hiberna-

tion. Should one of the Triumvirate die, they would be immediately replaced by the clone.

The Isle of Jade remained virtually untouched for more than four thousand years, until the return of Schrek, who sensed the influence of another K'ta'viir and possible threat. At first the half Agothu was not powerful enough to challenge a full Essænce Lord, but after he had grown in power, he dispatched some of his Conquerors of Agoth from Zæn to investigate and test the defenses of the Isle of Jade.

### 3.2 THE FALL

Normally the powers of the Isle—even after having grown complacent—would have been able to survive the attacks of the Conquerors of Agoth, but the combination of the dark influence of the return of the Comet, and the fact the invaders were able to attack by surprise via the Ash Lairs were all too much. They overran the Isle of Jade, slaying or capturing most of its inhabitants. The Warrior and Priestess were slain and the Mystic went into hiding, casting himself into an enchanted sleep. The invaders failed to find the secret Essænce Lord installation however. The two original Althan servants of Andejaan still hiding in the impenetrable K'ta'viir installation decided to override the automatic awakening of the Warrior and Priestess replacements, knowing that they too would just be killed in the current environment. The Althans then departed to look for their mistress.

### 3.3 RESTORATION

In TEI 5708 the Mystic awakened from his slumber in the secret vault on Krelin many thousands of years later. At first he had little memory, the result of the long sleep on a non-pure Althan. However he remembered to cautiously return to the Isle of Jade. He found it in a state not unlike how his mother first saw it when she awoke at the dawn of the Second Era. Except now, instead of Erlin Elves, there were the Vorloi that Andejaan had created, and scattered about the island were the ruins of many beautiful structures. The Mystic began to re-teach the Vorloi, but his own memory was slow to return after a long sleep. And to complicate matters, a new priesthood had recently come to the island: the Green Brotherhood. They were servants of the priests of Zæn, more insidious servants of Agoth. Finally, in 5910, the Mystic remembered the secret Essænce Vault on the Isle of Jade, awakened the clones of his siblings, and restored the Triumvirate. Since that time they have rebuilt the Tree Watch and the Secret Guardians and made steady gains against the Green Brotherhood. But the dark forces still control small areas of the island and can pose a threat.

## 4.0 GOVERNMENT

Ultimate control of the Isle of Jade rests in the hands of three beings. Together they dictate religious, political and military doctrine for the land. Since TEI 5910 they have been re-exerting control over the island, which in most ways is a good thing, however this is somewhat of an oppressive regime. Interestingly, the third party—the Mystic—was created partly by Andejaan to keep the island from becoming too stagnant. It is perhaps ironic that he is the one responsible for restoring the others to power.

The Warrior and the Priestess sit on thrones side by side and rule openly, serenely, even majestically. They confer, and hear the pleas of the citizens of the island upon many matters. Rarely is the Mystic heard from. But when he is... chaos usually erupts.

### THE WOEG RECLAN

The secular and martial ruler of the isle is known as the *Woeg Reclan* (E. “Lord of Law”). The Woeg is male and sits at one of two thrones in the Tyrl Halk as lord beside the Solasin Kuir. He wields the *Jade Scepter* as symbol of his office.

The Woeg is *Ada-ar-u* (the ‘u’ designating that he is the first clone of the original Ada-ar) though he is rarely referred to by name and no one but the others of the Triumvirate understand the meaning. He is the day-to-day ruler of the realm, his authority tempered (officially) only by the Solasin Kuir.

His military force is the *Nadu Mur* (E. “Tree Watch”), which maintains its vigilance so that none may enter the domain of the Jade Dragon without leave. Currently however, they are mainly occupied with routing the remnants of the Green Brotherhood, servants of the Priests of Zæn who wish to disrupt the island and its long-standing culture.

He is also supervising the restoration and rebuilding of the many ancient temples, Stelae and other structures originally constructed under the supervision of the Jade Dragon.

### THE SOLASIN KUIR

The complement of the Woeg Reclan is the Solasin Kuir (E. “Dragon’s Voice”). This supreme religious authority is a woman. The Solasin Kuir is *Ssui mun-u*, clone of the original, who was slain in the Second Era.

To signify her position, she wears the *Jade Crown*, a delicate circlet of gold and different shades of green jade fashioned to resemble a garland.

The Dragon’s Voice is just that: Solasin Kuir traditionally speaks for the (now legendary) Jade Dragon; in essence she is her voice on the island and the high priestess of the Cult of the Jade Dragon. She sits beside the

Woeg and rarely speaks, but when she does, it is considered the will of the Dragon, and all harken to her—even the Warrior. She is commander of the quasi-religious special strike group, the Vuirid Throk—the Bakka riders. And while this elite force is used normally to supplement the Tree Watch, she sometimes sends them on arcane errands whose purpose is known only to her.

### MATHA VURD

The Matha Vurd (E. “Secret Twin”) is somewhat of a wild card in the unique political structure of the Isle of Jade. This Essænce adept is male, but must at least appear ‘sexless’ most of the time. It is generally believed in lore among the people that he is a eunuch (however, he is actually not). He is rarely seen in his ‘natural’ form in any case, for he is the Mystic.

The Matha Vurd is Ram-daj, the one original of Andejaan’s offspring to survive, and so has all of the memories from the Second Era. He wears the *Jade Mask* and carries the *Jade Staff*. The purpose of the Matha Vurd is arcane, and understood only by the other two rulers (and perhaps now not fully by them because they are clones and their information from the Second Era is limited) and the Dragon. He is to act as a dissuader, his function is to actually disrupt the order of things, so that the culture does not stagnate.

He may also take action because some process has failed or some injustice has been done, or someone has been wronged and only the Mystic has discovered it. He is the last appeal, but only when he decides so.

The Mystic now knows that he failed in his duties previously in allowing the island to become complacent and so fall before. He vowed not to fail again. Therefore as soon as it became clear that the Green Brotherhood was in retreat, the Mystic began to cause some minor disruptions to the island...

The Jade Staff in fact has powers far exceeding the other two items, allowing the Matha Vurd access to abilities beyond anything imagined by the others of the Isle of Jade. He also has knowledge of the Essænce Lords’ technologies and facilities the others never did. With this technology he is able to monitor any location on the island, eavesdrop on any conversation, and even project his holographic presence there.

In a further break from tradition, the Mystic has apparently taken a partner from the Nadu-Mur, a young female named Ja-soon. This is unprecedented, as the Triumvirate are naturally immortal (though of course the Second Era catastrophe proved they could be killed, no one but the Mystic remembers that, and has a sense of personal mortality).



### THE SECRET GUARDIANS ('VUIRD THROK')

These are the Bakka riders, all women and under the control of the Solasin Kuir. In addition to the religious significance of the force being all women, there is the practical fact that they are smaller than the men and can be more easily carried than their male counterparts. Also, the women seem to be able to bond more effectively with the agile and intelligent (and extremely unusual) mounts.

Armed with short bows and (+10) whips, these elite troops are formidable foes. They wear no armor, and carry only small 'pelta' shields. They do wear short green cloaks of a light silky material.

### THE TREE WATCH ('NADU MUR')

The Tree Watch is by far the largest of the defense forces, and is under the control of the Woeg Reclan. This group employs blowguns tipped with the poison *Zurk*, which causes immediate unconsciousness for 10–20 minutes. In close combat they employ steel (+10) curved swords that strike as falchions. They have lightweight ropes with small grappling hooks attached, and with their special training, they can use these to secure a spot high in a tree and quickly climb.

All wear close-fitting armor of hardened animal hide (protects as AT 10 but does not encumber) and carry light shields. They wear soft hide boots with unusual soles of a suede-like material that add +50 to climbing. The Watch also wear knee-length green cloaks of the same light ma-

terial as the Bakka riders. The cloaks add as much as +70 to hiding attempts in the forest.

## 5.0 ISLAND CULTURE

The Isle of Jade is very isolated, so their cultural traditions might seem arcane to outsiders. They are also very isolationist, and do not welcome visitors. See the Cultural Summary for details.

## 6.0 CURRENT STATUS

Anyone venturing onto the island might find a very different place depending on where they make landfall. Most of the north and west is controlled by the Triumvirate, and closely guarded by the Tree Watch. The south-east is still dominated by the Green Brotherhood, but these lowlands are constantly in dispute, with skirmishes and raids going on all the time. While visitors might arrive undetected, they could soon find themselves in the middle of a conflict.

### GREEN BROTHERHOOD

These evil servants of Zæn are led by skilled Monks and Warrior Monks, but many are simple foot-soldiers. They are slowly losing the battle against the Vorloi, and most would prefer to retreat. But that is not an option.

### CULTURAL SUMMARY: VORLOI

**Racial Origins:** The origins of the Vorloi of the Isle of Jade are uncertain even to themselves. Their ancestors are the result of interbreeding between Erlin Elves and men, with certain alterations. Andejaan travelled to nearby lands seeking out genetic material to use to 'improve' the population of the island to her liking. She selected DNA from the Kuluku and Eritari and returned. Using her K'ta'viir technology, she began slowly modifying selected individuals. By using these advanced K'ta'viiri techniques, the mutations were therefore passed on to offspring. Eventually, her changes resulted in the *Vorloi* race. As an interesting anomaly, many Vorloi have straight dirty-blond hair.

**Political Structure:** An unusual Triumvirate (see above).

**Technology:** TL 3. The Vorloi are skilled

leather and metalworkers.

**Architecture:** The people live in tree-house villages high above the jungle floor.

**Clothing:** They paint their faces with stripes of bright green and yellow, and wear beautiful gold earrings and bracelets. They are often naked or nearly so, wearing only minimal garments of shimmering green fabric.

**Military Structure:** Two forces protect the island, the Tree Watch and the Secret Guardians. They are controlled ostensibly by the two prominent members of the Triumvirate, and currently in the process of routing their ancient invaders from Zæn.

**Social Structure:** The society of the Isle of Jade is a complex structure which involves gender, parentage and eye color.

**Economy:** None.

**Language:** A Dialect of Erlin, similar to Muri-elven.

**Subsistence Pattern/Diet:** The Vorloi need only forage the wealth of the island for their sustenance: Vegetables, nuts and fruits are staples. Fish and shellfish supplement their mainly herbivorous diet, but they also do enjoy red meat on occasion.

**Worship:** The Jade Dragon is at the center of the island culture and religion. She is revered as a god.

**Culture Notes:** The Jade Dragon taught the Vorloi a written language long ago, but that has mostly been lost. The runes on the temples and stelae are now arcane meaningless symbols to all but a few, but they are being slowly taught again.

## 7.1 RM2/RM CLASSIC

## 7.2 RMSS/RMFRP

Name	Lvl	Hits	AT(DB)	PP	Melee Ob	Missile Ob	Mov
Matha Vurd (Mystic) <b>Skills:</b> Act100, Dance60, Cont40, Acro50, Jump60, Swim20, Climb90, Stalk/Hide120, Alert45, Obs110, LiePerc110, LHidd90, PoiPerc100, Survel100, RealAw65, SLA55, LipRead80, Signal65, Bribe65, Diplo40, Dupe70, PubSpk120, Seduct90, Hist90, RegionL90, SpellL65, HerbL25, PoiL55, Ride35, Weathw35, Lead80, Attune50, Rune30, DirSpell90, SpellM60, Chan80, Tumbl65, Amb10-70, Camo50, Disg95, Forge60, Cntrft40, PLocks35, U/RPoi65, PPock40, Trick65, UPrepH80, 1stAid45, Admin30, PrepH50, PrepPoi80, Contct80, Mingl75, Street60, (B) Spells45, (O/C) Spells40, Chem35. <b>Spells:</b> All Mystic Base lists to 30th, (O) Anticipations, Cloaking, Damage Resist, Detections, Self Healing, Attack Avoidance, Essence's Hand, Physical Enhancement, Unbarring Ways to 20th level, (C) Mind's Door, Movement, Speed, Telekinesis, Invisible Ways, Lofty Bridge, Shield Mastery & Spirit Mastery to 20th level. <b>Items:</b> Jade Mask: allows the wearer free use of the Mystic Base lists Hiding and Mystical Change to 30th level. It also allows the wearer to see through all illusions which fail to resist vs 60th lvl. When worn the mask is invisible and does not encumber or irritate the wearer. Bracelet: acts as a shield vs physical attacks and spells, also x1.25 Mystic PP enhancer. Sword: +25 broadsword. Jade Staff: +30 enchanted qs, many special abilities, including access to the Althan installations	28	160	1(60s50)	219	120qs	80lb	+30
<b>Secret Guard/Vuird Throk</b>							
Lesser	5	65	1(35s)		65wh**	70sb	+15
Greater/Leader	10	90	1(35s5)		95wh**	85sb	+15
<b>Tree Watch/Nadu Mur</b>							
Lesser	4	50	10(20s)		60fa	45MSt†	+15
Greater/Leader	8	85	10(20s)		85fa	65MSt†	+15
<b>Green Brotherhood</b>							
Lesser	4	35	1(10s)		35ss	20sb	+5
Greater	6	65	1(25s)		55ss	30sb/30SSt‡	+10
Warrior Monk/Leader	8	120	1(65s)		60MAStR4/55MASwR3	45da/50SSt‡	+15
Priest	9	85	2(30s)		30da	(Spells)	+5
*Magical or spell. **K crit can be replaced by Grapple at wielder's discretion. † Blowgun attacks on the Stinger table fires an incapacitating (Zurk) poison dart up to 50 feet. ‡ Blowgun attacks on the Stinger table, fires a lethal (Meerk fish venom) poison dart up to 50 feet; practical only as an ambush weapon.							

# • PART VIII •

## THE ISLES OF GLASS

**W**hat progress do you have for me today?” Durnanga called down to his chief Arborist, while slowly descending the stairs to the underground laboratory. It was one such chamber among many in the caverns of Molac Rúann.

In the chamber, bent over an examination table under bright lights, Arborist Malgent answered, “No change, Master. The patient lives, but I have yet to achieve true symbiosis.” He stepped back from the table, wiping a mixture of blood and greenish goo from his hands onto his white smock.

On the table lay a human male, naked except for numerous vines and tendrils coiled all over his body... and in fact some were partly embedded in his body, under the skin. His complexion was splotchy, varying in color between a normal pink and pale green where the vines entered his flesh. His eyes were open, but otherwise he seemed to be in a sort of coma. The vines, in contrast, seemed to pulse, and the tendrils writhed slowly over the skin.

Durnanga, moving close to examine the body, clucked his tongue. “Pity; it would be a great accomplishment to be able to infect humans with plants. The easier to control them.” He smiled at Malgent then, a cold, reptilian smile, as his eyes glittered with a metallic green hue. “Well, carry on. I’m confident you will find the solution.” He turned and meandered out, once again seeming to be an amiable old man.

“Of course, Master,” Malgent mumbled. He felt perspiration beading on his forehead.

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As suggested in the title of this part, there are in fact two ‘Isles of Glass’ located in the Rælian Bay. One is the *Molac Rúann*, home of the man known as Durnanga the Gardener—who is actually Drûl Churk, the Green Dragon. Drûl Churk has resurrected the long-defunct Order of the Sun from the Emerian Empire, using their artifacts and extensive scientific records about plant life to serve his own purposes.

The other island is *Dalla Krem*, which has been the secret retreat of the *Order of the Eye* since the time of the Emerian Empire. Now it survives only as a tool of the Jerak Ahrenreth, or more specifically, of Iæn Shiin, who has his own agenda. This island is more truly the *Isle of Glass*, as it is usually cloaked from sight by fog and mist, and not named on any Kulthean map.

Perhaps ironically, Drûl Churk’s resurrection of the Sun Order is more related to its original ideals—though perverted to an extreme degree. Iæn Shiin is merely using the artifacts of the Order of the Eye for his own purposes.



## 1.0 MOLAC RÚANN; aka AAEN VULM

This island has been called the 'Isle of Glass' in not one but two languages: *Molac Rúann* in Old Emer, and *Aaen Vulm* in Kugor, the language of the Dragons. It was largely uninhabited rainforest wilderness until c. TEI 1500, when a few members of the Emerian Empire's Order of the Sun came upon the island seeking a remote rainforest location to perform flora experiments.

### 1.1 ISLAND OVERVIEW

This isle is perhaps a hundred miles in length and thirty wide, located south of the Onyx Bight. Most of the coastline is high cliffs or dangerous black jagged rocks, but there are a few narrow black beaches and sheltered coves where ships can dock. It is a fertile land and the center of advanced agricultural experiments.

Much of the northern part of the island is rough highlands and for the most part untamed rainforest. The southern part, while elevated a few hundred feet above sea level, is mostly flat. This is where the Order of the Sun structures, gardens and experimental crops are located.

**1. Green Dragon Tower.** This is a very ancient, simple round tower of Earthwarden construction, using their special green-gray stone. It is six stories tall with an open area on the flat roof, perched on the very tip of the highest and northernmost point of the entire island. Durnanga retires here when he wishes to be alone. He keeps a number of powerful magic items here, barely protected in a simple vault under the tower, since it is so isolated. It is *Hard* (-10) to locate, and the lock is *Very Hard* (-20) to open. There is a cavern nearby where he sometimes rests in his dragon form.

**2. Gas Drake Caves.** A warren of tunnels with several large openings a few hundred feet up on a nearly-sheer rock face, this is the home of the three female gas drakes. Each has her own nesting cave, a foul chamber littered with bones and other remains. Each drake is often out feeding, swimming in the ocean, or enjoying the nearby swamps of Khashikhan. Some minor treasure could no doubt be found here.

**3. Volcano Lektak.** A fairly large, active volcano almost constantly spewing smoke, Lektak's cone and glowing red summit can be seen from anywhere on the island and from the sea for miles around. It no doubt provides a deterrent for would-be explorers.

**4. Shard warning markers.** There is a line of dark red stone obelisks running roughly between the two volcanoes at the edge of the rainforest. Each is fifteen feet high, and they are 100 yards apart. Engraved on the

southern side of each in Old Emerian is "Dangerous Creatures. Keep Back."

**5. Arborean compound.** This includes the dormitories for about one hundred Arboreans, mostly initiates who perform manual labor to maintain the plants and the compound in general. There is a small stable here holding a variety of animals, mostly beasts of burden to help in the farms. There are also several greenhouses, glass structures of varying shapes and sizes. Many contain magical healing herb plants in controlled environments other than this one. There is also access to several large underground chambers where lichens and mushrooms are grown. There are also several laboratories where plant and animal experiments are carried out.

**6. Experimental Gardens.** In a somewhat sheltered area covering just a few acres are the outdoor gardens.

**7. Farms.** Covering hundreds of acres, these farms provide the sustenance for the island inhabitants.

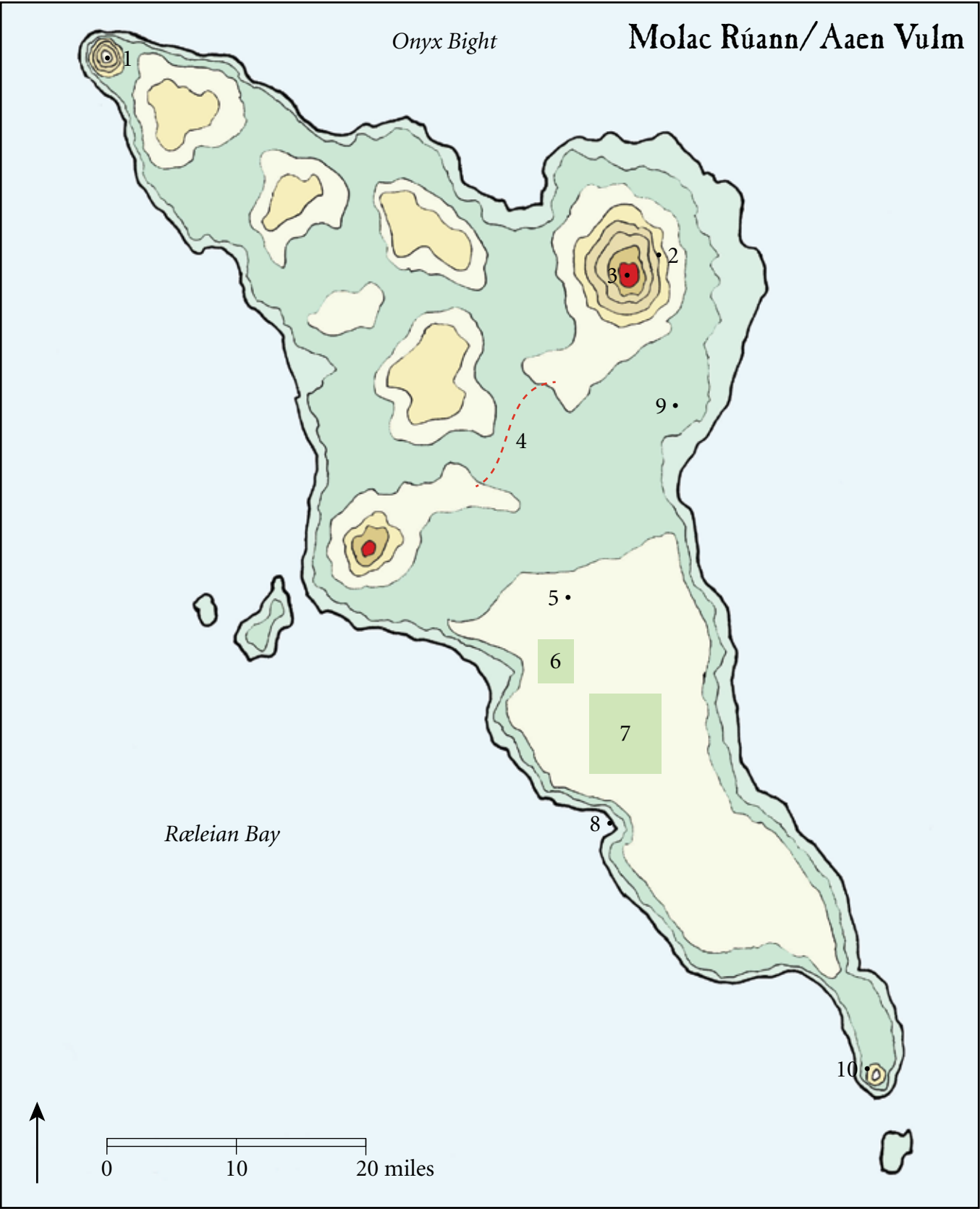
**8. Ship Harbor.** Hidden in a narrow cleft is a small harbor with a few docks, there three small but very seaworthy sailing ships are moored. These are utilized by the Arboreans who travel away from the isle to explore the outside world and gather information.

**9. Order of the Sun Temple.** A beautiful eight-sided, domed structure, it was built when the Order first came to the island. Despite the best efforts of the descendants to maintain it, the outside of the building is showing signs of decay. Inside are palatial quarters for the Order members, meeting rooms, and support facilities. Underground, in climate protected vaults are the Order's information archives. A huge store of knowledge about flora and fauna, many of these books and scrolls were rescued from the Empire's capital before it was looted. There are magical tomes here, and many priceless non-magical books as well.

**10. Holy Vale of the Arboreans.** A ring of sixteen huge *graythen* trees inside a small, forested area at the southern tip of the island, this is the place of worship for the Arboreans. In the center is a large circular stone slab where humans and Elves are sacrificed, their blood running off in sixteen little troughs into the earth to feed the trees.

### VOLCANOES

There are two volcanoes on the island, a large one on the northeast, and a small cone on the western side. The eastern one has a name—Lektak—and often belches smoke and causes minor tremors, a menacing glow coming from inside its peak. There are also passages in the side of the cone leading to lava chambers. The smaller cone is practically dormant, only releasing steam periodically, but there are sometimes boiling water/steam events in spots along the coast nearby.



## 1.2 ISLAND DEFENSES

The Isle of Glass has many defenses, some passive; others more actively dangerous.

### REEFS

Like most islands in the Rælian Bay, Molac Rúann is bordered by coral reefs. Many rise to just below the surface and are a real navigational hazard. A reef could rip a gaping hole in a passing ship almost before the crew was aware that they had struck it.

### INTELLIGENT PLANTS

There are a variety of plants and plant mutations unique to the island; these were created by Durnanga and the Arboreans, and designed to guard Molac Rúann from intruders. The Arboreans can control and communicate with the plants through their staves. Some of these guardian plants are ‘observational,’ meaning that they can only detect intruders, not attack them. Other plants are aggressive.

### SHARDS

Two Lats of Aarn Voru inhabit the forest along the northern part of the island; this area is mostly jungle wilderness except for the dragon nest and the Green Dragon Tower. As with other shards, they are mainly nocturnal, but they can be awakened if the trees make them aware of intruders. Durnanga can influence them to some extent (they would not attack him or anyone in his company) but the Dyari Mage Ezekell is able to actually control them with Demonic Mastery spells and a ring. Ezekell brought the shards here when he joined Drunanga in TEI 1598 and became one of the members of the Order of the Sun. There is a line of warning obelisks at the edge of the forest; see the island key above for details. If there were a great enough threat, Ezekell might summon the shards into the southern part of the island, but open areas are not their preferred environment, and they are difficult to control.

## 1.3 THE ARBOREANS

The Arboreans are an Animistic order established by Durnanga on Molac Rúann long ago. This is a quasi-religious group who follow Drul Churk’s teaching (known as the *Arborean Way*), on the surface a seemingly fairly benign ecological philosophy which discourages ‘technology’ and any sort of activities which poison and pollute the earth. The intent is not to repeat the mistakes of earlier civilizations (the Essænce Lords, the Jinteni and Wòrim), who became too technically advanced and in the end (allegedly) destroyed themselves. It teaches respect for all living things, especially plantlife.

However, the elite among Churk’s followers know of the true ultimate goal of the Arborean Way—and the Green Dragon’s ultimate purpose. Drul Churk believes that humanoid races are a blight upon the earth. They make war, they pollute and waste, and they should be wiped from the planet for the good of all other plants and creatures (Churk is not subject to this death sentence of course because he is a Dragon). Drul Churk’s ultimate goal is to wipe all sentient humanoid life off the planet, and he intends to do it through a massive ritual, joining the powers of all his followers (and a number of stolen artifacts). He calls this event *The Muting*. This apocalyptic event is still many years off, but Drul Churk is working steadily towards it.

It may seem strange that humans would follow a philosophy where the ultimate goal is their own destruction, but the Green Dragon has devout followers on every continent who will blindly obey his commands. They are quite strong here in southeast Emer, and their priests can be seen in many cities.

Their focus is a circle of sixteen huge *graythen* trees (similar to Terran sequoias but not as large, they are rain-forest trees native to this region) on a high vale at the southern tip of the island. These trees are fed not only by normal soil nutrients and sunlight, but human life force, from sacrifices offered by Durnanga. The Arboreans go on forays to neighboring islands to capture these sacrifices, which they make weekly; sometimes more often.

Most of the upper echelons of the Arboreans are spell users of the Channeling realm (Animists, Rangers, Druids, Clerics), but many of the laborers are simply that: farm and domestic laborers who maintain the island society. Those of Channeling mostly gain their power from the Lord of Orhan Spirit Quen, master of herbs and plants. Quen is not fully aware of the dark side of his followers’ goals.

### CALEMIS, CHIEF ARBORIST.

Calemis answers to the Order of the Sun, who are indirectly masters of the Arboreans here, though their true leader is Durnanga. Calemis is in charge of all day-to-day activities of the Arboreans, so is essentially the administrator of the group.

### THE STAVES

There are twelve staves for the chief Arboreans on the island, with the following powers:

1. **Restrain.** Caster may cause available foliage to attack 1 target per 5 levels and restrain them, range 100’. Nature of restraint will vary depending on foliage (e.g., grass can only hold the feet, but tree branches and vines can entangle the entire body. Foliage becomes flexible and extends 2x what its normal reach would be. Use the



Grapple/Grasp Attack, +30. Caster cannot develop skill in the attack. If a critical gets a fatal result, it is optional for the caster to allow it. Foliage attacks every round until target is restrained or the foliage activated is too damaged. Give the foliage 50 hits and AT2. Range: 50'.

2. **All Nature's Movement** spells to 13<sup>th</sup>, 1x per day.
3. **Spell Enhancer**. x3 PP for Channeling realm profession.
4. **Quarterstaff**. +20 enchanted, +50 vs breakage.
5. **Arborean Strike**. Once per day in melee the user may call this, which adds +50 to attack, and the staff uses the *War Mattock* attack table. The user speaks a phrase, and the staff glows green just before the strike.

### SPREADING THE WORD

Durnanga sends out the Arboreans throughout SE Emer and beyond, teaching the (more benign) Arborean Way. They are male and female, mortal and Elf, and refer to themselves as "sons and daughters of the Earth." They wear dark green hooded robes, and are quietly fervent about their faith, actively seeking to recruit new members. The PCs are likely to encounter them in Ardan City and other larger towns.

## 1.4 THE ORDER OF THE SUN

The *Ahn sye Shan* (OE. "Order of the Sun") is one of the old Orders of the Emerian Empire that was corrupted, though in this case the Jerak Ahrenreth had nothing to do with it. The members of this order were masters of flora and wise in the ways of enchanted herbs. They were agricultural advisors to the Emperor; the Ahrenreth considered the order relatively unimportant and unworthy of their attentions. The Green Dragon felt otherwise.

Beginning around 1500 TEI, several members of the *Ahn sye Shan* established a research facility on the isolated island of Molac Rúann. They were soon joined by an elderly man by the name of Durnanga. He seemed to possess considerable knowledge of flora, and they welcomed his tutelage.

All of the original members of have long since passed on, but Durnanga maintains the Order, or at least the original trappings. He still wears the Master Sun amulet. There are currently six members (originally there were eight, but two of the amulets have been lost), three men and three women; they reside in the Temple. The members of the Order supervise and train the Arboreans, and are Durnanga's lieutenants.

### SUN AMULETS

These are large golden medallions in the shape of a sunburst with eight rays, worn as a necklace from a gold chain. In the center of the medallion is a shallow cabochon of clear crystal tinted yellow (it has secretly been enchanted as a spy lens by the Order of the Eye).

*GM Note: Two of these Amulets were lost long ago and the PCs could stumble upon one of them elsewhere, generating the beginning of an adventure in searching for its origins. Of course, with its embedded crystal, members of the Order of the Eye could potentially spy on the characters...*

#### Powers of the Amulets:

1. All powers/ranges of *Plant Mastery* spells are doubled.
2. Cast *Hues* at will; no concentration needed.
3. Cast *Tree Door* 1x per day.





*Drûl Churk*

## 4. x3 PP Animist spell enhancer

**Powers of the Lord Amulet:**

1. All powers/ranges of *Plant Mastery* spells are tripled.
2. Cast *Merging True Organic* 1x per day.
3. Cast *Tree Door* 3x per day.
4. Cast *Plant Animation* 1x per day. Spell effect is permanent.
5. Cast Cleric Base *Weather Ways* spell *Weather Mastery* once per day.
6. x5 PP Animist spell enhancer

**1.5 DRÛL CHURK/DURNANGA**

Following are descriptions of the two main forms that Drûl Churk assumes.

