

From Guild Companion Publications...

The Land of Xa-ar and Northern Saralis™



*A Regional Sourcebook
set in Northwestern Jaiman*

Terry Kevin Amthor

A **Shadow
World**®

Book for
Rolemaster™





THE LAND OF XA-AR

AND NORTHERN SARALIS



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On the Cover: Crewmen aboard Ulya Shek's *Silverfish* spot the Blue Dragon, even as a terrible power erupts from the Isle of Lost Magic.

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COLOPHON

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PART ONE: THE SETTING

There is a great forest in northwest Jaiman, and it is called Dir. Of all the non-desolate northern realms, it is the closest to the pole, and thus laid open to the Vmli. Yet, Kadaena was of mind and allowed only a few: survivors of the war on the forest men. Four hundred came, forever to reside down under the wicked cloak of six and sixty shards. And then there was Shar-Ti.

That was a long age ago. Gone from the forests are the Vmli, driven ever northward by lesser but more numerous folk. Now all of Lu'nak lies open for those who would claim it from the shadow.

Farthest towards the setting sun lie the Isles of Blue Light: tiny rocks jutting from the frigid sea. Often sheathed in ice and snow, they shine white under sun at noon and azure beneath the undulating, luminous flows by night. Most would find this reach inhospitable on the mildest of days, yet many abide here, even under the wing of dragons, the claw of demons, and the bastard who would be K'ta'viir. The Aargirpiri hold many secrets. Irkuugor may emerge again from the Hollow Spheres.

Andraax

(Date Unknown)

INTRODUCTION

This is a sourcebook and collection of adventures centered around the lands of Xa-ar, northern Saralis, and western Lu'nak. The book is split roughly in half, with the first part providing historical background and

a survey of the region and the major forces in play. The second half is devoted to adventures, from a selection of ideas and starting points, to an elaborate quest through the Isles of Blue Light and beyond.

1.0 HISTORY

This region is rich in a history all its own, distinct in many ways from much of the rest of the continent. Xa-ar and the isles to the west especially existed in relative isolation from the rest of Jaiman and its unique politics; perhaps this is why the Earthwardens chose to build several facilities there so long ago.

With the Crowns' power in flux, Arnak in seeming retreat and Ulor seemingly quiescent, now this area has a chance to come into its own.

1.1 HISTORY OVERVIEW

The time period commonly called the First Era was dominated by the K'ta'viiri, the superhuman race who came to rule much of this galaxy from their Imperial seat here on Kulthea. The rebellion that brought down that corrupt and depraved empire also laid waste to much of the planet and caused dangerous instability in the Flows of Essænce. The Eyes of Utha—incredibly powerful orbs installed at the poles—helped to calm the Flows and divide the world. The remaining Imperial loyalists were trapped in the more ravaged East, and the West was left to try to recover, for there were few of the K'ta'viir left to nurture the devastated world, and most of them put themselves into artificial hibernation. The fall of the Empire was just over a hundred millennia in the past, a period of time unimaginable even to the Elves. The time between that fall—marking the end of the First Era—and the beginning of the Second Era is known as the Interregnum.

However there were a few small exploratory groups who had journeyed far beyond the Empire, only to come back after long intervals. One such group actually became trapped in the event horizon of a singularity and suffered a time dilation of many thousands of years before they were able to escape. They returned to find their home devastated (although it had already recovered considerably from the immediate aftermath of the war, with the secret help of the Lords of Orhan). They were determined to rebuild Kulthea, but not as rulers. Instead they would encourage the younger races and other flora and fauna of the world to rise up and flourish. But there was still much evil walking the earth: demons summoned from the Pales and beyond, and other shadowy forces arising from the ashes of the Empire.



These K'ta'viiri built enchanted places of guardianship to help protect these weaker races, and came to them as teachers and counselors. They would become the Earthwardens, and they inhabited the Shadow World for a period sometime between 70 and 50 thousand years ago, though almost certainly not for that entire period. Apparently after a time they felt they had done all they could, and departed again for space. However many of their structures survive, some of an enchanted stone, and some—like the Coral Roads—are living legacies.

Relatively recent history begins with the Founding of the College of Loremasters, and the Second Era. While at times a united realm under one lord, the region that came to be known commonly as Xa-ar in the Second Era was never a great kingdom like the six chosen by the Loremasters to be sheltered by the power of magical crowns. There were also periods during the Second Era of Ire when Xa-ar was a province of Saralis, but it was lost to the Lord of Ulor from just before the time the Wyvern Kingdom came under the protection of its magical crown until the end of the Era. In fact, it was Lorgalis' aggression against Xa-ar and Ly-aran in the 3800's of the Second Era that spurred the Loremasters to action. Lorgalis and his Quaidu armies attacked in 3833 SEI, and within two years the Xa-ar peninsula was under the Lord of Ulor's control. After the activation of the crowns, however, the Quaidu were contained with minimal effort by Saralis forces.

Then came the Wars of Dominion, and a great demonic Ordainer slew the king of Saralis, in the process destroying the Wyvern Crown and what magical protection remained. The Wars were devastating to both sides, and much of Jaiman was depopulated.

In the late first millennium of the Third Era, Lorgalis had his citadel in Ulor rebuilt as one of the Eight Secrets of the Jerak Ahrenreth. For many thousands of years afterwards, however, Lorgalis kept a low profile in Jaiman, never attempting to expand his dominion beyond the isle of Ulor until c. 5000 TEI (he concentrated on his alter-ego as the White Mage, and activities with the Ahrenreth in Emer). Even now in the 6050s, Xa-ar is only marginally occupied by Ulorian troops... though those numbers are beginning to grow. The people of some towns pay a tribute to Ulor, and they put up with

a small Quaidu occupation force, but they live their lives (for the most part) independently.

Meanwhile, the Priests Arnak (in this region, the Priests Gaath and Athimurl) have returned, and brought a slow corruption to many lands even as Yarthraak has gone into hiding, recovering from his failure against Helyssa to the south. While the Priests do not devote much attention to the small villages of Xa-ar, there are a few—with the help of their minions, the Adherents—who have infiltrated society. More Priests are lurking in the larger town and cities of Saralis. They sow dissent, belittle learning and science, and fuel fear and superstition. They preach (ironically) that the Loremasters are in fact evil emissaries of a secretive cabal bent on oppressing the people while subverting their own cultures and religions.

1.2 TIMELINE

Following is a more detailed timeline of the history of the region. A few events in other areas are included for context. Events in [square brackets] are considered 'secret,' and few outside of those directly involved would have knowledge of them.

THE SECOND ERA

c. 1-1000: Immigration of some Laan families from Emer to Jaiman, the southern portions of which are largely uninhabited except for a few scattered Elven settlements.

c. 500: A group of Erlin Elves comes to the Blue Forest and settles there. Their leader is Lord Kulim Mah, led here by his saged advisor Dænuis [Andraax in disguise as an Erlin Elf], who helps Mah to advance their civilization from tribal nomads to an agrarian feudal society. There are many heirlooms of the royal house, including a crown of unusual design, a suit of scaled armor, and a war hammer. In addition, there were war hammers for the King's personal guards, and other enchanted items, some made with the help of Dænuis. The Elves co-exist peacefully with the native Umli peoples, who initially help them to survive in the harsh, sub-arctic environment. They spread across much of northwest Jaiman and the people become known as the Mah-ilari. The symbol of the Mah-ilari is the pinecone, in deference to the mighty coniferous Lunarni trees of the Blue Forest. While the kingdom lasts for over a thousand years, the latter half finds the nobility becoming increasingly petty and power-hungry. The last king began to reverse this trend but his death meant the end of the united Mah-ilari

795: Kulim Mah is killed in an ambush in the forest of Dir, lured there without his protective artifacts by an unknown agent [None other than the dark goddess

Inis, who has magically seduced him. An Era later, through magical means, she comes to Kulthea and births a son of that union, Valaan]. Mah's eldest son Telim succeeds him, but he is not the same caliber of leader. And the royal advisor Dænuis has not been seen in many years.

c. 1000–2000: Many Shay peoples migrate north from Emer to Jaiman. They find lands that are sparsely settled by a tall, hardy people—for the most part fair-haired east of the Grey Mountains (the Myri); but with darker hair and eyes in the central plains (the Zori/Laan). At first the Zori greet the immigrants warmly, but as the newcomers begin to outnumber them, suspicion grows. The Zori begin subjugating the Shay, who over time devolve into an underclass. This period of growing populations is marked by sporadic warring between petty Zori lords, and eventually consolidations into several feudal states, some of which are the precursors of the Six Kingdoms.

1212: Telim Mah is killed in combat with demons; his son Velik-Mah succeeds him.

1327: Velik-Mah drowns in a suspicious boating accident. He has a son, Vashtir-Mah, but he has been missing for over twenty years. Velik's nephew Nikit-Mah assumes the throne and immediately disbands the Blue Council. [Since he is not the true heir, he is unable to fully utilize the King's Hammer, so he removes the blue laen pommel-key, rendering it useless]

1337: [Nikit discovers the hidden tower inside the Isle of Lost Magic, but he is unable to unlock all its secrets. He does hide the pommel-key of the King's Hammer here.]

1341: Vashtir-Mah returns and claims the throne, but Nikit refuses to relinquish it. There are three years of turmoil bordering on civil war (the "Lost Seasons"), but finally the increasingly unstable Nikit-Mah is forced to abdicate and later commits suicide. Vashtir reestablishes the Blue Council, but many of the original amulets of office have been lost or are buried with earlier kings, so he has some remade, though they are not of the same caliber. Also, suspecting that his father's spirit drove Nikit to take his own life, in a final act of retribution, Vashtir has Nikit's body interred in Velik's tomb.

1495: Vashtir-Mah abdicates the throne to his son, Sirdia and departs on a sea voyage never to return.

1495–1640: Reign of Sirdia-Mah, last major king of the Mah-ilari. Sirdia's time in power is marked by a return of civility and is considered somewhat of a renaissance for their people, but the Mah-ilari never again achieve their early glory.

- c. **1500:** Founding of the Four Orders (Elder, Oak, Nya, Thorn), Elven animistic groups dedicated to protecting the natural order and combating demonic and other evil forces (demons remain relatively common, trapped in this plane after the Wars of Dominion; and within a few centuries the order will face the threat of the Unlife). The original founders are four remaining Earthwardens who elect to stay behind. They do not divulge their true nature to their Elven followers; nor do they fully reveal the powers of the Isle of Lost Magic. They teach the ways of nature and related professions. Each possesses a staff of the named order, and they (and their Elven successors) are called the *Guardians* of those staves.
- 1539–1541:** Sirdia-Mah's elder son Kelis travels to Urulan. [There he has an affair with the Loar-Elf Lady Celtira Mentaka and she becomes pregnant, but does not tell him. Kelis leaves before the pregnancy is obvious and is killed on the return journey, never having learned of Celtira's condition; she later bears a son. The boy, his descendants, and Valaan are the only remaining heirs of the Mah-ilari royal family.]
- 1640:** Sirdia-Mah contracts a strange wasting illness (Elves are immune to virtually all diseases) and dies within a year, leaving no heir (his two sons both having been killed before his death); thus the Mah dynasty of kings (apparently) comes to an end. The royal heirlooms are lost or hidden away.
- c. **1640–2000:** Decline of the Mah-ilari. After the king dies without a clear heir the kingdom quickly fragments into a collection of city-states. Within decades they are fighting amongst themselves for dominance. Their population is decimated by war with the Haid and other mortals of Jaiman. Eventually their civilization collapses and they abandon their cities. Many of their homes are occupied by their enemies, but the Orhan Marble temples and palaces which glow with an eerie light in the darkness are feared and left largely untouched.
- c. **1600:** First records of a permanent structure on the site of Haalkitaine: a small keep built by a 'Lord Halek.'
- 1798:** Vular of Turak defeats his greatest rival—Teminis of Syrania—and declares himself king of all the lands between the Saral March and the Artolia River.
- 1827:** Barrak of Tezra makes a feudal pact with several neighboring lords to found the kingdom of Zor.
- 1930:** The three most powerful lords of the region now known as Xa-ar form an alliance and together subjugate the other petty rulers in the area.
- c. **2000–3000:** First manifest appearance of servants of the Unlife. The Unlife is a dark power—a force for total destruction and death—originating in another universe, perhaps the 'negative' of this one. Unlike the Dark Gods, the inhabitants of the Pales, and even the Void (whose actions and purpose seem unfathomable), the Unlife is a single power with many servants and incarnations, all bent on annihilation. Dark cults bent on destruction—followers of the Unlife—begin to appear.
- 2101:** After centuries of fighting, the kingdoms of Lytis and Valaran make peace and agree to unification, formalized with the marriage of the Lytis king's daughter to the crown prince of Valaran. The new kingdom of Ly-aran encompasses the entire southwestern peninsula.
- 2525:** T'vellin Arain is elected chief among the Laan clan-lords of the southeastern mainland, and then ruthlessly consolidates his power in the region. Within a year he has declared himself king of virtually all of what is now known as Tanara.
- 2940–2950:** The King of Saralis annexes Xa-ar. Over the next two hundred years there are several rebellions by various lords in Xa-ar, all eventually quelled by Saralis.
- 3335:** The White Mage arrives in Ly-aran. An elderly man with great knowledge of the arcane arts, he offers counsel to the King.
- 3580:** Lorgalis occupies the isle of Ulor, until then only populated by a few Jameri fishing villages. The lord constructs fortifications all over the island and begins building an army and navy.
- 3750:** Lorgalis invades Ly-aran. The king and all of the royal family are executed. In less than a year the peninsula is subjugated.
- 3833:** Lorgalis sends a fleet north and within two months conquers the peninsula of Xa-ar.
- 3910:** The Six Crowns are completed and gifted to the kings of Rhakhaan, Saralis, Zor, Tanara, Urulan and U-Lyshak.
- 5670:** [Andraax gives one of the Dragon Rings, the *Daath Leerssoi* (K. "Maker of the Shadow Drakes") to Tev Yu'um, a Lotana Mentalist who is also a clanlord in the T'sai steppelands of NE Mulira. This ring allows Tev to assume the form of a blue Air Drake. It becomes apparent to Tev over the centuries that the ring has other powers than allowing its wearer to assume dragon-form: he gains knowledge of the Great Drakes—including their language—and is granted a lifespan akin to those creatures.]
- 5899 - 5905:** A plague ('Bahaar') sweeps through Saralis and northern U-Lyshak. It begins as severe flu, then progresses to pneumonia and often death. Over half the population of Saralis is dead by 5905.

c. 5905 – c. 6000: The Bahaar plague spreads through Jaiman, to Kelestia and northern Emer. While not as devastating to these regions it still decimates populations and creates an atmosphere of paranoia.

6201: King Halek of U-Lyshaak dies under mysterious circumstances; he is succeeded by his son Selcarnen. After Halek's death, many of the independent-minded southern nobility threaten to break off. Selcarnen, desperate to unite the realm, decides to put on the Sea-Drake Crown. But he is murdered by Lorgalis (who had gained Selcarnen's trust while disguised as the White Mage). Lorgalis takes the Sea-Drake Crown, pendant and sword to Ulor. A distaff family member—one of the southern nobles—claims the throne, but the Arnak Priest Aeryk (already an established and respected priest, working secretly in league with the White Mage) denies his claim and assumes power as regent. The kingdom splits. There is rioting in Cynar.

6203: The rebellious nobles are destroyed by Ulor forces (led by an Ordainer) sweeping up from Ly-aran and in from the coast.

6210: The Ordainer takes Cynar, which is still the capital of the north. The city is ransacked.

6450-6825: The Wars of Dominion. Terrible forces wipe out entire populations and devastate the planet.

6521: The Ordainer Kharugh overwhelms the Wyvern Crown's defensive powers and leads a dark army into Saralis. He enters the capital of Turak and slays the king, destroying the crown.

6825: The Lords of Orhan come to Kulthea and crush the forces of darkness in a massive battle where both sides wield unimaginable Essænce powers. Much of Kulthea is left a wasteland. End of the Second Era.

THE THIRD ERA

1: The surviving Loremasters meet, declare the beginning of a 'new era,' and vow to help rebuild Kulthea.

c. 900-1000: Lorgalis returns to Ulor, and quietly rebuilds his citadel there. As a member of the newly-established *Jerak Ahrenreth*, he has this new fortress complex named as one of the Eight Secrets of the order: the *Ahrendiir*. A Shard of the Crystal is placed deep beneath the great keep and serves as a terrible focus of dark power.

c. The Four Orders—which had disbanded after the Wars of Dominion killed all their leaders and many of their members—are re-founded by a group of Elves. While on the surface their goals are the same, these new groups seek to promote the Elven race above all others.

c. 1000: Quellbourne is founded by refugees from Zor.

2750: Tev Yu'um, supposedly guided by a mythical blue dragon, Irkuugor [Tev himself in dragon-form], leads his Lotan clan across the Forbidden Sea to settle on the peninsula of NW Xa-ar, and arable coves on the Aargirpiri (K.: "Isles of Blue Light"). They name this new kingdom the *Wom Kuugor* (K. "Home of the Dragon"), and the people called themselves the Aanac n'Kuugor (K. "People of the Dragon"); in later ages this became shortened to Aanaku. As king in this new land, Tev takes the name/title Yaalc Muul (K. "Guardian Leader"). With the help of certain skilled artificers, several powerful heirlooms are created to aid the king. There is a helm fashioned like the head of a dragon (after the model of some of the Six Crowns), three swords to be wielded by the King's Champions (the king himself possesses a sword of surpassing power: a weapon of amber laen that summons a terrible fire), the Visors, and the Bracers of Uniting.

c. 3000 to 5500: Additional Lotana immigrate from the T'sai steppe-lands of eastern Mulira. They never make this passage in large groups, but periodically a clan will decide to abandon the T'sai and sail east. Motivations range from land disputes, to several seasons of poor crop yields, to simply a desire to colonize a new land. In general the Jaimani Elves show them more welcome than the Haid or other mortals. On arrival, the Lotana often settle in the less-hospitable areas in the north (being a hardy folk) and keep to themselves.

c. 3500-4000: Elven populations in the Blue Forest gradually rise; the Aanac n'Kuugor thrive in western Xa-ar, but much of Saralis is sparsely settled, and those who live there are frequently raided by Haidic marauders from the east or Lûgroki from the south.

3785: The Loar Elf Jekrei Kasaiten joins the Order of the Elder.

3981: Tev Yu'um fakes his death one final time, leaving rulership of the Aargirpiri (K. "Isles of Blue Light") and northwest Xa-ar to his only living actual heir, his great-grandson, to whom he gives the title Urduukanga (K. "Lord Keeper"). Before he dies, he says that the Blue Dragon might return to guide his people from time to time. Unfortunately, without the powerful Yaalc Muul as king, the Aanac n'Kuugor begin a long slow decline in sophistication and civilization to more rustic living. [Yu'um knows that people are growing suspicious of his secretive ways and mysteriously long 'lives,' and he fears that he is losing the ability to control himself in Dragon-form. He also has been increasingly obsessed with the Earthwarden ruins on the Isles of Blue Light, and this frees him to discover their secrets].

4070: Jekrei Kasaiten is granted full membership in the Order of the Elder. He quickly shows an aptitude with Earthwarden items.

4123–4145: The Haidic warrior Ugus Syr enters the sacred Blue Forest with his clansmen and ambushes the Jaimani Elves (some of whom are rustic descendants of the Mah-ilari), then proceeds to subdue the Fustir peoples. Ugus slays the Fustir lord and takes his young bride as his own, becoming Ugus Fost. He declares himself lord of the Haid and Fustir, but some of the Haid clans rebel, driving Ugus and his men into the wood. They become known as the Syrkakar: “Lords of the Blue Forest.”

4145–4166: The Arnak High Priest Athimurl is increasingly concerned by the growing power of Ugus Fost and the Syrkakar. Repeated raids by Lûgroki and mannish mercenaries are repelled by Fost, using the forest as a shield and hiding place.

4166: Ugus Fost is murdered and his realm destroyed by a demonic force awakened from the forest of Dír. [Shards, under the will of the High Priest Athimurl, who ran out of patience and took drastic action by reawakening this terror]. Most of the surviving Syrkakar flee to the Mur Fostisyr (“Land of Blue Light”), while those few who remain are enslaved by minions of Athimurl or hunted down.

4295: Uka Closk, the ninth Syrkakang (“Overlord of the Blue Forest.”), is murdered by his nephew, who steals the Twy Syrkakang (“Collar of the Great King”) and vanishes into the northern wastes of the Gosti Hyr (“Isles of Green Light”).

4359: In the Mur Fostisyr, Jyka Brust, a distaff relative of Uka Closk, takes control of his clan and crushes unrest in Syclax. Within three months he subjugates the other four clans of the Syrkakar and is named Syrkakang.

4379: [Time setting of the *Iron Wind*TM]

c. 4520–5000: The Syrkakang and his heirs overcome the Quaidu-occupied outposts in Lu’nak during this period. They extend their dominion into NE Saralis and as far as the northern borders of Rhakhaan (the far western shores of old Zor along Lake Karish have become habitable again).

4967: Jekrei Kasaiten becomes the Guardian of the Elderstaff, and so leader of the Order of the Elder. He launches an aggressive search for items and locations of the Earthwardens.

5040: [The Dragonlords Voriig Kye and Sulthon Ni’shaang are nearly slain in a trap laid by Schrek, the acting leader of the Jerak Ahrenreth. Both Dragons escape, however, and in retaliation, they take the Sea-Drake artifacts from the Ahrenthrok vaults. The Red Dragon takes the Sea-drake Helm to his home

in NE Jaiman, Uronthis Kalthul. Voriig takes the Sea-drake Pendant and Sword to Vog Mur; they are stolen by Andraax, who takes the sword to his tomb on the Watching Isle; he later gives the pendant to a promising magician in U-Lyshak, but she is seduced and murdered by the Priest of Yaarth, who takes the pendant to Yarthraak.]

5087: Ajkara III ascends the throne of Rhakhaan at the age of 27 in 5087 and takes an aggressive stance against all threats to her kingdom. The Syrkakang’s forces are pushed back north, where they are caught against the armies of the great Firedrake. The Magician (Lorgalis in disguise) appears and offers counsel. She refuses him, but he finds eager listeners among the nobles, and foment a revolt.

5121: Ajkara narrowly escapes an assassination attempt, and abdicates, fleeing Haalkitane amidst a revolt of the nobility [instigated by the Magician].

5121: With Rhakhaan in disarray, Lorgalis launches his planned assault against Xa-ar and Ly-aran. Despite the fragmented nature of the mainland peoples, they resist fiercely, and Lorgalis’ new occupation has limited success. Some towns surrender to the Quaidu, and agree to pay tribute to the Lord of Ulor. Viceroy take up residence in the larger towns to ‘administer’ the regions. There is sporadic resistance from various localities up through the present day, and Ulor forces fail to even conquer the northwest peninsula; while the People of the Blue Dragon are few, they fight with a great ferocity, and the powerful king of Wom Kuugor is someone that the Quaidu generals find they do not want to tangle with. Lorgalis is never able to completely conquer any of these lands, but his resources are not as extensive as they were in the Second Era. He has only a few thousand Quaidu, and does not want to employ Lûgroki. He attempts to move into Saralis and U-Lyshak but is thwarted on most fronts.

5150: [Establishment of the *Winter Light*, a secret organization in Xa-ar whose purpose is to combat the Ulorian occupation through indirect means, as a sort of ‘resistance force.’]

c. 5200: [Lorgalis gathers many of the scattered Neng (demonic-human hybrid creations of Kadæna) and establishes the Brotherhood of the Four Roses to destabilize resistance in the Ulor bay coastal region while his main attention is elsewhere.]

c. 5300–5400: [Yaalc Muul discovers the Staff of Spheres, and decides to use it to create a secret underground cavern complex of separate ecospheres, preserving various environments in case another catastrophe like the Wars of Dominion (or worse) befalls the Shadow World. The spheres themselves are created within a

few days, but it takes over a century to construct the other fixtures and establish the environments. He also unlocks the secrets of the Isle of Lost Magic, but without an active Jewel Well, he cannot restore its power. He leaves his message for those who follow.]

5650: The comet *Sa'kain* swings by Kulthea once again. The Dark Goddess Inis uses the opportunity to bring a 'son' to the Shadw World.

5651: Valaan Mahrindi is born in the town of Silara.

5770–5810: As the Syrkakar continue their decline, the Jaimani Elf Enris Joor arises to rule over much of the Blue Forest.

5781: [Elor Once Dark discovers the Bridge-caves.]

5800: [All six High Priests Arnak meet for the first time in a long age, and they begin coordinating their activities more fully. They recruit new Adherents.]

c. 5800: The brutal Messengers, servants of the Priests Arnak, are seen again, and there are whispers in Lu'nak of the return of the Shards of Dir.

5821: Malik Kulurim, the High Priest Athimurl, discovers Yaalc Muul's Bridge Caves and the salufa tree. He cannot destroy the tree but he has Shard summoning thrones placed on the platform, and another set in the Forest sphere so a lat can transport between those locations.

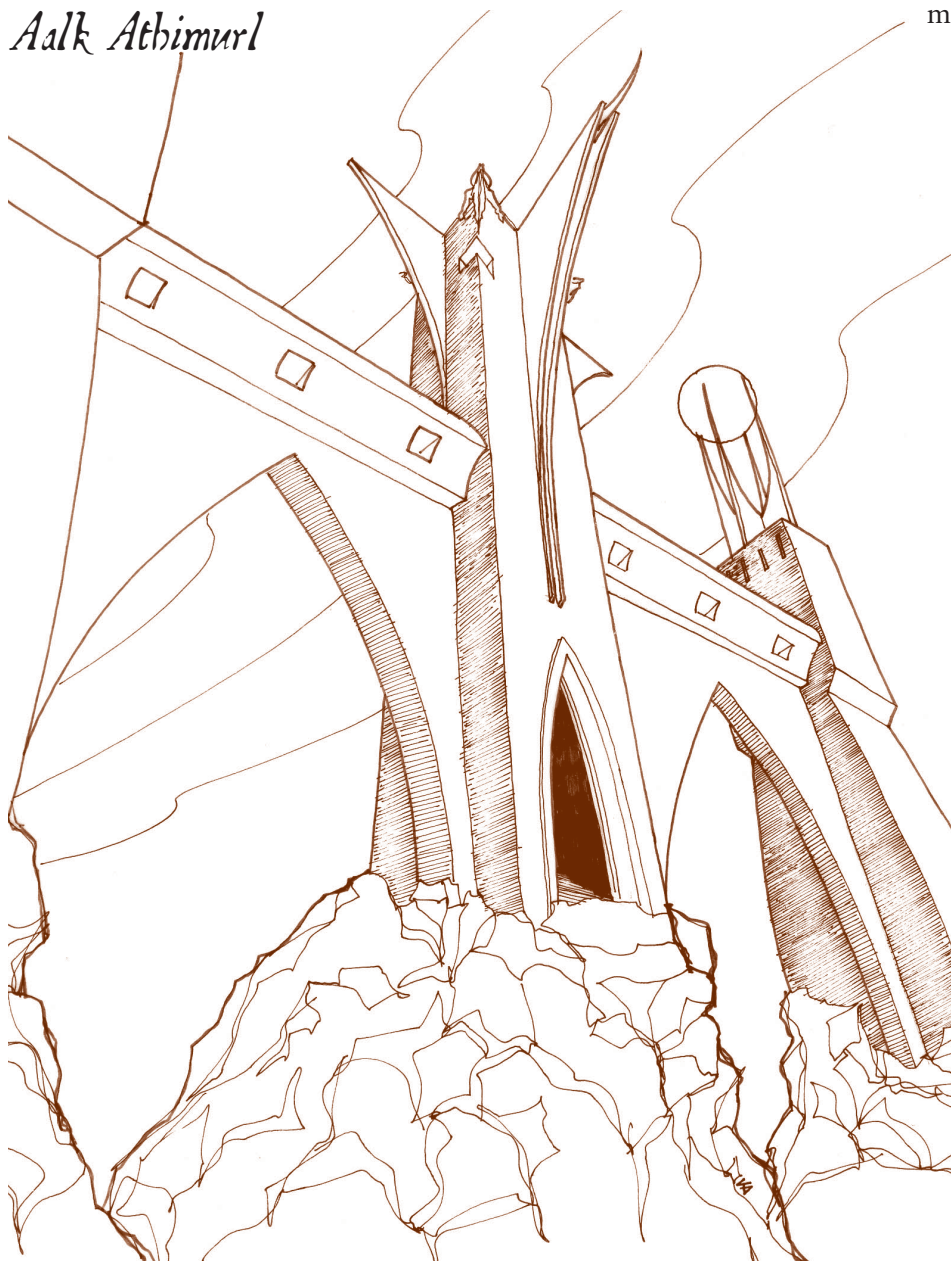
5839: The ice demon Raathmauriig attacks the ancient tower on the Ayig Jatarshaang, the island farthest north and east of the Isles of Blue Light. He and his demonic

minions slay the garrison and drive the remaining inhabitants off the island. The King of the People of the Dragon and his best knights go to face the demon; only one knight returns, barely alive, to tell of the slaughter. The demon takes up residence there and from then on the tower is known as Tower of Raathmauriig. This signals the final decline of Wom Kuugor as a kingdom. The king's heir is a young boy, and the regent council is unable to take bold action. The kingdom slowly dissolves into independent towns.

5840: Demons and wild creatures (under the direction of the High Priest Athimurl) beset the land of Quellbourne. Within days the capital city of Quellburn is in ruins; only a few outlying towns survive. Desperate refugees from Quellbourne abandon their worship of the paternal local God Zodor (who apparently failed them) and rekindle the Cult of Hrassk—the Spider Goddess. Evil spreads east, once again threatening Lu'nak.

5850: [Raathmauriig finds part of the secret of the Isle of Lost Magic, but cannot

Aalk Athimurl



summon the power, so he vandalizes four of the books (The Book of Fire burns him) and takes the sixth, the one he can take because of his knowledge of Ice.]

c. 5900: A Blue Dragon is spotted several times flying and hunting among the Aargirpiri and northwest Xa-ar. Most peoples of the region are terrified by such sightings, but the Lotana take it as a sign of the return of their god and patron, Irkuugor. [It is in fact Yaalc Muul awakened, but his mind is unstable: most of the time he does not remember that he is actually human.]

5904–5950: Rhakhaan continues its expansion, annexing lands to the south and west. In 5934, King Liras Alinar of the Elven Forest of Remiraith (in south-central Jaiman), signs a non-aggression treaty with Empress Italana, who occupies the lands north of the forest. Once part of U-Lyshak, these lands are now considered the Western Marches. While Elves are unpopular in Rhakhaan (and by many Laan considered ‘second-class citizens’) Liras and his mysterious realm are still a source of fear and awe among most Rhakhaanians.

5937: Yaalc Muul, guided by a dream sent by Andraax, enters the Tower of Raathmaauriig and recovers the stolen title pages from four of the books of the Isle of Lost Magic. He is unable to recover the Book of Ice before he is forced to flee. Because of his increasing paranoia, rather than return the pages to the books, he hides them in various places.

RECENT EVENTS

6006: [All the six High Priests Arnak gather at the Aalk Gaath and plot to once again act more directly to destroy the fabric of civilization in Jaiman. Thargondaak goes to Rhakhaan, Yarthraak to U-Lyshak, Dansart to Zor, and Lyak to Tanara. Athimurl prepares to move in the Mur



Fostisyr while Gaath looks west. They raise armies of Lûgroki and Quaidu.]

6020: Snow-demons and Snow Garks sack the Ky'taari capital city in the Mur Fostisyr. The Ataarn (the king) is killed and holy sword Ashaanaar stolen. [The A-Ryaan (the high priestess) and her monks retreat into their secret, most holy temple retreat, the Kaldaraak-Vaar.] The Arnak Priest Athimurl takes possession

of the Ataarn's Palace and presides over a reign of terror. (Note: it was erroneously stated in the Grand Campaign that the High Priest Gaath occupied the palace). Many Kytaari flee to the mainland coasts and nearby isles.

6020: [Lorgalis goes to Aalk Gaath to confront the Priests of Gaath and Athimurl; their plans are in conflict with his own. Oran Jatar (the White Dragon who is master of the citadel), grants Lorgalis entrance only after the Lord of Ulor agrees not to instigate violence of any kind. Lorgalis claims Xa-ar and northern Saralis as his own lands (though they are sparsely occupied these days, and his hold is tenuous at best); he sees the incursions into the Mur Fostisyr as preliminary to attacks on his territories. He is rebuffed by the Priests. Furious that his influence with this cabal has evaporated, and that Arnak has apparently allied itself with his rivals the Dragonlords, Lorgalis departs in a rage, and begins increasing his occupation forces. He begins aggressively growing his population of Quaidu on Ulor. (While Oran Jatar has little interest in acquiring territory, the Red Dragon Sulthon Ni'shaang is a regional power just to the east.)]

6021-6030: Lord Damos Alizon tightens his grip on much of what was once southern Saralis down to the Artolia River—the old border with U-Lyshak. Nearly all remaining Quaidu occupying forces from Ulor are driven out or killed. He holds the port town of Getesh on the Artolia, but there are still raids from the north. Most of the central lowlands of the old kingdom are now wilderness, with a few isolated towns, farms, and a scattering of territories ruled by petty lords. These lords hire mercenaries as knights, and frequently raid each other and nearby towns, making central Saralis a wild and dangerous place. It is Alizon's plan to eventually bring all this land under his rule, but at present his resources are strained.

6023: The Dragonlord Sulthon Ni'shaang once again drives the forces of the Syrkakang back into Lu'nak. Halek Ianis ascends to the throne of Helyssa upon the death of his childless uncle.

6031: The Udahir of the Mur Fostisyr are under siege by the Syrkakar. Because of the unique defensive capabilities of their volcanic home, however, they can hold out almost indefinitely.

6035: The Navigators place the Mur Fostisyr under quarantine: they will not transport anyone there because of the hostile environment.

6043: [The High Priests Arnak gather again in the Aalk Gaath. Lorgalis, learning of the meeting, again travels north, where he manages to achieve a truce of sorts with the order. However, Lorgalis has yet to

fully understand the purpose of these servants of the Unlife: that domination is not an end in itself, but just one road towards annihilation, their ultimate goal.]

6044: Alarmed by news of growing Quaidu forces in the north, King Halek of Helyssa sends an explorer ship to Ulor to investigate the presumptive source of the soldiers. Ulor is supposedly a lifeless island since the Wars of Dominion, but the Quaidu Viceroys of Xa-ar still claim that land is a fiefdom of the Lord of Ulor. The investigating ship fails to return.

6045–6048: Jaiman: Frelik's lieutenants, aided by mercenaries from Saralis, assault the northern borders of Rhakhaan. They make slow progress southwards through the Frontier, encountering resistance from the forces of the resident nobles.

6046 (Winter): King Halek of Helyssa is slain while on a hunting trip. Halek's only son Kier vanishes that same evening and a search is begun. As the realm teeters on the verge of anarchy without a clear heir, the Priest of Yarth accepts the Regency from the King's Council. Within weeks, mercenaries appear all over Helyssa; the explanation by the Priest is that they are there to maintain order during this time of uncertainty. [The unrest in Helyssa casts Lorgalis' plans for the western Jaiman mainland into question, and he worries that his agreement with the Priests Arnak will be betrayed.]

6049: [The Priest of Yaarth escalates the secret search by his Messengers for the son of King Halek, missing since the night of his death.]

6050:

- The Priest of Yaarth announces that Prince Kier is dead and declares himself Lord-Regent of Helyssa. Additional mercenaries arrive and consolidate control of the realm. The Priest's Lûgrok minions have already subjugated the land of Cynar (formerly western coastal U-Lyshak). Joined in an uneasy alliance with the Quaidu forces of Lorgalis, his men sweep east towards Rhakhaan. The warlord Boshkar of Vorn (a small realm in what was eastern U-Lyshak) is toppled and his lands absorbed by Helyssa. The Priest's forces continue east, reaching the western provinces of Rhakhaan.

3•27: Damos Huroth Alizon II, the increasingly unpopular Lord of Alizon, is assassinated, [supposedly by an agent of Ulor but actually by a mercenary hired by Damos' younger brother Jiax]. Wasting no time declaring himself 'King of Saral,' Jiax takes the throne in Tarunak ("New Turak") and promises the merchant-investors in Lethys that he will repay the loans they made for his brother's military campaigns. Naturally he is going to have to find the coin somewhere, and that may include heavy taxes and even raiding neighboring territories.

[Jiax secretly courts the approval of the Loremasters to legitimize his claim, but he is rebuffed.]

6051:

5•21: The Battle of Velenna. Helyssa loyalists are caught between the pale men of Ulor on the north and forces of the Priest Arnak from the south. The situation looks desperate for those holding out that their Prince still lives. [In a secret ceremony with Loremaster Randae Terisonen, Kier is inaugurated king with the Sea-Drake Crown.] Prince Kier Ianis appears amidst a tremendous—and pyrotechnic—surge in the Essaence. He is wearing the Sea-drake Crown, and rallies his nobles and knights. Helpless against the full powers of the crown unleashed after long years of disuse, the armies of Yarthraak and Ulor are routed. Witnesses tell of Kier wading fearlessly into a crush of foes, his voice causing all enemies within earshot to fall to the ground unconscious or dead. From his hands spew volleys of luminous bolts of water, and the nearby river itself rises out of its banks to swallow legions of Lûgroki. At the same time, terrible storms pound the western coast of Helyssa, and all of Ly-aran—long ago part of the kingdom of U-Lyshak but held by Lorgalis of Ulor for many centuries—is shaken by earthquakes. Kier seems tirelessly and almost mindlessly driven to wipe out his foes. The Priest of Yaarth vanishes from the battlefield. [He flees to his tower, which is able to survive even this onslaught. Placed offshore, it is just outside the Crown-defined boundary.]

5•23: The main powers of the Sea-drake Helm fail. [As do those of all six helm-crowns of Jaiman; Andraax, alarmed at the destruction wrought by Kier (and concerned for his mental state), goes to the Vault and deactivates the main crown powers. Unfortunately, to make major changes in the crown powers he must take the entire system off-line. He spends the better part of a day reprogramming the Crowns, then resets the system.] The strange meteorological and geological events subside. Kier returns to normal; he realizes that he has lost the main offensive powers of the crown but manages to conceal that fact from all but the Loremasters. He retreats to Castle Sykara to coordinate his offensive against the remaining scattered enemies.

5•22– c. 5•70: The Quaidu and Lûgroki forces of Ulor and Yaarth—which had overrun much of western U-Lyshak—are driven back, dispersed or destroyed within days as the Crown reasserts its control over the realm's old borders. Many Quaidu flee north into Saralis and Xa-ar; others west to Ly-aran. Lorgalis retrenches on his island. Peoples all along the western coast of Jaiman sense that Ulor has been weakened and redouble their resistance against the now-isolated

Quaidu occupiers. Occupation forces in Xa-ar, Ly-aran and northern Silaar are redirected to Helyssa.

6052:

1•12: Self-named King of Saral Jiax Alizon issues a declaration stating that Kier has no special rights to any land; that the old Six Realms are gone (this despite Kier's rout of the Ulor forces with far fewer troops than the invaders). It is clear that these two cannot peacefully resolve their differences.

- The Emperor of Rhakhaan grants a trade charter to the Duke of Ixbridge, giving him 'exclusive trade rights to the northwest region of Jaiman.'

- Sulthon Ni'Shaang sends three legions of Lûgroki into eastern Lu'nak and onward into the Zor Wastes.

2•15: Frelík, the Pretender to the Rhakhaan throne, is assassinated outside the gates of Haalkitaine. Emperor Jerrin survives a simultaneous attempt on his life.

3•1: Jerrin is formally crowned Emperor of Rhakhaan by a Loremaster with the Phoenix crown recovered from the Pretender.

4•15: Kier Ianis is officially crowned king of U-Lyshak in the capital of Cynar. A Loremaster (Dreena Vaal) administers the oath and places the crown on his head, thus giving their order's blessing. Jiax Alizon of Saral refuses to acknowledge Kier's claim (many of their lands are contested). King Liras of the Elven Forest of Remiraith personally attends the ceremony and accepts Kier's claim; Rhakhaan acknowledges Kier as 'King of Helyssa' (a not-so-subtle insult).

5•5: Crown Prince Kenek of Rhakhaan is married to Ysbeth Alizon, the daughter (and so far only heir) to Jiax Alizon. [This would seem a political setback for King Kier of U-Lyshak, but the Emperor of Rhakhaan has been quietly negotiating with him to wed Jerrin's only daughter, Tatiana. The Princess, spoiled from an easy life at court, is less than thrilled with the prospect of being married for her father's political gain, and worse, sent off to the relative hardship of life in a western frontier city. The very young Kier is not enthusiastic about the idea either, but his advisors know it would help to unify the continent—and protect U-Lyshaak from Lord Alizon. But Jerrin has three sons of his own; and could this be a maneuver to unite all of Jaiman under Rhakhaan rule?]

6053:

(Winter)

1•1: [Ondoval takes the Northern Eye, causing worldwide Essænce disruptions.]

1•1: A dark priest, leader of the religion of local religion of Xilkot attempts to summon a demon. He succeeds, but a Jewel Well also erupts from the center of the



summoning area. The demon breaks the Priest's hold and rips its summoner apart. Those gathered flee or bow down to what they believe is their god. Fueled by the Essænce of the Well and the devotion (and fear) of the worshippers, the demon grows in power and essentially becomes Xilkot.

1•1: Two other Jewel Wells materialize in the Northern Saralis/Xa-ar region. The loss of the Northern Eye causes weaknesses in the Essænce Barrier, and while Folenn is initially isolated from the rest of the continent in the 'normal' world, tears in space to that land open in other planes. (More on the Jewel Wells is revealed below).

1•5: [Gha'ath'uk, a Guguth ('Breathless') Demon of the Void arrives in Saralis by using a musical Compass surgically mounted on his skull. He is able to enter from Folenn because of the weakened Barrier. Accompanied by three Janak (Sucathu) minions, he is a first scout in this new territory.]

- Haid and Jaimani Elves of the Lu'nak region whisper of the return of a mythical terror—Forest Demons—in the black Forest of Dír. [They are the Shards of Dír. While influenced by the Priests Arnak, they cannot be completely controlled even by the Unlife. These ancient demonic constructs only answer to their creators: the K'ta'viiri, and even then grudgingly. Their one true master would be the wearer of the Shadowstone.]
- The New Syrkakang—with help from Arnak minions—asserts dominion over all the Mur Fostisyr. The remnants of the Fustir, Ky'taari and Udahir are subjugated or in hiding.

1•66–2•1: [The High Priests Arnak meet again, but this time at Athimurl's tower on the northern coast of Jaiman. They do not wish even Oran Jatar to know of this gathering. The removal of the Northern Eye has created a unique opportunity for them, because the world is more vulnerable than since the First Era to outside forces—including the Unlife. Together (along with other cults of the Unlife) they engage in a ritual lasting six days and involving many sacrifices. At the culmination on the first night of Spring when Orhan is new, the Priests Arnak alone are able to summon forth the Orb of the Unlife.]

(Summer)

- While the eastern portions of old U-Lyshak are quiet, fighting continues throughout western Helyssa and Ly-aran: lords seeking new domains swear fealty to Kier and stake out their territory against survivors of the Ulor and Yaarth armies. Meanwhile Lord Alizon of Saral raids along King Kier's northern borders.

- In the Northeast, the Red Dragon recalls his forces, deciding to ride out the uncertainty of the Essænce storms in the safety of his tortured valley.
- Stung by bitter military defeats against Jaiman and U-Lyshak, the Priests Arnak return to what they know best: guile, subterfuge, and intrigue.
- Ulor forces on the mainland continue to be disorganized and fragmented; many migrate northward to escape the ongoing fighting in the south. Their leader—Lorgalis—has vanished [he is dealing with Jenkyna's power play in the Jerak Ahrenreth] and administration is left to Quaidu viceroys and generals who begin fighting amongst themselves for power. In some areas, the civilian populations begin to rise up against these Quaidu occupation forces.

(Autumn)

- [Lorgalis is determined to once again rule western Jaiman, and eventually destroy Rhakhaan and control the entire continent. He is troubled by reports of the growing boldness of the Xa-ar and Saralis populations; he dares not allow the western lands to become too settled and consolidated, but he cannot devote his full attention to the matter. His focus is split: he and other members of the Jerak Ahrenreth are concerned about Ondoal and what the K'ta'viir Lord may do (and Lorgalis sees his position on that august council in jeopardy with the rise of the Dragonlords). Because of this he has appointed a new lieutenant in charge of the Jaiman offensive: his daughter the Warrior-Priestess Shenti Vortaen. Lorgalis gives her two years to prepare for a major offensive. To aid her, he has built a Portal linking Ulor to her citadel in Khomal, where she has been building an army of Quaidu and other races. In the meantime, the Four Roses and other groups will weaken the coastal population's resolve. Shenti initially brings with her a Quaidu force of warriors—the Lenreth Daen—who serve as her personal bodyguard and elite strike forces. Lorgalis formally names Shenti the new Lord of Ulor.]

(Fall)

- Dark mists wreath Ulor and the northernmost portion of the Ly-aran peninsula. Ships passing through the entrance to the bay cling to the north shore. [Shenti begins expanding the citadel and the outer towers, and initiates construction of a great fleet. She taps the power of the Ahrendiir crystal shard and begins preparations to use her necromantic powers to raise an undead army.]

6054:

(Spring)

- [Priests Arnak have infiltrated into the middle echelons of the Order of the Elder; another has entered the

ranks of the Winter Light. They do not share their intelligence with the Lord of Ulor, however. A Priest Arnak is also on the Council of Rapata.]

- [Members of the Order of the Elder begin seeding the herb vrillan in the canals of Rapata, and along the shores of the rivers adjacent to Xarakatapor and Kispantor. The plants thrive best in the slower waters of the canals and in the harbors.]
- Flowstorm activity increases across the Bay of Ulor, the Gulf of Blue Light and the Aargirpiri. Several ships disappear. On land, there are isolated Flowstorms near Quellbourne. [Several Portals open to the Pales, and demons enter the Shadow World.]
- [The Brotherhood of the Four Roses begins to ramp up an aggressive campaign of terror to destabilize the region.]

2•6: [The Council of Rapata receives a mysterious and ominous message: three of the nine council members will be dead by the next new Orhan. There is no 'unless;' it is simply a statement. When the letter is unfolded, rose petals fall out of it; and—gruesomely—it is determined that the parchment was made from human skin. The Council attempts to keep this menace a secret, but rumors begin to leak out of threats against the group, especially when most members hire bodyguards.]

2•11: Rapata Councilman Prel aut Uton of Naxor is murdered [by an assassin of the Four Roses].

2•15: In Kispantor there is a popular uprising against the Quaidu Viceroy. The rebellion is suppressed however, and there is a crackdown by the Viceroy's forces; many civilians are injured or killed, and dozens of others are imprisoned.

2•22: Rapata Council Chairman Dentar Reowyn narrowly avoids assassination when his canal barge explodes; his nephew and a guard are killed in the attack. This event is particularly frightening because it is so spectacular: chemical explosives are virtually unknown on Kulthea. [The Four Roses is responsible; they have access to a chemical mixture called Kerpetitin, roughly analogous to gunpowder. It is partially magical in nature, and created by the Dyar Alchemist Kores vis'nor Drus, an associate of Shenti Vortaen. In fact he discovered the formula by deciphering manuscripts from Vyan ruins in Falias. The manuscripts had been kept at the library of the Khofea Monastery but were taken when the library was looted by raiders under Shenti's control in 6044.]

2•31: Councilwoman Cenla Lowris of Rapata is killed. Her body, shockingly, is discovered at dawn hanging from one of the Wyverns on the bridge.

2•40: The Quaidu Chief Tax Officer of Xarakatapor, Trekal Jiont, is injured in an apparent robbery attempt.

[There is a plot to overthrow the Quaidu, led in secret by several leading merchants, but this was an unrelated incident. However, Trekal uses this incident to urge the Viceroy to push for a crackdown on the population.]

2•62: [An attempt is made on the life of Rapata Councilman Kelem Quthwei, but he is ready for his would-be assassin and slays him. Quthwei is in fact the Arnak agent on the council, so has more resources at his disposal than the typical bureaucrat. He does not reveal the assassination attempt to the rest of the Council.]

2•69: One night before the next new phase Orhan, Rapata Councilman Banshie ki Vanik, a Lotana, is brutally murdered in his study, the assassin having avoided several bodyguards. Vanik is found by his wife: his throat has been cut, and rose petals are scattered over him.

(Summer):

- Atrafina Boental, Rapata Trade Administrator, is murdered. In this case, however, it is not by agents of the Four Roses, but Adherents of the Arnak priesthood who framed the Brotherhood. Their motives are unclear, but another public murder (this one with obvious evidence tying it to an underground organization) serves to ramp up fear and paranoia, and sets factions against each other. In addition, Sura Boental was an influential trade official; her death causes disruptions in trade negotiations between the key trade port of Rapata and several factions competing for preferential treatment.

3•14–3•18: A meteor shower. Primarily seen over the northern hemisphere. Several meteors reach and spark fires in the dry summer foliage.

3•57: A severe lighting storm terrifies inhabitants of the region, sparking more fires. Summer storms are not that unusual, but the clouds have a strange greenish color, and no rain falls. [Andraax initially fears that the Isle of Lost Magic has been awakened by dark powers]

3•69: [Visiting Loremaster Remlisar Banta Brean is murdered outside of Rapata. The Loremasters have been unable to determine the killer but they suspect the Priests Arnak.]

(Autumn): (The Present)

- [Tejeperin, Queen of Urulan, begins sending 'observers' (aka: spies) throughout Jaiman. She also sends a secret message to King Liras of Remiraith.]

- Ulya Shek takes her submarine boat *Silverfish* to the area, investigating rumors of the Earthwarden artifact, and to meet with the High Priest of Athimurl.

(Fall): [Ondoval emerges from his regeneration chamber.]

6055:

3•18: Tejeperin 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 Ondoal. [She has another agenda, not endorsed by her mentor Andraax: she intends to unite all the Elves of Jaiman against the Laan oppressors, and hopes 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 Námar-Tol].

(Autumn): [Lorgalis' date for the planned assault and full conquest on the northwestern mainland of Jaiman by Ulor forces.]

6057 (Winter):

1•1 [Ondoal plans to take the Southern Eye.]

2.0 THE LANDS

The *Kaldsfang Mountains* (also known in the Rhaya vernacular as the *Dragonsfang Mountains*, and in Saralis as the *Saral March*) forms the northern border of Saralis, and winds on west into Xa-ar, becoming rolling, rock-strewn hills. This range includes several dormant volcanoes and at least two active ones. There are many vents and fissures along the hills, many of which lead to winding volcanic tunnels and caverns. Some plunge even deeper and join the Ash Lairs.

The Kaldasfang range is on a fault line, and so is intermittently shaken by tremors. The residents have become accustomed to this as one might expect someone could, and some have even adapted their architecture to withstand minor quakes. That said, the area has not suffered a major earthquake in over a century.

North of the Kaldasfang lies the region now generally known as Quellbourne. Eastward is Lu'nak proper, a contested region nominally held by Syrkakar, but often raided by forces of the Red Dragon from Ja'miil Targ. Much of northern Lu'nak is still blanketed by the majestic coniferous Blue Forest, while the southern plains are rolling hills, grasslands and moors. The old Kingdom road is not as well maintained beyond the town of Rumaru to the east, and as one continues southeast (and approaches the Zor Wastes) the land is less arable. Northwestern Lu'nak is the location of the infamous Forest of Dír. Eastern Lu'nak is bordered on the south by the Lothshaw Mountains, which act as a shield against the Zor Wastes. Still further north, forming the rocky and treacherous northern shore of Jaiman, is the Sheolfar Strake, aka the Black Fork.

Note: More information about Lu'nak may be found in the Grand Campaign, available as a free download from Eidolon Studio.

As the foothills descend into lowlands, about seventy to eighty miles south of the Kaldsfang ridge, there is a band of marshy territory which varies between ten and thirty miles wide, stretching from the ruins of Syrania eastward to the west bank of the Greensnake river. This waterlogged area is mostly deserted and forms a barrier between the northern foothills and the southern regions of old Saralis. It was once fertile land, but was devastated during the Wars of Dominion and still has not recovered. The marshes are infested with insects, snakes and worse creatures.

2.1 WEATHER AND CLIMATE

The climate of most of the region (exempting the westernmost portion of the peninsula and the north coast) is surprisingly temperate and steady for such a northerly latitude. The average temperature in winter is 40°F and for summer 55°F. This moderate range is owed largely to the currents flowing counterclockwise in the Bay of Ulor, bringing warm water up from the south. The north coast is a different story: temperatures rarely get above freezing except for a few days in the summer, and in the darkest depths of winter they often remain below 0° F for days at a time.

The average annual rainfall varies from 40 to 60 inches a year. Late night fogs that linger well into morning occur during summer and early autumn, and furious gales strike many times a year, mostly in the spring and fall.

Like all such regions near the poles, Xa-ar is remarkable for its nightless summers. On the longest day, the sun rises at the third hour of the Predawn Quintar, and sets after the chime of the Fifth (Night) Quintar. Full darkness is unknown, because the sun—even when out of sight—is not far below the horizon. Winter, however, is a long and grim ordeal. On the region's shortest day (New Years), the sun does not rise until the Morning Quintar is nearly over, and sets at the end of the Midday Quintar; thus is it barely in the sky more than a full Quintar—five hours.

2.2 FLORA

Only the hardiest plants survive here in the north, and that includes crops. The growing season is short, so farmers make do during that time. They grow a variety of wheat and rye, and a fair number of vegetables. Below are some plants of particular interest.

TREES

In this borderline taiga environment, there are mostly a variety of normal coniferous (spruce, pine, cedar) with some hardy deciduous (oak, maple, elm, poplar, etc.) trees found in the region. In addition there are several special varieties:

Tonak: Found almost exclusively in the Mur Fostisyr, the pulp from this conifer is used by the Ky'taari to make their exceptional paper. It has pale blue needles and large, heavy cones.

Blue Spires: The mighty Lunarni (I. "Blue Spires") cover virtually all of the land named for it—Lu'nak (I. "Blue Forest"), in northern Jaiman. These trees grow to a height of nearly 500 feet and are named for their silvery blue bark and blue-green needles.

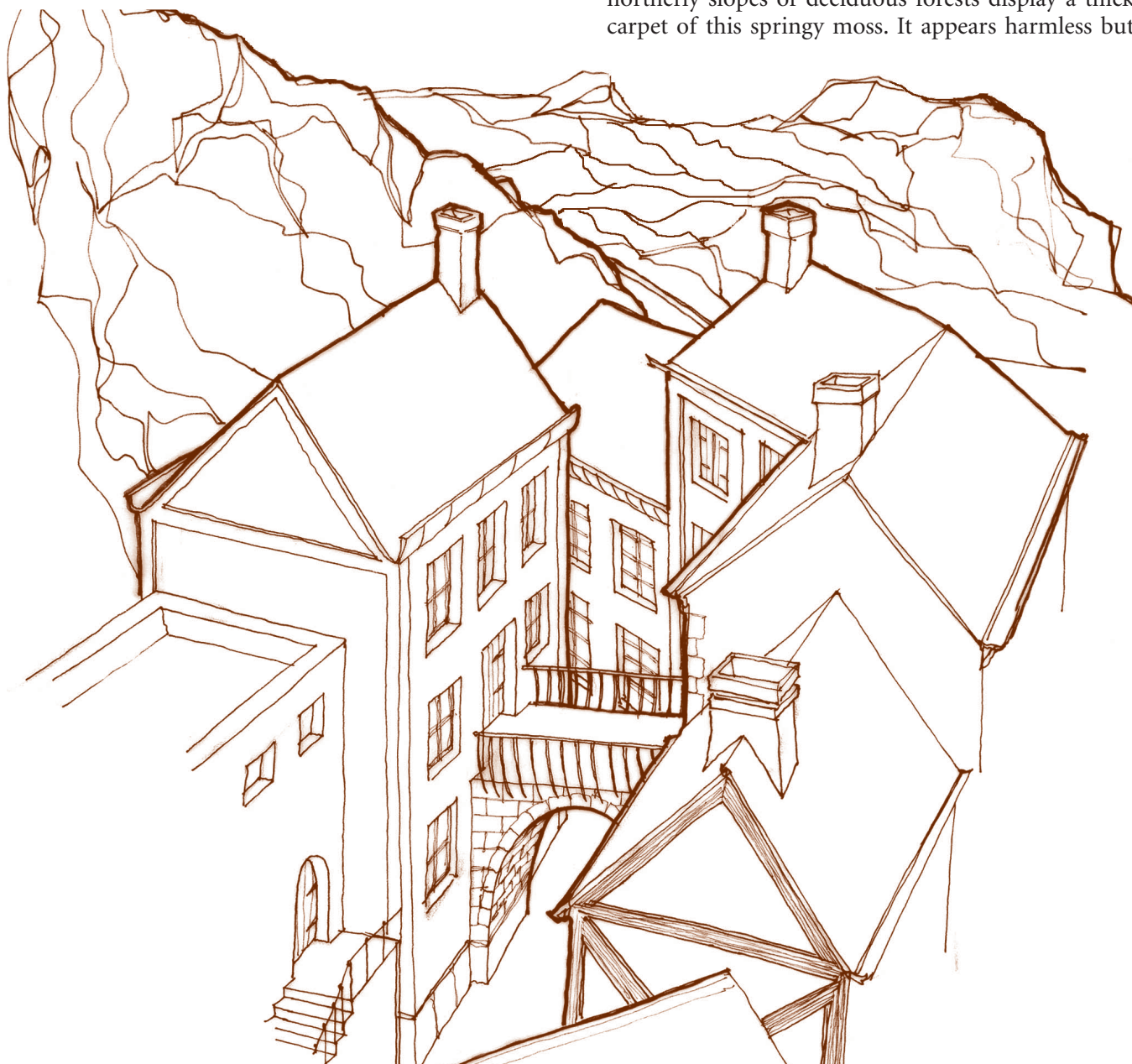
Dír: The black wood of Dír is among the most prized of hardwoods, being similar to ebony. Durable and fine-grained, in the hands of a skilled artisan it makes superior staves (+5) and bows (+20). Its dark beauty is unmatched in elegance. The Dír tree itself

is deciduous and grows in a tall, vertical trunk with short, horizontal branches. Its small leaves are nearly round with a dark underside and a silvery green upper face. Dír tree seedpods are discshaped, curling under at the edge to create an aerodynamic air pocket. The bark of the tree is nearly black like the core. Aside from the great Forest of Dír in northwest Jaiman, Dír trees are primarily found in the northern regions of Hæstra, southwest Uj, and Ræl.

Taiga: A large conifer similar to the Terran Douglas Fir, the Taiga is native to NW Jaiman, Mulira, and Northern Kelestia.

OTHER PLANTS

Delphinuris: (E: "Night's Silence") Many rocks and northerly slopes of deciduous forests display a thick carpet of this springy moss. It appears harmless but



any significant weight causes it to release a sleeping vapor (see The Master Atlas).

Thokot: A tough shrub, thokot seems able to thrive in even the most hostile of environments. It has black branches, small bluish leaves and produces bitter red berries, which birds enjoy but can make a human sick. However Thokot's main feature is the 4" long blue-black thorns that grow all over the plant. These thorns exude a sticky fluid, which has the effect of a mild to moderate nerve poison. It grows wild in the region, though residents try to keep it back from the roads, and it is mostly confined to deep woods. These thorns are sturdy enough to tip an arrow with, though the poison loses effectiveness a week after the thorn is removed from the plant.

2.3 FAUNA

The harsh climate does not support a large carnivorous population, but there are wolves, bobcats, brown bears, and even in the more remote areas to the west, a few of the great white bears, the Ovir. There are also a handful of wild Wyverns lurking in the mountains. Otherwise the population is mostly smaller herbivorous or scavenger mammals, and a variety of birds.

2.4 RACES

A mix of peoples populates Northwest Jaiman. These include the Haid, the Lotana (the Lotana are a Y'nar race, immigrants from the T'sai steppelands of western Mulira), Quaidu, Jameri, Fustir, a few Zor families, and a scattering of Jaimani-Elves. The Elves are a sub-group of Erlini, formerly of the Blue Forest—a region in western Lu'nak now mostly depopulated by a combination of the Haidic invasions and the 'Terror in the Trees.' Even before they lived in the Blue Forest, many were of the Mah-ilari.

While there has been some intermingling over the centuries (for instance, the Syrkakar are the result of the mixing of Umli and Haidic peoples), the different racial groups remain fairly distinct; in fact most of the villages and towns in this region are dominated by one of the above peoples, with the other residents a minority in total.

In addition to these villages and towns, the land—inland and coastal—is of course scattered with farms and small clusters of homes. Some are not far from the roads, while others are more remote. More than half of the region's population is in fact located in these isolated homesteads.



A Boy of the Aanac n'Kungor

3.0 CIVILIZATION

Below is a listing of the more prominent towns and villages in northern Saralis and Xa-ar. Each listing has a basic description of the town, including population (and which racial group dominates), politics, unique features, and a few other pertinent facts.

3.1 ROADS & GETTING AROUND

The finest roadways in Jaiman are still the ancient highways built in the Second Era, when the Six Kingdoms were young. There were two such routes linking east and west, and no less than five running north-south.

Some sections of the Northern Passage have fallen into disuse and ruin since the ascendance of the Dragonlord and the fall of Quellburn, though the section between Rapata and Rumaru is fairly well maintained: the towns send out a crew (often citizens convicted of a minor crime who get 'road duty' as their punishment) to clear underbrush along the sides of the highway and replace the worst broken stones. The Ulor Bay Highway is also in disrepair, especially along the Saralis coast.

These ways were all thirty feet wide, raised slightly on a bed of sand and gravel, paved with smooth stones and sloped for drainage. There are small stone shelters along these roads placed every ten miles, and also mile markers along the roads indicating distance to the kingdom border, and how far to the next shelter. In some wild areas now they are merely overgrown with some invading weeds. In some places, however, the road has vanished altogether: buried in a landslide, tumbled into a crevasse, or simply consumed by vegetation. In some areas, the skillfully cut stones were stolen ("salvaged") by nearby farmers to build walls and buildings. Most of

the shelters in the less well maintained areas are gone or overgrown, but the ones along the preserved Northern Passage are more often than not intact. The region is covered by a latticework of other roads, from paved roads (though none as fine as the Kingdom Highways) to dirt trails so narrow that riders on horseback can barely pass one another.

Means of transport varies, though horseback, cart and walking are by far the most common. Because of the cold winter climate, keeping horses warm is a concern; there is a variety of donkey common in the area with a thick, shaggy coat that is more resistant to the cold, and is sure-footed on snow and ice. Donkey-pulled carts and donkeys laden with packs lead by travelers on foot are a common site on the highways.

Crime is always a concern along the roads in the region, especially at night and when one gets more than a few miles away from a town. People rarely travel alone, and even the lowliest traveling pot vendor carries a weapon and has some idea how to use it. The culprits are usually bandits (often out-of-work mercenaries) looking for cash; more violent crime is relatively rare.

3.2 ECONOMY

Agriculture is mostly subsistence, wheat and rye and tubers being staples. More important for trade as well as food are wool, fishing and whaling; mutton and the harvest of the sea round out the typical diet. For every town on the coast, fishing is a major aspect of life, whether it is cod and herring caught in their nets, or crabs and lobsters caught in offshore traps, or whales harpooned by brave sea-hunters. Whaling in particular is a lucrative business, with whale blubber and oil being in high demand. Back on land, goats and a few cattle provide dairy products, though sheep are by far the dominant herd animal on these windy hills. There is also the fur trade, dealing mostly in beaver, deer, mink and fox.

Mines have been dug in the Saralis March, though the more productive ones are mostly in the east, in northern Saralis. The hills yield up iron, coal, tin, copper, silver, and a few small jewel veins, including rare blue opals, which sometimes have an innate Mentalism power. There are a handful of ancient (possibly Jinteni in origin) mines—most at least partially collapsed now—that still hold veins of piezoquartz, that rare variety of crystal that is capable of storing electrical energy. Few now



Rapata Administration Tower

know of the potential of these gems, however, and the locals dismiss them as common quartz.

Currency Note: Rapata—as well as all the major towns in the region—accepts the silver/bronze/copper/tin minted by Ulor at full value (gold coins were minted but not in recent years; they are quite rare). While Ulor currency is no longer minted except at the old government palace in Xarakatapor, it is the coin that everyone in the region is used to. All other coinage is treated at 70-80% value—even Rhakhaan Imperial coins. Characters will get the best exchange rate at a bank (There are only two: The Granite Bank, owned by the Vorheses of Sel-kai, or the Elgata Bank, owned by another Eidolon merchant family) or a shop dealing in gems and precious metals; they will get the worst exchange at a retail store or tavern (where the proprietors don't want the hassle of weighing and analyzing foreign coins).

3.3 TOWN LISTING

Some of these towns are independent, but many of the larger ones are still nominally ruled by Quaidu occupiers from Ulor, and are ripe for rebellion. Scattered along the roads between these towns are numerous farms and smaller hamlets. All of the towns on this list have some sort of protective perimeter. This may be nothing more than a rickety wooden palisade around some of the small villages, but any of the larger towns would have a stone wall and some kind of lookout force (usually volunteer). However this is rarely much of a deterrent against regular raids by Quaidu 'tax collectors' who show up in force, armed and on horseback, to demand payments 'to Ulor' (meaning, in most cases, to just this party of ruffians). The largest towns have high walls with towers, all well maintained and manned. These cities that have thrown off Quaidu rule rarely have trouble from the lawless raiders.

On a larger political note, keep in mind that with a few exceptions, these towns are all completely independent from each other. While the ones no longer ruled by Quaidu enjoy this autonomy for now, they are vulnerable to being picked off one by one by a powerful attacking force. Only by uniting their forces on some level could they defend against a concentrated strike by Ulor (or some other enemy). While uniting Xa-ar as a single kingdom once more might seem like an impossible task, getting the larger cities to form some kind of alliance against a common foe would be a start.

1. Kraxinor: A small fishing village of about 200 inhabitants (mostly Lotana with a few Ky'taari immigrants from the Mur Fostisyr), with a lighthouse to guide ships between the tip of the Xaaran peninsula and the southernmost of the 'Four Sisters' (the four islands at the end of the peninsula). At one time

this lighthouse was also the home of the occupying Quaidu garrison, but they have since abandoned this windswept town to the natives. Kraxinor receives the brunt of storms out of the Forbidden Sea to the west, but her inhabitants enjoy excellent fishing and crab harvests from the Gulf of Blue Light.

2. Dinash: Another settlement consisting mainly of Lotana, Dinash has a population of about 350 people. Located at the innermost point of a small bay, it is more sheltered than Kraxinor or even Xashani. A tower overlooking the harbor has seen continual Quaidu habitation since the Second Era, among them a Magistrate who used to collect taxes for Ulor. However, in the last few hundred years an emissary of the Alliance (which now has considerable influence in Mulira) has been making visits to Dinash, and has made trade arrangements through the magistrate and the town elders—to the financial benefit of all. Ulor itself has become little more than a shadowy legend in this town.

3. Xashani: Nestled on the eastern side of a great promontory, Xashani is sheltered from the worst of the winds but still suffers from storm surges in the Spring and Fall. Because of this, most of the town is built on rock shelves that step up from the shore. The houses are huddled on these narrow cuts - some natural, some enhanced by the tools of man - and connected by steep stone stairways. The Xashani population, numbering around 300, is largely Lotan, but with many Jameri, and quite a few blended families. Another hundred or so (mostly Jameri herders) inhabit small stone huts in the hills nearby; the town inhabitants are fishermen or craftsmen.

4. Sadua Hu: The only town on the north coast of the peninsula, Sadua Hu provides an important trade link between Kelfour's Landing to the east in Quellbourne and Xa-ar. Sadua Hu's 200 or so inhabitants are almost all Fustir fishermen and fur trappers/traders. The fur commerce between Kelfour's Landing and western Xa-ar is a bustling business. Refugees from the Mur Fostisyr founded the town many centuries ago.

5. Naxor: At nearly a thousand inhabitants, Naxor is one of the larger towns in western Xa-ar. Located at the mouth of the N'mori River, Naxor is also at a crossroads between southern Xa-ar and the northwestern peninsula. The population is largely Jameri, with about a hundred each Lotana, Jaimani Elves, and Quaidu. Naxor hosts a fairly large marketplace open every day, and the monthly Naxian Faire every full Orhan can almost double the town's population, with traders coming from far away and camping outside Naxor's walls. A small castle on the north bank of the river is the home

of the Ulorian Viceroy. As it is an inherited position, a Quaidu remains entrenched there, though his guard has become somewhat diluted over the years. He still collects taxes, ostensibly for his lord in Ulor, but most people suspect the truth: he is keeping these revenues for himself. Viceroy Urdaniu's guard is responsible for protecting the town from outside threats (of which there have been none of significance in centuries), while an elected council handles all internal matters.

6. Xa-aka: On the coast and closest of all the towns to Ulor, Xa-aka is primarily a fishing village of Lotana with a few Jaimani Elves, total population about five hundred. A handful of inhabitants are also secret members of the Order of the Winter Light (a covert group which will be described in more detail elsewhere). It has been raided many times in the past by Ulorian forces, but in more recent years has defended itself more aggressively.

