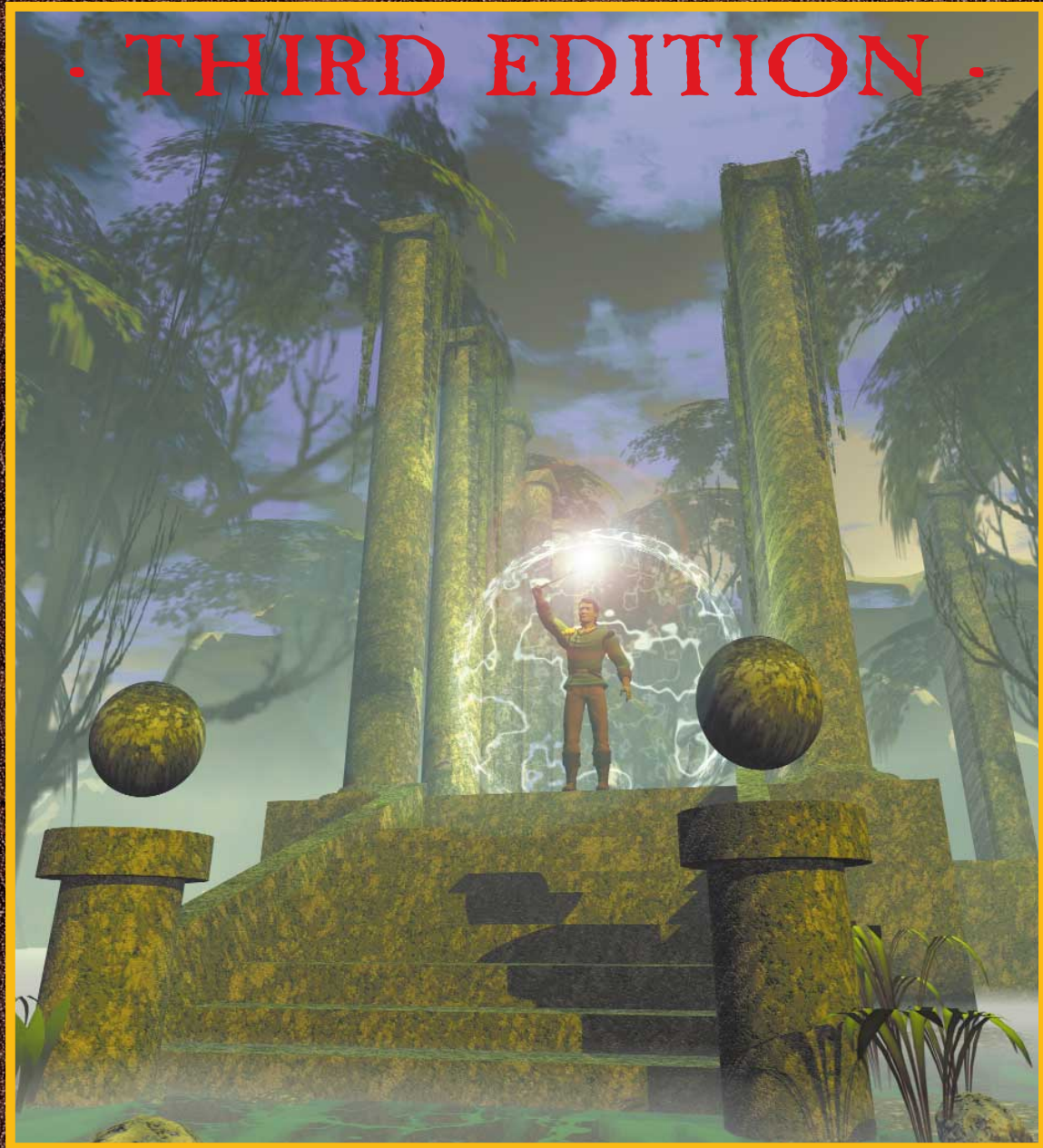


· SHADOW WORLD · MASTER ATLAS



Terry Kevin Amthor



A **Shadow World**®

Book
For

ROLEMASTER®

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THE
MASTER
SHADOW WORLD
ATLAS
AND
ENCYCLOPÆDIA
KULTHEA

THIRD EDITION



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"If you appeal to me as a friend I'll never forgive you; Menzies tried that. I didn't mind it so much from him; he isn't a friend."

TOMMY JUDD TO GUY BENNETT,
FROM *Another Country*
A PLAY BY JULIAN MITCHELL



♦ PART I ♦

INTRODUCTION

TERMS & ABBREVIATIONS

*W*e cleared the summit and it was as Kirin had said: ahead of us lay a wide vale, filled with the green of growing things. Sunlight warmed us and shimmered across a long lake ahead.

But scattered across the valley were dark patches which raced across the rolling hills, sliding like ethereal snakes. They were seemingly merely shadows cast by clouds under the sun, but they gave me a feeling of menace; of malignant purpose. Even as I pondered this, one of the dark patches rose up the hillside and covered us. The sun went out, and suddenly the air held a chill. I have never been so afraid before or since.

We were in the presence of the Valife.

*From the Visions of Andraax
Nomikos Library, Jaiman*

1. ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to subcategories. Note: All page references are to RM2.

Game Systems and Supplements

AL/CL	<i>Arms Law & Claw Law</i>
C&T I-III	<i>Creatures and Treasures I thru III</i>
ChL/CpL	<i>Character Law & Campaign Law</i>
RMC I-V	<i>Rolemaster Companion volumes I thru V (etc)</i>
RM	<i>Rolemaster</i>
SL	<i>Spell Law</i>
SM	<i>Space Master</i>

Character Stats

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
In	Intuition
Me	Memory
Pr	Presence
Re	Reasoning
SD	Self Discipline
St	Strength
Wi	Will (see RMC I)

Game Terms

AT	Armor Type
bp	bronze piece(s)
cp	copper piece(s)
Crit	Critical strike
D	Die or Dice
D100	Percentile Dice Result
DB	Defensive Bonus
FRP	Fantasy Role Playing
GM	Gamemaster
gp	gold pieces(s)
ip	iron piece(s)
jp	jade piece(s)
Lvl	Level (exp. or spell lvl)
MA	Martial Arts
Mod	Modifier or Modification
NPC	Non-player Character
OB	Offensive bonus
PC	Player Character
PP	Power Points
R or Rad	Radius
Rnd or Rd	Round
RR	Resistance Roll
Stat	Statistic or Characteristic
tp	tin piece(s)

2. KEYS TO SYSTEM CODES

The *Master Atlas* is filled with useful information about the inhabitants of the *Shadow World*, but one must be familiar with the coding system used in the charts and text

blocks in order to fully use the material.

TASK DIFFICULTY

Within the *Shadow World* books, the GM will notice that references to levels of difficulty are often made. This is meant to represent the ease or difficulty that one encounters in trying to resolve a particular problem. In terms of *Rolemaster*, the degree of difficulty translates into a bonus or subtraction applied to the dice roll when a character tries to overcome the problem in question. For instance, if a character is trying to pick a lock, it will be much harder for him if the mechanism is *Sheer Folly* to defeat as opposed to just *Routine*. Note that it will often be the case that the GM will have to assign a difficulty factor to a given action. The difficulty levels and their coincident modifiers are listed here for convenience.

Routine	+30
Easy	+20
Light	+10
Medium	±0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100

Difficulty levels are very flexible and handy tools for the GM who wants to run a game with a great deal of variety and flavor. The modifier applies to the resolution dice roll for the action and is cumulative with skill bonuses, stat bonuses, and any other miscellaneous modifiers that the GM deems applicable to the situation. Generally, a maneuver either requires a modified roll of over 100 to be successful, or the maneuver's success is checked against the appropriate maneuver table found in *Rolemaster*.

3. KEY TO THE BEAST TABLE ENTRIES

Later sections contain descriptions for a variety of creatures and guidelines for handling them during play. Before attempting to use the statistics provided for each creature, the GM should familiarize himself with the codes used in the creature tables and descriptions.

The statistics given in this book describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures. Individual species of such a family may be smaller, larger, faster, etc. In some cases, a percentage chance of special properties (e.g., poison, flight, etc.) is given. This information is provided to aid in play and may not be accurate with respect to the GM's specific world system. All statistics should be altered to better fit the GM's view of his own world scheme, if that is necessary.

These stats are of course abstracted to fit into an FRP environment and to speed play. Additional codes provide a GM with guidelines for generating creatures that vary the average in terms of level, hits, bonuses, etc. These additional statistics can of course be ignored if the GM chooses.

These entries assume several different environments of activity for creatures: on land, in the water, and flying in the air. Some creatures which can operate in several environments will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first.

The following sections break down the various statistical categories of the creature descriptions, and explain the codes used throughout.

Level: The number given here is the level of an average creature of the given type; it is primarily used for determining the creature's hits, attacks, experience points and Resistance Rolls. If the GM desires, he may use the Level Chart below to vary the exact level of the creature. Roll d100 (open-ended) and cross-index with the letter (Level Code) given in the statistics. The result is added to the average level to give the creature's actual level. If a negative level is obtained, use level 0. Creatures with lower than average levels can be considered to be the "young" of their type, while those with higher than average levels can be the "leaders" or "venerable adults."

LEVEL CHART

Roll	Level Code from the Statistics							
	A	B	C	D	E	F	G	H
<01								Young helpless creature (e.g., baby) -3
01-10	-1	-2	-3	-4	-5	-6	-10	-2
11-15	0	-1	-2	-3	-4	-5	-8	-2
16-20	0	0	-1	-2	-3	-4	-6	-1
21-25	0	0	0	-1	-2	-3	-4	-1
26-35	0	0	0	0	-1	-2	-2	-1
36-45	0	0	0	0	0	-1	-1	0
46-55	0	0	0	0	0	0	0	0
56-65	0	0	0	0	0	+1	+1	0
66-75	0	0	0	0	+1	+2	+2	+1
76-80	0	0	0	+1	+2	+3	+4	+1
.81-85	0	0	+1	+2	+3	+4	+6	+1
86-90	0	+1	+1	+3	+4	+5	+8	+2
91-100	+1	+1	+2	+4	+5	+6	+10	+2
101-140	+1	+1	+2	+5	+6	+7	+11	+3
141-170	+1	+2	+3	+6	+7	+8	+12	+3
171-190	+1	+2	+4	+7	+8	+9	+13	+3
191-200	+2	+3	+5	+8	+9	+10	+14	+3
201-250	+2	+4	+6	+9	+10	+11	+15	+3
251-300	+3	+5	+7	+10	+11	+12	+16	+4
>300	+4	+6	+8	+11	+12	+13	+17	+4

Movement Stats

These movement statistics assume average quickness and encumbrance for the particular creature, and may be adjusted as necessary for special cases.

A creature's actual movement rate is determined by its Base Rate as modified by its pace (up to its Max Pace) and

possibly a maneuver roll using its Movement and Maneuver Bonus (MM Bonus). To determine a creature's movement rate for a given round, the GM should first decide on the creature's pace and then the base movement rate can be multiplied by the movement rate multiplier given in the Pace Chart below.

A creature's pace also determines how many exhaustion points it uses each round. A creature's exhaustion points is dependent upon its Constitution; the process for determining exhaustion points is given in the Combat Stats section when Constitution is discussed.

Size: This is the size of the given type of creature: "T"=Tiny, "S"=Small, "M"=Medium, "L"=Large, and "H"=Huge. This is merely an approximation of the creature's size with Medium being approximately man-sized.

PACE CHART

Code	Pace	Movement	Normal	Exhaustion
		Rate/Pace Multiplier	Maneuver Difficulty	
Walk	Walk	1x	None	1/60 rnd
Jog	Fast Walk / Jog	1.5x	None	1/30 rnd
Run	Run	2x	None	1/12 rnd
Spt	Sprint / Fast Run	3x	Easy	2/md
FSpt	Fast Sprint	4x	Light	6/md
Dash	Dash	5x	Medium	50/md
Var	Varies due to armor	—	—	—

Base Movement: A creature's base movement rate is the distance the creature may normally move each round at a "walking" pace. Base Rates less than F are given as F (usually Tiny creatures).

Max Pace: The pace given in the statistics is the maximum allowed pace for the given animal.

MM Bonus: The MM Bonus is used if the Gamemaster requires a maneuver roll to move at paces greater than a walk. The GM should first total the maneuver roll and the MM Bonus; and then he should obtain a result from the Moving Maneuver Table provided in Arms Law by cross-indexing this total and the normal maneuver difficulty for the given pace (see Pace Chart above for suggested difficulties). The result is the percentage of the creature's movement rate which is actually covered.

Distance Moved =

$$\text{Base Rate} \times \text{Pace Multiplier} \times (\text{Maneuver Roll Result}/100)$$

MS/AQ: A creature's speed is given in terms of "Movement Speed / Attack Quickness". Movement Speed helps determine a creature's "Base Defensive Bonus," while Attack Quickness determines a creature's "first strike points." Both factors can be used to determine a creature's Defensive Bonus (DB) in various tactical situations. The DBs given in this product already include the base DB, but they do not include any modifications for Charge/Lunge or Flee/Evade maneuvers.

SPEED CHART

		DB Modifications			
		(MS)	(MS)	(AQ)	(AQ)
		Base	Flee	Charge	Initiative
Code	Rate	DB	Evade	Lunge	Mod
IN	Inching	-25	0	0	-16
CR	Creeping	-20	0	0	-12
VS	Very Slow	-10	0	0	-8
SL	Slow	0	0	0	-4
MD	Medium	10	5	-5	+0
MF	Moderately Fast	20	10	-10	+4
FA	Fast	30	15	-15	+8
VF	Very Fast	40	20	-20	+12
BF	Blindingly Fast	50	25	-20	+16

COMBAT STATS

Crits: This statistic indicates how critical strikes inflicted on the given type of creature are resolved. In some cases more than one of these codes apply—consult the Critical Codes Chart below.

CRITICAL CODES CHART

Critical Code	Code Effect
	Use normal critical procedure.
I	Decrease critical severity by one (A is modified by -20, 'B' becomes an A, 'C' becomes a 'B', etc.).
II	Decrease critical severity by two (A is modified by -50, 'B' is modified by -20 on the 'A' column, 'C' becomes an A, etc.).
LA	Use Large Creature Critical Strike Table.
SL	Use Super Large Creature Critical Strike Table.
@	Stun results do not affect creature.
#	Stun results and 'hits/rnd' do not affect creature.

Base Hits: A creature's Hits is the number of concussion hits that an average creature of the given type can absorb before falling unconscious. If the GM wishes he may use the Constitution Bonus Chart in Rolemaster to vary the exact number of hits that the creature can take. Note: If no letter accompanies the Hits stat there is no variation in hits or the GM may wish to vary hits slightly to reflect individual creatures.

AT (Armor Type): The number is the equivalent Rolemaster armor type (see later in this section for a listing of the 20 Rolemaster Armor Types).

DB (Defensive Bonus): Note that defensive bonuses include stat bonuses, shield bonuses, bonuses for equipment (e.g., armor bonuses), and bonuses from continuous spells that are always applicable. A "+" after the DB indicates that other bonuses may apply in certain circumstances (e.g., usually spells such as *Deflections*, *Bladeturn*, and *Displacement*).

Sh (Shield): An "N" indicates that a shield is not normally used, while a "Y" indicates that a shield is normally used and is already included in the character's DB. Shield references also include quality bonuses in addition to the normal +25 for a shield (e.g., "Y5" means "yes, a +5 shield").

Gr (Greaves): "A" and "L" are used to indicate arm and leg greaves respectively; "N" indicates no greaves.

Attacks: These statistics indicate how a creature attacks using the Rolemaster tables. Usually, a number of attacks are given for each creature separated by slashes ("/"). Each creature usually initiates combat using one of these attacks as indicated. During later rounds, the same or other attacks may be used depending upon the situation or success of earlier attacks. Each attack is usually described by the following statistics.

1) **Offensive Bonus:** The first number is the Offensive Bonus for that attack.

2) **Attack Type:** The letter codes which follow the first number indicate the attack type.

Non-Weapon: For most non-weapon weaponry attacks, the first letter indicates the size of the attack:

S = Small M = Medium L = Large H = Huge

The next two (or three) letters indicate the type of non-weapon weaponry attack:

Ba = Bash/Ram/Butt/Knock Down/Slug	Cr = Crush/Fall
Bi = Bite	Pi = Pincer/Beak
Cl = Claw/Talon	St = Stinger
Gr = Grapple/Grasp/Envelop/Swallow	Ti = Tiny
Ho = Horn/Tusk	Ts = Trample/Stomp
Msw = Martial Arts Sweeps & Throws	Br = Brawling
Mst = Martial Arts Striking	

Weapon: Some attacks are treated as weapon attacks using the following code without an attack size prefix.

we	General weapon used based on availability
ba	battle axe
bo	bola
bs	broadsword
cl	club
cp	composite bow
da	dagger
fa	falchion
ha	handaxe
hb	halbard
hcb	heavy crossbow
ja	javelin
ky	kynac
lb	long bow
lcb	light crossbow
lk	long kynac
ln	long knife
ma	mace
ml	mounted lance
pa	pole arm
qs	quarterstaff
ro	rock(med./large crush)
rp	rapier
sb	short or horse bow
sc	scimitar
sl	sling
sp	spear
ss	short sword
th	two hand sword
ts	throwing star
wh	war hammer
wm	war mattock
wp	whip

Special Attacks:—Some attacks, such as dragon breath, are treated as elemental spell attacks and use the following code without an attack size prefix:

FBolt = Fire Bolt	CBall = Cold Ball
IBolt = Ice Bolt	FBall = Fire Ball
LBolt = Lightning Bolt	CCone = Cold Cone
SBolt = Shock Bolt	FCone = Fire Cone
WBolt = Water Bolt	
GCone = Poison Gas Cone (varying effects)	

Unless stated otherwise, “Cones” are breath weapons that cover a cone-shaped area which originates from the creature’s mouth and extends for a length and base dimension specified in the creature’s description. When resolving “cone” attacks, use the specified “Ball” attack table from *Spell Law*. Cones from flying beasts can be treated exactly as “Balls” against targets on the ground.

Fire Breath (‘FBr’), Shock Breath (‘SBr’), and Lightning Breath (‘LBr’) indicate a “Bolt” attack of the given type, or a cone attack with half of the given OB. Ice Breath (‘IBr’) and Water Breath (‘WBr’) may usually only be used as bolts, unless specified otherwise. Gas Breath (‘GBr’) and Cold Breath (‘CBr’) may usually only be used as cones.

Other “Bolt,” “Ball” and “Cone” attacks are common, being variations on the themes presented here. For instance, Earth Balls would use the Cold Ball table with impact criticals, Lightning Cones would use the Fire Ball table with electricity criticals, etc.

A GM should feel free to use his best judgement for special elemental attack types. For instance, a Lightning Ball, could use the Fire Ball attack table with electricity crits, and have all criticals increased by one severity level when resolved against metal armor types.

3) **Additional Information:** Finally, the last element in the attack code gives additional information concerning the attack pattern, number of attacks, damage, etc. Codes in parentheses or brackets indicate special attributes of that particular attack, while the other codes indicate the creature’s overall attack pattern. What follows is a summary of these suffix codes.

Nothing: If no code outside parentheses or brackets is given after the attack type, that attack is one of the options available for the creature to use if it is appropriate for the situation (as determined by the GM).

Number: This number is the percentage chance of this particular attack being used. All of these numbers for a creature’s attacks will add up to 100, so that one roll can be made to determine which attack is used.

§ — If the attack given on the left has obtained a non-Tiny critical, this attack occurs in the same round of combat as the attack which obtained that critical.

† — If the attack given on the left has obtained a non-Tiny critical, this attack will occur during the next round of combat.

(#) — If this number (#) of creatures attack as a group, this attack may be used. For example, (10) indicates that if 10 of these creatures attack as a group they may use the given attack.

(#x) — This number (#) indicated how many times this attack may be made in a given round. That is, (2x) is two attacks per round, (3x) is three attacks per round, etc.

(#D) — This number (#) indicates by how much to increase the concussion hit damage normally delivered by this attack. Just multiply the normal hits given by the number. That is, (2D) is double damage, (3D) is triple damage, etc.

(Critical) — If this attack inflicts a critical, the given critical type (note it is in parenthesis) is used instead of the normal critical. The critical codes are:

S = Slash	ST = Martial Arts Strikes
P = Puncture	SW = Martial Arts Sweeps & Throws
K = Krush	LP = Large Creature (Physical)
U = Unbalance	SLP = Super Large Creature (Physical)
G = Grappling	LS = Large Creature (Spells)
T = Tiny Animals	SLS = Super Large Creature (Spells)
H = Heat	E = Electricity
C = Cold	I = Impact
B = Brawling	

[Critical] — If the attack inflicts a critical, the given critical type (note it is in square brackets) is used *in addition* to the normal critical. The critical codes are as given above.

“All” or “Both” attacks indicate that all of the other listed attacks may be made in the same round.

“Poison” indicates that the attack involves the injection/insinuation of a toxin into the target, as detailed in the creature’s descriptive text.

“Special” attacks are usually detailed in the Combat Section of the text for that particular type of creature.

“Spell” indicates that the attack involves a spell or spell effect, as detailed in the creature’s descriptive text.

Varying Offensive Bonuses due to Level Differences: A creature’s Offensive Bonuses can vary if its level differs from the creature type’s average level. Multiply the difference between the actual level of the creature and the average level for its type by five. This product is then added to (or subtracted from) the creature’s Offensive Bonuses to obtain the creature’s actual Offensive Bonuses.

Actual Offensive Bonus = Offensive Bonus (Lvl Difference x 5)

ENCOUNTER STATS

Enc: This is the size range of a typical pack of the creatures when encountered in or near their lair. A pack will often contain a wide range of levels/ages (including some young). Often, only a patrol comprised of fewer members will be encountered away from the lair. A GM should vary the number encountered based upon the game situation and location of the encounter. If no range is given, one such creature is normally encountered, or the GM must determine the number based upon the situation in his game.

Outlook: This code is meant to be a general measure of the creature’s outlook, attitude, demeanor, and/or reaction/behavior pattern. If no code is given, such creatures exhibit a variety of behaviors. Here is a listing of the various outlook codes.

Aggres. = Aggressive and will attack if provoked or hungry.
Alloof = Ignores other creatures unless interfered with, or attacked.
Altru. = Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.
Bellig. = Belligerent, often attacks without provocation.
Berserk = Attacks closest living creature until it is destroyed.
Carefree = Does not believe that danger or misfortune exists for it.
Cruel = Not only hostile, but delights in death, pain, and suffering.
Domin. = Desires power, attempts to control or dominate other creatures.
Good = Opposed to "evil" (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are also good.
Greedy = Will attack or attempt to steal from other creatures if the risk does not seem too high.
Hostile = Normally attacks other creatures on sight.
Hungry = If hungry, will attack anything edible; otherwise Normal.
Inquis. = Inquisitive and curious; will approach and examine unusual situations.
Jumpy = Normally bolts at any sign of other creatures.
Normal = Watches and is wary of other creatures; will sometimes attack if hungry.
Passive = Ignores the presence of other creatures unless threatened.
Playful = Mischievous, but playful; will attempt to play with or play pranks on other creatures.
Protect = Protective of a thing, place, other creature, etc.
Timid = Skittish around other creatures, runs at the slightest hint of danger.

IQ: This is a measure of the monster's reasoning and memory ability. The statistic is not normally given for animals since their actions are often based upon instinct, or very low order intelligence. The IQ codes are given in general categories which approximate human equivalents.

To convert from the coded categories to an equivalent Reasoning and/or Memory stat score, use the following Intelligence Chart.

INTELLIGENCE CHART

IQ Code	Re/Me Stat	IQ Code	Re/Me Stat
NO=none	Instincts	AV=average	35-65
VL=very low	1-5	AA=above avg	50-77
LO=low	3-12	SU=superior	60-86
LI=little	7-25	HI=high	80-98
IN=inferior	13-40	VH=very high	94-99
MD=mediocre	23-50	EX=exceptional	100-102

ROLEMASTER SKILL LISTING

Rolemaster is a skill based system. Each character and NPC is described not only by his vital statistics (such as Strength, Constitution, etc.) but also by the skill bonuses which he has earned. These values usually run between 1-100 (i.e., a percentage scale), but powerful characters or characters who have intensely developed a skill may have values over 100.

If no skill bonus is given for a character, it indicates that he/she has no skill ranks for that skill. It is entirely possible, however, that the character's stat, level, and/or profession bonuses would still give that character a bonus for that skill. Certain skills are not specifically described in *Rolemaster* because they are seldom used in a normal campaign (e.g., administration, crafting, architecture, etc.). These skills are merely used to give an idea of character skills developed outside of an adventuring environment.

SKILL TABLE

Primary Skills			
Abbr	Name	Stat Mod(s)	Type
none	Melee	ST/ST/AG	hand to hand attack
none	Missile	AG/AG/ST	bows, slings, etc.
DB	Defensive Bonus	QU	DB derived from shields, magic, adrenal def., etc
Climb	Climbing	AG	Primary Skill
Swim	Swimming	AG	Primary Skill
Ride	Riding	EM/AG	Primary Skill
DTraps	Disarm Traps	IN/AG	Primary Skill
PLock	Pick Locks	IN/RE/AG	Primary Skill
S&H	Stalking&Hiding	AG/SD	Primary Skill
Perc	Perception	IN/IN/RE	Primary Skill
Rune	Read Runes	EM/IN	Primary Skill
S&W	Staves&Wands	EM/IN	Primary Skill
Chan	Channeling	IN	Primary Skill
DSP	Directed Spells	AG	Primary Skill
Amb	Ambush	none	Primary Skill
Li	Linguistics	none	Primary Skill
AMov	Adrenal Moves	PR/SD	Primary Skill, 5 kinds
ADef	Adrenal Defense	none	Primary Skill
MAst	Martial Arts Strikes	ST/ST/AG	Primary Skill
MAsw	M.A. Sweeps&Thr.	AG/AG/ST	Primary Skill
BDev	Body Development	CO	Primary Skill

Secondary Skills			
Abbr	Name	Stat Mod(s)	Type
Acro	Acrobatics	AG/QU	Secondary Skill
Act	Acting	PR/EM	Secondary Skill
Admin	Administration	RE/PR	Develop as Meditation
AnimH	Animal Healing	EM/RE	Secondary Skill
AnimT	Animal Training	EM/PR	Develop as Herding
Appr	Appraisal	RE/ME	Develop as Music
Arch	Architecture	RE/EM	Dvlp as Mathematics
AthG	Athletic Games	ST/AG/QU	As Acro. (Fghtrs at 1/4)
Cave	Caving	SD/RE	Secondary Skill
Chem	Chemistry	RE/ME	Develop as Cookery
Cont	Contortions	AG/SD	Secondary Skill
Cook	Cookery	IN/RE	Secondary Skill
Craf	Crafting	AG/SD	Develop as Fletching
Dance	Dance	AG/IN	Secondary Skill
Dipl	Diplomacy	RE/EM	Develop as Falsification
Div	Diving	SD/AG	Secondary Skill
Fals	FalsiWcation	SD/RE	Secondary Skill
FAid	First Aid	SD/EM	Secondary Skill
Flet	Fletching	AG/SD	Secondary Skill
For	Foraging	IN/ME	Secondary Skill
Fren	Frenzy	EM/SD	Secondary Skill
Gamb	Gambling	ME/PR	Secondary Skill
Herd	Herding	EM/PR	Secondary Skill
Lead	Leadership	PR/RE	As Acting (Fighters 1/3)
LWork	Leather Working	AG/RE	Secondary Skill
Math	Mathematics	RE/ME	Secondary Skill
Med	Meditation	PR/SD	Secondary Skill
Mus	Music	AG/EM	Secondary Skill
Nav	Navigation	RE/IN	Secondary Skill
PSP	Public Speaking	EM/PR	Secondary Skill
RMas	Rope Mastery	ME/AG	Secondary Skill
Row	Rowing	SD/St	Secondary Skill
Sail	Sailing	EM/IN	Secondary Skill
Sed	Seduction	EM/PR	Secondary Skill
Sig	Signaling	ME/SD	Secondary Skill

Sing	Singing	PR/IN	Secondary Skill
Ski	Skiing	AG/SD	Secondary Skill
Smith	Smithing	ST/AG	Secondary Skill
SpMas	Spell Mastery	varies	Secondary Skill
Star	Stargazing	IN/ME	Secondary Skill
Stone	Stonecarving	SD/AG	Secondary Skill
S&T	Strategy&Tactics	IN/RE	As Frenzy (Fighters 1/3)
Subd	Subduing	AG/QU	Secondary Skill
Track	Tracking	IN/RE	Secondary Skill
Trad	Trading	RE/EM	Secondary Skill
TrapB	Trap-building	RE/EM	Secondary Skill
Trick	Trickery	PR/QU	Secondary Skill
Tumb	Tumbling	AG/SD	Secondary Skill
Wea	Weather Watching	IN/EM	Secondary Skill
Wood	Woodcarving	AG/EM	Secondary Skill

NOTE: Costs for “Primary Skills” are given in Section 3.0 of *Ch&CaL*; and costs for “Secondary Skills” are given in Section 14.14 of *Ch&CaL*.

4.GENERAL SYSTEM CONVERSION NOTES

Although *Shadow World* is designed primarily for use with *Rolemaster*, it can be converted for use with most major fantasy role playing systems. Below is a method for such conversion, using the *Rolemaster* Stats as a base.

Rolemaster uses the percentile (D100) terms as a foundation, since conversion to D20, D18, and D10 can be achieved with relative ease. (See below for a handy conversion chart.) Characteristics (stats) are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the changeover from the statistics given here may be troublesome.

CONVERTING HITS AND BONUSSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They include bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found here.

CONVERTING STATISTICS

All the statistics and numerical information used in this atlas are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

The Conversion Process

Ten stats are used to describe each character detailed in *Rolemaster*. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

- 1) Assign the appropriate stat from your FRP system to the value given beside the analogous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one “corresponding” characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: power, might, force, stamina, endurance, condition, physique, etc. Note that the vast majority of systems include strength as an attribute.

AGILITY: dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, liveness, etc.

QUICKNESS: dexterity, speed, reaction ability, readiness, etc.

CONSTITUTION: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

SELF DISCIPLINE: will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.

EMPATHY: emotional capacity, alignment, wisdom, manna, magical prowess, bardic voice, etc.

REASONING: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

MEMORY: intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.

INTUITION: wisdom, luck, talent, reactive ability (mental), guessing, ability, psychic ability, insight, clairvoyance, inspiration, perception, prescience, etc.

PRESENCE: appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.

- 2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table.

CONVERTING COMBAT ABILITIES

All combat values are based on *Arms Law/Claw Law*. The following guidelines will also aid conversion.

- 1) **Strength and Quickness bonuses** have been determined according to the *Stat Conversion Table* below. Note the stats you are using and compute these bonuses using the rules under your system;
- 2) **Combat adds based on level** included here are: +3/level for Fighters and Rogues, +2/level for Thieves and Warrior Monks, and +1 /level for Bards, Monks and Rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under Armor Type are “offensive” adds.
- 3) If your system is based on **Skill Levels** (or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value.
- 4) **Armor Types** given are based on the following breakdown:

Armor Type	Covering Description
1	Skin (or light/normal clothing)
2	Robes
3	Light Hide (as part of body, not armor)
4	Heavy Hide (as part of body, not armor)
5	Leather Jerkin (pliable leather)
6	Leather Coat
7	Reinforced Leather Coat
8	Reinforced Full-Length Leather Coat
9	Leather Breastplate
10	Leather Breastplate and Greaves
11	Half-Hide Plate (as part of body, not armor)
12	Full-Hide Plate (as part of body, not armor)
13	Chain Shirt
14	Chain Shirt and Greaves
15	Full Chain
16	Chain Hauberk
17	Metal Breastplate
18	Metal Breastplate and Greaves
19	Half Plate
20	Full Plate

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

- 5) **Defensive bonuses** are based on the NPC's quickness bonus as computed in the *Stat Conversion Table*. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 25 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.

CONVERTING SPELLS

Spell references provided here are in the form of “lists,” groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of “Fire Law” to tenth level

would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through “colleges” or along specialized lines employ concepts similar to those used in this atlas.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

- 1) Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the “Fire Law” list indicates a preference for fire-oriented spells);
- 2) Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells—two 3rd level spells, three 2nd level spells, and three 1st level spells).
- 3) Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.

A NOTE ON LEVELS

When using certain “level-systems,” a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's bonus, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows:

- 1) where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity;
- 2) a bonus of +5 is awarded for skill level one (a +30 jump);
- 3) for each skill level between one and ten an additional +5 bonus is applied (e.g., skill level nine yields +45);
- 4) for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68);
- 5) for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty eight yields +78); and

- 6) a bonus of +1/2 is given for each skill level above thirtieth level (e.g., skill level thirty-four yields +82).

STAT CONVERSION TABLE

1-100 Stat	D100 Bonus	D20 Stat	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

A NOTE ON STATS ABOVE 102

Rolemaster provides bonuses and PP/level's for stats up to 102. Due to the special powerful nature of the characters presented in the *Shadow World* (e.g., Lords of Essænce, Gods, Dragonlords, etc.), stats are often included that exceed 102. The chart below provides the bonus and PP/level values that were used to calculate the capabilities and bonuses for the characters in the *Shadow World*. Round down if a fraction results (e.g., for a stat of 111, the normal PP/lvl is 8.5 rounded down to 8).

Stat	Bonus	PP/level	
		Normal	'God'
100	25	3	3
101	30	3	3
102	35	4	4
103	40	4	5
104	45	5	6
105	50	5	7
106	55	6	8
107	60	6	9
108	65	7	10
109	70	7	11
110	75	8	12
110+	+5/stat pt.	+5/stat pt.	+1/stat pt.

CONVERTING RM2 TO RMSS

There are few actual system differences between *Rolemaster Second Edition* and the *Rolemaster Standard System*. Conversion information can be found in the *RMSS GM Law*



Emerian Empire Ruins



Eidolon City at night

♦ PART II ♦

THE HEAVENS

After dinner, Jad and I decided to go out and enjoy the Ormian evening. We made our way out of the dining room of our quarters, Jad taking an open bottle of Chardonnay and a pair of glasses on the way. After wandering along a loggia and into one of the many gardens, we decided to sit on a stone bench near an arbor. It was a fine night: cool but not yet cold, with a gentle wind and a clear sky above. Orhan was new of course on the first night of the month, so the stars were bright overhead. Music and voices from the surrounding residential complex were but a faint murmur around us.

"Present your glass, cousin!" Jad said, waving the bottle. After he filled both goblets, he raised his. "To us!"

I felt that familiar ache in my chest. "To us, my friend."

We drank in silence for a time, staring at the stars. Jad refilled our glasses. "I've been studying constellations in my spare time." He ventured.

"Really? What do you see?" I moved next to him so I could follow Jad's pointing finger; our shoulders touched.

"Well, there is Teris' shield, and there's the Twins: Kieron and Jaysek, and Cay with his spear, and that cluster is Praeris' Tears."

"You have learned a lot."

"Ryan Rim taught me some of them."

"Oh." I felt my throat constrict. I was dizzy from the wine... perhaps we should go inside, I thought...

*Ralen Avamir
From his journals*

1.CONSTELLATIONS

The night sky—when not dominated by bright Orhan—is thick with stars. Many cultures have perceived patterns in the groupings and even imagined that they delineate images of the gods or other beings. Because of the variable night sky depending on location and season, different civilizations give many different names to these perceived patterns; too many to mention all here. The GM may wish to design some simple charts and assign patterns if they have bearing on a particular campaign or group. However it is worth noting that many of the Elven races of the northern Hemisphere have named constellations after the various Lords of Orhan.

2.THE KULTHEAN SOLAR SYSTEM

Kulthea’s diameter is approximately 8,600 miles, making its circumference about 27,000 miles. Though it is the seventh planet of fifteen, its orbit (averaging 98 million miles from the sun) places it well within the normal limits for a viable carbon-based life form ecosphere about a G-type star. The planets in four of the first five orbits are very small. (Some might be errant asteroids from the belt which circles in the fourth orbit). The sixth planet is sizable, with a 5,000 mile diameter, but the surface is hidden beneath a dense cloudcover and is probably uninhabitable. The eighth planet is also of reasonable size (about 7,000 miles in diameter), but its thin atmosphere is too rarified to support humanoid life. The remaining planets are gas giants—numbers nine and twelve in particular have elaborate ring systems—out to number fifteen, Vuul, which is a rock world slightly smaller than Kulthea.

Most of the nearby planets are visible in the Kulthean night sky at various times. As with the constellations of stars, diverse Shadow World cultures have their own names for these glimmering celestial bodies.

3.THE KULTHEAN MOONS

The world holds in orbit five moons: one is very large and close, presenting an easily discernible disk. The other four moons are relatively small and more distant, with less visible disks. (The smallest is in fact a satellite of the largest moon, not of the world itself.) Orbiting nearly on the equator five times per year, the largest moon has regular and noticeable phases and profound effects on the tides of the world. The others have less tidal effect, but in conjunction the five act to create very strong and varying ocean currents and weather systems.

Anyone with a modicum of knowledge of physics observing this planetary system would quickly find themselves chagrined to discover that it obeys no normal laws. Indeed, the gravitational power of Orhan and Kulthea should have long ago ripped Charón from it’s inexplicable orbit and torn it to

rubble. Orhan itself is far too close and large to the mother planet to have a stable orbit, much less retain an atmosphere, and yet it does. It is no wonder that the Terran Empire has a permanent space platform here to observe these inexplicable goings-on.

ORHAN

By far the largest of the Kulthean moons, Orhan also has a unique characteristic: it has an atmosphere. Just over 3,800 miles in diameter, it has a very slow rotation (70 days; the same as its orbital period around the world). It is also quite massive; Orhan’s gravity is 40% of Kulthea’s. The atmosphere is remarkably similar to that of the Shadow World, and it is possible that the world was terraformed long ago. The distribution of continents and oceans is uncertain, as the moon is invariably shrouded in thick clouds. Orhan also shows only one face to Kulthea; the other remains forever hidden.

The Great Moon (as it is sometimes called) orbits nearly on the ecliptic at a distance of 210,000 miles. There are powerful Flows of Essænce between Kulthea and her largest satellite.

Orhan has phases as it orbits Kulthea, each full cycle requiring seventy days. The moon is so large and bright that it is quite visible, even in daylight. Such an overwhelming feature in the sky inevitably influenced Kulthea’s civilizations, and virtually every society’s calendar is based upon the seventy-day cycle. On the first of the month, Orhan is new; it is full on the 35th day of each month/season.

Note: For more on this topic, see the Kulthean Calendar later in this book.

Orhan is the home of the *Lords of Orhan*, superhuman, non-corporeal beings who have limited interaction with the inhabitants of the Shadow World. This moon is a paradise bathed in a soft golden radiance during the day and a breath-

The Planets

Following is a list of the fifteen planets and their names (in Iruaric, as known to the Loremasters).

Name	Diameter	Type	Ds. fr Sun*	Year†
1. Kuluth	2,100	Rock	31	70d
2. Rhogan	3,100	Rock	40	105d
3. Thasia	1,600	Rock	55	187d
4. (Asteroid Belt)	—	(Rock)	65	(200d)
5. Ithaneus	2,800	Rock	71	280d
6. Nemeris	5,000	Rock	83	310d
7. Kulthea	8,600	Rock	98	350d
8. Liis	7,000	Rock	128	582d
9. Ombari	78,500	Gas	340	8.3y
10. Shiron	59,000	Gas	701	31y
11. Xio	63,000	Gas	1,208	57y
12. Atalan	98,400	Gas	2,050	74y
13. Deisa	33,000	Gas	2,845	160y
14. Ianoris	28,000	Gas	3,318	238y
15. Vuul	7,300	Rock	3,945	315y

* in millions of miles
† year: given in Kulthean days (d) or years (y)

taking violet twilight at night. Beautiful nymphs serve the Lords of Orhan; Fauns and Elves tend farms and maintain the palatial homes of the Lords. These structures—like all those on the Great Moon—are fashioned of beautiful and rare materials: the most subtly veined polished marble, lustrous porphyry, even semiprecious stones and crystal are used as building materials here. Why beings with no need of a physical body require a home is unclear; though apparently the Lords enjoy assuming physical form.

Impossible cliffs overlook misty waterfalls, and sinuous rivers wind through garden-like landscapes. Orhan is a place of beauty unlike any other—untouched and unspoiled by the Unlife.

VARIN

The second largest of the Five Moons, Varin is considerably smaller than Orhan: just over 1100 miles in diameter. Nevertheless, it orbits closely enough—125,000 miles away—Varin has a discernible disc. It also orbits on the ecliptic, but at a considerably faster pace than Orhan: a period of ten days. This provides a secondary calendar subdivision for Shadow World inhabitants. This moon has a strange, mottled yellow appearance, a result of constant volcanic turbulence. Varin is tortured by the strong gravitational forces at work in this satellite system.

CHARÓN

Charón circles Kulthea at 160,000 miles (note that it is inside the orbit of Orhan but outside that of Varin) and is quite small: 850 miles in diameter. It is a featureless ice-covered rock ball with a silvery grey appearance, barely large enough to show a disk to the naked eye. Because of this, for all but cultures with telescope technology, the ‘phases’ of Charón are estimations at best. It is also known as the *Third Moon*, not because of its distance from Kulthea but because it is third in size.

The third moon of Kulthea is known as *Charón*, and is considered an evil presence by nearly every culture on the planet. One of the strange things about Charón is its unique polar orbit (meaning that it circles Kulthea by passing over the poles rather than roughly on the equatorial plane, like the other moons). This is quite an unusual situation and suggests that Charón was not always a satellite of Kulthea. It may have once been a large, stray asteroid caught in the Shadow World’s gravity well, or some body from outside the system. It takes about 21 days to make this orbit, but has many disturbing perturbations.

The Night of the Third Moon

Because of the polar orbit, Charón emerges slowly from the south, every night rising higher and becoming more full, until one night every 149 days Charón is full and at Zenith in a given location (the full moon occurs in different places at different times, of course, and the latitudes further from the equator are fortunately spared this horrible event). It shines much more brightly, and with a reddish glow. There is no mistaking the Night of the Third Moon.

Dark cults worship Charón. They consider the zenith to be a time of particular importance, a time when servants of

the Unlife are able to leave their home on Charón and come to the Shadow World.

Charón Perigee

This is when Charón swings closest to Kulthea—an event which has no relation to the Darkside Zenith of the ‘Night of the Third Moon’ because of Charón’s strange ‘wobbling’ as it rolls around Kulthea. Charón Perigee occurs every 24 days, a little further in its orbit every time it circles Kulthea. But this distance is significantly closer. At zenith the Third Moon approaches as close as 130,000 miles, swinging near the orbit of Varin. At apogee it arcs out as far as 190,000 miles.

It should be noted that every 10.2 years in certain locales near the equator there is a correspondence of perigee and zenith in which Charón hangs huge and red over the night sky. It is a time to fear.

The Caverns

Charón is considered an evil presence by most Kultheans, who believe that the orb is a haven of strange, otherworldly beings and presences. Once again, superstition is not without a basis in fact, for Charón is indeed a gate-world which hovers on the boundary between dimensions. In particular Charón has portals to the Pales: beneath the shining icy surface the moon is heated from within by volcanic forces, creating a (barely) livable environment. Here are myriad caves and tunnels which link to the twisting passages of the Fourth Pale. Even more significantly, Charón is home to most of the *Dark Gods*. Each has a cavern domain inside the moon, and once these linked to the Ash Lairs on Kulthea; these were all supposedly sealed after the Wars of Dominion. The surface of Charón is a frozen waste; there is no atmosphere, and the exterior is encased in a solid coating of ice which Kulthean Astrologers think to be as much as hundreds of feet thick.

Even though Charón has a massive core, it only has enough gravity to barely maintain a small hold on objects. Thus, the caverns and warrens have the added disorientation of there being almost no perceptible ‘up’ or ‘down’. Any poor unfortunates who are transported suddenly to Charón will find themselves in a totally alien world.

MIKORI

With a diameter just shy of 100 miles and a distant orbit (320,000 miles), Mikori is the least visible of the Kulthean moons. It can barely be made out as a gleaming mote in the night sky, brighter than most stars and planets, but no match for the other moons.

TLILOK

As noted elsewhere, Tlilok is actually a satellite of Orhan, rather than Kulthea itself. Only about 40 miles in diameter, it is not a significant feature, though it can be seen against the backdrop of Orhan on clear nights. It is pocked with craters and is a multi-hued grey color. This moon may have originated as an errant asteroid captured by the powerful gravity wells of Orhan and Kulthea. It has no atmosphere.

4.CELESTIAL EVENTS

The following is an overview of common occurrences involving Kulthea and other spacial bodies.

Eclipses

Because Orhan is so large and orbits more-or-less on the ecliptic, solar eclipses (when Orhan passes between Kulthea and the sun) are relatively common affairs, occurring every few years in a given locale. And while they lack the spectacle of a Terran solar eclipse (where the moon centers on our sun and reveals a glowing 'corona') they cause a deeper darkness over a large area of the planet. The Loremasters, Navigators, and most cultures of Tech Level 4 and above can predict eclipses with accuracy. A total eclipse can last over an hour and cause temperature drops of more than 40°, wreaking havoc with weather patterns.

Lunar eclipses (in which Kulthea passes between Orhan and the sun) are also fairly commonplace, causing a large portion of the Great Moon to darken with a reddish hue. While the educated understand the astronomy behind this event, the more ignorant often believe that it is an attack by the Dark Gods upon Orhan and pray for the victory of their gods. To the relief of some (and disappointment of others), of course the blight inevitably is thrown off and Orhan shines brightly again.

Comets

Kulthea is visited by many comets at regular intervals; the Loremasters have recorded the appearance of hundreds over the millennia. By far the most famous and dreaded is *Sa'kain*, a massive ball of ice and dust which returns every 1500 years. This comet is also imbued with powerful Essænce, for almost every visit is a harbinger of terrible flow-storms and other magical disruptions all across Kulthea.

Sa'kain last visited Kulthea in 5650 TEI, so is not expected to return until around 7150, but it is not the only comet in the sky.

Meteor Storms

Kulthea's orbit takes it through a number of dust clouds, creating spectacular night-time displays as these tiny pebbles are caught in the planet's gravity and pulled to a fiery death. Isolated areas of the planet are also frequently target to localized storms, where an errant asteroid breaks up and the fragments rain down on the earth. Fortunately there have not been any large meteor impacts in recent history.



♦ PART III ♦

WEATHER & CLIMATE

22 We awoke with the first blush of dawn, our blankets and the grass all around covered with a heavy dew. The morning was cooler than the previous few, and I dared hope for a break in the suffocating heat of the last few days. It was amazing how hot it was this time of year, but then we were far nearer to the equator than we were used to. I hoped to make good time south to the town of Oye today and rest there before venturing up the Cloud Pass and over the Grey Mountains into Tai-mer and the land of Arcania.

I was eager to be out of the land of Stroane, but I had a feeling that Arcania would be no more welcoming. And the weather there is said to be not only hot but arid much of the year.

*Ralen Avanis
From his Travel Journals*

1-CLIMATE OVERVIEW

Following is general climate information to aid the GM in establishing weather and climate in various parts of the Shadow World. Additionally, these terms are used in conjunction with the flora and fauna described later to guide the GM in accurately placing wildlife.

CLIMATE TYPES

The following general terms will be used to provide guidelines in reference to the location of plants and animals described later in the book.

Temperature

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

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

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

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

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

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

Precipitation

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

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

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

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

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

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

Special

Essænce: In proximity to powerful Essænce flows or foci.

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

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

High Altitude: Extreme altitude, above the tree line; snow and ice never melts.

Nocturnal: Functions almost exclusively at night or in darkness.

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

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

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

Underground: Any cave or cavern where sunlight never reaches.

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

2-SEAS

Even as there are a few dominant continental masses in the world, there are but a handful of unbroken expanses of ocean. Early seismic activity has so convoluted the surface of the planet that there are few stretches of water wider than one thousand miles unbroken by a formidable island or series of islands. Also common are atoll chains, strings of sheer black volcanic rock isles, uninhabitable, but presenting formidable navigational barriers. Many a ship has been wrecked upon these dark crags, either because the hazard remained undetected in the night or the ship was unable to veer away in time—for the currents of the world's seas are often swift and ever-changing. Cruel they have been called; it cannot be denied that they are fickle.

While much of the ocean is shallow (less than half a mile in depth) with wide continental shelves, there are several very deep trenches, some knifing more than ten miles into the depths of the planet.

The primary seas of the western hemisphere bear the following names: Malvin Tesea (*Endless Sea*), Fárok Tesea (*Forbidden Sea*), Dom Usuiv (*Shallow Ocean*), Tairken Usuiv (*Broken Ocean*), Thrök Tesea (*Guardian Sea*), Kemm Usuiv (*Glass Ocean*), Hulkanen Arûs (*Barren Waters*), Loorn Tesea (*Lonely Sea*), and Kiskaa Arûs (*Chilling Waters*). Interestingly, though the original Iruaric names have been lost to nearly all but Loremasters, the ocean names in local tongues correspond in translation in almost every case.

Tides

The mighty Orhan dictates the tides of Kulthea, causing a high tide every 12.17 hours, and two low tides per day between those times. There are two high tides per day because the pull of the Shadow World's largest moon drags the seas towards it. The weaker centrifugal force (created by the two spheres whirling about their mutual center of gravity) causes

the oceans to 'bulge away' from the Great Moon. The separation of tides is slightly more than half of the Kulthean day because of Orhan's orbit (in the same direction) around the Shadow World.

In addition to Orhan, there are a number of factors (the other moons, the sun, and even the other planets) which can affect the severity of the tides and create minor tidal shifts. In some areas the difference between high and low tides can be more than 100 feet, given the right conditions.

Greater Depths

One of the most enduring mysteries of the Shadow World is the nature of the Greater Depths — and what may lurk there. Legends tell of monstrous creatures which make their homes in the darkest reaches of the sea bottom, yet sojourn to the surface to wreak havoc with the fragile ships and coastal homes of men. Indeed this is the natural home of the mighty kraken, great whales, and sea serpents.

OCEAN HAZARDS

Aside from the numerous sea creatures which roam the waters of Kulthea, there are inanimate terrors of which the ocean traveller must beware. Any one can spell death just as certainly as the tentacles of a kraken.

Reefs & Shoals

The most common ocean hazards—especially near coastlines—are hidden reefs, sandbars and shoals. Countless ships have been lost on these concealed perils. A Navigator can safely direct a ship past reefs (for a fee, of course). Failing

the guidance of a Navigator, only intimate knowledge of the area, ideally combined with accurate, detailed charts, offers a measure of safety. Sandbars are more tricky in that they are constantly shifting; it is fortunate that they are usually only located very near sandy shores.

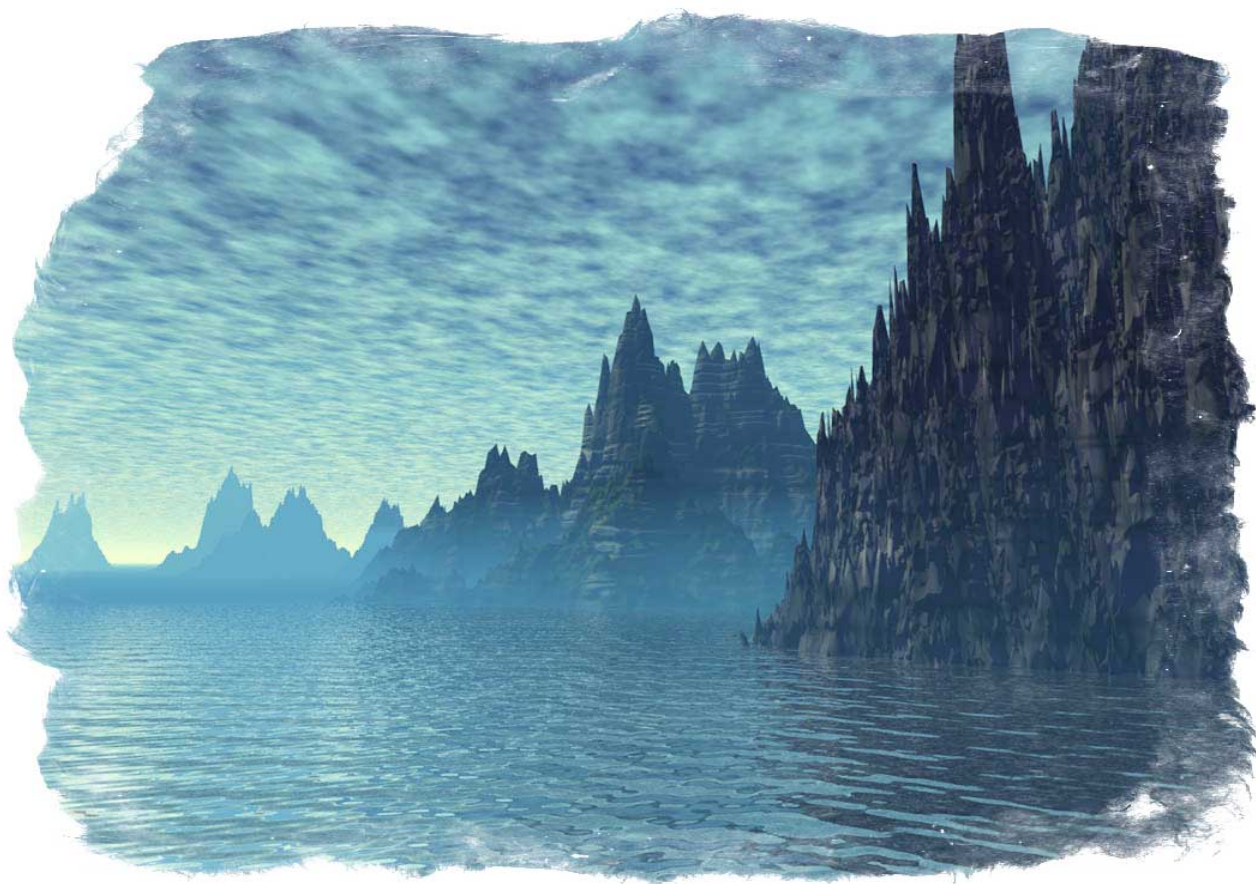
Whirlpools

The extreme and complex tides of Kulthea, conspiring with the thermal water changes and wind patterns, create numerous and variable whirlpools across the planet. These are among the most terrifying obstacles a seagoing Navigator must be particularly wary of. While some whirlpools are temporary phenomena lasting hours or days, a few great maelstroms are a permanent menace to the sea lanes. These seemingly immortal terrors are marked on maps, for once a ship is caught in a great maelstrom, such a trap is virtually impossible for even the most powerful Navigators to thwart.

Icebergs

One might assume that the threat of icebergs is limited to the polar regions, but the unusual currents of the seas bring cold water flows to the very equator. With those 'rivers' come glacial fragments of the polar caps. Icebergs can be as large as a mile or more across; 80 to 90% of their mass is hidden beneath the water's surface. The larger frozen menaces can endure for several weeks before melting.

There are iceberg seasons where they are particularly prevalent, but seagoing ships are never entirely safe from these floating hazards.



3-ATMOSPHERE & WEATHER

A turbulent sea of air covering the planet, the atmosphere is subject to many forces. Weather is variable—and often violent.

THE WEATHER

Kulthea's axial tilt is approximately 25 degrees, causing definite seasonal weather changes. Additionally, wind and air currents often lead to a variety of divergent local weather patterns. In general, weather is surprisingly mild, with habitable regions extending to quite near the poles. The equatorial regions, while sometimes quite hot, are bearable to most humanoid races.

Like everything else on the Shadow World, weather changes can occur abruptly and dramatically. Shifting wind and water currents can cause sudden mutations in prevailing conditions. While the planet has discernible seasons and consistent temperature ranges in a given area, there are periods when norms are abandoned and completely aberrant weather occurs.

Storms

The strange forces which have shaped the Shadow World continue to influence her day-to-day environment. Weather prediction, even through the means of powerful magics, is far from a certain thing. Certain areas are prone to very severe weather, however, and have consistently remained so for millennia. It is believed that they are at or near old Essænce Foci, thus attracting the more violent meteorological effects.

Essænce Influence

The Flows of Essænce have a role in the way weather patterns form on Kulthea. Just as mountain ranges and coastlines affect frontal movement, so do the Flows. A strong band of Essænce can act just like a sheer, mountainous ridge against a weather pattern. Jetstreams often travel along Essænce Flows. More on the effects of Essænce Flows is explained later in this book.

MAGNETO-SPHERE

Like virtually all celestial bodies, Kulthea has a magnetic field. These gigantic 'belts' are generated from the core of the world, which acts like a huge magnet. The magnetosphere is critical to life on the planet, protecting the inhabitants from various types of solar radiation. It also has the side effect of creating beautiful displays of coruscating lights near the poles: a curtain of lumi-

nous gases drifting through the night sky.

Unlike many worlds, however, the magnetosphere of the Shadow World is in a state of flux. It appears to be affected by—and indeed a part of—the Flows of Essænce. The bands of magnetic force, which should flow in a fairly uniform arcs in a N-S direction over the planet, are often warped as much as 20° along their route.

The magnetic poles themselves move about, as far as 15° from the geographic pole (the planetary axis) and as close as dead-on. Loremasters claim that the planet's polarity has actually *reversed*, but not in the last several thousand years.

The distortion of the magnetic bands may have played a role in the formation of so many odd races on Kulthea by allowing heavy doses of radiation to reach the planet surface at intervals, stimulating mutation. The magnetosphere and the Flows are somehow related, though which one dominates the other is not clear. In any case, this capricious nature of the magnetic field makes a compass or similar instrument virtually useless.

WEATHER EVENTS

In addition to general weather patterns and normal fluctuations, there are certain seasonal or random events which deserve special mention.

Dust & Sand Storms: Any temperate to hot and arid or semi-arid area can support this kind of dry windstorm. In addition to blinding dust and deafening winds, sand can cause skin abrasions, and in severe instances, static electricity can deliver shock bolt strikes.

These storms, accompanied by Essænce activity, can summon Air, Light, and/or Earth Elementals all together—a truly terrifying event. Roll D100 for chance of encountering a storm: Winter/Summer/Autumn: 01-03; Spring/Fall: 01-06.

Black Winds: Late Autumn/Early fall is storm season in the northern hemisphere, bringing the *Puirl Buirn* (Er. "Black

STANDARD TEMPERATURE TABLE

The following chart gives average temperature ranges (the low being just before sunrise, the high being usually at mid-afternoon). The GM should (a) note the size of the range, (b) roll the dice, and (c) use this as a guide for each given day. Very low or high rolls may indicate a variation of as much as 20° beyond these norms. Temperature is in Fahrenheit; water freezes at +32°.

Month/Day	Hot	Warm	Temperate	Cool	Cold	Frozen
Winter						
1 - 35	60 - 75	45 - 65	10 - 50	0 - 35	(-40) - 0	(-60) - (-40)
36 - 70	55 - 70	40 - 60	0 - 45	(-20) - 30	(-50) - 0	(-70) - (-50)
Spring						
1 - 35	65 - 85	50 - 70	25 - 65	15 - 55	(-35) - 10	(-40) - (-20)
36 - 70	75 - 95	60 - 90	50 - 75	20 - 60	(-25) - 25	(-30) - (-10)
Summer						
1 - 35	80 - 105	70 - 95	60 - 90	40 - 80	-10 - 50	(-30) - 0
36 - 70	90 - 115	80 - 105	70 - 100	40 - 80	35 - 60	(-20) - 20
Autumn						
1 - 35	75 - 100	65 - 95	55 - 85	30 - 60	20 - 50	(-10) - 15
36 - 70	70 - 90	60 - 85	45 - 70	20 - 55	0 - 40	(-20) - 0
Fall						
1 - 35	65 - 85	55 - 75	30 - 65	10 - 45	(-20) - 30	(-40) - (-10)
36 - 70	60 - 85	50 - 70	20 - 55	0 - 40	(-30) - 15	(-50) - (-20)

STANDARD PRECIPITATION TABLE

The following chart gives the monthly Precipitation means and probabilities for a variety of locales. GM's should note that the date ranges represent approximations.

The pattern will be the same in the different hemispheres and temperature zones, but the local seasonal cycle may vary by as much as a month.

The first figure represents the mean in inches; the second or parenthetical is the probability number. Roll the dice each day, any roll equal to or **less** than the probability number means that there will be precipitation that day; the lower the number, the heavier the precipitation during the given time.

Computation of the type of precipitation is keyed to the area's temperature on that day: **snow**: below 32°; **sleet**: 32° – 35°; **rain**: above 32°. If it rains during the summer and the temperature is 90° or above, there is a 40% of it being a **thunderstorm**, and if so a 10% chance of hail. In temperate areas near lakes or rivers, there is a 5% chance of there being fog on unusually cool (but above freezing) mornings.

Rainy: hot or warm; one or two dry months; wet the rest of the year; frequent heavy rains.

Humid and temperate: precipitation in all seasons; light to moderate precipitation spread over many days, although heavy downpours can occur on occasion; heavy fogs in highlands or along coasts, rivers and lakes.

Wet and Dry: distinct and extreme wet and dry seasons, very heavy precipitation during the wet season; little or no precipitation during dry period.

Dry: areas with cold or hot climates; modest precipitation concentrated during warm-moderate temperature periods; dry the rest of the year.

Arid: extremely cold or hot areas; light to negligible precipitation; rapid evaporation or ground absorption.

Month/Day	Rain	Humid	Temp	Wet/Dry	Dry	Arid
Winter						
1-35	10.5 in (90)	2 in (20)	2 in (20)	1 in (10)	.25 in (02)	— (01)
36-70	9 in (85)	2.5 in (25)	1.5 in (15)	.25 in (02)	.25 in (02)	— (01)
Spring						
1-35	10.5 in (90)	3.5 in (50)	2 in (20)	.25 in (02)	.25 in (02)	— (01)
36-70	8 in (80)	4.5 in (80)	2 in (20)	2.5 in (20)	.25 in (03)	.25 in (02)
Summer						
1-35	4 in (40)	5.5 in (85)	2 in (20)	2 in (20)	.75 in (07)	.25 in (03)
36-70	2.5 in (25)	4.5 in (80)	3 in (30)	3 in (30)	1.5 in (15)	— (01)
Autumn						
1-35	2 in (20)	6.5 in (95)	2.5 in (25)	5 in (50)	1.5 in (15)	— (01)
36-70	5 in (50)	6.5 in (90)	3.5 in (35)	11 in (95)	1 in (10)	— (01)
Fall						
1-35	6 in (60)	3 in (40)	2.5 in (25)	12 in (99)	.25 in (03)	— (01)
36-70	8 in (80)	2.5 in (25)	.25 in (25)	7 in (70)	.25 in (02)	— (01)

Winds”), severe storms and even hurricanes. Water spouts are also not unheard-of. Essence activity in conjunction with the Black Winds brings Water and Air Elementals.

Hurricanes: In the western hemisphere, only the Lonely Sea and the Forbidden Sea are large enough to support the formation of any sizeable storms, and the latter is too far north to allow for tropical depressions. Because of these factors, large, enduring disturbances of hurricane magnitude are rare. However, Coriolis winds and other environmental factors often combine forces to create sudden, powerful coastal storms with little warning, especially just north and south of the equator.



Wind & Weather Chart

The chart below illustrates the effects of wind on land and water surfaces. The dice rolls are open-ended. Generally, drop effects one step for inland regions. Roll daily, but keep in mind that weather generally changes as a continuum rather than abruptly. When possible, roll in advance a few days to be prepared for upcoming events.

ROLL	WIND SPD (mph)	TYPE	WAVE FORM / HEIGHT	EFFECTS AT SEA	EFFECTS ON LAND
01-02	under 1	Still	Glassy	Sea like mirror; sailing ships becalmed.	Calm; smoke rises vertically.
03-05	1-3	Light air	Calm, 0'	Ripples with appearance of scales; no foam crests. Sailing ships sluggish.	Smoke drift indicates wind direction; vanes do not move.
06-15	4-6	Light breeze	Rippled, 0-1'	Small wavelets; crests of glassy appearance, not breaking.	Wind felt on face; leaves rustle; vanes begin to move.
16-30	7-10	Gentle breeze	Smooth, 1'	Large wavelets, crests begin to break; scattered whitecaps.	Leaves, small twigs in constant motion, light flags extended.
31-45	11-16	Moderate breeze	Slight, 2-4'	Small waves, becoming longer; numerous whitecaps.	Dust, leaves, and loose paper raised up; small branches move.
46-60	17-21	Strong breeze	Moderate, 4-8'	Moderate waves, taking longer form; many whitecaps, some spray.	Small trees in leaf begin to sway.
61-70	22-27	Strong wind	Rough, 8-13'	Larger waves forming; whitecaps everywhere; more spray.	Larger branches of trees in motion; whistling heard in wires.
71-75	28-33	Moderate gale	Rough, 10-15'	Sea heaps up; white foam from breaking waves begins to be blown in streaks.	Whole trees in motion; resistance felt in walking against wind.
76-85	34-40	Fresh gale	Very rough, 13-20'	Moderately high waves of greater length; edges of crests break into spindrift, foam is blown in streaks.	Twigs and small branches broken off trees; progress generally impeded.
101-150	41-47	Strong gale	High, 20-30'	High waves; sea now rolls, dense streaks of foam; spray may reduce visibility.	Slight structural damage occurs; tiles blown from roofs. Damage to small trees and plants
85-89	48-55	Whole gale	Very high, 30-40'	Very high waves with overhanging crests; sea appears white as foam is blown in very dense streaks; rolling is heavy and visibility reduced.	Large tree branches broken off; heavy rains. Flimsy structures damaged.
90-92	56-63	Storm	40-50'	Small ships capsize; visibility intermittent in spray and foam.	Wood structures badly damaged; heavy downpours cause local flooding and reduce visibility for brief periods.
93-95	64-71	Severe Storm	50-60'	Exceptionally high waves; sea covered with white foam patches; visibility still more reduced.	Seldom experienced on land; trees broken or uprooted; considerable structural damage. Possible tornadoes
96-100*	--	Flow Storm	--	--	Roll on <i>Flow Storm</i> Table; roll again on this table for general weather.
101-150	74-90	Hurricane	Phenomenal, 60-70'	Air filled with foam; sea completely white with driving spray, visibility limited to a few feet.	Very rarely experienced on land; Usually accompanied by widespread damage from wind, rain, flooding.
151-195	90-120	Hurricane II	70-80'	All ships in great danger of capsize or wreck. Monstrous waves and blinding spray	Almost never experienced on land; wood roofs torn off. Rain & hail destroy flora.
196-200*	--	Flow Storm	--	--	Roll on <i>Flow Storm</i> Table 2x; roll again on this table, adding 50, for general weather.
201-250	100-150	Super Hurricane	80-100'	Only advanced ship with expert pilot has a chance. Spray is blinding waterspouts, whirlpools.	Winds lift large objects and wreak havoc. Large hail, battering winds cause widespread damage. Many tornadoes.
251-300+	150-200	The Perfect Storm	Over 100'	No craft could survive on surface. Visibility nonexistent. Tsunamis.	Unheard-of inland; coastal areas wiped out. All structures obliterated.

* Unmodified Roll.

♦ PART IV ♦

THE LANDS

An Atlas of Kulthea



Our ship swung around to the west just as the sun peeked over the waves behind us. By the fine amber light of the dawn I could see towering outcrops of rock; pillars rising straight out of the ocean depths. Beyond, upon a rocky peninsula, there rose clusters of gleaming structures turned to gold in the sun.

"Behold!" Cried the Navigator Tar-esiir, "Artha, capital of Danarchis."

"Danarchis'?" I hated to admit it, but my geographic knowledge failed me; the name meant nothing.

"Danarchis, lad!" Cried Tar-esiir, favoring me with a rare smile. "We have reached the north coast of Emer."

The Great Continent of Emer, vast and wealthy... and full of peril. We had arrived at last.

*Ralen Avaniir
From his Travel Journals*

1. ABOUT THE MAPS

The following pages provide an overview of the lands and inhabitants of western-hemisphere Kulthea, including major realms and places of interest. It is not meant to be all-inclusive or definitive. In many areas only major cities are shown, and the most predominant cultures mentioned. As those who possess the Emer Atlas books know, there are many cultures, powers and sites not mentioned in these maps.

The intent is to provide the GM with a framework to build upon should the players venture beyond the lands which have already been described in fair detail, and to pinpoint the locations of certain places which have been previously mentioned.

Realms and Regions

These are major political entities and/or relatively large areas of land. After the name of the region is a brief summary of the predominate climate, primary races who populate the region, and where appropriate, Cultures/governments. These are described using the standard Subsistence Pattern, Political Structure and Technology Level terms found below.

It should be stressed that a culture or government in a certain area does not necessarily control all of that area. Many of the names are old region names and a mentioned government may only inhabit a small part of the region. The rest is likely to be wilderness or very sparsely settled. These maps may give the impression that most of the *Shadow World* is settled; this is certainly *not* the case—at least at the present time. The vast majority of lands are wild and uninhabited. Even long-established mannish kingdoms such as Rhakhaan are largely untamed forest or other uninhabited land.

Places of Note

This is a listing of locations of particular importance, such as cities, centers of learning or worship, important ruins, or fortified holdings.

Scale

The maps on the following pages are all at the same scale, one inch equals approximately 550 miles.

2. KEY TO THE TEXT

The following are terms used in the map text. (Climate terms have already been defined in Part III.)

TECHNOLOGY TERMS

The following technological periods are examples which reflect a common course of development among most intelligent humanoid species and are particularly appropriate for Kulthea. Various societies on the *Shadow World* have technologies ranging from Old Stone Age through Iron Age and even beyond. For convenience, the various 'levels' are assigned numbers so they can be noted in the cultural descriptions throughout this book.

The weapon references include a suggested range for subtractions from the usual percentage OB. Note that some weapons such as bows or clubs made from specific materials already have their own set abilities and modifications are unnecessary. In addition, certain crushing weapon designs work relatively well when compared to counterparts made from more advanced mediums. Comparatively speaking, they perform better than complex thrusting, throwing or edged weaponry made from analogous inferior material.

One might wonder how a wide range of technological levels can exist in such close proximity, especially given the amount of trade on Kulthea. This situation is understandable, however, because technical advancement depends on skill, knowledge and the proper facilities. For instance, the Lankani have neither the skill nor the equipment to make fine steel, even though they might know the formula. In another example, the making of the anti-gravity metal *Xenium* requires not only sophisticated equipment, but the formula is a closely guarded secret held by a few Alchemists.

Virtually all Kulthean societies fall into the Pre-Technology categories; the Technology categories are given primarily for reference, the occasional aberration, or recovered tech artifacts.

Pre-Technology Levels

1. **Stone Age.** Crude stone tools used; little or no cultural development. Fire, basic spoken language. Natural metals used late in this period.

a) **Old Stone Age (OSA).** No metal used. Stone tool use confined to a variety of types of chopping and hand ax devices made from pebbles of varying sizes. Choppers are nothing more than pebbles with a rough but sharp edge, formed by flaking chips off the rock. The more sophisticated hand axes (-30 to -75) are like large, hand-held stone blades or points. Wood is used, but weapons are generally clubs (-0) or spears (-25 to -50) made out of long sticks with fire tempered points.

b) **Middle Stone Age (MSA).** Still no metal in use. Stone is worked by a variety of methods and there are some very effective tools. Wood and bone tools become widespread; and by combining wood shafts with harder spear, ax, and knife points, some reasonable (-15 to -35) weapons become available. Combination maces (-10 to -25) are relatively effective. Throwing spears (-15 to -35) and atlatl (spear-throwers) are used instead of bows.

c) **Late Stone Age (LSA).** No true metalwork (e.g., smelting), although naturally occurring metal pieces might be used. Pottery appears in force. Highly specialized and sophisticated stone, bone, and combination tools (-10 to -25) are widespread, and include farming implements and a wide variety of weapons. Various short bow types are in use. *Mixed economies using rotational agriculture require this technology as a minimum.*

2. **Bronze Age.** Crude metalworking, agriculture, and simple art forms. Settled cultural groups. Basic written language. The wheel, oared galleys, herbal healing, crude spears and bronze swords. Stone used in important buildings.

a) **Early Bronze Age (EBA).** Natural metals, mostly copper, are frequently used for certain implements such as knives or pots. Metalwork consists of trimming and shaping pieces and primitive smelting enables folk to create large metal objects. Bone, hardened wood, stone, and other mediums remain the tools of the common man.

b) **Late Bronze Age (LBA).** True metal industries form with the advent of extensive smelting and the making of bronze tools out of tin and copper. Smithies abound and a vast variety of weapons (-0 to -10) are in evidence, but metal objects are still confined to a relatively small segment of society and military units are small and often made up of the elite.

3. **Iron Age.** Refined weapon and tool-making, sophisticated agriculture. The beginnings of science and philosophy. Regional

governments. Keystone arch, water power, chemical medicine, scale armor.

Sophisticated metalworking methods enable society to master alloys such as iron and create vast quantities of metal objects. Smiths use hot, bellows-assisted forges to smelt metals heretofore unworkable. Hard iron (-o), and later steel (+5 to +10), weapons are widespread and cheap, enabling large armies to be equipped properly.

4. **Medieval Age.** Steel alloys (swords, chain-mail), sailing ships. Art and language refined. Windmills. The pointed arch allows for greater unsupported spans.
5. **Early Renaissance Age.** Regional Governments become more sophisticated. Art is a powerful force. Rigged sailing ships, telescopes.
6. **Late Renaissance/Pre-industrial Age.** Superior metals, advanced cultures with national governments. The beginnings of 'technology': printing press and first clocks developed. Balloons, medical experimentation. (Optionally: gunpowder)

Technology Levels

7. **Fossil Industrial Age.** Steam power allows first automated machinery. Automobiles, prop aircraft, railroads, direct current electricity, vaccines and anesthetics used in medicine. The telegraph.
8. **Electronic Age.** Transistors, then Silicon chips revolutionize technology. First computers, jet aircraft, nuclear bombs. Organ transplants, practical working prosthetics, antibiotics in use.
9. **Early Space Age.** Interplanetary exploration, superconductors, optical electronics, voice interaction with computers, artificially intelligent (sentient) computers, practical heavy energy weapons, antiviral drugs, cryogenics, cloning, human/computer interfaces (*Cyber-space*TM).
10. **Fusion Age.** Clean energy, widespread interplanetary travel, advanced bioengineering (Alterant Replicants), small-scale terraforming. Practical hand-held energy weapons. Cancer defeated.
11. **Molecutronic Age.** Truly organic computers, nanocircuitry, slow FTL (faster-than-light) vehicles span interstellar distances in decades.
12. **Gravitic Age.** Gravity fields understood and neutralized on a limited scale. Tachyon and inertial field physics in early stages. Energy screens developed. Planetary scale terraforming.
13. **Antimatter Age.** Control of fields, knowledge of hyperspace. Interstellar communication (Tachyon Beam Dictor), fast FTL vehicles, matter/antimatter harnessed, interstellar governments, powerful energy weapons. Personal shields. (*Space Master*TM)

Specific Developments

In the unique world of Kulthea, the introduction of such factors as the Ess  nce and artifacts of the ancient Lords make it difficult to categorize technological advances into a simple, clear progression. Below, we offer some guidance and information.

Water/Wind Power: The crudest form is the windmill or the waterwheel, both used to grind grain between large stones. Water power is more steady and reliable. Windmills are only usually used in coastal areas or plains where wind is relatively constant. More sophisticated machines such as pumps and conveyors came later.

Steam Power: A few advanced societies have developed crude steam turbines—usually to operate mills, propel ships, or other simple machines.

Printing: A handful of cultures have developed a crude method of printing—though probably nothing as advanced as a press with movable type. And the vast majority of societies with a written tongue are as yet satisfied with just that—writing it.

Alloys: Many of the more advanced societies have developed sophisticated smelting processes, allowing them to unlock the earth's priceless metals from their surrounding ore.

Gunpowder: The secret of this potentially devastating tool is far from being unlocked, by even the most advanced cultures on the Shadow World. The power of magic has stagnated any desire for a chemical explosive, and the mysteriously fluctuating effects of the Ess  nce can have a transmuting effect on chemical reactions.

Machines: A few of the most advanced groups have mastered the concept of gears and pulleys and have created complex mechanisms. While electricity is far from a reality, inspired inventors have harnessed water, wind, and even steam to drive machines.

Medicine: The medical arts owe most of their sophistication to the devotion of religious Healers and those who follow the mental disciplines of Lay Healing. The latter, through intense study and mental energy, are able to perform feats of surgery comparable to the most advanced science of *Space Master's* Terran Empire.

Herbs also provide potent medicinal cures; these enchanted plants are capable of anything from relieving minor pain to reviving those thought to be in an irreversible coma.

Astronomy: Kultheans as a rule have an unusually well-developed understanding of their place in the cosmos. In many cases this may be attributable to the wealth of knowledge—however fragmented—left behind by the Lords of Ess  nce. For instance, despite the fact that the globe cannot be circumnavigated (because of the barriers of the Ess  nce), any goatherd knows that the world is a sphere, and that it whirls around the huge burning orb of the sun (along with a number of other spheres). Things begin to break down, however, when one inquires as to the number of other planets and their names.

POLITICAL STRUCTURES

Typical political structures or governmental systems include the systems which follow.

Anarchy. Actually, the absence of a working structure or government, generally leading to complete disorder and confusion.

Clan. A large group of families or bands (family groups) which claim descent from a common ancestor and have strong blood ties. They are typically ruled by a chieftain or warlord, although a council of representatives (e.g., elders) may possess some or all of the real power and authority.

Democracy. A society where the ultimate power is vested in the citizenry. Under this system, each citizen has an equal vote.

Dictatorship. Absolute power, but not necessarily authority, is held by one person (the dictator).

Feudal. A somewhat decentralized system based on various tiers of landholders (possessors or owners). Those with lesser holdings (vassals) derive their grants and security from those above and, in return, provide the greater landholder (lords) with goods (e.g., food) or services (e.g., troops). Such a system is often hereditary.

Monarchy. Absolute power and authority is held by one overlord, the monarch (e.g., king, queen, emperor, empress, etc.). Such a system is generally hereditary.

Oligarchy. Power and authority rests in the hands of a small number of individuals (oligarchs), who may form a coalition or elite upper class.

Republic. Supreme power rests in one or more representative(s), governmental assemblies elected by the citizenry. Citizens may or may not have practical equality (i.e., an equal vote).

Theocracy. A state where the ultimate political power and authority rests with those who hold supreme religious power and authority. The overlord is often considered a deity or divine representative.

Tribe. A group of related clans or a large collection of people who maintain the same culture and consider themselves brethren. They are typically ruled by a council of elders (e.g., clan chieftains) and/or a high chieftain or king.

SUBSISTENCE PATTERNS

Below are some terms used to describe the food gathering ways of various cultures.

Hunter-gatherers. These groups rely on big game for food, have low population densities, and exist in a nomadic or semi-nomadic state. Extreme temperatures, rough terrain, and/or poor soil discourage any form of agriculture. Bands or tribes may have distinct hunting circuits and therefore establish vague territorial boundaries. Urbanization is virtually nil, although certain specific sites may be sacred and the focus of periodic societal gatherings. High protein meat diets are supplemented with nuts, fruits, berries, and occasionally fish. Wild grains are rarely used.

The average group size is normally limited to 25-50 people. The territory is limited by the availability of water, wild foods, and game, and the overall proximity of these staples to each other. Population density varies from .05 to 10 people per square mile.

Men normally do the hunting because the mobility requirement conflicts with childbearing. Women usually gather supplemental foodstuffs, an often arduous task that accounts for up to seventy percent of the group's nutritional intake. As with most extremely mobile groups, few old or weak people survive for any length of time (e.g., they may perceive their presence as a burden and wander off to die). In addition, possessions are usually limited to what one can comfortably carry.

Slash and burn agriculturists. These folk rely on hardy yet primitive vegetables, mostly grains and tubers. Often poor soil, harsh climates, steep grades, or dense foliage prevent a society from exploiting the land any more efficiently. Farming revolves around the clearing of an area by slashing large foliage obstacles and burning off the remainder. Normally one crop is harvested per year, and the land is again cleared by burning. Since the soil is quickly exhausted, movement to new cultivated areas is frequent. Coarse grasses replace the cleared forest in the abandoned fields. The replenishment of the trees takes decades or centuries. Fishing and gathering may supplement the diet. The population density varies from 1 to 20 people per square mile.

Herders. Herding peoples survive by supplementing a modest agricultural base with meat and dairy products taken from goats, sheep, cattle, and the like. Generally, the relatively small parcels of fertile soil are reserved for cropland or gardens, while the less arable territory is given over to the herds. Although the fertile land is provided with adequate fertilizer and is depleted rather

slowly, overgrazing can exhaust the limited foliage elsewhere. Therefore, large areas are needed for the herds, since some rotation of the grazing lands is required.

Seasonal movements between lowland and highland pastures occur on occasion and serve to counter soil depletion and subsequent erosion. Mobility can also conquer the problems of drought and famine, which can devastate the animal-based food supply. Unfortunately, it is harder to hide from disease, and a herding group can suddenly find itself without food, should their flocks contract a severe illness. The people's proximity to their animals also makes them more susceptible to contagious disease. Herder population densities vary from 3 to 40 people per square mile.

Fisherfolk. Fishermen may supplement their diet by gathering or gardening. Normally these folk live on islands, beside the coast, or along rich watercourses, and get most of their nutrition from fish, shellfish, sea mammals, and other related delicacies. Some of these societies are akin to hunters and gatherers, and move periodically, as a result of weather or the flow of food sources. Others live a more sedentary existence, usually in comfortable seaside spots. This sort of subsistence produces population densities between .5 and 50 people per square mile.

Mixed economies. These groups emphasize rotational farming, often yielding large amounts of food, mostly grains and vegetables. Modest amounts of meat, dairy products, and fish round out the diet. Such societies generally possess large tracts of arable soil, and devote their surplus land and harvests to providing for animals, or as storage for future use. Within these areas, population density varies from 10 to 100+ people per square mile.

3-SPECIAL FEATURES

In addition to the normal land-based realms and regions, there are some other places which do not fit into the standard category.

ISLES

Islands are everywhere on Kulthea, in every shape and size, in long chains or resting alone in a wide sea. Some are even in motion, floating domains sustained by exotic marine plants which are no more (or less) than great gas-filled balloons.

Numerous chains of treacherous atolls also stretch across the seas, making navigation tricky for the skilled—and foolhardy for those without intimate knowledge of the sea-lanes. Among the most famous atoll chains are the jagged ebon fangs which march in long rows to guard the Navigators' realm of *Nexus*. Hundreds of feet high, these craggy black spires rise straight out of the thundering sea, blocking the way to the mist-veiled lands beyond.

Some islands have no permanent home another way: even their relation with the Shadow World is tenuous. Linked with the Flows of Essænce, they are in no particular place at any given time, but can be nowhere — or several places at once. Only the Loremasters and the Navigators fully understand these places.

VOLCANIC AND SEISMIC ACTIVITY

Kulthea is a world rocked by frequent disturbances from within. The unstable tectonic plates grind against one another, vying for dominance; powerful lunar gravity tugs at the planet. These tectonic plates generally correspond to the continents, with plate boundaries running along coasts and mountain ranges. These are the most likely areas for seismic activity... though nowhere is safe.

Volcanic action, while also more frequent in those regions, is also scattered all over the globe. A few very prominent volcanoes are noted on the map, but there are literally hundreds more in various states. The three basic states are:

Active, with continuous lava flows, or at least liquid lava exposed within the crater. These volcanos are subject to intermittent lava flows and occasional blasts of steam and lava from the cone.

Dormant, meaning that the crater has sealed over with hardened lava, but is still believed to have subsurface activity. Such can 'blow' without warning and very violently, sending sprays of molten rock and plumes of smoke hundreds of feet into the air.

Extinct, in which the volcano has sealed and all subsurface activity has ceased. Either the magma has re-routed or has cooled and hardened. These volcanos will never be active again, and many have become the exterior of a crater lake or other interesting natural land form.

Flow-storms can also trigger volcanic eruptions and earthquakes. The force of the Essænce is enough to rend the earth itself.

UNDEREARTH

This is a generic name given to the underground areas on Kulthea. Some are much more than mere caverns: gigantic regions lurk deep beneath the surface of the planet, harboring civilizations long forgotten by surface dwellers. Legends tell of continents sinking intact beneath the seas during the ancient conflicts and covered by domes of lava. These places, now miles under the lands and oceans, are illuminated by strange ethereal lights and warmed by the earth itself.

The Ash Lairs

A vast subterranean and submarine network, the Ash Lairs are tunnels which connect to cavern complexes beneath virtually all of the major continents. To some they are called the *Deeps* because of their great distance underground. They are also known as the *Caverns of Fire*.

Encompassing vast magma grottoes, grand caverns, and endless twisting tunnels of glassy obsidian, the Ash Lairs vary wildly in nature. They may be natural volcanic creations or constructed by the Lords of Essænce — or, most likely — a combination of both. Few know of their existence; no one knows their extent.

The Ash Lairs are home to many fearsome creatures, including demons and subterranean monsters. There are many portals to the Pales here as well, allowing demons access to Kulthea.

UNDER SEA

Sea Elves and Mermen have undersea kingdoms throughout the temperate shallows of Kulthea. In addition to these realms, there are two very special ocean-related features.

Ice Grottoes

At the southern pole lie the Ice Grottoes: monstrous hollows formed of ice with floors of water at sea level, and others deep under the sea with foundations of rock or ice. These interlinked caves can span miles in grand unsupported vaults, and beneath these crystal roofs lie islands warmed by submarine steam vents. Many support lush jungles and forests with unique life. Light in the Ice Grottoes is a diffuse luminescence which filters through the thick crystalline roof.

Coral Roads

These beautiful, ancient submarine highways were constructed (or grown) in the Interregnum between the First and Second Eras

by a mysterious group known only as the *Earthwardens*. Above-ground entries to the network are cleverly hidden in rocky coastlines or lonely atolls. Over the millennia some of these entryways—and some tunnels themselves—have been flooded or sealed off by the naturally growing coral. The Coral Roads usually follow island chains and undersea ridges, always in shallow water. Inside, the roads are arched corridors made up of coral and shell; some areas are translucent to allow filtered sunlight to illuminate the tunnels by day. Phosphorescent corals provide a dim blue-green light at night. Periodically along the route and at junctions there are airlocks with doors made of huge bivalve shells. The floors are uniformly smooth and flat, like mother-of-pearl.

It is believed that the Earthwardens built the Coral Roads as a secret, secure way to travel about the planet without being seen by powerful rivals—possibly surviving K'ta'viiri. It is also assumed that they used some sort of vehicles or beasts of burden to traverse the roads swiftly; perhaps precursors of the Tartu.

There is no known existing complete map of the Coral Road system, and the few partial maps are closely guarded.

4.THE EASTERN HEMISPHERE

Here, for the first time, is a glimpse of what lies on the far side of Kulthea.

Note: Unfortunately, a map of the Eastern hemisphere is not yet available. Hopefully one will be posted on the website in the near future.

The most obvious formation is the cluster of crater-rings of mountains in the northwest region. These were formed by the impact/penetration of the super-massive object which struck the planet long ago. (The Pillar of the Gods on the opposite side of the globe marks the exit-point of the object.) Other craters were caused by the impact of trailing material caught in the object's wake, striking along a line as the planet rotated.

One might think that such an object would have destroyed the planet or at least jarred it out of orbit. But the object (possibly a micro-black hole or neutron star) was moving so fast and was so small, that it penetrated Kulthea more like a hot needle than a cold hammer. It streaked through the core and out again in an instant, its gravitational power so briefly felt that the planet's own inertia prevented it from breaking up. More damage to the world was probably done by the cloud of material at the event horizon and the long trail of debris it had accumulated. Much of that material is believed to have also dusted the Five Moons; and the two smallest moons may actually be captured debris from the object. This event may also be the reason for the Essænce.

The Essænce Lords & Their Domains

Few but the Loremasters and a handful of other scholars even know of the ancient race which originally populated this planet, and even they all believe the same version of the fall of the Althans: that almost all were slain in the final conflict and the Eyes of Utha were placed at the poles to somehow protect the planet from dangers and moderate the Essænce.

This, however, is not entirely true. Many more followers of Kadæna survived than Utha and his Duskwalkers could hope to defeat, even with the Shadowstone lost. The Eyes were created as a prison, to trap the Kadænan Althans on Kulthea and in the eastern hemisphere where they were concentrated. The *Dænku Ahrenreth* was formed to monitor the Eyes and maintain a vigil against any K'ta'viiri (members of Kadæna's extended royal family) who might escape or emerge in the West. But the watch has

failed, and a former member of that order may soon be responsible for releasing these Essænce Lords from their prison.