**AS THE GREEN DRAGON**

As the Dragonlord Drûl Churk, he possesses one of the Six Dragon Helms of Changing (which allows him to assume human form and retain it indefinitely). Of the six Dragonlords, he is perhaps the most reclusive from his own kind. He detests Ulya Shek and her fascination with technology and the Essence Lords.

In a separate breeding project, Drûl Churk has found three young female Gas Drakes and brought them to his island. They live in caves dug into hills near the northeast in a remote area of the island where he visits periodically. One is impregnated and another has already laid her eggs. All are winged like him, and emerge periodically to feed on nearby sea life, or sometimes venture across to Khashikhan for other prey. If anything should happen to them, he would sense it and fly into a deadly rage.

**AS DURNANGA, THE GARDENER**

While as Durnanga, he has the appearance of an older man, bald, with glittering emerald green eyes. When asked about his origins, he calls himself an ‘Animist of an Elder Race,’ a deliberately vague term. While he seems like a kindly older man and a generous teacher most of the time, Durnanga has infrequent fits of violent temper—even murderous rage—when something does not go his way.

He has gathered some of the most powerful Animists in the world to this place and enlisted their help to advance plant life both genetically and magically. His ultimate (and secret to all but his inner circle of followers) goal is to remove all sentient mammalian life (aka men, Elves and related species) from the planet and allow it to be taken over by plants, lower animals, and the insects that plants need to survive. And of course, dragons. He has founded cults in other parts of Kulthea with similar goals.

*GM Note: for more about Durnanga’s plans elsewhere, including an adventure set in NW Jaiman, see Guild Adventurer #3.*

**2.0 DALLA KREM**

There is another “Isle of Glass.” Indeed, two islands in the Raelian Bay go by the name “Isle of Glass” in the common Shay tongue. The previous one—the Molac Rúann—is marked on most maps, so its location is not a secret (though the fact that the Order of the Sun makes its home there now is certainly a secret known to very few).

But the Order of the Eye makes its home on another isle (41), either not marked on maps, or indicated as only a dot. It truly is the *Dalla Krem* (Er. “Isle of Glass”), invisible to all but the most perceptive traveler, and the perfect base for the Order of the Eye. This is the home of Iæn Shiin, one of the Eight lords of the Secret Circle, the Jerak Ahrenreth. It is also the unofficial home of the Ahn sye Woloka, the Order of the Eye.

**2.1 ISLAND OVERVIEW**

The Dalla Krem is a caldera, the remnants of a large volcano whose core exploded long ago, leaving a collapsed core, and around it a crater-like ring of ash and rock. The ring itself is about twenty miles in diameter. It is open at two points to form grotto tunnels, allowing the sea to come in. These openings are fairly well hidden and just large enough for a ship to pass through. Near the center of the enclosed water is a small rocky island only two miles across, the *Dalov Lon* (Er. “Island of the Eye”), home of Iæn Shiin and the Order of the Eye.

The outer ring is very steep along much of its outer side, sheer jagged flanks of obsidian and slag plunging down into the sea. The caldera ring reaches a height of over 1000 feet in a few spots, though most of it is around 700–800 feet. There is very little vegetation on the outside either: just a few scrub trees clinging to cracks in the stone. Even if one were to find a landing spot along the outer wall, scaling the crater would be not only difficult but extremely dangerous, as it has razor-sharp obsidian scattered all over it. Climbing to the summit would be a series of five *Extremely Hard* (-30) followed by two *Sheer Folly* (-50) maneuvers.

The inside face of the ring is very different, with gentler slopes and quite a bit of vegetation. There is a small village of Erlini and Rendiri on the southeast shore where two small sailing ships and a steam-powered vessel (the ‘Tortoise’) are normally docked.

**1. Southern Entrance.** *Very Hard* (-20) to detect while sailing around the outside. The tunnel averages about a hundred feet wide and 150 feet high (though this varies somewhat with the tide), and is two miles long. Should an outsider find this tunnel, it would be almost impossible to maneuver a sailing ship through it without *Wind* spells,



though it would be possible in a smaller, rowed craft. There is generally an inward-blowing breeze, but it is fickle.

**2. Northeast Entrance.** This tunnel is even more narrow and winding than the Southern Entrance, and also has several rock outcrops lurking just below the surface. It averages 100 feet wide, a hundred high, and two miles long. *Extremely Hard* (-30) to detect from the outside. There is an outward-blowing breeze here, stronger than the one in the southern tunnel.

**3. Village.** Home to about 250 Erlini and Rendiri. On the slopes further to the northeast are farms. Some of the villagers are trained (and paid) sailors, able to maintain and operate not only the sailing ships but the Tortoise.

**4. Kortri Ta Shiin Barracks and Training.** Sixty monks reside here, rotating out with the twenty stationed on the Island of the Eye.

**5. Docks.** The two sailing ships and the Tortoise are docked here.

**6. Island of the Eye.** (See details below.)

## 2.2 ISLAND DEFENSES

The island has a number of defenses, some natural, some artificial, some magical.

### REEFS & FOG

The island has some natural defenses beyond the sheer obsidian of the caldera itself. It is mostly surrounded by corals reefs, and because of some residual steam vents, the lower portions of the outside of the island are almost always cloaked in fog for miles around.

### SHIPS

There are two sailing ships—a caravel and a sloop—docked here, as well as the Tortoise. The Caravel is armed with three ballistas and a catapult which can fire incendiary packages (treat as a *Fireball* x2 hits; the incendiary material is sticky and will ignite a wooden vessel if a C or greater critical). The sloop is unarmed but swift and maneuverable.

The Tortoise is an armored ship, about eighty feet long and twenty-five wide, lozenge-shaped. The portion above water is completely covered over: all metal alloy with inward-sloping sides, and panels, which can be opened, allowing the 10 ballistas (4 per side, 1 each front and rear) to fire. The underside is wood with metal plating. The ship is driven by steam boilers, which power twin screws. It also has a rudder and side steering flaps. Near the front of the flat top there is a short cylinder that a man can climb up into; the cylinder can be rotated any direction and there are four small ports that can be opened around the perimeter as well as a hatch on top. The rear smokestack is designed to look like a large fish

tail, and though there is a filter on it to minimize the dark smoke, exhaust is still visible when it is under steam. The Tortoise is not terribly maneuverable, but in open water and allowed to build up steam, it can reach speeds of 15 knots. It is heavily armored in the front with a large metal ram sticking slightly out of the water. It is not designed for long voyages, having no real cabins.

This was built as an experiment with the help of A'kesh. Iæn Shiin sends it out once in awhile when he hears that piracy is bad in the area, and he lets the crew amuse themselves. The PCs have a chance of encountering this strange vehicle if they are sailing in the Rælian Bay. At first they might mistake it for a whale, except for the smoke coming from the rear.

### KORTRI TA SHIIN

One of Iæn Shiin's most impressive accomplishments was the creation and training of the *Kortri Ta Shiin* (Ir. "Masters of Death"). Shiin has always been a master of unarmed combat, and knew of many styles including that of the Changramai. When he turned to the side of the Unlife he realized that while the Changramai were neutral, they would—if anything—fight against the Unlife in extreme situations. After all, the Changramai school was founded by the Loremaster Tanris Dekdarion.

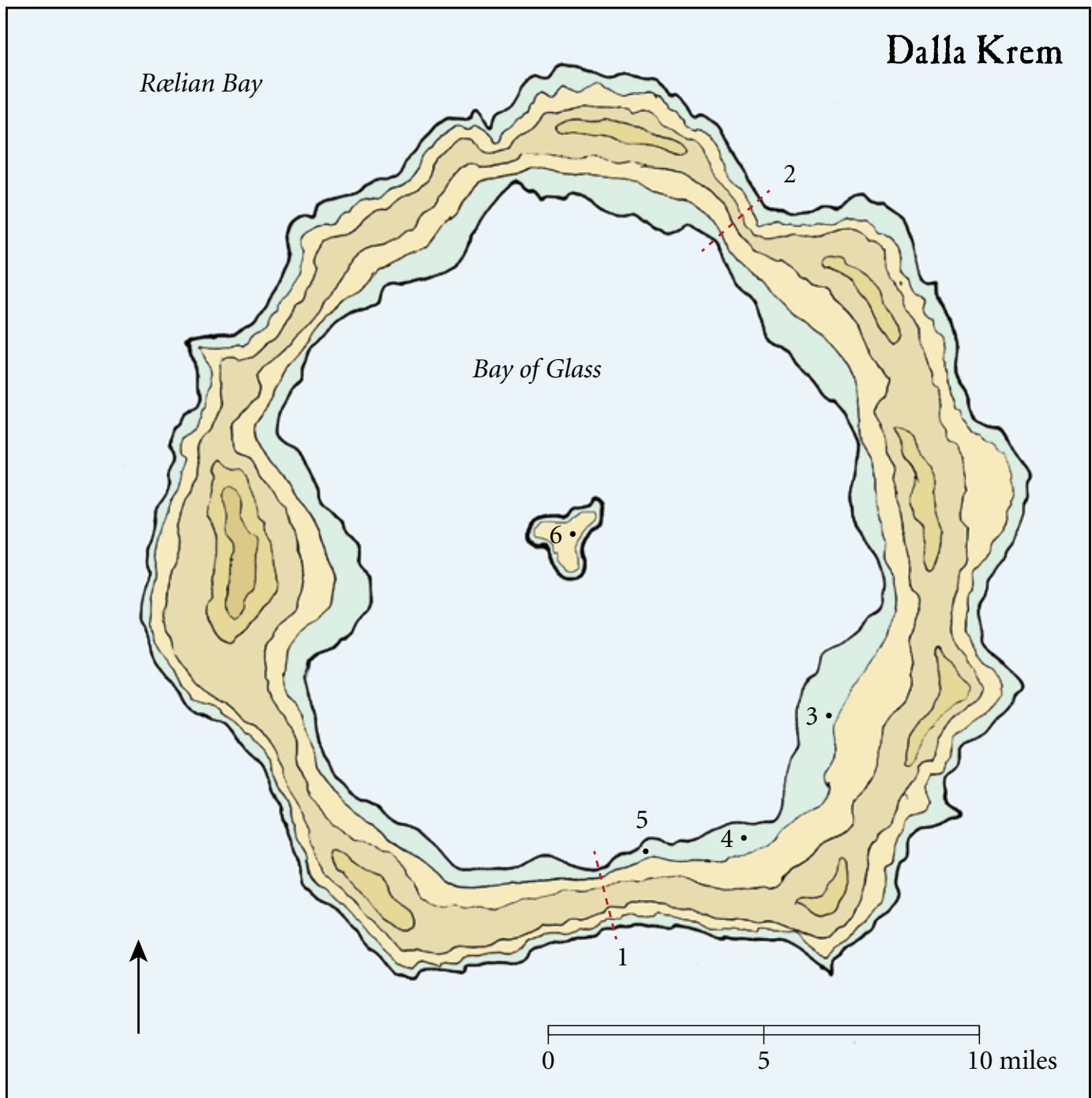
The Changramai fighting style is one of the most effective in Kulthea. So, in the Third Era Shiin began developing and training a new style of unarmed fighting, one that was designed specifically to counteract the Changramai. There is a force of his *Kortri Ta Shiin* protecting the Dalla Krem, and he also has several in Ardan City. Their captain is Legen Tral, a Loari Elf.

## 2.3 ISLAND OF THE EYE

The *Dalov Lon* (Er. "Island of the Eye") is a small, steep-sided rock in the center of the lagoon, only about two miles across. There is a small stone dock on the east shore. At the end of the dock is a portico with a locked, *Extremely Hard* (-30), metal door, apparently leading into the hillside (it is actually leading directly to a small anteroom, on the other side of which is a Portal to a corresponding locked door, in the Guard Quarters, in the Tower). There is also a stairway cut into the steep side of the island leading up to a small flat open area less than half a mile across, with an elevation of over 500 feet.

Unknown to even the inhabitants of the tower, there is a small water-level opening on the north side of the island, leading to a grotto, and an ancient lava-tube tunnel which goes deep underground (and under the sea), connecting eventually with other tunnels, and the Ash Lairs.

In the center of this plateau is a stone wall twenty feet high, surrounding a garden five hundred feet in diameter. The front half of the garden is ornamental, with



benches, flowers, small trees and fountains, and a small stone building which houses a Portal to a secret room deep under Ardan City. The back half of the garden—separated by a tall hedge—contains a selection of herbs, and a few crops. In the center of this garden stands the Tower of Visions.

### 2.3.1 THE TOWER OF VISIONS

The Tower is modelled after Earthwarden design (glassy green-gray interlocking stones), but it was constructed much more recently, and merely fashioned to

look like Earthwarden architecture. It is actually made of a very strong concrete-like material with reinforcing bars embedded in the structure. The green surface glazing is very slick, making the tower almost impossible, *Absurd* (-70) per level), to climb. It is fifty feet across at the base, and rises over 500 feet tall, hardly tapering at all along its height (the tapering is mostly due to the walls becoming thinner towards the top). It is an impressive architectural achievement.

Typical of a fortress tower, there are only very narrow slit windows at the lower levels, and as the height increases the windows become larger. All of the windows

open for ventilation, but they are protected by iron bars until Level Six. The tower is crowned by a brilliant copper-colored dome with eight spiked merlons rising up around its perimeter.

Combined with the plateau island elevation, the top chamber of the tower is over 1000 feet above the sea, just tall enough to see over the most of the rim of the caldera.

Four Monks patrol the grounds and the main entrance at all times.

#### Level One/Ground Floor.

**1. Front Entrance.** This large metal door leads into a short passage, a metal grate, and a slightly curved metal door immediately after that, which opens into a round chamber about eight feet across. This chamber is actually an elevator, connecting all the floors of the tower.

**2. Elevator.** This is the tower elevator, which connects all the floors up to Shiin's Servants' Quarters. There is another door at the far end of the elevator, which is the one that allows access to the interior rooms. The elevator doors are not locked, but at each level, there is a door on the other side and from the Library on up, a key is required to open that door. There is a panel in the wall with a set of large levers. These control counterweights adjacent to the elevator; the operator switches enough levers to counterbalance the weight of passengers, causing the elevator car to rise or descend. The elevator is normally on the ground floor and a staff member is on call to operate it. When someone on an upper floor wants a ride, they press a switch next to the car door, which rings a corresponding bell on the ground floor in a waiting area.

**3. Staff Quarters/Kitchens.** On the ground floor, this area serves as the kitchen for all the tower residents, home for the servant staff, laundry, pantry, etc.

**4. Door.** This heavy metal door leads to the vegetable garden. This door is unlocked during the day, but secured at night, locked, *Very Hard* (-20).

**5. Portal Chamber.** Leads to the portal room at the bottom of the island, used to bypass the long staircase. See earlier Section 2.3 text.

**6. Level Two: Guard Dining and Practice Room.** Where the 20 guard Monks eat, practice and stand guard.

**7. Level Three: Monk Guard Quarters.** Bedrooms, sanitary facilities.

**8. Level Four: Adherent Quarters.** Bedrooms, sanitary facilities for the 16 Adherents. Only twelve are normally here, the other four assigned to Arдания.

**9. Level Five: Seer Dining Hall.** All the Lord Seers and Adherents gather here for meals, meetings and discussion.

**10. Level Six: Library.** A grand, domed chamber open to the Lord Seers and Adherents, The sixteen-foot high perimeter wall is covered with bookshelves and scroll racks, separated by seven large tall windows. The room is scattered with tables, desks, and chairs. There are many valuable maps and books here—including many magical tomes about Mentalism, Seers and Astrology. There are also other art objects of value, including treasures in glass cases worth up to 20,000 gp to the right buyers. There are also the four Lens Circlets, each in its locked box on a table.

**11. Level Seven: Lord Seer Quarters.** Comfortable quarters for the Eight Lord Seers. Only six are normally here, the other two assigned to Arдания.

#### Level Eight

**12. Shiin's Servants' Quarters.** Rooms for Prega and Keshtenn, personal servants always on call.

**13. Spiral Stair.** This is a staircase leading directly to Shiin's quarters

**14. Guest Quarters.** Connected by a hall are three comfortable guest rooms.

#### Level Nine: Shiin's Quarters

**15. Sitting Room.** A beautifully decorated room with wood panelling and elegant furnishings, this is where Iæn Shiin greets visitors. The entry to this room from the hall is a set of large wood sliding doors. They are not normally locked, but they can be: *Very Hard* (-20) to pick. Shiin and his servants have keys.

**16. Spiral Stair.** This open ironwork stairway connects the Sitting Room with the Chamber of Visions above.

**17. Dining Room/Private Library.** The door to this room is locked, *Extremely Hard* (-30) to pick. Shiin and his servants have keys. Shiin normally dines here alone or with a few of his seers and guests, surrounded by rare books and unusual artifacts.

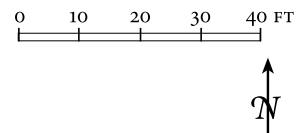
**18. Bedroom.** A palatial suite with lavish furnishings including a large bathing area with hot and cool baths.

**19. Secret Door/Portals.** A secret door, *Extremely Hard* (-30) to locate, leads to a heavy steel door, locked on both sides, *Extremely Hard* (-30) to pick. Only Iæn Shiin has the key. Beyond is a tiny anteroom with three Portals, each with a fixed exit point; each Portal operates as a two-way gateway and is constantly active. One goes to Shiin's private chamber in Ardan City, the second to his room in the Ahrenthrôk (the meeting place of the Jerak Ahrenreth under Votania), and the third to a hidden cave a few miles from Sel-kai. The last Portal also leads to a small chamber with a door (same lock) inside the cave.

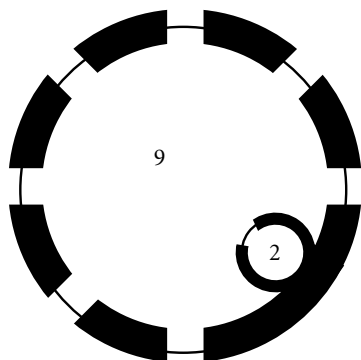
**20. Level Ten: Chamber of Visions.** This domed room takes up the entire top floor, except for the elevator shaft.



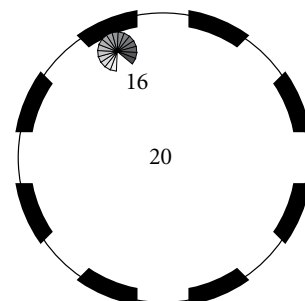
# The Tower of Visions



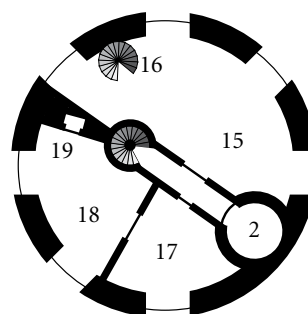
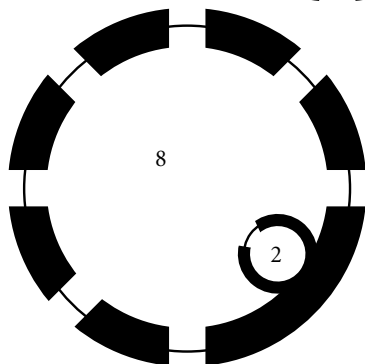
Level Five



Level Ten

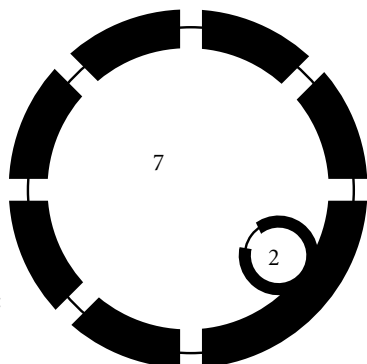


Level Four

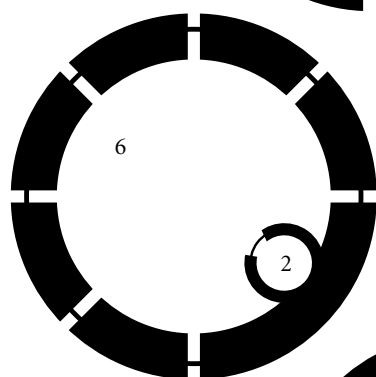
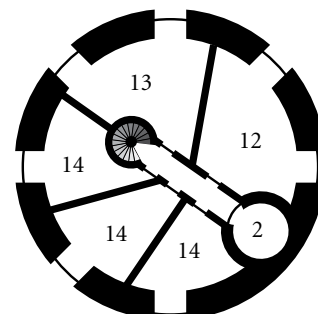


Level Nine

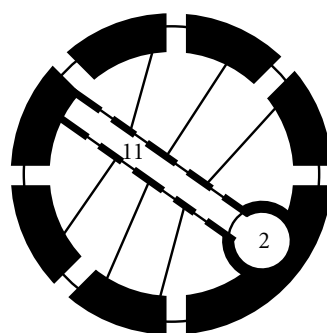
Level Three



Level Eight

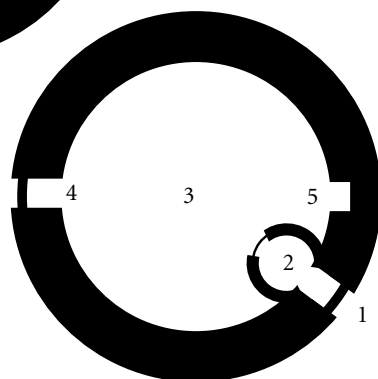


Level Two

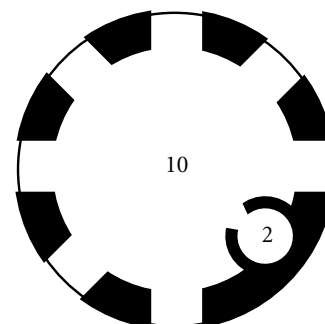


Level Seven

Level One



Level Six



There is also a secret stairway connecting directly to Shiin's quarters below. The floor is etched with abstract designs and symbols, some Jinteni. There are eight large triangular windows in the dome, all set on a track so they can be slid open, and there is a very large, ornate telescope set on a circular rail in the floor so that it can be easily moved from one window to another. In the very center is a beautiful throne-like chair on a dais. There are small tables on the sides, and a lever that extends down into the floor. This extremely comfortable chair is where Iæn Shiin prefers to have his most important sessions with the Circlet. The small tables are for the Circlet box and refreshments. The lever allows Shiin to rotate the throne to face any direction. There is also a small plain chair nearby, for Keshtenn to sit and attend his master.

## 2.4 THE ORDER OF THE EYE

This is the group, formerly of the Emerian Empire, which Iæn Shiin now heads. Following is a review of its history and current status.

### HISTORY

The Order of the Eye (in Old Emer it was called the *Ahn sye Woloka*, but now Iæn Shiin prefers the *Erlin Dorth en Lon*), was once the association of Seers and Astrologers to advise the Emerian Emperor with foretellings, and by facilitating communication with the far reaches of the realm. They were corrupted during the later years of the Empire by Ondoal, when he—disguised as the Seer Luarto Shang—rose through the ranks to be named the Lord High Seer and Keeper of the Eye. He used the power of the Lenses (which he altered magically) of the other orders to spy on them and engineer their undoing. All of the artifacts of the Eight Orders contained small crystalline 'lenses' as a key element of their magical power.

The Order of the Eye was dissolved as the Emerian Empire collapsed. In TEI 1618, Ondoal abandoned the group when his desired acts of sabotage had been completed. The Church of Zanar seized many of their artifacts then as part of one of their infamous 'purges.'

But Iæn Shiin stepped in and salvaged the trappings of the group. As the years went on, he gathered followers and hunted down the artifacts of the Order of the Eye, callously slaying any of the foolish Zanar minions who got in his way. He decided to revive and repurpose the Order of the Eye as an organization to serve him alone.

After joining the Jerak Ahrenreth, Iæn Shiin felt slighted at not being granted one of the eight Secrets—and so a splinter of the Crystal—for his own. In all fairness, Ondoal offered him Ordia, but the location near the South Pole was so remote and inhospitable that he had to decline. So, Iæn Shiin determined to construct his own secret fortress, his Isle of Glass.

### NEW PURPOSE

The Order of the Eye has re-emerged from supposed oblivion—along with the Order of the Silver Sword—in Arдания. Iæn Shiin is frequently at Lord Ardan's side for public appearances and at council meetings. In this role, he serves this new Lord, who clearly has made hints toward being a new Emerian Emperor.

Beyond this, under Shiin's direct control, the Order has other missions. The Seers and Adherents supervise a far-flung network of spies and informants from the Isle of Glass, in addition to relying on their magical powers.

As in the original organizational structure, there is the Lord High Seer, eight Lord Seers and sixteen adherents. Iæn Shiin is the Lord High Seer.

### THE LENS CIRCLETS

The Lord High Seer and each of the eight Lord Seers possessed a magical circlet with mystical scrying powers. In form they are copper metal headbands studded all around with green laen jewels. Affixed to the band in front is a complex metal apparatus which can swing down over one eye, allowing the wearer to look through a lens and access the item's powers. In addition, there is a second clip which can hold another lens pivoting down in front of the first.

With each circlet, in its ornate box, comes a set of seven delicate lenses, each tinted to match the hue of the other seven Orders of the Emerian Empire. By inserting the tinted lens into the clip and rotating the armature so that it aligns with the first lens, the wearer may view what one of the other lenses of that Order 'sees.' The tiny laen-tipped handles control which lens the wearer focuses on: rotating the knob it causes the Lens to move in and out.

Finally, there is a third clip which can hold another lens pivoting down in front of the first and second. An actual lens taken from an item of one of the other orders can be inserted here, and the wearer can view anything the lens has ever witnessed; in a fashion the lens has recorded everything while it has been outside of an enclosure or case. While some of the old orders have vanished, Iæn Shiin is able to spy on activities of the Orders of the Cloak, Sun, and Silver Sword. Naturally, these items can store a tremendous amount of information and it requires skill and experience to filter through it to gather what is desired. Iæn Shiin has considerable ability at this.

#### Other Powers, Lord High Circlet:

1. Can view at will as if through any of the other Lenses of the Eight Orders, 10 miles/lvl range.
2. x6 PP Seer spell enhancer (no need to 'sleep' wearing the circlet; the x6 is applied when placed on the head).
3. Multiplies range (in time and/or space) of all Seer Base spells x6.

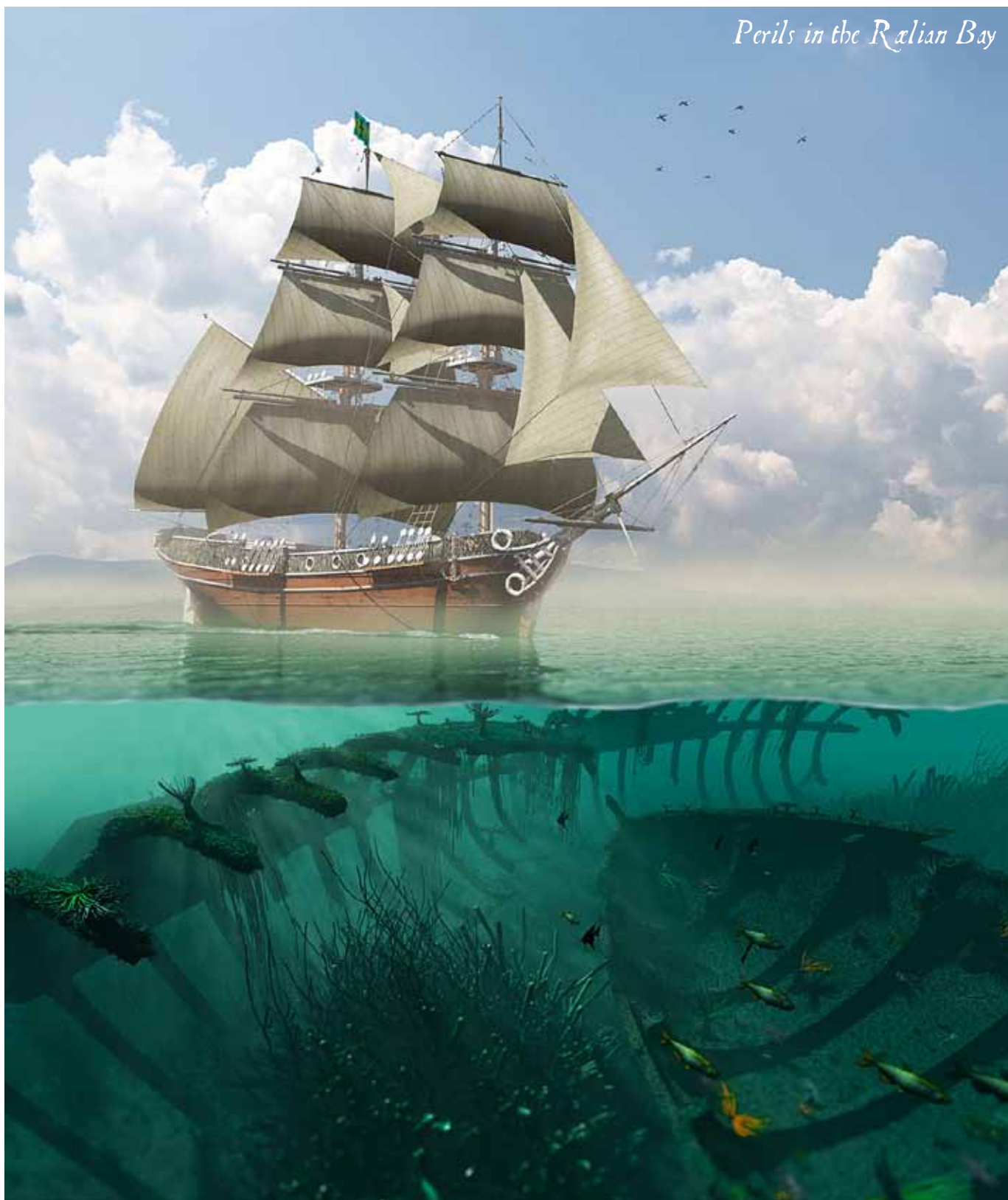
4. Multiplies duration of all Seer Base spells x6.
5. *Long Eye* 100 miles/lvl, 1x per day, more than 1 min/lvl.
6. User may combine any of the '—Sight' spells from the **True Sight** spell list with the *Long Eye* spell above.

#### Other Powers, Lord Circlets:

1. Can view at will as if through any of the other Lenses of the Eight Orders, 1 mile/lvl range.
2. x4 PP Seer spell enhancer (no need to 'sleep' wearing the circlet; the x4 is applied when placed on the head).
3. Multiplies range (in time and/or space) of all Seer Base spells x4.
4. Multiplies duration of all Seer Base spells x4.

There were originally eight of these Circlets (plus one for the Lord High Seer), stored in beautiful mahogany boxes, bound with a golden alloy with red velvet padding

#### *Perils in the Ralian Bay*





inside. They have a lock, *Extremely Hard* (-20) to pick, each lock is different, though the High Lord Seer has a master key. The boxes themselves are enchanted.