7. Arau: Located in a small valley on the road between Naxor and Luk-Xaraim, Arau is really no more than a huddle of cottages with a few common buildings and one small inn. It has about a hundred inhabitants, all Jameri.

8. Lukarm: Like Arau, this is just a small farming and herding village located a day's ride (or a long day's walk on the rutted dirt road) between that town and Hakaram to the east. The population is almost entirely Jameri.

9. Hakaram: This town lies next to the Ponkomar River, high up near the birth of that waterway. Hakaram makes use of the swift-flowing river to power several watermills to grind grain. It has a population of about 1500, including outlying farms, and has made an alliance with Arau and Tepentor to defend against any return of Quaidu overlords or raiders. All three are hill-towns, with a culture very different than the coastal cities where the Quaidu tend to gather. Instead, those Ulorian Pale Men (and sometimes their Lûgroki) will travel into the hills to raid the towns.

10. Xarakatapor: With a population of over 9,000, Xarakatapor remains the largest town in the region. It was once the capital of Xa-ar when most of it was a united kingdom. The majority of the inhabitants are Jameri, with a significant minority of Haidic and Lotana people. It has the largest population of Jaimani-Elves, usually numbering over three hundred in their quarter of the town. There are also over two hundred Quaidu inhabitants, recently augmented with refugee

Tonor Castle



troops from the south. Quaidu still live in the old Viceroy Mansion compound, mint coinage and collect tariffs (that the Jameri reluctantly pay). Located at the mouth of the Ponkomar—the largest river in Xa-ar—Xarakatapor is relatively sheltered from the icy sea-storms by the embracing coastline and the isle of Dænuul, just to the south. An elected Council and mayor govern the city's internal affairs—subject to veto by the Viceroy.

11. Kispantor: The third largest town at just under five thousand inhabitants (mostly Jameri), Kispantor has a strong fishing industry, thanks to the calm waters of the Syrania Bay. The town's Quaidu Magistrate has also recently welcomed Quaidu troops from the south, and the town's civilian population is growing increasingly uncomfortable under their yoke.

12. Tepentor: Over two thousand people reside here, a mix of Haid and Jameri. Like other towns in Xa-ar, Tepentor has seen her population grow recently with refugee Pale Men from U-Lyshak. The Quaidu are often in a foul temper and in a mood to take out frustrations by beating up whoever is handy.

13. Rapata ('Bridge-town'): Rapata earned its name not only because of the great stone bridge spanning the mouth of the Korinor River, but because it is at the border between old Saralis to the east and Xa-ar to the west. This large town also marks the end of the old paved highway that runs along the entire northern border of Saralis. Rapata has one of the most eclectic populations in the region, with a bare majority of Jameri balanced by Haid, Lotana, and a fair number of Jaimani Elves and Quaidu, all totaling almost seven thousand. The town was originally centered on the east side of the river, and considered part of Saralis. With the fall of that realm and changes in administration, over the centuries Rapata has spread over the western bank as well.

The bridge and adjacent fortifications are the oldest structures in the town, and the centerpiece is the great gateway right in the center of the bridge. Built on a supporting pier rising out of the middle of the river, the gate is similar to other warders of the border. Sixty-foot tall towers flank the bridge, though they are designed to resemble dragon-like wyverns standing on their hind legs—the symbol of Saralis. The Wyverns face westward, intended to greet travelers entering the Wyvern Kingdom. (When these warders were placed between two Crown Kingdoms, they had two faces: the sides corresponding to the symbol of that realm, but in this case the entire towers take the form of the Wyverns; when one approaches them from the east, you see the ridged backs.) Each Wyvern has

one wing extended towards the other to form the gateway. Naturally these shapes are somewhat stylized to accommodate the constraints of architecture; however they are an impressive sight. The town's main docks are north of the bridge, in a sheltered area that can be better protected in case of an attack. Another interesting water feature of the city is the canals. There are only a few, and only in the southern sections of the town. In each river-wall is one large, arched opening, allowing boat traffic to traverse the estuary between the east and west sections. If the city is threatened, each of these openings can be closed off by a large portcullis. The canals often freeze over in depths of winter, forcing merchants to use the streets for transporting cargo, but creating an ice-skating opportunity for others.

Rapata overthrew its Quaidu masters over a hundred years ago, and is now controlled by an elected council (one member of the council, Erdan ven Thanalis, a popular Lotana merchant, is secretly a member of the Winter Light). It has managed to maintain its independence since the Quaidu occupation forces were driven out of power, despite being attacked by raiders and Quaidu privateers several times. The Rapata Council is acutely aware of the Quaidu continuing to arrive from the south, and is concerned that the town might soon be a more serious target for occupation, like their neighbors to the west. Also, the Quaidu who were overthrown did not all leave; there is a thriving underground criminal organization run mainly by these men, descendants of the former lords of the city. And as summer comes to the region, the Council faces a more urgent and sinister threat from the Four Roses.

14. Roog: A mining town, the population (about 1500) is mainly Jameri with a significant minority of Haid and a few Fustir. Roog is a rough town and not very friendly to outsiders, especially Elves. Though supposedly run by a council of five elected elders, it is really controlled by a Haidic thug named Bolmar Darg and his bullies. He runs a protection racket and other illegal activities. Miners have to sell their ores through him and he skims off profits. Since he controls sales, and so works with most outside buyers, he can control communication in and out of the town as well.

15. Nirima: A town of about two thousand inhabitants, most of Nirima's population is Jameri and Haid in about even numbers, with a small minority of Jaimani Elves. With Silara, Nirima is part of a region currently under the sway of a Haid lord ruling from Tonor. Because of its ties to the other towns, and because it is located on a navigable river (the Greensnake), Nirima is fairly cosmopolitan for its size.



1. Kraxinor
2. Dinash
3. Xashani
4. Sadua Hu
5. Naxor
6. Xa-aka
7. Arau
8. Lukarm
9. Hakaram
10. Xarakatapor
11. Kispantor
12. Tepentor
13. Rapata ('Bridge-town')
14. Roog
15. Nirima
16. Tonor
17. Silara
18. Rumaru
- a. Lighthouse of Raath Hiig
- b. Tower of the Raathmauriig*
- c. Coral Road Entrance*
- d. Stone Circle at Parnosa
- e. Temple of the Winter Light*

- f. Temple of the Order of the Elder*
- g. Abbey of Ginh Tarn*
- h. Twinfang Pass
- i. Tower of the Four Roses*
- j. Tomb of Zarlán Yegh*
- k. N'gurath Gar (Spiral of Death)
- l. House of Elor*
- m. Shrine of Jaysek*
- n. Vale of Running Death
- o. Observatory of Gleen*
- p. Ruus Fost (citadel)
- q. Tomb of Ugus Fost*
- r. Mah-ilari Ruin*
- s. Glimmering Moor
- t. Crossroads Towers
- u. Ushaak
- v. Uvamag
- w. Uraang
- x. Urthaga
- y. Umataak
- z. Citadel of Ulór
- α. Temple of Xilkot/Jewel Well
- φ. Jewel Well

- Town
- ⊙ City
- ★ Capital
- ∴ Ruin
- 🏰 Tower/Castle/House
- 🏛 Temple
- ✝ Tomb
- ⌘ Ancient Battlefield
- ⋯ Paved (old kingdom) road
- Dirt road
- .- Overgrown road
- * Secret location

16. Tonor: Nearly a thousand people live in Tonor, the population almost evenly split between Haid and Jameri, with a smattering of Elves and Lotana. Tonor is a town of regional importance, strategically located at the confluence of the Greensnake and Whitefoam rivers, which join to become an inlet of Lake Karish called the Orfian Cove. Merchants from all over central Jaiman come here, trading for ores and furs and wool and the plentiful seafood gathered in the waters here. A prominent feature is a large old castle on a bluff overlooking the town, from which the Haid Lord Urguth Fen rules Tonor, as well as neighboring towns Nirima and Silara. Urguth is not a bad overlord (as such go), though taxes are high and he keeps tight control over the populace with his 'City Protectors,' who can be rougher than necessary. There is also a town council, but they answer to the overlord. Urguth is worried that his little domain has come to the attention of the warlord Alizon in the south of Saralis. He recently has a new problem: some kind of creature has taken up residence in the waters of the fish-rich Orfian Cove.

17. Silara: At the head of the Whitefoam River, Silara is a town of about five hundred, mostly Jameri, with a fairly large minority population of Haid and Jaimani Elves. Lord Urguth's 'Protectors' are in force here as well, and they are often corrupt, targeting citizens with protection scams and random shakedowns. Visitors and the Elven population are disproportionately targeted.

18. Rumaru: A mostly Haidic town of about five hundred people, Rumaru lies near the mouth of the Orfian River. Commerce is supported by sheepherders in the hills to the north, farmers to the south and east, and fishermen who sail on the Orfian Cove of Lake Ainkald. The lake connects with Lake Karish via a strait, the water flowing swiftly from east to west. It is somewhat treacherous in the Spring but navigable year-round. Recently another hazard has reared its head in the Orfian Cove: fishermen report seeing some kind of creature in the waters, and a few claim to have been attacked by a lizard-like monster that climbs out of the water and onto their boat. A few fishermen have gone missing, their boats later found abandoned, sometimes badly damaged. Reasonable people put this down to storms or drunken hallucinations, but the few who claim to have encountered the creature swear it is real.

The other trade for Rumaruans is timber: loggers venture up to the Blue Forest, and a few brave (some would say foolish) souls go further north to harvest the precious wood of the Forest of Dír.

4.0 PLACES OF INTEREST

Following are locations of particular interest in the area, including population centers, ruins, and secret places. Most are keyed to the GM region map.

A NOTE ABOUT ARCHITECTURE

The Elven Mah-ilari, the Lotana Aanac n'Kuugor, the Haidic Syrkakar of the region all had distinctive architectural styles. Even the Ulorian occupiers left the stamp of their octagonal towers and jutting crenellations on the area.

The Mah-ilari in general favored simple round columns that flared out at the base slightly, and spread near the top into graceful vaults, reminding them of their beloved trees. They mastered the construction of domes, either tall like the top half of an egg, or like a pinecone with a tapered bottom. Columns were often clustered or arrayed in tight processions. Sometimes they were carved with vertical ridges, resembling the bark of the trees of the Blue Forest. These Elven architects favored pale stones like blue-white marble, or Orhan Marble when they could use it. Above ground structures were often very airy, as the Mah-ilari were also masters of the pointed arch, which allowed for large openings in walls. Underground, they made use of pilasters and walls of varying depth to give a feeling of lightness. They preferred gently curved walls where possible, sometimes combining convex and concave to create a play of light across the bowed shapes.

While not as sophisticated as the Elves, the Lotana Aanac n'Kuugor arose to develop a fine architecture of their own, based on the three-sided huts of their ancestors in Mulira. The structures—called Bersai—were based on a frame of three struts (the relatively lightweight ribs of the Floater Whales who populate the waters off the Muliran coast) curving inward and meeting at the center. Between these they would drape hides sewn together. These were emulated in the three-sided stone houses, halls and temples built under the guidance of Yalc Muul. Ribs of stone support the walls like vaults, but the trinary balance required a special skill that has since been lost. The descendants of the Aanac n'Kuugor now either build prosaic rectangular homes like their Jaimani neighbors, or those in wilder areas sometimes replicate the ancient bersai using saplings instead of the whale bones.

While not as grand as the vaulted halls of the Elves or even the pointed triangular structures of the Lotana, the Syrkakar have mastered the art of their unusual five-sided structures, from simple huts with dug-out floors to large, sturdy timber gathering halls a hundred feet across.

Finally, the architecture of Ulor is not so much cultural like the preceding styles, but a deliberate design created by Lorgalis intended to intimidate his subject peoples. All the Viceroy palaces in the major towns and the towers on the island of Ulor itself feature the tall, spiked crenellations and deep shadowy corbels jutting from dark, octagonal towers. The favored material in this construction is the dark moudrin granite found mostly on Ulor itself and brought by ship to the coast to construct the palaces.

4.1 SPECIFIC LOCATIONS

Below are several locations of potential interest as noted on the regional map. Some are long-abandoned, while others are still inhabited. For some of these locations, more in-depth information is provided in the Powers or Adventures sections. Locations noted with an asterisk are hidden, or at least the general public is unaware of them.

- a. Lighthouse of Raath Hiig*** (“Burning Cold”): A white tower of Orhan Marble. The reason for the name is a mystery, but it may come from the sailors’ tales of being caught in freezing storms at night or lost in a chilling fog, suddenly a bright, cold blue light would shine out of the dark and haze to reveal hidden dangers and guide them safely to shore until the weather cleared. Note: more about the lighthouse and the other islands in this group can be found in the adventure below: Of Ice and Sea and Fire.
- b. Tower of Raathmaauriig*** (“Cold Fire Demon”): Home to Raathmaauriig, a Cold Demon. Actually, he is a rare half-demon, son of Aztaur (An Ordainer of Cold who resides in the Mur Fostisyr) and a human female through some unholy mating. Caverns beneath this tower lead deep beneath sea level to volcanic tunnels, which connect to the Ash Lairs. Raathmaauriig controls a force of Snow Demons who reside in and around the tower, and a three-headed hydra in the caves below.
- c. Coral Road Entrance***: There are actually three of these doorways to the ancient network of secret roads built by the Earthwardens on the map: one on a nearly barren island, the Yaan Tanis (K. “Isle of Guarded Roads”) across a strait from the town of Kraxinor. It is hidden in the side of a rocky bluff, overlooking the pounding icy waters. It connects westward to an entrance on the northeast coast of Mulira, and eastward to the second entry, located on the Adea Hu in the Mur Fostisyr. This in turn connects to the third entrance, on the tip of the peninsula north of Quellbourne. The eastward Coral Road from this entry arcs along the north to an entrance midway in the long curving peninsula on the far north of the continent, then out into the Barren Waters. There it joins with the Coral Road from the
- northern tip of Urulan at a great undersea crossroads. Two roads continue eastward and lead to doorways in the north and south of Kelestia.
- d. Stone Circle at Parnosa**: An ancient double ring of standing stones with a low, circular stone platform in the center, this place dates back to the Interregnum, at least fifteen thousand years. The outer ring, which is approximately fifty feet in diameter, is composed of twenty-five hul-granite (a particularly hard variety of the stone) pillars, each about twenty feet tall and eight feet across. The inner ring, about twenty feet in diameter, is also of twenty-five pillars, ten feet high and three across. The stone platform is ten feet across and about two feet high. The platform and inner ring are made of the greenish stone used in the construction of the Kaldarak-Vaar in the Mur Fostisyr, an extremely hard, rare stone often associated with the Earthwardens. This structure was indeed built by the Earthwardens, and the inner circle acts as a permanent Warding Circle: Any being or creature who is a Demon, servant of the Unlife, or follower of a God of Charón, or anyone the GM considers to be ‘evil’ attempting to pass through must make a RR against 20th level of whichever Realm it has the poorest RR bonus (this is Arcane Essænce) or it receives a “C” and is thrown backward; success means it has gotten through the Ward. The protection extends in a shallow dome shape over the inner ring (and underground). Treat all the stones as enchanted. This place conceals another secret: inside the stone platform is a Bakuul Portal. (More will be revealed about them at a later time).
- e. House of the Winter Light***: This is the headquarters of the Winter Light order. It is an old fortified monastery constructed in the fifth millennium of the Third Era, located in an isolated valley but abandoned centuries ago by the original builders, a religious order of mortals who were apparently hunted down and killed by forces of Ulor. In 5041 it was discovered by a group of Lotana prisoners who had escaped from Ulor by boat. They decided to continue to resist Lorgalis’ aggression, settled here and founded the Winter Light. Composed of Mentalists, Astrologers, Mystics and Clerics (and many non-spell users who support them), they worship Valris and lead a covert struggle against Quaidu occupation of Xa-ar. Most are still Lotana, but some are Jameri, Jaimani Elves, and a few are even Ky’taari refugees.
- f. Temple of the Order of the Elder**. Located on the island of Dænuul just a few miles from shore and the city of Xarakatapor, this temple is nevertheless well hidden in the hilly, heavily wooded ten-mile diameter island. There are in fact many Elder trees around the compound. While there is a temple here, it

is actually a fairly large, walled compound with many different buildings inside, including greenhouses where horticultural experiments take place. Outside on the grounds there are farms and other flora test beds. This is the center of one of four secret Animistic orders in the NW; its symbol is an elder tree sprig. The others are called Thorn, Nya (a flower which confers *Lifegiving* to Elves), and Oak. All members have a pin in this shape; higher-level members have an enchanted one. The Order is composed entirely of Elves, though a few dozen Jameri and Lotana live here as servants. About 200 members reside here on a more-or-less permanent basis. Many of the lower level members have never been here, or even know where it is; they have not yet been indoctrinated into the true goals of the order. Higher-level members of the order use spells such as *Tree Door* to access the temple, but there is also a tunnel under the temple connecting it to the Coral Road, and several other hidden exits on the mainland that the Order has constructed. The original Earthwarden Order members placed enchanted stones all along the coast which cause all who are not wearing an Elder pin to feel uneasy and have a desire to leave (Make a SD RR vs 20th level; failure by 01-50 means you can overcome the unease, but actions are at the subtraction you fail by; fail by 51+ and you are unable to remain on the island).

g. Abbey of Ginh Tarn: This ancient abbey stands approximately equidistant between Rapata and Roog, and a few miles north of the kingdom road. Populated by about a hundred sisters and matrons, it is devoted to a local goddess by the name of Ginh. The members (mostly Jameri and Haid, with a few Lotana) pursue a life of study and prayer, balanced by physical training while in residence. Most are Clerics, Animists or Midwives by profession. Many of their members spend several year in nearby cities and towns, setting up practices as midwives and healers. They accept donations for their services and recruit new followers for Ginh.

h. Twinfang Pass: About two hours' ride east of Roog, a dirt road splits off of the old kingdom road, heading north. This is the way to the Twinfang Pass, a treacherous route over the Kaldsfang Mountains, then down along a river on the north slopes and eventually to Kelfour's Landing. The way is only passable in the late Summer to Fall: in the winter it is blocked by snow, and in Spring and early Summer the melt off causes treacherous avalanches and flooding. The pass is also known to be inhabited by Mountain and Snow Trolls, and even giant spiders.

i. Tower of the Four Roses*: This tower (really more of a castle) is the headquarters of the secretive Brotherhood

of the Four Roses. It is hidden in a narrow valley; the path leading to it is off the Twinfang Pass road, and concealed at the beginning by underbrush and boulders. It is made up of dark granite quarried nearby, with high walls and towers with narrow slit windows facing outwards. The wall crenellations are high and pointed, giving the place a dramatically foreboding look from the outside. Within the walls, however, there are sheltered courtyards with large leaded windows overlooking them.

j. Tomb of Zarlan Yegh*: This is a rare surviving monument from the Taranians, the people who came to Kulthea via a colony spaceship during the late Interregnum. They landed on a large island in the Lonely Sea and built a civilization centered there. Over time they added settlements on other continents and connected to them via a high-speed underground rail system, which they referred to as the Subshuttle. Exactly why they went to the expense and trouble of constructing a tunnel system under the ground and beneath the oceans is unclear, but it is believed that either the skies were unsafe because of a proliferation of hostile creatures and/or beings, or that Essænce flow activity rendered air travel impractical (even as it can for tech vehicles at the present time). If the former, this parallels the Earthwardens' reasons for constructing their Coral Road network. Interestingly, these networks never intersected, probably because the Coral Roads were grown along the ocean floor, while the Subshuttle tunnels were delved deep beneath. Much of the old Subshuttle network has been rendered useless over the millennia by deterioration due to time and tectonic activity, and of course Taranian sank beneath the sea in -20,000 First Era, destroying the main hub. However, a secondary hub survives, and even still has partial power from its geothermal reactor. This tomb is a Subshuttle entrance, and at one time was part of a Taranian research outpost. When Taranian fell, however, the inhabitants reverted to barbarism and superstition. Descendants of the scientists mingled with the locals, but evolved into a sort of priesthood, able to use some of the technology of the outpost but understanding it less and less as time went on. The access passage to the Subshuttle had been locked soon after the destruction of Taranian, and finally, feeling a need to protect the entrance to the underground facility, the priests had a tomb constructed over it, dedicated to their greatest ancestor (one of the original Taranian scientists) Zarlan Yegh. Only members of the 'Priesthood' knew how to enter the tomb and commune with the ancestor. Some time around 3850 SEI the Taranian descendants and their followers were overthrown by Ulorian invaders, and most of the priests were killed. The tomb survives,

however; it is unclear why the invaders didn't destroy it, though superstition may have played a part. The Subshuttle station underground is functional.

k. Spiral of Death: Detailed in the Grand Campaign, available as a free download from Eidolon Studio.

l. Elor's House:* Described in the Grand Campaign, available as a free download from Eidolon Studio.

m. Shrine of Jaysek:* Detailed in the Grand Campaign, available as a free download from Eidolon Studio.

n. Vale of Running Death. This valley is a grassy area east of the Forest of Dír, and north and west of the surrounding Blue Forest. These several square miles remain free to trees, perhaps because it is the site of a battle between the forces of Ugus Fost and the Shards in 4166 TEI. More a slaughter than a battle, this is a field of barrows and unburied dead. As such, it is populated by Wights and other undead spirits.

o. Observatory of Gleen. Nestled in a high, hidden vale on the northern side of the Saral March, the tower and observatory of Gleen is a wondrous place filled with magical items... and dangerous traps. Gleen was a powerful Astrologer and one of the Twelve Wizards of Quellburn, slain by the betrayer Zenon. His observatory (he always kept its location a secret) has lain abandoned and undiscovered ever since. The observatory will be detailed in a later publication.

p. Ruus Fost: This was once the castle of Ugus Fost, but is now a deserted ruin.

q. Tomb of Ugus Fost: What was left of Ugus Fost (after Shar Ti was finished with him) was placed in this tomb by a few of the Haid who survived and lived in enslavement under the occupying forces of the Priest of Athimurl. On the outside, the tomb looks fairly simple with a small stone entrance hidden in a cleft of rock. However, Ugus' tomb is actually just the anteroom of a hidden, much older tomb complex, built in the Second Era by the Mah-ilari for their last great king.

r. Mah-ilari Ruin: A beautiful stone ruin, made entirely of Orhan Marble (extremely rare in this region) that dates from the early Second Era.

s. Glimmering Moor. Once the site of several battles at the end of the Second Era, this area is now a cold, wet, bleak land, haunted by those who have fallen in battle over the years. There are many standing pools amidst low mounds of soft peaty earth and patches of tall brown grass. Fog seems to cling to this land day and night, and within these mists wander ghosts, corpse lanterns and corpse candles. The moor meets the eastern shores of Lake Ainkald on the west and spans the entire lowland to the steep, jagged foothills of the Black Ice Ridge on the east. Fifty miles wide and at least

ten miles from north to south, the Moor is a frightening barrier between Lu'nak and the Zor Wastes.

t. Crossroads Towers. Standing at the old border between Zor and Saralis, these towers are similar to the ones in Rapata, but this pair is two-faced. A set of Wyverns faces east towards what was once Zor, while a pair of Gryphons faces west, intended to greet travelers as they entered Zor. These ancient statues have not been maintained, and even the strong stone used in their making has begun to erode. The road that they straddle is also in poor repair, and parts of it have vanished beneath the waters of the Glimmering Moor.

u. Ushaak: Garrison/tower of Ulor. This tower is almost identical to towers v. – y. This is a single octagonal tower of black stone with heavy buttresses around the base and a large overhanging parapet at the top. Small garrisons—who serve mainly as lookouts—staff these towers.

v. Uvamag. See u.

w. Uraang. See u.

x. Urthaga. See u.

y. Umataak. See u.

z. Citadel of Ulor: Also known as the Ahrendiir, one of the eight places of the Jerak Ahrenreth, this is Lorgalis' primary home. It is a large and heavily garrisoned Castle complex.

α. Temple of Xilkot/Jewel Well.

φ. Jewel Well: Three Jewel Wells appeared in the area soon after the Northern Eye of Utha was disabled. The appearance, nature and powers of these strange objects is detailed later in the book.

* Secret location

4.2 JEWEL WELLS

These magical sites were virtually unknown in recent history outside of Folenn and the East before Ondoval took the Northern Eye and disrupted the Flows. The last time any were seen on Jaiman was during the Wars of Dominion over six thousand years ago.

All Jewel Wells are Essænce Foci (see the Shadow World Master Atlas 3rd or 4th edition); some are even a Greater Focus (they can fluctuate), and can cause Dimensional Rifts and other magical effects, as described in the Atlas. Jewel Wells appear spontaneously and can remain for a day, a month, or a hundred years before vanishing just as quickly, leaving no evidence of their presence except remnants of crystallized Jewel Slime. They are among the most strange manifestations of the Essænce, like some kind of magical, interdimensional lava eruptions. The Jewel Slime that intermittently

spews from Jewel Wells is a concentrated physical focus of Essænce, but Alchemists disagree about its true nature. Different wells produce Jewel Slime of different hues and viscosity, and the color can even change in the same well. This may be a clue to the attributes of the slime, but few have the ability to fully understand this volatile material. Some Loremasters believe that the Earthwardens actually summoned the first Jewel Wells as a potential source of power to use against the dark forces. (While there is little evidence to support this, it is in fact true: the Earthwardens summoned/created the first Jewel Wells, but these manifestations proved difficult to control, even by those as powerful as the Earthwardens.)

APPEARANCE

The Wells can appear in a variety of forms. Usually they erupt out of the ground, but there have been instances where they appear in midair, extruding out of an Essænce vortex. In all cases, wells themselves are of a crystalline material, like faceted quartz clusters. Sometimes it is clear with a colored hue, sometimes black or grey. With the more common ground variety, the well can appear as a hole or crack in the earth lined with the crystal. Other times it can manifest as a conical well—or cluster of wells—rising out of the ground. Sometimes these can grow and rise up to become slender tower clusters as tall as fifty feet. In all cases they are filled to brimming with the magical Jewel Slime.

ERUPTIONS

Jewel Wells can erupt without warning, spewing Jewel Slime up to hundreds of feet away. And as the slime encounters normal air, it hardens into jagged, misshapen crystals with razor-sharp edges. Only the most powerful Alchemists can melt it again.

JEWEL SLIME APPEARANCE & PROPERTIES

Jewel Slime is an extremely cold, viscous liquid that gives off a prismatic light. Coming into direct contact with the Slime can cause an A or B Cold critical, depending on the amount of contact. Falling into a well would mean an E Cold critical every round the character is immersed. Jewel Slime churns and bubbles in the center of Jewel Wells, but only there does it remain in its liquid state. Removing the Slime from a Well for more than a few minutes will cause it to harden and crystallize. Less viscous Slime might take a bit longer, and thicker slime will harden just moments after being removed from the Well.

Only the most powerful Essænce masters can manipulate the Jewel Slime, and there are few outside of Folenn who can. Those with the ability can take the slime and form magical crystals with it. (Some Alchemists believe that the Itanian Focus Crystals from Emer

originated as Jewel Slime). For most people, however, Jewel Wells are perilous to approach.

By some reports, plunging a magical item into the slime can increase its powers; but there is an equal chance that the item will be destroyed and absorbed into the slime. Jewel Slime has other properties as well, most yet to be discovered. It has at least one special power, which is important to an adventure later in the book.

4.3 BARROWS & BATTLEFIELDS

This region has been torn by war countless times over the ages, and so it should come as no surprise that the land is scattered with burial grounds... and battlefields where the dead lie unquietly. A few are indicated on the map, but there are others throughout, and the GM should feel free to add locations as he sees fit.

5.0 POWERS OF NOTE

Below is a listing of some of the more important—if not always obvious—powers at play in the region.

5.1 THE IRON WIND

Two divisions of the Iron Wind are active in this area of northwest Jaiman: the Priests Gaath and their Messengers of Syrkakang focus primarily on Xa-ar, Saralis and western Lu'nak. The High Priest of Gaath has his headquarters in the Aalk Gaath (K. "Citadel of the Dreaded One"), which is also the home of the White Dragon, Oran Jatar.

The Priests Athimurl and their henchmen the Messengers of Kulag are in the Mur Fostisyr, northeastern Lu'nak, the lands north of the Black Fork, and Wuliris. The High Priest Athimurl's tower is located in the center of the northern coast of Jaiman; some priests also make their home in the Aalk Gaath. The Messengers of Kulag, the Priesthood's most fearsome enforcers, generally remain out of sight in more civilized areas because their unsubtle appearance and methods would be inappropriate in a city and draw too much attention.

While Arnak has supposedly allied with Lorgalis, they intend to betray him and make Ulor the focus of the other powers' fear in the region once again. If Ulor is attacked before Lorgalis is ready to strike again, he can be crippled, leaving Arnak free to spread their own poison among the damaged survivors.

It must be understood, however, that these territorial divisions are quite fluid, and influences overlap. More on the Iron Wind can be found in Powers of Light and Darkness.

THE PRIESTS ARNAK

Isara Kul: Priest Athimurl. One of the more scholarly priests, Isara is high among the ranks of the Athimurl,

and was one of the inner circle who helped to summon forth the Orb of the Unlife. While not as sadistically cruel as some of his brethren, he can be coldly merciless. He resides in the Athimurl Tower and does not often leave it.

Krase Ogren, Priest Gaath. More often on the road, Krase has traveled through much of Xa-ar, Lu'nak and Saralis. In the wilderness, he is always accompanied by a squad of Messengers of Syrkakang.

THE MESSENGERS

Messengers of Kulag: The 'brute force' elite of the Snow Lion segment of the Iron Wind, the Messengers are well suited to the snowy north coast environments. With the huge snow-cat steeds and snow owl familiars to serve as scouts, they prowl the northernmost regions of Jaiman.

Messengers of Syrkakang: They bear the name of the ruler of the Syrkakar, but these terrifying warriors have little association with that people. They serve only the Priests Gaath, and through them the Unlife. The symbol of these Messengers is the dragon.

ARNAK ADHERENTS

Adherents are lesser minions of the priesthood who toil for their dark masters in more menial capacities for them. Some adherents do not even fully realize who their evil lords are, while others eagerly do Arnak's bidding. They have many different functions in the service of Arnak. And unfortunately for the Priesthood, some can be overzealous and not as careful as they should be.

Valaan Mahrindi: This (to all appearances) Erlin Elf is a cipher. He is a Mystic, the most quixotic of professions, and more inclined towards self-interest than becoming a devout follower of the Unlife. The Priests Arnak continue to apply pressure and he demurs. They value his abilities (he is unusually powerful for an adherent, and though he is also more of a mercenary than they normally tolerate, he has proven beneficial in the past) so they have not yet insisted that he take the binding vows of obedience. Valaan previously worked for the Brotherhood of the Four Roses as an informant and courier (among other things), so he has many contacts there, and is on friendly terms with Ghalmar Threed, proprietor of the Four Roses in Rapata, and many of the regulars there—though to them he appears as a Quaidu. He has also worked for Lorgalis in other capacities, primarily as a spy. Now, however, Valaan sees more potential in serving the Priests Arnak, who are thirsty for powerful items to feed their Orb of the Unlife. None suspect that Valaan is the son of the Dark Goddess Inis and Kulim Mah, the original lord of the Mah-ilari. Valaan has acquired a few important artifacts that he has not turned over to Arnak, including the

sword Dragon Tooth (Kuugorkhiin) and two of the Council Amulets of the Mah-ilari: one of Essence, and one of Channeling; the Channeling one is useless to him except as a possible gift/bribe.

Instrumental in Valaan's success is his special power of deception, given by his Dark God mother. It not only allows him to employ a strange variation of the Illusionist Base Facades V at will, but it can be set to remember the appearance he prefers to assume in front of specific individuals and switch to that. He can also simultaneously assume a number of different appearances up to the equivalent of his level. He does not actually assume that appearance; the illusion exists in the targets' minds.

Valaan's background is shadowed; he is nearly five hundred years old and has traveled across much of Jaiman and beyond. To all appearances he is an Erlin Elf; there is no sign that he was born of a Dark God except a successful Perceive Power (or similar spell) vs 45th level will reveal that Valaan is part 'non-corporeal being.' Inis could not have a child herself; she used an unsuspecting Erlin woman in the area as a vessel to birth a child that she magically impregnated. An interesting note: Valaan means 'wise friend' in Erlin, but 'betrayor' in Kugor; Inis had the mother name him so, knowing that few but the followers of the Blue Dragon would understand the second meaning.

Centuries ago, he was a candidate to become a Loremaster and received some training before he dropped out (much to his master's consternation). Perhaps most ominous, though: Valaan is a true son of Mah, so he could theoretically wield the royal artifacts, and even (technically) be king of all the Elves of the region. Though his mother might like that (and the worshippers he could turn to her), right now he enjoys sowing dissent among the various factions in the region, and using others as his tools to track down powerful items he might eventually use. Eventually the characters will have to deal with this evil spawn and traitor, because his ultimate goal is to betray all his allies and use the knowledge and powers he has gained to take control of this region himself.

THE ORB OF THE UNLIFE

Just over a year ago, soon after Ondoal took the Northern Eye of Utha and disrupted the Flows of Essence, the Priests Arnak of the Iron Wind saw an opportunity to open a true gateway to the source of their power: the Unlife. Through a ritual lasting six days, they were able to summon forth the Orb of the Unlife. Other Unlife followers attempted the same thing, but only the powerful Arnak Priests—aided by their proximity to the northern pole—were able to summon an orb.

It is not an 'orb' in the physical sense, but it manifests itself as a spherical 'void' about a foot in diameter. It hovers in the center of the great Obsidian Sphere in Athimurl's tower. The Orb is a wound or rip in space/time/energy, a vortex that feeds on all life and other energy. As it feeds, it grows, and with it the power of the Priests. While living sacrifices can provide fuel, the vortex is enhanced most by channels from the Flows and other powerful Essænce sources like Jewel Slime from the Jewel Wells, and from powerful magical items. It should be noted that the physical items (or persons) are not drawn into the orb, but they are placed on a low pedestal directly beneath it and their Essænce is drawn out. Living beings become undead (powerful Essænce users—which the Unlife craves—would become Liches in its service) and magical items lose all their powers. Magic items would regain their powers if the orb were destroyed.

When the Orb was summoned, several powerful beings around the planet felt the shift in the Essænce. Andraax, Ondoal, Lorgalis, the Dragonlords, Tethior, the Storm Wizard, and a few others sensed the tremor. None but Andraax understood fully what had happened or where, however.

Few things could destroy the orb; one would be the return of the Northern Eye. Another method (it is believed) would be using the swords that summon the Absence of Heat and Cold aimed together at the Orb, starving it of energy and causing it to close.

5.2 BROTHERHOOD OF THE FOUR ROSES

A quasi-mystical organization presently limited to the Xa-ar and northern Saralis region, the Brotherhood is not related to the Order of the Elder or its sister group, the Order of the Thorn (though Thorn does use an emblem of a rose stem with thorns). In fact, the Brotherhood of the Four Roses opposes the Order of the Thorn—as well as the Elder and The Winter Light—and seeks to undermine and destabilize the indigenous governments of northwest Jaiman through various terrorist activities. Their membership is primarily Neng and Quaidu. The Brotherhood was created by Lorgalis early in the sixth millennium to keep the peoples of the region unbalanced and disorganized until he could mount another full invasion and conquer Jaiman. Since that time the Brotherhood has become quite independent, and until very recently has acted with little direct supervision from the Lord of Ulor. In fact, in recent decades the leaders of the Brotherhood have come to enjoy their independence, and some are chafing under the recent return of Ulor's involvement.

Their headquarters is the Tower of the Four Roses, a castle hidden in the hills of northern Saralis. This 'tower' is actually a compound of buildings inside a walled enclosure. The outer wall is punctuated by four large towers, one named for each of the four rose colors.



The order is divided into four distinct groups, each symbolized by a color of rose. These groups work together, but members of each group have well-defined training, capabilities and functions within the order. The Brotherhood is ruled by the Committee of Eight, comprising two members of each of the Four



Valaan Mabrindi

Roses. It must also be noted that despite calling itself a 'brotherhood,' it has many female members.

Only the White and Yellow members are seen openly, and then not often. The existence of the Brotherhood is not common knowledge, except in certain circles of groups who oppose them. Members of the White and Yellow order often travel together in pairs, and wear uniforms of dark green and brown with a small, subtle rose emblem of their color. Red and black only wear uniforms when in the compound; otherwise they do not advertise their membership. The four groups are as follows:

White Rose: Mentalists and Mystics. Most are Quaidu and Dyar Elves with a few Neng in the highest echelons. They are often involved in influence work such as bribery, blackmail and the like, but also have been known to use their mental powers to directly control their targets.

Yellow Rose: Administrators; fighters. Most are Quaidu, with some Jaimani and Haid. These men have several functions at the tower headquarters, and accompany members of the White Rose as guards and escorts on outside trips.

Red Rose: Assassins (Neng male and female) masters of stealth, they have knowledge of poisons, a variety of weapons, and other ways to kill. They wear black (or whatever is most suitable for their assignment) with a tiny red rose emblem, and have a red rose tattoo on the inside of their wrist. They usually travel alone.

Black Rose: Spies. All women, most of Quaidu (sometimes mixed with Dyar) ancestry; also a few Neng with the power to change their appearance. All wear a black rose pendant and tattoo on the ankle. They are information-gatherers, often specializing in seduction of various kinds to learn what they want. With their exotic beauty, they have no trouble attracting those willing to divulge information in return for the promise of attention or favors. Women of the Black Rose operate alone or in pairs. While their assignments rarely involve overt action, most are trained to kill if necessary.

System Notes: Neng are another creation of Kadæna, the result of combining human and demon elements. Neng saliva is composed of a powerful acid, and their six-inch tongues contain a hollow tube, which enables them to spit acid of surprising volume and force up to 40' with terrible accuracy (1 attack/3 rnds; Firebolt but use Acid critical. Can make 1 attack/day/level). This power, coupled with their human appearance and exceptional intelligence, makes them formidable. Worse, a Neng has the ability to turn movable objects (total weight not to exceed their encumbrance allowance) invisible with a touch. Such items will remain invisible for a time equal to the duration of the Neng's touch, save for any round

in which they are struck or jarred. Neng can also make their own bodies invisible (4x/day; 4 hrs total), but they must concentrate (1 rd) and will remain visible after making a violent move or being subjected to attack. Neng are able to reproduce, though cannot interbreed with other races. In this way they qualify as a 'race', but they are first and foremost a creation of the dark empress. They are invariably evil. In appearance Neng are pale (almost grey-skinned) Caucasian with straight, coarse grey hair. An identifying feature is their rough facial skin, not unlike acne scarring (possibly a side-result of their acidic spit). They range in height from 5'-6" to 7', are immortal, and are always lean with large bony hands.

PERSONALITIES

Following is some background information about the NPCs whose stats are provided in the chart.

Majin heg Garuk (White Rose): An elder member of the White Rose, Majin is widely respected among the four orders. However this reverence is not universal: a faction of Quaidu led by Forok Keron has criticized Majin for not taking greater advantage of the instability of the last few years. Majin keeps to the older ways, standard operations of destabilization in an effort to prevent any power from rising to unite the region. He has become set in his ways and somewhat complacent. He is currently on the Committee of Eight.

Noruul hel Bralak (Red Rose): As a member of the Red Rose, Noruul is an assassin of considerable skill and ambition. He has removed many local officials across Xa-ar and Saralis on the orders of the Committee. Cruel and without remorse, he also kills 'to keep in practice' and to amuse himself.

Hesla mal Trelak (Black Rose): Working (and otherwise) partner of Eldra, Hesla is half of a seductive and terrifying team. Spies, infiltrators, thieves, and sometimes killers, the Black Rose women are a powerful (and still secret) force in Xa-ar. While most other races may not find the Neng particularly attractive, when necessary most Black Rose operatives possess the ability to transform their appearance to make themselves irresistible to almost any potential target. In other situations, they can simply blend into the crowd and make themselves unobtrusive while they pursue other covert activities. Hesla and Eldra work as a team, often one providing cover for the other. Hesla, despite being less technically experienced, is the dominant partner and makes most tactical decisions. Utilizing various guises, they operate as many different identities in eastern Xa-ar.

Eldra mal Grelik (Black Rose): See the profile for Hesla above. While more skilled, Eldra is more passive and follows her partner's instructions. Lately however,

she has been somewhat distracted by one Nelis hel Khalmak, a young and handsome (for Neng) member of the Red Rose order.

5.3 FORCES OF ULOR

Following is an overview of some of the groups and most powerful individuals making up the forces of Ulor.

SYMBOLS OF ULOR

The forces of Ulor all bear a similar symbol, whether it is a flag on a ship, an emblem on a shield, or even the helms of the officers. It is a simple white mask on a black field. The mask has ovals for eyes and mouth; it is virtually expressionless; it should be noted that it is not like a skull. Officer's helms actually have faceplates made like such masks.

5.31 LORGALIS

The 'Lord of Ulor' for millennia, Lorgalis is a half K'ta'viir, half Dyar Elf. He is not directly involved with Ulor activities at this time, being distracted by events in Emer and elsewhere. More information about Lorgalis is available in the books Jaiman, Land of Twilight and Powers of Light and Dark.

5.32 SHENTI VORTAEN

A Dyar Elf Warrior-Priestess Shenti Vortaen (Shenti is actually Lorgalis' daughter, and so 1/4 K'ta'viir) has been in Khomal in southern Falias for the last few centuries. To aid her, Lorgalis has built a Portal linking Ulor to her citadel in Khomal, where she has been building an army of Quaidu and other races. She also has a talent for controlling the Undead.

5.33 THE LENRETH DAEN

This order of acrobatic warriors is an elite force of the Dyar Lady Shenti Vortaen, and unlike some of the groups mentioned above, they are as yet virtually unknown along the coast of Ulor Bay. In addition to their formidable martial arts training, the Lenreth Daen (I: "separate elder circle") possess unusual skills and weapons. Many are trained in martial arts, and among their items are lethal throwing darts, razor-sharp claw-like hand weapons, and chains with a cluster of curved blades on the end which can be wielded like deadly whips with a twenty foot range.

All Lenreth Daen are trained in the use of deadly throwing darts, the shentykil. These small (about five inches long) metal flechettes may not always be lethal individually, but in numbers (as they are often delivered: in a deadly spray of needles) they can penetrate deeply and bring down almost any foe. The Lenreth Daen can unleash groups of up to four of these needle-like

missiles with terrifying power and accuracy. Most throw the darts from a leather gauntlet with four pockets to hold the darts; the projectiles are hurled with great force and velocity when the attacker snaps his arm forward. A few Lenreth Daen are able to throw the darts with their bare hands, and some can deliver dozens in one deadly spray of up to a full 360° arc of death.

The Lenreth Daen are also masters of a technique using the jekrita'ar, the chain-whips. These retractable, lightweight chains are stored in bracers hidden in their sleeves. Attached to the ends of the chains are small, curved blades angled out almost like a small grappling hook. They can also use these chains as a climbing aid.

Finally, all Lenreth Daen are armed with long, sharp blades like claws that partially retract from their gauntlets, which they can employ to slash, stab, or parry. More skilled members can even deflect missile weapons with these blades.

While the Quaidu of the Lenreth Daen suffer the same weakness as their entire race—they have reduced vision in bright sunlight—the monks are issued special tinted goggles that correct for this. More elite members even have enchanted versions of these goggles that grant them special powers of perception. The strange 'blind' look of these warriors when they are wearing these goggles only adds to their fearsome reputation.

The uniform of the Lenreth Daen consists of a tunic and breeches of a neutral gray cloth, gathered and pleated in an unusual style. The ensemble is fairly snug along the lower legs, and waist/abdomen, but looser in the arms, thighs and chest. They also wear a fitted hood. Their shoes are fairly light and soft, allowing them to move silently with ease. For an outer garment, they wear a thigh-length coat of the same color; it is reversible, with a black lining. This garment adds +40 to hiding in most environments.

SPECIAL ATTACKS

Shentykil: All Lenreth Daen carry dozens of these razor-sharp, five-inch long darts. They throw them in pairs, two from each hand. They can make two attacks on one target or attack two targets if they are within a thirty degree arc, and roughly the same distance away. If they decide to attack two targets, they must subtract 25 from their OB. One roll is made on the rapier table for each target; if a critical is achieved, the attacker rolls and the target takes that critical plus an additional one of one less level in severity to represent the second dart strike (e.g., An Attack yields a C critical. The attacker rolls a 45. The Target gets a 45 C and 45 B critical. An A crit gets no secondary critical). The darts are -20 at 50 feet and -40 at 100 feet.

Jekrita'ar: These have a range of 20 feet and use the Grapple attack table, but in addition to the Grapple critical, they deliver a puncture attack two levels lesser in severity (e.g., if the attack grants a "D" Grapple, then a "B" puncture is also delivered). The attacker can either retract his jekrita'ar, or leave it to keep the Grapple critical in effect (if so indicated) and if he desires, use his chain to draw the target into melee range. If necessary, they can detach the chain; each has two spares.

Claws: They strike using the Main Gauche attack table but with double hits (because they usually hit with more than one blade).

LENRETH DAEN PERSONALITIES

Here are a few of the elite of this order, all fiercely loyal to Shenti Vortaen, and warriors to be feared.

Vereg Ba'al: A large man and brutal fighting machine, he is one of Shenti's closest guards. A vicious and remorseless killer, he is known to be particularly deadly with his long knives.

Niswal Wresh: Also in Shenti's inner circle, Niswal is more inclined to keep his distance and use the deadly shentykil. He is also a skilled acrobat and very intelligent. Shenti often relies on his advice in tactical matters.

Silben & Tilben Wralek: they are Quaidu twins, male and female (and therefore not identical) but they resemble each other very closely, and Silben the female dresses as (and passes for) a man. They always operate together, and no one knows Silben's secret except her brother.

5.34 OTHER ULOR FORCES

Ulor has many peninsulas and thus has numerous naturally sheltered bays to protect Lorgalis' fleets. It also has sheer cliffs along many shores providing natural defenses. The land is rocky and rises nearly 10,000' to the central spine, a basalt ridge crowned by the Lord's Palace. Deep beneath the palace lie miles of tunnels and chambers, warrens for armies of the ruthless Quaidu and bloodthirsty Lugrôki tens of thousands strong.

The Quaidu of Ulor know of the Lugrôki and work with them from time to time: humans crew the ships carrying holds full of Lugrôk warriors. They do not care for these fanged, bestial creatures, but they accept the goblin-like hordes as fellow servants of their one master.

5.4 ORDER OF THE ELDER

The Order of the Elder is one of four allied Animistic groups in northwestern Jaiman (the others are Thorn, Nya, and Oak), together sometimes known as the Four

Orders. Composed mainly of male and female Erlini and Jaimani Elves, they resist the Ulor occupation by using nature against the Quaidu forces.

The Four Orders are ancient, dating back to the early Second Era when they originally fought against the evil influence of the Unlife. Their exact origins are shrouded in that distant past, though it is said that the orders were founded by four powerful Animists, possibly Loremasters. To some extent (like the Priests Arnak) the Orders are geographically separate; but their memberships do also have slightly differing powers and abilities. Leaders of the four Orders gather at every full Orhan to discuss the status of their ongoing mission.

Unlike the Winter Light, the Orders are not secret (though their true purpose is). On the surface they claim to be a peaceful, nature-loving religion, and lead open-air services in worship of Iloura. Only once someone becomes a trusted member of the Order are they told of the other activities.

In recent years, however, they have been more aggressively recruiting followers in towns, and openly preaching a more political message, though still a peaceful one. Secretly, under Guardian Jekrei Kasaiten, the order has become more determined to promote the Elven race above all others, though they are happy to recruit others who can be used—unwittingly—for their purposes. They are more militant and fanatical than ever, and their new plans include inciting the human groups to turn against each other, leaving the Elves to inherit the lands.

SUMMARY

Focus: Iloura, nature (Though some, including the Guardian, have turned to worship the darker Lord Reann).

Symbols: A pin of silver with green inlay: a cluster of elder leaves (long, finely serrated). Most Clerical and Animistic members of the order carry a wand of Elder.

Culture (Temple Locations): The home of the Order of the Elder is a secret temple on the island of Dænuul (location noted on the map guide above). However, small temples to Iloura are scattered all over the region. Some are maintained by each of the four Orders, some by just one member. The temples will bear the symbol of the Order associated with it. Some are little more than a small cave with some carving, while others are more finished, with stone facing inside, and simple quarters to house a traveling member of the Order. Many of these shrines are in the wilderness and unknown to all but the Order and a few farmers who live nearby.

Allies: Orders of the Thorn, Nya, Oak.

Enemies: Quaidu, the Iron Wind, Demons; all who despoil nature.

Dress: Clergy who lead services don dark green robes trimmed with purple; other members tend to wear green and brown, the only common element being the elder leaf pin.

PERSONALITIES

Following are profiles of three members of the Order of the Elder. Note that agents of the Order of the Elder often travel alone, though sometimes they unite in groups of up to four, depending on the nature of their assignment.

Jekrei Kasaiten (aka “Guardian of the Elder” or simply “The Guardian”): The leader of the Order, The Guardian has become increasingly fanatical in his beliefs in the last few hundred years, to the point where some in the Order secretly question his methods (and a few of these have disappeared, supposedly killed while on dangerous missions). The Guardian is desperately seeking weapons and tools of the Earthwardens to aid in what he believes will be a major war between the races. On many nights he rides through the region—alone or with a handful of trusted aides—obsessively looking for hidden Earthwarden sites. This obsession, and his increasingly harsh, autocratic leadership, have Kasaiten to the point where he is crossing over into the realm of evil. Kasaiten is a pale, handsome Loar Elf, his features marred by a long scar running down his left cheek. Elves normally do not scar, and he will not discuss how he got it, but he makes no attempt to hide it. He was in fact cut by a dagger of Elfslaying wielded by a Quaidu captain many years ago. He killed the Quaidu and still has the dagger.

Vanimar Krissa: Vanimar is a mid-level member of the Order, unusually conservative and careful for his relatively young age of 310. He has a home just outside of Rapata, but frequently travels in north-central Saralis. He is a relative moderate and is secretly alarmed by the Guardian’s recent moves

Lirs Dalarum: A Jaimani Elf, Lirs is an accomplished and skilled Ranger, and knows the southern foothills of the Saral March well. She has no permanent home, constantly on the move either on the roads or in the wilderness. Lirs is friends with the Loremaster Vena Nascharath and visits her home fairly regularly. She is an avid follower of the Guardian’s more militant approach to Order activities, and she has revealed more than she probably should to the Loremaster, who is concerned about where the Order may be headed.

5.5 THE WINTER LIGHT

The Winter Light is a religious and intellectual group, founded about a thousand years ago to oppose the forces of Ulor and preserve the history and independent cultures of Xa-ar. Most are Lotana, but they have been joined by peoples of other races who share their goals, and who desire to secretly resist the occupying forces and other influences, such as the Iron Wind. They would also see the return to prominence of the Lotana people, as they were during the heyday of the Aanac n’Kuugor under Yaalc Muul. They seek the ancient artifacts and the secret places of the Blue Dragon.

They are a secretive organization; while some people may have heard of them, members do not normally advertise their affiliation.

Focus: Valris, Eissa, Kuor.

Symbol: Inverted sunrise.



Culture (Temple Locations): The Winter Light’s main home is the fortress/monastery on the southwestern tip of the Xa-ar peninsula.

Allies: None.

Enemies: Besides leading an insurgency against the Quaidu occupation, they are opposed to the Brotherhood of the Four Roses and the Priests Arnak. They are neutral towards the orders of the Thorn and Elder, and while they do not actively oppose the Loremasters, they do not appreciate their ‘interference.’

Members: Composed of Mentalists, Astrologers, Mystics, Clerics and Monks (and many non-spell users who support them), they worship Valris and lead a covert struggle against Quaidu occupation of Xa-ar. Most are Lotana, but a few Jaimani Elves and Ky’taari refugees have joined them.

Dress: Members wear nondescript clothing except for certain members on specific official and (rarely) public missions/errands; in that case they wear garments of pale gold and black. Members who might find themselves in a combat situation wear white quilted-cloth armor, sometimes under other clothing. All members have a light gold bracelet with the symbol of the inverted sunrise on it. These are enchanted in such a manner that they will glow very faintly and grow warm in the presence of another genuine bracelet. These bracelets will also grow cold in proximity to the Unlife.

Structure/Organization: The highest authority in the Winter Light is the Council of Nine Lights, which meets regularly to discuss the overall situation, approve new members, and assign new initiatives.

Important Dates: Though the Winter Light's focus is less on religion than political goals, they do hold some religious observances. The solstices and equinoxes are all important dates, as is the second day of each month when Orhan first shows a sickle moon once again.

Ideology Summary: Intellectual and political freedom.

Goals: Free NE Jaiman from the occupation forces of Ulor.

PERSONALITIES

Following are profiles of four members of the Winter Light; members always operate and travel in duos. The first two have been paired by the Order leaders partly because of their very different personalities and approaches. In theory this works to balance them, but in practice it means that they are constantly arguing about how to do things. Yaeris is cautious, Tobonor impulsive, and both are very stubborn. They have no permanent residence besides the Winter Light monastery, being assigned to travel the region and gather information.

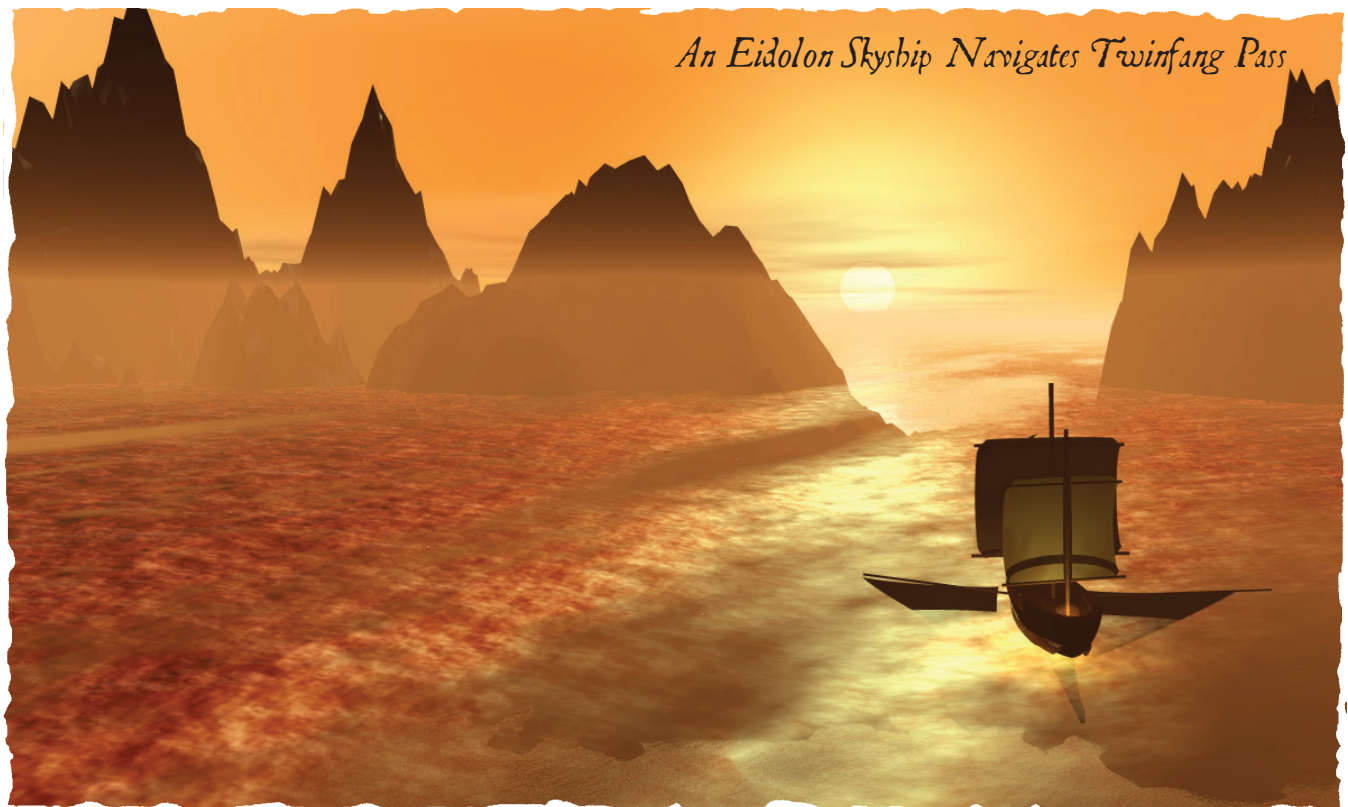
Yaeris Mahl: A fairly high-ranking member of the Winter Light, Yaeris is of middle age, but still physically fit and mentally sharp. Like many of the Winter Light, he has an aloofness and a cool attitude towards those not of

his order. Only to other Lotana is he somewhat less distant, but even then he retains a certain demeanor that some would call arrogance.

Tobonor Yuhl: Tobonor is a relative youth, and with his youth lingers a certain impetuosity. This is sometimes at odds with the doctrines and policies of the Winter Light, which has always been a cautious, careful organization. Tobonor has been reprimanded several times by the leadership for going against directives. He is not as aloof as Yaeris, but he can be arrogant towards mortals of other races. He has a barely concealed admiration for/envy of Elves, however.

The second pair reside primarily in Rapata. More detailed background is available about them in the Guild Adventurer #2, but here follows a summary.

Mychel Khen: Of mixed parentage (his mother Lotan and his father an Elf, Mychel is—as bi-racial offspring sometimes are—exotically handsome; he resembles a Lotan more than an Elf, his ears only slightly pointed and his eyes with the distinctive epicanthic fold common to all the Y'nar races (of which the Lotana of NW Jaiman and Northern Mulira are a subgroup). Though he tells people that his father is Loar, he is in fact a Dyar. He is a member of the Winter Light, but actually is a spy for the Unlife, a fledgling Priest Athimurl of the Arnak. But he has not fully given in to evil, and is in fact considering defecting: confessing to his Winter Light masters and hoping for protection



An Eidolon Skyship Navigates Twinfang Pass

from retribution by the Priests Arnak and their Messengers.

Mychel is only now gaining the full trust of his fellows in the Winter Light after many years as a member. He is different from others of his dark order of Arnak, however, in that he has not yet fully surrendered to the Unlife. As he has infiltrated the Winter Light, he has come to doubt the legitimacy of the Unlife priesthood. There is a chance that he could be turned away from the Unlife if he is in the right situation.

Sur Khen resides with his fellow Winter Light member above a combination bookstore/temple to Valris located at Number 14 Birch Road in Rapata. They sell books, and offer some healing services in return for a small donation to Valris. Their affiliation with the Winter Light is a secret; they receive visitors from their order through a hidden rear door late at night.

Berad Virita: Berad is a Lotan Cleric and scholar. He is somewhat older than Mychel, and has been with the Winter Light for many years. He does not know of Mychel's dark associations, but he has been told by his superiors to keep a careful eye on the young initiate. He has his own private suspicions as well, based only on his personal intuition. He likes the younger member, but fears that he may be vulnerable to the lures of darker temptations. He has no idea that Mychel is already a member of the Athimurl order.

5.6 SISTERS OF GINH TARN

The members (mostly Jameri and Haid, with a few Lotana) pursue a life of study and prayer, balanced by physical training while in residence. Most are Clerics, Animists or Midwives by profession. All of their members spend several years in nearby cities and towns, setting up practices as midwives and healers where they accept donations, a portion of which is sent back to the Abbey. They live modestly, and do not recruit followers, but encourage a simple life and a respect for nature. The Sisters are generally neutral with regard to local politics and such, but even they keep their distance from the Priests Arnak.

Focus: Ginh (An Avatar of Iloura).

Symbols: Cupped hands held together. Also statues of a woman in robes and a hood, hands held out and cupped. It is unclear by stance if the woman is offering or accepting something in her hands. This is deliberate.

Culture (Temple Locations): Abbey of Ginh Tarn. Otherwise the sisters operate from residences.

Allies: None officially, though virtually everyone respects them, and harming a Sister is unthinkable.

Enemies: None, though the Priests Arnak dislike them.

Worshippers: No active worshippers outside of the Sisterhood, but many who seek their aid give thanks and offer gifts

Benefits of Membership: Training and Channelling from Ginh. The Sisters do not recruit, but women seeking to take up the vocation come to the Abbey.

Restrictions/Rules/Requirements: Sisters are forbidden to marry (or have any romantic relationships) while in the order, as they must devote their efforts to healing and counseling

Dress: The Sisters have no official uniform beyond wearing long, modest robes, though while performing functions in the name of the sisterhood, most wear a white shoulder sash with the cupped hands embroidered on it.

Structure: The Lady Abbess is the highest authority, advised by a Council of Matrons; the rest are Sisters.

Important Dates: None

Ideology Summary: Respect all life (though they are not vegetarians), love and respect family. They advise young mothers on child-rearing and offer a variety of herbal and other cures.

Goals: Spreading the word of peace, love and respect throughout the region.

Rituals: None aside from simple prayers to Ginh.

Other Activities: None

5.7 CULT OF THE BLUE DRAGON

Focus: The Blue Dragon (an Avatar of Teris)

Symbols: Silver-blue dragon with wings spread.

Culture (Temple Locations): Small temples with perhaps only one rector and one acolyte in the villages; larger temples with a staff of up to ten in the larger towns. There are no temples east of Rapata.

Allies: None.

Enemies: Arnak, Ulor

Worshippers: Almost entirely Lotana in NW Jaiman. The cult is very prevalent in the far west of Xa-ar, where the Lotana villagers are devout worshippers. Prayers are said before a small shrine in the home every morning and evening, and the solstices and equinoxes are important dates. Central to every village is a temple to the Blue Dragon where followers gather at midday every seven days. The Cult loses some prominence as one travels east, but every major town with any significant Lotana population has at least one Blue Dragon temple; larger ones such as Xarapantor and Rapata have two or three.

Clergy: Hierophants are the highest-ranking priests. There are only a handful, some located in larger towns or cities, while others are responsible for several smaller towns and travel between them. Every temple has a Rector, a priest responsible for maintaining it and being the local representative of the cult in smaller towns.

Benefits of Membership: Typical Channelling powers (The Lord of Orhan Teris is the Channelling source since Irkuugor is not a real 'god.')

for the priesthood and a modest livelihood. Followers can receive blessings, some healing. Weather prediction is also an important power here for the fishing villages.

Restrictions/Rules/Requirements: Must be Lotana and male to enter the service. Followers have few hard-and-fast restrictions though of course contributions are encouraged.

Dress: Hierophants wear pale blue robes trimmed with silver, Rectors wear darker blue trimmed with white, Acolytes wear white.

Important Dates: Solstices and Equinoxes. The winter solstice is the Day of the Blue Dragon.

Ideology Summary: Irkuugor is the god and guardian of this land. The Kaldsfang Mountains are even sometimes referred to Irkuugor's Spine. As such, he is prayed to for everything from fair weather, to a good growing season, to health and wealth and luck. The religion's tenets are fairly simple, asking that its followers avoid excess in all matters, treat all living things with respect, and to aid any devout neighbor in need. While Irkuugor encourages a peaceful way of life, defense against attackers and invaders of any kind is certainly permitted. The reward for endeavoring to following these dictates is the blessing of the Blue Dragon, and a return to the 'Great Spirit' upon dying. This concept implies that the Essence is in fact a great reservoir of communal life energy. When anything is born, the spirit comes from that energy. When something dies, it usually returns. Those who lead an evil life, however, are banished to oblivion. Irkuugor is believed to make such judgements.

Goals: The church has few goals other than to perpetuate itself and the culture of the Lotana who came from Mulira. Church Clerics believe that keeping the Lotana united in this way will help them to survive in the hostile lands of NW Jaiman.

Rituals: At home shrines, an incense called shrann is burned in a small dragon-shaped statuette the incense gives off a sweet blue smoke which comes out of the dragon's nostrils and open mouth. Offerings are made at the temples; these range from food and other practical gifts in the smallest villages to coins and

gems in the cities. Irkuugor is said to especially favor sapphires and rare blue opals.

Background: The original Blue Dragon was Irkuugor, but he was actually Yaalc Muul, the lord of the Lotana in Mulira. Yaalc Muul was a Lotan himself, but was given one of the Daath Leersoi by Andraax, and assumed the form of a great Blue Drake. As Irkuugor he was revered, and became the object of worship, with the king Yaalc Muul as the Dragon's human incarnation. Teris, the Lord of Orhan took an interest in these people and allowed the Clerics to receive their powers through him. He has also, on rare occasions, assumed the form of a Blue Dragon for the gratification of Irkuugor's followers.

5.8 IRKUUGOR, THE BLUE DRAGON

I write this as I feel my humanity—even my memory of it—fading away. In fact, many days I cannot remember who I was at all. I am Irkuugor the Blue Dragon.

Tev Yu'um the Yaalc Muul—aka Irkuugor the Blue Dragon—is alive, but no longer completely sane, or fully aware that he is really a human. He has begun to think like a dragon: more like the beast than one of the rare Dragonlords. Normally now he sleeps in his magical sarcophagus, but if he is awakened by intruders he sometimes lurks in the caves adjacent to his complex of spheres, sometimes he is in hiding in other caverns, and sometimes prowls the area's islands, flying through the icy air. He avoids contact with humans, partly because he has an instinctive desire (as most dragons do) to slay and eat them. In dragon form now he is more animal than man, and he rarely reverts to his human state any more except to go back into slumber.

As a result, he is perilous to approach: every bit as dangerous as a real dragon. Only his remaining Animists dare speak with him, and even they are more than a little afraid of what their master has become. Isolated in this cavern complex for centuries, they have also lost touch with the outside world and live only to maintain the spheres.

System Notes: Tev Yu'um was given one of the Daath Leersoi (K. "Maker of the Shadow Drakes") by Andraax. It is a ring that allows a human to assume the form of a dragon, with virtually all the powers and abilities of that dragon. He was given the Kodul ring, which transformed him to a Blue Air Drake: a flying dragon, but with a breath weapon comparable to those of the Great Drakes (see the *Master Atlas* or *Creatures & Treasures*™). He can

unleash a conical blast of air the size of a Mature Gas Drake, but striking as a Cold Ball with impact criticals in addition to Cold.

5.9 LOREMASTERS

The Loremasters are having a difficult time in NW Jaiman, with so much instability, so many groups in conflict, and the Priests Arnak so entrenched in the area. There is much evil in this region, and the Loremaster have their work cut out for them.

PERSONALITIES

Vena Nascharath: Vena is an Erlin Elf and a powerful Animist. Unlike most Loremasters, she spends relatively little time in civilized areas, though most inhabitants of nearby Rapata at least know of her (most just call her ‘that crazy Elf who talks to animals’). Her interests lie more with the natural world than the artificial one molded by men and Elves. She travels the wilderness in secret, learning of events through her many animal observers. She lives in a rustic cabin hidden in a valley just north of the old kingdom road a day’s walk east of Rapata.

Niko Verkano: A Lotana Bard, Niko is unusually tall for his people, and in fact there is some Loar Elf blood in his ancestry, which would also explain his relatively youthful appearance for a man of almost fifty years. Unlike Vena—who values her solitude—Niko is a gregarious fellow with many friends in the area. He has an apartment in Rapata, but frequently travels west throughout Xa-ar. He does meet with his elder Loremaster Vena on a fairly regular basis to review the situation in the region.

5.10 OTHER FORCES

Following are a few other unique groups or types of creatures that bear additional explanation, yet do not fall within any particular existing power structure.

SNOW DEMONS

Sometimes called Ice Demons, these creatures have powers comparable to the other Elemental demons, yet are of course uniquely tied to their element. They range between 10 and 15 feet in height and have blue-white opaque skin. Clear spikes like ice run in a ridge along their outer forearms, along their spine and up over the top of their head. They cannot be harmed by normal weapons. Most carry a huge crystalline club shaped like an icicle, which strikes as a war mattock. Some of these clubs have icy spikes jutting from the sides, and this variety strikes as a morning star. Both weapons are used one-handed by the demon. Some Snow Demons can cast 2x the equivalent of their level in Power Points per day of spells from the Magician base list Ice Law (up to 20th level).

SNOW GARKS

Among the largest of the Garks at over five feet tall, Snow Garks resemble apes with white fur covering their entire body except the face and hands. They have strong prehensile tails and wield heavy clubs. Like all of their kind, they have limited intelligence and make for a crude fighting force. On the other hand, their animal brutality and infamous taste for human flesh does enhance their intimidation value.

SHARDS

Shards are covered extensively in previous SW modules (including the Master Atlas 3rd and 4th Editions), so we will not go into great detail here about their history and nature. Shar Ti and at least four other Lats of six reside in the Forest of Dír. There are also two locations in the Bridge-Caves (and perhaps others) where Shard Summoning Thrones have been installed. These were created by Kadæna’s minions in the First Era, and though they appear to be made of wood, they are magically petrified and virtually indestructible. Shard Thrones are generally seen in groups of six, one slightly larger than the other. They actually look like solid, heavy seats with high backs, cut out of large tree stumps. These seats look like they were designed for rather tall men. Set high in the back of each is a large gem, about 3” in diameter; the gem color for Dír is red. Shard Thrones can be ‘programmed’ by powerful mages to be triggered by a variety of events, including someone touching the thrones, or even entering a specified perimeter. When activated, an opaque reddish mist emanates from the gems and flows over the throne, enveloping it. The Shards materialize on the thrones over the course of a full round, during which they are immobile. During the movement phase of the next round, however, they are fully active and able to run. The lat leader shard can fire his eye weapon during spell phase, but the Shards cannot unleash their deadly discs while seated.