Awakened from secret cronagenic (time suspension) vaults by the reappearance of the Shadowstone in 5030 TEI (brought back by Ondoal), the Essænce Lords have been building empires in the East for over a thousand years, and they are poised to make their escape. A handful of these K'ta'viiri, along with dozens of other Lords, have been fighting amongst themselves for supremacy, but also biding their time and massing their forces for the moment when they might escape from Kulthea and rule the stars once again. All of these realms are generally at Tech Level 6-8, with the Lords themselves having some machines to TL 15, but these are all items preserved from their former glory. Because of their few numbers, their inability to cooperate with each other, and the limited resources, they have been unable to construct many new tools, vehicles or weapons even approaching their old levels.

Ozyrin: The smallest of the domains, it is the realm of *Kyjariis*.

Sotar-ki: Lord V'jarin rules this domain in the southeast

Wojok: Located on a continent in the southwest, the Lord Dijarka has designs on Folenn across the Barrier.

Goth: The brothers *Jeral* and *Jeraniis* share control of this empire in the central continent.

Kytan-Kûr: Largest of the domains, it controls all the lands inside the crater-ring in the northwest. The ruler is *K'thaalhír*.

5·MULIRA

The name Mulira is applied by most scholars to the great 'H' shaped land mass, as well as the large area of land to the north (which is imprisoned in a glacier). The main continent hosts a wide variety of environments from cold tundra and wasteland to subtropics. Much of southern Mulira is lowland, excellent for farming. The earliest inhabitants of this region are racially Jineri (to the south) and Y'nar (in the colder north) in origin.

Realms and Regions

A. Gaurkon Island. [*Cool Temperate–Cold/Seasonal–Semiarid*] *Quaidu, Lugroki, Trolls (Herders, Fisherfolk/Dictatorship/TL:3)*

The inhabitants of this ring-shaped land are all under the fist of Ondoal. The mountains are riddled with tunnels and the peaks are dotted with lookout towers. At the center of this massive natural fortification is the Ahrenreth citadel of *Ahrentorg* (Ir. "Shadowed Secret").

B. Grass Sea: [*Cool Temperate–Cold/Seasonal–Semiarid*] *Y'nari (Hunter-gatherers/Clan/TL:2)*

A vast steppe, largely uninhabited except for scattered groups of semi-nomadic Y'nari and their herds of Alpaca. The western and northern regions are well above sea level with sheer cliffs along the coast. The land descends towards the east, down to sea level by the time it meets the Black Plain.

C. Redsky Marches: [*Cold–Frozen/Semiarid*] *Anzeti (Fisherfolk/Clan/TL:2)*



This region is mostly desolate tundra. There are a few Anzeti villages along the coast, especially in the Axe-notch Bight, which reaches to the feet of the snow-covered White Rock Mountains.

D. Wyvern Isle: [*Cool Temperate/Seasonal*] Anzeti (*Mixed economies/TL: 4*)

This remote island, covered mostly by evergreen forests, is the retreat of the Loari Elven brothers Nyk and Dareu Elchai, lords of an ancient castle and (generally) benevolent rulers of several villages on the island.

E. T'sai Steppe: [*Cool Temperate–Cold/Semiarid*] Y'nar (*Herd-ers/Clan/TL:2*)

Tundra in the north gives way to open grassland in the southern regions. Still, the soil is poor and precipitation minimal. The ancient Humpback Mountains in the northwest do little to shield the land from arctic winds.

F. Mazzara Delta: [*Cool Temperate/Seasonal*] Y'nar (*Mixed economies/Monarchy/TL: 4*)

A vast delta/archipelago; this fragmented land and the shores to north and south are controlled by a Y'nari kingdom. At the head of this delta is the capital: Mazatlak Pillar City.

G. Black Plain: [*Cool Temperate–Cold/Seasonal–Semiarid*] Anzeti, Haid (*Hunter-gatherers, Herders/Clan/TL:2-3*)

Named for the glossy dark green grass which covers most of this lowland, the Plain is largely uninhabited except for settlements at the foothills of the three mountain ranges surrounding it.

H. The Lindiis Lakes: [*Cool Temperate/Seasonal*] Jineri (*Fisherfolk/Tribe/TL:2*)

This lake is one of the largest freshwater bodies on the planet, and provides a rich fishing ground for the Jineri people living along the coast.

I. Dagger-Ridge Bay: [*Cool Temperate/Seasonal*] Hírazi (*Mixed economies/Clan/TL: 3-4*)

The sheer Stonetooth Mountains which embrace the bay are riddled with caves. These are the eyries of a large clan of Hírazi: hundreds of winged men who jealously guard their domain.

J. Mnekora: [*Cool Temperate/Seasonal*] Centauri (*Herders-Mixed economies/Clan/TL:3*)

Centauri rule this island, and outsiders (with rare exception) are not welcome. The Centauri and Hírazi have formed an alliance to protect each other against an invasion of 'mundane' humans.

K. Ulak-shy [*Frozen/Semiarid*] Umli (*Fisherfolk/Clan/TL:2*)

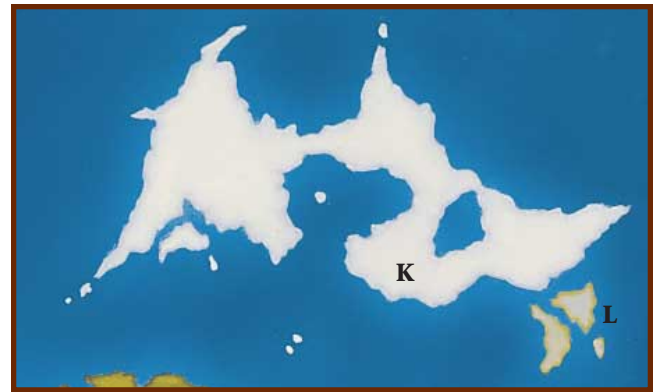
Scattered settlements of the hardy snow people carve out a marginal existence, subsisting on fish, arctic birds and the occasional polar bear.

L. Kalitaal: [*Cold/Semiarid*] Ky'taari (*Fisherfolk/Clan/TL:3*)

These islands are the only home of the Ky'taari people outside of the Mur Fostisyr, in NW Jaiman. They are less settled here, and even with their resistance to cold they would not have survived without the help of the Umli of Ulak-shy.

Places of Note

1. **The Ahrentorg:** (Ir. "Shadowed Secret"), one of the eight citadels of the Jerak Ahrenreth and as such a repository of a shard of the great crystal. It is also home of Ondoval, a K'ta'viir and former head of the Circle. His goal is the destruction of the Eyes of Utha; currently he has the captured northern Eye in a shielded vault deep under the Ahrentorg.
2. **Whispering Palace:** A sprawling ruin, a haunted castle complex covering several square miles along this island's SE coast. It is believed that the ruins date to the very late Second Era. In design and materials they resemble those of the Jinteni of SW Emer. There are common design elements with the *City of the Dead* in the Uj desert.
3. **Isle of Ghosts:** This entire island was once a city, but all now lies in ruins. The architecture is similar to that of the Whispering Palace and so is believed to be also Jinteni in origin—or possibly a culture with ties to lost Taranian.
4. **Gendael:** A trading center where furs, ores, fish, meat and other staples are exchanged for exotic spices and other items from more temperate lands. The road to Mazatlak is heavily travelled.
5. **Mazatlak Pillar City:** A regional trade center and capital of the Mazzara Delta kingdom.
6. **Yarlis City:** More of a large trade-town, Yarlis is still a focal point of the region.
7. **Razii City:** The heart of the Hírazi realm, where the clan chiefs reside with their nest-brothers.



6·AGYRA

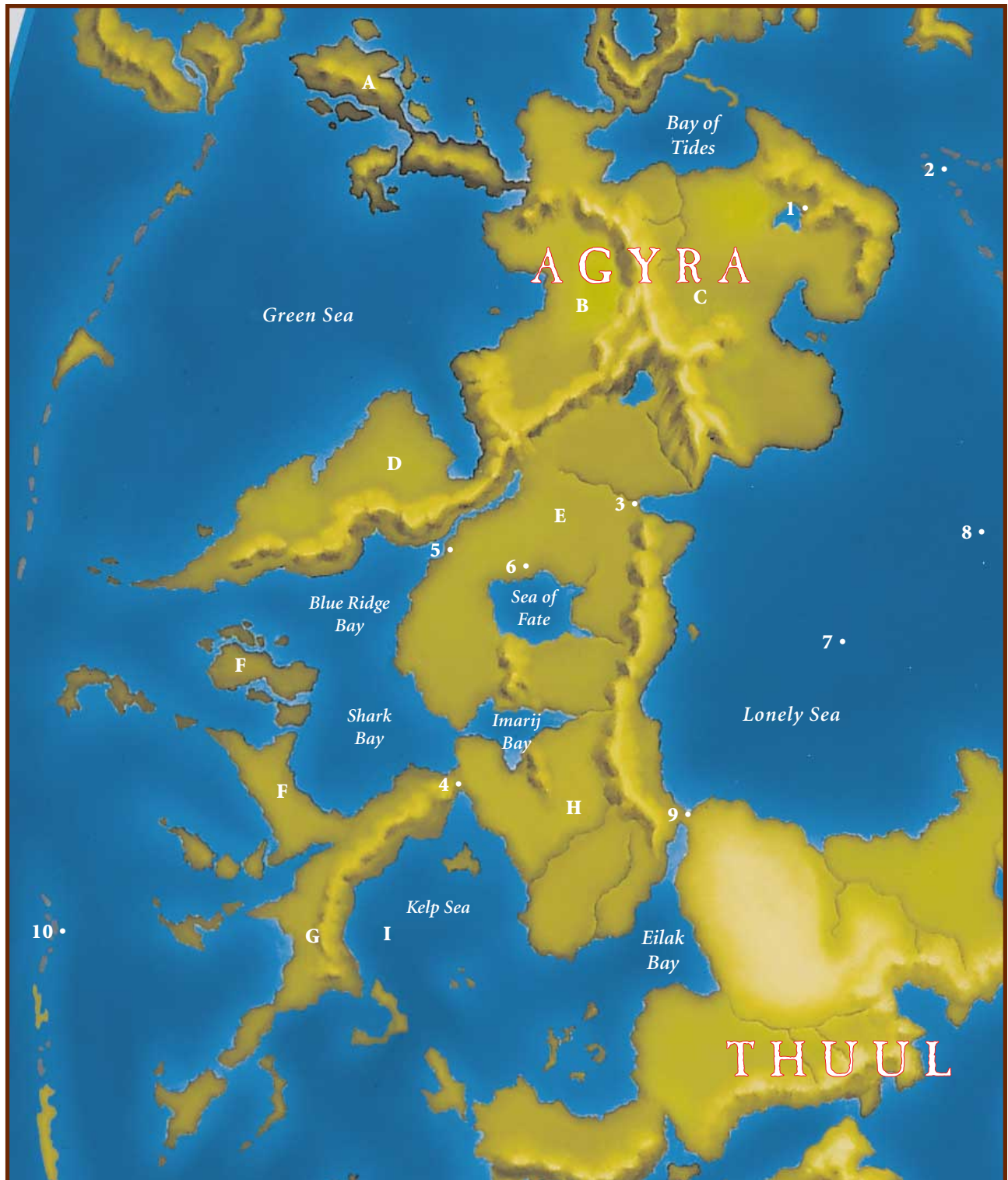
A large area of land riddled with rivers, bays and lakes, Agyra is divided primarily by the Iron Mountains (which run along the southern coast of Cestos and Ormulu) and the great Roak Ridge, (separating the Alnorau Plain from the western lands, then continuing south to form the eastern edge of the continent until it meets Thuul). Agyra's lands are for the most part remarkably

fertile, and its climate temperate. It has proven an ideal homeland for the *Alliance*.

Realms and Regions

A. Orenoki Peninsula: [*Temperate/Humid*] *Jineri* (Hunter-gatherers/Tribe/TL:2)

Rocky coasts protect this largely uninhabited peninsula where thick coniferous forests blanket most of the land. They also con-



ceal many ancient Jinteni ruins. The few Jineri inhabitants shun the crumbling sites, believing them to be haunted.

B. Ormulu: [*Tropical–Temperate/Rainy–Humid*] Ochu (*Slash and burn agriculturists/Theocracy/TL:3*); Jineri (*Hunter-gatherers/Tribe/TL:2*)

The northern regions are temperate fertile lands with many small rivers, controlled mainly by a number of Ochu city-states. The south is a dense rainforest inhabited by Jineri tribes.

C. Alnorau Plain: [*Temperate/Seasonal*] Ochu (*Slash and burn agriculturists/Theocracy, Tribe/TL:2-3*)

The northern regions are mostly fertile river valleys. Ochu settlements which were previously in an almost constant state of war are now at peace under the wing of the Alliance (the Jenaar of the Alliance, with their Kal-chaah guard, are considered messengers of the gods by the Ochu priests). The southern peninsula is impenetrable rainforest inland, with a few coastal settlements.

D. Cestos: [*Tropical/Rainy*] Ochu (*Fisherfolk/Clan/TL:2*)

Dense inland rainforest is largely uninhabited; coastal settlements are for the most part along the Shimmering Bay to the northeast. Recently some of the Ochu have been recruited by the Alliance to mine rich diamond, iron and eog veins in the Smoking Hills to the northeast of the bay.

E. Ubenmas: [*Tropical/Humid*] Ochu, Erlini, Jaaderi, Dyari (*Mixed economies/Oligarchy/TL: 5-7*)

This is the heart of the lands controlled by the Alliance. Great roads have been cut through the jungles and tracts of land cleared

Note that even here there are still isolated tribes of Ochu people living in the rainforest.

F. Nadai-koru peninsula: [*Tropical/Rainy*] Jaaderi (*Fisherfolk/Theocracy/TL: 2-3*)

This peninsula and the associated islands are also under the control of the Alliance, though they are left largely to their own devices. The Alliance easily subjugated the most useful tribes by having certain Jenaara Mystics appear in the form of Nadai gods, with their Kal-chaah guards as heavenly heralds. Now the natives gladly pay tribute... and sometimes their prayers for better weather or the end of a sickness are answered.

G. Kuriis-Kinn lands: [*Tropical/Rainy–Humid*] Jineri (*Fisherfolk/Monarchy, Tribe/TL:1c-2*)

From the southern portion of the *Sullen Mountains*, extending southwest along a slender peninsula and islands beyond, this land is inhabited mainly by Jineri in scattered tribes. However, in the southern portion is a growing realm led by a powerful priest-king. The Kuriis people are constantly threatened by volcanoes scattered through the aptly-named mountains.

H. Gorma'al Basin: [*Tropical/Rainy*] Jineri, Jaaderi (*Fisherfolk/Tribe/TL: 1b-2*)

This is a vast rainforest lowland straddling the Gora River. It is essentially controlled by the Alliance but many tribes are still independent and there is constant fighting between the Jineri and Jaaderi tribes.

I. Kah'hai'ree [*Temperate/Undersea*] Mermen (*Fisherfolk/Monarchy/TL:1c-2*)

This Merman realm is—beyond rumor—unknown to the land-dwellers around, and the king is happy to keep it that way. The Mermen of Kah'hai'ree reside mainly in the shallows of the southwestern area of the Kelp Sea, which provides them not only food but concealment. And travellers by boat avoid this region in particular for fear that the kelp will trap their ships.

Places of Note

1. **Ssoiayig Saer** (K. 'Caves of the Drakes' Birthplace'), the ancient secret breeding caves overlooking the *Silver Scales Lake*.
2. **Nivean Atolls:** Beneath lies a Coral Road.
3. **Anakata:** Second city of the Alliance, at the mouth of the Charayh River.
4. **Nontataku:** On the south side of this isthmus, Nontataku is an important trade city controlled by a Jaaderi warlord. Also of great importance is the Imarij Sea-tunnel, connecting the Kelp Sea with Shark Bay on the north.
5. **Arajaku:** Capital city of the Alliance, where the long Nedrael Estuary meets the Blue Ridge Bay. Arajaku is a fortified city with many tall, graceful towers and wide avenues within its crenellated walls.
6. **Green beach of Na-kor-Ru:** the adjacent forest is home to the Shards of Ubenmas. Alliance explorers inadvertently awakened the ancient menace there, and are currently taking measures to contain or control the shards.
7. **Tarania:** Beneath the Lonely Sea lies a vast submarine cavern: survivors of the Interregnum whose entire realm sank beneath the ocean during the Great Wars. Loremasters raise a skeptical eyebrow at the mere mention of the *Nulakh* (I. "Lost Isle"), but rumors of this place persist. In some cultures this legendary land is called *Tarania*. Tarania did once exist, a great island in the middle of the Lonely Sea. Its inhabitants were highly advanced technologically—moreso than any since the Althans, and still far ahead of any civilization now. They built the Subshuttle system and had colonies in several other continents, but kept themselves apart from the Jinteni and Wôrim. These other two cultures were less technically advanced but possessed aptitudes for the Essænce which the Taranians did not.
8. **Karilôn:** Secret island home of the Loremasters (approximate location). Guarded by magical protections and vigilant sentries, Karilôn is a complex of libraries, residences and training areas. At the heart of it all is the ancient Tower of the Winds, a beautiful Earthwardens structure.
9. **Mirataar:** Formerly controlled by a Jaaderi warlord, this city-state is now governed by an Alliance administrator. Controlling trade along the coast road to Tetaum, and between the Eliak Bay and Lonely Sea, it is an important access point.
10. **Arg Arul** (Kg. 'Isle's End'): The home of The female dragonlord *Ulya Shek*, and main port of her submarine fleet. She now has six ships which resemble great spinesharks. Her island is heavily fortified, and protected by human, dragon and her demon/human fusions: *Dusdurbulgaur* (K. "Warrior-demon offspring"). She has also constructed a number of Portals linking Arg Arul to Essænce Lords installations where she and Jenkyna operate.

7·THUUL

This great ring of land was formed ages ago by some great cataclysm, changing forever the face of all Kulthea. In the very center is an isle known as *Luor'ka'tai* (I: "Pillar of the Gods"). It is a tapered column of black Laen and glass rising out of a rocky foundation five miles into the Kulthean sky. The exact origin and nature of the Pillar of the Gods is unknown. Some postulate the impact of a huge meteor, while those few with a more advanced knowledge of physics propose that a supermassive body (such as a tiny black hole) plunged through the planet at tremendous speed, extruding material from the core, creating the Pillar of the Gods.

Powerful Essænce envelops the ring-shaped continent, and grows stronger in waves as one nears the center — much like ripples from a pebble dropped in a quiet pond. But these ripples are disturbances of pure energy, causing shifts in the very fabric of space and time as one passes the inner pair of guardian isles.

The northwestern area of the Ring is arid desert, while the southwest is semi-arid. The eastern regions are tropical in the north to cool or temperate in the far south.

The Guardian Sea on the interior of the continent is surprisingly turbulent; whirlpools are common violent storms are frequent.

Realms and Regions

A. Flowstorm Isles: [*Tropical–Cold/Rainy–Semiarid*]

Much like the Isles of Bloody Sunsets (the name of the northern portion of this long chain), these are mainly atolls and tiny uninhabited islands. This chain is remarkable because it is the closest land to the western Barrier. A Coral Road runs beneath this chain.

B. Chaal-chu: [*Tropical/Rainy*] *Eritari, Thesians* (*Hunter-gatherers/Tribe/TL:2*)

In an (apparently) unique and frightening aberration, there are Half-elven Eritari tribes in Chaal-chu who are cannibalistic. They believe that feeding on their full-mortal cousins the Thesian tribes will extend their lives. This practice is encouraged by shaman priests who lead the shockingly vicious attacks.



C. Kerovan States: [*Tropical/Humid*] *Thesians (Mixed economies/Feudal/TL:3-4)*

A dozen or so separate city-states and petty kingdoms, the various Kerovan groups have been almost constantly warring against each other—until they were absorbed into the merchantile empire known as the *Alliance*.

D. Joru Desert: [*Hot/Arid*] *Synshari (Hunter-gatherers/Anarchy/TL:2)*

A true desert of rolling dunes, Joru is desolate except for the rare oasis.

E. Gethyra: [*Hot-Tropical/Wet & Dry-Arid*] *Muadani (Mixed economies/Monarchy/TL:3)*

This land of desert broken by fertile river valleys is home to an ancient realm known also as the Kingdom of the Desert Jewel. The people are locally known as Gethryn. They have recently come under the sway of the *Alliance*.

F. Lypanax: [*Tropical-Temperate/Rainy-Seasonal*] *Jineri (Hunter-gatherers, Herders, Fisherfolk/Tribe/TL:2)*

The entire northern region is impenetrable jungle, but the south is warm, temperate lands. Even this portion of the subcontinent is sparsely settled, however, due to its isolation from surrounding lands: rough coastal waters make navigation difficult, and *Essænce* flows make even magical transport a tricky proposition. Just as well, because the Jineri of these lands are violent and warlike. They use blowguns with deadly poison against their rivals.

G. The Jan: [*Temperate-Cool Temperate/Humid-Wet & Dry*] *Haid subrace (Clan/TL:2-3)*

This area is inhabited by a people known as the Jan, or the *Nomads of the Nine Nations*.

H. Shoneb Empire: [*Tropical-Temperate/Humid-Seasonal*] *Muadani, Shay (Mixed economies/Monarchy/TL:3)*

Once rivals of the Jan, they have now joined them as subjects of the *Alliance*.

I. Sul-zuah: [*Temperate/Undersea*] *Mermen (Fisherfolk/Monarchy/TL:1c-2)*

Another Merman Kingdom, this one more hostile to surface-dwellers than most. They would not hesitate to kill intruders to protect their privacy.

J. Bartuche: [*Cool Temperate/Seasonal*] *Talath, Y'nari, Erlini (Herders/Clan/TL:2-3)*

Scattered herders sparsely populate this land. There are also a few small Erlini tribes in the northern mixed forests.

K. Nestakah: [*Tropical/Rainy-Humid*] *Thesians (Hunter-gath-*

ers/Theocracy, Tribe/TL:2-3)

The dense rainforest has so far defied *Alliance* incursion, protecting the Thesians and Jinteni ruins within.

L. Jhoridia: [*Tropical/Rainy-Humid*] *Jhordi (Mixed economies/Republic/TL:4)*

The blue men with no speech are free of the domination of the Ordainer Morloch and are rebuilding their realm, but they may soon find themselves caught between the advancing *Alliance* and the imperialist Vashaan Domain of Falias. The capital is *Xarok-Taal*.

M. Kadru: [*Hot-Tropical/Wet & Dry-Semiarid*] *Rasha-ai, Rhiani (Herders/Clan/TL:1-2)*

Kadru is the westernmost (and newest) province of the Vashaan Domain, though the original inhabitants of the central plains have yet to be subjugated. Currently there are Vashaan settlers along the east and southern coast and a few expeditions westward.

N. Arg Uscurac: [*Tropical/Rainy*]

These isles are unoccupied; frequent storms from the *essænce* discharges would make normal subsistence impossible.



O. Thynar: [*Tropical/Rainy*] *Thesians (Fisherfolk/Kingdom/TL: 2)*

The kingdom of Thynar extends south through the mountain gap. It is a protectorate province of the Vashaan Domain of Falias, and pays tribute in grains and valuable ores.

P. Khur Fiefdoms: [*Temperate/Seasonal*] *Shay (Feudal/TL:3)*

A province of the Vashaan Domain, the fiefdoms are a string of feudal holdings. Once they were a more united kingdom, frequently at odds with Thynar, but Vashaan has put an end to hostilities.

Q. Arlandia: [*Tropical–Temperate/Rainy–Seasonal*] *Eritari (Fisherfolk/Monarchy/TL:2)*

In the forest between two rivers lies this small kingdom, long isolated and hidden. There are a few Earthwarden ruins here.

R. Gufu Rainforest: [*Tropical/Rainy*] *Thesians, others (Hunter-gatherers/Tribe/TL:2-3)*

A huge unbroken jungle blankets this entire region. There are scattered Thesian settlements, but even they are very sparse. There are also some Forest Giant tribes, and at least one tribe of a hybrid race of the two: large, powerful men and women, strong yet agile.

S. Xa'iayn: [*Tropical/Humid*] *Kinsai (Mixed economies/Monarchy/TL:4)*

Most of this island is uninhabited except for a few scattered tribes of jungle garks and Forest Giants. But along the southwest coast is the small kingdom of Xa'iayn. Many of the Kinsai people here have rudimentary Mentalist powers but no training.

T. Kalanda-nor Plateau: [*Hot/Semiarid–Arid*] *Rasha-ai (Hunter-gatherers/Clan/TL:1b)*

This great savannah is mostly scrub grass, mixed with a few stunted forests and more fertile grassland.

U. Wrangôr: [*Temperate/Seasonal*] *Lugroki, others (Slash and burn agriculturists/Dictatorship, Tribe/TL:2)*

This is a realm of Lugrôki, and Lugrôk-hybrids, the result of centuries of captured slaves being interbred with the Lugrôk population. This has created a race smaller than the true 'High Lugrôki' but able to function during the day as well as at night. They are no less ugly, however. This program has been under the Dark Master, a shadowy dictator who, with his War Troll guard, resides in a citadel outside the port city of Vashtak.

The 'Dark Master' of this realm is a Dyar Elf, a powerful Mystic who rules through terror and brute force—concepts which the Lugrôki understand all too well.

V. Nemogûk: [*Underground*] *Murlogi (Mixed economies/Dictatorship/TL:3)*

Beneath the southern portion of the Clythul Mountains is a sprawling Murlogi city. A few chambers are grand halls which must have been built by another race long ago, but most are the small warrens the goblin-folk prefer. This realm is under the control of a Mountain Giant and his clan.

W. Grennhill: [*Temperate/Seasonal*] *Hill & Forest Giants (Hunter-gatherers/Clan/TL:1c)*

A rocky island dotted with mixed forests, Grennhill has avoided Wrangôr's eye thus far, partly because of the treacherous coastline. The Giants who live here are basically peaceful but wary of the 'little people' and would defend their land with deadly force.

Places of Note

1. Dream Isles: Located in the center of the Kelp Sea, this is the home of the three *Dreamlords*. Iylari Elves with mystical powers, the Dreamlords have hidden and protected the isles with powerful magical defenses. Even the Mermen are unaware of them beyond rumor.

2. Ketalnor: Trade port and last city before the Chaal-chu jungles.

3. Barzu-chaa: Ruins litter this island; apparently this was an important city-state sometime in the Interregnum, though the architecture and technical level (TL:4-5) does not match Jinteni, Wôrim or Earthwarden type.

4. Tetaum: Capital of Gethyra.

5. Doomstraits Isle: Rocky island which is the home to Jaaderi pirates along the coasts and Forest Giants in the interior. The two groups leave each other alone.

6. Kykor Ku: Deserted except for dangerous jungle Garks and a Jinteni tomb complex (Similar to the City of the dead in Emer but much less extensive).

7. Thalassia: Deserted but for Tanaran ruins and a hidden subshuttle station.

8. Ugaar-Shú: this volcanic island is the site of the *Ahrenraax* (Ir. "Secret Claw"): One of the eight 'secrets' or citadels of the Jerak Ahrenreth, and home of Morloch the Ordainer. During most of the second and third millennia of this age, Morloch held sway over most of eastern Thuul. In recent years Morloch has allowed much of his dominion to fall under the sway of others; the reason for this apparent retreat is unclear to the Loremasters.

9. Ohtah: Active volcanoes, home of Fire Giants.

10. Pillar of the Gods: (*Luor'ka'tai*) A pinnacle of extruded black laen and star iron reaching miles into the sky. Most current Kulthean inhabitants assume that it was the work of the gods. The *Bay of the Gods* immediately around the Pillar is always churning, full of treacherous whirlpools, watersouts and electrical discharges. Unstable Essænce flows and storms are more common here than anywhere else in the hemisphere. The Pillar was created by a black hole passing through the planet many ages ago. It entered through the far side, creating vast concentric craters, and exited here, extruding core material which hardened instantly.

11. Dalov Griev (E. "Isle of Jewels"): Secret Forge/Smithy of Tethior. This sprawling complex is home to the great alchemist and his retinue of apprentices and servants. It is guarded by magical defenses, mechanical traps and Changramai warriors.

12. Trogli Warrens: These creatures are the least of the Trogli race and barely qualify as humanoid, having little social structure beyond basic family groups. However, they have multiplied under the central *Clythul Mountains*. They feed on underground creatures in the darkness, but in recent centuries have become emboldened enough to emerge in the darkness under the waning sickle of Orhan to snatch surface creatures and people. They are also a threat to the Murlogi cavern city to the south.

13. Tower Isle: Earning its name, this island is a virtual pillar of stone rising several hundred feet above the crashing waters. The summit is covered by deciduous forest, which conceals not only some ancient ruins but an observation outpost built by the *Dia Khovaria*, a research organization of the Terran Star Empire. (See *Space Master*). It was only with the removal of the Northern Eye that the D.K. was able to send manned ships into the Kulthean atmosphere with any reasonable chance of landing safely; energy fields surrounding the planet make any passage through the magnetosphere problematical.

14. Vashtak: Port city, capital of Wrangôr. While this realm is mostly Lugrôki and hybrids, there are many races to be found in this bustling port. It is not a place for the weak or faint of heart however.

15. **Mount Urgokh.** A very large active volcano, Urgokh periodically spews fire and ash into the sky, but has yet to erupt with real violence. There are entrances to the Ash Lairs in caves nearby, some inhabited by renegade Lugrôki... and also deep in the caverns is trapped an *Ordainer*.

8·MYTHENIS

A continent of contrasts, Mythenis lies in the far southwest of the hemisphere, a mountainous heartland sprouting numerous peninsulas and strings of islands. The shores along the north and center are amazingly temperate for the latitude, while the southern regions are blanketed with snow through most of the year. Mythenis is also subjected to considerable vulcanism; clouds of ash are common. Earthquakes too are chronic: the Mythenian mountain range is along a major fault line.

Realms and Regions

- A. Kestel Drang:** [*Cold/Wet & Dry-Semi-arid*] *Lydians (Mixed economies/Feudal/TL:3)*

A nominal kingdom of loosely aligned states (who frequently bicker amongst themselves), this is the most advanced culture on the continent.

- B. Waulok Ice Cluster:** [*Frozen/Arid*] *Ice Giants*.

A barren waste where only enchanted beings could survive.

- C. Kykynan:** [*Cold/Semi-arid*] *Haid (Hunter-gatherers/Tribe/TL:2)*

The horsemen tribes of the Kykynan plains are often at war with one another, which is fortunate for the Elves of Sardiskandor; for they could not stand against the united Haid tribes who covet their fertile temperate valleys.

- D. Sardiskandor:** [*Cool Temperate/Seasonal*] *Erlini, Sulini (Fisherfolk/Monarchy/TL:3)*

This kingdom, situated in the curving embrace of the Steam-ing Hills, enjoys an amazingly mild climate for its latitude. It owes this blessing to the sheltering hills and the nearby volcanoes.

- E. Barbuluk:** [*Underground*] *Goblins (Mixed economies, Special/Dictatorship/TL:2-3)*

This Goblin city was originally built by Dwarves, but in the Wars of Dominion they were overrun by dark armies breaking through from the Ash Lairs. Ruled by a Mountain Giant now, the Goblins have expanded the caverns under the mountains. Now they pose a second threat to the Elves of Sardiskandor.

- F. Vingaard:** [*Cold/Semi-arid*] *Lydians, Umli (Hunter-gatherers/Clan/TL:1b-1c)*

A great tundra which is frozen much of the year, Vingaard supports a few migrant groups who travel across the bleak plain on great sleds pulled by snow hounds.

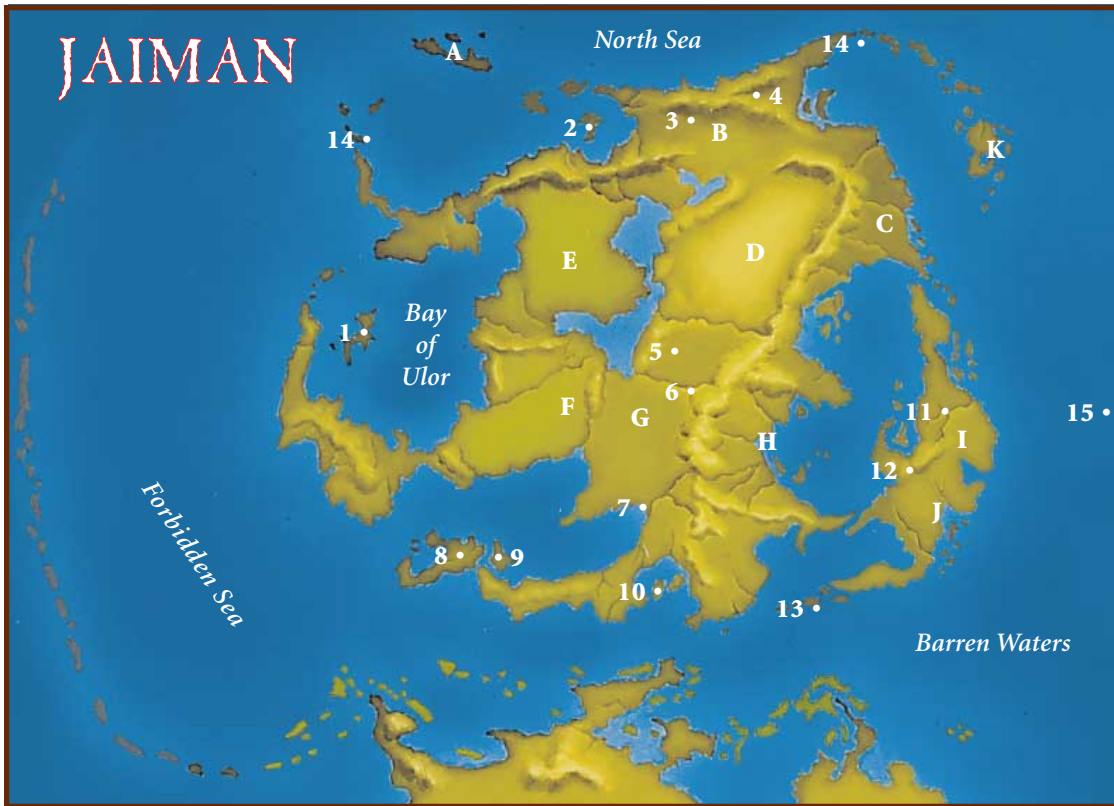
- G. Seldjaal:** [*Cold/Semi-arid*] *Lydians, Hill Giants, and hybrids (Herders/Clan/TL:1b-1c)*

This forbidding landscape is home to a few hardy clans, including a race of imposing hybrid men with pale hair and skin and who wear polar bear furs.

Places of Note

- 1. Isle of the Turning:** Earthwarden ruins guard a Coral Road entrance and a Portal. The Kestali believe it is haunted.
- 2. Great Ice barrier:** Rocks and hardy coral frequently catch drifting icebergs; beneath lies a Coral Road.
- 3. Kykaia Cape:** A trade port.
- 4. Hurricane Island:** An essence aberration causes a guarding wind to constantly blow around this strange land formation. There is an Earthwarden tower in the center.
- 5. Tree City:** Capital of Sardiskandor.





9. JAIMAN

While a small mass of land rather far north, Jaiman has had a powerful role in the world history. It is the home of many Loremasters and the center of several historic conflicts—a few of those tales are revealed in the sourcebook: *Jaiman, Land of Twilight*.

Jaiman is broken by mountain ranges, swift rivers, and a series of great lakes. Much of northern Jaiman is sub-polar (except for the far northeast, which is warmed by extensive volcanic action), while the more southern areas enjoy cool temperate climates.

NOTE: for more on Jaiman, See the book 'Haalkitaine' and the pdf file of the original book 'Jaiman', available from Eidolon Studio.

Realms and Regions

A. Mur Fostisyr: [Cold – Frozen:/Semiarid] Ky'taari (Mixed economies/Monarchy/TL: 4); Syrkakar (Mixed economies/Clan/TL:3); Udahir (Hunter-gatherers/Monarchy/TL:3-4).

This is a cluster of islands, home to the Ky'taari, Fustir, Udahir and Syrkakar peoples. In recent years the Syrkakar have more or less overrun the homes of the other races to dominate the Land of Blue Light.

B. Lu'nak: [Cold/Wet & Dry] Haid, Jameri (Herders/Clan/TL:3)

This land is best known for its coniferous woods, including the beautiful *Blue Forest*... and the more sinister Forest of Dir.

C. Wuliris: [Cool Temperate–Cold/Seasonal] Jameri, Haid (Herders, Fisherfolk/Monarchy (under Rhakhaan)/TL:2-4)

This bleak land is now under the control of the Rhakhaan Empire.

D. Zor Wastes: [Cool Temperate – Cold/Wet & Dry – Semiarid]

The kingdom of Zor was utterly destroyed in a cataclysm many centuries ago and the land continues to be a desolate waste where nothing will grow; nevertheless it is now claimed by Rhakhaan.

It is believed that any who remain in the Waste too long or venture near the old capital ruins soon grow sick and die. [This is no longer true; the radiation has dissipated.]

E. Saralis: [Cool Temperate–Cold/Seasonal] Jameri, Haid (Herders, Fisherfolk/Anarchy, Feudal/TL:2-4)

The old kingdom of Saralis is long gone, the Wyvern crown destroyed. Now the place is largely empty except for a few remote fortified homesteads and scattered holdings by petty lords.

F. U-Lyshak: [Cool Temperate/Seasonal] Jameri (Mixed economies/Feudal/TL: 4); Erlini (Mixed economies/Monarchy/TL:4-5)

This southwestern quadrant of Jaiman was once the magical Sea-Drake Crown-realm of U-Lyshak, but was fragmented long ago. The western mainland region is now the fledgeling kingdom of Helyssa, the south is the Elven forest of Remiraith, and the north is ruled by many warlords who battle amongst themselves.

G. Rhakhaan: [Cool Temperate/Seasonal] Laan/Jameri (Feudal Monarchy/Mixed economies/TL:6)

Now the most powerful kingdom on Jaiman, Rhakhaan has expanded into lands formerly controlled by the other 'crown realms' and has truly become an empire.

H. Tanara: [Cool Temperate – Cold/Seasonal] Dúranaki (Mixed economies/Oligarchy/TL: 5); Myri (Herders/Clan/TL: 2); Sulini (Fisherfolk/Clan/TL: 3)

Formerly another of the six 'Crown Realms,' the Pegasus Kingdom of Tanara is now essentially a free land under the nominal control of the reclusive Dúranaki, with the Myri and Sulini peoples maintaining a quiet, independent life in the lowland valleys and coastal lands.

I. Urulan: [*Cool Temperate/Seasonal*]Erlin, Punkari, Sulini (Hunter-gatherers, Fisherfolk/Anarchy, Clan/TL:2-4)

Once the powerful Unicorn kingdom (one of the six 'crown' realms), Urulan is now mostly wilderness with scattered Punkari and Erlin tribes inland and Sulini along the coasts.

J. Sularin: [*Cool Temperate/Seasonal*]Erlin, Sulini (Mixed economies/TL:4)

A small Elven kingdom located in a secret cluster of valleys on the eastern coast of Urulan, Sularin has escaped the notice of all invaders so far. The Erlin king has in his possession the Unicorn Sword and pendant

K. Belgor: [*Cold/Wet & Dry*] Jameri, Umlu (Fisherfolk/Clan/TL:3)

The rugged terrain and icy climate of this island make it an inhospitable home. Despite this, a few villages of hardy fishermen live here... beyond the reach of the Rhakhaan Empire.

Places of Note

1. **Ulor:** Home of Lorgalis and the *Ahrendiir* (Ir. 'Shackled Secret'), one of the eight citadels of the Jerak Ahrenreth. Lorgalis also controls the peninsulas north and south of the island, both populated by a mix of Quaidu, Jameri and Haid peoples.

2. **Quellbourne:** In addition to the ruins of the city of Quellburn there is the trade port of Kelfour's Landing. (*Quellbourne, Land of the Silver Mist*)

3. **The Forest of Dir:** Home to several lats of the infamous *Shards of Dir*, and one of the I-lat Norg: Shar Tii.

4. **Ja'miil Targ:** This region is a lava field surrounded by glaciers and tundra. At the knees of one active volcano is the *Uronthis*

Kalthul (Ir. Claw of the Dragon): the citadel of the Dragonlord Sulthon Ni'shaang.

5. **Gryphon College:** A school of magic and a sanctuary.

6. **Haalkitaine:** Capital of the Rhakhaan Empire, Haalkitaine is a fortified city in the foothills of the Grey Mountains.

7. **Lethys:** Second most important city in Rhakhaan; important trade center.

8. **Plasidar:** This island is home to Dyari pirate-lords and their minions.

9. **Aranmor:** A site of many ruins, this island is also home to an active volcano. Submarine vents cause the seas all around the island to steam and boil, making a visitation difficult. (*Demons of the Burning Night*)

10. **Nomikos Library:** The isle itself is called Ormian, the home of one of the most famous repositories of knowledge on Kulthea. There is also a small university on the grounds, all located on a high bluff. Below the library is a small port village.

11. **Ar-talisen:** Old capital of Urulan. Once a beautiful city of Orhan-marble towers, fountains and tree-lined courts, it is now in ruins... and haunted.

12. **Tyrinia:** City ruins, held by the Punkari. Location of a *Bakuul Portal* (see *Artifacts & Lost Technology*).

13. **Tyrinia:** Coral Road Entry

14. Coral Road Entry.

15. **Ahrenlaakh:** (Ir. "Lost Secret") One of the eight 'secrets' of the Jerak Ahrenreth and home of the *Ark of Worlds*.



The Map Room at the Imperial Library in Haalkitaine

10-EMER

Lord of the western continents, Emer dominates the map. It is the legendary home of the *Masters of Emer*, an ancient pantheon of godlike beings who dominated all of Emer, ruling from a great palace in the central island of Votania. The Masters are long gone from Emer though tales of the ethereal gods persist, and Votania remains a haunted place. Navigators will not take you there (fueling erroneous rumors that *their* headquarters is located on Votania).

Climate on the vast continent is quite varied. Much of the southwest is arid, and while the northernmost regions are cool and temperate; the southeast is humid and tropical, and the central areas are temperate to subtropical.

NOTE: for more on Emer, see the Eidolon Studio Books *Emer Atlas I-IV*.

Realms and Regions (West/Central)

- A. **Thesmoq:** [Tropical/Humid] Jineri (Fisherfolk/Feudal/TL: 3)
Island nation, formerly a colony of the Emerian Empire.
- B. **Danarchis:** [Tropical/Humid] Laan (Mixed economies/Republic-Monarchy/TL:3-4).
A peaceful, seagoing people, the Danarchans are on friendly terms with most of their neighbors—except Præten.
- C. **Præten:** [Tropical/Humid] Shay (Mixed economies/Dictatorship/TL:3-4)
Præten is an expansionist realm of loosely allied city-states. They support pirates who raid neighboring realms.
- D. **Barellis:** [Tropical/Rainy] Jineri (Fisherfolk/Monarchy/TL:3)
A kingdom populated by a mixture of Jineri and immigrant Laan peoples.
- E. **Shinh Archipelago:** [Tropical/Rainy] Shay (Fisherfolk/varies).
A stretch of islands populated by pirates and wild creatures.

F. **Komaren Cluster:** [Tropical/Seasonal] varied (Mixed economies/Republic/TL:5)
An immigrant realm, Komaren is most notable because it is a refuge for the *sherikaan*. With their recent victory over the Vajaari forces, they have shown themselves as a force to be reckoned with.

G. **Talæn:** [Tropical/Humid] Erlini (Fisherfolk/Monarchy/TL:3)
An enclave of Erlini Elves who maintain a simple lifestyle on this forested isle. They do not welcome visitors, they are marginally less hostile to those of their own race.

H. **Zinvar:** [Temperate/Seasonal]
This island was once a bustling trade-port but after a mysterious disaster the inhabitants all died or fled. It is now generally thought to be haunted.

I. **Bodlea:** [Cool Temperate/Seasonal] Talath (Herders/Clan/TL:3)
The dales of this rolling land are interlinked villages. The inhabitants are peaceful and friendly, but increasingly wary of strangers because of recent aggression from Stroane.

J. **Pochantos:** [Hot-Tropical/Wet & Dry-Semi-arid] Ochu (Mixed economies/Monarchy/TL:2)
This land has recently been conquered by the Lankani and is now part of their empire.

K. **Vornia:** [Cool Temperate/Seasonal] Shay (Herders/Feudal/TL: 2-3)
No unified government here; independent city-states and petty kingdoms dot the land.



L. Sarnak: [*Cool Temperate/Seasonal*] *Laan/Shay (Mixed economies/Republic/TL: 3-4)*

Most notably, Sarnak is ruled by women. Men have no role in government or society.

M. Votania: [*Tropical/Rainy*]

Once the location of Aldain Castle, the capital of the Emerian Empire, Votania is now a deserted land, littered with ancient ruins. However, deep beneath the isle is the secret *Ahrenthrök*, and far up on the summit is the guarded home of the Masters of Emer, Titans long aloof from affairs of lesser beings.

N. Stroane: [*Temperate/Seasonal*] *Shay (Mixed economies/Dictatorship/TL:4)*

An expanding country seeking to bring all of Hæstra under its control.

O. Lankanök: [*Hot-Tropical/Wet & Dry-Arid*] *Jaaderi (Slash and burn agriculturists/Theocracy/TL:2-3)*

Under the serpent god Klysus, Lankanök has grown powerful in recent years, and is a potential threat to her neighbors as the Lankani priests are ever seeking more sacrifices for the bloodthirsty god.

P. Ardania: [*Hot/Wet & Dry*] *Laan/mixed (Mixed economies/Dictatorship/TL:5)*

This new kingdom seems intent on reviving the Emerian Empire. So far they have brought back many of the old customs... and some of the ancient artifacts.

Q. Vajaar: [*Tropical/Humid*] *Muadani (Mixed economies/Dictatorship/TL: 2-3)*

This realm recently made a bold attempt to conquer Komaren and other neighbors but suffered a humiliating defeat when her fleet was sabotaged. The government is now in confusion.

R. Itanis: [*Tropical/Humid*] *Kinsai (Mixed economies/Oligarchy/TL:4)*

The 'Warlocks' of Itanis rule this small cluster of islands, using their power—and the might of their amazon guard—to protect them from raiders and aggressive neighbors such as the Vajaari. Itanian *Truthsayers* (they are actually Seers and Mentalists) are famous across Emer and beyond, sought by kings and wealthy merchants alike—those who can afford their services, that is.

S. Rhiani Plains: [*Hot/Semiarid*] *Rhiani (Herders/Clan/TL:2)*

The horsemen of these plains struggle against a hostile environment to survive. While suspicious of strangers, they have a generous nature.

T. Lys: [*Tropical-Temperate/Humid-Seasonal*] *Linæri Elves (Mixed economies/Oligarchy/TL:5)*

A small refuge for the fair Elves, this land is guarded on the north by mountains and on other sides by rocky coasts. The Linæri also use their powerful magics to dissuade would-be invaders. While technically advanced, these Elves prefer a relatively simple life. One of the *Bakuul Portals* is located here, but the Elves keep it inactive and in a sealed chamber.

U. Uj Desert: [*Hot/Arid*] *Synshari (Hunter-gatherers/Anarchy/TL:2)*

Amidst the rolling dunes of Uj are scattered Synshari family groups. While they visit the few remote oases which exist in the deep desert, they do not linger there. As with most of their race, the Synshari here are extremely xenophobic.

V. Naal: [*Temperate/Rainy*] *Shay (Hunter-gatherers/Anarchy/TL:1-3)*

A civilization and environment destroyed by war with Ansidus, Naal is sparsely populated. Further east are desolate moors and bogs.

W. Caves of Ulgon: [*underground*] *Trogli (Hunter-gatherers/Tribe/TL:1); Krylites (Mixed economies/Oligarchy/TL:6-8)*

Stretching north beneath the length of the Spine of Emer and south under the Falias *Seawall Mountains*, the Caves of Ulgon are considered by some to be an upper portion of the Ash Lairs; there are undoubtedly links between them, but these caves are water-formed and generally not as deep as the Lairs. The northern regions are inhabited mainly by Trogli, while the southern portion is dominated by an insectile race called the *Krylites*, who possess an advanced technology but are few in number.

X. Gethæna: [*Hot/Semiarid (underground)*] *Special (Mixed economies/Feudal/TL:4-6)*

Home of the immortal and malicious Ishru and their servants the Dain Sædhu, Gethæna is located far beneath the Emerian continent. It can only be reached through secret, enchanted passages. In form Gethæna is a gigantic cavern, its roof so high that the inhabitants are unaware that they are living underground. It is illuminated with an eerie bronze light, bright enough to allow flora to live and grow.

GM Note: The Ishru lords of Gethæna are extremely powerful; the GM may wish to keep this place sealed and apart from the rest of the Shadow World.

Places of Note (West/Central)

1. **Artha:** Capital of Danarchis.
2. **Ikeya:** Capital of Præten.
3. **Xooba:** Trade city within the Præten kingdom. More of an independent city-stae, Xooba is a dangerous place, unofficially ruled by an oligarchy of pirate lords.
4. **Pahtëm:** A city of Lankanök (formerly Dubach, Capital of Pochantos).
5. **Changramai Monastery:** An elite school for martial arts; training center for the famous Changramai monk-bodyguards.
6. **Forest of Ash:** All the trees in this wood are dead, flash-burned by a burst of heat and radiation from a crashed spacecraft long ago. The forest is haunted by the undead crew and the ship's computer, which has been magically given a malevolent sentience.
7. **Kenezan:** Capital of the Lankan Empire.
8. **Isle of Fire:** Religious center of the Church of Zonar.
9. **Port of Izar:** Independent city-state and trade center.
10. **Aquitar:** Capital of the Komaren Republic of Islands (aka the 'Komaren Cluster')
11. **Kaitaine:** Independent city-state and trade center.
12. **White Wood:** A Haunted forest made up of leafless, bleached-white trees. At the center is a natural portal to the First Pale.
13. **Ahrenthrök:** (Ir. 'Guardian Secret') First and primary of the eight citadels of the Jerak Ahrenreth, it is the home of the Crystal.
14. **Ardan City:** Capital of the kingdom of Ardania.
15. **City of the Dead:** A vast necropolis believed to have been constructed by the Jinteni. It holds many secrets, including vehicles powered by the ancient, magical *Sun-gems*.
16. **Grotto Path:** A tunnel running under the Spine of Emer, the Path is at sea level and large enough for most ships to traverse. It connects the Bay of Uj and the Rællian Bay and is an important trade route.
17. **Tower of Vour:** Also the *Ahren-Lyax* (Ir. 'Dreaded Secret'), one of the eight citadels of the Jerak Ahrenreth. The plain beneath the tower is a huge marsh, haunted by the hundreds who died there in a great battle long ago.

so the Kuluku can just about name their price. What they are doing with their new wealth remains a mystery.

H. Rulaash: [*Tropical/Rainy*]

This dense rainforest is uninhabited excepting the rich variety of wildlife... and the shards who protect the perimeter of the Ahrenreth Secret (the *Ahrenæk*) in the mountain foothills.

I. Ahnasan: [*Tropical/Wet & Dry*] *Kinsai* (Hunter-gatherers/Tribe/TL:2)

Ahnasan is the name given to the open grassland north of the Black Mountains. It is sparsely inhabited by the Kinsai tribes, who ride the great six-legged beasts known as *kith* and hunt herds of antelope and other beasts. They supplement their diet with wild grains and berries.

J. Malqanar: [*Tropical/Humid*] *Shuluri* (Fisherfolk/Tribe/TL:3)

Shuluri are masters of the great Bay of Songs, living along the coast and in the warm shallows. The Malqani are among the more land-oriented aquatic Elves, and have trade ties to other cultures such as Námar-Tol, Sel-kai and Kaitaine. Blue pearls, as well as rare perfumes and dyes from creatures of the bay, are valued by many.

K. Isle of Jade: [*Tropical/Humid*] *Vorloi* (Mixed economies/Tribal/TL:4)

Long ago in the Second Era this island was under the benevolent rule of a theocracy administered by a triumvirate: a Warrior, a Priestess and a Mystic, who served the mythical Jade Dragon (which was, in fact the creation of an awakened K'ta'viir woman who has since departed). The triumvirate was overthrown by the *Green Brotherhood*, a dark priesthood in the service of a shadowy group known as the *Jerak Agothu*. Today the island is fragmented, a dozen different tribes engaged in shifting alliances and endless skirmishes.

Emer Places of Note (East)

- 1. Eidolon/Sel-kai City:** Eidolon is a gleaming vision: a city which literally floats in the sky. This makes it not only a powerful symbol of the wealth of Sel-kai but an ideal port for the city-state's fleet of flying merchant ships. Earthbound below is Sel-kai city, impressive in its own right for its size, varied population, and many bridges spanning the city's trademark canals.
- 2. Voerken Mire:** A huge swamp, inhabited by Kæden, gas dragons and undead.
- 3. Ashenoq:** The capital of the Nuyan-Khôm Kingdom.
- 4. Maelstrom of Quodoris:** A huge whirlpool which is a permanent menace to sea travellers in the area.
- 5. Varnost:** The Capital of Námar-Tol.
- 6. Orv Cibur:** The principal trading port of Námar-Tol.
- 7. Lost City of Zæn:** This is the home of the *Jerak Agothu*, worshippers of Agoth. Much of it was destroyed in the Wars of Dominion, but beneath the ruins remains a portal to the Void. Those mad enough to seek out Schrek's origins would find clues here.
- 8. Ahrenæk:** (Ir. 'Secret of Stone') One of the Eight Secrets of the Jerak Ahrenreth; also the great smithy and workshop complex of the Alchemist A'kesh Central Onar
- 9. Isle of Glass:** Home of the Dragonlord Drûl Churk. The island is a garden with a wide variety of flora, all under the care of the Dragonlord and his Erlin servants. It is also well guarded.

11.IYXIA

Less a continent than a peculiar cluster of islands strung between Emer and Palia, Iyxia nevertheless is worthy of mention for two related reasons

In actuality, of course, the home of the Navigators is the isle of Nexus, east of Emer at the center of a unique trinary formation of islands and atolls. Nourished by a swirling pinwheel of Essænce, the Navigators are able to propel themselves anywhere in a twinkling. This is the heart of Iyxia, less a continent than a strange collection of mountainous islands jutting from treacherous waters. The climate of most of the Iyxian isles is temperate or subtropical.

Realms and Regions

L. Gethanen: [*Temperate/Seasonal*] *Y'nar* (Fisherfolk/Clan/TL:2-3)

This large, verdant island would be a coveted possession, except that Gethanen is inaccessible even by Kulthean standards. It—like the other lands of Iyxia—is surrounded by treacherous reefs, atolls and rocky islands. All these hazards are made even more perilous by the many whirlpools and the swift, shifting currents. As a result it is a sparsely settled land, with scattered fishing villages along the coasts.

M. Nexus Island: [*Temperate/Seasonal*] *Kinsai, Sulini* (Mixed economies/Oligarchy/TL:4-5)

This island is home to the headquarters of the Navigators Guilds. The Nexus complex itself is located high in the central hills, while the lowlands and coasts are populated by a number of semi-autonomous towns and villages. They are all under the Navigators' rule and are responsible for guarding the island perimeter. In return they are granted many technological and magical benefits.

N. Iyxian Shallows: [*Temperate/underwater*] *Shuluri, Mermen* (Fisherfolk/Clan/TL:2)

Throughout the warm waters inside the great reef are scattered undersea villages of Mermen and Shuluri. The Sea Elves also have some settlements on the islands west of Unakai, but most prefer to live under the water.

O. Unakai: [*Temperate/Seasonal*] *Erlini* (Fisherfolk/Monarchy/TL:3-4)

Led by King Malæk, this bucolic Elven land is allied to the Silver Forest kingdom.

Places of Note

- 10. Channel Lighthouse:** Of Earthwarden construction. Beneath it is a Coral Road Entry.
- 11. The Nexus Complex:** An array of towers surround one great central hall, connecting to it and each other via a web of bridges, all supported by flying buttresses. Each guild has its own tower of residence, and inside the central tower is a huge chamber containing a massive globe. Using this they are able to keep track of all Navigators everywhere
- 12. The Great Reef:** This is a massive coral reef and shoal network with very few surface breaks. These openings are mapped by the residents of Nexus to allow them safe passage, but other sailors face almost certain destruction.
- 13. Old Earthwarden Tower:** Beneath it is a Coral Road Entry.

12·FALIAS

Lying to the south of Emer, Falias comprises a sizeable land mass, a large adjacent island further south, and a number of islands and island groupings in between.

Protected from the chill southern winds along the west by a range of sheer mountains, much of Falias is temperate and even tropical, with much of the northern portion of the main continent covered by lush rain-forest.

Realms and Regions

A. Vashaan Domain: [*Temperate/Seasonal*] *Loari, Shay, Ochu* (*Mixed economies/Feudal Monarchy/TL:5-6*)

This is an ancient Oligarchy ruled by Essence-wielding Loari Elves, essentially a council of lords. While not as advanced at air travel as Sel-kai, they have very advanced seafaring vessels which they have used to conquer many lands to the south and west. They also possess other technologies, including powered balloon airships.

B. Bokorean United Kingdoms: [*Tropical–Temperate/Humid–Seasonal*] *Jaaderi* (*Mixed economies/Feudal Monarchy/TL:2-3*)

While not as technically advanced as the Vashaani, the Bokoreans have managed to hold their own against the Elven power. The natural barrier of the Farini Mountains and the treacherous currents between Falias and Emer have been invaluable of course, making eastern Thuul a more appealing target for the Vashaanic explorer ships. Bokorea is a loose alliance of feudal lords under a relatively weak king. The lords are constantly bickering and there are frequent minor wars, but they unite against an outside foe.

C. Ur Jujuy: [*Tropical/Rainy*] *Thesians, Garks* (*Hunter-gatherers/Tribe/TL: 1c*)

This lush rainforest basin is sparsely populated, being home to widely scattered tribes. It also covers a plethora of ancient ruins from a mannish empire of the Second Era, the *Vyans*.

D. Rhôn: [*Temperate/Humid–Seasonal*] *Loari, Erlini, Eritari* (*Monarchy/TL:4-5*)

Rhôn was once more centralized and united, but the more remote Erlini and Eritari peoples have become more rustic and alienated from the city-states along the river which once ruled them.

E. Koumesh: [*Tropical–Temperate/Humid–Seasonal*] *Ochu* (*Slash and burn agriculturists/Theocracy/TL:2-3*)

The rainforest thins south of the Vananda river to a mix of temperate forest and grasslands. This region has been gathered together under a charismatic dynasty aided by powerful shaman-priests. This is the *Empire of the Black Sun*. Note: this is unrelated to the 'Black Dawn' cult.

F. Otah Rhi: [*Temperate/Humid*] *Ochu* (*Fisherfolk/Tribe/TL: 2*)

Ochu city-states vie for arable land along the southern coast and worship a variety of demanding gods under the direction of elite priests.

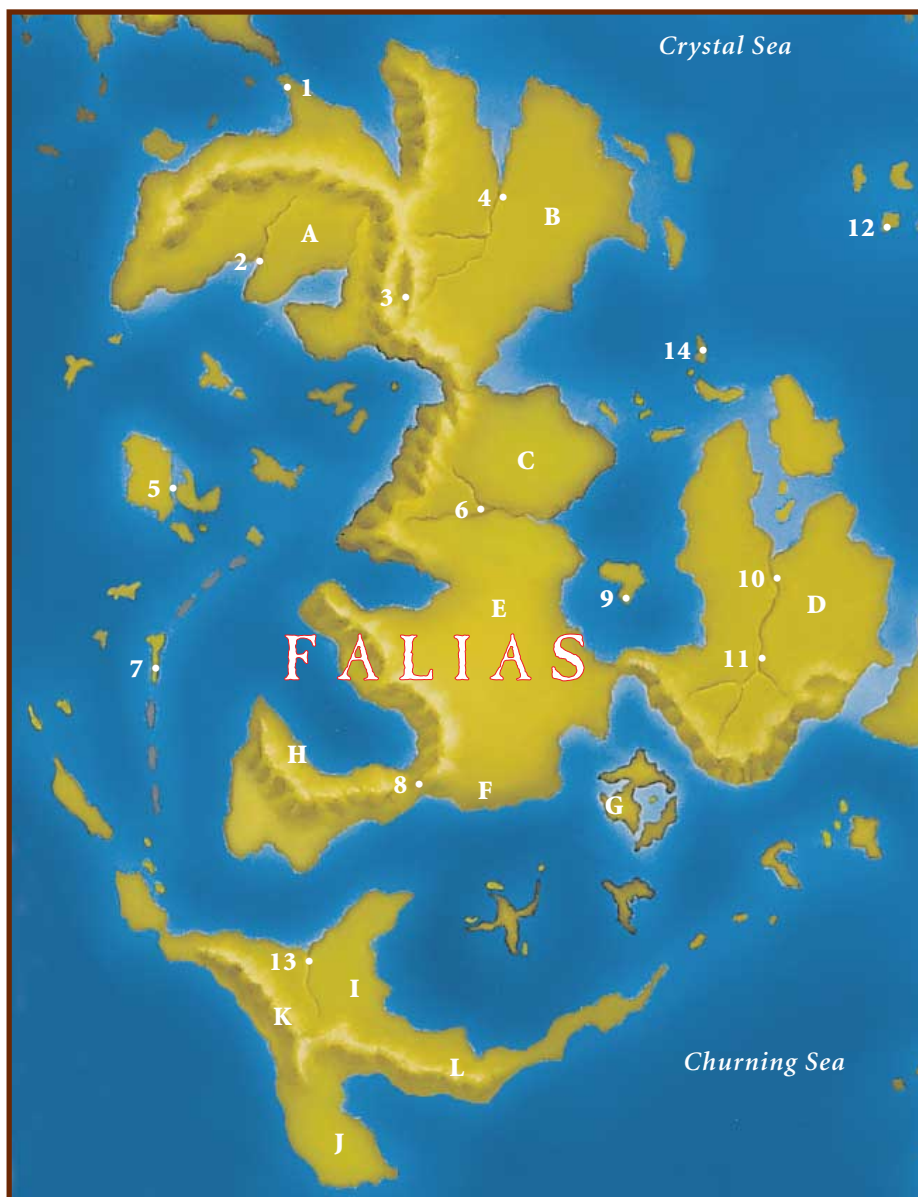
G. Khomal: [*Temperate/Seasonal:*] *Dyari, Y'kin, Lydians* (*Mixed economies/Oligarchy/TL: 6-7*)

A name that is feared by those who inhabit nearby lands, Khomal is a guarded land ruled by an advanced Dyari elite and their mortal slaves.

H. Tazarah-Bushuy: [*Temperate/Seasonal*] *Hirazi, Mermen* (*Mixed economies/Clan/TL: 2-3*)

Within the embrace of the Geldsfaal Mountains, the Bay of Sindarah is a shallow, calm body of water. Here the winged men in their eyries and the fish men in their coral atolls have allied in a confederation. Their skills and abilities complement each other and they have co-existed for many years in this way. Humans and Elves are not welcome here.

I. Qassah: [*Cool Temperate/Wet & Dry*] *Jineri, Shay* (*Mixed economies/Feudal/TL: 3-4*)





An observatory and an active Portal

Much of this land is actually wilderness or scattered villages, but along the Wythe River a group of Jineri and their trained knights have dominated the Shay farmers, and the dozen or so petty lords are in the process of coming together to create a kingdom.

J. Krelek: [Cool Temperate/Wet & Dry] Centaurs (Herders/Clan/TL: 2)

Besides the Centaurs of the lowlands there are a few scattered groups of Hill and Forest Giants in this region.

K. Burdok-Rhu: [Underground] Dwarves (Mixed economies/Monarchy/TL: 4)

The Dwarves of Burdok have an extensive city here, and many open vales high in the mountains where they grow crops to supplement their diet. They trade with the Centaurs to the south but have kept themselves secret from the Qassah peoples to the north. To the east is a settlement of Mountain Giants.

L. Yugokh: [Underground] Trogli (Mixed economies/Republic/TL: 4)

More advanced and intelligent than most Trogli, these are ruled by an elected group. They have not lost their hatred for all races who live on the surface, however—or their taste for human flesh.

Places of Note

- 1. Vog Ien:** (Er. “Death’s Point”) An ancient, ruined tower stands on this rocky promontory, overlooking the impassable straights between Emer and Falias. Beneath the tower, however, is a passage to a Coral Road leading across the straits then east to Onar.
- 2. Talakyrion:** Capital city of Vashaan homeland, it is marked by the grand Loari architecture style.
- 3. Lothaas Valley:** High in the Farini Mountains is this cool-temperate vale. There are secret tunnels leading east and west from

this valley, which is home to Jinteni ruins, access to a subshuttle station, and no less than three Portals.

- 4. Boko-ta:** Capital of the Bokorean United Kingdoms, it is also a well-known trade center.
- 5. Telegris City:** Part of the Vashaan Domain.
- 6. Dænok City:** Capital of the Empire of the Black Sun.
- 7. Orona Islands:** A string of atolls and small isles, it is populated by a few Shuluri and Merman.
- 8. Red Dawn Pass:** This one break in the Geldsfaal Mountains is deep and narrow, and guarded by a pair of ancient Earthwarden towers—now inhabited by Hírazi.
- 9. Sunset Island:** Holy place for the priests of the Empire of the Black Sun. It is also the site of some ancient ruins.
- 10. Talasfurin:** At the mouth of the wide Kaeresh River stands this sprawling seaport, second only to Varkakonia in size and importance. Elves and half-elves of all kinds mingle here.
- 11. Varkakonia:** At the confluence of three rivers, this city of bridges and canals is the capital or Rhôn, seat of the high king Sojokiras.
- 12. Althan Installation:** Sealed, only partially functional. No cronagenic vaults, but there is some useful equipment if one can gain access.
- 13. Ohtah-Nor:** A seaport of mainly Jineri fisherfolk and traders.
- 14. Khofea Monastery:** A religious complex and library, Khofea was once under the protection of Rhôn but is now pretty much on its own. The monks follow Valris and other Orhan gods and are peaceful, but the increasing threat from raiders has forced them to build defenses.



13-KELESTIA

Among the northernmost of the Inhabited Lands, Kelestia is known to the well-travelled as the Land of the Northern Lights. This is because Kelestia is particularly graced by shows of the luminous curtains of gas ignited by the planetary radiation belts. Only one place has more beautiful displays: the remote islands of the *Mur Fostisyr* northwest of Jaiman.

Northernmost Kelestia is largely tundra, with limited agricultural capability except in more sheltered vales and the southern grassland ranges. The southern mass of the continent is quite lush, however, being primarily temperate in nature.

Once northern Kelestia was more temperate, but the ravages of the Wars of Dominion took their toll.

Realms and Regions

A. Orbis: [*Temperate/Seasonal*] Y'nari (Herders/Clan/TL:2)

This is a rainy, windy land of rolling hills and moors, the land in many areas too poor or sodden or rocky for most agriculture.

B. Isra: [*Temperate/Seasonal*] Lydians (Mixed economies/Feudal/TL:4)

Immigrants from Gaalt, the Isran Lydians have settled here in a loosely allied group of fortified holdings.

C. Varya: [*Temperate/Seasonal*] Y'nari, Erlini (Hunter-gatherers, Herders/Clan/TL: 1c-3)

Across this region are isolated Y'nari towns, villages and homesteads, and in the heavily forested areas are a few reclusive Elven communities. They face the constant looming threat of Gaalt.

D. Vandara Plain: [*Cool Temperate/Wet & Dry*] Haid, Shay, Quaidu (Herders/Tribe/TL:1c-2)

The Y'nari were driven from this land long ago and never reclaimed it. In the early part of the third Era, many Haid and Shay people migrated here from Jaiman and settled. Now the Raven Queen controls them through her armies of Pale Men.

E. Magalang: [*Cold/Semiarid*] Quaidu, Anzeti (Hunter-gatherers, Herders/Tribe/TL: 1b-1c)

The Magalang steppe is mostly desolate tundra and hardy grassland. Only a few nomadic communities even attempt to make a living here. The Raven Queen has claimed it, but the land has little to offer.

F. Amoatul: [*Cool Temperate–Cold/Seasonal–Semiarid*] Anzeti
(*Herders/Clan/TL:2*).

These hardy people have managed to avoid the brunt of the Raven Queen's armies by retreating into high hidden vales and keeping a low profile. The lowlands are bleak tundra and of little value.

Places of Note

1. **Coral Road Entrance.** This was the escape route used by the Y'nari who fled to Silaar long ago. It remains a hidden entrance.
2. **Majay:** Largest city in the Lydian states of Isra.
3. **Jytan:** Haidic trade city.
4. **Magang.** Capital city of Magalang.
5. **Ice Citadel of the Frost King:** Now in ruins, it was the home of one of the Master of Malice's lieutenants in the Second Era.
6. **Earthwarden Ruins.** There is a hidden Coral Road entrance here.

14-GAALT

Gaalt, along with its sister-continents Palia and Murlis, is more of a grouping of substantial islands than a true continent. Swept by winds from the Endless Sea, the eastern shores of Gaalt are largely cold, barren places, with few large coastal communities. Some areas find protection, however, and Gaalt supports many scattered populations. Much of Gaalt is cool and moist (inundated by eastern storms along the Barrier), with some temperate areas inland and a few pockets of subtropical climate in the southernmost regions.

Realms and Regions

G. Clycallah: *[Cool Temperate/Seasonal–Wet & Dry] Laan (Mixed economies/Republic (TL:6-7)*

This little realm would have fallen long ago to Gaalt but for two things: the powerful Mages among the Laan, and their machines. The Clycallah's war machines (based on Wôrim technology) strike terror into even the Raven Queen's elite forces, and they are powerful enough to defeat her Troll warriors.

H. Samli: *[Frozen/Arid] Umlı (Fisherfolk/Clan/TL:1c)*

This bleak land nevertheless supports a handful of Umli villages. As if the climate were not forbidding enough, the Umli must deal with Frost Giants... and the Shards of Samli.

I. Laakia: [*Cool Temperate–Cold/Seasonal–Semiarid*] *Quaidu, Anzeti, Talath (Mixed economies/Monarchy/TL: 4-5)*

The heart of the Raven Queen's empire, most of Laakia is shielded somewhat from arctic weather by the great curve of the Whiterock Mountains. The north face, however, is a dark land where little light or warmth reaches. Passes are guarded by granite fortresses and the land is dotted with villages and castles.

J. Seremia: [*Cool Temperate–Cold/Seasonal–Semiarid*] *Quaidu, Shay (Mixed economies/Feudal/TL:4)*

Also part of the Raven Empire, the Shay population has been subjugated by Quaidu lords.

K. Calermia: [*Cool Temperate/Seasonal*]Quaidu, Shay (*Mixed economies/Monarchy/TL: 3*)

Also part of the Raven Empire, the Shay population has been subjugated by Quaidu lords.

L. Hukoo: *[Cool Temperate/Seasonal] Quaidu, Shay, Hui, Lydians*
(Mixed economies/Monarchy/TL:3)

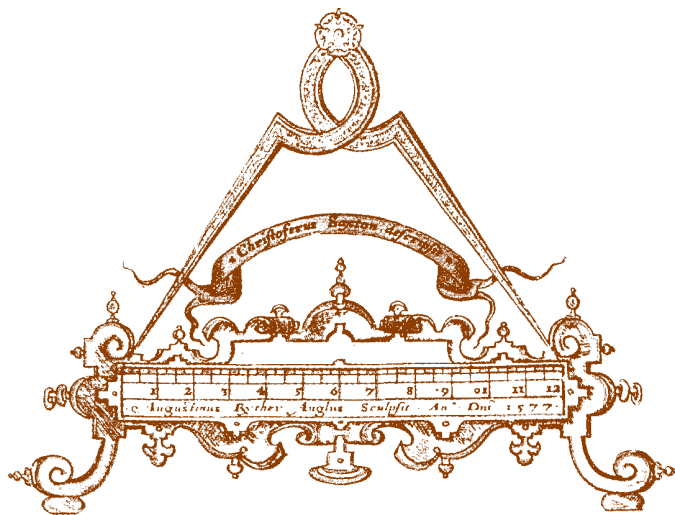
Hukoo is in the process of being conquered by the Raven Empire. There is an appointed Quaidu Viceroy who rules from the captured city of Hukoo-vo. Forces of Pale Men are heading south, killing or capturing young men, seizing valuables, and subjugating the land.

M. Orenoki: *[Temperate/Seasonal] Hui, Talath (Mixed economies/Clan/TL:3)*

The Talath villages in the northwest are bracing for the inevitable invasion by the Raven Empire, but have little chance of stopping its spread. In some forested lands to the south there are also a number of Erlini tribes, and there are Hui settlements in the Hills.

Places of Note

7. **Citadel of the Raven Queen:** The Dyar sorceress who calls herself the Raven Queen has built a massive fortress on this rocky island. It is heavily guarded by her Quaidu forces, in addition to her elite *Guarlu* bodyguards. (More on the Raven Queen and her minions can be found in the *Powers of Light & Dark* book.)
8. **Cly:** Port city and capital of Clycallah.
9. **Hukoo-voo:** Capital of Hukoo, now controlled by the Raven Queen through a Quaidu lieutenant.
10. **Nonasa City:** A fortified, independent city-state, Nonasa is of course concerned about the approach of the Raven Empire forces. The wealthy merchant-barons who run the city have no desire to surrender, and while they might hold out against a siege for a long time, it would spell the end of their merchantile empires.



15-GOVON

Much of Govon enjoys tropical or subtropical weather. Areas along the many rivers and lakes are dense with rain-forest and other deciduous growth, while some of the northern areas are given over to desert. The central basin, surrounding the *Gefting Sea*, is home to several states, successors to an ancient empire. Tenryk was formerly the center but now the land of Kerq (north and east of the sea) is the center of the new Star Crown Empire.

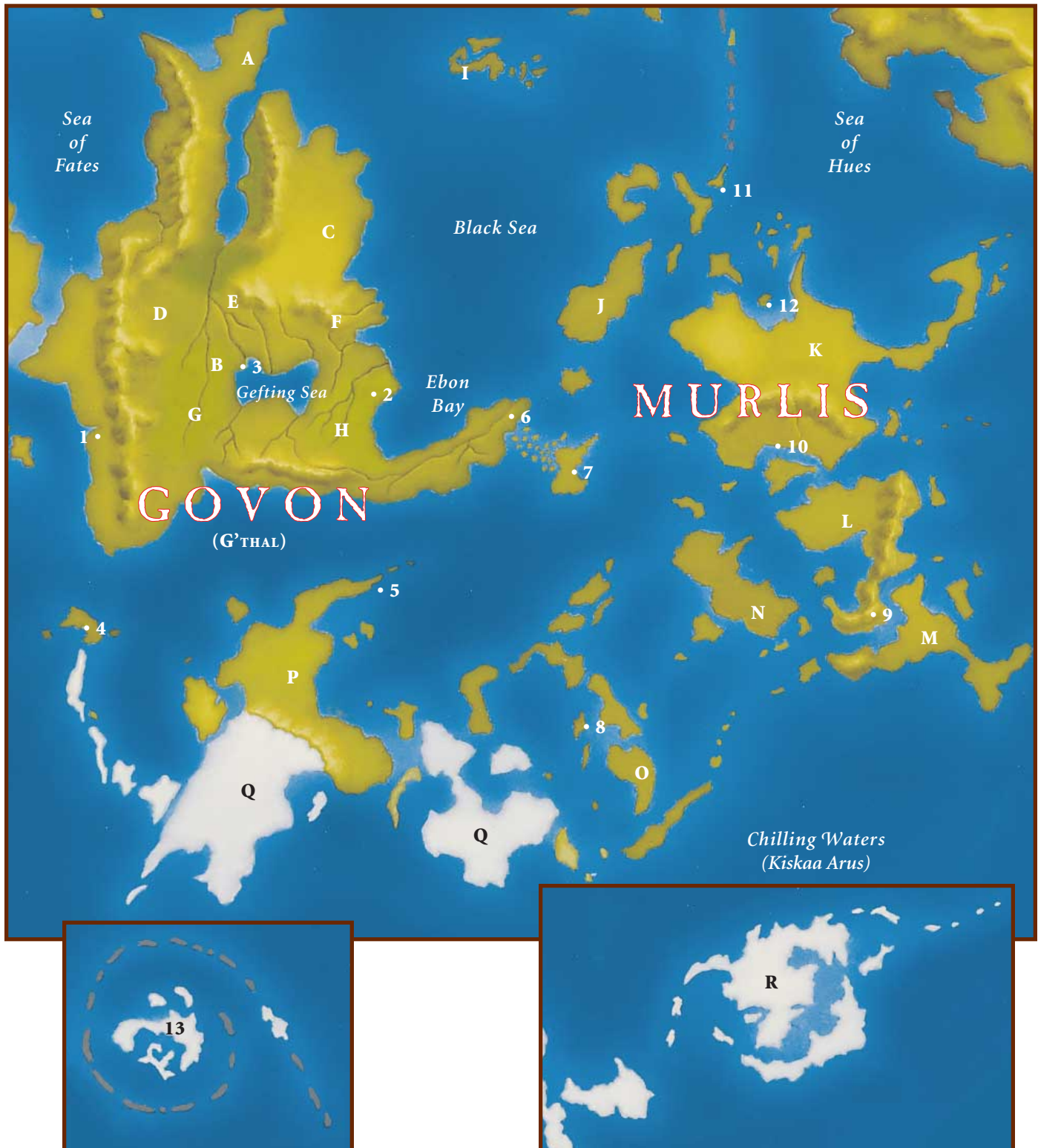
GM Note: much of the Govon material is digested from the original ICE module Star Crown Empire.

Realms and Regions

A. Tashok Jungle: [Tropical/Rainy]

This dense rainforest is uninhabited except for wild creatures.

B. Danris: [Tropical –Temperate/Humid–Seasonal] Shay (Mixed economies/Feudal/TL:4)



Mainly an agricultural economy, Danris is also a clearing-house and trade center for commodities from neighboring realms... including slaves.

C. Bola Wastes: [*Hot/Semiarid*] *Muadani* (*Hunter-gatherers/Tribe/TL:1-2*)

The semi-nomadic Bolans eke out a living in the parched land. Once it was fairly fertile grassland, but the Wars of Dominion (known here as the ‘Destruction’) ravaged much of this land.

There are also scattered Synshari in the wastes; they and the Bolans hate each other and attack on sight.

D. Onel Hills: [*Temperate/Seasonal*] *Centaurs* (*Herders/Clan/TL:2-3*)

While centered here, the equine people have been expanding in recent generations. They are more gregarious with other races than most Centaurs, and also have greater expansionist goals.

E. Tenryk: [*Temperate/Seasonal*] *Shay* (*Mixed economies/Feudal/TL:4*)

Tenryk is the heart of the old Empire on Govon. They and Danris are at odds and Tenryk has recently seized the ‘free city’ of Arelios, which stands on the border between these two realms.

F. Baku-jagum: [*Underground*] *Dwarves* (*Mixed economies/Monarchy/TL:4*)

Baku-jagum (Dw: “Dwarf-home”), located under the Wyrman Mountains, is the largest Dwarven settlement on Govon, though there are five small cities located in the Jomeloto (the mountain range running along the western coast).

G. Elfof: [*Temperate/Seasonal*] *Erlini* (*Hunter-gatherers/Tribe/TL:3*)

The Erlini of Elfof are a thinly settled group of Elves, loosely organized, fairly friendly with the human populations.

H. Hrange: [*Temperate/Seasonal*] *Erlini* (*Mixed economies/Monarchy/TL:3*)

More reclusive than the Elfof Erlini, the forest Elves of Hrange are rarely seen by mortals. They are growing increasingly angered at the intrusions of lumberers from Moregador to the west and may soon strike back.

I. Zojikiri: [*Tropical/Rainy*] *Kuluku* (*Hunter-gatherers/Fisherfolk/Theocracy/TL:2-3*)

The Kuluku of this verdant isle worship a powerful local god: *Zokar*, Lord of the Forest.

Places of Note

1. **Brighthead City:** An independent trade port.
2. **Ebon City:** A center of magical learning, located in the land of Fydon Fey.
3. **Arelios:** A free city-state until recently when it was claimed by the adjacent Tenryk
4. **Boag-kha'al:** There is a hidden grotto on the south coast of this island; inside is a Taranian installation and subshuttle station.
5. **Wôrim Ruins.** Typical severe, geometric Wôrim design. Little of great value except some broken fragments of ancient machines.
6. **Nekuria:** Independent city-state and trade port.
7. **Isle of Däkothal:** Home of the Ice Men, an Umli subgroup.

16-MURLIS

This name is generally used to describe not only the large land masses south of Folenn, but the vast archipelago to the south-east, and the frigid lands south of Govon.

Murlis includes the long string of islands extending past Folenn to the west, all the way down to the polar regions in the

Kiskaa Arûs (I: “Chilling Waters”) and the strange *Spiral of Marek* south of Falias.

Realms and Regions

J. Xou'oune: [*Cool Temperate–Cold/Seasonal*] *Y'nari* (*Mixed economies/Feudal/TL:4*)

A number of city-states and villages compete for resources on this windswept island of rolling forested hills and boggy lowlands.

K. Drakiis: [*Cool Temperate–Cold/Wet & Dry–Semiarid*] *Haid, Lydians* (*Herders, Fisherfolk/Clan/TL:2*)

Most of the land is sparsely inhabited plains, but the NE peninsula is home to the Vancu, a brutal group of cannibals under the mastery of Soulslayer warlords, expanding their reach from Folenn. The captains of their forces wear Dragonskin Armor and carry a three-headed mace they call a *war claw*. Vancu cut the tongues out of their victims and tie them to their belts.

L. Yuar Noak: [*Cool Temperate/Seasonal*] *Lydians* (*Mixed economies/Feudal Monarchy/TL:4-5*)

Largest and most powerful of the Murlis realms, Yuar Noak is under the control of an aggressive king and heirarchy of nobles.

M. Khajir Goak: [*Cold/Wet & Dry*] *Y'nari* (*Mixed economies/Feudal Monarchy/TL:3-4*)

Formerly part of Yuar Noak, the lords of this land have broken away. However they fight amongst themselves and may be vulnerable to being conquered once again.

N. Torakh Gul: [*Cool Temperate/Wet & Dry*] *Laan, Haid* (*Mixed economies/Monarchy/TL:4*)

This large island is a land ruled by a Lich king and a hierarchy of his sorcerers underlings. These spell-casters and their families are all of Laan descent and form a sort of nobility, the Haid being serfs.

O. Kushua: [*Cool Temperate–Cold/Wet & Dry*] *Anzeti* (*Fisherfolk/Oligarchy/TL:3*)

An inhospitable land with a short growing season, Kushua is nevertheless able to support scattered Anzeti villages, mostly along the northern coast.

P. Narash: [*Cold/Semiarid*] *Umli* (*Herders/Clan/TL:2*)

Only the hardy Umli could care out a living on this tundra, criss-crossing the land on their dogsleds.

Q. Black Ice Realm: [*Frozen/Semiarid*] *Ice Giants* (*Hunter-gatherers/Anarchy/TL:1*)

The snowfields and dark icy plains of this land are broken by rocky basalt outcrops and some stunted vegetation—enough to sustain some hardy animals and in turn the cold-immune giants.

R. Ekeris: [*Frozen/Arid/TL:10*]

Beneath the snow and ice completely covering this land is a domed Taranian outpost with subshuttle access. A few facilities are still functioning, powered by thermal reactors.

Places of Note

8. **Isle of Twilight:** Holy city of the Kushua Anzeti.
9. **Khirn-Rhu.** An abandoned Dwarven city lies hidden under these mountains.
10. **Noakara.** Capital of Yuar Noak.
11. **Jinteni Ruins.** There are also two portals on this island.
12. **Kakuda.** An independent city-state, populated mainly by Haid.
13. **Spiral of Marek.** Home to a clan of Storm Giants, this isle and its strange spiralling reef is constantly buffeted by winds and violent weather.



17•PALIA

Palia—partially because of its more southerly location and partly because of its protective mountains—has a generally temperate climate. The central western isles bridge the seas between Gaalt and the Iyxian cluster, and powerful flows of Essænce wash over those regions. These islands temperate to subtropical, and some of the south-western areas are the most verdant on the planet.

Realms and Regions

A. Abarquan Islands: [*Tropical/Humid*] Saurkur (*Mixed economies/Oligarchy/TL:4*)

Home of the lizard-men described in the ICE SW module *Islands of the Oracle*.

B. Botha: [*Temperate/Seasonal*] Talath (*Herders/Clan/TL:2*)

These green hills are dotted with the towns of peaceful Talath Clansmen.

C. Dalov Dom: [*Temperate/Seasonal*] Erlini (*Mixed economies/Monarchy/TL:3-4*)

Under the benevolent rule of Queen Nor, the Erlini Elves of the *Dom Naduum* (Er. “Silver Forest”) have lived in peace for many thousand years. They have weathered the Wars of Dominion and many other threats. They would not have survived without the protection of the powerful Nereid *Nimira* and the many Dryads who share the forest.

D. Vulth-torgu: [*Temperate/Humid-Seasonal*] Lugrôki, *mannish* races (*Mixed economies/Dictatorship/TL:3*)

Once a land of scattered Shay and Hui villages, it was overrun in recent decades by an army of Lugrôki led by War Trolls. This force has become known as the *Vulth Horde* and now threatens the Empire of a Thousand Dawns.

E. Dhuria: [*Tropical/Rainy-Humid*] Erlini, *Thesians*, *Eritari* (*Mixed economies/Monarchy/TL:5-6*)

Dhuria is heavily forested with scattered feudal city-states mostly along the coast and major rivers. It is part of the Empire of a Thousand Dawns.

F. Ran Tairi: [*Tropical-Temperate/Rainy-Seasonal*] Erlini, *Loari*, *Iylari* (*Mixed economies/Monarchy/TL:5-6*)

The heart of the Empire of a Thousand Dawns, this island is a mix of forests and rolling hills with many fertile fields. While there are few true cities, there are many small towns huddled around fortified castles. King Rænedor rules from the ancient city of Ketharia.

G. Dalov Ram: [*Tropical–Temperate/Humid–Seasonal*] Loari, Erlini (*Mixed economies/Feudal Monarchy/TL: 5–6*)

Part of the Empire of a Thousand Dawns, Dalov Ram is similar in many ways, with many dense forests broken by Loari fortified manors and villages.

H. Dalov Cor: [*Tropical/Rainy–Humid*] Erlini, Jineri, Eritari, Sulini (*Mixed economies/Clan/TL: 3*)

Also part of the Empire of a Thousand Dawns, Dalov Cor is almost entirely forested and inhabited by the more rustic Elves and their half-elven brethren.

Places of Note

1. **Luzon:** A Coral Road Entry, unknown to the Saurkur inhabitants.
2. **Tokeke:** Scattered Second Era ruins.
3. **Boriboth:** Free Port town, inhabited primarily by Talath.
4. **Turiak Shek:** Capital of Arkitor.
5. **Murataria:** Located at the head of the Arjus River, this city of mixed Thesians and Eritari overlooks an estuary rich in shellfish and crab.
6. **Selis Dhur:** A city and major ship-building center.
7. **Kalorn Drin:** Port town whose residents are mainly Erlini and Sulini.
8. **Diaskar:** A primarily Linæri city, Diaskar is notable for its many gardens and low, unobtrusive structures.
9. **Ketharia:** Capital of the Empire of a Thousand Dawns, it is an ancient fortified city and trade port. The Elven-king resides in a massive palace built into the mountainside overlooking the city.
10. **Kykor Ku:** A walled city which spans the Dhurian isthmus, Kykor Ku is also bisected by a gated canal which passes through the strip of land.
11. **Thalassia:** Capital city of Dalov Ram, most of its residents are Loari and their Erlin servants.
12. **Vulm Shryac:** Citadel of Kydak Dum, the Golden Dragon.
13. **Syton Kyr:** Coral Road Entry.

18·FOLENN

An isolated, shadowy land on the edge of the earth, Folenn has had little contact with the rest of the hemisphere. It is shielded by the encircling *Gale of Hues* (a name for the Essence Flow surrounding the continent), and is near the Great Barrier dividing East from West.

19·NORTH POLAR REGION

The geographic (rotational) northern pole is actually not covered by land, and even the ocean is relatively clear of ice. This peculiar situation is explained by ongoing volcanic activity on the ocean floor, keeping the water warmed well above freezing. This activity causes alarming weather changes, and the convection turbulence makes the *Polar Bay* one of the most treacherous areas to navigate on the entire planet.

The surrounding ice fields are subject to some fluctuation through the year; this map is an approximation of the average coastline.

Realms and Regions

A. Raathvaalg: [*Frozen:/Arid*] Ice Trolls (*Mixed economies/Monarchy/TL: 5–6*)

Northernmost reaches of a vast empire of the eastern hemisphere encompassing the lands within the great *Black Dragonsteeth* and beyond. This northmost region is desolate snowfields inhabited only by creatures which can survive there. In this case it is Ice Trolls under the control of Lord Gathgaatu.