The Master Circlet almost always travels with Iæn Shiin, carried by his personal servant, Keshtenn. Four others are kept in the Tower of Visions and are shared by the eight Lord Seers; these are normally in their boxes in the Library. One is kept at Arдания to be used by one of the Lord Seers assigned there; the other three Circlets were lost in the fall of the Emerian Empire, but the Order continues to seek them.

*GM Note: The GM may wish to have the PCs stumble upon one of the missing Circlets in its box, hidden in a vault somewhere.*

## 2.5 IÆN SHIIN

Iæn Shiin (his birth name is Dari Holvir) is an Iylar Elf of the Linær branch: handsome, tall and strong. Brilliant, gifted in the Mentalist arts, and also athletic beyond the abilities of most of his kind. He is a special tragedy to his race. Worse, he was once a Loremaster, and his seduction by the dark powers was a setback for the security of Karilôn—even though Dari's knowledge of the inner workings of the order was limited.

The half-K'ta'viir Lord Lorgalis turned this charismatic Elf to darkness late in the Second Era. As a Loremaster, Holvir had seen his powers restricted, felt his decisions questioned. He began to study the dark arts, at first with the best intentions. Then the power began to tempt him. First it was used against the Unlife, but when the Loremaster Council censured him, he rebelled. Bitter and angry at his failure to gain approval, he accepted Lorgalis' offer of tutelage. In the beginning he told himself he was just there to spy for the Loremasters, but it was not too long before he began to fall under the spell of the half K'taviir's persuasions. By the end of the era he was fighting with the armies of the Unlife in the Wars of Dominion.

Holvir survived the Wars, and early in the Third Era, Ondoal asked him to sit on the council of a newly-forming secret cabal: the Jerak Ahrenreth. He was to become Iæn Shiin, the *Crystalline Death*.

Iæn Shiin also holds the title of *Lord High Seer of the Order of the Eye* (and also Intelligence Minister) in Arдания, supposedly answering to the Lord (who is secretly an adherent of the Eight, Y-Tarmen, in fact subject to the Ahrenreth and so technically subordinate to Iæn Shiin; a

rather convoluted situation). The two are at cross-purposes, as Y-Tarmen has instructions from Schrek to seek the Heart of Agoth at any cost. Iæn Shiin seeks it also, but he suspects that Schrek needs it for some secret personal reason rather than for the power of the Eight, so he is not revealing his search results to Y-Tarmen.

He resides on the Tower of Visions when not supervising activities in Arдания.

### IÆN SHIIN'S GOALS

Iæn Shiin has other goals besides those directed by the Jerak Ahrenreth—or even those guided by his mentor Lorgalis. Though he does enjoy his notoriety as the Lord High Seer of this new realm, it is a minor diversion.

He hopes to secure the Heart of Agoth. Shiin learned that the Heart is indeed in possession of the Twins Sendar and Sendil in Kenezan, only in time to see them wield it against a Murlogi army and consolidate their rule. He considers them a major threat.

Also, recent changes at the Ahrenreth (the appearance of the Essænce Lord Jenkyna and another Dragonlord) mean that Schrek's influence there is waning, as is Lorgalis', being only half Essænce Lord. Therefore, Shiin is considering other options. He craves power in any way he can find it: magical power, political power, the power that comes from knowledge of other people's activities.

He has no compassion; he is cruel and even sadistic. Truly mercenary, he will do anything, hurt anyone, to gain power.

### OTHER NPCs

**Keshtenn:** Iæn Shiin's personal servant/valet. He carries the Lens Circlet for Shiin when they travel. Completely loyal, he is efficient and soft-spoken with a wry sense of humor.

**Prega:** Iæn Shiin's personal bodyguard. Second only to Legen Tral in his skills as a *Kortri Ta Shiin* Monk, Prega is a powerfully built Loar Elf with a stoic demeanor. He rarely leaves Shiin's side.

**Legen Tral:** Captain of the *Kortri Ta Shiin*, Legen is usually at the barracks on the crater rim.

**Meredenn:** High Seer, second in command after Iæn Shiin, Meredenn is a Dyar Elf. He is a competent administrator, but he covets Shiin's power, and his exclusive use of the most powerful circlet.

### 3.1 RM2/RM CLASSIC

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Durnanga/Drûl Churk	50/70	420	12(120)	Y*	N	65 falcion	60ShkBlt/50spit	10
<p><b>Age:</b> ? (appears 30). <b>Eyes:</b> Emerald Green. <b>Hair:</b> Bald. <b>Build:</b> Robust. <b>Height:</b> 6'3". <b>Race/Sex:</b> Gas Drake/M. <b>Skin:</b> Tanned. <b>Usual Demeanor:</b> Jovial, fatherly. <b>Dress:</b> Green Hooded Robes or Green tunic, breeches and sandals. <b>True Attitude:</b> Quick-tempered, hates humanoids. <b>Home:</b> Molaac Rúan, <i>Aaen Vulm</i> (K.: "Isle of Glass"). <b>Aka:</b> The Green Dragon. <b>Stats:</b> St-102; Qu101; Em-86; In-101; Pr-100; Ag-101; Co-99; Me-87; Re-96; SD-90. AP: 91. PP: 1470 (210 x 7). Skill Bonuses (in human form): Climb90; Swim80; Ride110; S&amp;H100/200 outdoors; Perc210; Rune80; S&amp;W130; Chan140; DirS240; Amb±15; Act90; Admin130; AnTr60; Arch100; Cav70; Chem80; Cook85; Diplom70; For160; Medit110; PubSp105; RMas80; SpellM80; StarG100; Stra&amp;Tac90; Track210; TrapB75; WeathW105. Spells: Base Spell OB: 100; Directed Spell OB: 240 (<i>Earthbolt</i>). Knows all of the Animist and Ranger Base, Channeling Open and Closed (Druid Base Lists and Arcane Shapechanging Ways) to 50th level.</p> <p><b>DRAGON:</b> Gas Drake, 80' body, 120' wingspan, shimmering emerald green hide, lighter underside, black horns and claws.</p> <p><b>DRAGON FORM:</b></p> <p>Hits: 425. Melee: 280bs. Missile: 210lb. AT(DB): 11 (180). Sh: Y30*. Gr: A/L. MovM: +30.</p> <p><b>Special Abilities:</b></p> <p><b>Breath Weapon:</b> x7 +70 cloud of tiny spores, which explode on contact (treat as <i>Fire Ball</i>, but use Impact criticals) in a cone extending up to 200' and 70' across at the furthest extent. Usable up to once every 6 rounds, total of 7x per day.</p> <p><b>Shapechanging:</b> Able to change form to a creature up to 2x mass or down to 1/100th mass. This is a True Change: the Dragon acquires all the innate abilities of the creature/being (but no magical powers). Duration is 10 min/level unless wearing the Dragon Helm, in which case (for humanoid shape only) until helm is removed.</p> <p><b>Immunity:</b> Drul Churk is immune to attacks involving poisons or gases.</p> <p><b>Enhanced Senses:</b> Able to see in total darkness (even magical darkness) as day, see invisible, see through fog and gas. Enhanced hearing and smell (add +100 to perception rolls involving those senses), and a resistance to the trickery of Illusions (sees through them automatically). Immune to spells involving light and blinding. In human form he can detect but not see invisible, can see in total darkness but must resist vs. magical darkness, +50 to perception rolls, and resists illusions (make a RR at half lvl).</p> <p><b>Acidic Blood:</b> If the Dragon receives a critical, all within 10 feet of the wound are sprayed with blood: treat as a point-blank x4 damage <i>Fireball</i>, using the Acid Critical table. Weapons and equipment (except <i>Dragon-slaying</i> weapons, certain enchanted or laen items and Dragonskin armor) must make RRs. After one round the blood neutralizes.</p> <p><b>Resistance of Form:</b> Drûl Churk resists attacks as a <i>Super-large</i> creature (<i>Large</i> creature in human form).</p> <p><b>EQUIPMENT/WEAPONS:</b></p> <p><i>Note: this is a selection of "favorite" weapons and items; obviously the Dragonlord has an entire hoard of priceless items and wealth.</i></p> <p><b>Dragon Helm</b> (see other books for details)</p> <p><b>Swordstaff:</b> A 6' long staff with golden head, it transforms into a wooden sword. It is an x7 PP enhancer and will cast five Earthbolts per day (treat as Firebolts, with Impact criticals) with 5x hits. The sword is +35 and will not harm living plants. <b>Longbow:</b> +35 longbow with 2x normal range. All arrows fired from it are Of Slaying Humans. <b>Ring:</b> A wooden ring that allows the caster to pass through even the most dense, overgrown vegetation blocking the way to pursuers. It also allows the wearer to cast Tree Door 4x per day, including a special version where he may pass to a tree up to 30 miles per level away if he has passed through that tree before with the ring.</p>								
<b>Name (#)</b>	<b>Lvl</b>	<b>Hits</b>	<b>AT(DB)</b>	<b>Sh</b>	<b>Gr</b>	<b>Melee Ob</b>	<b>Missile Ob</b>	<b>Mov</b>
<b>Order of the Sun (6)</b> <b>Spells:</b> Items: Sun Amulet (see text)	15	110	1(55)	Y*	N	65qs*	Spells	5
<b>Arboreans</b>								
Animists (20) <b>Items:</b> Quarterstaff (see text)	10	80	1(35)	N	N	65qs*	Spells	5
<b>Lesser Arboreans</b>								
Adherent Animists	5	35	1(25)	N	N	45wp**	Spells	5
Fighters	6	70	13 (10)	Y	N	95wp**	40LSt**	10

\* May include spells.

\*\* Arborean whips: Living vines with thorny barbs. Strike as a +10 whip, 12' range, does an additional Slash critical one level below any crit rolled on table (use same roll). Can also be used as a missile weapon: When snapped, it will release 1-3 six-inch thorns, up to 50' range w/o penalty. Roll on the Stinger attack table with a maximum of Large damage, doubling hits to represent multiple strikes. The thorn strike can be used 3x a day; they regrow overnight.

## ISLE OF GLASS I: MOLAC RUAN BEASTS

Type	Base LVL	Max Pace/ Rate	Speed MM Bonus	Size/ MS/AQ	AT Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
<b>Shards of Aarn Voru</b>										
Shards: Lesser	15	1000‡	Dash/50	BF‡/BF‡	M/II	165	12(50)*	120lcb(2x)(slash)/poison	5	Cruel
Shards: Greater	25	1000‡	Dash/50	BF‡/BF‡	M/LA	220	12(60)*	150lcb(2x)(slash)/poison/100firebolt	1	Cruel
<b>Jungle Garks</b>										
Lesser	2B	60	DASH/15	MD/MD	M/—	50F	3(20s)	40fal/30blowgun¥/30SGr (tail)	*	Varies
Greater	4B	60	DASH/15	MD/MD	M/—	60F	3(25s)	50fal/40blowgun ¥/35SGr (tail)	*	Varies
<b>Gas Drake</b>	10G	140	FSPt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr	1-3	Varies (HI)

‡ = Special movement; see text (*Shadow World Atlas 3<sup>rd</sup> Edition* or *Creatures & Treasures*).

¥ Jungle Gark Blowguns strike on the Large Stinger attack table; critical indicates that the Gark poison was also delivered. Target must make a Co RR vs 5th level or suffer an additional 2-20 hits. Failure by more than 100 means paralysis for 1-10 hours.

## ISLE OF GLASS II: DALLA KREM NPCS

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Iæn Shiin	60	210	11(200)	Y*	(Y)	210MaSt/200MaSw(r4)	240gé/Spells	30
<b>Age:</b> ? (Appears 25). <b>Eyes:</b> Deep Blue. <b>Hair:</b> Golden Blond. <b>Build:</b> Lean/muscular <b>Height:</b> 6'9". <b>Race/Sex:</b> Iylar (Linær)/Male. <b>Skin:</b> Fair. <b>Demeanor:</b> Charming. <b>Dress:</b> Either azure linen robes or tunic and breeches of fine silk. <b>True Attitude:</b> Ruthless. <b>Home:</b> The Isle of Glass. <b>Aka:</b> Dari Holvir, Chordan of Moerk, "Crystalline Death." <b>Profession:</b> Monk/Seer. <b>Stats:</b> St102; Qu103; Em60; In101; Pr101; Ag101; Co100; Me99; Re94; SD95. <b>AP:</b> 104. <b>PP:</b> 180 (and a +7 enhancer for Mentalism). <b>Skill Bonuses:</b> Climb150; Swim120; Ride110; S&H200; Perc170; Rune70; Chan50; Amb±15; AMov100; AD100; Acro150; Cont140; Dance75; Diplom80; Frenzy95; Medit100; Seduct140; Sig110; Subdu160; Track80; Trick70; Tumb100. <b>Spells:</b> Base Spell OB: 60; Directed Spell OB: 145 (Fatal Channeling: same as Absolution Pure, except target's body is turned to crystal). Dari Holvir has all Monk base lists to 50th, all Seer base lists to 50th, Evil Mentalist lists Dark Channels, Dark Lore, and Curses to 30th, and Loremaster Base Transport, Lost Lore and Interaction to 15th. <b>SPECIAL ABILITIES:</b> <i>Resilience:</i> Shiin is able to alter the nature of his skin at will to make it equivalent to AT 11. <b>EQUIPMENT/WEAPONS:</b> <b>High Lens Circlet</b> (see text; not worn in combat). <b>Bracers:</b> Four golden bands to be worn on the wrists and ankles, each is set with a number of red laen inlays. They add +30 to all attacks and allow the wearer to parry missile weapons. One wrist band can cast <i>Bladeturn</i> 3x per day, the other can cast <i>Deflections</i> 3x per day. <b>Cloak:</b> In addition to adding +60 to hiding attempts, this black cloak allows the wearer to become two-dimensional 3x per day. He may not attack, nor can he be harmed. He cannot cast any other spells while in this state. <b>Headband:</b> Protects the head as a helm. <b>Necklace:</b> Of golden alloy studded with diamonds, this beautiful device protects the head and neck as a full helm, and is a +7 PP enhancer; <b>Ring of Crystalline Death:</b> Similar in design to the other rings of the Secret Circle, it is a disc of black eog inlaid in a gold signet ring. Etched into the polished eog is the symbol of the crystalline death: a multifaceted crystal structure. <b>Gé:</b> A deadly bola-like weapon, it strikes on the bola table but with 2x hits. This particular gé delivers a Krush, Grapple, and Slash critical. If the crit is "D" of "E" in severity and indicates a limb (including neck or head), it is severed. The gé returns to a pouch on Holvir's belt safely, via <i>Long Door</i> .								
Prega, Iæn's Bodyguard	25	155	1(90)	Y*	N	110MaSt/70MaSw(r4)	120Chak	30
<b>Items:</b> Bracers: +20 to DB; spells. Chakram: +20 returning.								
<b>Kortri Ta Shiin</b>								
Legen Tral, Kortri Captain	20	145	AT(DB)	(Y)	Y	90MASt/55MASw(r4)	95Chak	20
Lesser	5	60	1(45)	(Y)	Y	45MaSt/50MaSw(r2)	35Chak	30
Greater	10	95	1(70)	(Y)	Y	60MaSt/70MaSw(r3)	75Chak	30



## 3.2 RMSS/RMFRP

## ISLE OF GLASS I: MOLAC RUAN NPCS

Name	Lvl	Hits	AT(DB)	PP	Melee Ob	Missile Ob	Mov
Durnanga/Drúl Churk	50/70	420	12(120s*30)	460	65fa	210lb	+10
<b>Skills:</b> Act90, Jump80, Swim80, Climb90, Fly/Glide120, Alert70, SenAmb65, LiePerc75, LHidd190, Obs210, ReadTr200, Track210, RealAw170, SLA60, Signal90, Cook85, RopeM80, Bribe70, Diplo70, Lead90, PubSpk105, Trade80, Fauna190, Flora200, Hist180, RegionL110, ArtL125, PlanL110, SpellL145, Dmn/DvlL60, DrgnL230, HerbL170, PoiL140, AnimHand60, AnimTr65, Ride110, Cave70, For160, StarG100, Surviv190, Weathw105, Attune130, Rune80, Chan140, SpellM80, Resear115, AdBal/Land95, AdSpd100, AdStr100, AdStab130, Medit110, StnMan/Re105, Amb15-70, Camo130, DisTrp120, HidItem90, SetTrp75, U/RPoi110, Stlk/Hide100, Trick80, 1stAid100, Mapp90, Orient105, UPrepH130, Diag75, Engin85, MilOrg100, Admin130, Appr100, Eval100, Navig65, PrepH140, PrepPoi100, Tact120, DirSp240, Chem80, (B) Spells180, (O) Spells140, (C) Spells120. <b>Spells:</b> Knows all of the Animist and Ranger Base to 70th level & all Channeling Open and Closed to 50th level. <b>Items:</b> Dragon Helm (see other books for details), Swordstaff: A 6' long staff with golden head, it transforms into a wooden sword. It is an x2 PP enhancer and will cast five Earthbolts per day (treat as Firebolts, with Impact criticals) with x5 hits. The sword is +35 and will not harm living plants. Longbow: +35 longbow with x2 normal range. All arrows fired from it are Of Slaying Humans. Ring: A wooden ring that allows the caster to pass through even the most dense, overgrown vegetation blocking the way to pursuers. It also allows the wearer to cast Tree Door 4x per day, including a special version where he may pass to a tree up to 30 miles per level away if he has passed through that tree before with the ring.							

	Base	Max Pace/	Speed	Size/	AT			#	Outlook		
Type	LVL	Rate	MM Bonus	MS/AQ	Crit	Hits	(DB)	Attacks	Enc	(IQ)	
Durnanga dragon form					H/SL	425	11(180)	60ShkBlt/50spit			
Name		Lvl	Hits	AT(DB)		PP	Melee Ob		Missile Ob		Mov
Order of the Sun (6)		15	110	1(55)		90	65qs*		Spells		5
Spells: Items: Sun Amulet (see text)											
Arboreans											
Animists		10	80	1(35)		30	45qs*		Spells		+5
Lesser Arboreans											
Adherent Animists		5	35	1(25)			45wp**		Spells		+5
Fighters		6	70	13(10)			75wp**		40Lst**		+10

\* May include spells.

\*\* Arborean whips: Living vines with thorny barbs. Strike as a +10 whip, 12' range, does an additional Slash critical one level below any crit rolled on table (use same roll). Can also be used as a missile weapon: When snapped, it will release 1-3 six-inch thorns, up to 50' range w/o penalty. Roll on the Large Stinger attack table, doubling hits to represent multiple strikes. The thorn strike can be used 3x a day; they regrow overnight.

## ISLE OF GLASS I: MOLAC RUAN NPCS

	Base	Max Pace/	Speed	Size/	AT				#	Outlook
Type	LVL	Rate	MM Bonus	MS/AQ	Crit	Hits	(DB)	Attacks	Enc	(IQ)
Shard, Lesser	15H	1000‡	Dash/+50	BF‡/BF‡	M/II	175G	15(50)*	120lcb(2x)(slash)/poison	5	Cruel (HI)
Shard, Greater	25H	1000‡	Dash/+50	BF‡/BF‡	M/LA	225H	15(60)*	150lcb(2x)(slash)/poison/100firebolt	1	Cruel (HI)
Jungle Garks										
Lesser	2B	60	Dash/+15	MD/MD	M/—	60F	3(20s)	40fal/30blowgun¥/50SGr (tail)	*	Varies
Greater	4B	60	Dash/+15	MD/MD	M/—	75F	3(25s)	50fal/40blowgun¥/55SGr (tail)	*	Varies
Gas Drake	10G	140	FSpt/+20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr*	1-3	Varies (HI)

‡ = Special movement; see text (*Shadow World Atlas 3rd Edition* or *Creatures & Treasures*).

¥ Jungle Gark Blowguns strike on the Large Stinger attack table; critical indicates that the Gark poison was also delivered. Target must make a Co RR vs 5th level or suffer an additional 2-20 hits. Failure by more than 100 means paralysis for 1-10 hours

## ISLE OF GLASS II: DALLA KREM NPCS

Name	Lvl	Hits	AT(DB)	PP	Melee Ob	Missile Ob	Mov
Iæn Shiin	60	210	11(200s)		210Mst/200MSw	240gé/Spells	+30
<b>Skills:</b> Climb150, Swim 120, Jump100, Ride110. Stalk200, Hide200, Obs170, Alert80, Rune70, Chan50, Amb15-70, AMov100, ADef100, Acro150, Cont140, Dance75, Diplo80, Frenzy95, Medit100, Seduc140, Signal110, Subdu160, Track80, Trick70, Dupe65, Tumb100, Hist115, Fauna65, Flora55, RegionL120, Ad-Defl100, Attune110, StunMan105, StunRe100. <b>Spells:</b> (B) Body Reins, Body Renewal, Evasions, Mind Over Matter, Monk's Bridge, Monk's Sense to lvl 50, (O) Gate Mastery, Invisible Ways and Spirit Mastery to lvl 15, (R) Far Visions, Future Visions, Mind Visions, Past Visions, Vision Borrowing, Vision Guard to lvl 50, Mind Death, Mind Disease, Mind Domination, Mind Erosion, Mind Illusions, Mind Subversion to lvl 30. <b>Items:</b> Bracer (L): Can cast Bladeturn II 3/day from e22; Bracer (R): Can cast Haste I 3/day e46; when both Bracers are worn +30 to Martial Arts OB and gives a +30 to Deflect Missiles; Cloak of Hiding: +30 to hiding maneuvers and allows the wearer's body to change to 2-dimensional; Necklace: protects as a full helm; Ge: does x2 hits delivers a Slash/Krush/Grapple equivalent to any criticals delivered and on a D or E critical will sever the target's limb/head and it returns to his pouch via Long Door after each throw.							
Prega, Iæn's Bodyguard	25	155	1(90s)		110MSt/70MSw	120Chak	+30
<b>Kortri Ta Shiin</b>							
Legen Tral Kortri Capt	20	145			90MSt/55MSw	95Chak	+30
Lesser	5	60	1(45s)		45MSt/50MSw	35Chak	+30
Greater	10	95	1(70s)		60MSt/70MSw	75Chak	+30



# • PART IX •

## OTHER POWERS

**O**n Vog Mur, an island cluster off the northeastern coast of Emer, five beings were gathered in an opulent drawing room. A crackling fire in the hearth warmed the chamber, while outside icy rain lashed against the leaded windows, and sea-winds howled like angry Wights. ‘Vog Mur’ wasn’t Elvish for ‘Death Watch’ for nothing.

Four men and a woman clustered around the huge fireplace. They were all alike in some ways, while glaringly different in others. Voriig Kye and the raven-haired beauty Ulya Shek were joined by three others: Oran Jatar, whose snowy hair and ashen-pale skin gave him a ghostly look; Sulthon Ni’shaang, who was tall and lean with wild, fiery red hair, ruddy skin and copper eyes; and finally Drûl Churk, who was stocky, totally bald and had eyes like glittering emeralds. These five were less than allies, but nor were they enemies. They were bound together by a common nature: all were Dragonlords, greatest of their kind.

Sulthon Ni’shaang stood close to the hearth, staring into the flames. “You and I have discussed this before, Voriig.” He said with a sigh. He had a voice like the others: a tenor overlaid with a rough, echoing bass, which filled even this large room. His sigh seemed to fan the flames before him so that they leapt up the chimney. He was the red dragon, a creature of fire, and even the enchanted invisible artifact which allowed him to assume human form at will did not completely inhibit his incendiary nature. “None of these little monkeys is a threat to us! Not the Ahrenreth, not the Alliance, and not even this K’ta’viir you seem so concerned about.”

“But these ‘monkeys’ as you so like to call the humanoids, have great forces at their command. You know this as well as I do! After our betrayal by Morloch the Ordainer in our previous bid to control the Ahrenreth, you must perceive that Schrek, now a major force in the Jerak Ahrenreth, is not entirely ‘human.’” Voriig argued. “If we are to survive, we may need some of these mammals as allies.”

Sulthon did not answer but turned away as if the memory pained him.

“But you have the staff that binds Schrek to his human form and limits his powers, do you not?” Ulya Shek, curled on a sofa of toorga-hide, asked. “Didn’t you manage to steal that away from him some time ago?”

Voriig glanced at Oran Jatar and pursed his lips. “Actually, we separated the Faaw Shryaac into three parts. I had the headpiece while Oran kept the bottom part of the rod and the upper half was given to others for safekeeping.”



*“I notice that you say that you ‘had’ the headpiece?” Ulya asked with a sly smile and an upraised eyebrow.*

*“True. The stone that capped the staff, along with the Sword and Pendant of the Sea-Drake realm of Jaiman, and several other lesser items, were stolen from my vault here a few years ago. I have been unable to locate them.”*

*“What!” The windows shook as Churk, Shek, and Ni’Shaang exclaimed with one chorus. Oran Jatar sat silent in the shadows, templing his strong pale fingers. He had a secret of his own, which he was loathe to confess...*

Meeting of the Dragonlords  
Vog Mur  
c. 6052

The forces discussed in this section are for the most part covert powers which operate behind the façade of surface politics and warfare. Secret organizations and reclusive individuals, their names are unknown to all but a few of their lieutenants... and their most powerful enemies.

## 1.0 THE JERAK AHRENRETH

The Jerak Ahrenreth (Ir. ‘Secret Circle’) is heavily represented in *Emer III*; more importantly, recent events have shown how fragmented this group is. Below are summarized the current (and past) members of the Eight and their alliances and motivations. Keep in mind the distinction between the title as a member of the Secret Circle vs. their actual (given) name. Some members, e.g., Iæn Shiin, have fully adopted their Ahrenreth persona and go by their title almost entirely as their name. Others, such as Lorgalis, only use their Ahrenreth title when among other members, or when invoking authority over minions of the order.

It is also worthy of note that only five of the originally chosen members of the Order of the Eight retain their seats. Even the founder of the reborn Ahrenreth—Ondo-

val—has abandoned it for his own purposes. Why does it continue to meet at all? Because they tap the power of the Crystal (and through it, the drained artifacts they have stolen) at the heart of the order’s headquarters, along with the shards at their various other locations. This power is not inconsiderable, granting them access to arcane energies, and through the other artifacts, sometimes knowledge far more quickly than they normally would have. And—willingly or not—the members share information about the actions of their potential adversaries. There are certainly factions within the Circle; a new one has arisen with the installation of the Dragonlord Ulya Shek, and—most importantly—Jenkyna, a full-blood woman of the ancient K’ta’viir race. Schrek in particular deeply resents Jenkyna’s appearance, but others are unhappy with the power-shift as well. There are deep schisms within the order.

### MEMBERSHIP OF THE JERAK AHRENRETH

Title	Translation	Seat Holder (All dates Third Era of Ire)
Dænkú	“Elder Mind”	Schrek (888 – present)
Arulis Kygari	“Seer of the Stars”	Ondoval (888 – 5030); Zagul (5030–6053); Jenkyna (6053 – present)
K’rak-shú	“Cold Fire Lord”	Churk Ta (888 – 1210); Voriig Kye (1210 – present)
Phœniis Rhyn	“Traveller Afar”	Lorgalis of Ulor (888 – present)
Dag Lavan	“Maker of Blades”	A’kesh (888 – present)
Iæn Shiin	“Crystalline Death”	Darí Holvir (888 – present)
Lyax Khàng	“Dreaded Assassin”	Nandaar Darian (888 – 3845); Oan Lyak (3845–6053); Ulya Shek (6053 – present)
Kort Hulum	“Cloud Master”	Shanarak (888 – present)

## 2.0 LOREMASTERS

While the Loremasters do not have as great a presence here in the southeast, they do have members in the major locations, from Ardan City to Malqanar, to Ræl. Following is a brief listing of the main Loremasters in the region, and their focus:

**Ocha Lani**, Arдания. Laan/Erlin Mage. While technically assigned to this realm, Ocha travels frequently, leaving daily chores to her journeyman, Talis.

**Talis Freyna**, Arдания. Laan Mentalist. Talis has insinuated herself into Ardanian society as a somewhat wealthy spice trader.

**Ekill Shirrit**, Malqanar, Shuluri Elf Mentalist.

**Aarein Kass**, Erlin Mentalist. Journeyman Loremaster. Sails the coasts and isles as a merchant crewman.

**Vurkanen Tyes**, with his aide Pelk, and their Kith. Vurkanen is a high-level Loremaster, a Loari Sorcerer. He wanders all over Emer, so could turn up anywhere. (Vurkanen Tyes' stats can be found in the *Shadow World Atlas* 3rd & 4th Editions.)

**Yern Okorna**, Erlin/Kuluku Cleric. He frequents coastal towns.

## 3.0 DRAGONLORDS

This diverse group of super-powerful beings has influence on the region in both direct and indirect ways. Of course, most prominent is Drûl Churk, master of the mysterious Isle of Glass. However, certain other members of this exclusive club have interests here.

**Voriig Kye**: While the Silver Dragon resides in Vog Mur to the north, he has interests here, particularly the Faaw Shryaac.

**Ulya Shek**: Along with her K'ta'viir partner, Ulya has a great interest in Jinteni technology. Ulya Shek and her submarine boat are often patrolling in the Rælian Bay.

**Oran Jatar**: A long-time friend of A'kesh, the White Dragon is a frequent visitor to the Ahrenæk, though he wishes no contact with the Ahrenreth itself.

**Kydak Dûm**: The Golden Dragon, always the most powerful of the six Dragonlords, returned from the East only recently, and the experience has left his mind altered. While he is friends with Voriig, he is now filled with paranoia regarding the Essænce Lords trapped in the Eastern Hemisphere—and all K'ta'viiri.

## 4.0 NÁMAR-TOL

The Elven-realm immediately to the north is only the most prominent and ambitious of several neighboring realms who are deeply interested in the resources the Khûm-kaan rainforests could yield. However, to their credit, the Loari are not wholesale exploiters. As a race of immortals, they understand the concept of 'sustainability.'

## 5.0 LANKANÔK

While the Lankan Empire is only recently increasing its naval presence, its port city of Kûru-kal on the Blackwater Bay is just north of the Bay of Zalkali. And this leads right to the rainforests of Quon and Quon-ul. They have been sending ships here, not only to the ports but landing on the shores in an attempt to exploit the region's resources directly. Most crews who enter the rainforest soon flee back to the beaches, reporting attacks from crazed savages; some simply have not returned; but the Lankani are persistent.

## 6.0 THE FAAW SHRYAAC

The *Faaw Shryaac* (K. "Talisman of Hiding") is an artifact of surpassing power... and peril. In its original form it was a staff of black Dir-wood about six feet in length and two inches in diameter, with a large red jewel set in the top. The jewel is a translucent rough-cut ruby stone vaguely in the shape of a humanoid heart and the size of a peach, which sometimes pulses with a reddish light. The gem is actually a small shard of the great Crystal at the center of the Jerak Ahrenreth's main citadel, broken off by Schrek and shaped using powers known only to him. This massive gem is held in place by a claw of black alloy, which is crafted to resemble long slender talons of a dragon.