DEMONS OF THE VOID

As with the Shards, the Demons of the Void have been described in the Master Atlas 3rd and 4th Editions (with the exception of the Guguth ‘feeding’ method, which is revealed here for the first time). These creatures—like the Shards—are unique monsters to the Shadow World, and their description and unique combat abilities can be found in any of the Master Atlas editions.

6.0 ECONOMIC POWERS

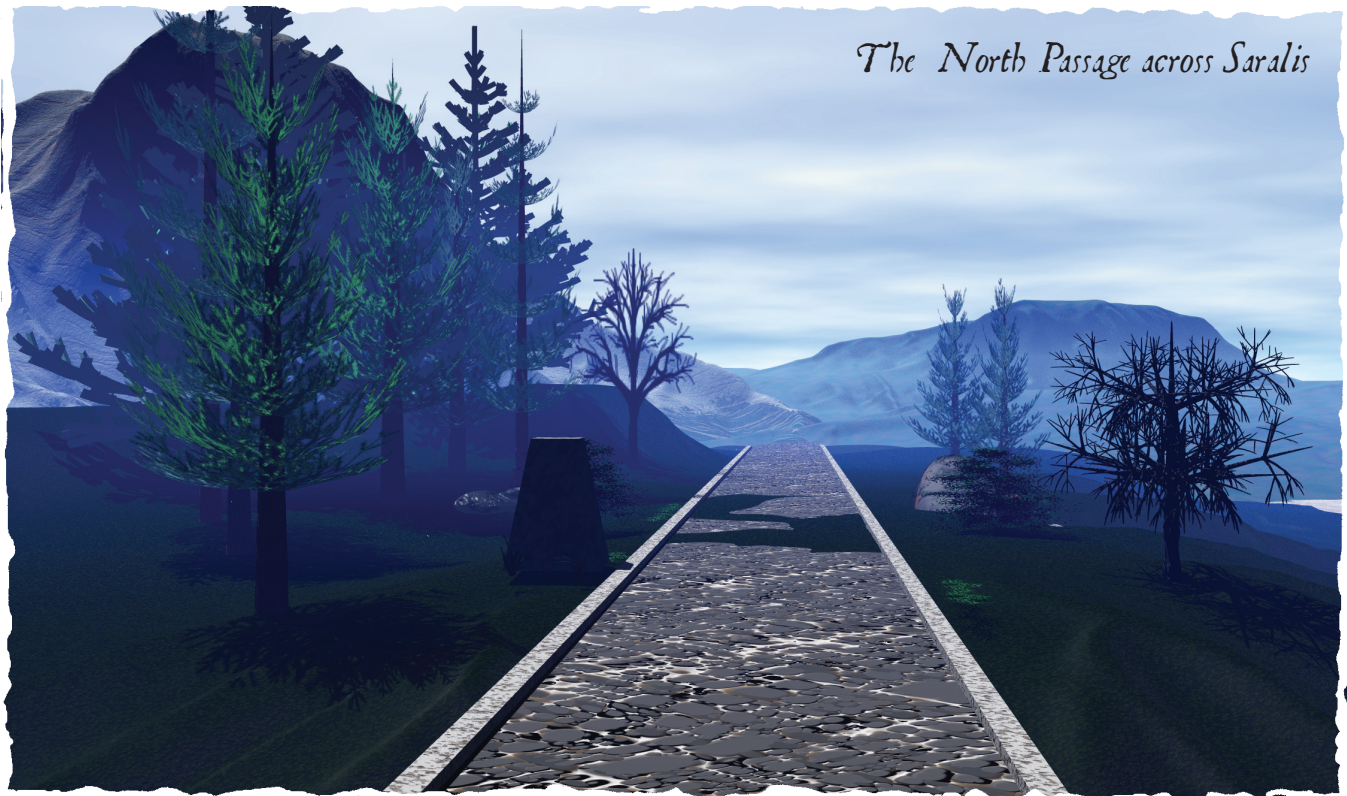
This region is definitely growing economically, and many organizations from the outside are seeking to make a claim on this opportunity.

The Alliance: This massive trade confederation/oligarchy rules Agyra and is entrenched into much of Thuul and Mulira, but is just now beginning to make inroads into western Emer and Jaiman. Alliance Jenaara have been meeting with representatives in Dinash, Xarakatapor and Rapata, among other locations. They are in the early stages of 'integration' at this point, merely establishing trade relationships and bringing valuable goods to their new partners that were previously unavailable. While their early visits were done in secret, the Jenaara and their exotic Kal-chah bodyguards are now seen openly in the larger towns.

Intani Traders: An association of 'free traders' spanning western Jaiman and some of northwest Emer and east Mulira, they are struggling to compete with Eidolon and the Alliance. It is widely rumored that some of them turn to piracy when legitimate business fails.

Imperial Western Trade Fleet: Operated by the Duke of Ixbridge under charter by the Emperor of Rhakhaan. This is potentially very lucrative, but also dangerous. While an exclusive charter within Rhakhaan, the Emperor has little control over outside competing interests; Rhakhaan is hardly a major naval power. In addition, piracy is on the increase in the region.

House Elgata Shipping & Trade Company: Among the first of the Eidolon families to make overtures to leaders in the region after the dust settled from the war, House Elgata is known for its timber trade and has been eager to exploit the great conifers of the northwest— especially the famous Blue Forest, not to mention the priceless black wood of Dír. Elgata has a unique advantage in this trade arena with its fleet of skyships, though only luxury cargoes are worth transporting on these expensive vessels.



PART TWO: ADVENTURES

Political and social instability in the northwest quadrant of Jaiman continues to escalate. Alizon of Saralis is on the verge of full-scale war with King Kier of U-Lyshak, and Arnak forces are wreaking havoc in the Mur Fostisyr and Lu'nak. It is only a matter of time before these servants of the Unlife move their concentration further south. There are also rumblings of increased activity on Ulor, and we have reports of Neng in Saralis and Xa-ar, and even Shards in Lu'nak. We believe that Lorgalis—who held back when the High Priest Arnak made his power play in Helyssa—is preparing a major strike against the west coast within the next few years. While Saralis and U-Lyshak are both at risk, Xa-ar is particularly vulnerable. And some might say that this windswept peninsula is in itself of little strategic value, but we agree that now that the Crown powers are apparently nullified—and Saralis' protection destroyed in any case—Xa-ar could become a staging ground for a major invasion of the west. However, there is resistance there, and the Loremasters must do all they can to encourage it.

*Loremasters Vena Nascharath, Niko Verkano and Drey Laachek
A secret report to the Loremaster High Council
Summer 6054 TEI*



7.0 GENERAL

ADVENTURE NOTES

It is two and a half years since the Battle of Velenna when the Ulor and Arnak forces were run out of Helyssa, two years since King Kier Ianis' coronation. The region is still highly unstable. While Helyssa repelled the armies, there remain insurgent forces throughout the west of Jaiman. Many towns in Xa-ar and north Saralis are still under the control of Quaidu claiming fealty to Ulor, while 'King' Alizon in central Saralis struggles against lords who would overthrow him, King Kier to the south, and other threats.

Most of the adventures below center around a specific event, or the situation in a locality, or the recovery of a powerful artifact. What can often make a campaign compelling to players is an overarching goal, or sense of involvement in the area's politics and power struggles. In this case, there are a couple of possibilities, including a quest to destroy the Orb of the Unlife. However the actual existence of the Orb should be a well-kept secret from the characters for a long time.

In Part One, quite a few organizations were discussed, and it can add interest for the characters to encounter members of these groups tangentially while engaged in other pursuits. By weaving these people into the cloth of the region with these adventures, a sense of a coherent whole is gained. (It might also be possible for a character to be a member of a group such as the Winter Light or Ginh Tarn, but in that case they would be bound by the rules of the order, and their lives would be very structured, making it more difficult to go adventuring.)

Also, the GM can allow clues to the higher-level adventures to fall into the hands of the characters early on, giving some foreshadowing of possibilities to come.

Following are some suggestions on getting the characters started; then Section 8 covers adventures set in or near the major town of Rapata. Section 9, *Travel Adventures*, is a number of scenarios set in various locations across the region. Finally, Section 10 is a description of the Isles of Blue Light, and several adventures related to that area.

In several of the less 'quest-like' adventures, there is a recurring theme of 'things are not always what they appear.' Often the characters will come into contact with people or groups who appear to be on one side of good or evil, but are really not what they seem.

7.1 CHARACTER STARTUP

There is enough material here to base a campaign on, and hopefully this area has a rich enough history that players would be interested in starting a character

here. The Lotana, the Jaimani Elves, the Jameri and even a Haid or Syrkakar character could find an interesting purpose here.

One individual who could help to bring all the characters together might be Valaan Mahrindi. Though previously working for Ulor, he is recently in the employ of the Iron Wind. Naturally, he keeps these dark affiliations secret; to all appearances he is a modest, charming, and helpful friend. As part of his intelligence gathering in the region, he has researched the histories of the important groups and families. So, if the characters are (themselves unknowingly, of course) descended from Mah-ilari royalty, or a secret heir of Uka Ciosk of the Syrkakar, he would know about it. With the secret goal of using the characters to find powerful artifacts and heirlooms from the past and then stealing them for himself, he might have befriended them as youths, visiting them frequently and providing tidbits about their past to inspire them to discover their history. Valaan himself is an heir to the Mah-ilari throne, but he has had limited success finding the more powerful artifacts.

While Valann seems to be an ally, and even someone the characters can run to when they get in trouble (he has a house in Rapata), perhaps some of the characters might begin to have disturbing and prophetic dreams that suggest that Valaan is not the beneficent mentor that he seems to be...

SUGGESTED BACKGROUND IDEAS

Lotana: A descendant of Yaalc Muul, he is told tales of the people of Xa-ar, and is even taught the rudiments of spoken and written Kugor, the language of the Dragon people. He returns to learn of the legendary leader and perhaps find the artifacts of the Lotana and restore some of their former glory. In this the character might find allies in the Winter Light, but they are secretive and slow to trust strangers. He might be given as an heirloom: an Earthwarden crystal (most likely a smoky colored door key crystal) perhaps made into a pendant. The character's ancestors knew it was important but had no idea what its true function was. Another possibility is a Lotana who does not know he is an heir; perhaps he is coming here to find a long-lost sibling, or half-sibling that he did not know existed until he receives a letter, or a relative on their deathbed reveals a dark family secret. Perhaps the character is descended from a traitorous branch of the family that brought the kingdom down, and it is up to him to finally undo the ancient wrong.

Laan: An observer (spy?) from Rhakhaan, sent by someone from the government to assess the situation in the northwest. The observer will need to report back monthly (there is a mail service at the larger cities), and in return will receive a stipend (there are also branches



of a few of the Sel-kai and Rhakhaan banks in the larger cities). Naturally there are delays, as mail takes a week or so to get across the continent by land or sea). A Laan could also be a descendant of old Saralis nobility, with a long-term goal of rebuilding the ancient kingdom and unseating the unscrupulous warlord Alizon.

Jaimani Elf: One of the Mah-ilari (though perhaps the character does not know it), looking for insights about the family's past. The character is a descendant of the Urulanian noble Lady Celtira Mentaka (who had a secret affair with a traveling Mah-ilari prince long ago) and so is a lost heir of the kingdom. As a youth he/she is given an amulet, a 3" diameter bronze-colored metal disk with a pinecone symbol in relief on it. On the back are five small hemispherical depressions set roughly in a circle (indentations for fingertips). While not as powerful as one of the Twelve Amulets (see below), it acts as an enchanted key to open many doors in Mah-ilari structures. For an additional twist, perhaps the character has a long-lost sibling he finds out about well into the adventures, and perhaps this sibling is actually fairly powerful in evil circles (e.g., an Arnak Adherent or a Magician in the employ of Ulor).

Jameri: Join the underground trying to overthrow the Ulorian occupation once and for all. Perhaps this revolutionary has heard rumors of the Winter Light and wishes to learn more about them. If the character is from the local area, perhaps he/she comes to Rapata from a small town.

Haid/Syrkakar: Seeking the *Twy Syrkakang*, the symbol of rulership of the Syrkakar, stolen long ago by the nephew of Uka Closk, the last true heir of Syrkakar. Mission to recover the items, claim kingship and turn their people away from the influence of the Iron Wind. The character would probably have come from the Mur Fostisyr.

Loari, Jaimani or Urulari (part Erlin, part Dúranaki; see *Tanara Second Edition*) **Elf:** Observer sent by Queen Tejepirion, looking for allies among the Elves of the northwest. He/she could also be looking for clues about the Earthwardens, and rumors of an ancient weapon that could protect Jaiman from another attack by Ulor. The spy would have heard tales of the *Isle of Lost Magic*, said to be an ancient place of great power built by the Earthwardens to defend the region against dark forces in the Interregnum. Perhaps most significantly, the Queen will provide her agent some knowledge of the Coral Roads and a small magical *Flute Key* (in shape more like an ocarina) to locate and open doors to the Coral Roads.

7.2 IMPORTANT MAGIC ITEMS

Following are detailed some important symbolic and magical items of various cultures of the region. Some may be specifically referenced later in adventures, but the GM may wish to distribute some in other locations to benefit the characters.

7.21 HEIRLOOMS OF THE AANAC N'KUUGOR

Over the ages that Yaalc Muul ruled, there were many artifacts made for his inner circle and heirs to help them lead the *Aanac n'Kuugor* (K. "People of the Dragon"). There is a helm fashioned like the head of a dragon (after the model of some of the Six Crowns of Jaiman), three swords to be wielded by the King's Champions (the king himself possessed a sword of surpassing power: a weapon of amber laen that summoned a terrible fire), six *Visors*, and the six *Bracers of Uniting*. In general, besides the theme of the Blue Dragon, they favored clear blue and milky white cabochons as decoration.

The Aed Urduukanga (K. "Helm of the Lord Keeper"): A large helm in the shape of a dragon's head, it is fashioned out of a blue alloy and set with blue cabochons. The teeth and horns are made of blue laen. This helm is the ceremonial wear of the king and a powerful magical item. It protects as a full helm, and there is a 50% chance that any head or neck criticals are ineffective; and if that fails, the critical is one level less effective. Additionally, the wearer is immune to natural cold, and any magical cold attacks or cold dragon breath is only 50% effective. The Helm allows the wearer to cast *Seer Base Mind Visions Thoughts* and *Truth I* once each per day. Finally, the helm is a x5 PP (RMSS/FRP x3) enhancer for Mentalist or hybrid professions. The wearer can choose to make the helm invisible except for a simple metal headband, but when any of the helm's powers are used, it momentarily appears in a ghostly transparent form with glowing eyes.

The Bracers of Uniting: There are six bracers, fashioned of linked metal sections and adjustable so they fit almost any humanoid forearm (all are designed to be worn on the left arm). In appearance, each is a sectioned metal forearm guard, attached by buckles and straps. There is a chainmail part of the bracer that extends down over the back of the hand, held in place by a strap around the fingers. They are essentially ornate forearm greaves, with the metal shaped like large dragon-scales with thorny protrusions, and set with rows of small blue cabochons. These bracers can be used as a +10 shield against melee, and also add +20 against all directed spell attacks when raised in a defensive manner; but those are only secondary powers. These bracers have an unusual



ability not unlike the spell of *Returning* in that they offer a specialized form of safe *Teleport*, but in this case they 'link' to each other rather than to a set location. Whenever a new person puts on the bracer, it resets itself and has no links (the same person can remove it and put it back on without the item resetting). Clasp hands with someone wearing another bracer and each saying the others' name establishes the connection. Once that is done, the bracers can be used for Uniting. One wearer then reaches out, says the name, and the one named wearing the bracelet (they must be wearing the bracelet), no matter where he is, feels a tingling. If he 'agrees,' a hand will appear out of nowhere. The named must clasp the hand; then they can be pulled through the Portal to join the summoner. Note that the recipient must come to the summoner; the summoner cannot allow himself to be pulled to join the recipient.

While skillfully constructed of quality materials (and, of course, enchanted), parts of these bracers (like the arm straps) were of tanned animal hide that may have deteriorated, and they may need repair by a skilled artificer.

The Visors of Sight: Metal bands that wrap around the front of the head to cover the eyes and hook over the ears, these magic items at first seem contradictory, because they are opaque, so the wearer could see nothing. However, as soon as the visor is donned, the metal becomes transparent, so that the visor is almost completely invisible. The wearer can see in the dark as well as in bright daylight, and adds 100 to all RR's vs. attacks involving light or sight. Once per day, for one hour, the wearer can employ any one of the following from the Seer Base **True Sight** list: *See Invisible*, *Watersight*, *Fogsight* (RM2/C treat as *Watersight*, but at 100'/lvl). In addition the Visors are x3 spell multipliers (RMSS/FRP x2 multiplier) for any Mentalist or Mentalist Hybrid profession. **Note:** two of the six Visors were taken by the Priests Arnak and cursed with a 10th level *Blindness* to anyone who puts them on, then planted in ruins for unfortunate treasure-seekers to find.

The Three Dragon Blades (K: "Kuugor Dag"): Three swords made for the King's personal champions, they have similar appearance and powers, yet they are not identical. All are of an enchanted white metal, with a clear blue orb in a silver dragon-claw pommel, all blades are somewhat curved with a cruelly jagged edge, though the design varies. They can only be wielded by full-blood Lotana, or by someone who is 'blessed' by an heir of Yaalc Muul (i.e., someone wearing the Helm of the Urduukanga); anyone else who tries to use one takes 1D10 hits every time they try to pick up the sword. All are +20 Enchanted weapons and strike on the broadsword table. They glow with a cold blue light, add

an additional +10, and are 'Holy' (make an additional roll on the 'Holy' column of the Large Creature Critical Hit table if a normal 'B' or higher crit is attained; add +10 to the Holy critical roll for every Crit level above 'B') when used within a hundred feet of the wearer of the helm. Also, wielders blessed by the wearer of the helm could always sense his and each others' presence within one mile.

The names of the swords are etched on the blades in Kugor. Following are their individual names and unique powers:

Dragon Tooth: (Kuugorkhiin)

- Once per day, wielder can employ a specialized *Leaving* to appear behind his melee foe (can only be used against a foe actively engaged in melee, and limit is 10') and still melee in that round, hence gaining surprise and behind bonus.
- Whenever the sword gets a puncture critical, increase the critical severity by one level. If an 'E' critical, add an 'A' of the same die roll result.

Dragon Horn: (Kuugoruum)

- Any critical of 'B' and above, add an 'A' severity Unbalancing critical (separate roll) as the sword creates a magical inertia as if the target had been hit by a dragon horn as it swung its head around.
- Double hits if the sword gets a Krush critical.

Dragon Claw: (Kuugoraax)

- If wielder uses at least half his OB to parry, every round he makes a roll: 20% chance his opponent's nonmagical weapon (0–2% for magical weapons, GM's discretion) is caught in the jagged edge, breaks and is useless.
- Any slash critical of 'C' and above, add an 'A' severity slash critical (separate roll) as the sword strikes as if the multiple talons of a claw.

LOCATIONS OF THE BLUE DRAGON ARTIFACTS

The Helm of the Urduukanga: In the pool on the Tree Platform in the Bridge Caves.

The Six Bracers of Uniting:

1. In the pool on the Tree Platform in the Bridge Caves.
2. With the Uncold Sword at the *Yaalc Aenawg* (K. "Guardian Circle of Song"), #13 on the Isles of Blue Light map.
3. In a box in the Junglesphere.
4. Inside the Five Moons Orrery.
5. In the Shrine to Yaalc Muul (#7 on the Isles of Blue Light map)
6. In the Dír-wood chest in Ugus Fost's tomb.

The Six Visors of Sight:



1. (cursed as noted) Ajmorin has it in a locked box (he knows not to use it).
2. (cursed as noted) In a locked wooden box in a curiosity shop in Rapata.
3. With the Uncold Sword at the *Yaalc Aenawg* (K. "Guardian Circle of Song"), #13 on the Isles of Blue Light map.
4. In a barrow in the hills outside of Dinash (#2 on the Region Map)
5. & 6. The two Animists in the Bridge-Caves.

The Three Dragon Swords

Dragon Tooth: Valaan Mahrindi (secretly of course)

Dragon Horn: In the Shrine to Yaalc Muul (#7 on the Isles of Blue Light map)

Dragon Claw: In a barrow in the hills outside of Dinash (#2 on the Region Map)

7.22 HEIRLOOMS OF THE MAH-ILARI

Because the Mah-ilari revered the *Lunarni* (I. "Blue Spires") the towering coniferous trees of Lu'nak, many of their items employ this theme. Their most important icon was the pinecone, symbol not only of the trees, but of rebirth through the pinecone seeds. (It is also believed that a seed, included in a certain tea brew, has healing properties.) These Elves had a significant Animistic background, and the nature of many of the royal artifacts reflects this.

The Mah-ilari Elves were aware of the Shards, and though they rarely had to encounter them, they knew what a deadly threat they could be. Because of this, their alchemists created the most powerful defenses they could in the royal artifacts. The greatest among the artificers was an Elf by the name of Yaltin Kiry, though some say he learned much of his more arcane knowledge from the shadowy Dænuis, Kulim Mah's chief advisor.

There are many heirlooms of the royal house, including a crown of unusual design, a suit of scaled armor, and a war hammer. In addition, there were four war hammers and helms for the King's personal guards, and twelve amulets worn by his closest advisors. There were also three wands of curious design, one for a master of each of the three realms of Essænce power. These three wands also carry a secret...

The Blue Tree Crown: This finely detailed diadem is designed to look like a pair of small *Lunarni* branches encircling the head, the bases tied at the back and almost meeting at the front. The branches and small needles are of a bluish silver alloy, and scattered through it are tiny pinecones carved from clear blue-green gemstones. Can only be worn by an heir to the throne.

- Protects as a Full Helm; 70% of head criticals are ineffective.
- +30 to DB
- Wearer can become camouflaged at will, adding +100 to Hiding (outdoors only).
- *Nature's Awareness* 500' (Animist Nature's Lore) 3x per day.
- *Merging True Organic* (Animist Nature's Movement) 1x per day.
- *Tree Door* (Animist Nature's Movement) 1x per day.
- *Instant Herbal Cures* (Animist Herb Mastery) 3x per day.
- Can communicate telepathically for up to one minute with the wearers of the Four Helms and Twelve Amulets within one mile 3x per day each (or all at once)

The King's Hammer:

- Forged of a blue-green hued alloy of white eog, haft of Dír wood, pommel of blue laen shaped like an acorn. (It was removed by Nikit-Mah)
- +30 Enchanted War hammer; can be wielded 2-handed as a +30 War Mattock.

The following powers are only available to an heir of the throne:

- Cannot be fumbled.
- Holy weapon (In the hands of an heir of the Mah-ilari), which in addition to additional critical strike means +15 to RRs vs. all spells for all within a 30' radius of the wielder.
- Can be thrown up to 300' with no range subtraction if owner has any skill with throwing hammer (when thrown, strikes as a War Hammer). Hammer magically returns next round (one round delay between throws, or owner can immediately engage in melee round; Hammer returns during missile phase). Wielder can also command the hammer to strike up to three separate foes. All must be within 50' of each other, and wielder must split his OB between the three.
- All organic missiles (e.g., arrows, shard discs) aimed at the wielder while holding the hammer are at -100.

The King's Armor Suit:

- Overlapping scales of laminated wood, beautifully made, but will require some repair/restoration by a skilled artificer at a cost of 1000–1500gp.
- Encumbers as leather jerkin but protects as full plate +10.
- Wearer takes 1/2 damage from Heat and Cold attacks.

The Four Hammers of the Guardians:

- Of a bluish silver alloy of white eog, with a pinecone-shaped pommel, and a haft of Dír wood
- +20 Warhammer



- All organic missiles (e.g., arrows, shard discs) aimed at the wielder while holding the hammer are at -100, for 5 minutes, once per day.

The Four Helms of the Guardians:

- Full Helm, but encumbers as cap helm and does not restrict vision.
- Head and neck crits ineffective 30% of the time.
- Telepathic communication with the wearer of the crown (see above; only at the crown wearer's initiation).

The Three Wands:

There is little doubt that the artificer Yaltin Kiry made these wands with Dænuis' help (Dænuis being Andraax in yet another disguise). When the Earthwardens departed, Andraax entered the Isle of Lost Magic and learned its secrets. Thinking that the Elves might need to use its powers at some point, he helped Yaltin fashion the wands with the hidden crystals, though he did not tell him exactly what they were for. That knowledge he reserved for the first three wand-bearers, with instructions to guard the secret and pass it on only to their successors. Unfortunately, this knowledge was lost when all the wand-bearers were assassinated suddenly within a span of days, before they could pass on the knowledge. It is a tribute to Yalc Muul's intelligence and determination that he was able to figure out the secret, though he only came into possession of one wand.

The Wands of the King's Spellmasters: These three wands are similar in design but vary somewhat in materials and appearance. All are about sixteen inches long in total, with a shaft of wood just over an inch in diameter. On the tip of the handle end is a two-inch long cap of silver, with a small silver pinecone on the tip. The 'business end' of each also has a metal cap, which is also a simple setting for a two-inch diameter crystalline orb. Most significantly though, these wands actually contain Earthwarden crystals, which were keys to activate the power of the Isle of Lost Magic (the crystals in these wands are not unique; any six crystals of the correct colors will work). Midway along the wand shaft is a barely perceptible seam. Simply trying to twist or pull apart the wand will achieve nothing, however. First one must screw off the silver pinecone end, which will reveal an Earthwarden crystal set into the end of the wand. Once this is done, a quick twist of the two halves, a pull apart of an inch, and a twist in the opposite direction separates the halves. Set into the hidden end of the front of the wand is another Earthwarden crystal, the same color as that in the handle end (see below). So, once all split apart, these form six short rods with Earthwarden crystals, which can be used in the receptacles on the roof of the Earthwarden pinnacle. Details on that are

explained in that section. Note that the wands' other powers only function when they are complete, including with the Earthwarden crystals inside.

Wand of Fire (Essence):

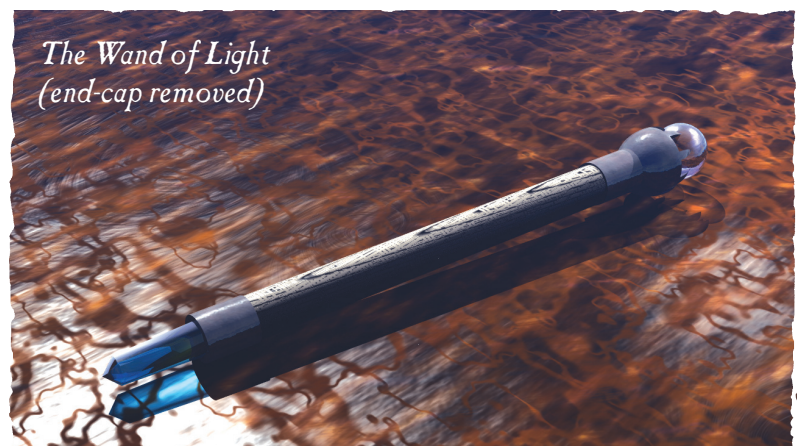
- Of a reddish hardwood similar to teak, with a clear red orb at the tip.
- Green Crystals hidden in the two halves.
- Casts *Firebolt 100'* 10x per day; or these ten 'charges' can be used as variables to increase the hits up to 4x, and/or the range up to 300 feet (3 charges) or 500 feet (5 charges; no incremental ranges in between) or cast *Triad of Flame* (3 charges). For example, the user could cast a *Firebolt 500'* with 2x damage, exhausting the charges for the day.
- *Circle Aflame* once per day.
- *Wall of Fire* once per day.

Wand of Earth (Channeling):

- Of a dark brown hardwood, with a clear yellow orb.
- Yellow Crystals hidden in the two halves.
- While technically called the *Wand of Earth*, it might be more properly called the *Wand of Healing*. Essentially, this powerful wand has 50 pts per day to use between the Channeling Lists of *Concussion's Ways*, *Blood Law*, *Organ Law*, *Nerve Law*, *Bone Law*, *Muscle Law*, and *Life Mastery*. However, the wielder can only use spells up to his/her own level (though they need not know the actual spell lists; if they know the lists; also, they may cast spells up to the level they have *learned*) unless they learn more through the Book of Earth in the Isle of Lost Magic. Hence, it is not a weapon, but a healing tool. Any spellcaster with Channeling skill can use it.

Wand of Light (Mentalism):

- Of the white Hoen wood, with a clear blue orb.
- Blue Crystals hidden in the two halves.
- Though not as euphemistic as the name of the *Wand of Earth*, the term 'Light' does not imply the variety of capabilities of this wand. In keeping with the nature of the realm, it is not



*The Wand of Light
(end-cap removed)*

primarily a brute force weapon like the Wand of Fire. It does possess some offensive powers, however

- **True Aura** at will.
- **Brilliance:** May cast any of the Spells on the Mentalist Open **Brilliance** list to 10th level (except *Shock Bolt*) at will.
- **Cloaking:** User may cast *Invisibility to 1'* 3x per day.
- **Lightbeam:** A ray of intense blue light fires from the orb, for one, two, or three seconds. Range is 100'. Similar to the other wands, it has ten 'charges' to use per day, each second of firing being one charge. Wielder can decide whether to continue the beam or stop 'on the fly' but only one roll is made per round. The only thing that would stop the firing for more than one second other than the wielder's decision is if the wielder suffers a stun (or worse) from an attack in spell phase. The wand uses the *Fire Bolt* table. Each additional second of firing adds 10 to the attack and another critical (as the wielder is able to fine-tune his aim). For instance, an initial attack yields a net 81 vs. AT 9, so the target takes 13 hits and a C critical. The next second, the target takes the effects of a 91: 17 hits and a D critical. If the wielder continues for a third second, the target takes 19 more hits and another D critical. This is a potentially devastating weapon.

The Twelve Amulets: They are of a bluish silver alloy of white eog, three inches in diameter with a raised symbol of a pinecone in the center. Three amulets were of Essence, three of Channeling, three of Mentalism, and three of arms. The wearers of these made up the Blue Council to the king; however the Council was disbanded in SEI 1327. They possessed varying powers depending on their alignment. Among these, all the amulets of the Essænce realms were +3 spell adders and the Arms amulets added +30 to DB. All of them also served as keys, much like the lesser item mentioned elsewhere that might be given to a player-character.



LOCATIONS OF THE MAH-ILARI ARTIFACTS

The Blue Tree Crown: In the Treasury in the tomb of Sirdia-Mah.

The King's Hammer: Tomb of the king Velik-Mah (the pommel, necessary for the hammer to work, is in the Isle of Lost magic).

The King's Armor Suit: In the Treasury in the tomb of Sirdia-Mah.

The Four Hammers of the Guardians:

- In the pool on the Tree Platform in the Bridge Caves.
- Elor, at his house.
- Tomb of the king Velik-Mah.
- In the Mah-ilari ruins near Vena Nascharath's house.

The Three Wands:

- Wand of Fire: in two parts: Jekrei Kasaiten ("The Elder Guardian") has the front part, though he doesn't really understand what it is (and it is missing the Earthwarden Crystal). The back half is in a box with several worthless items in *Kirbyn's Oddities & Artefacts*, on Charôn Alley off of Five Moons Square in Rapata. It does have the Earthwarden crystal hidden in the handle, so if another green crystal is brought near it may begin to glow.
- Wand of Earth: In a hidden column compartment, Temple to Yaalc Muul (10.4)
- Wand of Light: In the secret compartment (#19) in the Isle of Lost Magic.

The Twelve Council Amulets (4 of each):

Essence: In the Treasury in the tomb of Sirdia-Mah; Valaan Mahrindi; Tomb of the king Velik-Mah; In a Lotana barrow.

Channeling: In the Treasury in the tomb of Sirdia-Mah; Valaan Mahrindi; Chief of the Tonor Council; Legaran Varsen (in his gem shop).

Mentalism: In the Treasury in the tomb of Sirdia-Mah; Tomb of the king Velik-Mah; In the Mah-ilari ruins near Vena Nascharath's house; In a Lotana barrow

Arms: In the Treasury in the tomb of Sirdia-Mah; in the base of the Orrery in Rapata; In a Lotana barrow; in the hands of an unsuspecting jewelry vendor.

7.23 HEIRLOOMS OF THE SYRKAKAR

Two artifacts are associated with the Syrkakar: the Twy Syrkakang ("Collar of the Greatking"), better known (perhaps infamously so) because it was stolen; and the Byrk Syrkakang ("Belt of the Greatking"), which was thought to have been buried with Ugus Fost in his secret tomb. Both items are large and heavy, and while they appear almost crude, they are actually very well made. They have a certain barbaric beauty to them.

The Twy Syrkakang:

- A large, heavy collar or torque of a gold alloy with red inlays, it is in five linked parts and held in place with a strong clasp.
- Renders neck criticals ineffective 50% of the time.
- Pathfinding 5 miles (Ranger Path Mastery).
- True Aura (Channeling Light's Way) 50 minutes, 1x per day.
- +5 Spell adder to any Channeling profession.

The Byrk Syrkakang:

- An Ovir-hide belt with a large oval gold buckle with red inlays, and five gold-alloy studs arrayed around the belt, each with a red crystal cabochon. The hide portion of the belt may have deteriorated with time (GM discretion) and need to be replaced. A competent artificer of 10th level or above could do it using even regular leather without sacrificing the item's powers. However, the belt is also cursed (by Ugus himself after his death) that whoever wears it after him is given the (20th level) *Quest* to seek out and kill Shar Ti within one year. If he does not do so, the wearer's (who also cannot take the belt off) temp Con, Pr and Str all drop to 20.
- Gives the wearer AT 15 with no encumbrance.
- Immunity to natural cold; magical cold attacks are only 50% effective.
- Limbrunning (Ranger Moving Ways) 50 min, 1x per day.

CURRENT LOCATIONS OF THE ARTIFACTS

The Twy Syrkakang: In the Tower of Athimurl.

The Byrk Syrkakang: In Ugus Fost's tomb.

7.24 ARTIFACTS OF THE EARTHWARDENS

Although the Earthwardens walked the earth during the Interregnum many thousands of years ago, a few of their enchanted items still survive to the present day. Such is the nature of true Essænce that even time itself has little power over objects made with it. Granted, such items are rare, and the energy of most has been consumed. But some remain, handed down through families, or hidden and left to be found by those who know where to look. Some of these items will be mentioned in specific locations.

Flute Key: (also known as a *Wind Flute*) These come in different shapes and materials, but the mouthpiece shape and fingering holes are similar for all of them. Some are carved from coral, others from a conch shell, and a few were made of wood. All such keys open Coral Road entrances and other portals by employing a series of notes played on the flute. The more powerful ones are able to create openings in Flow Barriers, and some can even open temporary Portals, but that kind of manipulation requires considerable skill and power. A successful Staves/wands (aka Attunement) roll is required to tap its magical properties; thereafter the *Play Instrument* skill can be used to learn to play the flute, and is used when trying to determine the correct key. There are a few standard four-note key sequences

that open most Coral Road entrances; other sequences are more complex.

Coral Tunnel: A piece of coral that, when placed against a surface, will grow and expand to a 6-foot diameter disc, then extend into a tunnel, boring through any non-magical material at the rate of about one foot per minute. The original piece of coral remains clearly visible, and when it is removed, the tunneling stops, and the disc opens, revealing the opening. Most of these had a set distance they could cut before running out of energy; a few were designed to only go a certain distance and stop automatically.

Twig Bridge: A small twig of what appears to be petrified wood, when placed on the ground at the side of a small river or a gorge or similar gap, it can be commanded to 'grow' into a wood footbridge with railings up to fifty feet long and about three wide. The twig is carried over to the far side, and when it is touched, the bridge folds up and essentially collapses into the twig, which can be picked up and carried away. The Twig Bridge has limited uses; the GM can either have the player roll 1D10 every time he attempts to use the bridge, and it fails on a '0' or he can roll 1D10 on finding the twig to determine how many charges, and keep track of it from there.

Shell Shield: A clamshell, about two inches across. It can be worn around the neck like an amulet. The wearer can, at will, call on the power of the shield to protect him from a frontal spell attack (e.g., a *Firebolt* or a *Fatal Channeling*). The wearer gets a RR at 50th level against the spell; if an elemental attack, success means no damage; failure means 1/2 damage. The shield has limited uses; see the Twig Bridge above for rules. When the shield's power is expended, it shatters.

CRYSTALS

The Earthwardens were able to use *crystals* (actually shaped Jewel Well slime, an almost indestructible material related to laen), which resemble tinted quartz crystals, for various magical purposes. These uses include acting as foci, enhancing Portals, and serving as magical keys within their structures. The colors often relate to certain realms and/or functions. In size they are usually about an inch wide and vary in length between an inch and five inches. They are hexagonal and pointed on one end; they are usually flat on the other end, though some have points at both ends. The Blue, Yellow, Red and Purple crystals often (though not always) will glow when first brought into proximity (about 100') to another crystal of the same color, brightening as they get closer. This effect only lasts a few minutes, then the crystals become dormant again.



Size and colors: (all are about 3/4" wide. Flat on one end and pointed on the other)

Clear: Data storage. These are sophisticated holographic storage crystals, harkening back to the K'ta'viiri era; about an inch long.

Smoky: A standard door-opening crystal, about two inches long.

Blue: Associated with Mentalism, but can have other functions; about three inches long.

Golden Yellow: Associated with Channeling but can have other functions; about three inches long.

Red: Often a power crystal for a small item, about two inches long.

Green: Associated with Magic but can have other functions; about three inches long.

Purple: Rarest, a very powerful energy storage and routing crystal, about two inches long. This was actually not used often by the Earthwardens, but was used by the K'ta'viiri for certain Essænce/tech devices, like power swords.

CURRENT LOCATIONS OF SOME ARTIFACTS

The Elemental Books are in the Tower of Lost Magic, except the Book of Ice, which was taken by the demon Raathmaauriig. However the key title pages were torn from all but the Book of Fire, and are scattered around the region:

Book of Water: Title Page: under the Earthwarden Holy Site (10.5)

Book of Earth: Title Page: In a book of Tev Yu'um's teachings, in the Parchment Dawning in Rapata.

Book of Air: Title Page: Hidden in a secret compartment under the orrery in Five Mooms Square in Rapata.

Book of Light: Title Page: is hidden under the light mechanism in the Lighthouse of Raath Hiig (#1 on the Isles of Blue Light map).

Book of Ice: Tower of Raathmaauriig.

7.25 ARTIFACTS OF TETHIOR

The Absence of Cold and Absence of Heat are powerful Arcane Essænce concepts developed by Tethior (some believe with the help of Andraax and even with secrets stolen from his own brother Krelj, who had access to some of the Dragonlord Oran Jatar's notes). He first experimented with the power of these 'summonings' with a few of the Jaimani royal artifacts, but the full potential was only realized later in the fashioning of two swords to be employed in the Wars of Dominion. Less willful than some of Tethior's intelligent weapons, yet imbued with a terrible power for those with the ability to wield them to full effect, the Unheat sword and the Uncold sword

were to strike fear in the servants of Darkness during the Wars. One fascinating aspect of these weapons is that the power of the 'summoning' was comparable to the power of the wielder. A Lord with Arcane Essænce abilities was believed to be able to call forth a truly devastating strike upon an opponent. It is said that one owner—the Loar Warrior Mage Balath Glaven—summoned the Absence of Cold and charred a thousand Lûgroki to cinders in one sweeping strike.

The swords apparently had several owners over the course of the war, but details have been lost. Lost too, were the weapons themselves afterwards, vanished in the chaos and anarchy that was the dawn of the Third Era. Rumor and lore point to northwest Jaiman as a likely hiding place for at least the Uncold sword: in the third millennium of the era, a leader of a Y'nar tribe—Yaalc Muul—is believed to have been in possession of a flaming sword with incredible powers for a period of time. I believe the search should begin in Xa-ar and the Isles of Blue Light for these artifacts.

*Zener Morndaak
A Report to the Loremaster Council
5805 TEI*

These are unsubtle weapons, to be used with care. These swords are true artifacts with potentially devastating powers, so naturally they should be difficult to acquire, and it is suggested that the GM weave their acquisition into an important personal quest for the character.

More about the swords can be found in the adventures in Parts 10.64 & 10.66. In order to utilize the sword's 'Absence' summoning power and to control their intrinsic flame/cold property, the wielder must attune himself to it, either with a successful *Attunement* Skill roll, or by using Meditation or similar skill, his Empathy bonus, and making a successful *Very Hard* (-20) roll. GM's discretion how often the character can make such an attempt, or to allow other options. Also, it should be somewhat difficult for a Fighter-type to learn even a short phrase in Uscurac without careful tutoring. Saying it incorrectly might cause a greatly reduced result, or even some kind of misfire...

The Uncold Sword:

1. +25 bastard sword of pale yellow laen. The blade is of an elongated leaf shape, wide near the hilts, but there is an oval hole at the widest point where a light constantly burns, even when the sword is in its scabbard or if the wielder learns to control the sword otherwise. Etched on the blade in Iylar is "Bringer of the Absence of Cold." The hilts are bound with gold wire. The scabbard is clear yellow laen as well.



2. Bursts into intense flame when drawn. Wielder takes 1D4 hits every time the sword is first drawn from the scabbard unless the wielder is attuned and learns to control it; also the light has the effect of the spell *Sudden Light*, though the PCs need only make a RR vs. the stun effect the first time they experience it. After the initial burst of light, the sword's flame is the equivalent of a *Light* spell. Sword delivers an additional heat critical at the same level as a regular crit.
3. Wielder resists magical and 'breath' heat/fire attacks while the sword is drawn and aflame: make a RR vs. the attack: failure means wielder takes 1/2 damage; success means the wielder takes no damage. (The sword absorbs the heat/fire attack into itself.)
4. Wielder resists magical and 'breath' cold/ice attacks (to a lesser extent) while the sword is drawn and aflame: make a RR vs. the attack: failure means wielder takes full damage; success means the wielder takes 1/2 damage. (The sword absorbs the cold/ice attack into itself.)
5. Summons the "Absence of Cold." Wielder aims the sword at the target and says in Uscurac "I summon the Absence of Cold!" The normal attack is a stream of fire, up to 300' range, delivering an attack equivalent to a *Firebolt* on the primary target and a *Fireball* as the bolt explodes into an area attack. Wielders over 20th level are able to channel a more powerful strike from the sword, and those of Arcane power and truly trained in its use were said to be able to sweep the stream across a range of foes up to 1000' in range, or to fire a blast as a *Fireball* with a radius of 300' with ten times hits and double criticals. Also, because of the elemental nature of the summoning, it is considered more like natural fire than magical. Those with 'immunity' to magical attacks would still take half damage.
6. Scabbard of frosted amber laen, with fine kregora filaments which inhibit the sword's power and mask its magical detectability.

The Unheat Sword:

1. +25 bastard sword of frosted white laen. The blade is of an elongated leaf shape, wide at the hilts, but there is an oval hole at the widest point where a cold blue light constantly burns. Etched on the blade in Iylar is "Bringer of the Absence of Heat."
2. Emits a bright blue-white glow and a chilling mist when drawn (wielder takes 1D4 hits every time the sword is first drawn unless the wielder is attuned and learns to control it); delivers an additional cold critical at the same level as a regular crit.
3. Wielder resists magical and 'breath' cold/ice attacks while the sword is drawn: make a RR vs. the attack: failure means wielder takes 1/2 damage; success means

the wielder takes no damage. (The sword absorbs the cold/ice attack into itself.)

4. Wielder resists magical and 'breath' heat/fire attacks (to a lesser extent) while the sword is drawn: make a RR vs. the attack: failure means wielder takes full damage; success means the wielder takes 1/2 damage. (The sword absorbs the heat/fire attack into itself.)
5. Summons the "Absence of Heat." Wielder aims the sword at the target and says in Uscurac "I summon the Absence of Heat!" The normal attack is a stream of supercold freezing water and air, up to 300' range, delivering an attack equivalent to a *Ice Bolt* on the primary target and a *Cold Ball* as the bolt explodes into an area attack. Wielders over 20th level are able to channel a more powerful strike from the sword, and those of Arcane power and truly trained in its use were said to be able to sweep the stream across a range of foes up to 1000' in range, or to fire a blast as a *Cold Ball* with a radius of 300' with ten times hits and double criticals. Also, because of the elemental nature of the summoning, it is considered more like natural cold than magical. Those with 'immunity' to magical attacks would still take half damage.
6. Scabbard of frosted grey laen, with fine kregora filaments, which inhibit the sword's power and mask its magical detectability.

CURRENT LOCATIONS OF THE ARTIFACTS

The Uncold Sword: In the *Yalc Aenawg* (K. "Guardian Circle of Song") #13 on the Isles of Blue Light map. See adventure in Section 10.64

The Unheat Sword: in the hands of the demon Raathmaauriig. See adventure in Section 10.66

7.26 ARTIFACTS OF THE ORDER OF THE ELDER

The Elder (or "The Elderstaff"): a short (4' long) slightly gnarled staff of three intertwined elder branches. It has the following spells, all at 25th level:

1. x6 PP multiplier (x3 PP RMSS/FRP) for Channeling.
2. *Limbrunning* 1x per day, *Tree Door* (2500') 3x per day.
3. *Passing Organic* (25') 3x per day.
4. *Bladeturning Organic* and *Deflections Organic* up to 12x per day total (this is done by the Elder and requires no effort by the Keeper, so he is free to cast spells, missile or melee).
5. *Elder Lash*: Strikes as a +30 whip, but with a 30-foot range, and critical is Slash for AT 11 and below, concussion for AT 13 and above. A magical whiplike extension snakes out of the Branch to strike the target.



6. *Elder Binding* 6x per day: Magical vines shoot out of the Elder to envelop the target. The vines detach from the staff and harden once they have secured the target. Only the wielder of the staff can order the vines to release; otherwise they must be cut away (2D6 vines, each is AT11(0) and take 30 hits) or will vanish when the spell expires in three hours. Use the Grapple/Grasp/Envelop attack table at +30, range is 150' with a -25 if target is 101-150' away.
7. *Fatal Channeling: The Elder Blessing*. Range is 150', RR mod is -30. No immediate noticeable effect even if target fails (GM should roll secretly), but if target does fail, about an hour after the spell, target takes 10 hits and is at -10 for all actions. After a day, target begins to look a little green, takes 10 more hits and is at -20. Day three brings small creeping vine-like crawlers emerging from the target's nose & mouth, adhering to his skin. Target is slowly being consumed/converted to an Elder tree. If caught before day four, only an *Uncurse True* and major repairs to all systems are needed. Otherwise this process continues, and if target does not get treatment after day seven, it is irreversible (with one exception; see below), and target can no longer move, rooted to a spot. Treatment between day four and seven: target must receive a successful *Uncurse True* and *Lifegiving*, then regeneration of all bone/tissue/etc. The only other cure is to be touched by the Elder or an Elder Branch; this cure alone can happen even after day 10 when victim has been completely transformed; but this will completely restore the character to normal. Of course, part of the problem is just gaining the knowledge that this will cure them...

Elder Branches: The creation of these weapons is actually thought by some to be 'blasphemy' against the purity of the true Elder, but these were created by splicing off small parts of the Elder Staff (which grow back). Each is an unadorned gnarled rod about a foot long. There are currently nine in existence. In addition to being a X3 PP enhancer for Channeling (+3 spell adder RMSS/FRP) to attuned members of the Order, they have the following powers:

1. *Elder Lash:* Strikes as a +15 whip, but with a 15-foot range, and critical is Slash for AT 11 and below, concussion for AT 13 and above. A magical whiplike extension snakes out of the Branch to strike the target. Those gifted with the Branches are trained to use it from horseback as well as on foot.
2. *Elder Binding:* 3x per day: magical vines shoot out of the Elder to envelop the target. Use the Grapple/Grasp/Envelop attack table at +15, range is 100' with a -25 if target is 51-100' away.

7.3 BRINGING CHARACTERS TO THE REGION

Following—in brief—are some other ideas for bringing the characters to the region, in addition to the background suggestions mentioned above. Some are somewhat contrived, but they get the job done.

- **Passing Through:** The group is headed south over Twinfang Pass from Kelfour's Landing. Once in Saralis, they might head to Roog and there become embroiled in the **Trapped!** adventure.
- **Portal Gone Awry:** Because of the Essænce disturbances in the area, a normally fixed Portal (or just a Flow disturbance sweeping the characters up) causes the endpoint to switch to the exit at the portal of the Anaku Shrine (#17 on the Aargirpiri map). As the characters exit the portal, the stairway descends to allow them to exit. Once they are all out of the Portal, the door closes and locks again.
- **Jewel Well warps a Teleport:** Teleports can misfire; in this case an Essænce surge from a Jewel Well redirects a teleport, drawing the characters to end up near the Well.
- **Spies from Rhakhaan.** This is an ideal adventure to get characters from Rhakhaan into the area. The characters are sent by one of Emperor Jerrin's Ministers to scope out the situation in Xa-ar. This could be a relatively 'good' mission, or Jerrin could very well have more questionable motives, such as seeing how weak and unstable Xa'ar and Saralis are, with an eye towards further disrupting the area as a prelude to conquering it. Jerrin has not abandoned the imperial goal of ruling all of Jaiman.

7.4 GAINING INFORMATION

One way we have managed to authenticate the original writings of Andraax, the mysterious third founding Loremaster, is his consistent usage of an unusual blue ink, which we have named 'peacock blue' because of its beautiful blue-green color. The ink itself appears to include some sort of magical element that preserves it for an incredible amount of time. Of course, when Andraax choses to write, he also tends to use an indelible substrate like shaalk or magically imbued Hoen paper, or Rhiissh papyrus. This is fortunate, or the few writings he did leave behind would long ago have turned to dust.

Lizza Danifor
Nomikos Library Researcher



GM Note: In the special separate section is provided handouts of several writings and diagrams. Writing of various individuals, though sometimes unsigned, will be in a very specific handwriting, as illustrated by the different handwriting faces used in the handouts. Clever characters will pick up on this. (The GM should also tell the characters what language they are in; some may need to be translated)

Following are some ways for the characters to gain information.

Dreams/Visions: Characters can either be sent dreams by the Lords, or imbibe a hallucinogenic herb and have a vision.

- Sitting on a throne in a domed room, the room seems to be turning slowly and a voice speaks: “Fire, Water, Light, Ice, Air, Earth, this is the order, this is the key...” (this refers to the throne room in the Tower of Lost Magic, the correct combination to press on the throne platform to access the magic books).
- Standing in the center of the open roof of a windswept tower, with six rocky outcrops around the perimeter. Six hooded people face the outcrops, a glowing gem in the right hand of each person, which they seem to be holding against an area on the outcrop that has runes carved into it. Two are green, two yellow, two are blue. Each speaks in turn in the ancient language of magic: “I summon the Power of Fire,” “I summon the power of Water,” and as each speaks they seem to twist the glowing gem, which causes a disc set in the stone to turn...
- Being chased by men running faster and faster, look back and they have no face. Feels something whiz by his ear...
- Twin pillars of stone, between them is a round door, and inside is a tomb decorated in red. Then a feeling of falling and another tomb with tall pillars, all is blue. (entrance to the Tomb of Ugus Fost and Velik Mah).

Haunted: the character could be haunted by an ancestor who comes to them in visions, or just speaks from the dead from time to time.

The Seer: A young woman has recently come to Rapata, and takes up residence in the Three Sisters Guesthouse, and soon gains a reputation for her somewhat large fees... and uncannily accurate visions. (She is in fact a high-level Seer, but is in league with Valaan Mahrindi and trying to gain information about ancient artifacts. She might provide the characters with somewhat useful information, but then lead them to a trap, or secretly gain information from them and then mislead them).

Notebooks: A character could stumble on a Notebook of Yaalc Muul (excerpts in later sections) in a book shop or library, perhaps even the *House of the Parchment Dawning* Bookshop in Rapata. Perhaps inserted in a notebook is one of the title pages of the magic books in the Isle of Lost Magic.

8.0 RAPATA ADVENTURES

Following are a few adventure scenarios for use in Rapata and vicinity.

Among other things, the GM should keep in mind the racial tensions in Rapata. The Lotana and the Jameri get along fairly well, but both are somewhat wary of the Haid. The Haid and the Jameri generally dislike Elves (especially the rarely seen Loari/Dyari, though most mortals around here cannot tell them apart). And almost no one else likes the Quaidu, but everyone—even the Haid, though they would deny it—is a little afraid of them. However, characters coming from another area might not be aware of any of this right away.

THE VISITOR

The group might be provided with the initial impetus to come to Rapata by someone who has visited them previously. For each of them he would have been of their own race, older, perhaps a friend of their parent from years ago. He is in fact the Arnak ‘Priest’ Valaan Mahrindi, a Mystic and master of deception. He is luring the characters to Rapata to start them on their journeys to find the powerful artifacts so he may steal them for the Iron Wind. Initially he was aiding (or pretending to aid: Valaan’s motives may be changing and fluid; he is powerful for an Adherent, but the Priests are unable to get him to fully commit to the Unlife; he is a mercenary).

Perhaps he would have the characters each meet him at the Four Roses Inn, or give them the contact name of Ghalmar Threed the proprietor, who would send them on an errand of dubious virtue...

8.1 INTRIGUE ON THE CATON WALK

The *Four Roses Inn* is a popular gathering place for Quaidu, and is in fact a center of operations for the Brotherhood of the Four Roses. The proprietor of the Four Roses Inn, a huge Quaidu named Ghalmar Threed, makes sure that things remain quiet in the common room. He runs a brisk drug trade on the side, and a number of other questionable operations in cooperation with the Brotherhood.

There’s something about the inn that seems... shadowy, but nothing you could put your finger on. It is well-maintained, and seems in fact like a more mid-



class sort of inn. However, upon entering, the characters (unless they are Quaidu, which is unlikely) will receive a polite but chilly reception. They will not be turned away, but service in the common room will be quite obviously perfunctory.

While a large portion of the clientele is Quaidu, there are numerous Haid regulars, and even a few of the rougher Jameri. It's unusual but not unheard-of to see an Elf or a Lotana in here.

GM Note: It is important to note at this point that Quaidu are not inherently 'evil' like Lûgroki and similar creatures. They are men just like other races, with their own motivations and personalities. It just happens that they were bred by Lorgalis long ago (from Laan, among others) to have certain characteristics and abilities; therefore most originated on Ulor. So, though some of the clientele of the Four Roses Inn might seem a bit shady, there are among the regulars some perfectly honest Quaidu. Really.

What the characters don't know is that there is another bar downstairs, known anachronistically as the *Rose Garden*. It is only accessible by an unmarked rear door (it looks like a service door) on the outside and a concealed door by the bar on the inside. This is where the 'regulars' and the members of the Brotherhood gather. Should the characters discover the way to the Rose Garden, they will almost certainly be informed by the bartender/waiter that this is a private club, and he will invite them to visit the bar upstairs. However, if the PCs can figure out a way to sneak in to the Rose Garden undetected, they may find out all kinds of things. There are always a few Quaidu here; not only members of the Brotherhood but others. And sometimes a Neng is even seen. Brogan Flaghor and Toval Grebok, Quaidu *Lictors* (Ulorian administrators; unlike Viceroys who rule certain towns, they are more like ambassadors/trade representatives with Rapata) frequent the Four Roses, for a drink and sometimes less than legal purposes. Hesla mal Trelak and Eldra mal Grelik, two of the Black Roses, are often seen here having a glass of wine while gathering intelligence... always in disguise when upstairs.

The inn is located on *Caton Walk*, a narrow alley just off Five Moons Square in the southeast quarter backing up against the Blacksnake Canal. This area can be a bit dicey late at night, but not rundown like some areas further south. However, if the characters wander away from the fairly well-lit square, they could encounter muggers. These could be destitute former mercenaries, common thugs, or perhaps members of the *Shards* or *Snow Lions* gangs.

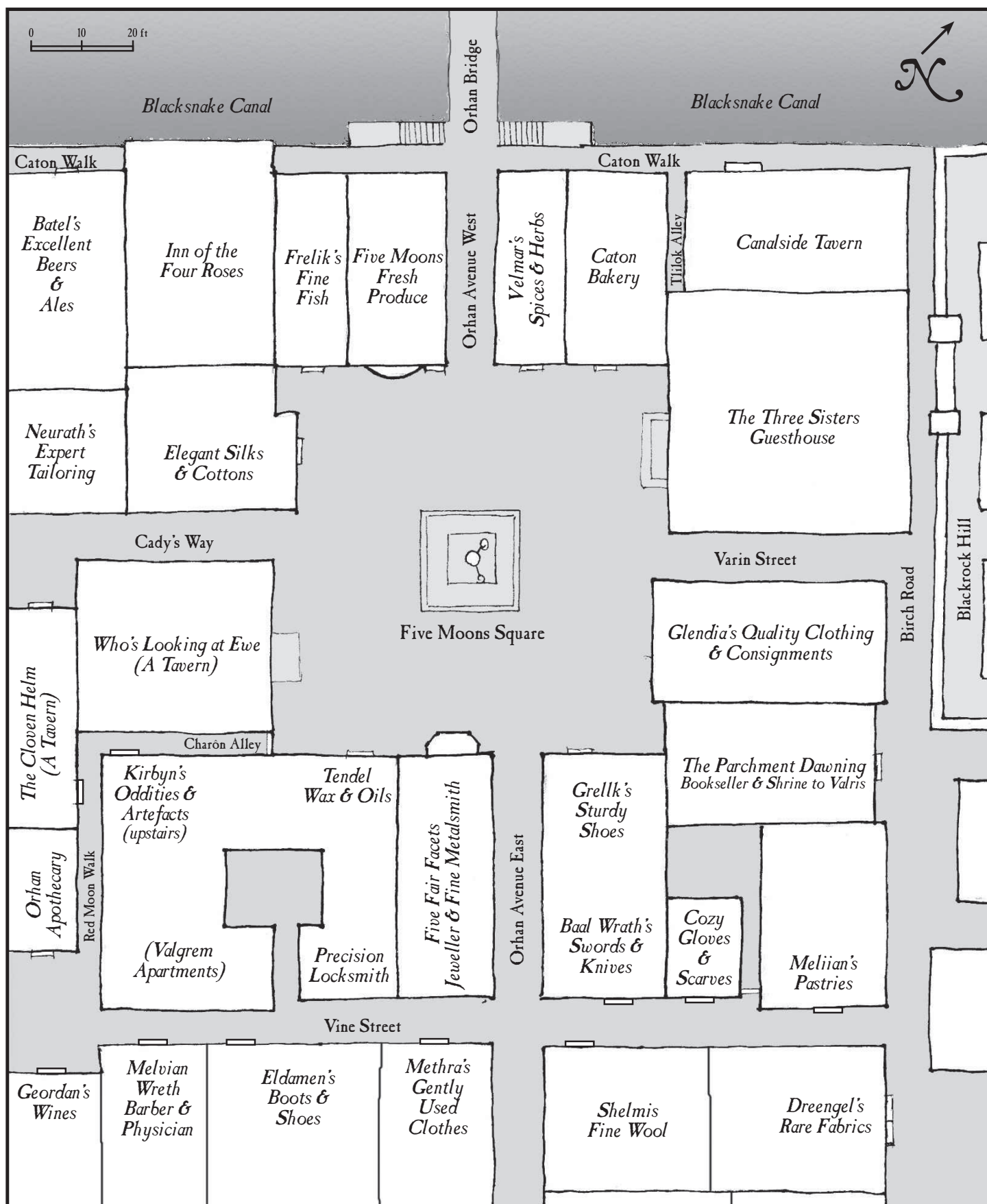
Five Moons Square is an eclectic area that includes shops, residences and many inns and taverns. The Five Moons Square is easy enough to find. It is a large open court with a thirty-foot tall greenish granite pillar in the center, 5' in diameter at the base and tapering to 1' at the top (the pillar is actually of the enchanted Earthwarden stone). Atop the pillar is an elaborate metal orrery of sorts: in the center is a metal orb meant to represent Kulthea, and on arms coming from just below the large orb are four smaller spheres. A fifth sphere is on a little arm extending out from the largest 'orbiting' sphere, the former meant of course to be Orhan and the latter Tillok. Local legend says that once long ago this mechanism actually moved in sync with the real moons, but few believe it. The thing is now so corroded and stained that it looks like it could never have moved (in truth, it did operate using a combination of magic and a clockwork mechanism, but it stopped an age ago. That is not to say that it could not start again; in fact there are many legends and tales surrounding this orrery, including a few that say that, should it start turning again, it signals the approaching end of the world). The truth is, the orrery is powered by a small milky orb, which represents Tillok. The orb currently in the sculpture is a replacement, put there when the original was stolen long ago. Should the original Tillok be put back in place, the orrery would reset and match the true positions of the moons. The metal is not actually corroded at all, being an ancient enchanted alloy that resists corrosion; however it is stained by weather and deposits that could be cleaned off. All the moons would also give off a slight glow at night.

A large section of this quarter is a walled-off rocky knoll known as *Bluerock Hill*, a neighborhood filled with elegant houses and fine shops. Non-residents are questioned by uniformed sentries at the area's gated entrances, and those without legitimate business are turned away. Along one side of Bluerock runs the Blacksnake Canal: a high wall faces the canal, punctuated only by grated drains and a few low boat entrances to the lower levels of some of the elite houses. Most of the rest of the canalside is townhouses and the backs of various shops, food vendors and eateries. The two canals in Rapata (the other runs through the western half of the city) serve as combination sewers and transport conduits. Since they are more slow-moving than the river, they are more easily navigated by small boats carrying supplies.

PLACES OF NOTE NEARBY

Sunstar Gold and Gems: a reputable Jeweler and money-changer.





Three Sisters Guesthouse: Very clean and above-average quality, actually run by three sisters. On the downside, nothing stronger than tea is served in the dining room.

The Cloven Helm: A tavern, with decent food and drink, but the clientele is known to get a bit rowdy at times.

Here's Looking at Ewe: a casual tavern (but more civilized than the Cloven Helm usually is), which is always packed and often has singers, jugglers and acrobats entertaining in the main room.

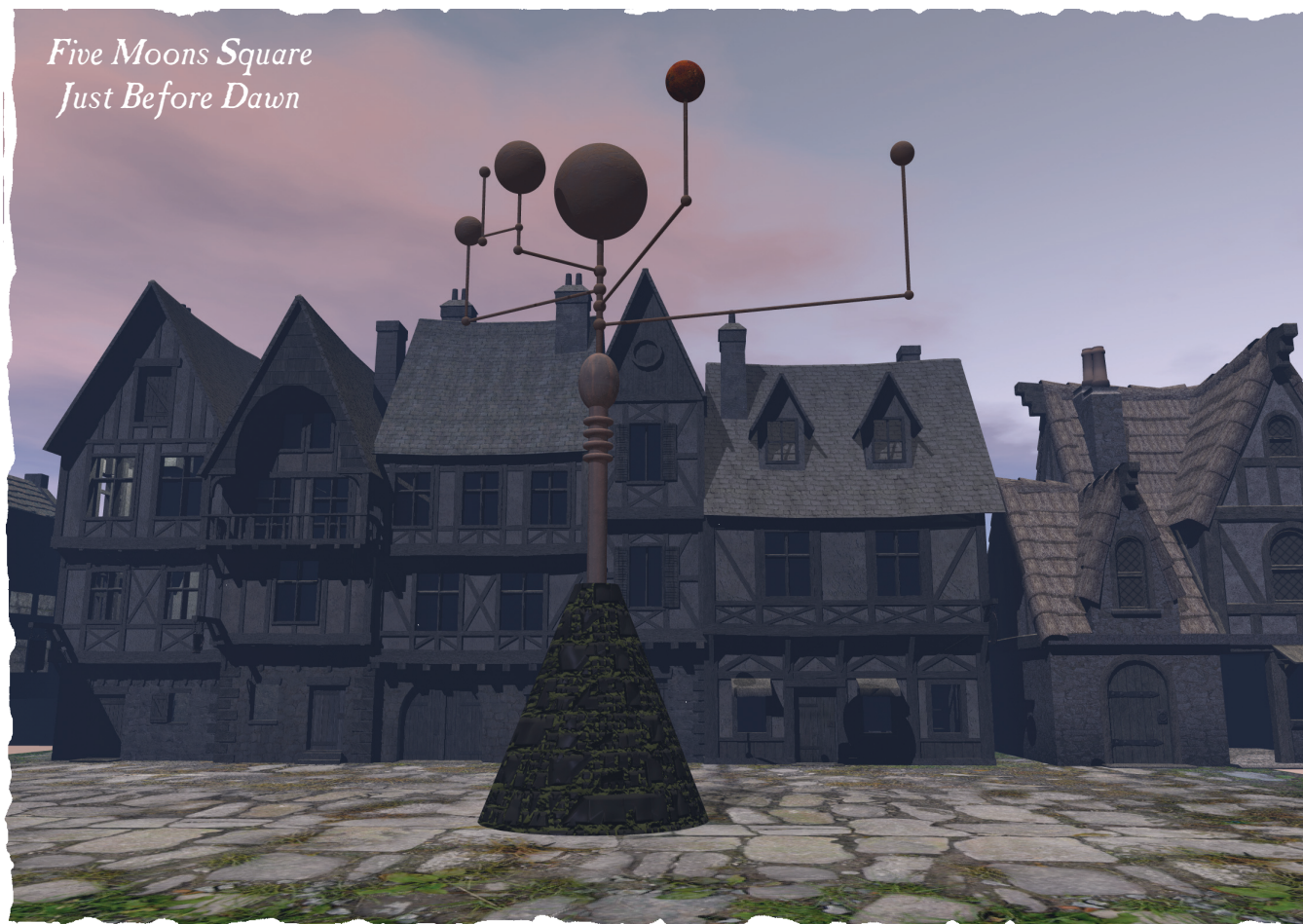
The Five Fair Facets: named for the five-sided bay window extending out of the front of the shop, it seems to do a brisk business, with clients ranging in appearance from well-dressed traders to unshaven men in rumpled clothes who smell of cheap wine or worse. Some clients—obviously regulars—are ushered into back rooms for 'private consultations' as soon as they arrive. The owner is Selmis Shelim.

House of the Parchment Dawning: A bookshop located on the front of the first and second floors of a three-storey building, the House is crammed with tomes about religion, philosophy and related matters. It is

also a cover location for operations of the Winter Light. Berad Virita poses as the owner, and Mychel Khen his assistant and clerk; both live in apartments on the third floor. Most of the front is an open space two stories high, with a balcony running the perimeter. The rear of the first floor, separated by beautiful old stone façade, is a temple to Valris.

Kirbyn's Oddities & Artefacts: This small shop is located upstairs on the narrow Charôn's Way. It is a dim, dusty place packed with smoke-clouded glass cabinets, trunks and piles of boxes. The owner is a basically honest but somewhat distracted Lotana man who looks to be of middle years but much of his hair is white. He is very bright, (and actually is a 12th level Bard), but seems more interested in tinkering with things than actually selling anything. He also seems to have an attention problem. Most of the vast collection of strange objects and books here are worthless junk, but hidden amongst the worthless trinkets are a few items of value... including the back half of the Mah-ilari Wand of Fire.

*Five Moons Square
Just Before Dawn*



THE ADVENTURE

This could be a good starting adventure for the group when they arrive in Rapata. In the bustle, one of the characters' bags is stolen, and they see the thief—a Quaidu youth—run off. They pursue, and end up chasing him to the Five Moons Square, where he loses them in the market. But he drops the bag before he disappears, seemingly to get them to stop chasing him. But it turns out that it is not the character's bag but a similar looking one. The youth apparently dropped the wrong one. Inside this one is a small white orb, some rose petals, a scroll, a ring, a small pot, a small paintbrush, and a note saying:

Jelaak,

Tonight, use the scroll and the ring as I explained, replace Tlilok, and take what is revealed below. Write on the courtyard stones below in large letters "Soon after the Moons move again, Rapata will burn in blood." Scatter the petals on the paint. Bring what you find back to me at the Rose Garden at noon tomorrow.

— Hesla

The Rune is one of *Levitation*, and the ring is of *Invisibility 1* 1x per day. In the pot is bright red paint. This is part of the Brotherhood of the Four Roses campaign to spread fear throughout Rapata. Jelaak would turn invisible, levitate up to the top of the Orrery, replace the orb, then come back down and write the message and scatter the petals where they would stick to the wet paint. However, by having this youth perform the act rather than possibly exposing one of their members, they have obviously miscalculated, since his greed got the best of him while he waited till night to perform his mission. Jelaak is a member of the *Shards* a rough group of homeless boys and young men who survive by begging and stealing, and when he realizes that he has lost this important bag, he may recruit his friends to try to get it back. It is doubtful he would go to Hesla until he is desperate. Meanwhile, the character must decide what to do with this find. Unless at least one of them know Rapata, the reference to Tlilok may be meaningless.

Depending on the backgrounds of the characters, this could go any number of ways. At the very least the Shards will be after them, and perhaps they will become of interest to the Four Roses. Obviously there is something of value hidden in the base of the Orrery, and hopefully they will figure out what to do. As soon as the Tlilok orb is replaced (presumably under cover of night) all the moons will glow. Orhan will be brightest, Charôn

will have an angry reddish hue, and the others have a soft white light. Also, whoever switches the orbs will probably notice that the metal orb of Kulthea at the center has slightly raised areas depicting the continents, including the eastern hemisphere; this detail is too fine to see from the ground. This knowledge is virtually unknown in the west, and would be of great value to scholars. They may also notice the fine, sturdy workmanship, and that the metal is not actually corroded, just dirty. A successful *Architecture* roll and the character will know that this is Earthwarden construction, and so incredibly ancient; certainly much older than anything else in Rapata.