Note: the Black Dragonsteeth are in fact the mountainous crater-rim created by the impact/penetration of the black hole ages ago. The sheer ridge is steep and high, but there are a few breaks, forming narrow passes.

B. North Plains [*Frozen/Semi-arid*]

Essentially a vast, desolate snowfield. This region of the north pole has very little actual land mass; the solid surface is floating ice hundreds of feet thick.

C. Hynuria [*Tropical/Humid*] Jineri (*Hunter-gatherers/Theocracy/TL:3*)

This is a volcanic island formed long ago under the snowfield. The volcanic heat melted away the snow and ice from the immediate region, and ongoing submarine vulcanism maintains a warm climate on and around the island. Here lies an island fifty miles across, with approximately five miles of open water around it, and beyond an encircling wall of ice and snow.

The island is a lush rainforest inhabited by a culture under the careful supervision of a sophisticated priesthood. All aspects of society (including marriage and children) are carefully controlled by the priests so as to maintain the idyllic—if basic—civilization.

How these people (and the other warm-climate life) came to such an isolated location would be a mystery—unless you were one of the high priests of Gamuru and knew of the Portal inside the Stonefire Temple.

Places of Note

1. **Citadel of the Northern Eye:** Located on a small island at the geographic north pole. There is actually very little to see above-ground: a six-sided tower approximately sixty feet tall. Constructed of an adamantine material, it houses an elevator to the complex below which housed the Eye and the machinery which focused its power.

20-SOUTH POLAR REGION

The South Pole has somewhat less severe temperatures along the coasts and a wider variety of animal life than the northern polar region. Some coastlines actually enjoy periods above freezing during the southern hemisphere's brief 'summer'.

Beneath one region of the southern pole lie the great *Ice Grottoes*, monstrous caves roofed by vaulted ice. In the Ice Grottoes there is no rain; life is sustained by water from springs and melting ice. Heat from thermal vents adds warmth and humidity. Sunlight enters only filtered through the great ice roofs.

Realms and Regions

A. Vasai Republic: [Temperate/Humid] Lydians, Ochu (Mixed economies/Oligarchy/TL: 3-4)

This is the land beneath a monstrous Ice Grotto complex. The interconnecting ice domes rise from sheer ridges and often span dozens of miles. Ochu ruled by Lydian overlords inhabit this dimly illuminated land.

B. Nanuur: [Frozen/Arid] Frost Giants (Hunter-gatherers/TL: 1b)

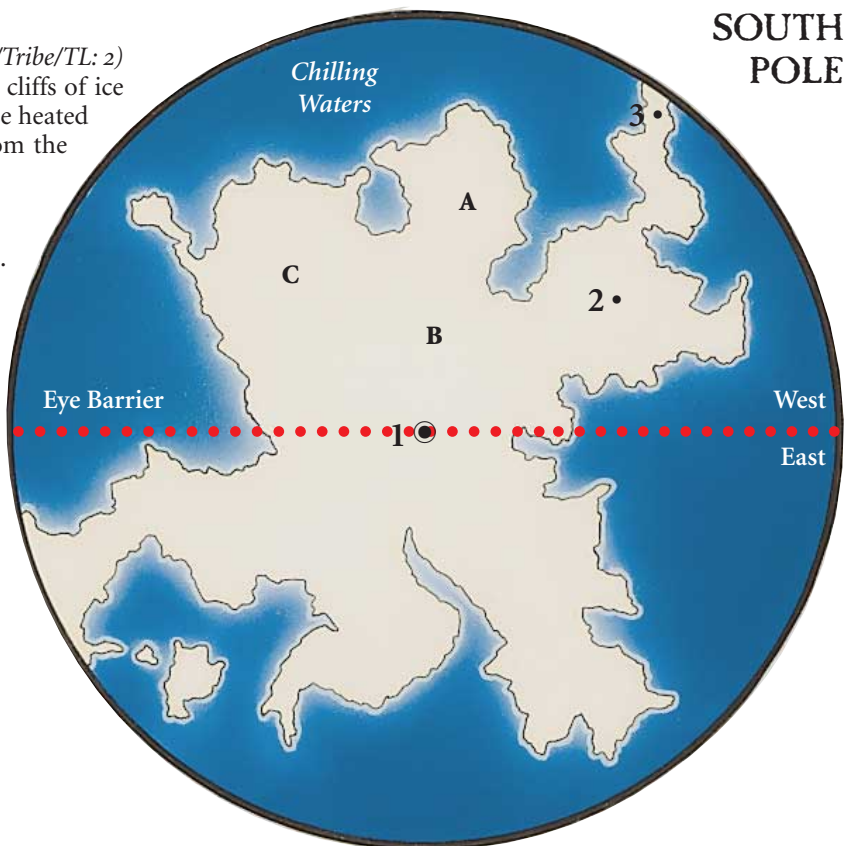
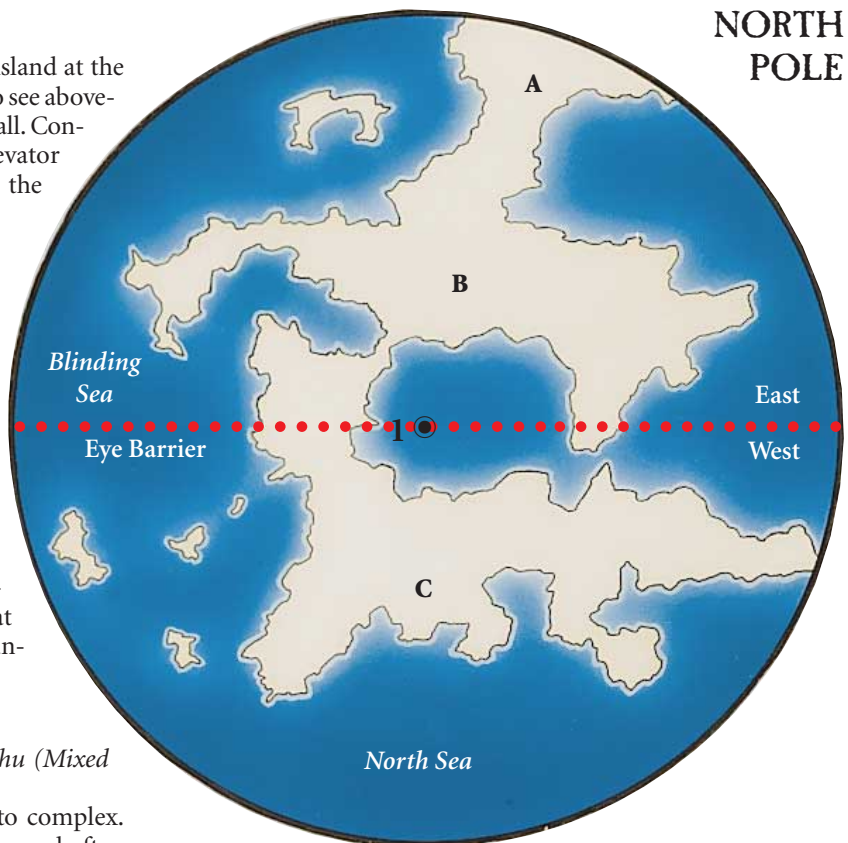
Scattered over this entire region, the Frost Giants roam seeking anything (or anyone) edible.

C. Isaria: [Tropical/Humid] Eritari (Hunter-gatherers/Tribe/TL: 2)

A secret valley surrounded on all sides by sheer cliffs of ice hundreds of feet high, this land is a tropical paradise heated by thermal vents. However, it is always in peril from the same active volcanoes to which it owes its existence.

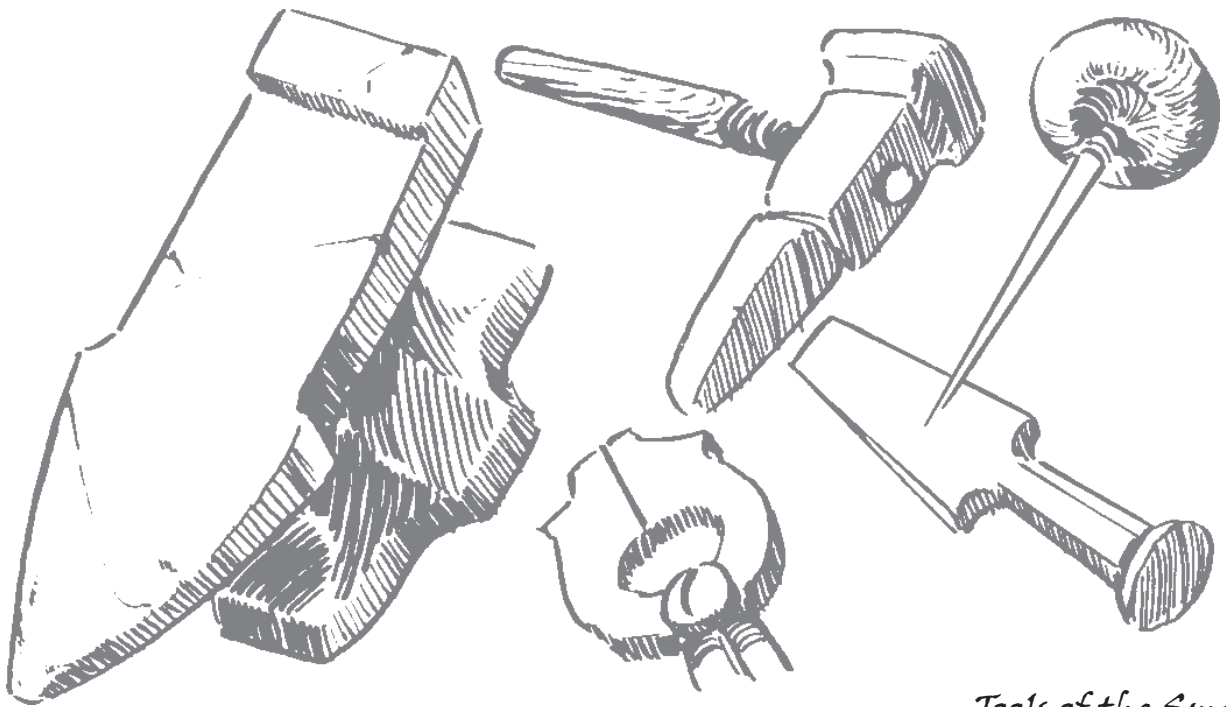
Places of Note

1. **Citadel of the Southern Eye:** Identical to the North.
2. **Ordia:** A fortified tower set into a frozen cliff-face overlooking the southern ice plains. It is also one of the Eight Secrets of the Jerak Arenreth: the Ahr-enryak (Ir. "Secret of Souls")
3. **Ice-causeway:** To Ekeris.



♦ PART V ♦

MINERALS, GEMS, METALS



Tools of the Smith

1-MINERAL FORMATION

Minerals are solid mixtures of chemicals. Minerals in turn combine to form rocks. For instance, granite rock can be made up of the minerals quartz, feldspar, mica, and even the gem tourmaline.

Minerals are formed in three basic ways:

Sedimentary: The softest and often youngest minerals, these are created by evaporation as sediments on sea bottoms or riverbeds are exposed and dry.

Igneous: The smallest group, these minerals are formed from cooled magma and lava. They include magnetite, granite, and the rock pumice.

Metamorphic: heat and pressure deep in the earth form these (the hardest) minerals, which include the gemstones.

2-SPECIFIC STONES

Most of the following minerals in this section are architectural or sculptural materials, too common and/or fragile to be used as jewelry but useful and lovely for more massive applications.

Cavarite: Metamorphic rock, deep grey-green or blue-green in color, used by the *Earthwardens* in all their most important structures. It is incredibly hard and resists weathering better than any other stone. Only the hardest steel tools can do more than scratch it. The source of Cavarite has never been located.

Granite: Dense, igneous rock used in construction and outdoor sculpture. Granite can be polished to a high luster, and most has an elegant dark grey or black color with inclusions of similar color.

Ky'taal: A translucent white marble, workable but resilient. It is found almost exclusively in the Mur Fostisyr region of northwest Jaiman.

Limestone: Yellow-grey, sedimentary rock created from fossilized remains of tiny creatures or from mineral deposits; it is a soft stone frequently used in construction.

Marble: This decorative, dense limestone is formed in many varieties. The finest, ungrained white marble is known as Pentallic, used chiefly for sculpture because of its regularity. Red, green and blue varieties with fine veins are valued primarily for architectural uses such as building facings and floor tiles. *Travertine* is a pale brown color, laced with myriad small wormholes (actually air bubbles) also favored for building use. *Pentallic* is white with a translucent appearance.

Porphyry: A smooth purplish rock, sometimes with veins, used as facings on special buildings and for sculpture.

Orhan Marble: While not really from the Great Moon, this beautiful blue-white stone has innate properties which suggest an almost 'heavenly' origin. "Evil" beings or creatures which serve the Unlife must make a RR vs a 2-10th lvl attack (depending on how much and how pure the marble is) when passing through a doorway of Orhan Marble. Even if they succeed, if they do so by less than 50 (and have no other identity-cloaking devices/spells) the marble will glow bright blue. Orhan Marble was used long ago in the construction of certain good places of power, but the material is rare and hard to work. In small quantities it is not very useful.

Sandstone: Another popular building material, sandstone is sedimentary, created by compressed layers of sand. While easy to carve, it resists erosion relatively well.

Slate: Grey, green or deep blue metamorphic rock easily split into flat smooth plates; often used in roofing.

3-GEMS

Among the most precious of objects in any pre-industrial society are gems and jewels. Below is a listing of gemstones a PC

might encounter (if he is lucky). A few of the gems described below are intrinsically enchanted and their properties are indicated.

General Description Notes

Most mineral gems are either *crystalline*, occurring as single stones, each with a definite structure that is regularly repeated throughout crystals of the same sort; or *massive*, occurring as continuous masses of that mineral, having no regular structure that is readily discernible.

Crystalline stones are generally smaller, more valuable, and often faceted—a process by which they are flaked or ground into a series of flat faces that together usually form one of several customary cuts, in the shape of symmetrical but irregular polyhedra.

Both crystalline and massive stones may be smooth cut, which is the act of forming them into regular shapes with flat surfaces suitable for engraving (such as often found in signet rings). They may be made into *cabochons*, which are oval or round dome-like shapes with one flat side for mounting on various surfaces. They may also be carved into beads, figurines, or other shapes, or simply polished in the natural shape of the stone. Massive stones are sometimes found large enough to be shaped like one would wood or architectural stone; sections may be sawn off and used decoratively as slabs; or, they may be carved into jars, bowls, and other functional shapes.

Inclusions are any of the specks of material, bubbles, tiny flaws, impurities and the like which affect the appearance of a stone by their presence. Cat's-eye stones, found among many mineral families, are caused by certain patterns of inclusions which, when a stone is shaped properly, present an appearance like the slit-shaped pupil of a cat's eye. Star gems have analogous patterns creating the illusion of a pale, six-rayed star. Both cat's-eyes and stars must usually be cut into cabochons to display these effects.

Gem Values

As noted above, gems listed below fall into two basic types: crystalline and massive. This is to some extent also how the gems break down into categories of value. Obviously, a cut ten-tal diamond has value on a completely different scale than a jade bead necklace weighing a pound.

Therefore, values are given for the more *rare* gems (usually crystalline) per *tal*, a weight measurement of about one 10th of an ounce (similar to about 10-15 Terran *karats*).

GM Note: to help you get a 'feel' for the weights we are discussing, get five quarters. Together they weigh almost exactly an ounce (ten tali). One quarter weighs about two tali.

In addition, this should not be a strictly sliding scale, as larger gems would be relatively much more valuable. In some of the most treasured gems, the value may actually double for every additional tal. (e.g., a one-tal diamond would be worth 50sp, a 2-tal gem 100sp, 3-tal 200sp, 4-tal 400sp, etc. It is probably only this steep of a progression for a handful of gems: adamant, diamond, emerald, for instance.

The value of a given stone will depend on its size, color, relative freedom from flaws, and the skill with which it has been polished and/or cut. Values given assume the gem has been cut and polished.

Common: Common gems (including massive stones and some more plentiful crystalline forms) are valued per ounce. Unlike rare gems, common gem values do not increase exponentially with the size of the gem. While this is also generally the value of

a finished item, the value of the workmanship becomes relatively more important, multiplying the worth of the object from 2 to 10 to even 100 times.

Gem Notes & Magic

In italics after some gem descriptions are notes regarding their intrinsic magical powers (if any), or their potential usefulness as a receptacle for enchanting. Some gems are more receptive to certain realms and types of enchantment than others. If a realm but no specific power is mentioned this means the gem has no intrinsic powers but is well adapted for use in magical items of that realm, such as a spell point enhancer.

Gem Descriptions

Adamant (200+ sp/tal): A clear white stone similar in many ways to the diamond, but even harder and more brilliant. It is exceptionally rare and of course difficult to facet.

Alexandrite (1 sp/tal): Alexandrite is an unique variety of chrysoberyl (see below). In daylight, an alexandrite is brilliant green with a vague bluish tint; in the light of a flame it appears red with a hint of blue. It is normally faceted.

Amber (1 sp/tal; varies): Amber is the hardened resin of ancient giant conifers. It is normally pale-gold to deep-gold color, but also appears as murky, near-black “bog amber.” The most transparent golden pieces are more valuable, and the rarest and most precious of these have bits of plants, or even whole insects, preserved within. More valuable still (2-4x) in the markets of Sel-kai is blue or green amber, found in the forests of Khûm-kaan (and of course blue or green amber with an imbedded insect is most prized). Amber is carved into beads and cabochons, and sometimes larger, more intricate shapes. It is very brittle, somewhat flammable, and relatively soft.

Amethyst (1 sp/tal): Amethyst is the pale to deep purple form of transparent crystalline quartz. Amethyst of real value is completely clear; such stones are faceted. Pale stones, or those with many inclusions, are often polished and used as beads. *Mentalism. Enhances mental clarity; improves memory.*

Aquamarine (5 sp/tal): The Aquamarine is a transparent crystalline stone of a pale blue-green; like the emerald, it is a type of beryl, but it shows fewer flaws than an emerald of equal size. It is normally faceted. A favorite of the Linæri Elves. *Mentalism.*

Aventurine: (20 sp/ounce) Blue-green, opaque, with gold flecks; usually polished into cabochons. *Channeling. Brings joy; cures anxiety. Used in items repelling Fear.*

Azurite (10 sp/ounce) Azurite is a form of copper ore, an opaque massive stone of a deep pure blue color, generally uniform but sometimes slightly mottled. It is polished and cut into beads, cabochons, and similar shapes; a stone of uniform color is more valuable.

Banded Agate (1 bp/tal) This is the translucent-to-opaque, multi-layered variety of massive quartz. The layers may include brown, black or white (onyx), pale blue (chalcedony), red-orange (carnelian), and many others, each in a thin layer.

Beryl: A name given to a variety of gemstones, including aquamarines, emeralds and heliodors (a golden hued beryl). Value varies with color.

Bloodstone: (10 gp/ounce) A soft, sandy stone dark red in color. *It can stop a wound bleeding up to 5 hits per round in*

seconds by just placing the stone over it. Each 6 oz stone will only work once before the virtue is spent, however.

Bluestone: (10 gp/ounce) Similar to Azurite in appearance but enchanted. *Protecting against evil Essence, a talisman of a Bluestone (of one ounce or more; though more than 1 ounce adds no more protection) worn around the neck adds +10 to RRs vs all Essence spells (including spells the wearer may want cast on him).*

Carnelian: (10 sp/ounce) Red-orange in hue, another form of massive quartz. *Enhances creativity and prosperity. Sometimes used in counting-beads. Mentalism.*

Chalcedony (5 sp/ounce): This is a translucent-to-opaque, blue-white to pale blue or blue-gray form of massive quartz. It occurs in evenly colored and in banded forms.

Chrysoberyl (5 bp/tal): Chrysoberyl is a transparent, greenish-yellow to green, crystalline stone. Clear stones are faceted; the cat’s-eyes are cut as cabochons. A favorite gem of the Erlini.

Citrine (5 bp/tal): This is transparent form of crystalline quartz, ranging from pale yellow to amber in color. Many stones are polished and made into beads, or carved into small cups, figurines, and other shapes; clear specimens are faceted.

Coral (5-10 sp/tal): Coral is the skeleton of tropical marine polyp colonies; jewelry-quality coral is exceptionally compact, solid and free of pores. The chief “red” variety also occurs in shades ranging from pure white to very dark red; black and blue varieties also exist. All forms are polished and carved into beads, cabochons, or figurines.

Diamond (500-1000 sp/tal): Diamond is a transparent, crystalline stone, the hardest substance known in nature aside from Adamant. The most valued color is a clear bluish-white, but other less valued color varieties are known, among them yellow and pink. The gem is always faceted.

Eissa’s Tears † (500 sp/tal): Clear, pale blue gems, Eissa’s Tears are said to warn and protect against death. Indeed, if blessed by a Sister of Eissa, they have mystical powers. A minimum of one carat is required, though a larger stone (or more than one stone per person) does not enhance its qualities. *Channeling; must have ‘Bless V’ cast by a sister of Eissa; detects servants of the Unlife within 200’ by giving off a bluish glow, and add +20 to RRs vs Absolutions cast by evil beings (if the wearer’s RR fails, the gem shatters).*

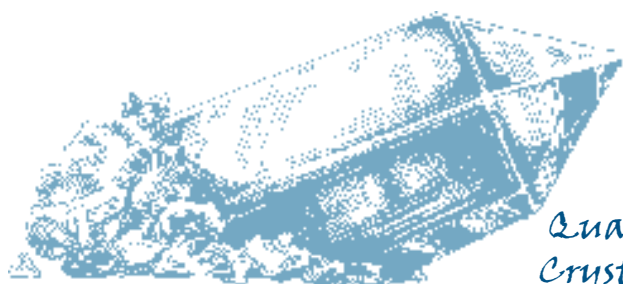
Emerald (100-200 sp/tal): This is a deep bright green variety of beryl, transparent and crystalline. Usually it is faceted, though an occasional stone with numerous inclusions will be made into a cabochon. A large, comparatively flawless stone will be more valuable than a diamond of similar qualities—and much more rare. It is favored by Linæri.

Fluorite (1-10 sp/ounce): Pale green or purple in color, it has a cloudy-translucent appearance, and can be made into beads or cabochons. Technologically advanced smiths know of fluorite’s usefulness in making alloys.

Garnet (10 sp/tal): Garnet is a transparent crystalline stone; in addition to the usual orangish-to purplish-red or red-brown, garnets also occur in black, violet, and even green color varieties. The violet form is most valuable. Small crystals, the most frequently occurring form, are sometimes drilled and strung into necklaces; larger stones are faceted.

Jacinth (500 sp/tal): The jacinth is the orange to fiery red-orange variety of the hard, transparent crystalline mineral corundum (*ruby* and *sapphire* are also corundum). It is faceted, except in the case of rare translucent cat’s-eye and star jacinths. *Essence. Often used in PP multipliers.*

Jade (4-20 sp/ounce): Jade is a translucent-to-opaque, massive stone with an oily luster. It occurs in several color varieties: shades of green, including a near-transparent bright green and the rare spinach-green jade with golden glints; white, waxy-looking white jade; and the uncommon yellow, blue, red, black and lavender varieties. It has been carved into beads, cabochons, pendants, vases, buttons, figurines, bottles, weapons, and a myriad of other forms, for it is hard and dense,



Quartz
Crystals

and carves well. *Promotes tranquility. A favorite of Animists and Herbalists.*

Jet (10 sp/ounce): Glossy black, opaque and massive, jet is actually a very hard, dense, compacted form of coal. It is usually faceted, or simply polished, for beads and pendants; it is sometimes carved into figurines and other shapes.

Lapis Lazuli (1 sp/ounce): Lapis lazuli is a dense, opaque and massive stone of a medium to deep blue color, sometimes flecked with golden specks. It is carved into cabochons, beads or figurines, and is used in slabs for tables, boxes, etc., and for inlay work.

Malachite (1 sp/ounce): This is an opaque massive stone, striated in bands of lighter and darker green. It is carved into beads, figurines, cabochons, and the like, and is also sawn into slabs that are used as inlays or veneers.

Moonstone (5 sp/ounce): Moonstone is a white, translucent, massive stone that shows a distinctive white or blue-white play of light, resembling moonlight; there are also greenish, gray, and even red-brown varieties. It is always carved into beads, cabochons, and similar shallow, rounded forms to bring out this effect.

Moonstone [magical variety] (20 sp/ounce): As much novelties as talismans, moonstones are carved in flat cabochons, normally set in a hoop-shaped rim and worn around the neck. They must then be aligned, either to Orhan or Charón. To align to Orhan, white wine is poured over the stone, and it is left out on a cloudless night when Orhan is full. Thereafter, it will match the phases of Orhan. To align to Charón, the same process is employed, but using animal blood (it need not be human) instead of wine. Charón-aligned Moonstones will glow red on the Night of the Third Moon. *Channeling*

Obsidian (1 bp/ounce): This is a volcanic natural glass, opaque to semi-opaque, that occurs in black, gray, and red-brown varieties, as well as "snowflake obsidian," which is black with whitish specks. It is carved into figures and ornaments, and an obsidian blade can be flaked to a sharpness not attainable by any metal edge—exceeded only by the much stronger (and more expensive) laen. *Channeling*

Onyx (5 sp/ounce): Onyx is a porous and opaque form of massive quartz, occurring in black or white or a black-and-white layered variety. It is made into beads and cabochons; smooth-cut for signets and the like; and carved into bowls and figurines.

Opal (10-20 sp/tal): This is a translucent, massive stone, usually pale blue-white but displaying an array of red, yellow, green, and violet highlights when light is reflected from its surface. Many varieties exist; a mosaic of small colored areas of play is the mark of a "harlequin opal;" the near-transparency and a moonstone-like appearance distinguish a "water opal;" near-opacity, paleness and limited play of color indicate the common "milky opal;" and there are several others (see black opal and fire opal). It is made into cabochons and other low, rounded shapes to best display the play of colors. It is a soft and somewhat brittle stone. Heated opals may lose part or all of their opalescent color play, and thus much of their beauty and value. *Essence*

Opal, Black (10-25 sp/tal): Black opal is that variety of opal in which the body color is smoke black, deep green, and dark blue, forming an almost opaque background in which its opalescent color play is displayed. It otherwise has the properties of the other forms of opal. Favored by the Dyari. *Essence*

Opal, Fire (10 sp/tal): This is an orange to orange-red form of opal, ranging from transparent to transparent with mottled translucence. It does not always have the intricate color play of other opals; when play is present, the stone is more valuable. If transparent, it is often faceted; usually it is made into cabochons other-

wise. *Essence. Frequently used in fire-related items.*

Pearl (1-2 sp; pink, blue 2-5 sp; Black 5-10+ sp/tal): The pearl is the end product of layers of secretion with which certain mollusks surround bits of foreign matter in their shells. When the secretion hardens, it takes on a unique luster which originates in its dispersion of light just below its surface. It occurs in many shapes: round, teardrop, "button" (flat on one side), and the myriad irregular forms. As well as the traditional "pearly white," these stones come in less common color varieties in a range from yellow and pale rose to the rare, lustrous deep black. They are mounted in all sorts of jewelry settings (mountings often use half-pearls), and, being easily drilled, are strung in various ways—by graduated sizes or in a uniform string; in single, multiple, or even braided strands. Fresh-water mollusks sometimes yield pearls, but these are usually of much poorer quality than pearls from a salt-water mollusk. Pearls are quite vulnerable to acid, fire, and electrical attacks, to crushing blows, and other physical trauma. They may be damaged by sudden changes in temperature, and are alleged to deteriorate if left untouched by human skin for great lengths of time, although sea water will supposedly negate any such deterioration. *Mentalism.*

Peridot (5 sp/tal): A transparent, crystalline stone, usually a clear yellow-green, although it can vary from near emerald-green to almost an olive green. The better stones are faceted; flawed or cloudy stones are polished for beads or made into cabochons, as are the occasional cat's-eye peridots.

Piezoequartz † (1-20 gp/ounce): This special variety of quartz is usually clear or pale blue and has the ability to acquire and store powerful electrical charges. The Lords of Essænce were no doubt the first to discover the properties of these gems, but for them the limited power available made them more of a novelty. The cultures who were truly able to exploit these gems were the Taranians and the Jinteni ??, who built vehicles and tools powered by piezoequartz jewels. With the exception of a rare variety of tourmaline, piezoequartz jewels were usually fairly massive (8 oz—2 lbs) and faceted as spheres. These gems are extremely rare, but of course much of their value is based on their power which few understand how to tap.

Purple Sapphire (10 sp/tal): Purple Sapphire is a variety of the hard, transparent, crystalline mineral corundum with a color closely resembling that of *amethyst*. It is normally faceted, except for the rare cat's-eye and star forms.

Quartz: (1 sp/tal) This mineral is actually the most common in the planet's crust. Crystalline quartz is the more rare, transparent variety. Purple quartz is amethyst, yellow quartz is citrine. *Mentalism. Cures mental illness, anxiety.*

Rhodochrosite (1 sp/ounce): This is an opaque stone ranging in color from pale pink to medium red. It occurs mostly in a massive, banded form, and occasionally in single-colored opaque crystals. It is made into beads, vases and the like. It is a somewhat soft stone. *Mentalism. Strengthens self-identity; used in defense against mental attacks.*

Rose Quartz (1 sp/tal) Pinkish translucent quartz, can be made into beads or cabochons. *Channeling. Inner peace, healthy skin. Used in some healing items.*

Ruby (50 sp/tal): The ruby is a moderate-to-deep red, transparent variety of the hard crystalline mineral corundum (*sapphire* and *jacinth* are also corundum). The finest rubies are absolutely clear and uniformly of that deep red color called "pigeon's blood;" lesser stones may vary from a paler red to a somewhat garnet-like red tinged with a purplish-brown. It is usually faceted, but cloudy specimens may be made into cabochons, as may the rare cat's-eye. *Essence*

Sapphire (10 sp/tal): This name is traditionally reserved for the moderate-to-deep



A Crude Jade Talisman

blue gem, one of the hardest substances in existence; “sapphire” is also sometimes used to refer to other color varieties of corundum, such as the “orange sapphire” or *jacinth*. The sapphire is usually faceted, but there are the occasional cat’s-eye sapphires; see also *black sapphire*. Among the color varieties of corundum that are not given other names, and are therefore called “(color) sapphires,” are pinkish, chartreuse, clear/white, and brown; and each color of corundum occurs in cat’s-eye and star forms as well. *Channeling*

Sapphire, Black (50-70 sp/tal): The black sapphire is a blue-black form of the sapphire, so dark as to approach translucence. It is usually faceted. *Dark Channeling*

Sardonyx (5 sp/ounce): This is a form of massive quartz consisting bands of the translucent to opaque “sard” (see carnelian) and opaque white onyx. It is carved into beads, cabochons, figures, seals, and other shapes.

Topaz (5 sp/tal): Topaz is a transparent, crystalline stone, normally yellow to golden yellow-brown in color; colorless, pink, and blue varieties are also known. Because it cleaves easily, it is often difficult to cut well; it is generally faceted, but cloudy specimens may be cut as cabochons or pendants. *Essence*

Tourmaline: (1 sp/tal): Greenish-black crystals often found with beryls. Some tourmalines have the ability to be very effective piezoelectrical capacitors, and are valued because of their relatively small size-to-power ratio.

Turquoise (1 sp/ounce): Turquoise is a translucent-to-opaque massive stone, blue to greenish blue in color; it frequently occurs with brownish veining. The most valuable is sky-blue, translucent, and without veining; the least valuable (and most common) is green-blue, opaque and heavily-veined. It is usually cut into cabochons, or beads and pendants; large pieces may be cut into figurines, and pebbles of a size may be polished and strung together.

Zircon (5 bp/tal): This is a transparent, crystalline stone; in addition to the usual pale blue-green and orange-red varieties (these two being the most valued), the stone also comes in brownish-yellow, reddish-brown, green and purple varieties. It is brittle and difficult to cut, and is traditionally finished as small faceted stones.

4. USEFUL/PRECIOUS METALS

The following rare metals are (with the exception of metals used for money such as gold and silver) usually traded as ingots weighing 4 oz, 8 oz, one pound, five pounds. Normally the buyers are smiths, metalcrafters, and jewellers, rather than the average consumer.

The more-or-less standard gold piece weight is one-half ounce; values below are listed in sp per ounce.

Beryllium (30 sp): A pale grey metal, usually with a dull lustre, it is used in jewelry and some weapons. It is favored by the Loari and found in Kuluku baws.

Braizium: (10 – 50 sp) A bronze-colored metal occurring naturally in certain mountains near vulcanism and in underground caverns. It requires high temperatures to work, but can be buffed to a bright shine and does not oxidize or otherwise corrode over time. This quality makes the substance ideal for structures exposed to the elements. Braizium does not hold an edge well, nor does it resist sudden stresses without cracking—thus it is not used to make weapons.

Bronze (.2 sp): An alloy of copper and tin, bronze is used for coinage, tools and implements, and cast sculpture.

Gold (20 sp): Most precious of the ‘common’ metals, gold does not corrode, and has a yellow luster which cannot be matched. Very soft in its



Gold, pearls
& coral necklace
with Lion Motif
— Arqania

pure state, it is usually alloyed with other metals; used for coinage, jewelry and decorative work.

Iridium (40 sp): Usually used in making alloys (often with platinum), iridium is a white metal.

Platinum (40 sp): A hard, silvery-grey metal, platinum is used for coinage in some areas, but primarily used in jewelry. It usually has a dull lustre.

Silver (2 sp): A gleaming, pale grey metal used for coinage and jewelry, it has the disadvantage of corroding when exposed to air. Very malleable, it is usually alloyed.

Titanium (50 sp): A rare element used mainly to make exceptionally hard steel alloys.

SPECIAL WEAPON ALLOYS

These correspond (roughly) to alloys described in *Rolemaster*. The number in brackets is the intrinsic bonus given to a blade fashioned of this material because of its hardness and ability to hold an edge. The breakage factor is in addition to the weapon’s base BF.

Steel (Low Steel) [+5]: A non-magical alloy of iron and carbon.

High Steel [+10]: A non-magical alloy of iron, carbon and other elements. Does not rust; BF +30.

Tethium (White Alloy) [+15]: Developed by Tethior, a non-magical alloy of iron, carbon, zinc and titanium. Pale grey with a soft sheen, it does not corrode; BF +50.

Krelin (Black Alloy) [+20]: Developed by Krelij, a non-magical alloy of iron, carbon, and other materials. It has a dark grey appearance and a dull luster; BF +50.

Enclatine (Enchanted Iron) [+5]: Magically infused iron; BF +50.

Quevite (Enchanted Steel I) [+10]: Magically infused steel of lesser quality; BF +100.

Tayn (Enchanted Steel II) [+15]: Magically infused high-quality steel; BF +150.

Keron [+20]: A black alloy; BF +200.

Laen (True Glass [+25]: Enchanted glass of superior hardness. Becomes soft only in extreme cold; hardens with heat. The edge is as sharp as a sliver of normal glass but laen possesses a superior tensile strength; BF +200. (When it does break it shatters into a spray of deadly shards).

Eog (enchanted True Steel) [+30]: An alloy including the rare material eog; BF +300.

MAGICAL MATERIALS & ALLOYS

The description of these inherently magical materials is provided more for general information than for trade purposes. It is

unlikely that PCs will elect to become miners or traders in magical ores. Rarely will they encounter these items in ingot form, but for reference their value in silver per ounce of refined material is given.

Arinyark (200 sp): A metallic element which absorbs and retains raw Essence radiations. Working like a battery or capacitor, it constantly absorbs ambient Essence and can be 'tapped' like a Flow of Essence and thus utilized. It does not work in the same manner as a Spell Adder, however, and cannot store specific spells. It is bluish-green and can be polished to a dull luster. The absorptive qualities can be an effective defense as well: a full suit of armor with Arinyark lamination will add 50 to the wearer's RR (or subtract 50 from an elemental spell attack roll).

Electrium: (10,000 sp) This alloy is made by mixing gold, silver, and iron at high temperatures while flooding the molten metals with Essence. The resulting alloy is malleable and ductile with a color similar to electrum (gold and silver mixed without the iron and the Essence treatment). Spells from all three realms of magic can be embedded more easily into electrium than most other materials. (*Imbed I* can be cast as a 1st level spell, *Imbed II* as a 2nd level spell, *Imbed III* as 3rd level, etc.)

Essicrysta: (10,000 sp – priceless) The ancient Lords of Essence alone knew the secrets of making essicrysta. And only a few individuals living in the Third Era are able to use remnants of the material forged in the past to make new items of their own devising. Essicrysta is a clear, crystalline substance that glows faintly and is always warm to the touch. *Detect Life* spells register pieces of it as living, and *Presence* spells report such as beings with presences! Essicrysta can convert Essence (as power points) into mass, or mass into Essence (which it then stores) when connected magically to the proper control device. It is a key component to their cronagenic suspended animation devices.

Eog [Black] (5000 sp): Can inhibit or even nullify all non-Dark Essence in the same way White Eog inhibits Evil Essence. For general properties see Grey Eog, below.

Eog [Grey or 'common'] (2000 sp): An extremely hard metal, it is brittle in its pure form, but when combined with certain other elements the resulting alloy can be used to make superior weapons and armor. It is enchanted, and 'common' Eog has a dull silvery luster. An addition, certain pure types of Eog have the power to locally inhibit the Flows of Essence (see black and white types).

Eog [White] (5000 sp): Can limit the powers of Dark Essence (e.g., Essence originating from the Unlife or dark gods or their minions). Eog's inhibiting power varies with the amount and proximity, but a small chamber lined with White Eog panels 1" thick would prevent all but the most powerful Evil magicians from casting a spell. Note that, while a Magician inside this chamber would have trouble casting spells, his Power Points are not actually drained.

Ithloss (up to 2000 sp; but cannot be worked by any known means, so few are interested buyers): A strong but light and somewhat flexible metal, it is an enchanted alloy created by the Lords of Essence, the secret to which has been lost. Armor made of this material is of almost unequalled value because of the superior protective properties and its unencumbering lightness. Ithloss armor also provides the wearer a +20 DB versus Elemental spell attacks. In appearance it is a light golden color.

Keron (200 sp): A black, very shiny alloy. The substance is strong but flexible and holds a keen edge. When polished it has such a high luster that it looks wet or oiled. It does not corrode, and should be treated as enchanted.

Kregora (20,000 sp): An extremely rare, golden alloy, Kregora is by far the most powerful of the anti-Essence materials. Even powerful magical items are temporarily rendered dormant when surrounded by a Kregora-lined receptacle. Kregora's damping qualities are equally effective against all realms of Essence (i.e., Essence, Mentalism and Channeling). Unlike Eog, Kregora will sap a spell user's Power Points, the rate of drain corresponding to the amount of Kregora. Fortunately

for spell users, Kregora is rare beyond description and costly (almost beyond price).

Laen (1000-10,000 sp): An extremely hard volcanic glass which can be forged into very keen-edged, almost indestructible, weapons. Laen can also be tinted, and (vary rarely) is naturally colored. It should be considered enchanted. Laen is also very unusual in that it becomes more pliable as its temperature is *lowered*. Because of this, unique, magical *cold forges* must be used to work laen into tools and weapons.

Rularon (1000 sp): A metal, dull silver in color, which in sufficient quantities has the ability to inhibit spells of Mentalism. A full helm plated with Rularon, for instance, would most likely completely protect the wearer from mental attacks (and prevent him from casting any Mentalism spells or having any sort of mental contact with anyone). It is a very soft and malleable material, and of course, enchanted.

Shaalk (100 sp): An enchanted material, very lightweight, pliable and resilient. Thinner sheets resemble the finest white paper but are glossier and almost indestructible. When exposed to extreme heat it melts, but normal fires do not harm it. Shaalk lockpicks and similar tools can have a +20 bonus.

Star Iron (up to 5000 sp; but cannot be worked by any known means, so few are interested buyers): Actually an alloy forged using metal gathered from certain meteorites. It is extremely strong once worked, and invariably has a dull, dark grey appearance. The recipe has been lost with the First Era. Star Iron is believed to have other, more arcane powers, but the nature of these is uncertain.

Taurith: (5000 sp) This is a silver-blue metal found near deposits of arinyark. Although it behaves like most metals, molten at high temperatures and solid at cool ones, it loses some of its most valuable properties permanently when softened or melted by heat. These characteristics include: the strength to withstand extreme torque without bending or cracking, the molecular structure permitting it to take and retain a very sharp cutting edge, and the extreme ease with which it can be embedded with Essence spells (not Mentalism or Channeling; see *electrium*). Therefore, taurith is usually worked cold—a proceeding requiring considerable skill on the part of the alchemist. Taurith marred by heating can be detected by its lack of surface sheen; it cannot be polished to a high gloss.

Trystrium: (5000 sp) A metal, greenish silver in color, usually found in small nodules (1/4" to 1" diameter) among the roots of ironwood trees. Trystrium is a strong, flexible substance and holds a keen edge (only laen, eog or taurith surpasses its sharpness). Additionally, it can be embedded with Channeling spells or runes with particular ease. Only the difficulty experienced in collecting a sufficient quantity makes it little used.

Vaanum (10,000 sp): A strange, extremely rare silver-white metal which is believed to exist only on Charón. Blades made of the material have a keen edge, and have the strange innate property of being *Of Slaying* any living creature they deliver a critical to. This perilous feature is believed to be due to the alien nature of the material, and the malevolent origins of Charón.

Xenium (1000 sp): Blue-silver in hue, this alloy is created from titanium, arinyark and other—more dangerous—materials, which together nullify the force of gravity. It is used primarily on the undersides of skyships. The exact manner in which this is accomplished, and how Xenium is successfully employed to balance a ship's mass against gravity, are factors which are extremely difficult to calculate. The price given is the 'street' value; obviously the alchemists who created Eidolon and who make the skyships were able to make such vast quantities that the relative cost was considerably less.

♦ PART VI ♦

PLANTLIFE

Although our small party was led through the Rulaash forest by the Navigator Tar-esiir, I could not shake off the feeling of foreboding which hung over me like a fog. Surely, this wood could not hold any threat? Sunlight streamed in shimmering rays between bright green branches. Healthy trees strove skyward, and beneath was alive and lush. This was not what I imagined an evil place might be like.

But Tar-esiir had warned us that the Rulaash was a home of evil spirits: plants that had wills of their own... wills that did not like humankind.

A sweet fragrance tickled my nose, and I perceived a cluster of beautiful lily-like blossoms just off the path. The smell was invigorating, and for a moment banished my feeling of unease. The Navigator had told us to stay on the path, but they were so near...

With a gesture to follow made to Taluk, I hurried over to draw a deeper scent. For some reason, I was not alarmed by his shout, and as I approached the tall flowers it did not seem strange that one of the huge white blossoms turned to face directly towards me. It had six graceful petals radiating from a large center. The stamen were very long, with a red, shiny appearance.

I was struck from behind and knocked to the soft earth just as I heard a whoosh followed by a strangled cry. Revived by the scent of clean moss, I rolled over to see poor Taluk, his chest pierced by several of the dart-like stamen, collapse to the ground. Behind him, Tar-esiir had come off the path towards us and raised his hand. There was a blue flash and a crackle as lightning arced over my head—and the blossom was a charred stump.

The rest of the party rushed up; Reela, the Lay Healer, knelt over Taluk.

"You were fortunate," the Navigator said without emotion. "Your friend Taluk saved you from the Dartspore."

Reela looked up sadly, her hand on Taluk's forehead. "There is nothing I can do; he is dead. The pollen on these barbs is a deadly poison."

Tar-esiir turned back towards the path. "Next time perhaps you will heed my instructions."

*Ralen Avamir
Travel Journals of Emer*

1. VEGETATION OVERVIEW

While the many races and countless beasts of the Shadow World may dominate the landscape, we must not neglect the landscape itself. In addition to the familiar flora, there are some interesting—and sometimes deadly—variations.

The color Hemisphere Map gives hints as to the density of the land (the richer the green, the more verdant), but beyond that it is up to the GM to decide—based on latitude, altitude, and proximity to bodies of water. Following are five basic vegetation patterns, and a set of climatic descriptions which match the climate types described earlier.

- 1) Tundra and wasteland (desert);
- 2) Grassland;
- 3) Mixed vegetation with grass;
 - a) Scattered woodland and grass;
 - b) Shrubs and grass;
- 4) Mixed vegetation without grass;
 - a) needle-leaf and broad-leaf tree mixes;
 - b) Mixes of trees and shrubs;
- 5) Forest;
 - a) Coniferous vegetation: cone-bearing plants, normally broad and needle-leaved evergreens;
 - b) Broad-leaved deciduous vegetation;
 - c) Broad-leaved evergreen vegetation.

Forests

- 1) **Cool areas:** the forests tend toward stands of a) needle-leaved evergreens; b) needle-leaved deciduous trees; or c) mixes of the two evergreen varieties, all with little undergrowth. Except in the coldest areas, near polar reaches or along the highland tree lines, these trees are quite large and tall. Mature trees rise 100-200 feet and many exceed that height. Like other living things, trees tend to get larger and bunch closer when they need to retain heat. In order to capture the less generous amounts of light, they assume tall profiles. When the temperature and winds become extreme, however, these same varieties grow low, spreading and intertwining, eventually forming a sort of carpet.
- 2) **Temperate regions:** the forests generally include a mix of broad-leaved deciduous and needle-leaved evergreen trees. Mature stands normally vary in height from 50-100 feet, and variety abounds. Undergrowth is moderate in the deep forest, and rather dense along the edges of clearings.

- 3) **Hot, humid locales:** broad-leaved evergreens predominate. Undergrowth is uniformly extensive, and the variety of plants in these regions is unparalleled. Trees thrive and take on a tall, lean profile in order to reach the sunlight above the forest canopy. True 'rain forests' may actually be composed of distinct layers: undergrowth (up to 20'), stands of younger trees (to 50'), and mature trees which form the "roof" at a height of 80-150 feet.
- 4) **Hot, dry areas:** trees are relatively scarce and tend toward specialized varieties, or broad-leaved deciduous and evergreen shrubs and scrub.

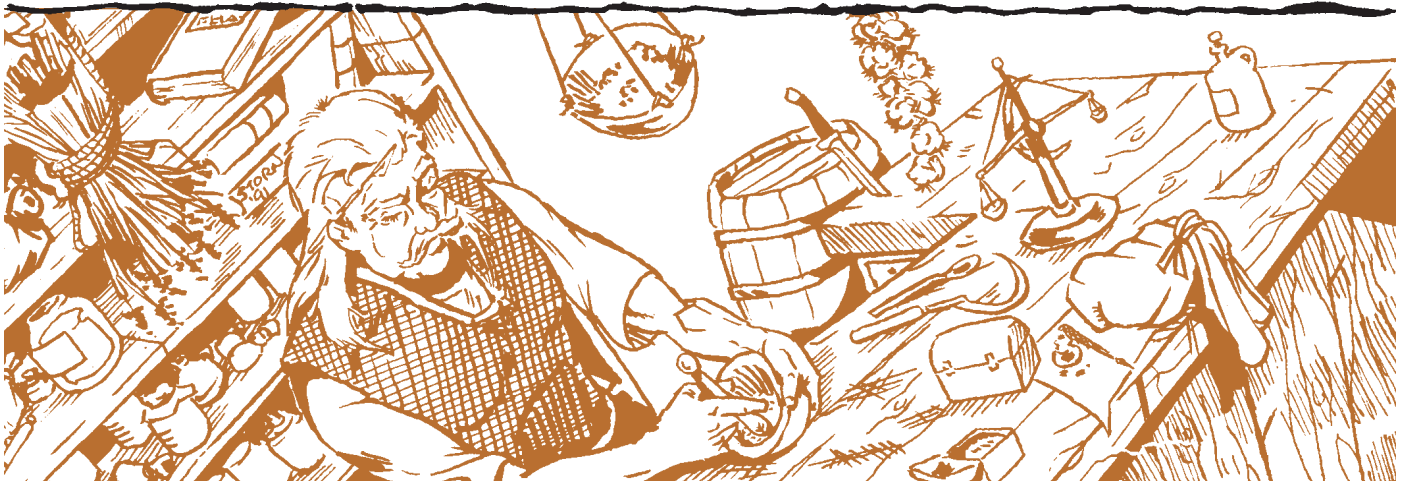
Other Vegetation

- 1) In cold **non-waste regions**, as one approaches the tree line or tundra, the trees get smaller and eventually give way to scattered broad-leaved evergreen shrubs. These get smaller as the locale gets more extreme, and dwarf varieties eventually predominate.
- 2) Lichens and grasses form **tundra** in very cold areas. Still colder areas that are not yet barren are covered with tundra composed of moss and lichens. Root and soil structures in tundra areas make for a damp, spongy ground which is almost rock-hard in times of cold (since the water is frozen). In warm seasons this ground becomes a soft, cushiony carpet which is often swampy or bog-like.
- 3) Vegetation in **waste regions** is adapted to long periods of dormancy, broken by short spurts of explosive activity. When active, these plants spread quickly and bloom with fervor.
- 4) **Warm waste areas** are often surrounded by belts of scattered broad-leaved deciduous dwarf shrubs.

2. MEDICINAL HERBS

In the perilous world of Kulthea, medicinal herbs play a crucial role in the survival of peoples of many cultures—and any party of bold adventurers.

***GM NOTE:** An exhaustive chart and supplementary material follows. While the chart indicates the general environment in which an herb might be found, specific locations are not mentioned. As the Shadow World is revealed, the GM may wish to designate exclusive regions (and seasons) where certain herbs can be found. He should also feel free to make up herbs of his own to further enrich the campaign.*



MEDICINAL HERBS CHART

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

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

Frequency: Based on a scale of 1-100 (100 being very common; 1 very rare). These numbers are indicative of availability in the wild.

Compass Code: Last code in sequence shows area of the main continent where herb is most common. "U" equals universal. "M" indicates mid-continent.

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

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

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

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Sense Enhancement & Hallucinogens					
Agaath	fM30NW	berry	chew	5gp	Breathe in low oxygen (25%+) 12 hrs. Once per day. AF 3.
Alzo	mD10U	seeds	cr/boil/dr	60gp	Adds 50 to adrenal maneuver rolls for 3 rounds. AF 10.
Basira	mF20S	bud	boil/inhale	15gp	("gloweyes") Allows one to perceive Essænce Flows, and enchantments. Imbiber's eyes glow red. (1 hr). AF 15.
Borga	mF15U	toad secretion	drink	50gp	("voyager") Strong hallucinogen. Subtract 50 from perception, 30 from maneuver and melee. (4-6 hours). AF 10.
Ezrin	mV25U	flower	chew	30gp	Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. Euphoric. (1 hr). AF 7.
Finrot	mO5U	oyster	eat	250gp	("fang") Strong Hallucinogen. Imbiber is in a trance (subtract 90 from perception, 60 from maneuver and melee) and has sometimes prophetic visions. (2-3 hours). AF 20.
Furk	aW10M	leaf	boil/inhale	15gp	Enhanced vision (x3 plus mild infravision) for 3 hrs. 1x/day. AF 25.
Gort	hJ25S	leaf	powder/inhale	2gp	("sniff") Mild euphoria. Add 10 to all Presence RRs. (1 hr). 'Psychologically addictive.' AF 5.
Hristo	cC5N	leaf	crush/burn	30gp	Allows mental summons of one known sentient friend (100 feet x level of user). AF 23.
Jiri	mO15W	lichen	rub (on eyelids)	10gp	Infravision (one hour). AF 3.
Kalanga	hJ20U	leaf	burn/inhale	5sp	Mild depressant. Subtract 20 from maneuver and melee (2 hours). AF 5.
Kilmakur	hS10U	root	boil/eat	65gp	Protects versus all (within reason) flame and heat for 1-10 hours. AF 33.
Kylan	fW20N	berry	chew	45gp	2x strength (double concussion damage, +10 to hit) 4 rnds. AF 35.
Lujat	mHCD8U	bat blood	drink	300gp	("zoom") Strong stimulat. Imbiber is hasted for 10-20 rounds, after which there is a 20% chance of a damaging heart attack (result: reduced Con, endurance, danger of more attacks).
Nira	hO60U	root	chew	60gp	Haste (3 rnds). AF 25.
Nygath	tH4U	mushroom	eat	200gp	("zap") Strong hallucinogen. Imbiber in a coma for 15 minutes, then awakens with 2x full PP restored (any extra points are lost after the next sleep). 2% chance per use (cumulative) that visions are so frightening that imbiber becomes suicidal. AF 25.
Oranto	tU20E	mushroom	eat	100gp	Haste (6 rnds) user takes 20 hits due to drug reaction 10 rounds after being taken. AF 35.
Paran	tU5SW	stem	boil/inhale	80gp	See invisible things or beings for 10 minutes. AF 80.
Resha	hV20SE	flower	chew	90gp	Allows mental contact with friend. (10 miles x level of imbiber) Contact lasts 6 rounds. AF 50.
Rud-tekma	hJ6S	fruit	eat	25gp	Bonus of +20 for casting spells or over-casting attempts. Lasts 1 hr. Maneuver and melee -20. 10% chance any spell will be cast on nearest unintended target. AF 10.
Selig	mF30U	fungus	chew	18gp	Enhances hearing 1 hr. AF 5.
Somiren	sB10E	leaf	boil/inhale	30gp	Restores as nights' sleep or meditation. Use in given week results in: once = loss 1 pt Con; twice = loss 5 pts; thrice = 25 pt loss (temp). AF 9.
Zapic	hJ4S	leaf	powder/inhale	80gp	Euphoric. Add 50 to all spell failure avoidance rolls when overcasting. (5 rnds). AF 20.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Concussion Relief					
Akbutege	s082S	leaf	chew	12sp	Heals 1-10. AF 1.
Akunga	t0ssSE	leaf	salve	8gp	Heals 2-20. AF 1.
Anneke	ch15N	flower	chew	30gp	Heals 5-50. AF 4.
Bayla	eV90N	lichen	boil/inhale	50gp	Heals 1-100. AF 2.
Blenna	cC7N	fruit	eat	70gp	Heals 10-100. AF 6.
Darric	cM80U	berry	chew	10gp	Heals 10 (instant effect). AF 2.
Forb	fM85NE	berry	chew	40gp	Heals 10 and relieves 2 rnds accumulated stun. AF 3.
Kenja	tD80U	leaf	brew/drink	3sp	Heals 1-4. AF 0.
Morue	fH20NW	root	chew	80gp	Heals 50. AF 7.
Purg	mD10NW	nectar	dissolve/drink	30gp	Heals 20. AF 3.
Raman	sO40W	leaf	chew	10sp	Heals 1-10. AF 1.
Rigni	cM90E	lichen	crush/poultice	120gp	Heals 3-300. AF 12.
Sheku	aD5M	berry	place in mouth	140gp	Heals all hits. Instant effect. Imbiber stunned for one round due to shock. AF 50.
Shuab	eW10M	leaf	poultice	30gp	Heals 2-20. Doubles healing of all major wounds. Antiseptic. AF 1.
Antidotes					
Alzo	tF15U	leaf	chew	27gp	Antidote for Yosis. AF 5.
Bevolin	mO20SW	leaf	brew/drink	45gp	Antidote for Ghida. AF 5.
Deon	hO5S	root	eat	110gp	Antidote for Loryaak. AF 3.
Eshetu	mT20M	grass	poultice	80gp	Antidote for Kadah. AF 9.
Ikbai	mF2U	crystal	dissolve/drink	300gp	Antidote for any poison if taken within one hour. AF 20.
Nega	mS80N	leaf	brew/drink	80gp	Slows effect of any poison 10x. Lasts 24 hours. AF 0.
Radoje	tH90U	root	crush/rub	10gp	Cures infections (1 wound). AF 1.
Retta	tC14U	flower	chew	120gp	Neutralizes any poison below 10th level. AF 15.
Siri	aW10SE	root	chew	80gp	Antidote for Luku. AF 8.
Tevy	mO20S	leaf	boil/inhale	25gp	Antidote for Vyurk. Cures Hurothgaar. AF 3.
Stat Modifiers					
Alaec	aD2SW	flower	chew	450gp	Restores any stat losses other than those due to age. Affects only one stat. AF 10.
Azele	fG1NE	bud	chew	340gp	Allows one to increase any one stat's potential by one point. Effect permanent. User can only use the drug once in his lifetime, or body will reject (all stats drop by 5-50).
Sahn	cA3NE	flower	chew	500gp	Allows one to increase any one stat's potential by 4 (up to 100), but 10 must be deducted from any other one stat of the imbiber's choice. Effect lasts one year exactly. AF 50.
Specific Repairs					
Amar	tS20U	leaf	poultice	70gp	Stops bleeding by clotting and sealing wound (up to 5 hits/rnd; more severe wounds are unaffected). Wound is closed and healed; will not re-open. AF 9.
Arrine	mF30U	stem	rub	10gp	Doubles rate of healing fractures. AF 1.
Baalak	hO3U	reed	br/dr	160gp	Repairs one shattered bone. Takes one minute. AF 12.
Cellane	tH85U	leaf	boil/inhale	2sp	Decongestant. Adds 20 to resistance versus cold and pneumonia. AF 5.
Chuma	hO15S	root	crush/rub	12gp	Doubles rate of healing for sprains, torn ligaments, cartilage damage. AF 8.
Cicala	mT30M	grass	poultice	40gp	Mends one muscle (instant). AF 6.
Crale	tC30N	berry	chew	65gp	Restores hearing. AF 6.
Curfalaka	hJ12U	fruit	eat	40gp	Mends muscle damage. AF 15.
Daral	tO90U	leaf	poultice	1gp	Cures fever. AF 1.
Dorn	tF15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to 2nd degree burns. 3rd degree healed in one hour. AF 3.
Dorub	cC30U	cone	cr/boil/poultice	60gp	Nerve repair (one limb) takes one hour. AF 20.
Efrid	hJ10S	flower	place in mouth	250gp	Massive nerve regeneration. One hour. AF 50.
Ghiloa	eG2NE	flower	crush/soak	10gp	Cures frostbite. AF 1.

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Gursamel	tS3N	stalk	cr/po	30gp	Mends bone. Takes one minute. AF 20.
Hegheg	hS12U	root	bo/cr/poultice	25gp	Heals cartilage damage. AF 5.
Inexes	mD20SW	leaf	poultice	70gp	Stops bleeding of any one wound instantly. AF 9.
Iolar	cO60SE	mix	salve	10bp	Depilatory (removes hair in area applied). AF 0.
Irit	mM20NE	berry	salve	5sp	Local anesthetic. Lasts 4-5 hours. AF 1.
Irona	hJ20SE	leaf	boil/inhale	85gp	Cures mental disease. Takes one day. AF 10.
Jaymis	tM10SW	algae	dry/eat	60gp	Allows free breathing underwater (as well as in air). Lasts five hours. AF 2.
Jervie	mC20W	seed	cr/boil/poultice	145gp	Major organ repair (not brain). Takes one day. AF 50.
Jes	ch16N	flowers	salve	255gp	Joins limbs. Takes one day. AF 40.
Kadir	aD80M	stem	powder/dissolve/dr	3bp	Analgesic. AF 1.
Kiran	hV60SE	leaf	poultice	25gp	Heals cartilage damage instantly. AF 12.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly. AF 15.
Macajou	cO4N	leaf	boil/apply	250gp	Regenerates one major organ. Takes five minutes. Imbiber is at max hits due to drain on body. AF 60.
Milinka	aD10U	root	salve/rub	12gp	Mends bone. Takes one hour. AF 7.
Nayeeek	mS10W	flower	place in mouth	30gp	Lifekeeping (one hour). AF 10.
Nizzar	mV15S	root	poultice	80gp	Repairs one bone shatter. Takes one day. AF 5.
Nyasani	tF3M	flower	boil/dr	240gp	Regenerates one eye. Takes one day. AF 20.
Nya	eG1NE	flower	place in mouth	850gp	Lifegiving for Elves. Acts as Lifekeeping on anyone, lasting 10 days. AF 20.
Orlian	fF30NW	leaf	poultice	30gp	Preserves one limb. AF 0.
Pok	tU2U	mushroom	place in mouth	200gp	Regenerates brain tissue. Depending on area and extent, any lost accumulated experience is not regained. AF 70.
Reslyn	tO35SW	kelp	poultice	90gp	Cures blindness (if eyes not destroyed). AF 20.
Rumar	fM25U	berry	chew	60gp	Relieves up to 3 rnds accumulated stun. Takes effect 1 rnd after ingestion. AF 30.
Salufa	mO3W	flower	place in mouth	1000gp	Lifegiving. AF 40.
Sappora	mM15E	root	chew	2gp	Stun relief 1 round. Acts instantly. AF 20.
Savarhet	tD20U	clove	place in mouth	380gp	Will regenerate any damaged nerves and organs. Takes one day. AF 25.
Sebrun	cF45N	root	chew	5gp	General anesthetic. Lasts 10-12 hours. Level 5 atk. AF 5.
Sek	hJ60M	nectar	boil/inhale	20gp	Relieves coma, if related damage already cured. AF 15.
Shlorp	tU10U	mushroom	place in mouth	160gp	Lifekeeping (10 days). AF 40.
Shuab	tM80S	leaf	poultice	35gp	Heals up to 3rd degree burns in ten rounds. One dose will treat one square foot of area. AF 20.
Shumaran	sW20E	clove	place in mouth	1200gp	Lifegiving. AF 80.
Starza	tC23U	resin	dissolve/soak	25gp	Cures frostbite. Heals 2-20 cold related hits. AF 12.
Sterhen	tH40S	nut	eat	60gp	Stimulant. Add 10 to QU for 5 rounds; Assures wakefulness for 10 hours. AF 10.
Suman	mD8N	gold berry	place in mouth	200gp	Lifekeeping 30 days. AF 90.
Taline	mD40S	berry	crush/poultice	15gp	Blood vessel repair. AF 10.
Telpi	tT30NE	grass	poultice	45gp	Stops bleeding (up to ten hits/rnd). Victim cannot engage in strenuous activity without reopening wound. AF 8.
Tesh	mC75SE	resin	dissolve/poultice	80gp	Repairs ear. Takes one hour. AF 2.
Torrain	fH20NW	root	chew	20gp	Cures concussion. AF 6.
Tovo	sB10W	leaf	boil/inhale	5sp	Mild stimulant. Assures wakefulness for 5 hours. AF 8.
Trice	tO10SE	kelp	poultice	200gp	Will heal up to two square feet of fourth degree burns. Victim must recuperate one day. AF 2.
Trimas	tU8U	mushroom	eat	150gp	Regenerates appendage (finger or toe takes one week; arm or leg one month). AF 50.
Turfiik	sW10U	leaf	boil/poultice	50gp	Regenerates one bone (and attached tissues such as cartilage and tendon). Takes one day. AF 40.
Ujama	tM30U	leaf	poultice	10gp	Repairs sprain. Effect immediate. AF 30.
Vaniro	mH80N	berry	cr/rub	20gp	Restores heart action. AF 5.
Wor	aD30NE	cactus sap	poultice	60gp	Skull repairs. Takes one minute. AF 14.
Wumbar	sB35U	fruit	crush/rub	120gp	Joint repair. Effect immediate. AF 6.
Zaklar	tM80U	leaf	boil/inhale	3sp	Restores free breathing. AF 0.
Zan	cO20S	stem	crush/rub	250gp	Spine repair. Takes one minute. AF 18.
Zorm	mS15N	grass	poultice	150gp	Shatter repair. Takes one round. AF 22.

HERB/DRUG AVAILABILITY

To Compute price/availability use the following steps:

- (1) Find compass area.
 - (a) Mid-continent is always one compass region away from adjacent regions.
 - (b) Universal Herbs are uniformly distributed.
 - (c) Remaining regions are based on compass points (N, NE, E, SE, S, SW, W, NW). Cost is based upon main home, but any region containing compass point (e.g. E is in NE, SE and E) uses base price. Regions 1 step away use 2x cost; areas 2 steps away use 4x cost.
- (2) Use cost multipliers below:

Market/Availability:

 - 1/2x if market oversupplied in good
 - 1x if normal/cosmopolitan market
 - 2x if rural market
 - 3x if isolated/black market
 - 10x if insulated/inaccessible market
- (3) When selling an herb to a merchant or interested (and rich) individual, employ two more factors (it's not that bad, really):
 - (a) If the herb is not 'universally' available it may be hard to sell, particularly where cheap local equivalents are available.
 - (b) Prices are computed as normal where there is a demand. Where there is no demand, the herb will bring 50% of the price of the cheapest equivalent locally in demand and available. All price fractions here should be rounded down.
 - (c) Unless otherwise stated, (due to culture, locale, circumstance, etc., etc.) PCs deduct 50% of the price when selling the herb.
 - (4) Weights should be calculated at 1/2 ounce per dose. This might vary in certain cases within the GM's discretion.



Miran Berry

FINDING AN HERB IN THE WILD:

- A) This formula allows the GM to determine the number of doses a group could find after a 10 hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought.
- B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.

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

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

- E) Modifiers:

Searching in area searched in last 6 months -50

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

Each Animist in group +30

Each Ranger in group +20

Each additional searcher +02

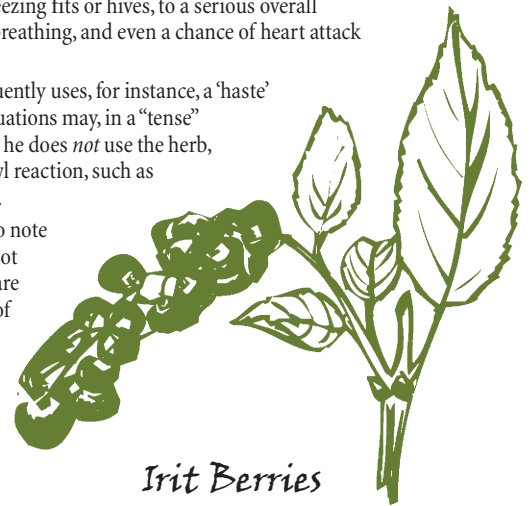
Each day spent unsuccessfully searching +05

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

Some possible afflictions:

- a) dependence forces user to imbibe drug once/day or face violent, unpleasant withdrawal.
- b) drug ceases to be effective; more and more doses required *at once* to be effective.
- c) imbiber develops allergy to drug, and cannot take drug without a reaction (from sneezing fits or hives, to a serious overall swelling, trouble breathing, and even a chance of heart attack or death.
- d) imbiber who frequently uses, for instance, a 'haste' herb in "tense" situations may, in a "tense" situation in which he does *not* use the herb, trigger a withdrawal reaction, such as *slowed* movement.

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



Irit Berries

3-DANGEROUS PLANTS

The *Shadow World* is home to innumerable plants which—for one reason or another—are dangerous to humanity. A selection of them is listed below. Some of these herbivorous threats use poison to strike down their prey: a guide to these various substances can be found in the section on poisons.

PASSIVE THREATS

Certain plants have evolved a number of defenses against the animal kingdom: toxic pollens, poisonous spores and thorns, or envenomed hairs. Often a deceptive beauty encourages the traveler to admire more closely, leading him to inhale damaging fumes or to touch corrosive oils.

Ansilius: [*Tropical/Rainy – Humid*]

- *Pollen is lvl 6 special poison (var. C)—inhalation produces violent behavior together with memory loss: mild: 1/2–1 hrs; moderate: 1–2 hrs; serious: 2–6 hrs; extreme: 6–12 hrs.*

White, many-petaled blossoms cluster among the shiny, dark green leaves of this decorative creeper. A sweet fragrance drifts from them, inviting enjoyment. Yet fate punishes those who accept the invitation and inhale more deeply from the flower-cup. An expression of inhuman rage transforms their faces, while they engage in almost every kind of violent depravity imaginable. Amnesia claims their memories of the events, but victims do not forget so easily.

Blastnuts: [*Temperate/Seasonal – Wet & Dry*]

These large, roughly spherical nuts are about 4–6" in diameter and grow on vines along the ground like squash. However, should the ripe nut be stepped on or struck against a hard surface, it will explode (*Shock Bolt Table*, point blank, 2x damage, impact crits).

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

The tree is very similar in appearance to the weeping willow, however the vinelike branches of this tree are covered with jagged burr-like seed pods. As unsuspecting passersby—human and animal—brush against the pods, they receive numerous small cuts. At the same time the leaves, which are covered on the underside with a mat of velvety hairs, absorb the blood. In the fall, the pods catch onto clothing and fur, hitching a ride to other locations and thus spreading the tree's progeny.

Bore-Burr: [*Temperate – Cold/Wet & Dry – Semiarid*]

Small shrubs found in hilly regions sprout these shiny brown burrs which catch on the clothes or hide of a passing man or animal. They can sense body heat, and if not removed within a few minutes, the tiny organism inside sprouts. It will burrow into the flesh (the host may feel a sting), making a home in muscle or fat tissue. Once the burr 'bites' it requires a deep incision to remove it, otherwise the burr drains one hit the first day, two the next, three the third, etc., as it grows. After 10 days the only way to stop it is to remove the limb or major surgery by a Lay Healer. Left unchecked, the burr will grow, making the affected area swell and deform, until the host lapses into unconsciousness and eventually dies. If a host is bitten by several burrs at once he may die within a few days.

Whether the bore-burr is in fact plant, animal, or a symbiosis of the two is uncertain, but death this way is excruciatingly painful. The body then serves as fertilizer as the burrs sprout new shrubs.

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

- *Crit means adhesive delivers level 3 reduction poison*

Tall plants with several palm-like 'tiers,' the Clingleaf has long trailing leaves with a very sticky liquid on the top. Ostensibly, the liquid's purpose is to capture insects which are subsequently decomposed, but the adhesive—and the leaf structure—is quite strong. If one runs into a patch of Clingleaf unawares, one could be almost immediately wrapped in a tangle of very strong fibrous tentacles (treat as a *Large Grapple* attack, with bonuses depending on how many plants and how hard they are encountered). The adhesive begins the breakdown process, delivering a level 3 reduction poison. He is then consumed (except for bones and non-organic coverings) over a period of about 10 days.

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

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

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

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

- *Vines obtaining a critical deliver a level 5 circulatory poison*

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

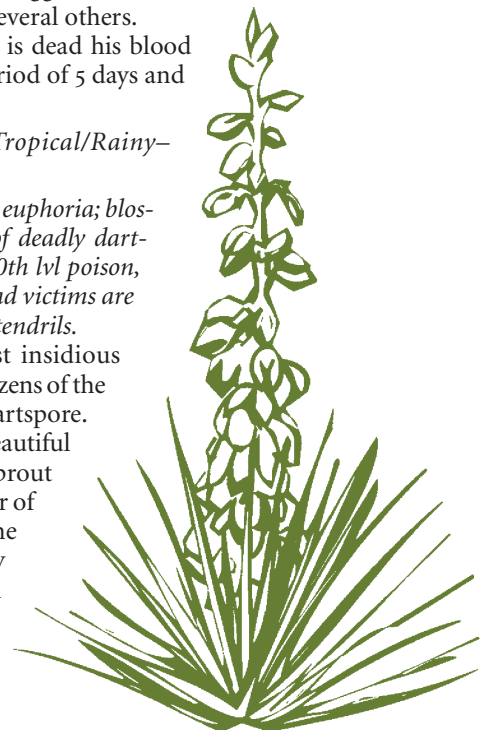
The constrictor vine trailers are covered with tiny feelers which react swiftly when touched: the entire vine coils instantly around whatever has come in contact with it. The strength of the constriction breaks many of these feelers, releasing a sap which is actually a circulatory poison of up to *Severe* effect. Over the next several hours the vine extends rootlets into the victim which drink the blood until the target is dehydrated. While one trailer might not hold a man, his struggles could make him brush against several others.

Once the victim is dead his blood is drained over a period of 5 days and the body released.

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

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

One of the most insidious and frightening denizens of the plant world is the Dartspore. Several very large, beautiful lily-like blossoms sprout from a central cluster of elongated leaves. The entire plant may grow to six feet in height. These blossoms give off a sweet scent which is slightly euphoric



but otherwise harmless. However, should a foolhardy target draw too near (generally within 6 feet), the plant becomes 'conscious' of a presence and aims a blossom at the victim. It can then fire a deadly spray of barbed, needle-sharp stamen. These projectiles are tipped with poison (see the Poisons chart), and the result is instant death.

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

Each blossom (of which there can be 5-10 on a plant at a time) can fire 4 sprays before being exhausted, at which time it dies and is replaced.

Deadly Milk-white Trumpet: [*Temperate/Seasonal–Wet & Dry*]

- *Pollen is lvl 7 special poison (var. D)—if fail RR by 01-100, 4-8 days nausea, blindness; if fail by 100+, madness; Seed is lvl 1 special poison (var. A)—if fail RR, euphoria & -25 in combat.*

A dead-white shrub that grows in temperate, coniferous woods to twice the height of a man, the trumpet exudes a sickening odor when bruised. In late summer, huge pale flowers bloom, producing a pollen that causes blindness and nausea lasting a week if inhaled, and in extreme cases, madness. In mid-autumn, a prickly seedpod shelters black, bitter seeds that bestow euphoria and a false sense of surety in battle (when ingested). The shadows of evil strongholds foster an unusual concentration of these plants.

Delphinuris: [*Cool Temperate–Cold/Seasonal–Wet & Dry*]

- *Oil is lvl 10 special poison (var. E)—amnesia: mild: 1-10 days; moderate: 10-25 days; serious: 25-50 days; extreme: 50-100 days.*

Many rocks and northerly slopes of deciduous forests display a thick carpet of this springy moss (whose name means "Night's Silence" in the Elven tongue). Its natural pillows beckon the weary to rest within silvan dells, but this enticing prospect is best resisted. The weight of a relaxing traveler presses a volatile oil from the moss, inducing several days amnesia upon contact with it.

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

- *Touch produces euphoria after 10 turns, then sleep (RR); roots which achieve a Gr critical suck fluid from flesh, dealing 21-40 hits/rnd.*

Wiry creepers with curled black leaves, dreamvines have a preference for ancient ruins and the exposed roots of large trees. Prolonged contact (resting or sleeping on them) brings a dreamy euphoria, followed by deep slumber. This allows the vines to twine around the victim, sinking hair-fine roots into the flesh. Death comes painlessly as the victim sleeps while his blood is sucked away.

Exploding Mushrooms: [*Tropical–Cool Temperate/Rainy–Seasonal*]

- *Mushrooms grow overnight on rotting wood or leaves. Spores are a lvl 15 special poison (var. H)—one breath delivers 5-20 hits.*

Ripening inside the umbrellas of these mushrooms, spores produce ever-increasing pressure as they approach maturity. When touched by sunlight or a high enough temperature the mushrooms burst, disseminating great clouds of spores into the air. Unwary footsteps often hasten this explosion, bathing the unfortunate in the poisonous spores.

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

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

A cluster of thick shoots, each terminating in a man-sized leaf with a spring-like hinge down its middle rib and fringed by spikes, the fly trap requires more than earth, rain, and sunshine to sustain life. Animal flesh supplies the missing nutrients. Careless prey venturing onto the broad leaves (which resemble soft, rosy moss, an inviting bed) brush sensitive trigger hairs which cause the trap to snap shut, imprisoning the beast or man behind the spines that complete the cage. Digestive juices work at leisure, dissolving the prisoner in two or three days.

Grippershrub: [*Tropical–Cool Temperate/Rainy–Seasonal/Swamp*]

- *Leaves adhere to target; digestive acids deliver level 2 reduction poison.*

Smaller cousin of the giant sundew, grippershrubs rarely grow large enough to threaten a grown man unless one should become entangled by several at once. Its sticky leaves are resilient, resisting cuts and the blows of blunter tools, but they burn readily when exposed to a flame. Marshes darkened by evil powers shelter numerous grippershrubs, but they thrive in any swampy area.

Lævenus: [*Hot–Tropical/Rainy–Humid*]

- *Pollen is a lvl 2 special poison (var. B)—if fail RR, death in 2-12 hrs.*

A showy, orchid-like flower with black petals, the lævenus thrives in the warm, moist climate of the jungle. The unfortunate who breathes its scented pollen dies slowly and euphorically as his blood turns into a black, sticky, toxic fluid.

Pitcher Plant, giant: [*Hot–Tropical/Rainy–Humid*]

- *Stomach fluid delivers envelop and acid attacks.*

The carnivorous pitcher plant shadows its gourd-shaped stomach by a tall, leafy stalk where a giant crab spider usually takes shelter. The spider stretches its web across the brightly-colored lip thick with sweet, sticky plant fluids. Smaller prey are caught in the web, killed by the spider's poisonous fangs, and sucked dry of bodily fluids. The withered corpse is discarded into the plant's viscous belly. Larger prey, intrigued by the curious appearance of the interior of the stomach gourd, break through the web, sliding rapidly into a pond of digestive acids.

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

Found in the Pelegris Valley and Lygaar plains on Emer, razorgrass looks like plain tall grass: about three feet high with long, slender, pale green leaves. But the edges of these leaves are sharp enough to cut skin and even slice through some clothing. Tromping through a large field of it could destroy even leather boots and breeches. While razorgrass cuts are not deep, they are painful (like a paper-cut but worse) and can become infected.

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

- *Spine irritant is a lvl 5 special poison (var. E)—mild: -50 to maneuvers; moderate: convulsions; serious: blindness; extreme: death.*

Low-growing, shrubby trees, spinewoods often form dense thickets on islets and along streams. The twigs and leaves blur behind a covering of fine, short downy hairs. Brushing against the foliage reveals the "hairs" to be extremely sharp spines that pierce the skin, causing an extensive, burning rash and occasional muscle spasms. Spines violating the eyes may cause blindness, and those inhaled may cause death by suffocation.

Salorisa: [Temperate/Seasonal]

- *Pollen is a lvl 4 special poison (var. C)—one breath delivers: mild: 25-50 hits; moderate: 50-100 hits; serious: 100-175 hits; extreme: 175-275 hits.*

Delicate pink flowers sprinkle the dense, blue leaves of this prolific ground-covering shrub. It grows wild in shaded beds along the edges of meadows. Deer graze on its foliage in all seasons except early spring, when the budding flowers carry harm in their fragrance.

Spirium: [Tropical-Temperate/Humid-Seasonal]

- *Pollen is a lvl 12 special poison (var. G)—one breath brings: mild: drowsiness, -25 to general effectiveness; moderate: 1-2 hr doze; serious: 1-4 hrs sleep; extreme: 4-8 hrs sleep.*

A white snowy moss, spirium hangs in garlands from the boughs of trees in warm climates. Its soothing pollen brings restful sleep to the passerby, a gift to the insomniac, but a grave risk in territory frequented by enemies or bloodthirsty beasts.

Sundew, giant: [Hot-Tropical/Rainy-Humid]

- *Trap closes in 1-2 rnds; digestive acids deliver 3-6 hits/rnd.*

A tall, narrow shoot sprouts from the center of huge, sticky leaves clustered around its base. The unwary are caught by the leaves which curl up and around their prey to form a temporary stomach in which digestion occurs. The largest of sundews can trap and digest a human being in 48 hours.

Thokot: [Temperate-Cold/Seasonal-Arid]

- *Thorns deliver 2nd level nerve poison.*

A sturdy shrub, Thokot is able to thrive in even fairly hostile environments. It has small bluish leaves and produces bitter red berries, but Thokot's most notable feature is the tough 4" long thorns which grow all over the plant. These thorns exude a sticky fluid which has the effect of a mild *nerve poison*. *Hemaflies* (q.v.) are often near thokot patches, attracted by the smell of fresh blood.

INTELLIGENT PLANTS

The flora previously discussed, while sometimes dangerous, is not necessarily 'intelligent', i.e., capable of thought, awareness, etc. The Dartspore, for instance, senses prey nearby and can direct its deadly stamen, but it is not capable of thought. Intelligent plants are artificially created mutations of other flora, either by design or a vagary of the Essænce. Most, but not all, have a malicious hatred for all creatures who walk or run, desiring to destroy such life.

Intelligent Trees: [varies]

- *20' R drowsiness and sleep (RR). May also deliver attacks with branches.*

Awakened by the power of the Essænce, these lords of the forest tend to remain in a semi-conscious state unless disturbed. If they perceive a threat, they will lash out against the nearest possible foe. Their grasping branches can be surprisingly quick and strong, and the most powerful of them can dominate an entire forest. All such have the equivalent of *Mentalist Presence* 10' per level. Some also possess *Animist* spells; which they use to control nearby flora to serve their purposes.

A few have the power of speech. They can also give off a scent which causes drowsiness in humans, rendering them more easily captured.

Intelligent Plants: [varies]

- *10' R drowsiness and sleep (RR). May also deliver attacks with branches.*

Not as strong or as smart as an intelligent tree, plants rarely pose a real threat to man when alone. The real danger comes when they link to other plants and can act in concert. Their detection powers vary: some must be touched to sense a presence while others have a range of up to 1'/lvl.

Intelligent Plant Collectives: [varies]

Linked by vast root networks, these groups of plants can act almost as one being. They offer an effective guard around the perimeter of a forest or estate, either as an alarm system or an actual threat.

Dangerous Plants Chart

Type	Lvl	Base Rate	Max Pace/MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Bloodwillow	10D	--	--/--	--/MF	L/LA	250E	11(0)	40Ti(2-4x)/3x bleeding	1	Passive (NO)
Bore-burr	1C	--	--/--	--/IN	T/--	2A	4(0)	20Ti (1x/rnd until removed or crit)	1-10	Passive (NO)
Clingleaf	1B	--	--/--	--/VS	M/--	20*	3(5)	20LGr/Special	2-10	Passive (NO)
Constrictor Vine	1B	--	--/--	--/VF	M/--	30*	4(20)	40MGr/Special	2-20	Passive (NO)
Dartspore	2D	--	--/--	--/BF	M/--	50D	4(0)	80MSt/Special Dartspore poison	1	Passive (NO)
Fly Trap, Giant	4E	--	--/--	--/VF	L/LA	100D	11(0)	60LGr/Special	1-2	Passive (NO)
Grippershrub	1B	--	--/--	--/VF	S/--	30B	3(0)	20SGr/Special	5-10	Passive (NO)
Pitcher Plant, Giant	5D	--	--/--	--/--	L/II	120D	4(0)	20MGr/Acid criticals	1	Passive (NO)
Razorgrass	1B	--	--/--	--/--	M/--	20A	3(0)	20SCL per 10' traversed	var	Passive (NO)
Spinewood	1B	--	--/--	--/--	M/--	25C	4(0)	10SSt(2-4x)/Special	1-10	Passive (NO)
Sundew, Giant	3C	--	--/--	--/MD	M/II	50D	11(0)	Special/20SGr	2-20	Passive (NO)
Thokot	1B	--	--/--	--/--	M/--	30C	4(0)	20MSt(2-4x per bush)/Special	1-10	Passive (NO)
Intelligent Trees	15D	10	Walk/0	VS/MF	L/LA	300/40*	11(0)	40LGr or 50MBa or 50Whip	1-10	Varies
Intelligent Plants	2B	5	Walk/0	IN/MF	M/--	40/10*	3(0)	30SGr or 20Whip	2-20	Varies

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

Notes:

1. Stun results have no effect on plants.
2. Unless otherwise noted, target need only roll one RR vs poison on any given plant. Single plant poison effects are not cumulative.

4.UNUSUAL & ENCHANTED PLANTS

The preceding sections have dealt exclusively with flora which is especially beneficial or inimical to other life, or has an enchanted intelligence. Here we include plants which are simply unusual, interesting or valuable.

Note: a '†' indicates that the plant is enchanted in nature and has special properties.

Balloonpod: [*Hot, Tropical/Semiarid-Arid*]

This intriguing, cactus-like plant produces a translucent, green-grey elastic bag at the top, and slowly generates hydrogen gas to fill it with over a period of about 10 days. The bag, once filled, is released to drift with the winds, bearing the plant's seed-pod cluster at the bottom. After release, the plant is dormant for about 100 days before beginning to grow another pod. The pod itself has the ability to produce enough hydrogen to keep it afloat indefinitely, as long as the pod receives periodic sunlight. Typical pod size is 2-10 feet in diameter; tales of pods reaching 100 feet around are unsubstantiated. A few peoples actually cultivate the pods and cluster them to carry gondola-boats into the air. One peril is that the bags, though tough, can be punctured, and hydrogen is rather explosive.

Bubble Kelp: [*Tropical-Temperate/Saltwater*]

This undersea plant generates air-filled sacks along the stalk which buoy the plants up from the sea-bottom. Interestingly, this variety of kelp does not even require nutrients from the ground. As the tops of the plants reach the surface of the water and thicken, the kelp has been known to pull free from the sea bottom and form great floating islands, complete with other plants growing on top and resident animal life. Bubble-kelp islands as large as ten miles across have been recorded.

Canopy Tree: [*Hot-Tropical/Rainy-Humid*]

This ornamental tree rarely grows to a height of more than ten feet, and always has one main trunk. Sprouting from the trunk at the crown are a number of slender branches which support a dome-like lattice at least as wide as the tree is tall. The circular leaves of the tree grow in a shingle pattern, making the tree virtually perfect rain shelter for those beneath. An interesting twist to this plant is that it 'closes' at night, the main branches shrinking to pull the umbrella-like top down around the trunk. This is apparently a defensive mechanism, as many nocturnal forest animals find the tender bark delicious, while the leaves are poisonous.

Chameleon Vine: [*Tropical-Temperate/Rainy-Humid*]

Unique vine found only in sections of central Emer and other equatorial regions, chameleon vines are parasitic, growing on larger trees and gaining nutrients from them while not killing the host. They have the ability of changing color to appear exactly the same as the host, even to mottlings and fine shading. What is useful about these plants is that they can be processed to provide a dye which retains the color-changing ability even after the plant is dead. Thus, cloth treated with the dye is chameleon-like in nature. Exactly how the plant/dye works has yet to be determined, though Essænce is no doubt involved.

Driftfrond: [*Tropical/Rainy-Humid*]

These ferns grow very light, sail-like leaves. When mature, they release an upper portion of the plant which includes a flower/seed pod and a set of aerodynamic leaves. Borne by the wind,

this gliding plant can travel for miles before landing and taking seed. The movement does not seem aimless, either, as if there is a minute intelligence guiding the driftfronds to beneficial updrafts and strong winds. Flocks of hundreds of them have been seen, individual fronds ranging from six inches to three feet across.

Fogflowers: [*Tropical-Temperate/Humid-Seasonal*]

Resembling a lily, these lovely white flowers give off a sweet scent during the day, but as night settles, they exude a bluish mist. Herbalists theorize that the mist is a defensive mechanism, driving away nocturnal beasts which would consume the Fogflower's sweet leaves. The fog-like emanations of these flowers can be considerable; a field of fogflowers can blanket the countryside in a heavy mist, only burning away in the late morning sun.

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

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

Mistmoss: [*Tropical/Humid*]

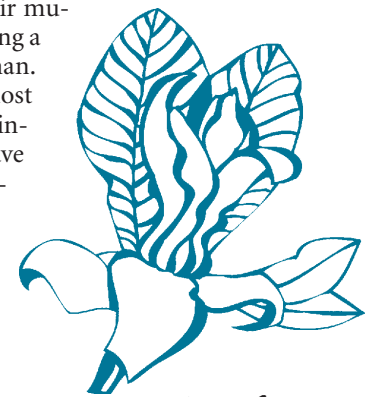
Mistmoss is somewhat rare, except in deep forests or jungles. It looks like brownish-green moss, growing in large patches on the forest floor. It constantly gives off a thin trail of steam, a side effect of its peculiar photosynthesis. When disturbed, (e.g., stepped on) it begins to give off thick plumes of fog, and continues for several minutes. A 10' diameter patch of mistmoss can generate 1000 cubic feet of dense mist, which seems to cling to surrounding trees and is not easily cleared, thinning only after several hours. The moss can only generate such a cloud once per day.

Sirenflower: [*Temperate-Cool Temperate/Seasonal/Ruins*]

This interesting plant comes in several varieties, though the their music is always similar: resembling a keening, sad song of a woman. Rising and falling in an almost hypnotic call, the plants may induce melancholy, but they have no magical power. In appearance they are like snapdragons, with intricate flower-petal arrangements which create the song as even the lightest breeze passes through them. Each flower rarely has more than one large blossom at a time, but a cluster together has a very unique, chorus like sound. They are often found in the wild (ironically) near grave sites and ancient battlegrounds.

Siene: [*Temperate-Cool Temperate/Seasonal-Wet & Dry*] Preserves of berries cure hangovers and addictions.

Said to be the gift of Kieron, Siene is a bush which produces luminous orange berries which grow in elongated clusters. The berries do not keep well, but can be made into a preserve. In any case, a small amount of the fruit has the effect of cleansing the body of any intoxicant in seconds (it also cures hangovers). This miracle fruit is indispensable for curing addictions; it is also quite rare.