The Talisman has many powers, but most significant to Schrek is its ability to allow him to remain in human form indefinitely, while still allowing him some—albeit limited—use of his demonic powers. The Talisman al-

### THE DRAGONLORDS

Name	Color	Focus	Home
Voriig Kye	Silver	Electricity	Vog Mur
Ulya Shek	Black	Gas/Acid	Arg Arul (Thuul)
Drûl Churk	Green	Gas/Spores	Isle of Glass
Sulthon Ni'Shaang	Red	Fire	Uronthis Kalthuul
Oran Jatar	White	Cold	Aalk Gaath
Kydak Dûm	Gold	Fire	Vulm Shryac

lows Schrek to seem to be a human to all but the most powerful *Detection* or *Analysis* spells, cast by mighty Es-sænce users. However, because of its nature, the Talisman also locks him into human form, and without the Faaw Shryaac, he cannot assume his true shape or fully access all of his powers. This was an inescapable part of the formula in trade for being able to assume human form, within the skills available to A'kesh and Schrek; in this way, it works in a similar fashion to the Dragonlord helms.

Schrek designed and constructed it TEI 904–924, largely with the help of the Artificer A'kesh, who learned much of the art of transfiguration from his mentor Krelj, creator of the *Daath Leerssoi*. When the Talisman was completed though, Schrek erased all knowledge of it from A'kesh's memory.

In 1210 TEI, the Silver Dragon Voriig Kye maneuvered to have himself placed on the Jerak Ahrenreth council, nominated by A'kesh. It was not long before the Dragonlord began to suspect that Schrek was not what he appeared to be, and that the Elder Mind's strange staff might play a role in his ability to retain an artificial form. Voriig of course was no stranger to this charade, since he wore a helm that allowed him to assume human form. Consultation with his fellow Dragonlord Oran Jatar confirmed his hypothesis, though the staff might act in a slightly different manner than the helms. Jatar believed that taking the staff from Schrek might not force him to assume his natural form (the nature of which they still could not determine, though both feared that it was demonic) but instead lock him into his relatively weak humanoid form.

By 1298 TEI, Voriig decided it was time to act. He met in secret with another of the Eight of the Jerak Ahrenreth—the Lyax Khàng—and convinced him that Schrek was a threat to them all. The Khàng (at the time an elf named Nandaar Darian) stole Schrek's staff while the Elder Mind was sleeping—or the equivalent—and gave it to Voriig. The Silver Dragon in turn brought it to his Artificer cohort Oran Jatar, who confirmed the nature of the staff. They considered destroying it, but Jatar was not certain what would happen to Schrek, or even if he could actually destroy the item. The thing was dangerous to keep, however; Schrek would no doubt do whatever he could to find it. Jatar feared that even kregora might not be able to fully mask such an item from a demon as powerful as they believed Schrek to be.

So, the White Dragon suggested modifying the staff: he could separate it into three parts, thus altering its nature and making it much more difficult to trace. This was a skill known only to a very few—Lord Artificers of surpassing expertise. Only a handful of beings in the history

of Kulthea could achieve such a feat. Besides Oran Jatar there would be Tethior, Krelj, Andraax, A'kesh, and perhaps a handful of others.

Jatar removed the red jewel, leaving an empty gap between the four claws. The gem became known eventually as the *Dathmaur Shryak* (K. “Heart of Agoth” or literally, “shadow-demon heart”). Oran Jatar also cut the actual Dír-wood staff into two parts of roughly equal length.

The top of the staff he dubbed *Raathtruliik* (K. “Cold leaping flame”). The lower part of the staff was a three-foot long rod with a spiked tip that Jatar named the *Riig Pronaa* (K. “Ember of Hope”). He capped both halves where he had separated them with a silvery eog alloy.

Such was the strange nature of the Faaw Shryaac that each of these three parts acquired unique powers (probably with the help of the White Dragon). The names that Oran Jatar gave to the two halves of the staff are a mystery that he has refused to reveal. He inlaid those names into the Dír-wood in a silver alloy and they cannot now be removed.

The three parts can be reunited by simply allowing them in close proximity with each other; if brought within a foot or so they will be drawn to each other as if by powerful magnetism. They can also be re-separated with sufficient strength (a *Medium* (+0) static maneuver using St bonus). Also, by their nature each can detect the presence of the other parts (details below); Oran Jatar could not break that magical attraction without destroying the item as a whole and so risking the repercussions. (Such is the mysterious craft of the Lord Artificers.) Speculation has emerged among those who study such things that the nature of these items might change again should two parts be united without the third (e.g., the *Raathtruliik* joined to the *Riig Pronaa* without the Heart of Agoth) but this is pure speculation unless it actually happens. *In fact they do acquire new powers; see below.*

### THE BOXES AND KEYS

Oran Jatar had his apprentices craft a custom box for each item. They are of black Dír-wood, reinforced with straps and corners of a silvery alloy. There are strong hinges and a lock of the same material (it is, in fact, gray eog). Inside, the box is filled with a soft black material which is molded to fit the item exactly. Also inside, but unseen, the box is reinforced with eog panels fused to the fittings, so in effect the wood is merely a veneer over a nearly indestructible eog box. Further, it is lined with a netting of kregora: enough to suppress detection by any normal means, but apparently the parts have discovered a way to seek each other out when in proximity. So, the boxes are virtually indestructible by magical or normal means, and the locks are *Absurd* (-70) to pick. No lock-opening spell will function within one foot of the



box because of the kregora. The boxes are also almost impossible to transport magically. Any *Fly*, *Teleport*, *Telekinesis* or similar spell cast on the box or on someone holding it must make a RR vs. lvl 100 or fail (Navigators using a *Compass* must only make a RR vs. 25th level). However, the boxes can be carried through a Jinteni Portal without problems.

To open the lock of each box requires a large, unique, extremely ornate, laen key. The keys are about eight inches long, with an open oval handle bearing Jatar's Alchemy rune (which few would recognize). The key for the Dathmaur Shryak is of red laen, Raathtruliik is of blue laen, and Riig Pronaa is clear laen. Scribed into the shaft of each key in Loari script but the Kugor (Dragon) language, are the names, just as it is on the shafts of the Raathtruliik and Riig Pronaa; of course the Dathmaur Shryak is simply the gem itself, so it has no inscription. Each key is itself a +1 spell enhancer for any realm when worn around the neck, that can be combined with any other spell enhancer. Jatar made three copies of each key, and gives copies to several individuals; they are later scattered.

### 3.1 HISTORY OF THE SEPARATED STAFF

In 1315 TEI, Oran Jatar completed the separation procedure of the Faaw Shryaac. The top half of the staff—Raathtruliik—was originally given to the Elven brothers of Buir Dom on Vog Mur to watch after; Oran Jatar kept the Riig Pronaa for himself, and the Heart—the most dangerous and intrinsically evil of the three parts—he gave to Voriig Kye to keep in his vaults.

For many centuries the items lay dormant in their three separate locations. But then other forces came into play.

In TEI 3845, Nandaar Darian (the Lyax Khâng of the Jerak Ahrenreth) ran afoul of the Kuluku/Erlin Loremaster Kimul Khama and after a frightful duel, Darian was killed. Khama discovered in the assassin's possessions not only a blue laen key to the Raathtruliik, but also a strange *Compass* wristband, and the seeing orb the *Eye of Agoth*. He took the artifacts to his home on Gull Island.

Kimul Khama died in TEI 4199, but on his deathbed he gifted his special *Compass* to the Kuluku Shaman Kiku Makhala. Kiku did not fully understand its powers. Kimul also gave him the Riig Pronaa blue key. The Shaman placed the artifacts inside an ancient temple which they consider to be a holy site (#9 on the main map).

In 4379 TEI, the Loremaster *Elor Once Dark* visited the Mur Fostisyr. He entered the Aalk Gaath and stole the *Riig Pronaa* (the bottom half of Schrek's staff, the Faaw Shryaac) from Oran Jatar's vaults, along with a set of keys

for all three boxes. (Elor, a Mystic by profession, made a career out of infiltrating secret places, often merely for the thrill of doing so. It was only later in life that he began to take 'souvenirs' of his visits with him, which earned him the ire of the Loremasters.)

Then, in 6036, Elor Once Dark went on another of his little souvenir-collecting forays. He broke into Voriig Kye's vaults and took the Sea-drake Sword and Pendant, among other treasures. He also stole the headpiece gem, the *Dathmaur Shryak* (K. "Heart of Agoth"). Elor immediately sensed how evil the Heart of Agoth was, even inside its box, and after taking the other items to his home in Jaiman, he carried it deep into the Ash Lairs under the Spine of Emer and cast it into a lake of lava. Little did even he know that the spot he chose was near the sleeping-place of the powerful Earth-demon Muarga.

Meanwhile, Andraax in turn detected the thefts (because of his newly unshielded Sea-drake items), went to Elor's house and took the artifacts, while the Loremaster was away disposing of the Heart. When Elor returned, Andraax made Elor forget he had stolen them. Andraax mainly wanted the Sea-drake artifacts, but when he was in Elor's house he was strangely drawn to the Riig Pronaa. Despite its kregora box, he was able to determine some inkling of its nature, so he took it also. He hid the sword temporarily in his vault on the Watching Isle; the pendant he gave to someone he felt deserving of it in U-Lyshak, but sadly it fell into the hands of the Priest Arnak at Yarthraak. Andraax was undecided for some time over what to do with the Riig Pronaa. He opened it (the fact that there were two other similar keys posed an interesting question in itself), analyzed the item, and recognized its nature as originally part of a larger artifact and a tool of a powerful quasi-demon of some hideous origins. He decided to plant a technological tracking device (which of course would not be affected by the kregora) in the box so that he could follow it. The mere existence of a creature such as Schrek would be an abomination to Andraax. However, Schrek could somehow shield his location (even from Andraax), so the Essænce Lord needed a tool to find this being.

Andraax considered returning the Riig Pronaa to Elor, but instead eventually placed it (inside its shielded box) in a Jinteni ruin, which was also the tomb of Kimul Khama. The keys he decided he might give away as curiosities to those who interest him.

Meanwhile, deep beneath the Spine of Emer, the Heart of Agoth awakened Muarga and called out to him. The Demon took the item, and soon found the vast colony of Murlogi. The little creatures were more than eager to worship this powerful being and make him their god-king. After many attempts, the Murlogi were able to

defeat the complex locking mechanism of the box and release the Heart. However, they never removed it from its container, so the item's powers were still somewhat impaired. And no one—not even Muarga—dared touch it. It became an object of worship for the Murlogi, set upon an altar in their largest cavern.

Then in 6052, the awakened twins Sendar and Sendil, guided by their Dark Demigod father Akalatan, located the Heart of Agoth. They slipped into the caverns and stole it from the Murlogi and their Earth-demon king, then made their way to Kenezán. There they broke open the box, revealed the Heart, and were welcomed as the fulfillment of a prophesy. Meanwhile, the Murlogi and their king swore to recover their holy object from the thieves.

### 3.2 POWERS OF THE SEPARATED STAFF

Below are listed the (known) powers of the three parts. Each may possess other powers not yet documented, depending on the user. Also, even these listed powers might not reveal themselves easily, depending on the nature and the power level of whoever finds and attempts to use the items; they have a will of their own. It is also important to note that the Raathtruliik and the Riig Pronaa are not inherently evil separately or combined as the Riig Shaang. They are not averse to being joined with each other, but they are ambivalent at most about being re-united with the Dathmaur Shryak. It is only adding the intensely malevolent Heart of Agoth that makes the staff evil (and dangerous for a PC to use).

#### POWERS OF THE DATHMAUR SHRYAK

Most powerful of the three parts, the *Dathmaur Shryak* (K. "Heart of Agoth") combines the power of the Ahrenreth Crystal with the Essænce put into it by Schrek. No wonder the Demigod twin offspring of Akalatan—among others—covet it. The Twins call it the *Pokat Enkye Klysus*, which in the Lankani tongue means 'Living Heart of Klysus.'

**1. Sense Brethren.** Holder is aware of the presence (but nothing more) of either of the other two parts if they are within one mile if shielded in their kregora box, 100 miles if they are unshielded. Holder can sense direction and distance of other parts within 1000 feet if unshielded, 100 feet if they are shielded.

**2. Summon Demons.** Skill must be acquired to control what demon is summoned (can only be from one of the Six Pales); a failed roll means the summoning is random: 01-30: First Pale; 31-55: Second Pale; 56-70: Third Pale; 71-85: Fourth Pale; 86-95: Fifth Pale; 96-00: Sixth Pale. Demons enter through a temporary Portal up to fifty feet

away as designated by the caster (must be in his line of vision). Portal takes 2 rounds to form, and demons come through it one by one; portal collapses after last one exits. Number of Demons is up to the caster, 1 to 4. Again, a failure means the number appearing is random. Demons are not controlled. They remain in this plane until killed or banished, or after 3D10 rounds have passed, after which they are forced back to their Pale. May be cast once per day.

**3. Control Demons.** Caster can control demons of the Pale, including those summoned by the above spell. Caster is considered 50th level + his own level + Presence bonus + acquired skill in Demon Control (a Secondary Skill, use *Staves & Wands* cost), and must roll over the Demon's level +100. For control purposes, consider demons the following levels: First Pale: 5; Second Pale: 10; Third Pale: 15; Fourth Pale: 20; Fifth Pale: 25; Sixth Pale: 35. If a demon is not controlled, 50% chance it will turn on the summoner, 25% it will attack a random person, 25% it will run off. Once controlled, no concentration is needed, though a fresh roll is needed every day for demons not summoned by the Heart. May be cast once per day, but one casting allows the user one attempt to control all Demons summoned with power #2. Range: 100'

**4. Heart of Fire.** Caster is able to cast what is essentially an extremely powerful *Firebolt*: 6x hits, double criticals, 600' range. However, in order to cast this spell, the Heart requires fuel: a humanoid soul. Caster designates a target within 100' and attempts to take his/her soul (treat as a 30th level *Dark Absolution*). Caster attacks at his own level. The Heart can store up to eight of these 'charges,' and while charged can fire every round. However once depleted it requires a full round to draw each soul before firing again, so firing is reduced to alternate rounds.

**5. Open Portal.** Once per day, caster is able to open a portal to other Pales and beyond (e.g., the Void); however, caster must have actually been to that Pale/plane in order to reliably open a door to it. Skill in Demon Lore will give a bonus, but there is also a chance the Caster will open a Portal to some other Plane or even the Void. Can also create a momentary Portal to other locations on Kulthea (essentially a Teleport True, with the same restrictions.)

**6. Burning Apocalypse.** The Heart must be fully charged with eight souls in order to cast this power. Caster becomes ground zero for a 300' radius blast. Caster rolls on the *Fire Ball* table +100. Use range modifications to indicate reduced effectiveness. Double hits, and in addition to the Heat crit, all within 100' take an Impact Critical one level lower; all between 100' and 200' take an Impact Critical two levels lower. Flammable materials

inside the blast are ignited. Caster is unharmed, though clothing and immediate personal items might be slightly sooty. All eight souls are depleted.

**7. Other powers**, depending on the nature of the attuned owner. (E.g., Schrek can use it to summon and control Demons of the Void as well as those of the Pales.)

The current location of the Heart is in the Temple of Meditation, beneath the Pyramid of Separation in Kenezán, capital of the Lankan Empire.

### POWERS OF THE RAATHTRULIIK

The *Raathtruliik* (K. “Cold leaping flame”) is the top half of the staff, about three feet long and fashioned of Dír-wood. It still includes a silver metal claw mounted on one end. The claw is about the size of a large human hand, but in the shape of a partially closed four-digit dragon claw (dragons possess essentially an opposable ‘thumb’ as one of their claws); this once held the Heart of Agoth. The other end of the rod is perfectly flat, for joining with the Riig Pronaa. It has the name *Raathtruliik* inlaid into the wood in Loar characters, but of course the Kugor (Dragon) language; this was done by Oran Jatar when he separated the parts.

Note that the possessor of the *Raathtruliik* must hold it in his bare hand for any of its powers to work.

**1. Sense Brethren.** Detects proximity of the Heart of Agoth. It can sense its *presence* when the Heart is within one mile, 100 miles if the Heart is unshielded (not in its kregora box or similar protection): the metal inlay and claw become cold, but not variably so. Holder can sense actual *direction* and approximate *distance* of the Heart within 10 miles if unshielded, 100 feet if it is in its kregora box: inlay becomes colder and claw pulses, more rapidly when pointed towards the Heart. Holder can make a *Staves/wands* roll to get approximate distance.

**2. Water to Ice.** This works a little differently from the standard spell. The caster aims the *Raathtruliik* at the water he wishes to freeze and a stream of white energy comes from the claw area. The range is 100’ and the caster can turn twenty-five cubic feet of water to ice every round for as many rounds as he can hold his concentration (i.e., roll under his Temp SD; add skill to SD for the roll). As soon as he fails, the spell ends and cannot be cast for another day. The shape of the frozen area is determined by the caster (within reason, GM’s discretion) making a spell roll, and can also be improved by acquiring skill. For example, a first-time user would be able to turn a still pool or section of pond to ice, but it would require more skill to make an ice bridge across a river, still more to freeze/dam a waterfall, still more to build up ice to create a bridge up and over a chasm, etc.

**3. Protection from heat and fire.** Holder (the *Raathtruliik* must be in caster’s bare hand) is immune from magical fire, takes half damage from normal and dragon fire. Holder also does not feel heat up to 150°F, but cannot perform extraordinary feats like survive a fall into a lava pool (the *Raathtruliik* would, however, survive unharmed).

**4. Immunity.** Holder is immune to the powers of the Dathmaur Shryak, including the Heart of Fire.

**5. Coldrunning.** Holder can run on ice with full traction, or on top of snow as on solid ground. On these surfaces, the holder can run up to 10 minutes per level, and at 3x his normal running speed, without tiring.

**6. Cold-fire Bolt.** This power alone makes the *Raathtruliik* a formidable weapon. Neither an *Ice Bolt* nor a *Cold Ball*, this is something in between. In addition the wielder has a number of options at his disposal. Use of this power only requires a successful Staves & Wands roll, though a specific spell skill must be developed to aim it. The caster can fire a spell essentially equivalent to a *Fire Bolt* in effect, but use cold criticals; such a spell can be fired every round without penalty; the *Raathtruliik* has unlimited charges. If the user can wait three rounds (2 to prepare, fires at the beginning of the third round), he has the option of firing the cold-fire version of *Triad Aflame*, or a *Cold-fire Bolt* 300’, or a *Cold-fire Bolt* 100’ delivering triple damage, or a *Cold-fire Ball*, 30’ radius. When this power is activated, a coruscating blue-white light forms in the space where the Heart of Agoth was, then springs out with a flash towards the target. When using one of the greater powers, the light builds during the preparation period, and is slightly different for each spell.

The current location of the *Raathtruliik* is in the Ahrenaek. In 6052, Oan Lyak went to Buir Dom, stole the *Raathtruliik* (which had only been returned there by Andraax a few years earlier), and gave it to Schrek. A few days later he brought it to A’kesh to analyze, (regretting having erased the Artificer’s memory of creating the Faaw Shryaac). While Schrek periodically inquires about A’kesh’s investigations, the item is not a priority for A’kesh (and he is increasingly uncomfortable with Schrek, though he does not know why), and he has never even bothered to unlock the box.

**GM Note:** The location of the *Raathtruliik*—and the blue laen key—can be set by the GM to an alternate location to help begin an adventure leading the characters into SE Emer. More perilously, they could stumble into a Portal into the Ahrenaek.



### POWERS OF THE RIIG PRONAA

The *Riig Pronaa* (K. “Ember of Hope”) is the bottom half of the staff, which is a dir-wood rod a little over two feet long. The top end of the rod (which is now the ‘aiming end’ for its powers, but was once where it was joined with the Raathtruliik) has a small dragon-head with an open mouth, made of a silvery alloy. (When the Raathtruliik is brought close, the dragon-mouth closes on the end of the other part, locking them together.) At the other end (the original bottom of the whole staff) is a four-inch spike, of the same indestructible black metal as the claw of the Raathtruliik (from the original creation of the staff). It has the name *Riig Pronaa* inlaid into the wood in silvery alloy, in Loar characters, but of course in the Kugor (Dragon) language; this was done by Oran Jatar when he separated the parts.

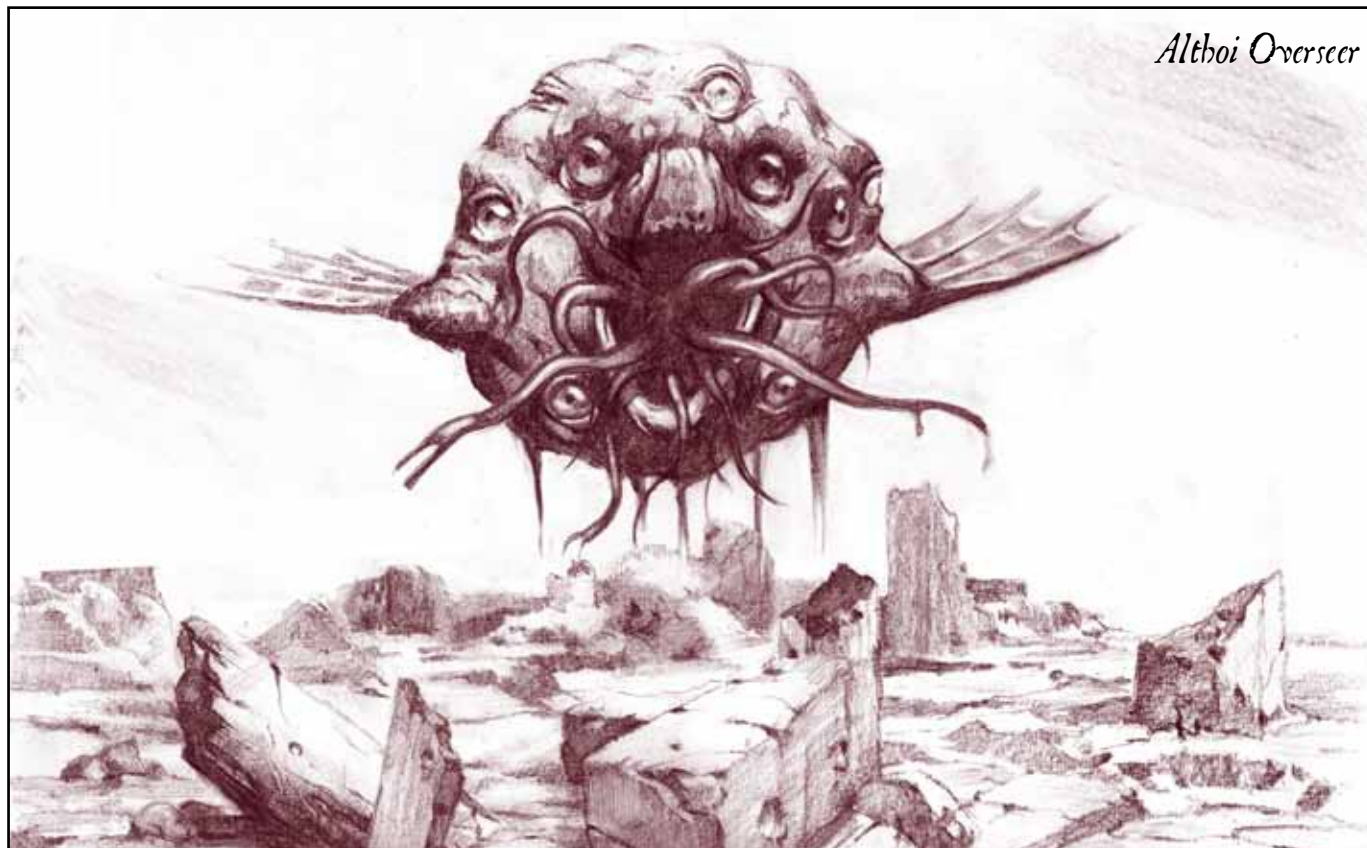
As can be seen from the powers listed below, the *Riig Pronaa* is primarily a defensive weapon, but a powerful one.

Power 5 is particularly ironic, given that it could possibly banish Schrek back to the Void given a powerful enough wielder. While normally taciturn, Oran Jatar is not without a sense of humor.

*Note: the possessor of the Riig Pronaa must hold it in his bare hand for any but power 6 to be effective.*

**1. Sense Brethren.** Detects proximity of the Raathtruliik and the Dathmaur Shryak. Holder can sense direction and approximate distance of the Raathtruliik within 10 miles if unshielded, 100 feet if it is in its kregora box. It can sense its *presence* when the Raathtruliik is within one mile, 100 miles if the Raathtruliik is unshielded (not in its kregora box or similar protection): the metal inlay and the metal tip which would connect to the Raathtruliik become cool and glows with a white light, but not variably so. Holder can sense actual *direction* and approximate *distance* of the Raathtruliik within 10 miles if unshielded, 100 feet if it is in its kregora box: inlay becomes colder (but not uncomfortably so and the metal tip pulses, more rapidly when pointed towards the Raathtruliik. Holder can make a *Staves/wands* roll to get approximate distance. The *Riig Pronaa* grows warm in proximity to the Heart, 10 miles if unshielded, 100 feet if it is in its kregora box. Holder gets no sense of distance or direction regarding the Heart, except that it grows hotter as the heart is nearer and the runes glow an angry red. (It wishes to be reunited with the Raathtruliik, but not with the Dathmaur Shryak, the Heart of Agoth).

**2. Immunity.** Holder is immune to the powers of the Dathmaur Shryak, specifically the *Heart of Fire* spell. All within ten feet of the holder are immune to the *Burning Apocalypse*.



**3. Protection from cold and ice.** Holder is immune from magical cold and ice attacks, takes half damage from dragon breath. Holder also does not feel any negative effects from environmental cold down to -20°F. The rod grows warm and the runes glow faintly yellow while using this power. (This power is odd, considering Oran Jatar's cold Dragon-breath weapon).

**4. Turn Spell.** Holder may attempt to turn a directed Elemental or *Absolution* spell back on the attacker (or anyone else within a 30° arc of the attack from Holder's point of view). Caster must first make a successful *Perception* roll to be aware that he is under attack, and must be able to concentrate. Caster is considered 20th level + his own total directed spell skill (include acquired skill in any *Directed Spell* skill), and must roll 100+ over the attacker's attack roll for complete success. A roll of 50-99 over means the spell misses and goes in a random direction.

**5. Banish Demon:** Caster can attempt to banish a demon (of Essænce or of the Void) back to its native domain. Caster is considered 20th level + his own level + Presence bonus + acquired skill in *Demon Control* (a special Secondary Skill, use *Staves & Wands* cost; use *Attunement* for RMFRP), and must roll 100 over the Demon's level for success. Demon levels are as listed in the *SW Master Atlas*, or the GM can extrapolate. If a demon is not banished, there is a 25% chance it will turn on whoever attempted to banish it. May be cast once per day.

**6. Truest Sight:** *Sense Reality Warp*, *See Invisible*, and *See True Form*. This power may be used the number of minutes per day equal to holder's level; after that the holder becomes fatigued.

The last we know of the location of the Riig Pronaa is that Andraax placed it in a Jinteni Ruin, thinking that the time-dilation effects might further shield it.

**GM Note:** *The location of the Riig Pronaa—and the red laen key—can be set by the GM to help begin an adventure leading the characters into SE Emer.*

### POWERS OF THE EMBER OF FIRE

When combined, the two parts of the staff, without the Heart of Agoth, have additional and enhanced powers. In this state it is called the *Riig Shaang* (K. "Ember of Fire"). Ironically, the White Dragon (perhaps not consciously) gave the united powers of these two halves of the staff a unique set of abilities, including resisting Schrek and his demonic powers. Should the right wielder(s) be able to possess these two halves, he could be a threat to Schrek.

Should the group manage to acquire both the Riig Pronaa and the Raathtruliik, they would possess a pow-

erful combination of weapons, and be they might become especially formidable opponents to Schrek. As noted elsewhere, it is relatively easy to join the items, the two snap together with a perceptible 'click' and hold firmly until one tries to deliberately separate them. They can be re-separated with sufficient strength (a *Medium* (+0) static maneuver using St bonus), as if they were just held together with strong magnetism. So they can be utilized as the separate weapons and as the united *Riig Shaang*.

**1. Combined Powers:** The Riig Shaang possesses all of the powers of both the Riig Pronaa and the Raathtruliik. The disadvantage of course is that with only one user, only one power can be used at once. The parts can be separated and united at will, allowing two people to access the different items' powers at once. Also, if the holder of the Riig Shaang has only gained skill in using the Raathtruliik for instance, he would be forced to use the Raathtruliik powers without a skill bonus.

**2. Resistance** (resist Schrek): Creates a 10' diameter spherical shield; all within add +100 to all RRs vs. Essænce attacks by Schrek.

**3. Phasing.** As Mystic 20th level spell.

### POWERS OF THE FAAW SHRYAAC (ASSEMBLED STAFF)

All three parts combined recreate the *Faaw Shryaac*, which was made by A'kesh for Schrek, but anyone can (in theory) use many of its terrible powers. However, the artifact has a will of its own, and when assembled, many of the individual powers of the staff parts added by Oran Jatar when he separated it might be repressed by the evil power of the Heart of Agoth. Once the Heart is attached, the united staff has a demonic source, and anyone tapping that power should pay a price.

When the Heart is brought into proximity to the other parts, the claw opens to accept it. The claw will only open if the other two are already assembled into the Riig Shaang.

In addition to all of the powers of the Heart of Agoth:

**1. True Change:** Allows Schrek to assume a humanoid form and maintain it indefinitely without concentrating. This theoretically would work for any demon, but is untested on any but the half-Agothu Schrek, and could very well fail. If it does work, any intrinsic demonic powers are reduced, and the humanoid is considered one size smaller in combat (e.g., if as a demon he is a *Super-Large Creature*, as a humanoid, he is a *Large Creature*). Spell use is as before. In any case this power can only be used by the wielder and is permanent until the wielder once again holds the assembled staff and commands it to be undone. Another wielder holding the staff could direct it to undo the spell on Schrek if he were within 100' and



the wielder made a successful *Staves/Wands* roll -50 (use *Attunement* for RMFRP). Schrek would then be forced to assume his true hideous form. As long as the caster concentrates, Schrek has to stay in that form, and the caster has a 200 bonus to RRs vs. any spell attacks by Schrek.

**2. Open Portal:** Caster is able to freely open portals to other Pales and beyond. However, caster must have actually been to that Pale/plane in order to reliably open a door to it. Skill in *Demon Lore* will give a bonus, but there is also a chance the caster will open a Portal to some other Plane or even the Void. Can also create a momentary Portal to other locations on Kulthea (essentially a *Teleport True*, with the same restrictions.)

*GM notes:* Any of these three parts could fall into the hands of the players, and they would most likely have no idea what they possessed without extensive research and powerful informational spells. Each of these parts has developed somewhat of a 'personality' of its own and will not easily allow its powers to be used by just any low-level character.

*To further complicate things, in the huge span of time since the staff was taken and separated, the powers could have shifted or been inhibited with curses. They could have an additional mysterious history since Oran Jatar separated the Faaw Shryaac into its parts. And of course the combining of the two parts of the staff could be a quest unto itself and help to fight against the joining with the Heart.*

**3. Protection.** As mentioned above, as long as the caster concentrates, the holder of the assembled staff (as well as all within a 10' radius) is at +200 vs. any spell attacks by Schrek as long as he is held in his natural form by the staff's power.