As the orbs glow, there will be a whirring sound and the whole mechanism will begin to turn fairly quickly (though not dangerously so). The whole apparatus is about six feet across, with the Kulthea orb about a foot in diameter (naturally the distances and sizes are not to scale). It will take 10-15 minutes for it to synchronize with the actual moon positions, at which time it will slow down dramatically. Meanwhile of course, when Tlilok is put in place, a secret panel about 5 feet high and three feet wide at the base of the column will pop open. This panel is normally *Sheer Folly* (-50) to detect; it can only normally be opened using an *Opening Spell* (10% chance success with *Opening I*, 20% chance with *Opening II*) or playing the right tones on an Earthwarden Flute Key—the notes are actually recorded on the stone as a series of clusters of dots but one would have to understand Earthwarden musical notation, which is a knowledge long forgotten. Inside is a chamber three feet across and eight high. On the floor is a sack containing one of the Bracers of Uniting, one of the Council Amulets of Arms, and a wooden tube. Inside the tube is a blank sheet of a blue-white material a foot wide and sixteen inches tall, like paper but more resilient (it seems impossible to tear) yet it is ragged along one side as if it has been ripped. It is the title page of the *Book of Air* from the Isle of Lost Magic [tearing this page out has made all the pages go blank, but returning it would heal the book and restore the writing. More on this in the section *Of Ice and Fire and the Sea*].

This is more than just a secret chamber, however. If someone were to close the door while inside, it becomes a *Portal*, transporting the inhabitant to the roof of the tallest tower at #2 on the Isles of Blue Light map. It is a one-way Portal intended as a sort of escape route.

8.2 THE PROTECTORS

Legaran Varsen is leader of a group of youths know as the *Protectors*. While they would seem to be a criminal gang of thieves, they are in fact more like vigilantes for good (like Robin Hood): he gives much of the proceedings to charities like the orphan's home,



and some religions that have social services. Varsen is not evil, but he is a half-demon (His demon-half is Go-tjiin-kai, the least powerful of the Procreator Demons; his mother was an Elf) and he is constantly struggling to keep his baser instincts in check. He (generally) uses his Procreator Demon powers for good instead of evil. In fact he has the (somewhat grudging) assistance of the Loremasters Vena Nascharath and Niko Verkano; Niko also employs the youths to run errands for him and gather information. The Protectors are young men, women and boys, ranging in age from ten to early twenties. Varsen lives in a large old townhouse in the southeast quarter, on Cady's Way about two blocks from the Five Moons Square. Some of the Protectors live with him; the others make their home in a warehouse in the southwest that Varsen purchased and converted to fairly livable dormitory-like space. In addition to supervising the thieving activities of his 'kids,' Legaran owns a few legitimate businesses, including the *Five Moons Fresh Produce* on the Caton Walk on the canal, and *Cozy Gloves and Scarves* on Vine Street east of Five Moons. Above the *Gloves and Scarves* Legaran himself runs a small gem and jewelry shop, identified only by a diamond symbol on a small hanging sign above the entrance, which leads to a narrow stairway up to the second floor. This is where Legaran traffics in some of the stolen wares; he has contacts from other towns who buy 'hot' items and take them where they can be sold. Some of his older kids—retired from thieving—work in these businesses, and these shops serve as safe places for the others to come to. In addition, there is a secret tunnel running from the underground storerooms under the two shops to Legaran's house. If one of the protectors is pursued, they can duck into the shop and escape through the tunnel. The city constabulary suspects such tunnels exist but have never been able to find anything, nor have they yet been able to catch one of the little thieves so they could interrogate them.

From his gem shop, Legaran also provides consultation and analysis services (for a fee, of course) for special, referred clients. The Loremasters or Valaan Mahrindi might have given the characters information on how to reach Legaran, and a note of reference.

PROTECTOR MEMBERS

Legaran Varsen: Legaran himself is a striking figure: he is very tall, quite muscular and pale, with elongated ears very pointy even for an Elf. His hair is a black mane with golden highlights from his demonic father, as are his golden-amber hued eyes. He is handsome in an alien sort of way and very charming.

Bremy: A fifteen-year old rogue, Bremy is a slender, intelligent boy who has been a Protector since he was

eight. He doesn't indulge in much criminal activity anymore (except for an occasional purse cutting, 'to keep in practice'); instead he assists Varsen at his gem shop and runs errands. While sometimes still a bit of a wild child, he knows when to be serious, and has proven that he can be responsible; hence he is one of Legarn's most trusted helpers.

Ellika: A shy girl (though with a dry wit) of fourteen, Ellika is an accomplished thief and climber, but now spends most of her time by day managing the *Cozy Gloves and Scarves* shop. While not a raving beauty, Ellika is becoming an attractive young woman who would be quite lovely if she dressed in clothes more feminine than a bulky sweater and breeches and knitted cap. She is also close to Varsen and is devastated by his disappearance. She will be reluctant to let Bremy go with the characters, partly because she has other feelings for him that neither one of them fully realize.



OTHER GANGS IN RAPATA

The Shards: Not the *Shards of Dir*, but a group of local thugs—mostly homeless youths—who took that name, not fully understanding its reference (though they have heard of some frightening force in the far-off Forest of Dir). They are basically a group of about two dozen young men in Rapata, sometimes doing jobs for Quaidu and others who prefer to keep their own hands clean. The *Shards* are Haid and Quaidu, and as part of their initiation receive a brand on their inner right forearm. They tend to be more violent than the Protectors or the Snow Lions, both in their criminal activities and in dealing with the other groups. They are not officially linked with the Brotherhood of the Four Roses, but Roses people sometimes hire certain Shards for special assignments.

The Snow Lions: A fraternity of Lotana youths that originally formed in Xarakatapor long ago, it has in recent decades spread to other cities. Orphans, runaways, or petty criminals hiding from the constabulary, they live in abandoned warehouses and empty attics, scavenging and stealing for food and clothing. While less aggressive

and violent than the Shards, the Snow Lions are often capable fighters and are not above robbery or muggings. The Snow Lions and the Shards often clash over fluid ‘territories’ in the city. Unlike the Shards, they have no idea they have taken the name of a powerful and sinister cult, in this case an order of the Priests Arnak.

THE ADVENTURE

Having Legaran and the Protectors as allies could open the way to many adventures, but would also put the characters on the bad side of the Four Roses (if they aren’t already), the Shards, and the local constabulary.

One possible scenario after the characters have established a relationship with Legaran; on a return to Rapata following a journey and learn that he has vanished, throwing the Protectors into chaos. They try to keep things together, hoping he will return soon, but by the time the characters are involved, it has been over a week and the Protectors are deeply concerned. Varsen is never out of town for more than a day or son, and he always lets his most senior Protectors know his whereabouts. Bremy and Ellika are two of his most trusted members, and they would beg the PCs for help in finding their leader. Their only idea is to go to the Loremaster Vena Nascharath and ask for her help. This could get them sidetracked into the travel adventure *Night Falls Early* (below). The Protectors can function for several weeks without Varsen, but eventually things will start to break down, and their rivals could come after them. Bremy will volunteer to go with the characters to see Vena; he would go, but people rarely travel alone on the roads nowadays; it’s not safe.

What has happened to Legaran Varsen? He is a powerful being, so it’s unlikely that just anyone could have kidnapped or killed him. The most likely culprit is the Brotherhood of the Four Roses, who may have taken Varsen and are holding him captive, torturing him for information about the Loremasters and his knowledge of artifacts. Another possibility is none other than Varsen’s supposed friend Valaan Mahrindi. Valaan is under increasing pressure from Arnak to produce ‘fuel’ for the Unlife Orb. Valaan could have arranged a trap for Varsen, employing a squad of Messengers. The half-demon Legaran Varsen would provide powerful energy for the orb, but before that they would also interrogate him for his knowledge of artifacts. Meanwhile, after an appropriate waiting period, Valaan would plan to graciously offer to step in and take over Varsen’s operations. If Varsen is taken by Arnak, he would have to be transported in secret to Athimurl, perhaps stopping at a secret Arnak tower on the way for his interrogations.

8.3 AGENDA OF THE ELDERS

Summer in Rapata means (relatively) longer, warmer days... and the city (especially the canal areas) really starts stink. Since the flow of the canals is slower than the river, and they are part of the city’s (otherwise non-existent) sewage system, they tend to get somewhat polluted with waste. This makes canal journeys in late summer particularly unpleasant.

However, something different is happening this summer: all along the river and the sides of the canals some sort of plants have been growing just under the water. They have long stems covered with small round leaves, and are topped by tiny white flowers. The interesting thing about this plant, though, is that it appears to be cleansing the canals. The water is clearer than anyone can remember, and the only smell is a faint, pleasant floral scent from the plants—which becomes fairly strong when they are crushed. The only downside is that the plants have become so thick that it is somewhat more difficult to pole through them at the edges of the canal. Some are also thriving along many of the larger gutters, feeding on the gathered waste dumped by people. Where they grow on the ground, they are shorter and the leaves larger, and they break down the material fairly quickly, leaving a mesh-like root structure that allows water to pass through but traps additional solid material.

The mystery is: what are these plants, and where did they suddenly come from?

The truth is, they were seeded here (as well as in Xarakatapor and Kispantor) by the Order of the Elder in the spring. The plants are a special herb called *vrillan*, an annual which the Order discovered, then modified using magical means and selective breeding at their island headquarters using ancient Earthwarden techniques (they also had some help from the Loremaster Vena Nascharath). It was designed to clean the waterways and gutters, but it has other uses as well. Starting in the late Summer, the plant can be easily pulled out (though the roots remain and it grows back quickly; only a winter freeze will kill it). The leaves and stems can be pressed and dried in small bricks that burn relatively cleanly (and efficiently: one brick will heat a stove for more than a day), except for a light fragrant smoke. This smoke is harmless, except that it burns the eyes of certain light-sensitive people; not Elves, but—interestingly—Quaidu (All Quaidu within fifty feet of a burning vrillan brick in an enclosed or sheltered area are at –10 because of watery, stinging eyes; all within ten feet are at –25). Also, if these small bricks are soaked in alcohol and lit, after about ten seconds they will explode with the force of a +20 Fireball, x1D4 hits. Finally, in the fall the plants yield up little purplish berries like cranberries, each



with a small edible seed in the center. These berries have magical healing properties: each will heal 3 hits (they can be dried and preserved like raisins; in which case they heal 1 hit when eaten; a maximum of 20 can be used in one day; more than that are ineffective). No one but the Elder members know any of this... yet.

The Order of the Elder has been planning this for some time, and their clerics in these towns have been preaching that soon Iloura will provide help to her followers in many ways, including a defense against evil forces. The Order knows that the Four Roses is behind the recent assassinations, and they suspect that Ulor is planning another attack. The Order plans to reveal the nature of the vrillan in the fall, when the berries are ready to be harvested. They will not divulge the explosive properties to any but their most trusted followers yet.

THE ADVENTURE

This could be played a number of ways. The Order of the Elder is a secretive group, and while they are all Elves and supposedly revere Iloura, that does not mean they are necessarily 'good.' Some in Rapata are suspicious of the Animistic preachers, and wonder what they are really up to. And the sudden appearance of the vrillan along the streets and canals and in the harbor has some people wondering if it is some kind of invasive weed that might spread and choke out other plants. There has been no specific link between the Order and the vrillan yet, but clerics have begin to hint about a 'new powerful life' in the town.

One possibility is that the characters are asked to infiltrate the Order, maybe even break into a cleric's chambers and find documents about the vrillan: discovering that it is an explosive would not make the Order look as benign as they claim to be.

Another possibility is that the characters witness two of the Elders being kidnapped by the Brotherhood of the Four Roses while harvesting vrillan at night. Will the characters come to their rescue? Follow and see what happens? The Four Roses will 'interrogate' them as severely as necessary to try to learn what this noxious (to them) plant is about.

9.0 TRAVEL ADVENTURES

These adventures take place in various locations around the region. They (more or less) increase in difficulty and power.

9.1 BURIAL SITES OF THE AANAC N'KUUGOR

In 5121 TEI, Ulor attacked Xa-ar and Saralis. The *Aanac n'Kuugor* (K. "People of the Dragon"), though few in number, fiercely defended the windswept coasts of their lands. Many died in these battles, and were later buried in hillside barrows overlooking the sea. Most are fairly simple, stone-lined chambers containing 1-6 bodies in small stone coffins. These barrows might be in clusters of up to two dozen, or there might be a larger one for a more important individual placed alone. A few of the larger groupings have a small temple to the blue dragon nearby—again a very simple structure of a few stone slabs, open to the sea.

The residents of the area naturally frown upon tomb-robbers, but these barrows are nearly a thousand years old, and most are so overgrown as to be hardly recognized as anything but mounds or rocky outcrops. Some are not near civilized areas, so they are unguarded... except by their residents.

Many of the barrow inhabitants are restless warriors, and quite a few possess weapons of quality, and some enchanted items. While the People of the Dragon were never great artificers to compare with the Mah-ilari, they did create some fine weapons in their fight against those who would take their land. *Detect Magic* may pick up faint traces of enchanted items, but any who wander too close to the tombs risk awakening these undead.

GM Note: The GM is encouraged to use mostly the Lesser or Minor Wights, or the Barrow-Wight from *Creatures & Treasures*™ or *The Shadow World Master Atlas*™ and adjust as necessary, and generate low-level magic items. One powerful Mage buried near Dinash has one of the Visors of Sights.



A few might even have lesser items of the Mah-ilari they inherited. Naturally most of these dead are not Wights but quiescent dead (though they may still have items of value, for those cold-hearted enough to rob them).

9.2 THE RAPATA STEPS

This is an adventure concept that the GM could flesh out into an involved journey with several encounters.

The *Rapata Steps* is the name given to a legendary pass from the hills behind Rapata over and/or through the Saral March to the north coast and the port town of Langeshar. Part tunnel, part pass, the Rapata Steps are still passable, but the entrance is hidden in a cleft in the hills above the town. It was once an open way, but when Lorgalis first conquered Xa-ar, a powerful Animist among residents north of the mountains cast spells to hide the Steps.

THE ADVENTURE

Ancient clues could point to the entrance, and finding their way through caverns and passes closed for millennia could involve encountering wild Garks in the mountains, undead and other creatures in the caves. The Rapata Council would pay a rich reward to those who could find the pass, however.

9.3 THE BEAST OF ORFIAN COVE

Another adventure concept, this centers around the village of Tonor in eastern Saralis. The people of Tonor live in increasing fear of a creature they believe has moved into the cove near their home. Tonor is a fishing village, and so dependent on the very abundant harvest of these cove waters. But more and more fishermen are too frightened to go out on the estuary, which is often blanketed with mist from the early morning well into the day. The few who have survived tell of a monstrous thing—part man, part fish—which climbs up on the boats and attacks anything in sight. Some boats have been found adrift and completely deserted, with not even a body to be found. This fuels rumors that the creature is a man-eater.

Some scoff at these tales and say that there is probably some ship of human marauders prowling the waters and robbing other ships of their haul, and killing the crews to spread fear.

The creature is quite real. It is humanoid and amphibious, a demonic creature recently awakened from sleep at the bottom of the cove. It attacks only at night and in the early dawn hours (ideal fishing time). It is not very intelligent, but sees all ships as intruders in its feeding ground (it eats fish, not men, but it will bite with its strong jaws and large semitransparent teeth). It has huge bulbous eyes that glow with a greenish light; it can see in total darkness. The creature is vaguely humanoid, though

almost froglike in some ways. It stands up to about ten feet tall but usually hunches and can get through normal doorways. It has very long arms that end in large hands with webbed claws. Though it cannot move as quickly on land, it is an excellent climber. It clambers onto fishing boats and kills everyone on board, then returns to the waters. It can only be harmed by magical weapons. It hates fire and bright lights, but normal fire will only give it a few hits unless it is extremely intense. A bright light (e.g., *Light Eruption*) could stun it and render it at -20 for a few rounds, or even drive it off temporarily.

THE ADVENTURE

The characters could come to Tonor fueled by rumors about the Tomb of Ugus Fost and hear tales of this creature. The town council says they would offer anything they can to whoever can kill the creature. The PCs might notice that the chief of the council wears a blue medallion with a pinecone emblem (it is one of the ancient Mah-ilari council amulets, one of Channeling, though they have no idea of its significance).

Encountering the creature is really a matter of chance, though it has become more aggressive of late, and might even start attacking homes on the shore at night. It has attacked at least two larger passenger ships that travel along the coast; from those there are a few survivors who tell the wild tales of the creature.

If they are successful, the overlord Urguth Fen may even wish to thank them personally (and reward them with some gold) and perhaps offer them some other task for compensation. More interestingly, there is a very old tapestry on the wall behind Urguth Fen's desk that dates back to the time of Ugus Fost, and it contains secret clues to the location of Fost's tomb... it is an abstract map combined with a view of the entrance to the tomb, featuring the two towers of stone.

9.4 TRAPPED!

The characters arrive at the mining town of Roog, located just west of where the Twinfang Pass meets the old kingdom road. Twinfang Pass leads north over the Kaldsfang Mountains, down to the booming trade town of Kelfour's Landing in what was once Quellbourne. This is an excellent way to bring the characters into the region, introducing them to the area and starting them with a fairly low-level adventure that also provides some lead-in to future possibilities.

The characters would no doubt stay in one of the two inns in town. A clean and inviting one right on the road is the *Golden Goblet* (the other one is *The Dancing Bear*, a seedy-looking place in the rougher section of town, frequented by the roughest of the miners). Inside they are greeted by the youthful and friendly Ketlin Ajmorin, the 'bartender and night manager.' They notice that Ajmorin appears to be



Lotana, but has a slightly Elven look (he lets his black hair hang down over his ears, but sometimes the lightly pointed tips can be seen). Though he is reluctant to talk about it, he eventually reveals that his maternal grandfather was Loar.

During their stay, the characters will find Ajmorin knowledgeable and very helpful. They will learn that Roog is a town supposedly governed by a group of five Elders (the owner of the *Goblet* being one of them) but is actually controlled by a thug and bully, Bolmar Darg. This burly Haid intimidates everyone, and with his henchmen he collects 'insurance' money from virtually all the merchants. Worse, he takes a percentage on all the ore and gemstones that come out of the nearby mines, and on the smelted metals from the furnace at the edge of town. Ketlin will subtly paint himself and the other townspeople as helpless victims of this bully.

However, Ajmorin is not the friendly barkeep he pretends to be. His grandfather was actually Dyar. And Ketlin has his own secret agenda: he wants to get rid of Darg to gain influence himself, and to search for a secret tomb rumored to be in the area, where artifacts of the Mah-ilari might be. But he doesn't want Darg's possibly vengeful flunkies to target *him*, so he wants to use the characters as fall guys. He is part of a group of Dyari (and part-Dyari) Elves who split off from the Brotherhood of the Four Roses—they call themselves the New Bloods—who are seeking power for themselves in the region. They are relatively young and not well organized, but they are ambitious. If the characters become suspicious of Ketlin and follow him, they may witness a secret meeting between him and a couple of his cohorts in the back room of the bar late at night. Seleski Ajmorin is a half-Dyar and Ketlin's cousin; Nokoli Jaardis is a Dyari associate. They are seeking any ancient artifacts that might give them an edge against Four Roses and other established powers in the area.

THE ADVENTURE

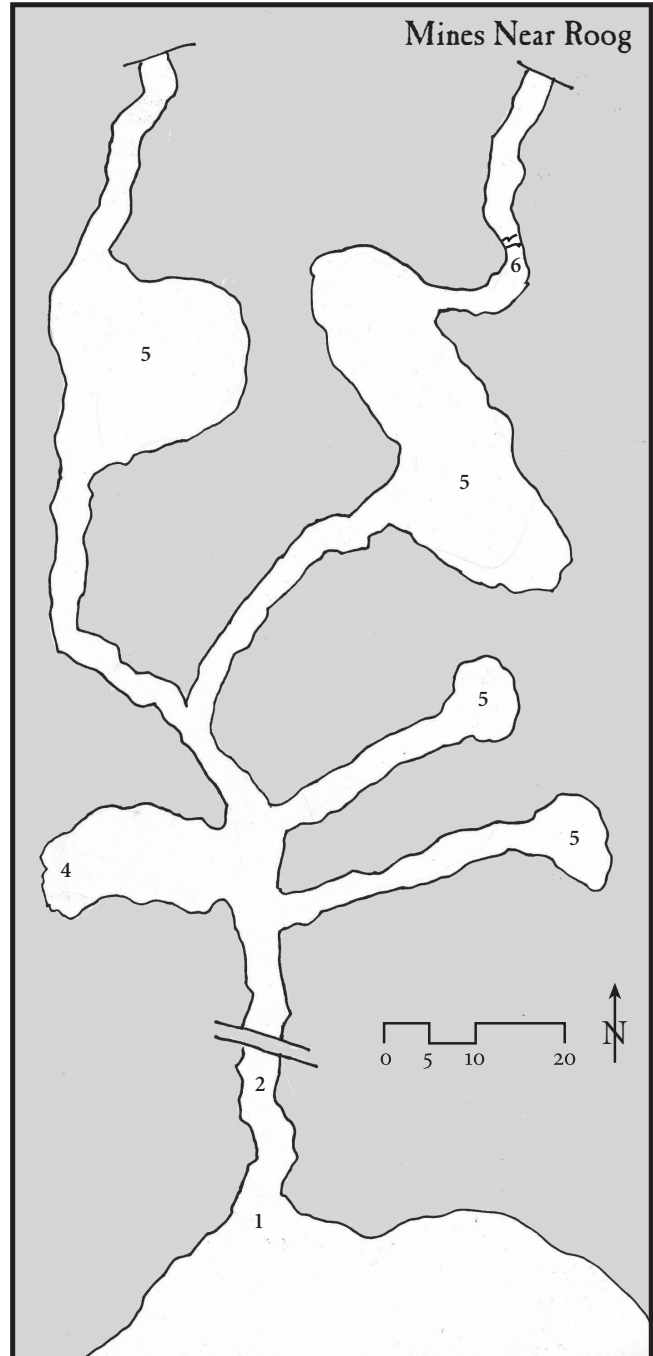
Ajmorin will hopefully draw them into his plan to get rid of Darg, because he is convinced the townspeople just need a catalyst to drive Darg out, and such brave worldly adventurers could surely stand up to Darg. He barely manages to begin to outline his plan, however, before a couple of thuggish-looking Haid, show up and demand drinks, taunting and insulting the passive Ajmorin about his race as they drink. If the characters seem like they might try something, Ajmorin would strongly discourage them, saying that this is not the time.

The next day, as the characters are at the mine to see what Darg is up to, a cry goes up and bells are rung. There has been a mine collapse, miners are trapped and all able-bodied are called up to help dig them out. There is whispered talk that this is one of the 'old mines' dug many centuries ago by Elves and then apparently abandoned when there was not enough ore left to make it worth their while.

The characters go to help, but one of them sees that the collapse has revealed a partially blocked side passage, and a secret door leads to the tomb of Velik-Mah, one of the kings of the Mah-ilari. They will have to come back later in secret to explore it. Unfortunately for them, Ketlin is keeping an eye on them, and just as they reach the best treasures, he and his associates would show up to claim it for themselves. He will offer to let them go if they hand everything over...

THE MINE

This is a basic layout of the mine, one of several dug into the rocky hillside near town. Of course sophisticated



tools, explosives and machines do not exist here, and mines are either excavated with shovels and pickaxes or—much more rarely—by magic.

1. Entrance: This is a cleft between two outcrops of solid rock that has been widened.

2. Main tunnel: This tunnel is about four feet wide, just enough for a cart to pass through. The ceiling is about six feet but uneven, supported every few feet by timber braces.

3. Tapped out area. These wider areas are where the miners found ore, and worked the stone until the vein became too thin to be worth digging.

4. Old Tunnel/wall collapse. One of the original tunnels, it leads to a small tapped-out area, which is where the wall gave way to the tomb chamber. As the characters pass, they can make a *Hard* (-10) Perception roll to detect a glimmering bluish light at the far end of the chamber. Those with the ability to *Detect Presence* or *Detect Magic/Channeling/Mentalism*, or *Perceive Power* can also make an attempt if they think to. (Before the wall was broken through, the tomb complex was shielded from detection by the enchanted stone walls).

5. Tunnel: These snake downward into the hills. In some areas the ceiling is supported periodically by beams. The ceiling varies down to less than five feet high in places, and the floor is uneven.

6. Collapsed Tunnel: This is the tunnel where three miners are trapped. As it turns out, the tunnel is just barely closed off, and several people working for a couple of hours will be enough to dig an opening large enough for them to get through. Naturally if the characters use spells to get them out faster, they will be considered to be heroes.

THE TOMB OF VELIK-MAH

Just as people who are used to a place will pass through it without noticing a change, the miners will go past area #4 without noticing a small collapsed area and a blue glimmering through a gap in the rock. If one of the characters goes to the hole, they will see through into a small chamber with two sarcophagi, and a door at the far end of the room. If the character is familiar with Mah-ilari, he will recognize the round, tree-like columns and the use of blue marble.

Unlike most places of the Mah-ilari, this one has deteriorated in many areas; it seems like the magic that keeps these Elven places preserved has failed here. The walls are cracked in several areas, there are signs of water leakage and stains on the walls and floor.

Also, Velik-Mah was murdered by his power-hungry nephew Nikit-Mah, and in his dying breath he vowed vengeance. Nikit did everything he could to contain Velik's spirit, but the king's undead incarnation haunted

Nikit and eventually drove him insane. Then Velik's son completed his father's vengeance even after death.

1. Collapsed wall/Side Chamber. At the end of this short tunnel some rock has fallen away, revealing a small area of what appears to be set stone, and a couple of those have fallen away to show a gap. A couple others will need to be pushed through to make an opening large enough to crawl through.

2. Sarcophagus. Of Sesimia Mahra, wife of Velik-Mah. She outlived her husband, and some believed that she had a secret relationship with her nephew and schemed with him to have Velik killed (she did). Vashtir was one of those who believed his mother's treason, and had her imprisoned, where she died barely a year later, transforming into an Evil Sorceress Lich. If her sarcophagus is opened, she will awaken. If she seems to be losing the battle, she will use *Transferral* to take over the body of a member of the group, then if she is killed, they both die. Sesimia knows all Base Sorcerer spells to 18th level, 5 other Essence and Clerical lists to 10th, and has an amulet of x3 Essence/Channeling (RMSS/FRP x2) multiplier, and a +15 dagger of Elflaying. Her weakness might be that she only has +25 robes (plus spells) for defense.

3. Sarcophagus. Of Borgerem to-Mah, brother of Velik and father of Nikit. He died a few years before Velik, poisoned by his own son. He is not an undead; he is buried in an enchanted chain shirt and greaves of a light silvery alloy, protects as AT 18 (-20) but encumbers as a leather breastplate and greaves. He also has a +20 enchanted mace.

4. Secret Door. This is the 'inside' of the secret door, so easily detected, and can be opened with a strong push.

5. Main Burial Chamber. A great chamber sixty feet wide and eighty long with a high vaulted ceiling. Whenever any presence enters the room, four bright flames erupt from the tops of four fifteen-foot tall, slender columns surrounding the central sarcophagus, bathing the room in a dim, flickering light.

6. Sarcophagi. Six stone coffins on low pedestals rest along the side walls. These were lesser nobles loyal to Nikit who Vashtir had put to death, and now they are only skeletons. But they are awakened by the warmth of the flaming pillars, and quickly push aside their coffin-lids to attack.

7. Sarcophagus. As is typical with the tombs of the Mah-ilari, this is not the true resting place of the king, though it is intended to appear so. Unfortunately for intruders, however, it also contains an undead wielder of one of the four *Guardian Hammers*. In fact, as a last act of vengeance, Velik's son and true heir Vashtir-Mah had Velik's pretender-nephew (and murderer) Nikit interred here with one of

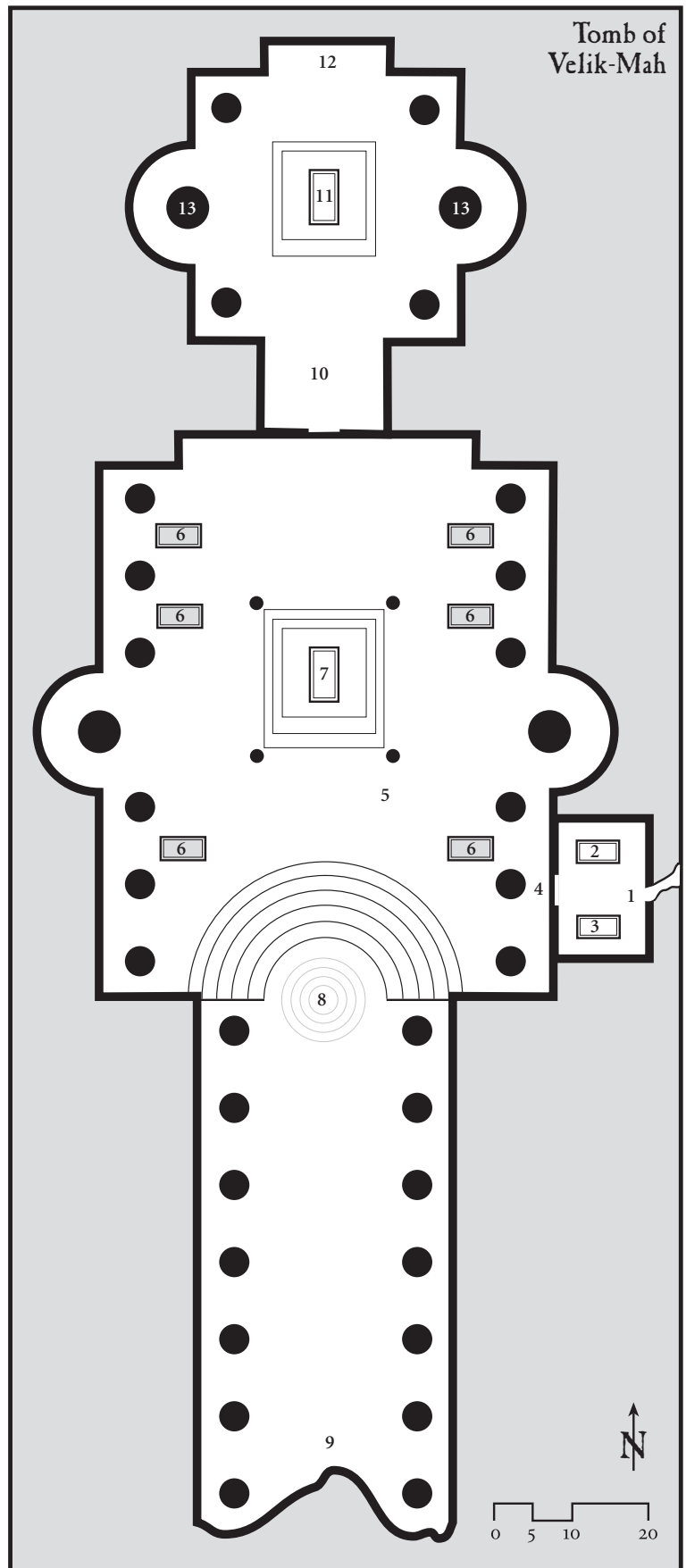


the four Hammers of the Guardians, cursing him to guard the king for all time. (Nikit's crime was never proved, but Vashtir was sure that Nikit murdered his father, and with his curse he was proven true, because now Nikit is forced to forever protect the uncle he had killed). Also in Nikit's sarcophagus are his notebooks about the Earthwardens (though most of it is incomprehensible scribbles—some of it in a language the characters will not recognize—there are some rough, out-of-context sketches of the Coral Roads and the Isle of Magic; see sidebar), and a small wooden box (it is magical and will preserve dried herbs indefinitely, but not fresh ones) containing three doses of a small dried herb. Expert analysis of the herb will reveal only that it is enchanted, designed to be burned, and the smoke possibly inhaled. It is a euphoric that will allow one person inhaling the herb (his eyes will turn brilliant green) to read and speak the Earthwarden language (the spoken version is distantly related to Iruaric, but the written is completely different) and understand Earthwarden musical notation, for one day. There is also a Flute Key and a Twig Bridge (Vashtir dismissed Nikit's obsession with the Earthwardens as a foolish waste of time and derisively cast all these things in the sarcophagus with him).

8. Landing. A grand semicircular staircase descends from the entrance corridor into the main chamber. There are four shallow, concentric, ring-shaped grooves in the landing: 10 feet, eight feet, six feet and four feet in diameter. The center one is the top of a secret compartment, *Extremely Hard* (-30) to detect, and the ten and eight-foot diameter rings are a trap. To open the compartment, one only needs to jump past the outer two rings to stand on the southernmost area of the six-foot one, then walk once around on that ring, counter-clockwise to stand again on the south side. Then the center rises eight feet, and it is hollow on the southern quarter. Inside is the King's Hammer... but missing the laen pommel-stone that gives the hammer its powers. The Hammer is trapped, *Extremely Hard* (-30) to disarm, but the actual trap (a ring-shaped section of the ceiling 15 feet in diameter, the center just larger than the center compartment) no longer functions.

9. Entrance. Completely sealed by tons of collapsed rubble.

10. Secret Door/Inner Chamber. *Very Hard* (-20) to detect, it is not trapped. Pressing a stone in the wall next to it causes a large stone section to lower into the floor.



11. Sarcophagus of Velik-Mah. The King is not undead, but he is guarded. If his sealed blue marble sarcophagus is disturbed, the stone golems (#13) are activated. This trap is *Extremely Hard* (-30) to detect and to defeat.

12. Inscription. In the Mah-ilari dialect of Erlin, it is a summary of Velik-Mah's reign, including his treatment of his traitorous mother and cousin.

13. Columns. Stone golems burst forth from these decorative columns and attack anyone in the room. Set in the chest of one golem is one of the Amulets of Essence, and in the other is an Amulet of Mentalism. The golems must be destroyed to get the amulets.

9.5 HORROR FROM THE VOID

This is an adventure idea that the GM can throw in wherever needed. Remember that these demons are totally, hideously alien, and quite powerful.

Bodies are being found along the roadside outside of the town, some drained of blood, others turned a pallid grey color, an expression of horror on their face, and their entire body strangely 'imploded.' At first a vampire is suspected, but strange wounds and footprints suggest otherwise.

Gha'ath'uz, one of the Guguth (the 'Breathless'), a Demon of the Void, has come to northwestern Jaiman through a portal from Folenn with three minions of the Janak ('Life Eaters'). He opened the portal using a special *Compass*, which operates by using sound, much like the magical Wind Flutes that once allowed passage through the Gale of Hues surrounding Folenn. The *Compass* is a collection of tubes on an armature mounted onto the Guguth's skull-like head. When he desires to use it, he swings it down in front of his mouth and uses his innate power of *Great Vacuum*, drawing air through the tubes and creating a polyphonic sound. The effect is not unlike mashing dozens of keys simultaneously on a deafeningly loud pipe-organ, creating a dissonant chord. All within 10' must make a RR vs. 20th level Essence or suffer 1D10 hits per round while the Portal is active (most of the effect of the spell is concentrated through the pipes). The *Compass* opens a one-way Portal in front of the Guguth that he can keep open for up to one minute; in any case it collapses as soon as he steps through. One restriction of this item is that one must travel to or from the *Bladelands* (Folenn) and it can only be utilized once per day.

Gha'ath'uz is here scouting the area as a possible feeding ground or for conquest. He and his Janak escorts generally avoid heavily populated areas, killing and feeding on their prey with callous impunity. The Janak wound their victims then draw out the bodily fluids with their syringe-like tentacles, while the Guguth prefers to use its breath weapon to stun its foes, then takes them one by one into its hideous embrace. Then

it locks its mouth to theirs and inhales the life from them (Treat as *Dark Absolution*, except the victim's soul is slowly destroyed over a 2D4 round period; if the process is stopped, the victim does not die, but they lose that percentage of their Potential [and Temp] Co, Me, Re, and In). At the GM's discretion, *Lifegiving* and *Restoration* or special herbs may restore these Potential stats, but the Temps must be rebuilt.

9.6 THE TOMB OF UGUS FOST

*"Beware of wooden pedestals,
thrones hewn of ancient woods unbright..."*

(Four lines missing)

*"And if there should be a stone,
Run and seek safety in open light.
For with a glow and a mist of rouge
there will be no right.
First six, then one, then all will war,
the land torn by blight."*

— Journals of Ugus Fost
TE 4166 (last entry)

Ugus was lord in Lu'nak. He ruled the Blue Forest for two decades long ago, giving power and plenty to those around him. Yet, he too was weak in arms; only the dense tree-laden land gave shelter to his warriors. Still, the minions of the Unlife were broken many times, and the siege became long and hard. Time was the tool of the dark. The Priest Arnak felt the pangs of wait, however, and his master had an awesome wanting that could not be swayed. Thus came forth once again the strains bred upon the Fustir and the Demon. Once they served Kadæna, now they answer to new masters. They came as six and sixty, led by one standing some ten feet in height. And they were cruel beyond hate. Uttermost evil flowed in their wake, as the cool green coats blended among the boughs of the great trees. Few fled; all died.

To this writing, it is said these were the instrument that slew a land altogether, sparing only the youngest of Ugus' daughters for the Sorcerous Priest who was their mentor and master. In three days the army that had so proudly stood fast for four faces of Orhan bled their last cries of freedom. All of their four thousand saw the rays of light no longer. The silent, swift breeze in the trees had passed, leaving no life. The chill breath of the Iron Wind had come to stay the land, wielding an ancient weapon re-awakened.



As the largest of the six and sixty stood forth, the foul lords of Gaath settled to divide the spoils. This, the leader of the Ku'ul (Shards of Dír), was one called Shar Ti; he wore deep brown, with a helm of shimmering crimson. He ate the brains and bowels of Ugus Fost, taking the organs from the living body of his mannish foe.

So darkness devoured Lu'nak.

This was the last of the northern forest realms, and was given over to the masters of the branches to mark their lives in the trees they so coveted. Only there did the Priest of Unlife relieve the soil of his haunting desolations. Even now it remains a land of great trees and hardy woods. Should the demons that ravaged its people ever be cleared from this planet's fair face, the lovers of the yew will once again see what Iloura meant by the "lords of the land."

— The Annals of Kuriac Su (4166 TEI)

Transcribed by Elor Once Dark

Retranslated by Esniak Menaz, Scribe of Nomikos,
Grade Emerald

The Haidic warlord Ugus Fost is one of the most famous and colorful figures in the region's history, where he is remembered as a hero by the Syrkakar, and a brutal invader by the Jaimani Elves. Born *Ugus Syr*, he came from the east with his Haidic horde, entering the Blue Forest and nearly wiping out the Jaimani Elves there. During this period there were many Fustir among the upper reaches of Lu'nak in the Black Fork mountains and along the north coast. Giving Quellbourne to the west a wide berth, Ugus struck against the Fustir. He killed their lord in battle and declared himself the new lord of the Fustir-Gost. To legitimize his rule, he forced the dead Fustir lord's young widow to be his own bride, and Ugus Syr became Ugus Fost. But as happens with many an ambitious warlord, Ugus bit off more than he could swallow, and some of his own Haid clan leaders rebelled. He retreated with his loyal clans and subject Fustir into the woods. For over a decade he ruled a formidable force there and they became known as the *Syrkakar*, the Lords of the Blue Forest.

But the powers of the Iron Wind did not like any rising power, and they saw Fost as a threat not easily destroyed with their usual tools of guile and treachery, so the High Priest Athimurl decided it was time to test his power to awaken and control an ancient, sleeping evil. The Shards, an unholy fusion of Fustir and demonic subjects, were a tool of pure terror. These creatures were 'made' by some ancient Essænce Lord combination of surgery, genetic manipulation and magic. They were difficult even for the High Priest to control, but he was able to wake them from their unnatural sleep and set them against the Syrkakar for long enough to

depopulate all of Dír and the Blue Forest. The shards came only at night, or under the deep cover of the trees, but over the space of a few weeks they killed thousands. Most of the dead were found with terrible slash wounds, some beheaded. Some were discovered with gaping head wounds, their brains gone. A few victims completely disappeared.

So it was that in 4166 Ugus Fost died a horrible death from the deadly flying discs of the Shards of Dír... more horrible because he did not die immediately. He was found at the edge of the Forest of Dír, almost unrecognizable since the lord of the shards of Dír—Shar-Ti—had eaten Ugus' brains and heart and liver.

The resting place of Ugus Fost is one of the most famous—and perhaps infamous—of those in the region. Tales abound about the tomb of the renowned conqueror-warlord, many of them conflicting. Just about everything about it varies from story to story, even whether or not it exists.

The tomb of Ugus Fost does indeed exist, and it is grander in its way than just about any other tomb of a Haid or Syrkakar lord. This is because the tomb was built into a sacked mausoleum of a late king of the Mah-ilari. The round columns and curving walls of blue marble of Elven architecture were covered over and reshaped with plaster to the flat planes and hard angles favored by the Haid, and painted in the red, black and brown they revered. Observant PCs will notice the cracked and chipped plaster and the flaking paint, and may discover the beautiful stone concealed beneath... which may lead them to the greater treasure below. Because, interestingly, the tomb that was emptied and remade by the Haid who interred Ugus Fost here only found the false 'outer' tomb of the Elf-king. Wary of tomb robbers, the Mah-ilari usually built a fairly simple mausoleum with some lesser treasures to sate robbers, while the true inner tomb with the body of the honored one was cleverly hidden and guarded with cunning traps. This is the case here, and the inner tomb will be described later in this section.

The outer tomb now has perils of its own, with the four guardian zombies and the angry specter of Ugus Fost himself awaiting any intruders in eternal undeath.

TOMB OF UGUS FOST (OUTER TOMB)

1. Hillside Entry. There are many tombs of the Mah-ilari hidden in narrow clefts in the high, rocky hills of the Seolfar Strake. Like most others, this one is located above the main forest, a hundred or so feet west of an icy creek that is so steep over much of its length that it is almost a waterfall. The most distinctive exterior feature is a pair of dark pillars of natural stone rising more than fifty feet tall, just south of the entrance and visible from



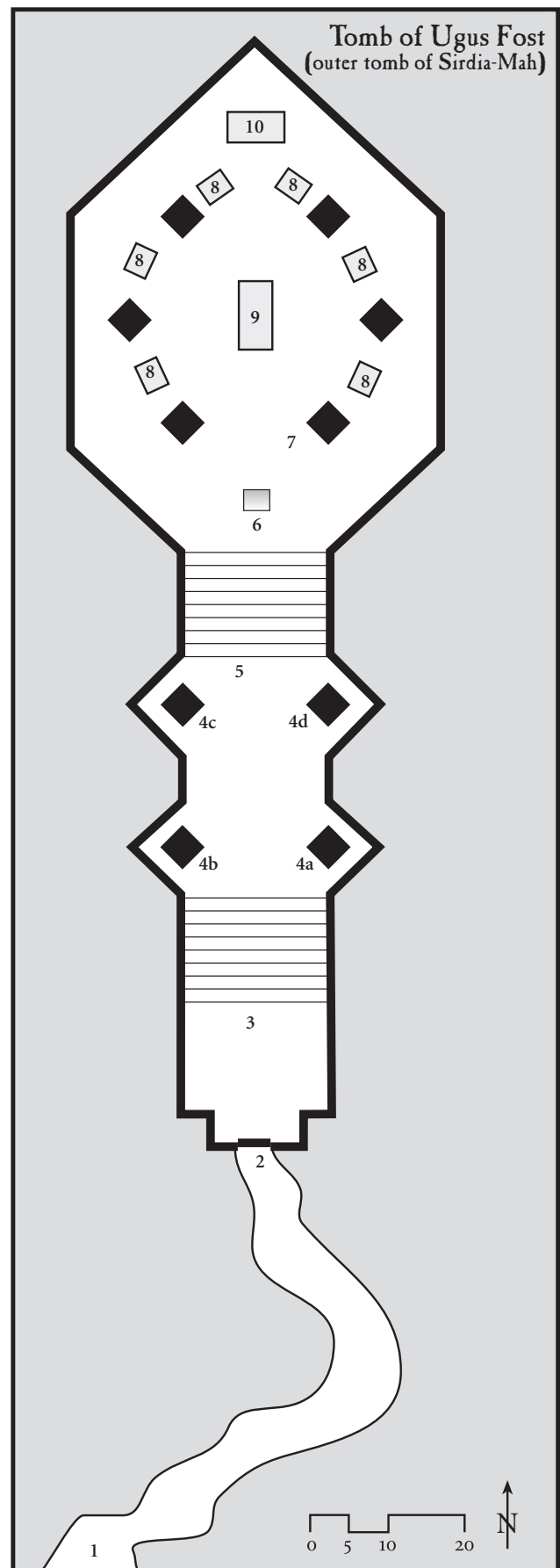
the old dirt road (now more of an animal trail) that runs along the base of the hills.

2. Stone Door. This is a circular opening approximately ten feet in diameter. The door itself is a stone disc two feet thick and slightly larger in diameter that rolls to one side on a track. It is locked in place by stone bolts and weighs several tons, so it cannot be opened without being unlocked first. The lock itself consists of a circle just under a foot in diameter set into the wall just to the right of the door. In this circular cut are set six pie-wedge shapes of stone, which can be pressed inward a total of three inches. However, they can also be pressed in partially, to an inch, then two inches. The wedges start out flush, but as one presses more than one in, others previously pressed will rise again; they will even rise up to two inches out from the starting position. The correct combination of the six depths will unlock the door. Once unlocked, the bolts retract, a counterbalance engages, and the door rolls to the side. Doors on these Elven tombs were locked rather than simply sealed because priests and family members made regular pilgrimages to the sites to pay respects and perform rituals. There was a large pinecone symbol carved into the center of the door, but it was covered over with crude cement.

3. Stairs Down. As with all the stairs here, they are larger than normal (over a foot and a half) in depth, and nearly a foot in height. There is a 'trap' of sorts on the third step, triggering a dim magical light at the apex of the roof of the inner chamber. His light will also awaken the Wight of Ugus Fost.

4. Columns. Smooth blue marble columns made up of stacked disks two feet high are concealed inside a wooden frame and plaster, covered with brown paint. On this in red and black is painted a glorified history of Ugus' conquests. The paint is faded, cracked and peeling in many areas, and in some spots it has fallen off to reveal the wood underneath.

5. Stairs Up. Actually a secret stairway down to the inner tomb, when activated the stairs drop down to different heights to create a stairway headed downwards to the north. The furthest step drops the most, then the next one not quite as far, etc. These stairs are activated by twisting a section of columns 4a and 4c. A section of 4d also twists, but twisting it (or it and 4c) triggers a trap: deadly scythe-like blades swing out from all four columns (even through the plaster) at varying heights, delivering 1D4 +50 scimitar attacks to all within three feet of the columns. Of course the real circular columns are concealed inside the square columns, and the plaster will have to be removed. Even once the inner columns are discovered, learning how to operate the secret stairs is *Very Hard* (-20).



6. Inscription stone. 'Here lie the remains of Ugus Fost, Lord of Lu'nak.' Then the infamous verse from the last shredded page of his journal, the missing lines of which will never be known.

7. Upper Chamber. Six columns support the thirty-foot high vaulted roof.

8. Stone Chests. Three-foot cubes, they do not look like coffins but they are in fact sarcophagi for Ugus' most loyal guards, killed defending him against the Shards. The Haid bury all but their lords curled in a seated fetal position, hence these six fit in the smaller vessels.

9. Sarcophagus of Ugus Fost. An eight-foot long stone casket was the original 'false' sarcophagus of the Elven-king Sirdia-Mah, but when the Syrkakar opened it (planning to toss out the body and use the casket for their own lord) they found it empty. Now little remains of the current occupant but a skeleton and some tattered clothing and mummified flesh, except for Ugus' magic sword... and the *Byrk Syrkakang*, the belt of the Syrkakang. His remains stay in the sarcophagus when his angry Wight arises, but the Wight carries his sword, and a spectral version of the *Byrk Syrkakang* can be seen around his waist.

10. Dír-wood chest. The chest alone is worth hundreds of gold for the wood; it is of Elven construction but not of the Mah-ilari. The Dír-wood is stronger than 1/2" thick steel and should be considered enchanted; though strong, the 3' long x 4' wide x 3' high chest (empty) only weighs about twenty pounds. It is bound with strips of a golden alloy and has a very strong lock, *Extremely Hard* (-30) to pick. Inside is the treasure of Ugus Fost: 5,500gp in gold and silver, 14,000 in gems & jewelry. There are also three +10 daggers suitable for melee or throwing, and one +15 magic Elven dagger (also strikes on the 'main gauche' table) that glows within 100' of servants of the Unlife. There is also one of the six Bracers of Uniting, though Ugus never understood its true purpose

TOMB OF SIRDIA-MAH (INNER TOMB)

This inner tomb is more beautiful and palatial than the outer one was before the Syrkakar covered it over. The floors are of large polished blue stone tiles, the walls of fine mosaics of marble and glass of myriad hues of blue and green. The pillars are all of Orhan marble, which somehow glow even underground when Elves are in the chamber. Also, as the entrance to the inner tomb opens, there is a rush of air as the tomb is unsealed. This chamber is from the second millennium of the Second Era, many thousands of years old. It remains intact because the entire place is protected from aging by enchantments.

1. Entry. The stairs of the tomb above (#5) reverse, becoming a stairway down. After about a minute of being

reversed down, the stairs automatically rise up, creating a solid stone wall at the south end of the antechamber. The Acorn amulet (see #3) can open it; otherwise it is *Extremely Hard* (-30) to re-open from here.

2. First Antechamber. This is the first of three landings between stairs. Set in the floor is a mosaic of the pinecone.

3. Column Cluster. As with all of the columns in this lower tomb, they glow with a soft blue light when any (non-evil) Elf passes by. This one is unique in that the column closest to the stairway has an inset acorn emblem (matching that hopefully given to a character early in the game) at about chest height and facing the center of the antechamber.

4. Stairs Down. As with all the stairs here, they are larger than normal (over a foot and a half) in depth, and nearly a foot in height.

5. Second Antechamber. The floor appears to be an abstract mosaic, but hidden in the patterns is a phrase in Erlin: "Water awaits ahead unless you are wary." It takes a successful perception roll at -30 to detect it unless the character specifically says they examine the mosaic for a pattern or sign; then it is at +20 (and the GM should award experience). There is a trap in the Third Antechamber that can be disabled by pressing the six glass floor inlays that spell out 'wary' on the floor to the far right.

6. Stairs Down.

7. Third Antechamber. If the trap mentioned at #5 is not disabled, as soon as 100 lbs or more presses down on the floor of this area, the top step of #6 and #8 rise very fast (within 2 seconds; only those near the top of stair #6 would have a chance of escaping), becoming 20" thick walls, and the chamber begins to fill with icy cold water through slots around the top of the columns. The room fills to the ceiling within 2 minutes. It remains filled for about an hour, then the water drains out and the step/walls lower. The peril is not only drowning but hypothermia, as the water is from the nearly-freezing stream nearby.

8. Stairs up. The second and third steps from the top (-20 to discover) are triggers that awaken the #10 column traps (see below).

9. Inner Mausoleum. This is a grand, marble-lined and vaulted chamber; the ceiling reaches fifty feet high in the center of the room. Columns run the perimeter, and the large marble tiles covering the walls are engraved with the history of the king's reign. In the center of the chamber, on a stepped dais, is the sarcophagus made of a translucent white stone. There are four very slender 15' tall iron pillars at the corners of the platform, and



when anyone enters the mausoleum, small orbs on top of the pillars glow with a dim, cold blue light.

10. Small Column. Each is about four feet in diameter. Two minutes after the 2nd or third step is trod upon (or immediately after the sarcophagus lid is moved) the column trap is activated. The top step of #8 rises up and seals, just as in the water trap. Then all of the small columns begin to glow blue and become intensely cold. A chilling mist flows off of the columns, and after three rounds the entire room effectively becomes the target area of a *Call Cold* (Magician Base Ice Law). All in the room take one "A" Cold critical every round for ten rounds, then the spell dissipates. The trap can be cancelled/disarmed by placing the pinecone amulet in a matching indentation on the eastern side of the small column in the SW corner of the room.

11. Large Column. Each is eight feet in diameter.

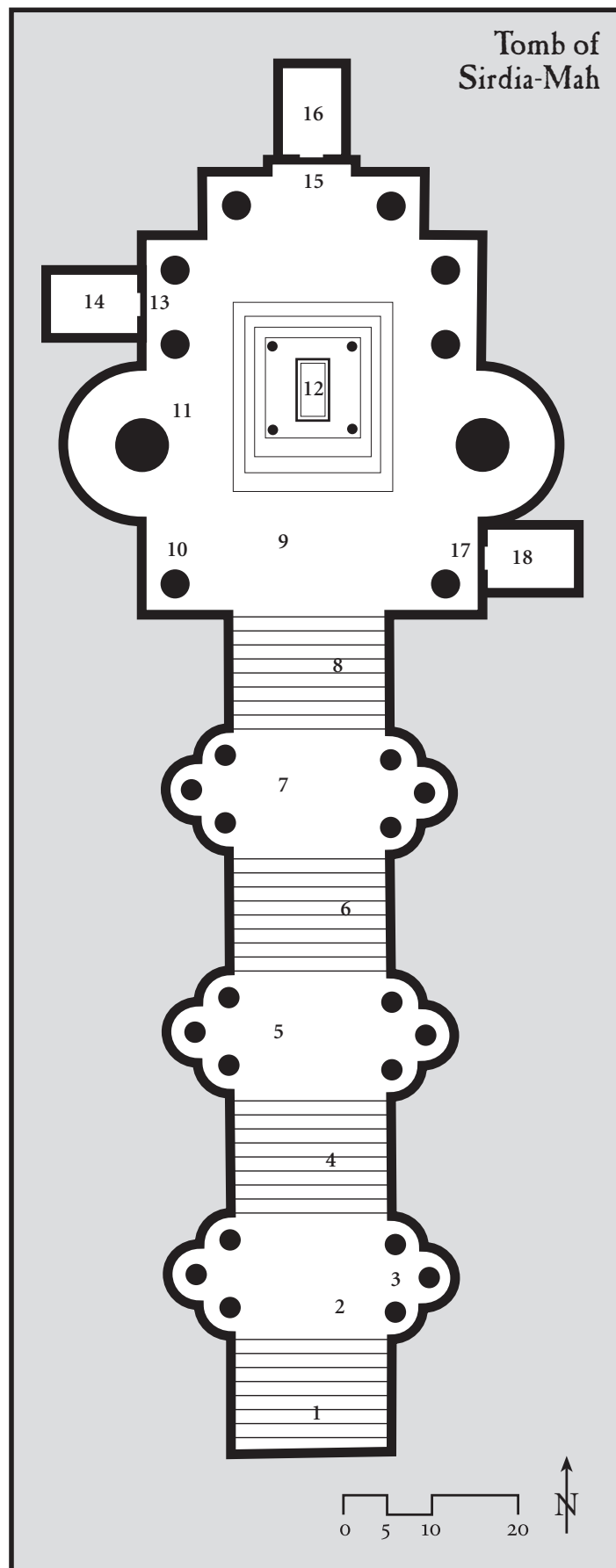
12. Dais, and Sarcophagus of Sirdia-Mah. Sirdia was King of the Mah-ilari from 1495 to 1740 SEI; it was he who died without an heir and ended the line of kings. Stepping on the top platform or passing between the four iron posts (see #9) triggers the second magical trap: a mist swirls around the two large columns, and an *Icwall* blocks the exit. In two rounds, two Cold Elementals form around the columns. They then detach themselves and attack anyone in the chamber until they are destroyed or everyone is dead. This magical trap can also be cancelled, by placing the pinecone amulet in a matching indentation on the back side of the sarcophagus.

13. Secret Door. *Hard* (-10) to detect. Once discovered, the door is opened simply by pressing on it. It slides backward a few inches then up. There is a lever in the chamber next to the door that when pulled will cause the door to slowly close again.

14. Archives. This room is filled with scrolls and books. There is nothing magical or of intrinsic value, but these preserved documents about the history of the region in the early Second Era would be worth thousands in gold to scholars such as those at Nomikos. However, the materials will only remain intact in this chamber. Anything taken outside will turn to dust.

15. Secret Door. *Very Hard* (-20) to detect, and *Hard* (-10) to find the two stone panels nearby which need to be pressed simultaneously to open the door. When this is done, the 3' wide and 8' tall door slides a few inches back then rises up and out of the way.

16. Trap Room. This room is nothing more than a trap. However, it is filled with fake treasures set about in an enticing manner: chests of jewels (glass), and gold (plated lead) coins, and jewelry, including some ornate crowns. All of these items are towards the back



of the room, leaving a 6' gap between the door and the treasure. From the door one foot in is solid floor, but the rest of the 'floor' is actually an illusion hiding a 50' deep pit, the bottom of which is covered with metal spikes (2D4 +50 broadsword attacks, no DB unless the character has some special skill or spell such as *Landing*; GM's discretion); the 'treasure' is sitting on small pedestals; the sides of these and the walls are all very smooth; virtually impossible to climb without aid or equipment. The next trap is triggered magically when anyone touches any of the items: the door drops down, and on the inside of the door is a *Symbol of Blinding* (Base Cleric Channels, level 11). Note of course that anyone who is not rendered unconscious (or worse) from the pit trap, will naturally look to the door when they hear the grinding sound of it closing. Subtract 20 from all RR's where the players say they look to the door when they hear a grinding sound at the entrance to the room. The door cannot be opened from the outside in the regular way for one full day (there is a timer concealed in the mechanism in the wall); consider the door to be enchanted. Finally, the room fills with cold water like the antechamber at #7, but this time it remains full for an entire day before draining.

17. Secret Door. *Extremely Hard* (-30) to detect and *Extremely Hard* (-30) to discover the correct series of stones to press on the nearby wall to release the door, which slides a few inches back then rises up and out of the way. There is a trap, *Very Hard* (-20 to detect), which is triggered every time someone passes through the doorway. The trigger is magical, using a permanent *Presence* to be activated. When it detects a *Presence*, four sword-like blades shoot out of the sides of the doorframe then retract. Roll four +50 broadsword attacks on the target, who gets his regular Quickness DB, but no shield or parrying. The only way around this trap is to not have a *Presence* or to use a transport spell like *Long Door*.

18. Treasury. In the center of the room on a pedestal is the Blue Tree Crown. In a coffin-like box on a pedestal is the King's armor suit. In other small boxes are four of the Twelve amulets; one from each of the four realms. There are monetary treasures: gold, silver and jewelry worth a total of 60,000gp.

9.7 NIGHT FALLS EARLY

This adventure is sort of a launching-point to draw the characters further into the political situation between the various factions in the region, in particular between the Brotherhood of the Four Roses and the Winter Light. If they follow the clues, they will learn that the Loremaster Vena Nascharath has been working with the Winter Light to find important artifacts of the people of the Dragon.

STARTING OUT

The characters go to see the Loremaster Vena Nascharath. Possibly they are headed there for their own reasons (information or help), or possibly hired to go there to deliver a message, or they are going to seek her help to find out what happened to Legaran Varsen (see the *Protectors* adventure) in which case Bremy will probably be with them because he knows the side road that leads to the Loremaster's home. Without Bremy they will need to get directions—the path is not that easy to find, though a fair number of the more enlightened citizens of Rapata have a fair idea of her whereabouts.

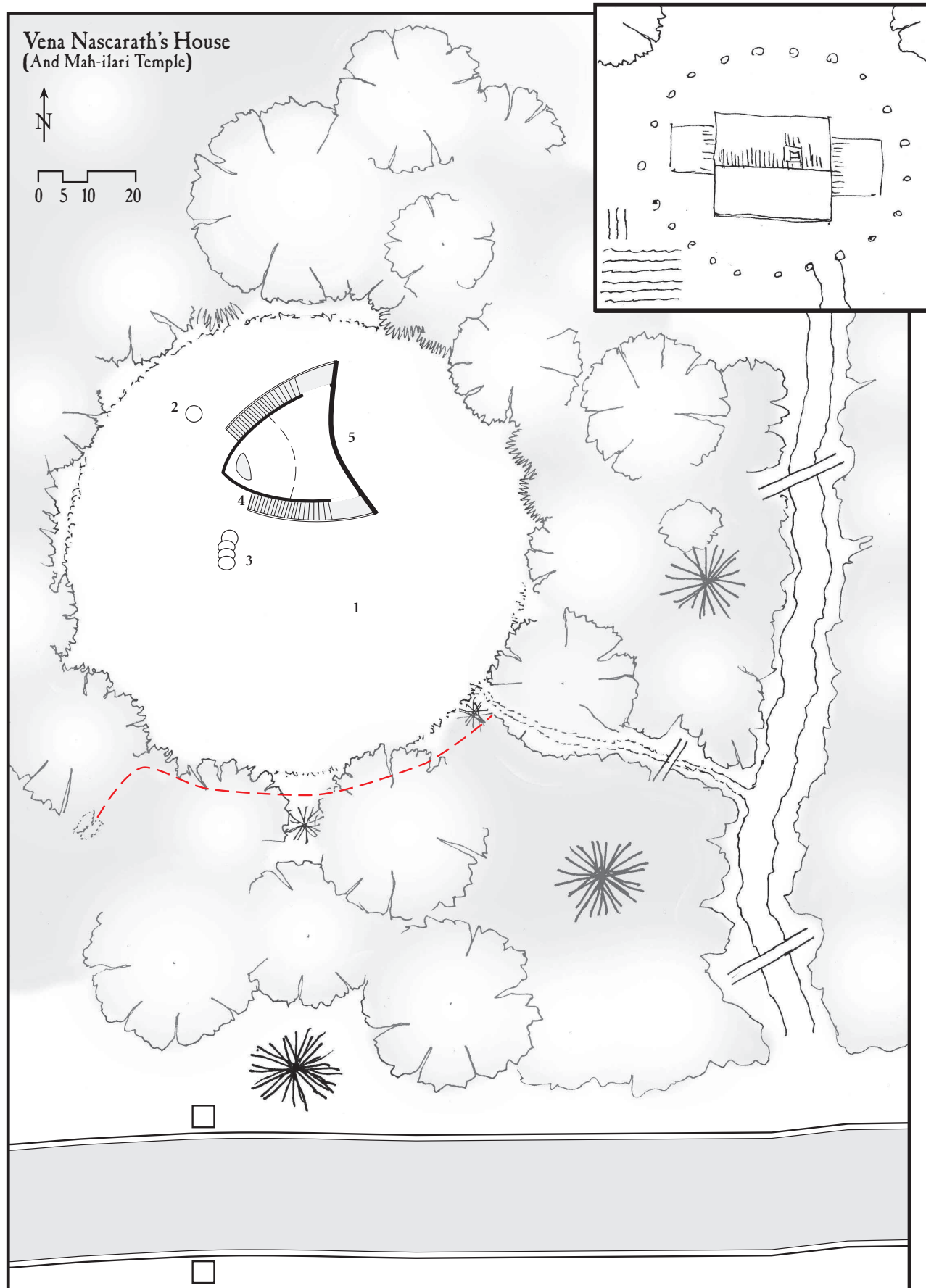
As described earlier, the main highway is a fairly well-maintained, 30-foot wide road, and most trees and underbrush are kept cleared a fair ways back to discourage highwaymen.

On the way (perhaps a couple of miles before the turn from the main road to the unmarked dirt path leading to Vena's house), the characters may begin to suspect that they are being followed (Perception Rolls). They are, in fact, being observed by members of the Brotherhood of the Four Roses: two Neng and two Quaidu. Unless the characters antagonize their observers, however, they will not be attacked. They find the path leading north to Vena's home, while still being observed. If the characters become agitated and look like they may try to attack or ambush the Brotherhood, the Quaidu will retreat and the Neng will go invisible.

The path is a somewhat overgrown dirt way, wide enough for two people to walk side-by-side without getting hit by too much underbrush on the sides. The entry of the path from the main road is not obvious, though it is just past the road marker indicating six hundred miles to the Saralis/Zor border (and on the opposite side of the marker it states that it is 15 miles back to the Saralis border in Rapata). The north side of the road in this area is heavily wooded, with a mix of coniferous and hardy deciduous trees including oaks, elms, maples and willow. Once about fifty feet off the side of the road, the path can be seen leading between two ancient oak trees.

The characters proceed along the path, heading north. About a quarter mile along, a small animal trail leads off the dirt path west. All in the party should make a *Medium* (+0) *Perception* roll to notice a few scattered fresh rose petals on the trail. Those with tracking skill might make rolls to see who has been along these paths. Depending on their roll and skill level, they may detect the following facts: up to six different sets of human prints on the main trail to this point, then the tracks disperse into the woods, and two pairs return. A better tracking result will reveal that the two largest sets (looking like heavy boots) make deeper imprints as they head along





the animal trail, followed by the other two sets. The fifth and sixth sets are gone. There are no footprints in the trail continuing up towards the Loremaster's house at this point.

If the characters follow the petals and animal trail (once inside the forest, there is not much underbrush; the forest floor is covered with dead needles, pinecones and layers of deciduous leaves), just a hundred yards further along they notice a clearing about a hundred feet across, with some ruins. The ruins are a small temple complex of the Mah-ilari Elves, in unusually bad condition, as if they had been deliberately vandalized. If Bremy is there he will say he never noticed that path or clearing before, but he has only been here a couple of times.

A GRISLY DISCOVERY

If characters follow the petals, the trail will lead them to just beyond the edge of the clearing, then along the perimeter without actually entering the open area, which has a clearly defined border where the trees and underbrush suddenly stop, and the clearing itself is apparently a perfect circle of short, hardy grass. A *Light* (+10) *Circle Lore* skill roll will reveal that the area is enchanted, which not only affects the flora, but acts as a kind of Warding Circle against evil incursions.

The rose petals may have scattered somewhat, but it will only take an *Easy* (+20) *Tracking* skill roll or unmodified *Perception* skill roll to follow the trail. About fifty feet from the clearing, the characters will come upon a large number of the petals over what looks like two small mounds of leaves on the ground about six feet long. It won't take much investigation to discover that they are in fact two bodies, inadequately covered by leaves and brush. Assuming the characters uncover the bodies, this is what they discover...

GM Note: How long the two have been dead is up to the GM, but it is suggested that it is no more than a couple of days, so that the appearance can be made out (though after that time, the smell could be quite powerful as well). The GM could tie these two in further with the characters in various ways; perhaps they had been encountered in town. However, they would not have revealed their real association.

The victims lie side-by-side, face up. The high cheekbones, and the folds at the inner corners of the eyelids marked them both as clearly of the Lotana. One is a man, possibly middle aged, with collar-length black hair partly gone to grey. The other is a woman, somewhat younger, with black hair just slightly longer. Both wear nondescript brown outer garments, but in both cases these clothes have been torn open at the chest to reveal a well-fitted, white quilted tunic underneath. Sewn on the left breast of each is an embroidered emblem, sewn

in gold thread: the inverted sunrise of the *Winter Light*. These white tunics appear to be uniforms, and yet they were concealed under these plain traveling clothes. Yet the outer garments have only been pulled back here, as if to confirm the affiliation of the victims.

Both have a mark on their forehead: at first it just seemed to be a smear of blood, but if the bits of dirt are cleared away, it becomes obvious that marks had been cut into their foreheads after death. It seemed to be some kind of flower-shaped design.



Even though the victims had probably not felt any pain (their spirits long gone) it seems a rather barbaric thing to do.

Further examination reveals several minor wounds on both—including some circular marks a couple inches in diameter that look like some kind of chemical burn, going right through the clothing to the flesh—and a deep abdominal stab wound on the woman. There does not appear to be anything on the man that would be a fatal wound, though he could have been killed by an internal injury or a spell.

Also on each of their left wrists is a narrow band of gold metal. It has no inscription on it other than that same symbol that is embroidered on their tunics. Each also has a small purse on each with a fair number of coins of various minting (though, oddly, none of Ulorian minting). Each also has a +10 steel long knife and an empty holster designed to hold three small throwing daggers (a search through the area might yield up a few of these daggers stuck in trees or on the ground; all are +10 steel daggers, but also 1.5x the normal range because of their fine workmanship and balancing). The man is carrying a simple map apparently showing how to get to the Loremaster's house from Rapata, and a sealed letter addressed to Vena Nascharath in a pocket inside his tunic. The seal on the back of the letter is in yellow wax with gold flecks, with the same inverted sunrise symbol. If they open the letter, it reads (in Erlin):

Esteemed Loremaster,

We gratefully accept your offer of aid, especially in regard to certain particulars involving the Isles of Blue Light. I hope that you will accept our invitation to meet with us here at the House of the Winter Light to discuss how we can work together to fight the ongoing threat of Ulor to this region, and indeed all of Jaiman.



*With Deepest Regards,
Eldaris Kethyrn
For the Council of the Nine Lights*

The characters will hopefully figure out that these two were ambushed, and not attacked at random. The rose petals were an obvious trail for others to follow to the barely concealed bodies. However, the meaning of the rose petals, the carved wounds, and the inverted sunrise emblems might be lost on the characters unless they have heard of those groups; the Winter Light symbol in particular is not well known. These people were killed as a warning, and their bodies left with all their possessions intentionally. They were meant to be found by others of the Winter Light, coming to see what happened to their fellows. The Four Roses does not like the idea of a powerful group like the Loremasters directly aiding the insurgent Winter Light.