Sirenflower

Stickvine: [*Tropical/Rainy*]

Parasitical vines which grow only in tropical rainforests, the stickvine is essentially a very long, slender, tough root—most of which is normally above-ground. At the top of the vine is a cluster of leaves and the stick-bulb. This unique sphere is filled with an adhesive. When the bulb strikes a surface, some of the adhesive oozes out, instantly bonding. Within minutes, tiny roots emerge to form a more permanent attachment, as the adhesive reacts with air and releases after about an hour. Stickvines, which often grow to 30-50 feet in length, are superior climbing tools, since, for months after being removed from their habitat, the adhesive is still functioning, and the average bulb has adhesive for 20 or so uses. The stuff bonds to any surface instantly, and the vine can bear up to 500 lbs weight.

Torchstalk: [*Tropical-Temperate/Rainy-Humid/Freshwater marshes*]

A useful plant resembling a cattail and growing near marshes, it sprouts bulbous seed pods on tough stalks about 3 feet long. These pods are flammable, burning brightly and slowly over a period of 10-20 hours.

RARE TREES AND WOODS

The following woods are particularly beautiful and/or have special powers. Some can be used to fashion weapons with a certain bonus if the craftsman has sufficient skill.

Blue Spires: [*Cool Temperate-Cold/Seasonal-Wet & Dry*]

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.

Dir Tree: [*Cool Temperate-Cold/Seasonal*]

The black wood of Dir 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 Dir 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. Dir tree seed pods are disc-shaped, 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 Dir in northwest Jaiman, Dir trees are primarily found in the northern regions of Hæstra, southwest Uj, and Ræl.

Hoen Tree: [*Temperate-Cool Temperate/Seasonal-Wet & Dry*]

This tree has an overall form similar to the oak, but with large three-lobed leaves which have a light golden color in autumn. The bark of the tree is even lighter than the silver birch, and the

wood itself is naturally a pale yellow-gold color which makes it quite valuable. It makes excellent (+5 – +15) bows.

Hoen trees are rare overall but flourish when tended by Elves; not surprisingly, the forests of Námar-Tol, parts of Urulan and the Palian lowlands are thick with them.

Irnwood: [*Hot/Semiarid/Underground: Special*]

Darker than shadow, harder than marble, irnwood trees grow only in the forests of Hiroth. Their gnarled branches make black lace when viewed against Gethæna’s bronze sky, and mists of coin-sized pearly leaves shimmer next to the sinister bark. A mace or a warhammer created from irnwood will never split and is easily embedded with spells. The heartwood of the tree is as black as its bark, and the grain is nearly invisible.

Island Tree: [*Tropical-Temperate/Rainy-Seasonal/Saltwater*]

Resembling to outward appearances a large palm tree, the island tree actually has roots which swell with air to allow it to float. It invariably begins life on land, often sprouting on a beach. (Oddly, it needs salt water to grow). As the gas-permeated roots grow, it is carried out by the tides. Once in the water, the tree roots swell larger and spread across the water’s surface. It is quite capable of existing on sun, sea water, and what little other nutrients arrive with the waves. Many, however, attach to bubble kelp, or serve as the core of their own floating isles. Clusters of these mobile trees are not uncommon off temperate or tropical coasts.

Miran Tree: [*Temperate/Seasonal-Wet & Dry*]

This deciduous beauty is rarely encountered outside of Elven lands, in NE Emer they are only seen in Námar-Tol. Mirans are similar to maples in overall structure, but with lighter, smooth bark and rounded, dark green leaves which turn deep gold in the Fall. Miran seeds are like walnut-sized acorns, dark brown with a golden cap. They are delicious to eat, and a handful can provide a full day’s sustenance.

Mahogany: [*Tropical-Temperate/Rainy-Humid*]

A tropical evergreen the mahogany is prized for its hard, red-brown wood. It grows in the jungles of Khum-kaan and other equatorial rainforests.

Navaal: [*Tropical/Rainy-Humid*]

A valued tree, the reddish wood of the Navaal is similar to mahogany but lighter with striking grain patterns. The tree grows wild in the Rulaash and Quon jungles, but harvesting these huge tropical conifers is a major undertaking.

Taiga: [*Cold/Wet & Dry-Semiarid*]

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

Teak: [*Tropical-Temperate/Rainy-Humid*]

A tall rainforest evergreen, the teak tree yields a yellowish-brown wood, extremely hard.

Theg: [*Tropical/Rainy-Humid*]

Another tropical rainforest tree, the theg produces a dark, heavy grey wood which, when treated, can endure the elements for centuries with little wear. In fact, it petrifies and acquires a smooth surface.

Tonak: [*Cold/Wet & Dry-Semiarid*]

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.



Dir Leaves

5. POISONS & VENOMS

While sometimes not actually herbal in nature, many poisons are derived from plant extracts. A collection of various poisons common over much of the Shadow World is included here.

Poisons come in many forms and involve myriad effects. Actually, they count any substance which destroys life or impairs health from within the victim, regardless of the ultimate result.

The guidelines here relate to the design of poisons suitable for an FRP game.

Regarding beasts which attack with a poison or venom, *Rolemaster* has a variability system involving a special level roll. For simplicity's sake, we suggest that the GM may wish to use the beast's level as the actual poison attack level.

When designing your own poisons, you need to consider these factors, as well as noting any peculiarities the poison might have (e.g., attack bonuses).

The Types of Effect

We classify poisons in six effect categories:

1. Circulatory Poisons
2. Nerve Poisons
3. Conversion Poisons
4. Reduction Poisons
5. Muscle Poisons
6. Respiratory Poisons

Each is a grouping of substances which share symptoms and means of attack and work toward the same detrimental aim (unpalatable result). All poisons in a given category affect a given system in the victim's body. Essentially, circulatory poisons disturb the system which moves blood and lymph through the body. Conversion poisons transform fluids or tissue into a new form, muscle poisons attack the tissues and organs which produce movement, and nerve poisons disrupt the body's signalling mechanisms. Reduction poisons dissolve tissue, while respiratory poisons retard a victim's ability to take in oxygen and give off carbon dioxide.

Determining the Severity of Effect

Within these categories are four levels of severity that determine the degree of harm to the victim: *mild*, *moderate*, *severe*, and *extreme*. Normally, the degree of severity is based on the potential victim's resistance roll (RR), but the description of the poison or circumstance may dictate otherwise. If two or more means of determining severity are specified (e.g., the victim must make a RR and a roll based on his Con), resolve each and apply the most severe result.

RR-based Severity

Generally, a person receiving a critical strike in an attack that is accompanied by a poison must make a RR (using the standard RR table, found in *Spell Law* and elsewhere), comparing his own level with the level of the poison. When the unfortunate soul fails a RR, the GM should determine how much of a failure is involved by comparing the adjusted RR with the number needed to succeed. (Generally the victim adds his Constitution stat bonus and his Race bonus to the RR.) Unless the poison attack is described otherwise (e.g., the poison delivers only mild effects or the effects are not RR dependent), the difference indicates the resulting level of severity.

RR FAILURE		SEVERITY LEVEL
01-25	=	mild
26-50	=	moderate
51-100	=	serious
101+	=	extreme

Constitution-based Severity

Some poisons affect the victim in ways which are independent of his level. Instead, the victim's fate is a factor of his constitution, or even his luck.

In the case of Constitution-based results, the determination begins with a single closed-end D100 roll that determines whether or not the poison affects the target. Individual poisons may modify the roll (e.g., a +20 venom would subtract 20). The po-



Tools of the Herbalist

tential victim adds his Con stat to the roll, hoping for an adjusted result of 101+. Should he get a result of 00 or less, the poison affects him and another closed D100 roll is made. Severity levels are based on the second roll:

ROLL		SEVERITY LEVEL
15 or below	=	extreme
16-40	=	serious
41-80	=	moderate
81-120	=	mild

Luck-based Severity

Luck-based effects are determined by a single closed-end D100 roll. These are often very powerful substances which will harm anyone unfortunate enough to experience their penetration. Typically, the poison will affect anyone, should the roll fall into affect range. For instance, a poison which will affect anyone on roll of 01-10 (10 or less) attacks a 20th level lord with the same vigor as it does a 1st lvl peasant, and each target is equally vulnerable. As with any poison, however, the effects of such an attack can be negated if the victim possesses special powers, items, or immunities.

The severity of effect may be specified, or it can be a function of the roll; the lower the roll, the more severe the result. We suggest the following ranges for severities versus rolls. They serve as handy examples.

AFFECT RANGE	SEVERITY RANGES
01-50	01-05 = extreme; 06-15 = severe; 16-30 = moderate; 31-50 = mild.
01-25	01-03 = extreme; 04-10 = severe; 11-17 = moderate; 18-25 = mild.
01-10	01-02 = extreme; 03-04 = severe; 05-07 = moderate; 08-10 = mild.
01-05	01 = extreme; 02 = severe; 03 = moderate; 04-05 = mild.

The GM should remember that, while most poisons are limited by their purity or concentration (i.e., level), some yield effects restricted to lesser severity levels (e.g., the effects are never worse than moderate).

DESCRIPTIONS OF EFFECT

The following descriptions delineate the impact of each variety of poison, based on severity levels. Effects are generally cumulative, so a victim beset with two impairments reducing his activity by -25 is actually at -50. A victim experiencing serious effects must also weather moderate and mild effects. In other words, the effects of upper level severities include all the lower severity results in the same category.

EXAMPLE: *The starving and overly-excited 3rd lvl Mystic T'revor attempts to eat a live "Sheepmonger" Tree Frog. He succeeds, but is embarrassed when he realizes that the glands on the frog's back contain a 6th lvl nerve poison. T'revor rolls an adjusted RR of 64, barely resisting the effects. He breathes a sigh of relief. Unfortunately, the poison also requires a luck-based roll, and affects anyone with a roll of 01-10. T'revor rolls again, this time getting an 01. Sadly, the young mystic receives the maximum result: an extreme severity effect. The GM consults the descriptions of effects and rolls to see when the symptoms at each of the various severity levels set in. Because the severity is extreme, T'revor experiences mild, moderate,*

severe, and extreme effects. Sometime later, his already clouded brain fails. T'revor dies with a smile on his face.

Time of Effect: The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect: The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver or critical strike indicates that the spider injects the reduction poison in the victim's neck), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart:

POISON	AREAS AFFECTED (Suggested Sequence)
Circulatory	feet, legs, hands, arms, abdomen, chest, neck, head.
Conversion	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle	hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve	extremities, eyes, mouth, brain.
Reduction	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory	lungs, throat, brain.

Circulatory Poisons

Mild or initial effects involve swelling around the point of injection or ingestion, drowsiness (-15), and slightly blurred vision (-25), all beginning in 1-50 rnds and lasting 1-50 hours.

Moderate or secondary effects occur after 3-30 rnds and include lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers), together with mild euphoria (-20).

Severe effects set in after 5-50 rnds. They boil down to pronounced discoloration and chills, together with incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma).

Extreme effects take place in 10-100 rnds and involve death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

Conversion Poisons

Mild effects occur in 5-50 rnds. They center on queasiness and an upset stomach (2-20 hits; -20).

Moderate effects kick in after 10-100 rnds and involve painful vomiting (3-30 hits; 10% chance of incapacity each rd).

Severe effects take place in 20-200 rnds and involve partial conversion (1-100%) of bodily tissue to another form (with given disability). Victim is at negative 51-100, lapses into unconsciousness, and will die if the area affected is a critical organ.

Extreme effects set in at 20-200 rnds. Area affected is fully transformed, with all the associated results, including the possibility of death.

Muscle Poisons

Mild effects occur in 3-30 rnds. They involve lightheadedness and swelling (-10) and pain (1-5 hits/rd).

Moderate effects come to pass in 5-50 rnds. Victim has a moderate loss of overall coordination (-30) and in any given rd, there is a 5% chance that he cannot effectively operate the muscles required for the desired action.

Severe effects arise in 1-10 hrs. Victim is beset with a fever and sweating and lapses into unconsciousness for 1-10 days.

Extreme effects occur in 1-50 hrs. Victim dies due to overall muscle failure, which includes cessation of heart activity.

Nerve Poisons

Mild effects occur in 1-10 rnds. They center on mild loss of thought and motor coordination (-20).

Moderate effects hit in 1-20 rnds, leaving victim with 5-50 hits and operating at -75 due to nervous system shock.

Severe effects strike in 2-20 rnds. Victim suffers a stroke and is at negative 1-100 for all activities. All of his temporary stats are reduced by 1-80 (D100 roll; ignore 81-100).

Extreme effects set in 2-50 rnds. Victim dies due to brain failure.

Reduction Poisons

Mild effects beset victim in 10-100 rnds. They center on great pain (4 hits/rd until unconscious).

Moderate effects occur in 20-200 rnds. Victim begins bleeding through pores at a rate of 3 hits/rd.

Severe effects occur in 30-300 rnds. Victim is incapacitated and, after 1-100 minutes, lapses into a coma that lasts 1-100 days.

Extreme effects set in after 1-10 hours. Victim dies due to dissolution of vital tissue and destruction of associated organs (e.g., his heart turns to jelly).

Respiratory Poisons

Mild effects occur in 1-20 rnds. Victim is struck with mild euphoria (-20).

Moderate effects strike in 2-20 rnds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rd, for 1-100 rnds).

Severe effects occur in 1-100 rnds. Victim coughs uncontrollably (1-10 hits/rd, for 1-10 rnds), lapses into unconsciousness and, on a roll of 01-50, slides into a coma which lasts 1-10 days.

Extreme effects occur in 2-200 rnds, leaving victim dead due to respiratory failure and associated oxygen starvation.

DISEASES

NAME	SOURCE	FORM	TREATMENT	EFFECT	LVL	FREQ.
Bahaar	People	Bacterial Pneumonia	(antibiotic)	Incapacity 10-50 days/death	3	Rare
Dereath	Mosquito	Malaria	Rest	20-100 days incapacity	20	Rare
Hurothgaar	Sheep	Bacterial Infection	(antibiotic)	Cruel skin rash	5	Common
Kadæna's Revenge	Rats/Fleas	Bubonic Plague	None	50-100 days incapacity/death	20	Very Rare
Ory	Bad Water	Bacterial Cholera	(antibiotic)	Fatal dehydration in 1-10 Days	5	Very Rare
Rasik	Old Ones' Places (radiated)	Invisible	None	Sickness to slow death (1-100d)	1	Rare
Swamp Sickness	Airborne Virus	Viral Pneumonia	Rest	Incapacity 10-50 days/death	1	Rare
Telmar's Fever	Fleas	Influenza-A	Rest	Fever, congestion*	2	Common
Canal Cough	Airborne Virus	Bronchitis	Rest	Persistent cough, congestion	1	Common
Shakes	Waterborne Virus	Influenza-B	Rest	Fever, runny nose, congestion*	5	Rare
Kissing Curse	Saliva	Mononucleosis	Rest	Fever, exhaustion 30-150 days	4	Rare

*Can lead to pneumonia

POISONS/VENOMS

NAME	SOURCE	FORM	APPRNCE	EFFECT	LEVEL	FREQ.
Dartspore	Plant Pollen	Powder	Yellow	Instant death	10	Moderate
Erink	Grain Extract	Fluid	Clear Brown	Body Paralysis 2-10 months	4	Moderate
Gaggur	Plant Sap	Fluid	Green	Instant death	10	Very Rare
Ghida	Spider Venom	Fluid	Blue	Coma	3	Rare
Idus	Berry	Juice	Red	Convulsions 1-10 hours	5	Moderate
Jubled	Flower	Powder	Blue	10-100 Hits	10	Rare
Kadah	Clam Extract	Juice	Beige	Joints fuse (in 10 days)	2	Rare
Loryaak	Mushroom	Juice	Brown	Bleed to death through pores	4	Very Rare
Luku	Moss Extract	Powder	Brown	Death in 6 rounds	5	Rare
Maceo	Snake Venom	Liquid	Clear	1-100 Hits	2	Common
Meerk	Fish Venom	Liquid	Clear Green	Suffocation in 18 rounds	4	Moderate
Nehrum	Kelp Extract	Liquid	Clear Blue	Loss of free will (1-4 hours)	10	Rare
Perolk	Leaf	Paste	Green	3-30 Hits	5	Common
Quilvort	Berry	Juice	Yellow	5-50 Hits	8	Moderate
Rochan	Spider Venom	Liquid	Purple	Instant death	20	Very Rare
Skalan	Shaskan Venom	Liquid	Clear	Instant death	20	Very Rare
Taryiank	Bat Venom	Juice	Clear	Unconsciousness 1-10 minutes	5	Common
Vyurk	Pollen	Powder	Yellow	Sneeze to death	5	Rare
Yosis	Plant Sap	Fluid	Green	Blindness 1-10 days	10	Moderate

♦ PART VII ♦

CREATURES

“Lightning tore through the curtains of rain, while icy winds swept the already tortured ocean into a fury of foam. All around I could see the tips of icebergs—strange bobbing islands luminous in the electrical light. Day or night, it was impossible to tell—the storm seemed to have no end for our trio of merchant galleys, tossed like so much flotsam. The weather off the Urulan coast was particularly bad this spring.

As if things were not hard enough, I saw a blue-white glow through the heavy clouds. I knew what it was from personal experience; one of the few to survive to see it twice. Bursting through the ceiling of clouds, the monster dove upon the lead ship.

Even above the roar of wind I heard the Ice Dragon shriek, all wings and limbs as it swept out of the sky. Bathed in a misty glow, it hovered before the galley, unphased by the tempest. Then a mighty breath—and a spray of jagged ice and freezing air erupted from its bowels to envelop the seemingly tiny craft. Sails were shredded in the deadly barrage, and the ship was abruptly transformed into a sinking mass of crystal.

One flap of its great wings and the beast was gone. Those aboard the remaining two ships counted our few blessings in this cruel place.”

Turoj Mareskion
Captain’s Log,
The Velution Princess

Note that most of the beasts described here are those particularly in character with the *Shadow World*. Some beasts which appeared in the first edition have been deleted; a few have been added. In addition, some common animals appear in charts with no supplemental text—they need no additional description.

1-LAND & AIR ARTHROPODS

Following is a listing of some of the more interesting insects and other arthropods to inhabit the Shadow World. The GM may also want to keep in mind the possibility of encounters with more mundane—yet very dangerous—insects, such as fleas and ticks, which can carry deadly diseases.

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

• In some varieties, pincer attack injects a 2d lvl respiratory poison (variability A); 4"–6" pincers; 12"–18" body.

While (like their smaller brethren) giant ants are usually not aggressive, they will attack and fight relentlessly if they believe their nest is threatened. And some varieties simply see humans as potential source of protein. Unwary travellers in the deep rainforests have had their bones picked clean by giant ant colonies.

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

These creatures are generally harmless, though their sheer size (up to 20' wingspan and 10' long body) and the loud buzzing of their wings can be alarming. The giant dragonflies are remarkably intelligent (for insects) and the Kuluku of SE Emer have actually domesticated them as pets and steeds.

Gemsting (Giant Scorpion): [*Hot–Temperate/Wet & Dry–Arid*]

• Nocturnal predators; stinger attack injects a 6th lvl respiratory poison (variability A); 10"–18" pincers; 4'–6' body.

The gemsting (or "giant scorpion") is an arachnid known for hunting large prey, including man. Stalking in rugged terrain, these sneaky creatures literally walk up and attack their quarry. Their quiet and patient manner often leaves its sleeping victim oblivious until the final strike. Fortunately, they are only found in desert regions.

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

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

Grekkas do not spin webs to entrap their meals; they 'spit' a web with a sticky tip to catch and entangle prey. The Grekka then reels it in, and the spider's bite delivers a nerve poison of *severe* effect. Once subdued, the victim is either injected with a reduction poison of *extreme* effect, which in a few hours reduces the internal organs and flesh to a liquid suitable for the spider to consume, or the poor unfortunate is cocooned. If the latter, the prey is merely being saved for a later snack, or—if the spider is a female (60% chance)—the spider will insert its eggs into the target's abdomen. In [2 + 1D4] days, 2-20 baby spiders will emerge to feed on the paralyzed but—horrifically—conscious meal left for them by mom.

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

Not unlike a common horsefly in form, though adults often reach 6" in length. They are frequently found near patches of Thokot. The loud buzzing of their wings is a warning which can be heard hundreds of feet away when they swarm.

H'taan: [*Tropical–Temperate/Humid–Wet & Dry/Ruins*]

• Nocturnal; bite accompanied by a 10th lvl nerve poison, then once subdued it injects a 20th lvl reduction poison; loners; 12'–30'

Hideous spider-like creatures with four great luminous eyes, H'taan reside in ancient ruins and other rocky, remote locations. Though they do not spin webs, they dig shallow pits or tunnels or lurk in abandoned ruins and await an unsuspecting passerby: anything from a small mammal to a man. They can either leap up to attack or drop down from above. H'taan possess strong pincers and a debilitating venom which they use to paralyze their prey before dragging it down into the safety of their hole.

H'taan often grow as large as twelve feet across including legs, but there are tales of giant H'taan thirty feet across or more. They are also highly intelligent and can speak. They can raise their head area and use their first pair of legs like crude arms.

Land & Air Arthropods

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Bee/wasp	0A	30	Dash/30	MD/VF	T/—	1	1(40)	0TSting	1-300	Normal (NO)
Fire Ants	0A	1	Spt/10	IN/VF	S/—	1	1(10)	10TBite	10-1000	Normal (NO)
Gemsting	4D	80	Run/10	MF/VF	M/I	85D	12(40)	60LPi(2x)/80LSt/Poison	1-2	Hungry (NO)
Giant Ants	2A	20	Run/10	MF/FA	S/—	30D	3(30)	20SPi/40SSt/poison/Special	2-20	Hungry (NO)
Giant Dragonfly	5B	180	Dash/+40	VF/BF	M/—	125B	4(90)	20TSt100	1-4	Timid (AA)
Hemaflly	1A	60	Dash/+30	VF/VF	T/—	5A	1(70)	10TiSt100	5-50	Hungry (NO)
H'taan										
Lesser	20F	100	Spt/20	MF/FA	L/LA	220G	11(60)	100HPi/70LHo/poison/Special	1	Cruel (HI)
Greater	30G	150	FSpt/30	FA/VF	L/SL	300G	12(40)	180HPi/120LHo/poison/Special	1	Cruel (HI)
Jadeback	2B	50	Spt/10	SL/MF	M/II	65D	20(10)	70MPi/Poison	1-5	Hungry (NO)
Scorpion	0A	2	Spt/10	IN/VF	T/—	1	3(20)	20TSt/Poison/0TPi	1-2	Aggres. (NO)
Solev Kirik	1A	70	Dash/30	FA/FA	T/—	8A	1(50)	10TiSt100/Poison	1-4	Hungry (NO)
Spiders										
Non-poisonous	0A	1	Spt/10	IN/VF	T/—	1	1(10)	0TBi/Poison	1-10	Normal (NO)
Poisonous	0A	1	Spt/10	IN/VF	T/—	1	1(10)	0TBi/20TPi	1-10	Normal (NO)
Spiders (giant)										
Lesser	3C	60	Spt/30	MF/FA	S/—	30D	3(30)	20SPi/40SSt/poison/Special	2-20	Hungry (NO)
Greater	8F	80	Spt/20	MF/FA	M/I	160F	4(40)	70LPi/75LSt/poison/Special	1-10	Hungry (LI)
Major	20G	100	Dash/10	FA/VF	L/LA	350G	12(60)	120HPi/90LHo/poison/Special	1	Cruel (HI)
Tallis Moth	0A	80	Spt/10	FA/MF	S/—	20B	1(20)	10TiSt100	1-4	Timid (LI)



Jadeback (Giant Beetle): [*Tropical-Temperate/Rainy-Wet & Dry*]

- Nocturnal omnivores; bite accompanied by 4th lvl reduction poison (variability B); 4" – 7" pincers; 5' – 10' body.

Less subtle than the Gemsting, but no less dangerous, the blue-green jadeback is also a nocturnal predator. These giant beetles are well-armored and have adapted to a variety of ecosystems. While they usually dine on carrion, Jadebacks will eat virtually anything they can get their pincers on... which includes men.

Solev Kirik (Er: 'buzz-sting'): [*Hot-Temperate/Rainy-Wet & Dry*]

- critical means probiscus is inserted, injects a 2nd lvl Circulatory poison and the creature will drain 1-10 hits of blood/rnd until stunned, killed or sated (10-50 hits).

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

Spiders (Giant): [*Hot-Cool Temperate/Humid-Semi-arid*]

Lesser: Arboreal; bite accompanied by a 2nd lvl muscle poison (variability B) or a 3rd lvl reduction poison (variability A); webs 'attack' as Medium Grapple; live in groups of 2-20; 1'-2'

Greater: Bite accompanied by a 4th lvl muscle poison (variability B) or a 6th lvl reduction poison (variability A); webs 'attack' as Large Grapple; live in groups of 1-10; 4'-8'

Major: Nocturnal; bite accompanied by a 10th lvl muscle poison (variability B) or a 20th lvl reduction poison (variability A); webs 'attack' as Huge Grapple; loners; 11'-20'

Giant spiders are huge predatory arachnids. Armed with a reduction and muscle venom, they lurk in large trees or rocky

defiles, suspending themselves above their complex web traps or in the shadows waiting to leap upon unwary prey.

Some varieties build their traps along commonly used tracks or trails, leaving an opening for their wandering prey. As the unwary traveler enters the insidious silk canyon, the spiders close off the approach.

Others create more standard flat webs of almost invisible sticky strands which they weave across a forest path or cave opening.

When encountering a Giant Spider web, a maneuver of less than 100 (modified) means a character has blundering into it. Roll on the *Grapple* attack table with a bonus of [100 - the PC's maneuver roll]. If a critical is obtained, the PC is stuck to a strand, and the web gets another 'attack' the next round at an additional +10; each additional critical means the target is stuck to another strand. As long as the PC's arms are unhindered he may attempt to cut free. Each strand takes 2D10 hits and is AT4 (-0). And of course being caught in the web alerts the web's owner(s).

In any case, the spiders close on their victim, injecting a muscle poison. The paralyzed prey is then bound in a cocoon of strong (and valuable) silk and carried off to the dark spider lair, where it is either consumed immediately or stored until needed. Just before being meeting its final fate, the victim is injected with a reduction poison. This breaks its innards down into a savory jelly that the spider simply sucks out of the imprisoned body.

As nocturnal loners, Giant Spiders live in remote regions, setting web traps in caves and along forest paths. Their sensitivity to subtle changes in pressures on the nearby ground (range 100') and along their huge webs is astounding.

Tallis Moth [*Temperate-Cool Temperate/Seasonal-Wet & Dry*]

Tallis Moth often has a wingspan exceeding three feet. These nocturnal creatures are harmless, except for the damage they can do to a forest. Their blue and grey coloring hides them well at night from human observation, but they are still prey to larger, sharp-eyed avian hunters.

2-AQUATIC BEASTS

The denizens of the oceans are myriad. They are also remote and elusive, being of another world. The list below provides a sampling of those who might be encountered.

Crab (Giant): [*Temperate–Cold/Saltwater & shores*]

These arthropods resemble normal crabs, (such as blue or fiddler) except they can grow up to 20 feet in width. While they generally do not eat humans, they are very territorial and aggressive, and so can be dangerous. They move with equal ease on land and sea-bottom.

Dragon Turtle: [*Tropical–Cold/Saltwater*]

• *Emit fiery breath* (FBr; 1x/min; 30x/day; bolt range 200'; cone length 100', cone base 50'); *spray steam* (WBr; 1x/3 rnds; bolt range 150'; use Waterbolt table; add heat crits of 1 lesser degree of severity); *base movement* 100% in water, 20% on land.

These huge (15'–35' in length) carnivorous beasts are essentially giant sea-turtles protected by great, spined shells and long, coiling necks. Although they have beaks like snapping turtles and use quick flicks of their whip-like (2'–3' long) prehensile tongues to down most prey, they are capable of directing flames borne by a fiery breath. Some (50%) emit bolts of steam through their nostrils.

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

This ray has a similar shape to the huge manta, though it rarely attains half the size and it is a grey-green in color rather than the manta's black. The electric ray does also have projections on either side of its mouth, but instead of serving as scoops for plankton and tiny shrimp, they are bony probes, each with a large nerve. It is from these protrusions that the ray can fire electrical shocks powerful enough to render a large fish or man unconscious at up to fifty feet. The ray can then close and dine on its stunned prey at leisure tearing off chunks of flesh with its sharklike teeth. Electric rays usually prefer smaller targets under 50 pounds for food, but when threatened or hunting in groups they coordinate their attack and can even defeat much larger creatures. The ray gives off a visible blue glow when attacking.

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

• *Bite attack delivers a 2nd lvl nerve poison* (Mild effects only).

Common in marshes and swamps, the numbing leech delivers a mild circulatory poison. It is used by some Lay Healers as a sedative.

Orgiana's Fingers: [*Tropical–Temperate/Saltwater*]

• *Touch delivers a 4th lvl nerve poison.*

Seemingly fragile yet resilient, this giant jellyfish has a translucent, gelatinous body 1–3' in diameter, with dozens of bright red tendrils which can extend from ten to thirty feet or more. These 'fingers' are prehensile and can reach out to grasp a target with surprising speed. All they need to do is touch unprotected flesh to deliver a paralyzing sting. Larger fish, dolphins and humans may require a few stings before succumbing, so it is possible to escape if one is very lucky. If not, the delicate tendrils draw the prey up close to the undulating body, where it is digested.

Red Jaw: [*Freshwater/Underground*]

The red jaw is a bottom-dwelling scavenger that haunts underground lakes and streams. Voracious, they will eat any meat, live or dead, that presents itself. Their reddish maw contains seven rows of large, razor-sharp teeth, which cut through bone like a pair of sharp swords. Growing to a length of 4–6' and colorless, they are adapted for subterranean life, and perform poorly (-50) in hot or cold waters. These creatures have several hundred light-yielding organs set along the flanks of their large fins. These illuminate large areas, enabling the fish to see with its very small eyes. The eerie glow casts a bright fog into hazy water, leaving other swimmers at a pronounced disadvantage (-25).

Salamander: [*Hot–Tropical/Essence/Saltwater/Volcanic*]

• *Breathe under water or even in lava, can immolate at will* (1 rd prep) *to deliver a +75 fireball attack to all within 10' (each rd); move equally well in water or on land;*).

Salamanders are reddish gold or red serpent-like beasts which grow to 21'–30' (including a 7'–10' tail). They are akin to lesser drakes, but have short necks, huge heads, and smaller legs. A fan-like (foldable) mane of upright scales wraps around their neck. Deriving their name from their amphibious lifestyle, salamanders are commonly found near steaming waters or molten lava. Many live in the Ash Lairs.

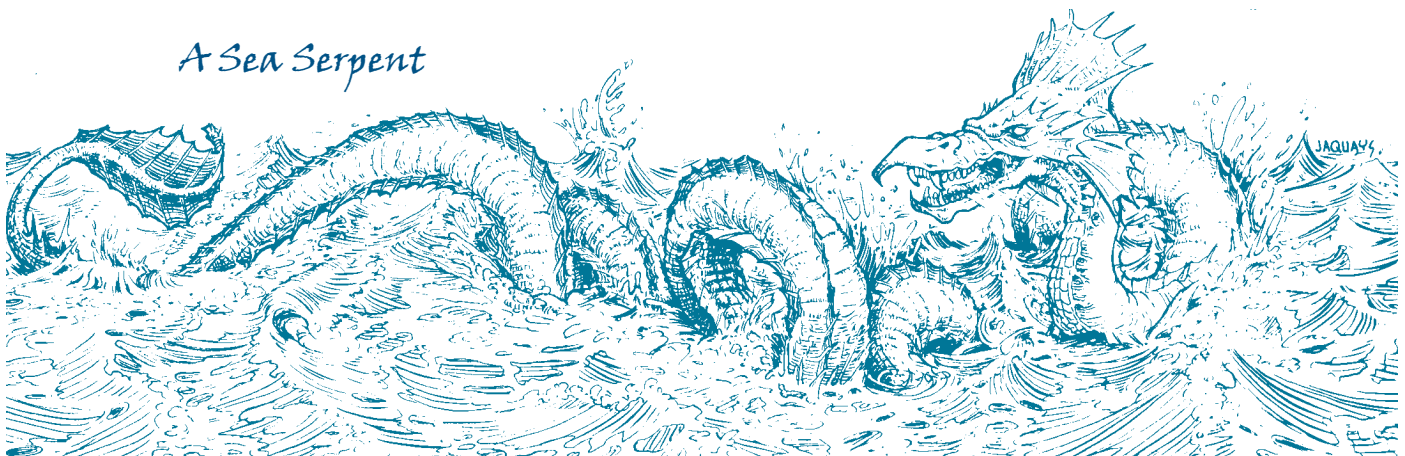
Screaming Eel: [*Tropical–Temperate/Freshwater–estuary*]

Similar to a moray eel but larger and more aggressive, screaming eels move in small schools and attack with the frenzy and viciousness of sharks. They surround potential prey and close in, splashing in and out of the water to confuse it. They emit a hideous shrieking noise, hence their name.

Sea Drakes:

These incredibly powerful beasts are the lords of the ocean, challenged only in size and power by the great whales and the giant squid. Because of their special nature, they are described in detail under the 'Dragons' section.

A Sea Serpent



Aquatic Beasts Chart

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Crab (giant)	10F	80	Spt/20	MF/FA	L	160F	12(40)	70LPi/75LSt/poison/Special	1-10	Aggres. (LI)
Dolphins/Porpoises										
Dolphin	8F	80	FSpt/40	VF/FA	L/—	80E	1(40)	50MBa80/40MBi20	2-10	Normal (EX)
Killer Whale	9F	100	FSpt/25	VF/VF	H/LA	450H	8(20)	100LBa30/110HBi70/150HGr\$	1-5	Belligerent (SU)
Porpoise	7E	80	FSpt/35	VF/FA	L/—	85E	1(40)	60MBi100	2-20	Normal (VH)
Dragon Turtle	15G	100	Spt/10	MF/FA	H/SL	400G	20(30)	70HPi/110wp/70FBr/80WBr[heat]	1	Inquis. (IN)
Eels										
Electric	2B	60	Spt/20	MF/FA	L/—	60E	3(20)*	80SBolt60/40MBi20/Both20*	1-2	Aggres. (NO)
Moray	3C	80	FSpt/40	FA/VF	M/—	50D	3(40)	60MBi100	1-2	Belligerent(NO)
Screaming	4C	70	FSpt/30	FA/FA	L/—	45E	3(30)	40LBi100	2-10	Aggres.(NO)
Fish										
Small	0A	50	Spt/40	FA/FA	S/—	8A	1(50)	0TPi100/10SPi(6)	1-100	Passive (NO)
Medium	1B	70	Spt/30	FA/FA	M/—	20B	3(30)	30SPi100/40MPi(3)	1-20	Normal (NO)
Large	3C	90	Spt/20	FA/FA	L/—	35D	4(20)	50MPi100	1-5	Normal (NO)
Jellyfish	0A	5	Walk/0	IN/IN	T/—	2A	1(30)	Touch gives 1-10 hits	1-100	Passive (NO)
Lamprey	1A	30	Run/0	SL/SL	S/—	15D	3(20)	50SGr100/Special\$*	1-5	Aggres. (NO)
Piranha	0A	70	FSpt/30	VF/VF	S/—	10B	1(40)	30TPi100/40SPi(6)/70MPi(20)	1-100	Aggres. (NO)
Man-o-war (giant)	3B	20	Run/0	VS/SL	L/I	40C	1(10)	50LGr100/Poison†/Special*	1-5	Passive (NO)
Numbing Leech	0A	1	Walk/0	CR/IN	T/—	2A	1(20)	0TiBite/Poison	1-10	Hungry (NO)
Orgiana's Fingers	3B	10	Walk/10	VS/SL	M/—	30C	1(30)	20SSti 2-5x/Poison\$/20MGr\$	1-2	Hungry (NO)
Rays										
Electric	3B	40	Run/10	SL/MD	L/—	50D	1(30)*	60SBolt60/50MBa20/Both20*	1-2	Normal (NO)
Manta	3C	50	Run/20	MD/MD	M/—	40D	1(40)	40SBa100	1-10	Normal (NO)
Sting	3C	60	Run/20	MD/FA	M/—	45D	1(40)	80wp100/60MSt†/Poison†	1-2	Normal (NO)
Red Jaw	3C	90	FSpt/30	FA/VF	M/—	80D	4(30)	70MBi/Special	1-5	Bellig. (NO)
Salamander	10G	140	FSpt/30	VF/VF	H/LA	250H	12(40)	60LBi/70LCl/50HBa/50FBall*	1	Protect (VL)
Sea Anemone	0A	—	—/10	—/MF	T/—	5A	1(30)	30TGr100/Poison\$/100TGr\$	1-20	Passive (NO)
Sea Serpent	15G	100	FSpt/20	MF/FA	H/SL	400G	16(30)	90HGr/150HCr\$/80HBi	1	Aggres. (LO)
Sea Snake	1A	30	Run/10	SL/FA	S/—	10B	1(40)	30SSti100/Poison†	1-2	Normal (NO)
Sharks										
Small	2B	80	FSpt/30	FA/VF	M/—	90E	4(40)	60MBi100	1-20	Aggres. (NO)
Large	5E	100	FSpt/20	FA/FA	L/—	180F	4(20)	100LBi100	1-10	Belligerent (NO)
Spineshark	10G	100	FSpt/20	FA/FA	H/LA	250G	12(40)	100LBa/150HCl (dorsal fin)\$/70LBi	1-3	Hungry (NO)
Squids										
Small	1A	40*	Run/30	MF/MF	S/—	20B	1(50)*	40SGr100/30TPi†	1	Normal (NO)
Medium	3B	60*	Run/20	MF/MF	M/—	40D	1(30)*	60MGr100/40SPi†	1	Normal (NO)
Large	6D	80*	Run/10	MD/MF	L/II	70E	1(30)*	80LGr100/60MPi†	1	Normal (NO)
Giant (Kraken)	10E	100*	Run/10	MD/MF	H/SL	130F	1(20)*	100HGr100/80LPi†	1	Normal (AV)
Shulushú	3A	20	Run/0	MF/MF	M/—	50D	3(30)	40SSti 2-4x/Poison\$/30MGr\$	1	Hungry (NO)
Sword/Sailfish	4C	150	Dash/20	VF/FA	L/—	95F	1(30)	90LHo70/50MBa30	1-2	Normal (NO)
Tartu	12G	200	Dash/10	VF/FA	H/SL	300H	12(40)	60LBi/50HBa	1-5	Normal (VL)
Turtles, Aquatic										
Small	0A	30	Run/10	SL/SL	S/—	0B	12(20)*	20SPi90/30TBa10	1-2	Passive (NO)
Large (sea)	2B	40	Run/10	MD/MD	M/—	0E	12(0)*	50MPi70/60SBa30	1-2	Passive (NO)
Snapping	2B	40	Run/10	MD/MD	M/—	0E	12(0)*	50LPi100	1-2	Passive (NO)
Whales										
Toothed (Small)	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	75LBi75/60LBa25	2-10	Timid (NO)
Toothed (Large)	9F	110	Spt/20	MF/MF	H/SL	550H	8(40)	80HBa50/90HBi50/70HGr\$	2-20	Normal (NO)

Note: The statistics above are for activities in water.

*= Special.

\$ = 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.

Sea Serpent: [*Tropical–Cold/Saltwater*]

• *Exclusively aquatic; live in coastal caves; spray steam (WBr; 1x/3 rnds; cone length 300'; cone base 100'; use waterbolt table; add heat crits of 1 lesser degree of severity); vert leap 40', horiz leap 150'; can coil 60% of body out of water; 25' – 100' body (including 8' – 20' prehensile tail).*

Sea serpents are similar in general appearance to water drakes, but are generally longer and more snake-like. They can also breathe under water. Swift and given to coiling through stormy waters, they have a penchant for crushing ships (up to a maximum of half their length). Unwary sailors may mistake them for whales, since they frequently spray steam or water; and, when coiling in and out of the water, their twisting bodies may look like a school of leaping fish.

Shulushú (Ir: 'Water-fire'): [*Temperate–Cold/Saltwater*]

A giant jellyfish with transparent undulating body as large as 6' across, the Shulushú can sense prey within 100' and move towards it with deceptive speed. While the individual tentacles are fragile, there are literally dozens of them. Once the victim is subdued, the creature draws it up into the main body where it can be digested. A Shulushú can render a human down to bones and teeth in about a day, despoiting the leftovers on the sea floor.

Spineshark: [*Tropical–Cool Temperate/Saltwater*]

Spinesharks are nightmarish creatures; adults grow to 16' – 20' in length. Huge carnivorous fish, they are an abhorrent breed of shark known for their exceptionally hard upper back armor and obvious spine-ridge. Their steely dorsal fins are quite capable of inflicting mortal slashing wounds through the toughest of coverings.

Note: the undersea vehicle of Ulya Shek (and perhaps other such submarine boats) has been mistaken for a great spineshark by unlearned witnesses.

Squid: [*Temperate–Cold/Fresh or Saltwater*]

Large: 8'–30' body; 9'–30' tentacles; "ink" cloud.

Giant (aka Kraken): 30'–50' body; 30'–100' tentacles; "ink" cloud.

Squid are invertebrates, with fresh-and saltwater varieties. They capture their prey on the suckered tips of two long tentacles, then haul it to the mouth region where it is held fast by smaller tentacles. Squid have a large 'beak' at the junction point of the tentacles, used to crack shells or bit off pieces of food for ingestion. Squid are fast swimmers, forcing water through a adjustable nozzle in a type of jet propulsion. Squid vary greatly in size, ranging from 18" to the giant squid of up to almost 150' in length. The very rare giant squid has been known to attack sea-going ships, whales and even sea drakes.

Tartu: [*Temperate–Cold/Fresh or Saltwater*]

Resembling a giant reddish sea-turtle, Tartu are special in that they are enchanted and able to fly, riding Essæne flows. A few cultures have utilized these rare beasts as mounts.

3-REPTILES & AMPHIBIANS

Cold-blooded creatures of the land and air are described here.

Baaka: [*Tropical/Rainy–Humid*]

Giant tree-frogs, Bakka are native to the southern shores and islands of SE Emer. Some are actually large enough to be ridden, though a special harness is required in order to stay on during their unnerving leaps. They have a diet of fish and small mammals.

Darugh: [*Tropical–Temperate/Rainy–Humid*]

Sluglike creatures 9–18" long, Darugh have a moist, mottled grey-green skin and one large slit-pupilled eye. Like a leech or remora, they use the large circular mouth on their underside to attach to larger creatures and feed off their blood for nourishment. The Darugh are unique in that they have an unusual nervous system that actually links with the host. With humans, if draped around the neck were they can link with the spine, they can act as a +2 to +4 PP enhancer for Mentalists (and operate in addition to any other PP enhancer). But Darugh are rare, and few are willing to suffer a slimy parasitic 'pet' around their neck in return for some extra Power Points. They must be worn constantly, and drain 2–8 hits per day in blood.

Gartyl: [*Hot–Temperate/Humid–Semiarid*]

Reptilian creatures with an elongated head and membranous wings, gartyl are not unlike the pteradons of ancient earth. Wingspan ranges from 3' to over 30' depending on the type. Gartyl are carnivorous, usually dining on birds, large insects, fish or small mammals. Gartyl have no real forelimbs, though their long, saw-toothed maw and powerful hind claws make them a formidable foe.

Though they live in the wild (mostly along sea-cliffs where they have easy access to fish) gartyl are bred by evil warlords such as the Priests Arnak. These swift steeds can carry a man at up to 30 miles an hour, and can travel more than 400 miles a day.

Quarnak: [*Hot–Tropical/Wet & Dry–Semiarid*]

Among the largest of the reptiles on Kulthea, quarnaks are carnivorous beasts which run on hind legs (not unlike the Teran velociraptor). They stand 6'–10' tall and have large heads with powerful jaws and sharp teeth designed for tearing flesh. However, their primary attack is with a hooked claw on each leg. They leap up and disembowel their prey. Quarnaks are fearless, vicious, cunning and territorial, and tend to hunt in small family packs.

Shaskan: [*Hot–Tropical/Rainy–Wet & Dry–Semiarid*]

Most common in warmer climes to the south and west, most of these reptiles hibernate during the winter months. In appearance, Shaskan are winged lizards, growing to a length of about five feet (including tail) when mature. In general they do not like men and avoid them when possible, preferring to live undisturbed in rocky lowlands areas, especially where there is plentiful sunlight (they love to sun themselves on warm rocks). Dining on a variety of insects (and on small birds and mammals when those are not plentiful enough), the Shaskan are usually harmless to men and larger animals unless molested. If their nest is approached or if they feel threatened, they are fierce fighters, wielding talon and tooth with deadly accuracy. Shaskan are equipped with a venom in their fangs, a poison capable of paralyzing or killing its victims instantly. This venom is highly prized, and those seeking profit from it contribute to the scarcity of the Shaskan.

Sirrush: [*Tropical–Temperate/Rainy–Seasonal/Freshwater marshes*]

• (*Electrified breath: SBolt; 200' range; 1x/min; 10x/day*); *employ spells (6x/lvl PP); grapples with 5'–10' prehensile tongue; 20'–40' body (including 6'–12' tail).*

The sirrush is a marsh-dwelling beast, a wingless, drake-like creature with powerful legs and a long, narrow head. Its forelimbs end in compact paws, while its hind legs sport cruel talons. These specialized appendages enable it to run on two or four legs and give it a peculiar gait; it is also an agile climber.

Reptiles & Amphibians Chart

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Alligators/Crocodiles/Caimans										
Small, water	1A	40	Run/20	MD/MD	M/—	85D	7(20)	50MBi100/30SGr\$/Special *	1-10	Aggres. (NO)
Land	1A	20	Run/0	VS/MD	M/—	85D	7(0)	30SBi50/30SBa50/50MBi\$	1-10	Aggres. (NO)
Large, water	3C	50	Run/10	MD/MD	L/—	120E	7(10)	80LBi100/80MGr\$/Special *	1-10	Aggres. (NO)
Land	3C	30	Run/0	VS/SL	L/—	120E	7(0)	40MBi30/60MBa40/80LBi\$	1-10	Aggres. (NO)
Chameleon	0A	10	Spt/10	FA/VF	T/—	10A	3(50)*	0TGr100/10TBi\$/20TGr\$	1-10	Normal (NO)
Darugh	2B	10	Run/0	CR/VS	S/—	10A	1(10)	10SBi100/Special	1	Normal (VH)
Frogs										
Frog	0A	10*	Run/20	SL/FA	T/—	10A	3(30)	0TBa20/0TGr80/20TGr\$	1-10	Timid (NO)
Toad	0A	10	Run/10	SL/FA	T/—	10A	3(40)	0TBa30/0TGr70/10TGr\$	1-10	Normal (NO)
Tree Frog	0A	10*	Run/10	SL/FA	T/—	10A	3(40)	0TBa30/0TGr70/10TGr\$	1-10	Normal (NO)
Gartyl	12	240	Dash/30	VF/FA	H/LA	180	11(40)	90LCL/90LBi	1-4	Normal (MD)
Gila Monster	1A	15	Run/0	SL/MD	S/—	25C	3(30)	20SCL30/10SBi70/Poison	1-2	Normal (NO)
Komodo Dragon	5E	50*	Spt/10	MD/FA	L/II	110F	7(30)	60LBi50/60MBa50/90LCL\$	1-2	Aggres. (NO)
Lizards										
Small	0A	10	Dash/10	VF/FA	T/—	10A	3(60)	0TBi60/0TCL40/20SBi(6)	1-10	Normal (NO)
Large	1B	20	FSpt/0	MD/MD	S/—	20C	3(50)	10SBi50/20SCL30/Both20	1-10	Normal (NO)
Quarnak	5E	100	Dash/40	VF/VF	L/—	170D	11(40)	120LCL/180LBi/80MTr	1-5	Aggres. (AA)
Salamanders/Newts	0A	10	Run/10	SL/MD	T/—	5A	4(30)	10TBi100	1-5	Timid (NO)
Shaskan	4D	100	Dash/40	VF/VF	S/—	80C	11(50)	50SBi/40SCL/Poison	1	Normal (AA)
Sirrush	10G	150	Dash/10	VF/BF	H/SL	350G	12(40)	80LCL/100LGr/150HBi/120SBr	1	Greedy (SU)
Snakes										
Boa/Python	3C	30	Run/0	VS/MD	L/I	55F	3(20)	70MBi30/60MGr70/90LGr†	1-2	Aggres. (NO)
Cobra	2B	40	Spt/20	SL/VF	S/—	20B	1(40)	30SSt100/Poison†/Special *	1-2	Aggres. (NO)
Giant Anaconda	7E	70	Spt/30	SL/VF	H/LA	200E	4(20)	100LGr70/150HGr†/special‡	1	Aggres. (LO)
Non-Poisonous	0A	40	Spt/10	SL/VF	S/—	20B	1(40)	20TBi100/0SBi(6)	1-5	Normal (NO)
Pit Viper	2A	40	Spt/20	SL/BF	S/—	20B	1(40)	40SSt100/Poison†	1-2	Aggres. (NO)
Viper	1B	40	Spt/10	SL/VF	S/—	25B	1(30)	20SSt100/Poison†	1-2	Normal (NO)
Srill	4D	110	Dash/45	VF/FA	L/—	100D	11(40)	40MCL/50MBi/30MTra	1-10	Normal (MD)
Tortoises/Land Turtles										
Small	0A	5	Run/0	CR/VS	S/—	20B	12(30)*	10TPi100	1-2	Passive (NO)
Large	1B	10	Run/0	CR/VS	M/—	50D	12(20)*	20SPi100	1-2	Passive (NO)
Uthula	5E	60	Spt/20	MD/MF	H/LA	120D	11(20)	50MBi/20MCL	1-3	Normal (MD)

* = Special

\$ = 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.

‡ = When target (up to man-sized) is rendered dead or unconscious, it is swallowed and digested.

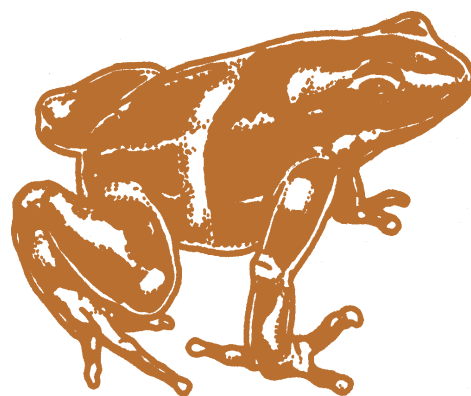
Sirrush like to set ambushes and prefer to hunt at night, using their long, grappling tongues and electrified breath.

Srill: [Hot–Tropical/Rainy–Wet & Dry–Semiarid]

Another large reptile, srill are similar in size to quarnaks, but they have a smaller, narrow head with a mouth more suited to chewing leaves, befitting their herbivorous diet.

Uthula: [Hot–Temperate/Humid–Semiarid]

Reptiles resembling giant iguanas, Uthula are perhaps most notable in that they are used as mounts by some cultures. They average three feet high at the shoulder and grow to over twenty feet in length. They are carnivorous, snapping up small mammals and birds with their long sticky tongues. While not as intelligent as horses, they are trainable, and are very agile on uneven terrain.



Tashok Tree Frog

Herbivorous Land Mammals

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Anteater	1B	50	Spt/20	SL/SL	S/—	40D	3(30)	30MCl100/10TGr*	1-2	Timid(NO)
Antelope-like Animals										
Small	1B	110*	Dash/40	VF/FA	M/—	55E	3(40)	20SHo80/20STs20	5-500	Jumpy(NO)
Large	2C	130*	Dash/30	VF/FA	M/—	75F	3(30)	30MHo90/30MTs10	2-200	Timid(NO)
Armadillo	1A	40	Spt/10	SL/SL	S/—	35D	12(30)*	20MCl100	1-2	Normal(NO)
Beaver	2A	40	Run/20	MD/MD	S/—	40C	3(35)	40SBi100	1-5	Timid
Buffalo/Bull	4C	90	Dash/10	MF/MF	L/—	150G	4(10)	50MHo50/60LBa50/70LTs^	1-50	Aggress.(NO)
Deer	2B	130	Dash/30	VF/FA	M/—	70F	3(40)	20MHo90/20MTs10	2-20	Timid(NO)
Elk	4C	110	Dash/10	FA/MF	L/—	190G	3(35)	65LHo50/50LBa50/60LTs\$	4-40	Normal(NO)
Giraffe	2C	110	Dash/20	FA/MF	L/—	85F	3(30)	30LTs100	2-10	Timid(NO)
Koala	1B	30	Spt/30	SL/MD	S/—	35B	3(30)	20TCl100	1-5	Jumpy(NO)
Mole	0A	10*	Spt/0	VS/SL	T/—	20A	1(30)	10SCL100	1-2	Jumpy(NO)
Moose	3C	120	Dash/10	FA/MF	L/—	180G	4(20)	55LBa100/60LTs\$	1-2	Normal(NO)
Opossum	1A	20	Spt/10	SL/MD	T/—	10A	1(40)	0TBi100/10TCL\$/10TGr*	1-2	Timid(NO)
Pangolin	2B	40	Spt/0	SL/MD	S/—	45C	12(30)	20MCl20/10TGr*	1-2	Normal(NO)
Platypus**	1B	40	Run/10	MD/MD	S/—	30B	3(20)	20SPi40/30SCL60/Poison\$	1-2	Timid (NO)
Rabbit/Hare	1A	100*	Dash/40	VF/FA	T/—	10D	1(50)	0TBi100/10SBa(6)	1-10	Jumpy(NO)
Rodents										
Large	1A	30	FSpt/10	MD/MF	S/—	15B	1(20)	10SBi100/20TBi	2-20	Timid(NO)
Small	0A	20	FSpt/20	MD/MF	S/—	8A	1(30)	20TBi100/20SBi(6)	2-20	Timid(NO)
Sheep(Male)	2B	110	Dash/50	FA/FA	M/—	45E	3(40)	60MBa100/50MTs†	1-10	Normal(NO)
Sloth	2B	20*	Run/30	VS/MD	S/—	35C	3(20)	40MCl100	1-2	Timid(NO)
Tapir/Pig	2A	90	FSpt/20	MF/MF	M/—	70D	4(20)	30MBa100/40STs\$/40MCl†	1-5	Jumpy(NO)
Unicorn (white)	10G	160	Dash/40	BF/VF	L/I	200H	11(80)	200LHo/120MBa\$/110MTS\$/Spells	1	Good(SU)
Unicorn (black)	10G	160	Dash/40	BF/VF	L/I	200H	11(80)	200LHo/120MBa\$/110MTS\$/Spells	1	Cruel(SU)
Wombat	2B	60*	FSpt/30	MD/MF	M/—	60C	3(30)	40MCl100	1-5	Timid(NO)
Zebra	3C	110	Dash/30	FA/FA	L/—	120G	3(30)	40MCR50/30MBa50/30MTs†	2-20	Normal(NO)

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† = 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.

**—These animals can swim at approximately the same speed.

Note: Female deer, cattle, sheep, antelopes, etc. have smaller horns than males or do not have horns at all, and thus usually attack only with hooves or a Horn attack one size smaller than the one given.

4-HERBIVOROUS LAND MAMMALS

While few of these creatures pose a threat to humans, many are useful beasts of burden or companions. As such, they are worthy of description here.

RIDING & DRAFT ANIMALS

The following are a sampling of traditional beasts of burden which the characters are likely to utilize.

Camels: [*Hot – Cool Temperate/Wet & Dry – Arid*]

Llamas, Alpacas: [*Cool Temperate – Frozen/Semiarid – Arid/High Altitude*]

Camels and their relatives, alpacas and llamas, are the principally domesticated members of the camel family. These beasts are noted for their unique two-toe foot structure, with wide, padded soles adapted to travel on soft, sandy soils. Their long necks support relatively small heads, and their teeth are designed to cut and chew tough, often thorny vegetation. Each has a three-chambered stomach which is ideal for digesting their vegetarian diet.

The two camel species, dromedaries and bactrian camels, both have large back humps that store fat and provide a food and water reserve for times of famine or drought. Dromedaries can store and lose amounts of fat equal to over 25% of their body weight and, in order to replenish their reserves, have been known to consume over 26 gallons of water in 5-10 minutes. Thus, both types are ideally suited for slow, steady travel in rugged, remote reaches. The one-hump, short-haired dromedaries are masters of the hot, arid desert, while the two-humped bactrian is less specialized and works well in cold or hot regions. In winter or in cool regions, the bactrian grows a long coat, but in warm climes it sheds its hair to become virtually naked. Their great strength allows them carry great loads, but they are generally slow animals (with exception of the racing dromedary) and are loud, temperamental, dirty, and given to spitting.

Alpacas and llamas are smaller than camels and have no humps. Both are domesticated forms of the guanaco, beasts adapted to high altitudes and arid or semi-arid locales. Rugged, fast, and lively, they are good pack animals and produce fine fleece. Although they cannot support a full grown man as can a camel,

alpacas and llamas are superb climbers and can bear goods up seemingly unscalable grades.

Elephants: [*Hot – Temperate/Humid – Semiarid*]

The biggest typical land animals, elephants are huge herbivores and may weigh up to 13,000 lb. They may consume as much as 450 lbs of vegetation in a single day. Elephants fan themselves with their large ears, feed themselves with a long prehensile trunk (actually an elongated nose and upper lip), and walk on thick, pillar-like legs which end in flat, padded feet. They use their size, their trunk, and a pair of curved ivory tusks when in combat. Although they rest at midday and twice in the night, they are otherwise constantly active.

Elephants have poor eyesight, but otherwise their senses are excellent. Young males may operate alone or in small groups, but elephants are primarily social beasts and prefer to travel in herds led by an old female. All rely on leaves, shoots, grass, and fruit for their diet.

Horses, Donkeys & Mules: [*Temperate–Cold/Seasonal–Semiarid*]

Horses, mules, and donkeys are generally domesticated herbivores, members of the same family that contains the zebra and the wild ass. Hoofed beasts, they are adapted to fast, fluid running. (Their hoof is actually an extended third toe.) They live in herds and migrate between grasslands, depending on changes in supply and weather.

Donkeys are domesticated asses and, like their wild kin, are wonderful climbers. Tough and ornery, they live and travel in loose-knit troops rather than herds. Donkeys are difficult to work with and prefer to be active in the dark hours. Many folk prefer to use mules, the offspring of a mare and a male ass, for they are larger than donkeys and more rugged than typical horses.

Domesticated horses come in many varieties. Ponies are exceptionally rugged and often shaggy-haired creatures, well-suited to difficult climes. Plow horses and warhorses are huge breeds which are adapted to heavy work and cavalry warfare, respectively. Bred for short sprints (e.g., ¼ mile), quarterhorses are light, delicate, and swift. All of them can be mixed breeds or thoroughbreds, the latter referring to any pure-blooded horse.

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

Kith are large, strong mammals which resemble—at first glance—giant, six-legged panthers. These beasts are herbivores,

however, and are clearly a strange experiment of the Lords of Essence. Agile and fast, they make excellent riding animals, and can carry a respectable amount of gear as well. Kith are fairly intelligent, and very loyal to their master. They can leap 20' laterally and 10' vertically, even when carrying 300 pounds. Kith fur varies in color from a light grey to coal black, and their eyes are a luminous green. While their short fur is fabulously thick and plush, it falls out after the animal is dead, so the animal is not valuable for pelts.

Pfurgh: [*Hot – Temperate/Wet & Dry – Semiarid*]

A beast of burden, the pfurgh is a large flightless bird resembling a stocky ostrich. While more temperamental than some mounts, the pfurgh is surprisingly agile and can carry a grown man at considerable speeds on flat ground. In the wild they are herd animals and prefer equatorial savannahs

Reindeer/Caribou: [*Cool Temperate–Frozen/Wet & Dry–Semiarid*]

Reindeer (or caribou) are large deer, the only species where both males and females grow horns. They vary in coloration, but all have large, heavily branched antlers. Herd animals, they travel in often huge, migratory groups that circulate between the tundra (in summer) and coniferous taiga forests (in colder periods). Lone adult males, however, are not uncommon.

Because of their preference for cold weather, their ability to ingest scrub and lichens, and their ability to negotiate rugged, snowbound terrain (they have wide two-toed hooves), reindeer are fine winter draft animals.

Unicorn (White): [*Temperate–Cold/Seasonal–Wet & Dry/Essence/Ruins*]

• Can use “Shield Mastery,” “Lofty Bridge,” “Elemental Shields,” and “Spell Reins” lists (Ess) to 20th lvl; all poisons within 10' radius of its horn are neutralized; if horn is removed (an extremely difficult task) the radius is only 6.” Unicorns are able to freely utilize various Navigator Arcane lists.

A beast of unequalled beauty, the unicorn resembles a graceful pure white horse with a single spiralling horn projecting from its forehead. The whorled horn can be either gold or silver, but always has an unnatural, metallic look about it. Unicorns, while intelligent, have an inscrutable outlook, and will almost never

Riding and Draft Animals

Type	Base Lvl	Max Pace/Rate	Speed	Size/Crit	AT	Stationary Attacks	Charging Attacks	Carrying Capacity	Riding Bonus
Camel	3C	50	Spt/10	SL/MD	L/— 140E	3(10)	40MBi100 *	30MBa100/40LTs†	450 -15
Donkey	3C	60	FSpt/40	MD/MF	M/— 90E	3(40)	40SCr60/40SBi40*	10MBa100/20STs†	300lb -10
Elephant	7E	120	Spt/10	FA/FA	H/LA 350H	12(20)	75HHo70/60LGr30/90MCR† *	75HBa100/75HTs†	1000lb -10
Kith	5D	100	Dash/30	FA/MF	L/— 150F	4(25)	85LCl100/85LBi/120LCl	(same +20)	200lb -10
Llama/Alpaca	3C	100	FSpt/30	MF/MF	M/— 60D	3(20)	20SBi100 *	20MBa100/40MTs†	350lb 0
Mule	4C	90	Dash/20	MF/FA	M/— 110F	3(30)	40MCR60/40MTs†/30MBi40 *	30MBa100/40MTs†	450lb -10
Pfurgh	2C	90	Dash/20	FA/MF	L/— 95F	3(25)	30LTs100	—	250lb -10
Plow Horse	2B	80	FSpt/10	MF/MF	L/— 130E	3(10)	10MCR30/30LTs†/10MBi70 *	20MBa100/30LTs†	500lb +10
Pony	2B	70	Dash/30	MD/MF	M/— 75E	3(40)	30SCr40/20MTs†/20SBi60 *	10MBa100/20MTs†	180lb +5
Quarterhorse	3C	110	Dash/30	FA/FA	L/— 110E	3(30)	30MCR70/40MTs†/30MBi30 *	30MBa100/40MTs†	300lb 0
Reindeer/Caribou	2B	110	Dash/20	FA/FA	M/— 130E	3(15)	40MHo50/40MBa50/40LTs† *	30MBa100/40MTs†	350lb -10
Thoroughbred	4D	120	Dash/20	VF/FA	L/— 100D	3(20)	20MCR60/30MTs\$/20MBi40 *	20MBa100/30MTs†	200lb -5
Warhorse, Greater	6F	80	Dash/40	MF/VF	L/I 150G	3(40)	70MCR50/60LTs\$/60MBi50 *	50LBa100/60LTs†	400lb +30
Warhorse, Lesser	5E	90	Dash/30	MF/FA	L/— 140F	3(30)	50MCR50/50MTs\$/40MBi50 *	40LBa100/50MTs†	350lb +15

embroil themselves in mundane events. They are incredibly rare, but sightings seem to occur most often in the vicinity of Flowstorms. Unicorns are creatures of the Essænce and are apparently able to travel through the Planes with ease. All are highly intelligent, and follow their own mysterious paths. Unicorns normally have 1 foal.

Unicorn (Black): [*Hot–Cold/Humid–Semiarid/Essænce/Ruins*]

• See Unicorn for general appearance. Able to See Invisible at will, yet blind in sunlight, they possess the same spell abilities as the Unicorn (no poison resistance).

The antithesis of the White Unicorn, the demonic beast is a creature of the Unlife. Hellish, luminous green eyes stare from above the beast's flaring crimson nostrils. The Black Unicorn has a mane and hide of deepest ebony, the horn is a metallic golden color. It is intelligent, and is often the steed of a powerful Herald of Night.

5-CARNIVOROUS LAND MAMMALS

Night Hound: [*Temperate–Cold/Rainy–Wet & Dry/Nocturnal/Ruins*]

Night hounds are nocturnal, with coal-black coats and luminous yellow eyes. Night hounds are as large as wolves, often waist high at the shoulder and weighing in excess of 200 pounds.

Ovir: [*Cold–Frozen/Seasonal–Semiarid*]

These lords of the bear family live only in the northern wastes of Jaiman and the Mur Fostisyr. Giant polar bears often growing to a standing height of more than 15 feet, the ovir reside in ice caves. Their webbed paws allow them to glide through the chill waters with graceful ease, while their huge claws make climbing

ice and rocks no challenge. A keen sense of smell and superior sight (including excellent night vision) allow the Ovir a relatively easy time hunting their meals, which include fish, deer, hare, snow wolves (if antagonized) and even an occasional human snack—though they rarely attack men unless provoked. Their fur is pure white during the cold months, though it thins slightly and transforms to a yellowish color in the spring, darkening to a tawny brown in the summer. Usually travelling in family groups of five, the Ovir are not to be tangled with. If any of the cubs is hurt, the parents become ferocious; if a mate is severely injured or killed, the partner flies into a fury, striking at anyone or anything in the area with awesome force. Ovir have also been known to track their mate's killer for hundreds of miles, using an uncanny intelligence and determination.

Tameki: [*Temperate–Cool Temperate/Seasonal–Wet & Dry*]

Small animals resembling black terran housecats, the domesticated Tameki are favored pets of several cultures. Tameki have short, silky blue-black fur, large blue or violet eyes, and upstanding triangular ears. They differ from cats in that their paws have longer, dextrous 'fingers' and their torsos are slightly shorter. Very acrobatic, these small creatures are able to leap amazing distances (up to 8 feet vertically, 15 laterally). Tameki in the wild dine on small mammals, birds and reptiles.

Voorg: [*Temperate–Cold/Seasonal–Wet & Dry*]

Resembling a grey-brown giant sloth as much as anything, the silent Voorg are far more threatening. They may seem slow, but their deadly six-inch long claws may slash down from a sturdy tree limb and with blinding speed they can rip a man's throat then lift the body up to their perch. Voorg have four large black eyes which see equally well in day or night. They can grow to ten feet in length but are agile tree-climbers. Carnivorous, they feed on a variety of animals, but seem to relish human blood and organs.



*Zephyr
Wolves*

ZEPHYR WOLVES

Enchanted, deadly breath streams from the mouths of the zephyr wolves. A pack of the creatures can swiftly devastate the lands through which it roams, adopting a wandering existence through necessity. Each breed of wolf adheres to its own kind, fighting to the death in encounters with other breeds. All of these beasts can operate in daylight or at night, and they all blend in with their base environments (+50 to stalking/hiding).

Fire Wolf: [*Hot–Temperate/Humid–Arid/Ruins, Underground, Volcanic*]

- Uses fire breath (FBr): bolt range is 50', cone length is 30' with a 20' base; immune to fire attacks; takes double damage from cold attacks.

Glowing red eyes match the smoking flames that roar from a fire wolf's fanged mouth. Soot dulls its coppery fur and marks the ground where it passes. A pack of fire wolves pollutes the air

and the earth with ashen residue while shedding the blood of all who cross their path.

Ice Wolf: [*Cold–Frozen/Wet & Dry–Arid/Glacier, Ruins*]

- Uses cold breath (CBR): cone with 50' length and 30' base; also uses ice breath (IBr): 50' range; immune to cold attacks; takes double damage from fire attacks.

Grey fur and fluorescent blue eyes suggest the frigid nature of this canine. It is very sure-footed on snow and ice with no maneuver penalties.

Night Wolf: [*Temperate–Cold/Rainy: Humid: Seasonal–Semiarid/Nocturnal, Ruins*]

- Uses gas breath (GBr) 4th level poison (Var. C) which induces comas: *mild* 1-10 rounds, *moderate* 1-10 minutes, *serious* 1-10 hours, *extreme* 1-10 days; breath is standard cone: 50' length and

Carnivorous Land Mammals Chart

Type	Base Lvl	Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc	Outlook (IQ)
Bears										
Large	10G	90	Spt/10	MF/MF	L/I	230G	8(30)	85LGr60/65LCI†/70MBi\$/90MBa40	1-5	Aggres.(NO)
Small	5E	80	Spt/20	MF/MF	L/—	150F	8(20)	60LGr60/50LCI†/50MBi\$/70MBa40	1-5	Aggres.(NO)
Cats										
Large	5D	100	Dash/30	FA/MF	M/—	100E	3(40)	40MCL40/60MBa60/60MBi\$	1-2	Aggres.(NO)
Small	3C	110	Dash/40	VF/VF	S/—	60D	3(60)	30MCL30/20SBI30/Both40	1-2	Aggres.(NO)
Cheetah	3C	180	Dash/30	BF/VF	M/—	70G	3(50)	60MBa100/70MBi\$/60MCL†	1-2	Aggres.(NO)
Dogs										
Large	4C	120	Dash/20	VF/FA	M/—	65G	3(40)	45MBi100	2-20	Aggres.(NO)
Small	2B	100	Dash/30	FA/FA	S/—	45F	3(50)	50SBI100	1-10	Normal(NO)
Ferret	2B	60	Run/40	MF/VF	S/—	30C	3(50)	40SBI100/40TCL\$	1-2	Playful(NO)
Fishing Cat										
land	2B	90	Dash/40	VF/VF	S/—	50D	3(50)	40MCL40/30SBI30/Both30	1-5	Aggres.(NO)
Water	2B	30	Run/20	MD/MF	S/—	50D	3(30)	20SBI50/30MCL40/Both10	1-5	Aggres.(NO)
Housecat	1A	80	FSpt/40	FA/FA	S/—	10A	1(40)	10TCL50/0TBI20/\$Both30	1-2	Normal(NO)
Lion	5D	100	Dash/30	FA/MF	L/—	150F	4(20)	85LCI100/85LBI\$/120LCI†	2-10	Aggres.(NO)
Mongoose	2B	70	FSpt/30	FA/BF	S/—	40C	3(70)	50SBI100/40SCL\$	1-2	Normal(NO)
Mustelids/Civets										
Large	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	40MBi60/40SCL20/Both20	1-2	Inquis.(NO)
Small	1B	70	Run/40	FA/VF	S/—	35C	1(50)	50SBI100/40TCL†	1-2	Inquis.(NO)
Otter										
Water	2B	50	Run/30	MF/FA	S/—	50D	3(40)	40SBI	1-5	Normal(NO)
Land	2B	70	FSpt/30	MF/FA	S/—	50D	3(40)	40SBI	1-5	Normal(NO)
Ovir	15G	90	Spt/10	MF/MF	L/II	270G	11(30)	110LGr60/80LCI†/70MBi\$/90MBa	1-5	Aggres.(NO)
Raccoon	2B	60	Spt/30	MF/FA	S/—	40C	3(40)	40SBI50/30SCL30/Both20	1-2	Normal(NO)
Skunk	1B	50	Run/40	MD/FA	S/—	30B	1(40)*	30SBI100/20TCL†/Special*	1-2	Normal(NO)
Tameki	1A	80	FSpt/40	FA/FA	S/—	15A	1(40)	10TCL50/0TBI20/†Both30	1-2	Inquis. (HI)
Tiger	5E	100	FSpt/30	FA/VF	L/—	150F	4(30)	75LCL40/90MBa60/110LBI	1-2	Normal(NO)
Voorg	5D	20	Walk/10	FA/MF	L/I	200F	4(30)	120LCI/80LBI†	1	Aggres. (NO)
Wolf	3C	110	Dash/20	FA/FA	M/—	110E	3(30)	65MBi100	2-20	Aggres. (NO)
Wolverine	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	50MBi40/45MCL10/Both50	1-2	Belligerent
Zephyr Wolves										
Fire Wolf	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70MBi/50FBreath	1-10	Bellig.(NO)
Ice Wolf	6F	140	Dash/20	VF/FA	M/—	90G	4(30)	70MBi/50IBreath/30CBreath	1-10	Bellig.(NO)
Night Wolf	5E	140	Dash/20	VF/FA	M/—	80G	4(30)	60MBi/60GBreath	1-10	Bellig.(NO)
Storm Wolf	3C	140	Dash/20	VF/FA	M/—	60G	4(30)	50MBi/60SBreath	1-10	Bellig.(NO)
Water Wolf	4D	140	Dash/20	VF/FA	M/—	70G	4(30)	50MBi/60WBreath	1-10	Bellig.(NO)

\$ = 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.



A Skyship's crew defends against a Roc attack

30' base; each breath will coalesce into a 10' R sphere after the first round and drift with the wind, lasting 2-20 rounds before dispersing; it is immune to its own breath and all sleep spells.

Night Wolves shun the sun, wandering by starlight when their coal black coats conceal their presence.

Storm Wolf: [Temperate–Frozen/Rainy–Wet & Dry/High Altitude, Ruins]

- Uses shock breath (SBr): bolt range is 100', cone length is 50' with a 30' base; immune to electricity attacks; takes double damage from water attacks.

Static-filled, yellow fur crackles around the lithe forms of these wolves, and their eyes glow citron yellow. They like high mountain passes where storms are frequent, but can range to open plains as well.

Water Wolf: [Tropical–Cool Temperate/Rainy–Wet & Dry/Freshwater, Saltwater]

- Uses water breath (WBr), a bolt with a range of 100'; immune to water attacks; takes double damage from fire attacks; can swim well and can breathe water as well as air.

These beasts are as much at home in the water as on land. Many a swimmer has found himself besieged by these blue-furred wolves both in the surf and on the beach.

6-FLYING BEASTS

Black Squirrel: [Temperate–Cold/Seasonal–Wet & Dry]

- saliva is lvl 2 muscle poison, max moderate effect.

Not true flyers, black squirrels are actually gliders—though skilled ones. They resemble large flying squirrels but are carnivorous and vicious predators. They have been known to swoop down in a flock and take down prey several times their size. They attack with their sharp fang-like incisors and claws

Fell Beast: [Cool Temperate–Cold/Seasonal–Semiarid/High Altitude, Nocturnal]

Spawned from the line of flying cold drakes, fell beasts look much like small armless dragons. Although they lack the dragon's breath weapon, their powerful talons and huge jaws down most any adversary. Most (75%) of these winged nocturnal predators live in "flights" of 1-10, starting their encircling searches from open nesting areas set high upon virtually inaccessible outcroppings or stone pillars. Agile, strong, and moderately bright, they can be cowed or tamed, making them fine (but invariably evil) air steeds.

Fell beasts nest in cliff nooks or atop rock spires; thier body lenth is 15' – 25', with a 20' – 30' wingspan.

Gryphon: [Temperate–Cold/Wet & Dry–Semiarid/High Altitude]

Enchanted animals with the head and wings of a huge hawk and body of a grey panther, gryphons are an awe-inspiring sight. They are intelligent and wary of humans, and so usually very dan-

gerous. Preferring their lofty aeries to lowlands, they are rarely seen away from high peaks and passes. One cub; 30 – 40' wingspan.

Pegasus: [*Temperate–Cold/Seasonal–Wet & Dry/High Altitude*]

A remote alpine valley is the preferred home for the shy Pegasus. These intelligent, majestic winged horses generally shun other animals as well as men, but the lure of excitement and change draws a few from their secluded abodes into the wide world. Men driven by greedy hearts steal others at foalhood to rear as steeds. Abducted pegasi often kill their cruel masters to escape and return home. Those who leave willingly in search of adventure may form friendships with riders, finding pleasure in carrying such friends on their backs. 1 foal; 35' wingspan.

Roc: [*Temperate–Cold/Seasonal–Semiarid/High Altitude*]

The roc is easily the largest bird hunting the skies. Its strength can easily lift an elephant to the clouds, while its talons and razor-edged beak challenge the might of dragons. Silk-black plumage gleams from the roc's colossal form, and malevolence shines from its yellow eyes. They are too willful to be tamed and attack any other flying creature or vehicle that dares to enter their sight.

Rocs create huge nests in high eyries where they lay their eggs. They have 1-3 chicks; adults boast a 80 – 120' wingspan; treat claw attacks as "magic" against large or super-large creatures.

Stearidan: [*Temperate–Cool Temperate/Seasonal/High Altitude*]

Perfect reflections of the graceful pegasi, steardan mirror their cousins in form alone. A steardan's intelligence, although remarkable, is suited to a beast. As steeds, steardan display fierce loyalty,

and they make excellent warhorses. They generally have 1 foal; wingspan is 35 feet.

Storm Hawk: [*Tropical–Temperate/Humid–Semiarid/Essænce*]

While seen at other times, storm hawks are held in awe for their apparent affinity to wild weather and Essænce storms. With their blue eyes, slate-grey feathers and majestic size (storm hawks can have a wingspan of more than ten feet), they are always an impressive sight. Generally remaining aloof from men, they are quite intelligent and are best left alone: those who have tried to capture or kill a storm hawk soon find themselves with their eyes torn out.

Thyfur: [*Cold–Frozen/Semiarid–Arid/High Altitude*]

Smaller and more companionable than the rocs whom they resemble, the thyfur form enduring friendships with men and women, rarely parting from the rider of their choice. Bird and rider shelter in a shared cave, hunting together to supply their meals, and flying together to furnish their pleasure. Thyfur normally inhabit the glacial mountains, invigorated by the icy cold of winter and refreshed by the brief, chill spring. They have 1-2 chicks and generally a 30' wingspan.

Tia Bat: [*Temperate–Cool Temperate/Humid–Wet & Dry*]

This mammal is one of the largest of the bat species on Kulthea, and is relatively intelligent. Although they prefer to make their homes in more temperate climes, a number have been transported to Jaiman to act as messengers and spies for servants of the Unlife in this region. With a wingspan that can exceed three feet, they are frightening to the uninformed. Tia bats feed on insects however, and are harmless to larger life forms.

Flying Beasts Chart

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Bats										
small	0A	50	FSpt/40	VF/VF	T/—	4A	1(60)	10Tbi100/20Sbi(6)	1-100	Passive (NO)
large	1A	90	Dash/30	VF/VF	S/—	10A	1(60)	20Sbi100/30Mbi(3)	1-50	Normal (NO)
Birds										
small	0A	70	Dash/30	FA/FA	T/—	5A	1(70)	0TPi50/0TCl150/0SCL(6)	1-200	Timid (NO)
large	1A	100	Dash/30	FA/FA	S/—	8A	1(50)	0SPi50/0SCL50/20MCL(3)	1-100	Timid (NO)
Condor	4C	100	Spt/10	FA/MF	M/—	90E	1(30)	50LCL100/45MPi	1-2	Passive (NO)
Eagle	3C	130	Dash/20	FA/FA	M/—	30E	1(30)	50MCL100/35SPi	1-2	Aggressive (NO)
Falcon	2B	200	Dash/40	VF/BF	S/—	20E	1(60)	45SCL100/20SPi	1-2	Aggressive (NO)
Fell Beast	12G	320	Dash/30	BF/VF	H/LA	240H	11(40)	80HCL/60LBa/90Lbi	1-10	Bellig.(LI)
Gargoyle	5D	80	FSpt/30	MF/FA	M/@	80F	16(35)	60LCL/40Mbi/50We	1-10	Greedy(IN)
Gliders										
Black Squirrel	1A	30	Dash/40	FA/FA	S/—	10A	1(20)	20TBa/10Sbi/10TCL*	4-20	Bellig. (NO)
Flying Lizard	0A	20	Jog/0	SL/SL	T/—	8A	1(30)	0TBa100/10TPi/10Sba(6)	1-5	Passive (NO)
Flying Fish	0A	25	Run/10	MD/MD	T/—	2A	1(40)	10TBa100/0Tbi/20Sba(3)	5-50	Normal (NO)
Flying Frog	0A	10	Jog/0	VS/SL	T/—	5A	1(20)	0TBa100/0Sba(10)	1-5	Timid (NO)
Griffin/Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90LCL/60LBa/100MPi†Both	1-2	Bellig.(LI)
Hawk	2B	150	Dash/30	VF/BF	S/—	25B	1(50)	40MCL100/25SPi	1-2	Aggressive (NO)
Owl	1A	100	FSpt/20	FA/FA	S/—	20A	1(50)	35SCL100/10SPi	1-2	Normal (NO)
Pegasus	6F	140	Dash/40	VF/FA	L/I	150G	3(40)	50MBa/60MTs‡/40Mbi	1-5	Timid(AV)
Roc **	10G	180	FSpt/10	BF/FA	H/LA	400G	4(60)	140HCL/90LBa‡/120HPi§	1-2	Bellig.(VL)
Storm Hawk	4C	130	Dash/20	FA/FA	M/—	120F	13(30)	80LCL100/70LPi	1-2	Aggressive (HI)
Stearidan	5E	120	Dash/20	FA/FA	L/I	200H	3(50)	70MBa/80LTs/50Mbi	1-5	Normal(VL)
Thyfur **	10G	140	Dash/40	VF/FA	L/I-	200G	4(40)	100HCL/80LPi	1-2	Aggres.(AV)
Tia Bat	2B	90	Dash/30	VF/VF	S/—	20B	1(60)	40Mbi	1-10	Normal (HI)

*—Special.

**—On ground, movement rate is of that given, "run" is the maximum pace, the DB is halved, and claw (CL) attacks cannot be used.

Note: These statistics are for the given creatures in flying mode.

7-DRAGONS

A noble and mysterious race, dragons are among the most powerful and terrible of all creatures. They are huge yet agile, bright but vain, enchanted but physical, and learned yet savage beasts. Dragons are the embodiment of all natural forces of knowledge, motion, strength, and magic. No other creature epitomizes such a wondrous blend of attributes.

The ancient line of dragons has spawned many varieties. Some are winged and capable of flight, while others leap, crawl, swim, or slither about. A large number breathe jets of water, fire, ice, or noxious fumes. Smaller sub-groups wield whip-like tails tipped

with lethal stingers. All, however, share features common to dragonkind: fiery, captivating eyes; well-muscled but lithe bodies; six appendages (two legs, two arms, and two variably developed “wings”); great talons, a long neck and tail; one to four horns; and scaly body armor, relatively soft on the underside and reinforced along the spine by a row of raised or spike-like plates.

Internally, dragons have a mystical configuration. Their enchanted blood is always caustic and frequently corrosive, and their foul secretions exceptionally acidic.

Great drakes reside in many remote or devastated locales, but most prefer to live in cavernous lairs. These chambers have nar-



An Air Drake pursues a Storm Hawk

row mouths, just large enough to admit a dragon with backswept wings. Passages within the cavern may be just as confining, although a dragon's nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a great drake travels, however, foul fumes and acid-etched markings serve as a trail.

Dragons are generally very intelligent; some moreso than learned humanoids. Skilled in many tongues and adept at understanding subtle inflection, they are masters of conversation and debate. Riddles and puzzles fascinate them, for word games provide these magnificent beasts with rare challenges. A great drake can be swayed by trickery in situations where weaponry or spells would do nothing but sow the speaker's doom. Still, dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and façades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve fear; but then again, a great drake always assumes that it is being held in awe.

Although dragons are disarmingly perceptive, they are amazingly boastful and self-centered, and invariably consumed with pride. They revel in flattery and bask in other's adoration. Signs of fearful panic spur them on. A great drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although dragons are capricious, they are quick to anger and despise disrespect.

Most dragons live alone or take a single mate. Males and females are similar in habits and size, although the latter are less apt to move their lairs.

Great drakes sleep a lot and, even when awake (50% of the time when active, 10% of the time when hibernating), while away the hours while reclining on beds of wealth in their treasure-laden lairs. Once they clear (i.e., devastate) the region around their chosen abode—making it safe for habitation—they spend some time gathering a hoard. Slaughtering their prey, they cowl the countryside and then retreat into their cavernous home until they grow restless, irritated, or bored. All dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their bizarre metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lie dormant for years.

Weaponry

A dragon's weapons are legion. Their huge claws, whip-like tails, and massive, multi-rowed teeth enable them to physically overpower most any beast. The beat of a dragon's wings can stir the ground with a fierce whirlwind, doubling the spreading speed of a fire and making all maneuvering difficult (-75). They can use spells like the best of men (when not in melee), and breathe with deadly vigor. Even their blood is dangerous, for its burning acids will eat through almost anything (for each exposure, treat it as a point-blank +50 Fireball, using the Acid Critical table located in the back of this book). Their great (4-40 lb) horns—renowned for their enchanted musical, weapon-making, and curative properties—are coveted by artisans, physicians, and kings (at 5 gp/oz raw or 2000 gp/whole horn). When made into a bugle, their sound carries 2-20 miles; as fronting for a composite bow, they make it a magic dragon-slaying weapon and bestow a +25 bonus (1 bow/horn core). When ground (1-10 doses/horn), the horn is an antidote for all drake venoms (e.g., wyvern stings) and toxins (e.g., dragon-blood burns), as well as being a cure-all for any damage done by a dragon's breath (if the victim is still alive).

Spells

As noted, dragons are accomplished spell users. Some employ the Essænce to augment their brute strength, while others prefer to rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magicks vary with the sub-race and individual, but all possess knowledge of the *Spirit Mastery*, *Spell Reins*, *Dispelling Ways*, and *Essence's Perceptions* spell lists (Ess, Open and Closed). In addition, their enchanted senses of smell, hearing, sight (they have perfect infravision, able to see in total darkness), and intuitive feeling give them the inherent ability to discern illusions (when they may make a RR as if half their usual lvl) and invisible beasts (multiply their "Presence" spell range by their lvl).

Defenses

The defenses of a great drake are nearly as formidable. Immune to the natural elements (fire, ice, light, air, and water) and highly resistant to spells, they are rarely bothered by incantations. Their scaly skin forms a natural armor of multi-layered, overlapping plates. Even their softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g., the eyes) and their strange "birth spots," places where scales mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a death blow. Dragon-slaying arms seek these places. Young drakes, of which there are few, have softer, less-developed hides, and are of course more vulnerable... although no dragon can be called weak.

TYPES OF GREAT DRAKE

Over time, drakes have adapted to many conditions. The great drakes, those creatures that have a breath weapon, are no exception. They come in many colors—usually black, or some warm hue such as red or gold, or an emerald green—and some have an exceptionally unique appearance. The hides of all the Great Drakes have a iridescent, almost metallic appearance.

Cold Drake: [*Cold – Frozen/Semiarid – Arid/Glacier, High Altitude*]

- May attack with cold breath (CBR; 1x/min; 50 times/day; ice bolt range 500'; cone length 300'; cone base 50'); employs spells (3xlv PP); 15% winged; 30'-80' body, 50'-120' wingspan.

Cold drakes are frequently grey-white or even white and live in cool or frigid climes. They are proportionally bulkier than other dragons and although relatively few (15%) have wings, are good swimmers. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No dragon can go so far on so little, and no dragon is as likely to physically attack its enemies. In addition to their other spells, cold drakes know the "Ice Law" and "Delving Ways" lists (Ess, "Magician Base" and "Open").

Fire Drake: [*Hot – Cool Temperate/Humid – Arid/High Altitude, Ruins, Underground, Volcanic*]

- May attack with fiery breath (FBR; 1x/min; 50 times/day; bolt range 500'; cone length 300'; cone base 100'); employs spells (3xlv PP); 60% winged; 30'-90' body, 50'-140' wingspan.

Fire drakes are the most common of the dragons. They live in well-removed lairs in every clime. The oldest of sub-races, they are versed in the ways of all beasts and all realms. Large and graceful, they are suited for land or sky and make poor swimmers.