*Uriel, Denivor, Sharna and Kulas-Dar  
in the Black Mountains foothills*





# • PART X •

## ADVENTURES

Even in cosmopolitan Ardan City, the quartet of four different races stood out in the wandering crowds; Kulas-Dar didn't need to use his Mentalist powers to know that. People glanced at them furtively, then looked away.

Sharna scanned the teeming market shoppers with her icy blue gaze. "I don't see him.." Her voice had its usual cold, emotionless tone. The Changramai Monk was knowledgeable not only in martial arts, but mental discipline, and her demeanor declared her training as clearly as the small red triangle tattoo beneath her eye.

"It's hot as Charon here!" Denivor exclaimed, shedding his jacket. A Lotana from northern Jai-man, he was not used to the heat, or the bright equatorial sun.

Kulas-Dar smirked at his friend's discomfort. Unlike Denivor, he was perfectly comfortable here. But then he was Itanian, and his country was at about the same latitude—just on the western end of great Emer. He moved closer to Sharna, his trusted bodyguard. "I know that Talis will be here. Let's give him a little more time."

"I'm uncomfortable with us being out in the open like this. You and I should have come alone and left the others at the inn. Better yet, we should have met somewhere private."

Meanwhile, Uriel, as always, maintained her calm demeanor while quietly taking in the colorful spectacle of the Ardan marketplace. As a Sister of Eissa and an Erlin Elf, she was a trained Healer and counselor. She was used to Sharna's blunt statements, and understood her wariness. This was a foreign city to all of them, with its stacked towers, all with tiled roofs and blinding-whitewashed walls. And she understood Denivor's discomfort as well. While as an Elf she didn't really suffer from the heat, the dry wind and burning sun were unpleasantly hot. And even she could get a sunburn if not careful.

"Who knows the reasons why Loremasters do things." Lukas-Dar shrugged. But even as that thought passed his mind, a warning went up. At the same moment, Sharna's head snapped around, and Denivor whispered "Trouble."

Four heavily armed guards were headed directly for them across the open market expanse, the crowds parting to let them pass even as they murmured amongst themselves.

These armed men were the Order of the Silver Sword: the Lord's Guard. Trouble indeed.

Following are several adventure scenarios, a few brief adventure ideas, and one concept for a major quest, all centered on the region of southeastern Emer.

The different nature of adventuring in this region cannot be stressed enough. With the exception of Lygaar, there are no villages every thirty miles or so; in fact there are almost no roads. This is a wild, untamed land filled with dangerous creatures. However, it is also littered with ancient ruins dating from the Interregnum up through the Emerian Empire and even later, so it is a treasure-trove waiting to be plundered. Beyond the mainland, there are dozens of islands scattered through the Rælian bay, each one with its own unique story.

And of course, for the ambitious adventurer, southeast Emer is the location of no less than two citadels of the Jerak Ahrenreth, two 'Isles of Glass,' and the home of the demonic lord Schrek.

## 1.0 ADVENTURING IN SOUTHEASTERN EMER

Following are some general notes the GM should keep in mind when the PCs enter the region of southeastern Emer.

### 1.1 TRAVELLING TO S.E. EMER: WHY AND HOW

Of the four basic quadrants of Emer, the southeast has probably the greatest variety of life combined with the least number of large civilized areas. The only true metropolitan city with regular ties to the rest of the continent is Ardan, and that is far to the northwest, on the border of the region. Khûm-kaan and Onar have not been home to true cities since the days of the Emerian Empire. Once there were Ansidus and Naal on the Ræl peninsula, but those governments are a dim memory.

Because of this, adventuring in this region presents particular challenges—and opportunities—for the characters. As it is such a vast wild area, they might find themselves alone in the wilderness for days or weeks at a time (unless of course they are rich enough to have a Navigator, or powerful enough to be able to Teleport home if necessary, but what would be the fun in that?).

#### 1.1.1 REASONS

The reasons to come here are many: valuable herbs, ancient treasures both magical and otherwise; and of course there might be a quest for one or more of the characters. It should not be forgotten that libraries like Nomikos will pay a very high price for scrolls, books or other sources of knowledge and information. Nomikos in particular has access to certain technologies, including a few Essænce Lords memory crystal readers, and a few of the Jinteni crystal piezoquartz ('Sun stones'), so

certain items which might be mere curiosities to most would be very valuable to them, if the characters knew what to look for.

#### 1.1.2 METHODS

While Ardan City is the only truly major port, there are other locations with contacts to the outside world. Some are accessible by water, some only by skyship, but there are fairly regular trade routes from Sel-kai and Kaitaine to some of these locations.

##### BY SEA

Besides the large port of Ardan City, Tarakis offers an excellent starting point for adventuring in SE Emer, because the town has many resources for those who might be heading into the rainforest. This town at the mouth of the Sybarus River is essentially the gateway between the more 'civilized' lands of the Lygaar plains and the wilderness of the rainforests of Quon. Adventurous Shay seeking rare herbs and woods regularly travel up the swift Dændarus during the slower summer/fall seasons when the current is not so treacherous; or year-round into the dark, slow Sybarus River, which meanders deep into the Quon rainforest. For a small fee, many will offer to take passengers, and minimal services as guide, but none will guarantee your safety. None will be willing to stray far from the riverbank, unless very well paid. Their knowledge of the local flora and fauna will range tremendously.

Beyond Tarakis, any of the numbered towns along the north shore have trade ships traveling to them on at least a semi-regular basis, and would be willing to take on a few passengers for a reasonable fee.

##### BY LAND

There is a road leading from Ardan City to Tarakis, mostly traveled by Shay living in the region, taking wares to and from the cities. Some trade materials from deeper in Quon and beyond comes along this road, but most is by sea. From Tarakis (once the Imperial regional capital

of Coronan), there was once a road running south along the coast but it is long lost in the rainforest. There are remains of a road running along the north shore of the Dændarus River to the Gap of Uj.

Also from Ardan City, a road runs westward, over the more treacherous Cloud Pass, and into Hæstra. And there is a road going north into Lankanôk, but few merchants dare to make that journey these days.

### BY AIR

Skyships (and a few airbarges) stop at Ardan City, and there are also less frequent skyship stops in Tarakis. There are regular sky cargo runs to Maliqitor in Malqanar.

There are regular flights (or connections) to Sel-kai/Eidolon, Kaitaine, Artha, and Orv Cibur (the trade city of Nâmar-Tol); somewhat fewer flights to other cities in Emer.

## 1.2 ENVIRONMENTAL CONSIDERATIONS

In Quon, Quon-ul and Rulaash, nowhere else on the continent is such a vast expanse of rainforest, with an unrelenting climate of heat and humidity. Most adventurers will not be acclimatized to this. Other factors include altitude, noxious gases from volcanic and subterranean vents, and other environmental elements that could inhibit the characters.

### 1.2.1 HEAT AND HUMIDITY & WATER

Most characters adventuring in southeastern Emer—especially the rainforest regions—will not be adapted to the hot and humid conditions (even Elves are at slightly reduced effectiveness). They will not be able to travel as far as normal, and of course they will need plenty of water. Drinking river water could be perilous; there are numerous dangerous micro-organisms in all the water except maybe high up near the waterfalls and the source of springs. The herb *Nuli* can be used to purify water.

### RAINFOREST TRAVEL

Even though much of the rainforest floor is fairly clear (i.e., the PCs are not constantly hacking through jungle growth), the ground is soft and treacherous from layers of decayed vegetation, so it is almost like walking on soft sand: slow and tiring. Following animal trails would help somewhat, but that has its own perils. Travelers would be lucky to manage two miles an hour, and would need rests. Mortals not acclimated should be considered at -25%, Elves at -10%. Plenty of clean drinking water is critical, or the PCs could become dehydrated and even suffer heat stroke.

### 1.2.2 HIGH ALTITUDE

This consideration is of course not unique to SE Emer, but if the PCs find themselves climbing high into the mountains, they will find their endurance reduced until they have adapted (which takes several days at least; probably longer than they would be planning to stay up there in any case). Alternatively, the herb *Wretha* can be used to allow normal breathing at elevations up to 10,000 feet for up to 10 hours.

### 1.2.3 DEEP UNDERGROUND

Southeast Emer is riddled with more deep volcanic tunnels and connections to the Ash Lairs than any other quadrant of the continent. In addition to the sometimes intense heat, there are frequently noxious fumes erupting from random fissures. Characters could suffer burns both on exposed skin, and on their lungs if they inhale the fumes/smoke.

## 2.0 ARDANIA

Following are a few adventure concepts centered around the city-state of Arдания, and in particular the capital of Ardan City. They can be used as individual adventures, though some could quite easily be linked.

### 2.1 ARDAN OVERVIEW

Ardan City is a natural starting point for adventures throughout the region. It is by far the most cosmopolitan city in the southeast, with connections by land to Kenezan, and west to Hæstra, with air and seafaring ships sailing to and Nuyan-Khôm, Sel-kai and beyond. And from the city, ships leave for ports all along the coast of the southeastern peninsula.

Ardan City is also filled with secrets, beginning with the very nature of its origins—funded by the Jerak Ahrenreth. Then there is the underground slave trade, and there are many more.

General information about the city, as well as an overview map, can be found in Part IV Section 3.

### CONTACTS

- **• Loremaster.** There is a Loremaster stationed in Ardan City, though she keeps a relatively low profile, not widely advertising her membership in the group. Loremasters are not looked upon kindly by the Ardania elite, considered to be ‘meddlers.’ She is Talis Freyna, a mid-level Laan Loremaster recently out of Journeyman status. Currently her mission here is to observe, but she might be some help if it doesn’t endanger her already precarious social status. Her superior is Ocha Lani, who works mainly undercover and only visits Ardania.



- **NPC relative.** With Ardan's recent influx of people at all levels of society, it is quite possible that a PC has a relative or old-time friend here.
- **Business contact:** Several larger Sel-kai businesses have branches here, including all the bigger banks and a few trade networks.

## 2.2 UNDERGROUND SLAVE TRADE

*"It is the Auction of Arдания-marus, where the wealthy of Arдания and slave traders from elsewhere in Emer—and as far as Thuul, Falias and beyond—come to buy and sell. The Ardanians come down to bid on the more attractive, young and skilled among the new slaves. Those not fortunate enough to be bought by them are sold to outside traders, or become part of the underground Ardan labor force. The life expectancy for the last option is a short one."*

—*Loxmaster Ocha Lani, Report to the Loxmaster Council, 5•21•6053*

Perhaps the PCs were sent by a merchant house in Sel-kai who has lost a family member: someone has mysteriously vanished. House Dolnegan has always been suspected of trading in slaves, but somehow it is never proven. They transport their captives to a few different locations, including Ardan City.

The Auction of Arдания-marus takes place in vaulted chamber under a building on the North Bank, but the slaves are mostly brought in through the docks on Acradis Island and the secret tunnels that run under the city.

The slave trade is operated by the infamous *Ithaak Traders*, so the government has some deniability. However, the security is provided by off-duty Ardan City guards, who might be bribed. Not only do the merchants and the city benefit from slave labor, but the city takes a cut on all sales. For large auctions, representatives from other interests visit the city to bid on merchandise.

**Adventure:** discover the secret slave trade under the city, and rescue the missing person. A larger goal would be to somehow disrupt the slaving operation and free as many slaves as possible. A complication could be that while the group is spying, one of the PCs is captured for slavery.

## 2.3 PALACE INTRIGUE

The PCs might be recruited as spies by an underling of a Minister of Sel-kai to go to Ardan City and uncover clues about what is really going on there. While there, they could socially meet Iæn Shiin (and perhaps clues about the origins of Arдания, the Jerak Ahrenreth, and the much larger quest of the Faaw Shryaac for later) They

might learn that Shiin is not who he seems, that Lord Ardan is not really in charge, and even hints about the Ahrenreth and other secrets about the city. But naturally meeting someone as powerful as Shiin is extremely dangerous. Perhaps at first they would meet with an underling, gain knowledge about where Iæn Shiin lives in the palace, and even engage in a little burglary/breaking & entering. They would find the ancient Order of the Eye master headset in its beautiful (unlocked) box, a separate box with a set of lenses, and maybe other clues.

## 3.0 THE VILLAGE OF SECRETS

These adventures would have as their focus the village of Misty Vale, a possible launching point for many adventures.

Misty Vale is on the higher-elevation, northern side of the Dændarus river, in a narrow valley next to a stream which becomes a small waterfall cascading down into the river far below. The town is about 100 miles upriver from the coast and the city of Tarakis. The 'Gap Road' from the Gap of Uj does run along the northern side of the Dændarus on down to Tarakis, but it is well away from the cliff-side of the river, and so does not go near Misty Vale. There is a road branching off at the stream, but because the town is in a valley, and the road running along the stream is little more than a dirt path, Misty Vale is not that easily located unless one knows it is there.

Also, fogs from the waterfall and the rainforest on the southern side often creep up to envelop the town and vicinity, and people traveling on the Gap Road tend to shy away from the rainforest and anything associated with it. This not only gives it a reputation as a town between two worlds, but a very real feeling of a mystical place.

It is also located near one of three ancient stairways cut into the stone cliff of the north shore, leading down to the river. The actual river-bank (and southern shore) is still over 200 feet lower than the town.

The villagers have rigged up a weight and pulley 'elevator' system adjacent to the stairway to get supplies and people more easily up and down from the river, where they have several boats docked.

## 3.1 PEOPLE

Misty Vale is a very old town, and while the residents don't talk about it, there has clearly been an intermingling of races between the Shay and the Kuluku sometime in the past. The town healer, an elderly woman, has kinky hair, darkish skin and green eyes that would suggest that she has Kuluku ancestry. She looks to be in her 60's as a Shay, but is in fact much older.

It has a population of about two hundred people who appear to be Shay for the most part, but some clearly have the look of Kuluku or Elven blood in them.

The residents of Misty Vale are a private and secretive people, preferring the solitude of their valley to much contact with the outside world. They do, however, send a few people to Tarakis and even Arдания to trade herbs and other items for staples, but they are tight-lipped about this.

Visitors to Misty Vale will hear strange sounds from the rainforest below across the river, especially at night. They could be animals, but unlike anything heard anywhere else. Unlike some more adventurous Shay explorers from Lygaar, the inhabitants say they don't cross the river. "We don't go into the jungle. We don't even set foot on the south shore if we can help it." Despite this claim, the healer woman and a few others do go into the jungle for herbs and to the nearby piezoquartz mine, and even secretly deal with the Kuluku. And on certain occasions, Kuluku even come up from the rainforest. Many of the men and women who go 'fishing' every day actually travel across the river to their small mining outpost in a nearby rocky area. Because they are on friendly terms with the nearest Kuluku tribe, they rarely encounter trouble. Villagers will be reluctant to help visitors wishing to cross into the rainforest, and will take pains to conceal their own activities there. While they won't harm the visitors, they will lie unless they are caught.

Misty Vale has another secret. The ancient Jinteni pillars outside the village form a perimeter time dilation, which still works intermittently. Long ago there was a complete circle, but over the tens of thousands of years, the southern portion collapsed under the erosion of the Dændarus River, and the tectonic rise of the northern shore. Those southern pillars lie buried under the river and rainforest below. Now, the dilation can be dormant for tens of days, then time in the village could slow down to hours while days pass outside. The inhabitants of the village—especially those who frequently leave it for periods of time—are aware of this effect, but are reluctant to discuss it with outsiders.

*GM Note: depending on how the GM wishes to play this, he could make the villagers' activities seem much more*

*mysterious and sinister than they really are. The Mistians mostly want to protect their privacy, and to some extent the wealth they have found with their herb trade and little mine, and keep away those who would take it from them. The time dilation could also be a useful plot tool.*

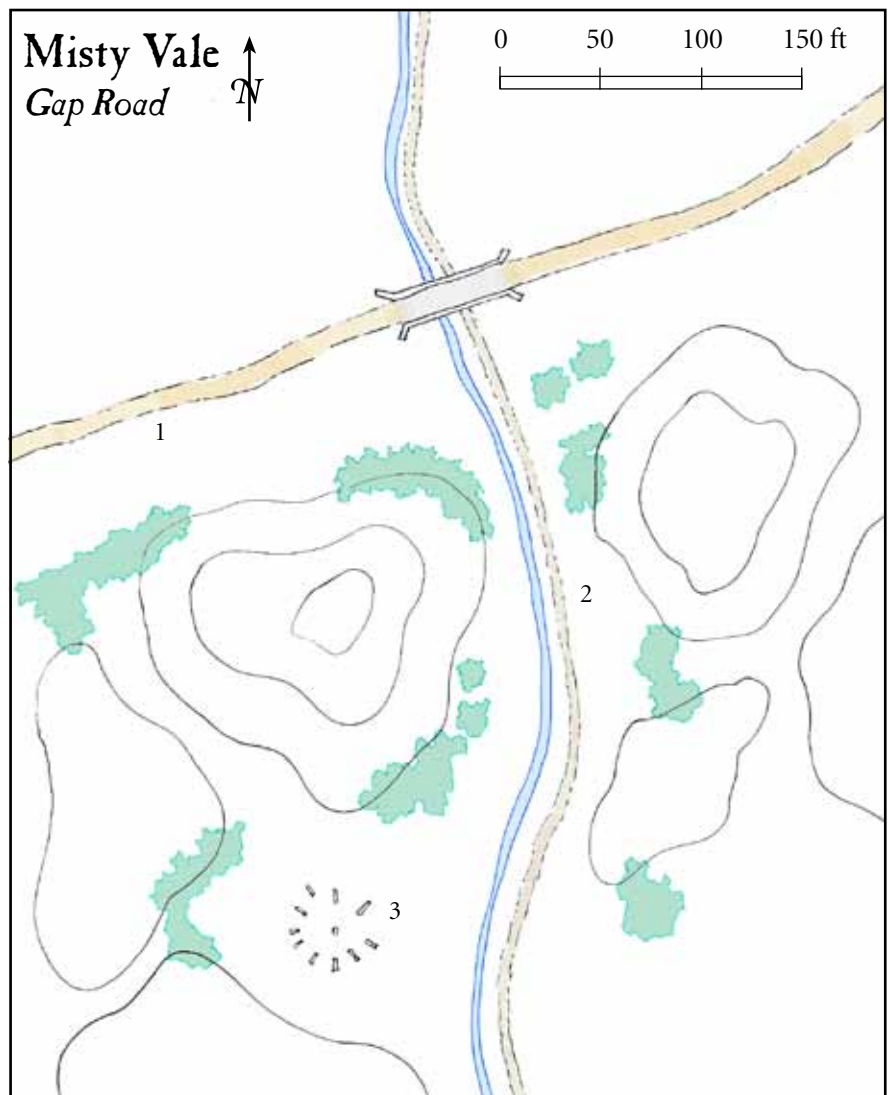
### 3.2 MISTY VALE LAYOUT

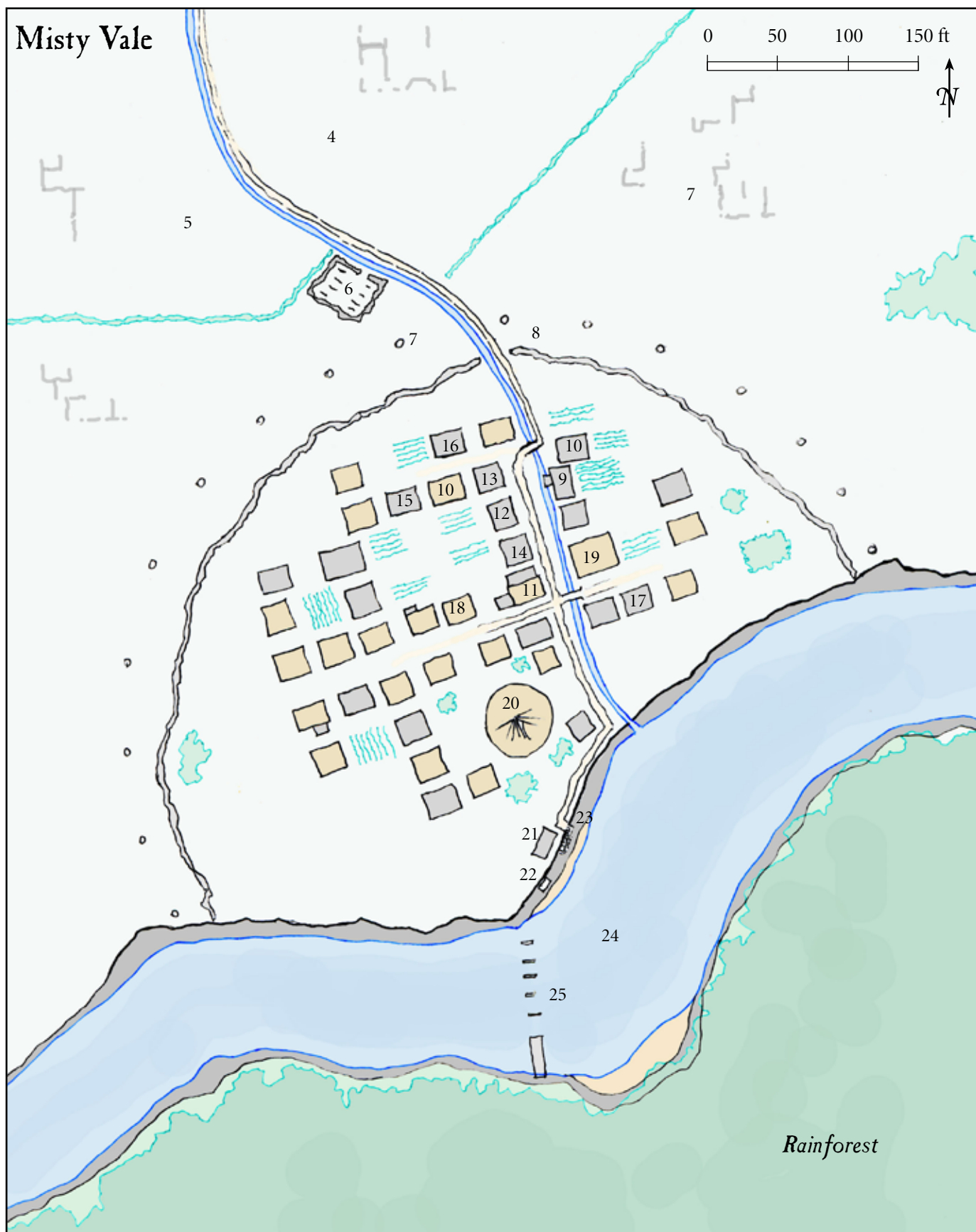
Misty Vale is a cluster of rustic homes, mostly stone cottages with thatch roofs, or for the more wealthy, tin over wood. Between the cottages are small plots of vegetables and herbs.

Beyond the town are rolling hills with fields of grain, pastures of sheep and goats, and a few small orchards away from the roads.

#### OVERVIEW LAYOUT

1. **Gap Road** (3 miles to the north). Runs from the Gap of Uj, to Tarakis. After this road cuts north along the Spine foothills, it bears east near the Dændarus River, but al-







ways a mile or so away from the sheer cliff that leads down to the waterway. It is an old Emerian Empire road, twenty feet wide (enough to allow wagons to pass easily) and paved, but not in the best repair. It meanders between hills and often under the cover of trees growing in this southerly portion of Lygaar, so those staying on the road could easily miss farmlands and settlements only a mile away. There is also the possibility of bandits near wooded areas.

**2. Misty Spring & Road.** There is a stone bridge on the Gap Road spanning the Misty Stream; there are several such old bridges along the Gap Road crossing streams and small rivers. The Misty Spring Road runs roughly north-south along the stream here. It is little more than a dirt path, and could very well go unnoticed by travelers over the bridge. The road improves in quality a few hundred feet away from the Gap Road. The spring itself is clean fresh water, only a foot or so deep and around six feet wide.

**3. Barrows.** In a small area between hills, visible from the Misty Spring road but hidden from the Gap Road several hundred feet away, is a site of several barrows. These date from the Empire, graves of warriors who fought in the civil wars as the Empire was falling apart. There are ten barrows in all, in a ring around a central pillar. They are simple stone tombs, little more than large flat rocks piled to make a small space, with a stone at the end to close it. They have become completely covered over with earth and grass to form a mound, though on most, one can still at least partially see the closing stone at the end facing the center, with the name of the dead carved on it, protected by a small overhang. Four of the stones have been smashed, and the barrows looted long ago; the spirits are gone.

PCs would be wise not to enter this small clearing, especially after dark. Disturbing the mounds is guaranteed to bring forth at least some of the six remaining Barrow-wights. Should the PCs be overwhelmed by the Barrow-wights, they might be rescued by Seena Wralo, the mysterious Animist from the village, who has the power to drive the spirits back into their tombs. However, if she comes to their aid, the PCs will not be able to take any treasure. Alternatively, the wights cannot cross the stream (running water) so if the PCs can flee there, they are safe.

**Treasure:** All items are of beautiful Imperial workmanship, with inlay and decorative touches.

- Five +10 broadswords of a magically-infused steel alloy; because they are enchanted, they have not rusted; there is a little blackening that can be cleaned off. Part of their

worth would be historical/workmanship value to the right people: 300 gp each.

- Five sets of +10 steel chainmail (these are not magical, and so are badly rusted)
- One +15 enchanted dagger, *Of Slaying* Murlogi.
- A small wood box containing an enchanted quill which never runs out of ink.
- A gold ring, +10 to DB.
- A gold medallion, bearing the symbol of the Church of Zanar in rubies, +3 to Channeling (but the source is uncertain; it is borderline evil, and dangerous. And to use it will attract the Order). 1000 gp intrinsic value.
- 1500 in coins, jewelry and gems, total.
- All other items are deteriorated beyond usefulness.

## TOWN LAYOUT

**4. Melek Farm.** The Melek family grows corn, wheat, vegetables, and raises goats and chickens.

**5. Bremelin Farm.** They grow wheat, vegetables, and raise cattle, chickens.

**6. Graveyard/Chapel.** In a small walled enclosure just outside of the perimeter wall is a small cemetery, marked by about two dozen graves and a tiny chapel to Eissa. These are the dead of the village over the years. Going there at night risks an encounter with a ghost, but they are not hostile unless their tombs are looted. One is the grave of Melina Braal, clearly marked in Shay, 5846–5867.

**7. Ruins.** In the fields just outside the wall are several tumbled ruins scattered about. Most are nothing more than a few partial walls of old Emerian Empire homesteads, many of the stones scavenged for the town wall and other structures. There are also a few ancient black stone obelisks, each standing alone, about twenty feet tall and four feet around, each with worn runes and symbols on them. These obelisks are much older: inscrutable Jinteni artifacts from the Interregnum, which have not been disturbed since. The runes glow a dim blue at night. They form a rough semicircle around the village outside the perimeter wall, and the source to the intermittent time dilation (see above). A *Medium* (0) *Power Perception* will determine that the obelisks are emanating some kind of Arcane energy, and a *Light* (+10) *Circle Lore* will reveal that they are—or at least were—a part of a power or warding circle. A *Hard* (-10) *Sense Reality Warp* further reveals that the pillars are giving off subtle time distortion waves, though not enough at the time to cause any significant effect.

**8. Perimeter Wall.** A very rough, low (between three and five feet high) stone wall surrounds the village proper.

This was built in the last few hundred years, with stones scavenged from the nearby ruins.

**9. Misty Mill.** Old stone building with a great granite mill wheel driven by a water-wheel in the stream. Serves as the grain mill for the town, also storehouse for some grains. Adjacent to the mill is a cottage occupied by the miller Cels Bramis and his family.

**10. Danth's House.** Danth Branis is a trader, often away in Ardan city.

**11. Veer's Trade and General Supplies.** Veer carries a number of dry goods and assorted items that aren't grown or made in the town, mostly brought in from Tarakis, but also a few luxury items from Ardan City.

**12. Lindok, Metalsmith.** Lindok is capable of fashioning or repairing basic metal tools of iron and steel. On the top level of the building is a secret room with an ancient Jinteni device with a large sun-gem. A part of the roof can be opened and the gem cranked up so that the sun can charge the device. It is connected to coils, which heat the metalsmith's forge, the glassblower's furnace and the potter's kiln, as well as heating water for other uses. Unfortunately, some of the electrical connections are worn and faulty, so the heating functions have become somewhat unreliable. The villagers don't understand how to repair it.

**13. Chandor, Glassblower.** He has a small shop and apartment behind/above.

**14. Bendara, Potter.** Bendara is a dramatic Laan woman who moved here from somewhere in Hæstra many years ago

**15. Potenta, Seamstress & Weaver.** While most women do a lot of their own sewing, Potenta is the skilled weaver of the town, and also makes more elaborate clothing.

**16. Seena Wralo, Herbalist/Shaman.** Seena has somewhat dark skin for a Shay, bright green eyes and kinky greying hair, clearly suggestive of Kuluku ancestry. She has extensive herb gardens behind her small stone house, and also grows many plants inside. Seena lives alone, but the boy Kenit Bremelin is currently her apprentice and spends time there every day.

**17. Mordrenor, Carpenter.** Mordrenor does a lot of the more skilled woodworking for his fellow villagers, but also makes barrels, repairs wagons, and other basic tasks.

**18. Brane Books/Scribe.** A bit of an oddity for such a small town, Brane Delsin is a bookbinder and scribe, and his book collection also serves as a sort of lending library for the village. He travels to Ardan City regularly to get new books. His source of revenue appears to be repairing books he gets there and returning them, but this seems

unlikely to support him. (He is a secret dealer in magical materials, including the piezoquartz crystals for the town miners. He has certain Loari contacts in Ardan City who buy the crystals. The townspeople know of his magical dealings; he could be an asset.)

**19. Rona's Inn.** More of a big house with a few extra rooms and a large common room, Rona's is what passes for a lodging place in this town. Locals often gather here in the common room where there is a large fireplace, several tables, and a bar with several seats. Rona the innkeeper is a middle-aged widow; friendlier than most to outsiders.

Visitors may soon notice that the last barstool seems to be frequently occupied by a pretty young woman named Melina Braal. She is quiet and always has a glass of mead in front of her, will engage in conversation if approached politely. She is in fact a ghost, but is not aware of it. Fortunately, she does not drain people unless touched, and she instinctively shies away from contact; she is not malicious. Melina was murdered over 200 years ago, and is buried in the nearby cemetery. The mystery of her death was never solved. Rona knows what Melina is, and chats with her, putting a mead out for her to help maintain the illusion. The other villagers all know about Melina, but most will not approach or talk to her. If she meets the PCs, and they had gone to the cemetery, a *Very Hard* (-20) roll using Me bonus to remember the name from the gravestone, for any PC who mentions looking at them earlier.

**GM Note:** *The PCs could try to solve Melina's murder, freeing her spirit, or she might help them in other endeavors.*

**20. Gathering Hall.** The largest structure in the village, it is a round building about fifty feet in diameter with a peaked roof, completely open on the inside. All village gatherings happen here.

**21. Fish Smoke Hut.** Fish brought up from the river and not to be eaten right away are processed and smoked here for storage.