GM Note: If the characters have access to spells such as Death's Tale, they will see all or part of the following: the two Winter Light members making their way up the main path at twilight, then they are startled by something and run off into the woods, trying to take cover behind trees. They fight back with spells and throwing daggers, but they seem to keep being struck by something that smokes and burns through their clothing. They only glimpse shadowy figures moving among the trees before they succumb (be sure to describe the Neng as appearing and moving in a disturbing, almost unnatural way: oddly slow, yet difficult to hit). They were ambushed by two Neng and two Quaidu, who are now observing the characters.

THE RUINS

If the characters enter the clearing to explore the ruins, all must make a RR vs. Channeling (the GM may wish to give them a chance to perceive that this spell is beneficial) or receive the effects of a *Bless I* as long as they are in the perimeter (+5 to DB and maneuvers). The area is enchanted, which not only tames the flora, but acts as a kind of *Warding Circle* against evil incursions: all must make a RR vs. 10th level Channeling or be at -10 for OB and maneuvers.

The actual structures are few and unusually deteriorated for Mah-ilari buildings; it is essentially a small, elevated temple with a partial, shell-like roof, a small tower and two columns. One of the columns has fallen over, and the roof of the temple is damaged. However the inner area of the temple is still sheltered.

1. Amulet of Mentalism (see 1.22). A Detect Mentalism has a 50% chance of picking up this amulet, which is in

a small leather pouch lined with a few tiny filaments of kregora. The pouch is buried about a foot underground (with its owner), and had deteriorated over the centuries to the point where it no longer fully shields its contents. Also in the pouch is a ring of *Blur*, lasting ten minutes, 1x per day.

2. Pillar. A plain pillar about twenty feet high and three in diameter. It is covered in arcane inscriptions.

3. Pillar: As #2, but this one is tumbled over in a cascade of two foot tall sections.

4. Stairway. There is a sloping wall next to the stairway that rises with the steps, staying at a three-foot height relative to the stairs (it would provide good cover).

5. Curved Wall. This wall is ten feet high from this level; about twenty-five from the ground. It is covered with abstract art. In the center is a semicircular cutout about five feet in diameter. A successful *Hard* (-10) *Astronomy* skill roll will reveal that the sun would rise into the center of this opening and shine onto the altar on the Winter Solstice.

6. Altar. This appears to be a large mass of stone about three feet high with another slab about eight inches thick and a bit larger around on top of it. In bas relief on the top is the acorn emblem about two feet in diameter. On the back two sides of the slab are two acorn indentations matching the Mah-ilari amulets. Two (one could be the bronze one given to a character as part of his background noted elsewhere) must be inserted simultaneously and turned 180° (they only turn one way) to open the altar. If only one is inserted and turned, it is a trap, *Hard* (-10) to detect (automatically disarmed when two are inserted): curved blades whip out of the slot between the top and bottom of the altar, delivering a +50 scimitar attack to whoever is standing along either back side within three feet. The blade will snap back in and re-arm. If both are turned however, the altar unlocks, the lid rises, and inside, protected from detection by some magical shielding in the altar itself, is one of the four *Hammers of the Guardians* (see 1.22)

THE LOREMASTER'S HOUSE

Vena Nascharath's house is another two miles along the main trail, further up into the hills. If the characters are paying attention, they may notice four pairs of footprints coming back onto the path from the direction of the clearing and heading up towards the house.

The house itself is a bucolic cottage in a clearing. There are several gardens nearby. Around the house itself in a circle about fifteen feet out from the structure are ten fairly large crystals, each about a foot tall. Two on either side of the path are cracked and blackened. This was some sort of warding barrier that has been defeated by dark magic.



Inside, the Loremaster's house is a shambles. It looks as though perhaps it was always a cluttered home. In one room the walls were hidden behind rows of shelves covered with glass bottles and wood boxes and earthen jars. In the office the desk was piled high with papers and scrolls, while books lined the walls. This charmingly rustic home has clearly been ransacked, with papers everywhere, broken glass and crockery on the floor. Characters without compunctions about 'salvage' could find a decent assortment of healing herbs here; the GM can roll for them at his discretion. However there is little else. There is no sign of the Loremaster, or a struggle. It appears she was not here when they broke through her protective barrier. The only sign of life is a ferret in a cage in the kitchen. In his cage is a double bowl for food and water with the name 'Swink' on it.

However, if the characters linger for a few minutes, a black bird with a shiny beak and a blue frill alights on the windowsill. It has a tiny but obvious scroll attached to one leg. The bird appears to appraise the group with an uncanny intelligence. If the characters are not hostile (or evil), it will land on the member who would be most friendly towards it (an Animist or Ranger if there is one) and wave the leg with the scroll. The character can remove it, and it has a short message in Erlin, in hastily written script:

'I was forced to flee; please feed the ferret.'

The characters will find an unbroken crock marked 'ferret food' in the kitchen and if they feed him, he will eat a few nuggets, then spring out (he can open the cage) and run out through a hole near the back door. Assuming they follow him, they will find the little weasel digging in the nearby garden. He unearths a tube of a smooth, uncorroded metal with a skillfully machined screw-top. Inside is a clearly ancient and badly damaged map or diagram of a series of circles linked together (It is a map of the Bridge-caves, the home of the Blue Dragon). Elor Once Dark explored the caves in TEI 5781, and made a fairly complete map of them. Also in the tube is an alloy key (this key unlocks most of the large doors in the Bridge-cave complex). There is very little writing on the map other than labels for most of the chambers, but it is Elor's handwriting, and the unusual papyrus he prefers to write on.

What will the characters do with this information? Will they look for Vena Nascharath? Will they try to find these caves? Will they see out the fellows of the murdered pair? This is a launching point for many adventures. And the quartet from the Four Roses may be lurking nearby, just waiting for the characters to make this discovery.

GM Note: At your discretion, Vena might actually be either the ferret or the bird, and remain with the group

for a time, having immersed herself completely in this form to avoid detection. Even a powerful Loremaster can be overwhelmed by several foes at once...

10.0 OF ICE AND FIRE AND THE SEA

This adventure (or series of adventures) centers around the cluster of islands at the far northwestern tip of Xa-ar. They are a bridge between the mainland and the *Mur Fostisyr* (S. "Land of Blue Light"). These isles, interestingly enough, are known as the *Aargirpiri* (K: "Isles of Blue Light"). Note that 'Mur Fostisyr' is a Syrkakar name, while the language of the islands is Kugor, the ancient tongue of the Dragons. In fact, all of the islands have names in the Dragon-language. The reason for this dates back to the Lotana immigration in the third millennium of this era. The Lotana of eastern Mulira knew Kugor (the Mentalist priests were taught it by their god-king Yaalc Muul) and considered it a holy language, used to name important or revered things, like the lands. When they came here, the islands and most of the peninsula were uninhabited, so they named the places as they saw fit. The people called themselves the *Aanac n'Kuugor* (K. "People of the Dragon"); in later ages this became shortened to *Aanaku*.

These first Lotana settled on the peninsula, but Yaalc Muul took an interest in the isles to the north. They were too dangerous to land on with surface boats, so he used his powers to create tunnels under land and sea, linking the western chain.

He eventually took up residence in the isle known as the Molac Traayig, spending more and more time in dragon-form, until he eventually forgot which his true nature was: man or beast.

Several times over the next few thousand years the islands and peninsula saw populations grow and shrink, and eventually knowledge of the existence of the tunnels was lost into legend. It was only in the last century that the tunnel between Yaan Tanis and the mainland was found by the Lotana. These tunnels are very different in nature than the grand Coral Roads, and in fact Yaalc Muul never learned of the existence of the Coral Road entrance on Irtulrúan.

It's important to keep in mind the different time periods of the different structures on these islands. The Coral Road was constructed during the Interregnum. The Orhan marble ruins of the Mah-ilari Elves date from the early second millennium of the Second Era of Ire. The Aanaku ruins (including the caves and tunnels of their leader) were constructed during the third millennium of the Third Era.



ABOUT THE MAH-ILARI RUINS

The once-elegant structures of the Mah-ilari Elves from the Second Era were ruins when the Lotana Aanaku arrived, and what little writing they left behind was never translated, so what names they gave to these islands has long been lost. The ruins were apparently for the most part shunned by the Lotana. Interestingly, the durable, enchanted Mah-ilari ruins remain while there is little trace of the Aanaku settlements on the islands.

ABOUT YAALC MUUL'S TUNNELS

While each tunnel entrance was unique to its terrain, they all shared similar characteristics: All entrances were hidden (in case the Aanaku were invaded, they could move from island to island with stealth and outmaneuver their enemies). They were always located under an overhang of rock or in a shallow cave, and the doorway itself was a secret door constructed in a vertical face of stone. They are magical doors, and all will open if the phrase *sark faaw taniis* (K: "Reveal the Hidden Road") is spoken. If an Essence *Opening I* spell is cast, there is a 25% chance the door will open; *Opening II* creates a 40% chance. The door will close automatically and seal after about a minute; it can be closed more promptly by speaking the word for 'close:' *khomiik*. These doors are 2-3 feet thick and of strong stone, in addition to being enchanted. Beyond the door is a small anteroom, then a stairway and/or ramp cut out of solid rock leading down hundreds of feet as it descends under the icy waters... before ascending again under the shore of another island. The tunnels are fairly rough when going through solid rock; when through softer earth they are faced with set stones (cut from the other portions of the tunnel) and periodic arches for reinforcement. Understandably, even with Yaalc Muul's help, this was a major undertaking and took decades to complete.

The various sites in the area will be described first, then at the end of the section are a few adventure ideas.

10.1 THE AARGIRPIRI

"The frigid, windswept Isles of Blue Light would seem an unlikely place to harbor the ultimate source of Lifegiving, but legends tell that somewhere in the Aargirpiri is a saluf's tree, whose pale golden flowers—which blossom only once a year—can provide Lifegiving. Yet here, under the hollow isle lives just such an enchanted gift."

--- Yaalc Muul

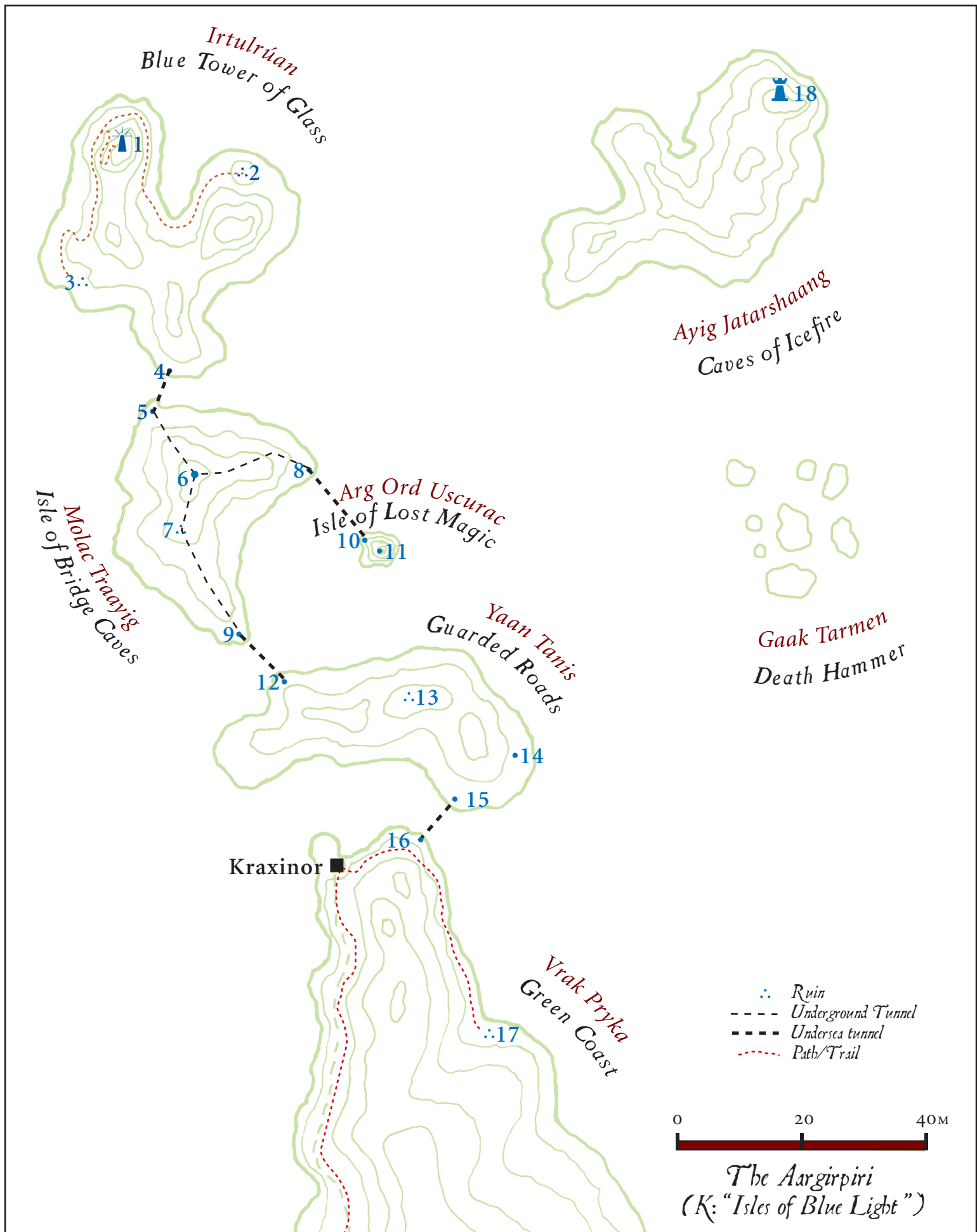
Following is an overview of the *Aargirpiri* (K: "Isles of Blue Light"), with descriptions keyed to the GM map. These isles are volcanic in origin, and in addition to the artificial tunnels and chambers, there are myriad natural passages and caverns. The waters surrounding the islands are rough and dangerous all year round, often scattered with iceberg chunks and even floating ice islets. Because of this, they are largely uninhabited except for the Yaan Tanis. A description of the region follows, and after that some adventure possibilities are described.

IRTULRÚAN

The Irtulrúan (K: "Blue Tower of Glass"), the most northwestern isle, is the most barren, and beautiful in its way. Now covered almost year-round in ice and snow, it gleams a bright blue-white under sun and moon. Only in the summer does green emerge, and then all that lives on the island is a short, tough grass. It has the highest elevation of all the isles, and so is the perfect location for a lighthouse. Situated on the northern spire is indeed the Lighthouse of Raath Hiig, an ancient tower of blue-white marble constructed by the Elves of Mah-ilari in the early Second Era. Interestingly, some aspects of the Mah-ilari architectural techniques harken back to that of the Earthwardens' surviving structures (such as Dawnwater's Edge to the north in the Mur Fostisyr). The meticulously fitted, mortarless interlocking stones are the most notable feature. However, the Elves' designs are quite different in style. Earthwarden buildings were always heavy-looking, solid and massive, while the Elven designs are more light, open and fanciful, often employing a tall, slender pointed arch as an architectural element. One additional note about the Earthwarden structures: even though they are tens of thousands of years old, they show relatively little sign of deterioration or wear. The Loremasters believe that very stones of these buildings must be enchanted in some way; or even—like the Coral Roads—they are somehow alive. The Elven structures are similarly well-preserved.

1. Lighthouse of Raath Hiig. Originally constructed sometime in the early Second Era by the Mah-ilari Elves, this tall white tower was later maintained by a group of Jaimani Elves for many centuries, but abandoned when few Elves remained this far west. When the Aanac n'Kuugor came here they became caretakers of the lighthouse. For a time there was a keeper who lived here, but now it is only visited irregularly. The stone structure—with its distinctive slender rib-like buttresses—is largely intact, but any wood fixtures inside are long gone. An ancient paved road (usually hidden by snow) connects the lighthouse to two other locations on the island. The lighthouse is lit by a huge magical crystal, part of the reason it is still here is probably that it





weighs several hundred pounds and is mounted in large and solid armature. Hidden in a secret (*Very Hard*, -20) compartment under the base of this mechanism is a metal tube containing the title page of the Earthwarden Book of Light.

2. Earthwarden Towers. Three truncated cones of varied height, this architecture is more reminiscent of the *Lon Lemira* on Vog Mur than the nearby *Dawnwater's Edge*. While all have the same circumference at the base—about thirty feet—each is of a different height.

The tallest tower, rising sixty feet above the hilltop, is straightforward enough: It has a door of enchanted Dirwood, which slides along an alloy track into the wall, leading to an interior chamber. A stair curving along the wall leads to a second storey. Hidden along the wall is a panel, *Very Hard* (-20) to find, behind which is a crystal door, a Portal to the Isle of Lost Magic; it requires a smoky crystal to activate). The stair continues up to the roof, surrounded by a low parapet. The structure is all of the same greenish stone and completely empty. The middle-height tower is forty feet tall and appears to be a solid mass. (It is in fact a prison, containing an Ordainer in a kind of stasis). The shortest tower is a mere twenty feet high, and has a door similar to the tallest, leading into a courtyard. This tower has no roof; it is just an open tower with a paved floor. This tower once held an Eog Golem similar to the one at Lon Lemira (see *Emer II*), but this one has been 'summoned' and not returned.

3. Mah-ilari Elven Temple Ruin. It is not a 'ruin' so much as somewhat eroded. The temple is small and simple, apparently dedicated to a deity. Everything is made of white marble, the architecture graceful and almost delicate. This was designed as a retreat for the Elven priests, far from the heart of the kingdom.

4. Tunnel Entrance. Just a few hundred yards from the coast, this entry is located at the back of a cleft in a tall bluff of granite. It faces south, the opening at the top of a tumble of boulders.

MOLAC TRAAYIG

Just south of the Irtulruán is the **Molac Traayig** (K: "Isle of Bridge Caves"), its topography less convoluted than that of its northern neighbor. It is essentially a single peak, with inhospitable coasts along the west and north. The southeast, however, has a relatively welcoming lowland cove. This region of the land is covered by trees (mostly conifers) and at times through history has been inhabited by a few fishermen. What is unique about this island, however, is what is hidden beneath: a maze of caverns, some natural, some artificial. This was Yaalc Muul's secret palace.

Along the southeast coast of the island, steam periodically vents in great plumes, and lava trickles out

of fissures by the water, causing the island to slowly grow in that area.

5. Tunnel Entrance. Facing east, the entry is under a deep overhang in a small sheltered valley, out of sight of the coast and difficult to locate.

6. Oculus Structure. At the very top of the central peak, about two thousand feet above sea level, is an opening to a huge cavern below, but it is hidden from sight below by a ring of stone. In the mountain beneath are the Bridge Caves of Yaalc Muul. *See the separate layout for details.* Above the twenty-foot wide opening is a large curved mirror set on an apparatus, which looks like it is designed to direct sunlight down into the cavern far below. When the characters find it, it is not aimed down or blocking the aperture, but there are cranks and gear mechanisms which would allow it to be positioned over the hole and so direct sunlight down into the cave. (This could be used to 'trick' the salufis tree in the cavern into thinking it is the Summer Solstice). While not corroded, the apparatus is dirty and probably jammed, and will require some maintenance to get working again. The last few hundred feet of the mountain are very sheer, bare rock, almost impossible to climb. (It's important that the characters not get any idea that there is an opening up there until after they explore the bridge-cave, otherwise they could circumvent the whole complex by flying down the hole to the tree).

7. Shrine to Yaalc Muul. A fairly simple shrine to the Dragon-god. From a secret chamber underneath, to the north it connects to #34 in the Bridge Caves layout, to the south it leads to #9. See Part 10.4 for details.

8. Tunnel Entrance. To the southeast this tunnel leads to the underground entrance to the Isle of Lost Magic. The tunnel is actually flooded along a mile of the deepest portion. It is not the ocean but leakage from an undersea freshwater river (that's why the entire tunnel hasn't flooded). One would have to have a way to breathe water and keep warm to pass this barrier (the water is near-freezing). In the other direction, this tunnel leads west to the Sphere complex, becoming tunnel #20 on that layout.

9. Tunnel Entrance. The entrance here is a cave, but centuries of erosion have partially covered the opening so there is only about a three-foot high crawlspace for several feet until you climb up into the cave. The door itself is not blocked. This entrance actually has two tunnels. One leads south towards the Yaan Tanis; about three miles south of the stairway, this tunnel is partially collapsed. It is still passable, but one has to crawl through rubble for nearly a hundred feet. There is also a tunnel north which leads to the underground chamber of #7



the Yaalc Muul shrine, and on to #34 in the Bridge-caves complex. This tunnel is intact.

ARG ORD USCURAC

The *Arg Ord Uscurac* (K: “Isle of Lost Magic”) is a tiny but tall spire of rock nestled between the Molac Traayig and the Yaan Tanis. The *Arg Ord Uscurac*’s sheer vertical perimeter makes it unreachable except by air (and even that is dangerous because of winds whipping about the tower), or the secret undersea tunnel from the Isle of Bridge Caves. Built within the summit, atop a spiral staircase ending over a mile above the water, is a hidden tower and an enchanted secret.

10. Tunnel Entrance. This entrance is actually underground and links directly to the Hidden Tower (#11). It is a cave deep underground, with one tunnel leading to #8, and the other to a circular chamber directly under the hidden tower.

11. Hidden Tower. Constructed inside the rock spire of the Isle of Lost Magic, the tower is technically a cave since it is carved out of the pillar of stone; hence it was named the *Aayiig Uscurac* (K: “Cave of Magic”) by Yaalc Muul. At the base begins a spiral staircase that goes up a total of over a mile from deep under the water’s surface to the very top.

See the Layout *Aayiig Uscurac* for details.

YAAN TANIS

Between the Molac Traayig and the tip of the mainland, the *Yaan Tanis* (K: “Guarded Roads”) forms the last segment of the tunnels linking these lands. It also creates a protective barrier against the north winds, sheltering the tip of the peninsula and the town of Kraxinor. Waters between the isles vary: the western and wider opening of the strait is relatively calm, but the eastern side is treacherous, with rough, swift-flowing waters. The tunnel connecting this island with the *Vrak Pryka* (the mainland peninsula) is commonly known among the townspeople of Kraxinor, but few suspect that these ancient passages extend throughout the western isles. The southern side of the Yaan Tanis is verdant with trees and hardy plantlife, but the shore is treacherous: there are hidden shoals and a broken, rocky coast. It is perilous to attempt a landing anywhere on Yaan Tanis. The southern area is a growing area of magical herbs for the townspeople, accessed by the undersea tunnel.

12. Tunnel Entrance. Hidden in a cleft about two hundred feet above the sheer rock shore. It leads to #9.

13. Stone Circle. This is an ancient site holy to the Lotana, and bears the name *Yaalc Aenawg* (K: “Guardian Circle of Song”). See Part 10.5 for details.

14. Coral Road Entrance. As mentioned above, this entry connects to a Coral Road heading west to an

entrance on the northeast coast of Mulira, and east to an entry located on the *Adea Hu* in the Mur Fostisyr. Additionally, it is the exit-point of a Portal from the Isle of Lost Magic tower. The crystal doorway is hidden behind part of a wall, *Extremely Hard* (-30) to find, and a smoky crystal is needed to activate it.

15. Tunnel Entrance. The entrance is in a cave hidden in a culvert. It is often used now by the Lotana of Kraxinor, but they go to great pains to keep it hidden. A west-facing cleft in a jumble of rocky outcrops, this entrance is sheltered in a narrow culvert.

VRAK PRYKA

The *Vrak Pryka* (K: “Green Coast”) is actually the old Kugor name given to the peninsula, which was home to the first Lotan immigrant tribes.

16. Tunnel Entrance. The entrance is in a cave on the slope of a small overgrown valley.

17. Aanaku Ruin/Shrine. A single, cylindrical obelisk about twenty feet high and five feet in diameter, set in the center of a circular stone platform thirty feet across. The obelisk is covered with Kugor runes, among other things asking the Blue Dragon for his blessing. Any (non-evil) Lotana standing on this platform will receive a +10 to RRs vs. spells of the Unlife and +5 to OBs. This shrine has a secret entrance, [*Hard* (-20) to discover unless one can read the Kugor runes which speak of ‘the steps turn down to a refuge and a door’], to a chamber below. By twisting one of the stone disks (which are stacked to make up the pillar) a certain way [use lock-pick skill, but no tools allowed; it is *Hard* (-20)], a series of stones in the platform descend in succession to form a large spiral staircase. Underneath is a semicircular chamber, empty except for a small shrine and a large circular door (like the ones in the Bridge/Sphere complex). The steps can be raised (thus sealing the chamber) by twisting another (much more obvious) ring on the column, which extends down to this level. The steps will close on their own after about five minutes. The chamber is magically shielded so no one inside can be detected from the outside (the reverse is also true) and spells such as *Teleport* and *Long Door* into or out of the chamber are not possible. The door is locked, *Extremely Hard* (-30) to open. When the door is opened, beyond is absolute darkness. This is in fact a Portal, linking to the trick portal #19 in the Bridge Caves layout.

AYIG JATARSHAANG

Since the beginning this inhospitable rock has been apart from the other lands of the Aargirpiri. Often the *Ayig Jatarshaang* (K: “Caves of Icefire”) is wreathed in icy mists, through which can be glimpsed the angry red glow of active vulcanism. On the far northeastern rise is perched the ominous Tower of Raathmaauriig. The fact



that the Ice Demon has not been seen in decades does not diminish the dread that all those in the region feel when they look upon the isle.

18. Tower of Raathmaauriig. The name *Raathmaauriig* means ‘cold fire demon’ in Kugor, and it was given that name because of the half-demon of the same name that has taken up residence there. This is an ancient Earthwarden structure, eight stories tall with many chambers and three underground levels.

GAAK TARMEN

Actually a cluster of rocks—some just beneath the water’s surface, some covered with a veneer of ice—the Gaak Tarmen (K: “Death Hammer”) is a navigational nightmare that is avoided by all who sail the waters of the region.

10.2 THE BRIDGE CAVES

This is a vast Cavern and tomb complex created by Yaalc Muul using the Staff of Spheres, his own powers, and a mixture of other magic and a certain level of technology. It is a series of linked spherical chambers, which in turn connect to two large natural caverns, and the tunnels to the nearby islands. The spheres—and the bridges designed to span them—are in various states of disrepair; their condition is detailed below. When they were first created, the inside surface of each sphere was perfectly smooth: the staff essentially fused the surface and several feet of stone extending outward, creating a shell. When illuminated, some of the spheres are quite beautiful, because the surface intersected crystalline deposits. Spanning each sphere was a metal suspension bridge designed by Muul. Posts driven into the stone above the entrance at each end anchored cables which in turn supported the segmented footbridge. The bridges were six feet wide, and could support several thousand pounds, but the longer ones could not hold more than twenty armored or encumbered men at once. Some of these bridges have collapsed over time.

While Yaalc Muul was not a great artificer like Oran Jatar, he was fairly skilled, and an expert metalsmith and engineer. Over the years he also became a powerful user of the Essence, even mastering some Arcane powers. In addition to the bridges, he designed large circular metal doors separating the spheres. All the metalwork here has a certain heavy, early industrial age elegance: reinforcing ribs and rows of rivets cover everything

The doors are operated by a crank at the side, and, moved by a gear mechanism, roll to one side. The stepping gears make opening the doors an easy task despite their size and weight. All doors are equipped with an ingenious timing device that causes the door to roll shut about five minutes after it is opened. Because

they are so large and heavy (the smallest is fifteen feet across and weighs thousands of pounds) it would be very difficult to try to wedge one open. When they close automatically, the crank is disengaged, so jamming the crank has no effect. Some of the cranks are equipped with a key-operated lock; all the locks are the same fairly straightforward, if heavy-duty, mechanical locks, Hard (-10) to defeat (with the exception of #19; see below). Once one has succeeded against one lock all the others become Light (+10): for every time they fail, the lock becomes more difficult by 10. The doors are all of an alloy that does not corrode, but many are stained by leaking mineral deposits, and some are jammed because of this buildup and will take some effort to open. The doors form an effective seal, cutting off each environment from the next.

These spheres are also all different inside. Using permanent spells, Yaalc Muul (with the help of a few associates) created miniature environments with various climates.

Yaalc Muul established a small Animistic order to help tend to the environments in the spheres. There are only two Animists left to watch after the spheres, Erlin Elves who have both gone a bit insane staying down here all this time. Isolated in this cavern complex for centuries, they have lost touch with the outside world and live only to maintain the spheres. They are aided by six constructs built by Yaalc Muul with special limbs designed for tending to the flora of the spheres. They obey the mental commands of the Elves. They were not designed for combat and will not attack unless threatened, but armed as they are with saws and shears and other tools, they could be formidable. There were ten constructs originally, but four have stopped functioning. Note that this complex was built about 700 years ago; not long by some standards, but fairly ancient when considering non-magical construction.

GM Note: Often it is hard for characters to understand the scale of artificial environments such as these. What is a 600-foot diameter sphere like? Can I see across it? How many trees are in the forest sphere? Etc. It might help to gauge the size in modern terms. The Houston Astrodome is 710 feet in diameter. Imagine that open space instead full of trees; it could contain dozens and dozens of mature trees, and even a pond and some open area. Hopefully this helps with the visualization.

1. Tunnel from the North Entrance. (#5 on the Aargirpiri map) It is pitch black; even Elves will be unable to see in this darkness without some light source. Like all the other tunnels between the islands, this one is fairly rough.



2. Door. This circular door is fifteen feet in diameter. It is not locked, but there are calcium deposit buildups (much like those that create stalactites) on the door that will take 1-2 man-hours to chip off so the door can be opened.

3. Nightsphere. Also pitch dark, this 500' diameter sphere is unique in that the bridge does not align with the doorway. The door, like all the others, opens at the equator of the sphere. If one is not careful, they could walk right off the two-foot wide ledge and tumble to the bottom of the sphere. Death would not be automatic, however, as the victim would soon brush the curving side of the sphere, and 'only' suffer from the friction of the increasing slope of the wall. Still, there would be multiple injuries from tumbling and scraping (make four Medium Fall/Crush attacks) unless one was a Monk with special falling skills. The two-foot ledge extends to the right along the widest part of the sphere for about thirty degrees, where it meets the bridge. The bridge is intact, and this sphere is essentially empty. However, the special nature of this sphere exists in the outer surface itself: when both doors are closed, it becomes a planetarium. It perfectly represents the night sky of Kulthea across the entire planet as it exists at that moment. Standing in the center of the bridge, the observer can see the night sky as it would appear from anywhere on the world, including the positions of the other planets. The sun is represented as a dim disc, so as not to overpower the other lights. It is, interestingly, also very cold in this sphere, and random breezes seem to blow from every direction.

4. Door. Identical to #2 except there is no calcium buildup; the mechanism works fairly smoothly.

5. Daysphere. About four hundred feet in diameter, this one is a blinding contrast to the previous one: it is lit by a very bright magical source from the top of the chamber, as bright as the sun at noon. Additionally, a large section of the right side and bottom of the sphere wall itself is made up of glittering crystalline formations that reflect and refract the light. Much of this area of the wall looks as if it has been haphazardly dug out, as much as twenty feet beyond the sphere diameter. In fact, it looks as if some of the crystal was mined. The original bridge of this room is a pair of broken fragments hanging from the doors and some debris at the bottom; in its place is a tenuous but intact wood and rope bridge. This bridge is very ancient and could not support more than 500 lbs at one time without breaking. The original purpose of this sphere is unclear.

6. Forestsphere. This sphere is 800 feet in diameter, the lower third or so is filled with soil. From that grows a microcosm of a temperate forest: a mix of coniferous

and deciduous trees. Several of these trees are fruit-bearing, and there are some wild vegetables in amongst the underbrush, so a fair amount of food could be found here. A globe set at the top of the sphere glows brilliantly part of the day. The amount of time varies with the time of year, just as the sun would at a mid-latitude location. Periodically, water falls from the dome like rain via a hidden mechanism. The forest is mostly mature trees, but has some small clear areas with younger trees. There are two ponds connected by a small but swift stream that emerges from the wall on one side and vanishes into another small hole at the other side of the sphere (The water comes from a diverted underground stream). The place, though seemingly a naturally-growing forest, has a certain 'tended' feel to it, and there is very little underbrush except at the edges of the 'forests.' This beautiful, bucolic sphere chamber is also home at times to a lot of Shards of Dír. Partially concealed in a rocky area near the wall to the north is a set of *Shard Summoning Thrones*.

7. Rough Corridor. A circular door connects to a relatively rough-hewn corridor, also dark.

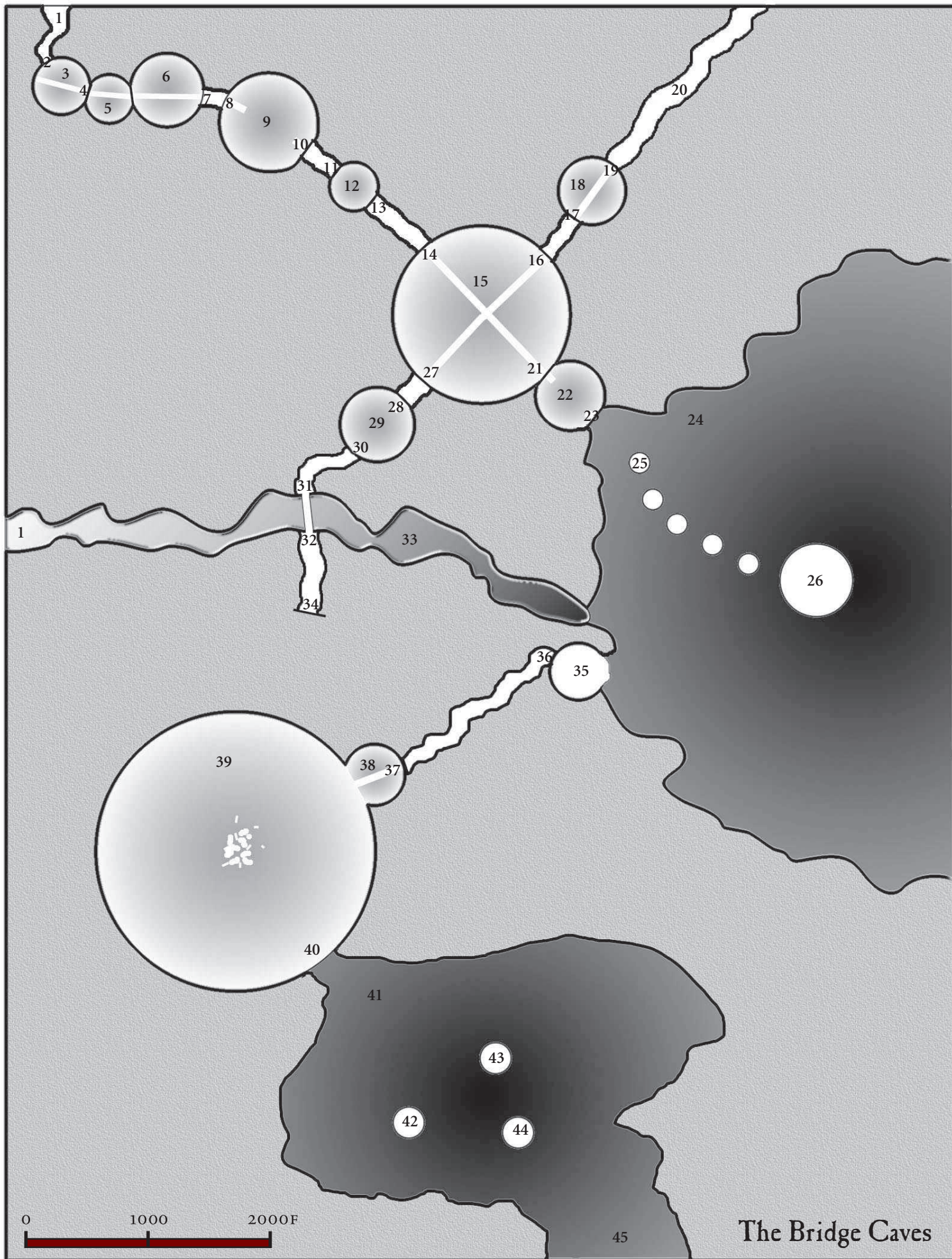
8. Locked Door. This door is functional, but has a lock. On the Oceansphere side there is some salt residue buildup.

9. Oceansphere. A thousand feet across, this sphere is nearly half-full with salt-water. Through some enchantment, the water has not leached away, and is kept constantly in motion. There is a light at the apex of the dome, which as in the Forestsphere, glows part of the day; though this one never glows quite as brightly, and on some days it is dimmer, as if obscured by clouds. The weather varies, with constantly shifting winds, and periodic rain, even storms to keep the water from becoming stagnant. The bridge here is broken, with only a few dozen feet extending from the ends. Under the water, there are actually a number of rough rock platforms and shelves, creating a multi-level environment. In one section there is even a kelp bed.

There is a marine ecosystem under this water, with everything from microorganisms to fish to a handful of sharks. Ruling the entire sphere is an ancient giant snapping turtle who resides in a cave at the bottom but will occasionally emerge to feed, and keep the population balanced. The surface of the water is about thirty feet below the bridge, so it would be difficult to swim across and climb up the smooth, slippery wall of the sphere. Plus the sharks and the turtle would be aware of any newcomers in the water.

10. Door. No lock. On the Oceansphere side there is some salt residue buildup.





11. Door. This door is covered with frost and is icy cold to the touch. It will also be somewhat resistant to opening at first.

12. Icesphere. When the door to this 400' diameter sphere is opened, visitors are immediately greeted by a blast of frigid air. The interior is illuminated by a cold blue light part of the day. The bottom third is covered by a sheet of ice dotted with ice stalagmites of varying height; most between twenty and fifty feet high, but a few have risen to meet their stalactite counterparts reaching down from the arching ceiling, their combined height over 200 feet in places. The effect is of some sort of natural, irregularly-shaped cathedral of ice. At one point there must have been a period of melting to create these pillars. Because of these structures, and a constant chilling fog swirling throughout the sphere, it is impossible to see more than about fifty feet in any direction. There is no bridge in this sphere; instead steps of ice descend fifty feet down along the wall to the ice floor on each side. It requires three successful *Medium* (± 0) maneuvers to navigate these slippery steps without a spell or special footwear. The only residents of this barren but beautiful landscape are four Snow Demons, who reside in caverns burrowed out of the ice floor. They will sense anyone entering, and they are not friendly. These Snow Demons have a special breath weapon in addition to their normal powers: three times a day they can exhale a blast of intense cold up to 30' long, striking a single target with the effect of an *Ice Bolt*, but additionally the target must make an Essence RR vs. the Demon's level or be encased in a stalagmite of ice, and rendered immobile. The target will then suffocate in 3D6 minutes unless they can be chipped out. Chipping out a breathing hole without injuring the victim requires only 5D10 man-rounds, but getting them entirely out would require 5D10 man-minutes. Only after experiencing this (or by making an *Extremely Hard* perception roll) would the characters notice that many of the smaller stalagmites have earlier victims buried deep inside them...

13. Door. Like #11, this door is coated with frost. The 800' long rough passage slants up, climbing about 200' along its length. At some points the floor is almost like steps.

14. Door. At over twenty feet across, it is one of the largest.

15. Junglesphere. This is the largest of the main cluster of spheres, at over 1500 feet across. When the door is opened, the characters immediately feel a rush of warm, moist air. This is the jungle sphere, and like the forest sphere, it is very much alive, but this one appears much more 'wild' and untended. There is a 'sun' light at the top

like the others, and there seems to be an almost perpetual drip of rain. About the lower third of the camber is filled with earth, and the entire sphere is a tropical rainforest. The air is almost oppressively humid and an obscuring mist hangs over everything. That—and the dense vegetation—prevent visibility of more than twenty feet or so. There are several steam vents in the ground, a steaming river from an underground hot spring winds through the sphere, and another cool stream that is an offshoot of underground river #33. The sphere is inhabited by creatures one might expect: anacondas, tree frogs and other reptiles, amphibians, a variety of large and exotic insects and a number of colorful and noisy birds. There are no mammals, however. The Sphere is crossed by two intersecting bridges; both are intact metal suspension bridges, supported at intervals by cables running up to the ceiling. At several points, vines have managed to stretch from nearby trees and now curl along the bridge and up some of the cables. There is no clear way to descend to the ground level, except of course by using one of these vines. Somewhere along the wall, in a secret compartment (now deteriorated and *Light* (+10) to find once one is in the area) is a sealed box containing one of the six Bracers of Uniting. The box is not shielded, so *Detect Channeling* will be able to pick it up.

16. Door. A 400' long passage steps down to #17.

17. Door. If approached from the corridor during the day, this door is warm to the touch (but not hot).

18. Desertsphere. About 700' across, this chamber is lit by day with a brilliant, intense light like a desert on a clear day. The bottom third is indeed covered mostly with sand, broken here and there by outcrops of reddish rock. The temperature in this sphere is well over 100°F by day and the air is dry. At night the temp drops to the 50s. The bridge is intact, but as one might imagine, it is very hot to the touch by day. It is about sixty feet above the desert surface. The place seems desolate except for a few cacti and clusters of other hardy plants near the rocks. About midway across the sphere, the characters will spot a series of humanoid skeletons partially buried in the sand below. There are also weapons and other items glittering in the bright sun, and what appears to be some gold. This is in fact a trap set by a trio of giant trap-door spiders. When they sense movement on the sand, they leap from their concealing holes nearby and attack. There is about 50gp worth of gold and silver coins, and the items turn out to be unremarkable—with one important exception. Inside the tatters of one victim's knapsack is a small round metal box, about three inches across. The lid screws off and when closed, it appears to be tightly sealed. It is lined with a soft black material. It is also enchanted: up to three herbs placed within it are



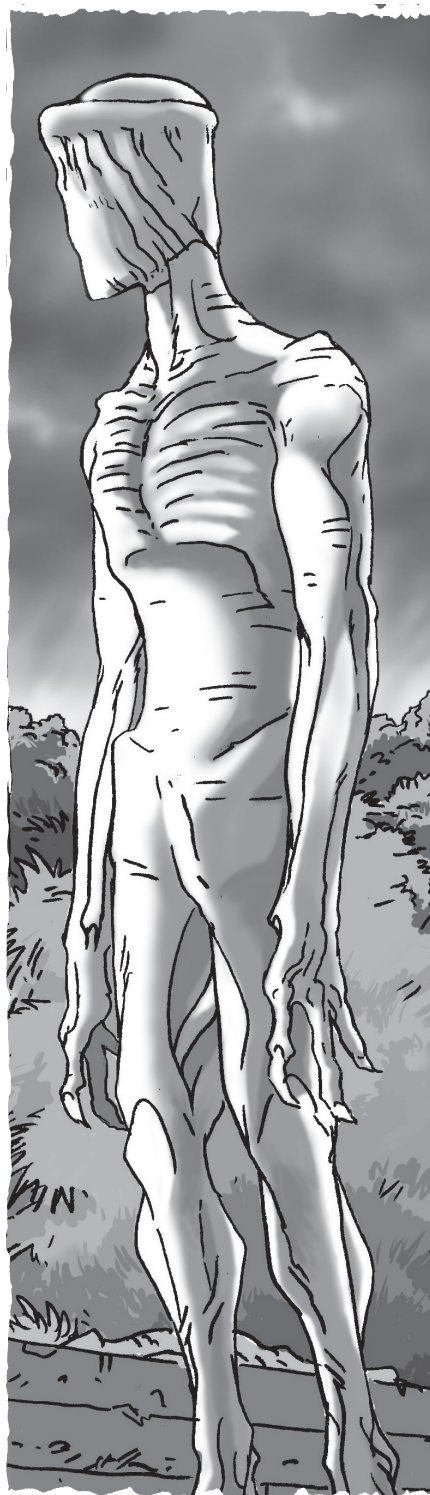
preserved perfectly while the box is closed. (The Animists periodically send in some unlucky animal to keep the spiders fed in between greedy adventurers).

19. Door/Portal. When opened from the tunnel, this is a regular door, leading into the Desertsphere (and, like door 17, if approached from the corridor during the day, this door is warm to the touch, but not hot). There is no lock on the tunnel side. But on the sphere side, there is a lock, *Extremely Hard* (-30) to defeat. However, the door appears to be unlocked, and will open without manipulating the lock. If this is done, it opens onto the corridor. If, on the other hand, the lock is unlocked (or picked) before the door is opened, it will roll back to reveal total darkness: a Portal to the Shrine on the mainland, #17 on the islands map.

20. Tunnel. A long (about eight miles) tunnel leading to an exit cave at the coast (#8 in the isles map) and the tunnel to the Ard Ord Uscurac ("Isle of Lost Magic").

21. Door. Typical door, unlocked.

22. Stormsphere. As soon as the door opens, those standing nearby are lashed with cold water. This 700' diameter is one-third full of wildly churning water; the top third is dark clouds. Behind the clouds, lighting flickers almost constantly, and about once every ten minutes it builds up enough to arc down to the water, or the remains of the bridge at either side of the sphere. Indeed, there is little left but about fifteen feet of structure at either door, and that is damaged and blackened. Anyone on a bridge when lighting strikes will suffer a point-blank Lightning Bolt, x4 hits. Swimming across on the surface amongst ten foot plus crashing waves would be almost impossible; swimming across under the surface is feasible, but



A Shard

then one would have to get back up to the other bridge. Note: This cavern was designed as an elaborate deterrent to all attempting to proceed further except Yaalc Muul, who is unharmed by the storm environment).

23. Door. Locked on the sphere side.

24. Waterfall Cavern. This is a massive, mostly natural cavern about a mile in diameter. The constructions in here are considerably older than those by Yaalc Muul in the Bridge Caves; it was made by the Earthwardens. It is a bit warmer in here than one might expect for a cave, about 70°F. It is seemingly bottomless, and stretches up in roughly a conical shape over two thousand feet to an opening twenty feet or so across. Light comes through this aperture during the day in a narrow shaft. Chill winds waft through the cavern, most of them seeming to come from below. The cavern is inhabited by hundreds of large bats, but they will be asleep during the day. If it is night however, they will attack anyone in the cavern, 2-8 attacking each intruder until one of the following happens: the intruders retreat, the intruders are all killed, the intruders reach the Tree Platform, or 5 bats are killed. When one of these occurs, the bats will retreat to their roosts. Note that a considerable disturbance during the day (GM discretion) will also rouse the bats. On the cavern side of Door #23 there is a ledge extending out about ten feet into the cave. The ledge appears to extend about five feet to the right towards the waterfall then ends as the cavern wall turns outward. However, there is a secret trigger stone, *Very Hard* (-20) to locate, that when pressed, causes a section of wall to slide back, revealing a narrow ledge winding along the wall towards

the waterfall and sphere #35. This ledge varies between one and three feet wide, slopes down about 200 feet, and extends about 2000' to reach a wider opening under the waterfall. Those choosing this path will have to make a series of maneuvers (use *Balance* for any bonus) to gain a total of 500 'percent' (e.g., five maneuvers achieving a score of 100) using the Maneuver/Movement Table (15.3.1 in *Character & Campaign Law, RM2*; pg 136 in *Rolemaster Classic Character Law*). For simplicity's sake, even though the ledge varies, use the *Medium* maneuver column for all rolls. A 'Fall' result means the character falls off the ledge into the pit, which is more than three miles deep. Death is certain unless safety ropes were used or some spell intervenes. Beneath the waterfall is an open space about fifty feet across where the characters can regroup. The ledge continues around to sphere #35 (though the characters cannot see that opening from either door #23 or under the waterfall). It will require another 200 'points' to travel the rest of the ledge, and these rolls are made on the *Very Hard* column because the ledge is narrower, and mist from the waterfall makes the ledge and wall slippery.

25. Stepping Pillars. A series of columns rises up out of the gloom of the chasm (Note: the map is somewhat symbolic: each pillar is only twenty feet across. They seem impossibly slender and in fact are held in place

magically). These pillars are linked in such a way that someone can leap from one to the other with minimal effort, carried between them by a sort of permanent *Leaping* spell. The pillars are 400' apart, but one simply has to take a running leap from the doorway to the first one (and make a successful Easy maneuver) and they will be carried on the winds to the platform. Following the same procedure brings the character eventually to the Tree Platform.

26. Tree Platform. Rising out of the center of this cavern is a perfectly circular pillar with a level top. It is 700' across, and is bathed in a faint golden glow. It is covered with Dír trees, except where paved paths meander through it. In the center, surrounded by an eighty-foot diameter path, is a ring of Hoen trees, slightly taller than the Dír forest, and in the very center is a shimmering pool of water about thirty feet in diameter and two feet deep. In the center of that is a raised area of earth eight feet across surrounded by a low stone wall. Growing from this earth is a small, somewhat gnarled tree. It is a salufis tree, whose pale golden-yellow flower *Salufa* is capable of *Lifegiving*. The tree only blossoms one day a year, on the Summer solstice (3•35), which in this case is also when the sunlight comes down at the correct angle to directly shine on the platform; The Earthwardens carefully set it up this way. However, the tree can be

*A Typical Door in the
Caves of Spheres*



'fooled' once a month using the enchanted mirror apparatus in the oculus in the top of the cavern, built by Yaalc Muul and his artificers. The salufa will produce from one to ten blossoms, which will live for ten days on the tree; if they are not preserved before that they are useless. Also hidden under tiles in the bottom of the shimmering pool are two watertight boxes made of an enchanted metal that does not corrode. Both boxes are lined with a soft material—and a net of kregora to conceal the contents. Inside one box is the Helm of the Urduukanga and one of the Bracers of Uniting, and in another is one of the Four Hammers of the Guardians of the Mah-ilari. There are evil guardians of this place however: a set of Shard summoning thrones sits in a small clearing somewhere on the far side of the platform, placed here by the High Priest Athimurl. As soon as someone steps on the Tree Platform, the Lat of Shards is summoned from the Forest Sphere (summoning in this case takes three rounds) and will attack when they see fit. The only sanctuary from these demonic killers is inside the circle of Hoen tress, which the Shards will not pass through or fire into. The circle of Hoen trees and all inside including the Salufa tree, is a holy circle of immense power, that would require a RR vs. 50th level Channeling for any servant of evil or the Unlife to enter or attack. There is a 350' diameter ring of eighteen, 20' tall black eog pillars, which creates an anti-magic torus extending fifty feet from the edge of the platform on the outside and on the inside beyond a clear area in the center about 100' across, and up to 100' high. It will cancel any non-evil spell in that area but not affect magic items' intrinsic powers. The pillars are somewhat concealed among the black-trunked Dir trees (-30 Perception Roll). This ring of black eog pillars was also brought here at great effort by Malik Kulurim, the High Priest Athimurl, to thwart anyone attempting to get to the tree. There is no direct way from the Tree Platform to Sphere #35 except by flying.

27. Door. Locked on the sphere side.

28. Door. Locked on the passage side.

29. Lakesphere. This sphere is about 800' diameter and nearly half full of water. In the center of the water is an island about 200' across, mostly covered by trees. That island is the home of the Animists. Instead of a bridge there are steps leading down to a small jetty. Though there is the usual light coming from above during the day, there always seems to be a mist clinging to the water's surface, at least partially obscuring the island. The very observant however, might spy a small pier on the island, and a boat docked there. While the Animists are not evil, they do consider any strangers in this complex to be intruders and will not be terribly friendly towards them.

They will not attack first, but they will take measures to remove 'visitors,' including force if necessary.

30. Door. Locked on the passage side. There is another small pier and steps up to this door.

31. Bridge. A metal bridge similar to the ones in the spheres, but this one spans the roaring underground river. The bridge is so close to the top of the passage that one could almost reach up and touch the ceiling, and the water is no more than three feet below, casting a chilling spray up on the open-mesh bridges and making it slippery.

32. Door. Locked on the corridor side.

33. Underground River. Icy cold, very turbulent and nearly filling the twisting natural passage, this river originates in a fresh-water spring under the island.

34. Tunnel. Joins with the underground portion of the Shrine to Yaalc Muul (#7 on the islands map), then continues to the entrance at the south coast of the island (#9).

35. Nest Sphere. This sphere is open to the cavern, but because of the rock contours, cannot be seen from the entrance at #23. In fact it is hidden until one reaches the large Tree Platform at #26. It is about 500' across and is empty except for what appears to be the remnants of a huge nest (large enough for a dragon) at the bottom. It does not look like it has been used in centuries.

36. Door. Locked on the sphere side. It is halfway up the sphere, and there is only a 10 foot wide platform in front of the door on the sphere side.

37. Door. This door is warm to the touch.

38. Sphere. Like a blister extending out from the massive Firesphere, this sphere has a section cut out of it where it meets the Firesphere. The bridge across it ends where the spheres meet and is supported by metal rods hanging from above. It is otherwise empty. It is quite hot in here, over 100°F.

39. Firesphere. Covering the bottom couple hundred feet of this, the largest of the spheres at nearly 2500' in diameter, is a pool of bubbling lava, fed by a volcanic fissure deep beneath the island. There is a great crack in the sphere in the southwest area where the lava flows out when it rises above about a sixth of the way up the sphere. There is no bridge here, and it is also very hot. A normal human could not survive here without protection for more than an hour, between the heat and the noxious fumes.

40. Opening. About halfway up to the southeast is an irregular opening about 200' across, leading into the Echo Cavern.

41. Echo Cavern. Almost a mile across and deep, the Echo Cavern deserves its name: all sounds are magnified



and reverberate across the space. It is completely dark except for the dim light coming from the Firesphere and a shimmering light coming from the top of pillar #44. Three pillars rise up out of the dark depths, all slightly lower than the height of the entrance at #40, so that from there, the tops of the pillars can be seen. The pillars are about thirty feet across (not to scale on the map)

42. Vault. In the center of this pillar is a slightly raised section ten feet in diameter, and on that are three pillars of smooth grey stone four feet high and one foot in diameter, and on top of each is a metal disk the same width and two inches tall. There is a small notch on the edge of each disc, and six notches spaced evenly around the top of the stone portion of the pedestal. In the very center, between the three pillars is a metal disc two feet across, and flush with the stone floor. The three stone pillars are essentially a combination lock. The top disc portion twists and 'clicks' into place as the notch on the metal matches a notch in the stone. It is a very sophisticated lock, *Absurd* (-70) to pick. Part of the difficulty is that the three discs need to be turned simultaneously, so it requires three people. Each disk is turned three times. Should the lock be defeated, the center disc—which is actually a pillar—rises up eight feet and reveals three tall niches inside it. In one niche is the Staff of Spheres, in the second is the Staff of Storms, and in the third is the Staff of Souls. Note that the entire lock device is also laced with small amounts of kregora; enough so that the device resists any spell at 30th level. Any spell cast within twenty feet of the central platform must roll. Also, only four attempts may be made to defeat the lock or the three pillars will sink down flush like the central one, and the lock can only be opened by Yaalc Muul.

Staff of Spheres: A six-foot tall staff of dark grey wood, about 2.5" in diameter. There is a metal inlay in the bottom end of the staff about an inch in diameter, and the shaft of the staff is split in half midway along its length; a fine seam can be seen. It does not come apart, but the halves can twist about a quarter-turn. Etched into the wood is the name in Kugor. This staff was used to create the sphere complex. It works thusly: press the bottom of the staff against a solid surface and twist the two halves (if it is twisted while not touching anything, the halves just twist back, as if it were spring-loaded). The staff begins dissolving the solid material at the rate of five feet per second, the empty space expanding out from the base of the staff not unlike a balloon blowing up. The staff will continue until the halves are twisted back. The shape cannot be controlled; it will always be a sphere. While this is a potentially dangerous device, most of its power has already been used. It has magic left to create one more 1000' sphere, or the equivalent in

smaller ones (e.g., 2 500' spheres). Also, any man-made objects and living things (above invertebrates like worms and bugs), can make a RR. If something succeeds, the staff stops, then twists itself to the 'off' position.

Staff of Storms: A Six-foot long staff of white Hoen wood, this staff is also 2.5" in diameter, with a silvery metal inset in the bottom about an inch in diameter. The name is inlaid in silver along the side near the top, in Kugor. The staff is easy to operate, but more challenging to master (using Staves and Wands skill). Striking the staff on the ground will summon a storm. If the user does not specify one of the staff's four powers, he will get a random one (25% chance of each) of the following: One version of *Storm Call* (Cleric Open Weather Ways) with 50 mph winds, rain and lightning lasting an hour; another version of *Storm Call* with sudden temperature drop (depending on location), blinding snow and 20 mph winds, lasting 1-6 hours, 1 foot of accumulation per hour; *Firestorm* (Magician Base Fire Law) centered randomly within fifty feet of the caster; or Ice Storm (same as Fire Storm but balls of ice fall, delivering a 'B' impact and cold critical). The staff can cast one storm per (10-day) week.

Staff of Souls: Identical to the Staff of Storms except this one is made of black Dír wood. This staff can take the soul from any person within 100' and hold it. If the target fails (the staff attacks at the level of the user) they fall into a coma. The staff can return the soul to the target but must be within ten feet. The staff can also be used for *Lifekeeping* if the soul is stored within the staff in less than 2 minutes after the target 'dies.' The staff can hold 6 souls; trying to take additional souls if the staff is 'full' will have no effect.

43. Mausoleum of Yaalc Muul. This is a circular granite structure fifteen feet in diameter. It has a domed roof, and entry is gained through a pair of curved metal doors, which are locked, *Extremely Hard* (-30) to open (the Animists have the key). Inside, lying on a long low pedestal under a crystal cover, is Yaalc Muul. He is not dead, however, but preserved in magical sleep inside this sarcophagus. Also in the chamber is a low stone desk and a heavy, rough wood chair. On the desk is a lamp, and one of Yaalc Muul's notebooks. Much of the contents is incoherent scribbling (all in Kugor) but there are some scattered notes and verses. See the Adventures (Section 10) for some examples.

44. Portal/Jewel Well. In the center of this pedestal is a low dais ten feet across, and near one side is a slab of greenish stone, 4 feet wide by ten high. However the side facing towards the center of the platform is translucent crystal. It is actually a portal to the Isle of Lost Magic, #12 on the Tower High Chamber layout. A small hole



in the side of the slab is a receptacle for a smoky crystal to activate the Portal. There is another feature on the pedestal: near the far edge, a small Jewel Well. Jewel Slime bubbles and churns in its center.

45. Cavern/Tunnel. A few thousand feet along this passage, the floor slopes up until it is more or less a cylindrical tunnel about a thousand feet across this natural tunnel meanders several miles, narrowing to a hundred feet across at times, until finally reaching the coast where it opens into a grotto about 1500' across. There is a passage two hundred feet wide and a thousand feet long opening out into the ocean about a thousand feet under the surface.

10.3 LEGACY OF THE EARTHWARDENS

Inside the Isle of Lost Magic is a cave, and built into the top of the island's spire is a secret tower. There is no land access to the interior of the tower; in fact the slopes of this tall, conical rock are so steep as to provide virtually no landing. There is the tunnel from the Molac Traayig, and if one had the gift of flight, you could attempt to land on the top of the pinnacle amidst the treacherous winds. There are other ways to reach the tower, however.

This was an important place for the Earthwardens. They built it many tens of thousands of years ago, yet it remains, because the very stones are imbued with a magic that makes them self-renewing. In a way, they are as much energy as matter. All Earthwarden sites give off a subtle Essænce radiation in all realms because of this enchanted nature.

Coral Roads were intended as a gift to the peoples of Kulthea: routes safer than the treacherous seas, which were fraught with monsters and storms. But while the Earthwardens were no strangers to the magic of Portals, they kept that power of instantaneous travel for the most part to themselves. This tower is one of several nexus-points around the planet with many Portals.

10.31 ABOUT THE EARTHWARDENS

The Earthwardens were, in fact, a small cult of the K'ta'viiri. While their race was concentrated on Kulthea, naturally with an empire spanning much of the galaxy there were perhaps tens of thousands of them across the stars at any given time. Why were there not more... millions or perhaps billions? For one thing, the K'ta'viiri—like the Elves who still live on Kulthea, were not terribly fertile—despite their best technological efforts. But even more significantly, the Althans learned a terrible fact early on in their space exploration: if they remained away from the homeworld for more than a

perhaps a dozen years, they would begin to age. They were only immortal on Kulthea. So every Althan had to make a pilgrimage to the homeworld for at least a few years to recharge whatever it was that kept them forever young. Most chose to simply remain there.

The group who later came to call themselves the Earthwardens was one of a few associations who chose to venture out regularly aboard large ships and explore the far reaches of the galaxy. Most were scientists who were curious about what lay beyond the Empire. They had no political aspirations. Sometimes the ship did not get back as soon as planned, and they aged somewhat. They also encountered other humanoid species along the way, and some they brought with them. With some they had children. They did equip the ship with Cronagenic suspension modules for very long trips, to protect themselves from too much deterioration.

One particular ship returned to Kulthea after a particularly extended period journey (mainly because of a time dilation of many thousands of years because of a close brush with the event horizon of a singularity). They arrived at Kulthea to find the aftermath of the great uprising against Kadæna. Most were not entirely displeased to see that the corrupt Empress had been overthrown, but the devastation that had been wrought upon their home was heartbreaking. They knew nothing of Dænku and the Duskwalkers, but they did detect the Eyes and the trapped K'ta'viiri in the East.

There were only a few hundred of them, along with mates and offspring, but they decided to remain on Kulthea and do their best to restore their world to its former beauty. They would keep a low profile, remain aloof from politics and power, but they would aid the fragile peoples in need where they could. They built protected roadways, and constructed magical guardians who could be summoned to fight against the terrible demons that now walked the earth. They kept apart from the Jinteni and Wõrim and the Elves for the most part, and faded into legend as those civilizations rose.

Like all the K'ta'viiri, the Earthwardens were powerful masters of Arcane Essænce, but in particular they were able to tap the Channeling power from the earth like few others. Thus they had great ability to manipulate nature as only the most talented Animists can today. Also, when they returned to Kulthea, they abandoned most technology in favor of Magic—though both were somewhat unreliable in the first fifty millennia or so after the fall of the empire. The Earthwardens could build Portals with relative ease, but when the Flowstorms were severe those would not function. Then it was the Coral Roads.

The Earthwardens became aware of the Dænku Ahrenreth ("Secret Circle") but elected to keep their



existence a secret. Since the Secret Circle mostly remained in stasis, awakening only to combat followers of Kadæna who surfaced, it was unlikely they would uncover the small and subtle works of the Earthwardens, who spent most of their energy on rebuilding the planet's ecosystem. They received unexpected help in that from the Fey Folk of Orhan: Naiads, Dryads, Oceanids and others. They came to respect these spirits and work in cooperation with them, though even they never fully understood the nature of these ephemeral creatures, created by the hidden Lords of Orhan.

Around 40,000 years before the beginning of the Second Era, most of the Earthwardens decided that their work was done, and wanted to resume their travels. Their ship had remained in orbit during this rebuilding, and they hoped to embark on a great journey to another galaxy. A handful—and their descendants—remained on the Shadow World to continue their efforts. A few survive on Kulthea to this day, but most have retreated to a simple, reclusive way of life. Some like to refer to themselves as 'The Elders.' One is the Storm Wizard; he was always the most talented at creating magical golems.

10.32 THE AAYIIG USCURAC (CAVE OF MAGIC)

This place of power of the Earthwardens was once known as the Cave of Magic, now it is only the Isle of Lost Magic, because it is believed that the power has gone from it. But that power can be restored.

ENTERING THE TOWER

Deep under the island is a round room with a corridor leading to the tunnel, and a spiral stairway in the center. The stairway goes over 6000' up to the top of the tower. However there is a shortcut. On the center column are dots indicating four musical notes, and below them is a crystal receptacle. Either playing the notes or inserting and removing a smoky crystal will cause the third step to glow blue for about a minute. Anyone stepping on that step while it is glowing will be whisked almost instantly to the oval chambers level, and find themselves stepping off into the room. The column at that level has a different set of notes marked on it and an identical indentation for a crystal.

THE OVAL CHAMBERS (LOWER LEVEL)

All the rooms are ten feet tall at the perimeter, but the ceilings gently bow up into graceful domes thirteen feet high. The rooms are faced partially with a deep blue variety of the Earthwarden stone, the rest finished with a pale blue-grey stone. The windows are large ovals approximately eight feet tall and three wide, the walls around them are beveled on the inside. The windows are

solid crystal panes (not laen but almost as impossible to break) that cannot be opened.

1. Spiral stair. Descending over 6000' down from the summit to a tunnel below sea level. At the bottom is a circular chamber and one doorway to the passage heading NW.

2. Door. Of Preserved Dír-wood (which is among the hardest and most durable in all the *Shadow World*, and with minimal magical treatment it can last for thousands of years). The door is square and set on heavy alloy hinges, opens into the hallway and the wall around it insets about an inch, further discouraging any attempt to force it open. Fortunately the door has a simple latch and opens easily; the heavy deadbolt on the inside was not set.

3. Chamber of Waiting. About seventy feet across, this oval room has four windows and an enchanted fireplace that lights when anyone enters, seeming to burn logs that are not consumed. It does generate a pleasant heat, but appears to be as much for decorative effect as for warmth.

4. Basin. A pedestal three feet high with a shallow basin, all of a translucent material like alabaster. It is empty, but water poured into it will become imbued with the enchantment to wake two golems in the niches in this room. One only needs to splash the water on them and say their names in Iylar or Iruaric, and they will awaken and do the awakener's bidding for one day (as long as it does not require them to leave the tower; and of course they cannot speak; nor do they know anything of the complexities of this place), before returning to their niche. They will not take overtly aggressive action, but they will respond to a command such as "Defend this tower!" Or "Protect Me!" The trick of course is figuring out their names. After one day they return to their niche and must rest for a day, during which they will regenerate any damage, if they are left alone.

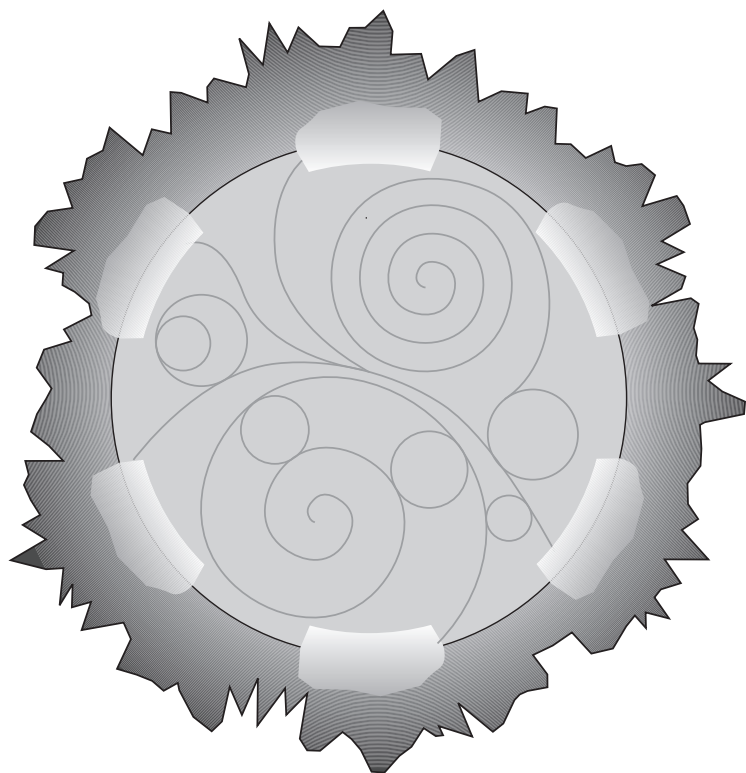
5. Steel Golem. His name is Jondor Steadyhand. He stands fourteen feet tall and looks like something between a metal statue and a suit of armor, appearing solid in areas, but with mechanical joints. He has no weapons, and is a light grey color like stainless steel.

6. Iron Golem. Baelmis Strongfoot. This companion to Jondor is very similar in appearance except his metal color is a duller, darker grey.