Fire Drakes are typically red or reddish gold, but many are black and/or gold. Confirmed sightings of green or greenish-gold fire drakes, however, indicate that these creatures are unrestricted

Dragons & Wyverns Chart

Type	Base LVL	Max Pace	Speed MM	Size/ MS/AQ	AT Crit	Hits	# (DB)	Outlook Attacks	Enc.	(IQ)
DRAGONS (Great Drakes)										
Cold Drake (land, 15% winged)										
Young	10G	170	FSpt/20	FA/VF	H/LA	400G	12(60)	80HBi/100HCl/90HBa/60HHo/50CBR/60IBr*	1	Varies(AA)
Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120HBi/120HCl/120HBa/80HHo/60CBR/80IBr*	1	Varies(SU)
Old	50G	130	Spt/0	FA/FA	H/SL	650G	20(65)	150HBi/130HCl/150HBa/90HHo/75CBR/100IBr*	1	Varies(HI)
Fire Drake (air, 60% winged)										
Young	10G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70HBi/120HCl/80HBa/50HHo/80FBr*	1	Varies(HI)
Mature	38G	200	FSpt/15	VF/FA	H/SL	450G	16(50)	100HBi/140HCl/110HBa/70HHo/100FBr*	1	Varies(VH)
Old	66G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125HBi/150HCl/130HBa/90HHo/120FBr*	1	Varies(EX)
Gas Drake (land, 20% winged)										
Young	10G	140	FSpt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr*	1	Varies(HI)
Mature	20G	120	FSpt/15	FA/FA	H/SL	350G	20(40)	100HBi/100HCl/100HBa/80HHo/GBr*	1	Varies(VH)
Old	30G	100	FSpt/10	MF/FA	H/SL	400G	20(50)	120HBi/120HCl/120HBa/90HHo/GBr*	1	Varies(EX)
Light Drake (air, 80% winged)										
Young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60HBi/80HCl/60HBa/90HHo/100LBr*	1	Varies(SU)
Mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80HBi/100HCl/70HBa/100HHo/120LBr*	1	Varies(HI)
Old	60G	220	FSpt/10	VF/FA	H/SL	450G	12(50)	90HBi/110HCl/80HBa/110HHo/140LBr*	1	Varies(VH)
Sea Drake (water, 2% winged)										
Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/40HHo/90WBr*	1	Varies(AV)
Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/60HHo/120WBr*	1	Varies(AA)
Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(50)	130HBi/90HCl/180HBa/80HHo/150WBr*	1	Varies(SU)
LESSER DRAKES										
Air Drake (air, 100% winged)										
Young	6F	300	Dash/40	BF/VF	H/LA	150G	11(80)	50LBi/90HCl/50LBa/70LHo*	1	Varies(AV)
Mature	15G	280	Dash/25	BF/VF	H/SL	200G	11(50)	60HBi/110HCl/60HBa/70HHo*	1	Varies(AA)
Old	25G	240	Dash/10	VF/FA	H/SL	300G	12(40)	80HBi/120HCl/70HBa/80HHo*	1	Varies(SU)
Land Drake (land, 0% winged)										
Young	6F	180	Dash/25	VF/VF	H/LA	250G	11(60)	80LBi/90LCl/90HBa/60LHo*	1	Varies(AA)
Mature	18G	160	Dash/15	VF/FA	H/SL	350G	19(40)	100HBi/100HCl/100HBa/70HHo*	1	Varies(SU)
Old	30G	140	FSpt/10	FA/FA	H/SL	450G	20(50)	110HBi/110HCl/120HBa/90HHo*	1	Varies(HI)
Cave Drake (land, 0% winged)										
Young	6F	160	Dash/30	VF/FA	H/LA	200G	11(60)	80LBi/50LCl/50LBa/70LHo*	1	Varies(IN)
Mature	13F	140	FSpt/20	FA/FA	H/SL	250G	19(40)	90HBi/50HCl/50HBa/80HHo*	1	Varies(MD)
Old	20G	120	FSpt/10	MF/FA	H/SL	300G	20(30)	100HBi/60HCl/50HBa/90HHo*	1	Varies(AV)
Water Drake (water, 0% winged)										
Young	6F	140	FSpt/40	VF/FA	H/LA	180G	11(60)	100LBi/50LCl/90HBa/50LHo*	1	Varies(IN)
Mature	15G	120	FSpt/30	FA/FA	H/SL	240G	12(40)	110HBi/50HCl/100HBa/50HHo*	1	Varies(AV)
Old	25G	100	FSpt/20	FA/MF	H/SL	350G	16(40)	120HBi/50HCl/110HBa/60HHo*	1	Varies(AA)
WYVERNS (Minor Drakes)										
land	8F	180	Dash/50	BF/VF	H/LA	200G	19(35)	70LCl/110HSt/poison†/80LBi/poison†	1	Hungry(LO)
water	6F	150	Dash/50	BF/VF	H/LA	180G	16(45)	90LBa/60LCl/100HHo/poison†	1	Hungry(LI)
winged	10G	300	Dash/50	BF/VF	H/LA	160G	12(65)	50LCl(2x)/90HSt/poison†	1	Hungry(LI)
Hydra	20G	100	Run/10	MD/VF	H/SL*	380G	19(40)*	150HBa/90LBi(3-9x)/60FBr(3-9x)	1	Hostile(IN)
Cave Worm	10G	50	Spt/0	SL/MD	H/LA	160H	12(20)	90HGr/110HHo/120LBi[Heat]	1	Hungry(VL)

* = Special

§ = 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.

Dragon Chart Notes

*—Special.

**—On ground movement rate is 1/4 of that given, “run” is the maximum pace, the DB is halved, and claw (Cl) attacks cannot be used.

Attack Patterns for Drakes: (wyverns and fell beasts [see flying beasts table] follow a similar pattern)

Each round while *in flight*, a drake may:

- 1) use its breath weapon (if able) *and* if diving on a target, it may also use:
 - a) its horn attack (roll each critical twice and take both results) **or**
 - b) its claw attack (can be used as a HGr attack to attempt to grab smaller targets) **or**
 - c) its bash attack (can be used as a HCr attack with double damage in an attempt to land on a smaller target).

On land or in the water a drake may use:

- 1) its breath weapon (if able to) and one claw attack or one bash attack **or**
- 2) its horn attack and one claw attack and its bash attack (tail) **or**
- 3) its bite attack and one claw attack and its bash attack (tail) **or**
- 4) two claw attacks and its bash attack (tail).

Effects of Age on Drake Statistics: In the table above, the statistics for drakes are classified according to age; however, several other capabilities and characteristics given also vary with age:

- 1) The ranges (bolt range and cone length and base) given for breath weapons in the descriptions for dragons are for ‘mature’ and ‘old’ dragons. The ranges for ‘young’ dragons are only half of the given ranges. In addition, a ‘young’ drake can only use its breath half as often as indicated in the descriptions.
- 2) ‘Young’ drakes of a given type fall into the lower half of the size ranges, ‘mature’ drakes fall into the middle half, and ‘old’ drakes fall into the upper half (so there is some overlap of size and age combinations). Roll (1-100 open-ended) to get an estimate of exact sizes.

Changes in Base Movement Rate due to Environment: The base movement rates above for drakes and wyverns are for movement in their primary environment (air, land or water; listed after the creature type above). The chart below gives the percentage of primary base movement rate which may be used in other environments. In parentheses after the percentage is the actual base movement rate for a ‘mature’ drake of the given type. A dragon in flight must be in a dive to achieve a ‘pace’ of ‘FSpt’ (x4) or ‘Dash’ (x5, a power dive). No drake may ‘FSpt’ or ‘Dash’ *underwater*.

	Winged In Air	Winged On Land	Unwinged On Land	Unwinged In Water
Cold Drake	120%(180)	50%(75)	100%(150)	30%(45)
Fire Drake	100%(200)	30%(60)	70%(140)	10%(20)
Gas Drake	150%(180)	75%(80)	100%(120)	50%(60)
Light Drake	100%(250)	20%(50)	50%(125)	10%(25)
Sea Drake	100%(100)	10%(10)	50%(50)	100%(100)
Air Drake	100%(280)	25%(70)	NA	10%(28)
Land Drake	NA	NA	100%(160)	25%(40)
Cave Drake	NA	NA	100%(140)	50%(70)
Water Drake	NA	NA	10%(12)	100%(120)
Land Wyvern	NA	NA	100%(180)	10%(18)
Water Wyvern	NA	NA	NA	100%(150)
Winged Wyvern	100%(300)	25%(75)	NA	5%(15)

as to hue. Not surprisingly, fire drakes know the “Fire Law” and “Spell Reins” lists (Ess, “Closed”).

Gas Drake: [*Tropical – Cool Temperate/Rainy – Seasonal/Freshwater, Marshes, Nocturnal, Ruins*]

• *May attack with gaseous breath (GBr; 1x/min; 40 times/day; cone length 100'; cone base 100'); employs spells (3xlv PP); 20% winged; 40'-70' body, 60'-100' wingspan.*

Gas drakes are commonly marsh creatures, although they are also known to inhabit remote moors. Grey, green, black, or brown, they blend into the foliage of forested swamps or high grasses. There they wade in stagnant pools, occasionally diving for snacks. With the exception of sea drakes, they are the best swimmers among the dragon sub-races. Gas drakes surround themselves with sickening odors and fetid mists, creating a sense of death in their land. This allows them privacy, for their gaseous breath is unsuited to the complete devastation of the local countryside. Wise and cunning in the arts of enchantment, they prefer to trap their prey. Gas drakes know the “Confusing Ways” and “Liquid Alteration” lists (Ment, “Mystic Base”), also the “Lesser Illusions” list (Ess, “Open”).

Light Drake: [*Cool Temperate – Frozen /Wet & Dry – Arid/High Altitude*]

• *Most nocturnal (80%); may attack with electrified breath (LBr; 1x/min; 25 times/day; bolt range 300'; cone length 200'; cone base 40'); employs spells (3xlv PP); 80% winged; 25'-60' body, 40'-90' wingspan.*

Light drakes are comparatively rarer and more fragile than other drakes, albeit more dangerous. Their electrified breath is akin to a bluish lightning bolt and is one of the more frightening weapons in all of dragonkind. Generally bluish iridescent black, metallic blue, or dark silver, light drakes are nocturnal predators. They are restless (hyperactive by dragon standards) and, as drakes go, are peerless fliers. Their lairs are always in remote highlands, usually near coasts where storms are near. Light drakes have command of the “Light Law” and “Detecting Ways” spell lists. Fair swimmers, they move 20% of their usual pace while in water.

Sea Drake: [*Temperate – Cold/Freshwater, Saltwater, Grottoes*]

• *May attack with watery breath (WBr; 1x/min; 100 times/day; bolt range 300'); can submerge for 2 min/lvl; employs spells (2xlv PP); 2% winged; 25'-70' body, 15'-40' finspan; 40'-95' wingspan.*

Sea drakes are almost always wingless, and therefore confined to the land and the deeps. Superbly streamlined, those that do not fly have modified wings, fins which enable them to propel themselves at an incredible pace while at the water’s surface and quite fast even when submerged.

Residing in caverns with submarine entry-ways, these sea monsters prey on other water beasts and ships. They have no gills; instead they rely on their huge lungs and their ability to conserve oxygen when diving (safely 2 minutes per level). Striking from below, they can hurl themselves out of the water and make gliding leaps of up to 300 feet (or 75 vertical feet). Even in

“flight,” they can spray their quarry with stunningly powerful water bolts or resort to their modest arsenal of spells; these include those common to all dragons, as well as the “Water Law” spell list (Ess, Base Magician).

LESSER DRAKES

Air Drake: *Nocturnal hunters; nest in cliff nooks or giant trees; 20’-40’ body, 30’-60’ wingspan. Pale blue (rarely) purple hide.*

Land Drake: *Agile climbers; nest in caves, breaks, or glens; 50% use spells (2xlv PP); 20’-50’ body (including 7’-15’ tail). Brown, green or dark gray hide.*

Cave Drake: *Bite accompanied by burning acidic saliva attack (with crit, delivers heat crit 1 severity higher); nest exclusively in caves; -50 in natural daylight; 15’-40’ (including 5’-12’ tail). Pale gray or white hide.*

Water Drake: *Almost exclusively aquatic; live in coastal caves; vert leap 30’, horiz leap 100’; 25’-60’ body (including 8’-20’ prehensile tail). Usually blue-green hide.*

Lesser drakes resemble the great drakes (dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly and less numerous brethren. These creatures possess no breath weapons and, with the exception of the land drake, only rarely (10%) cast spells. They are, however, quicker than dragons.

Lesser drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the great drakes.

Note: *Treat lesser drakes that use spells as having one list per 5 lvls. Lesser drakes know spell lists up to their own level and receive two PP per level.*

WYVERNS (MINOR DRAKES)

Land: *[Temperate – Cold/Seasonal – Semiarid]*

• *Bite or tail-stinger attack injects muscle poison; 15’-30’ body (including 5’-10’ prehensile tail).*

Water: *[Temperate – Cold/Freshwater, Saltwater/Underground (grottoes)]*

• *Horn or stinger attack injects nerve poison; vert leap 35’, horiz leap 200’; 20’-40’ body (including 7’-13’ prehensile tail).*

Winged: *[Cool Temperate – Frozen: /Seasonal – Arid/High Altitude]*

• *Tail-stinger attack injects nerve poison; 5% in water; 20’-30’ body (including 7’-10’ prehensile tail), 25’-45’ wingspan.*

Like the lesser drakes, wyverns do not have a breath weapon; nor do they employ incantations. Instead, they rely on their superb agility and deadly venoms. Land wyverns have muscle poison glands in their mouths and tails, with ducts through their 5” fangs and barbed tail-stingers. Water-based varieties deliver a nerve poison through their two foot-long horns, while winged

wyverns rely solely on their venomous tail barb. (Unless otherwise specified, a wyvern’s level is equal to that of its poison).

Wyverns are smaller and less intelligent than either dragons or lesser drakes. Instinctive and physical, they are active, predatory hunters who spend little time (20%) asleep or confined at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences.

Hydra: *[Ruins/Underground/Volcanic]*

• *Regenerative heads; each head emits fiery breath (standard FBr; 1x/min; 10x/day); cone base 25’; 5’-10’ necks, 7’-15’ body, 7’-15’ tail; primary head and body defend on super large crit table, other heads use large crit table. Roll for # of heads: (01 - 10 = 3; 11 - 20 = 4; 21 - 35 = 5; 36 - 50 = 6; 51-70 = 7; 71 - 90 = 8; 91 - 100 = 9)*

Hydras are rare, flightless relatives of dragons, dull-witted, multi-headed creatures seemingly spawned by some heinous nightmare. So monstrous are they that Loremasters believe they are another of Kadæna’s experiments, this time with ancient dragons. Fully scaled, their armor rivals that of great drakes. Their appearance is akin to a fat serpent with a long neck and tail, two strong legs, and a pair of small arms. Most have nine heads, but some have as few as three. The heads operate independently on their long prehensile necks and, if one is severed from the body, each neck will split and regenerate as two new heads in 2-20 rounds. Only a cauterized (as from a flaming sword) wound will stay this horrible process. One head, however, serves as the original ‘master’. It cannot regenerate, nor can it be stunned; but if slain, the hydra perishes. Alternatively, one can kill a hydra by destroying its ‘body’.

Each hydra head possesses the power to speak and breathe fire, and some (5%) have heads which use individualized breath weapons.

Cave Worm: *[Underground/Volcanic]*

• *-75 in natural daylight; moves 25’/rd through packed earth or lava, 5’/rd through solid rock; immune to heat; crit from bite accompanied by acid crits of 1 level lesser severity (same roll); prehensile tri-forked tongue grapples from 10’; body is 35’-40’ in length. Contact with body delivers an “A” severity acid critical.*

Cave worms are legless drake-like beasts, huge and foul subterranean serpents. Their color is a translucent deathly white and they move forward by rhythmically expanding and contracting parts of their body. Oozing a rancorous, acidic slime, they wind through caverns and chasms and slither through earth and rock. Their repugnant excretions soften all but the hardest of substances, while the six three-foot long serrated horns that encircle their bizarre head cut through obstacles. In this way they move directly toward their prey, meals which they track using their uncanny senses of hearing, smell, and feeling. Omnivorous, they eat anything, even stone, although their preferred delicacy is bone. Rows of jagged teeth in their circular mouth enable them to tear through armor with casual unconcern, and their pungent acids allow them to digest all but the most resilient materials.

♦ PART VIII ♦

THE UNDEAD

ABOUT THE UNDEAD

Undead are beings which are not truly alive by the standard definition; nor are they quite dead. A better term for these beings would be the ‘unliving.’

There are several kinds of undead, which come about in quite different ways. Some, such as ghouls or mummies, are little more than mindless automatons; lumbering shells of rotting flesh. They are essentially animated corpses.

Others, like the lich or vampire, retain their intelligence and body intact. Rather than surrender their spirit to what lies beyond, they have entrapped it in their dead body which they keep animate using powerful spells or by feeding on other living creatures. Any conscience is gone, but they retain a dark shadow of their personality from when they lived. By their very nature they are of the Unlife.

Still others are non-corporeal spirits cursed to remain near the spot where they are buried, their soul trapped for eternity in a prison of the spirit. These undead are trapped here against their will, punished for some crime they have (or believe they have) committed in life.

Undead will not willingly enter sunlight as it burns them like fire. Most are blinded or severely hampered even in indirect daylight.

The statistics given for the 6 specific Classes of the Undead (I-VI) are intended to be for Undead “created” through the use of *Create Undead* spells from the Evil Cleric Base list, *Necromancy*. These Undead have a physical presence: that of the bodies used to create them. In this way, they tend to resemble either the zombies described below, or—in the case of more advanced decay—skeletons. These undead are soulless and generally mindless creatures which do the bidding of their creator. Failing direction, they succumb to their hatred of things living and attack the nearest thing which breathes.

Special Undead are detailed separately, with an approximate equivalency of their “Classes” given in the table in parentheses after their types. An Undead’s “Class” is used to determine the exact effect of *Repel Undead* spells from the Cleric Base list *Repulsions*, and of *Control Undead* spells from the *Necromancy* list.

“Killing” The Undead

Normally Undead are not “killed” when given their hit total or incapacitated due to criticals. Enough hits to cause “unconsciousness” (or similar minor critical damage) in a living being will cause an Undead to “drop” due to loss of physical structure; however hits are regenerated at a rate of one every minute, and the Undead will become active when its “hits taken” total drops below its hits total. While “dropped” the Undead may be given more hits by attacking its inert form; even the Undead without a solid body may be attacked like this as their “bodies” are assumed to “drop” to the ground.

Enough hits to “kill” (or similar major critical damage) a living being will cause the Undead to fragment; at this point the hits heal at a rate of one every 10 minutes as the pieces come back together. When the “hits taken” falls below the “death” point (i.e., the Undead has pulled itself together), the hits will “heal” at the above rate of one every minute as specified above. If pieces of the body are separated by physical barriers, this process will be hindered or delayed with respect to those pieces (e.g., an Undead might be missing a head, hand, or arm and still be functional with a penalty).

For damage due to criticals the GM must classify the critical damage as minor or major and “heal” it in a manner similar to the processes given above. We suggest an average “healing” time of 10 minutes for minor critical damage and 1 hour for major critical damage (each critical being healed separately).

To actually destroy an Undead other steps must be taken. The standard and most straightforward method is to burn the pieces of the Undead's "body"; this consists of merely applying a flame to each piece. The same effect can be achieved in most cases by exposing the body to direct sunlight; this burns those with corporeal bodies at the rate of 10 hits/rnd.

Undead without solid "bodies" can only be permanently stopped by destroying their original focus if there is one (the physical body in its grave, an enchanted item, etc.) or by magical rituals or weapons. Very powerful noncorporeal undead can move about during the day by draping themselves in heavy, dark garments. Even so, they operate at -50%.

Damage caused by holy weapons and appropriate "slaying" weapons is never "healable" by Undead and thus can destroy them. Other methods of destruction may be allowed for specific Undead or at the discretion of the GM (i.e., spells, rituals, holy water, etc.).

Undead Stat Draining Ability

Many Undead have the innate ability to drain the Constitutions of the living. This affects only the Temp Con, and if the target PC is separated from the Undead before the Con reaches 0, the target recovers Con points at the rate of one per day under normal circumstances; 3 pts per day if resting; 5 pts/day if confined to bed.

If the target's Con goes to 0, he becomes a *Typical Summoned Undead* (see below). The GM may determine what class based on the PC's level at his discretion.

Typical Summoned Undead

Classes I-VI: *Those practiced in the art of Necromancy, pronouncing foul incantations over the helpless dead, produce mindless abominations chained to a malevolent will. These animated corpses are preserved from further decay, but their cold flesh emanates the dark chill of the grave. The degree of power inherent in these creations reflects the skill of the necromancer.*

A created Undead's Class is determined by the spell (*Create Undead*) used to create it. If not controlled by a *Control Undead* spell, they will attempt to attack the closest living being with cruel fists or savage weapons. Normally they can take no activity other than moving to and attacking the closest living being.

Special Undead

Apparition: *Class III: Disease and Curses lists to its lvl; touch drains 1 Con pt/rnd (RR); non-solid form; only magic weapons will damage them.*

Men so strong in their evil ways that they cling to the world and the wicked chances it affords persist as *apparitions*. Some remain free to exercise their own depraved will, while others serve as tools of the Pale or the Void. Their touch brings pain, but they do not wield weapons, seeking victory in combat through sorcery.

Barrow-wight: *Class V: 60 'R 'Fear' spell; touch casts 'Paralysis' spell or 'Sleep' spell or drains 5 Con pts/rnd (-25 RR); non-solid form.*

Dark, shadowy human forms with eyes akin to faint, fiery embers, barrow-wights haunt the mounded tombs erected to honor great warriors and kings. Evil forces such as Priests of the Unlife create them by perverting their spirits while living. When inevitable death comes, the lord refuses to accept death and becomes a wight.

When observed through magic, they take on the tattered forms of great lords and ladies with cold cruel gleaming eyes. Wights wield with chill efficacy the enchanted weapons often buried with the dead and cast dread spells on the living who violate the burial grounds.

Corpse Candle: *Class III: trance on sight (RR), victim rolls RR each rnd to wake before death; its gaze drains 4 Con pts/rnd (RR).*

The flooded graves of unquiet spirits beget the alluring malice of these water dwellers. Illusion cloaks the remains of the corpse, bequeathing upon it a whole and fair, if moist appearance. The image seems to float just below the surface of the water, cupping a beckoning light in its hands. Those attracted by its glamor fall into a trance from which they may never awake.

Corpse Lantern: *Class IV: while viewing, victim must make RR each rnd to refrain from drowning himself; its gaze drains 5 Con pts/rnd (-10 RR).*

Born of the same waters as the corpse candle, these more powerful sirens lure the living to death by drowning. The victims harbor different delusions—a gallant warrior in need of rescue from the depths, a brave lady desiring companionship in her enchanted realm—which entice them below the watery surface.

Firephantom: *Class III: Touch drains 1 Con pt/rnd (RR); non-solid form; only magic weapons will damage them; all cold and water spells do double normal damage against them; immersion in water will "kill" them as burning does other Undead.*

Dead of flames, the unreleased souls of these sufferers are swathed in supernatural fire. Any conflagration may draw them to its light, as a candle attracts moths, where they engulf new victims in a desperate, belated plea for succor.

Ghost: *Class II-V: Drains 3-5 Con pts/rnd of all in 10' R (RR); only magic weapons will damage them; non-solid form, and may be destroyed only if their "focus" is destroyed.*

Frequently the most subtle of the Undead, ghosts masquerade as the living, often unaware of the true nature of their own existence. The lesser reveal their deceit by a slight haziness that blurs their image, while the greater bestow no visual clues. They drain energy from the living, often unknowingly, through mere proximity. Only magical weapons can release a ghost from its ties to the earth, if its focus—a person, a weapon, a treasure, a place—cannot be located and destroyed or dispersed.

Ghost Wolf: *Class IV: Touch drains 3 con pts/rnd (RR); non-solid form; only magic weapons will damage them.*

Counterfeiting the dread Great Wolves, this ghost's canine fangs and claws draw blood like those of its living brethren. But, when death calls it, the bloody corpse dissipates like smoke.

Ghoul: *Class I-II: 'Fear' at sight (RR); 30% wounds dealt become infected (50% for greater ghouls).*

A strangely transformed, putrescent corpse with teeth lengthened into fangs and nails strengthened into claws, the ghoul prowls moist, swampy areas. Stupidity clouds its behavior; a ghoul remains preoccupied with the protection of territory. Older ghouls inspire terror with their more ghastly appearance and dispense more certain infection with their decomposing talons.

Ice Skeleton: *Class II: 10' R 'Fear'; after 3 rnds drains 2 Con pts/rnd in 10' R (-10 RR); unaffected by puncture crits; fire does double normal damage.*

Shrouded by a mist of evaporating ice, this chill spook freezes all that it touches. Shrubs in its wake sparkle with frost, and tree branches grow icicles.

Lich: *Class VI: Mere presence causes 'Fear'; touch delivers Cold Bolt (+50); touch drains 5 Con pts/rnd (-20 RR); many spell lists available depending upon profession and level (always all appropriate base lists), roll 1-10: (1-2) Evil Magician, (3-7) Evil Cleric, (8-10) Sorcerer.*

When confronted by unavoidable death, most Evil Clerics, Evil Magicians, and Sorcerers depart life with one last, dreadful curse. A few forego this privilege to become Undead, securing immortality as liches. A lich brings all of his powers and possessions through this last feared portal, retaining his memories and magic abilities along with his treasures and their stronghold. But his humanoid form must be exchanged for that of a skeleton, often draped in concealing robes and wearing a crown.

Mummy: *Class III-IV: Greater may use "Disease" list to its lvl; susceptible to fire, -25 to heat and fire RRs, double damage from fire.*

Mummification is the process of embalming a body and wrapping it in layers of treated cloth. A few cultures (including the Lankani, some Jinteni and the Thanorians) employ variations on this process for their most honored leaders. Mummies, if not thoroughly sealed in a sarcophagus, often prowl the elaborate tombs built for their interment. Lesser mummies crush with their well-wrapped arms; greater ones utilize sorcery. Both will falter when confronted by fire, to which they are particularly susceptible.

Shadow: *Class II & IV: All in 10 'R must make RR or fall into trance 1-10 rnds; bite drains blood at 2-20 hits/rnd.*

Huge, cloudy bat wings augment the soaring flight adopted by this spirit, a shred of darkness barely visible against the night sky. Invisible fangs facilitate consumption of the warm and living red blood of its prey to satiate its raging hunger. Once human, the shadow favors Mannish life fluids, transformed into a cannibal by its unnatural existence.

Skeletons: *Class I-III; unaffected by puncture crits—Lesser: drains 1 Con pt/rnd after 3 rounds in 10 'R (RR)—greater: drains 3 Con pts/rnd after 3 rounds in 10 'R (-10 RR).*

The animated skeletons of dead creatures, man or beast, possess little except bones and hostility. Retaining expertise at wielding weapons or claws and tusks, they scamper to denude bones of their cloaking flesh at every encounter with the living. Since sorcery rather than muscles and ligaments holds their own limbs intact, broken or shattered bones rejoin during tranquil times.

Spectre: *Class II-V: 100 'R 'Fear'; Bolts have 100 ' range; major spectres may use "Ice Law" and "Wind Law" lists to their lvl; touch drains 10 Con pts/rnd (-20 RR); only magic weapons will damage them; non-solid form.*

Cold white lights inhabiting the region where eyes might shine reveal the presence of these nearly invisible spirits. Terror heralds their arrival and fades with the departure of the tattered cloaks they often wrap around their non-solid forms. Lust for power and evil has rendered them inhuman.

Vampire: *Class IV-VI: Can cast all Evil Mentalist base spell lists to lvl; bite drains 20-30 hits/rnd; touch drains 2-4 Con pts/rnd (-15 RR); drained victims become vampires under the control of their killer; only harmed by magic weapons, silver weapons, puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells.*

Alone among the undead (with the possible exception of the Lich), Vampires possess free will, and may rise to considerable political and/or military prominence. Naturally, they must take careful steps to shield their true nature to avoid attacks from the righteous. A GM might consider elaborating on these rules and even creating interesting vampiric subcultures on the Shadow World.

Unusually handsome men and women, vampires prey on the living to counteract their own deaths and to maintain their excellent health indefinitely. With this change in values, they acquire the ability to change shape—into a bat, a wolf, or a cloud of vapor—as well as the lack of a reflection in mirrors. Vampires fear direct sunlight and running water, since both mediums curtail their supernatural abilities. Repose in a coffin or similar enclosed area (i.e., mausoleum or vault) is essential to their vitality, and most vampires maintain a stronghold in which to protect their various weaknesses. A stake through the heart or blows from silver weapons will harm a vampire.

Wight: *Class IV-VI: Casts spells from "Illusion Mastery" list to its level; non-solid form—minor: 50 'R 'Fear'; touch delivers 'A' cold crit; drains 4 Con pts/rnd in 10 'R (RR)—lesser: 70 'R; 'B' cold crit; 5 Con pts/rnd—major: 100 'R, 'C' cold crit, 6 Con pts/rnd.*

Kin to the dreaded barrow-wights, the less insular wights haunt abandoned graveyards and profaned cemeteries. Their vague, dark forms, with a flicker of light where eyes should gleam, present (through magic) the uncertain image of fair and perilous folk whose stern faces promise death and whose weapon arms are quick to fulfill the promise.

Will of the Wisp: *Class II: Body size can range from 1 'R to 5 'R at will; body can act as a 'Cold Ball' attack; drains 4 Con pts/rnd in 10 'R (RR).*

Prismatic globes of light float through the mists that rise from marshes and fens, luring the wayfarer towards certain danger. A supernatural lantern, the will of the wisp alternately dims and brightens its glow while gliding slowly or flitting from place to place, confusing and attracting its prey. The traveler who succumbs to quicksand or deep water feels its cold touch, draining the warmth of life from the dying.

Wraith: *Class IV-V: All spells mastered in life; gaze delivers 'True Hold'; non-solid form; only magic weapons will damage them.—lesser: continuous 'Aura' spell; 50 'R 'Fear'; 'A' cold crit to all in 5 'R; touch drains 10 Con pts/rnd (RR)—greater: continuous 'True Aura' spell; 100 'R 'Fear'; 'B' cold crit to all in 10 'R; touch drains 20 Con pts/rnd (RR).*

A quivering in the air, a red glow where the eyes might flash, a garment or armor housing empty air: these are the signs of a wraith. Its corporeal structure has been so changed through magic that it hardly exists in the physical world. A wraith's weapons also must straddle the gap between the spirit world and the physical world. Many carry a slay-knife, fragments from which break off in a wound and drain the injured; at death due to these fragments a new wraith is created.

Zombie: *Class I: Touch causes nausea, -10 to activity (RR).*

The rotted, shambling remains of dead men drip from the frames of these mindless monstrosities, creatures who serve the wishes of necromancers or more powerful Undead. Zombies unimaginatively batter their victims, raising bruises and an often incapacitating nausea.

UNDEAD CHART

Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
STANDARD CREATED UNDEAD										
Class I	1H	40	Run/0	VS/SL	M/I#	25	1(10)	25SBa90/15We10	1-30	Berserk(NO)
Class II	3H	50	Run/0	SL/MD	M/I#	50	1(20)	40MBa60/45We40	1-20	Berserk(NO)
Class III	6H	50	Spt/0	SL/MF	M/I#	100	1(30)	60MBa50/50We50	1-10	Berserk(NO)
Class IV	9H	60	Spt/0	MD/FA	M/II#	135	1(40)	70LBa40/95We60	1-5	Berserk(NO)
Class V	13H	80	Spt/0	MF/VF	M/LA#	165	1(40)	90LBa30/110We70	1-2	Berserk(NO)
Class VI	16H	100	FSpt/0	FA/BF	M/SL#	200	1(40)	90LBa20/180We80	1	Berserk(NO)
SPECIAL UNDEAD										
Apparition (III)	6D	45	Run/20	L/MD	M/II#	80F	1(50)*	50MBa[Elect]/Spells	1	Cruel (SU)
Barrow-wight (V)	15D	50	Spt/10	SL/VF	M/LA#	145E	1(90)	110We[Cold]/90LBa(Cold)/Spells	1	Protect(AV)
Corpse Candle (III)	7H	-	-/-	-/-	M/I#	100A	1(30)	Spell/Special(4 Con pt/rnd)	1	Cruel (LO)
Corpse Lantern (IV)	10H	-	-/-	-/-	M/II#	135A	1(40)	Spell/Special(5 Con pt/rnd)	1	Cruel (LO)
Firephantom (III)	5C	100	FSpt/30	FA/FA	M/LA#	90F	1(50)*	50FBall(its body)/Special	1	Special(AV)
Ghosts										
minor (II)	3H	75	Spt/10	MF/MF	M/LA#	55A	1(40)*	40MCl/Special(3 Con pt/rnd)	1	Bellig.(AV)
lesser (III)	7H	100	Spt/20	FA/FA	M/LA#	100A	1(30)*	60MBa/50We/Special(4 Con pt/rnd)	1	Bellig.(AV)
greater (V)	15H	130	FSpt/30	VF/VF	M/LA#	165A	1(50)*	110WE/90LBa/Special(5 Con pt/rnd)	1	Bellig.(AV)
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA#	200A	4(55)*	100LBi/75MCl50/Special	1-5	Berserk(NO)
Ghouls										
lesser (I)	1A	50	Spt/20	SL/MF	M/I#	25D	4(10)	25SBa100/30SCL†/10SBI†	1-10	Protect (NO)
greater (II)	3H	65	Spt/20	MF/MF	M/I#	50E	4(20)	40MBa(%)SCL†/45We/Special	1-5	Protect(NO)
Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/I#	50G	1(35)*	45MBa100[Cold]/Special	1	Hostile(IN)
Lich (VI)	20G	40	FSpt/20	SL-VF	M/LA#	150D	18(75)	70We[Cold]/Spells/Special	1	Domin.(EX)
Mummies										
lesser (III)	6C	40	FSpt/0	VS/MD	M/II#	100F	8(30)	70LBa100/120LGr\$	1-2	Protect(IN)
greater (IV)	10H	55	FSpt/0	SL/MF	M/LA#	150G	8(40)	110LBa/150Gr\$/Spells	1	Protect(AV)
Shadows										
lesser (II)	4H	80	FSpt/20	MF/MD	M/I#	60A	1(35)	Special/75MBi\$/Special†	1	Hungry(VL)
greater (IV)	8H	70	Spt/10	MD/MD	M/II#	100A	1(30)	Special/110MBi\$/Special†	1	Hungry(LO)
Skeletons										
minor (I)	1A	40	Spt/0	VS/MD	M/I#	25F	1(0)*	25We50/40MBa50	2-20	Berserk (NO)
lesser (II)	3H	60	Spt/0	MD/MF	M/I#	55E	1(10)*	40We50/50MBa50/Special	1-10	Berserk (NO)
greater (III)	5H	80	Spt/10	MF/FA	M/I#	100F	1(30)*	50We50/60MBa50/Special	1-5	Berserk(NO)
Specter										
minor (II)	5H	100	FSpt/40	FA/VF	L/II#	150F	1(100)*	40SBolt100	1	Playful(IN)
lesser (III)	10H	90	FSpt/30	FA/VF	L/LA#	200F	1(75)*	50LBolt100	1	Cruel(AA)
major (V)	15H	80	FSpt/20	MF/FA	L/LA#	250F	1(50)*	70MBa[Cold]/Spells/Special	1	Cruel(HI)
Vampire										
minor (IV)	10H	120	Dash/30	VF/BF	M/II#	110E	1(100)*	90We[Cold]/70MBi/Special\$/Spells	1	Domin.(HI)
lesser (V)	15H	100	Dash/20	FA/VF	M/LA#	120F	1(90)*	110We[Cold]/90MBi/Special\$/Spells	1	Domin.(VH)
greater (VI)	20G	100	Dash/10	FA/VF	M/SL#	140G	1(80)*	150We[Cold]/120MBi/Special\$/Spells	1	Domin.(EX)
Wight										
minor (IV)	10H	50	Dash/10	SL/MD	L/II#	90E	11(30)	90We[Cold]/80LBa/Special/Spells	1	Cruel (AV)
lesser (V)	15H	60	Dash/10	MD/MD	L/LA#	120G	16(30)	110We[Cold]/80LBa/Special/Spells	1	Cruel (AA)
major (VI)	20G	80	Dash/10	MD/MD	L/SL#	170H	19(30)	150We[Cold]/80LBa/Special/Spells	1	Cruel (SU)
Will of the Wisp	6E	130	FSpt/20	VF/MF	M/LA#	80D	1(100)	Body acts as a 50Cball	1	Cruel(MD)
Wraith										
lesser (IV)	10C	70	Dash/30	MF/VF	M/II#	120D	1(70)*	80We[Cold]/70LBa/Special/Spells	1	Cruel (SU)
greater (V)	15F	60	Dash/20	MD/BF	M/LA#	165E	1(50)*	100We[Cold]/90LBa/Special/Spells	1	Cruel (HI)
Zombie (I)	2B	30	Run/0	VS/MD	M/I#	45F	1(15)	30MBa100/Special	2-20	Berserk (NO)

* = Special

♦ PART VI ♦

ARTIFICIAL BEINGS

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

(FIVE 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)

1-KÆDEN

One of the many devilish constructs to emerge from the First Era, the Kæden stand with the Shards and N'eng as monstrous aberrations and parodies of life. Slightly larger than man-sized, they combine maneuverability with a frightening array of offensive abilities. While in some ways insectile in appearance, Kæden are basically anthropoid in form. They have a considerable intelligence—and might be some sort of unholy fusion.

Large, faceted eyes allow 270° vision. The long, prehensile tongue is a powerful scent organ, and antennae act as unique sensors. Thus, while they do not see well in darkness, (-30) their powers of scent and ecolocation more than compensate.

Kæden webs are also a potential weapon. They can either be mixed to form a tough, rigid lattice, or as a binding/cocoon form or even as an attack. The spinarets are located on the end of an abdominal protrusion.

Like all constructs, Kæden cannot reproduce. They can, however, go into a state of hibernation, cocooning themselves with a pre-set awakening time.

Kæden are carnivorous creatures, and though they have no teeth, their tongue is a powerful 'needle'. They capture food and 'cocoon' living prey, inject a powerful reduction poison and later drink their victim's bodily fluids for nourishment. Kæden are actually nocturnal by choice—though if needed they are able to switch to sidereal living.

Each stands about 7' tall on its rear 'legs,' not counting the antennae which protrude from the large head. The attacks noted in the chart refer to their pincers ('arm' appendages), their long tongue, and finally the web, fired from the abdomen, which extends below the lower 'hips' and can be aimed separately.

These hideous creatures leave many signs of their passing. Wary adventurers will see these harbingers and flee. Warnings of the proximity of Kæden include:

- Large, greenish, glittering webs blocking cave corridors, or strands of similar material spanning crevasses.
- Shrill piping (Kæden sonar in use).
- Cocoons: 6' long ovoids of a translucent green opalescent appearance.

Kæden have few weaknesses, but the few they have can be their undoing. These insectile beasts do not care for fire, and take double hits damage from fiery attacks. Often they will flee from intense flames unless driven by a powerful will. Sunlight they also shrink from (though it does them no physical damage). Lastly, Kæden will flee from the power of Oriana or Phaon. Powerful servants of either of these Lords of Orhan might be able to summon their blessings and drive forth these vicious servants of Darkness. (Most, however, must seek more mundane defenses.)

GM Note: Loyal priests of Oriana or Phaon may employ Repel Undead spells from the Repulsions list (they must know the list, of course) against Kæden as if the constructs were undead. Warrior Kæden have 3 pts, leaders have 6 pts; Queens are immune.

Should a victim be rendered unconscious or immobile, he is enclosed in a cocoon (see above), injected with a dose of *Extreme Severity Reduction* poison (see page 42) and suspended in a convenient place for later consumption. On occasion, a lucky captive will only be rendered unconscious, kept 'fresh' for a few hours until the Kæden are ready to feed.

Kæden were made to operate in groups—or 'nests'—of six (five workers and a warrior) and there were reputedly six 'Queens' (with Kadæna as the 'High Queen').

In a particularly disturbing footnote, Schrek has several Kæden in his labs and is working towards a version which is able to reproduce itself, imbedding the larva in a human host. This was also apparently Kadæna's intention, but she was never able to fulfill her gruesome plan.

Senses: Hear as well as a dog, see at night as in full light; -30 to activity in full daylight; sonar allows them to 'Detect Invisible.'

Webs: The Kæden webs are one of their most versatile tools, useable as weapon, transportation mode and defensive barrier, as well as a hibernation enclosure. The web fluid can be mixed to form a tough, rigid lattice and woven across doorways or a passageway, with 5-10 fibers (AT 12(20), 30 hits each fiber) which must be cut before a man could pass through.

As a cocoon, treat the web as AT 20(50), requiring 100 hits—no criticals—to cut through to the sleeping creature. Each round the cocoon is delivered hits the Kæden inside has a 5% chance of awakening, after which it requires only one round of preparation before bursting from the cocoon.

As an attack, the web is treated as a Large (or Huge) grapple, with appropriate criticals. The attack web has the following range modifiers:

Range	Mod
0-50'	± 0
51-75'	-25
76-100'	-50

Chameleon Power: As with all Kæden, the Warriors may alter their coloring to match their surroundings (+50 to hiding). This is especially effective when hiding among tree branches or other foliage (+80 to hiding).

Kæden Types

Warrior: As noted above, they form in groups of five, making the squad a total of six with a Leader.

- **Webs:** Treat as Large Grapple +60. **Poison:** Delivered by the stinger-like tongue, it is an 8th lvl Reduction Poison.

Leader: Slightly larger than Warriors (standing about 8' feet while on their hind appendages) Leaders have noticeably larger pincers and their abdomen is also more elongated.

- **Breath Weapon:** x3 +50 Cold Ball in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day (the secondary use of this is to finish a cryogenic cocooning process). **Flight:** Equipped with large insectile wings, Leader Kæden have the power of flight. **Webs:** Treat as Large Grapple +80. **Poison:** Delivered by the stinger-like tongue, it is an 12th lvl Reduction Poison.

Queen Kæden: There are only Six 'Queen' Kæden known to have been created. Tales tell of the deaths of at least four in the Great Conflicts which ended the First and Second Eras, but there was never proof that any really perished. All six may still survive, in slumber in some deep cavern, or ruling some dark corner of the Shadow World. The Queens stand well over 20 feet tall, with massive pincers and a bulbous abdomen extending beyond the wasplike thorax.

- **Breath Weapon:** x3 +50 Cold Ball in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day. **Chameleon Power:** As with all Kæden, the Queen may alter her coloring to match her surroundings. Of

course, her sheer bulk prevents her from hiding in any but certain types of terrain. *Webs:* Treat as Large Grapple +150. *Poison:* Delivered by the stinger-like tongue, it is an 30th lvl Reduction Poison.

2-SENTINELS

Sentinels guard the entrances to palaces and holds, their inimical gaze unwavering as they scrutinize every being who passed their gates.

These constructs are not unlike golems in some ways, being fashioned out of stone or other adamantine substance, but they are more intelligent, and even possess a perverse arrogance to match their formidable powers of guardianship.

Most assume that these towering statues were forever immobile, dismissing the ancient tales of the Sentinels could actually 'come to life', however powerful their malevolent intelligence. In any case, a perusal of the Sentinels' powers below and in the accompanying chart will show that they need not have the power of mobility to be fearsome opponents.

Sentinels appear in myriad forms, some fully human, some resembling huge beasts, some impossible creatures not even imagined in the most evil of dreams. But all share their eerie luminous eyes, and an oppressive presence which can smother an unwelcome intruder.

Sentinels were always set in pairs, positioned on either side of a portal-way. They might face inward, towards each other, or outward, depending on their function. The two Sentinels' awareness and spells work together, as if they were one unit. If one is destroyed, the other falls into ruins.

Note: in order to incapacitate a sentinel, one must either destroy an eye, 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

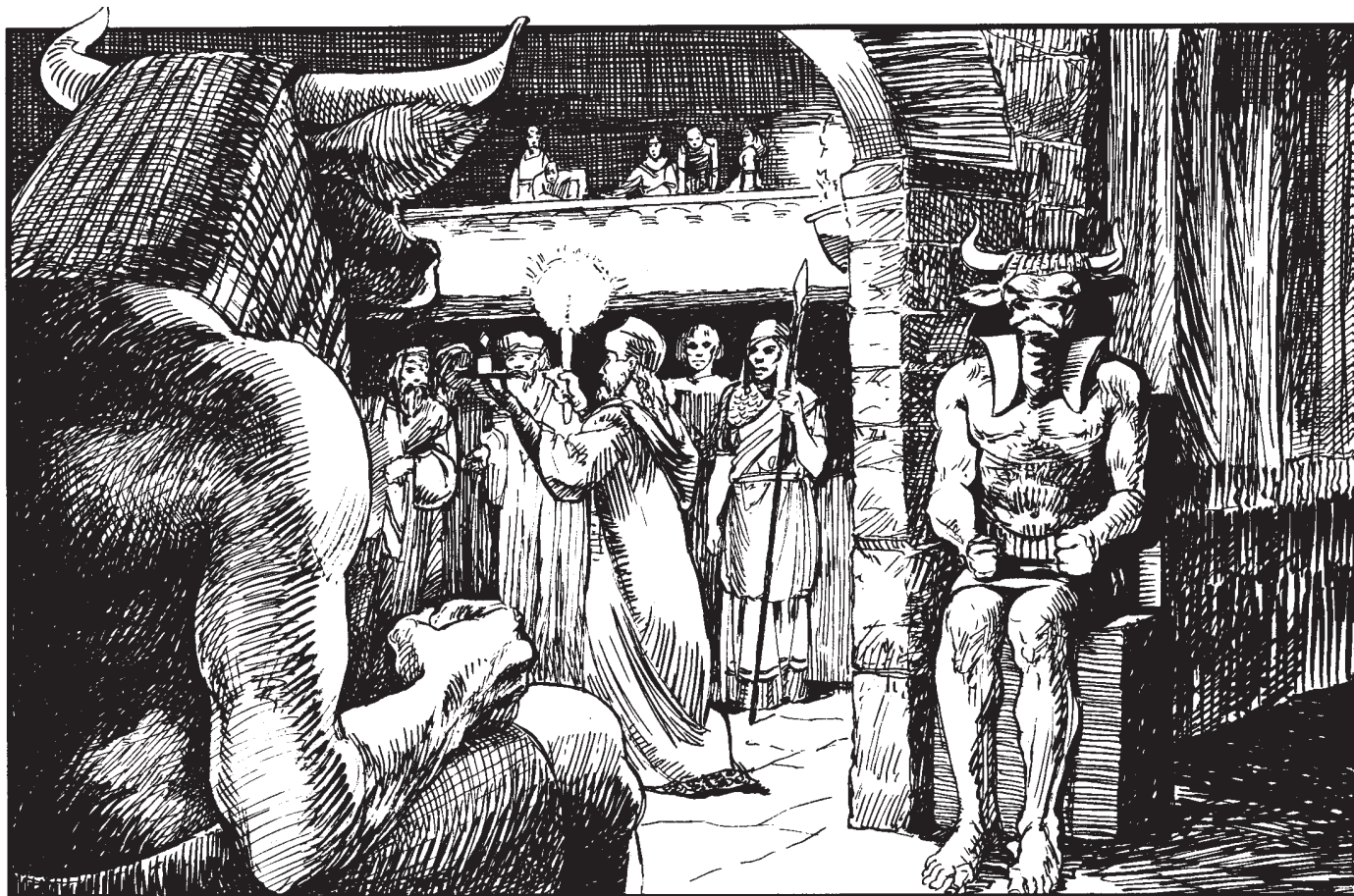
Warders: Least imposing of the Sentinels, Warders were often placed at the outer gates of lesser outposts. Rarely more than eight feet tall, they are frequently fashioned to resemble a pair of humanoid guards in armor. Deep inside their helmet visor one can make out their glowing eyes.

Awareness: Warders are dormant until a presence which does not speak the password attempts to pass between them, or they are attacked by anyone within 100'.

Attacks: 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 Mentalist Base List Mind Control, and all are tenth level in power. First they cast *Confusion*, failing that *Fear*, and finally *Mind Break*. Warders have Unlimited PPs. And can attack up to 10 intruders simultaneously.

Guardians: More imposing than Warders, Guardians are sometimes fashioned to resemble great beasts or demons, crouched to attack.

Awareness: Dormant until a target enters within thirty feet (detected via *Presence*), or they are attacked by anyone within 300', at which time they scan the intruder's mind. Using *Thoughts* (Seer Base Mind Visions) they decide whether the intruder intends hostility to the hold or inhabitants. They then decide whether to allow the target to enter.



Attacks: Guardians have a four-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 Mentalist Base List Mind Attack, and all are twentieth level in power. First they cast *Minor Pain*, failing that *Major Pain*, then *Shock C*, and finally *Shock E*. Guardians have Unlimited PPs. And can attack up to 20 intruders simultaneously.

High Sentinels: Most imposing of the Sentinels, these gate watchers are often more than ten feet in height. Some have multiple heads, and sit on massive thrones, giving them an even more imposing appearance. A few even give off a continuous *Aura of Dread*.

Awareness: High Sentinels are constantly aware of their surroundings, equipped with a 300' radius Presence Ability and vision even in darkness. Most intelligent of the Sentinels, they are usually keyed to the mind of the hold's master, understanding his subconscious enough to analyze whether the potential intruders should be allowed to pass. Should the High Sentinels be defeated, they mentally alert the master (unless they are destroyed instantly).

Aura of Dread: (optional) All within 30' must resist vs 10th lvl or feel dread (-20 to all activity, -50 to morale rolls). Anyone failing by more than 50 is forced to flee as in *Fear*.

Attacks: Like the Guardians, the High Sentinels have a four-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 Mentalist Base List Sense Control, and all are thirtieth level in power. First they cast *Numbing*, failing that *Nerve Stun*, then *Sensory Overload*, and finally *Mind Erosion True*. Warders have Unlimited PPs and can attack up to 30 targets simultaneously.

3.GOGOR

Once the skies were blackened with thousands of these winged beasts, but that was in the First Age when Kadæna ruled. It was thought that those few Gogor who survived the Conflict had perished over the stretch of time, but the world is not so fortunate. New evils awoke and unearthed the records of that buried Era. Guided by hints millennia-old, the dark priests searched deep in lost caverns and in the ruins of ancient citadels. They found certain crypts, and within them row upon row of stone jars, seven feet tall, their lids sealed. Sleeping within each, submerged in a foul but nutritive fluid, was an unspeakable beast-servant of the Queen of Evil, waiting through the long years until it might be needed again. Some did not survive the eternity of suspension, but many answered the call and now darken the skies of Kulthea again.

Not unlike gargoyles or huge bats in form, Gogor are black as midnight, with tough hides and leathery wings. They stand about 7 feet tall; the leaders are a bit larger, though are somewhat hunched. While the average Gogor cannot carry away a full grown human, a leader can with difficulty.

Their heads are elongated with a certain reptilian appearance. Huge, protruding green glowing eyes see in complete darkness with ease (infravision); overcast skies allow them to operate (reluctantly) at -50. Their sense of smell is extremely well-developed. Their powerful, clawed hands can tear a man apart and their prehensile tail is an added threat.

Typical Gogor:

- **Poisoned Tail:** 10' long, it can be carefully controlled to slither behind a foe and strike him, delivering a (8th level) Respiratory poison.

Lead Gogor:

- **Poisoned Tail:** 12' long, it can be carefully controlled to slither behind a foe and strike him, delivering a powerful (15th level) Respiratory poison.
- **Defense:** Criticals vs. Lead Gogor are reduced one level in severity.

4.SHARDS

Lesser: Nocturnal; -50 in natural daylight (-100 if their facial skin is folded up); savage arboreal predators; smell as an elf might see; attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); found in groups of 6 (including 1 greater shard leader); 6'-7'; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

Greater: Nocturnal; -25 in natural daylight; somewhat cunning but predominantly cruel and instinctual arboreal hunters; hear and smell as an elf might see; enchanted gemstone eyes emit "plasma bolts" (treat as one attack; 1x/min; 6x/day; 100' range; use plasma bolt attack and critical charts—found in the World Guide); attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); lead groups of 5 lesser shards; 7'-8'; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

Shards are awful "amalgams," artificial creatures who incorporate enchanted organic features akin to those found in constructs. Immortal but unable to reproduce (as are all artificial beasts), these heinous creatures are haunting arboreal spirits. Nothing surpasses them in speed or agility, and few entities possess their fetish for unrestrained terror.

Shards look like tall, featureless men. Their entire body—including the face—is covered with a sort of greenish hide, a thick skin which resembles tight clothing. On the feet, it is an inch thick and permeated by bizarre wart-like protrusions, "gripper-like" soles designed to accentuate their already stunning traction. Their hairless heads are also adorned with a second outer skin. Extending down from a heavy bone brow which surrounds the shard's skull, this semi-transparent layer flaps down over



A Shard

Sketch by Elor Once Dark

their lower head, obscuring the creature's facial features. Shards pull the skin up when eating, but retreat behind its light-shielding protections at all other times.

Shards normally live in *lats* of six: five lesser led by one greater. Omnivorous, they reside in dark nests and live on tree products, but retain a quaint fondness for raw meat, particularly fresh brains. Their diet is ideal given their peculiar routine, for shards are active less than an hour a day. Although they are capable of moving about for up to six hours, they prefer to rest.

This is no doubt due to the fact that they never move at speeds under 1000'/rd (a shardic 'walking pace': about 70 mph). Shards either stand still, or they burst about with alarming velocities;

they travel 5000'/rd when dashing. Effortlessly leaping distances of up to 100', they move along tree limbs with the ease of a skilled (and hyperactive) monkey, hurtling forward in a blur which defies the most excited of imaginations. When at rest, they spread their arms to their sides and stare forward in a rigid pose, as if statues. This absolutely immobile form of relaxation has led many an unwitting victim to believe he was surrounded by sculptures, only to later discover that his brain was missing.

Shards must also remain still when attacking. Using but a fraction of a second's momentum, a shard strikes by swinging its arms back along its side, up behind its back, over its shoulders, and then down until pointing straight forward. This wheeling motion brings their head down and upper body forward, and pulls two natural bone-hard discs out of the shard's interior chest reservoir. These sharp, 2" diameter discs travel along an exposed bone track on the shard's inner arm; then they are flung forward at amazing speed. Deadly missiles, they are coated with a fluid of diluted shard blood, which serves as a third level nerve poison. Such attacks are always preceded by at least one round's movement, for the shard must generate momentum. With a full reserve of sixty discs, a shard can initiate thirty dual attacks over the course of sixty rounds. A shard's disk supply renews at rate of 4/hr; they 'grow' these disks in their chest cavity.

While the Lesser shards rely on their hideous missiles, greater shards have another enchanted means of assault. Truly blind, they have magical gemstone eyes which pierce their facial covering. These emit bolts of power even when the creature is (and has been) motionless, making greater shards exceptionally deadly. Unfortunate adventurers who take them for statues and attempt to steal their valuable eyes (500 gp) usually find the experience to be an unwelcome climax to their journey.

The best way to attack a shard is while it is motionless. When it moves, it is virtually un-hittable (unless caught in a confined area, when DB drops). Fortunately, since shards must decide where to start, turn, or stop seconds ahead of time, they can be ambushed even while moving. One need only know their exact path. Once the shard stops, of course, any readied attack will serve quite well. With a successful orientation roll, an adventurer can react to the shard's pause. Then, assuming the dauntless warrior does not swallow a disc or two, he can fell the pitiless creature.

Loresmasters hold that this poisonous blood serves as a lubricant, and that it is peculiar to the variety of shard. According to legend, there are six "i-lats"

Of the Six I-Lats

Dir: There is a great forest in northwestern Jaiman, and it is called *Dir*. Of all of 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*.

Samli: Fifty leagues and over the northern pole, that is what *Arak* said to the Dark Captain. It was here that the "White Lat" came. With the rings of ice they stood, and the land was subjugated. All fine, for the light was never strong.

Viour: In the glen of *Norg*, astride the northern face of the Shadowed Hills, the Shards of *Hoar Ak* settled at the bidding of the *Athrenreth*. They drank the blood of the lowland breed. Perhaps this is why *Hoar Ak* traded brown for burgundy.

Thanor: The men's label was ironic in sound, but it was given to *Thaan* alone. This was the reason for the *Thanor Stand*, the remains of the northern flanks of the *Asamis Arg* ("Great Grove"). Here, betwixt *Iron* and the *Lake of Glass* lay the remains of an army as well: the host of *Roth* the Flamboyant fell before the lungs of *Voriig Kye*. Only the Shards rebounded and, later, when *Gholach* followed, the land arose to be proud. Six went south to *Ruar-Værk*.

Vbenmas: Along the Sea of Fate there is a green beach. There are trees aside the water. Do not, if you can see life, attempt to uncover those who dwell there.

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

Andraax
(date unknown)

of shards, each being a group of six lats. The blood of each i-lat is reputedly unique, and it is said that shard blood types equate with the six forms of poison: circulatory, conversion, muscle, nerve, reduction, and respiratory. These same tales speak of the greater shards from each i-lat as having gemstone eyes which cast differing bolts of power. Some supposedly use plasma bolts, while others use fire, air, water, cold, and earth.

And above them all stood the high Lord of the Lats: Shar-Bú. His cruelty is renowned. According to legend, he slew Ilmaris Terisonen (one of the three founders of the Loremasters) in the Wars of Dominion, and ate his brain on the battlefield. Given the nature of incantations, this is possible, but hardly plausible.

GM Note: There are indeed six i-lats ("high-lats" or larger groupings) of Shards, each led by a terrifying master. These six are known as the I-Lat Norg (lords of the High Lats). As you read further, you will find that all the worst rumors of the Shards are true. On adjacent pages you will find text from the Loremaster Elor Once Dark and from Andraax, each contributing to the tale of the Shards in his own way. This text might be 'discovered' by characters to provide additional atmosphere to an adventure. To clarify these texts for the GMs, we supply the following notes:

RE Elor's Text: this refers to the fact that Kadæna created the lat ('group') of shards, and that she didn't deal with any directly except the six lords of the i-lats, and the high lord Shar-Bu.

RE Andraax's Text: regarding Dír, this simply refers to Kadæna's subjugation of the land, and how it was ruled under the frightening sway of Shar Ti, chief of the i-lat of Dír.

Samli: A region near the northern pole was depopulated by these Shards, who could operate for months at a time in the dim light.

Viour: brown for burgundy is a reference to the blood-drinking proclivities of this lat.

Thanor: tells of the fall of Thanor (in northeast Emer) against the Dragonlord Voriig Kye. But the Shards of the land escaped, and at least six still live in the Værkan Mire.

Ubenmas: Pretty obvious.

Aarn Voru: again, refers to waiting Shards, and their leader Leste Kii Lormas.

The Thrones

More mysterious than the Shards themselves are perhaps the wooden thrones which Elor refers to in his text (in the beginning of this section). Few have been seen, but always they are clustered in groups of six, each with a single huge (3" diameter) gem set in the tall back. In form the thrones are like great tree stumps, with the core carved out to make a seat, and the back rising up never less than eight feet high.

These thrones are artifacts which can summon Shards. It would seem that there are six types of throne, each with a different color gem, and that these colors correspond to the six I-Lats (see above). The colors correspond as follows:



Summoning Thrones of a Shard lat

I-Lat.	Poison	Energy Bolt	Eye/Gem Color
Dir	circulatory	Fire	Red
Samli	conversion	Cold	Clear
Viour	muscle	Force	Yellow
Thanor	nerve	Lightning	Blue
Ubenmas	reduction	Plasma	Green
Aarn Voru	respiratory	Energy	Violet

The I-Lat Norg

Following is a summary of the special abilities of each of the *I-Lat Norg* (High Shards). See the Constructs Chart for the rest of their stats.

Like the leaders of the Lat, the I-Lat Norg lack the facial skin covering which protects the features of the lesser Shards. As a result, the Lords of the Shards have a slightly more human appearance, although they still seem somewhat featureless. They have no lips or nose, and their eyes are set deep in bony sockets. Their heads are hairless and their ears are plain of form and flat to the head.

As with their lesser brethren the I-Lat can run at blinding speed and hurl small disc-shaped projectiles with frightening accuracy. Above all stands Shar-Bu, with his deadly gaze and unique discs, said to have a metallic character and enchanted powers.

Shar-Ti: Leader of the Lat of Dir, Shar-Ti wears brown leather-like garments with a helm of bright crimson. Like all the I-lat Norg, he is ten feet tall. Shar-Ti prefers the brains of living humans as his personal delicacy, sometimes capturing prey to dine on them at a later time.

- *Energy Weapon:* Eyes fire beams of heat (treat as Fire Bolts 4x hits, but do Puncture and Heat criticals); Discs are coated with a 20th level Reduction poison.

Quorn-Tas: As master of the Shards of Samli, Quorn-Tas wears shimmering white and a silvery helm. These Shards are especially suited to the icy climes, having spurs on the soles of their feet to provide superior traction even on the smoothest ice.

- *Energy Weapon:* Eyes fire white beams of intense cold, treat as Ice Bolts 4x hits, except all criticals are Impact and Cold; Discs are coated with a 20th level Circulatory poison.

Shar-Ak: Shar-Ak wears leather-like clothes of an amber-green hue with a golden helm. He—like the other Shards of Viour—prefers the human heart to brains, taking the beating organ from their living victim.

- *Energy Weapon:* Eyes fire yellow beams of force (use Fire Bolt attack table 4x hits, Shock and Impact Criticals; Discs are coated with a 20th level Respiratory poison).

Orlak-Shar: Master of the Shards of Thanor, Orlak-Shar has clothing of a deep blue, with a helm a slightly lighter, metallic color. They drink the blood of some human victims, but do not eat organs as the other I-Lats.

- *Energy Weapon:* Eyes fire blue beams of charged energy. Use Lightning Bolt Table 4x hits, Electricity and Puncture Criticals; Discs are coated with a 20th level Nerve poison.

N'koru: N'koru is master of the I-Lat of Ubenmas, and wears garb of a forest-green hue, with a matching helm. As with some other I-Lats, Ubenmas enjoys the brains of humanoid foes, including primates.

- *Energy Weapon:* Eyes cast green rays of superheated Plasma, use Plasma attack and Critical table, 3x hits; Discs are coated with a 20th level Conversion poison.

Leste Kii Lormas: Master of the Shards of Aarn Voru, Leste Kii Lormas wears garments of shimmering black and a helm of violet. All other shards wear simply black, which, in the dark rainforest, reflects a shadowy green color. Leste Kii Lormas considers the intestines of human prey a delicacy.

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

Shar-Bú: Lord among the Shards, Shar-Bú is more human-like in appearance than his brethren, but this makes his countenance that much more hideous. His eyes are absolutely transparent, though they have no energy-weapon ability as do the orbs of his lieutenants.

- *Special Weapon:* Shar-Bu has a unique Fatal Channeling: his smile can kill. Treat as an Absolution (Evil Cleric Dark Channels) with a 300' range (reduce effectiveness for range as noted on BAR).
- *Poisoned Discs:* Discs are coated with a cruel poison which is said to slowly destroy the brain (45th level Nerve poison). In addition, they have a metallic nature and a unique 'following' power. Once Shar-Bu has seen a target, he may cast the disc at any later time and it will travel up to 600' (around corners, etc) to hit.

5-NENG

- *Attack accompanied by acidic spit (1/rnd; +40 firebolt but use Acid crit; range 40').*

Neng are another creation of Kadaena, 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

*Kadaena owned the Lat and so ruled them.
Yet, she was cool to speak to others than the
I-Lat Norg. Of these there were six, Shar-Bu
the one. It was his terror that killed uncounted
hundreds by the laws of the heart alone.
His very presence proclaimed the ire of his accursed
mistress. Shar-Bu threw discs of untold natures,
resided in high spires, seemed impervious to flame
and foil, and killed with a smile; and in the last
I should be taken quite literally.*

*'Of the Shards'
Elor Once Dark*

which enables them to spit up to 40' with startling accuracy. 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 mere touch, should they so desire. Such items will remain invisible for 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.

A refinement over the Shards, Neng are able to reproduce, though may not 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 caucasian with straight, coarse grey hair. An identifying feature is their rough facial skin, not unlike acne scarring. They range in height from 5'-6" to 7' and are always lean with large bony hands.

6.ELEMENTALS

Constant movement enables an elemental to maintain shape. Gathered material sometimes swirls around this focus, increas-

ing in speed whenever the elemental hastens its pace or assumes a more compact form.

Since these 'creatures' are flexible and amorphous, they are difficult to slay. One dispatches an elemental by distracting its summoner, by shattering its core or destroying its source (e.g., put out the fire from which it came).

Elementals have vague, ever-shifting shapes. They maintain contact with the ground, but have no definitive appendages; nor do they have true facial features, although a hint of eyes or a mouth may suggest such characteristics. Only earth and water elementals can carry solid objects, while air, cold, fire, and light elementals are incapable of bearing any item. All do damage by coming into contact with the target.

Unlike a demon or other living creature, Elementals have no soul or spirit; they are simply manifestations of the Essænce given form. They are not even 'alive' as a Shard or Kæden lives.

Air: *A tornado-like structure visible only by virtue of suspended particles caught in its wake; flies; grappled victim takes a "D" ("B" for lesser) impact crit (1/rd); 7'-11'; "electricity" crits against it are rolled on slaying column.*

Cold: *A mass of swirling ice surrounded by a cool fog; must maintain contact with water or ground; grappled victim takes a "D" ("B" for lesser) cold crit (1/rd); 7'-11'; "heat" crits against it are rolled on slaying column.*



Two Centaurs are attacked by a Cold Elemental

Earth: A concentration of billowing earth; must maintain contact with ground; grappled victim takes a "D" ("B" for lesser) impact crit (1/rd); 7'-11'; "air" crits against it are rolled on slaying column.

Fire: A moving flame capable of casting flamelets; must maintain contact with ground; grappled victim takes a "D" ("B" for lesser) heat crit (1/rd); 7'-11'; "cold" crits against it are rolled on slaying column.

Light: A swirl of bluish, electrically charged particles; flies; grappled victim takes a "D" ("B" for lesser) electricity crit (1/rd); 7'-11'; "water" crits against it are rolled on slaying column.

Water: A spinning waterspout-like form; must maintain contact with water source or ground (e.g., flies in rain); grappled victim takes a "C" ("B" for lesser) impact crit (1/rd) and will drown in 11-20 rnds; 7'-11'; "earth" crits against it are rolled on slaying column.

ELEMENTAL SUMMONING

Elemental summoning spells are not included in the 2nd Edition *Spell Law* rules (They are to a limited extent in the RMSS rules). We suggest inserting them as follows, offered as an 'alternate' if there is already a spell in the slot designated:

Sorcerer

Fluid Destruction

- 5) Summon Lesser Water Elemental
- 9) Summon Greater Water Elemental
- 14) Summon Water Elemental True

Solid Destruction

- 7) Summon Lesser Earth Elemental
- 9) Summon Greater Earth Elemental
- 15) Summon Earth Elemental True

Gas Destruction

- 5) Summon Lesser Air Elemental
- 9) Summon Greater Air Elemental
- 15) Summon Air Elemental True

Magician

Fire Law

- 9) Summon Lesser Fire Elemental
- 15) Summon Greater Fire Elemental
- 18) Summon Fire Elemental True

Ice Law

- 10) Summon Lesser Ice Elemental
- 14) Summon Greater Ice Elemental
- 19) Summon Ice Elemental True

Earth Law

- 8) Summon Lesser Earth Elemental
- 14) Summon Greater Earth Elemental
- 19) Summon Earth Elemental True

Water Law

- 9) Summon Lesser Water Elemental
- 14) Summon Greater Water Elemental
- 19) Summon Water Elemental True

Light Law

- 9) Summon Lesser Light Elemental
- 14) Summon Greater Light Elemental
- 16) Summon Earth Light True

Wind Law

- 9) Summon Lesser Air Elemental
- 13) Summon Greater Air Elemental
- 18) Summon Air Elemental True

Spell Description

Summon Lesser Elemental (F) D: C R: 10'/lvl. They must be summoned from an essential source (e.g., a camp-fire for a fire elemental).

Summon Greater Elemental (F) D: C R: 10'/lvl. As per Summon Lesser Elemental.

Summon Elemental True (F) D: 1 rnd/lvl R: 10'/lvl. As *Summon Greater Elemental* except caster need not concentrate. However, the elemental will move about randomly inside its range unless directed by the caster.

7-GOLEMS

Flesh: Capable of wearing garb (including armor) and using weapons; may appear as human; 4'-7'.

Clay: Ignore crush crits; 5'-8'.

Brass: Quick, but not very durable; 5'-8'.

Stone: Softer weapons must make a RR each time they deliver hits (wood -5; bone -0); not-brittle; moves as clay golem; 5'-8'.

Iron: Softer weapons must make a RR each time they deliver hits (wood -30; bone -10); 5'-8'.

Steel: Softer weapons must make a RR each time they deliver hits (wood -40; bone -20; iron -10); 5'-8'.

Eog: Softer weapons must make a RR each time they deliver hits (wood -60; bone -40; iron -30; steel -10; keron -10); 5-8'.

Laen: Softer weapons must make a RR each time they deliver hits (wood -70; bone -50; iron -40; steel -30; keron -10); 5-10'.

Golems are formed of solid substances imbued with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul; others are animated sculptures. All appear as living statues. They serve only their maker, responding to simple instructions. Whenever a golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (range 200'; Bash attack at 50% OB). Should their maker perish, they will attempt to complete his last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers.

Unlike 'mechanical' constructs, golems are composed of a single piece of a particular substance. Mannish in appearance, their features are only as defined as their maker's sculpting skill allows.



Artificial Beings

Type	LVL	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Kæden										
Warrior	8	100	FSpt/30	F/VF	M/I	80	11(40)	50MPi(2x)/80LSt*/60LGr	1-5	Hostile (MD)
Leader	12	120	FSpt/40	F/VF	L/LA	120	11(70)	80LPi(2x)/110LSt*/80LGr	1	Hostile (AA)
Queen	30	90	Spt/30	MF/F	L/SL	280	12(100)	160HPi(2x)/140HSt*/150HGr	1	Hostile (HI)
Sentinels										
Warders	10	—	—	—/VF	LA	300	20(0)	Special	Pair	Protect (SU)
Guardians	20	—	—	—/VF	LA	400	20(10)	Special	Pair	Protect (SU)
High Sentinels	30	—	—	—/VF	SL	500	20(20)	Special	Pair	Protect (SU)
Gogor										
Typical Gogor	8	250	Dash/30	VF/VF	L/I	150	4(60)	100LCl(2x)60HSt†	1-2	Belig. (AA)
Lead Gogor	15	300	Dash/30	VF/VF	L/II	250	11(80)	180LCl(2x)100HSt†	2-12	Belig. (AA)
Shards										
Lesser	15H	1000‡	Dash/50	BF‡/BF‡	M/II	175G	12(50)*	120lcb(2x)(Slash)/poison\$	1-5	Cruel(AV)
Greater	25H	1000‡	Dash/50	BF‡/BF‡	M/LA	225H	12(50)*	150lcb(2x)(Slash)/poison\$/100Bolt	1	Cruel(VH)
Lord Shards										
Shar-Ti	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	230lcb(2x)(slash)/Poison*/Bolt 160	1	Cruel (HI)
Quorn-Tas	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	250lcb(2x)(slash)/Poison* /Bolt 145	1	Cruel (HI)
Shar-Ak	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	220lcb(2x)(slash)/Poison*/Bolt 170	1	Cruel (HI)
Orlak-Shar	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	240lcb(2x)(slash)/Poison*/Bolt 150	1	Cruel (HI)
N'koru	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	250lcb(2x)(slash)/Poison*/Bolt 150	1	Cruel (HI)
Leste Kii Lormas	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	270lcb(2x)(slash)/Poison* /Bolt 140	1	Cruel (HI)
Shar-Bú	90	1000‡	Dash/50	BF‡/BF‡	LA/I	500	20 (180)*	360lcb(2x)(slash)/Poison*/Bolt 200	1	Cruel (EX)
Neng	8F	90	FSpt/20	MF/FA	M/I	120F	11(50s)	110We/Special*/40FBolt*	1	Cruel(HI)
Elementals										
Air: Weak	10H	140	Spt/10	VF/VF	M/LA	80H	1(60)	30LBa(3x)/50LGr/[Impact B]†	1	Berserk(NO)
Strong	20H	120	Spt/10	VF/VF	L/SL	120H	1(50)	40LBa(3x)/70LGr/[Impact D]†	1	Berserk(NO)
Cold: Weak	10H	90	Spt/10	MF/MF	M/LA	80H	1(50)	30MBa(2x)/60MGr/[Cold B]†	1	Berserk(NO)
Strong	20H	70	Spt/10	MF/MF	L/SL	120H	1(40)	40MBa(2x)/80MGr/[Cold D]†	1	Berserk(NO)
Earth: Weak	10H	45	Run/0	SL/MD	M/II	80H	8(20)	90LBa/40LGr/[Impact B]†	1	Berserk(NO)
Strong	20H	45	Run/0	SL/MD	L/LA	120H	8(10)	120HBa/60HGr/[Impact D]†	1	Berserk(NO)
Fire: Weak	10H	110	Spt/10	FA/FA	M/LA	80H	1(40)	40MBa(2x)/70MGr/[Heat B]†	1	Berserk(NO)
Strong	20H	90	Spt/10	FA/FA	L/SL	120H	1(30)	50MBa(2x)/90MGr/[Heat D]†	1	Berserk(NO)
Light: Weak	10H	180	FSpt/20	BF/VF	M/II	80H	1(70)	20SBa(4x)/60MGr/[Elect. B]†	1	Berserk(NO)
Strong	20H	150	FSpt/20	BF/VF	L/LA	120H	1(60)	30MBa(4x)/80MGr/[Elect. D]†	1	Berserk(NO)
Water: Weak	10H	60	Spt/0	SL/FA	M/II	80H	3(30)	60LBa/60LGr/[Impact B]†	1	Berserk(NO)
Strong	20H	50	Spt/0	SL/FA	L/LA	120H	3(20)	100HBa/75HGr/[Impact C]†	1	Berserk(NO)
Golems										
Flesh	5H	60	Spt/20	MF/MF	M/II@	100D	1(55s)‡	80SBa/50MGr/80MCr\$/100We	1	Varies(NO)
Clay	8H	40	Run/10	MD/MD	M/LA#	120G	3(20)‡	90MBa/60MGr/100MCr\$	1	Varies(NO)
Brass	10H	70	FSpt/0	MD/MD	M/LA#	150G	20(10)	150MBa/50MGr/150LCr†	1	Varies(NO)
Stone	10H	40	Run/0	MD/MD	M/LA#	170G	16(20)‡	100LBa/60LGr/150LCr†	1	Varies(NO)
Iron	15H	50	Spt/0	MD/MD	M/SL#	200H	20(30)‡	120LBa/70LGr/170LCr†	1	Varies(NO)
Steel	20H	60	FSpt/0	MD/MD	M/SL#	250H	20(40)‡	150LBa/70LGr/170LCr\$	1	Varies(NO)
Eog	30H	60	Spt/0	MD/MD	M/SL#	500H	20(60)‡	250HBa/60LGr/250HCr\$	1	Varies(NO)
Laen	35H	60	Spt/0	MD/MD	M/SL#	600H	20(70)‡	300HBa/90LGr/300HCr\$	1	Varies(NO)

* = Special; see text.

‡ = Special movement; 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.

♦ PART X ♦

DEMONS OF THE ESSÆNCE

Shanarak paced around the inlaid circle once, twice, and yet again, his fingertips glowing in the dim room. On the completion of the third circuit, however, the smooth grey ring of metal set in the stone floor erupted with a pale light. The Dyari Mage held forth his hands and uttered a spell from a time long past. As he spoke, a twisting flare spiralled up from the circle, tracing over the glowing strip as it slowly climbed towards the high arched ceiling. It left a luminous trail as it revolved once, twice...

A shrill keening filled the room, starting above the range of even Elven-ears, sliding downward in a painful cry as the tiny comet finished its sixth circuit. With a gust of hot wind the spiraling coil imploded to the center of the ring—and all was silent and dark.

A few papers wafted to the floor in the ensuing quiet, and a new sound began: a hissing like steam from a vent in the earth. This came from the huge form crouched in the center of the circle. It began to glow red as it turned towards Shanarak and rose to its full height—more than twice the Magician. Its luminous skin glistened as if oiled. It was in the shape of a man but had only four fingers on each huge clawed hand. It was naked and hairless, grotesque in its masculinity: it was a mighty Fire Demon. When it opened its eyes there showed nothing but a bright orange light. Its long black fangs were visible when it spoke, and sound was a curious screeching like many angry female voices in near-unison.

“I am yours to command, my lord,” it said, its tone full of hate.

Then its flesh burst into flame.

1. ABOUT DEMONS

The term *Demon* is rather simplistic and when used to apply to such a large and varied group it is actually deceptive. The creatures loosely referred to as *demons* fall into two very different (and in fact unrelated) categories: those of the *Essænce* and those of the *Void*.

Demons of the *Essænce* include Elemental Demons, Thematic Demons and Singular Demons. All inhabit the Shadow World, but in different parallel existences. Some (the Elemental Demons) know only an environment of pure energy, living as one with their element. Others (the Thematic Demons) inhabit a mystical place: the world of our dreams... and nightmares. The Singular Demons are unique, malevolent creatures trapped in our world. In many ways these demons are a dark parallel of the *Nymphs*.

When Demons enter the material world, they generally acquire a form, a tool by which they can interact with the physical reality. (An important exception is the *Singular Demon*, who has no form other than the place to which he is tied.) While the spirit is not dependent upon this incarnation for existence, destruction or even serious damage to the material form is usually enough to cause the spirit upheaval. It thus loses its grip on the material plane and is forced to abdicate the form, leaving an empty husk. (Sometimes even this disappears in a wisp of smoke or a glow of released *Essænce*.)

Demons rarely—with the exception of the Procreators—come to Kulthea willingly. Instead, they are often thrust into this world by a Flow-storm which transcends inter-dimensional boundaries. Others may be summoned by powerful Sorcerers or the Dark Gods. This is primarily true of Elemental and Thematic demons. Singular Demons, on the other hand, gain access to our world via specific places and/or circumstances. They are undoubtedly the least definable of the Souls of the *Essænce*.

While demons will not necessarily serve the Unlife or even be allied with it, nearly all are malevolent and evil—at least by common standards. This is their nature, inevitable because of their origins. Unless they are controlled, they are destructive marauders who answer to no authority and act only out of their unfocused rage at being displaced.

The most common Demons of the *Essænce* are the Elemental Demons, manifestations of the five Elements of the *Essænce*: air, earth, fire, light, and water. Thematic Demons, the least common of these spirits, represent more complex, non-physical concepts: harmony and discord, birth and death, love and hate, war and peace, etc.

Summoning Demons

Demons of the *Essænce* are the kind which Evil Magicians summon in order to gain information. Elemental Demons have special mobility and contact with their peers, while Thematic Demons have unusual powers and access to parallel dimensions.

Demons of the *Void* are rarely the choice for summoning because they are so alien to our world that they are unlikely to have useful information. Because their minds are so foreign and they find our world difficult to comprehend, they are also more prone to random violence and are difficult to control.

2. ELEMENTAL DEMONS

When Elemental Demons are summoned or appear among us, they frequently manifest themselves in vaguely humanoid forms, the better to interact with their environment. When it

suits them, however, they may assume a more fundamental shape related to their element (e.g., a Fire Demon would become a ball of flame, an Air Demon a whirlwind, a Light Demon a sphere of electrical energy, etc.)

Elemental Demons have inherent control over their related element. (Fire-demons, for instance, know the *Fire Law* spell list, as well as any other spell whose name contains the word *fire*, while those of light know *Light Law* and any spell with a name including *light*.)

Fire Demons: [*Summoned/Hot/Underground/Volcanic*]

- *Average 13' in height. Most (80%) are armed with Fire-weapons (e.g., a Sword of Flame), great two-hand arms that they wield in one hand.*
- *Cast 2x the equivalent of their level in Power Points per day of spells from the Magician base Fire Law. Those using a flaming sword deliver 3x damage on the 2-h sword table. Critical strikes are accompanied by "B" Heat crits. When they immolate, they deliver a "D" Heat crit to every victim within 5' of their flaming bodies. They are immune to non-magical weapons.*

Fire-demons are associated with destruction and typically are summoned by the forces of evil. Their power comes from the depths of the earth and the energy of the sun; they love the day and fiery caverns. Driven by avarice for flame and destruction, they are among the most fearsome of demons. Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons.

Some Fire Demons are imprisoned within deep caverns, unable to return to their element and yet unslain. They await the unwary who might free them and find death as a reward. Others remain free in the Ash Lairs, creating havoc and terror among the other inhabitants of these deepest of abysses.

Air Demons: [*Summoned/High Altitude (airborne)*]

- *Range in size from 10' to 20' in height. Their size seems to have little effect on their power, however.*
- *All Air-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Wind Law and the Sorcerer list Gas Destruction. In addition, they wield bolts of air at will. (Treat as Fire Bolt, 100' range, but use Impact Criticals; Demon can fire 1/rnd.) The insubstantial nature of the Air Demons means they cannot be harmed by normal weapons. A whirlwind about these creatures means that all within 5' suffer a "B" Unbalancing critical every round.*

While usually solid-appearing in form, Air-demons can become as ephemeral as the four winds at a thought and pack the power of a small hurricane. When solid, Air-demons are usually a pale, cloudy grey in color, with glimmering blue eyes and cirrus-like mane. Not surprisingly, they are weightless at will and can fly at tremendous speeds. They can also enter into any place accessible to the air, though they require a moment (2 rounds) to reform.

Never seen near the ground unless summoned, Air Demons prefer the upper atmosphere where they may move freely.

Light Demons: [*Summoned/High Altitude/Hot/Diurnal*]

- *Typical Light-demons reach about 12' in height and their smooth skin has an inner radiance, whether it be red, green or blue. Most (70%) are armed with deadly whips of light. They also have a fearsome innate weapon: their eyes.*
- *All Light-demons can cast 2x the equivalent of their level in Power Points per day of spells from the Magician Base List Light Law*

and the Mentalism list Brilliance (except the Dark spells). Their light-whips strike as flails delivering 3x damage plus Electricity and Impact criticals. Anyone within 50' looking at the Light-demon must make a RR vs 5th lvl or be blinded for 1-10 rounds. Finally, Light-demons can fire powerful beams of light from their eyes 1x every six rounds. (Treat as lightning bolt 300' but delivering Heat criticals. They cannot perform any action one round before or the round during their fire.) Can only be damaged by magical weapons.

The focusing of powerful light seems to be a major goal of these incandescent beings. Darkness is their enemy, and they are weakened at night or even on cloudy days. They are among the few demons most to be feared in the sunlight, as they feed on that source. They love the desert; they dislike water and will not go underground. Unless summoned they live high above the earth, liking even greater altitudes than the Air Demons. There they may receive the full power of the sun and cavort at the far reaches of the Ess  nce. Their glassy smooth hide is both enchanted and resilient and cannot be harmed by normal weapons.

Water Demons: [Summoned/Freshwater/Saltwater]

- Average 17' in height. 50% are armed with great watery nets (treat as Huge Grapple), which entangle and drown their victims.
- Cast 2x the equivalent of their level in Power Points per day of spells from the Magician base list Water Law. Their flowing, enchanted hide cannot be harmed by normal weapons. Victims entangled in their nets will drown (lose consciousness) in the number of seconds equal to their potential Co. All within 5' of a Water-demon are soaked and splattered with water, causing all melee and maneuvering to be at -20.

Denizens of the deeps, Water-demons are elongated, sinuous creatures who combat the Orhan Lord Shaal and his servants the Nereids and Oceanids for mastery of the waters of Kulthea. Cruel in nature, they sink ships and drown the unwary out of spite.

Earth Demons: [Summoned/Underground]

- Average 20' in height. 50% armed with great stone hammers, while the rest find their rock-hard fists sufficient to pulverize any foe.
- Cast 2x the equivalent of their level in Power Points per day of spells from the Magician base list Earth Law. Their thick, rocky hide is both enchanted and resilient and cannot be harmed by normal weapons. Earth-demon hammers strike as war mattock delivering 3x damage while Earth-demon fists are Large Stomp 2x damage. (A Demon may strike twice each round with his fists!)

Monstrous and massive though surprisingly nimble beings, they are one with stone and can move freely through solid rock. Earth-demons consider the deep underearth to be their domain and will destroy any who attempt to usurp their supremacy there.

3.THEMATIC DEMONS

These beings are in their way more cruel and insidious than the Elemental Demons, concerning themselves at least as much with the subversion of the spiritual as with the destruction of the physical.

DOOMBRINGERS

•[Summoned/Underground/Nocturnal/Ruins]

- Average 12-15' tall; Anyone gazing upon a Doombringer (it is Extremely Hard to avoid doing so) must roll a successful RR or flee

in terror (for 1-100 minutes). RR failure of greater than 100 results in death due to shock and irreversible hopelessness.

- Anyone within five feet of the demon receives a +50 Lightning Bolt (point blank range) attack during each round they are within the effect radius. Doombringers possess spells from the open Essence and Mentalist spell lists. They know all of these lists to their level and receive 3 power points per level.

Typical of the Thematic Demons, Doombringers rely first on evoking an emotional reaction before resorting to physical attacks. Their very appearance brings panic and despair; their moaning voices summon tears and helpless depression.

The danger they present cannot be overemphasized, even under the best of circumstances, and the lighting conditions provide no salvation. When a Doombringer appears, he intends to be seen—regardless of the circumstances of his surroundings. Fortunately, once a person has withstood the sight of a particular Doombringer, he is immune to its awful presence.

Doombringers can bathe themselves in a shroud of electrical splendor, sending twisting bolts of lightning through their misty aura.

Doombringers generally look like huge man-like creatures veiled in a thick, swirling mist, a foul-smelling blackness. A Doombringer's vague image can barely be seen through this tattered cloud, like a fateful moon on a clouded night, or a specter in an evil dream.

Once they were the heralds of Kad  na and many now serve the Dark Gods. They are harbingers of inevitable and pitiless failure; their presence means utter despair and enduring fear. Doom is at hand.

SOULSLAYERS

- Can fire three Nether Bolts per day, each at x3 hits. They need one round of inactivity to prepare each bolt. They can grapple and cast Dark Absolution (see below).

Assuming hideous, vaguely humanoid forms, the Soulslayers have a thick pinkish hide with visible veins and a wet, oily appearance. Long sinuous arms mounted on disturbingly placed shoulders end in trinary pincer-like claws than can rotate freely to either slash in an even row or grasp with frightful power. Sinewy bowed legs end in large, three-toed feet built for running.

In melee Soulslayers strike with their claws, slashing or pinching, able to make one attack with each per round. Their surprising reach gives them a +50 first-strike advantage in melee to all but wielders of pole arms. Should a victim be stunned, they can close and grapple, reducing their DB by 50 but enabling them to use their cruel soul-draining power.

Soulslayers consume the very souls of their victims, drawing on the life-force for energy. This has the effect of a *Dark Absolution*, with the bonus of touching (the Soulslayer must be in physical contact with the victim). They can perform this operation an unlimited number of times, and in fact can heal up to the number of the victim's hit point total and/or any one critical inflicted on it per soul. The victim's soul can often be seen as a faint bluish aura being drawn out of it and into the Soulslayer's sucking maw.

PROCREATORS

Procreators are Shapechangers: they can alter their size (from 5'-14') and exterior features (or shift to mist form) whenever they concentrate, enabling them to change both their strengths and identity. A Procreator cannot, however, change its odor (which

is musky and slightly foul) or its fundamental structure, which resembles that of a normal man or Elf. These demons typically possess all the Mentalist Base, Evil Mentalist Base (and Houri Base, RMC IV) spell lists and receive six power points per level. Additionally, some Procreators can float or fly, either as a mist or in typical form, although they do not possess wings.

Procreators take delight in carnal pleasures, corrupting the innocent and reducing them to desperate, animalistic creatures. In some cultures the male is known as an *Incubus* and the female a *Succubus*.

Appearing as fantastically virile, sensual humans, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams, and seduce their quarry with spells and soothing words. The victim awakes tormented with need. The Procreator returns, sometimes at night, sometimes appearing to them in daylight to torture their 'love.' Sometimes the Procreator denies the victim, relishing their shameless desperation, but they will often relent, as it only strengthens the victim's addiction.

Their other goal is the conception of a half human demon-child, one who will serve them for eternity. Unfortunately, the mother of the child usually (75%) dies at childbirth, while a human father (seemingly without explanation) goes insane.

Procreator Demons: Kai-tjiin

In addition to the demons discussed in general above, we present some specific examples of a certain demon type. These include entire races of Essænce Demons living in parallel worlds. One such alternate-Essænce world is *Azdyær* (Ir. "Home of dark thirsts") which the inhabitants call *Kai-tjiin*. It is a domain of the dark god Klysus and his Demigod Akalatan.

This place is a warm, humid world always cloaked in clouds, filled with rainforests and volcanic islands. It is ruled by a hierarchy of male Procreator demons, all devoted to base carnal pleasures of every kind. They enter the Shadow World to rape humans and Elves with the intent of propagating their race. They are summoned by the priests of the Python cult on Rashelles (by Priests of Klysus in Lankanôk). Sometimes appearing as powerful and fantastically virile men, sometimes possessing the priest and transforming him, they ravish their victim—male or female—and plant their enchanted seed. If the victim survives, a female may be pregnant with a demon-spawn, giving birth in just 90 days, 25% chance the experience kills her. The father then returns to claim his offspring. A male may be 'infected' and slowly become essentially a *Go-tjiin-kai*, least of the demon men. Then he desires to 'return' to his native home.