**22. Elevator.** A very basic counterbalance elevator with ropes and pulleys, capable of carrying up to three people and some cargo up the cliff face. It can be secured at the top so people down at the river can't use it to gain access (though of course there is still the stone stairway).

**23. Stairs.** There is an ancient Empire-built stone stairway that switches back and leads down to the Dændarus river 200 feet down. It is about three feet wide and switches back several times. There is no railing, and the steps are worn and smooth; treacherous if wet.

**24. Dændarus River.** Here the Dændarus is about 150 feet wide and twenty deep at the center. It runs fairly swiftly

at this point, and there are not many dangers lurking in its waters. A *Medium* (0) maneuver should be required to swim across. At the bottom of the stairs is a small shore of smooth stones, and there is a corresponding one on the south side. The Mistians have a couple of canoes here, pulled up on the north shore and usually hidden under brush. To the northeast and slightly downriver, the Misty Stream sprays down, pretty much only a cool mist by the time it reaches the bottom.

**25. Broken Bridge.** Ancient stone bridges built by the Emerian Empire once spanned the river at every staircase location, and a few in between. All have fallen into ruin, however. This one consists of a series of very worn stone pilings, ten feet wide by two deep, rising about three feet out of the water. They are thirty feet apart; several of the pilings close to the center of the river have tumbled over. All of the spanning stones are gone, fallen into the river, except the two at the south end, so two arched spans extend sixty feet out into the river. The Mistians have a canoe hidden under the furthest span by the south shore.

### 3.3 SCENARIO IDEAS

Following are some ideas for encountering the people of Misty Vale. In time, if the PCs play their cards right, they might even befriend these people and the village could be a convenient stopping off place.

- **Welcome Visitors.** The PCs wander into the village (perhaps hiding out from a patrol of Ardan soldiers?) and find that they are rather unwelcome. The inhabitants of Misty Vale are not used to outsiders, and treat any strangers with suspicion. They are not actually hostile, but they are less than friendly, and do not offer up information unless asked directly. Rona and Seena are probably the most approachable. One possible reason for the PCs to come here: one of the PCs inherits an item: an amulet/necklace on a leather string of an unusual alloy (beryllium) in a five-pointed star shape, with a green cabochon gem in the center. (This in fact an ancient Kuluku item, dating to the times of their enchanted baws and throwing stars; it is enchanted and +3 for Channeling.) Along with it is a note that they should seek out a relative in Misty Vale, who has an explanation. However, upon arriving at the town, things are not as straightforward as the note indicated. Perhaps that relative has vanished in the rainforest and the inhabitants don't want to talk about it.
- **Inheritance.** Similar to the above scenario, one of the PCs might have a little-known relative who lived here and recently died, and inexplicably left their home in the village to the PC, who gets this information via the Sel-kai mail system. Once the PCs get here, there

could be some mystery surrounding the relative's death, which the town resident may or may not wish to talk about. Perhaps the relative was one of the secret miners, or vanished exploring in the rainforest.

- **Fleeing from the south.** In this scenario, rather than coming from the north, the PCs are already in the rainforest on the south side, perhaps wounded and fleeing, and come upon the river and the staircase. They find a boat hidden in the underbrush and manage to escape. They make their way up to Misty Vale to an uncertain welcome.
- **The ritual:** The PCs unwittingly witness a shamanistic ritual between Misty Vale citizens and Kuluku visitors from the rainforest.
- **The Jinteni Device:** In the attic of the metalsmith's old building is an ancient Jinteni machine. The inhabitants of Misty Vale found it generations ago and managed to determine its basic function: to generate tremendous heat. With the help of a Loar visitor (and in return for some mined piezoquartz), they have tapped this power and use it to cleanly fire the metalsmith's forge, the glassblower's furnace and potter's kiln. The machine has other abilities that they do not understand, however. The PCs may glimpse the gem sticking above the roof and naturally be curious. The villagers will be very protective of it, claiming that it is only a decoration, unless the PCs display some understanding of the tech, in which case they may ask for help understanding it better and even repair the fault. If the PCs help, the villagers would be very grateful.

## 4.0 INTO THE RAINFOREST

Following are a few scenario ideas involving the rainforest areas; starting points can vary.

### 4.1 INTERMEDIARY TRANSPORT

The Kuluku hire independent ships to transport goods to and from their home

In this scenario, the PCs could be hired aboard a ship carrying cargo to a port along the Khûm-kaan coast where trade with the Kuluku takes place. While there is relatively little direct contact with the Kuluku, this might be a good way to get the PCs introduced to the area and the people.

### 4.2 SEEKING HERBS

Just travelling to Khûm-kaan to gather valuable healing herbs could be very lucrative (and dangerous). In addition to the natural hazards, there are other enterprising groups seeking herbs, groups who might be unscrupulous...



Perhaps the PCs come into possession of a map supposedly showing the growing areas of particularly valuable herbs. There will be a constant feeling of being watched (and indeed, they are likely to be observed by the Kuluku, as well as nearby naiads and dryads, who guard their domains).

They could encounter all kinds of rainforest creatures (some extremely deadly), and perhaps encounter the Kuluku (see below). This could be an introduction to more dangerous adventures following.

### 4.3 THE KULUKU

If the characters are exploring Khûm-kaan, there is a good chance they will encounter the Kuluku, and many tribes are not immediately welcoming, but neither are they necessarily hostile if the PCs don't appear to be a threat to their environment. Being captured could actually work out to the PCs advantage... if they are diplomatic they could gain allies. Also, if the Kuluku see the star necklace (see the Misty Vale adventures) on one of the group, they will want to know how they came by it. If they believe that they got it legitimately, the Kuluku will definitely be more friendly towards them. On the other hand, if the PCs cannot explain how they got this very important item...

The PCs would be taken to a village Shaman (all Shamans speak some Erlin), and questioned. They will essentially be told: "We are not against anyone, but we guard our forest against those who would despoil it." How the PCs handle this encounter could decide how welcomed they are in the rainforest in the future.

Naturally, the GM will need to become familiar with the two main Kuluku tribes, the Karu of Quon and the Tukul of Quon-ul. The Karu are less xenophobic, and a positive encounter with them could help with meetings with the Tukul later. It should be noted that both tribes cultivate healing herbs to some extent, though with the Tukul it is less obvious: they don't have fields of them but nurture them more in their natural environment. In either case, they would *not* look kindly on trespassers looting their carefully tended gardens.

### 4.4 SEARCH FOR THE CURE

Someone in the PC group brags back in Ardan City (or, alternatively Sel-kai) that he has met Kuluku (in a previous adventure); this quickly gets back to a local noble/wealthy person whose relative is deathly ill with a rare fever. They desperately need the cure—an herb found only in the rainforest—and cannot contact the Kuluku Intermediaries. They launch a desperate skyship voyage with a mixed crew into the rainforest seeking the rare herb.

Basically, this requires a group who (at least claim) to have been in the Quon-ul rainforest and can contact the Kuluku and find the herb.

## 4.5 THE DERELICT AIRSHIP

Deep in the rainforests of Khûm-kaan, there is a wreck of an airship, a hidden treasure waiting to be discovered. (An *airship* in Loari parlance, is a hybrid of a balloon, an airbarge, and a skyship, containing elements of all three. For details, see the *Aurelyn* description below.)

The Loari explorer and inventor Termis Jeranian built this ship using a variety of technologies, including the recently rediscovered piezocrystal power once used by the Jinteni. He has become obsessed with Jinteni tech, and built the *Aurelyn* partly so that he could travel easily into SE Emer and search for Jinteni ruins.

Unfortunately, the ship was attacked by a flock of the giant chukul birds (unusually agitated for some reason), the airbag was punctured by their huge claws, and it crash landed. Termis and his crew were (probably) killed by creatures on the ground (Grell Apes) before they could effect repairs.

After a couple of years have passed, there are few traces of the crew (see the layout for details), and documents on board—including a ship's log—say nothing about the crash or where the crew went. This is rather mysterious, especially since the ship was equipped with repair materials, and the balloon could be re-inflated once fixed.

### 4.51 STARTING SCENARIOS

Following are some ideas on how the PCs might encounter the ship.

- One of the characters could be a relation to Termis Jeranian, and learned of his ill-fated journey via an old letter from Jeranian—sent by or inherited from another relative—stating his intention to take his new flying ship into the rainforest in search of more of a fabulous gemstone that creates energy.
- The GM could make the crash more recent (but still a relative secret) and the PCs could be hired on a mission to find this skyship, and if possible rescue the crew. There would be a big reward, (though in this case not the ship itself).
- The PCs could just stumble upon the wreck while travelling in the area looking for herbs, or on some other unrelated errand in the rainforest.
- Alternatively, if the GM feels like having the group discover, repair, re-fly, and ultimately return the *Aurelyn* to civilization is too much of a challenge (or too impractical), they could come upon the ship in some other way. They might simply stumble upon it in some secret han-

gar; or, if a more mercenary group, hired to steal it by a competitor/enemy of the Jeranians.

## 4.52 FINDING THE WRECK

This adventure perhaps assumes some experience of the PCs in the rainforest. The wreck could be placed anywhere in Quon on Quon-ul, but naturally it needs to be away from any Kuluku settlement. Because of the general lack of forest floor vegetation, as travellers approached, this would stand out like a fallen tree, having created an opening in the canopy for sunlight to come in, and as a result a lot of new vegetation would grow around the opening. After two years, the actual nature of the *Aurelyn* might be at least partially obscured (plant growth in the rainforest is extremely fast), though her general hull shape and the draping deflated balloon might still give something away.

Fortunately, the *Aurelyn's* lower hull was covered in metal: (a Xenium alloy), so plants could not easily invade it. While the *Aurelyn* is partly overgrown with vegetation, her actual structure is basically undamaged, and just needs to have the vines and mosses cleared off.

## 4.53 RECOVERING THE SHIP

This could be an incredible find for the PCs, either to sell, return for a rich reward, or to have as a mode of transport (which of course would be coveted by many other people; and flying around in a unique craft like this would certainly attract attention—including from the Jeranian family). It also would have maintenance costs: docking fees in any large city, etc.; however, the ship has skids extending from the hull, so it is capable of landing on ground or in the water. It is really not designed to travel on water any distance, even though it will float.

It is unlikely that the PC have the know-how and resources to repair and re-fly the *Aurelyn* without considerable study, and probably some help. While the materials are there, the machinery and controls are probably too alien and sophisticated for them, at least without some experimentation.

Alternatively, the PCs will find enough information inside the ship to point to the owners, and they could possibly get a reward of up to 10,000+ gp from the Jeranian family.

Even if the PCs do not embark on the attempt to reclaim the *Aurelyn*, there is plenty of treasure inside which they could loot... and still get a reward for information about the ship.

## THE CURRENT STATE

The hull is tilted at a ten-degree angle, the skids partially buried in forest-floor muck. Fines and undergrowth surround the hull. The balloon is draped across some nearby smaller trees, but the rigging is basically intact. The interior is completely untouched. All but the best-reserved food in the galley is spoiled of course. The piezocrystal prow has been retracted, so the PCs will need to figure this out, along with the mechanics of the boiler (it will need to be refilled), just to get the power going again.

## 4.54 THE AURELYN

The *Aurelyn* was built about three years ago by the Loari Elf inventor Termis Jeranian, in Námar-Tol. The ship is a hybrid balloon/prop/Xenium powered airship, but most remarkably, the *Aurelyn* is powered not by a steam/coal furnace, but by a Jinteni piezocrystal. After finding Jinteni technology in a ruin on the Rulaash coast, he was able to discover to some extent the powers of the piezocrystal, and using that, constructed the hybrid airship. He tapped the power of the crystal in two ways, both basically heat-related: it heats a boiler, creating steam and powering the large propellers at the front and



back of the *Aurelyn*; and it heats air, filling the balloon with hot air to provide lift. These are of course only the most basic functions of a piezocrystal generator, and there were parts on the generator that Jeranian never did figure out (one is in fact a weapon, but the attachment to aim it is missing, so it does not function). Jeranian does not fully understand the electrical power behind the piezocrystals, but was able to understand enough of the equipment he found to rig the heating elements.

The crystal is mounted on the very front of the ship, where the balloon does not overhang. Most of this technology will be beyond the PCs. The crystal itself is a large faceted one, about the size of a clenched fist, set in an elaborate metal ligature with a small parabolic dish.

The ship manages flight from a relatively small balloon because much of the lift is actually provided by a Xenium hull. However, unlike most skyships with a retractable outer hull, this one is fixed with the Xenium plating directly on the lower hull, enough to give the fully-loaded ship slight negative air buoyancy. Altitude is controlled by varying the amount of hot air in the balloon.

The balloon is made from a very strong silken fabric, and if the holes are patched (there is a patch kit in the storage compartments, with silk patches and glue in sealed containers), the *Aurelyn* could be made to fly again, if the discoverers can decipher the controls and activate the piezocrystal generator. Overall, it is relatively undamaged. Because of the Xenium hull and the skids, it made a very soft landing.

Partly because of the weight of the steam furnace and other mechanics of the ship, the frame of the *Aurelyn* is of necessity metal alloy, and this can be seen in the interior by the riveted metal ribs. However, much of the ship is still wood and a kind of stiffened paper.

The ship itself is—as one would expect from the Námari Elves—of incredibly high-quality manufacture, with no expense spared in the details. The captain's and passengers' cabins, and the salon are all luxuriously furnished, with beautiful woodwork and fittings.

### AURELYN OVERALL STATS

**Length:** 90 feet

**Breadth** (hull): 30 feet; (with props): 70 feet

**Height** (with balloon): 100 feet

**Crew:** 6 (3 mechanic and 3 servants on rotating shifts)

**Passengers:** 3–5

**Cruising/max Speed:** 15–25 mph/35 mph for short periods. (Somewhat dependent on wind conditions)

**Max Altitude:** 10,000 feet, though usually much lower: the usual cruising altitude is between 1000 and 3000

feet. (The *Aurelyn* can theoretically go higher than even 10,000 feet, but then thinning atmosphere and breathing become an issue.)

**Power Source:** Xenium/hot air balloon lift; piezocrystal powered steam prop engine. If the crystal power is cut off, not only do the props stop, but the air balloon will cool and the ship will be forced to land. On a full day-charge, the crystal can normally power the ship for 2-3 days before needing a sunny day charge again, but this varies with how much demand is put on the boiler (how fast the ship is powered and how much heat is needed for other uses).

### AURELYN DECK PLANS

#### GENERAL

**Structure.** The *Aurelyn* has a lightweight alloy metal frame with a wood/Xenium hull. Decks and outer hull are of a lightweight but strong tropical hardwood known as *vekis*, very similar to teak but even more durable and water resistant. (Vekis is fairly common in deep Quon-ul rainforests and parts of Thuul, but prized because it is so difficult to acquire and ship out.) Most of the interior bulkheads are actually of a kind of reinforced heavy paper/cardboard that is very sturdy and good insulation, yet lightweight.

**Doors.** All exterior-access doors are light reinforced metal set in a metal frame, with a rubber seal around the edge. They close via a lever lock accessible from both sides. While not airtight, they do provide good insulation against the variable outside weather conditions. Interior doors are wood-frame with the same sturdy paper as the interior walls.

**Windows/Portholes.** The *Aurelyn* has a mixture of large oval or square fixed windows (such as in the drawing room and the front of the pilot house) and smaller round (about ten inch diameter) portholes, found in the cabins, with sealed edges that can be opened to allow in fresh air.

#### UPPER DECK

**Piezocrystal Collector.** At the very front of the ship, at the tip of a sturdy wood and metal prow, is the piezocrystal, set in a metal ligature claw, with a two-foot diameter parabolic dish of reflective metal around it, focusing sunlight on the gem. It has the typical Jinteni tech look: elaborate yet bulky industrial. The entire apparatus can be winched inside the hull of the craft for safety if needed.

**Pilot House.** A small cabin at the front of the top deck, the pilot house has windows all around, giving the pilot an excellent view. They slope downward with the slant of the hull, so the pilot also has somewhat of a view downward. In addition to being steered by a wheel (which controls a rudder at the rear), the main controls are two



throttles for the twin props mounted outboard on the sides of the hull. Increasing power to one over the other turns the ship. Altitude is controlled another pair of levers: one allows hot air to be released from the balloon for descent, the other activates the heater to warm air for ascent. All of these levers have variable settings to control the rate of speed or ascent/descent. There is a console in front of the controls with illuminated indicators for altitude and airspeed, and the approximate charge in the crystal. There is a compass as well, but on Kulthea these devices are of limited usefulness because magnetic north has a tendency to shift, and the Flows can affect magnetic fields. There are also master switches to completely cut power from the crystal to the boiler and the heating elements. There is also a chart table behind where the pilot stands, with many maps of Emer in shelves underneath. Many of these maps are more detailed than commonly available, and worth 10-100 gp to the right buyer.

The pilot house is reached by a spiral stair from the main deck, or a door onto the open central part of the upper deck.

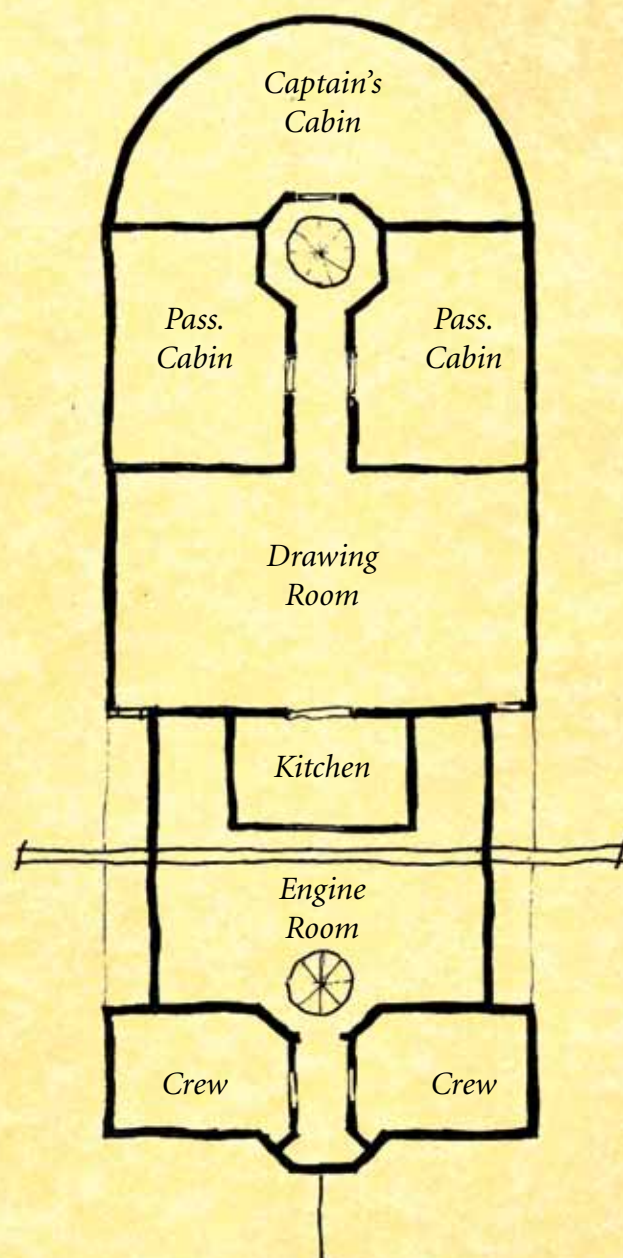
**Open Deck.** Between the pilot house and the upper observation deck. There are lockers here containing eight heavy crossbows, should the ship ever need to be defended. Near the aft portion is a metal tube leading up to the balloon above.

**Observation.** This aft area is covered with a retractable cloth roof and has some screening for protection, but is largely open to the outside atmosphere.

#### MAIN DECK

**Captain's Cabin.** At the front of the ship, beneath the pilot house, the captain's cabin was designed by Jeranian for his own use. It has a row of large porthole windows curving across the front, and palatial furnishings, most built into the ship's structure. Among the interesting items in the cabin are a reflecting hand-held telescope (magnify 20x) of fine craftsmanship worth 500 gp; a small clock worth 1000 gp, plans of the *Aurelyn* (worth hundreds, but limited practical value without piezocrystal tech), Jeranian's saren, +20 enchanted, heals 1 hit/rnd while held (will only work on one person/day), Jeranian's bow, +20 enchanted, 2x range. In a hidden compartment, *Very Hard* (-20) to locate is a Jinteni energy pistol with 4 charges remaining.

Of particular note is a large desk with many drawers and cubbies. A ship's log is lying on the writing area, with the last entry on 6053•3•55 indicating that nothing is unusual and they continue to survey the rainforest. There



is an entry when the ship was launched, and when they landed in the Great circle of Sel-kai on 6053•2•31 (The GM may wish to elaborate as needed). Recent entries:

- Possible skyship sighting.
- Sounds in jungle below
- Strange bird behavior, unusually attracted to the ship.

**Note:** If the GM wishes to use the spying option, there is a secret compartment in the desk, *Very Hard* (-20) to locate, containing a personal log-book with entries regarding the *Aurelyn*'s secret spy mission.

**Corridor.** A spiral stair leads up to the Pilot House and down to storage. The hall goes back along the center of the ship to the Drawing Room.

**Passenger Cabin.** These are elegantly appointed, almost as sumptuous as Jeranian's own. On this trip, one cabin was occupied by Kellar Nikaru, a friend of Termis' and an excellent mapmaker. His cabin on the port side will have a large drafting table and be filled with rolled maps. Many are his own recent creations, while a few are older maps of SE Emer he has brought for reference. (Many of these maps are very rare and valuable, worth between 10 and 100 gp each to the right buyers.)

The starboard cabin was occupied by a female friend of Jeranian's, Missana Tregalis, a member of a lesser patrician Námarian family.

These cabins are large enough to very comfortably accommodate two passengers each, and in fact they are outfitted with two beds. They each have desks, toilet facilities, and portholes for light and a view.

**Drawing room.** An elegant room spanning the width of the *Aurelyn*, it has large windows along the sides for a stunning view. As the hull is sloping slightly inward towards the floor, the windows have a downward tilt, which makes it easier to see the land below. The drawing room doubles as a dining room, with a long table in the center able to seat 8 guests comfortably. There are books in shelves along the walls, as well as framed paintings. Many comfortable chairs and divans are scattered about, and there is ample lighting from oil lamps. There is one central door at the front of the drawing room leading to the forward corridor, and two aft doors leading out onto the promenades. A central rear door leads to the kitchen.

**Promenade:** These are narrow balconies running along the outside of the ship on either side, flanking the engine room. The props are just above and extending out from the hull, so it can be a bit noisy.

**Kitchen/Pantry:** Just ahead of the engine room, the kitchen is fully equipped with heat provided by the boiler.

**Engine Room:** This large chamber contains the boiler and drive machinery, as well as a separate heating coil to warm air for the balloon above. There are also pipes running under the floor of the forward cabins to vent steam for heating when the *Aurelyn* is in a cold region, and pipes to even heat water for passenger bathing. Anyone not experienced with this sort of machinery will find it to be a maze of wheels, gears, rods and tanks of riveted metal. When the props are running, it can be fairly loud as well. Access to props is from this room, with hatches leading out to small crawlways inside the prop support struts.

**Corridor.** Running from the Engine room to the rear of the ship and the rudder controls. A spiral metal stair connects to the hold below and upper observation deck above.

**Crew Cabins.** On either side of the rear corridor, each cabin accommodates three crewmen. While somewhat cramped, they are fairly comfortable, with basic toilet, comfortable bunk beds and small windows. The *Aurelyn* has a standard crew of six: three mechanics/pilots (who double as backup servants) and three cook/valets. Two of each are on duty at any time.

**Props.** These twin four-blade propellers are mounted on the sides of the hull on steel outrigger frames, powered by belts connected to small steam piston engines inside the ship. Each prop has its own engine (inside, next to the boiler), allowing the pilot to moderate the pressure, and so the rate of speed of each prop independently. The power connection can also be disengaged if needed.

## LOWER DECK

This deck is accessed internally by the two staircases, as well as large panels in the floor of the engine room. A narrow corridor runs between the stairways, allowing access to the compartments on either side. The entire deck is taken up by compartmentalized, sealed storage compartments containing provisions (including water, used also for ballast), replacement parts for the engine, spare blades for the props. There is also a pump, powered by the crystal, with a hose that can be lowered into a lake or other fresh-water body, and water pumped up into the storage tanks.

## 4.55 ADDITIONAL ADVENTURE OPTIONS

- Termis Jeranian might actually be alive, held captive (or gone native) by the Kuluku.
- Jeranian might have been on a secret mission (described in his personal log in a hidden compartment in his room) for the Námarian government, to locate possible sites of threat in the peninsula. He may have discovered either Zæn or Ahrenaek, even have some sketches of it, and have been fleeing when creatures attacked the *Aurelyn*. The tears in the balloon look like they were made by a huge bird—such as the giant Chukul—but these creatures are not normally aggressive. The wreck was left deliberately in case rescuers come looking for him. In this case he might also be alive, especially if captured by A'kesh, who would enjoy working with him.

## 4.6 TOMB OF LORD & LADY RADENA

The Jinteni, of course, were not the only inhabitants of southeastern Emer who have long since left or died out. While most of the main peninsula was never as tamed as much of the rest of the continent by the Emerian Empire in the early Third Era (it was not one of the Four ‘Grand Duchies,’ but was instead a separate principality), it was considered a part of the Empire, and there were several fairly populous cities along the northern coasts.

This is a relatively simple tomb of a lesser noble and his wife of the Emerian Empire, and so from earlier in the current Third Era. It would be located on high ground, near the north coast of Khûm-kaan, perhaps a mile or so from some manor house ruins from the same time period, but which are in a greater state of disrepair and more thoroughly consumed by the jungle.

Though the tomb dates from the Emerian Empire, there are a few small Jinteni items buried with Lady Radena, as these things were often found by the Emerians (even if not fully understood) and treasured as rare

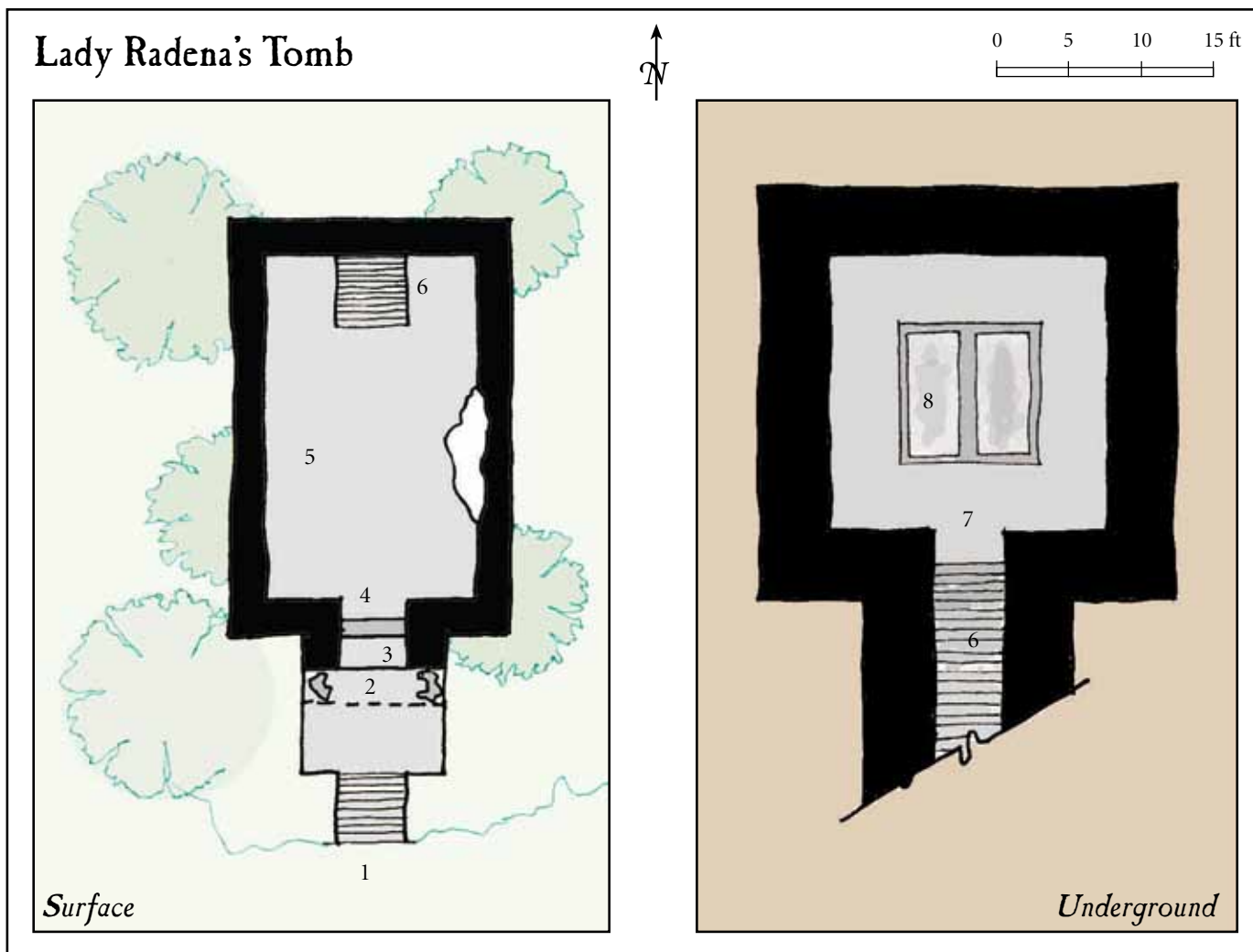
‘curiosity’ artifacts. Little did the Empire’s citizens know that many of these Jinteni items actually had magical or technic powers.

### TOMB LAYOUT

The tomb overall is a small rectangular structure, outside dimensions twenty feet wide by thirty long. It is constructed of gray basalt blocks. Even on this hill, the structure is partially shaded by trees, heavily overgrown, and infiltrated with vines.

**1. Entry.** Ten stone steps lead up to a small entry platform. At the far end is a portico covered by a small roof, which is supported by two carved statues (also known as *atalantes*) facing each other. Just beyond is an iron grate door, and beyond that a stone slab door.

**2. Guardians.** These two statues depict armored Emerian guards and, at eight feet tall, are slightly larger than life. Their faces are hidden inside helmets; their arms are folded over their heads to support the portico roof. If anyone attempts to pass between them, the guardians will cast a 10th level *Fear* spell, 50’ radius.





**3. Iron Grate.** Across this six-foot wide, eight-foot high doorway is a set of open-lattice iron doors. They are closed with a simple lock, which is rusted to the point where it cannot be picked or operated. However, the grate is so corroded that it will crumble and fall apart if any strength is applied to it.