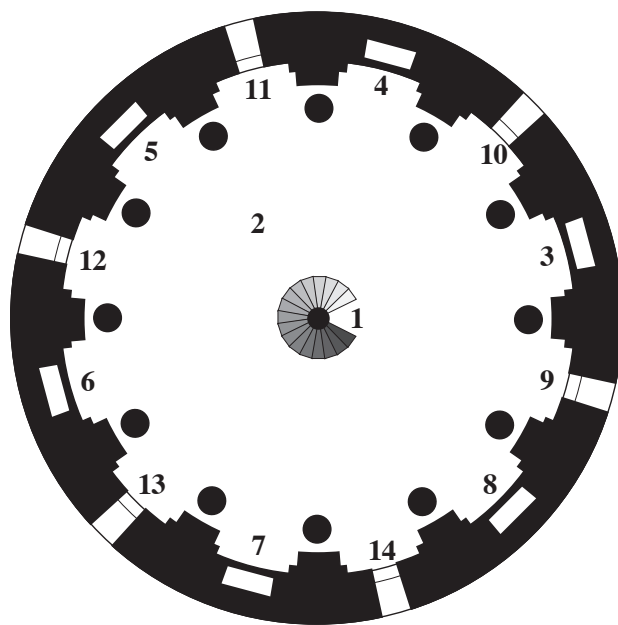
7. Secret Compartment. Behind Baelmis (it will be impossible to get to without getting him to move) is a secret door, and inside a small compartment containing a purple and red crystal, a Flute Key and a Twig Bridge. The red crystal is set in a handle-like device of carved coral. It can be removed. The pointed end of the crystal plus another inch extend out of it. (This handle is



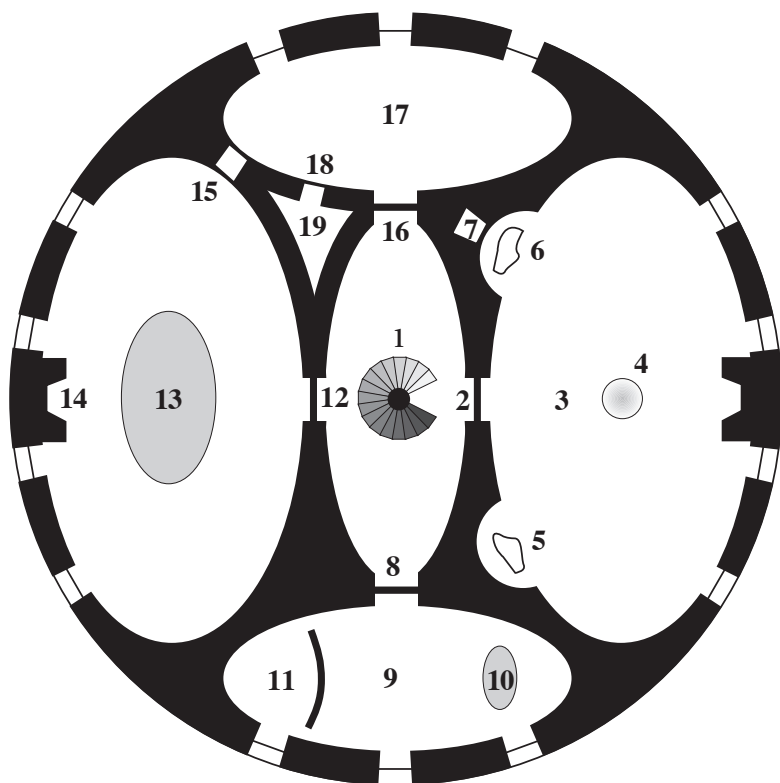
Secret Tower in the Isle of Lost Magic



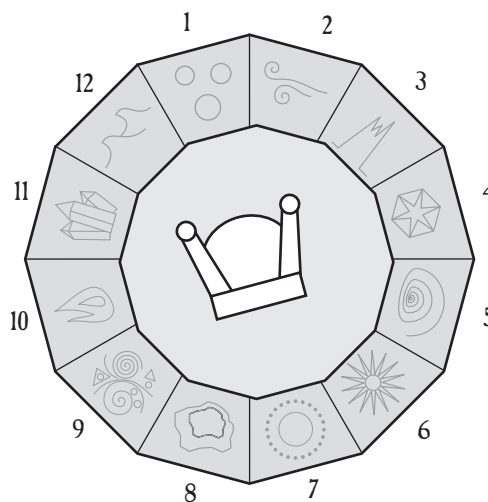
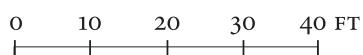
Pinnacle Roof



The High Chamber



The Oval Chambers



- Throne Platform Symbols
Numbers refer to Aargirpiri Map
1. Ruin #2 (Earthwarden Towers)
 2. Wind.
 3. #18 Tower of the Ice Demon
 4. Ice
 5. Coral Road
 6. Light
 7. Ruin #13
 8. Earth
 9. Pinnacle Roof
 10. Fire
 11. Echo Cavern near the Caves of Spheres.
 12. Water

designed to make it easier to insert and turn the crystal in the roof summoning mechanism.)

8. Door. Of Preserved Dír-wood, it leads to #9.

9. Leung's Chamber. Another oval room, this one about 45 feet across. A few minutes after entering this room, the characters will notice that it has gotten warmer. Within ten minutes it reaches a pleasant 70°F, the warmth generated by the floor magically heating. This is the personal chamber of one of the more powerful Earthwardens, and the keeper of this tower for many years.

10. Bed. A large oval sleeping platform of some spongy material.

11. Lavatory. Bathing area, and sanitary facilities to rival any of the technologically advanced K'ta'viir installations.

12. Door. Of Preserved Dír-wood, like #2.

13. Chamber of the Voices. There is an oval table in the center. Once there were chairs of regular wood construction but they have long gone to dust.

14. Fireplace. Like the one in room 3.

15. Secret Door. *Extremely Hard* (-30) to detect in these stone-paneled rooms, opens to a tiny passage, and a secret door into room 17.

16. Door. Of translucent crystal, unlocked.

17. Chamber of the Watch. Facing north, this chamber has three windows. The left and right ones are normal, but the center one, if an observer stands at the exactly correct distance (about ten feet away) transforms to a viewing lens, showing the Citadel of the Northern Eye (at the North Pole) at a range of less than a mile. One might wonder why the Earthwardens might have set up a facility to watch the Northern Eye in this way, were they concerned for its security even during the Interregnum? And is there another such installation near the Southern Eye? (Yes.)

18. Secret Door. *Extremely Hard* (-30) to detect.

19. Secret Room. More of a compartment, it is a small, shielded chamber. Anything inside it is undetectable from the outside. It contains, in a beautiful Hoen-wood box lined with kregora, the Mentalist *Wand of Light*.

THE HIGH CHAMBER

This is a beautiful domed room of white stone, with many fine architectural details like the coffered walls and the twelve columns around the perimeter. There are six large crystal windows, which in some cases give a strangely close-up view of the location they are looking on to. The specifics are given below. Alternating with the windows are inset sections of wall, each one bearing a large rune of the six magical elements: Fire,

Water, Light, Ice, Air, Earth. In the center of the ceiling is a large, twelve-sided frosted crystal pane.

1. Spiral Stair. The stairway ends on this level. In the center column, flush with the rest of the floor, is an indentation for a purple crystal. A moment after inserting it, the crystal will glow brightly, then a beam of intense violet energy will shoot up to strike the crystal ceiling, causing it to glow. Then the ceiling structure will slowly lower out of the ceiling, seemingly supported only on this beam of light. As it comes down, it becomes apparent that this is actually a throne on a twelve-sided platform. This throne is the heart of the installation and a complex control device.

2. Throne It is a large throne of the dark blue stone, set on a circular platform just larger than the stair, so that when the throne lowers, the stairway is sealed. On the ends of the throne arms are two spheres of blue crystal about four inches across. The orbs are set into the ends of the arms, held by curling metalwork designed to look like vines. However, while sitting on the throne, the hands come naturally to rest on the orbs. Each orb can be rotated slightly in its setting: the right one to the right, the left one to the left. Rotating the right one causes the throne to slowly rotate clockwise. When the orb is released, it 'snaps' back to where it was. Same with the left, except it rotates to the left and causes the throne to turn counterclockwise.

Surrounding the throne on the platform that lowered with it are twelve symbols. There are symbols for the six magical elements: Fire, Water, Light, Ice, Air, Earth (corresponding with the runes for those elements on the walls) alternating with six other symbols. These are actually highly abstracted representations of locations in the region.

When the throne first comes down, it is facing the 'Earth' rune on the wall, #7 (see below). When rotating, the throne 'clicks' and pauses momentarily as it faces every rune or window. Symbols on the platform surrounding the throne match up with the runes, and other symbols correspond to the windows. Note that the representations and the outer platform around the throne do not move, only the throne and the platform area immediately around it do.

If, while rotating the right orb to the right, the controller pushes the left orb forward/down: as the throne begins to turn, the room is filled with a grinding noise. At the same time the throne is turning, walls slide out of hidden pockets on the left side of each window to cover the opening. These panels appear to be of some dull translucent crystal, but as they roll into place, there is a strange hum in the room, and they all turn absolutely black. These are Portals. Rotating left and pushing the right sphere forward/down reverses this



process, deactivating the Portals and opening the panels. (Note that when one of the portals is activated from the other side, the corresponding symbol flashes, and then only that one panel slides into place, and as soon as the person exits [it remains active for about 5 seconds in case more than one person is coming through] it retracts automatically.)

To raise the throne back into the ceiling, pull up on both handles and hold until all the panels light up. Then after a delay of a few seconds the throne will go back up into the ceiling and the purple crystal light will go out, and the crystal will rise slightly out of its receptacle so it can be removed.

Press the six symbols surrounding the throne in the order indicated: Fire, Water, Light, Ice, Air, Earth. (They will light up when pressed; if the characters have not had a dream or otherwise gained information about the order, getting the combination would be *Absurd* (-70) to figure out) then pull both orbs up and quickly release, and the six stone sections of wall with the runes rise up in the ceiling. (To close the panels, simply push down on both orbs) Behind these wall panels are small alcoves, and in those alcoves are niches. In each niche stands a large book with a matching rune on the cover. The books are a foot wide and sixteen inches tall, the covers are of a material like nacre or mother-of-pearl: smooth and white on the outside, and an almost silvery color on the inside. On the cover is inlaid the rune symbolizing that element, the same as on the wall panels. The pages are a blue-white material like paper but more resilient (it seems impossible to tear) yet from some books, the title page has been ripped out. The book is not ruined; if the page is found and replaced, it will mend itself back into the book and the runes will return. The title page still retains its writing and says in Uscurac "The Book of (whatever element)." Raathmaauriig ripped out this and the title pages from three other books (see below), but later these pages were stolen from him they have been scattered. When the page is replaced, the contents of the book return. They are spell lists, and though they cannot be cast like runes, they will allow the reader to learn one spell per day at no cost, up to twice their own level. Overcasting rules still apply; also the spells of the list must all be learned in order from first level up. The books cannot be removed from the Tower, or they will also go blank; returning them to the Tower restores the spells.

3. Ice Rune. The niche here is empty. (The book stolen by Raathmaauriig). The contents of the book vary depending on the realm of the person opening it. Channeling: Bone Law; Essence: Ice Law; Mentalism: Mind's Door.

4. Air Rune/Book. The Air Book is here, but the first page is torn out and the book is blank. Once repaired,

the contents of the book vary depending on the realm of the person opening it. Channeling: Weather Ways; Essence: Wind Law; Mentalism: Movement.

5. Water Rune/Book. Same as the Air Book. (The missing page is in the Earthwarden holy site (10.5). Once repaired, the contents of the book are: Channeling: Concussion's Ways; Essence: Water Law; Mentalism: Liquid Manipulation

6. Fire Rune/Book. This book is intact. Raathmaauriig tried to vandalize it as with the others, but the book burned him. Channeling: Blood Law; Essence: Fire Law; Mentalism (Mystic Base): Gas Alteration.

7. Earth Rune/Book. Same status as the Air Book (see above). Once repaired, the contents of the book are: Channeling: Creations; Essence: Earth Law; Mentalism: Solid Manipulation.

8. Light Rune/Book. Same as the Air Book. Once repaired, the contents of the book Channeling: Light's Way; Essence: Light Law; Mentalism: Brilliance.

9. Window. Coral Road. This shows an outside view of the entry to the Coral Road at #14 on the Aargirpiri Map. The portal goes to an exit in the underground anteroom.

10. Window. Tower of the Ice Demon. The Portal connects to a hidden one in a chamber under the tower. (This tower is an ancient Earthwarden structure).

11. Window. A view of the three Earthwarden truncated towers, at #2 on the Aargirpiri map. The tallest tower has the endpoint of the Portal inside.

12. Window. Echo Cavern, #41 adjacent to the Caves of Spheres.

13. Window. Pinnacle Roof. Shows the roof of the tower, just above (though there is no sure way of knowing that is the location).

14. Window. Holy Site #13 on the Aargirpiri Map, the Earthwarden Circle.

THE PINNACLE ROOF

Six spires ring the platform, flat surfaces facing the center, but rough and 'natural' on the outside. There are strange signs on the floor, carved in an even trough about an inch deep. On the side of each spire facing the center of the platform is an oval indentation of translucent crystal about the size of a door. They are all Portals. Above each portal is carved a rune of one of the six elements, same as the niches in the room below. Set into the spire at about waist height and just to the right of each portal is a disk of frosted crystalline material about nine inches in diameter, with six small symbols or pictographs carved on it (matching the elemental ones on the dais surrounding the throne below), and a hexagonal hole in the center. Just above each disk is



a rune (not a symbol) of one of the elements; the rune is the same as on the six books, and above the portals themselves. The disk will only turn with a correct-color key crystal inserted, and then it will turn fairly freely, but 'click' in place whenever the rune aligns with one of the symbols. When the key is removed, the disk rotates back to the rune aligning with its matching element pictograph.

The Portal from the throne chamber remains active as long as anyone is on the roof. The other five portals lead to distant lands, but require special items, musical note sequences, or spoken phrases to activate (GM's discretion for the exit-points of these Portals). Finally, the main power of this Isle can only be summoned by enacting an Earthwarden ritual: from this pinnacle can be unleashed a heat wave, a lightning storm, an earthquake, a blizzard or a sea storm anywhere within a six hundred mile radius, lasting up to six days before dispersing naturally. The temperature can also be raised or lowered up to 30° F. temporarily. The effect itself can be centered up to 600 miles away and have a diameter from 50 miles to 600 miles. So, for instance, they could drop a storm centered right on Ulor. This can be done once a month, for a total of five times before the power of the jewel slime is consumed and it vanishes (it dims slightly after every use). If misused, this power could wreak havoc with the local climate, or even blackmail populations.

GM Note: If the characters should gain access to this power and misuse it repeatedly; certainly powerful people (good or evil) will come after them and try to take control of the facility.

Finally, and most frighteningly, the tower can function as a kind of Essænce node and summon a powerful Flowstorm up to a thousand miles in radius that would instantly drain all the Essænce in its field. All Power Points of those in the storm would be gone for 5D10 days; even magic items may not function in the storm. It begins with the tower as the center, then expands to the ordered radius in about an hour, then after the initial effect the storm takes on a life of its own, moving and acting as a naturally forming Flow Storm, which would break up and dissipate over a few days. All within the tower or on the roof are shielded, and the storm does not form for five minutes, allowing the creators to escape through a Portal. This was a kind of 'final strike' for the Earthwardens of the region if the dark powers took the upper hand. This can only be done once and the power is depleted once again, the jewel slime vanishing from the grooves. This strike was used at least once before. If used at the present time, it would cripple Lorgalis if he was at Ulor; certainly it would

paralyze the Priests Arnak, and might even destroy the Unlife Orb. But such a powerful Flowstorm would have other terrible repercussions. Note that a Flow Storm can still be summoned after 1-4 regular weather changes have been called, but the Flow Storm will be about 20% weaker for each previous weather summoning.

The ritual to call up any of the storms, including the Essænce one, is for six people to, in turn, insert a correct-color Crystal into the receptacle, twist the disk so that the desired symbol aligns with the rune above the disk, and say in Uscurac, "I summon the Power of (Fire!)" Each must do this in the correct order and turn the disk to the same symbol. Then, the pattern on the floor will shift to become a map of the area. All six must turn around and join hands and agree within one minute exactly the size and center of the storm (once the summoning is done, all six are joined telepathically and are 'guided' in what to do). One defines the parameters and all the others must say "I agree." This 'consensus of six' was intended as a safety measure to prevent any one or two renegades from wreaking havoc on the regions. The discs must be set in the correct order (Fire, Water, Light, Ice, Air, Earth), the correct color crystals must be used (though they need not be from a wand or with a handle) and each user must be from the correct realm of power.

10.4 TEMPLE TO YAALC MUUL

This is the layout for #7 on the Aargirpiri map. It is a fairly simple structure of a pale grey stone, in the triangular shape with convex walls the People of the Dragon preferred.

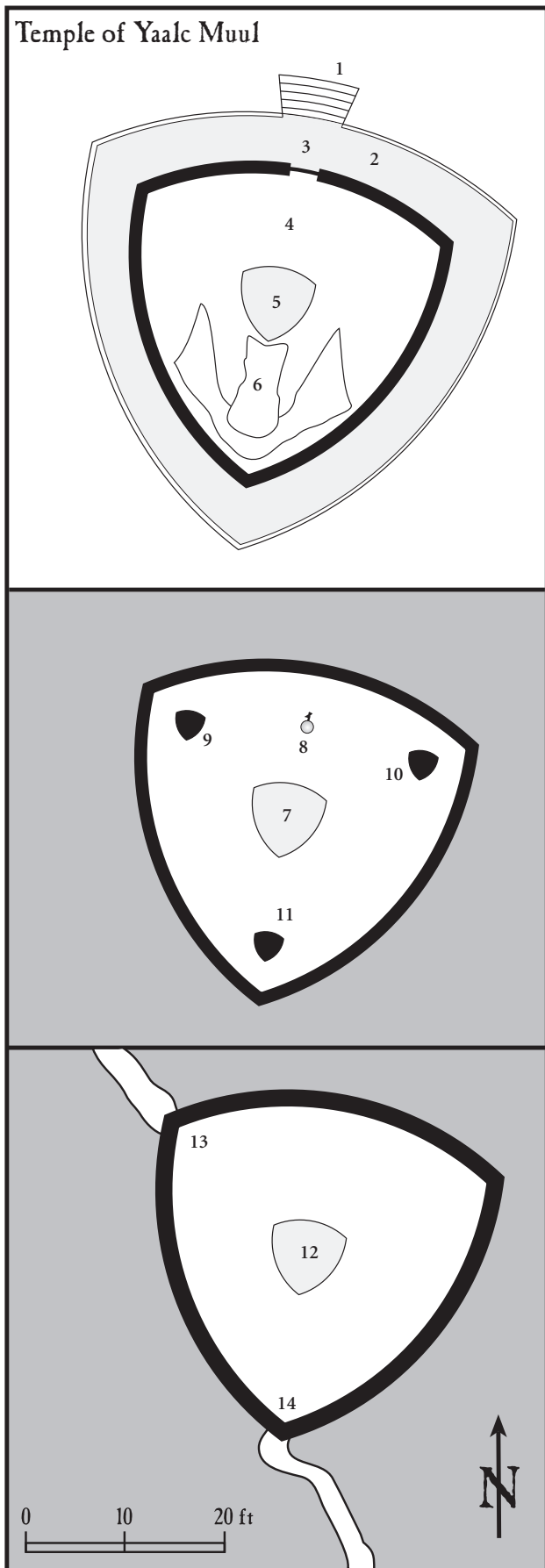
While it was built with care and skill, it is still not of magical construction, and being several hundred years old, it has begun to deteriorate. The stairs and low wall around the platform are cracked and crumbling in areas. There are some low shrubs huddled around the walls of the platform.

1. Stairs. A steep stairway. Like the rest of the temple, it is cracked and decayed, with weeds growing through the cracks.

2. Platform. A five-foot high stone platform about ten feet larger all around than the building and in the same shape. Around the platform is a wall just under a foot thick and two feet high on the inside, seven on the outside.

3. Door. Eight feet tall and three wide, the sides come together to a point at the top. The door is stone and once worked by a counterbalance, sliding on rollers to one side. However the mechanism is broken, and the door (which weighs almost 500 pounds) will have to be moved manually.





4. Temple Chamber. The three walls arch together to form a single point at the center, but there is a small opening—about three feet across—to allow light inside. The building itself is about thirty feet across, and high. Engraved in the walls in Kugor are tales of Yaalc Muul’s exploits; nothing of particular value. However, towards the end of the text, there is the statement. “For those who seek the Inner Way of the Dragon, give the gift of life with both hands.” The answer to this clue is that, to activate the platform, one must stand on it, reach forward, and prick your hands on the dragon’s fangs (see#6). When that is done, the platform will lower to underground level one. Up to five people can fit on the platform, and only one needs to prick his hands.

5. Platform. About eight feet across, it is raised a foot above the floor, and is made of a finer, white stone.

6. Dragon Statue. Not life-size, but still an imposing sight, with its wings spread across the walls and huge head leaning forward right to the edge of the platform. The statue is of a deep blue marble, and the eyes are large glass orbs that seem to have an inner glow (they are of little value, however), and the two largest upward-pointing fangs are made of some pale gray metal, uncorroded.

7. Underground Level One. The only light is that given off by the Orb (#8).

8. Orb. This is a telepathic artifact, similar in ways to the K’ta’viiri *Guardian Mind* (*Master Atlas 3rd Edition pg 174*) though not as sophisticated. Yaalc Muul called it the *Cuivashryy*, (K. “Mind’s Archive”). It is an eight-inch diameter orb set on a curving pedestal of metal. The orb glows and throbs with rainbow lights, which brighten when anyone approaches. If anyone touches it, they will receive a telepathic message “I am the Mind’s Archive,” and they must make a RR vs. a 30th level Mentalism attack. If they are not evil, they will suffer no harm, except they will get a vision: 70% it is a totally random vision from the distant past; 20% it is a Yaalc Muul-related vision of some potential usefulness (including a vision of a ritual involving the Isle of Lost Magic); 10% chance it is something of use to the particular individual (assuming this ancient orb that has been idle in this place for almost a millennia has anything useful to convey). After the vision, they will collapse and need a minute to recover. A Mentalist might attempt to communicate with the Mind’s Archive, but all others are limited to that one vision. Communication with the Archive could allow the character to learn more of the history or the region, and perhaps (GM discretion) some secrets of Yaalc Muul. An additional benefit of touching the Archive reveals that the three columns are transparent, and hold treasures within. Only those who have touched

the Archive can see into the columns. (Anyone 'evil' who touches the Mind's Archive will receive a +30 point-blank x3 damage *Lightning Bolt*.). The Mind's Archive is fixed to the pedestal, which is mounted to the floor; it cannot be moved.

9. Column. If they have touched the Mind's Archive, the characters can see a compartment in the column containing a cylindrical wooden box three inches in diameter and 18 inches long. Finding the panel to open the compartment is *Light* (+10); if they have not touched the Mind's Archive, finding the secret panel is *Extremely Hard* (-30). In the box is the Wand of Earth.

10. Column. As #9 to access. Inside a box is one of the Bracers of Uniting; in another small box is a green Earthwarden crystal set in a handle-like device of carved coral. The crystal can be removed. The pointed end of the crystal plus another inch extend out of it. (This handle is designed to make it easier to insert and turn the crystal in the roof summoning mechanism.)

11. Column. As #9 to access. Hanging inside is the Dragon Horn sword.

12. Storeroom/Bunker. To get the platform to lower to this room, everyone must step off, then a weight of at least 100 lbs must be put back on it, then it will slowly descend. To get it to go back to the top, repeat the process; it does not stop at the middle level when it goes up. The platform is essentially a pillar. There is a large metal lever on the side of it at each level to 'call' the platform if it is higher than the current one. The lever is flush with the side, can be pulled down, then snaps back up. This appears to have once been a storehouse for a variety of supplies, most of which have disintegrated. There are crates and barrels and boxes of all kinds. The only things that might have survived are several sealed jars of wine. There are also several beds and related dry goods, as if this chamber was set up as some kind of emergency living space. There are no valuables, except in a rotting box is a small orange orb about three inches in diameter. If held tightly for five seconds it will begin to get hot. Within a minute it will give off about the same light and heat as a small campfire (though it will not cause any material to combust and would not be an effective weapon, it could burn anyone holding it). If left alone it will remain so for 8 hours, then rapidly cool and darken. If about a cup or more of water is thrown on it, it will rapidly cool. It will heat once per day.

13. Secret Door. *Hard* (-10) to detect. The two sections of wall push inward and away to reveal an ancient tunnel. Leading to the north, the tunnel connects to #34 in the Bridge Caves layout. The doors are on some kind of spring or counterbalance, and will close on their own. There is a lever in the tunnel to open them.

14. Secret Door. See #13. This one winds down to the south to doorway #9.

10.5 EARTHWARDEN HOLY SITE

This is the layout for #13 on the Aargirpiri map. Though it was built by the Earthwardens, it is now mostly known by the name given to it by Yaalc Muul: *Yaalc Aenawg* (K. "Guardian Circle of Song"). It has two concentric rings of columns and an elevated circular altar in the center. The design of this site is somewhat reminiscent of another Earthwarden site, the *Stone Circle at Parnosa* on the mainland.

The platform and inner ring are made of the greenish stone used in the construction of the Kaldarak-Vaar in the Mur Fostisyr: an extremely hard, rare stone often associated with the Earthwardens. The inner ring acts as a permanent *Warding Circle*: Any being or creature who is a Demon, servant of the Unlife, or follower of a God of Charón, or anyone the GM considers to be 'evil' attempting to pass through must make a RR against 20th level of whichever Realm it has the *poorest* RR bonus (this is Arcane Essænce) or it receives a "C" Electricity crit and is thrown backward; success means it has gotten through the Ward. The protection extends in a shallow dome shape over the inner ring (and underground). Treat the inner stones as enchanted. An additional virtue remains over the site: all non-evil Lotana within the circle receive a +20 to RRs vs. spells of the Unlife (+10 vs. any other RRs), and +10 to OBs.

Finally, the central platform contains a secret vault of the Earthwardens. This vault is shielded from detection or any kind of magical transport in or out.

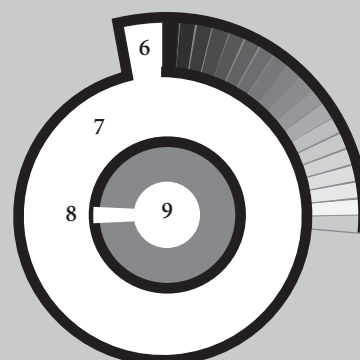
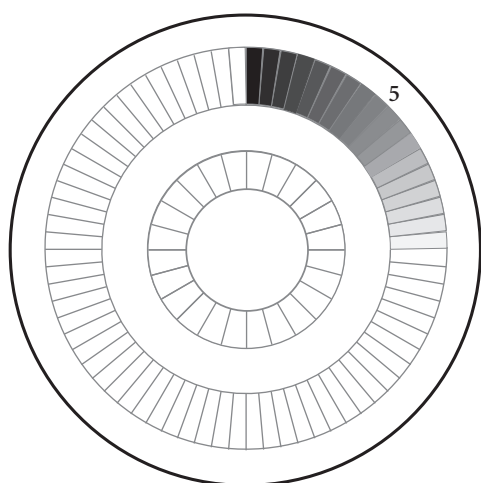
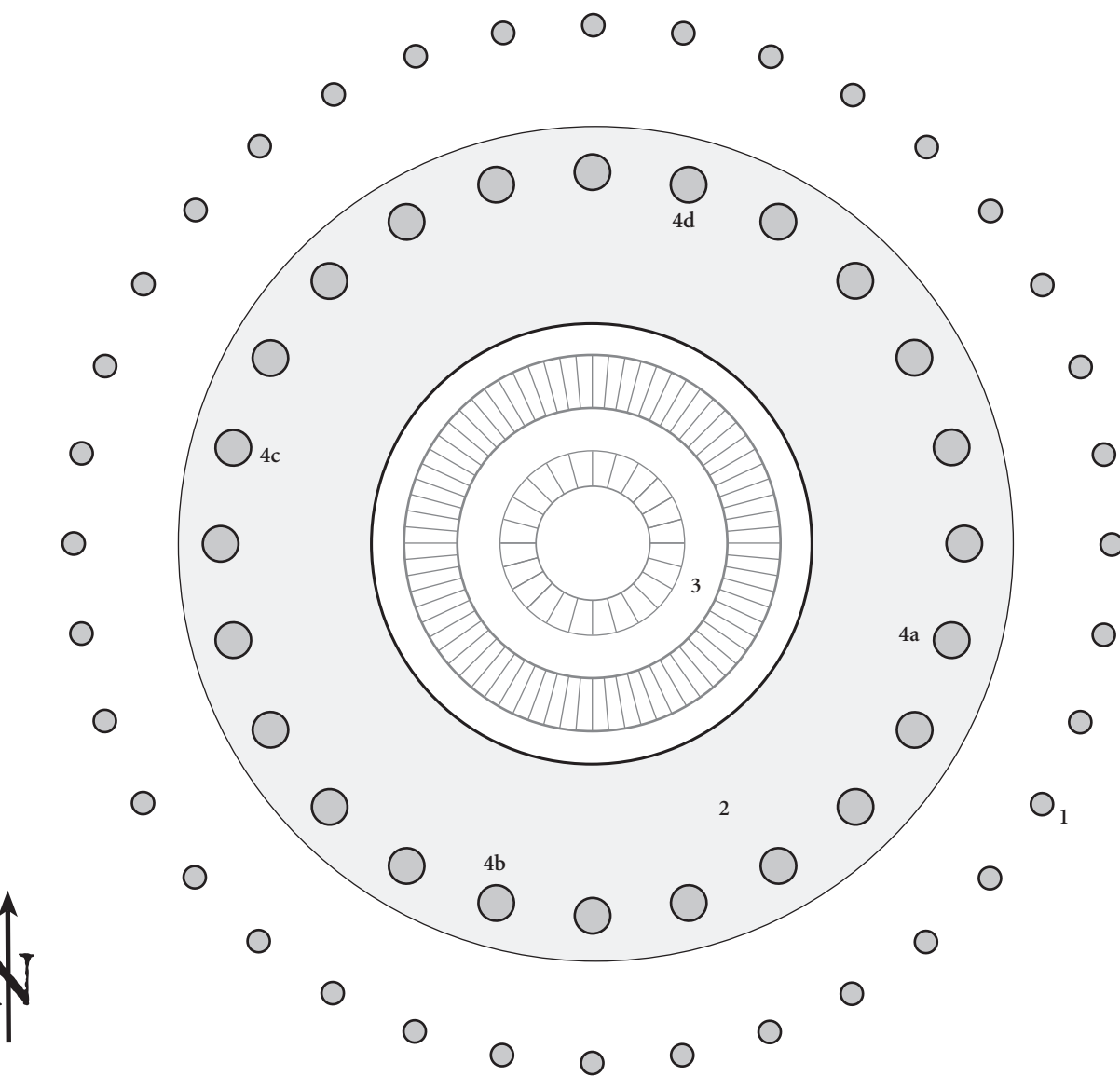
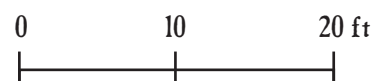
1. Outer Ring of Pillars. This outermost ring is about seventy feet in diameter, the featureless pillars eight feet tall and made of a native granite. These stand on bare ground (or actually stick about four feet into the ground). This ring was actually erected by the Lotana much later, and since those pillars are of common stone, they have deteriorated somewhat. A few are even leaning slightly.

2. Inner Ring of Pillars. These columns are twelve feet tall and two feet across; they form a ring fifty feet in diameter on a low paved platform (light gray area on the map) a few feet larger. The platform averages between six inches and three feet above the ground (the ground around it is somewhat uneven). At a height of about five feet from the ground (mouth level for an average man), facing towards the center of the structure, is a small hole. There is a second hole directly above, but it varies with each pillar. The upper hole in the northernmost pillar is about a foot above the lower, the others each a bit higher as one goes around clockwise. Blowing into the lower hole produces a musical note. Next to each lower hole





Yaalc Aenawg
"Guardian Circle of Song"



is a series of small dots, much like those found on the Moon Orrery in Rapata: they are Earthwarden musical notation. Because the stone is dark green and somewhat mottled, these holes and dots are not that obvious, *Hard* (-10) *Perception*.

3. Center Platform. This ring is thirty feet across and raised a foot taller than the larger platform. A pattern of grooves has been cut into the surface of this platform: concentric circles and radiating lines, all in a 'v' shape and about half an inch deep.

4a-4d. Key Pillars. These are the four correct pillars to blow into, as indicated by Yaalc Muul in the adventure. When the four notes are played simultaneously, they create a resonant chord that triggers the stairway entrance.

5. Secret Stairway. One quarter of the outer set of grooves on the platform are actually steps. One by one they descend, each one a little further (rather steeply, actually, each goes down just over a foot), to create a curving staircase. This also reveals the door to the chamber beneath.

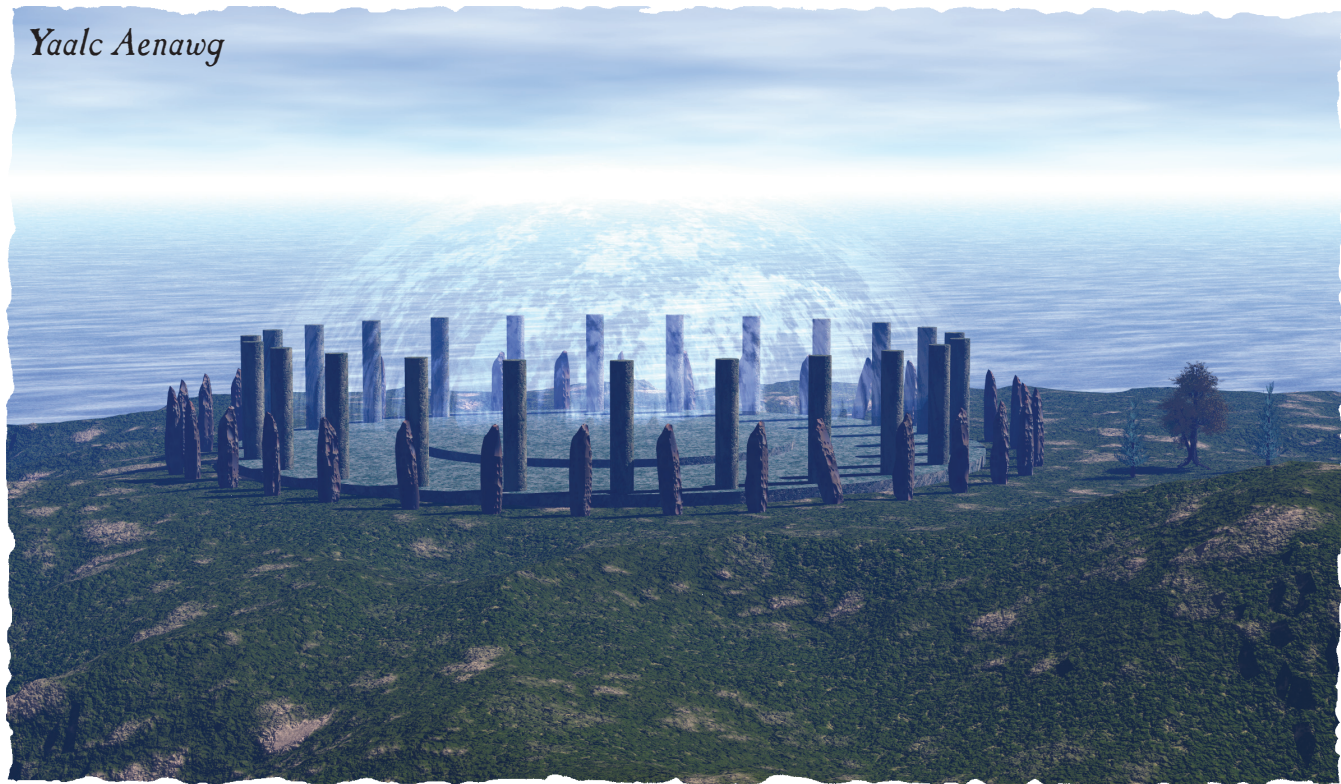
6. Door. Descending over 20 feet down, there is a large stone door. Cut in the center is some sort of Earthwarden rune, and a small hexagonal hole. An Earthwarden smoky crystal key is necessary to open this door; otherwise it is *Sheer Folly* (-50) to pick. Inserting and removing the key will cause the 6" thick door to lower into the floor. Until this door is opened, it is impossible

to penetrate the chamber magically, either with seeing spells or transport spells. The door closes automatically after about a minute. To open it from the inside, one need only touch a softly glowing green palm-sized hemisphere next to the door. The inner side of this door is actually covered in frosty white crystal: it is the exit-point of a Portal from the Isle of Lost Magic. To activate it from this end, a green crystal must be inserted in a receptacle down near the floor in the wall to the left.

7. Outer Chamber. Through the door, one comes to this tiny vestibule, which opens to the left into a ring-shaped chamber. Earthwarden runes on the outer walls glow with a reddish light. The central core is of black marble tiles. Facing the entrance on the core is the same set of dots as appear on the four columns with the correct notes, but they are very subtle, *Very Hard* (-20) to detect.

8. Secret Door. *Extremely Hard* (-30) to detect, this narrow door is opened by pressing on nearby tiles in the correct order. Consider this *Sheer Folly* (-50) to achieve, and no tools or informational spells will help. What will also open the door is playing the same four notes as the four pillars above in the order Yaalc Muul named them (and as noted on the wall) using an Earthwarden Flute Key. Determining the right notes and playing them would be a *Hard* (-10) Music roll, or a Light (+10) *Play Instrument* roll, if the character has taken that skill in playing the Flute Key.

Yaalc Aenawg



9. Inner Chamber. The central pillar has a space hollowed out about five feet across, with several niches cut into the inner wall. Set in a tall narrow niche directly across from the doorway is a parcel wrapped in black cloth. It is the Uncold sword. In other niches are one of the six Bracers of Uniting, one of the six Visors of Sight (not a cursed one), and a small box containing a red, a yellow, and a purple crystal. In another niche is a metal tube, and inside are three scrolls. One is a map of the bridge-caves, naming each but giving no other explanation. *See Appendix, Yaalc Muul's Map.*

The second is made of an unusual, resilient material (shaalk); written on it in Uscurac and the Mentalist written language is *The Book of Water* (it is the title page torn from the book in the Isle of Lost Magic)

The last scroll has the following on it:

Aayiq Uscurac

Jewel Slime

Names:

Jondor Steadyhand

Baelmis Strongfoot

10.6 AARGIRPIRI ADVENTURES

Following are adventure ideas designed specifically for the Isles of Blue Light area, including the secret underground complex of the Hollow Spheres.

Rather than detail individual adventure scenarios, this section includes some possible goals (and some 'sub-goals') for the characters. They are listed here in what is probably the 'ideal' order in which they could be performed, but unless guided it is unlikely that the characters will pursue this exact course.

What would bring the characters here? The Aargirpiri is a place of mystery and ancient ruins, supposedly uninhabited now, but once the home of Elves, and—Legend says—the Earthwardens.

10.61 EXPLORE THE BRIDGE CAVES

Even finding the bridge-caves will require some research and clues, but between the stories spun around common-room hearths of the 'caverns of the Blue Dragon' and perhaps some special background of the players, they might stumble on the entrance.

Just exploring this vast complex alone could keep the characters engaged for a considerable amount of time. In addition to all the other things that can be found here are two important goals:

- Discover the Jewel Well and the Portal: this will allow them to restore the magic to the Arg Ord Uscurac, once they learn how to do it.
- Learn the secret of the salufis tree. This is actually a two-part goal: finding the tree itself, and discovering the mirror in the oculus far above that could redirect the sunlight down and 'trick' the tree into blooming.

10.62 EXPLORE THE ARG ORD USCURAC

From the Bridge Caves, the characters may discover the tunnel, which connects to the Isle of Lost Magic. As the layout shows, it has several secrets—including the many Portals, the hidden books and other items, and the Essence Summoning power on the roof.

Again, someone will need to come into possession of some of Yaalc Muul's writings, or have a vision that points the way towards opening the secrets of this tower.

Know the Order to Open the Ways

In Elder times there was one Essence

All energy intertwined.

The Earthwardens were Arcane Masters

But the children could not grasp the Unity.

So the Masters conceived the Three Realms

Essence, Mentalism, and Channeling.

The last is Ironic.

since even the Earthwardens never fully understood

The Lords of Orhan, now the greatest source of the third.

The Earthwardens dealt with the world Elementally

In six forms: two they linked to each Realm.

Fire and Ice: for Essence, for these are their greatest weapons.

Water and Light: for Mentalists to focus.

Air and Earth: for Channeling, the things of life.

But in the High Chamber, the sequence is the Key:

Fire, Water, Light, Ice, Air, Earth.

From the Notebooks of
Yaalc Muul

*The Cold Fire Demon desecrated the Books
Ice he took, with the pages of four.
Fire burned him.*

*I stole from the thief.
I hid the pages
Water Ripples at the Guardian Circle of Song
Earth waits at the Parchment Dawning.
Air wafts at the Wyvern Doorway.
Light shimmers*

(page torn away)

From the Notebooks of
Yaalc Muul, but unsigned

10.63 RESTORE THE POWER OF THE ARG ORD USCURAC

*Of Magic Lost...
To restore the Power of
The isle of Lost Magic,
take the liquid Essænce
When the Wells appear again.
Fill the Pattern.
But be quick,
while the Well-spring is fluid.*

--Yaalc Muul

Unless the characters find some other way to instantly transport Jewel Slime from a Well to the Isle of Lost Magic, this adventure would possibly proceed from the Cave Spheres and the Well and Portal there.

All that needs to be done is to bring approximately a pint of the Jewel Slime to the roof. It stays fluid for about a minute after being removed, unless it is held in some kind of container that magically preserves it/stops time. The Jewel Slime should be poured into any one of the grooves (they are all connected) carved into the mystical

roof of the tower. The Slime glows with a prismatic light, and behaves almost like mercury, beading and slithering to fill the pattern. When that happens, the slime flashes with a bright rainbow light and hardens like glowing, multicolored ice in the grooves. Then, beams of light shoot from the crystal clusters on the top of the spires towards the center of the platform in shimmering fans of radiance. In this light appears a three-dimensional image of Tev Yu'um, a tall, handsome Y'nar of middle years. He speaks telepathically to everyone there:

"Greetings! I am Tev Yu'um, once long ago the Yaalc Muul of my people. Congratulations, you have discovered the secret to restore the magic to this island. To tap into this magic for certain uses, other keys are needed. This is a place of immense power; use it responsibly.

I also pass on a great gift—and two of the keys you need—to you who can solve the riddle of the vault." He turns to the south and from his hands shoot beams of intense light, to the holy place (10.5; #13 on the Isles map) ten miles to the south. The columns of the holy place glow, bright enough even to see in daylight. Its defensive powers are doubled for thirty days. Then he speaks again: "Go there. Then, North, South, East, West: face the cardinal directions. Then step to the right and a gift of the lungs to the four winds will reveal the secret."

The image of Tev shimmers out, but the pattern in the floor continues to glow, though very dimly. Everyone's Power Points are fully recharged (in fact, a character can come here once a week now and all PPs will be restored).

10.64 FIND THE UNCOLD SWORD

This follows directly from the adventure above, where Yaalc Muul provides a clue to enter the Earthwarden Holy site. If the characters do not immediately pursue this, or if they are seeking the Uncold Sword

*Of Magic Lost and Fire Hidden
My mentor gave me a great gift
A weapon wielding the power
most feared by denizens of this frigid land:
Heat.
More than heat: the Absence of Cold.
Yet as the nights grew long,
Even I came to dread the ultimate fire.
My animal nature*



*It came to rule my reason.
I hid the thing away, in an old place:
I don't know how I learned the secret
But its origins are from before my time.
When you restore the Power of
The isle of Lost Magic
I will share the secret
Of the Yaalc Aenawg.*

--Yaalc Muul

This refers to the Uncold Sword, which Yaalc Muul possessed. But as his humanity began to slip away, he decided that it would be best to hide the weapon. Wrapping it in kregora to completely mask its magical signature, he placed it in a secret vault under an Earthwarden holy site, #13 on the Aargirpiri Map.

While it is possible that the characters can somehow enter the holy site without a particular clue from Muul, it is unlikely that they could until they reactivate the Isle and receive the message from Yaalc Muul that reveals the 'key' to the holy site.

10.65 LEARN THE STORM POWERS OF THE ARG ORD USCURAC

*Find the Crystals, for they are keys.
Summon the powers of the Six Elements.
Turn, and call upon the Element
Turn, join, and consent
This is how the Elements are harnessed to destroy.
The Earthwardens made a great focus.
A weapon. A tool. A portal.*

--Andraax

10.66 RECOVER THE UNHEAT SWORD

Like the Uncold sword, the Unheat sword could be the object of a quest for one of the characters.

The Cold Fire Demon Raathmaauriig possesses the Unheat sword, and as soon as the Uncold sword is drawn

from its scabbard, he will know it (as the attuned owner of the Uncold sword will know when Raathmaauriig draws the Unheat sword). The location is not given, only a general direction. He will begin sending his minions (Quaidu in civilized areas, Snow Demons and Garks in the wilds) to find the sword and its owner. If these are defeated, his attacks will escalate, until he will lead a force against the holder of the Uncold Sword himself, at a place and time of his own choosing...

Others want the sword of course: The Priests Arnak would like it as a power source for their Unlife Orb, though they are not aware that it and the Uncold sword could combine to destroy their new focus of power.

Naturally, for there to be any chance of success, a confrontation with Raathmaauriig and his minions would have to come late in any campaign where the characters are fairly powerful. This may not come at a time of the characters' choosing, especially if one of them has the Uncold sword, and the demon will be hunting for them.

11.0 THE ABSENCE OF LIFE

The very existence of the Unlife Orb is unknown to all but those in the inner circles of the Arnak Priesthood and a handful of others. Lorgalis and his daughter Shentira Vortaen, a few Loremasters, and Ondoal all have felt the presence of the Orb, but only Andraax fully understands it... in his own strange way. It is located in the Aalk Athimurl, the home of that priesthood. As it grows in power, it in turn augments the powers of the priests. All have 2x PP within 100 miles of the tower now, and they are gaining more energy all the time. The Tower of Lost Magic could not destroy the Unlife Orb, but it could weaken it and the garrison prior to an attack...

The Unlife Orb can be destroyed by aiming both the energy streams of the Absence of Heat and Absence of Cold at it. Any other energy attack would only strengthen it, but those two summonings are so absolute that they cancel each other and form a different kind of energy vortex, powerful enough to starve the Unlife Orb after about 12 rounds of continuous exposure.

Of course the wielders of the swords must maintain that contact while probably under attack by the full force of the Athimurl garrison and priesthood, including three Sixth-Pale demons.

11.1 THE AALK ATHIMURL

*Long was my trek to the Tower of the White Cat;
i wondered if the other routes could be as grim.
Next time i will swim.*



*There are no roads on the coast of the North Sea,
but the Umlí know invisible paths across the snow,
to the Black Ice Bay.*

*At the feet of the smoldering cone of Karnviigaath,
we headed east across a finger of land that was ice
both white and black. The black cut deeper.*

*At the end, looking across the churning bight
stood the Aalk Athimurl, like and unlike
her foul sister in the Mur Fostisyr.*

*My understanding of Umlí was uncertain, but
i though my guide said this was the worse of
the siblings. Before he fled back down the path.*

*Elor Once Dark
TEi 4380*

The Citadel of the White Lion (Aalk Athimurl in Kugor; *Vaeg su Loak* in Dyar Elvish) shares in some respects the almost fanciful architecture of the Aalk Gaath, the home of that order of Arnak (and at times the Dragonlord Oran Jatar). The White Dragon had a hand—or claw—in the design of this tower as well,

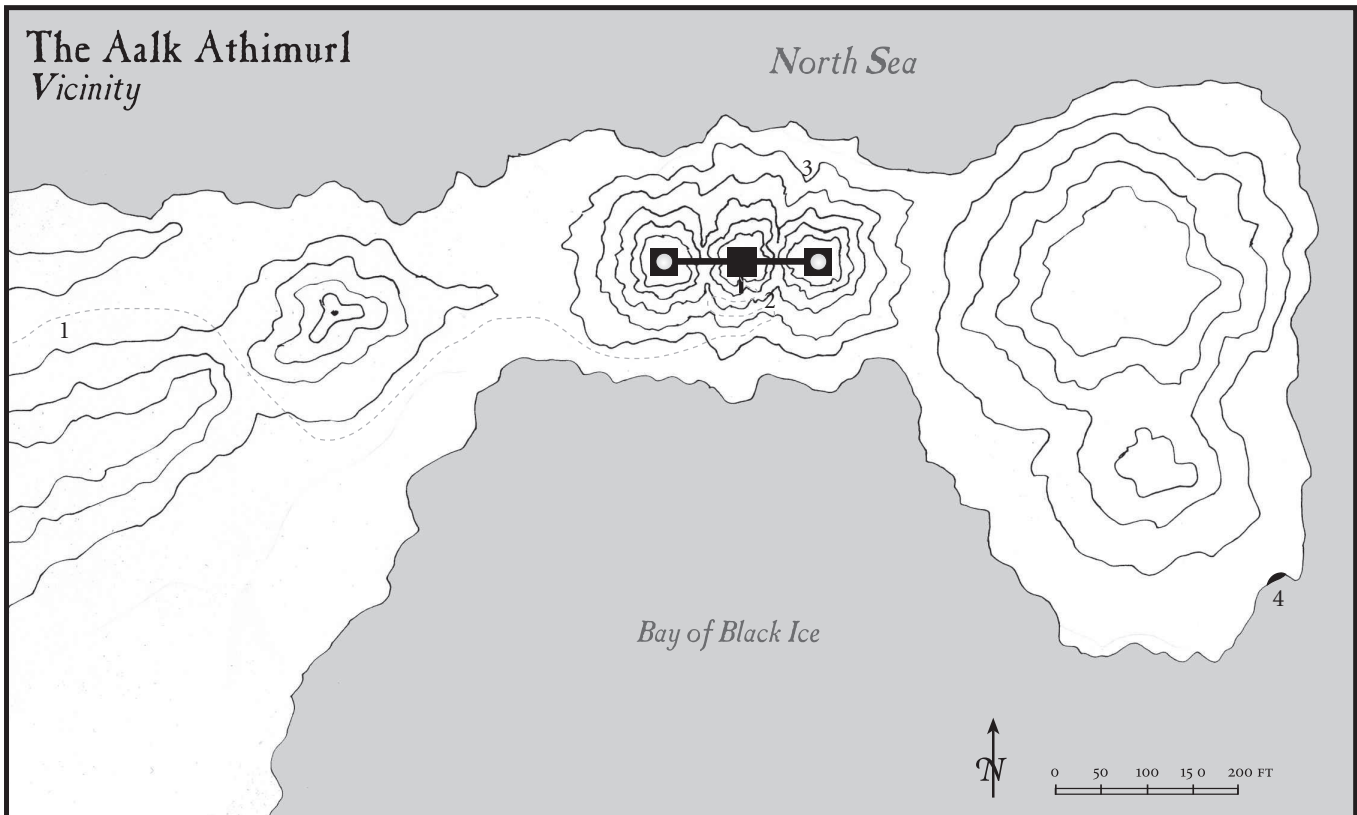
which was constructed somewhat later than the Aalk Gaath and employs more metallic architectural elements than the Citadel of the Dragon.

It is essentially three towers in a row, linked by a pair of large bridge spans. Each tower is perched on a rocky outcrop of volcanic stone; those pinnacles rise from the tip of a spur of the black slag extending out to partially enclose a mile-wide bay, which is frozen-over much of the year. While the visible structure does not seem that large, much of the citadel is underground—including the Obsidian Sphere chamber (where the Orb of the Unlife is located), a grotto entrance, and volcanic vents linking to the Ash Lairs.

VICINITY

1. Path. A barely-detectable, winding and treacherous path leads along the rocky ridge up to the tower entrance.

2. Entry: A gracefully tall, pointed arch stands open and seemingly unguarded. A black metal stairway leads into the shadowed interior. But lining the inside wedge of the entryway is a strip of dark laen, an enchanted guardian which will only allow those known to the High Priest to pass unharmed. Each person must make a RR vs. 30th level Channeling or trigger the trap: a (part black Eog) metal portcullis slams down, and the stairs tilt up hinged at the bottom, slamming all on the stairway against the portcullis, and sealing the entry. All caught in this trap



take 1D3 +100 Fall/Crush attacks. Then the portcullis rises, dumping the victims down the hill, and the stairs reset.

3. **Secret Entry.** This large door is disguised to look like the surrounding rock; it is the exit for the Messengers (See #48 Upper Halls). It is *Very Hard* (-20) to detect even if the searcher knows the general area of the door. In addition, it is locked and can only be opened from the inside. (lookouts open the door for returning Messengers).

4. **Grotto Entrance.** This opening varies from five to ten feet high depending on the tides, and about fifteen feet wide. Because of the black rock all around, it is *Hard* (-10) to notice even if someone were looking for it. Under the water's surface, the opening is actually about fifty feet in diameter.

UPPER HALLS

1. **Path.** A barely-detectable, winding and treacherous path leads along the rocky ridge up to the tower entrance.

2. **Entry:** A gracefully tall, pointed arch stands open and seemingly unguarded. A black metal stairway leads into the shadowed interior. But lining the inside wedge of the entryway is a strip of dark laen, an enchanted guardian which will only allow those known to the High Priest to pass unharmed. Each person must make a RR vs. 30th level Channeling or trigger the trap: a (part black Eog) metal portcullis slams down, and the stairs tilt up hinged at the bottom, slamming all on the stairway against the portcullis, and sealing the entry. All caught in this trap take 1D3 +100 Fall/Crush attacks. Then the portcullis rises, dumping the victims down the hill, and the stairs reset.

3. **Landing.** The stairs turn and lead up to level two.

4. **Upper Landing.**

5. **Sentinels.** Seated on stone thrones on either side of this doorway, their bodies facing ahead, is a pair of humanoids, who would stand about nine feet tall. They are humanoid below the neck at least; from the neck up they are monstrous. The head is a fusion of three heads: a maneless lion facing forward, the same as the body; dragon/lizard heads facing each other across the doorway, and fanged humanoid/demonic heads facing out, over the stairwells. They are carved from black, shiny stone, and their pairs of eyes glow an angry red. These are magical sentinels; see the Garrison below for details.

6. **Spiral Stairs.**

7. **Portal Platform.** A black dais about six feet in diameter and rising six inches from the floor. Anyone stepping on

the platform is instantly transported to the platform on the Lower Levels, #11.

8. **Monk Training Room.** Equipped for combat and athletic training. There are usually a few monks here sparring or otherwise training.

9. **Guardroom.** The stairway in the corner of the room ends here, and another in the center begins, connecting levels Four thru Six. This level is also where the bridges connect the three towers. Guard-monks are stationed at the central stair and the doors to the bridges. Note that on this floor and extending up, metal fins extend out from the tower with a narrow slit in between, allowing some outside light in.

10. **Center Stairway.** This stair is enclosed by a thick stone wall, and a curved door of black metal. The door is locked, *Very Hard* (-20) to pick; the guard has a key.

11. **Doors.** The doorways are ten feet wide by fifteen high, with a pointed arch top. They are closed by reinforced metal doors, which are raised by a counterweight. In the center of the door is a round window of laen, two feet in diameter, allowing a view of the bridge. The door rises and lowers fairly slowly, but in an emergency the counterweight can be disconnected, causing the door to slam down almost instantly. The doors are operated by a wheel on the wall on the inside and outside; the wheel mechanism is locked, *Very Hard* (-20) to pick; the guard on the inside has a key. Some of the reinforcement is black Eog, enough to add 10 to the chance of failure of any non-evil spell within ten feet; and give the door itself a RR as 50th level vs. any non-evil spell.

12. **Bridges.** These spans, supported by graceful pointed arches, are the only normal way to reach the side towers from above-ground. A monk patrols each of these bridges, keeping lookout. The bridges are covered, with three large windows on either side along their span.

13. **Anteroom/Storage.**

14. **Monk Quarters.** This room houses twelve Monk-guards. They are Spartan but not inhumanly so. There are cots in one area, some partitions, an area for preparing food.

15. **Monk Bathing Area.** Toilet and bathing facilities.

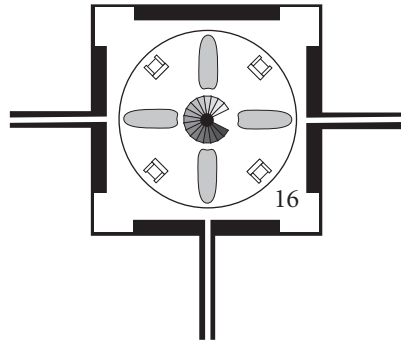
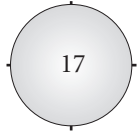
16. **Lookout/Launching Area.** The stair ends on this top level, but the central column extends on up to support the roof. There are four large, floor-to-ceiling windows in the corners of the tower. Most of the floor is a 25 foot diameter disk that can rotate about 45° back and forth. Set on the disk, alternating and spaced evenly apart, are four large stone chairs and four wood objects that look like open punts or skiffs. The skiffs are tethered to low stone posts set just behind them. Normally the thrones are placed before each window, sometimes occupied by Adherents as lookouts. If the floor were rotated 45°, the



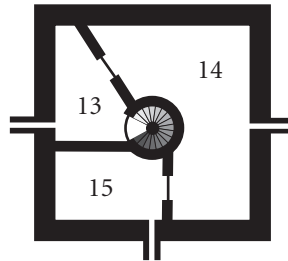
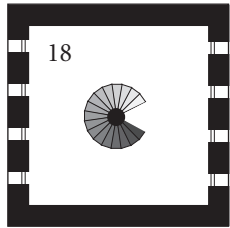
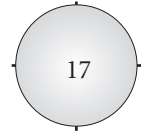
The Aalk Athimur1

Upper Levels

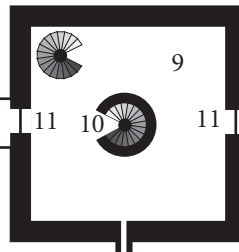
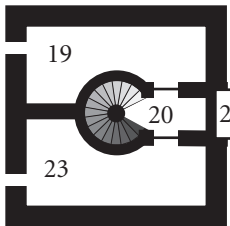
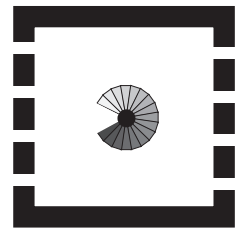
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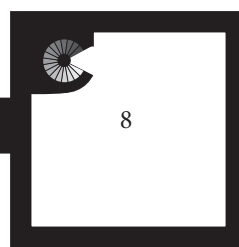
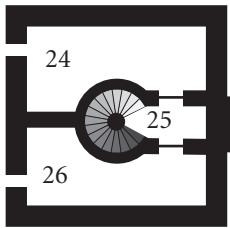
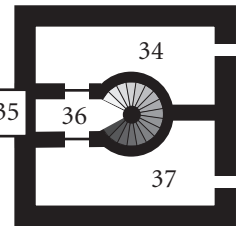
Level Six



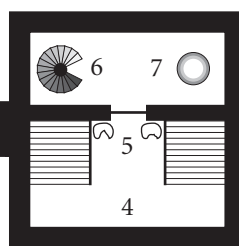
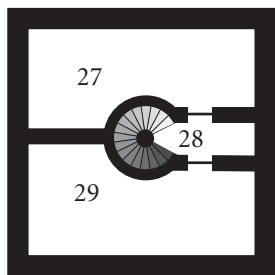
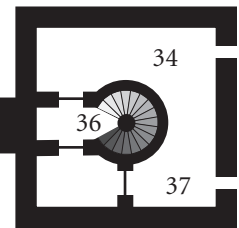
Level Five



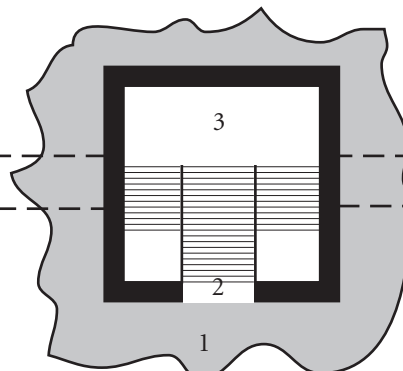
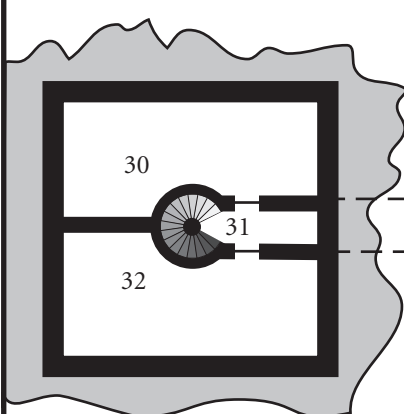
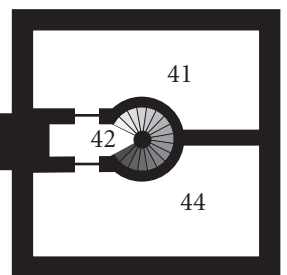
Level Four



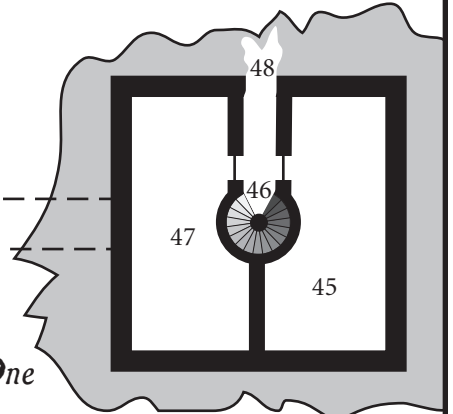
Level Three



Level Two



Level One



skiffs would be aimed for the large windows. A closer examination of the skiffs reveals that their bottom surface is covered by a golden metal, and the boats are actually floating a few inches above the floor. On either side of the rear seat is a lever; these descend into an enclosed box under the seat. Moving the levers controls the skiffs by moving flaps and a small keel on the underside of the boat; the action is all very mechanical, the typical methodology of Ulya Shek. Each boat is about ten feet long, with bench seating and could hold 5-7 people; curiously, there are handles mounted on the seats and along the top edge. These are actually flying boats, using a magical alloy similar to that on the Eidolon skyships. They are controlled by the levers and can fly up to forty miles an hour. They are quite maneuverable with a skilled pilot, but quite perilous for an inexperienced one. Eight of the monks are fairly skilled at this, and these ships are used to scout the area, spy on enemies of the High Priest, and sometimes deliver Messengers to their target. A lever in the central pillar controls the position of the rotating floor. The windows are laen panels set on hinges that swing inward.

17. Channelling Spheres. These huge black glass spheres, mounted on seemingly delicate settings of untarnished eog, help Athimurl priests focus their power and communicate.

18. Quarters of the High Priest Athimurl. Luxurious chambers. Unlike in most of the other rooms with windows, these actually have glass protecting the interior from the icy blasts of the elements. The Stairway ends at this level and can be closed off by a series of wedge-shaped steel panels rotating over it, controlled by a lever in the central pillar.

19. Study. The High Priest's private office.

20. Enclosed Stairway. With a curved door of black metal. The door is locked, *Extremely Hard* (-30) to pick; only the High Priest and his personal servant have a key.

21. Hallway. North and south doors are black metal with locks, *Very Hard* (-20) to pick; only the High Priest and his personal servant have a key.

22. Door. With a pointed arch top, this door is similar to #11, but slightly smaller. They use the same type of mechanism and lock.

23. Dining Room. Private room for the High Priest.

24. Kitchen/Pantry. Also the quarters of the High Priest's personal servant.

25. Enclosed Stairway. As 20

26. Isara Kul's Quarters. This Priest Gaath is described in Part 5.1

27. Priest Quarters. Between four and eight Priests Arnak are here at any given time.

28. Stairway; Foyer. Doors are black metal with locks, *Very Hard* (-20) to pick; priests and the guest have keys.

29. Guest Quarters. Sometimes occupied by the Dragonlord Ulya Shek

30. Interrogation Room. On a shelf in a corner is the Ky'taari Ataarn's head, preserved in a large jar of clear fluid.

31. Stairway; Foyer. Doors are black metal with locks, *Very Hard* (-20) to pick; High Priest and the guest have keys.

32. Laboratory. An elaborate lab with chemistry equipment, surgical tools and table, and some strange looking machinery. In large tanks of fluid are specimens of each of the Pale Demons, and some humanoid races (all dead). Ulya Shek sometimes conducts experiments here.

33. Meditation Room. Empty except for some candles and a stack of mats in the corner. The monks come here daily.

34. Quarters of the Master Monks. Divided by movable partitions to provide some privacy. The quarters have simple but comfortable furnishings.

35. Door. As 22.

36. Foyer. North and south doors are black metal with locks, *Very Hard* (-20) to pick; Master Monks and their personal servant have keys.

37. Kitchen/Dining/Bath. For the Master Monks. Their shared servant lives here.

38. Monk Quarters. Similar to 14.

39. Foyer. Black metal door, can be bolted from the inside, but no other lock.

40. Kitchen/Pantry. For the monks.

41. Monk Recreation Room/Library. Even evil Monks need some other activity. There is a small library here, and some typical games.

42. Foyer. Doors have no locks.

43. Enclosed Spiral Stairway. Though it continues through this tower, it can be closed off at the floor level here by a series of wedge-shaped steel panels rotating over it (like a fan), controlled by a lever in the central pillar.

44. Storage/Servant Quarters. General stores for the tower, and home to three servants who perform general upkeep.

45. Messenger Quarters and equipment. Twelve of the Messengers of Kulag reside here.

46. Spiral Stair/Foyer. The stair continues down to the Lower Levels. The doors are not locked.



47. Snow Lion Pens. The mounts of these Messengers stay here. They have cages but they are usually open

48. Tunnel. Winding down about a hundred feet to a secret entrance overlooking the path. It is large twelve feet high and about fifteen wide; enough for the Messengers to travel while mounted.

LOWER HALLS

1. Stairs from the West Tower.

2. Prison Cells. Each has a door of black metal bars with locks, *Very Hard* (-20) to pick; the monks on duty to guard the prisoners have keys (They usually do not stand guard but check on them periodically). Cells are bare except for a mat and most basic toilet facility. There are usually a few human and Ky'taari prisoners here.

3. Door. A tall, arched passageway leads to a heavy reinforced door, black metal (part black eog so resistant to non-evil magic) with lock, *Very Hard* (-20) to pick; Master Monks and Priests have keys.

4. Stairs from the East Tower.

5. Storage. Supplies brought in via ship in the grotto are stored here.

6. Passage. A partly natural tunnel, but with smooth floor that slopes or steps, it winds about fifty feet down to a grotto about 200' long. The sea entrance is only about ten feet high so only low boats can enter, or Ulya Shek's submarine boat.

7. The Obsidian Sphere Chamber. (First Glimpse) If the characters should manage to enter through one of these upper doors, much of the chamber is wreathed in a sulfurous smog (unpleasant smell, 1D6 hits every minute on the balcony), and only glimpses of the large chamber below can be seen.

8. Balcony. As with all the balconies in this spherical chamber, this one is of laen. Not smooth, glassy transparent laen, but a clouded, raw material. It is still smooth to the touch, but not as refined as some material of this nature. It has no railing, and even the claws of the Sixth-Pale demons cannot scratch it (though the terrible sound of their claws raking across it cause 1 hit per round to any in the chamber if they are trying to gain purchase on a balcony). The balcony is about three-quarters of the way up the sphere. All the balconies give off a bluish glow, which, combined with the fires at the bottom, are the only light sources in the chamber.

9. The Obsidian Sphere Sacrificial Platform. Extending into the center of the upper third of the sphere is an impossibly fragile seeming tongue of laen, with a round platform in the center. The center nine feet of the platform is open, and there is an apparatus of black metal that looks like it could be used to suspend a humanoid victim spread-eagle over the chamber. The

victim is placed here, and when a ritual is performed, his soul is torn from his body (like a 50th level *Dark Absolution*) and descends into the Orb.

10. Passage. An open corridor with a pointed arch roof.

11. Portal. From 7 on the upper levels. The High Priest can also instantly transport here from anywhere in the complex.

12. Spiral Stair. Ends on this level, about thirty feet below the level above. An unlocked door leads from the round chamber to the Obsidian Sphere.

13. Passage to Ash Lairs. This rough-hewn passage winds down into a natural tunnel that links with the Ash Lairs and the Mur Fostisyr.

14. Walkways. Similar to the balcony, #8 above. Five feet wide, no railing.

15. The Obsidian Sphere Chamber. The full sphere—and the Orb of the Unlife—can be more easily seen here, from this balcony at the equator. It is 130 feet in diameter, Not a perfect sphere like the bridge-caves, but it was created by a gas bubble ages ago. The bottom few feet are covered in boiling water, leaking in from the frozen lake outside.

16. The Orb of the Unlife. The orb itself is about 15 feet across, a sphere of absolute blackness floating in the center of the chamber. There is a kind of event horizon of reddish light swirling around its equator, along with a number of artifacts—including the Ky'taari holy sword *Ashaanaar*.

17. Fire Wells. Gaseous vents from some deep chamber, there are fires erupting from these holes at irregular intervals. And when the High Priest summons them, the three Sixth Pale demons leap out of the holes and land on the walkways. They are able to leap pretty freely around the chamber, their claws screeching on the walkways when they land.