A Fire Demon is summoned

Kai-tjiin Procreator Demon Types

All fall under the classification of Procreator demons, though their powers differ slightly from those of the archetypal Procreator. Their normal appearance is described below, though all can assume a fair form (except during insemination, when their true form is revealed). All have a musky odor they cannot hide, and are naked in their natural form. All know the following lists to their own level: *Evil Mentalist Mind Subversion*, *Mind Domination Mentalist Base Mind Control*, *Houri Base* (RMC IV pg. 60, if available) *Influences*, *Alluring Ways*.

Reveling in emotional (and physical) torture, they like to dominate their mate. If by seduction and deception (preferred by the Go-tjiin and Jo-tjiin), they use spells or their irresistible fair form to entrap their mate, only revealing their beastly form in the throes of passion. Alternatively (the method preferred by the Khal-tjiin-kai) they seize and subdue the nearest man or woman and brutally rape them, enjoying the emotional and physical damage they inflict. But the ultimate goal of all Procreators is to create more of their kind, either through offspring or transformation.

Go-tjiin-kai: ("Servile-demon-men")

- *Type III demon, level 6-10, 50% chance of appearing*

Least of the three known races of Azdyaer, the Go-tjiin are often slaves or servants of the Jo-tjiin. They appear naturally as tall (6'6"–7'), muscular and virile youths with pale skin, oversized, pointed ears, small fangs, glowing gold eyes, hairless except for metallic-golden hair spiked up from their heads.

Jo-tjiin-kai: ("Master demon-men")

- *Type IV Demon, level 11-15, 4 PP/lvl, 45% chance of appearing*

Taller than the Go-tjiin, (7'6"–8') the masters have red-brown skin, huge musculature, pointed ears taller than their head, small black horns, fangs and their fingers have retractable claws. Their eyes glow with an orange light. Fantastically virile, they also have a two-foot-long prehensile tongue which can strangle a man

(among other things). They are hairless except for a long, mohawk-like frill of wiry black hair on their heads.

Khal-tjiin-kai: ("Terrible demon-men")

- *Type VI Demon, level 21-30, 6 PP/lvl, 5% chance of appearing*

Though about the same height as the Go-tjiin, (7'6"–8') these terrifying lords are far more powerful and dangerous. They have glistening black skin like marble which burns to the touch. Their bodies have hugely overdeveloped muscles and they are grossly virile. Totally hairless, they sport large pointed ears and a set of ebony curving horns, from their fanged mouth they can extend a 4-foot-long, blood-red prehensile tongue. Their oversized hands have curving claws like steel and their eyes glow a deep, hungry red. They are insatiable.

Kai-tjiin Procreation Attack Results

Demon	Critical (Depression+Stress)	% Chance 'Impregnated'
Type III	C (1 each)	20%
Type IV	D (1 each)	50%
Type VI	E (2 each, plus 1 A heat)	80%

ORDAINERS

- *[Summoned/Underground/Volcanic]*

- *Average 20' in height; can fly 200' /rd and employ Essence or Mentalist Base spells to their level (lvl x 5 PP). When utilizing arms they carry two 2-hand weapons, striking each round as if 2 individuals. When unarmed, they use their hands, which strike as maces. In any case, their immense strength yields 3x damage (hits).*
- *Immolation: can (depending on nature) explode into flame or shroud himself in swirling ice, and all within 6' receive a "D" heat or cold critical each round they remain in the terrible, churning radius. These demons can also 'Ordain' a foe, tearing the target's soul from his body with Dark Absolution (30th lvl Evil Cleric Dark Channels).*

ESSÆNCE DEMONS CHART

Demon (Type)	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks (Prim/Sec/Tert)	# Enc	Outlook (IQ)
Elemental Demons										
Fire (V)	20F	90	Spt/10	FA/FA	H/SL	300G	20(60)	210 Th (3D)[heat]/Spells/Special	1	Domin. (HI)
Air (V)	20F	150	FSpt/20	FA/VF	H/LA	280G	20(80)	Spells/Special	1	Domin. (HI)
Light (V)	20F	180	FSpt/30	FA/BF	H/LA	250G	20(80)	200 Fl(3D)[elec][impact]/Spells/Special	1	Domin. (HI)
Water (V)	20F	60	Spt/0	SL/FA	H/SL	300G	20(40)	200 HGr nets/Spells/Special	1	Domin. (HI)
Earth (V)	20F	40	Run/0	SL/MD	H/SL	350G	20(20)	230Wm (3D)/230LBa(x2)/Spells/Special	1	Domin. (HI)
Thematic Demons										
Doombringer (IV)	20G	80	Dash/20	FA/MF	H/SL	300F	12(60)	150We(Elec)/Spells/Special	1	Domin. (HI)
Soulslayer (V)	25F	70	Spt/20	MF/BF	L/L	220H	12(70)	180LCl(2x) or 180LPi/150LGr\$/Special†	1	Cruel (VH)
Procreator (III)	12G	80	Dash/10	MF/MF	M/—	140F	3(50)	100We/Spells/Special	1	Special(VH)
Go-tjiin-kai (III)	8E	60	FSpt/30	MF/FA	M/—	150F	11(60)	150LBa(2x)/150LGr/Spells/Special	1-3	Cruel (VH)
Jo-tjiin-kai (IV)	17F	80	Spt/20	MF/FA	M/—	190G	12(60)	180LBa(2x)/180LGr/Spells/Special	1-2	Cruel (VH)
Khal-tjiin-kai (VI)	25G	100	Dash/10	MF/FA	L/L	240G	19(50)	230LCl(2x)/250LGr/Spells/Special	1	Cruel (VH)
Ordainer (VI)	40H	100	Dash/30	FA/FA	H/SL	450H	20(80)	250We(2x)(3D)[Heat]/Spells/Special	1	Domin. (HI)
Singular Demon	10-50	—	—/—	—/—	M/—	150-750	20(50)	Spells/Special	1	Special (VH)

* Special.

† If encountered randomly; otherwise depends on how many are summoned.

\$ = 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.

The mightiest of the Thematic Demons are known as *Ordainers*, or—as they are sometimes called—*Death-watchers*. These lordly demigods serve those who feed their appetite for death and destruction. They are often more than three times a man's height, and though manlike in form, they have rough, leathery hide, a dangerous prehensile tail and huge membranous wings. Their limbs are short and powerful, their heads unspeakably awful fanged, horned visages.

As noted elsewhere, these demons sometimes are trapped in this dimension; some remain here of their own will. Their origins are of the Essænce, however, and are the favored lieutenants of evil lords when sheer terror and brute force is called for.

4.SINGULAR DEMONS

Called so because each is unique, and each is chained to a specific location by bonds of Essænce far stronger than any alloy. Dark places of power are frequently the homes of unwilling Sin-

gular Demons. Ruins of ancient temples, or other ancient constructs of evil nature are frequent traps of the Singular Demon. More often formless than not, their malevolent spirits nevertheless haunt these locations, lurking in the shadows of power in order to snare unwary travellers. They feed on pure Essænce, draining the very life out of their victims. Some of these may have once been demons of another type and were imprisoned in specific places or things by a Dark God to serve as a watcher or guardian.

Nearly all Singular Demons are capable of casting spells from one to three of the following *Evil Mentalist* lists: usually **Mind Domination**, **Mind Erosion**, **Mind Death**, **Mind Disease**. Some also possess the *Mystic* Base List **Confusing Ways** to better lure in their prey. While Singular Demons are unable to venture from their foci, their range of spells varies tremendously. While some cannot affect creatures more than twenty feet away, a few rare and powerful demons have a range of more than a mile. Singular Demons vary in level from 10 to 50, and have 5x their level in PP.



Skeleton Guards

♦ PART XI ♦

DEMONS OF THE VOID

A shimmering curtain of energy wavered before us, undulating with an eerie beauty amidst the violence of this deafening flow-Storm. And through that curtain—as if through an impure glass—we saw dim shapes: creatures of such ghastly form and movement that we were enthralled in a fascination of horror and disbelief. Fur and tentacle, claw and fin, oozing pustules and pulsing, distended protrusions, all mixed in unthinkable combinations made up the form of these beasts. It was as if the gods had gathered the most loathsome, unspeakable rejections from their creation of the races and combined them in a haphazard mass to form shapes which had no shape and creatures which could not live—yet did. Even our nightmares lacked the ability to conjure living things of such inconceivable shape. They were majestic in their sheer monstrosity of appearance.

These were the Older Ones, demons wholly alien to our world.

Andrax

SE 6,669

(Annals of the Wars of Dominion)

1-THE VOID: AN OVERVIEW

In this section we will discuss Demons of the Void: beings from beyond the known world. They may be from alien dimensions or planes of existence. They may also be from other planets. Their intermittent presence on the Shadow World is as unpredictable as their own quixotic motivations. Their nature is totally alien to Kulthea; they are drawn and repelled by the *Essence*. To the ways of thinking most would consider rational, their actions are sometimes pointless, contradictory, and hopelessly chaotic. Unlike Demons of the *Essence*, these creatures are rarely summoned using spells.

This section will also briefly discuss the Near Planes of the Void and some of the lesser creatures which inhabit them.

2-THE PLANES OF THE KNOWN VOID

These are also known as the *Near Planes* or the *Six Pales*. They are the home of the demons most often summoned by powerful (or reckless) evil mages and sorcerers in search of powerful minions. Demons beyond the Pale are too alien and powerful to be summoned, much less controlled.

DEMONS OF THE PALE

These are the more familiar and lesser echelons of the demons which are known as the *Outsiders*. Outsider is a general classification referring to all demons of the 'Planar' or 'Inner' Void. Demons of the Pale are categorized according to their home plane. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest.

These are in fact related to the Dark Gods of Charón, and serve those evil masters when summoned from their homes in the Planes.

Following the demons which rule the Pale is a listing of a few other beasts which share that bizarre realm. These other creatures are rarely seen outside of their home environment, but can be drawn into the Shadow World through Portals or Flow Storms.

Entities from other planes vary considerably. Some are friendly and benevolent (despite their terrifying form); most are selfish, malevolent creatures whose enchanted souls harbor awe-some power.

The First Pale

The entirety of the First Pale would seem to be a vast grey wasteland, broken only by clumps of skeletal woods: gnarled, spindly trees bleached white. The light never changes, and the temperature remains the same: a bone-chilling cold. This is not alleviated by the icy winds which blow from random directions, flowing through the tree-branches with a low moaning wail. There are occasional patches of dry grass, but these, like the trees, are completely dead.

It is impossible to judge direction here, as the light comes from all around, and normal navigational techniques are useless.

Demons of the First Pale:

Easily the weakest of the Demons, these tend to travel in groups (2-20). Averaging about 7 feet in height, they have pale grey skin and are naked and hairless except for a single clump of

wiry hair protruding from the top of their large skulls. Although capable of wielding clubs, they have no understanding of sophisticated fighting techniques and are in fact quite stupid.

Other Creatures:

Orgal: Resembling white, hairy, ten-legged spiders about five feet across, Orgal are not aggressive but can be very dangerous if they feel threatened. Their poisoned bite is deadly. Orgal spin webs among the white trees, sometimes snaring even the demons.

Shaan: Not unlike a stingray, Shaan hide themselves under the surface of the dusty grey earth and remain there unless disturbed. If stepped on or otherwise disturbed, the Shaan will curl up and wrap itself around the offending limb. Using leech-like mouths scattered over its surface, it bites and feeds on the target's blood. Shaan can fly like a stingray swims, though they never go higher than a foot or so above the ground.

The Second Pale

The Second Pale is a world completely covered by water. This murky ocean is inundated by myriad currents through treacherous reefs and contorted, submerged rock formations. The unwary can be swept upon dagger-like stone or coral. A few luminous jellyfish-like creatures drift through the deeps, but overall the only light is a dim haze which pervades the entire environment. The temperature of the liquid varies from literally boiling to a frigidity that would freeze but for its constant churning.

The surface of the water is covered by an oily sheen; plumes of steam swirl up from the waters into the darkness. Visibility is limited, though an occasional gust of icy wind will reveal a vista: a hopeless expanse of unbroken ocean.

Demons of the Second Pale:

Ideally suited for the murky undersea world, the hands and feet of Second Pale Demons are webbed, and these creatures are equally capable of breathing water or air. Able to propel their sleek, hairless bodies through the water with surprising speed, they wield small, curved knives with a frightening skill. Their large, protruding eyes allow them to see perfectly even in the seemingly opaque liquid of their home.

Other Creatures:

Vooj: Sea-snakes with a deadly barbed tail, Vooj often grow to more than thirty feet in length. While constrictors, their tail barb also carries a swift-acting poison (5th level Nerve Poison). The huge mouth can swallow a man.

Algalon: Beautiful and graceful, the Algalon is like a large, translucent jellyfish. Inside its clear shell (often more than eight feet across) are glimmering blue and yellow lights, and from its underside hang undulating tentacles. While they appear to be about ten feet long, they can extend to more than 3x that length, snapping out with terrifying speed to entangle a victim and shock him (1-4 "A" Electricity Criticals). Then the prey is drawn in and consumed (injected with a 10th level reduction poison).

The Third Pale

Rocky pillars and towering buttes dominate this world. Between these sheer spires lie narrow channels like dry riverbeds, constantly swept by bitter cold winds. The myriad overhanging cliffs are punctured with shallow caves, in which live the denizens of this plane. The rock itself is uniformly black with a volcanic porosity. Nearly constant lightnings flash through the sky, brilliantly illuminating the stark landscape with a strobe-like brilliance, but no clouds can be seen, and there is no sign of veg-

etation or moisture. A high-pitched keening fills the air like the squeak of bats.

Demons of the Third Pale:

Nine feet tall and lithe, Third Pale demons are the only ones equipped with huge, bat-like wings extending down from their long arms. Dark grey in coloring, these slender monsters have excellent senses of hearing, smell, and reflected sound location (akin to bats).

While nearly blind under normal lighting conditions, these demons see fine in the flashing maelstrom which is the Third Pale. The also have superb flying and gliding skills.

Other Creatures:

Urki: Grotesque parodies, Urki resemble black, hairless flying squirrels with long, whiplike tails, but they fly much better than the furred creatures they imitate. While their little claws are best suited for clinging to rocky crags, their sharp fangs are dangerous. They often travel in small flocks, and a massed attack is truly fearsome.

Morl: Slug-like beasts which crawl inexorably along the sheer cliff-sides of the Third Pale environment, they are less defenseless than they seem. Their slimy flesh exudes a dangerous acid

(which allows them to actually tunnel into rock if they wish). Touching one results in a "C" Acid Critical.

The Fourth Pale

The entirety of this world is to be an underground maze of tunnels all uniformly four to ten feet in diameter. With the additionally confusing factor of no gravity to anchor the inhabitant, the warren is a completely disorienting. The darkness is nearly absolute as well, and only those with superior infravision can see at all.

Demons of the Fourth Pale:

- *Each possesses knowledge of all the **Ranger** Base lists **Moving Ways** and **Path Mastery**, and receives two power points per level.*

Fourth Pale Demons are ten feet tall—though one could rarely tell their true height as they are constantly stooped to crawl through the tunnels of their Pale. All insane, these creatures are doomed to forever wander the endless corridors. Each has superb sight (including infravision), but lacks development of other senses. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail. Slender, agile, and strikingly precise, they usually throw things or re-



The First Pale

sort to spell-casting; as a race, they have mastered both forms of attack.

The Fifth Pale

The Fifth Pale is a nightmarish place of industrial technology gone mad. Smokestacks and gigantic refinery-like superstructures fill this world, which is constantly enveloped in a luminous steam. The rhythmic wheezing of bellows mixes with the clatter of gears and the roar of engines. Foul pools of chemicals, their oil-slicked surfaces aflame, illuminate open-scaffold elevators, steel mesh platforms, and large, baroque machines of incomprehensible function. Climbing over these machines (and apparently servicing them) are countless monkey-like creatures.

Demons of the Fifth Pale:

- *Spells: Each possesses knowledge of all Monk Base lists and receives three power points per level.*

Strong and standing over eleven feet in height, Fifth Pale Demons wield baroque weapons whose origins lie in this strange machine environment. Often these complex devices are actually part of the demon; a sort of fusion of flesh and mechanism.

Although similar in some ways to Fourth Pale Demons—using spells and enjoying superb sight—they are a darker blue, tailless, stocky, and powerful of build, and have heightened senses of smell and taste (but not hearing).

No Demons of the Pale are stronger from the point of brute force. Legends commonly cite these creatures as being capable of punching through steel doors or thick, stone walls. Many are also quite bright, as evidenced by their skills in the ways of spell-casting and organized war-craft. Fifth Pale Demons are jealous of power and forever seek to dominate others. They travel to other planes to gather slaves to operate their machines.

Other Creatures:

Xuun: Small, limber creatures, Xuun are the servants of the demons. They have six limbs; all are like long arms with dextrous fingers. Xuun have no fighting abilities, but scream loudly if they see an intruder.

Ag-Ak: Not living creatures but constructs, Ag-Aks are robots built by the Xuun. They come in countless forms, ranging in size from less than a foot to more than ten feet in height. Uniformly stupid, they are nevertheless often well-equipped fighters.

Ophul: Humanoid slaves, Ophul resemble men who have gone beyond the edge of starvation. These naked, skeletal creatures have dark, sunken eyes and fragile-looking limbs. They are the laborers of this realm, hauling the fossil fuels which power the machines. Emotionless and unthinking, they are like automata.

The Sixth Pale

Another dramatic place, the Sixth Pale consist of endless vertical cliffs which plunge into fiery chasms. These sheer walls continue upwards as far as the eye can see, and drop hundreds of feet to brilliant lava rivers. The sides are laced with treacherous, narrow shelves of rock, barely wide enough for one man to pass. Sections of these shelves frequently crash into the abyss without warning.

Demons of the Sixth Pale:

Intelligent, but insane and wildly violent, these are the most feared of common Demons of the Pale. While resembling First

Pale varieties in stature and structure, they have glistening black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues contribute to a visage beyond terror.

Nearly all are virtually immune to extremes of temperature, particularly fire, and pain seems alien to their being. Worse yet, they are powerful and elusive foes. Sixth Pale demons have a 're-curved' musculature, and are capable to feats of tremendous acrobatic skill and rarely paralleled strength. These creatures may leap up to 100' from one chasm wall to another, holding on to the adamantine rock by literally driving their steely claws into the stone. Such fearless displays of raw, dexterous power are inherent in their character.

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.

Other Creatures:

Murg: Insectile beasts, Murgs crawl along the cliffs on sticky appendages. While capable of short hops, they cannot fly. Murgs are about two feet across and resemble a glistening blue locust. They can spit a powerful acid (Shock Bolt Attack Table, Acid Critical) up to 100' with deadly accuracy.

Karax: Mighty beasts which live without harm in the lava of the Sixth Pale, Karax lurk just beneath the surface, waiting for a creature to move too close to the liquid rock. If a Demon or Murg ventures too close, the serpentine neck shoots up (as far as 50 feet!) and snaps shut on the poor victim.

3·THE OUTER PLANES

Home of the Demons Beyond the Pale, the Outer Planes are not a place where sanity can survive. The senses are warped by energies and effects which cannot be understood. No more can be said, for no one has returned from the Outer Planes and recounted anything which makes the least sense.

As one travels further into the Outer Planes, things which are assumed to be immutable in our world become fluid. At first subtle changes may give clue to the fact that one is moving deeper into the Void: days and nights have no predictable length, and the stars flicker across the sky in random and sudden movements. Then colors and shapes of solid objects change; the logic of appearance and form no longer is relevant. The earth is a tortured place where oceans boil away and mountains are thrust up in a matter of minutes. Weather changes occur in seconds, and gravity sometimes falters.

These are worlds where rock may flow like water and air becomes viscous. Huge meteors crash to the earth constantly, while masses of rock rise up and into space, as if gravity has suddenly failed. The oceans steam and churn. Winds of more than 200 miles an hour blow in ever-changing directions. A day of three suns follows a night with four green moons, followed by a day of one sun which fills half the sky with a sullen, dim but angry face. As one is drawn further towards the ultimate incongruity, space itself begins to distort: stretching and contracting, twisting on itself. Past, present and future seem to reverse or even intersect.

In reality of course, the Outer Planes are made up of myriad worlds, but the subtle differences between the different incredible environments are lost on humanoid senses.

Demons Beyond the Pale

Most powerful of the Outsiders, the Demons beyond the Pale are in another class altogether. They may choose a form while in this universe, but it requires great control and power. Most instead accept the awful form they take when they enter the Shadow World.

Malevolent demigods, the Demons Beyond the Pale are souls inimical to the Essænce. Some were born of the Essænce and later banished into the Void—indeed some theorize that Ordainers who have become too wild and powerful are thrust into this realm. They are lords who control their own, bizarre dominions and exercise control over many of the lesser demons that inhabit the Known Planes. While most of their motives remain wholly mystifying, they sometimes act in a clearly understandable fashion and according to standards familiar to the men and Elves of Kulthea.

Demons Beyond the Pale are incarnations of tremendous Evil. Most take gigantic forms, although virtually none are fair-seeming. All are agile and powerful, and enjoy swift flight (60'/rd acceleration; max speed 240'/rd). Even the weakest of these demons can wield a great (two-hand) weapon in each hand. Each possesses an almost irresistible voice and commanding presence which enables them to lead large groups or dominate exceptionally strong minds.

System Data:

Spells: Cast spells up to 50th from the Essence list Spirit Mastery.

Aura of Fear: Those within a fifty foot radius who view them for the first time must make a RR versus fear. Failure of 01-25 results in the victim being immobilized by terror for 1-10 rds; failure of 26-100 forces the victim to flee for 1-10 hours, while a failure of 101+ results in instant death due to shock.

4.THE OUTER VOID

The Outer Void is oddly tranquil after the unthinkable realm of the Last Planes, though it has even fewer reference points, and serenity can lead swiftly to insanity. It is utterly silent. An almost tangible darkness is everywhere, while small white lights dodge and dart about, seemingly without mission or purpose. These glimmering lights are the Agothu as they exist in the Void. It is only in the Shadow World that they are forced to don hideous guises.

OLDER ONES: AGOTHU

The Older Ones are ancient spirits, eerie demigods and their servants who predate life on the Shadow World and have no connection with the Essænce. While their appearance in most cases is the most hideous and disgusting of all the demons, their purposes are sometimes not even what would be considered 'evil.'

At the head of this strange and indecipherable order is Agoth itself, a sentient presence which is master of the entire chaotic hierarchy of the Older Ones.

In many ways the Older Ones are mere extensions of the Agoth, though their actions and intentions are so alien that they seem without purpose, often pointless and sometimes contradictory.

The 'high court' of Agoth, these individuals—if they can be called such—are the chief lieutenants of the force of Agoth. Each has a distinctive form (more or less), and even a twisted uniqueness which might be called a personality.

Althoi: [Void/Essænce; immune to natural heat and cold]

- 12 – 20' long, 8' barbed tentacles from mouth deliver a 10th level Circulatory poison with puncture crit.
- Inter-planar travel at will (requires 3 rds to materialize/dematerialize); can propel itself through the air at about 10 mph.
- Spells: Seer Base True Sight and True Visions to 30th; Bard Base Mystical Change 20th; Mentalist Base Mind Speech to 10th.

Often called The Eyes of Agoth or simply the Overseers, Althoi resemble more than anything else large, inflated blowfish, except that their bodies are covered with eyes instead of spines. Over two dozen sight organs bulge from the creature's cold, slimy skin, unblinking and staring. An Althoi's fins are of a shimmering diaphanous nature and seem to propel it as if it were swimming in water, though it hovers in the air with no apparent effort. Several prehensile tentacles emerge from the large-jawed mouth, organs of sense and manipulation. Though not strong by Demonic standards, they can take hold of a man—paralyzing him with poisoned barbs—and drag him to the gaping maw. Then the creature drains its victim of blood and drops the empty carcass.

An Althoi almost always travels alone, and will rarely attack. True to its purpose, the Althoi is an observer,



not a warrior. If threatened, however, it can be a deadly opponent.

Guguth: ('Breathless') [Void/Essence/Coastal areas/East; operate freely underwater]

- Humanoid, 8' tall.
- Can cast unlimited Great Vacuums (Sorcerer Gas Destruction), but must be inactive for the previous round to prepare and the 10' radius of effect must be adjacent to the Breathless. Once per day it may create an Implosion (50th level), but must be in a doorway or window to the structure.
- Immune to all attacks of Mentalism, and to air-related attacks, simply inhaling the effect.

Guguth (The "Breathless") are vaguely humanoid, but their oversized heads are little more than skulls. Their bodies are covered by a skin like grey parchment, dry and peeling. Their large, claw-like hands are skeletal. Their eyes show moisture, however, oozing a bloody liquid as they move in their sockets. Clothing themselves in armor fashioned of sea-turtle shells, they wield jagged swords of a bony material. But the most fearsome weapon is their breath attack.

Alone among the Agothu, the Guguth have established a permanent foothold on the Shadow World—in the *Burning Lands* to the East. With their servants they have begun invading neighboring domains, even challenging the Essence Lords. Sometimes the Breathless are seen riding in eerie, silent air-chariots, powered by the Flows. This may be how they have broken through the Barrier.

Tresh: [Void/Essence; immune to natural heat and cold]

- Inter-planar travel at will (requires 3 rnds to materialize/dematerialize); can propel itself through the air at about 15 mph.
- 15 – 20' tall body with 9 tentacles hanging beneath. Three are 40' long, remaining six are 20'. Probiscus injects a Level 8 Reduction poison.
- Possess all Mentalist Base Lists to 20th level; are immune to Mental attacks.

Tending to be another loner among the Agothu, Tresh (The Seeking) travel either by themselves or at most in small groups. More aggressive than the Althoi, they will attack if threatened or simply hungry.

Very similar in form to a large, slightly bloated squid, a Tresh floats in the air vertically, tentacles dangling below it, though they waver about in all directions, and three extremely long ones have a reach of 40 feet. The other tentacles have a 20-foot reach, and the body is about fifteen feet long. In the center of the ring of tentacles is a maw over 2' in diameter, ringed with inward-pointing teeth and equipped with a 3' long probiscus. Teeth and tentacles pull smaller prey (up to human-sized) inside for digestion. Larger prey is held to the maw while the probiscus injects a reduction poison effect the liquified innards are drawn out.

Its skin is green and leathery with an iridescent sheen. The long, powerful tentacles have hundreds of suction cups. A Tresh also has three huge protruding eyes, spaced evenly about the main body, and inside the uppermost part of the translucent body there appears to be a huge humanoid brain.

AGOTHU SERVANTS

The creatures listed below are Demonic underlings of the Older Ones. Any of the below may be in the service of the Agothu above.

Glaar: [Void/Essence; immune to lightning attacks]

- Vaguely anthropoid, 10' tall, but invisible (-100 to attacks).
- Fires Lightning Bolt +50 1x/round, uses its hits as Power Points.
- Critical in melee delivers additional Electricity critical.
- Can only be harmed by enchanted weapons.

Strange creatures composed entirely of energy, Glaar are somehow electrical in nature; they feed on that power and need it to survive. They are drawn by any electrical charges—including that generated by living creatures. Glaar are able to coalesce in this plane during powerful electrical storms (and so often accompany Flow-storms). A particularly potent lightning strike allows a Glaar spirit to form. After that, a Glaar is an insatiable feeder, always requiring electricity to live. They take on a vaguely anthropoid shape, standing about 10 feet tall.

Glaar can also be summoned and directed by the Agothu, though the energy requirements usually make them an impractical tool. Without fresh energy, a Glaar will dissipate at the rate of 10 hits per hour. If it goes over max hits, it dissipates into harmless static electricity. A Glaar will not cross water (it will 'short out').

A Glaar is naturally and permanently invisible. It can sometimes be detected by its trail: its toeless 'feet' instantly wither any vegetation it treads on; otherwise it can only be 'seen' by those skilled in *Power Perception*, though it can be detected by those who can *Sense Reality Warp* as a distortion.

Swiping at a target with its forelimb, it can deliver a brutal strike, including a supplemental Electricity critical on top of any normal Crit given.

When it wants to draw energy, it will grapple with a target, and hits delivered by the Grapple attack are drained from the target and added to its hit total. It will continue to drain hits from an unconscious target, draining the Con points until target is tapped out (and dead). Those striking it with metal weapons will receive an 'A' Electricity crit (hits are drained from the Glaar as well, though). Magic has little effect on it: Elemental attacks do half damage (Ice and Earth bolts will splatter and vaguely reveal its hulking, monstrous form; Electrical attacks will *add* to its hit total and agitate it).

Janak: ('Life Eaters', aka 'Sucathu') [Void/Essence/East]

- Most often servants of the Breathless.
- Tartu mounts are able to 'swim' through the air at 20 mph at altitudes of up to 1000' and Inter-planar travel under Life Eater direction (requires 6 rnds to materialize/dematerialize)

Akin to hairless men, the Janak ("Life Eaters") are unspeakably evil servants of the Breathless. They are covered by tough, toenail-like protrusions, which form a scaly skin. Life Eaters have beaks instead of mouths, surrounded by an array of eight squid-like tentacles, tipped with hollow spines. They have four eyes in the front and four in the rear of their elliptical skull. Four ears crown their heads, each protected by a bony tusk. Their four arms end in four-fingered talons.

Warriors often ride *Tartu*, creatures resembling huge reddish sea turtles which have been bred to sport double shells with an armored compartment. This small chamber, located between the Tartu's two shell layers, accommodates 2-4 Life Eaters. The Janak cut apertures in the outer shell, transforming the Tartu into a living tank.

Each fighter carries a small, double-stocked crossbow, and a large, biting axe. The twin blades of the axe close when they strike, chewing the flesh out of the victim and opening a wide wound

from which the Janak will feed. Life Eaters wear light leather armor made from Tartu hide or layers of human skin. Some adorn themselves with peculiar helms.

Life Eaters thrive on blood and other bodily fluids, which they suck out through syringe-like tentacles. A Life Eater can drain the fluids from a grown man in about an hour, although it often feeds on a victim for a day or two. Within a minute, a Life Eater consumes enough blood to render its prey unconscious.

Slyak: ('Bone Eaters', aka. Slicathu) [*Void/Essænce; operate underwater, near coasts*]

- *Can breathe water or air with equal ease.*

Like the Janak and Vlech, the Slyak are demonic minions of evil. Many serve the Breathless.

They are covered by bony plates and sport thick, four-part beaks instead of mouths. An array of eight additional serrated mandibles surround the beak, forming a powerful outer gripping tool. A Slyak also has eight eyes: four surround the mandibles at the front of the bone eater's elongated skull and the other four face backwards. Four hollow tusks which house the ears circle the skull. The Slyak's four arms end in four-fingered talons. For armor they usually wear black or dark grey hide, and their favored weapon is a spiked warhammer or baw.

Slyak eat bone and drink bone marrow. Crushing their foes, they quickly tear away extraneous flesh, then suck the marrow from the shattered skeleton. If time allows, they follow this course with the bones themselves. An adult Slyak can consume a man in 5-10 minutes, though it prefers feeding over the course of an hour or two.

Uthuro: ('The Hungry') [*Void/Essænce; become sluggish at temps below freezing*]

- *May attack up to five foes per round, as long as they are within 20' of each other. Once the Uthuro has successfully entangled a target, the victim takes 1 "C" Acid Critical per round while the blob-like form surrounds its prey.*
- *Has the power of inter-planar travel at will*
- *Immune to all attacks of Mentalism, deterred by strong Essence (takes half damage) and avoids all Channeling (takes full damage). Uthuro does suffer double hits from Lightning attacks, and suffers normal (not Super-large) Electricity criticals.*
- *Presence ability similar to the Mentalism Base Spell, with a range of 20' per level.*

When at rest an Uthuro appears to be a blob of oozing protoplasm about ten feet in diameter, but this is just this beast's quiescent state. It can assume a number of shapes to suit its needs, forming tendrils, pseudopods, etc. It can squeeze itself to 1" high or through a 6" diameter tube if necessary (though it is very vulnerable in that state).

Uthuro is not very intelligent and is usually an enforcer brought along with other Demons to assist. It is willful, however, and tales from the Wars of Dominion recount that these awful monstrosities were seen to turn on their own masters without apparent reason. Its most powerful drive seems to be a hunger for Essænce. It is naturally drawn towards any being or thing which emanates such, and envelops it, draining its energy.

Vlech: ('Mind Eater') [*Void/Essænce; become sluggish at temps below freezing*]

- *Use Presence 100 'R to locate prey.*

- *Inter-planar travel at will (requires 3 rnds to materialize/dematerialize); can leap at up to 10' vertically and 15' laterally once every 3 rounds.*

Like a large opaque jellyfish with clawed tentacles instead of feelers, the Vlech ("Mind Eaters") are grotesque little beasts which attach themselves to the victim's head and suck out the brains.

Mind-eaters appear out of thin air directly over a target. They normally attack one per person. If they fail their initial attack, they will attack by leaping, but they will flee if destruction is imminent.

It is a *Light* (+10) maneuver to avoid allowing a Mind-eater attach to the head if they are detected. However, to anticipate a Mind-eater attack requires a *Sheer Folly* (-50) Perception maneuver. To see a Mind-eater above one's head is a *Medium* (±0) Perception.

Xyr: ('Flesh Eater') [*Void/Essænce; immune to natural temperature extremes*]

- *8 to 9' feet tall; three 6' long tentacle arms; may attack up to three foes simultaneously or attack one foe with two arms. Any critical result means a secondary Disruption critical as the creature's suction cups drain blood from the target. Successful Grapples mean the beast has a grip and will do an automatic "B" Disruption every round unless the target makes a successful Very Hard disengagement maneuver (add Ag/St bonuses); target may attempt this while parrying the other arms' inevitable attack.*
- *Xyr's bleeding wounds close and heal at the rate of one hit per round (e.g., a 5 hit-per-rnd wound will only bleed at the rate of 4 the next round, 3 the next, etc, until healed after five rounds).*

Another unspeakable horror from the Void, the Xyr ("Flesh-eaters") are vaguely anthropoid, with a certain 'melted' look. Closer inspection reveals a tripedal rather than bipedal structure, with skin pulsing with external veins and arteries. Their feet are mere stumps, and their three long arms each end in three strong tentacles, each equipped with a row of powerful suction cups with sharp serrated rims. The head is no more than a neckless ovoid punctured by three nostrils and three unblinking eyes, evenly spaced around the perimeter, all protected by heavy bone ridges.

While easy to hit, their tough hide makes them highly resistant to serious damage.

Yathlu: [*Void/Essænce; becomes sluggish at temperatures below freezing*]

- *body is 3-5' in diameter; 12-36 tentacles extend to 15' and deliver a powerful (10th level) Nerve poison.*
- *Immune to all but Elemental Spells. They take half damage from all but Fire and Ice, which deliver 2x hits but regular (i.e., Large) criticals.*

Luminous, transparent beasts, the Yathlu appear in ways similar to the Tresh but are unrelated. They manifest as a large jellyfish-like creature, about three feet wide with dozens of multicolored tentacles hanging from the underside. The main body pulses and undulates as it floats in the air. The tentacles waver and drift, seeming aimless but actually searching. It seeks Essænce and is drawn to it.

Each tentacle has an eye on the tip, allowing the creature a very complex (if disjointed) vision. While not strong, these tentacles also deliver a powerful sting if they touch unprotected skin. Once the target is stunned, the creature can actually carry away a single beast as large as a cow, draining its fluids and leaving a husk. A Yathlu can attack as many as three foes at once, and if not surprised, can hold them at tentacles' length.

Demons and Inhabitants of the Void

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT(DB)	Attacks (Prim/Sec/Tert)	# Enc	Outlook (IQ)
Pale I										
Demon	1A	90	Dash/10	MF/FA	M/I	35	1(20)	40MCl(2x)/30MBa/60MCr\$/50cl(2D)	1	Berserk (LI)
Orgal	8D	80	Spt/20	MF/FA	M/I	160	4(40)	70LPi/75LSt/Poison/Special	1-10	Normal
Shaan	3B	60	Run/20	MD/FA	M/—	45	1(40)	80Wp100/60MSt\$/Poison	1-2	Normal
Pale II										
Demon	4H	110	Spt/10	FA/FA	M/II	60	3(30)	50MCl(2x)/40LBa/80LKr\$/70bs(2D)	1	Berserk (IN)
Vooj	4D	30	Run/10	SL/FA	M/—	120	3(0)	70MBi30/100LGr70/140HGr†	1-2	Aggres.
Algalon	5D	10	Walk/5	SL/BF	M/II	100	3(10)	100LGr/Special	1-2	Aggres.
Pale III										
Demon	8H	130	FSpt/20	VF/FA	L/II	90	4(50)	60MCl(2x)/70LBa/105LGr†/90th	1	Cruel(MD)
Urki	1A	30	Run/20	MD/FA	S/—	5	1(30)	30TBi/10SCL	1-20	Normal
Morl	0	5B	Walk/0	SL/SL	S/—	5	1(0)	Special	1-5	Passive
Pale IV										
Demon	13H	160	Dash/40	BF/FA	L/LA	120	4(60)	60Wp(2D)/70LBa/130LGr\$/Spells/90We	1	Cruel (SU)
Pale V										
Demon	18H	100	FSpt/20	VF/FA	L/LA	300	8(50)	150HBa/200HCr†/Spells/140We(2D)	1	Domin.(HI)
Xuun	2H	50	Spt/40	MD/FA	S/—	35	3(40)	30SBi50/40SGr50	2-20	Normal
Ag-Ak	8H	60	Run/0	MD/MF	M/II	200	20(10)	120We(2x)/75lcb/Special (varies)	1-10	Protect
Ophul	1C	20	Run/0	MD/MD	M/—	50	1(0)	10Martial Arts Rank 1	1-20	Passive
Pale VI										
Demon	27	150	Dash/50	VF/FA	M/LA	250	12(60)	180LCl(2x)/130LBa/100MBi†/150LGr†	1	Cruel(AV)
Murg	2B	20	FSpt/20	VF/VF	M/I	100	12(30)	100SBolt[Acid Crit]/50LPi	1-4	Normal
Karax	10D	100	FSpt/30	VF/VF	H/LA	250	12(40)	100HBi/70LCl/Special	1	Normal
Beyond the Pale										
Demon	50G	120	Dash/20	VF/FA	L/SL	400H	20(60)	200HBa/250HCr†/240we/180we/Both	1	Varies (EX)
Agothu										
Althoi	30G	60	FSpt/20	MD/FA	L/LA	200E	11 (40)	+60 MGrapple/+40 SStinger*/Spells	1	Aloof (VH)
Guguth	20F	100	FSpt/20	VF/FA	L/—	200F	18(50)	150Th/Special Breath	1	Cruel (SU)
Tresh	20F	50	FSpt/20	MD/VF	L/LA	300F	12 (50)	+120 LGrapple/+80LBite*/Spells	1-2	Aloof (HI)
Agothu Servants										
Glaar	10D	30	Run/20	SL/VF	L/—	120E	11(30)	50LBolt/100LBash/80LGr*/Special	1	Hungry (AV)
Janak	8F	90	Dash/10	MF/FA	M/—	150D	13(40)	140Ba/90MCl\$/Special	1-6	Cruel (SU)
Slyak	12F	110	Spt/10	FA/FA	M/II	210F	19(30)	180Wh/80LKr/Special	1-4	Cruel (SU)
Uthuro	30D	20	Jog/0	MD/FA	SL/LA	350G	3 (100)	150 HGr/120LTs/Spells	1	Hostile (IN)
Vlech	5B	80	FSpt/60	FA/VF	S/—	70A	3(30)	50SCL/Special	1-10	Hostile (LI)
Xyr	20F	40	Walk/50	MD/MD	L/LA	200F	11(20)	+120 LgGr+Disruption (3x)	1-6	Hostile (AV)
Yathlu	8E	10	Dash/10	VS/VF	L/—	200D	3(40)	1-4Whip60/Special	1	Bellig. (AA)
Tartu mounts	12G	200	Dash/10	VF/FA	H/SL	300H	12(40)	60LBi/50HBa	1-5	Normal (AV)

*—Poison/Special

\$ = 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.

♦ PART XII ♦

PEOPLES OF KULTHEA

They are the 'born forever ones.' Powerful Mentalists, they travel the world gathering information and pursuing quests which only they know and understand. Although the Thalan have no power to radically change their actual physical form, they are able to go into a state of hibernation at the death of their body and enter an inanimate object. Then (eventually, often several hundred or even thousand years later) they will mystically impregnate a female. Be it animal or humanoid, their consciousness is able to slightly mutate the offspring, and they are born fully aware, with their mental powers and memories intact.

While only a handful of the Thalan race are known to have revealed themselves (since they actually have the physical form of other peoples) there are quite possibly far more of them than we could know. Their powers of reincarnation, however, are apparently not genetically transmittable, so the race is doomed to remain at the same number forever. This begs the question: how did their people come to be?

*Andraax, on the Thalan
The Nomikos Monologues
Nomikos Library, Jaiman*

1-MORTAL RACES

Peoples of Kulthea who age, grow old and die, these are the mortal races. They make up the majority of thinking beings on the planet.

Explanation of Notes

Professional Limitations usually refers to whether or not a specific race is capable of using a certain type of Essænce. The GM may consider this an absolute, or a cultural limitation (i.e., Dwarves believe they cannot use Mentalism but in fact there are latent Mentalist Dwarves who repress their gift.)

In the racial header information sometimes there is an indication of a resistance to natural cold, etc. Such attributes break down as follows (note that there is no resistance to magical heat/cold attacks or actual fire):

Resistance to natural cold: can function as if temperatures were 30° warmer than actual. For instance, even though it just cold enough to freeze water, the character is as comfortable as if it were ≈ 60°F. Exhaustion points for cold are expended at 1/3 the normal rate. Characters resist frostbite under all but the most extreme conditions.

Resistance to natural heat: Exhaustion points for heat are expended at 1/3 the normal rate. Characters need only normal water rations (they do not need to perspire as much to maintain their body temperature). Skin resists sunburn.

Vulnerable to natural cold: Exhaustion points for cold are expended at twice the normal rate. There is a greater risk of frostbite.

Vulnerable to natural heat: Exhaustion points for heat are expended at twice the normal rate. There is a greater risk of dehydration, and sunburn to fair skin.

SPECIFIC MORTAL RACES DESCRIPTIONS

Aldari: 5'10" - 6'10" tall, no professional limitations. Lifespan: 300 years.

Tall, powerfully built with fair hair (even silver or white) and steel-grey eyes, the Aldari are the race of *Aldaron*, one time emperor of Emer. While long-lived, they were never many, and by the fourth millennium of the Third Era there were no pureblood Aldari left in Emer (with the exception of a handful able to use enchantments to prolong life, such as the Storm Wizard).

Always secretive about their origins, the Aldari were in fact not even native to Kulthea, being survivors of a crashed interstellar colony ship (and are descendants of the *Taranians*).

Anzeti: 4'6" - 5'8" tall, no professional limitations. Lifespan: 100 years. Resistant to natural cold.

The Anzeti are a small people, hardened by the unfriendly climate of the chilly places they inhabit. Dark haired, with red-brown skin and green or hazel eyes, they reside almost entirely in high, mountainous areas. By nature they are reticent—even shy—for they are seldom encountered by other races.

Centaurs: 6'6"-7'8" tall from front hooves to head; no suggested limits on profession; resilient skin/hide is natural AT 3; average lifespan is 150 years.

Majestic fusions of man and horse, Centaurs are reclusive and few in number. Most of the few existing cultures are loathe to have dealings with the 'bipeds,' having been taken advantage of in the past—even enslaved. Even those Centaurs who ally with men and Elves do so with a guarded mien. Almost never will they allow themselves to be ridden like a steed; it is considered demeaning to these proud beings.

Droloi: 4'6"-5'8" tall, no professional limitations; night vision allows perfect sight in equivalent to a normal clear night, 100' even in pitch dark. Skin is natural AT3, tough nails on hands allow attacks as Medium Claw. Resistant to natural cold above freezing. Lifespan: 100 years.

While not evil by nature, most would say that the Droloi are the result of some dark breeding experiment between demons and humans. It is true that they are alien in appearance, but not as strange as the Krylites or Saurkaur. With their pale, leathery skin, large clawed hands and feet, and—most of all—their four large protruding eyes, they are



A Centaur Mage

certainly not pleasant for most to look upon.

Dúranaki: *Subrace of the Zori/Laan; 5'4"-6'2" tall, no professional limitations; night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark. Lifespan: 90 years.*

The most reclusive and mysterious of the cultures in Jaiman is perhaps the Dúranak society. While not technically a unique race (they are in fact an offshoot of the Zori people), they are worthy of mention because of their unusual appearance and lifestyle.

Living in vast, maze-like cavern complexes, until recently the Dúranaki dealt with the other peoples of Tanara (and Jaiman) only on a limited basis, warily trading herbs and their fine items of metal and woodwork with the Sulini and the Myri for grains, livestock and fish.

They are very skilled craftsmen and often talented Mentalists and Mages; few follow the realm of pure Channeling because of their egocentric reluctance to revere any beings above themselves.

The Dúranaki capture some of the stalwart Myri people and keep them as slaves, somehow conditioning their minds to total loyalty. A Dúranaki is almost never seen outside of the sheltering caves without at least one Myri bodyguard.

This nocturnal people has a distinctive style of dress, featuring black leather with silver and platinum studs and buckles, and brightly colored silks from the Nuyani of Emer. Their dark hair is bleached white, dyed bright colors and treated to stand out from their scalp.

Dwarves (Nomari): *4'-5' tall; resistant to disease; superior sight underground and in near total darkness; suggested professional limitations: no Essence or Mentalism spell users; average lifespan: 250 years with many individuals reaching 400 years.*

Dwarves are a stalwart people, comfortable below ground where they delve labyrinthine mines and palatial dwellings. Like the Goblins, Dwarves are masters of metalcraft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of disdain for the ways of conjurers, they employ such magic only to enhance the powers of the weapons and artifacts reluctantly released from their forges.

Dwarves are stocky with complexions ranging from grey-white to ruddy tored-brown; their dark eyes are deep set, and their hair is brown or black, occasionally flame-colored. Dwarves favor colorful clothing and hand arms. Many are proficient with standard bows, but a liking for mechanical devices and frequent close quarters prompts them to employ crossbows when a need for missile weapons arises.

A secretive, subterranean people, Dwarves tend to keep to themselves in their underground empires. They are suspicious of other races, though they sometimes find kindred spirits among the Loari and Dyari.

Short and powerfully built, they seem ideally suited for a life underground, though their homes are usually much more than a mere warren of tunnels: they have constructed entire cities and palaces under mountains. Male Dwarves almost always grow thick beards. They usually wear thick wool and linen clothing, sometimes with leather trim. While Dwarves may be of any profession, they tend towards mining, construction and craftsmanship. Many are Alchemists.

In terms of worship, some follow Iorak or Valris, while others revere local deities. A few have fallen into darkness and worship cruel gods.

The Loremasters believe that the Dwarves began living underground long ago during the interregnum to hide from the fearsome creatures on the surface. They face a different threat however: sometimes their digging leads them too far and the stumble upon a tunnel to the Ash Lairs.

There are at least four distinct tribes of Dwarves, though few but their own kind can tell them apart.

Fustir-Gost: *Sub-race of the Umlí (q.v.); exclusive to the Mur Fostisyr of NW Jaiman.*

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

Mottled grey fur covers covers all of the ape-like Gark, except the palms and soles of his feet. Long arms hang to his knees, and a powerful, prehensile tail grows from the base of his spine. Most Garks possess only limited intelligence, and they use crude weapons such as clubs, hatchets, and spears. They wear simple, decorative clothing and organize themselves by family groups. Each group shares a large nest suspended high above the ground in the trees or a cliff-face. Occasionally, males band together to raid the homes of nearby Mannish peoples. Garks are omnivorous, but some groups relish the taste of raw human flesh.

Garks have been trained by some dark sorcerers and lords to act as a crude military force, and though they are powerful fighters, they are not as easily disciplined as the more disciplined Lugrôki.

Three basic types of Gark are known to exist: Snow Garks, Jungle Garks, and Cliff Garks, each inhabiting the type of environment they are named for.

Haid: *5'6"-6'2" tall, no professional limitations. Lifespan: 70 years.*



T'revor Arain: A Dúranak

The Haidic tribes of the Blue Forest (NW Jaiman) are related to the more northerly Fustir, but have always been more plentiful—and more warlike. Petty squabbles have peppered the history of the Haid, and the clash of steel reverberates through the Blue Forest more often than not.

Taller than the *Fustir-Gost* of the far north, yet more heavily-boned than the *Jameri*, the Haidic people were once masters of much of northwest Jaiman. But now they are scattered, a race in decline with only the dim memory of past glory. Some of their race—the *Syrkakar*—have fallen under the cloak of the *Iron Wind*, while others fade into obscurity.

Tending to be hirsute and stocky of build, the Haid have a ruddy complexion and a reddish-brown hair of variegated color. The men often sport beards and many braid their wiry hair.

Hirazi: 6'4" - 7'8" tall, wingspan 2x height; no professional limitations. Lifespan: 80 years.

The Hirazi are a rare winged race (suspected to be another bizarre experiment by the Lords of Essænce long ago). In appearance they are like large, muscular humans, with wide shoulders to support their wing structures.

But their image of strength is largely misleading, for their bones are hollow, their lungs are huge, and their muscles have a unique structure which makes them very light. This race is in fact rather fragile.

All have golden brown skin and white or blond hair. Their fabulous wings—covered with plush white feathery hairs like those of a bird—vary in color from blue to white to gold, often a shimmering combination of the above.

A Hiraz may fly at up to 30 mph for short periods (1 min/con pt), but as one might suppose, this activity is exhausting. They may acquire skill in gliding and travel for hours on thermals. An adult Hiraz can carry up to about half his/her weight for short distances at half-speed.

Hui: 4'6" - 5'4" tall, no professional limitations. Lifespan: 200 years.

From the Land of Hukoo in Gaalt. The Hui are short, stocky, and hirsute; they are possibly descendents of a mix of human and Dwarven blood. Their skin is ruddy and their hair is normally red or brown; men begin to go bald at the end of adolescence. Despite their thick-set bodies, the Hui have very dexterous hands and are often excellent craftsmen.

Ilourians: 4'4" - 5'2" tall, no professional limitations. Lifespan: 150 years.

A rare people seen only in Northern Silaar (where they call themselves the *T'loc-loc*), Khûm-kaan, and some southeast Emerician islands, the Ilourians have somewhat of an Elven character, but with the black, straight hair and brown skin of the Thesians. They are much smaller in stature, however. At first glance they look like children, but one should not be fooled by this seemingly innocent appearance.

Jaaderi: 5'8" - 6'8" tall, no professional limitations. Lifespan: 100 years.

The Jaaderi are an ancient people who make their homes in the plains of Tai-emer. Robust and often powerfully built, the Jaaderi are a race to stand with the Laan in physical nobility. Their skin is a coppery red-brown, with green, brown or hazel eyes.

Other distinguishing features include a prominent, hooked nose, full lips, and large earlobes. Their hair is sleek, straight and black; men have little body hair and their beard grows sparsely. Jaaderi faces have a slightly elongated look, accentuated by a high forehead and a hairline which often recedes soon after maturity in men.

Jameri: 5'4" - 6'2" tall, no professional limitations. Lifespan: 60 years.

Encompassing a mixture of several racial subgroups, the *Jameri* peoples are shorter than the Laan, Elves or Talath, but hardy. Their hair ranges from dirty blond to dark brown, and they generally have fair or olive skin, with eyes of hazel or brown. Of sturdy build, they tend to become overweight in later years. The *Jameri* are more hirsute than most other races; the men must shave or grow heavy beards, and many begin to go bald in their middle years. A Jamer feels fortunate to live to be 100 years old.

They can be found throughout most of Jaiman, though in the north they become intermingled with the Haid and other northern peoples.

A very similar racial group—the *Shay*—is common in parts of Emer and in other lands with a temperate or cool temperate climate.

Jhordi: 6'4" - 7' tall, no Channeling or Essence users. All possess Mind Speech to 10th level as innate ability. Females are semi-intelligent. Lifespan: males: 100 years; females: 50 years.

The Jhordi (pronounced 'jord-eye', at variance with normal Iruaric pluralization) have no body hair, are tall and tend to be big-boned (and usually muscular). Their ears are very large and elongated but rounded, their skin very pale with a faint bluish tint. The only clothing they wear is an array of silver necklaces, bracelets and earrings studded with semiprecious stones, and a skirt or shorts of a virtually transparent shimmering material. They take evident delight in creating discomfort for the more 'modest' cultures. In truly cold climes, they will don a coat or cloak of white ovir fur.

If Jhordians can speak, one has never been heard to do so; instead they communicate exclusively through mind-speech. Few but the Steersman have ever had contact with the world outside their isolated homeland, but all seem to possess the telepathic ability, in addition to other Mentalist powers of varying level. In effect, they all have the equivalent of the Mentalist Base list *Mind Speech* to 10th level, and can use these powers at will with no expenditure of Essænce power. This lends weight to a Loremaster theory that the Jhordi are not native to Kulthea and may in fact be (relatively) recent arrivals—certainly since the end of the First Era.

No Jhordi woman has ever been seen by outsiders; among the few who have inquired about females of the species, the lucky have been spat upon; the unlucky have had their necks broken. In fact, Jhordi women are unlike females of any other humanoid race: they are genetically inferior with an intelligence no higher than an ape; they are kept like animals merely to breed.

Jineri: 5'8" - 6'4" tall, no professional limitations. Lifespan: 80 years.

Though similar to the Y'nar in facial features, the Jineri tend to be taller, with slightly darker skin pigmentation, and more ectomorphic, suited to hot and humid climes. Eyes are usually brown or hazel with the distinguishing epicanthic fold over the inner corner. They have little body hair, and scalp hair is always thick and straight, usually black but sometimes streaked with silver or white after puberty.

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

Precursors of the Thesians and/or the Kinsai, the Jinteni controlled much of Emer, Falias, Govon and perhaps parts of Thuul and Agyra during the Interregnum. The Jinteni developed a magic-technology fusion which culminated in the creation of

the sun-gems but are now known primarily for their vast tomb-cities.

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

With their light brown skin and black curly hair, it is easy to see why the Loremasters believe that Kinsai are the result of interbreeding between the fair-skinned Laan and the dark complected Jinteni. These people are found in SE Emer and other temperate to warm climates. The Itanians of SW Emer are of the Kinsai race, but with a particularly strong innate mentalist capability.

Kuluku: 6'2" - 7'4", no professional limitations overall, though the *Kuluku Animists and Druids* are considered especially gifted. *Lifespan:* 150 years.

Tall and graceful, the Kuluku reside in the Khûm-kaan rain forest basin and a few other similar environments. Their skin is chocolate brown, eyes a bright emerald green, and their hair is straight and almost always black. Kuluku also have full lips and flattened noses.

There are other unusual traits unique to the Kuluku race; the Loremasters believe that they may have been genetically altered by the Lords of Essence to have these unusual physical attributes:

- **Chameleon Color:** Kuluku (males to some extent, females more so) have the ability to concentrate and change the color of their skin. By staring intently at a surface near them, they may gradually change their skin tone from its natural chocolate color to a light brown or even grey-green. Sophisticated mottling is not possible, nor are strange, unnatural colors. The change lasts only as long as the Kuluku concentrates +1 rnd/lvl, but can add +50 (females +80) to hiding in the forest.
- **Retractable finger/toenails:** Kuluku fingers are extremely strong, and their fingernails are thick and sharp. The Kuluku can retract and extend them slightly. Used primarily to aid this arboreal people in climbing, they can also be used as a brawling

weapon. When climbing a soft surface (such as a tree) add +40. GMs may wish to rule on whether they can learn to fight with their hands as medium claws.

- **Inner eyelids:** Kuluku eyes are—in contrast to their dark brown skin—bright emerald green. They are also slightly larger than the average humanoid's, and allow the forest people to see very well in the dim jungle (add +30 to visual perception rolls; see at merely -20 at night). They have an inner eyelid which they can close to shield their sensitive eyes when in direct sunlight. These membranes are thinner than the Rhiani eyelid and transparent; the Kuluku can actually see at only -20 through theirs.
- **Superior sense of smell:** The wide, flattened Kuluku nose is also functional: their sense of smell is better (+30) than any mannish or Elven race.

GM Note: Kuluku are not recommended as PC's because of their special abilities and reclusive nature

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

The Laan are even taller than the Elves, but more heavily boned and physically stronger. Their hair is straight and dark brown to coal black, eyes blue, grey or hazel, and they tend to be fair-skinned, from very pale seeming to a flushed but light complexion. Few of the men sport beards; in fact most have little or no facial hair (and little body hair).

The Laan are great warriors, leaders and empire-builders: their ambition matches their great stature. They are concentrated in Emer in the Kaitaine vicinity and in verdant hills of Hæstra.

Lugrôki:

Lesser: 5'4" - 6'0" tall, no spell-users. Resistant to extremes of temperature; -20 in daylight, -50 to activity in full sun. *Lifespan:* 60 years.

Greater: 5'10" - 6'6" tall, no professional limitations, though trained spell-users are rare. Resistant to extremes of temperature; -20 to activity in full sun. *Lifespan:* 80 years.

These travesties were once men and Elves, interbred with demons of the Pale long ago by Kadæna and her lieutenants. Their goal was to fashion a fearsome, ruthless warrior race. They succeeded, in the process creating a grotesque creature with slanting eyes and a flattened snoutlike nose. A Lugrôk's teeth are large and irregular, with oversized incisors which frequently jut from their thick-lipped mouth. Hulking in form, with heavily muscled bodies and thick limbs, Lugrôki respect little save superior force.

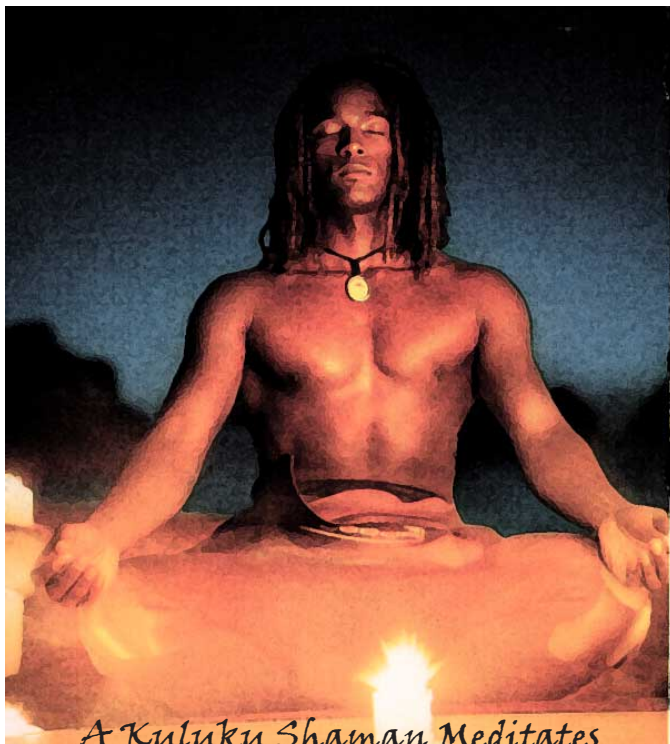
Lesser Lugrôki are born to live, fight, and die in darkness; they hate the day and sometimes panic under the brighter sun. Greater Lugrôki are smarter and tougher; they can operate in daylight and possess superior skills in speaking, reasoning, and fighting; some individuals have been known to be spell-casters.

While aggressively hunted down after the Wars of Dominion, the Lugrôki have rebounded in many underground areas and climes which see little sun.

Because of their warlike nature, most do not operate in more than a tribal society, unless governed by a strong lord or another race.

Lydians: 6'2" - 7'0" tall. Resistant to cold; vulnerable to heat. *Lifespan:* 120 years.

The tall, slender Lydians are most populous in Mythenis and some regions of Gaalt, though they are found on other cool climes—especially in the southern hemisphere. This race has a somewhat elongated skull and large, bright, amber-colored eyes. They have fair skin, pale blond hair and are more slender than



A Kuluku Shaman Meditates

the Laan or Talath and tend to be hirsute. Men begin to lose their hair soon after maturity, and even many older women have a receding hairline.

Some Loremasters believe that they, or perhaps the Talath, are descendants of the Wôrim.

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

The fair, often hairless skin of a Merman's torso blends at the waist into the shimmering scales of his fish's tail; both are more resistant to wounds than normal human skin. Instead of gills, mermen have powerful lungs which are able to take oxygen from water or air. They are wary and suspicious of most other races except the Shuluri, with whom they sometimes share submarine cities. Warm-blooded beings, most are fond of sunlight and build their manors and palaces in the temperate shallows, away from the dark, icy deeps.

Mermen tend to wear strings of shells, pearls, precious stones, or gems as rainment.

Muadani: 5'10" - 6'10" tall, no professional limitations. Lifespan: 100 years. Resistant to natural heat.

Slender and graceful of body, the Muadani have a medium brown skin tone and black hair, usually wavy and thick in texture. Their facial features are also refined, with small noses and ears and almond eyes which are almost always brown in color.

The Muadani are also known as the *Vajaari* in SW Emer, *Gethryn* in NW Thuul.

Murlogi (aka Goblins): 4'0" - 4'8" tall, no professional limitations. Lifespan: 60 years. Resistant to cold, superior hearing and night vision; -40 in daylight.

The typical Goblin has a rounded head with large grey eyes, a tiny nose and a thin-lipped mouth. Oversized ears can pick up the slightest sound and distinguish the source of an echoing voice with uncanny skill. Their skin is a pale grey-yellow, and they have large feet with rudimentary toes.

Mechanically inclined, the Murlogi have invented many machines to torture their foes, as well as those useful in warfare. Utility and strength mark most of their creations, but they are invariably inelegant like their creators. Murlogi are skilled miners, enlarging their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range (The Morbek Highlands are an excellent example) may be webbed by these low-ceilinged passages. Goblins stay below ground by day, but at night they emerge in search of food—including human flesh.

Myri: See *Talath*.

Ochu: 5'4" - 6'4" tall, no professional limitations. Lifespan: 90 years.

A people commonly found in warmer climes such as Agyra and northern Falias, the Ochu also have a colony in northern Tai-emer (Pochantos). In appearance they have red-brown skin and tend to be of medium height and build, with straight or wavy coarse black hair. The eyes are brown and almond-shaped, with wide, faces and high cheekbones. Body and facial hair is relatively sparse.



A Merman is sighted in the Kelp Sea

Quaidu (aka: Pale Men): 5'8" - 6'6" tall, no professional limitations. Superior vision in dim light but -20 in full sunlight; resistant to natural cold; require full skin coverage for more than a few minutes of exposure to sun. Lifespan: 120 years.

The men usually tall and powerfully built, the Quaidu are so pale as to seem to have no skin pigmentation. Though even an albino has a pinkish color from the blood under his skin, these men and women are ashen-white, almost grey in hue. Their bodies are hairless, the mane on their scalp is either ebon or snow-white, their eyes invariably black as orbs of obsidian. No iris, no pupil can be seen, no white sclera. Both sexes have a high prominent forehead, slender nose and thin lips of a darker grey. Quaidu front teeth are larger and more pointed than average humanoid, giving them a frightening visage when they smile. To say that they are troubling to look upon is an understatement.

Their origins are believed to be no less exotic than the Eastern Hemisphere, but for now they for the most part known the Eastern Lands as soldiers for the Raven Queen of Gaalt. Some have come to NW Emer as refugees, willing to work in return for life in a land other than that under Lorgalis.

Rasha-ai: 5'10" - 6'8" tall, no professional limitations. Photosynthetic skin. Lifespan: 90 years.

The Rasha-ai are a race adapted to open grasslands and high altitude plateaus. Slender and long-limbed, they can outrun any other mortal race on the long haul. Part of the reason for this is their powerful legs, but part is also their unique dual oxygen supply. Besides their lungs, the Rasha-ai have photosynthetic skin, allowing them to absorb carbon dioxide from their own blood and convert it to oxygen. This explains their unique greenish complexion—which also aids in concealment when in the wild.

Rasha-ai have coarse, yellow body hair growing in ridges along the outside of their limbs. Scalp hair is heavy and not unlike straw. Their eyes are narrow and of a bright red hue; noses are flat and wide, and they have very large, elongated ears (to enhance hearing in thin atmospheres). Strictly vegetarian, they have smallish mouths with mostly flat, molar-like teeth designed for chewing fibrous plants.

Rhiani: 5'6" - 6'4" tall, no professional limitations. Resistance to natural heat. Possess a nictating membrane/inner eyelid to protect against sand and dust. Lifespan: 80 years.

Favoring a culture which is nomadic, fierce, and strong-willed, the Rhiani make their home in the desert regions of Uj and are superlative horsemen. The Rhiani have light brown skin and hair streaked by the sun to a mixture of colors from blond to dark brown; they have no facial hair and little body hair. Rhiani have fine features and a unique trait: they possess two eyelids. The regular outer eyelid is like that of other races, but they possess another thin membrane which shields the eye when in bright sunlight. Underneath both eyelids they have eyes of a strikingly brilliant pale blue or violet (with excellent night vision). With the inner lid closed the Rhiani have a disturbing, 'blind' look about them.

Shay: 5'2" - 6'0" tall, no professional limitations. Lifespan: 60 years.

The Shay peoples are shorter than most other races but stocky and hardy. They usually have brown hair and fair skin, with eyes blue, hazel or brown. Shay men are more hirsute than most other races, and in most cultures are likely to let their dense facial hair grow.

Syrkakar: 4'6" - 5'6" tall, no professional limitations. Lifespan: 70 years.

The Syrkakar are a subrace, result of interbreeding of Umli and Haid; they are exclusive to NW Jaiman. They have ruddy complexions, red-brown hair, and are generally to be stocky of build. The men tend to go bald in early adulthood.

Synshari: 6'6" - 7'6" tall, no professional limitations. Resistant to natural heat; vulnerable to natural cold. Skin is naturally AT 3. Lifespan: 150 years.

The Synshari are sometimes known as the Desert Screamers, for their harsh, screeching cries which echo across miles of desolate land. No other race is as suited for the parched wastes as the Synshari.

The only known cold-blooded humanoid race, the Synshari are—ironically—much more human-appearing than the warm-blooded Saurkur. At home in the most hot, arid climates, they require little water, and their resilient, leathery brown skin is virtually immune to the sun's damaging rays. A nictating membrane/inner eyelid protects their large and protruding yellow eyes, which have slit-pupils and can operate independently (a disconcerting sight). They possess large webbed feet with thick soles for traction on soft sand.

This race has no body hair, except on the scalp and pubic areas, where it is light brown, thick and almost feathery in texture.

While Synshari thrive in hot climates, they are very vulnerable to cold. Warm clothing is not sufficient to help them since their bodies do not generate heat. In cooler weather they become sluggish (for every 5° below 70°F they are at -10 to all actions). They cannot survive for more than a few hours at below freezing temperatures. On cold desert nights they burrow into the sand for warmth.

Talath: (a.k.a. Myri in Jaiman) 5'10" - 7'0" tall, no professional limitations but Essence and Mentalism users would be rare. Lifespan: 80 years. Resistance to natural cold.

The Talath are a hardy race, blond and blue-eyed. They have cultures in Northwestern Hæstra. They are suited to cooler climes, having settlements in SE Jaiman (known as the Myri), and other cool temperate regions. Powerfully built,



A Muadani



A Y'nar Boy

the Talath are of amazing size and strength. Most have a fair countenance; the men have little or no beard. Both sexes are big-boned and have a physical and mental strength borne of a life of hard work and pure spirit.

Tanai: See *Ilourians*.

Thesians: 5'8" - 6'8" tall, no professional limitations. Lifespan: 75 years.

This tall, graceful people—with their dark brown skin, full lips and flattened noses—could well be descendants of the famed *Jinteni* race. Loremasters base this conjecture on what few works of art and visual record they have found which can be linked to the lost *Jinteni*. All Thesians have dark brown eyes, very dark skin, and have little body hair. Scalp hair, however, grows thickly and in very tight curls. Long-fingered hands are also the norm.

Thesians on Emer are for the most part in Onar (where they are known as the *Kinsai*) and Khûm-kaan. They can also be found in other warm-temperate and tropical environments.

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

In general, Trogli fear and loathe all things alien to their underground world. They rarely come near the surface and shun the sunlight. Trogli possess muscled bodies with bluish-white skin; their eyes glow in the darkness with an eerie red light and white hair grows from their scalps. There are wide variations in the level of 'civilization' from one Trogli enclave to another. Some Trogli are barely more than animals who wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when they have nothing else. Others are intelligent and technically advanced but cruel, jealous of those who live on the surface. These are more dangerous for they either plot to overthrow the surface dwellers or raid their villages for food—for all Trogli relish the taste of human flesh.

Some Loremasters hold that the Trogli are a race descended from the Wôrim: those who chose to hide underground at the end of the Interregnum.

Uml: 5'0" - 5'9" tall, no professional limitations. Lifespan: 70 years. Resistant to extremes of cold.

The Uml are the masters of the north; no mannish folk can stand with them amidst the fury of the bitter frost. They range far out across the realms others call wastes. Few tread in their traceless paths, and there are none who dare challenge their dominance at home. There was a time when the Uml ranged much further south, but they have been driven from these more friendly lands by their many enemies.

The Uml are stocky of build, with fair skin and either silver-white or raven-black hair.

Wôrim: 5'8" - 6'10" tall, no professional limitations. Some resistance to natural cold. Lifespan: 300 years.

An extinct people; possible precursors to the Laan.

Y'kin: 5'0" - 6'0" tall, no professional limitations. Lifespan: 80 years.

The Y'kin are an offshoot of the Ochu people, but hard living in the cooler land of Tanara has stunted them, and aggressive neighbors have nearly wiped them out.

Y'nari: 5'4" - 6'4" tall, no professional limitations. Lifespan: 120 years.

Generally quiet and serene, the Y'nari are nevertheless reticent—even stubborn. Of average height and medium to slight build, they have fair skin (with a yellowish tint) and little body hair. Scalp hair is thick, straight, coarse and deep blue-black (or, in rare cases, white). Eyes are usually brown, hazel or amber, and a distinguishing feature is the epicanthic folds (the small overlap of skin over the eyes, like Terran Asian peoples). Y'nari also have 'flattened' features: small noses, wide, prominent cheekbones. Y'nar populations are found in NE Emer (Silaar), southern Kestelia, and other temperate lands.

Zjedrahir: 6'1" - 7' tall, no professional limitations. Resistant to natural heat. Lifespan: 120 years.

A subrace of the Jaaderi; a.k.a. the *Udahir* in the Mur Fostisyr.

TA-LAIRI (HALF-ELVES)

The Ta-lairi (Iy: 'part-elves') can be individuals (for example, Kalen Avanir is the son of a Laan father and a Loari mother), or they can be entire races: the result of elven/mortal interbreeding long ago, creating a fairly homogenous group of beings. The latter are actually multiple races; there is tremendous variation depending on mortal component. Elven parentage is almost always Erlin when widespread enough to constitute a subrace.

The variety in appearance among half-Elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the Mannish races whose blood also flows in their veins. The Ky'taari of the Mur Fostisyr and the Sulini of Tanara are examples of this fusion; there are numerous other cultures whose people are—as a group—descended from an Elven-mannish intermingling. They are always mortal, though enjoying a longer life span, remaining healthy and hale until very near the end, then aging very rapidly over the last 5 years or so of life.

Following are some specific sub-races and their defining characteristics.

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

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

Ky'taari: 5'8" - 6'9" tall, no professional limitations. Immune to natural cold; gain energy by exposure to sunlight. Lifespan: 150-300 years.

A race of tall, slender people who—with their wheat-colored skin and golden hair—resemble in many ways the Iylar Elves. The Ky'taari are most at home of all the Ta-lairi in colder climes; even sub-zero temperatures have little effect on them. The Ky'taari are rare, however. The only homelands are in the Mur Fostisyr of NW Jaiman and the tundra of Kalitaal north of Mulira.

Punkari: 5'6" - 6'8" tall, no professional limitations. Resistant to extremes of temperature. Lifespan: 200-300 years.

More powerfully built than most of the Ta-lairi, the Punkari may be the result of Erlin or even Loari interbred with Y'nari and/or Laan. Originally from Mulira, they are represented in many areas now. Some are peaceful though xenophobic, while others are violently adverse to contact with other races. They are known for their rebellious, anarchic nature and seem incapable of a social order more complex than simple clans.

Sulini: 6' - 7'2" tall, no professional limitations. Resistant to extremes of temperature. Lifespan: 200-300 years.

Tall, slender and graceful, the Sulini are the result of the mingling of Erlin Elves and a fair mannish race. Their appearance suggests either the Talath or Lydians, for they have sandy or blond hair, fair skin and blue or green eyes.

Vorloi: 4'8" - 5'6" No professional limitations overall, though many are Animists. Resistant to natural extremes of temperature. Lifespan: 600+ years.

The Vorloi (tree spirits) are a strange race apparently unique to the Isle of Jade (located south of Khûm-kaan). They are very small and lithe, and—because of their pointed ears and longevity—are perhaps the result of a mating of an Elven race with a mortal group long ago. But the Elven grace of this people may be a façade: behind their beautiful lips are sharp fangs, and their long, delicate fingers end in hard, sharp nails.

GIANT MORTALS

Huge, muscular men often standing twice or thrice the height of men, Giants possess immense strength, but the accompanying slow reactions reduce their advantage.

Generally reclusive, giants do not often reside in larger than extended family groups.

Lesser Giants

Suggested professional limitations: Fighters only. Minor: 9' - 12' tall. Normal: 13' - 15' tall. Major: 16' - 20' tall.

These giants are not usually classified as intelligent races; they include the very stupidest Giants who exhibit the instinctual ferocity of beasts and deserve no one's trust. Hairier and uglier than their brethren, these Giants take noisy pleasure in hurling rocks at human targets... and feasting on the 'tenderized' results.

Greater Giants

Suggested professional limitations: non-spell using professions with the special ability of using the spell lists noted (all elemental lists are Magician base lists). Average lifespan: 75-150 years.

Greater Giants are more intelligent than their lesser brethren, and perhaps have taken on an unfairly negative reputation

from those same relations. They are no less than normal men in thought and desire, and while they are enchanted by nature they have the same strengths and weaknesses.

These Giants are further classified according to an environment or element that they have an affinity for:

Cloud: 17' -19' tall; "Liquid Alteration" (Mystic base list), "Essence Hand" (Ess), "Lofty Bridge" (Ess), and "Wind Law" spell lists to own lvl (4xlv PP).

With pale grey skin and flowing silvery hair, Cloud Giants favor high mountain vales and rocky coasts where frequently overcast skies bring their favorite element close to earth.

Fire: 12' -14' tall; "Fire Law" spell list to own level (3xlv PP); immune to heat and fire; double damage from cold or ice attacks.

Red-brown skin, glowing ruby eyes and hair like flame are the striking features of these enchanted giants. They thrive near volcanoes.

Forest: 13' -15' tall; "Nature's Lore" and "Nature's Protection" spell lists (Chan, Animist base lists) to own level (3xlv PP).

With deep brown skin and emerald eyes, these giants could almost be overgrown cousins of the Jineri.

Frost: 17' -19' tall; "Ice Law" spell list to own level (3xlv PP); immune to cold; double damage from fire.

Snow-white skin and hair like crystal strands mark the eerie appearance of the huge Frost Giant. They are comfortable at the poles and anywhere that the sun has little power to warm the land above freezing.

Hill: 10' -12' tall; "Solid Alteration" (Mystic base list) spell list to own level (2xlv PP).

The most common of all Giant races, Hill Giants have medium brown skin and grey eyes; in appearance they are simply very large, muscular humans. In fact, Hill Giants and mortals have been known to interbreed.

Mountain: 18' -20' tall; "Solid Destruction", (Sorcerer base list) and "Earth Law" spell lists to own level (3xlv PP).

Second only to the Storm Giants in sheer size and power, Mountain Giants scorn their Hill brethren and reside only in cliff dwellings or deep under the roots of ancient ranges. Their skin is like dark granite, hair gleams like feldspar and their eyes are luminous jade.



Sketch of an Eritari man

Stone: 11' -13' tall; "Earth Law" spell list to own level (2xlv PP); tunnels through stone easily.

Second most common after Hill Giants, this race has grey-brown skin with the appearance of myriad tiny cracks. Thier deep-set eyes are black as obsidian and they are hairless. Stone Giants are shy of most men and surprisingly gentle in demeanor.

Storm: 18' -22' tall; "Ice Law", "Water Law", "Wind Law", and "Light Law" lists to own level (4xlv PP).

Lords of the Giant race, these men and women have blue-white skin which seems luminous, and their snowy hair coils out from their heads with a life of its own. Most remarkable are their eyes: blinding lights which cannot be borne for more than a moment before one must turn away. Storm Giants are aloof, arrogant and unmatched among mortals in sheer might. They live on only the highest peaks and most volatile of environments.

Water: 14' -16' tall; "Liquid Alteration" (Mystic base list) and "Water Law" spell lists to own level (2xlv PP); can breathe underwater as well as air.

Blue-green skin, hairless scalps and large pale eyes mark this undersea subrace. Some Water Giants have befriended their fellow submarine dwellers and live as neighbors to Shuluri or Mer-men; others consider these races a threat to their own undersea domains.

Troll Races

Suggested that all be limited to non-spell using professions; average lifespan: 300 years; immune to normal heat and cold; half damage from heat and cold attacks.

Hideous travesties of life, Trolls possess huge, hulking bodies patched by bushes of harsh, wiry hair. Oversized hands and feet are adorned with heavy claw-like nails, while flattened nostrils deform their cruel visage. A perpetual snarl distorts the sneering maws of these fiends, revealing blood-stained fangs. Grey, stony hides with the rough texture of a cliff face protect the innards of reclusive, solitary Trolls, but more formidable armor guards the dreaded War Trolls. Bred to withstand the sun's bright gaze, War Trolls are quicker and more clever than their ancient brethren. Hill Trolls (more timid, but equally fond of man-flesh) lose their sight when exposed to direct sunlight, while Stone Trolls return to the rock from which their race was born.

The given type below indicates the Troll's preferred environment:

Cave: 10' -14' tall; when outside in the daytime they take 10 hits/hour.

Forest: 8' -10' tall; -50 to all activities when exposed to direct sunlight.

Hill: 9' -12' tall; -30 to outside in the daytime; when exposed to direct sunlight they go blind for a number of rounds equal to the time exposed.

Mountain: 12' -15' tall; can function normally regardless of sunlight.

Snow (or Ice): 10' -12' tall; turns to ice when exposed to direct sunlight, but become normal again when night falls.

Stone: 8' -10' tall; turn to stone when exposed to direct sunlight.

War: 9' -11' tall; wears armor and favors war hammers; unaffected by sunlight; bred for war in any environment.

Note: for the purposes of trolls, direct sunlight is sunlight unobscured by clouds, precipitation, foliage, shade, etc.

2-IMMORTAL RACES

These are beings who, unlike the other races, do not age or grow old. Most maintain a youthful appearance indefinitely. As part of this eternal youth, they have a high resistance to diseases and natural extremes of temperature.

ELVEN PEOPLES

Elves are very similar in appearance to humans, except they are generally taller and have elongated ears with points at the top, and more delicate features. Men have no facial hair, and they have almost no body hair, while scalp hair grows thick and full throughout their lives.

The Elven physique is naturally slender and their metabolism prevents them from extra body fat. Physical exertion and training does allow them to gain muscle mass and add strength, though some mannish races are more easily able to gain muscular bulk.

Elves mature as humans, but once they reach adulthood the pure blooded do not show the signs of aging; those of mixed descent tend to age very slowly compared to the average mortal. There are several sub-races of Elves much the same as there are for men. The *Linæri*, *Loari* and *Dyari* are all in fact very closely related genetically and make up the *Iylar* race, the most lordly and imposing of the Elves. The *Erlin*, by contrast, are quite a different species from the *Iylar*; as distant from the High Elves as they are themselves from the mortal peoples.

Special Attributes

In addition to any specific abilities and resistances mentioned with the various races, all full-blood Elves have the following special attributes:

- Natural night vision allows perfect sight in equivalent to a normal clear night, 30' on overcast night or very dim light (though no advantage in pitch dark; they must have some light).
- Acute eyesight grants a +20 to all rolls involving visual perception. This may include 'detect ambush' and similar skill rolls.
- Acute hearing grants a +20 to all rolls involving aural perception. This may include 'detect ambush' and similar skill rolls.

Linæri: 5'10" - 6'10" tall, no professional limitations. Highly resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

The *Linæri* (Iy: "Singers") possess golden-blond hair, blue eyes, and fair skin. They are tall and graceful, generally slender of build but strong.

Most *Linæri* prefer natural spaces to structures, and when they build homes they are always airy, open designs filled with light and warmth. True to their name, the *Linæri* are as a rule a musical people. All children are taught to sing at the same time they are instructed in language.

Loari: 5'10" - 6'10" tall, no professional limitations. Highly resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

The *Loari* (Iy: 'Builders') almost without exception have raven-black hair. Eye color can be brown, grey-blue or hazel, and their complexion is fair—even pale.

While a *Loar* may love nature as much as his *Linæri* cousin, he seeks to unlock its hidden secrets rather than enjoy it in its untouched state. Among the contemporary peoples, they are unmatched in science, architecture, and technology. The *Loar* egos

are also unsurpassed among Elves and men—except perhaps by those among the Iylari who have turned to darkness: the Dyari.

Dyari: 5'10" - 6'10" tall, no professional limitations. Highly resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

The Dyari (Iy: 'Delvers') are, despite their nickname of 'Dark Elves,' no darker in skin pigmentation than their brethren; in fact they are very fair-skinned. While most have raven hair, a few are born with pure white locks. Their ears frequently have more pronounced points than the other Elves; their eyes are grey, black, or sometimes amber. Often, however, they are so similar to their Loar cousins that it is difficult—at least for mortals—to tell the difference.

The Dark Elves instead gained their name because of an earned reputation for associating with the powers of darkness. It is true that many of their kind have been seduced by the lure of the Unlife (many of the Priests Arnak are Dyar, for instance), but most Dyari are merely what one might call 'mercenary.' They embody the worst traits of the Loari but to the extreme: they are vain and arrogant, considering all other races (including other Elves) to be inferior. They have a lust for power: political, magical, physical, and spiritual.

Dyari also have a passion for technology. But while the Loari appreciate science and engineering often as ends unto themselves, the Dyari see machines as tools to gain wealth and power over others.

Erlini: 5'8" - 6'6" tall, no professional limitations. Resistant (+100 RR) to bacterial, fungal & viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

The Erlini (Iy: 'Gardeners') most often have sandy or dark-blond hair and light blue, green, or grey eyes. Like the Linæri, they prefer to live close to nature in her unaltered state. When they employ tools and structures these are always subtle and clever of design, simple yet practical. The Erlini are the most prevalent of the Elven-kind by far, and in many areas they have interbred with mortal groups to create a hybrid race. However, when a culture of Erlini has been isolated for a long period, they are very shy and resist becoming involved in the affairs of humans or High Elves.

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

The Shuluri (Iy: 'Swimmers'), sometimes known as the *Aquatic Elves*, are a rare and elusive breed. They possess powerful, unique lungs which can extract oxygen from air or water, enabling them to exist equally well on land or under the sea. They physically resemble High Elves, but are very pale, with blond or white hair. They also have slightly webbed hands, elongated, webbed toes, and a nictating membrane: a transparent eyelid which helps to protect their eyes while underwater yet allows them to see clearly. Aquatic Elves may live on land, but typically reside in underwater colonies near coral reefs or kelp forests. They prefer the company of their own kind—or sometimes Mermen—over that of the other Elven races.

Some Loremasters believe that the Shuluri are actually the descendants of a union of Erlin elves and Oceanids (ocean-spirits).

OTHER IMMORTALS

Fauns: 5'8" - 6'4" tall, no professional limitations. Resistant (+100 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

Fauns are difficult to categorize, and their origins are lost in the First Era. They share some aspects of wood spirits, yet they are able to father children, and possess no other supernatural powers beyond their immortality.

Lusty inhabitants of temperate woods and fields, Fauns have small goat horns on their head just at the hairline, and a small furred tail springs from the small of their back. Thick chestnut curls spill past their elegantly pointed ears. Fauns are boyishly handsome (beardless), muscular young men with no upper body hair but often hirsute lower bodies. Musically talented, they shamelessly employ their enchanting voices to beguile humans into their arms and satisfy their own infamous libidos. Fauns mate successfully with human or Elven females, and though the chance of pregnancy is small (2%), if the child is male, there is a 20% chance of it being a Faun.

Fauns are also playful and athletic, frequently testing each other in feats of acrobatic skill or combat ability. Many die from accidents related to these activities.

When not following their baser passions, members of this race have been known to produce works of, music and poetry. Many are Bards or minstrels. At least one is a Navigator.

Fauns all possess perfect pitch and their special nature grants them an automatic +25 to singing, dancing, seduction and music.

Lennai (Forest People): 4'0" - 5'6" tall, Animists or Essence users only. Resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Vulnerable to iron (see below) Resistant to extremes of temperature. Lifespan: immortal.

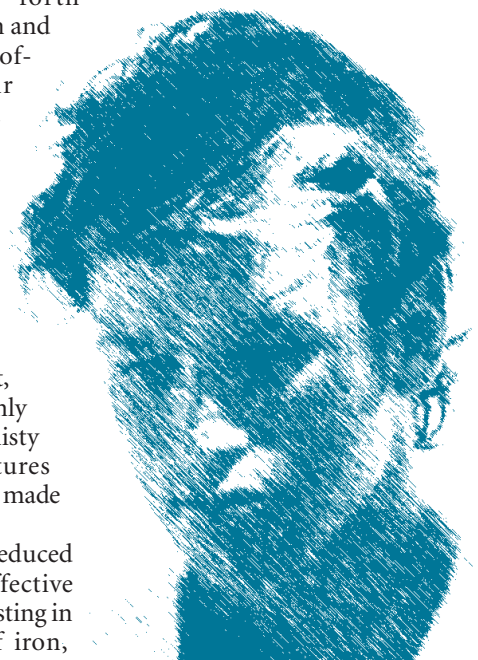
The Forest People have similarities to Nymphs and Elves, yet are of neither race. They are immortal, yet reproduce like men and Elves. Their skin is fair and their eyes are always green, though hair color may vary from pale blonde to dark brown.

A small community of individuals resides deep within the Emerald Forest in NW Emer, and others are believed to live in a few other secluded locations. All have a powerful Dryad as their focus, who acts as something between a king and a god.

The Forest People are secretive and wary of outsiders, but are not unkind. They almost never venture forth from their haven and the protection offered by their Dryad leader. They are especially suspicious of mortals.

On the rare occasion when members of the Forest Folk venture out, they are seen only as if through a misty haze, their features never to be easily made out.

Lennai are reduced to half their effective level for spell-casting in the presence of iron, (including PPs).



Sketch of a Linæri Elf

Those wearing lots of iron (e.g., plate armor) get a +30 to RRs vs their magic. Weapons of iron are *Of Slaying* the Forest People. They will attempt to flee when faced by it under all but most extenuating circumstances.

Titans: 18'–24' tall; proficient in at least the *Mentalist* base spell lists to own level (5xlv PP), but may have more/other spell abilities; superb fighters as well; no suggested professional limitations; average lifespan: immortal.

Clean-shaven giants with handsome, powerful bodies, Titans drape their muscular limbs with swathes of translucent silk. Elegantly wrought breastplates and greaves conceal these flowing garments when a Titan marches in battle, but few war against any save their own kind. The ephemeral concerns of the Man-nish peoples bore these long-lived beings, although they feel a similar disinterest for the immortal fairy races. Occupied by the solitary pursuit of leisure within the elaborate marbles of his lonely castle, a Titan frequently ignores even his own kin for decades at a time.

On the *Shadow World*, Titans are reclusive beings in general, though occasionally an individual or group will become embroiled in the affairs of Men and Elves. While Titans would never serve the Unlife or cooperate with its minions, they are capable of their own evils and corruptions.

The most famous group of Titans is no doubt the Masters of Emer, a small gathering of lords and ladies on the highest cliffs in the central Emerian mountains. From there they once ruled the entire continent, a reign lasting for thousands of years. But the Titans grew bored with their subjects, and to amuse themselves they began to incite wars amongst the various Emerian peoples. In the end the continent was practically depopulated, and the Titans realized that they had destroyed their own land. They retreated to their lofty citadel, and though one is encountered only very rarely, it is believed that the Masters still reside there, and may one day return to rule again.

K'ta'viiri: 5'10" – 6'10" tall, no professional limitations. Resistant to extremes of temperature. Lifespan: immortal.

Little is generally known for certain about these powerful beings except that they commanded great energies with an ease unheard-of in current times. In some tales they are referred to as the *K'ta'viiri*—which means literally 'Lords of Essænce' in the Iruaric tongue. These beings were of the original race of Kulthea, but whether they were actually native to this world is a question yet unanswered. The whole of this race was known as the *Altha*, a curious word which has no meaning in Iruaric or any other Kulthean language. It is important to make the distinction between the Althan peoples and the K'ta'viiri, as only the latter people became Lords of Essænce. The Althans constitute all of the original humanoid inhabitants of the *Shadow World* during the First Era. They formed the 'raw material' if you will for the myriad races to follow, whether they evolved naturally through the course of time and the mutating effects of the Flows, or were the result of direct manipulation through K'ta'viir experimentation.