**4. Door.** This is essentially a stone slab lowered across the entry using a counterbalance. After put in place with Lady Radena's interment (the Lord died first), the counterbalance mechanism (hidden in the wall to the left) was disconnected and it was never intended to be opened again. The slab weighs about three tons and is over a foot thick. The counterbalance could theoretically be reconnected, an *Extremely Hard* (-30) static maneuver, but the slab has also been stuck in place for many hundreds of years, so is going to require significant strength to unstuck it. There is also a 20% chance that when weight is applied, the counterbalance chain will break (the PCs can attempt repair, another *Extremely Hard* (-30) static maneuver). Even though it is not nearly as ancient, it is not the sophisticated construction of the Jinteni. Alternatively—if the PCs think of it—the roof stones of the structure are deteriorated, and it would require less effort to simply break through a portion of the roof.

**5. Outer Tomb.** Just beyond the door is a fifteen by twenty-five foot chamber, taking up the entire inside of the structure. There were once paintings on the walls but these have long deteriorated away in the wet environment. There is a gaping hole in one part of the stone roof on the right about halfway back; water damage is the worst here, and some vines have crept in. A number of bats have made their home here. At the far end of the chamber is a stairway leading down.

**6. Stairs.** Fifty steps lead down into the underground inner tomb. The thirtieth and thirty-first steps are a trap, *Hard* (-10) to detect. A pressure plate in these steps causes them and the ten steps above/behind to drop away to a pit fifty feet down, littered with wood spikes. The spikes are fairly rotted, so the biggest danger is the fall onto the stone of the broken stairs (+50 Fall/Crush attack, max at 50). There are a few inches of standing water at the bottom (the foundations here have deteriorated), and possibly some small dangerous creatures have snuck in (such as some numbing leeches, or a Quonul Centipede or two). If the PCs survive, it is just a matter of climbing out; this is a one-shot trap and the gap above remains open. Climbing unassisted (i.e., without a rope from above or climbing gear) will be an *Extremely Hard* (-30) maneuver, as the walls are fairly smooth, wet and slick.

**7. Inner Tomb.** At the bottom of the steps is a twenty-foot square chamber, with a fifteen-foot high vaulted

ceiling. It is cool and dank; there is some water damage from leakage over the years. The walls are unadorned except for four old iron torch sconces.

**8. Sarcophagi.** In the center of the room is a ten by ten foot platform, with matching granite sarcophagi on it, side by side. Lady Radena is on the right, the Lord on the left. Their names and bas-reliefs of their bodies in ornate clothing are carved on the lids. As soon as either lid is moved at all, both wraiths will awaken and attack; they are able to bring their primary weapon with them magically through the lid. Lady Radena actually is the more perilous of the two: more powerful and possessing Essence spells.

*GM Tactical note: this is a tight space, with only five feet around the perimeter of the platform and sarcophagi, so the GM should keep in mind the limits of fighting the Wraiths two-on-one.*

## TREASURE

In addition to the weapons described with the Wraiths in the NPC chart, the following items can be found in the caskets.

**Teapot:** A very small brown earthenware teapot, it looks unremarkable, if attractively decorated. However, when water is placed within it, it is instantly purified. If the lid is placed on it, the water comes to a boil in a few seconds and will continue for 15 seconds. When tea or an herb is placed inside and the lid replaced, the boiling will stop in any case, and the tea or herb is instantly brewed. If applicable, the power of any enchanted healing herb is doubled.

**Spectacles:** Allows wearer to use the Base Seer spells *Woodsight* or *Stonesight* once each per day. If a Mentalism based user, the spell is at their level (if above the base spell level); otherwise the spell is at its base level. In addition, while wearing the spectacles, any ranged, non-attack Mentalism realm spell requiring sight has double range (e.g., Seer True Sight spells, or [perhaps oddly] *Leaving*, because the destination must be seen, but not other spells unless sight is specifically required). Wearer also has extremely sharp vision, and +20 to *Perception* rolls. However, if worn two days in a row, on the second day there is a chance that they will cause an incapacitating headache (-50 for all actions, lasting 1-4 hours, even after spectacles are removed), increasing 10 for every day in a row worn. This can be avoided by simply alternating days of not wearing them, but it is not obvious to discern this.

**Kuluku Armband:** A decorative wristband of a gray metal alloy with green laen cabochons. It is not enchanted, but valuable as a Kuluku item. The metal does not corrode or stain.

**Jinteni Portal Key:** Integrated into a gold and sapphire necklace (because the Emerians thought it was pretty, but no idea of its purpose), this is a standard Portal key, the destination up to the GMs discretion. (The Jinteni tomb, the installation, Zæn, or even a secret one in the Ahrenaek?)

**Jinteni Power Crystal:** Type 1, this was integrated in a silver, gold and emerald tiara for the Lady, because even though it is nearly drained, it gives off a faint green glow.

## 4.7 THUNDER FALLS CITY RUINS

The huge, mostly abandoned warren of caves—now called *Thunder Falls City* by the Hirazi—was also known as *Jenderther* (#18) during the time of the Emerian Empire. And though the inhabitants at the time of the Empire were loathe to admit it, much of the old city actually dates back to the Jinteni times, when it was called *Zal-jinak*. In fact, some deeper chambers contain Jinteni tombs.

This is a vast maze of tunnels, structures, and apertures cut into the cliffside. Some (the older Jinteni parts) take the form of mostly interconnected, truncated conical buildings in large niches with overhangs above them. Later works are more like caves with openings cut directly into the cliff face, with balconies overlooking the falls and lake.

Hirazi by their nature do not like deep underground places; they rarely go past where they can see the sky. Because of this, they are unfamiliar with any of the deeper caves, and in fact for many of the caves they inhabit, they blocked them off from the deeper caverns. They mostly inhabit the upper regions of the city, while Trader Kedron's Village is in caves right along the main passage.

At various times, this city was home to thousands of people. Now only the trader villagers, a few hundred Hirazi, and a few dozen isolated other live here. It is so large that a group could hide out here indefinitely; they could also become hopelessly lost in the winding deep tunnels.

Some of the upper cave openings are now inhabited by nesting gartyls, that are always swooping about looking for prey.

### CITY LOCATIONS

Thunder Falls City is too vast and complex to detail in its entirety, so a few specific areas of interest are mentioned here.

- **East-West Passage.** Part of this city includes a passage connecting Rulaash and Ahnasan, under the waterfall.
- **Jinteni City Areas.** These have not been thoroughly explored, even by the Emerians, who after finding the first tombs, considered them to be part of a necropolis

and possibly haunted. Nevertheless, the passage was too important for the city to be ignored, so the Emerians settled lower down along the cliff. The Jinteni cliff areas are all higher than the East-West passage.

- **Trader Kedron's Village.** Trader Kedron is actually an old Shay man, who once led caravans through the city, and now has set up a trade center here to outfit travelers for their journey either way. The village now has over one hundred permanent or semi-permanent residents, situated near the eastern entrance to the city and just below it.
- **South Passage.** Deep in the city, in the lower tunnels, here is also a passage to the southern coast, now sealed by a large metal Jinteni door.

### CITY REWARDS/PERILS

Following are a few possible encounters in various parts of the city.

- **Robbers.** These opportunists are scattered throughout abandoned areas of the city (though most are near the Trader Village).
- **Mummies/Tombs.** Located in tomb chambers deep in the cliff behind the Jinteni city section, there could be wandering mummies, or others in their tombs who could be awakened if disturbed. Many tombs have been looted, but there are some still containing Jinteni treasures magical, technological, and merely valuable.
- **Giant Spiders.** Mostly in the deeper tunnels, these monsters lurk here hoping to catch wayward adventurers, robbers, or creatures from the Ash Lairs in their webs.

## 5.0 MEET THE SHULURI

Many adventure opportunities present themselves in eastern Onar. Not only the Shuluri, but possibly the merpeople of the Bay of Songs, depending on circumstances.

### POSSIBLE SCENARIOS

- The PCs could be on a ship here to trade for pearls, rare corals, and other unusual items from the Shuluri.
- Sailing in the area, someone falls overboard and is rescued by a mer-person. It should be noted that this would be considered unusual, as the merpeople are not usually friendly to land-dwellers except the Shuluri.
- Alternatively, rescue a merman or maid, injured and on a shoal.
- In Malqanar, they could have an unfortunate encounter, be captured and taken to an undersea city.

## 6.0 IN THE SPINE OF EMER

In addition to the passes over the Spine, there are any number of cave entrances that lead into the warren of tunnels inside the mountains, and eventually out to the other side. However, there is no clear land passage through the Spine in this region; only the Grotto Path.

Any of the passes through the Spine of Emer could lead the PCs inside the mountains, whether by choice or being captured by brigands, slavers, or even Trogli attacks by night. The Trogli hate the sun, but emerge in the dark to seek food.

Once inside the Spine, there could be a variety of encounters.

### POSSIBLE ENCOUNTERS

- The Trogli, who control most of the caverns between the Gap of Uj (2) and Cræton Pass (21). North of the Gap are the Murlogi caves. They are aggressive, hostile, and always happy to add human flesh to their diet.
- The Krylites (32), who are waging war with the Trogli. The Krylites are more peaceful than the Trogli, but they are xenophobic.
- The Ash Lairs, which connect to all the lowest tunnels under the Spine. These also sometimes open to Portals to the Pales.
- Other secret tunnels.

## 7.0 LEGACY OF THE JINTENI

There are many adventure possibilities here, from discovering a remote outpost and working towards the city of Zæn, to stumbling directly on to the massive complex in the jungle. The PCs' reasons for seeking out Jinteni sites are many, from vague rumors of treasure in ruins, to knowledge of piezoquartz tech, and seeking more Jinteni technology.

### 7.1 POSSIBLE SCENARIOS

- One of the PCs inherits a piece of Jinteni jewelry, which contains a Portal key crystal and is also a limited homing device to Jinteni installations.
- The PCs get a map to an outer portal/outpost and tunnel to the city. Plenty of secrets here if the PCs are stealthy.
- The group stumbles on a small outpost with an active portal to Zæn, opportunity to explore, and even discover numerous Portals to other locations, which may come in useful at a later time.

## 7.2 A JINTENI RUIN

As mentioned in Section Part IV, there are many other Jinteni ruins besides Zæn City scattered throughout the region. These range from small outposts to minor cities. Many are completely hidden now in rainforest growth, but their actual structures are mostly intact, from a combination of the resilient architecture and the peculiar Jinteni time-phasing effects of some of their places.

Additionally, many of the ruins in the Khum-kaan area will have portals linking directly to the city.

### JINTENI LAYOUT

Following is a layout of a typical simple Jinteni outpost. The outposts are unique in layout, but share many common elements. Some were at least partially dug underground; a few are above-ground structures. This one was cut partly out of a mass of solid rock for the foundation, lower levels and corridors, then the upper cones constructed with a kind of concrete material, and the entire interior coated to seal it off from any natural rock flaws. The only outside evidence of the ruin are the tops of the three cone towers which were constructed to protrude up out of the rock. Two are truncated, while the narrowest one (the entrance/foyer) climbs a full sixty feet up to a point with a glittering crystal at the apex. All the lower parts of the installation are partially covered with rainforest debris and some vines. Since the ruin is next to a stream, the area clear of foliage above allows some sunlight to filter down to the installation.

This outpost design is from the Late period, the same as Zæn itself. It is considerably more recent than Kimul Khama's tomb, which is from the Middle period. The structure is fashioned from a green-gray concrete-like material that integrates some of the stone from the natural rock into the mixture. Doors are of a metal alloy, oval in shape, truncated at the bottom so they are flat, in a narrow metal frame surrounded by stone framing blocks. All corridors are the same tall oval shape, with a flat floor.

The entire place is illuminated inside by electric lights: small yellow orbs in metal cages set in the walls. These lights automatically come on when they sense movement; they can also be voice-controlled, but of course PC intruders will not know the commands. Certain areas such as sleeping quarters and the lab also have task lighting with touch-controls. The entire place is climate controlled (still functioning) with comfortable temperature and humidity.

**1. Stream.** It is about twenty feet wide and a few feet deep, though the depth will vary with recent rainfall. There are blueback snakes and numbing leeches in the river, and a barbed boa constrictor lurks in the trees nearby. The

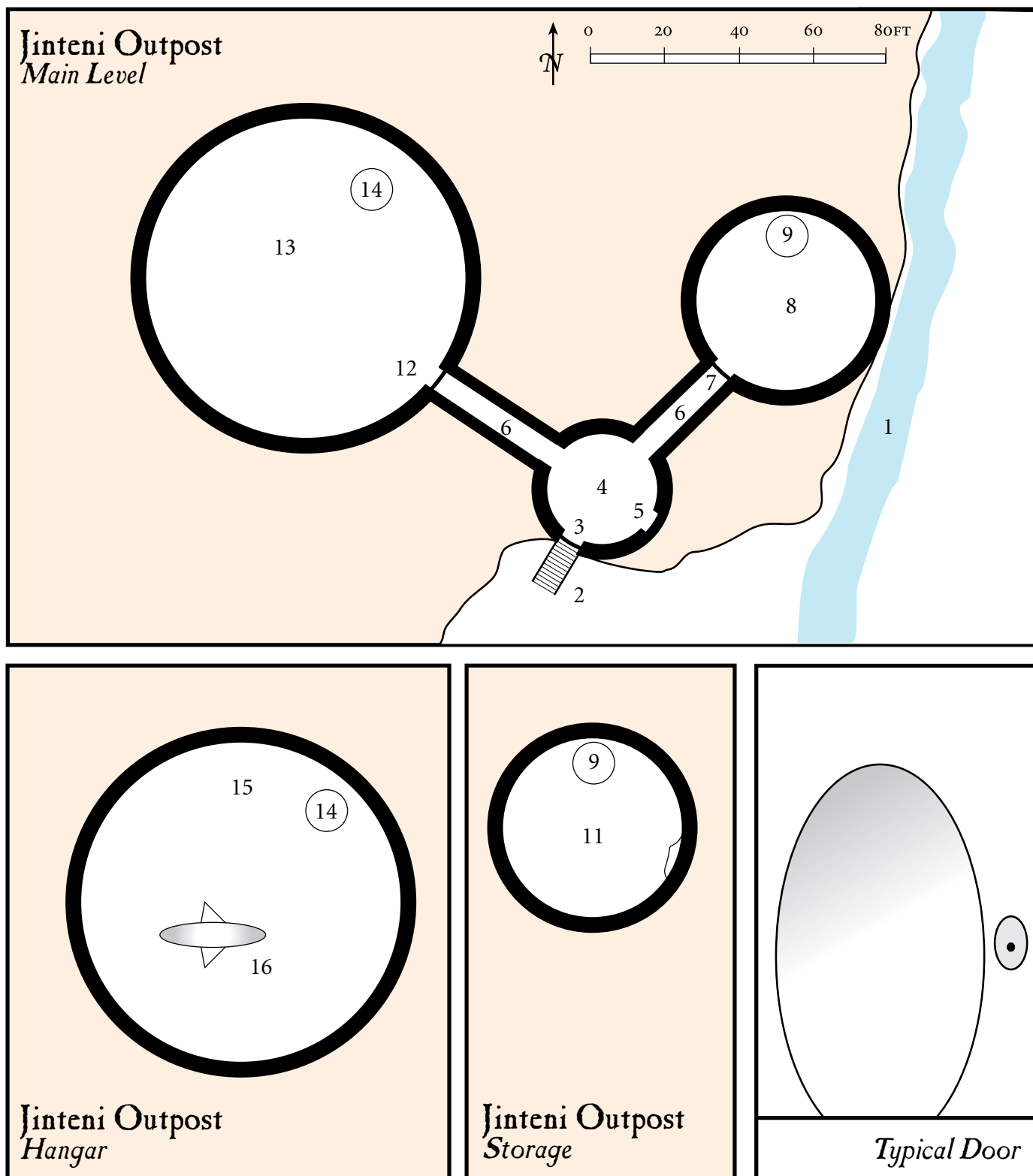


stream has meandered slightly from its original path over the millennia, and worn away a little of the natural foundation rock near the outpost on the eastern side. Over the millennia it has breached the actual outpost construction, and opened a hole on the wall/floor of the storage

room (11) beneath the sleeping quarters, allowing some vegetation and other things to creep in.

2. **Stairs.** A twenty step staircase, lower portions buried in rainforest floor muck, leads up to the door.

3. **Entrance Door.** Now partially buried in rainforest accumulation, it is an alloy door located in a niche at the



base of the tallest cone. This is actually a pair of double doors that slide apart along a track and into the side walls. They are slightly curved to match the curvature of the cone wall, and interlock when they close. There is a metal plate on the wall to the right with a crystal receptacle; any Portal key crystal, or a specific door key for the facility (looks like a Portal key crystal but will open this door and others in the facility). There is a similar metal plate on the inside.

**4. Foyer.** This is the main level of the entry cone, about thirty feet in diameter. There are storage lockers set in the walls, two other doors to other parts of the complex, and a Door Portal. Outside on the tip of the cone, a piezo-crystal is mounted, providing power to the installation. A *Medium (0) Power Perception* will determine that the crystal is emanating some kind of Arcane energy. A *Hard (-10) Sense Reality Warp* further reveals that the installation—unlike many others—is **not** giving off any time distortion.

**5. Door Portal.** A typical round Jinteni Door Portal, with a metal plate in the wall next to it to accept override crystals. The current automatic 2-way setting is to a lab somewhere deep in Zæn (GM discretion).

**6. Corridors.** Leading to the two other cone areas.

**7. Door.** This metal door is normally not locked, and opens by sliding into the adjacent wall on a track when approached from either side. There are metal lock plates on both the corridor side and inside in the living quarters; inserting and removing one of the facility's door keys will lock the door (and a red light will glow around the receptacle) until a key is inserted and removed again from either side.

**8. Living Quarters.** In this main, sixty-foot diameter, level is a common area, with tables and chairs, a machine for preparing food (functional, but its operation will be challenging) built in the wall, and also storage cabinets in the walls containing a variety of unremarkable items such as slightly alien looking flatware and dishes. However, placed in one cup is a door key crystal, which will open any door into the complex. This is *Very Hard (-20)* to find unless the PCs specifically hunt thoroughly through all these items. The flatware is an odd alloy, and would probably be worth 100 gp to the right buyer, but it weighs 10 pounds. There is a small round elevator leading up to sleeping quarters and down to storage.

**9. Elevator.** This is a round hole four feet in diameter near the perimeter of the room. There is a railing around the hole at all levels. The elevator itself is a platform disk that glides between floors on a track on two sides, controlled by a small panel on a riser at one edge of the platform. The elevator can be 'called' via a button on the railing

on every level. The elevator is operational; its default position is the main floor (so what is now living in the storage room below has been contained there until now).

**10. Sleeping Quarters.** (not shown) Four bed chambers, toilet facilities, all subdivided by a plastic-like material and flexible door partitions. Fairly Spartan accommodations.

**11. Storage.** On the lower level, this is a single room with several sealed containers containing supplies such as clothing, preserved foods (no longer good after all this time), and other basics. Nothing of real value. There is an opening to the outdoors, about eight feet wide and three feet high along the Western side, where the stream eroded the material away over thousands of years then retreated slightly. The opening is mostly hidden behind the boxes, but the room is now inhabited by a Grekka Spider. It is mostly here by day and goes out at night to hunt. There is also a seriously decomposed body of a Kuluku here, which was actually a host for the Grekka's young several weeks ago. There is little left but the skeleton and scraps of clothing, a very valuable *kuvis* (enchanted throwing star and matching bracelet; see Kuluku weapons) and some jewelry worth about 50 gp). A successful *Extremely Hard (-30)* observation will reveal that the victim had been wrapped in a tough spider webbing, and did not die by normal violence, but his organs were liquefied.

**12. Door.** See #7.

**13. Research Lab.** Situated in the largest diameter cone at about eighty feet inside at the main level, this room is filled with tables, racks and storage cabinets. There are experimental piezocrystal machines. In different storage boxes are the following items: an energy pistol, a handheld device that basically detects presences within a 100-foot radius on a small screen, and a partially disassembled energy rifle. There are two chargers mounted on the wall. One is empty, the other contains four Type 1 crystals, three Type 2 crystals, one Type 3, and one Type 4. Also, there is a sort of utility belt of a leather-like material with a holster for an energy pistol, several small pouches, including one designed to hold six key crystals. Inside is a key for the complex, another key (presumably to another complex), and two Portal Crystals: one leads to a Portal in Zæn, the other is to this installation. An elevator connects this main level to the Hangar above, and a lower-level area below.

**14. Elevator.** See #9.

**15. Hangar.** At the top of the structure, this room has a domed roof that can be opened in two halves of retracting, overlapping sections like an eye opening. The dome can be opened/closed by a control in the room, or remotely from the sky chariot.

*Faaw Shryaac*

*The Talisman of Hiding  
conceals an evil great:  
A beast of foul conception,  
Awoken spawn of fate.*

*This union of two worlds  
Now seeks his broken wand.  
The creature of the Void  
Is trapped in human bond.*

*The parts are three:  
Two rods and jewel.  
Fire Ember, Airborne Ice,  
And a burning Heart most cruel.*

—Andraax

**16. Jinteni Sky Chariot.** A small, one-man open vehicle not unlike a large motorcycle but with stubby wings for control surfaces. It is powered by a type 4 piezocrystal, which is missing from the machine, but there is one in the lab below. It can carry one pilot and one passenger behind him, plus about 40 lbs of cargo. It uses gravitics and a kind of air thruster, and can fly at speeds of up to 60 mph, with a total range on full charge of 500 miles. It is steered by a combination of handle and foot controls. It will require considerable skill to master its operation. It can only be activated by a door key crystal (as a sort of 'ignition'); it also has a control to remotely open and close the dome.

**17. Storage.** (not shown) Boxes and cases, are stored here, most either empty or containing parts of things the PCs have little hope of understanding.

## 8.0 THE QUEST OF THE FAAW SHRYAAC

As has been detailed elsewhere, the Faaw Shryaac (K. "Talisman of Hiding") is an extremely powerful artifact, originally made by Schrek (with the aid of A'kesh) to enable him to indefinitely maintain the façade of his humanoid form, and channel his demonic powers while

in that form. Now that the staff is out of his hands and broken into three parts, Schrek is locked in his humanoid form, and has limited control of his powers. However, the only way to truly kill Schrek—ironically—is to destroy him in his native form in this plane, and that requires that the Faaw Shryaac be reassembled and brought near him. Any holder of the assembled staff can, if within 300 feet, force Schrek into his real, hideous, part-demonic form. Also, the holder, and those near him, are resistant to Schrek's demonic powers.

### OVERVIEW

This is not a single adventure, but a major quest; however, it is easily broken down into a series of vignettes, and can be integrated with other adventures above. The PCs can even divert to other adventures in between accomplishments on this path. It is likely that they might manage to acquire the two staff parts before even attempting to get the Heart from its guarded home.

The ultimate goal might not even seem related to the PCs at first, guided by outside powers toward the final goal. Andraax, the Lords of Orhan, and Nature itself find Schrek to be an abomination, who needs to be destroyed. Even the Loremasters do not really understand his origins or nature, only Andraax or another Essænce Lord from the First Era might, and the horror of what he is also strikes against their very being. He is truly an abomination of two worlds. And worse, with the Barrier weakened by the loss of the Northern Eye, Schrek's ability to breach the barrier to the Void has increased, and he can bring in more hideous creatures from that alien domain.

*Riig Fronaa*

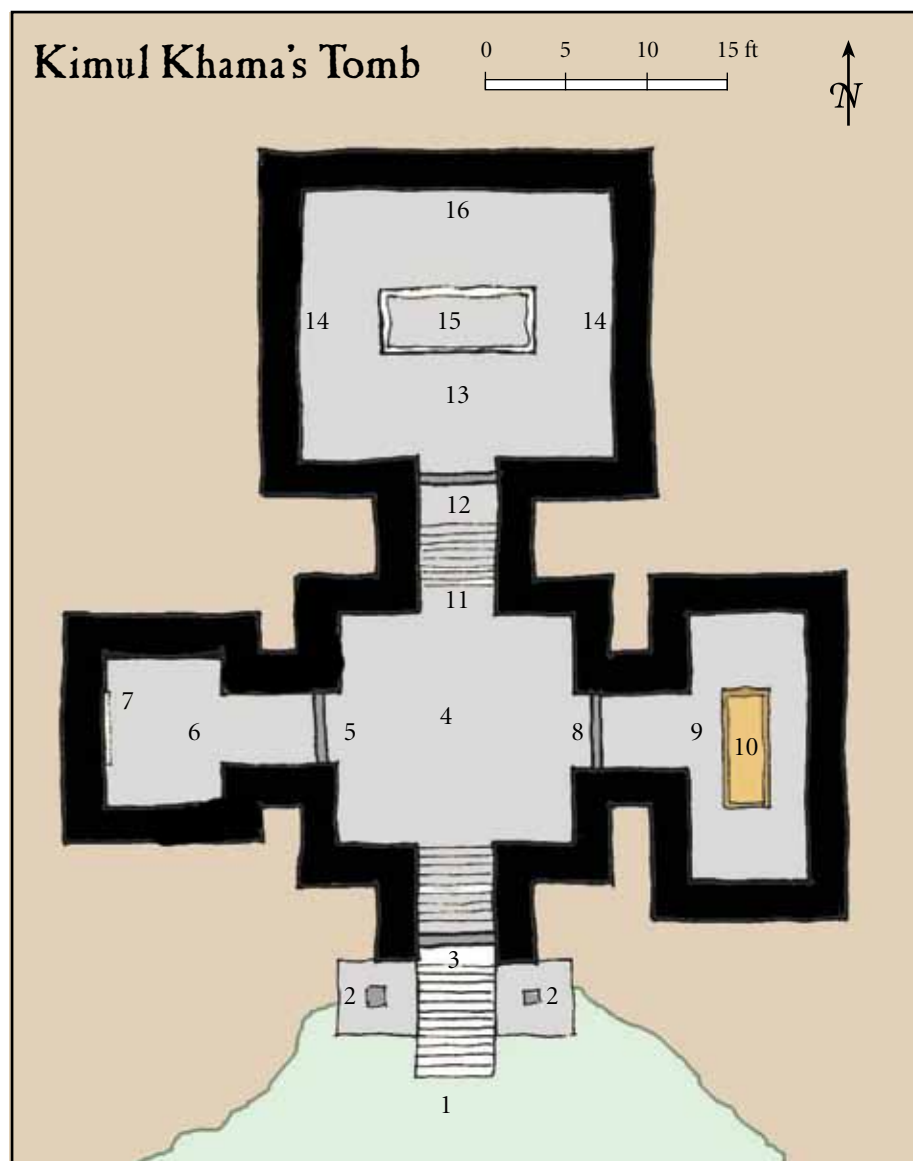
*The Ember of Hope  
Rests in a place of despair.  
With another occupant  
Quite willing to share.*

*Once it had another use  
As did its home  
Now lost to time and vines  
It yet could roam.*

*The Kuluku know.*

—Andraax





### THE LOCATIONS ARE:

**Riig Pronaa:** (K. “Ember of Hope”) in a Jinteni Ruin in Kimul Khama’s tomb, in its box. The Clear Laen Key can be located anywhere convenient for the GM to further the plot; it could even be a mysterious gift to a PC.

**Raathtruliik** (K. “Cold leaping fire”) is in the Ahrenaek, in its box, in a lab. (#14). Blue Laen Key is with Kimul Khama.

**Dathmaur Shryak** (K. “Heart of Agoth”) is in the Temple of Meditation, beneath the Pyramid of Separation in Kenezán, capital of the Lankan Empire. The Box and the Red Laen Key are with it.

## 8.1 THE RIIG PRONAA

This is unquestionably the easiest of the three parts of the Faaw Shryaac for the PCs to recover.

### 8.1.1 FINDING THE TOMB

There are some possibilities for finding this tomb:

- They could stumble upon the tomb randomly. This would be easier if the PCs had some experience with the area.
- Someone in the group could come upon information about Kimul Khama and that there is something interesting buried with him.

The ultimate goal would be the defeat of Schrek by using his own staff against him. This would destabilize the Jerak Ahrenreth and destroy a great evil power. As part of completing this quest of course, the PCs would need to get the Heart of Agoth away from the Twins, thus crippling their power. This actually has more immediate geopolitical significance, as the Lankan Empire has become a threat to the Nuyani, the Námari, and possibly even Sel-kai.

The reward might be not only the (non Heart of Agoth) staff parts of the Faaw Shryaac (though the Loremasters may insist on putting some kind of controls on them, if not taking them for ‘safekeeping’), but also the gratitude of the Loremasters and even Voriig Kye.

### THE PARTS & LOCATIONS

The Faaw Shryaac is not only in three parts, but there were three boxes, each custom-made for a part, along with a unique laen key for each, as described in Part IX.

- If the PCs are friends of the Loremasters, they might be charged with finding out what happened to this Kuluku Loremaster, as the Loremasters themselves are stretched very thin. This could take them to the Kuluku Sky-rock city of Kalumi, the Kuluku, an ancient temple, and the Compass and Riig Pronaa, leading into the Quest of the Faaw Shryaac.

## 8.1.2 THE TOMB

Kimul Khama’s tomb is actually an ancient Jinteni mausoleum, built for one of their prominent people, Kitas Ajinti. It is designed on the old rectilinear forms, but has been fitted with piezoquartz power. Khama’s chamber was previously a side room of indeterminate purpose, which the Kuluku refitted to house the Loremaster’s sarcophagus. The structure is also more than a

tomb, housing a Jinteni Door Portal. Due to effects of a piezocrystal set in the roof, it also has a varying time dilation effect. One minute inside the general tomb is about the same as an hour outside. In Kitas Ajinti's chamber, the effect is even more pronounced.

From the outside, the tomb can be seen as a narrow, truncated pyramid with some sort of metal structure on the top. Adjacent to the pyramid is a partially buried stairway to an entry door set in a stone frame. Flanking the entrance are two tall, slender stone obelisks, engraved with runes, which glow with a faint blue light at night. The entire structure is partially buried by rainforest accumulation, and partly covered in vines. For some reason the sky directly above the temple remains at least partially clear of tree canopy, allowing some sunlight to filter down at mid-day. The entire tomb is fashioned of dark gray granite, in large, perfectly fitted blocks. All of the interior doorways are trapezoidal, about eight feet wide at the base, five feet at the top, with inward-sloping sides. All doors are of stone, six inches thick unless noted otherwise. They operate on counterbalances and raise up into the wall space above, and when lowered fit into a one-inch deep slot in the floor.

**1. Stairs.** Ten steps leading up to the door portico.

**2. Obelisks.** Standing on platforms on either side of the stairs, these twin obelisks are very tall, slender pyramidal shapes, about a foot wide at the base and tapering to a point twenty feet above. They are of a gray-green stone like granite, and have a column of Jinteni pictogram runes etched in them. The runes glow blue at night. At the very tip of each, mounted in a very strong alloy setting, is a very small, glimmering piezoquartz crystal. An *Easy* (+20) *Power Perception* reveals that indeed the pillars are radiating some sort of arcane power. A *Medium* (0) *Sense Reality Warp* further reveals that the pillars are giving off subtle time distortion waves, though not enough at the time to cause any significant effect.