18. Stairs from the East Tower. They end here.

11.2 THE AALK ATHIMURL GARRISON

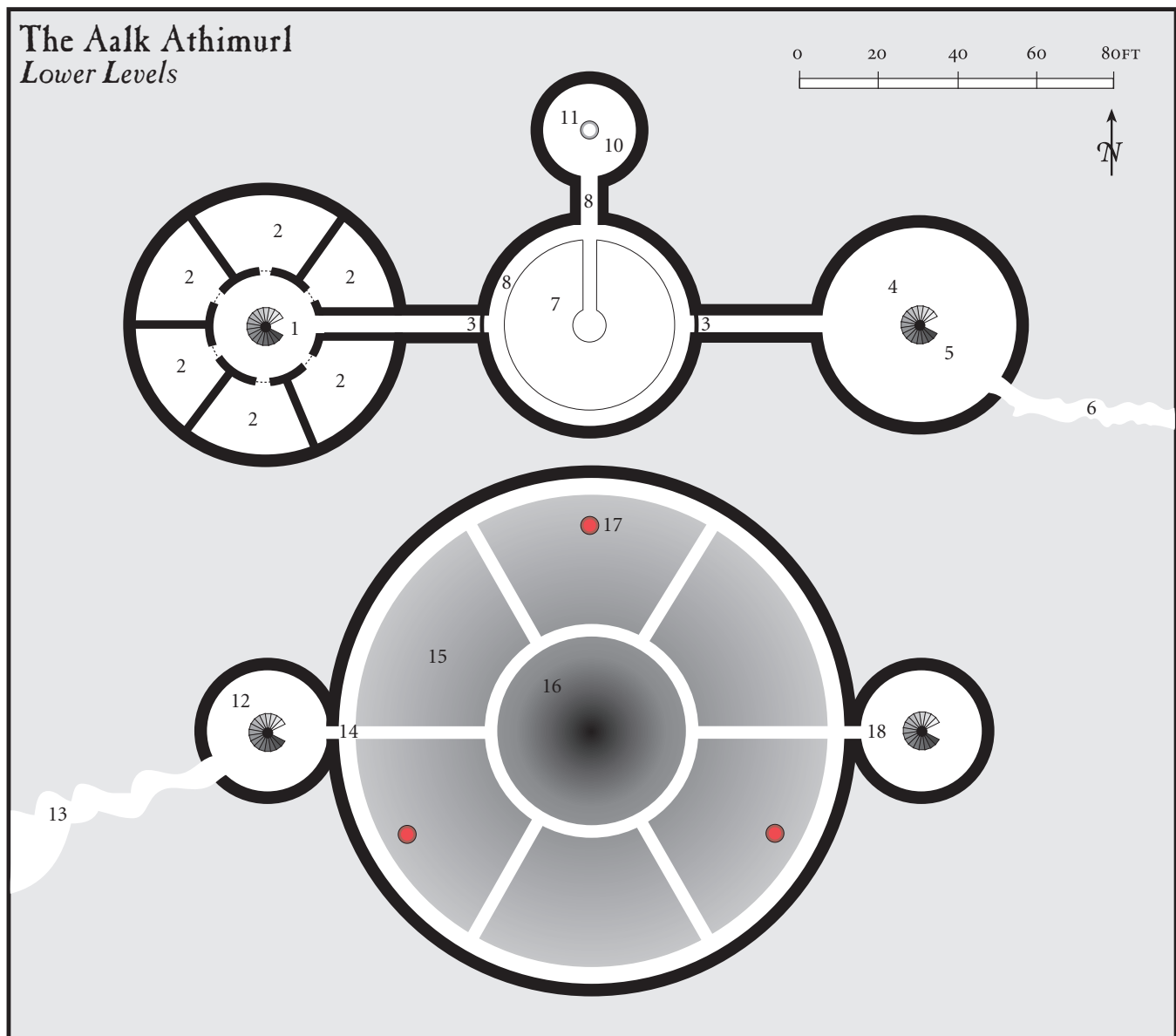
Following is a detailed description of the occupants of the Aalk Athimurl. In addition to these, there is often a squad or two of Messengers here.

PRIESTS

There are usually four to eight priests here, in addition to the High Priest and Isra Kul, who is essentially the keeper of the tower. The regular priests are usually engaged in study or other research. All the priests are Elves of various races.

Malik Kulurim (the High Priest) and Isra Kul can channel from the Orb of the Unlife, and in a final





confrontation they might be more dangerous than even a demon of the Sixth Pale. Each can cast a *Dark Absolution* 50th level from the orb, but they are stunned for three rounds afterward, so they would not do so lightly.

MONKS AND ADHERENTS

Twenty-four monks and warrior monks (12 each) reside in this tower, all trained in unarmed combat and certain other weapons. They rotate duties as in maintenance and domestic work, guard duty and other responsibilities. Three are 'Master' Monks, particularly impressive in battle, between their spells and combat abilities. All are armed with suriken.

There are eight Adherents currently in residence, all hoping to rise to the rank of Priest. All of course secretly see themselves as the next High Priest of Athimurl;

ambition is not alien to the servants of the Iron Wind. All the Adherents are Elves of course.

ATHIMURL SENTINELS

The Sentinels are dormant until a target enters their rang of vision (anywhere in this chamber or halfway up the stairs), at which time they decide whether to allow the target to enter. They also will awaken if attacked. They recognize anyone who resides in the tower, any Priest Arnak (in that case by their ring), or anyone accompanying a Priest Arnak. They are programmed by the High Priest Athimurl.

If the Sentinels determine that the newcomers are not authorized, they have a three-step attack. Each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Sorcerer Base **Mind Destruction**, and all are twentieth level in power. First they cast *Mass Pain* on everyone who is

unauthorized. If the intruders approach the doorway, they cast *Jolts V* (each can cast 1x per round, so two targets can be attacked simultaneously). If that fails to deter them, the Sentinels cast *Unminding* and *Major Pain* until the intruders are driven off.

To incapacitate a sentinel, one must either destroy an eye (with a critical hit), deliver a 'killing' critical, or give it more than max hits. Once any one of these is done, it and its partner both crumble into ruins with an unearthly wail of anger and pain—a sound that will be heard throughout the tower.

SIXTH PALE DEMONS

Intelligent, but insane and wildly violent, these are the most feared of common Demons of the Pale. They are between seven and eight feet tall (though this is deceptive because they are often in a somewhat crouched position), have glistening black skin, huge hands with almost metallic claws, and foot-long, prehensile tongues. Their grotesquely muscled, naked ebon body, glowing red eyes and snakelike tongue create a visage beyond terror.

They are virtually immune to extremes of temperature—particularly fire—and pain seems alien to them. The Demons will be immune to the Unheat and Uncold swords' secondary heat/cold effects; half damage from other fire/cold attacks. GM: A 'stun' result only reduces their attack by 50%; a second 'stun' result is required while the first is still in effect to actually stun them)

Because of their powerful musculature and unusual skeletal design, Sixth Pale demons are capable of feats of tremendous acrobatic skill and rarely paralleled strength. These creatures may leap up to 100' horizontally and 50' up vertically, holding on to vertical rock faces by literally driving their steely claws into the stone.



Perhaps the most grisly and terrifying legend surrounding the Sixth Pale demons is that many have been known to tear the head off of a fallen foe with one swift motion. All the worse because it is true. GM: *During melee, if a Demon is currently not in combat and a just-defeated foe is down, roll 50% the Demon will put one foot on the body ("B" Crush critical) rip the head off and toss it away.*

PART THREE

STATS & INDEX

12.0 NPC CHART: RM2/RM CLASSIC

Following are listed important and/or relevant NPCs for the area. Most have a description in the text describing their background and personality. 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.

BROTHERHOOD OF THE FOUR ROSES

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Majin heg Garuk (White)	15	81	2(75)	Y*	N	65 falchion	60ShkBlt/50spit	10
Age: 72, Sex: M Ht/Wt: 6'6"/185, Hair/Eyes/Build: Grey/grey/slim, Dmnr: Aloof. Race: Neng, Profession: Mentalist. Skills: Climb20; DirSp80; Perc45; S&W25; Swim5; Secondary Skills: Act20; Admin15; CircLr15; DemnLr40; Diplom15; Disguis35; 1stAid15; Flying55; LocSrt15; PwrPercep40; PubSp20; Rmas35; SenseRealWp40; Signal40; SpellM45; StarG50; Stra&Tac.25; StunMan25. Stats: St-65; Qu-97; Em-67; In-78; Pr-99; Ag-94; Co-90; Me-98; Re-93; SD-82; Ap-45. Spells: Mind Control20; Mind Attack10; Presence20; Movement10; Mind's Door 20; Shifting 10; Brilliance 10; Illusions 10. PP: 2x15x3=90. Items: White Robes, add 30 to DB; Platinum bracelet with 3 rectangular black gems: x3 to Mentalist PPs, also each gem can store one Mentalist spell up to 10th level.								
Noruul hel Bralak (Red)	8	87	11(40)	N	N	91/50 rapier/mgch¥	70 thrwstr/55spit	15
Age: 35, Sex: M Ht/Wt: 6'2"/150, Hair/Eyes/Build: Grey/Grey/Slim, Dmnr: Cold, Arrogant. Race: Neng, Profession: Thief/Assassin. Skills: Amb±15; Climb50; DisTrap50; Perc55; PickLock60; Ride25; S&H80; Swim15; Track67; Secondary Skills: Act25; Appr25; BscMath15; Brawl20; Bribe30; Camo65; Contort52; DetTrap45; DisrmFoe40; Disguis80; DrugTol25; Falsif20; 1stAid25; LocSrt30; LockLr60; PoisonLr30; Signal50; Trade20; WeathWatch35. Stats: St-93; Qu-99; Em-65; In-70; Pr-87; Ag-96; Co-94; Me-80; Re-91; SD-78; Ap-35. Items: Red leather tunic, protects as AT 11 (-10); +10 stiletto & main gauche; +25 Lock Pick Kit; Boots of Silent Walking; Cloak of <i>Levitation</i> , also activates automatically if wearer falls more than 15 feet.								
Hesla mal Trelak (Black)	9	99	4(35)	N	N	108/60 rapier/mgch¥	55 thrwstr/65spit	15
Age: 28, Sex: F Ht/Wt: 5'10"/135, Hair/Eyes/Build: Grey/Grey/Medium, Dmnr: Arrogant. Race: Neng, Profession: Thief. Skills: Amb±8; Climb65; DisTrap78; Perc80; PickLock60; Ride50; S&H70; Swim45; Secondary Skills: Acrob35; Act25; Appr55; Contort35; Dance30; Diplom20; DisrmFoe50; Disguis70; DrugTol15; Falsif30; 1stAid20; GambL45; LocSrt60; LockLr20; PoisonLr15; PwrPercep40; Seduct110; Signal40; Subdu54; Surveil60. Stats: St-88; Qu-99; Em-65; In-89; Pr-90; Ag-95; Co-89; Me-78; Re-98; SD-75; Ap-45. Items: Black leather jacket and breeches, protect as AT 4 (-10); +10 stiletto & main gauche; +25 Lock Pick Kit; Opal and silver necklace, casts <i>Façades</i> and <i>Face Shifting True</i> , once each per day, duration 2 hours each.								
Eldra mal Grelik (Black)	12	67	4(65)*	Y*	N	40 dagger	80 Frblt/65spit	10
Age: 30, Sex: F Ht/Wt: 5'8"/130, Hair/Eyes/Build: Grey/Grey/Medium, Dmnr: Arrogant. Race: Neng, Profession: Mystic. Skills: Amb±10; Climb35; Perc110; PickLock25; Ride15; S&H80; Swim35; Secondary Skills: Act78; Contort25; DemnLr40; DisrmFoe70; Disguis80; DrugTol25; LocSrt20; PoisonLr35; PwrPercep62; Seduct95; SenseRealWp72; Signal45; Subdu35; Surveil65. Stats: St-78; Qu-99; Em-98; In-100; Pr-98; Ag-90; Co-45; Me-; Re-97; SD-90; Ap-39. Spells: Mystical Change 10/Gas Alteration 10/Sense Mastery 10/Movement 10/Mind's Door 10/Attack Avoidance 10. PP: 2x12x3=72. Items: Black leather jacket and breeches, protect as AT 4 (-10); Fire Opal Ring, adds +10 to Attack Roll on Fire Bolts, and 2x damage; gold ring, x3 PP for Mystics only.								



Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Felmir hel Briak (White)	9	67	4(65)*	Y*	N	40 dagger	80 Frblt/65spit	10
Age: 68; Sex: M; Ht/Wt: 6'3"/180; Hair/Eyes/Build: Grey/Grey/Medium; Dmnr: Cold; Race: Neng; Profession: Mystic; Skills: Amb±4; Climb15; DirSp20 (Fire Bolt); Perc45; PickLock15; Ride15; S&H70; S&W50; Swim5. Secondary Skills: Acrob25; Act45; AthlG15; Begg22; Camo60; Cav25; Chem30; Contort56; Cook30; Dance20; Diplom44; Disguis55; Falsif75; Flying25; LocSrt38; LockLr15; PubSp30; Seduct66; Signal45; Surveil37. Stats: St-45; Qu-91; Em-95; In-67; Pr-99; Ag-95; Co-71; Me-80; Re-69; SD-44; Ap-40. Spells: Mystic Base Confusing Ways, Hiding, Mystical Change to 10th; Essence Lofty Bridge, Shield Mastery, Detecting Ways to 10th; Mentalist Self Healing, Mind Mastery to 10th. PP: 2x9x3=54. Items: Ring of x3 PP for Mystics, Black leather jacket and breeches, protect as AT 4 (-10), +10 dagger.								

Additional Brotherhood Quaidu NPCs

Gormian Brellis (Yellow)	5	58	14(10)	Y	A/L	91bs	45lcb	5
Age: 31; Sex: M; Ht/Wt: 6'4"/190; Hair/Eyes/Build: White/black/muscular; Dmnr: Grim; Race: Quaidu; Profession: Fighter; Skills: Perc30; Ride20; S&H15; Track15. Secondary Skills: DetTrap25; Diplom10; DisrmFoe15; LocSrt5; LockLr20; Signal30; StunMan10; Subdu20; Surveil20. Items: +10 broadsword.								
Baemor Wiiku (Yellow)	7	77	14(5)	Y	A/L	109bs	57hcb	10
Age: 27; Sex: M; Ht/Wt: 6'3"/195; Hair/Eyes/Build: White/black/muscular; Dmnr: Cocky; Race: Quaidu; Profession: Fighter; Skills: Perc40; Ride35; S&H35; Track40. Secondary Skills: DetTrap15; Diplom40; DisrmFoe20; LockLr30; Signal45; StunMan35; Surveil30. Items: +15 magic broadsword.								

* May include spells

¥ Trained to fight two-handed; main gauche can also be used to parry. 'Rapier' is actually a long stiletto.

LENRETH DAEN

See the text for their special attacks

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Vereg Ba'al	13	105	4(80)	Y(25)*	A	60Jekrita'ar/70Claws	85Shentykil	20
Age: 45; Sex: M; Ht/Wt: 6'8"/210; Hair/Eyes/Build: Bald/Grey/Muscular; Dmnr: Cold; Race: Quaidu; Profession: Monk (Mentalist type). Skills: Amb±15; Climb45; M/A St50R2; M/A SwT45R2; Perc90; Ride50; S&H80; Swim40; Track65. Secondary Skills: Acrob20; AthlG40; BscMath20; Brawl35; Camo25; Contort45; Cook5; Dance15; DisrmFoe40; Diving10; DrugTol20; Engrng35; 1stAid50; Flying55; Forage15; Ldrshp60; LocSrt20; Nav25; PwrPercep50; PubSp35; Sail30; Seduct40; SenseRealWp20; Signal50; Skat35; Stra&Tac.44; StunMan30; Subdu20; Surveil55; WeathWatch40. Stats: St-99; Qu-99; Em-45; In-71; Pr-100; Ag-99; Co-90; Me-70; Re-65; SD-70; Ap-65. Spells: Cloaking10/BodyRenewal10/Evasions10/Monk's Bridge10. PP: 3x13x3=117. Items: Cloak of Flying: allows wearer to cast <i>Fly 150' rnd</i> once per day; cloak is thigh length with bands to attach to wrists; skullcap, protects as helm but does not interfere with Mentalist spells; armband, casts <i>Shield 2x</i> per day; ring, is a x3 Mentalist spell enhancer; goggles, allow normal vision in even bright daylight, as well as <i>Watervision</i> and <i>Detect Invisible</i> , once each per day; uniform AT4.								
Niswal Wresh	14	121	4(95)	Y(20)*	A	90Jekrita'ar/65Claws	95Shentykil	15
Age: 39; Sex: M; Ht/Wt: 6'6"/200; Hair/Eyes/Build: Bald/Grey/Muscular; Dmnr: Aloof; Race: Quaidu; Profession: Warrior Monk. Skills: Climb79; M/A St60R3; M/A SwT55R3; DisTrap15; Perc85; PickLock25; Ride70; S&H70; Swim30; Track15. Secondary Skills: Acrob20; AthlG55; BscMath30; Brawl40; Camo35; Contort55; Cook10; Dance30; DisrmFoe60; Diving20; 1stAid35; Forage25; Frenz10; Gamb125; Ldrshp70; LocSrt15; LockLr30; Nav20; PoisonLr15; PwrPercep20; PubSp35; Sail60; Seduct50; Signal65; Skat40; Stra&Tac.75; Subdu45; Surveil60; WeathWatch25. Stats: St-98; Qu-97; Em-65; In-80; Pr-88; Ag-99; Co-94; Me-78; Re-85; SD-67; Ap-63. Items: Headband, protects as full helm and annuls head/neck criticals 50% of the time; Belt, casts <i>Shield and Invisibility 1'</i> once per day each; goggles, allow normal vision in even bright daylight; uniform AT4.								
Silben Wralek	6	76	4(60)	N	A	60Jekrita'ar/45Claws	55Shentykil	10
Age: 26; Sex: F; Ht/Wt: 6'1"/165; Hair/Eyes/Build: White/Grey/Lean; Dmnr: Cool; Race: Quaidu; Profession: Warrior Monk. Skills: Climb40; M/A St45R2; M/A SwT25R2; Perc40; PickLock10; Ride25; S&H50; Swim25. Secondary Skills: Acrob25; Camo25; Contort30; Dance20; 1stAid40; Forage15; LocSrt15; Nav40; PoisonLr35; Sail30; Seduct35; Signal20; Stra&Tac.30; StunMan20; Subdu45; Surveil30; Tumbl50; WeathWatch15. Stats: St-81; Qu-98; Em-87; In-55; Pr-80; Ag-96; Co-90; Me-70; Re-88; SD-91; Ap-81. Items: Hood, protects as a helmet and casts <i>Faade 1</i> once per day; Boots, add +10 to all M/A attacks; goggles, allow normal vision in even bright daylight; uniform AT4.								
Tilben Wralek	7	85	4(65)	N	A	65Jekrita'ar/50Claws	45Shentykil	10
Age: 26; Sex: M; Ht/Wt: 6'4"/180; Hair/Eyes/Build: White/Grey/Lean; Dmnr: Joking; Race: Quaidu; Profession: Monk (Mentalist type). Skills: Climb40; M/A St25R1; Perc30; PickLock25; Ride35; S&H40; Swim50. Secondary Skills: Acrob40; AthlG20; Cook30; Dance40; DisrmFoe20; DrugTol20; 1stAid10; Forage30; LocSrt35; LockLr35; PwrPercep40; Seduct40; SenseRealWp10; Signal40; StunMan10; Subdu35; Surveil50; Tumbl20; WeathWatch15. Stats: St-88; Qu-97; Em-80; In-75; Pr-94; Ag-95; Co-90; Me-65; Re-80; SD-87; Ap-84. Spells: BodyRenewal10/ Monk's Bridge10. PP: 1x7x2=14. Items: Headband, protects as a helmet; collar, protects from neck crits 40% of the time and x2 Monk PP; goggles, allow normal vision in even bright daylight.								

OTHER ULOR FORCES

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Shentira Vortaen	21	180	20(95)	Y(40)	A/L	175saren/140foil	120Firebolt 300'	25
Age: (appears 20); Sex: F; Ht/Wt: 6'1"/160; Hair/Eyes/Build: Black/blue-violet/slim; Dmnr: Arrogant; Race: Dyar/K'ta'vir; Profession: Fighter/Evil Cleric/Sorcerer/Mentalist. Skills: Amb±30; Chan100; Climb80; DirSp120 (Firebolt); ManeuvArmor100; M/A St80R4; Perc180; Ride50; Rune90; S&H80;								



S&W100; Swim80; Track85. **Secondary Skills:** Acrob90; Act80; Admin75; AdMath80; Alch65; Brib60; Camo80; Chann100; Circlr80; Chem75; Contort65; DemnLr110; DetTrap70; Diplom55; DisrmFoe76; Disguis79; DragLr77; DrugTol90; Engrng66; Flying80; Ldrshp85; LocScrt80; LockLr55; Math100; Medit80; PwrPercep90; PubSp85; Rmas90; Seduct110; SenseRealWp110; Signal70; Smith60; SpellM100; StarG90; Stra&Tac.120; StunMan80; Subdu75; Surveil65; Tumb175; WeathWatch90. **Stats:** St-100; Qu-102; Em-101; In-99; Pr-102; Ag-100; Co-101; Me-100; Re-100; SD-90; Ap-101. **Spells:** All Evil Cleric/Sorcerer Base to 20th; All Mentalist spells to 20th; Mentalist Base to 30th. **PP:** 4x6x21=504. **Special:** All K'ta'viir special abilities at 1/4 value where applicable; some skills & Spell knowledge reflect special knowledge. **Items:** Black Eog alloy armor: an ornate, baroque suit of enchanted full plate armor than encumbers only as a leather breastplate and greaves, and also adds +50 to her RRs vs. any Essence attack; Cloak of *Flying 300 'rind* 3x a day; Black alloy saren, *Unholy* (gets a roll on the 'Holy Weapon' table in addition to normal crits), enchanted, +40; Splinter of the Crystal: Lorgalis cut a tiny shard from the crystal in his citadel; she wears it as a pendant, x6 PP to any profession and aids in Channeling and will automatically *Lifekeep* the wearer; Assassin's dagger: enchanted keron alloy, strikes as foil, x3 hits; ring of *Haste* 4x/day; Bracer of *Shield* +20, 2x/day.

QUAIDU LICTORS

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Brogan Flaghor	6	81	14(30)	Y	Y	110 bs	86hcb	5
Age: 30, Sex: M Ht/Wt: 6'2"/185, Hair/Eyes/Build: White/Black/Muscular, Dmnr: Cruel. Race: Quaidu, Profession: Fighter. Skills: Climb40; ManeuvArmor50; Perc45; Ride30; S&H40; S&W12; Swim20; Track25. Secondary Skills: AthlG45; Brawl50; Brib35; Contort25; Dance30; DemnLr10; DetTrap25; DisrmFoe15; DrugTol30; 1stAid20; Gamb150; Ldrshp15; LocScrt5; Signal35; StunMan15; Surveil25. Stats: St-96; Qu-92; Em-67; In-78; Pr-90; Ag-94; Co-80; Me-60; Re-56; SD-79; Ap-77. Items: +10 broadsword; black laminated scale armor, protects as AT14, but encumbers as leather jerkin.								
Toval Grebok	10	118	14(25)	Y	Y	161 bs	91hcb	10
Age: 35, Sex: M Ht/Wt: 6'4"/200, Hair/Eyes/Build: Black/Black/Muscular, Dmnr: Cruel. Race: Quaidu, Profession: Fighter. Skills: Climb40; Perc70; PickLock25; Ride60; S&H70; Swim50; Track75. Secondary Skills: AthlG50; Brawl70; Brib60; Camo40; DetTrap35; DisrmFoe70; DrugTol35; 1stAid30; Forage40; Gamb180; Ldrshp35; Signal35; Skii30; Stra&Tac.25; StunMan30; Subdu40; Surveil25; Trad10. Stats: St-99; Qu-91; Em-35; In-80; Pr-85; Ag-92; Co-94; Me-55; Re-67; SD-80; Ap-60. Items: +15 magic broadsword; black laminated scale armor, protects as AT14, but encumbers as leather jerkin.								

ORDER OF THE ELDER

Jekrei Kasaiten (Elder Guardian)	24	161	18(55)	Y*	Y	165whip (special)	145 (special)	25
Age: ? (Appears about 30); Sex: M; Ht/Wt: 6'9"/200; Hair/Eyes/Build: Black/Grey/Muscular; Dmnr: Cold, determined; Race: Loar Elf; Profession: Fighter; Skills: Amb±9; Chan79; Climb80; DisTrap44; DirSp65; DisTrap35; Perc110; Ride90; Rune65; S&H95; S&W110; Swim45. Secondary Skills: Acrob40; Act45; Admin55; Alch40; Animal65; Attun80; BscMath50; Camo76; Cav55; Chann95; Circlr47; DemnLr55; Disguis86; DragLr45; 1stAid115; Forage66; HerbLr98; Ldrshp85; Medit15; Music85; PlayInstr65 (flute key); PwrPercep85; PubSp45; Rmas67; SenseRealWp38; Stra&Tac65; WeathWatch81. Stats: St-92; Qu-100; Em-54; In-100; Pr-98; Ag-97; Co-90; Me-88; Re-67; SD-55; Ap-81. Spells: All Animist Base to 25th, Channeling Barrier Law, Spell Defense, Light's Way, Creations, Locating Ways, Lore to 20th. PP: 24x6x3=432. Items: The 'Elder:' see par 7.26 text; Armor of the Elder: coarse woven cloth breeches, tunic and cap, become rigid when struck and protect as AT 18; The front half of the <i>Wand of Fire</i> (useless by itself); Earthwarden Flute Key. Long Knives (strike as rapiers), of keron, and both <i>Of Slaying</i> mortals, Jekrei can use them together at OB 95; dark laen dagger, +45.								
Vanimar Krissa	11	75	1(50)	Y	N	60 qs	78lb	10
Age: 310 (appears about 25); Sex: Male, Ht/Wt: 5'11"/150, Hair/Eyes/Build: Brown/Green/Slender, Dmnr: Cautious, conservative. Race: Erlin Elf, Profession: Animist. Skills: Climb5; Perc70; Ride20; S&H50/130; Swim15. Secondary Skills: DemnLr45; DragLr50; 1stAid40; Forage70; HerbLr82; Medit15; Nav20; PlayInstr15; PoisonLr45; PwrPercep35; Sail 10; SenseRealWp20; Signal30; StarG25; Surveil62; WeathWatch60. Stats: St-75; Qu-90; Em-88; In-100; Pr-88; Ag-97; Co-82; Me-90; Re-86; SD-84; Ap-91. Spells: Nature's Movement 10/Plant Mastery 10/Herb Mastery 10/Blood Law 10/Barrier Law 10. PP: 11x3x3=99. Items: Staff: x3 PP, <i>Deflections Organic</i> 3x per day; Cloak of blending, +80 to hiding outdoors; Boots of traceless passing.								
Lirs Dalarum	9	87	6(65)	Y	N	112 bs	96lb	15
Age: 150 (appears about 25); Sex: Female, Ht/Wt: 5'9"/120, Hair/Eyes/Build: Brown/Green/Slender, Dmnr: Aloof. Race: Jaimani Elf, Profession: Ranger. Skills: Chan15; Climb55; DisTrap25; Perc60; Ride75; S&H70/120; Swim64; Track60. Animal55; Astro45; Camo70; Cav25; Cook35; Craft15; Diving30; DragLr15; DrugTol20; 1stAid35; Fletch45; Forage40; HerbLr78; Nav20; PoisonLr45; Sail40; Skat20; Ski35; StarG15; Surveil20; WeathWatch45. Stats: St-90; Qu-97; Em-81; In-97; Pr-65; Ag-98; Co-80; Me-90; Re-75; SD-67; Ap-88. Spells: Moving Ways 10/Concussions Ways 5/Purifications 5/Nature's Guises 10. PP: 9x2x2=36. Items: Cloak, +50 to hiding outdoors; leather jerkin, protects as AT 6(-10).								

Escorts of the Guardian

Type	IVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	Outlook (IQ)
Baraias (M Erlin)	8	50	Dash/10	MD/MD	M/-	85	14(45)\$ 125whip/74gr	Hostile
Khemal (M Jaimani)	6	55	Dash/10	MD/MD	M/-	81	14(35)\$ 95whip/65gr	Hostile
Rhessa (F Jaimani)	7	50	Dash/10	MD/MD	M/-	64	14(40)\$ 111whip/88gr	Hostile
Flaromen (M Erlin)	6	65	Dash/10	MD/MD	M/-	45	14(45)\$ 101whip/80gr	Hostile
Laraen (F Erlin)	5	50	Dash/10	MD/MD	M/-	55	14(35)\$ 88whip/69gr	Hostile
Khelmik (M Jaimani)	7	45	Dash/10	MD/MD	M/-	79	14(35)\$ 121whip/80gr	Hostile

Note: all Escorts have an *Elder Branch*, a +15 enchanted small oval shield with an Elder branch symbol on it, and a lesser version of the woven shirt that the Guardian has, which conveys an AT of 14 with no encumbrance (roll sizes if the characters should come into possession of them and want to wear one); adjust movement if they are on horseback, as they usually are when escorting the Guardian.



THE WINTER LIGHT

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Yaeris Mahl	13	61	6(35)	Y*	N	35 da	Shock Bolt 80	10
Age: 55, Sex: Male Ht/Wt: 5'10"/160, Hair/Eyes/Build: Black/Brown/Slim, Dmnr: Thoughtful, distant. Race: Y'nar (Lotana), Profession: Mentalist. Skills: Climb5; DirSp65; M/A St15; Perc60; Ride15; Rune40; S&W55; Swim5. Secondary Skills: Act10; Admin25; Arch20; Astro25; BscMath10; DemnLr40; Diplom15; 1stAid25; Flying50; Ldrshp30; Math15; Medit40; SenseRealWp35; Signal45; StarG30; Stra&Tac35; WeathWatch60. Stats: St-75; Qu-98; Em-85; In-67; Pr-99; Ag-95; Co-66; Me-95; Re-94; SD-72; Ap-73. Spells: Mind Control 20/ Presence 20/Movement 10/Mind's Door 10/Mind Attack 10/Gas Manipulation 10/Cloaking 10/Brilliance 10/Delving 10. PP: 2x11x4=88. Items: Quilted cloth armor, AT6(-10) and does not encumber; Cap, protects as a full helm; Belt of <i>Displacement III</i> (30% chance any attack misses) once per day. Gold bracelet with the symbol of the inverted sunrise on it, glows faintly and grows warm in the presence of another genuine bracelet, grows cold in proximity to the Unlife; 4x PP for Mentalism.								
Tobonor Yuhl	7	81	6(85)	Y*	Y(item)*	Strk 65R4/SwT 50R4	65da	20
Age: 29, Sex: M Ht/Wt: 5'8"/160, Hair/Eyes/Build: Black/Brown/Muscular, Dmnr: Impulsive. Race: Y'nar (Lotana), Profession: Monk (Mentalist version). Skills: Climb30; Perc45; Ride35; S&H50; Swim20; Track10. Secondary Skills: Acrob35; Brawl15; Camo30; Contort25; Dance5; DetTrap20; DisrmFoe20; Disguis15; DrugTol30; 1stAid35; Jugg51; Medit20; Music5; Nav15; PoisonLr5; Sail10; Signal30; Subdu50; Surveil10; Tumbl30; WeathWatch5. Stats: St-95; Qu-98; Em-66; In-45; Pr-98; Ag-97; Co-85; Me-60; Re-65; SD-40; Ap-90. Spells: Evasions 10/Body Reins 10/Monk's Bridge 10/Cloaking 5. PP: (2x6x3)=36. Items: Quilted cloth armor, AT6(-10) and does not encumber; Monk armbands add 15 to front DB, 50% and forearm critical is ineffective, left band casts <i>Shield</i> once per day, right band casts <i>Blur</i> once per day; headband protects as a full helm Gold bracelet with the symbol of the inverted sunrise on it, glows faintly and grows warm in the presence of another genuine bracelet, grows cold in proximity to the Unlife, x3 spell multiplier for Mentalism.								
Mychel Khen	6	51	4(20)	N	N	65da	Ice Bolt50	10
Age: 36 (looks 24), Sex: M, Ht/Wt: 5'9"/135, Hair/Eyes/Build: Black/Brown/Lean-muscular, Dmnr: Soft-spoken, friendly. Race: Y'nar (Lotana)/Dyar Elf, Profession: Cleric (Evil Cleric). Skills: Amb±5; Chan25; Perc68; Ride25; Swim10. Secondary Skills: Acrob10; Act80; Admin20; CirclLr10; Cook25; DemnLr10; Diplom45; Falsif45; 1stAid15; LocSrt15; Medit45; PoisonLr10; PwrPercep40; Seduct35; Surveil45. Stats: St-80; Qu-94; Em-68; In-96; Pr-85; Ag-90; Co-82; Me-64; Re-75; SD-75; Ap-95. Spells: Cleric: Life Mastery10/ Channels10/ Barrier Law10/ Evil Cleric: Dark Lore 10. PP: 2x6x3=36. Items: Gold bracelet with the symbol of the inverted sunrise on it. Glows faintly and grows warm in the presence of another genuine bracelet; grows cold in proximity to the Unlife (Mychel's is always a bit chilly); 3x PP for Channeling. Priest Arnak Ring of Athimurl† (Mychel does not normally wear this ring, and keeps it in a tiny kregora box)								
Berad Virita	7	49	1(20)	N	N	37ma	25da	5
Age: 43, Sex: Ht/Wt: 5'8"/140, Hair/Eyes/Build: Black/Brown/Average, Dmnr: Friendly/Serious. Race: Y'nar (Lotana), Profession: Cleric. Skills: Chan20; Climb40; Perc65; Ride20; Rune10; S&W25; Swim27; Track15. Secondary Skills: Act27; Admin25; BscMath20; Cook40; Diplom47; DragLr10; DrugTol20; 1stAid57; Forage20; HerbLr45; Ldrshp20; Medit35; PoisonLr10; PwrPercep30; SenseRealWp15; Signal20; WeathWatch25. Stats: St-75; Qu-66; Em-85; In-95; Pr-76; Ag-85; Co-80; Me-77; Re-91; SD-80; Ap-68. Spells: Cleric Base Protections, Channels to 10th Barrier Law, Light's Way, Concussion's Ways to 10th. PP: 2x7x3=42. Items: Gold bracelet with the symbol of the inverted sunrise on it. Glows faintly and grows warm in the presence of another genuine bracelet; grows cold in proximity to the Unlife; 3x PP for Channeling.								

LOREMASTERS

Vena Nascharath	27	121	11(90)	Y*	A	135qs	141lb	15
Age: 2354 (b. 3700); Sex: F; Ht/Wt: 5'10"/140; Hair/Eyes/Build: Brown/Green/Slim; Dmnr: Distant; Distracted; Race: Erlin Elf; Profession: Animist; Skills: Chan80; Climb65; DisTrap30; DirSp80 (Lightning Bolt); DisTrap35; Perc110; PickLock84; Ride90; Rune75; S&H120; S&W70; Swim75; Track90. Secondary Skills: Acrob55; Act80; Admin15; Animal80; Anthp75; Appr35; Arch80; Astro45; BscMath50; Brib35; Camo75; Cav55; CirclLr60; Chem76; Contort68; Cook70; Craft55; Dance49; DemnLr35; Diplom50; Disguis77; DragLr85; DrugTol35; 1stAid102; Fletch45; Flying90; Forage95; HerbLr105; Herd33; LocSrt70; LockLr45; Medit50; Navig76; PoisonLr55; PwrPercep80; PubSp44; Sail60; SenseRealWp70; Signal66; Ski56; SpellM70; StarG45; Stra&Tac50; StunMan60; Surveil59; Trade40; TrapBuild40; Tumbl15; WeathWatch80. Stats: St-71; Qu-99; Em-89; In-100; Pr-85; Ag-97; Co-77; Me-86; Re-94; SD-78; Ap-79. Spells: All Base Animist to 25 th , Barrier Law, Light's Way, Concussion Ways, Blood Ways, Lofty Movements, Spell Defense, Calm Spirits to 20th. PP: 3x27x4=324. Items: Cloak of Flying, Boots of Limbrunning, Leather jerkin and bracers, protect as AT 11(-20), Ring of Lightning Bolts, 5x per day; earring of Animal Speech; Staff of Parting: parts all vegetation at will; x4 PP to Channeling, +20 quarterstaff.								
Niko Verkano	18	98	12(75)	Y*	N	137saren	118lb	10
Age: 47 (b. 6007); Sex: M; Ht/Wt: 6'2"/175; Hair/Eyes/Build: Black/Brown/Fit; Dmnr: Friendly; Race: Lotana (1/4 Loar); Profession: Bard; Skills: Climb71; DisTrap25; DirSp75 (Fire Bolt); M/A SwT35R3; Perc90; PickLock70; Ride60; Rune45; S&H90; S&W60; Swim55; Track35. Secondary Skills: Acrob35; Act57; Anthp35; Appr49; Arch36; Astro25; Brawl40; Brib45; Camo50; Cav15; CirclLr40; Chem15; Contort40; Cook20; Dance35; DemnLr40; DetTrap55; Diplom60; Disguis60; DragLr40; DrugTol20; 1stAid35; Fletch40; Flying60; Forage25; HerbLr20; Juggl10; Ldrshp25; LocSrt70; LockLr67; Music95; Navig50; PlayInstr89; PoisonLr30; PwrPercep78; PubSp35; Rmas50; Seduct75; SenseRealWp55; Signal45; Sing98; StarG34; Stra&Tac40; StunMan60; Subdu65; Surveil55; Trade50; WeathWatch45. Stats: St-88; Qu-99; Em-100; In-78; Pr-100; Ag-98; Co-89; Me-95; Re-87; SD-56; Ap-97. Spells: All Base Bard to 20 th , Lofty Bridge, Invisible Ways, Dispelling Ways, Shield Mastery to 10th. PP: 3x18x4=216. Items: +20 enchanted Saren of Demonslaying; Earthwarden Flute Key, Enchanted flute, +20 to Bard musical spells; Cloak of Invisibility 1', 3x per day; Enchanted Dragonskin tunic, grants AT 12(20). Earring, x4 to Essence spells.								



IRON WIND

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Malik Kulurim								
High Priest Athimurl	34	145	11(110)	(Y20)*	(Y)	+85 war mattock	(Spells)	20
Age: ? (Appears about 35, old for an Elf); Sex: M; Ht/Wt: 6' 11"/210; Hair/Eyes/Build: Black/black/avg; Dmnr: Cold; Race: Dyar Elf; Profession: Evil Cleric; Skills: Chan100; Climb80; DirSp80; Perc120; Ride100; Rune110; S&H80; S&W115; Swim70. Secondary Skills: Acrob75; Act100; Admin110; Alch56; Animal45; Anthp35; Appr55; Arch40; Astro70; BscMath55; Cav77; Chann90; CirlLr110; Chem45; Contort80; DemnLr105; Diplom88; Disguis80; DragLr121; Flying75; Ldrshp87; Medit99; PwrPercep63; PubSp92; Rmas100; Seduct50; SenseRealWp73; Signal80; SpellM70; StarG55; Stra&Tac78; StunMan90; Surveil80. Stats: St-89; Qu-93; Em-25; In-100; Pr-97; Ag-99; Co-91; Me-88; Re-90; SD-93; Ap-98. Spells: All Base Evil Cleric ((Casts a Black Channel III, <i>Maul of the Snow Lion</i> : slashes appear on target as if he has been mauled by a lion; he takes 50% of hits, is stunned and thrown to the ground and is bleeding at 5 hits/rnd. More wounds appear on the target every round—roll a C Slash critical every round until target is dead, or given <i>Lifegiving</i> , which will cancel the channeling.), Barrier Law 30, Detection Mastery 30, Weather Ways 30, Lofty Movements 30, Locating Ways 20, Lore 20, Symbolic Ways 25. PP: 34x3x6=612. Items: <i>Ring of the High Priest Athimurl</i> : x6 PP Enhancer, allows wearer to cast four Netherbolts 200' each day, Allows wearer to read any written text at 8x normal speed, even if he has never seen the script of the language before, allows the user to speak Dyar, Erlin and Iylar, any six languages/dialects of the target area, and Arcane tongues with fluency, protects wearer as AT 11 (-50) allows the wearer to detect or recognize any other Priest Arnak within 90 feet; <i>High Priest Helm</i> : a more lightweight and stylized lion head design with a tall mane-like plume and open lower face and glowing eye sockets, protects as full helm and 50% chance head and neck crits are ineffective; <i>Mace of the High Priest</i> : strikes as +15 Unholy war mattock; fur-trimmed white <i>Cloak of Deflections</i> , adds +40 to DB and can be used as a full shield, <i>Boots of Leaping</i> , allow wearer to leap vertically 50' or 100' horizontally (or an approximate combination) five times per day; can also land safely from up to 500' 5x a day; <i>Ring of Turning</i> : will turn any caster's directed spell back on him, the attack spell makes a RR at caster's level vs. 30th level Channeling, ring wearer must be aware of the spell, and be able to raise the ring-wearing hand in defense.								
Isara Kul, Priest Athimurl	11	96	4(60)	Y(25)*	N	45da	Black Channel I	10
Age: (appears 25); Sex: M; Ht/Wt: 6' 6"/185; Hair/Eyes/Build: Black/Grey/Average; Dmnr: Cold; Race: Dyar Elf; Profession: Evil Cleric. Skills: Amb±8; Chan25; Climb30; DisTrap; DirSp25 (<i>Ice Bolt</i>); Perc78; Ride40; Rune90; S&H55; S&W75; Swim25; Track15. Secondary Skills: Act78; Admin66; Alch40; Astro50; BscMath40; Chann50; CirlLr45; Chem40; DemnLr20; Diplom10; Disguis30; HerbLr25; Ldrshp30; LocSrt40; Medit60; PoisonLr25; PwrPercep72; PubSp50; Rmas45; SenseRealWp60; SpellM80; StarG15; Stra&Tac35. Stats: St-65; Qu-89; Em-46; In-94; Pr-87; Ag-66; Co-80; Me-85; Re-72; SD-63; Ap-91. Spells: Black Channels (Casts a Black Channel I, <i>Claws of the Snow Lion</i> : slashes appear on target as if he has been attacked by a lion; he takes 50% of hits and is bleeding at 5 hits/rnd), lists: Disease 10, Curses 10, Dark Channels 10, Dark Lore 10, Concussion's Ways 10, Detection Mastery 10, Spell Defense 10, Locating Ways 10, Protections 10. PP: 2x11x3=66. Items: Robes, add 40 to DB; +20 enchanted dagger; Arnak Priest of Athimurl Ring. †								
Krase Ogren, Priest Gaath	13	104	11(85)	Y(30)*	N	85mace	Absolution	15
Age: (appears 25); Sex: M; Ht/Wt: 5' 11"/155; Hair/Eyes/Build: Slim; Dmnr: Charming; Race: Dyar Elf; Profession: Evil Cleric. Skills: Amb±6; Chan60; Climb35; DirSp 60 (<i>Cold Ball</i>); Perc80; PickLock10; Ride50; Rune60; S&H40; S&W75; Swim30. Secondary Skills: Acrob20; Act45; Admin20; CirlLr65; Chem30; Contort35; DemnLr60; DetTrap30; Diplom65; DisrmFoe35; Disguis67; HerbLr35; Ldrshp20; LocSrt30; LockLr10; Medit50; PwrPercep70; PubSp40; Rmas60; Sail15; Seduct85; SenseRealWp70; Signal40; Skat35; Ski40; StarG50; Stra&Tac.35; Subdu40; Surveil25; WeathWatch50. Stats: St-92; Qu-89; Em-65; In-95; Pr-90; Ag-82; Co-78; Me-81; Re-67; SD-78; Ap-88. Spells (Ivl): Disease 10, Curses 20, Dark Channels 20, Dark Lore 10, Concussion's Ways 10, Detection Mastery 10, Spell Defense 10, Locating Ways 13, Protections 10. PP: 2x13x3=78. Items: White Dragonskin Armor, protects at AT11(20), +20 Enchanted Mace, <i>Of Slaying</i> all Elves but Dyari, Boots of Ice/Snow running, Cloak of Winter Hiding (adds 100 to hiding in snow); Arnak Priest Ring of Gaath. ‡								
Valaan Mahrindi, Adherent	15	85	4 (45)	Y*	N	107bs	80 Fire Bolt	10
Age: 403 (Appear 25); Sex: M; Ht/Wt: 6' 2"/180; Hair/Eyes/Build: Black/Blue/Avg; Dmnr: Friendly; Race: Erlin Elf/Dark God; Profession: Mystic; Skills: Amb±6; Climb40; DirSp62 (Fire Bolt); DisTrap20; Perc75; PickLock30; Ride40; Rune50; S&H80; S&W65; Swim30; Track15. Secondary Skills: Act40; Alch35; Appr60; Astro35; AthlG40; BscMath30; Brib38; Camo40; Cav55; CirlLr45; Chem50; Contort40; DemnLr40; DetTrap50; Diplom45; Disguis80; DrugTol55; Falsif60; 1stAid50; Flying70; Forage40; HerbLr45; LocSrt50; LockLr60; PoisonLr36; PwrPercep70; Seduct65; SenseRealWp60; Signal45; SpellM45; StarG40; StunMan60; Surveil70; WeathWatch66. Stats: St-88; Qu-98; Em-98; In-77; Pr-98; Ag-97; Co-95; Me-94; Re-78; SD-65; Ap-99. Spells: All Base Mystic to 20 th , Mentalist Mind mastery, Essence Lofty Bridge, Delving Ways, Physical Enhancement to 10th. PP: 2x15x4=120. Special Powers: Multiple <i>Façades</i> : allows Valaan to appear simultaneously (appearance and physical mass, and general power) to up to 1 person per level as he has to each individual previously, and to assume one additional 'generic' guise for everyone else. Treat as Illusionist <i>Façades V</i> for each, RR's apply at the user's level. However, once the target has failed initially, they will believe the <i>Façade</i> every time subsequently, unless something extraordinary happens to cause the target to be suspicious (note that this is a mental illusion affecting specific targets, not an external change. Items: Ring of Arnak Adherents (not usually worn); ring of x4 spells for Mystics; <i>Dragon Tooth</i> (Kuugorkhiin) see powers under the Heirlooms of the Aanac n'Kuugor; Two of the Council Amulets of the Mah-Ilari: one of Essence, and one of Channeling; useless to him except as a possible gift/bribe.								
† Arnak Ring of Athimurl (looks like a lion head, eyes are small white cabochons): x3 PP Enhancer, Allows wearer to cast three <i>Icebolts</i> 100' R each day, Allows wearer to understand any written text, even if he has never seen the script of the language before. (Does not convey the ability to speak the language, or understand it in its spoken form.) Allows the User to speak Dyar, Erlin and Iylar, and 3 languages/dialects of the target region with fluency. Detects Magic. Allows wearer to halve the adverse effects of fire and cold magical attacks. Protects wearer as AT 4 (-10). Allows the wearer to detect or recognize any other Priest Arnak within 60 feet.								
‡ Arnak Ring of Gaath (looks like a tiny dragon head): x3 PP Enhancer, Allows wearer to cast three <i>Cold Balls</i> 100' R each day, Allows wearer to understand any written text, even if he has never seen the script of the language before. (Does not convey the ability to speak the language, or understand it in its spoken form.) Allows the User to speak Dyar, Erlin and Iylar, and 3 languages/dialects of the target region with fluency. Detects Magic. Allows wearer to halve the adverse effects of fire and cold magical attacks. Protects wearer as AT 4 (-10). Allows the wearer to detect or recognize any other Priest Arnak within 60 feet.								



GARRISON AT AALK ATHIMURL

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	AT Attacks	Outlook (IQ)
Sixth Pale Demons								
Mauk	28	150	Dash/50	VF/FA	M/LA	260	12(60) 180LCI(2x)/130LBa/100MBi†/150LCr†	Cruel(AV)
Geth	24	150	Dash/50	VF/FA	M/LA	245	12(60) 170LCI(2x)/120LBa/90MBi†/130LCr†	Cruel(AV)
Wrang	26	150	Dash/50	VF/FA	M/LA	253	12(60) 180LCI(2x)/120LBa/90MBi†/130LCr†	Cruel(AV)
Black Sentinels	20	—	—	—/VF	LA	360	20(10) Special	Protect (SU)
Priests								
Name/Type		#	Lvl	Hits	AT(DB)	Sh	OB	Mov
Priests		4	8	85	4(60)	(Y)*	65ma	0
Spells: (Choose from Channeling, Animist, Evil Cleric); Items: +10 mace; Priest Arnak Ring (see notes †); other minor items.								
Master Monks								
		3	15	125	1(120)	(Y)*	See text below	85 shuriken 2x 20
Martial Arts Attacks: Striking Rank 4, +125, Sweeps & Throws Rank 4 +90 two attacks (one or the other style) per round; Items: Bracers, +20 to strike, left bracer X3 spells, right bracer <i>Shield</i> Spell 3x per day; 8 +15 shurikens, 2x range, robes of <i>Blurring</i> . Spells: All Base Monk to 15th, <i>Mentalist</i> Cloaking, Attack Avoidance to 10th (all are Mentalist Monks).								
Warrior Monks								
		12	5	70	1(70)	N	70MAR3	65 shuriken 2x 15
Martial Arts Attacks: Striking Rank 3, +75, Sweeps & Throws Rank 3 +70 two attacks (one or the other style) per round; Items: Bracers, +10 to strike attacks; 10 +5 shurikens.								
Monks								
		12	5	55	1(70)	(Y)*	40MAR4	55 shuriken 10
Martial Arts Attacks: Striking Rank 2, +65, Sweeps & Throws Rank 2 +50 two attacks (one or the other style) per round; Items: Bracers, +10 to strike attacks; 10 +5 shurikens. Spells: All Base Monk to 10th, either <i>Mentalist</i> Cloaking, or Attack Avoidance to 5th.								
Adherents								
		8	5	40	1(35)	N	35ma	(Spell) 5
Items: Ring of Arnak Adherents, x3 spells; +10 robes of defense; +5 mace.								

MESSENGERS

Name/Type	# Enc	Lvl	Hits	AT(DB)	Sh	OB	OB	Mov
Kulag (Athimurl)								
	1-6	10	110	14(25)	Y	96ss	110sb	15
Steed: Great Cat. Familiar: Snow owl. Usual Equipment: +15 short bow, +15 short sword, reversible brown/white cloak. Helm designed to look like a great white lion head, white dragonskin armor, boots of snow/ice running, gauntlets with clawed fingers designed to aid in climbing rocky and icy surfaces.								
Syrkakang (Gaath)								
	1-6	10	115	14(25)	Y	115bs/90ma	90lb	20
Steed: War horse. Familiar: Arctic hawk. Usual Equipment: Helm in the form of a dragon's head, of Invisibility, +15 broadsword, +10 Long bow, white leather gauntlets which allow them to strike with their fists as hammers, reversible dark green/white cloak, white wyvern hide armor.								

MOUNTS/FAMILIARS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	AT Attacks	Outlook (IQ)
Kulag (Athimurl)								
Great Cat	6	100	Dash/40	FA/MF	L/—	180	4(20) 100LCI 100/90LBi/130LCI	Aggres. (AV)
Snow Owl	2	100	FSpt/20	FA/FA	S/—	20	1(50) 35SCI 100/10SPi	Inquis (SU)
Syrkakang (Gaath)								
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40) 70MCR50/60LTs\$/60MBi50 *	Normal (AV)
Eagle	2	100	Dash/30	FA/FA	S/—	30	1(50) 50MCI 100/25SPi	Normal(AA)

OTHER NPCs IN ADVENTURES

Trapped!

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Ketlin Ajmorin	6	35	1(25)	N	N	55da	40cb (spells)	10
Age: 26, Sex: M, Ht/Wt: 5' 10"/155, Hair/Eyes/Build: Black/Grey/slim, Dmnr: Friendly, charming. Race: Lotan/Dyar, Profession: Evil Magician. Skills: Amb±6: Climb25; Perc30; PickLock40; Ride15; Rune25; S&H30; S&W20; Swim10; Track20. Secondary Skills: Acrob10; Act40; Appr35; AthlG15; BscMath20; Brawl20; Brib25; Camo25; Chem10; Contort10; Cook30; DetTrap10; Diplom15; Disguis20; Falsif20; Gamb130; LocSert15; LockLr30; PoisonLr15; PwrPercep25; Seduct35; Signal10; StunMan5; Subdu20; Surveil25; TrapBuild5. Stats: St-81; Qu-96; Em-99; In-65; Pr-88; Ag-91; Co-85; Me-98/20; Re-75; SD-77; Ap-91. Spells: Matter Disruption, Dark Contacts, Physical Erosion to 10th, Invisible Ways, Lofty Bridge to 5th. PP: 2x6x3=36. Items: Lock pick kit +10, Ring x3 spells. Belt of Blur 1x per day. +10 dagger, +5 comp bow.								



Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Bolmar Darg	7	89	9(20)	Y	A	85bs/65 fist (2x)	35sb	0

Age: 38, **Sex:** M, **Ht/Wt:** 6' 1"/240, **Hair/Eyes/Build:** Red(balding)/Green/heavysket, **Dmnr:** Arrogant/mean. **Race:** Haid, **Profession:** Rogue. **Skills:** Climb20; ManeuvArmor25; Perc65; PickLock20; Ride25; S&H30; Swim20; Track15. **Secondary Skills:** Act15; Admin25; Appr50; AthlG25; BscMath30; Brawl40; Brib30; Dance5; DrugTol15; Falsif20; Frenz20; Gamb145; Ldrshp25; LocSrt5; PubSp20; Stra&Tac.30; StunMan20; Subdu45; Surveil15; Trade25; Tumb15; WeathWatch20. **Stats:** St-93; Qu-76; Em-55; In-91; Pr-83; Ag-76; Co-90; Me-45; Re-73; SD-55; Ap-42. **Items:** +10 broadsword, +5 reinforced leather breastplate, arm bracers that add +15 to fist attacks and double hits.

The Protectors

Legaran Varsen	15	165	11(60)	N	N	150 Lbash (x)	(Spells)	20
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Age: appears 20, **Sex:** M, **Ht/Wt:** 6' 7"/250, **Hair/Eyes/Build:** golden/gold/very muscular, **Dmnr:** Charismatic. **Race:** Loar Elf/Go-tjiin-kai (Procreator Demon), **Profession:** Bard. **Skills:** Climb45; DirSp50; M/A St35R3; Perc90; PickLock45; Rune50; S&H80; S&W60; Swim65; Track35. **Secondary Skills:** Acrob55; Act45; Admin50; Appr100; Arch25; BscMath60; Brawl45; Brib60; Chem30; Contort70; DemnLr100; DetTrap55; Diplom50; DisrmFoe60; DragLr40; DrugTol80; Falsif50; Gamb130; Ldrshp70; PwrPercep70; Seduct110; SenseRealWp80; Signal68; Stra&Tac.88; StunMan90; Trade75. **Stats:** St-102; Qu-99; Em-76; In-68; Pr-101; Ag-95; Co-101; Me-90; Re-56; SD-78; Ap-101. **Spells:** (Evil Mentalist-only uses in self-defense) Mind Subversion10/ Mind Domination10/ (Mentalist Base) Mind Control10/ (Hourly Base: RMC IV pg 60, if available) Influences5/ Alluring Ways10 Controlling Songs 10, Sound Projection 10. **PP:** 3x15=45. **Items:** Dragon Ring, +3 spell adder.

Bremy (Protector)	5	30	5(15)	N	N	+30ss	+20sling	5
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Age: 15, **Sex:** M, **Ht/Wt:** 5' 6"/130, **Hair/Eyes/Build:** brn/brn/slim, **Dmnr:** Friendly. **Race:** Lotana, **Profession:** Thief. **Skills:** Amb±3: Climb20; DisTrap30; Perc25; PickLock30; Ride5; S&H25; Swim5; Track5. **Secondary Skills:** Acrob15; Act5; Appr5; AthlG10; BscMath5; Begg15; Brawl5; Contort15; Dance10; 1stAid15; Signal15; Surveil25; Trade15; Tumb10; WeathWatch5. **Stats:** St-81; Qu-95; Em-45; In-57; Pr-73; Ag-80; Co-62; Me-67; Re-75; SD-35; Ap-72. **Items:** Leather jerkin, +5 short sword, sling, +5 lockpick.

Ellika (Protector)	4	22	5(10)	N	N	+25da	+25da	5
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Age: 14, **Sex:** F, **Ht/Wt:** 4' 11"/85, **Hair/Eyes/Build:** Brown/Brown/Slim, **Dmnr:** Quiet. **Race:** Jameri, **Profession:** Rogue. **Skills:** Climb50; DisTrap25; Perc35; PickLock25; Ride10; S&H50/80; Swim20. **Secondary Skills:** Acrob15; Act10; Begg20; Contort15; Cook10; Dance15; Disguis10; LocSrt15; LockLr10; Sail5; Signal20; Surveil20. **Stats:** St-65; Qu-91; Em-74; In-67; Pr-45; Ag-90; Co-76; Me-85; Re-65; SD-66; Ap-75. **Items:** Leather jerkin, +5 dagger, 3 regular throwing knives, Cloak of Concealment: +30 to hiding.

Brednar Guln, Chief Constable	6	51	5(5)	N	N	67ss	71 hcb	5
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Age: 45, **Sex:** M, **Ht/Wt:** 5' 8"/185, **Hair/Eyes/Build:** Brown/Brown/Stocky, **Dmnr:** Cautious. **Race:** Jameri, **Profession:** Fighter. **Skills:** Perc55; PickLock30; Ride20; S&H25; Track35. **Secondary Skills:** Admin40; BscMath40; Brawl30; Brib10; Diplom15; DisrmFoe20; Gamb15; LockLr20; Subdu35; Surveil25. **Stats:** St-76; Qu-44; Em-62; In-69; Pr-78; Ag-80; Co-65; Me-72; Re-89; SD-77; Ap-55. **Items:** +10 steel short sword; ring: detects evil 50' R.

Caretakers of the Spheres

Tev Yu'um (Yaalc Muul)	31	175	11(85)	Y*	(Y)	195two-h sword	175lb	30
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Age: 7239, **Sex:** M, **Ht/Wt:** 6' 0"/175, **Hair/Eyes/Build:** Black/Brown/Fit, **Dmnr:** Serious. **Race:** Lotan, **Profession:** Monk. **Skills:** Climb60; DirSp120 (Ice Bolt); M/A St65R4; M/A SwT70R4; Perc110; Ride70; Rune80; S&H75; S&W65; Swim80; Track100. **Secondary Skills:** Acrob55; Act40; Admin60; Alch40; Astro68; CirdLr74; Chem30; Contort55; DemnLr60; Disguis70; DragLr180; 1stAid50; Fletch35; Flying120; Forage70; Frenz70; HerbLr65; Ldrshp85; LocSrt70; Medit77; PwrPercep90; PubSp75; Rmas65; Seduct55; SenseRealWp90; Skat65; SpellM50; StarG60; Stra&Tac.85; StunMan75; Subdu60; Tumb10; WeathWatch75. **Stats:** St-101; Qu-101; Em-98; In-98; Pr-101; Ag-100; Co-101; Me-98/20; Re-90/20; SD-35; Ap-91. **Spells:** Ice Law 30/Water Law30/ Evasions20/Body Renewal30/Monk's Bridge25/Body Reins20/. **PP:** 3x31x6=558. **Items:** Staff of Shard Mastery; Daath Leerssoi (K. "Maker of the Shadow Drakes"), a ring that conveys many powers to the wearer in human form (skin like armor, resistance as a Large Creature, spells) and the ability to assume the form of a dragon, see below for dragon stats.

Mererenis	16	94	11(65)	Y*	(Y)	+85mace	50 Shock Bolt	10
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Age: ? (appears 25); **Sex:** M; **Ht/Wt:** 6' 5"/185; **Hair/Eyes/Build:** Brown/Blue/Slim; **Dmnr:** Wary; **Race:** Erlin Elf; **Profession:** Animist; **Skills:** Chan45; Climb55; DisTrap30; DirSp +50 Shock Bolt; Perc78; PickLock30; Ride70; Rune35; S&H90; S&W50; Swim70; Track62. **Secondary Skills:** Acrob35; Admin30; Animal75; Camo80; Cav72; Chann60; CirdLr30; Chem45; Contort15; Cook41; DemnLr30; DetTrap44; DisrmFoe50; Disguis25; Diving15; DragLr50; PwrPercep33; Sail47; Seduct49; SenseRealWp33; Signal60; Skat35; Stra&Tac40; StunMan35; Subdu57; Surveil78. **Stats:** St-88; Qu-91; Em-67; In-98; Pr-76; Ag-91; Co-96; Me-80; Re-82; SD-71; Ap-79. **Spells:** All Base Animist to 10th, Blood, Organ, Bone, Muscle Law, concussion's ways to 10th. **PP:** 2x16x4=128. **Items:** Visor of Sight (see text), Robes protecting at AT11 (-20), Ring, x4 to Channeling PP, +15 Mace,

Tagoralin	21	112	11(65)	Y*	(Y)	135qs	85 Shock Bolt	15
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Age: ? (appears 25); **Sex:** M; **Ht/Wt:** 6' 3"/175; **Hair/Eyes/Build:** Brown/Green/Slim; **Dmnr:** Wary; **Race:** Erlin Elf; **Profession:** Animist; **Skills:** Chan50; Climb65; DisTrap25; DirSp+85 Shock Bolt; DisTrap35; Perc100; PickLock35; Ride45; Rune50; S&H65; S&W85; Swim60; Track85. **Secondary Skills:** Act45; Admin65; AdMath54; Animal80; Anthp45; Arch30; Camo65; Cav89; Chann70; CirdLr30; Chem55; Cook65; Craft67; DemnLr45; DetTrap35; DragLr75; 1stAid75; Fletch25; Forage55; HerbLr95; Herd35; Medit60; Music30; PwrPercep69; Sail66; SenseRealWp63; Signal40; Skat61; Surveil70. **Stats:** St-81; Qu-95; Em-70; In-99; Pr-80; Ag-90; Co-86; Me-88; Re-69; SD-81; Ap-80. **Spells:** All base Animist to 20th, Barrier Law, Purifications, Concussion's Ways, Spell Defense to 20th, Light's Way to 10th. **PP:** 2x21=42 (+4). **Items:** Visor of Sight (see text), +20 Quarterstaff, 2x damage, +4 PP, Robes protecting at AT11 (-20),



ADDITIONAL NPCs

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits	# (DB)	Attacks	Outlook Enc.	(IQ)
DEMONS OF THE VOID										
Gha'ath'ukh , a Guguth	22	120	Fspt/20	VF/FA	L/—	210	18(50)	150Th/Special Breath	1	Cruel (SU)
Janak (Sucathu)	9	90	Dash/10	MF/FA	M/—	140	13(40)	140Ba/90MCl\$/Special	2	Cruel (SU)
THE PROTECTORS										
Constables										
Phalos Drim, Constable	3	40	Dash/10	MD/MD	M/—	35	5(10)	56ss/25sb	1	Wary
Borit Chabb, Constable	4	50	Dash/10	MD/MD	M/—	45	5(10)	65ss/35da	1	Wary
Protectors Gang Members										
Merden (M gang mmbbr)	3	45	Dash/10	MD/MD	M/—	23	1(25)	40bs/15da	1	Cautious.
Leren (F gang member)	1	18	Dash/10	MD/MD	M/—	15	5(10)	15da/15da	1	Careful.
Ston (M gang member)	2	28	Dash/10	MD/MD	M/—	15	1(5)	20ss /15da	1	Brash
Shards Gang Members										
Vels (M gang member)	1	60	Dash/10	MD/MD	M/—	15	1(10)	35armored fist/15da	1	Aggr.
Brazz (F gang member)	2	50	Dash/10	MD/MD	M/—	15	1(15)	35armored fist/15da	1	Neutral
Keck (M gang member)	1	40	Dash/10	MD/MD	M/—	15	5(10)	35ss/15da	1	Aggr.
Bran (M gang member)	1	65	Dash/10	MD/MD	M/—	15	1(5)	35armored fist/15da	1	Arrogant
Fleyer (M gang member)	2	50	Dash/10	MD/MD	M/—	15	1(10)	40da/15da	1	Aggr.
Chocki (F gang member)	1	60	Dash/10	MD/MD	M/—	15	1(15)	35MastR1/15da	1	Hostile
Escorts of the Keeper										
Baraias (M Erlin)	8	50	Dash/10	MD/MD	M/—	85	14(45)\$	125whip/74gr	1	Hostile
Khemal (M Jaimani)	6	55	Dash/10	MD/MD	M/—	81	14(35)\$	95whip/65gr	1	Hostile
Rhessa (F Jaimani)	7	50	Dash/10	MD/MD	M/—	64	14(40)\$	111whip/88gr	1	Hostile
Flaromen (M Erlin)	6	65	Dash/10	MD/MD	M/—	45	14(45)\$	101whip/80gr	1	Hostile
Laraen (F Erlin)	5	50	Dash/10	MD/MD	M/—	55	14(35)\$	88whip/69gr	1	Hostile
Khelmik (M Jaimani)	7	45	Dash/10	MD/MD	M/—	79	14(35)\$	121whip/80gr	1	Hostile

Note: all Escorts have an *Elder Branch*, a +15 enchanted small oval shield with an Elder branch symbol on it, and a lesser version of the woven shirt that the Keeper has, which conveys an AT of 14 with no encumbrance (roll sizes if the characters should come into possession of them and want to wear one); adjust movement if they are on horseback, as they usually are when escorting the Keeper.

\$ shield

BEASTS & MONSTERS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits	# (DB)	Attacks	Outlook Enc.	(IQ)
BEAST OF ORFIAN COVE										
In Water	20	90	FSpt/30	VF/VF	LA	180	11(35)	70LBa(2x)/70LGr /60LB	1	Hostile
On Land		50	Spt/10	F/VF				80Lgr/60Lbi		

TRAPPED! THE TOMB OF VELIK-MAH

Seleski Ajmorin (Rogue)	5	60	Dash/10	MD/MD	M/—	41	1(35)*	87bs/59compbow	1	Ruthless
Nokoli Jaardis (Mentalist)	7	70	Dash/10	MD/MD	M/—	37	14(15)	25da/Spells	1	Ruthless
Sesimia Mahra's Lich	18	40	Fspt/20	SL/VF	M/LA#	125	2(65)	70da(cold)/Spells/Special	1	Domin
Skeletons	4	60	Spt/10	MD/MF	M/I	60	1(20)	40mace/40MBa/Special	6	Berserk
Nikit-Mah's Wight	15	60	Dash/20	MD/BF	M/LA#	170	1(50)	120Hammer[cold]*100Lba/Special	1	Insane
Stone Golems	12	40	Run/0	MD/MD	M/LA#	180	16(20)	100Lba/60Lgr/150LCr†	2	Protect



TOMB OF UGUS FOST

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	# Enc.	Outlook (IQ)
Ugus Fost's Wight	15	60	Dash/20	MD/BF	M/LA#	170 1(50)	120bs[cold]/100Lba/Special	1	Bitter
Zombies	3	30	Run/0	VS/MD	M/I#	60 1(15)	30MBa100/Special	6	Obeys Ugus
Cold Elementals	13	90	Spt/10	MF/MF	M/LA	110 1(45)	35MBa(2x)/80MGr/[Cold D]†	2	Berserk

CAVES OF THE SPHERES

Ocean Sphere

Giant Turtle	14	80	Dash/20	MF/FA	H/LA	300 20(20)	50Hpi/40LCL	1	Hungry
Forest Sphere									
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

Ice Sphere

Snow Demons	12	90	Spt/10	FA/FA	L/L	180 12(50)	180war mattock/Special	4	Domin.
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Desert Sphere

Trapdoor Spiders	8	80	Spt/20	MF/VF	M/--	150 11(40)	80LP70LSti/Poison (reduction)	3	Hungry
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Constructs

Type 1	6	60	Dash/30	FA/FA	L	180 20(30)	60 LCL/50MGr/40MGr	1-3	Protect
Can fly up to 150' /rnd (10 mph)									
Type 2	7	60	Run/0	MD/MF	L	220 20(10)	80LCL/50LGr/40LCr	1-3	Protect
Walks on 4 spidery legs									

Yaalc Muul Dragon form

Blue Drake (winged)									
Mature	31G	250	Dash/25	BF/VF	H/SL	320G12(60)	90HBi/100HCL/70HBa/100HHo/120LBr*	1	Varies

LEGACY OF THE EARTHWARDENS

Jondor Steadyhand:									
Steel Golem	21	60	Fspt/10	MD/MD	M/SL	260 20(40)	150LBa/70LGr/170LCr	1	Varies
Baelmis Strongfoot:									
Iron Golem	17	50	Spt/10	MD/MD	M/SL	210 20(30)	120LBa/170LCr (stomp)	1	Varies

ABSENCE OF HEAT

Raathmauriig	25	60	Spt/0	FA/FA	SL	300 20(50)	140UnHeat Sword/Ice Law Spells.	1	Hostile
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OTHER ENCOUNTERS

Barrow Wight	10	50	Spt/10	SL/VF	M/LA#	110 1(90)	110We[Cold]/90LBa(Cold)/Spells	1-4	Protect(AV)
Hill Troll	10	60	FSpt/0	MD/MD	L/LA	175 11(20)	95LBa/85LCL/50We/60ro	1	Hostile(LI)
Snow Demon	15	90	Spt/10	FA/FA	L/L	200 12(50)	180wm/Spells/Special	1-4	Domin. (HI)
Snow Gark	3B	60	Dash/15	MD/MD	M/—	75F 4(25)	50Club	2-8	Protect(AV)
Black Gark	4B	75	Dash/15	MD/MD	M/—	75F 4(35)	70Club	2-8	Protect(AV)

ULOR FORCES

Quaidu Fighter

Lesser	3	60	Spt/10	MD/MD	M/—	35 15(0)	30bs/25lcb	2-10	Varies
Greater	6	60	Spt/10	MD/MD	M/—	55 15(10)	50bs/35lcb	2-10	Varies

Lenreth Daen

<i>See the text for their special attacks</i>									
Member	7	70	Dash/15	FA/FA	M/—	85 4(55)	90bs/70gr/65 darts	2-10	Varies
Leader	10	70	Dash/15	FA/FA	M/—	110 4(65)	120bs/80gr/85 darts	2-10	Varies



Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	AT Hits (DB)	Attacks	#	Outlook
Enc.	(IQ)								
Lugroki									
Lesser	2B	50	FSpt/0	MD/MD	M/—	50D 8(30s)	40Melee/40Missile	*	Cruel
Greater	4D	60	Spt/10	MD/MD	M/—	70F 17(40s)	80Melee/60Missile	*	Cruel
Corpse Candle	7	-	-/-	-/-	M/I#	10 1(30)	Spell/Special(4 Con pt/rnd)	2-6	Cruel (LO)
Shards of Dír									
Shar Ti	45	1000‡	Dash/50	BF‡/BF‡	M/II	300 12 (90)*	230lcb(2x)(slash)/Poison*/Bolt160	1	Cruel (HI)
Lesser	15	1000‡	Dash/50	BF‡/BF‡	M/II	175 12(50)*	120lcb(2x)(Slash)/poison§	5	Cruel(AV)
Greater	25	1000‡	Dash/50	BF‡/BF‡	M/LA	225 12(50)*	150lcb(2x)(Slash)/poison§/100Bolt		

1 Cruel(VH)

* = 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* or *Creatures & Treasures*).