A K'ta'viir possesses light brown skin and straight coal-black hair which grows very thickly on the scalp. Neither sex has any other body or facial hair whatsoever. Eyes are slit-pupiled and deep violet—the violet coloring is quite vibrant and cannot be missed. K'ta'viir eyes also possess a thin, transparent inner lid which screens certain ultraviolet radiation as well as dust and impurities. It is noticeable when closed. Men average 6'2" – 6'10" and appear slender, though dense bone and muscle structure cause them to mass more than would be expected. Women are

slightly smaller. Hands and feet are six-digitated, with fingers and toes slightly longer and more slender than humanoid average. Ears are small and more rounded. In general the K'ta'viiri are very attractive humanoid specimens, all having youthful features and graceful but muscular bodies.

GM NOTE: A GM should use K'ta'viir NPCs very sparingly (if at all) in his campaign. They are incredibly rare, being a tiny remnant who have somehow survived the millennia since the downfall of their empire. They are also personally very powerful beings, possessing abilities unsurpassed on the *Shadow World*.

System Notes: All K'ta'viiri possess the equivalent of the following Special Abilities (Similar abilities can be found in *Character Law/ Campaign Law* and the *Space Master Player Section*; note that the corresponding system penalties are not included—the K'ta'viiri do not suffer them).

- Inner eyelid (protection from dust/sand/bright light). No penalty when operating under such circumstances.
- Six-digitated hands/feet. +10 to Balance rolls and manipulative rolls (picking locks, delicate repairs, etc).
- Acute sense of smell: distinguish odors at +50; 100' upwind and 300' downwind; 200' in still air. Tracking at +25. Skill in recognition possible at 1/3 (IN/ME).
- Natural night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark.
- Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the psionic powers of Voice.
- Acute hearing allows isolation and analysis of any sound within 1000' under normal circumstances, and through up to 10' of solid (non-dampening) material. Also can use high pitched, whistling sounds to determine the size and shape of enclosed spaces (up to 1000') with great accuracy using sonar.
- Incredible appearance provides +30 to all Seduction, Public Speaking and Acting rolls and certain charisma-oriented Mentalist spells. (useable against own or very similar race). For other skills using Presence add a 20 bonus to that Stat.
- Improved bone and muscle structure allow a +20 to all leaping maneuvers, as well as double the normal range (6' vertical; 20' horizontal static start; 45' horizontal running start). This attribute also allows a +20 bonus to movement and such skills as Skiing, Tumbling, and Dance.
- Training and selective brain use allows a slip into *Memory Mode*, which permits assimilation of data at 10x normal speed (reading about 5,000 wpm) and total recall. This is particularly useful for learning languages and other memory related skills. It is important to note, however, that Memory Mode trance duration is pre-set before entering (e.g., to last for as long as the conversation or manuscript). Someone in the Trance cannot be awakened prematurely except by extreme means (slapping or other pain) in which case the memory of the trance in progress is lost completely.
- Superb synapse development allows for blinding reactions: +20 to OB and DB (in addition to normal Stat bonuses). Will always strike first unless surprised; and have the option of using *Adrenal Speed* at will, 100% chance of success (with appropriate Adrenal Moves Rules applicable).
- Due to unusual joint design, gain a +20 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/con-

struction) or feet (*Balance*). Also gain a +30 bonus to *Contortions*, being able to realign many joints.

- A superior conscious control of the body's internal functioning gives a number of abilities: to concentrate platelets at a bleeding wound and stop up to one hit per round bleeding for every round of concentration; to be immune from the effects of *Stun*; to enter a trance and devote body's full power to resisting a poison or disease (+50 to *RR*); to take double the normal number of hits without losing consciousness.
- Consider all K'ta'viiri to have unlimited Telepathic communication skills with a range of up to 50 kilometers. Some have a longer range. They also often possess a variety of *Mentalist* (and *Psion*) lists.

3·ALIEN RACES

Following are a few intelligent species which are neither humanoid nor native to Kulthea.

Krylites: 3'-5'6" tall, 60-120 lbs depending on subrace; suggested prof. limitations: no *Channeling* or *Essence* professions; *Mentalist* powers rudimentary except for *Minds*, who are 60th lvl *Mentalists*. Some maneuver skills impossible for physiological reasons. *Lifespan:* *Workers*≈20 yrs; *Defenders*≈50 yrs *Minds*≈500 yrs.

Deep beneath the southern stretch of the Spine of Emer (and in at least one other location) there is a strange culture of alien beings whose nature is so different from any race on Kulthea that they must be from another world entirely, perhaps thrust through an *Essence* interface long ago and trapped here against their will. Almost no one on Kulthea is even aware of the presence of the *Krylites*; much less what they might think of these strange beings.

In form, *Krylites* look vaguely like giant grasshoppers standing on their hind legs. Their head is mobile, and their rear legs are very powerful. If *Krylites* had a middle pair of legs, they long ago evolved away. Their skin is blue-grey, very hard, jointed and resilient, essentially an exoskeleton. Their eyes are huge, bulging and lidless, with faceted clusters around the perimeter. The head has a protruding snoutlike area with insectile mandibles, while the back of the cranium is a distended two-lobed case. On each 'hand' are two powerful opposing claws and four long, knobby-jointed fingers. The torso is long and cylindrical, with stunted wings.

Krylites fall into three categories: *Workers*, *Defenders* and *Minds*. *Workers* are nominally female (3'-3'6" tall) though they cannot reproduce, and they are very stupid; *Defenders* are male and larger (5'-5'6" tall), and relatively intelligent; in addition to more powerful pincers, they have a strong tongue-like appendage which can deliver a reduction poison. *Minds* are similar to the others—resembling a huge grasshopper—and of medium size (4'6"-5' tall), but with a large distended abdomen and massive braincase. They are like queens in a beehive, female and the breeders of the hive. *Minds* are the most intelligent, forming a collective 'brain' of genius capacity. They also have spells.

Krylites possess a technology which—while nowhere near the old knowledge of the Lords of *Essence*—is one of the most advanced on the planet. They understand electricity and can generate it using the virtually inexhaustible heat source of magma. They hate the *Trogli* and are constantly at war with the loath-

some creatures, but despite their advanced weaponry, they cannot do more than hold back those hordes. The reason is simple lack of manpower: the *Krylites* are few and reproduce slowly. These insectile creatures are cold-blooded and hibernate in cooler environments. Their caves are heated by steam power and lighted with their unique electric lamps.

Krylites have a very rigid hierarchical social structure which never varies. In fact, the entire *Krylite* way of thinking is different than that of mammalian species. They have an almost 'collective' mentality, controlled by the six *Minds*. As a result, there is no chance of conspiracy, rebellion, or even discontent.

The *Krylites* seem to have no overriding motivation aside from survival—something which is challenge enough with the *Trogli* always dogging them.

Saurkur: 5'8"-7' tall, 250-350 lbs, no professional limitations (except some maneuver-related skills are inappropriate for physiological reasons). *Lifespan:* 150-200 years.

Saurkurians appear as tall, thin, bipedal lizards. They are usually dark green to brown in color with lighter underbellies, and possess mottled brown and yellow patches on their backs. Their hands have four digits: three fingers and an opposable thumb. Their eyes can be virtually any color, but most often appear a reddish yellow, with black slits for pupils. They possess an uncanny strength for their build, and move very quickly. Below their wide jaw are loose flaps of skin that increase in size with age. They have long, thin tails, and greenish-white undersides.

The *Saurkur* are a race of warm-blooded reptilian people that make up the bulk of the population of the *Abarquan Islands* (about 700 miles south of *Kelestia*). *Loremasters* believe them to be the descendants of a space-faring race that came to Kulthea on a colony ship which crash landed on the islands. Whether myth or history, over time the *Saurkurian* civilization has loosened its connections with the stars and has become less and less dependent upon the "Gifts from the Sky" that they may have once possessed.

Thalan: *Non-corporeal; Mentalists. Lifespan: immortal.*

A strange race which may not even be native to Kulthea, the *Thalan* are a people who are not exactly immortal, yet their souls remain in the universe of mortals forever. A scroll in the Library of *Nomikos*, a transcription of a recounding by the *Loremaster Andraax*, describes some of their peculiar aspects.

In fact the *Thalan* are alien beings who came to Kulthea long ago. They cannot live outside of a body, though that body can be either a living being or a specially prepared inanimate 'vessel.' In this way they act as a sort of symbiont and the being is a host. *Thalan* are able to transfer from one body to another, but they prefer to possess a child in the womb; in this way they can actually alter the child physically to better conform to their needs. The 'host' psyche is also more easily repressed and kept permanently passive. The *Thalan* retains all of its *Mentalist* powers as it switches from body to body. The only way to kill a *Thalan* is to kill the host in a situation where it cannot flee to another host or a magical vessel. It needs to be within about ten feet of either to switch.

It is almost impossible to detect the symbiont in a host if the *Thalan* does not wish it; however it is able to create an aura around the body and make the eyes appear to 'glow' if it desires to impress or frighten lesser beings.

HUMANOID RACES CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Specific Races										
Aldari	5D	55	Dash/15	MD/MD	M/—	55D	18(35s)	90bs/60lb	*	Varies
Anzeti	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40ss/25sb	*	Varies
Centaurus	3C	110	Dash/10	FA/MD	L/—	60D	3(25s)	50bs/60sp	*	Varies
Dúranaki	4D	50	Dash/10	MD/MD	M/—	50D	1(65s)	40rap(long kynac)/25rap (kynac)	*	Varies
Dwarves	3C	45	Spt/0	SL/MD	M/—	50E	16(35s)	60ha/30lcb	*	Varies
Garks	2B	60	Dash/15	MD/MD	M/—	60F	3(20s)	40Melee/20Missile/50SGr(tail)	*	Hungry
Goblins	2B	45	FSpt/0	SL/MD	M/—	40D	8(30s)	40ss	*	Hostile
Haid	2D	50	Dash/15	MD/MD	M/—	50D	6(25s)	35ss/35sb	*	Varies
Hírazi	3C	90	Dash/25	FA/MD	M/—	40D	1(30)	20ss/50ts	*	Aloof
Hui	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Jaaderi	2D	50	Dash/15	MD/MD	M/—	60D	1(35s)	45sc	*	Varies
Jhordi	4D	50	Dash/20	MD/MF	M/—	60D	1(40s)	60bs/30hcb/Spells	*	Varies
Kinsai	3D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40bs/25cb	*	Varies
Kuluku	3D	60	Dash/20	MD/MF	M/—	50D	1(40s)	50axe(baw)/35blowgun	*	Varies
Laan	4D	50	Dash/15	MD/MD	M/—	60D	18(35s)	80bs/40cb	*	Varies
Lugróki										
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
Lydians	3D	50	Dash/10	MD/MD	M/—	45D	10(25s)	40bs/25sb	*	Varies
Mermen/Mermaids	3C	60	Dash/10	MD/MD	M/—	60D	1(35)	60trident	*	Varies
Muadani	3D	50	Dash/10	MD/MD	M/—	40D	6(25s)	40sc/25lb	*	Varies
Murlogi	2D	50	Dash/10	MD/MD	M/—	40D	1(15)	45cl	*	Varies
Ochu	2D	50	Dash/10	MD/MD	M/—	40D	5(25s)	40ss/25sb	*	Varies
Quaidu	3D	40	Dash/10	MD/MD	M/—	50D	14(25s)	50ss/35lcb	*	Varies
Rasha-ai	2D	55	Dash/15	MD/MD	M/—	40D	1(25)	40ss/25sb	*	Varies
Rhiani	3D	50	Dash/15	MD/MD	M/—	50D	1(35s)	40sc/50 boomerang(chegain)	*	Varies
Shay	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Syrkakar	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Synshari	2D	55	Dash/15	MD/MD	M/—	40D	1(25)	40sc/25sl	*	Varies
Talath/Myri	3D	50	Dash/15	MD/MD	M/—	65D	1(30s)	50bs	*	Varies
Tanai	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Thesians	3D	50	Dash/15	MD/MD	M/—	40D	1(25s)	40bs/25lb	*	Varies
Trogli	2B	60	FSpt/10	MD/MD	M/—	55F	1(30)	50Melee/10Missile	*	Bellig.
Umlí	2D	50	Dash/10	MD/MD	M/—	40D	7(25)	40ss/25sb	*	Varies
Y'kin	2D	50	Dash/15	MD/MD	M/—	40D	5(20s)	35ma/25lcb	*	Varies
Y'nari	3D	50	Dash/10	MD/MD	M/—	50D	14(40s)	60sc/30cb	*	Varies
Zjeddrahir	4D	55	Dash/15	MD/MD	M/—	65D	18(35s)	80bs/60cb	*	Varies
Ta-lairi										
Eritari	3D	70	Dash/15	MD/MD	M/—	50D	1(30s)	60Melee/70sl	*	Varies
Ky'taari	4D	70	Dash/10	MD/MD	M/—	55D	1(30)	60mas/70ts	*	Varies
Punkari	4D	70	Dash/10	MD/MD	M/—	60D	5(30s)	60ss/70cb	*	Varies
Sulini	3D	70	Dash/15	MD/MD	M/—	50D	1(30s)	60ln/70lb	*	Varies
Vorloi	5D	70	Dash/10	MD/MD	M/—	70D	1(30s)	60Melee/70cb	*	Varies
Generic Races										
High Men	4D	50	Dash/10	MD/MD	M/—	70D	9(30s)	70 Melee/25Missile	*	Varies
Dark Men	3D	50	Dash/10	MD/MD	M/—	50D	1(30s)	40 Melee/25Missile	*	Varies
Northmen	3D	50	Dash/10	MD/MD	M/—	55D	6(30s)	40 Melee/25Missile	*	Varies
Artic Men	3D	50	Dash/10	MD/MD	M/—	60D	6(30s)	40 Melee/25Missile	*	Varies
Mixed Men	3D	50	Dash/10	MD/MD	M/—	50D	1(30s)	40 Melee/25Missile	*	Varies
Half Elves	4D	70	Dash/10	MD/MD	M/—	50D	9(30s)	40Melee/70Missile	*	Varies

Type	Lvl	Base Rate	Max Pace/ MM Bonus	SPEED MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook (IQ)
Giant Races										
Giants, Lesser (non-intelligent)										
Minor	6E	100	Dash/20	FA/FA	L/LA	200F	4(20)	60We(2D)/50LGr/80LCr\$/50ro	1	Bellig.(VL)
Normal	12F	110	FSpt/10	FA/MF	H/LA	250G	8(20)	80We(3D)/70LGr/100HCr\$/70ro(150')	1	Bellig.(VL)
Major	15G	120	FSpt/10	FA/MF	H/SL	350H	12(30)	100We(4D)/90LGr/150HCr\$/90ro(200')	1	Bellig.(VL)
Giants, Greater (intelligent races)										
Cloud	12G	120	FSpt/20	FA/MF	H/SL	400H	16(70s)	140We(4D)/90ro(300')/Spells	*	Varies
Fire	6F	90	FSpt/20	FA/MF	L/LA	325G	11(50s)	100We(3D)/70ro(300')/Spells	*	Varies
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lb(2D)(2xRange)/Spells	*	Varies
Frost	6F	80	FSpt/10	MF/MD	H/LA	350G	11(40s)	100We(3D)/60ro(250')/Spells	*	Varies
Hill	4D	80	FSpt/20	MF/MD	L/II	200F	12(35s)	60We(2D)/70ro(100')/Spells	*	Varies
Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120We(4D)/90ro(400')/Spells	*	Varies
Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90We(2D)/50ro(150')/Spells	*	Varies
Storm	15G	130	Dash/30	VF/MF	H/SL	450H	16(70s)	180We(5D)/100ro(400')/Spells	*	Varies
Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90We(2D)/60ro(200')/Spells	*	Aloof
Trolls										
Cave	12F	70	Spt/0	MD/MD	L/LA	220G	11(25)	100HCl/85We/80ro	*	Hostile(IN)
Forest	6D	80	FSpt/10	MF/MD	L/II	150F	11(10)	70LCl/60Lbi/40We/50ro	*	Hostile(LI)
Hill	10E	60	FSpt/0	MD/MD	L/LA	175F	11(20)	95Lba/85LCl/50We/60ro	*	Hostile(LI)
Mountain	10F	75	Spt/10	MF/MD	L/LA	240G	16(40s)	110We/100Lba/100ro	*	Hostile(MD)
Snow	13F	65	FSpt/10	MD/MD	L/LA	200G	11(30)	105HCl/80Hba/70We/80ro	*	Hostile(MD)
Stone	7D	65	FSpt/0	SL/MD	L/II	150F	11(15)	80Lba/65LCl/40We/60ro	*	Hostile(LO)
War	8F	70	Spt/10	MD/MD	L/LA	250H	16(50s)	120We/80Lba/70ro	*	Hostile(AV)
Immortals										
Elves										
Linæri	5E	75	Dash/15	MF/MD	M/—	50D	14(50s)	80Melee/100Missile/Spells	*	Varies
Loari	5E	75	Dash/15	MF/MD	M/—	50D	14(50s)	80Melee/100Missile/Spells	*	Varies
Erlini	4D	70	Dash/20	MF/MD	M/—	50D	9(40s)	50Melee/60Missile	*	Varies
Dyari	6F	80	Dash/15	MF/MD	M/—	50D	18(60s)	100Melee/100Missile/Spells	*	Varies
Shuluri	5E	70	Dash/15	MD/MD	M/—	50D	1(35)	60Melee/30Missile/Spells	*	Varies
Fauns	3C	100	Dash/15	FA/MF	M/—	60D	3(20)	50Melee/50Missile/60SHo	*	Playful
K'ta'viiri	40G	90	Dash/30	FA/MF	M/—	100D	20(100s)*	150Melee/150Missile/Spells/Special	*	Varies
Lennai	6	70	Dash/15	FA/MD	M/—	60D	1(40)	70qs/45lb/Spells	*	Protect
Titans	15G	140	Dash/20	VF/VF	H/SL	375H	18(40s)	180We(4D)/110HGr/200HCr/Spells	*	Aloof
Alien Races										
Krylites	5B	60	Dash/15	MD/MD	M/—	35D	11(10)	60MPi/80Lightning	*	Protect
Saurkur	4B	90	FSpt/10	FA/MD	M/—	90E	3(20)	65bs/40lcb/35MCl	*	Varies
Thalan	30G	—	—	—	—	—	—	Spells	•	Domin

*—Special.

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according the Rolemaster rules (use Character Law Table 15.64). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

Note: Unless stated otherwise, a rock thrown (ro) by one of the creatures in this class has a range of 100' and is treated as a Large Crush (LCr) attack (they don't use just rocks, any large object will do).

MORTALS RACE CHART

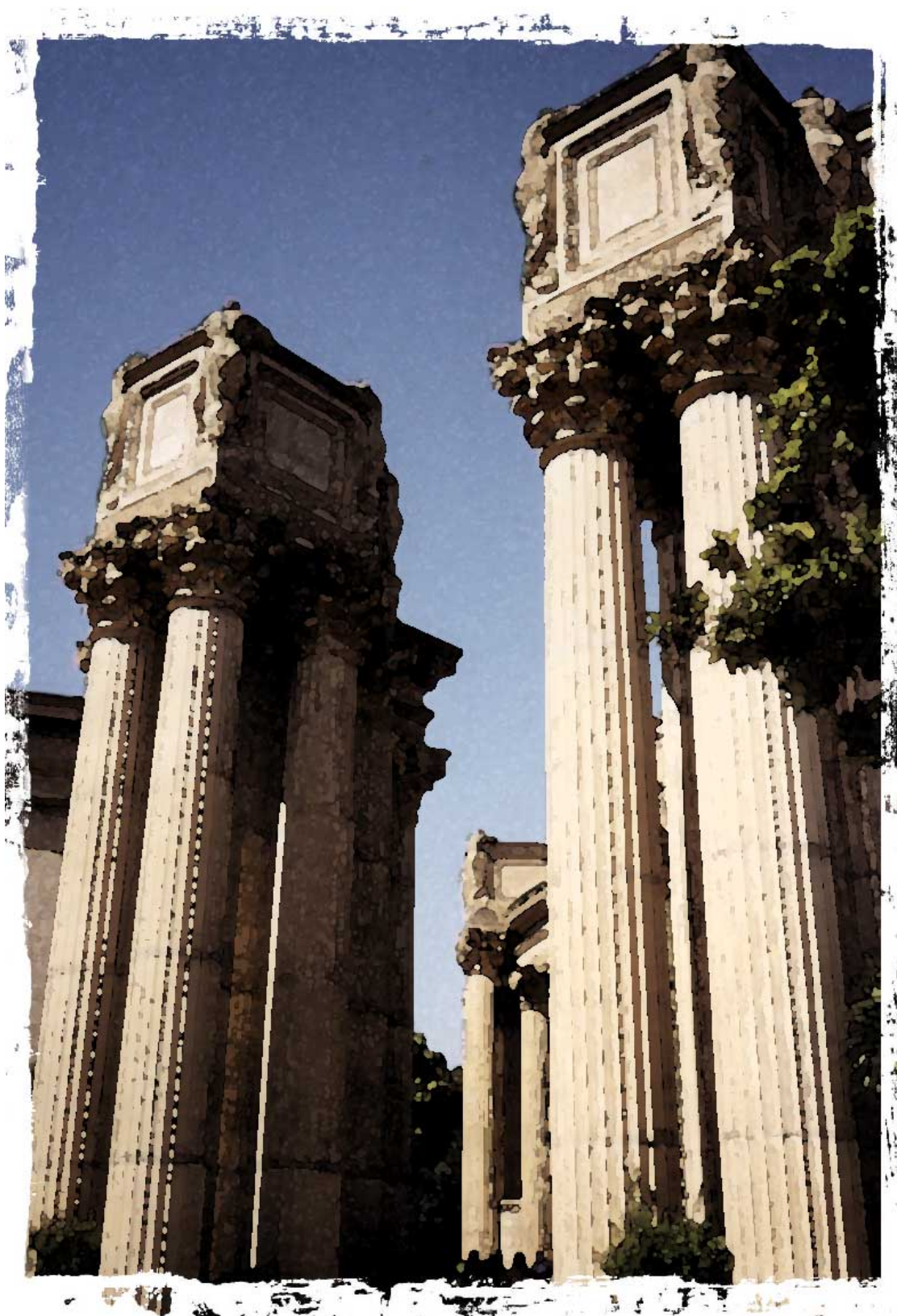
Type	STAT BONUS MODIFICATIONS												RR MOD			HEALING AND INJURY				Bkgrnd Options				
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dpr	Stat Det	Rec x		Lng	Dice Type	Max Hits	
MEN: SPECIFIC RACES																								
Anzeti	+5	0	-5	+5	0	+10	0	+5	0	+5	0	0	0	0	0	+10	+20	12	0	1.5x	2	D10	130	4
Centaurs	+10	-5	+10	+10	0	+5	-5	0	0	0	-5	-5	-5	-5	-5	+10	+15	10	0	1x	4	D12	220	4
Droloi	+5	-5	-10	0	-0	+5	-5	0	0	0	-20	0	0	0	0	+10	+15	10	0	1.5x	3	D10	150	2
Dúranaki	0	+10	+5	-10	+5	0	+10	-5	0	+5	0	-10	+5	+5	+5	+20	10	0	1x	3	D8	100	5	
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	-20	+40	0	+40	+20	+10	+15	18	-1	.5x	2	D10	120	5
Garks	+10	+5	-5	0	+5	15	10	-10	-5	-15	-40	+20	+5	+20	+10	+5	18	-1	.6x	1	D10	140	2	
Goblins	+5	-5	-5	-5	-5	+10	0	-5	-5	-5	-60	0	0	0	+5	+5	6	0	.5x	1	D8	100	3	
Haid	+5	-5	-10	+5	-5	+5	0	+5	0	0	-5	0	0	0	0	+10	12	0	1x	2	D8	100	6	
Hirazi	-5	+5	0	0	+5	-10	+15	0	0	0	0	-5	-5	-5	-10	-20	12	0	1.2x	3	D5	90	3	
Hui	+5	-5	-10	+5	-5	+5	0	0	0	0	-10	0	0	0	0	+10	12	0	1x	2	D8	100	6	
Jaaderi	+10	-5	+5	+5	+5	+5	0	-5	-5	-5	0	0	0	0	0	+10	+30	8	-1	1x	2	D10	150	5
Jameri	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	0	+5	+10	12	0	1x	2	D8	100	6
Jhordi	+15	0	+15	0	-5	+5	0	+5	0	0	+5	0	0	+20	0	+10	12	0	1x	3	D10	150	3	
Jineri	0	+5	+5	+5	0	+5	0	0	0	0	+5	0	0	0	+5	+10	+20	10	+1	1x	2	D8	100	5
Kinsai	+5	+5	+20	0	+5	0	+5	+10	0	+5	+5	+5	+5	-10	+10	+10	+20	10	+1	1x	2	D8	100	5
Kuluku	0	+5	+5	+10	0	0	+15	-5	0	0	+5	-10	+10	+5	+10	+10	+10	10	0	1x	2	D10	120	6
Laan	+10	-5	+10	0	+5	+5	+5	+5	+5	0	+10	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150	4	
MEN: GENERIC RACES																								
Lugróki																								
Lesser	+5	0	-5	-10	-5	+5	0	-10	-10	-5	-80	0	0	0	0	0	+5	1	0	.5x	1	D8	80	3
Greater	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-80	0	0	0	0	+5	+10	1	0	.5x	1	D10	120	4
Lydians	+5	+5	0	0	0	+5	+5	0	0	+5	0	0	0	0	+5	+10	+10	10	0	1x	2	D10	120	4
Mermen	+5	0	+5	0	-5	+5	0	0	+5	+5	+15	0	0	0	0	0	0	12	0	1x	2	D8	120	5
Muadani	+10	+5	0	+10	+5	0	+5	+10	-5	-5	0	0	0	0	0	+10	+20	10	+1	1x	2	D10	140	5
Ochu	-5	0	-5	+10	0	0	0	-5	+5	-5	-5	-10	-10	-5	0	0	0	12	+2	1x	2	D8	100	6
Quaidu	+10	0	+5	0	-5	+5	+5	+5	+5	0	0	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150	4	
Rasha-ai	-5	+5	0	0	+5	+5	+5	0	0	-10	-5	-5	-5	-5	-10	-20	12	0	1x	3	D8	100	3	
Rhiani	+5	0	+5	+5	-5	+5	+5	+5	-5	-5	+5	0	0	0	+5	+10	12	-1	.8x	2	D10	120	6	
Shay	+5	0	0	0	0	+5	0	0	0	0	0	0	0	0	0	+10	12	0	1x	2	D8	100	6	
Synshari	+5	+5	-5	0	+5	+5	+10	0	0	0	-10	0	0	0	0	0	12	0	1x	3	D8	100	3	
Syrkakar	+5	-5	-10	+5	-5	+5	0	0	0	0	-10	0	0	0	0	+10	12	0	1x	2	D8	100	6	
Talath	+15	-5	+10	+5	+5	+10	0	+5	-5	-10	+10	+10	-5	+5	+15	+30	15	-1	.7x	2	D10	150	5	
Trogli	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-70	+20	+20	+20	+10	+10	12	0	.5x	1	D10	150	3	
Umlí	+5	-5	-5	+5	0	+15	0	+10	0	+5	-5	0	0	0	+10	+20	12	0	1.5x	2	D10	130	4	
Y'kin	-5	0	-5	+10	0	0	0	-5	+5	-5	-5	-10	-10	-5	0	0	12	+2	1x	2	D8	100	6	
Y'nar	-5	+5	+10	0	-5	+5	+5	+10	+5	+5	0	0	0	0	0	+5	+10	12	0	1x	2	D8	100	6
MEN: GENERIC RACES																								
Common Men	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	0	0	0	12	0	1x	2	D8	120	5
High Men	+10	-5	+10	0	0	+10	-5	0	0	+5	-5	-5	-5	-5	0	0	0	10	0	.7x	3	D10	150	4
Dark Men	+5	+5	-5	+5	+5	+5	0	0	0	0	0	0	0	0	0	0	0	12	0	1x	2	D8	120	6
Northmen	+10	0	+5	0	-5	+10	0	+5	0	0	+5	0	0	0	0	+10	12	0	1x	3	D10	150	4	
Arctic Men	+5	0	+5	+5	0	+10	0	+5	0	+5	0	0	0	0	0	+15	10	0	1x	2	D8	120	4	
Mixed Men	+5	0	+5	0	0	+5	0	+5	0	0	0	-5	-5	-5	0	0	10	0	.8x	2	D10	135	5	

Type	STAT BONUS MODIFICATIONS											RR MOD				HEALING AND INJURY						Bkgrnd Options																																																									
	ST			QU			PR			IN			EM			CO			AG				SD			ME			RE			AP			Ess			Chan			Ment			Poi-son			Dis-ease			Dprt			Soul			Stat			Rec			x			Lng			Type			Dice			Max			Hits		
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	Poi-son	Dis-ease	Dprt	Soul	Stat	Rec	x		Lng	Type	Dice	Max	Hits																																																				
TA-LAIRI (Half-elves)																																																																															
Eritari	0	+5	+5	+5	+5	+5	+5	-5	0	-5	+10	0	0	+10	+20	+60	6	+1	1x	4	D8	100	4																																																								
Kytaari	+5	+10	+10	0	0	+5	+5	-5	0	0	+10	-5	-5	+10	+20	+80	6	+1	1x	4	D10	120	4																																																								
Punkari	+5	+5	+5	0	0	+5	+10	-5	0	0	+10	0	0	+5	+20	+60	6	+1	1x	3	D10	120	4																																																								
Sulini	0	+10	+5	+5	+5	+5	+5	-10	0	-5	+10	0	0	+10	+20	+60	8	+1	1x	3	D8	100	4																																																								
Vorloi	-5	+15	0	+5	+10	+5	+15	-10	0	0	+5	0	0	0	+20	+5	6	+1	1x	3	D8	80	4																																																								
GIANT RACES																																																																															
Giants																																																																															
Forst,Hill,Stone	+25	0	-5	-5	-5	+20	0	5	-5	-10	-20	0	+10	+10	+10	+10	9	0	1x	1	D20	400	3																																																								
Fire,Frost,Water	+30	-5	-5	-5	0	+25	-5	-5	-5	-5	-20	0	+15	+15	+15	+15	9	0	1x	1	D25	450	2																																																								
Cld,Mntn,Strm	+35	-5	0	-10	+5	+30	-5	0	0	0	-20	0	+20	+20	+20	+20	9	0	1x	2	D30	500	2																																																								
Trolls																																																																															
Forst,Hill,Stone	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	-70	0	0	0	+10	+10	1	0	.5x	1	D10	250	3																																																								
Cave,Mntn,Snow	+20	-10	-10	-10	-10	+20	-15	-10	-10	-10	-70	0	0	0	+15	+10	1	0	.5x	1	D15	300	4																																																								
War	+20	0	-5	-10	-10	+25	+5	0	-5	-5	-70	0	0	0	+20	+10	1	0	.5x	1	D20	350	4																																																								

IMMORTALS RACE CHART

Elven Races																							
Loari	0	+10	+10	0	+5	0	+5	-20	+5	0	+20	-5	-5	-5	+10	+150	2	+4	2x	4	D10	120	3
Linæri	0	+10	+15	0	+5	0	+5	-20	+5	0	+30	-5	-5	-5	+10	+150	1	+6	3x	5	D10	120	2
Dyari	0	+10	+10	-5	+10	-5	+10	-20	+5	+5	+10	-5	-20	+5	+10	+150	1	+4	2x	4	D10	120	3
Erlini	0	+5	+5	0	+5	0	+10	-20	+5	0	+10	-5	-5	-5	+10	+100	3	+2	1.5x	3	D8	100	4
Shuluri	+5	+5	+5	0	+5	+5	+10	-20	+5	0	+5	-10	+5	+10	+30	+100	3	+2	2x	4	D10	120	4
Other Immortals																							
Fauns	+5	+10	-5	0	0	+10	+10	-15	-5	+10	+30	-5	-5	-5	+20	+100	20	-2	.5x	1	D10	180	4
K'ta'viiri*	+15	+15	+20	+10	+10	+20	+20	0	+20	+10	+30	+20	+10	+30	+30	+100	5	2	.5x	10	D20	200	Special
Titans*	+30	0	+30	0	0	+30	+15	0	+5	+5	+30	0	0	0	+75	+100	5	0	1x	6	D20	450	4
Alien Races																							
Thalan*	—	—	+30	+10	+10	—	—	+10	+40	+20	—	—	—	+50	—	—	1	+2	—	20+	—	—	Special
Saurkur	+20	0	0	+5	+5	+10	-10	0	0	0	-20	0	0	0	+10	+50	9	0	1x	3	D10	200	2
Krylites*	-10	+10	+10	-5	-5	-10	+5	0	0	0	-20	0	0	0	+20	0	2	0	1x	2	D6	60	0

* = not recommended as PCs



Entrance to a Temple of Kuor

♦ PART XIII ♦

KULTHEAN GODS

AND IMMORTAL SPIRITS

Deities are an integral part of Kulthea, and there are many such beings, real and imagined, of various power levels and scope, with influence all over the globe.

A discussion of the nature of gods is always one to stimulate the imagination, as they are not really a 'race' like Men or Elves, yet they are very real beings. Immortal in the truest sense, gods do not age or grow old and they cannot be killed, even through violence. A god can only be 'slain' (permanently rendered discorporate) should the focus of his power be destroyed — a feat nearly impossible for even another god. A god is an independent being whose spirit is truly undying, and will apparently survive in one form or another until the end of time.

Beings who can be considered gods are similar in some ways to the Titans, and in others to the Nymphs (or, conversely, these races were perhaps born from the mating of gods with mortals in the distant past). The greatest among the gods — the Lords of Orhan — also have the distinction of predating the Lords of Essence.

Some Loremasters theorize that the gods are actually manifestations of the Flows of Essence: entities of pure energy who evolved intelligence and independence over the eons. While this seems somewhat farfetched, the theory has merit. However, one aspect of the gods is not explained by this: they are apparently able to mate with intelligent races and parent offspring.

One thing is clear: they are not the Lords of Essence, though at times an Essence Lord would impersonate a god, or set up a realm in which he or she desired to be considered a god. Gods of Kulthea are a group unto themselves, with strengths and weaknesses unique to their kindred.

Andrax
The early Loremaster lectures
S.E. c. 300, Karilôn

1-INTERPRETATION

Users of Channeling gain their powers not from the Flows of Essence but from the very energy of their patron god. This can limit someone who wishes to travel far from his god's home, for more localized gods (the vast majority of deities on Kulthea) have limited influence outside of their defined home boundaries.

The source of a god's power is similar in concept to that of Mentalists (in that they depend only on their own energies rather than the Flows of Essænce or Channeling from someone else). Many, however, are tied to a specific location, and their powers are significantly reduced when they stray from their home.

2-INVOLVEMENT

Local gods frequently exert considerable influence in their limited area; some even rule a land as the god-king. Others remain more aloof, residing in a remote area or only appearing when the mood strikes. For most Kultheans, an occasional show of power is enough to keep them convinced of the god's continuing reign, and so order is maintained. Gods can range from completely benign (or even overly protective, like a doting mother) to savagely demanding, requiring regular human sacrifices.

Interestingly, gods rarely come into direct conflict with each other, the patterns of their control having been established long ago. Very rarely, an aggressor god will send his people against a more passive neighbor and successfully seize their land, but the true dislocation of a god has only happened a handful of times in the entire history of the world.

The role of the gods in the Lords of Essænce conflicts and the war against the Unlife is not clearly documented, though many deities labored long and hard after the conflicts to bring their peoples back from ruin.

3-LORDS OF ORHAN

Of all the gods and pantheons which have come and gone through the history of Kulthea, the Lords of Orhan stand alone. Though some believe that they are merely refugee Lords of Essænce from the First Era, they predate even that time. Besides, the Lords of Orhan draw power from within themselves, whereas the Essænce-masters tap into the Flows for their energies. Their godlike abilities are without parallel. However, they rarely intervene actively in the affairs of the Shadow World, and would never exert their full strength against any Kulthean (except in the unlikely need for self-defense).

Orhan

Making their home on the great moon of Orhan, the Lords reside primarily within vast palace complexes in various locations on that small world. The sky of Orhan is almost always shrouded in clouds, preventing easy viewing of the surface from Kulthea. In addition to the Lords themselves, Orhan is inhabited by a variety of interesting beasts (most of them quite docile) and a population of Elves, Men and other races who serve the Lords. Orhan itself has not felt the dark touch of the Unlife, and the Lords are careful to keep their home safe from its agents.

Whether or not the souls of dead Kultheans go to Orhan is uncertain, but the Lady Eissa does guard the portal to another dimension, from whence she has the power to recall souls from the dead. She can also channel that ability to her devout followers.

GM NOTE: Access to Orhan by PCs should not be possible under any but the most bizarre circumstances—the moon should be considered a place of great power and mystery, not an advisable place to go adventuring.

THE CONCLAVE OF ORHAN

This is the council called by Kuor on rare occasions, to which all of the Lords must attend. Even Shaal must return to Orhan to attend the Conclave.

It has only been called a dozen times since they arrived in this space-time. (This is not to say that the Lords have only met that many times, but the formal Conclave is only called in a crisis.)

On Orhan there stands a great domed palace which is normally empty; but when Kuor calls the Conclave, the Lords enter the central council hall wherein stand twelve large marble thrones. Issues are debated and there is usually a vote, for the issue is almost always one which concerns the entire pantheon, and the Lords need to act as a united group. Kuor breaks ties.

ORHAN ALLIANCES

A GM should consider when running the Lords that they are not necessarily a united group. In fact, the Lords live apart from each other, only gathering in full Conclave under the direst circumstances. The 'married' pairs may spend more time together, but not even that is necessarily a political bond. The Lords' powers are matched by their egos; virtually all of them have overwhelming superiority complexes. Most are quite vain, and the more quick-tempered are easily angered by the smallest insult.

They sometimes compete in bizarre games involving cosmic forces or human emotions, but rarely do their direct manipulations cause an inhabitant of Kulthea to come to permanent harm.

However, the fragmentary nature of Orhanian society cannot be stressed enough. The last time the Lords agreed unanimously on something was when they decided to join in the Wars of Dominion against the Unlife—and even then there was initial dissention.

While they are all basically 'good' in orientation, they are subject to disagreements and even petty rivalries.

Kuor and Valris: Complementing each other these 'elder gods' are the most level-headed of the Lords. Valris is strong-willed as well as wise, and Kuor will often turn to her for advice.

Reann and Jaysek: The moody, often grim pair will frequently travel to Kulthea together.

Eissa: Almost always alone, beautiful Eissa wanders through her forest-garden where the River of Life flows. While on good terms with all the other Lords, she prefers solitude... and the others respect her wishes.

Phaon, Oriana and Cay: This triad always seems to be involved in playful contests of athletic and combat prowess.

Iloura and Iorak: It might seem that the earth-mother and the metal-worker would be at odds, but Iloura and her husband have achieved a certain harmony.

Kieron and Teris: Most playful and immature of the pantheon, these two often exhibit childish tendencies, exacerbated when they are together.

Kieron and Jaysek: the twins, temperamental polar opposites, nevertheless complement each other. They frequently engage in philosophical debates. More than one Kulthean culture believes them to be a single deity with a dualistic personality.

POWERS COMMON TO THE LORDS

Editor's Note: Below are listed some general rules about the powers of the Lords of Orhan to guide the GM in case the PC's might happen to witness a Lord's appearance on Kulthea. Actual specific skills and abilities of the Lords, the Dark Gods and Greater Spirits will be provided in the upcoming Powers of Dark & Light book.

- The Lords can transport themselves instantly between Orhan and anywhere on Kulthea; they can fly at high speeds (riding the Flows of Essænce) and are immune to natural cold and heat of space.
- Though their 'normal' size and form is that of beautiful humanoids, they have an alternate size of about twelve feet in height (all of their personal items and clothing are enchanted and change with them).
- As with all of the more powerful deities, the Lords are truly immortal. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body vanishing in flash of light. The 'soul' of the Lord returns to Orhan where he recovers his strength—a process requiring one full revolution of that moon (70 days). During that time the Lord cannot affect physical reality, though he may appear and interact with the other Lords on Orhan.
- Lords are aware—at least subconsciously—of all of their followers on the Shadow World, and should a follower repeatedly abuse his god's name or power, the Lord may inhibit or cut off powers, or even show up personally to have a talk with his sycophant. In addition, the Lords provide the information for scrying spells of other users of Essence such as Seers and Astrologers.
- Lords can—theoretically—communicate mentally with each other instantly wherever they are. Some, however, choose not to answer a call, for various reasons.

THE LORDS OF ORHAN

GM NOTE: Notations in parentheses refer to powers, professions or abilities in the *Rolemaster Companion Books*, should the GM have these books and wish to use these alternate choices.

Kuor

Age: Immortal (appears middle-aged but hale). **Eyes:** Grey. **Hair:** White. **Build:** Muscular. **Height:** 6'6"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Ruddy. **Demeanor:** Aloof, commanding. **Dress/Accoutrements:** Flowing, toga-like garment, jewelled gold crown, Scepter/mace. **True Attitude:** Reserved, cautious. **Favored Attack:** Absolutions Pure; Lightning Bolt. **Home:** Orhan.

Kuor is King of the gods and ruler of Orhan. He can control the weather on Kulthea and reputedly is master of the Flows of Essænce. While this isn't strictly true, he is able to manipulate the paths of the lesser Flows (currently he is exerting a great deal of energy trying to compensate for the loss of the Northern Eye of Utha). Appearing as a man of middle years yet strong, he has a wild mane of snow-white hair. Kuor is almost never seen on Kulthea, preferring to observe activity on the Shadow World from afar. As leader of the Lords of Orhan, he keeps the others in check and will sometimes overrule one who is planning a rash action. One who he will not overrule, however, is Eissa, whose judge-

ment is final. He presides over the Conclave of Orhan: the gathering of the Lords to debate a major issue.

Valris

Age: ? (Appears ≈ 30) **Eyes:** Pale grey. **Hair:** Black. **Build:** Slender. **Height:** 6'1"/12'. **Race/Sex:** Godlike Being/F. **Skin:** Pale. **Demeanor:** Aloof, Quiet. **Dress/Accoutrements:** Flowing garments of light grey or white, Silver girdle, silver and pearl tiara. **True Attitude:** Serene, Scholarly. **Favored Attack:** Broadsword; Javelin. **Home:** Orhan. **Aka:** "The Wise".

Wife of Kuor and goddess of learning and wisdom, Valris is patron of scholars and masters of thought. Thick sable hair which flows down her back, large pale grey eyes and ivory skin are Valris' most striking features. She favors scholarly clerics and monastic groups; Astrologers also often follow her. Mentalists revered her though of course they do not channel power directly from her—they tap their own 'Essænce'.

Reann

Age: Immortal (Appears ≈ 23). **Eyes:** Dark grey. **Hair:** Black. **Build:** Slender. **Height:** 6'8"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Sleepy; Sardonic. **Dress/Accoutrements:** Various garments, always black. **True Attitude:** Alert, yet Weary. **Favored Attack:** . **Home:** Orhan. **Aka:** Dream-master, Bringer of Sleep, Lord of Dreams.

God of the Night, he is master of sleep and dreams, sending visions to his followers. He is the only god who prefers the night. It is his domain, though one which is tainted by the evils of the Unlife. As a result, Reann has faced the terror of the Unlife more than any other Lord. While there is little danger that he would ever be turned to its evil path, the endless (sometimes seemingly hopeless) struggle has wearied him.

He often travels to the Shadow World, hunting evil beasts through the night astride his mighty steed: a white Unicorn with luminous silver horn. He is feared by servants of the Unlife more than any other Lord. Riding through dark forests, a misty, shimmering presence in the night, his endless quest is to save the helpless from the fangs and claws of the evil demonic creatures of evil.

Reann has a dry sense of humor and has been seen in Jaysek's company (in his rare appearances during the day).

Reann is a tall, slender young man with fair skin, black hair and dark, hypnotic eyes. He wears only sable-hued cloth garments, often trimmed with black leather.

Eissa

Age: Immortal (Appears ≈ 30). **Eyes:** Grey/Blue. **Hair:** Blonde. **Build:** Slight. **Height:** 5'10"/12'. **Race/Sex:** Godlike Being/F. **Skin:** Pale. **Demeanor:** Somber. **Dress/Accoutrements:** Flowing black hooded robes with a white gown underneath, a set of six keys on her belt, a gold and diamond necklace. **True Attitude:** Restrained, Pensive, yet not Unhappy. **Favored Attack:** Never attacks; will use her laen quarterstaff to defend herself. **Home:** Orhan.

Goddess of Death/Rebirth (and Winter), she is the sister of Reann. Eissa is the deity appealed to when a religious 'Lifegiving' is administered. She guards the Gates of Oblivion and it is her decision whether a soul is returned—even Kuor will not overrule her decision. Eissa is more inclined to allow the return of a soul whose mission on Kulthea has not been completed. If the being in question has lived a full life, or has died in a significant and meaningful way, she will usually deny the soul's return.

Eissa wears a hooded, flowing black robe and carries a staff of crystal—and a set of crystalline keys to the Gates. Before the Gates is a small garden, in the center of which is the Spring of Youth, which feeds the enchanted River of Life on Orhan. Eissa rests here often, staring into the mere by the spring, through which she views her followers on Kulthea.

Cultures on Kulthea have myriad differing beliefs regarding the soul and what becomes of it when someone dies. Those who follow Eissa believe that the soul lives forever, though if the body is destroyed or fails due to age, the soul passes beyond the gates into another state of being. The worst fate is if the soul itself is somehow destroyed, something which can only happen to someone who falls victim to one of the Unlife's cruel servants.

Phaon

Age: Immortal (Appears ≈ 30). **Eyes:** Amber. **Hair:** Golden Blond. **Build:** Muscular. **Height:** 6'10"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Tanned. **Demeanor:** Egotistical. **Dress/Accoutrements:** short tunic of white cloth trimmed with gold; golden circlet. **True Attitude:** Well-meaning, yet Self-confident. **Favored Attack:** Gold scepter/mace; gold javelin (bursts into flame). **Home:** Orhan.

God of the Sun (and Summer), Phaon rides a great winged horse with flaming mane and tail. His eyes are a deep amber and his hair is golden blond. Very tall, tan and muscular, he wears only a short tunic of white cloth trimmed with gold.

Phaon was once patron of the Cloudlords of Tanara; he is often considered the god of 'fatherhood' in that, as husband of Oriana (the Earth-goddess) and god of the Sun, he represents the masculine aspect of fertility. He has fathered numberless children on Kulthea.

Oriana

Age: Immortal (Appears ≈ 25) **Eyes:** Violet, gold-flecked. **Hair:** Golden blonde. **Build:** Statuesque/Voluptuous. **Height:** 6'3"/12'. **Race/Sex:** Godlike being/F. **Skin:** Lightly tanned. **Demeanor:** Caring; sometimes amorous. **Dress/Accoutrements:** White gown, gold pendant and tiara. **True Attitude:** Serene; empathic. **Favored Attack:** golden broadsword; Sunfires. **Home:** Orhan/Mur Fostisyr.

Goddess of Love and Fertility (and Spring), Oriana is a beauty with golden hair and violet eyes. She is the wife of Phaon, and flies beside her husband on golden wings made for her by Iorak.

As is typical with the Lords of Orhan, the concept of 'marriage' between gods is more a loose association than a true spiritual union. Both Oriana and Phaon have many lovers; in Oriana's case it was part of her ritual with the Kytaari to bear the first members of the royal line.

Called upon to aid in many wedding ceremonies, her blessing promises many healthy children, and (perhaps ironically) an undying mutual love. She is called upon often, but rarely bestows her full blessing. Although almost always bearing a serene visage, Oriana has been known to break down and weep should one partner in a beautiful relationship (which she may have nurtured) meet with a tragic end. She also has a more sensual side, playful and lustful.

Oriana favors a tunic or gown of shimmering white trimmed with gold. Sometimes her tunic is a sheer, revealing garment.

She is an adept martial artist, and may have brought those skills to her Kytaari people—along with the unusual weapon



A Temple to Shaal

called the *Ikasha*. It is similar to a large throwing star, but more effective, and the accomplished user can cast it so that it will return safely to him.

NOTE: Oriana is worshipped by the arctic Ky'taari people as Ariaana, goddess of the Sun (the reason she is worshipped rather than Phaon is not clear). She appears to her followers there with golden eyes.

Cay

Age: Immortal (Appears ≈ 20) **Eyes:** Azure. **Hair:** Brown, curly. **Build:** Muscular. **Height:** 6'10"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Usually Lighthearted, Playful. **Dress/Accountrements:** Plain tunic/bracers. **True Attitude:** As Demeanor. **Favored Attack:** unarmed/spear. **Home:** Orhan.

Lord of physical strength and athletic prowess, Cay appears as a muscular yet not brawny youth. He cannot be bested in unarmed combat, and only Kuor can beat him with weapons. Cay is considered most handsome of the gods (with the exception of the twins). He wears only a short blue tunic off one shoulder unless leading mass combat — an extremely rare occurrence for any of the Lords — in which case he dons shimmering silver armor. His favored weapon is a spear. Patron of athletic games, Cay is also an infamous seducer, having fathered countless children across Kulthea.

Iloura

Age: Immortal (Appears ≈ 30) **Eyes:** Hazel. **Hair:** Auburn. **Build:** Full-proportioned yet not overweight. **Height:** 6'2"/12'. **Race/Sex:** Godlike Being/F. **Skin:** Ruddy. **Demeanor:** Warm, hospitable. **Dress/Accountrements:** Green and brown robes/garland of flowers. **True Attitude:** Caring, motherly. **Favored Attack:** Quarterstaff. **Home:** Orhan. **Aka:** Illila (to Myri), Earth-mother.

Goddess of the Earth (and the Harvest/Autumn), she is the mistress of growing things, of plants and animals of the lands. Iloura wears flowing robes of green and brown, and her auburn hair is often adorned with flowers and colorful leaves. Her eyes are large and hazel, framed by soft features; she frequently appears on Kulthea in the form of a deer or other fleet-footed animal. Harvest festivals are the time she is most honored, and many peoples of the Shadow World give thanks to her for bountiful returns. Her husband is Iorak the Smith.

Shaal

Age: Immortal (Appears ≈ 40) **Eyes:** Blue. **Hair:** Blue-white. **Build:** Muscular. **Height:** 6'8"/18'. **Race/Sex:** Godlike being/M. **Skin:** Pale (almost blue-white). **Demeanor:** Stern; Angry. **Dress/Accountrements:** Naked or draped in a rough kelp garment/silver and coral diadem. **True Attitude:** Impatient; Quick-tempered. **Favored Attack:** Trident/waterbolts (ice/water/steam bolt from trident). **Home:** Orhan/Kulthea's Oceans. **Aka:** Allanda (female, to the Myri).

God of the sea (and of Fall). Shaal is also called 'The Destroyer' by some, in association with the erosion of the sea and sea storms.

Shaal is moody and rarely is seen in his human form, instead assuming the shape of a Merman, whale or great dolphin. When in human form, he is a burly man with blue-white hair and beard, pale skin, and blue eyes. He wields a great trident of greenish alloy set with emerald points. Ruthless and unsympathetic to all but sea beasts and peoples, he cares little about events on the land.

Jaysek

Age: Immortal (Appears ≈ 20) **Eyes:** Hazel. **Hair:** Dark brown. **Build:** Slight. **Height:** 6'8"/12'. **Race/Sex:** Godlike being/M. **Skin:** Fair. **Demeanor:** Pouting; sullen. **Dress/Accountrements:** Dark, monochrome clothing with platinum fasteners and simple jewellery. **True Attitude:** Self-possessed. **Favored Attack:** Kynac. **Home:** Orhan. **Aka:** The Poet.

Jaysek is god of Visual Art and Magic, twin brother of Kieron—and like his brother, he is lean and beautiful. Very serious and at times sullen, he occasionally takes to writing morbid poetry. He wears black or grey garments, and has been seen on the Shadow World astride a dark horse, wearing a black, hooded cloak and speaking dark prophesies (though he is not the Nameless One). Jaysek composed (or has claimed to compose) many of Kulthea's alphabets. He is the patron of Illusionists, Mystics, and Seers. At one time he took an interest in the Dúranaki people of Tanara, and has adopted their favored weapon: the Kynac.

Kieron

Age: Immortal (Appears ≈ 20) **Eyes:** Blue. **Hair:** Dark Brown. **Build:** Slight. **Height:** 6'8"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Fair. **Demeanor:** Playful; Mocking. **Dress/Accountrements:** Highly varied clothing; usually flamboyant. **True Attitude:** Self-infatuated. **Favored Attack:** rapier/main gauche or longbow. **Home:** Orhan. **Aka:** Davix (Myri), The Bard.

God of festivals, including the performing arts (music, plays, some poetry). He plays a stringed instrument called the *Quindera* and has a hypnotic singing voice. He is called upon to bless wine and ale, and to aid in recovery from hangovers.

Also a prankster, he will often pose as his twin Jaysek (the two are 'naturally' identical, except that Kieron's eyes are blue), causing mischief on Kulthea.

Although Kieron's clothing tastes are quite varied, he will often don a tunic of sheer silk. His hair is most often shoulder length or gathered in a ponytail.

Kieron is somewhat of a lustful god, appearing in many attractive forms — including that of a beautiful woman — to seduce unwary Kultheans.

Teris

Age: Immortal (Appears ≈ 16). **Eyes:** Light brown. **Hair:** Blond, curly. **Build:** Slender. **Height:** 6'4"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Lightly tanned. **Demeanor:** Hyperactive, childlike. **Dress/Accountrements:** Short, diaphanous tunic, staff. **True Attitude:** Serious about his duties, but little else. **Favored Attack:** Quarterstaff. **Home:** Orhan.

Messenger of the gods, he appears as a beautiful, androgynous youth in his middle teens. He carries a short staff which records the messages to be delivered. Always barefoot, he can run faster than any living creature, or travels on his magical shield with superlative balance. Teris is the patron of one of the Navigator Guilds (*The Navigators*), his name occasionally mentioned—not always in a positive way—by other Navigator guilds.

Iorak

Age: ? (Appears ≈ 30) **Eyes:** Brown. **Hair:** Black. **Build:** Bulky/Muscular. **Height:** 6'2"/12'. **Race/Sex:** Godlike Being/M. **Skin:** Dark Tan/Brown. **Demeanor:** Impatient, Surly, Distracted. **Dress/Accountrements:** Sturdy cloth/leather garments; smithing tools. **True Attitude:** Gentle, Uncomfortable among others. **Favored Attack:** 2-H sword. **Home:** Orhan.

Husband of Iloura and Smith of the gods, Iorak is physically strong but not the match in combat of Cay or Kuor. With his dark complexion, black hair and beard, Iorak is an imposing character, an appearance which belies his gentle nature. He almost never leaves his great smithies on Orhan. In fact, he is somewhat of a recluse, avoiding many of the social gatherings frequented by the gods and their aides.

Iorak has made all of the items used by the Lords of Orhan, and is in most ways the most powerful Smith of the Kulthean system. However, an occasional Human or Elven smith has risen above Iorak's incredible yet 'workmanlike' abilities to produce an item of surpassing beauty or elegant power. The Smith Tethior was among this very small group.

4-GREATER SPIRITS OF ORHAN

These are powerful servants and aides of the Lords of Orhan; in essence are demigods. Spirits are more numerous and more likely to be encountered (or at least seen) by an adventurer than the Lords themselves. A selection of these spirits are detailed at the end of this section.

The Nature of the Spirits

The Spirits of Orhan are lesser beings who entered this space-time with the Lords and have always served them. Their nature is similar to that of the Lords, but they lack the omniscient power and are rarely worshipped as gods themselves.

GENERAL POWERS OF THE GREATER SPIRITS

The following powers are common to all the Greater Spirits of Orhan. They are similar to the powers of the Lords, though in many cases lessened somewhat. These reflect the fact that the Spirits have tremendous innate resistance because of their common origins with the Lords.

- The Spirits can transport themselves instantly between Orhan and anywhere on Kulthea; they can also fly at high speeds (riding the Flows of Essænce) and are immune to natural cold and heat.
- Though their 'normal' size and form is that of beautiful humanoids, they have an alternate size of about twelve feet in height though slightly smaller than the Lords (all of their personal items and clothing are enchanted and change size with them).
- As with all of the more powerful deities, the Spirits are truly immortal. The death or destruction of their Avatar (chosen mortal form) results in the body vanishing in a flash of light. The 'soul' of the Spirit returns to Orhan where he recovers his strength—a process requiring one full revolution of that moon (70 days). During that time the Spirit cannot affect physical reality, though he may appear and interact with the other deities on Orhan.
- Spirits can—theoretically—communicate mentally with each other instantly wherever they are. Some, however, choose not to answer a call, for various reasons.

SOME SPECIFIC SPIRITS

Following is a selection of a few Spirits of Orhan. There are in fact dozens of these beings.

GM Note: Notations in parentheses refer to powers, professions or abilities in the Rolemaster Companion Books, should the GM have these books and wish to use these alternate choices.

Laia

Age: Immortal (Appears ≈ 20). **Eyes:** Azure. **Hair:** Mahogany/wavy. **Build:** Slender but athletic. **Height:** 6'0". **Race/Sex:** Godlike being/Female. **Skin:** Light Brown. **Demeanor:** Aloof, Confident. **Dress/Accoutrements:** Belted tunic/bracers. **True Attitude:** Indifferent, reserved. **Favored Attack:** Unarmed/gé. **Home:** Orhan.

Daughter of Cay, Laia is one of the few children of the Lords of Orhan (see the following section) who has been elevated to 'godhood.' She is a superior warrior, a martial artists like her father, though unlike him she has a cool demeanor. She is the patroness of the Amazon warriors of Itanis.

Bæris

Age: Immortal (Appears ≈ 18). **Eyes:** Green. **Hair:** Red-blond. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** Godlike being/Male. **Skin:** Fair (freckled). **Demeanor:** Melancholy. **Dress/Accoutrements:** Short, belted tunic off one shoulder, bracers. **True Attitude:** Angst-ridden. **Favored Attack:** Holy broadsword; longbow. **Home:** Orhan.

A servant of both Oriana and Eissa, Bæris has the interesting occupation of being the patron of young love—and its inevitable tragedies. While boyishly attractive, he never smiles and always looks to be on the verge of tears. He will sometimes act to re-unite couples who are divided because of a misunderstanding, and he comforts those who have lost a lover.

In cases of a special tragedy where one lover has been slain, Bæris will beseech Eissa to allow him to return the dead lover to the living. If Eissa allows him to cry, his tears falling on the face of the dead youth will heal his or her wounds and bring him or her back to life. This would be quite unusual of course, and Bæris will only ask for this under the specific circumstances of star-crossed lovers. Bæris does have considerable healing powers short of raising the dead, however, and his followers will often call upon him to protect or save their loved ones who have been injured—especially in battle.

On a more tangible level, Bæris frequently combats the *Procreators*, demons of Essænce who pervert the higher ideals of love. In his fury he will sometimes get in over his head, and has had to be rescued more than once. Frequently his savior has been the (seemingly) compassionless Laia.

Talaraine

Age: Immortal (Appears ≈ 20). **Eyes:** Blue. **Hair:** Blond. **Build:** Average. **Height:** 6'4". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress/Accoutrements:** Varies; usually lute. **True Attitude:** Self-indulgent. **Favored Attack:** rapier; spells. **Home:** Orhan.

A servant of Kieron, Talaraine is the patron of Music and Dance. While he is usually light-hearted, he is a deadly foe when confronted with a genuine challenge (such as Inis the Dark God-dess). Talaraine frequently travels as a wandering minstrel in disguise to seek out new musical talents. When he finds gifted young men and women he will often stay and tutor them for a few months, greatly increasing their skill, and sometimes imparting magical abilities.

GM Note: the GM may wish to consider having a Bard PC be tutored by a mysterious minstrel in his youth, and give him a

+10 bonus to spells involving singing or playing an instrument because of Talaraine's teaching.

Quen

Age: Immortal (Appears $\approx$ 20). **Eyes:** Hazel. **Hair:** Light brown. **Build:** Muscular. **Height:** 6'8". **Race/Sex:** Godlike being/Male. **Skin:** Ruddy. **Demeanor:** Gentle. **Dress/Accoutrements:** Flowing green-brown robes. **True Attitude:** Serene. **Favored Attack:** wooden sword/bow. **Home:** Orhan.

The patron of herbs and flowers, Quen is a strange character. He is a large, almost hulking presence, his shimmering green, amber and brown robes unable to conceal his brawny shoulders. He is as gentle as a father with his newborn, but there is a sense of controlled might. Destroyers of his wild flowers beware!

Quen is called upon by many Herbalists and Animists when working in their gardens. Flowers grow spontaneously in his wake. Where he walks, plants are not crushed or flattened. He can pass through even the most dense undergrowth with ease.

Neela

Age: Immortal (Appears $\approx$ 16). **Eyes:** Blue. **Hair:** Pale Blonde. **Build:** Slender. **Height:** 5'9". **Race/Sex:** Godlike being/Female. **Skin:** Very Pale. **Demeanor:** Wistful. **Dress/Accoutrements:** Clinging blue-green gown, necklace of coral and shells. **True Attitude:** Melancholy. **Favored Attack:** net, long knife. **Home:** Waterways of Kulthea.

Said to be a daughter of Shaal, Neela is one of the few who might stay his temper. She is mistress of waters and patron of sailors. With the look of a spritely but somewhat pensive young woman (no more than a girl, really) she swims through the waters of the world seeking for ships in trouble.

Neela tries to moderate Shaal's stormy temper and save those who might otherwise be lost at sea. Even if she cannot stop a ship from being smashed, she will guide shipwrecked sailors to islands (admittedly, she saves young men who she finds attractive).

Vult

Age: Immortal (Appears $\approx$ 25). **Eyes:** Blue. **Hair:** Black. **Build:** Muscular. **Height:** 6'7". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Grim, sometimes Snide. **Dress/Accoutrements:** Black chain with white surcoat. **True Attitude:** Determined. **Favored Attack:** blue laen battle-axe. **Home:** Orhan.

Vult is indirectly a servant of Eissa, as it is his task to free the Undead and cleanse their souls. He wanders Kulthea alone seeking out cursed Undead and slaying them.

With his flowing sable hair and striking blue eyes, he is handsome but unapproachable. His black chain armor looks like it is rent in places, but his surcoat is always gleaming white.

Jaynor

Age: Immortal (Appears $\approx$ 16). **Eyes:** Hazel. **Hair:** Long, Brown. **Build:** Slender. **Height:** 6'2". **Race/Sex:** Godlike being/Male. **Skin:**



Kellus, a River Naiad in NW Emer

Fair. Demeanor: Playful. **Dress/Accoutrements:** breeches and feathered bands. **True Attitude:** Lighthearted. **Favored Attack:** staff, boomerang. **Home:** Orhan.

Follower of the Four Winds, Jaynor is also friend of birds and all non-evil flying beasts.

His costume consists of green breeches and many colored bands about his arms, wrists and head. From all the bands hang brightly-hued feathers given by his many bird-friends. He communicates with the birds, and they serve him as a vast information network.

5. NYMPHS

The essence given form and personality, the Nymphs are of a similar nature to the Lords of Orhan but are tied to the earth rather than Orhan.

Nymphs live on Kulthea as long as the source of their life, be it river or tree; should their source fail, they disperse into the greater essence to be reborn again in another place.

Each is bound to a specific place and must remain within their domain. Nymphs have two forms: most are normally human-sized, and most often take the form of impossibly beautiful youths, the males sinewy yet slender, the females just blossoming with womanhood. They are usually either naked or draped in only the most minimal gossamer covering. None have any body hair, though their scalp hair is always luxuriant and thick. The only other difference is the skin: water spirits have a decidedly blue tint, while plant spirits are green; hair can be of any color. Alternately, they may assume a more 'elemental' incarnation, becoming a watery form, a tree-like shape or other appearance depending on their nature. Some can assume a larger version of their humanoid form as well.

These earthly spirits are generally benevolent as long as their home is not attacked or damaged. Even the Oceanids who reside in treacherous whirlpools are not necessarily malicious; but they are often haughty and disdainful of sailors who stray into their influence.

Nymphs do have a reputation for playfulness; their amorous nature is also well known. They have been known to seduce attractive Elves and mortals alike.

Some Nymphs serve particular Lords of Orhan or other gods; others are fairly independent beings. The Dryads and Oreads are aligned with Iloura, while the Naiads, Nereids and Oceanids are generally under the influence of Shaal. Because of the sea-lord's lack of attention, however, the water-spirits tend to be more independent and willful.

Damaging a Dryad's tree or polluting a Naiad's stream will make them sickly and weak. They also cannot stray far from their focus or their powers are diminished.

Below is a listing of the different varieties of Nymphs; a future book will elaborate on their powers.

Dryads: Dryads are tree spirits and can be male or female. Their fate is tied with the life of the tree, so they are almost always associated with strong sturdy trees. Often they are deep in a forest and the Dryad is the protector of the entire wood.

Naiads: Often (though not exclusively) female, Naiads are watery spirits associated with a spring, river or lake.

Nereids: Spirits of grottoes and sheltered coves, nereids are often male and their nature tends to be secretive. Winning a nereid's favor may mean gaining access to a hidden sea-cave that others cannot see.

Oceanids: More powerful water spirits, Oceanids are tied to regions of a sea such as a bay or sound. Others might control unusual features such as a massive whirlpool or large waterfall.

Oreads: Hill & Cave spirits, Oreads are of either sex. In some cases may become the protector of a group of people, for instance a village situated on their hill.

6. CHILDREN OF GODS

The fact that a supposedly noncorporeal being such as a Lord or Spirit of Orhan can sire offspring is a concept to make any Loremaster squirm. However, there are men and women on Kulthea who claim to be the child of a god, and flaunt superhuman abilities to prove it. Most are no more than magnificent humans, while a few have been endowed with powers akin to a Spirit of Orhan. One important difference: any child of a kulthean parent is tied to his body: it is not an 'avatar' like the forms of the Lords and Spirits.

These godlike gifts diffuse like any terrestrial trait: descendants of offspring of the Lords grow closer to normal mortals with each successive generation mingled with human blood.

***GM Note:** allowing PCs to be offspring of the Lords of Orhan is in general not a good idea, unless he wishes to give the PC very limited powers, virtually no access to his 'parent' and a healthy disadvantage to go along with his very special ancestry.*

7. THE DARK GODS

Mirroring the rather benign Lords of Orhan, there is another pantheon of immortal beings residing on another of Kulthea's moons. However, the Dark Gods have less of a hierarchical structure than the Lords. And while most are associated with a certain aspect of life, these role are also more fluid than those of the Lords of Orhan

THEIR HOME: CHARÓN

The third moon of Kulthea is known as *Charón* and is considered an evil presence by nearly every culture on the planet. One of the strange things about Charón is its unique polar orbit (meaning that it circles Kulthea by passing over the poles rather than roughly on the equatorial plane, like the other moons). It takes about 21 days to make this orbit, but it has many disturbing perturbations.

The Night of the Third Moon

Because of this orbital anomaly, Charón is invisible for more than half of its rotation, as it is between Kulthea and the sun. As it comes around the planet, however, it rises slowly from the south, every night rising higher and becoming more full, until one night every 149 days Charón is full and at Zenith in a given location (this occurs in different places at different times, of course, and the latitudes further from the equator are fortunately spared this horrible event). It shines much more brightly, and with a red-dish glow. There is no mistaking the Night of the Third Moon.

Dark cults worship Charón. They consider the zenith to be a time of particular importance, a time when servants of the Unlife are able to leave their home on Charón and come to the Shadow World.

It should be noted that every 10.2 years in certain locales near the equator there is a correspondence of perigee (closest proximity to Kulthea) and zenith in which Charón hangs huge and red over the night sky. It is a time that all good people fear.

THE CAVERNS

The surface of Charón is a frozen waste; there is no atmosphere and the exterior is encased in a solid coating of ice (possibly frozen carbon dioxide) which Kulthean Astronomers think to be as much as hundreds of feet thick.

But under that coating of ice, Charón is heated from within by volcanic forces, creating a (barely) livable environment in the thousands of caves and tunnels. It is here that the Dark Gods and their minions survive.

The Third Moon is a sphere 350 miles in diameter, and even though it possesses a massive core, it has only enough gravity to barely maintain a small hold on objects. Thus, the caverns and warrens have the added disorientation of almost no perceptible 'up' or 'down.' Any poor unfortunates who are transported suddenly to Charón will find themselves in a totally alien world.

The caverns of Charón are populated by all manner of monstrous creatures, awful travesties of life summoned to guard the passages of the Third Moon. There are portals to other worlds everywhere, especially the Fourth Pale

GM Note: See Demons of the Fourth Pale for details of lesser creatures who might be lurking in the corridors of Charón.

ABOUT THE DARK GODS

The Pantheon of Charón is really not a pantheon at all; no single god is recognized as the leader. The Dark Gods coexist on the Third moon in little more than an uneasy alliance. Often they bicker amongst themselves, their servants sent on errands of petty sabotage and mischief.

Powers of the Dark Gods

The Dark Gods are not intrinsically as mighty as the Lords of Orhan, mainly because their origins and power base are different. This lack of innate power is more than offset by the Dark Gods' lack of restraint: They, unlike the Lords of Orhan, do not make an effort to distance themselves from direct interaction with Kulthea and her inhabitants.

- **Transport:** The Dark Gods can only come 'in person' (i.e., through an avatar) to Kulthea via three routes. They can only remain on Kulthea for a matter of hours in cases one and two.
 - Through Space. It requires considerable power for a Dark God to make the journey, and still project a physical form. As a result their powers are diminished by the time they arrive on Kulthea, and then they can remain for only a few hours
 - Via a ritual summoning, usually under the Third Moon. This is the most dangerous, as evil servants of a Dark Lord may open a temporary Gate for a God to enter through, and by continuing to make sacrifices or otherwise channel power (through a ritual chant, for instance), they can thus allow their master to remain for as long as they can keep up the activity. Fortunately, there are few priests and cults with the power to open such a portal.
 - Through a Portal. A Dark God can only pass through a Portal opened at the Kulthean side, But once this is accomplished the god may remain unchecked until it is forced back or the Portal closed.
- **Form:** Dark Gods are each tied to a unique form (often large and hideous), but most can assume a humanoid form at will.
- **Immortality:** As with all of the more powerful deities, the Dark Gods are truly immortal. The destruction of their chosen mor-

tal form (as indicated by a killing critical or other catastrophe) results in the avatar body vanishing in a ball of fire or other showy end. The 'soul' of the Dark God returns to Charón where he recovers his strength — a process requiring from 50 to 150 days. During that time the Dark God cannot affect physical reality, though he may appear and interact with the other Dark Gods on Charón.

- **Awareness:** Dark Gods are aware—at least subconsciously—of all of their followers on the Shadow World, and should a follower repeatedly abuse his god's name or power, the Dark God may inhibit or cut off powers, or even show up personally to have a talk with his sycophant.

THE DARK GODS

Below is a selection of the evil entities which inhabit Charón and have influence over the inhabitants of Kulthea.

GM Note: Notations in parentheses refer to powers, professions or abilities in the Rolemaster Companion Books, should the GM have these books and wish to use these alternate choices.

Orgiana

Age: Immortal (Appears ≈25). **Eyes:** Glowing red. **Hair:** Long, Black. **Build:** Shapely. **Height:** 5'9". **Race/Sex:** Godlike Being/Female. **Skin:** Steel Grey; Aflame. **Demeanor:** Cruel, Destructive. **Dress/Accountrements:** Orb and tiara, otherwise nude; her skin is metallic like armor. **True Attitude:** As Demeanor. **Favored Attack:** Firewhip, spells. **Home:** Charón/the Black Hel.

Goddess of Darkness, Orgiana escaped a purge of Dark demi-gods in southern Jaiman during the Wars of Dominion. She alone escaped back to Charón, while the others were imprisoned, banished to one of the Outer Planes (a place known as the 'Black Hel'), or utterly destroyed. She had a number of serving Spirits, who were also destroyed.

But she has been rebuilding her power and prepares for the day when she will return to the Shadow World. Cruel beyond belief, she delights in pain. She has a particular loathing for men, and her cults are most frequently made up of females who torture and kill the males of their species.

Inis, Goddess of Beauty

Age: Immortal (Appears ≈25). **Eyes:** Green. **Hair:** Blonde. **Build:** Voluptuous. **Height:** 6'1". **Race/Sex:** Godlike Being/Female. **Skin:** Fair. **Demeanor:** Seductive. **Dress/Accountrements:** Diaphanous skirt; veils. **True Attitude:** Insatiable. **Favored Attack:** Four knives. **Home:** Charón.

The Dancer is a lovely woman with fair skin—and four arms. She vies with Moralis for the attentions of the weak, seducing those who cannot control their lusts.

Cults of Inis are invariably devoted to youth, beauty... and the carnal pleasures. This includes any number of perversions, most of them unspeakable. Her servants infiltrate cultures and bring about their downfall through the violence brought about by vanity, jealousy and lust.

Inis is also a warrior, a formidable opponent in combat, wielding four curved knives with her four arms in a whirling dance of death.

Kesh'ta'kai, God of Magic

Age: Immortal (Appears ≈35). **Eyes:** Grey. **Hair:** Short; Black with grey streak. **Build:** Average. **Height:** 6'5". **Race/Sex:** Godlike Being/male. **Skin:** Olive. **Demeanor:** Cool; calculating. **Dress/Ac-**

coutrements: Hooded robes. **True Attitude:** Distracted. **Favored Attack:** Runesword, spells. **Home:** Palace of Runes, Charón.

Kesh'ta'kai is the master of signs and symbols. The magic of words and letters is known better by him than perhaps any entity in the Shadow World milieu. This Dark God is relatively reclusive and has no desire to dominate others. In fact, he (along with Andaras) is in some ways not what one could consider 'evil.' He does hate the Lords of Orhan and the Loremasters—and nearly slew one of the Masters of Emer an age ago—but has little wish to dominate the peoples of Kulthea.

But in some ways he is still the most dangerous of the Dark Gods. His followers are scholarly men and women, devoted to learning and copying ancient texts, and to mastering the arcane arts. Among these they count the mastering of Demons and the control of Gates and Portals. Unfortunately, their experimenting disrupts the Essænce balance and is causing constantly increasing access to the Shadow World by more unpleasant creatures.

In appearance, Kesh'ta'kai is a man of perhaps 35, though his eyes have a much older look, and his hair has a streak of grey. Ironically, his natural form is most hideous: a tentacled mass which resembles the unspeakable Agothu more than a creature of the Essænce.

Kesh'ta'kai is a master of glyphs (spells cast by tracing luminous symbols in the air) and Power Words. He could paralyze an army in an instant.

Andaras, God of Wisdom

Age: Immortal (Appears ≈25). **Eyes:** Brilliant green/slit pupils. **Hair:** Shoulder-length, straight, black. **Build:** Muscular but lithe. **Height:** 6'8". **Race/Sex:** Godlike being/Male. **Skin:** Very dark. **Demeanor:** Playful. **Dress/Accoutrements:** Black leather loincloth, collar, bracers. **True Attitude:** Sadistic or indifferent. **Favored Attack:** mace or cat-form. **Home:** Charón.

The Lord of Cats is an interesting character, being less single-minded than some of his brethren. He is lord of numerous cat-cults on Kulthea, and has a certain twisted sense of humor when dealing with his minions or their foes. Like a cat, he will toy with his prey before finishing it off.

Andaras' alternate form is—not surprisingly—that of a huge black panther, 8' high at the shoulder.

Z'taar: God of War

Age: Immortal (Appears ≈30). **Eyes:** Black/Luminous red. **Hair:** Silver. **Build:** Muscular. **Height:** 6'8". **Race/Sex:** Godlike Being/Male. **Skin:** Marble-white. **Demeanor:** Determined. **Dress/Accoutrements:** Black silk tunic or Black eog chain shirt. **True Attitude:** Righteous, Obsessive, Vengeful. **Favored Attack:** black eog 2-h sword. **Home:** Charón.

Z'taar is one of the more terrifying Dark Gods, partly because he seems almost mindless in his pursuit of followers and the destruction of his enemies.

A fearsome warrior, he wields the *Slayer* with a grim vengeance. He is the unofficial champion of Charón, though he will rarely enter battle on behalf of any other God. Z'taar's cults are always oriented towards warfare and dominating less martial cultures. He faced Cay in single combat once during the Wars of Dominion, but the contest was inconclusive — interrupted by a shattering Flow-storm which swept them apart. Between them lies a grudging mutual respect.

Scalû, God of Night

Age: Immortal (Appears ≈30 as a human). **Eyes:** Luminous yellow (amber as a human). **Hair:** Black furred hyena head (shiny black hair as a human). **Build:** Very muscular. **Height:** 10' (6' as a human). **Race/Sex:** Godlike being/Male. **Skin:** Pale. **Demeanor:** Cold; Emotionless. **Dress/Accoutrements:** A metallic gold kilt. **True Attitude:** Cruel. **Favored Attack:** Hand-axe. **Home:** Charón.

The bringer of Night (and nightmares), Scalû has a particularly terrifying visage, if only because of its strange fusion. Though he may appear as a handsome human, Scalû's normal form is that of a ten foot tall man with the head of a black hyena.

Scalû is frequently at odds with Reaan, the Lord of Orhan who also sees the Night as his realm and dreams as his playground.

Moralis, God of Lust and Pain

Age: Immortal (Appears ≈ 25). **Eyes:** Blue. **Hair:** Blond. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress/Accoutrements:** A fine tunic or silk loincloth, pendant, bracers. **True Attitude:** Sadistic. **Favored Attack:** broadsword. **Home:** Palace of Tears in the Wailing Caverns, Charón. **Aka:** The Lover.

The self-described 'God of Love' is one of the more twisted of the Dark Gods. He appears normally as a very handsome blond young man, virile and charming — though he sometimes assumes female guise, equally beautiful. He visits Kulthea to seduce young women and men, and once he has them in his thrall, he takes them to his palace in the caverns of Charón where he keeps them as slaves. He abuses them in a perversion of love, leaving them emotionally as well as physically battered, yet they are so taken with him that they fight for the opportunity to be with him. His harem is large but the membership turns over rather frequently.

Moralis' followers differ from Inis' in that they are more self-obsessed and masochistic. Their orgies end with many of them dead.

Moralis is often accompanied by a entourage of beautiful Procreator demons. Priests of his religion will sometimes summon these creatures as part of a special ritual to honor Moralis.

Klysus, God of Death

Age:? (Appears ≈30). **Eyes:** Green/slitted & reptilian. **Hair:** Black; slicked back. **Build:** Extremely muscular. **Height:** 7'. **Race/Sex:** Godlike being/Male. **Skin:** Bronze. **Demeanor:** Creepy, yet persuasive. **Dress/Accoutrements:** A long white pleated tunic. **True Attitude:** Treacherous; sadistic, bloodthirsty. **Favored Attack:** trident, spells. **Home:** Palace of Golden Sand in the Sun Caverns, Charón. **Aka:** Soul-taker, The Winged Lizard.

The lizard-god is the God of Death, enemy of Eissa (a Lady of Orhan). While she is the Goddess of Death as well, hers is a clean ending, with the release of the soul. Klysus' death is a tortured sacrifice, where he drinks the blood and devours the very spirit of the dead. He is the Soul-taker.

Very tall, muscular, with skin of an almost metallic bronze color, Klysus has large almond eyes which have slitted, reptilian pupils. His long, forked tongue and fangs are not normally noticeable, though he does speak with a hissing lisp.

Klysus has a continuous thirst for victims and is one of the more frequent visitors to Kulthea to partake 'personally.' One of his most favored groups of followers is the Lankan Empire in Tai-Emer.

Klysus' alternate form is of a huge, fifty-foot long, bat-winged snake. While he has no limbs, he has the power of levitation and swift flight, and he can cast any spell from any *Air* or *Wind* list (any realm), he can cast his other spells as normal, and can breathe a *Death Cloud* of a cone 100' long by 30' at the far end, which delivers Disruption criticals: "E" the first round, "D" the second, etc.

Klysus and his followers are turned back by the lovely but inexpensive gem *Eissa's Tears*. Klysus himself can overcome small concentrations of the gems (though at a subtraction). But they can literally kill his priests if they come into contact with the Tears.

8-DARK SPIRITS

While the Dark Gods frequently summon Demons of the Essænce to do their bidding, they also have a handful of particularly mighty individuals who are their chief lieutenants. They are considered 'Greater Spirits', both because of their inherent power and because of their ties to Charón.

These beings share their masters' intense loathing for all things of goodness and beauty in the *Shadow World*. Petty, spiteful and destructive, they encourage all things loathsome and malignant.

General Powers of the Dark Spirits

Interestingly, many of the Dark Spirits can remain on Kulthea indefinitely, and can thus act as minions for their Charón-tied masters. Their powers are considerably more limited than the true Dark Gods, however, and each has his or her own vulnerabilities.

- **Transport:** The Dark Spirits can only come in person to Kulthea via three routes (same as the Dark Gods). However (perhaps ironically) they can remain on Kulthea for a theoretically indefinite period of time, perhaps because their masters can channel power to them to maintain their form.
- **Form:** Dark Spirits are each tied to a unique form (often hideous), but most can assume a humanoid form at will.
- **Resistance of Form:** All Dark Spirits resist attacks as *Large* creatures; some resist as *Super-large* creatures when in their natural form. They resist spells as per their noted level. Attaining a "Stun" result against a Dark Spirit only forces them to parry; obtaining an "Stun No Parry" result means they are stunned, but may parry. Dark Spirits can *Haste* themselves at will for the duration of any melee. They are not necessarily immune to natural cold and heat, but certain Spirits may be, as noted.
- **Immortality:** Unlike the greater deities, the Dark Spirits are not exactly immortal, as they are really little more than manifestations of their master's will. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items, those are left in a heap) vanishing in a ball of fire or other showy end. The 'soul' of the Dark Spirit flees to Charón if his master wills it — and he has the energy; many Spirits are unable to make the trip and are dispersed forever. If he makes it, he will be either permitted to reform, or the angry God may dissolve him anyway.
- **Awareness:** Dark Spirits are aware of their own followers only if summoned or otherwise alerted (by a ritual, for instance). Their Dark Master might contact them and send them to a location, however.

- **Resistance to Essænce:** Dark Spirits resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Dark Spirits never suffer any 'partial effects' from spells.

- **'Profession':** Dark Spirits are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists and/or martial skills. GMs may also wish to give various Dark Spirits certain High Level Spells from *RMC I*. A few suggestions are included but should not be considered limitations.

A FEW GREATER DARK SPIRITS

Below is included a selection of the immortal beings which act as servants for the Dark Gods. Unlike the Dark Gods, many of the Spirits have specific weaknesses which they take great pains to hide. However, should their enemies discover this weakness (vulnerability to water or another element, poisoned by nectar of a specific flower, driven away by a certain sign, etc.), it can be freely exploited.

Omīr, God of Vengeance

Age: Immortal (Appears ≈ 30). **Eyes:** Grey. **Hair:** Black, very short. **Build:** Slight. **Height:** 5'9". **Race/Sex:** Godlike being/Male. **Skin:** White. **Demeanor:** Relaxed, confident, Friendly. **Dress/Accoutrements:** Black coverall; varies. **True Attitude:** Cold-blooded, emotionless. **Favored Attack:** Fingernails as poison claws; Dagger. **Home:** Charón.

Omīr is known in some circles as the *Thief* or *Assassin* of *Charón*. Unlike the other Spirits, he is coldly professional. However, he is often called upon by those swearing vengeance in anger. He is the patron of assassins, thieves, and others who operate by night and stealth.

He particularly likes to assume the *Waterform*, *Mistform*, or *Flattening* to get to his prey.

Akalatan, God of Procreation

Age: Immortal (Appears ≈ 25). **Eyes:** Green (reptilian with slitted pupils). **Hair:** White. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Godlike being/Male. **Skin:** Bronze. **Demeanor:** Arrogant, seductive. **Dress/Accoutrements:** White silk pants, diadem. **True Attitude:** Cruel, voracious. **Favored Attack:** Falchion, dagger, spells. **Home:** Charón.

A servant of Klysus (and in some religions called his 'son') Akalatan is frequently on Kulthea to oversee ritual sacrifices. A striking figure with his white hair and broad, bare chest, he feeds off not only human blood but the energy released at frenzied 'religious' celebrations.

While not as visibly tied to reptilian roots, Akalatan's eyes have slitted pupils, he has many snake tattoos, and his tongue is unnaturally long.

Zania, Goddess of the Moons

Age: Immortal (Appears ≈ 25). **Eyes:** Grey. **Hair:** Silver. **Build:** Slender. **Height:** 6'. **Race/Sex:** Godlike Being/Female. **Skin:** Fair. **Demeanor:** Spaced-out. **Dress/Accoutrements:** Silver breastplate, grey tunic. **True Attitude:** Insane; unpredictable. **Favored Attack:** Scepter, longbow. **Home:** Charón.

Zania is called the Keeper of the Moon by her followers, and it is believed that she drives a spectral chariot through the sky, towing the moon Charón. She is also reputedly insane, and sends her followers to the same twisted end.

She does indeed drive a misty chariot pulled by spectral grey stallions to Kulthea, where she haunts the tormented souls of its

inhabitants. Her servants are Doombringers or Procreator Demons.

Dancers of Inis

Age: Immortal (Appear $\approx$ 20). **Eyes:** Green. **Hair:** Blonde. **Build:** Voluptuous. **Height:** 5'9". **Race/Sex:** Godlike Being/Female. **Skin:** Fair. **Demeanor:** Sultry, seductive. **Dress/Accoutrements:** Diaphanous skirt and veils. **True Attitude:** Mindless. **Favored Attack:** scimitars. **Home:** Charón.

A dozen beautiful women, these dancers are all identical, and resemble Inis (including their colorful costumes). Some or all of them will sometimes appear during rituals to entertain her followers—or destroy her enemies.

9-LOCAL GODS

In many cases an apparent 'local' god is actually a different incarnation of a Lord of Orhan or Dark God. There are also, however, many superhuman beings who can legitimately be considered gods. Most, while in most respects non-corporeal, are linked to a specific location and their power diminishes tremendously with distance from that place.

Few gods have the personal energy to be truly global powers (the Lords of Orhan and the Dark Gods of Charón are among this elite), yet within the boundaries of their locality any god can be formidable. The relationship of a god to his locality can be explained thus: it is as if the locality is part of the god, whether the actual focus is a temple, an item (such as a large stone), or an entire country. Thus, the separation causes a strain. The greater the distance, the more energy is required just to maintain the all-important linkage. Gods have been rendered harmless—and even destroyed—by foes who have successfully isolated them from their locality. This could only be done by some extremely formidable enchantments and trickery.

THE LORDS VS LOCAL GODS

The Lords of Orhan have a 'policy' (if you will) of not interfering with the authority of any local deity. While this sounds quite magnanimous of the Lords, it is as much a pragmatic decision as anything else. A local god could conceivably defeat (certainly not destroy, but perhaps drive away) a lord while that god is on his home soil. This would be very embarrassing at the very least. Thus, when the Lords want something done on Kulthea, they usually employ more subtle means.



Ruins of an Ancient Temple to a Forgotten Local God

♦ PART XIV ♦

GOOD & EVIL, ORDER & CHAOS

1-GOOD AND EVIL

'Good' and 'Evil' fall at the two extreme ends of a spectrum; most thinking beings exist somewhere in the middle ground. In addition, there are the complicating factors of the competing affiliations among those of evil ambition: the servants of the absolutist Unlife sometimes find themselves at odds with power-thirsty Dragonlords, the Dark Gods, and numerous other agencies of evil.

When 'Evil' is referred to in the Shadow World, it does not mean the small injustices one man commits against another; nor does it even mean most acts of violence or warfare. True Evil, the evil which is fostered by the Unlife, is the drive to destroy—and to feed on that destruction. The Unlife desires not only to kill, but to draw energy from the poor spirit as it dies. Without attempting to make a judgment on what is 'evil' and what is not, the concept of pure, true, universal evil in the context of Shadow World applies only to the Unlife and its willing servants. Others may do 'evil' deeds, but they are not evil until they succumb to its power. However... once one sets a foot upon the dark path...

It has been theorized that without the 'Positive Essænce,' the 'Negative Essænce' of the Unlife could not exist. It is even believed that, should the Unlife somehow succeed in its horrible desire to absorb the entire Essence of the world, it would itself be destroyed. This might be what the Unlife seeks: complete annihilation. What would happen should this occur has been the subject of debate among magic scholars for millenia. Most agree that all magical power will simply evaporate: no Gods, no Essence, no supernatural mental powers will survive. It is the nature of possible destructive side effects that no one can agree on.