**3. Door.** In a frame ten feet wide at the base and seven wide at the top, this door is solid stone one foot thick, and can be lowered/raised via a counterbalance. The door actually fits down into a two-inch deep slot at the bottom when closed. The counterbalance control lever is hidden behind a secret panel in the wall on the left side, *Very Hard* (-20) to detect. Once the metal lever is found, it must be pulled down eight times in a certain partial way to crank the door up. Moving the lever back to the original 'up' position will cause the door to lower again. There is an identical lever (not hidden) just inside the door. The door is a dead weight of several tons unless the counterbalance is used.

## THE NAZARIAN COMPASS

This *Compass* is not like any of the ones usually seen worn by the Navigators in the known Guilds. There are actually five Nazarian Compasses in existence: this one, and two used by 'rogue' Navigators in the employ of the White Swan, and the other two remain hidden.

### Appearance:

It is a large ornate armband of a copper-colored metal covering most of the forearm almost like a greave. It seems to be made of several alloys, and constructed with straps that allow for adjustment. It is covered by swirling patterned inlays of a silvery metal, and several cabochons of various colors and sizes. As Khama discovered, it has several powers in addition to being a transportation enhancer.

### Powers:

- Increase *Teleport* & *Long Door* spell range by 100x; all Teleports have safe destination (will move target up to 10 feet in any direction if necessary to safe, stable destination); or if that is impractical, all spell targets return to origin.
- Add 10 levels to *Lofty Bridge* list knowledge. Spells on this list are cast as if wearer were their level +10.
- Wearer is able to momentarily glimpse current conditions at destination of Teleport before casting spell, but only after preparing it. (If conditions are unfavorable, caster may abort without losing PP).
- Shield: 1x per day, casts a superior *Shield* spell, -50 to all frontal attacks and can be used to active parry. Spell appears as a spectral transparent oval in front of caster.
- x5 PP to Essence or Hybrid Mentalism/Essence user. User may have a + spell enhancer in addition to the Compass, but *Lofty Bridge* spells must be cast using innate wearer PP x compass multiplier.
- When the Compass is worn overnight (necessary to use the powers the next day), the wearer must make a Constitution RR vs. 10th level, or it drains 1-2 temp CO points from any wearer who is not at least part K'ta'viir. Obviously, wearing the item often between time to recover temp CO could be dangerous.

**4. Anteroom.** A thirty-foot square room, ceiling twenty feet high. It is unadorned.

**5. Door.** Typical of the look noted above, however this door has a small metal plate set in the wall next to it like those next to a Door Portal (see the Jinteni section on Door Portals). Any Portal Key Crystal inserted here will trigger the door, which will magically rise into the frame above. The door will close automatically ten seconds

after the key is removed. There is an identical metal plate on the inside.

**6. Portal Room.** A small chamber, twenty feet by fifteen, it contains only the Portal.

**7. Door Portal.** A round Portal set in the far wall. See the Jinteni section on Door Portals. Unlike the typical door Portal, this one is not automatically linked to any other. It does have the metal plate next to it, so that it can be set to connect to another Portal temporarily, using a Portal key/override crystal.

**8. Door.** The door itself is identical to #5, except there is no panel next to it for a crystal. There is a counterbalance lever behind a hidden panel, like the one next to #3, however the Kuluku have disabled the mechanism. It can be reconnected with a successful *Extremely Hard* (-30) Lock Pick maneuver, or the PCs will need to find another way to raise this two-ton slab of rock.

**9. Kimul Khama's Tomb Chamber.** Originally this was perhaps some sort of storage room. It is fifteen feet deep and 35 feet wide. The Kuluku placed a stone podium in the center of the room, and on top of it is a beautiful coffin of wood, which is somehow undamaged or deteriorated after 1800 years.

**10. Coffin.** Inside lies the body Kimul Khama. He looks preserved as if mummified (but not wrapped in cloth). On his left arm is the Nazarian Compass (see sidebar), on his left hand his Loremaster Ring (+4 multiplier, Mentalism). In its box at his feet is the Riig Pronaa. (As noted elsewhere, any *Fly*, *Teleport*, *Telekinesis* or similar spell cast on the box or on someone holding it must make a RR vs. lvl 100 or Fail (Navigators—or anyone—using a *Compass* must only make a RR vs. 25th level). However, the boxes can be carried through a Jinteni Portal without problems.) At his side is his +20 enchanted saren. Also with him is a blue laen key (to the Raathtruliik box). Khama is merely a mummified corpse and will not awaken.

**11. Stairs.** A set of ten steps leading up to a five-foot deep landing and the door.

**12. Door.** Unlike the other doors, this one has a series of large pictograms carved into it, essentially the name of Kitas Ajinti in symbols. The opening mechanism is also somewhat more sophisticated. In the wall on the right side is a metal disk, nine inches in diameter (slightly larger than the one next to Door 7). There is a handprint impression in the metal; this is essentially a combination lock. The user must place his hand in the impression, turn the disk 45° counterclockwise, 90° clockwise, then back 90° counterclockwise so it stops 45° away from the original position. Fairly simple, but if the action se-

*Raathtruliik*

*The Cold Leaping Fire*

*Overlooks a jungle dark.*

*A palace maze of many doors;*

*Keys glitter like diamonds stark.*

*Old portals open new ways.*

*Hammers fall by day and night.*

*Others watch and wait*

*While they toil by furnace-light.*

*Beware the Winds of Fate.*

—*Andraax*

quence is not done correctly (within a few degrees), the user receives a “C” Electricity critical. Bare skin must touch the metal or it will not turn. Treat as a *Sheer Folly* (-50) lock; spells but no tools may be used for aid (there are almost imperceptible ‘click’ sounds when the disk hits the 45° marks to aid the user, and even fainter sounds as a tumbler falls into place, indicating a correct stop). If the maneuver is completed, the door rises and remains raised until the lock is turned back to the original position. There is no corresponding mechanism to open the door from the inside (but there is a way; see #16).

**13. Tomb of Kitas Ajinti.** The floor of the chamber is forty feet wide by thirty-five deep. Unlike the other rooms, the walls of the tomb chamber slope inward slightly, rising to a height of fifty feet (this is the other structure visible from the outside). The walls are covered with pictograms depicting events in Ajinti's life as a political figure and important philosopher-scientist. They are glowing with a dim blue illumination, and an *Easy* (+20) *Sense Reality Warp* will determine that the room is a major source of time distortion. The 20x15 foot ceiling is actually a skylight, and set in an armature just below it is a piezoquartz crystal about the size of a walnut. By day this room is lit by sunlight, by night the crystal glows with a bright blue-white light (which can be seen from the outside emanating from the skylight); between the crystal and the runes, the room is illuminated at night as if a bright full Orhan (quite a bit brighter than a Terran full moon). The skylight is sealed, and the glass is virtually unbreakable. The crystal cannot be removed from the armature,



even if someone could reach it fifty feet up. When the door is closed, time displacement is severe and variable in this room with a few minutes inside potentially being weeks outside (GM discretion). Also, there is also a magic-dampening field: all Mentalism or Essence spells cast inside when the door is shut must make a RR vs. 20th level or Fail (Channeling is not affected).

On the floor just inside the door are two bodies, both male Shay. They look only weeks old but in fact have been here for many years. It is apparent that they became trapped in here and were desperately trying to get out. They are not carrying anything of note aside from a crude map to the site; one's sword is broken, apparently trying in vain to pry up the door).

**14. Niches.** There is a niche cut into each side wall, eight feet tall, three wide and about three deep (varies because of the slope of the wall). Inside each niche stands a mummy. One appears to be a woman, by body shape and accouterments (platinum, emerald and sapphire tiara, necklace and rings worth 10,000 gp, mainly because they are ancient Jinteni design). The man has a pectoral and rings worth 4,000 gp. The niches are enclosed by an unbreakable glass panel, flush with the wall.

**15. Sarcophagus.** On a pedestal rests the stone casket, six feet wide, ten feet long and three feet high. It is carved from a single block of a translucent white stone. The lid is of some transparent unbreakable material like glass (though not laen), with the same pictograms as the door carved into it; also, in the other, more common Jinteni alphabet, is a warning to any who would defile the tomb. (As with the pictograms, it is highly unlikely that the PCs would have any idea what this says; only the Loremasters have translated the Jinteni language, and then only to level 3.) Kitas Ajinti can clearly be seen inside through the lid. The lid of the sarcophagus has been pried loose, but not significantly moved: it is too heavy for two people to lift; at least four would be needed to raise it off the rim of the box. However, the robbers' tampering was enough to trigger the *Very Hard* (-20) to detect trap: the door will swiftly close and lock, sealing anyone within. Any further attempt to move the lid will trigger the trap again. Disarming the trap would be *Extremely Hard* (-30). Inside is the mummified body of Kitas Ajinti. He is buried with a few treasures: a +20 scimitar; a platinum and emerald diadem granting x3 Mentalism spells; a belt powered by a small piezocrystal Type 2 which generates a personal body shield, AT 20(-30), the crystal has a remaining charge of three minutes (18 rounds). There is an indicator on the belt giving an approximate idea of the charge level; a fully-charged crystal will last 10 minutes. GM discretion on how difficult it will be to find charged crystals in other locations (it is the same type as used in a Jinteni

energy pistol), as this is so powerful. Note that this shield is technological, not magical, so has no magical restrictions (but it is as effective against magic as the armor type given). Also, there are three scrolls in a metal tube, containing a number of records, including some interesting diagrams involving piezocrystals; these could be sold for thousands to the Loremasters. If the belt or scimitar are disturbed, Kitas Ajinti will awaken and not be happy. He will attack with the scimitar (but not activate the belt). At the same time, the glass of the side niches will open and the mummies will awaken and attack.

**16. Secret Panel.** On the far wall is a small secret panel, *Extremely Hard* (-30) to detect, opened by pressing an adjacent stone with slightly different pictograms. Inside is a metal palm-plate, a disk nine inches in diameter with a hand-shaped indentation. Simply pressing it will open the door to the chamber. Also inside, in a row of little receptacles, are four Portal key crystals, leading to various other spots in the region. One leads to a Portal in Zæn; one is a key back to here.

## 8.2 RAATHTRULIHK

This item is located in the Ahrenaek, in one of A'kesh's labs (#14), in its box. It requires the blue laen key to be opened. Locating and securing the item is a challenge up to the GM. As noted elsewhere, Any *Fly*, *Teleport*, *Telekinesis* or similar spell cast on the box or on someone holding it must make a RR vs. lvl 100 or Fail (Navigators—or anyone—using a *Compass* must only make a RR vs. 25th

*Dathmaur Shryak*

*The Heart of Agoth*

*Is now the tool of Two*

*A weapon of utter evil*

*With power found anew*

*Taken from a Crystal*

*It can serve good once more*

*Once its master is undone*

*Break its source to the core.*

*The heart must stop.*

—Andraax

level). However, the boxes can be carried through a Jin-teni Portal without problems.

### 8.3 DATHMAUR SHRYAK

The dreaded *Dathmaur Shryak* (K. “Heart of Agoth”) is in the Temple of Meditation, beneath the Pyramid of Separation in Kenezán, capital of the Lankan Empire. The box is nearby (with the red laen key), but the Heart itself sits on an elaborate stone pedestal, pulsing with a deep red glow. It is well guarded, and Sendil would know immediately if the Heart is disturbed. The only hope of getting away with it is to immediately get it inside the box where its emanations can be blocked and its innate

powers shut down. However, as noted in the Raathtruliik above, magically transporting the item in its box can be problematic.

If the PCs already have the other two parts of the staff, joining the Heart with them is another option, because it will somewhat ‘tame’ the Heart, and the staff will be less inclined to want to be used by Sendil.

Finally, and this is another, much larger, quest, the Heart came from a splinter of the Ahrenreth Crystal and was reshaped by Schrek. If the Heart is struck against the Crystal in an attack, it will shatter. The crystal and all of the splinters will be rendered powerless. And the secret hidden inside the Crystal will be revealed: the *Soulsword*.

#### LOCATIONS OF THE PARTS OF THE SHRYAAC: HISTORY

THE PARTS	LOCATION
Dathmaur Shryak	Voriig Kye, Vog Mur (1315–6036); Elor Once Dark (6036); Demon Muarga, Spine of Emer (6036–6052); The Twins, Kenezan, Lankanôk (6052–present)
Rathtruliik	Buir Dom, Vog Mur (1315–6036); Elor Once Dark (6036); Andraax (6036); Buir Dom, Vog Mur (6036–6053); Schrek (6053), Ahrenæk, Onar (6053–present)
Riig Pronaa	Oran Jatar (1315–4379); Elor Once Dark (4379–6036); Andraax (6036); Kimul Khama’s tomb, Khûm-kaan (6036–present)

*Note: There were three copies made of each colored key; they are not tracked here.*



## 9.1 RM2/RM CLASSIC

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Talis Freyna, Loremaster	7	55	1(35)*	Y*	N	55bs	30da	10
<b>Age:</b> 50's; <b>Sex:</b> F; <b>Ht/Wt:</b> 5'9"/110; <b>Hair/Eyes/BUILD:</b> Grey-black/Green/Slim; <b>Dmnr:</b> Friendly; <b>Race:</b> Laan; <b>Profession:</b> Mentalist; <b>Skills:</b> Climb20; Perc30; PickLock15; Ride; S&H20; Swim15. <b>Secondary Skills:</b> Act10; Brib15; Diplom15; Disguis10; Flying20; LocSrt20; PwrPercep5; Surveil10. <b>Spells:</b> 6 Mentalism lists to 10th. <b>PP:</b> 42. <b>Items:</b> +10 broadsword; Loremaster Ring: x3 Mentalist PP; cloak, +20 to hiding at night.								

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Seena Wralo	11	76	1(35)	N	N	45 qs	Spells	10
<p><b>Age:</b> 50's; <b>Sex:</b> F; <b>Ht/Wt:</b> 5'9"/110; <b>Hair/Eyes/Build:</b> Grey-black/Green/Slim; <b>Dmnr:</b> Friendly; <b>Race:</b> Shay/Kuluku; <b>Profession:</b> Animist; <b>Skills:</b> Perc40; S&amp;W20; Swim25; Track15. <b>Secondary Skills:</b> Camo10; Cav20; Chem30; Cook25; 1stAid40; Forage35; HerbLr50; PoisonLr35; Sing15; Trade20; Weather20. <b>Spells:</b> All Base Animist to 10th, 4 other Channelling lists to 10th. <b>PP:</b> 66. <b>Items:</b> Staff, x3 PP to Channelling, continuous <i>Animal Warding</i> 10' R (any hostile animal must make a RR vs 10th level before it can attack); Kuluku amulet +20 to DB.</p>								

Type	LVL	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Zæn Agothu Undead										
Barrow-wight (V)	10	50	Spt/10	SL/VF	M/LA	110	1(70)	110We[Cold]/90LBa(Cold)/Spells	1-6	Protect (AV)
Melina, Ghost	5	100	Spt/20	FA/FA	M/LA	85	1(30)*	60MBa/Special	1	Passive (AV)

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT (DB)	Hits	Attacks	# Enc.	Outlook (IQ)
Lord Radena	15	60	Dash/10	MD/MD	L/LA	130	16(30)	110bs [Cold]/80LBa/Special/Spells	1	Cruel (SU)
(Wight V) <b>Special:</b> non-solid form. 50´ Radius <i>Fear</i> ; touch delivers ‘B’ cold crit; 5 Con pts/rnd. <b>Items:</b> +15 broadsword .										
Lady Radena	20	80	Dash/10	MD/MD	L/LA	150	19(30)	150da[ Cold]/80LBa/Special/Spells	1	Cruel (SU)
(Wight VI) <b>Special:</b> non-solid form. 100´ Radius <i>Fear</i> ; touch delivers ‘C’ cold crit, 6 Con pts/rnd. <b>Spells:</b> Magician Base Cold and Electricity to 20th. <b>PP:</b> 40. <b>Items:</b> +20 dagger.										

Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Kitas Ajinti	13	55	FSpt/0	SL/MF	M/LA	170	8(40)	130Scimitar/120LGr(Cold)\$	1	Protect
(Greater Mummy) If Kitas stuns his opponent, he will attempt to grapple. If the grapple delivers a critical, target receives a Cold critical of equal severity.										
Mummies	7	40	FSpt/0	VS/MD	M/II	120	8(30)	70LBa100/120LGr\$	2	Protect
Susceptible to fire, -25 to heat and fire RRs, double damage from fire.										

§ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.



## 9.2 RMSS/RMFRP

## ARDANIA

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	Mov
Talis Freyna, Loremaster	7	55	1(35s*25)	55bs	30da	+10

**Age:** 50's; **Sex:** F; **Ht/Wt:** 5'9"/110; **Hair/Eyes/Build:** Grey-black/Green/Slim; **Dmnr:** Friendly; **Race:** Laan; **Profession:** Mentalist; **Skills:** Climb20; Perc30; PickLock15; Ride; S&H20; Swim15. **Secondary Skills:** Act10; Brib15; Diplom15; Disguis10; Flying20; LocSrt20; PwrPercep5; Surveil10. **Spells:** 6 Mentalism lists to 10th. **PP:** 42. **Items:** +10 broadsword; Loremaster Ring; x3 Mentalist PP; cloak, +20 to hiding at night.

## MISTY VALE

Name	Lvl	Hits	AT(DB)	Melee Ob	Missile Ob	Mov
Seena Wralo	11	76	1(35)	45 qs	Spells	10

**Age:** 50's; **Sex:** F; **Ht/Wt:** 5'9"/110; **Hair/Eyes/Build:** Grey-black/Green/Slim; **Dmnr:** Friendly; **Race:** Shay/Kuluku; **Profession:** Animist; **Skills:** Perc40; S&W20; Swim25; Track15. **Secondary Skills:** Camo10; Cav20; Chem30; Cook25; 1stAid40; Forage35; HerbLr50; PoisonLr35; Sing15; Trade20; Weath-Watch20. **Spells:** All Base Animist to 10th, 4 other Channeling lists to 10th. **PP:** 66. **Items:** Staff, x3 PP to Channelling, continuous *Animal Warding* 10' R (any hostile animal must make a RR vs 10th level before it can attack); Kuluku amulet +20 to DB.

## Undead

Type	Base LVL	Max Pace/Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
<b>Zæn Agothu Undead</b>										
Barrow-wight (V)	15D	50	Spt/+10	SL/VF	M/LA#	145E	1(90)	110We[Cold]/90LBa[Cold]/Spells	1-6	Protect (AV))
Melina, Ghost	5	100	Spt/+20	FA/FA	M/LA#	85	1(30)	60MBa/Special	1	Protect (AV)

## TOMB OF LORD &amp; LADY RADENA

Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Lord Radena (Wgt V)	15	60	Dash/+10	MD/MD	L/LA#	130	16(30)	110bs[Cold]/80LBa/Special/Spells	1	Cruel (SU)
<b>Special:</b> non-solid form. 50' Radius <i>Fear</i> ; touch delivers 'B' cold crit; 5 Con pts/rnd. <b>Items:</b> +15 broadsword.										
Lady Radena (Wgt VI)	20	80	Dash/+10	MD/MD	L/LA#	150	19(30)	150da[Cold]/80LBa/Special/Spells	1	Cruel (SU)
<b>Special:</b> non-solid form. 100' Radius <i>Fear</i> ; touch delivers 'C' cold crit, 6 Con pts/rnd. <b>Spells:</b> Magician Base Cold and Electricity to 20th. <b>PP:</b> 40. <b>Items:</b> +20 dagger.										

## FAAW SHRYAK QUEST: JINTENI TOMB

Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Kitas Ajinti (Grtr Mm)	13	55	FSpt/0	SL/MF	M/LA#	170	8(40)	130sc/120LGr[Cold]	1	Protect
If Kitas stuns his opponent, he will attempt to grapple. If the grapple delivers a critical, target receives a Cold critical of equal severity.										
Mummies	7C	40	FSpt/0	VS/MD	M/II#	100F	8(30)	70LBa100/120LGr	2	Protect
Susceptible to fire, -25 to heat and fire RRs, double damage from fire.										

§ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.

# • PART XI •

## MAPS & CHARTS

**Dia Khovaria Datafile:** Delta 93218

**ImpDate:** 475.097.12.02 Imperial Standard Time

**To:** Father Belthus Rekan, Administrator, Church Orbital Station and TBD relay #267

**From:** Patrick O'Kiran. TARA Agent Rank 5

**Status:** Classified: Level V Signet Seal

**Planet:** Ceril VII (native local name: Kulthea)

**Subject:** Landing shuttle mission to planet surface

**Mission:** Secure advanced ancient harbinger race technology for DK exploitation; determine nature of planetary energy barrier

**Message:** Reverend Father: I am currently aboard a native ocean-going vessel, approximately 5000 kilometers ENE from the landing site/base camp. My immediate destination is a region in the southeast of the continent known as Emer, where I have detected very unusual electromagnetic resonance readings on long-range sensors. Agent Kraus remained at the previous port to follow up on a related energy reading. As before, communication is intermittent, though handheld devices continue to function locally within acceptable limits.

In Your Service by the Word,  
Patrick O'Kiran

The following section includes some key maps that the GM may wish to make available to the players. These use a new Emer Map, which will be the standard PC map model for all Emer books in the future. Included here is a map of Southeast Emer, an overview map of the continent, and a very basic map of the western hemisphere of Kulthea.

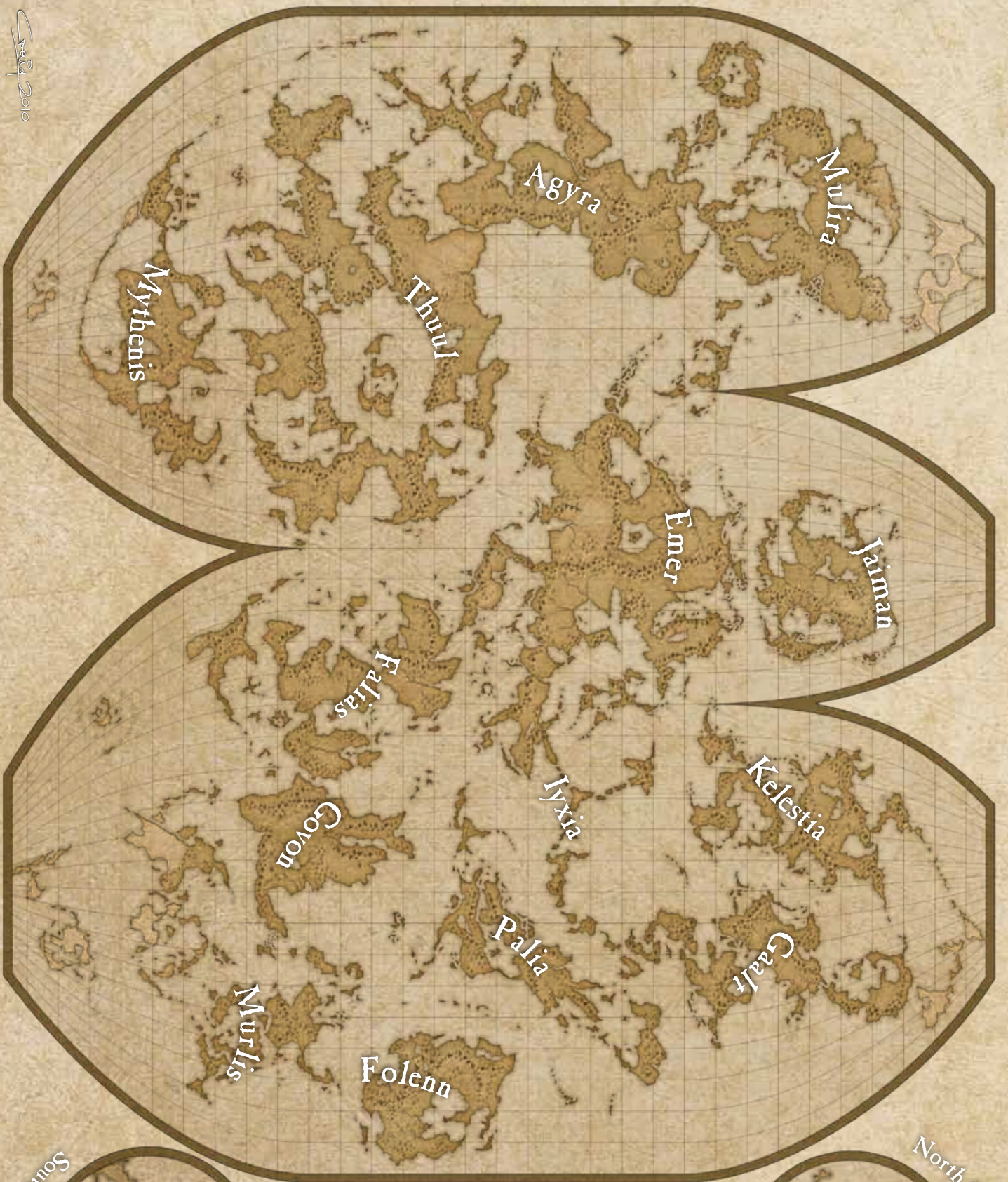
There is also a newly expanded Fantasy Weapons Chart, providing guidelines for adapting the Arms Law tables to special weapons. Alternatively, the GM may wish to use the *Rolemaster Fantasy Weapons* supplement, available through RPGNow, which contains actual adapted attack tables for many of the weapons.











North Polar Region



Scale



South Polar Region





## 4.0 FANTASY WEAPONS CHART

Weapon	Type	Wt.	Len.	F	RANGE MOD (in feet)					Tbl Used	ARMOR MODIFICATIONS					Special
					10	25	50	100	150		20-17	16-13	12-9	8-5	4-1	
Baw†	1HS	4-5	2-3	5	—	—	—	—	—	Handaxe	+15	+15	+10	+10	+10	Used by the Kuluku. Can be used as an ice axe or tree-climbing aid.
Chakram†	TH	1	1' dia	4	+10	0	-10	-20	-30	Dagger	-15	-15	0	+10	+15	Throwing ring w/sharp edge
Chegain†	TH	1.5	2	4	0	0	0	-5	-10	Scimitar	-10	0	0	0	+5	Returns to trained user (need glove)
Cabis	1HS	2-3	1.5-2.5	4	0	0	-10	-25	—	Handaxe	-10	-10	-10	-10	-10	A throwing weapon.
Dag	1HS	5-6	3-4	6	—	—	—	—	—	Falchion	+10	+10	+10	+10	+10	A large bladed weapon.
Gé†	TH	4-6	4-5	8	as Bola					Bola(2xDam)	+10	+10	+10	+10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on thrower.
Ikasha†	TH	2	1' dia	5	+15	+5	0	-30	-45	Main Gauche	-10	-5	0	0	+10	Ky'taari throwing weapon.
Irgaak*†	2H	5-6	5-6	3	—	—	—	—	—	2-H Sword	+15	+15	+15	+15	+15	Roll criticals twice apply all results.
Kalta§	1H	1.5	.5	4	—	—	-15	-40	-80	Light Crossbow	-20	-15	-10	0	+5	Loari dart pistol.
Kynac*†	1HS	1-2	1-2	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Kynac*†	1HS	2-3	2-3	3	-20	-20	-20	-50	—	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Net	TH	2-3	4-6'	5	0	—	—	—	—	Grapple	+5	+5	+5	+5	+5	Max result is Large.
Power Sword†**	2H	1	3-4'	6	—	—	—	—	—	2-H Sword	+50	+55	+55	+55	+60	Energy blade sword.
Saren†	1/2HS	3-4	3.5'	3						Falchion	+5	+5	+15	+15	+20	Loari sword; resembles Terran katana
Shangkana†	1HC	2-3	2.5-3	7	—	—	—	—	—	Morning Star	-5	-5	-5	-5	-5	Resembles Terran
	2H	2-3	2.5-3	7	—	—	—	—	—	Flail	-5	-5	-5	-5	-5	Okinowan cereal beater.
Shuriken†	TH	3-8oz	4-6"	5	0	0	-20	-30	—	Dagger	+5	+5	+10	+10	+10	Throwing stars.
Trident	PA	4-6	5-8'	5	0	0	-20	-30	—	Spear	+5	+5	+5	+10	+10	Three-pronged spear.
Tukalu††	TH	2	1' dia	5	+15	+5	0	-30	-50	Main Gauche	-10	-5	0	0	+10	Kuluku boomerang.
Typh	1HC	4-5	3-4	6	0	0	-10	—	—	Flail	-10	-10	-10	-10	-10	If fumbled, roll a "DK" on thrower.
Yarkbalka†	1HS	4-5	3-4	6	—	—	—	—	—	2-H Sword	-10	-10	-10	-10	-10	If fumbled, roll a "CS" on thrower.

Type: 2H = Two-Handed Weapon; 1HS = One-Handed Slashing Weapon; 1HC = One-Handed concussion Weapon; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

Wt: Weight of weapon in pounds.

Len.: Length of weapon in feet.

F: Fumble Range (a fumble occurs if unmodified attack roll is less than or equal to this number).

RANGE MOD: Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (— means not allowed.)

TABLE USED: The AL&CL attack table used to resolve attack.

ARMOR MOD: Modifications to the attack roll based upon the armor of the defender. These bonuses are *in addition* to any other bonus (such as enchantment) a weapon may have.

Special: Varies for each weapon.

\* Weapon must be fashioned of special and/or enchanted materials to be effective.

† User must have special training to be able to use weapon at full effectiveness

§ Fire 2x/rnd (miss & mel); 1/4 hits; 10 max (dart itself is not a serious wound). Dart is poisoned/drugged; crit means drug is delivered. 10 dart clip.

\*\* Trained welder can deliver 2 strikes/round (4 hasted) because blade is weightless; all Crush crits become Slash plus Heat; Slash crits become Slash, plus Heat one crit level lower. Bleeding is at 1/2 indicated because blade cauterizes wounds. Magical armor reduces the blade's bonus by 20; laen armor or energy shield by 50. Sword can also cut through many solid non-magical materials (like stone or steel) like a hot blade through butter. Power Sword will destroy most of target's non-magical armor, clothing and weapons in the course of combat. K'ta'viir tech weapon requiring energy cell; extremely rare.

†† Kuluku enchanted boomerang throwing weapon; returns to thrower unless fumbled. Can strike up to 3 targets in a 120° arc; deduct 30 from all OBs for each additional target. Requires special training and armored glove for catching..



# · PART XIV ·

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# EMER ATLAS III

## THE SOUTHEAST

The mysterious rainforests of Khûm-kaan and the plains of Onar are finally revealed!

### *Emer III Contains:*

- Two Jerak Ahrenreth Citadels: the Tower of Vour and the Ahrenæk, home of the Artificer A'kesh.
- The Lost City of Zæn, including ancient Jinteni magic/technology: weapons, portals and more.
- Maps and descriptions of the two 'Isles of Glass,' homes to the Green Dragon and the Seer.
- The secret hives of the Krylites.
- New maps of the region with dozens of new locations and cultures. New details on the Isle of Jade.
- The timeline, updated and advanced several years with new intrigues and wars.
- 25 pages of adventures and adventure ideas.
- Encounter charts for hostile rainforest creatures—and plants! New herbs and creatures.
- Stats for both *Rolemaster Classic/RM2* and *RMSS/RMFRP* systems. Also a new Fantasy Weapons Chart.
- 210 pages total, including an extensive index.



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