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

13.0 NPC CHART: RMSS/FRP

BROTHERHOOD OF THE FOUR ROSES

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Majin heg Garuk (White)	15	81	2(65)	Y*	N	65 falchion	60ShkBlt/50spit	10
Age: 72, Sex: M Ht/Wt: 6'6"/185, Hair/Eyes/Build: Grey/grey/slim, Dmnr: Aloof. Race: Neng, Profession: Mentalist. Skills: Alert20; Attune30; Climb20; DirSp80; Observ50; Swim5; Act20; Admin15; CirclLr20; DemnLr45; Diplom20; Disguis35; 1stAid15; Flying55; LocHidden20; PwrPercep40; PwrPtDev100; PubSp20; Rmas35; SenseRealWp40; Signal40; SpellM45; StarG50; Stra&Tac.25; StunMan25. Stats: St-65; Qu-97; Em-67; In-78; Pr-99; Ag-94; Co-90; Me-98; Re-93; SD-82; Ap-45. Spells (lvl): Mind Control 15; Mind Attack 15; Presence 15; Movement 15; Mind's Door 15; Mind Mastery 15; Shifting 10; Brilliance 10; Illusions 10. PP: 100. Items: White Robes, add 20 to DB; Platinum bracelet with 3 rectangular black gems: +3 Mentalist spell adder, also each gem can store one Mentalist spell up to 10th level.								
Noruul hel Bralak (Red)	8	87	11(40)	N	N	91/50 rapier/mgch¥	70 thrwstr/55spit	15
Age: 35, Sex: M Ht/Wt: 6'2"/150, Hair/Eyes/Build: Grey/Grey/Slim, Dmnr: Cold, Arrogant. Race: Neng, Profession: Thief. Skills: Alert35; Amb±15; Climb55; DisTrap65; Observ75; PickLock75; Ride25; S&H95; Swim15; Track67; Act25; Appr25; BscMath15; Brawl20; Bribe30; Camo65; Contort57; DetTrap55; DisrmFoe40; Disguis95; DrugTol25; Falsif20; 1stAid25; LocHidden40; LockLr60; PoisonLr30; Signal50; Trade20; WeathWatch35. Stats: St-93; Qu-99; Em-65; In-70; Pr-87; Ag-96; Co-94; Me-80; Re-91; SD-78; Ap-35. Items: Red leather tunic, protects as AT 11 (-10); +10 stiletto & main gauche; +15 Lock Pick Kit; Boots of Silent Walking; Cloak of <i>Levitiation</i> , also activates automatically if wearer falls more than 15 feet.								
Hesla mal Trelak (Black)	9	99	4(35)	N	N	108/60 rapier/mgch¥	55 thrwstr/65spit	15
Age: 28, Sex: F Ht/Wt: 5'10"/135, Hair/Eyes/Build: Grey/Grey/Medium, Dmnr: Arrogant. Race: Neng, Profession: Thief. Skills: Alert25; Amb±8; Climb70; DisTrap93; Observ90; PickLock75; Ride50; S&H85; Swim45; Acrob40; Act25; Appr55; Contort40; Dance30; Diplom20; DisrmFoe50; Disguis85; DrugTol15; Falsif30; 1stAid20; Gamb145; LocHidden60; LockLr20; PoisonLr15; PwrPercep40; Seduct110; Signal40; Subdu54; Surveil60. Stats: St-88; Qu-99; Em-65; In-89; Pr-90; Ag-95; Co-89; Me-78; Re-98; SD-75; Ap-45. Items: Black leather jacket and breeches, protect as AT 4 (-10); +10 stiletto & main gauche; +15 Lock Pick Kit; Opal and silver necklace, casts <i>Façades</i> and <i>Face Shifting True</i> , once each per day, duration 2 hours each.								
Eldra mal Grelik (Black)	12	67	4(65)*	Y*	N	40 dagger	80 Frblt/65spit	10
Age: 30, Sex: F Ht/Wt: 5'8"/130, Hair/Eyes/Build: Grey/Grey/Medium, Dmnr: Arrogant. Race: Neng, Profession: Mystic. Skills: Alert30; Amb±10; Climb35; Observ110; PickLock25; Ride15; S&H85; Swim35; Act78; Contort25; DemnLr45; DisrmFoe70; Disguis80; DrugTol25; LocHidden25; PoisonLr35; PwrPercep72; PwrPtDev80; Seduct100; SenseRealWp72; Signal45; Subdu35; Surveil65. Stats: St-78; Qu-99; Em-98; In-100; Pr-98; Ag-90; Co-45; Me-; Re-97; SD-90; Ap-39. Spells (lvl): Mystical Change 10, Gas Alteration 10, Sense Mastery 10, Movement 10, Mind's Door 10, Attack Avoidance 10. PP: 80. Items: Black leather jacket and breeches, protect as AT 4 (-10); Fire Opal Ring, adds +10 to Attack Roll on Fire Bolts, and 2x damage; gold ring, +3 spell adder for Mystics only.								



Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Felmir hel Briak (White)	9	67	4(65)*	Y*	N	40 dagger	80 Frblt/65spit	10
Age: 68; Sex: M; Ht/Wt: 6'3"/180; Hair/Eyes/Build: Grey/Grey/Medium; Dmnr: Cold; Race: Neng; Profession: Mystic; Skills: Alert20; Amb±4; Att40; Climbl15; DirSp25 (Fire Bolt); Observ50; PickLock15; PwrPtDev70; Ride15; S&H75; Swim5. Secondary Skills: Acrob25; Act50; AthlG15; Begg22; Camo60; Cav25; Chem30; Contort56; Cook30; Dance20; Diplom49; Disguis55; Falsif75; Flying25; LocHidden38; LockLr15; PubSp35; Seduct71; Signal45; Surveil37. Stats: St-45; Qu-91; Em-95; In-67; Pr-99; Ag-95; Co-71; Me-80; Re-69; SD-44; Ap-40. Spells (lvl): Mystic Base: Confusing Ways 10, Hiding 10, Mystical Change 9th; Essence Loftly Bridge 10, Shield Mastery 9, Detecting Ways 8; Mentalism: Self Healing 8, Mind Mastery to 9th. PP: 70. Items: Ring of +3 spell adder for Mystics, Black leather jacket and breeches, protect as AT 4 (-10), +10 dagger.								

Additional Brotherhood Quaidu NPCs

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Gormian Brellis (Yellow)	5	58	14(10)	Y	A/L	91bs	45lcb	5
Age: 31; Sex: M; Ht/Wt: 6'4"/190; Hair/Eyes/Build: White/black/muscular; Dmnr: Grim; Race: Quaidu; Profession: Fighter; Skills: Alert15; Observ40; Ride20; S&H15; Track15. Secondary Skills: DetTrap25; Diplom10; DisrmFoe25; LocHidden5; LockLr20; Signal30; StunMan10; Subdu20; Surveil20. Items: +10 broadsword.								
Baemor Wiiku (Yellow)	7	77	14(5)	Y	A/L	109bs	57hcb	10
Age: 27; Sex: M; Ht/Wt: 6'3"/195; Hair/Eyes/Build: White/black/muscular; Dmnr: Cocky; Race: Quaidu; Profession: Fighter; Skills: Alert15; Observ40; Ride35; S&H35; Track40. Secondary Skills: DetTrap15; Diplom40; DisrmFoe20; LockLr30; Signal45; StunMan35; Surveil30. Items: +15 magic broadsword.								

* May include spells

¥ Trained to fight two-handed; main gauche can also be used to parry. 'Rapier' is actually a long stiletto.

LENRETH DAEN

See the text for their special attacks

Vereg Ba'al	13	105	4(80	Y(25)*	A	60Jekrita'ar/70Claws	85Shentykil	20
Age: 45; Sex: M Ht/Wt: 6'8"/210; Hair/Eyes/Build: Bald/Grey/Muscular; Dmnr: Cold. Race: Quaidu; Profession: Monk (Mentalist type / Zen Monk). Skills: Alert20; Amb±15: Climb50; M/A St60R2; M/A SwT55R2; Observ95; PwrPtDev100; Ride50; S&H85; Swim40; Track65. Secondary Skills: Acrob25; AthlG40; BscMath20; Brawl35; Camo25; Contort50; Cook5; Dance15; DisrmFoe40; Diving10; DrugTol20; Engrng35; 1stAid50; Flying55; Forage15; Ldrshp60; LocHidden25; Nav25; PwrPercep50; PubSp35; Sail30; Seduct40; SenseRealWp20; Signal50; Skat35; Stra&Tac.44; StunMan30; Subdu20; Surveil55; WeathWatch40. Stats: St-99; Qu-99; Em-45; In-71; Pr-100; Ag-99; Co-90; Me-70; Re-65; SD-70; Ap-65. Spells (lvl): Body Renewal 12, Evasions 12, Mind over Matter 10 (use Zen Focus if Martial Arts Companion [MAC] available), Monk's Bridge 10 (use Mind's Shadow if MAC available). PP: 100. Items: Cloak of Flying: allows wearer to cast <i>Fly 150' /rnd</i> once per day, cloak is thigh length with bands to attach to wrists; skullcap, protects as helm but does not interfere with Mentalist spells; armband, casts <i>Shield</i> 2x per day; ring, is a +3 Mentalism spell adder; goggles, allow normal vision in even bright daylight, as well as <i>Watervision</i> and <i>Detect Invisible</i> , once each per day; uniform AT4.								
Niswal Wresh	14	121	4(95)	Y(20)*	A	90Jekrita'ar/65Claws	95Shentykil	15
Age: 39; Sex: F; Ht/Wt: 6'6"/200; Hair/Eyes/Build: Bald/Grey/Muscular; Dmnr: Aloof. Race: Quaidu; Profession: Warrior Monk. Skills: Alert20; Climb84; M/A St70R3; M/A SwT65R3; DisTrap15; Observ85; PickLock25; Ride70; S&H70; Swim30; Track15. Secondary Skills: Acrob25; AthlG55; BscMath30; Brawl40; Camo35; Contort60; Cook10; Dance30; DisrmFoe60; Diving20; 1stAid35; Forage25; Frenz10; GambL25; Ldrshp70; LocHidden20; LockLr30; Nav20; PoisonLr15; PwrPercep20; PubSp35; Sail60; Seduct50; Signal65; Skat40; Stra&Tac.75; Subdu45; Surveil60; WeathWatch25. Stats: St-98; Qu-97; Em-65; In-80; Pr-88; Ag-99; Co-94; Me-78; Re-85; SD-67; Ap-63. Items: Headband, protects as full helm and annuls head/neck criticals 50% of the time; Belt, casts <i>Shield</i> and <i>Invisibility</i> 1' once per day each; goggles, allow normal vision in even bright daylight; uniform AT4.								
Silben Wralek	6	76	4(60)	N	A	60Jekrita'ar/45Claws	55Shentykil	10
Age: 26; Sex: F; Ht/Wt: 6'1"/165; Hair/Eyes/Build: White/Grey/Lean; Dmnr: Cool. Race: Quaidu; Profession: Warrior Monk. Skills: Alert15; Climb45; M/A St55R2; M/A SwT35R2; Observ45; PickLock10; Ride25; S&H55; Swim25. Secondary Skills: Acrob30; Camo25; Contort35; Dance20; 1stAid40; Forage15; LocHidden15; Nav40; PoisonLr35; Sail30; Seduct35; Signal20; Stra&Tac.30; StunMan20; Subdu45; Surveil30; TumbL55; WeathWatch15. Stats: St-81; Qu-98; Em-87; In-55; Pr-80; Ag-96; Co-90; Me-70; Re-88; SD-91; Ap-81. Items: Hood, protects as a helmet and casts <i>Façade</i> 1 once per day; Boots, add +10 to all M/A attacks; goggles, allow normal vision in even bright daylight; uniform AT4.								
Tilben Wralek	7	85	4(65)	N	A	65Jekrita'ar/50Claws	45Shentykil	10
Age: 26; Sex: M; Ht/Wt: 6'4"/180; Hair/Eyes/Build: White/Grey/Lean; Dmnr: Joking. Race: Quaidu; Profession: Monk (Mentalist type / Zen Monk). Skills: Alert15; Climb45; M/A St35R1; Observ35; PickLock25; PwrPtDev50; Ride35; S&H45; Swim50. Secondary Skills: Acrob45; AthlG20; Cook30; Dance40; DisrmFoe20; DrugTol20; 1stAid10; Forage30; LocHidden35; LockLr35; PwrPercep40; Seduct40; SenseRealWp10; Signal40; StunMan10; Subdu35; Surveil50; TumbL25; WeathWatch15. Stats: St-88; Qu-97; Em-80; In-75; Pr-94; Ag-95; Co-90; Me-65; Re-80; SD-87; Ap-84. Spells: Body Renewal 8, Monk's Bridge 7 (use Evasions if MAC available), Mind over Matter 7 (Zen Focus 7 if MAC available). PP: 50. Items: Headband, protects as a helmet; collar, protects from neck crits 40% of the time and +2 Monk spell adder; goggles, allow normal vision in even bright daylight.								



OTHER ULOR FORCES

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Shentira Vortaen	21	180	20(95)	Y(40)	A/L	175saren/140foil	120Firebolt 300'	25
Age: (appears 20), Sex: F, Ht/Wt: 6'1"/160, Hair/Eyes/Build: Black/blue-violet/slim, Dmnr: Arrogant. Race: Dyar/K'ta'viir, Profession: Fighter/Evil Cleric/Sorcerer/Mentalist. Skills: Alert70; Amb±30; Attune110; Chan100; Climb80; DirSp120 (Firebolt); ManeuvArmor100; M/A St80R4; Observ180; PowPtDev150; Ride50; Rune90; S&H80; Swim80; Track85. Secondary Skills: Acrob90; Act80; Admin75; AdMath80; Alch65; Brib60; Camo80; Chann100; Circlr80; Chem75; Contort65; DemnLr110; DetTrap70; Diplom55; DisrmFoe76; Disguis79; DragLr77; DrugTol90; Engrng66; Flying80; Ldrshp85; LocSrt80; LockLr55; Math100; Medit80; PwrPercep90; PubSp85; Rmas90; Seduct110; SenseRealWp110; Signal70; Smith60; SpellM100; StarG90; Stra&Tac.120; StunMan80; Subdu75; Surveil65; TumbLr75; WeathWatch90. Stats: St-100; Qu-102; Em-101; In-99; Pr-102; Ag-100; Co-101; Me-100; Re-100; SD-90; Ap-101. Spells (lvl): All Evil Cleric/Sorcerer Base to 20th; All Open and Closed Mentalism spells to 20th; Mentalist Base to 30th. PP: 600. Special: All K'ta'viir special abilities at 1/4 value where applicable; some skills & Spell knowledge reflect special knowledge. Items: Black Eog alloy armor: an ornate, baroque suit of enchanted full plate armor than encumbers only as a leather breastplate and greaves, and also adds +50 to her RRs vs. any Essence attack; Cloak of <i>Flying 300' /rnd</i> 3x a day; Black alloy saren, <i>Unholy</i> (gets a roll on the 'Holy Weapon' table in addition to normal crits), enchanted, +40; Splinter of the Crystal: Lorgalis cut a tiny shard from the crystal in his citadel; she wears it as a pendant, x4 PP to any profession and aids in Channeling and will automatically <i>Lifekeep</i> the wearer; Assassin's dagger: enchanted keron alloy, strikes as foil, x3 hits; ring of <i>Haste</i> 4x/day; Bracer of <i>Shield</i> +20, 2x/day.								
§ shield								

QUAIDU LICTORS

Brogan Flaghor	6	81	14(30)	Y	Y	110 bs	86hcb	5
Age: 30, Sex: M Ht/Wt: 6'2"/185, Hair/Eyes/Build: White/Black/Muscular, Dmnr: Cruel. Race: Quaidu, Profession: Fighter. Skills: Alert15; Attn12; Climb40; ManeuvArmor60; Observ45; Ride30; S&H40; Swim20; Track25. Secondary Skills: AthlG45; Brawl50; Brib35; Contort25; Dance30; DemnLr10; DetTrap25; DisrmFoe25; DrugTol30; 1stAid20; GambLr50; Ldrshp15; LocHidden5; Signal35; StunMan15; Surveil25. Stats: St-96; Qu-92; Em-67; In-78; Pr-90; Ag-94; Co-80; Me-60; Re-56; SD-79; Ap-77. Items: +10 broadsword; black laminated scale armor, protects as AT14, but encumbers as leather jerkin.								
Toval Grebok	10	118	14(25)	Y	Y	161 bs	91hcb	10
Age: 35, Sex: M Ht/Wt: 6'4"/200, Hair/Eyes/Build: Black/Black/Muscular, Dmnr: Cruel. Race: Quaidu, Profession: Fighter. Skills: Alert20; Climb40; Observ70; PickLock25; Ride60; S&H70; Swim50; Track75. Secondary Skills: AthlG50; Brawl70; Brib60; Camo40; DetTrap35; DisrmFoe70; DrugTol35; 1stAid30; Forage40; GambLr80; Ldrshp35; Signal35; Ski30; Stra&Tac.25; StunMan30; Subdu40; Surveil25; Trad10. Stats: St-99; Qu-91; Em-35; In-80; Pr-85; Ag-92; Co-94; Me-55; Re-67; SD-80; Ap-60. Items: +15 magic broadsword; black laminated scale armor, protects as AT14, but encumbers as leather jerkin.								

ORDER OF THE ELDER

Jekrei Kasaiten (Elder Guardian)	24	161	18(55)	Y*	Y	165whip (special)	145 (special)	25
Age: ? (Appears about 30); Sex: M; Ht/Wt: 6'9"/200; Hair/Eyes/Build: Black/Grey/Muscular; Dmnr: Cold, determined; Race: Loar Elf; Profession: Fighter/Animist; Skills: Alert40; Amb±9; Attune110; Chan79; Climb80; DisTrap44; DirSp65; DisTrap35; Observ110; PowPtDev140; Ride90; Rune65; S&H95; Swim45. Secondary Skills: Acrob40; Act45; Admin55; Alch40; Animal65; Attun80; BscMath50; Camo76; Cav55; Chann95; Circlr47; DemnLr55; Disguis86; DragLr45; 1stAid115; Forage66; HerbLr98; Ldrshp85; Medit15; Music85; PlayInstr65 (flute key); PwrPercep85; PubSp45; Rmas67; SenseRealWp38; Stra&Tac65; WeathWatch81. Stats: St-92; Qu-100; Em-54; In-100; Pr-98; Ag-97; Co-90; Me-88; Re-67; SD-55; Ap-81. Spells (lvl): Animist Base: Animal Mastery 25, Herb Mastery 25, Nature's Lore 25, Nature's Movement/Senses 25, Nature's Protections 25, Plant Mastery 25, Channeling: Barrier Law 20, Spell Defense 20, Lofty Movements 20, Light's Way 20, Creations 20, Locating Ways 20, Lore 20. PP: 140x3=420. Items: The 'Elder' see par 7.26 text; Armor of the Elder: coarse woven cloth breeches, tunic and cap, become rigid when struck and protect as AT 17; The front half of the <i>Wand of Fire</i> (useless by itself); Earthwarden Flute Key. Long Knives (strike as rapiers), of keron, and both <i>Of Slaying</i> mortals, Jekrei can use them together at OB 95; dark laen dagger, +45.								
Vanimar Krissa	11	75	1(50)	Y	N	60 qs	78lb	10
Age: 310 (appears≈25), Sex: Male, Ht/Wt: 5'11"/150, Hair/Eyes/Build: Brown/Green/Slender, Dmnr: Cautious, conservative. Race: Erlin Elf, Profession: Animist. Skills: Alert20; Climb5; Observ70; PwrPtDev90; Ride40; S&H50/130; Swim15. Secondary Skills: DemnLr50; DragLr55; 1stAid40; Forage90; HerbLr82; Medit15; Nav20; PlayInstr15; PoisonLr45; PwrPercep35; Sail10; SenseRealWp20; Signal30; StarG45; Surveil62; WeathWatch80. Stats: St-75; Qu-90; Em-88; In-100; Pr-88; Ag-97; Co-82; Me-90; Re-86; SD-84; Ap-91. Spells: Nature's Movement 10/Plant Mastery 10/Herb Mastery 10/Blood Law 10/Barrier Law 10. PP: 90. Items: Staff: +3 spell adder, <i>Deflections Organic</i> 3x per day; Cloak of blending, +80 to hiding outdoors; Boots of traceless passing.								
Lirs Dalarum	9	87	6(65)	Y	N	112 bs	96lb	15
Age: 150 (appears≈25), Sex: Female, Ht/Wt: 5'9"/120, Hair/Eyes/Build: Brown/Green/Slender, Dmnr: Aloof. Race: Jaimani Elf, Profession: Ranger. Skills: Alert15; Chan15; Climb65; DisTrap25; Observ60; PwrPtDev60; Ride95; S&H75/100; Swim69; Track70. Animal 75; Astro 45; Camo 70; Cav 25; Cook 35; Craft 15; Diving 30; DragLr 15; DrugTol 20; 1stAid 35; Fletch 45; Forage 60; HerbLr 78; Nav 20; PoisonLr 45; Sail 40; Skat 20; Ski 35; StarG 35; Surveil 20; WeathWatch 65. Stats: St-90; Qu-97; Em-81; In-97; Pr-65; Ag-98; Co-80; Me-90; Re-75; SD-67; Ap-88. Spells: <i>Moving Ways</i> 10/ <i>Concussions Ways</i> 5/ <i>Purifications</i> 5/ <i>Nature's Guises</i> 10. PP: 60. Items: Cloak, +25 to hiding outdoors; leather jerkin, protects as AT 6(-10).								



Escorts of the Guardian

Baraias (M Erlin)	8	50	Dash/10	MD/MD	M/-	85	14(45)\$	125whip/74gr	1	Hostile
Khemal (M Jaimani)	6	55	Dash/10	MD/MD	M/-	81	14(35)\$	95whip/65gr	1	Hostile
Rhessa (F Jaimani)	7	50	Dash/10	MD/MD	M/-	64	14(40)\$	111whip/88gr	1	Hostile
Flaromen (M Erlin)	6	65	Dash/10	MD/MD	M/-	45	14(45)\$	101whip/80gr	1	Hostile
Laraen (F Erlin)	5	50	Dash/10	MD/MD	M/-	55	14(35)\$	88whip/69gr	1	Hostile
Khelmik (M Jaimani)	7	45	Dash/10	MD/MD	M/-	79	14(35)\$	121whip/80gr	1	Hostile

Note: all Escorts have an *Elder Branch*, a +10 enchanted small oval shield with an Elder branch symbol on it, and a lesser version of the woven shirt that the Guardian has, which conveys an AT of 14 with no encumbrance (roll sizes if the characters should come into possession of them and want to wear one); adjust movement if they are on horseback, as they usually are when escorting the Guardian.

THE WINTER LIGHT

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Yaeris Mahl	13	61	6(35)	Y*	N	35 da	Shock Bolt 80	10
Age: 55, Sex: Male Ht/Wt: 5'10"/160, Hair/Eyes/Build: Black/Brown/Slim, Dmnr: Thoughtful, distant. Race: Y'nar (Lotana), Profession: Mentalist. Skills: Alert15; Attune60; Climb5; DirSp65; M/A St15; Observ65; PwrPtDev80; Ride15; Rune40; Swim5. Secondary Skills: Act10; Admin25; Arch20; Astro25; BscMath10; DemnLr45; Diplom25; 1stAid25; Flying50; Ldrshp40; Math15; Medit40; SenseRealWp40; Signal45; StarG30; Stra&Tac35; WeathWatch60. Stats: St-75; Qu-98; Em-85; In-67; Pr-99; Ag-95; Co-66; Me-95; Re-94; SD-72; Ap-73. Spells (lvl): Mind Attack 13, Mind Control 12, Presence 13, Movement 11, Mind's Door 12, Gas Manipulation 13, Cloaking 10, Brilliance 8, Delving 13. PP: 80x2 = 160. Items: Quilted cloth armor, AT6(-10) and does not encumber; Cap, protects as a full helm; Belt of <i>Displacement III</i> (30% chance any attack misses) once per day. Gold bracelet with the symbol of the inverted sunrise on it, glows faintly and grows warm in the presence of another genuine bracelet, grows cold in proximity to the Unlife; x2 PP multiplier for Mentalism.								
Tobonor Yuhl	7	81	6(85)	Y*	Y(item)*	Strk 65R4/SwT 50R4	65da	20
Age: 29, Sex: M Ht/Wt: 5'8"/160, Hair/Eyes/Build: Black/Brown/Muscular, Dmnr: Impulsive. Race: Y'nar (Lotana), Profession: Monk (Mentalist version / Zen Monk from MAC). Skills: Alert15; Climb35; Observ50; PwrPtDev50; Ride35; S&H55; Swim20; Track10. Secondary Skills: Acrob40; Brawl15; Camo30; Contort30; Dance5; DetTrap20; DisrmFoe20; Disguis15; DrugTol30; 1stAid35; Jugg51; Medit20; Music5; Nav15; PoisonLr5; Sail10; Signal30; Subdu50; Surveil10; Tumb130; WeathWatch5. Stats: St-95; Qu-98; Em-66; In-45; Pr-98; Ag-97; Co-85; Me-60; Re-65; SD-40; Ap-90. Spells (lvl): Evasions 7, Body Reins 7, Mind over Matter 8 (or Zen Focus from MAC), Cloaking 7 (or Mind's Shadow from MAC). PP: 50. Items: Quilted cloth armor, AT6(-10) and does not encumber; Monk armbands add 15 to front DB, 50% and forearm critical is ineffective, left band casts <i>Shield</i> once per day, right band casts <i>Blur</i> once per day; headband protects as a full helm Gold bracelet with the symbol of the inverted sunrise on it, glows faintly and grows warm in the presence of another genuine bracelet, grows cold in proximity to the Unlife, +3 spell adder for Mentalism.								
Mychel Khen	6	51	4(20)	N	N	65da	Ice Bolt50	10
Age: 36 (looks 24), Sex: M, Ht/Wt: 5'9"/135, Hair/Eyes/Build: Black/Brown/Lean-muscular, Dmnr: Soft-spoken, friendly. Race: Y'nar (Lotana)/Dyar Elf, Profession: Cleric (Evil Cleric). Skills: Alert15; Amb±5; Chan30; Observ73; PwrPtDev50; Ride30; Swim10. Secondary Skills: Acrob10; Act80; Admin20; CircLr15; Cook25; DemnLr15; Diplom50; Falsif45; 1stAid15; LocHidden20; Medit45; PoisonLr15; PwrPercep45; Seduct40; Surveil45. Stats: St-80; Qu-94; Em-68; In-96; Pr-85; Ag-90; Co-82; Me-64; Re-75; SD-75; Ap-95. Spells: Cleric: Life Mastery 6, Channels 6, Barrier Law 6, Wounding 6, Dark Lore 6. PP: 50. Items: Gold bracelet with the symbol of the inverted sunrise on it. Glows faintly and grows warm in the presence of another genuine bracelet; grows cold in proximity to the Unlife (Mychel's is always a bit chilly); +2 spell adder for Channeling. Priest Arnak Ring of Athimurl† (Mychel does not normally wear this ring, and keeps it in a tiny kregora box)								
Berad Virita	7	49	1(20)	N	N	37ma	25da	5
Age: 43, Sex: , Ht/Wt: 5'8"/140, Hair/Eyes/Build: Black/Brown/Average, Dmnr: Friendly/Serious. Race: Y'nar (Lotana), Profession: Cleric. Skills: Alert20; Attune30; Chan25; Climb40; Observ70; PwrPtDev50; Ride25; Rune15; Swim27; Track15. Secondary Skills: Act27; Admin25; BscMath20; Cook40; Diplom52; DragLr15; DrugTol20; 1stAid57; Forage20; HerbLr45; Ldrshp25; Medit35; PoisonLr10; PwrPercep35; SenseRealWp20; Signal20; WeathWatch30. Stats: St-75; Qu-66; Em-85; In-95; Pr-76; Ag-85; Co-80; Me-77; Re-91; SD-80; Ap-68. Spells (lvl): Cleric Base Protections 5, Channels 8, Barrier Law 7, Light's Way 7, Concussion's Ways 7, Blood Law 7, Bone Law 6, Muscle Law 6. PP: 50. Items: Gold bracelet with the symbol of the inverted sunrise on it. Glows faintly and grows warm in the presence of another genuine bracelet; grows cold in proximity to the Unlife; +2 spell adder for Channeling.								

LOREMASTERS

Vena Nascharath	27	121	11(90)	Y*	A	135qs	141lb	15
Age: 2354 (b. 3700); Sex: F; Ht/Wt: 5'10"/140; Hair/Eyes/Build: Brown/Green/Slim; Dmnr: Distant; Distracted; Race: Erlin Elf; Profession: Animist; Skills: Alert40; Attune60; Chan85; Climb65; DisTrap30; DirSp80 (Lightning Bolt); DisTrap35; Observ115; PwrPtDev150; PickLock84; Ride95; Rune75; S&H120; Swim75; Track90. Secondary Skills: Acrob55; Act80; Admin15; Animal80; Anthp75; Appr35; Arch80; Astro45; BscMath50; Brib35; Camo75; Cav55; CircLr65; Chem76; Contort68; Cook70; Craft55; Dance49; DemnLr40; Diplom55; Disguis77; DragLr90; DrugTol35; 1stAid102; Fletch45; Flying90; Forage100; HerbLr105; Herd33; LocHidden75; LockLr45; Medit50; Navig76; PoisonLr55; PwrPercep85; PubSp44; Sail60; SenseRealWp70; Signal66; Ski56; SpellM70; StarG50; Stra&Tac50; StunMan60; Surveil59; Trade40; TrapBuild40; Tumb15; WeathWatch85. Stats: St-71; Qu-99; Em-89; In-100; Pr-85; Ag-97; Co-77; Me-86; Re-94; SD-78; Ap-79. Spells (lvl): All Base Animist 25, Barrier Law 20, Light's Way 20, Concussion Ways 20, Blood Ways 20, Lofty Movements 20, Spell Defense 20, Calm Spirits 20. PP: 150x2 = 300. Items: Cloak of Flying, Boots of Limbrunning, Leather jerkin and bracers, protect as AT 11(-20), Ring of Lightning Bolts, 5x per day; earring of Animal Speech; Staff of Parting: parts all vegetation at will; x2 PP to Channeling, +20 quarterstaff.								



Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Niko Verkano	18	98	12(75)	Y*	N	137saren	118lb	10
Age: 47 (b. 6007); Sex: M; Ht/Wt: 6'2"/175; Hair/Eyes/Build: Black/Brown/Fit; Dmnr: Friendly; Race: Lotana (1/4 Loar); Profession: Bard (Essence variant); Skills: Alert20; Atune60; Climb71; DisTrap25; DirSp75 (Fire Bolt); M/A SwT35R3; Oberv95; PwrPtDev130; PickLock70; Ride60; Rune45; S&H90; Swim55; Track35. Secondary Skills: Acrob35; Act62; Anthp35; Appr49; Arch36; Astro25; Brawl40; Brib50; Camo50; Cav15; CirclrLr50; Chem15; Contort40; Cook20; Dance40; DemnLr50; DetTrap60; Diplom65; Disguis60; DragLr50; DrugTol20; 1stAid35; Fletch40; Flying60; Forage25; HerbLr30; Juggl10; Ldrshp30; LocHidden70; LockLr77; Music95; Navig50; PlayInstr94; PoisonLr40; PwrPercep83; PubSp40; Rmas50; Seduct80; SenseRealWp55; Signal45; Sing103; StarG34; Stra&Tac40; StunMan60; Subdu65; Surveil55; Trade50; WeathWatch45. Stats: St-88; Qu-99; Em-100; In-78; Pr-100; Ag-98; Co-89; Me-95; Re-87; SD-56; Ap-97. Spells: Controlling Songs 20, Entertaining Ways 10, Item Lore 18, Lores 18, Sound Control 18, Sound Projection 18, Lofty Bridge 10, Invisible Ways 10, Dispelling Ways 10, Shield Mastery 10. PP: 130x2 = 260. Items: +20 enchanted Saren of Demonslaying; Earthwarden Flute Key, Enchanted flute, +20 to Bard musical spells; Cloak of Invisibility 1', 3x per day; Enchanted Dragonskin tunic, grants AT 12(20). Earring, x2 Essence multiplier.								

IRON WIND

Malik Kulurim

High Priest Athimurl	34	145	11(110) (Y20)*	(Y)		+85 war mattock	(Spells)	20
Age: ? (Appears about 35, old for an Elf); Sex: M; Ht/Wt: 6'11"/210; Hair/Eyes/Build: Black/black/avg; Dmnr: Cold; Race: Dyar Elf; Profession: Evil Cleric; Skills: Alert50; Attune120; Chan100; Climb80; DirSp80; Observe120; PPDev180; Ride100; Rune110; S&H80; Swim70. Secondary Skills: Acrob75; Act100; Admin110; Alch56; Animal45; Anthp35; Appr55; Arch40; Astro70; BscMath55; Cav77; CirclrLr110; Chem45; Contort80; DemnLr105; Diplom88; Disguis80; DragLr121; Flying75; Ldrshp87; Medit99; PwrPercep63; PubSp92; Rmas100; Seduct50; SenseRealWp73; Signal80; SpellM70; StarG55; Stra&Tac78; StunMan90; Surveil80. Stats: St-89; Qu-93; Em-25; In-100; Pr-97; Ag-99; Co-91; Me-88; Re-90; SD-93; Ap-98. Spells: All Base Evil Cleric ((Casts a Black Channel III, <i>Maul of the Snow Lion</i> : slashes appear on target as if he has been mauled by a lion; he takes 50% of hits, is stunned and thrown to the ground and is bleeding at 5 hits/rnd. More wounds appear on the target every round—roll a C Slash critical every round until target is dead, or given <i>Lifegiving</i> , which will cancel the channeling.), Barrier Law 30, Detection Mastery 30, Weather Ways 30, Lofty Movements 30, Locating Ways 20, Lore 20, Symbolic Ways 25. PP: 180x4=720. Items: <i>Ring of the High Priest Athimurl</i> : x4 PP Enhancer, allows wearer to cast four <i>Lightning Bolts</i> 200' each day, Allows wearer to read any written text at 8x normal speed, even if he has never seen the script of the language before, allows the user to speak Dyar, Erlin and Iylar, any six languages/dialects of the target area, and Arcane tongues with fluency, protects wearer as AT 11 (-50) allows the wearer to detect or recognize any other Priest Arnak within 90 feet; <i>High Priest Helm</i> : a more lightweight and stylized lion head design with a tall mane-like plume and open lower face and glowing eye sockets, protects as full helm and 50% chance head and neck crits are ineffective; <i>Mace of the High Priest</i> : strikes as +15 Unholy war mattock; fur-trimmed white <i>Cloak of Deflections</i> , adds +40 to DB and can be used as a full shield, <i>Boots of Leaping</i> , allow wearer to leap vertically 50' or 100' horizontally (or an approximate combination) five times per day; can also land safely from up to 500' 5x a day; <i>Ring of Turning</i> : will turn any caster's directed spell back on him, the attack spell makes a RR at caster's level vs. 30th level Channeling, ring wearer must be aware of the spell, and be able to raise the ring-wearing hand in defense.								
Isara Kul, Priest Athimurl	11	96	4(40) (Y25)*	N		45da	Black Channel I	10
Age: (appears 25); Sex: M; Ht/Wt: 6'6"/185; Hair/Eyes/Build: Black/Grey/Average; Dmnr: Cold. Race: Dyar Elf; Profession: Evil Cleric. Skills: Alert20; Amb±8; Attune75; Chan50; Climb30; DisTrap; DirSp25 (<i>Ice Bolt</i>); Observe83; PwrPtDev80; Ride45; Rune90; S&H55; Swim25; Track15. Secondary Skills: Act78; Admin66; Alch40; Astro50; BscMath40; CirclrLr50; DemnLr25; Diplom15; Disguis30; HerbLr25; Ldrshp35; LocHidden45; Medit60; PoisonLr25; PwrPercep77; PubSp55; Rmas45; SenseRealWp60; SpellM80; StarG20; Stra&Tac35. Stats: St-65; Qu-89; Em-46; In-94; Pr-87; Ag-66; Co-80; Me-85; Re-72; SD-63; Ap-91. Spells: Black Channels (Casts a Black Channel I, <i>Bite of the Snow Lion</i> : slashes appear on target as if he has been mauled; he takes 50% of hits and is bleeding at 5 hits/rnd), lists: Disease 10, Curses 10, Dark Channels 11, Dark Lore 11, Wounding 11, Concussion's Ways 10, Detection Mastery 11, Spell Defense 11, Locating Ways 11, Protections 11. PP: 80. Items: Robes, add 20 to DB; +20 enchanted dagger; Arnak Priest of Athimurl Ring.†								
Krase Ogren, Priest Gaath	13	104	11(85) (Y30)*	N		85mace	Absolution	15
Age: (appears 25); Sex: M; Ht/Wt: 5'11"/155; Hair/Eyes/Build: Slim; Dmnr: Charming. Race: Dyar Elf; Profession: Evil Cleric. Skills: Alert20; Amb±6; Attune80; Chan65; Climb35; DirSp 60 (<i>Cold Ball</i>); Observe85; PickLock10; PwrPtDev90; Ride55; Rune65; S&H40; Swim30. Secondary Skills: Acrob20; Act45; Admin20; CirclrLr70; Chem30; Contort35; DemnLr60; DetTrap35; Diplom70; DisrmFoe35; Disguis67; HerbLr35; Ldrshp25; LocHidden35; LockLr10; Medit50; PwrPercep75; PubSp45; Rmas60; Sail15; Seduct90; SenseRealWp70; Signal40; Skat35; Ski40; StarG55; Stra&Tac.35; Subdu40; Surveil25; WeathWatch55. Stats: St-92; Qu-89; Em-65; In-95; Pr-90; Ag-82; Co-78; Me-81; Re-67; SD-78; Ap-88. Spells (lvl): Disease 13, Curses 12, Dark Channels 13, Dark Lore 13, Wounding 13, Concussion's Ways 10, Detection Mastery 13, Spell Defense 13, Locating Ways 13, Protections 13. PP: 90. Items: White Dragonskin Armor, protects at AT11(20), +20 Enchanted Mace, <i>Of Slaying</i> all Elves but Dyari, Boots of Ice/Snow running, Cloak of Winter Hiding (adds 100 to hiding in snow); Arnak Priest Ring of Gaath.‡								
Valaan Mahrindi, Adherent	15	85	4 (45) Y*	N		107bs	80 Fire Bolt	10
Age: 403 (Appear 25); Sex: M; Ht/Wt: 6'2"/180; Hair/Eyes/Build: Black/Blue/Avg; Dmnr: Friendly; Race: Erlin Elf/Dark God; Profession: Mystic; Skills: Alert20; Amb±6; Attune70; Climb40; DirSp62 (Fire Bolt); DisTrap20; Observe80; PickLock30; PwrPtDev120; Ride40; Rune55; S&H85; Swim30; Track15. Secondary Skills: Act40; Alch35; Appr60; Astro35; AthlG40; BscMath30; Brib43; Camo40; Cav55; CirclrLr50; Chem50; Contort40; DemnLr40; DetTrap55; Diplom50; Disguis80; DrugTol55; Falsif60; 1stAid50; Flying70; Forage40; HerbLr45; LocHidden55; LockLr60; PoisonLr36; PwrPercep75; Seduct70; SenseRealWp65; Signal45; SpellM45; StarG40; StunMan60; Surveil70; WeathWatch66. Stats: St-88; Qu-98; Em-98; In-77; Pr-98; Ag-97; Co-95; Me-94; Re-78; SD-65; Ap-99. Spells (lvl): All Base Mystic 15, Mentalism: Mind Mastery 15, Self Healing 15, Essence: Lofty Bridge 10, Delving Ways 10, Physical Enhancement 10th. PP: 120x2=240. Special Powers: Multiple <i>Façades</i> : allows Valaan to appear simultaneously (appearance and physical mass, and general power) to up to 1 person per level as he has to each individual previously, and to assume one additional generic guise for everyone else. Treat as Illusionist <i>Façades V</i> for each, RRs apply at the user's level. But once the target has failed initially, they will believe the <i>Façade</i> every time subsequently, unless something extraordinary happens to cause the target to be suspicious (note that this is a mental illusion affecting specific targets, not an external change. Items: Ring of Arnak Adherents (not usually worn); ring of x2 PP multiplier for Mystics; <i>Dragon Tooth</i> (Kuugorkhiin) see powers under the Heirlooms of the Aanac n'Kuugor; Two of the Council Amulets of the Mah-Ilari: one of Essence, and one of Channeling; useless to him except as a possible gift/bribe.								



† **Arnak Ring of Athimurl** (looks like a lion head, eyes are small white cabochons): +3 spell adder, Allows wearer to cast three *Icebolts 100' R* each day, Allows wearer to understand any written text, even if he has never seen the script of the language before. (Does not convey the ability to speak the language, or understand it in its spoken form.) Allows the User to speak Dyar, Erlin and Iylar, and 3 languages/dialects of the target region with fluency. Detects Magic. Allows wearer to halve the adverse effects of fire and cold magical attacks. Protects wearer as AT 4 (-10). Allows the wearer to detect or recognize any other Priest Arnak within 60 feet.

‡ **Arnak Ring of Gaath** (looks like a tiny dragon head): +3 spell adder, Allows wearer to cast three *Cold Balls 100' R* each day, Allows wearer to understand any written text, even if he has never seen the script of the language before. (Does not convey the ability to speak the language, or understand it in its spoken form.) Allows the User to speak Dyar, Erlin and Iylar, and 3 languages/dialects of the target region with fluency. Detects Magic. Allows wearer to halve the adverse effects of fire and cold magical attacks. Protects wearer as AT 4 (-10). Allows the wearer to detect or recognize any other Priest Arnak within 60 feet.

MESSENGERS

Name/Type	# Enc	Lvl	Hits	AT(DB)	Sh	OB	OB	Mov
Kulag (Athimurl)	1-6	10	110	14(25)	Y	96ss	110sb	15
Steed: Great Cat. Familiar: Snow owl. Usual Equipment: +15 short bow, +15 short sword, reversible brown/white cloak. Helm designed to look like a great white lion head, white dragonskin armor, boots of snow/ice running, gauntlets with clawed fingers designed to aid in climbing rocky and icy surfaces.								
Syrkakang (Gaath)	1-6	10	115	14(25)	Y	115bs/90ma	90lb	20
Steed: War horse. Familiar: Arctic hawk. Usual Equipment: Helm in the form of a dragon's head, of Invisibility, +15 broadsword, +10 Long bow, white leather gauntlets which allow them to strike with their fists as hammers, reversible dark green/white cloak, white wyvern hide armor.								

MOUNTS/FAMILIARS

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	Outlook (IQ)
Kulag (Athimurl)									
Great Cat	6	100	Dash/40	FA/MF	L/—	180	4(20)	100LCI 100/90LBI/130LCI	Aggres. (AV)
Snow Owl	2	100	FSpt/20	FA/FA	S/—	20	1(50)	35SCI 100/10SPi	Inquis (SU)
Syrkakang (Gaath)									
Warhorse	6	80	Dash/40	MF/VF	L/I	150	3(40)	70MCr50/60LTs\$/60MBi50 *	Normal (AV)
Eagle	2	100	Dash/30	FA/FA	S/—	30	1(50)	50MCI 100/25SPi	Normal(AA)

GARRISON AT AALK ATHIMURL

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	Outlook (IQ)
Sixth Pale Demons									
Mauk	28	150	Dash/50	VF/FA	M/LA	260	12(60)	180LCI(2x)/130LBa/100MBi†/150LCr†	Cruel(AV)
Geth	24	150	Dash/50	VF/FA	M/LA	245	12(60)	170LCI(2x)/120LBa/90MBi†/130LCr†	Cruel(AV)
Wrang	26	150	Dash/50	VF/FA	M/LA	253	12(60)	180LCI(2x)/120LBa/90MBi†/130LCr†	Cruel(AV)
Black Sentinels	20	—	—	—/VF	LA	360	20(10)	Special	Protect (SU)

Name/Type	#	Lvl	Hits	AT(DB)	Sh	OB	OB	Mov
Priests	4	8	85	1(60)	(Y)*	65ma	--	0

Spells: (Choose from Channeling, Animist, Evil Cleric); **Items:** +10 mace; Priest Arnak Ring (see notes †); other minor items.

Master Monks	3	15	125	1(120)	(Y)*	See text below	85 shuriken 2x	20
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Martial Arts Attacks: Striking Rank 4, +125, Sweeps & Throws Rank 4 +90 two attacks (one or the other style) per round; **Items:** Bracers, +20 to strike, left bracer X2 PP multiplier, right bracer *Shield* Spell 3x per day; 8 +15 shurikens, 2x range, robes of *Blurring*. **Spells:** All Base Monk to 15th (use Zen Monk lists if MAC is available), *Mentalist* Cloaking, Attack Avoidance to 10th (all are Mentalist Monks).

Warrior Monks	12	5	70	1(70)	N	70MAR3	65 shuriken 2x	15
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Martial Arts Attacks: Striking Rank 3, +75, Sweeps & Throws Rank 3 +70 two attacks (one or the other style) per round; **Items:** Bracers, +10 to strike attacks; 10 +5 shurikens.

Monks	12	5	55	1(70)	(Y)*	40MAR4	55 shuriken	10
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Martial Arts Attacks: Striking Rank 2, +65, Sweeps & Throws Rank 2 +50 two attacks (one or the other style) per round; **Items:** Bracers, +10 to strike attacks; 10 +5 shurikens. **Spells:** All Base Monk to 12th (use Zen Monk lists if MAC is available), either *Mentalist* Cloaking, or Attack Avoidance to 5th.

Adherents	8	5	40	1(35)	N	35ma	(Spell)	5
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Items: Ring of Arnak Adherents, +3 spell adder; +10 robes of defense; +5 mace.



OTHER NPCs IN ADVENTURES

Name	Lvl	Hits	AT(DB)	Sh	Gr	Melee Ob	Missile Ob	Mov
Trapped!								
Ketlin Ajmorin	6	35	1(25)	N	N	55da	40cb (spells)	10
Age: 26, Sex: M, Ht/Wt: 5'10"/155, Hair/Eyes/Build: Black/Grey/slim, Dmnr: Friendly, charming. Race: Lotan/Dyar, Profession: Evil Magician. Skills: Alert10; Amb±6; Attune25; Climb25; Observ30; PickLock40; PwrPtDev50; Ride15; Rune35; S&H30; Swim10; Track20. Secondary Skills: Acrob10; Act40; Appr35; AthlG15; BscMath20; Brawl20; Brib25; Camo25; Chem10; Contort10; Cook30; DetTrap10; Diplom15; Disguis20; Falsif20; Gamb130; LocHidden15; LockLr30; PoisonLr15; PwrPercep35; Seduct35; Signal10; StunMan5; Subdu20; Surveil25; TrapBuild5. Stats: St-81; Qu-96; Em-99; In-65; Pr-88; Ag-91; Co-85; Me-98/20; Re-75; SD-77; Ap-91. Spells (lvl): Matter Disruption 6, Dark Contacts 5, Physical Erosion 6, Invisible Ways 6, Lofty Bridge 6, Rapid Ways 6, Spell Enhancement 6, Spirit Mastery 6. PP: 50. Items: Lock pick kit +10, Ring +2 spell adder. Belt of Blur 1x per day. +10 dagger, +5 comp bow.								
Bolmar Darg	7	89	9(20)	Y	A	85bs/65 fist (2x)	35sb	0
Age: 38, Sex: M, Ht/Wt: 6'1"/240, Hair/Eyes/Build: Red(balding)/Green/heavysset, Dmnr: Arrogant/mean. Race: Haid Profession: Rogue. Skills: Alert15; Climb20; ManeuvArmor25; Observ70; PickLock30; Ride25; S&H40; Swim20; Track15. Secondary Skills: Act15; Admin25; Appr50; AthlG25; BscMath30; Brawl40; Brib30; Dance5; DrugTol15; Falsif20; Frenz20; Gamb145; Ldrshp25; LocHidden10; PubSp20; Stra&Tac.30; StunMan20; Subdu45; Surveil15; Trade25; Tumb110; WeathWatch20. Stats: St-93; Qu-76; Em-55; In-91; Pr-83; Ag-76; Co-90; Me-45; Re-73; SD-55; Ap-42. Items: +10 broadsword, +5 reinforced leather breastplate, arm bracers that add +15 to fist attacks and double hits.								

The Protectors

Legaran Varsen	15	165	11(60)	N	N	150 Lbash (x)	(Spells)	20
Age: appears 20, Sex: M, Ht/Wt: 6'7"/250, Hair/Eyes/Build: golden/gold/very muscular, Dmnr: Charismatic. Race: Loar Elf/Go-tjiin-kai (Procreator Demon), Profession: Bard. Skills: Alert25; Attune60; Climb45; DirSp50; M/A St35R3; Observ90; PickLock45; PwrPtDev110; Rune50; S&H80; Swim65; Track35. Secondary Skills: Acrob55; Act50; Admin50; Appr100; Arch25; BscMath60; Brawl45; Brib65; Chem30; Contort70; DemnLr105; DetTrap60; Diplom55; DisrmFoe60; DragLr50; DrugTol80; Falsif50; Gamb130; Ldrshp75; PwrPercep70; Seduct115; SenseRealWp80; Signal68; Stra&Tac.88; StunMan90; Trade75. Stats: St-102; Qu-99; Em-76; In-68; Pr-101; Ag-95; Co-101; Me-90; Re-56; SD-78; Ap-101. Spells: (Evil Mentalist-only uses in self-defense) Mind Subversion 10, Mind Domination 10, (Mentalist Base) Mind Control 10, (if Mentalism Companion is available, Hour's Beguilement 15, Hour's Kiss 10), Controlling Songs 15, Sound Projection 15. PP: 110. Items: Dragon Ring, +3 spell adder.								
Bremy (Protector)	5	30	5(15)	N	N	+30ss	+20sling	5
Age: 15, Sex: M, Ht/Wt: 5'6"/130, Hair/Eyes/Build: brown/brown/slim, Dmnr: Friendly. Race: Lotana, Profession: Thief. Skills: Alert15; Amb±3; Climb20; DisTrap45; Observ30; PickLock45; Ride5; S&H40; Swim5; Track5. Secondary Skills: Acrob20; Act5; Appr5; AthlG10; BscMath5; Begg15; Brawl5; Contort15; Dance10; 1stAid15; Signal15; Surveil40; Trade20; Tumb110; WeathWatch5. Stats: St-81; Qu-95; Em-45; In-57; Pr-73; Ag-80; Co-62; Me-67; Re-75; SD-35; Ap-72. Items: Leather jerkin, +5 short sword, sling, +5 lockpick.								
Ellika (Protector)	4	22	5(10)	N	N	+25da	+25da	5
Age: 14, Sex: F, Ht/Wt: 4'11"/85, Hair/Eyes/Build: Brown/Brown/Slim, Dmnr: Quiet. Race: Jameri, Profession: Rogue. Skills: Alert10; Climb50; DisTrap40; Observ40; PickLock40; Ride10; S&H65/85; Swim20. Secondary Skills: Acrob15; Act10; Begg20; Contort15; Cook10; Dance15; Disguis25; LocHidden20; LockLr10; Sail5; Signal20; Surveil20. Stats: St-65; Qu-91; Em-74; In-67; Pr-45; Ag-90; Co-76; Me-85; Re-65; SD-66; Ap-75. Items: Leather jerkin, +5 dagger, 3 regular throwing knives, Cloak of Concealment: +20 to hiding.								
Brednar Guln, Chief Constable	6	51	5(5)	N	N	67ss	71 hcb	5
Age: 45, Sex: M, Ht/Wt: 5'8"/185, Hair/Eyes/Build: Brown/Brown/Stocky, Dmnr: Cautious. Race: Jameri, Profession: Fighter. Skills: Alert10; Observ55; PickLock30; Ride20; S&H25; Track35. Secondary Skills: Admin40; BscMath40; Brawl30; Brib10; Diplom15; DisrmFoe20; Gamb15; LockLr20; Subdu35; Surveil25. Stats: St-76; Qu-44; Em-62; In-69; Pr-78; Ag-80; Co-65; Me-72; Re-89; SD-77; Ap-55. Items: +10 steel short sword; ring: detects evil 50' R.								

CARETAKERS OF THE SPHERES

Tev Yu'um (Yaalc Muul)	31	175	11(85)	Y*	(Y)	195two-h sword	175lb	30
Age: 7239, Sex: M, Ht/Wt: 6'0"/175, Hair/Eyes/Build: Black/Brown/Fit, Dmnr: Serious. Race: Lotan, Profession: Monk. Skills: Alert40; Attune65; Climb60; DirSp120 (Ice Bolt); M/A St75R4; M/A SwT80R4; Observ110; PwrPtDev170; Ride70; Rune80; S&H80; Swim80; Track100. Secondary Skills: Acrob60; Act40; Admin60; Alch40; Astro68; CirclLr74; Chem30; Contort55; DemnLr60; Disguis70; DragLr180; 1stAid50; Fletch35; Flying120; Forage70; Frenz70; HerbLr65; Ldrshp85; LocHidden70; Medit77; PwrPercep90; PubSp75; Rmas65; Seduct55; SenseRealWp90; Skat65; SpellM50; StarG60; Stra&Tac.85; StunMan75; Subdu60; Tumb155; WeathWatch75. Stats: St-101; Qu-101; Em-98; In-98; Pr-101; Ag-100; Co-101; Me-98/20; Re-90/20; SD-35; Ap-91. Spells: Ice Law 30, Water Law 30, Evasions 20, Body Renewal 30, Mind over Matter 20, Monk's Bridge 25, Body Reins 20. PP: 170. Items: Staff of Shard Mastery; <i>Daath Leerssoi</i> (K. "Maker of the Shadow Drakes"), a ring that conveys many powers to the wearer in human form (skin like armor, resistance as a Large Creature, spells) and the ability to assume the form of a dragon, see below for dragon stats.								
Mererenis	16	94	11(65)	Y*	(Y)	+85mace	50 Shock Bolt	10
Age: ? (appears 25); Sex: M; Ht/Wt: 6'5"/185; Hair/Eyes/Build: Brown/Blue/Slim; Dmnr: Wary; Race: Erlin Elf; Profession: Animist; Skills: Alert20; Attune50; Chan50; Climb55; DisTrap30; DirSp +50 Shock Bolt; Observ83; PickLock30; PowPtDev110; Ride90; Rune35; S&H90; Swim70; Track62. Secondary Skills: Acrob35; Admin30; Animal95; Camo80; Cav92; CirclLr30; Chem45; Contort15; Cook41; DemnLr30; DetTrap49; DisrmFoe50; Disguis25; Diving15; DragLr50; PwrPercep33; Sail47; Seduct49; SenseRealWp33; Signal60; Skat35; Stra&Tac40; StunMan35; Subdu57; Surveil78. Stats: St-88; Qu-91; Em-67; In-98; Pr-76; Ag-91; Co-96; Me-80; Re-82; SD-71; Ap-79. Spells: Animal Mastery 16, Herb Mastery 15, Nature's Lore 15, Nature's Movement/Senses 15, Nature's Protection 13, Plant Mastery 12, Blood Law 10, Organ Law 11, Bone Law 10, Muscle Law 10, Concussion's ways 10, Light's Way 10. PP: 110x2 = 220. Items: Visor of Sight (see text), Robes protecting at AT11 (-20), Ring, x2 to Channeling PR, +15 Mace.								



Tagoralin 21 112 11(65) Y* (Y) 135qs 85 Shock Bolt 15
Age: ? (appears 25); **Sex:** M; **Ht/Wt:** 6'3"/175; **Hair/Eyes/Build:** Brown/Green/Slim; **Dmnr:** Wary; **Race:** Erlin Elf; **Profession:** Animist; **Skills:** Alert25; Attune85; Chan70; Climb65; DisTrap25; DirSp+85 Shock Bolt; DisTrap35; Observ100; PickLock35; PowPtDev130 Ride65; Rune50; S&H65; Swim60; Track85. **Secondary Skills:** Act45; Admin65; AdMath54; Animal100; Anthp45; Arch30; Camo65; Cav89; CirdLr30; Chem55; Cook65; Craft67; DemnLr45; DetTrap40; DragLr75; 1stAid75; Fletch25; Forage75; HerbLr95; Herd55; Medit60; Music30; PwrPercep69; Sail66; SenseRealWp63; Signal40; Skat61; Surveil70. **Stats:** St-81; Qu-95; Em-70; In-99; Pr-80; Ag-90; Co-86; Me-88; Re-69; SD-81; Ap-80. **Spells (lvl):** All Base Animist 20, Barrier Law 15, Concussion Ways 15, Light's Way 10, Lofty Movements 15, Purifications 20, Spell Defense 20. **PP:** 130. **Items:** Visor of Sight (see text), +20 Quarterstaff, 2x damage, +4 spell adder, Robes protecting at AT11 (-20),

ADDITIONAL NPCs

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
DEMONS OF THE VOID										
Gha'ath'ukh , a Guguth	22	120	Fspt/20	VF/FA	L/—	210	18(50)	150Th/Special Breath	1	Cruel (SU)
Janak (Sucathu)	9	90	Dash/10	MF/FA	M/—	140	13(40)	140Ba/90MCl\$/Special	2	Cruel (SU)
THE PROTECTORS										
Constables										
Phalos Drim, Constable	3	40	Dash/10	MD/MD	M/—	35	5(10)	56ss/25sb	1	Wary
Borit Chabb, Constable	4	50	Dash/10	MD/MD	M/—	45	5(10)	65ss/35da	1	Wary
Protectors Gang Members										
Merden (M gang mmbtr)	3	45	Dash/10	MD/MD	M/—	23	1(25)	40bs/15da	1	Cautious.
Leren (F gang member)	1	18	Dash/10	MD/MD	M/—	15	5(10)	15da/15da	1	Careful.
Ston (M gang member)	2	28	Dash/10	MD/MD	M/—	15	1(5)	20ss /15da	1	Brash
Shards Gang Members										
Vels (M gang member)	1	60	Dash/10	MD/MD	M/—	15	1(10)	35armored fist/15da	1	Aggr.
Brazz (F gang member)	2	50	Dash/10	MD/MD	M/—	15	1(15)	35armored fist/15da	1	Neutral
Keck (M gang member)	1	40	Dash/10	MD/MD	M/—	15	5(10)	35ss/15da	1	Aggr.
Bran (M gang member)	1	65	Dash/10	MD/MD	M/—	15	1(5)	35armored fist/15da	1	Arrogant
Fleyer (M gang member)	2	50	Dash/10	MD/MD	M/—	15	1(10)	40da/15da	1	Aggr.
Chock (F gang member)	1	60	Dash/10	MD/MD	M/—	15	1(15)	35MastR1/15da	1	Hostile

BEASTS & MONSTERS CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
In Water	20	90	FSpt/30	VF/VF	LA	180	11(35)	70Lba(2x)/70Lgr /60LB	1	Hostile
On Land		50	Spt/10	F/VF				80Lgr/60Lbi		

TRAPPED! THE TOMB OF VELIK-MAH

Seleski Ajmorin (Rogue)	5	60	Dash/10	MD/MD	M/—	41	1(35)*	87bs/59compbow	1	Ruthless
Nokoli Jaardis (Mentalist)	7	70	Dash/10	MD/MD	M/—	37	14(15)	25da/Spells	1	Ruthless
Sesimia Mahra's Lich	18	40	Fspt/20	SL/VF	M/LA#	125	2(65)	70da(cold)/Spells/Special	1	Domin
Skeletons	4	60	Spt/10	MD/MF	M/I	60	1(20)	40mace/40MBa/Special	6	Berserk
Nikit-Mah's Wight	15	60	Dash/20	MD/BF	M/LA#	170	1(50)	120Hammer[cold]*/100Lba/Special	1	Insane
Stone Golems	12	40	Run/0	MD/MD	M/LA#	180	16(20)	100Lba/60Lgr/150LCr†	2	Protect

TOMB OF UGUS FOST

Ugus Fost's Wight	15	60	Dash/20	MD/BF	M/LA#	170	1(50)	120bs[cold]/100Lba/Special	1	Bitter
Zombies	3	30	Run/0	VS/MD	M/I#	60	1(15)	30MBa100/Special	6	Obey Ugus
Cold Elementals	13	90	Spt/10	MF/MF	M/LA	110	1(45)	35MBa(2x)/80MGr/[Cold D]†	2	Berserk



CAVES OF THE SPHERES

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Ocean Sphere										
Giant Turtle	14	80	Dash/20	MF/FA	H/LA	300	20(20)	50Hpi/40LCI	1	Hungry
Forest Sphere										
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
Ice Sphere										
Snow Demons	12	90	Spt/10	FA/FA	L/L	180	12(50)	180war mattock/Special	4	Domin. (HI)
Desert Sphere										
Trapdoor Spiders	8	80	Spt/20	MF/VF	M/--	150	11(40)	80LP70LSti/Poison (reduction)	3	Hungry
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Constructs										
Type 1 Can fly up to 150' /rnd (10 mph)	6	60	Dash/30	FA/FA	L	180	20(30)	60 LCI/50MGr/40MGr	1-3	Protect
Type 2 Walks on 4 spidery legs	7	60	Run/0	MD/MF	L	220	20(10)	80LCI/50LGr/40LCr	1-3	Protect
Yaalc Muul Dragon form										
Blue Drake (winged)										
Mature	31G	250	Dash/25	BF/VF	H/SL	320G12(60)	90HBi/100HCL/70HBa/100HHo/120LBr*		1	Varies

LEGACY OF THE EARTHWARDENS

Jondor Steadyhand:										
Steel Golem	21	60	Fspt/10	MD/MD	M/SL	260	20(40)	150LBa/70LGr/170LCr	1	Varies
Baelmis Strongfoot:										
Iron Golem	17	50	Spt/10	MD/MD	M/SL	210	20(30)	120LBa/170LCr (stomp)	1	Varies

ABSENCE OF HEAT

Raathmaauriig	25	60	Spt/0	FA/FA	SL	300	20(50)	140UnHeat Sword/Ice Law Spells.	1	Hostile
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OTHER ENCOUNTERS

Barrow Wight	10	50	Spt/10	SL/VF	M/LA#	110	1(90)	110We[Cold]/90LBa(Cold)/Spells	1-4	Protect(AV)
Hill Troll	10	60	FSpt/0	MD/MD	L/LA	175	11(20)	95LBa/85LCL/50We/60ro	1	Hostile(LI)
Snow Demon	15	90	Spt/10	FA/FA	L/L	200	12(50)	180wm/Spells/Special	1-4	Domin. (HI)
Snow Gark	3B	60	Dash/15	MD/MD	M/—	75F	4(25)	50Club	2-8	Protect(AV)
Black Gark	4B	75	Dash/15	MD/MD	M/—	75F	4(35)	70Club	2-8	Protect(AV)

ULOR FORCES

Quaidu Fighter										
Lesser	3	60	Spt/10	MD/MD	M/—	35	15(0)	30bs/25lcb	2-10	Varies
Greater	6	60	Spt/10	MD/MD	M/—	55	15(10)	50bs/35lcb	2-10	Varies
Lenreth Daen										
<i>See the text for their special attacks</i>										
Member	7	70	Dash/15	FA/FA	M/—	85	4(55)	90bs/70gr/65 darts	2-10	Varies
Leader	10	70	Dash/15	FA/FA	M/—	110	4(65)	120bs/80gr/85 darts	2-10	Varies



Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Lugroki										
Lesser	2B	50	FSpt/0	MD/MD	M/—	50D	8(30s)	40Melee/40Missile	*	Cruel
Greater	4D	60	Spt/10	MD/MD	M/—	70F	17(40s)	80Melee/60Missile	*	Cruel
Corpse Candle	7	-	-/-	-/-	M/I#	10	1(30)	Spell/Special(4 Con pt/rnd)	2-6	Cruel (LO)
Shards of Dir										
Shar Ti	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	230lcb(2x)(slash)/Poison*/Bolt160	1	Cruel (HI)
Lesser	15	1000‡	Dash/50	BF‡/BF‡	M/II	175	12(50)*	120lcb(2x)(Slash)/poison§	5	Cruel(AV)
Greater	25	1000‡	Dash/50	BF‡/BF‡	M/LA	225	12(50)*	150lcb(2x)(Slash)/poison§/100Bolt	1	Cruel(VH)
Yalc Muul Dragon form										
Blue Drake (winged)										
Mature	31G	250	Dash/25	BF/VF	H/SL	320G12(60)	90HBi/100HCl/70HBa/100HHo/120LBr*		1	Varies

* = 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* or *Creatures & Treasures*).

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



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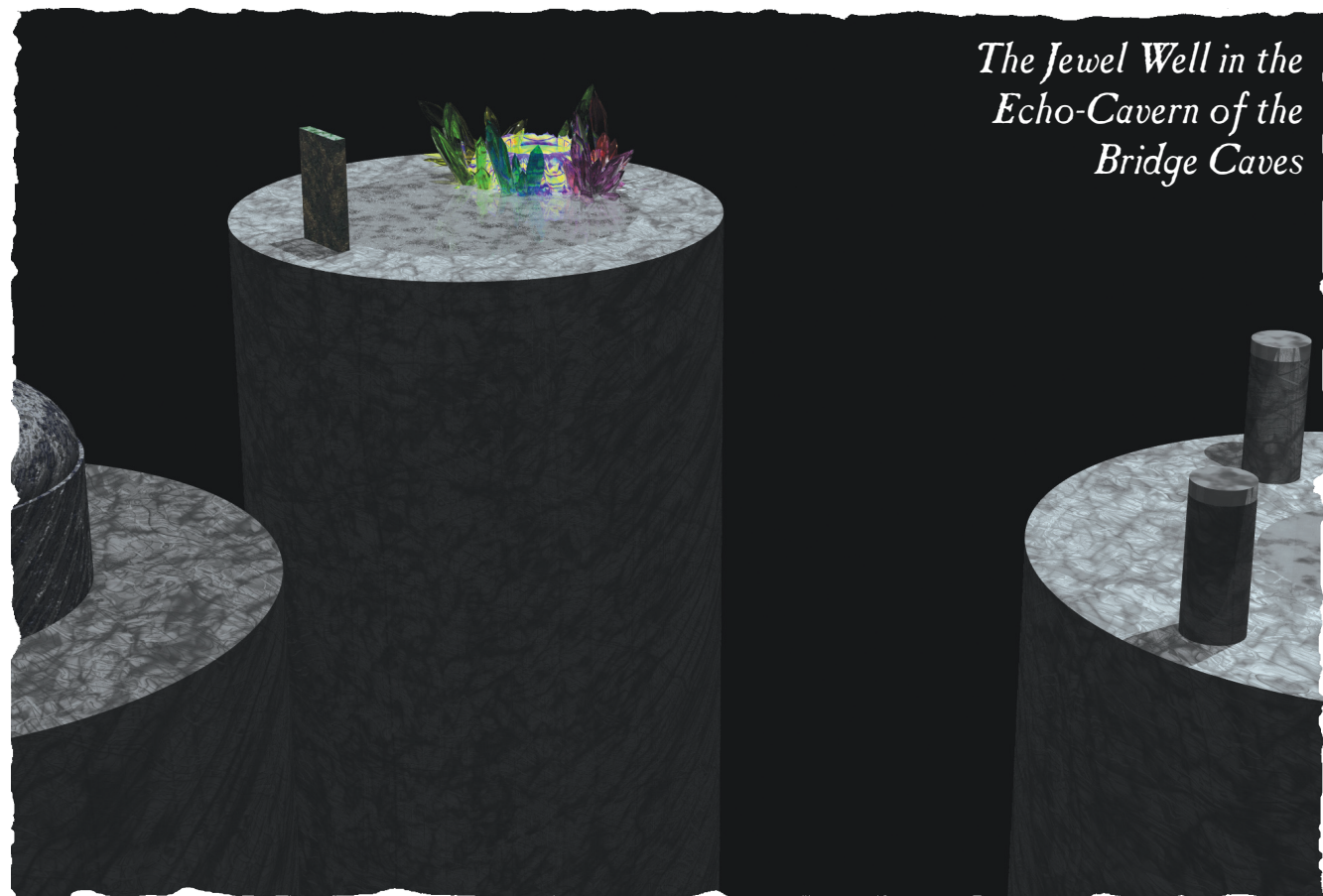
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