When the Unlife is moved to use force, it can unleash servants who wield a terror of majestic proportions. Not the horror of the Demons, nor the brute force often preferred by the Dragonlords, but such lieutenants as the Heralds of Night and the

Priests Arnak, who possess a commanding presence. They are lordly and distant, and cannot be swayed by bribes or other coercions. They are inhuman in their unwavering allegiance to that formless ultimate evil which is the Unlife.

2-UNLIFE ORIGINS

The force which is the beginning and the end of all True Evil—whether its servants know it or not—the Unlife is the shadow which taints many of the wonders of Kulthea. There are those who do not consider themselves 'evil': certain cult leaders believe that they are merely imposing a better structure on the world. However, they tap their power from the raw, unfocused power of the Unlife: the Anti-essænce.

This Anti-essænce has emerged in the universe here, on the Shadow World, because of the very powerful flows of energy which—by their very presence—set the stage to allow the Unlife to enter. Before the tapping of the Flows by the early Lords, the Unlife remained safely beyond the reach of our universe. When they began to utilize these massive energies, the balance was upset and the barrier of Essence which keeps the planes of existence separate was weakened. Many now believe that the Essænce itself could not exist without its shadow: it is the price Kultheans pay for their specia powers.

The Unlife itself is not a single intelligent entity. It is a collective energy which may or may not possess what could be called 'awareness;' its servants, however, are all driven by essentially the same goal.

3-MANIFESTATIONS

The Unlife itself cannot be seen or otherwise detected in this universe; it is so alien that there are no common reference points. In fact, the most perceptive of the masters of Essænce can barely

detect the Unlife as a 'void' or an absence of the usual 'background' Essænce which is everywhere.

Thus the Unlife must utilize servants and strange—often frighteningly majestic—manifestations to work towards its ultimate, unspeakable goal. Most of these tools are in the form of demons, but others can take almost any shape—depending on the purposes of the Unlife.

4. OTHER 'EVIL' FORCES

The beings and groups discussed below tap the Anti-essænce of the Unlife, but remain essentially immune to its direct power. They walk a thin line, however, and at any time risk losing their own will to that of the mindless power of the Unlife.

Dragonlords

Most independent of the 'evil' powers, each Dragonlord pursues his or her own goals. While the lords may draw power from Chaos (and so, albeit indirectly, the Unlife) they are not its servants. Some are not even wholly 'evil', able to use positive Essænce as well.

Instead, the Dragonlords are unique spirits of such power and dynamism that they are able to use the energies of Chaos and order with impunity, a feat greater than most of the Lords of Essænce can claim.

Dark Gods

Individually, the Dark Gods are the most intrinsically powerful of the 'evil' factions. They are not driven by one implacable will like the Unlife, and yet they are not fully independent like the Dragonlords. These masters of dark power are not even life in the biological sense, but energy beings: manifestations of the chaotic aspects of the Anti-essænce. Most are less than complete personalities, driven by specific needs and goals. As a result, they sometimes seem two-dimensional and are often predictable in their reactions. Vindictive, violent and wantonly destructive, their methods are often the antithesis of the artful minions of the pure Unlife.

5. EVIL ESSÆNCE

This section specifically refers to the "Evil" Spell Lists found in the *Rolemaster* book *Spell Law*, and provides an explanation of the origins of these lists, and a philosophical base from which to build NPCs who may have access to these lists.

There are a number of spell lists—and even entire professions—in *Spell Law* and the *Rolemaster Companions* (e.g., Sorcerer, Warlock, etc.) which some might consider to be 'Evil' because of the cruel or destructive nature of the spell lists. They are not Evil, however, and a character may go merrily through life casting all the cruel Sorcerer spells he wishes without any danger of surrender to enslavement by true evil. (Depending on how the GM feels about this, he might suffer some small punishments from an unhappy patron god, however.)

On the other hand, while it is possible for an 'Evil' spell user to have access to these professions (or any other, for that matter),

they are not by their nature 'evil' in the absolute sense. Some cultures may find them objectionable, yet they are not Evil for system purposes.

Most users of the Essænce will not even be aware of the nature or existence of the Evil lists (Evil Cleric, Evil Magician, Evil Mentalist), much less how to use them. Every so often, however, an ambitious apprentice may gain access to books or a tutor of uncertain motives. In the process of learning an Evil list, there should be no question that the spell caster is turning to a new power source for his energies (the Unlife or a Dark God). Once the first spell is cast, he starts down a dark path. It may take years, but eventually he will reach the end: submission to utter and complete Evil. At that time, he is a creature of darkness. It is up to the GM to decide, depending on the nature of his campaign world, whether the PC maintains free will or must become an NPC.

System Note: Learning Evil Lists

Should a player decide to learn one or more Evil Lists, (after stern warnings about the consequences), this is the suggested sequence:

1. With the first list learned, the PC gains a whole new set of PPs (from the Unlife—the Anti-essænce—whether it be Mentalism or Essence, or Channeling through a new, Evil god) equal to and in addition to his own PPs, but usable only for Evil spells (and not enhanceable by his normal PP enhancer).
2. Every time an Evil spell is cast, the PC must make an RR vs the level of the spell, using his appropriate PP stat bonus (In for Channeling, Pr for Mentalism, etc.). If he succeeds, no side effects. If he fails, however, 1-2 points are lost from his *Essænce Soul*, an artificial number initially equal to his PP stat.
3. When the PP stat reaches Zero, the PC becomes 'Evil.' He loses his regular PPs and must use his Anti-essænce points for all spells. He does not lose all free will, but any thought or action is subject to veto by the GM, who must intercede on behalf of the Unlife. The PC should try to play the character appropriately, as a being who now is indebted to the Unlife for power, and wishes to serve this new master.

6. ORDER AND CHAOS

These terms can mean a number of things in the Shadow World universe, including (according to the scholar Taliax Chun) opposite lines of reality. However, in practical terms *Order* and *Chaos* are empirical references for the leanings of individuals and groups, helping to indicate whether their tendencies lean towards a very structured environment or one in which events are more random and disorganized. Both philosophies have merit, and the world of Kulthea exists somewhere in between what we could consider absolute Order and absolute Chaos. However, these forces are at odds with each other as much as the powers of Good and Evil.

♦ PART XV ♦

ESSÆNCE & SPELLS

Half a dozen men waited on the Haalkitaine dock holding mooring ropes, keeping the skyship *Starwind* from drifting. The Navigator Sulfean stood at the ships' railing, staring into the sky.

"How soon before we can depart?" Randae asked the captain.

"Momentarily. I will not be rushed," the tall Laan woman snapped, then turned to her first mate. He stood with another man at a windlass, one hand on a nearby lever. He nodded to her, tightening his grip.

Sulfean strode quickly to stand by Randae and the captain. "We must leave at once!" On his usually expressionless face Randae thought he detected a faint betrayal of — uncertainty? Fear? Impossible.

Captain Nankara looked annoyed. "Navigators! He forgets who the captain is here," she muttered. But a moment later a crewman called the 'all ready' from the rigging. Nankara rang the final ascent warning bell and braced herself at the wheel. "Stage One!" She called out. The mate pulled the lever, then he and the other crewman began to slowly turn the windlass. The ship trembled as a system of pulleys and gears and chains controlled the unfolding of the Xenium plates towards the bottom of the *Starwind's* hull. After two full turns they stopped.

Meanwhile, Sulfean templed his fingers, obviously concentrating on a spell. A faint blue-violet aura danced along his hands. He thrust his palms out and forward, and translucent rays of light fanned outwards, splashing over the sails and the crew, and finally swirling around the ship like a huge, ethereal soap bubble. The *Starwind* creaked and bobbed upward, rising perhaps twice a man's height, then held steady by the mooring ropes.

"Stage Two!" Nankara's voice cut through the night, and the first mate cranked the windlass around again, while crewmen extended the ventral sail spars and began to unfurl the mainsail.

Then the world ripped apart.

From the northwest came a flash of lurid green lightning. For an instant it turned the night to eerie day, illuminating everything in stark light and shadow. There followed utter silence and darkness for the space of perhaps three heartbeats, during which everyone was frozen in surprise — except Sulfean. He alone fully understood what that flash foretold, even as he felt his spell of *Wind Mastery* torn from his grasp. The Tall Elf braced himself and, turning towards the lightning, called upon the full power of his *Compass*.

While not as knowledgeable in such matters as Sulfean, Randae had a pretty good idea of what was about to happen. He grabbed the nearest railing and shouted "Hold

on!” At the same time, Nankara and her mate heard Sulfean’s urgent thought voiced in their heads: *Drop the panels to Stage Five and come hard around to the west at once!*

Next came deafening thunder, a sound so loud as to press against your very eardrums. The first mate released the windlass and the *Starwind* lunged upward and spun, tearing the mooring ropes from the dockmens’ hands.

And finally the wind: like a great hammer it smashed into the aft port side of the ship just as she was turning with it — and that is possibly what saved her from capsizing. Even so, her structure protested with awful creaks and groans and she pitched prow down and hard to starboard, lurching forward and earthward at a terrifying angle towards the docks. Men on the rigging were tossed about like rag dolls — and one crewman was thrown from the foremast, falling towards certain death on the pier.

But Sulfean, bathed in a shimmering radiance, thrust his hands out and up, sending a surge of light out to engulf the plummeting ship. Then with one hand he reached forward as if to grasp something: a filament of light whipped out from his fingers to ensnare the tumbling crewman and stop his fall. To those on the ship the gale seemed to die away, while *Starwind’s* descent slowed and her bow came up.

Randae clutched the balustrade, wishing he could help but knowing that he dare not try magic in this storm; it could backfire and endanger the Navigator.

Slowly... slowly the ship leveled off and turned, encased in an iridescent sphere of Essænce. Sulfean drew the semiconscious crewman in and lowered him onto the deck, where his mates ran to help him.

It was about that time the snow began, like a wall of white outside the sphere, yet only a few flakes drifted inside. Finally the Navigator relaxed a bit, shoulders slumping as the sphere around the *Starwind* dimmed to a phantom glimmer. Randae approached him slowly. “That was spectacular.” He said softly. “Thank you.”

“Not as spectacular as my fee.” The corner of Sulfean’s mouth twitched just a bit. “But now that things are under control, I am a bit tired. I shall be in my cabin.” He pulled his black cloak over his shoulders and strode away.

From *ShadowStorm*, Part One

It is widely believed that in the youth of Kulthea the three realms of power were essentially the same. In support of this contention, Loremasters point out that in those tumultuous days there were no gods — not even the pantheon of Orhan — but only the Lords of Essænce (unless one could consider the Lords themselves gods). Those beings could tap the power of their minds and the radiation of the Flows with equal ease; in fact, the two were one energy, as those who attempted to flee the Shadow World discovered to their undoing. Thus, the origins of the three realms are, in reality, one.

Those capable of tapping into the united Essænce (referred to by many as the *Arcane Power*) have a unique flexibility and sensitivity; perhaps they are descended from the Lords of Essænce. In any event, the ability to tap the Arcane Power is extremely rare and much sought-after by the mighty.

Essænce vs Essence: A System Note

A clarification is needed here between the Essænce—the arcane term for primal magical power, and the source of what later became the three realms (Channeling, Mentalism, and *Essence*). The need for an explanation goes back, in a way, to the reality presented in *Spell Law*, where *Essence* was used to describe not only the general concept of ‘magic,’ including the power channeled by Deities and the energy of the Mentalist, but also as one of the three realms of power. When we designed a world which would embrace the concepts of *Spell Law*, the flaw in that single terminology became evident.

This is not to concede that our conceptualization was flawed; indeed, the primal *Essence* is the same, simply mutated into the three realms. Our problem was that there was no way to tell the difference when trying to discuss one with the other. The all-

encompassing *Essænce* was being referred to as the Arcane *Es-sence*, which differentiated but was cumbersome. So now we are making a distinction by using the special character ‘æ’ for the Arcane, primal energy, and the more modern spelling for the *Essence* which is one of three kinds yet very similar to the original *Essænce*.

There are three realms of power which can be tapped on the *Shadow World*, and while all share origins with the *Essænce*, they differ in nature and application.

1. ESSÆNCE BARRIERS

Even as the *Essænce* can be a means of transport, it can be a powerful wall. *Essænce* barriers take two distinct forms, both of which occur naturally, though they can also be erected by a skilled *Essence*-user.

Physical Wall

As the name suggests, this type of barrier is primarily tangible in nature, though it is usually invisible. It physically prevents the unwanted from passing through it. Natural *Essænce* Barriers are indiscriminate, impeding everyone who tries to pass, though *Essence* users usually find the way easier. Constructed barriers can be designed to be more selective, allowing certain individuals to pass while stopping others.

In any case, the very powerful can override any such barrier with brute *Essænce* Force.

Mental Wall

Much more subtle, Mental walls are usually erected around a natural boundary (such as the perimeter of a forest) and divert the unwanted by misleading them and misdirecting them, sending the victims wandering away without being aware that they have been diverted. It sometimes appears as a shimmering mist, a distortion, or an amorphous darkness.

2. FOCI

A very important aspect of the *Essænce* is its tendency to form foci, both permanent and temporary. These concentrations of pure primal *Essænce* come in many forms and manifestations, but all can have a telling effect on the surrounding lands (or waters).

An excellent example of a major focus is the island of *Nexus*, home of the Navigators. One of the half-dozen Key Foci on the planet, *Nexus* serves as a gathering place of power and a springboard for the Navigators’ transport. The latter function is made elementary by the three curling ‘arms’ of power (corresponding to the three arms of land) which whorl out from the focus in the island. This permanent focus not only provides enhanced power to the inhabitants, but wards off errant lesser Flows and Flowstorms.

Aside from the Key foci, there exist Greater and Lesser Foci, of which there are hundreds of the former and thousands of the latter. Greater Foci are almost always rooted to a specific location or tied to a large item (like a great crystal sphere, a rock formation, or an ancient tree). Some were discovered long ago, and ancient monuments have been built around them to mark their location; some have arcane colleges, citadels, or towers of powerful Magicians built over them. Others are all but undetectable, except by sheer accident.

Most of these foci exist as mystical locations from which *Essence* users are able to draw power when they are in proximity.

GM NOTE: *The function of an Essænce Focus is an important part of the Shadow World. How a given focus will affect players is something the GM should consider carefully.*

Greater Foci have an effective radius of from 1 to 100 feet, while Lesser Foci are less defined, often existing as a wave that passes over an area, or a mutable ‘cloud’.

Focus Parameters

Following are some options regarding Foci. Obviously, Greater Foci would exhibit more of these attributes, while a Lesser Focus might pass invisibly near an *Essence* user, giving him a shiver and a few random Power Points.

Perceiving the Focus: only users of *Essence* (yes, *Essence*: only users of this realm are in touch with the ambient, primal *Es-sænce*) would be able to pick up these signs, and maybe only those trained to do so. Different foci may exhibit one or more of these attributes:

1. Seen as an occasional, faint shimmering, like a heat distortion, growing more severe or frequent towards the center.
2. Felt as a tingling, like static electricity buildup.
3. Smelled as a unique, ozone-like odor.
4. Heard as a high-pitched whine, or an almost sub-audible thrumming.

Effects of the Focus: One focus might even do all of these things, a different one for each *Essence*-user who encounters it. Some effects are obviously weaker and better suited to Lesser Foci, while others only a Greater Foci should be capable of.

1. Provides caster with 1-10 extra PPs for that day only (and only once per day; if the caster remains within the focus sphere for a day or returns there, he would get a random 1-10 points).
2. As #1 except PPs are doubled.
3. As #1 or #2 except extra PPs are only available while within the sphere.
4. Provides caster with unlimited PPs while within the sphere.

Note that Hybrid spell users would only receive the benefits towards their Hybrid Base lists and their *Essence* Lists. Arcane Spell users would receive full benefits, or perhaps even enhanced benefits. Mentalism users might receive some reduced benefits, perhaps with a successful Meditation.

One additional aspect is worthy of note here: Foci—either Greater or Lesser—are capable of becoming natural portals. This occurs when conditions cause two random Foci to *resonate* with each other. Fortunately, this is extremely rare, as resonance must be precise and cannot last very long.

3. FLOW-STORMS

One of the most terrifying characteristics of the Flows of *Es-sænce* is a storm of their causation.

When the *Essænce* is disturbed, the result can often be a *Flow-storm*. The cause of such an *Essænce* disturbance can be one of any number of events: solar flare, a planetary or lunar conjunction, even a particularly strong thunderstorm. Powerful Mages can trigger flow storms if they try to tap into a strong flow or focus and lose control of the *Essænce* unleashed.

The properties of a flow-storm can vary somewhat, but there is always a tremendous flux in energy levels, making it very dangerous to use the *Essence* (or in some cases even to be attuned to the *Essence*) in that area. Power points might be drained or qua-

drupled randomly, and the actual effect of a given spell might be warped, diminished, or increased radically. Sometimes a flow-storm is localized, while every thousand years or so a single storm can envelop the entire planet. In many ways, flow-storms behave in a similar fashion to a hurricane or thunderstorm and are almost always accompanied by high winds, violent lightning discharges, and unusual weather. In addition, the energy release can trigger volcanic activity and earth tremors. Flow-storms can also have such strange secondary effects as opening random gates to unknown locations and dimensions, allowing bizarre, nightmarish creatures to enter the Shadow World.

As noted elsewhere, the flows move not only across the surface of the World, but beneath it and far out into space. Orhan produces a considerable Essænce force of its own, and the flow between it and Kulthea is strong.

GM Note: In space, a Flow-storm can disrupt communications, sensor capabilities, and even interfere with hyperspace jumping and defense field operation.

Underground (depending on the size of the cavern), flow disturbances can cause tremors, cave-ins, electrical discharges and volcanic upheavals.

FLOW-STORM EFFECTS

In nature, a Flow-storm takes the form of a great whirlwind or thunderstorm, but instead of dust or water vapor it is composed of translucent bands of multicolored light with energy discharges arcing between them. It is no wonder that in some lands a Flow-storm is called the *Gale of Hues*.

Storms vary in size from a tiny disturbance of 100 feet across to more than a dozen miles in diameter. Smaller perturbations cannot sustain themselves and dissipate within a few minutes. On the other hand, there have been recorded storms hundreds of miles across. These monstrosities behave like hurricanes and can last for weeks or months, wreaking havoc with weather, Essænce, and life. While none have been witnessed in recent times, the Loremasters tell of Essænce storms which shrouded the entire planet in a tortured veil of power.

While to the untrained observer the impact of a Flow-storm is very similar to that of a normal (albeit prismatic and extremely violent) meteorological event, this is but a side-effect of a far more devastating damage to the invisible Essænce.

Essænce Discharges

Those caught within a Flow-storm will inevitably feel a tingling sensation as electrical and magical energies build up. Short neck hairs will stand on end; a smell like ozone might be detected. Essænce discharges occur as explosions of colored light. Small discharges are called *microbursts*, and are rarely more than a foot in diameter and their duration is only a fraction of a second. Larger ones—called *Essænce Bolts*—are like lightning in power and appearance—except the bolt is multiforked, has a longer duration as the charges dance and waver, and is multicolored.

Rules: To be in contact with a *Microburst* means taking 1 hit, but Essence users also gain 1-6 PP. To be the target of an *Essænce Bolt* means an “A” Electricity critical and, depending on the target’s realm of Power, he gains or loses PP. Essence and Hybrid users gain full PP for the day plus 10 additional points (for that day only) and must make an unmodified Non-attack Spell Failure roll (*Spell Law 2nd Ed*, pg. 150). All other spell users lose all remaining points and must make an unmodified Attack Spell Failure roll (*Spell Law 2nd Ed*, pg. 150). Note that spell adding

devices are unaffected, and multipliers will amplify the new total. In an intense storm, roll percentile dice for each character each round; an 03-20 means contact with a Microburst, while 01-02 means being hit by an Essænce Bolt.

Essænce Draining

Essænce Storms require vast amounts of raw power to fuel their violence. They tap this energy from nearby Flows and Foci. Thus, after a storm has passed through an area, those Essence users living within it will suffer from reduced PP renewal for 1-100 days while natural energies recharge. GM’s should figure the percent reduction (1-100) that PCs will get. Mentalists and Channelers are unaffected. Hybrids will have to do ugly averaging calculations (or, the GM could just make an estimation).

Example: Aldon the Mage normally gets 20 PP after each rest when he sleeps in his home city of Lethys; his x3 PP enhancer gives him a total of 60. An Essænce Storm sweeps through and drains the ambient Essænce by (roll D110) 45% for (roll D100) 10 days. When Aldon wakes up in the morning for the next ten days, instead of his usual 20 PP, he gets only 9. His multiplier still works as usual, so he has a total of 27. Bummer.

Dimensional Rifts

Perhaps the most majestic—and terrifying—aspect of a powerful Essænce storm is the dimensional rift. This is essentially a great temporary portal between the Shadow World and any one of the countless other planes of existence. Rifts may appear in several forms:

- As a pure-black ‘hole,’ floating just above the ground, with wavering, luminous edges. The hole could be anywhere from ten to fifty feet in diameter, and remain open from one minute to several hours. It is relatively immobile, and the other end of the hole (where one would emerge after passing through it) is also usually constant. The ‘hole’ appears the same from all vantage points, but from any one direction it appears two-dimensional (flat, face-on). This creates a disquieting effect for beings with depth-perception vision like humanoids. These smaller rifts can be closed by powerful Essence users. This hole lasts from 1 minute to 1 hour.
- A ‘curtain’ of energy, usually 100 to 1000 feet across (though curtains such as this have been recorded at several miles in length). The height is at least 100 feet, sometimes reaching up to the lowest clouds. This ‘curtain’ is much like the one described in the opening text: of part 181: like a wall of rain or shimmering crystal, it moves across the landscape. Behind it is deposited a strange debris of creatures and beings from other worlds. To be caught in its path is to be swept far away, often to another reality. This curtain can last up to 6 hours; longer in a cataclysmic storm.
- An instantaneous flash of energy. Rather than an interdimensional effect with a real duration, the discharge occurs only for a split second. Having a radius of from 10 to 100 feet, it will randomly transport Essence-sensitive beings and objects to another plane and/or location.

Other Magical Effects

Following are some other (usually detrimental) effects that an Essænce storm may have on people and magical items. Nearly all such symptoms will clear up almost immediately upon departure from the storm area. Some are rather harsh, and the GM may wish to not employ them in his milieu.

- Continuous spells (e.g., Invisibility, Fly, etc.) have a 20-50% chance of failure every minute. Chance is dependant on storm severity.
- Add an unmodified 20-50% to the chance of the failure of any spell cast within a Storm. The GM may wish to create *special* (i.e., larger) penalties for attempting to Teleport into or out of storm areas.
- All non-intelligent spell-casting items have only a 50% chance of operating within a storm. E.g., every time Jarek tries to use his Boots of Leaping, they have a 50-50 chance of just not working.
- Intelligent items are at -20 to speak or accomplish other activity in a storm.
- There is a 5% chance per minute in a storm that magical items (e.g., belt of flying, wand of firebolts) will 'go off' randomly. This does not affect runes or intelligent items.

SECONDARY EFFECTS

The following physical effects are often triggered by Flow-storms.

Whirlwinds

Almost all Flow-storms spawn whirlwinds of varying intensity. A small storm (sometimes referred to as a *flow squall*) may only support one small whirlwind while larger ones may create dozens of powerful effects, some similar in might to minor tornadoes.

Rules:

Small: All within effect (1-10' radius) are at 50% activity; standing requires a successful *Medium* maneuver every round, and all suffer an 'A' severity Impact critical each round.

Medium: All within effect (11-50' radius) are at 20% activity; standing requires a successful *Hard* maneuver every round, and all suffer an 'B' severity Impact critical each round.

Large: All within effect (51-100' radius) are at 10% activity; standing requires a successful *Very Hard* maneuver every round, and all suffer an 'C' severity Impact critical each round.

Tremors/Vulcanism

Planes of Essænce energy knifing into the earth can trigger seismic and—in the right areas—volcanic reactions.

Rules:

Small: Minor tremors only; little or no damage to structures; to remain standing is a *Light* maneuver; movement is reduced by 50%. Tremors are intermittent: once every half hour or so.

Medium: Moderate shaking occurs at irregular intervals, as close as ten minutes apart and lasting 3-5 minutes. It requires a *Medium* maneuver to stand; movement is reduced to 20%. Poor construction may be damaged; small rockslides or other natural disturbances may be triggered.

Large: It is relatively rare for a Flow-storm to cause strong quakes, but it is not unheard-of. Villages have been levelled, tidal waves created, hundreds killed, when a Flow-storm triggered strong earthquakes. Standing is a *Hard* maneuver, movement is at 10%; all but the most solid structures are damaged or destroyed.

Flow Storm Effect Summary

Flow-storms should not be overused by the GM, but they are an important part of what makes the Shadow World unique. Don't be afraid to give your players a good scare.

Roll daily. 01-98: No Flow-storm activity; 99-00: Flow-storm: roll again on the chart below:

01-50 **Minor Flow Disturbance:** Lasts about 1 minute, about 100 feet in diameter. Essence users lose ¼ points for the day. For each minute in the disturbance 50% chance each character contacts 1-4 Microbursts. No Other Magical Effects or Secondary Effects.

51-75 **Small Flow-squall:** Lasts about ten minutes, about 500 feet in diameter. Essence users lose ½ points for the day. For each minute in the squall 50% chance each character contacts 1-10 Microbursts; 10% chance characters contact an Essænce Bolt. No Other Magical Effects or Secondary Effects.

76-90 **Large Flow-squall:** Lasts about an hour, about a mile in diameter. Essence users lose all points for the day or double points. For each minute in the squall 75% chance each character contacts 1-10 Microbursts; 30% chance characters contact an Essænce Bolt. No Other Magical Effects or Secondary Effects. 10% chance a Dimensional Rift opens.

91-95 **Minor Flow-storm:** Lasts 1-4 hours, 1-4 miles in diameter. Essence users lose all points for the day or double points. For each minute in the storm 75% chance each character contacts 1-10 Microbursts; 30% chance characters contact an Essænce Bolt. Other Magical Effects in force. 10% chance of a Secondary Effects. 20% chance a Dimensional Rift opens.

96-97 **Serious Flow-storm:** Lasts 2-8 hours, 5-10 miles in diameter. Essence users lose all points for the next 1-10 days or double points. Roll percentile dice for each character each round; an 03-20 means contact with a Microburst, while 01-02 means being hit by an Essænce Bolt. Other Magical Effects in force. 20% chance of a Secondary Effects. 40% chance a Dimensional Rift opens.

98-99 **Major Flow-storm:** Lasts 6-12 hours, 10-20 miles in diameter. Essence users lose all points for the next 1-20 days or quadruple points. Roll percentile dice for each character each round; an 03-20 means contact with a Microburst, while 01-02 means being hit by an Essænce Bolt. Other Magical Effects in force. 50% chance of a Secondary Effect. 70% chance a Dimensional Rift opens.

00 **Cataclysmic Flow-storm:** Lasts 25+ hours, 20-100 miles in diameter. Essence draining rules in effect Roll percentile dice for each character each round; an 10-50 means contact with a Microburst, while 01-09 means being hit by an Essænce Bolt. Other Magical Effects in force. 80% chance of a Secondary Effect each hour. Roll: 01-75: one Dimensional Rift opens; 76-00, more than one rift. 80% chance storm lasts another day, 50% chance the storm grows by 20%.

4.SPELLS & SPELL LISTS

This section and those following assume that the GM is using *Spell Law* with the *Shadow World*. While *Spell Law* is an excellent magic system, beyond the actual names of the lists and incantations, it lacks a certain flavor. We try to address that shortcoming here.

A Note on Terminology

While the system itself is imaginative in many ways, some of the terminology in *Spell Law* (and all of *Rolemaster*) is sometimes dry and technical. Terms like 'List', 'Pick' for a portion of a list learned, 'Power Points', 'Spell Multiplier', etc., are not exactly evocative of a medieval world of magic and monsters. So, while we'll continue to use the standard terms for the most part, in the discussion of the various schools where spells are learned there are some suggested alternate terms which may be more mood-evoking.

LEARNING SPELLS

Something not covered in *Spell Law* is exactly *how* spells and spell lists are learned. Part of the uniqueness of *Spell Law* is the 'list' system, and also the concept of *learning* an entire list (or portion of one), but then only being able to actually cast spells on that list of certain levels as the user ascended to that level of power and expertise. This is a wonderful concept not only from an organizational point of view, but a roleplaying one.

For instance, student mages may learn the concepts of Fire Law, and understand the manipulation of fire using the Essence. However, only after practice and 'experience' do they gain the ability to actually cast all of the spells on a given list.

Regarding the actual learning of spell lists, *Spell Law* assumes that the user is studying all through the period between levels, then the list is either learned or (of a full set of skill picks are not allotted) a roll is made. It is not addressed exactly *what* the user is studying, or how he goes about it.

The Spell Book

It must be assumed that the user has some sort of a book for each list of spells that he studies. In fact, most Magical schools refer to each list as a 'book'; e.g., the *Book of Fire Law*. Once the list is learned, the book is no longer needed. So, either a PC has a book which he is assumed to study while travelling and uses skill picks to 'learn' lists, or he spends the requisite number of days in a place of learning where he studies without interruption, and it does not cost him skill picks.

Spell books need not be expensive; after all they are not magical in themselves. However, they might only be accessible at special schools (any spell using PC would have gone to a school as part of his background) or from masters in the given profession. It might be that the books cannot be purchased, but can be copied by the student.

Essence Tongues

As a spellcaster advances levels in a given profession, he also gains skill in the specialized tongue of the Essence realm. These languages are not really full languages, and aren't useful for conversational purposes. Instead they are concepts and mental disciplines necessary to manipulate the power in a precise manner.

Power Points

This is a somewhat artificial game mechanic used to essentially represent 'magic exhaustion points.' While necessary to game

balance, it bears an unfortunate resemblance to firing rounds out of a gun. It also lacks the potential for any sort of heroic effort.

As an alternative, the GM might wish to allow spell users in extraordinary circumstances to 'borrow' from points they would recover the next day, but not without risk: A roll on the Spell Overcast Table would be required, the same as when an attempt is made to cast a spell more quickly than normal.

In extreme situations, the PC might also have the option of pushing their PP enhancer beyond its normal limits, with a percentage chance that it will subsequently fail permanently afterwards. Opportunities for these 'above and beyond' efforts under pressure (always with great risk of course) make for more exciting gaming, especially in larger quest-type scenarios.

ABOUT THE THREE REALMS OF POWER

Another *Spell Law* concept which makes for neat organization but sometimes flawed implementation is the idea of three realms of power, each with the same number of professions. (In addition there are three 'hybrid' professions: Astrologer, Mystic, and Sorcerer; those will be addressed separately below.)

The Alchemist, for instance, has been rather artificially placed under the Essence category, when in fact it should probably fall under whichever realm the Alchemist wishes to concentrate in. Under the original rules, the Monk is under Essence simply because monks don't wear armor, and neither can Essence users. Convenient, but hardly in the spirit of the actual nature of their power. Bards, similarly, were made Mentalists because singing in a helmet is impractical, and Mentalists don't wear helmets. Thus was spawned the Amthorian alternative, in which Bards are Essence users and Monks — who primarily utilize powers affecting their own body — are Mentalists. Armor is a separate issue. Among the other professions, Healers could easily be (and perhaps *should* be) Mentalists, while Lay Healers could be of the Essence. GM's should follow their instincts and be flexible in these matters, as where these professions fall will not affect game balance, but could enhance the play experience for a player.

Hybrid Spell Users

The *Astrologer*, the *Mystic*, and the *Sorcerer* are all considered 'Hybrid' conjurers in *Spell Law*, for reasons which are now lost in the mists of time. Hybrid spell users are a nightmare of Power Point calculation; it is impossible to find a PP enhancer for something so specialized, and besides that, the rationale behind them is... marginal. How does one explain gaining half of one's power from their own Essence and half from a deity? Or half from the ambient Essece and half from within? It flies in the face of a real magic 'philosophy.'

While the GM should feel free to continue to handle the hybrid professions as described in *Spell Law*, a more rational alternative is to have a player *choose* which realm to align the profession with. The GM may still allow the PC to have access to the lists from both realms as defined in *Spell Law*, but their source of power would all be from one realm. The explanation would be that the spells were created for that realm — not farfetched considering how heavily the 'Open' spell lists overlap across realms already. Sorcerers would probably tend more towards Essence and Mystics to Mentalism, while Astrologers and could go either way.

Special Professions

The GM may also wish to allow players to create a custom profession (within reason), regrouping some spell lists into special base lists. For instance, a Witch or Warlock might have access to the *Flesh*, *Mind* and *Soul Destruction* Sorcerer lists plus certain Essence lists and the Animist *Nature's Lore*. A Shaman might be an Animist with access to the Astrologer *Holy Vision* and *Time's Bridge* lists. Many such choices are possible, but would be dependent on the culture and teachers available

Arcane Power

The progenitor of the three realms, Arcane power predates even the gods. They, like the earth-essence and mind-essence, are manifestations of the Arcane Ess  nce. True, primeval Arcane power no longer exists, but there are those very rare individuals who are able to access all three realms of power as one. They are essentially able to convert whatever power is available into energy they need to fuel their own spells. This differs in concept from *Spell Law* Hybrid Spell users who are sort of split-personalities; Arcane conjurers can access all realms with equal ease. This ability is limited to gods and the K'ta'viiri.

CASTING SPELLS

One of the most powerful concepts in roleplaying a fantasy milieu is — of course — magic. Unfortunately, while there are lists and lists of spells in *Spell Law* and its companions, little is devoted to exactly how these spells *manifest* themselves. Certainly, the spell results are explained in (sometimes gruesome) detail, but what do these spells *look* like in action?

This section discusses some general ideas on the form of spells in the *Shadow World*.

Most spells are cast without a 'material component' (unless otherwise noted in the spell). However, the caster must marshal his Ess  nce (whether it be his own psyche, the Essence around him, or the channeled power of a Deity), and most require at least a brief spoken incantation which gives form and focus to the power.

GM Note: This section in particular is meant to reflect one visualization of the workings of spells in *Shadow World*. These concepts may not be consistent with descriptions of spell casting in the GM's own vision of *Shadow World*, and should definitely be considered an optional idea.

SPELL MANIFESTATIONS

One way to categorize the spells is by their Class (See *Spell Law* for a detailed explanation of Spell Classes).

Note: The caster may inhibit the noticeable aura some non-offensive spells generate if he wishes to remain unnoticed. Also, if the caster is invisible and casting a non-offensive spell, his spell manifests invisibly as well.

Defensive Spell: As these spells usually generate some form of barrier to inhibit or deflect an attack, the spell generates either some sort of shimmering shield or aura about the caster; or, if it is similar to *Deflections*, the caster's hand glows for a moment as he deflects the attack.

Elemental Spell: The results of these spells are obvious and often ostentatious. When such a spell is being prepared, the caster's hand will glow, and the chosen element becomes visible as a whirling mass about four inches in diameter, cupped in the caster's palm. The spell is then shot or hurled when ready.

Force Spell: Hard to hide, these spells include everything from *Repel Undead* to *Shapechanging* to *Teleportation* to spells which effect the elements. Exact manifestations might vary with realm and the nature of the spell, but spells of Essence might involve the tracing of a runic pattern of glowing lines in the air. *Repulsions* might summon actual misty rays of light which fan out from the caster's hands against the targets. *Telekinesis* would cause the target item to glimmer. *Teleportation* and *Long Door* would cause the target to glow with an aura of light, then perhaps fold or collapse prismatically as it vanishes.

Healing Spell: The wound and healing hands (if appropriate) would glow with a dim light.

Informational Spell: This is a type of spell which would almost certainly have no visible manifestation.

Mental Attack Spell: The nature of Mentalism would suggest that any visible manifestation would be subdued. Mentalists' eyes have been known to sparkle unnaturally, or their PP enhancer might give off a warning glow, but as often as not, there is no betraying indicator that a Mentalist Attack spell is being cast.

Passive Spell: Like Informational Spells, Passive spells (such as *Presence*) do not betray their caster.

Subconscious Spell: These unusual spells will sometimes bathe the caster in a faint light as they activate, but it is often subtle and can optionally be completely invisible.

Utility Spell: Spells which affect the caster such as *Haste*, *Leaping*, etc., are usually accompanied by a faint aura of light which dissipates as the spell duration ends.

ESS  NCE MANIFESTATIONS

The Ess  nce often manifests itself in a rainbow of colors and hues, depending on the realm, the nature of the user, and even the environment. General guidelines for the color manifestations of spells follow.

Very powerful spell casters can alter the appearance of their spells to make them seem to be of another alignment or nature, but those skilled in *Power Perception* or related skills can see through this ruse.

The GM should decide in what color a PC's spells manifest, not the PC. A spellcaster's spell color may be a mingling of two colors, or could change from one to another if his nature is shifting. The hue would not change from day to day; the shift would be gradual.

When creatures of the Void cast spells, the color is a strange rainbow of color: a twisting, often nauseating swirl of impossible hues which, while not 'evil', is in its way even more loathsome.

The GM may wish to have spell colors only visible to those casting a *Detect Essence* or similar spell, and/or those who make a successful *Power Perception* roll

CHANNELING SPELLS

The mightiest of the three realms in terms of raw power, Channeling is also a rather 'pure' concept. Spells are of necessity aligned with whatever deity is channeling the energy.

Channeling spells almost invariably involve a spoken invocation; even those designed for hiding require a whispered plea to the deity. Other enchantments demand a full-voiced summons. A powerful Cleric's *Absolution* spell will make a grand hall reverberate with the power of his voice.

The Colors of Channeling

Silver-white: Purest of Good Channels. Spells cast by devout followers of the Lords of Orhan and a handful of others have this color. Holy Weapons glow with this light. The GM may rule that only very powerful spells, powerful true Clerics, or spells from certain Orhanian deities (such as Eissa) are silver-white; all others being gold. Often, followers of even the purest deities will be less than altruistic all of the time, yet might not be deserving of punishment or excommunication. Such would manifest in gold due more to the nature of the user than the deity.

Gold: This color stands for Good, though not selflessly altruistic or blindly crusading. Many spells channeled from 'local gods' radiate this color, as do virtually all spells of users of lesser Channeling spells.

Black with a red halo: Evil Channelings, invariably with the Dark Gods of Charón or the Unlife itself as a source. The dark channelings are unmistakable.

ESSENCE SPELLS

Magic spells may or may not have a spoken incantation; often it depends on the nature of the spell and the user's schooling. Alchemy almost always involved a chanted incantation. Bardic spells require a musical incantation. Base Essence conjurings usually only involve a brief spoken phrase in Uscurac as the spell is cast. When subtlety is required, however, all but Elemental and Force spells may be cast silently.

The Colors of Magic

Most common of the three realms, Essence colors are based on the rainbow of light. The colors are more down-to-earth, as

would be expected for a power which comes from the earth itself.

Blue: The purest Magic, often associated with the Iylari. Its appearance would be more common than 'good' Channeling except in powerful magic items created by pure Alchemists.

Green: More suspect than golden Channeling, Green Essence implies a certain selfishness or impurity of spirit. Certainly not evil, but not necessarily to be trusted as a brother, either.

Red: Those who have fallen to the Shadow cast spells with a luminous red hue. Evil Magicians such as the Dyari wield the red light of dark magic with skill and ease.

MENTALISM SPELLS

In contrast to the other realms, Mentalism spells are rarely vocalized; the exception being Force spells, most notably the *Voice* list.

The Colors of Mentalism

Mentalism, being a self-oriented realm has only two colors. Either it is evil or it is not; there are not further distinctions of character. In general, Mentalism manifests itself much more subtly than the other realms, and the colors—when visible to the naked eye at all—are subtle.

Blue-violet: Non-evil Mentalism is a faint aura of this color. It is easily discernable from blues in the other realms because of a certain transparent (almost 'ultraviolet') quality.

Yellow-orange: Not a rich color like the sunset but a sickly yellow halo which is troubling to look upon, this ochre tone of evil Mentailists triggers a deep uneasiness, as when confronted with acts of an amoral nature.



A Shrine of Iloura

5-CHANNELING NOTES

Because its source is inherently more complex than that of Mentalism or Essence, we include some notes about Channeling here.

THE NATURE OF CHANNELING

Channeling represents the power of the deities as transferred (or ‘channeled’) through their followers or other spell users. It is spiritual and religious in nature and is independent of the Ess  nce. (Although the deity himself may draw power from the Ess  nce to supplement his own stores, his followers gain strength directly from him and have no contact with the pervasive Ess  nce.) A spell user of this realm may draw his strength from his respective deity, and often does not require that deity’s conscious cooperation; this is especially true where the spell-user employs relatively weak or subtle spells (e.g., minor healing, detection). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as those which take or give life, might require the active consent of a deity.

From Orhan

Users of Channeling who are followers of a Lord of Orhan have the advantage of rarely needing to worry about being ‘cut off’ from their usual supply of Power Points: only in the rarest circumstances would someone be in a position where a Lord of Orhan was unable to Channel. On the other hand, the Lords, being so omnipresent, are quite unlikely to take any interest in a specific follower. A PC worshipper of a Lord might go his entire mortal life without even seeing or contacting his chosen god.

Holy places dedicated to specific Lords (and occasionally to the entire pantheon) are scattered across Kulthea, offering the possibility of stepped-up power points in the vicinity of those locations.

From Local Gods

Followers of a god closer to home have the advantage of a more intimate relationship with their master, and so have a much better chance of getting personal help while they are in the vicinity of the god’s influence. This can become problematic if the character travels far, however. A god may have no power or influence a continent away, and the character’s daily PP allotment might be reduced or even lost until he returns to his home.

NOTE: This problem can be averted if the PC is given an amulet or other item which can serve almost as a “portable holy place” for the follower (i.e., a PP enhancer).

Worse, the character may travel to an area where his god is particularly disliked. Things could quickly become unpleasant for the unwary faithful, for not only will he be unable to gain power points, but any conscious petitions to the god may actually alert the resident god.

From Sites & Artifacts

PCs who are of Channeling may be able to tap power from inanimate objects, such as holy sites (see below) or amulets. Often, characters such as Animists, Sorcerers or (in RMC) Druids are inclined to be associated with sites which are actually Channeling foci, remainders of a god long gone. Though the god is no more, the site/artifact acts almost like a passive god.

HOLY PLACES

Holy places on the Shadow World are nearly always more than simply symbolic locations; they are the sites of a focus for one of the many deities of Kulthea.

A god of Kulthea is often tied to a holy place, to which he is (or becomes) specifically attuned, and from whence his powers emanate. Such a deity is thus limited in how far he can stray from that holy place without losing his powers—or even dying. This limit is called the *sphere of emanation* which has a range which is usually between one and a thousand miles (though terrain, Flows of Ess  nce, and environment can be factors).

Channeling Power

Tying directly into the concept of holy places is that of Channeling. While users of that realm of power do not tap directly into an Ess  nce focus, they receive their powers through the worship of a god who does get his energies from the Ess  nce, and then ‘channels’ them to his followers. Characters who use spells of that realm must have some deity whom they are channeling from. Followers of this god are able to draw on the power of the Holy Place while within the sphere of emanation of the place and the god.

GM NOTE: The GM may wish to interpret a Channeling-based character’s PP availability in one of a number of ways: 1. Full PPs while inside the god’s sphere; none or half outside. 2. Extra PPs while within the sphere. 3. Access to Base lists or other very powerful spells (Absolution, Lifegiving, Commune) only while in the sphere; otherwise, all spells as normal.

This can be useful as a guide to determining the beneficial effects of a holy place. These can be somewhat trickier, however, since Essence is merely a non-sentient force waiting to be tapped, where holy sites contain the residual life-force of a thinking, feeling being. This force has a pseudo-personality unto itself, and cannot be tapped by just anyone. Even a devout follower who attempts to overreach himself or too-frequently abuses his privileges at a given site will attract the annoyed attention of the patron himself.

Generally, however, a PC who is devoted to a god will easily be able to tap into the energy of that god’s site.

Prayer

Prayer is a concept that every GM running Channeling-based characters must consider carefully before the game begins. A few specific concepts which must be worked out (and some suggested solutions):

1. Can the PC ‘pray’ at any given moment and expect to get some sort of response? The GM must think about how he wants to handle prayer in the game. The nature of ‘prayer’ may vary from god to god, since it would hardly seem practical to have to change into ritual vestments and perform some rite in the heat of battle to get a few extra Power Points.
2. Would he make actual contact with the deity? (Would the god speak to him? Would the god put in a personal appearance or a vision, or just be a disembodied voice?) This is tricky, as there are specific spells allowing a character to glean information from his god. Therefore, if the GM wants to allow communication outside the formality of these spells, he must be careful not to have the god handing out free information. Gods can range from mischievous to deceptive to merely tight-lipped, but it is never in their nature to reveal information without cause. In general, the more local the god, the more likely he is to appear

in some form or another. The god would be much more likely to appear if the PC were at a holy place devoted to him.

3. How much is the god going to help out his follower in tight spots? Just because a player makes his Prayer roll doesn't mean he gets automatic help. There's nothing more pathetic than a worshipper who always needs bailing out by his god. Most gods simply won't put up with it, and ignore all but the most important pleas. It should be made clear to users of Channeling that petitions for aid should be made rarely and only in the direst of circumstances. Help should also come in the form of extremely limited, consistent, and non-overwhelming aid. For example, almost never should a god allow a player to cast spells from a list he does not know. Perhaps—if the need is great—the player may be given a bonus to overcast a spell on a list he *does* know (but never a guaranteed safe overcast).
4. Should the PC be required to 'pray' in order to cast some spells he theoretically has the ability to cast normally? The idea behind this question is that some spells (such as the various *Death Channels*, *Lifegiving*, and *Commune*) are so powerful and special by nature that they are going to require the attention of the god, at least on a subconscious level. It is not that the PC will have to actually pray or channel in addition to the spell. In this case the spell itself is a request to the god (e.g., "Slay Herbert my enemy!" or "Please raise my friend Zachary from the dead!"). If the god should find such a request unreasonable, he may simply refuse. This might not happen often, but should the character be trying to slay an innocent or someone who has in fact been a devout follower of the god (or former lover or any of a slew of other reasons the PC could be clueless about) he could find his spell nonfunctional.

Extra Power Points

Should a PC wish to — without risk — gain more Power Points than the normal daily allotment, there are two basic courses: tapping power from a holy site, and prayer. Praying at a holy site is especially effective.

The GM must decide exactly what form the additional powers will take; naturally this may vary with the situation. However, it is suggested that the PC develop the *Channeling* skill, and be required to make a successful roll in order to receive extra points and/or abilities from the holy place or god.

LIFE, DEATH & BEYOND

In a world where souls can be destroyed, moved from body to body, and even restored to a body previously thought to be dead, it seems necessary to define just what a 'soul' is, at least in this context.

In the Shadow World, all living things have a soul of sorts: they possess a life-force, an energy which defines them as being 'alive.' This spark of energy is the true Essænce.

All souls are not the same, of course. The life-force of a fungus is far less powerful and complex than that of a human. But when either body becomes too damaged to support the soul, the same thing happens: their soul leaves the body and the body dies. In most cases, this energy begins to disperse into the environment, becoming one with the surrounding Essænce. The individual is gone, but their energy remains a part of the world.

The dispersal of the soul can sometimes be delayed by use of spells or magical herbs, allowing time to repair the body and reunite it with the spirit.

RELIGION AND DEATH

The GM may wish to allow the devoutly religious an advantage with regard to soul departure and its return to the body, along the following lines. This gives the characters an additional reason to actually worship a god, whether of Channeling or not.

Religion and Lifegiving

Those who are devout followers of a Lord of Orhan are at an advantage; their souls (if they make a successful RR) do not disperse but instead go to Orhan.

None have harder souls from a practical standpoint than the Sisters of Eissa, worshippers of She who guards the Gates of Oblivion, the portal to the Beyond where the souls go. Lifegivings cast by Sisters on devout Eissa followers are as potent as a Lifegiving three classes higher (e.g., A Sister casting a 12th level Lifegiving I on a devout follower actually casts the equivalent of a 20th level Lifegiving IV. Unfortunately for men, the Sisters only allow women in their religion, and they must be active Clerics. A sister casting on a devotee of another Lord of Orhan casts effectively two classes higher. A priest of any other Lord casting on a follower of the same religion as his own has the effectiveness of his Lifegiving spells being two classes higher (so it's helpful if everyone in the group has the same religion). A priest of any other Lord casting on a follower of a different religion from his own but also among the Lords has one class higher effectiveness. Lifegiving True is treated as Class VI.

Faith vs. Absolution

The faithful might also gain a small RR advantage vs Absolution (an additional 1 pt per skill level; see below), and an additional RR (at 5 pts per skill level) vs their soul being destroyed by a Dark Absolution. A successful RR in that case would mean the soul is simply cast from the body and not destroyed.

BEING A DEVOTED FOLLOWER

Being a devoted follower of your chosen deity involves three factors. Two are primarily role-played, while the third is a game mechanic:

Appropriate Behavior: Obviously the character's deity is not going to help him out if he constantly behaves in a manner contrary to the god's philosophy. Most of the Lords are pretty casual as long as the character isn't totally self-serving or downright evil, thoughtful sects will be more strict. Check the "Ten Offenses" to get an idea of what the gods do and don't like. Obviously murder, stealing from innocents, etc., are no-no's.

Prayers/Temple visits/tithing: Devout followers pray at least once a day for a few minutes, they visit the temple to their deity when in a city that supports him or her, and tithe. A few silvers a visit is usually considered plenty if your are a well-off adventurer (and most are).

Developing 'Skill': The follower who (in the GM's opinion) pretty much adheres to the rules above, has the option of picking one 'box' per level in the secondary skill of *Religious Conviction*. For Channeling types the cost is 1 pt per skill level, for others it is 2 points; you can only pick one per level. This level is what gives you the RR advantages mentioned above. The GM, at his discretion, may allow this to be used in other situations.

♦ PART XVII ♦

HISTORY & CIVILIZATION NOTES

There was a light like a thousand suns rising suddenly, but it was in the north, not east over the mountains. I turned away from the brilliance, but a moment later I was assaulted by the sound and a hot wind which nearly knocked me to the ground. I did not realize it then, of course, but I had just witnessed the end of Zor.

*Ilmaris Terisonen
4980 Second Era*

1.THE KULTHEAN CALENDAR

This reckoning was developed by the Loremasters, and is used—with variations based on location—by the Navigators and most cultures on Emer and Jaiman.

SEASONS

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

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

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

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

MONTHS

Rather than follow the above pattern, most cultures have adopted ‘seasons’ which mirror the five months of the Great Moon, each seventy days long. For the northern hemisphere they are listed as follows, beginning with the winter solstice, when Orhan is new. In the southern hemisphere temperatures are reversed because of the planet’s axial tilt.

Winter: Cool, becoming the period of deepest cold by mid-month.

Spring: Weather grows warmer; planting season.

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

Autumn: Hottest weather, then cooling.

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

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

However, Orhan begins each month new, waxes to full on the 35th, and wanes again towards the end of the month.

WEEKS

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

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

Days of the Week:

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

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

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

LOREMASTER RECKONING

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

2.ABOUT TIME

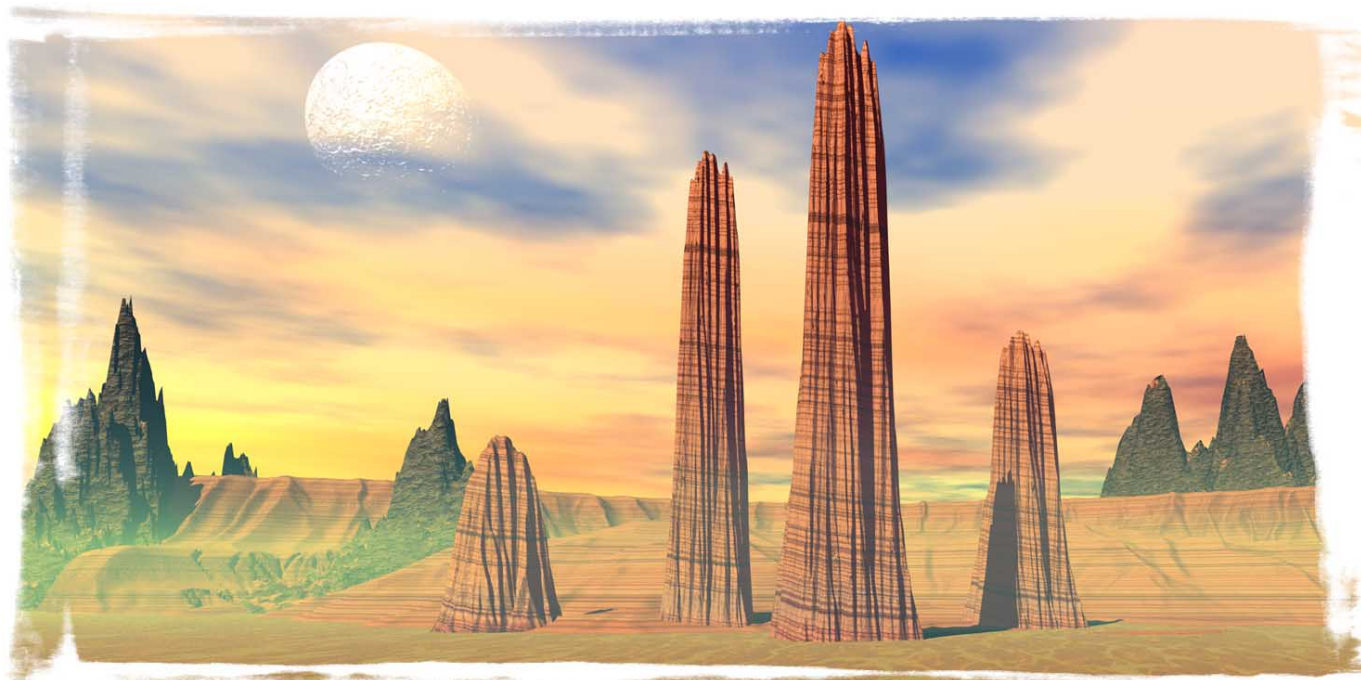
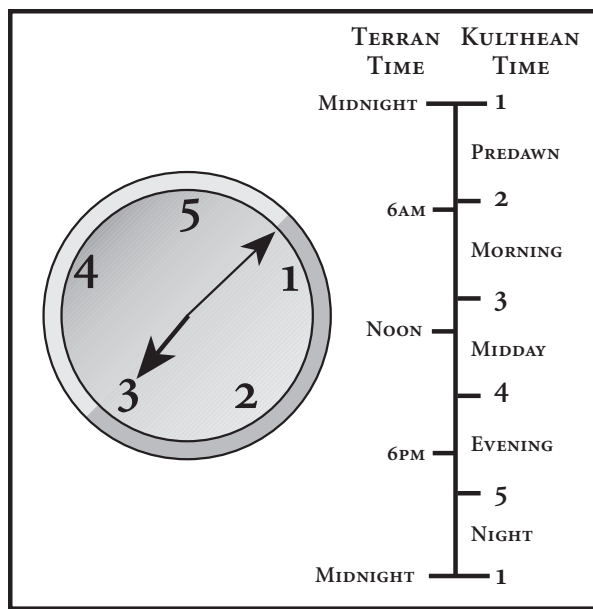
The Kulthean day is divided into twenty-five hours: five *Quintars* each in turn subdivided into five *Hours*. Five being a number with powerful religious connotations: five moons, five months a year of Orhan, five fingers on each hand of the ‘younger races’ (i.e., not the Althans). The world (as observed by the Elves and many mannish cultures) is divided into five realms (fire, water, earth, air, essence), each in turn subdivided into two aspects; usually dualistic in nature (e.g., night/day, male/female, mind/body) each Lord of Orhan.

Large clocks (such as those in city towers) chime to signal the hours in long and short rings—or two differently-pitched tones—the Quintars rung first. The five Quintars have names which are the usual reference rather than a number. They are: Morning, Midday, Evening, Night, and Predawn. Most Kulthean clocks are set by the Vernal Equinox: The first hour of the first Quintar begins as the first rays of the sun lift over the horizon; for interrim correction they are adjusted to match a sundial!

Certain scientists—such as Astrologers—have special precision-made (and often magical) chronometers for very accurate timekeeping, required for star-study.

For ages the only method of keeping time, sundials are reasonably accurate and simple to construct. Aligning them correctly is sometimes a matter of trial and error; ironically using the stars, as magnetic north on Kulthea is an ephemeral concept. There are several designs for sundials. Tabletop models can be flat with an upstanding blade, or the more sophisticated spherical model. There are also larger, more elaborate sundials which often exist in conjunction with observatories: rings of stones carefully aligned to match lunar movements and sunrises at particular days of the years (solstices and equinoxes).

Clocks fall into one of two categories: the first invented (and most 'common') are those with one hand moving across circular or pentagonal face divided into the five quintars—or even subdivided into a total of twenty-five parts to mark the hours. Others are broken into five parts, with a slow hand designating quintars of the Kulthean day; a secondary hand passes through the same five parts of the round clock face to designate the hours.



3-A TIMELINE OF HISTORY

This timeline is not intended to be a complete or comprehensive one of all important activities in the world, but an overview. While it incorporates major events from previous timelines, relatively minor or localized events have been deleted or abbreviated unless they have significance in a larger picture. This is done partly for the sake of brevity.

Secret or covert activities are included [in brackets]; these are events and actions that the PCs could not be aware of without special means such as a vision or access to secret texts. Events during the shadowy First Era of Ire and the Interregnum are also essentially unknown and are included mainly for the GM's reference.

THE FIRST ERA

c. -80,000 FE (Approximately 200,000 years before the present time.) [A group of inter-dimensional travelers (later to become known as the *Lords of Orhan*) arrive through a rift between this and another space-time. Their transit has unexpected destructive side-effects, however, and in order to prevent the collapse of both dimensions, they are forced to close the rift from this side, trapping themselves here. The interphase is not sealed completely, in effect allowing energies from the other dimension to seep through. This is the *Essænce*.

Requiring a physical anchor for their primarily non-corporeal spirits, they make their home on the barren moon Orhan. Utilizing powers beyond even the Althans at the peak of their skill, they cloak the moon in a barrier which causes all to look upon it to believe that it is unapproachable and inviolate.

c. -30,000: Dawn of the Althan civilization.

c. -16,000: First appearance of the mighty comet *Sa'kain* in the Kulthean solar system. This awe-inspiring visitor unfortunately disrupts the seal placed by the Lords of Orhan to hold closed the inter-dimensional rift. The fabric of space is weakened, but the patch holds.

c. -15,000: Discovery of the *Essænce* by the Althan scientists of Kulthea. (Inhabitants were aware of unexplainable energies since the dawn of their civilization, but were previously unable to analyze their nature or tap their power.) Genetic manipulation enhances latent abilities to control the force. Members of the *K'ta'viiri* clan show particular affinity. The Althans soon discover that the *Essænce* is unique to the Kulthean system, and certain native materials are shown to retain, augment, or resist the *Essænce*. These materials are scattered across the globe, but in the western hemisphere they are most prevalent around the *Pillar of the Gods* (in the east they are more scattered, but the greatest concentration is of course near the penetration crater). The other deposits are layered in such a way as to suggest that they settled on the earth after a single violent event, such as a catastrophic comet or meteor impact.

Bizarre, violent creatures from other dimensions appear periodically on Kulthea, but are little more than a nuisance to the powerful Althans. The monsters are usually captured and studied.

c. -15,000 – -10,000: Althan civilization begins to evolve a unique combination of technology and 'magic' (the *Essænce* power). This includes the ability to create 'Portals' which allow instan-

taneous transport to other worlds, and—using what they have learned from natural interdimensional rifts—to parallel realities (i.e., the *Pales*).

c. -14,500: First reappearance of the comet *Sa'kain*. The perihelion of its elliptical orbit occurs roughly every 1500 years, though the proximity to Kulthea varies dramatically with each pass: sometimes it appears brighter than Orhan in the night sky, sometimes it is all but invisible to the unaided eye. Its presence coincides with violent *Flow-storms* and serious disruption of the interdimensional barriers.

c. -14,000 – -10,000: Led by the K'ta'viir family, the Althan race conquers nearly a quarter of the galaxy. They rule a sprawling interstellar empire, maintaining control by virtue of their superior Psionic powers (which are independent of Kulthea) and their mighty star-fleets. Their dynasty survives for millennia.

c. -10,000 – -6000: The K'ta'viiri begin experimenting with cosmic forces to open gates in other regions of space; their hope is to tap the *Essænce* elsewhere. While their efforts to access more power are unsuccessful, they do master the ability to move between parallel universes (which they refer to as the *Pales*, a term of course implying that all other dimensions are inferior to their own).

Many peoples and creatures from other planets and *Pales* are brought to Kulthea for scientific experimentation. Masters of genetics, the Lords of *Essænce* alter plants, animals, and races to suit their whim. The supreme arrogance and amorality of these projects is irrelevant to them: they are Altha.

c. -2000 – -250: The Empire becomes increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. Worlds are destroyed and entire races put to death with the wave of the Emperor's hand.

c. -510: The depraved line of the K'ta'viiri culminates in the ascension of the Empress *Kadæna* in c. -510. She supervises the creation of an artifact of surpassing power: the *Shadowstone*, a huge adamantine gem set in a barbaric torque of star-iron. Its creation is fueled by stolen souls of billions, the fire of six-times-six stars, and the blood of *Kadæna's* own infant daughter.

c. -250 – 0: Rebellion against the K'ta'viiri begins, instigated by the Lord *Utha*. He is *Kadæna's* cousin and so also a K'ta'viir—captain of the elite order of philosopher-warriors known as the *Duskwalkers*—but one who has turned against the terrible hubris of his family.

Political, technological and Psionic powers are used in a sweeping attempt to overthrow the Empress and her allies. But *Utha*, knowing that a special weapon will be needed to destroy *Kadæna*, sends the *Duskwalkers* on their final quest.

[The Lords of Orhan (who through all of this have managed to keep their existence a secret from the Althans) fear the complete destruction of life on the Shadow World. They rescue representatives of flora and fauna from Kulthea and bring them to Orhan.

As the Lords fear, large areas of Kulthea are laid waste as the K'ta'viiri tap channels of raw *Essænce* in their efforts to destroy each other. The backlash from this power tears open the barriers between the *Pales*. Creatures and demons are free to ram-page across Kulthea and beyond.

c. 0: From the farthest *Pales*, the *Duskwalkers* return with a weapon forged out of space and time. The *Soulsword* is a barbaric tool; it is somehow fitting that it alone is immune to the unimaginable powers of the *Shadowstone*.

The final battle between the forces of Utha and Kadæna takes place on the Althan homeworld. The Empress taps incredible energies through the Shadowstone, but to no avail. Wielding the Soulsword and wading through a river of blood and lava, Utha himself beheads the Empress. Her body—along with the foul artefact—tumbles into a fiery abyss.

The rebellion is successful in that it has brought down the tyrannical empire, but the result wipes out the Althan Civilization almost to a man and destroys almost all life on the planet. The Shadow World is a wasteland.

[Utha gathers the few surviving Duskwalkers. They combine their powers to create the *Eyes of Utha* to guard the planet, and place them in shrines located at the north and south axial poles. That done, they construct a bunker deep beneath the earth and select a few to become a secret order with the intention of maintaining a vigil: if any of the minions of Kadæna have survived, a watch must be kept so that those evil forces can be destroyed. They must ensure the safety of the Eyes of Utha and, secondarily, to continue to close the errant Portals (or ‘Shadowgates’). These Portals, though severely inhibited by the Eyes of Utha, still allow demonic beings limited access to Kulthea. This secret cabal is led by none other than Utha’s son *Dænkú*. It is made up of eight surviving Duskwalkers and calls itself the *Ahrenreth* (Ir. “Secret Circle”). Relying on sophisticated machines to alert them, they place themselves in *cronagenic hibernation* (time-dilation suspension).]

INTERREGNUM

This period lasts approximately 100,000 years. For many millennia the broken earth is unable to support more than the simplest life: things which survived in the depths of the ocean or far underground. Some things sleep within the polar ice or trapped in magma lakes.

The Dænkú Ahrenreth is also active for many thousands of years, awakened periodically by the vigilant machines to counter evil. But one by one, these immortal men and women fall victim to various disasters. Three are believed killed in combat with servants of the Agoth. Two are slain by the backlash of closing Portals, and two others perish destroying a cult of hidden Essænce Lord survivors. Twenty thousand years after the fall of the K’ta’viir empire, only Dænkú himself remains. (What even Dænkú does not know is that one of his order—Ondoval—was not killed but caught in a warp of time. Far more horribly, another of the Order was captured by the Agothu and taken into the Void. By some unspeakable method, the female K’ta’viir was impregnated and bore a child. It consumed the mind and body of its mother and sought a way to return to Kulthea. It would eventually emerge, assume a fair form, and take the name Schrek.) Dænkú sleeps again, and does not awaken for eighty thousand years.

c. -100,000 – -90,000: The Lords of Orhan send their servants, the *Fey Folk* (Nymphs and Sylphs, Naiads Dryads, and Oceanids) to Kulthea to begin nurturing fragile life back from the edge of oblivion. Next, the lords return the sentient peoples to Kulthea: Elves, mortal men, and certain exotic races: the Hirazi, the Centaurs, Fauns and Mermen.

c. -70,000 – -50,000: Period of a group known only as the *Earthwardens*. They are credited with the creation of the *Coral Roads*, but little else is known of them. Some believe that they were surviving Duskwalkers attempting to repair the destruction which their race had wrought, but this seems unlikely (more

on the *Earthwardens* will be revealed in the *Powers of Light and Dark* book).

The Earthwardens create the shrine of Lon Lemira on Vog Mur, the castle at Dawnwater’s Edge in NW Jaiman, and several other structures, all using the super-hard stone *Cavarite* and their distinctive interlocking stone design.

c. -40,000 – -20,000: Elven realms arise in several regions. There is a great Dyari empire in Thuul, a Loari kingdom in Palia and Folenn and a Linæri republic in Agyra.

c. -40,000 – -20,000: Span of the *Jinteni* civilization. Expanding from SW Emer, at one time they ruled much of that continent, along with Falias and Govon. They are believed to have co-existed peacefully (for the most part) with the Elves, though towards the end of the period they fought against the Dyari of Thuul.

c. -30,000 – -20,000: The *Wôrim* empire, centered in Gaalt, is founded and expands rapidly and is soon at odds with the Jinteni and Elven populations.

c. -22,000: A space-colony ship crash lands on the island-continent of Taranian in the Lonely Sea; another crashes in NE Emer in what is to become the Forest of Ash. The one in Taranian fares better, however, and the colonists (ancestors of the Aldari) establish a home. Over the next two millennia they spread over the continent establish several colonies on other islands, all linked by an elaborate underground *subshuttle* system. They remain apart from the indigenous cultures, deciding that they should not interfere with their natural development. (They also avoid air and surface travel because the flowstorms wreak havoc with their technology.)

c. -22,000 – -20,000: The climate deteriorates, there are frequent droughts, floods, and otherwise erratic weather. The mortal populations are devastated by plagues. Warfare breaks out as the various governments desperately seek new fertile lands.

c. -20,000: Kulthea is rocked by terrible earthquakes and flowstorms (some believe that they are caused by a catastrophe involving Taranian technology; others think they are natural or Essænce related). Volcanoes erupt around the globe. Taranian sinks beneath the sea and all the other major powers are brought down as most intelligent life on the planet is wiped out.

c. -100: [Dænkú awakens. He wanders the west and finds that the world has blossomed. Races have multiplied, and ancient wounds have healed. He suspects intervention, but is as yet unable to pierce the magical veils shrouding the Lords of Orhan. Dænkú assumes the guise of an Elven sage and begins to gather other wise Elves together. He takes the name Andraax.]

THE SECOND ERA OF IRE

1 SEI: The College of Loremasters is established by *Kirin T’thaan*, *Ilmaris Terisonen*, and *Andraax*. [All three are supposedly Iylar Elves, though Andraax is actually the awakened K’ta’viir Lord of Essænce *Dænkú* in disguise]. The College itself is based on the isle of *Karilôn*, the location of which is a well-kept secret. (It is in the Barren Ocean, just south and west of the Shinh archipeligo.)

The purpose of the Loremasters is twofold: first to serve as an instrument for gathering knowledge; and second to disseminate this information ‘for the advancement of civilization.’ One of their first actions is to establish an accurate and reliable cal-

endar, thus the beginning of the Second Era. This also marks the beginning of reliable written history.

c. 300–471: Palia: Consolidation of much of *Ran Tairi* by the Loar Elven Lord *Jayled Kodorian*. He names his domain the Empire of a Thousand Dawns.

450: First Loremaster-recorded appearance of the comet *Sa'kain*: it hangs in the Kulthean sky for weeks, the angry red-orange tail by far the brightest light in the night sky. (*The comet returns about every 1500 years.*)

This close pass by the comet disrupts the function of the *Eyes of Utha*, causing an unbalance in the Flows. Also, the moon *Charón* passes through *Sa'kain*'s tail. Soon after this event the *Dark Gods*—cruel counterparts of the Lords of Orhan—begin to appear. Unlike the Lords, these entities revel in manipulating the peoples of Kulthea for their amusement... and their amusement includes human sacrifice, perverse rituals, and bloody warfare.

To counter these new deities, the Lords of Orhan create manifestations—*Avatars*—of themselves and appear in these forms on the *Shadow World*. They present themselves as gods, and they allow their powers to be channeled for generally benevolent purposes. They also allow their demigod spirits to travel to Kulthea and intervene directly in world affairs.

The origin of the Dark Gods remains unclear, shrouded in the superstition and myth of a time long ago. Some Loremasters suspect they are actually former Lords of Orhan who turned from the benign ways of their brethren. Others hold that they are escapees from some inter-dimensional prison, or even the result of experiments by the Althans to create non-corporeal life.

500: [The Loremasters call the first *Council of Karilôn*, a gathering of seven leaders, to address a variety of issues. Joining Kirin T'thaan, the Loar Bard *Ilmaris Terisonen*, and Andraax are *Tanris Dekdarion*, (a Loar Warrior Monk), The Linær Cleric *Yael Ziriv-kari*, and the Loar Astrologer *Romenor Tartalus*.]

c. 800: Emer: Six powerful *Spirits of Orhan*, now tied to Kulthea and residing on the mountainous isle of *Votania* in the heart of Emer, decide that the continent needs order. As the *Titans*, they begin to gather servants. [The Loremasters take note but do not interfere; the Lords of Orhan are similarly reluctant to interfere.]

1000: [Andraax re-establishes the *Dænku Ahrenreth*, dedicated to maintaining the balance. As a lord of Essence and 'son' of Utha, he is one of the few who even partially understands the real purpose of the *Eyes of Utha*: Kulthea hangs on the threshold between universes—a wild, chaotic one where magic rules (worlds like the demon-inhabited Pales); and the one where only physical laws apply. The Eyes hold the world in the open doorway, allowing Essence to work while maintaining the world in this universe. This also keeps Kulthea—and particularly the East—almost inaccessible by normal means. This is necessary because Utha knew that all the K'ta'viiri had not been wiped out. Some remained hidden in secret vaults, mostly in the east. They must be prevented from awakening and subjugating the galaxy once again. The Eyes are a shield... and a prison.

Should the Eyes be destroyed, the world will shift one way or the other. Either all magic will fail, freeing the evil Essænce Lords, or Kulthea will enter a universe where flowstorms are continuous and the chaotic demons rule. Or perhaps it will be destroyed utterly.

The comet *Sa'kain* complicates things, as it too is apparently from another universe and possesses arcane properties; its visitations seem to weaken the barriers between the universes.]

c. 1000–2000

- The Dark Gods—in many guises and forms—continue to gain followers.
- Kelestia: Most of the central plains are sparsely settled by semi-nomadic horse tribes of Y'nari. North lies *Samli* and the *Rings of Ice*, domain of the Umli. A C-shaped subcontinent to the south, known as *Gethanen*, is the domain of numerous quarreling warlords. The south-western isles of *Verya* and *Orbis* are home to isolated Jiner and Shay fisherfolk.
- Palia: The Elven King Jayled Kodorian of *Ran Tairi* more-or-less peacefully brings most of the city-states and rural communities of Iylar and Erlin Elves of the archipelago under his reign. He dubs his empire the *Kingdom of a Thousand Dawns*.
- NW Palia: Led by Queen Nor, Erlin elves settle in the great *Silver Forest*, protected by the Nereid *Nimira* and many Dryads.
- c. 1000: Emer: Warrior-mages on enchanted steeds drive the Gark and Lugrôki hordes out of Hæstra. These knights herald the coming of the *Masters of Emer*.
- 1073: The Titans on Votania, calling themselves the *Masters of Emer*, claim all of Hæstra as their dominion.
- 1230: All of Emer is in the hands of the Masters. Each rules a region as all-powerful lord. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.
- c. 1600: First records of a permanent structure on the site of Haalkitane: a small keep built by a 'Lord Halek.'
- 1950: The infamous comet *Sa'kain* returns, evoking massive flowstorms and random Portal openings.

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.
- Kelestia/Gaalt (Northern Regions): An evil presence known as the *Master of Malice* (an escaped Essænce Lord) wars against the proud *Umli* people. The Master's armies of Pale Men seem numberless to the scarce Umli.
- 2507: Emer: The *Changramai* Monastery is founded in the Choak mountains by the Loremaster *Tanris Dekdarion*, grandfather of the famous *T'vaar Dekdarion*. This quasi-religious order seems filled with contradictions to outsiders, but they are soon renowned as unsurpassed warriors in unarmed combat.
- 2530: Jaiman: Andraax establishes the Library of *Nomikos* on the isle of Ormian in southern Jaiman. It is administered by a monastic order of sages and scribes.

c. 3000 – 4000

- Emer: A group of Loar elves, political refugees from the *Kingdom of a Thousand Dawns*, sail west from Palia. They are swept through the *Shallow Ocean* and past Iyxia. Upon entering the

Circular Sea, they reach a cluster of lush islands, inhabited only by a few scattered clans of Erlini. The Loari settle here, naming it *Námar-Tol* (Iy. “verdant-towers”).

- **Kelestia:** Y’nar horse-tribes are pressured by incursions of the fearsome Umli from the north, now under the shadow of the *Master of Malice*. The more peaceful clans embark on a treacherous migration west to avoid the bloodshed while others try to stand against the Master’s general, the *Frost King*, and his legions of pale-skinned warriors. Some settle on Orbis and Verya, a few continue on to Silaar. Many are lost in the treacherous seas. [A small group of Y’nar is led by Jaysek through a Coral Road to Silaar just before the southern mainland is overrun.]
- **Palia:** The mighty High Elven *Empire of the Thousand Dawns* and the Erlin of the *Silver Forest* are at war with dark powers.
- From his holy citadel in *Shæsra Talæl* (in eastern Iyxia), The *Lord of Light* (an avatar of Phaon) sends Elven knights to establish watches on far-flung isles. The Loar noble *Dulucaborn* and his knights sail to *Vog Mur*. They were known as the *One Hundred and One*, and their vigilance is peaceful if uneasy until the Wars of Dominion.

3100: The first stirrings of discord among the Masters of Emer.

- c. **3200 – 3350:** Emer: Goblins resume raids into northern Uj from Morbek and the Forbidden Ridge; Garks multiply in the Rulaash Forest of Onar and threaten the Kuluku; Lugrôki breed in black lairs beneath Spine of Emer and wreak havoc in the lowlands of Hæstra.

3300: While investigating Jinteni ruins in Iyxia, the Loar explorer *Sæzur Vranuk* finds a secret underground chamber containing many wonders. Among them is a cache of magical devices which allow the user to tap the Essænce Flows for safe teleportation. He names these *Compasses* and hits upon the idea of a fraternity of guides using these artifacts. Thus is soon founded the first guild of *Navigators*, a group which offers guaranteed safe travel as a service to anyone who can afford their fee.

- c. **3300 – 3700:** Competing ‘Navigator’ groups proliferate as additional hoards of these compasses are found, all of different design but similar purpose. At first there is competition between the Guilds, uneven service, and low fees. These ‘Navigators’ can only be found and hired at large cities.

3345: Emer: Forces of the dark god Andaras attack Uj via land and sea.

3450: The comet *Sa’kain* returns.

- c. **3450 – 5000:** Emer continues to be assailed by incursions from various enemies and by the growing threat of Goblins, Lugrôki and Trogli. Dragons and other terrible enchanted beasts are everywhere, wreaking havoc and destruction. The plans of the Masters of Emer eventually come to nothing.

3451: Birth of *Tethior the Smith* in Námar-Tol, son of the noble house of *Jeranian*.

3453: Birth of *Krelj* (later known as ‘*The Swordmaker*’), Tethior’s younger brother—and eventually his rival. Over their lifetimes they both will create a number of powerful tools and weapons to aid in the fight against the Unlife.

- c. **3500:** [The six mightiest of the Great Drakes (more than dragons, they are lordly beings of the Essænce), gather at the ancient breeding caves at *Ssoiayig Saer* (K: “Caves of the Drakes’ Birthplace”). They agree to form an alliance of sorts.]

- c. **3500 – 3700:** Emer: The indigenous Jaaderi cultures of Silaar begin to evolve from a nomadic people into more settled mixed economies. Towns grow, and chief among them is the trade center of *Thanor* along the northern coast.

c. **3600:** [The White Dragon Oran Jatar approaches Krelj and secures his assistance in creating the *Dragon Helms*. There are to be Six, the number of the Dragonlords, designed to enhance the powers of the lords while they are in human form. In return Krelj learns much of the arcane arts of alchemy—including the working of laens and eog.]

- c. **3700 – 4200:** Emer: Thanorian lords soon dominate nearby city-states, and by 4000 Thanor holds sway over all of inland Silaar, with satellite states in southern Tai-Emer and much of the western Sea of Tears coast.

3710 – 3730: Convinced by the legendary Navigator *Orbaal jen Zamain* that the Navigators cannot survive in their present state, a summit is convened among leaders of all the Guilds. After years of negotiation, the *Navigator Guild Alliance* is formed. Pricing is rigidly fixed, and the Guild Alliance sets up an extensive network of obelisk markers, allowing anyone to ‘summon’ a Navigator just by touching the obelisk and requesting one. The Navigators make their home at the center of the Essænce-saturated land known as *Iyxia*. Annual Conclaves are held at their headquarters there, a sprawling citadel called *Nexus*. *Note: Erroneous accounts give the origin of the Navigator Alliance as late as TE c 5000.*

3744: [The Dragon Helms are completed, and the Six gather. What they do not know is that Krelj, using the knowledge gleaned from Oran Jatar, has also made six rings. These rings, which he names the *Daath Leerssoi* (K. “Makers of the Shadow Drakes”), allow a human wearer to assume the powers of a dragon. He tells no one of their existence but makes note of them in his secret journals. Soon after the helms are distributed, the Golden Dragon (Kydak Dûm) vanishes.]

3750: Jaiman: The Warlord *Lorgalis the White*, having conquered the western isle of Ulor, send his armies eastward.

- c. **3800 – 4000:** Kelestia: Voriig Kye becomes apprehensive of the growing power of the Master of Malice in the north. In human form he leads a series of military and diplomatic campaigns to consolidate the southern part of the continent under his rule. Gethanen, Verya, Orbis and numerous islands (including *Vog Mur*) are united as the *Dragon Kingdom*.

3835 – 3840: Lorgalis consolidates his hold over the western peninsulas. It is clear that he won’t stop here, however. Forces are massing at the land bridges, and Loremasters have observed a fleet under construction. After much debate, the Loremaster Council decides that this evil lord must be stopped before he takes any of the mainland.

3840: [At the behest of the Loremaster High Council, Tethior and Andraax begin work on the Six Crowns, pendants and swords of Jaiman. Krelj is angered that he was not even consulted on the making of the swords and refuses to speak to his brother Tethior again.]

3907: Jaiman: Lorgalis seems poised to strike deep into the Jaiman mainland. The Loremasters reveal their plan to the kings of the six major realms of Jaiman and urge Saralis and U-Lyshak to stall by asking for terms of surrender. The kings bristle at this interference, but realize they have little chance against Lorgalis without help from the High-Elves.

3910: The Six Crowns and other artifacts are completed. With great ceremony, they are presented to the kings of the six most powerful kingdoms in Jaiman:

Realm	Crown Design
U-Lyshak	Sea-Drake
Saralis	Wyvern
Tanara	Pegasus
Zor	Gryphon
Urulan	Unicorn
Rhakhaan	Phoenix

When worn, each crown would normally appear as a simple jewelled circlet, but could magically transform into a protective helm.

Dominating the continent, these six kingdoms hold back the Unlife (including the assaults of Lorgalis from the west) for a long period. Even the Flows of Essænce are altered, creating magical boundaries and sea lanes.

c. 4000 – 5000

c. 4000: [The *Order of the Priests Arnak* is formed by a manifestation of the Unlife known as the *Iron Wind*. They establish themselves in six locations across the continent of Jaiman. Tools of evil, they work to destroy society and civilization from within. Each Order has the mission of targeting one of the six kingdoms. Similiar groups form elsewhere. Among them are the *Sirens of Sorak* (Kelestia, Emer) the *Steel Rain* (Folenn, Palia), the *Silver Dawn* (Agyra, Mulira), and the *Golden Eye* (Thuul, Falias).

4131: Emer: Wizard-king *Pakaal* of the kingdom of Thanor commissions the building of a new royal city on the shores of the Lake of Glass. *Thenia* is a place of graceful alabaster and crystal towers, inhabited by scholars, astronomers and magicians.

4179: Emer: The Warrior-mage *Sendar* challenges the authority of king *Pakaal* of Thanor (his uncle). He declares himself lord of Arûl and Thanor, challenging *Pakaal*'s authority. Civil war is inevitable.

c. 4180: [The Dragonlord *Voriig Kye* considers the powerful and unstable kingdom of Thanor to be a threat to his Dragon Kingdom. Seeing an opportunity with the rebellion of Arûl, he begins preparations to neutralize the threat.]

c. 4200: Emer: Preceded by a series of earthquakes, the fleets of the Lord of Encla Turic assault the Silaar and Tai-emerian coast. The Lord's armies utterly destroy the realms of Thanor and Arûl; Thanor's treasures are looted and cities laid ruin. *Voriig* himself leads a force of fire and gas drakes in a series of devastating air assaults. The Gas Drakes *Ssoei Womiis* and *Ssoei Womuul* settle south of the Asamis Arg ("Great Grove") and over time turn the region into the *Værken Mire*; the Fire Drake *Vaalg Stoyy* makes a home in the Arûl Waste.

Sendar and *Sendil* vanish. [The twin demigods escape to a secret temple in the *Pelegris Mountains* where *Akalatan* casts them into a magical sleep.]

4430: [Tethior's son *A'kesh* is born, the product of his brief romance with a Dyar mystic named *Naeri viQuar*. She does not tell Tethior of his child but instead arranges to have the boy apprenticed to *Krelj*.]

4495: [Krelj reveals the *Daath Leerssoi* to *A'kesh*.]

4790: Tethior (with the aid of *Andraax*) creates the *Ilarsíri*.

c. 4800: Gryphon College is founded in NWRhakhaan by a group of refugees from Zor.

4980: The work of the Arnak Priests bears a bitter fruit: A supernatural cataclysm destroys the capital of Zor and lays waste to the central region of that kingdom. [The Zorians, ever hungry for ancient technology, uncovered a terrible weapon from the lost realm of *Tarania*. They unwittingly triggered it, causing an explosion not unlike a thermonuclear blast. The city was vaporized, the land all around melted to slag. Radiation persists to this day. Fortunately, the Crown, sword and pendant of Zor were not destroyed, having been removed to the refuge of *Gryphon College* to the south. However, Zor would never rise again as a kingdom.]

c. 5000 – 6000

• Jaiman: While every ruler of the remaining Five Kingdoms dons the crown at coronation and is 'attuned,' a growing recognition of the crowns' mind-altering effects (and a wariness of the influence of Priests Arnak) leads to a tendency to wear them less frequently. Without the will of the wearer, the powers of the crowns to enforce borders are weakened. Petty conflicts begin to spring up across the continent. Only the kings of Rhakhaan don the crown with any frequency, and that realm is the only one to survive into the Third Era intact.

5230: Tethior and Krelj have a confrontation which reputedly ends in Tethior killing his younger sibling in self-defense. [Krelj is killed, despite many rumors that he survived. The incident leaves Tethior unbalanced with grief and guilt. He eventually adopts the guise of the *Nameless One*.]

[*A'kesh* witnesses the killing and swears by *Kesh'ta'kai* to kill the murderer of Krelj, unaware that Tethior is his real father. He flees with one of the *Daath Leerssoi*. Tethior finds another of the Dragon-rings in the wreck of Krelj's workshop. *Andraax* later recovers the other four.]

5590: The *Saurkur* arrive on Kulthea, their ship crash-landing on the Abarquan Isles in the Shallow Ocean.

5899 - 5905: Jaiman: 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.

6000-6450

c. 6000 – 6010: The *Bahaar* reaches Mulira. The Thesian people of the Dendara kingdom suffer by far the worst: by 6010 they are virtually wiped out. Their homeland, centered around what is now called the *Isle of Ghosts*, is said to be haunted and is shunned to this day.

6010 - 6028: Jaiman: King *Arej IX* of Rhakhaan, at the urging of one of his councillors (the White Mage), annexes much of what was once southern Zor. He stops wearing the Phoenix Crown, and falls further under the Magician's spell. He becomes obsessed with becoming Emperor of all Jaiman. Only the Elves of Urulan stand in his way.

6028: Jaiman: King Arej declares himself Emperor of Jaiman and demands Urulan's submission to his rule. King Istaro refuses, and Arej declares war on the Elven kingdom.

c. **6030–6500:** Jaiman: Elven emigrations from Urulan. They flee the threat of Rhakhaan, settling in the Blue Forest of NW Jaiman, the Remiraith, *Vog Mur*, Orbis, and Namar-Tol.

6201: Jaiman: King Karnis of U-Lyshak dies and the country is torn by civil war. The northern provinces remain loyal to the King's son, young Prince Selcarnen, while many southern lords seek independence. Selcarnen decides—against the advice of his father's advisor, the White Mage—to don the Sea-Drake Crown. He is found dead outside the Royal treasury, murdered the night before his coronation. [Slain by the White Mage.] The artifacts have vanished [taken to the Ahrenreth].

6203: Jaiman: An *Ordainer* appears in southwest U-Lyshak [summoned by Lorgalis] and leads an army of evil creatures north. Mortals flee before the demonic lord.

6210: Jaiman: The forces of Lorgalis reach *Cynar*, the capital of U-Lyshak and home of the northern loyalists. After a siege of eighty-seven days the walls are broken and the city is sacked.

c. **6400 – 6450:** All across the western hemisphere, governments destabilize, wars break out, cultural and racial hatreds inflame. This is partly caused by the corrupting influence of the unlife orders and other dark religious orders preaching intolerance and subversion. Goblins and Lugrôki breed in large numbers and walk openly in the daylight—something they never dared do in the past. They burn farms and ambush travelers with impunity. Once again dragons and other fearsome creatures appear with growing frequency. At the bidding of the Dark Gods, the undead rise while demons rape and kill unchecked. Evil empires thought to be subdued rebound with new strength.

6441: Because of increasing dangers and flow instability, Navigators suspend commercial travel services until further notice (until the end of the war). [While it is not widely known, they offer their services to the Loremasters and their allies through the end of the Wars of Dominion.]

6450 – 6825: The Wars of Dominion

- The Comet returns and in a very close pass severely disrupts the Flows. This heralds the beginning of an apocalyptic war which spans nearly four centuries and brings to a close the Second Era of Ire. While the primary instigators of this conflict are the Dark Gods of Charón seeking to overthrow followers of their rivals on Orhan, servants of the Unlife and many other powers of chaos and evil see an opportunity to further their own agendas. It should be noted that the wars rage for almost three hundred years before the Lords of Orhan decide they must intervene directly.

Flowstorms throughout this period open countless *Portals* and create tears in the fabric of space itself. Unimaginable creatures are liberated upon the earth. The unleashed energies create terrible meteorological and geological events: hurricanes, earthquakes, tidal waves, volcanic eruptions at all major fault lines.

c. 6500

- Many groups, including the Tanarans of Jaiman, seek shelter in an increasingly hostile environment by constructing subterranean cities.

- Kelestia/Gaalt: The *Master of Malice* sweeps south with hordes of Snow-garks, Ice Trolls and Pale Men. *Samli* is ravaged by awakened *Shards*.

- Emer: Fleets of the Master of Malice, deterred by the Unicorn Helm, skirt the eastern coast of Urulan and continue south to northern Emer. In *Vog Mur*, *Dulucaborn* and his knights stand against the Master's minions, led by *Rorg* the Fiery Serpent.

6521: Jaiman: The Ordainer *Kharuugh* breaks through the weakened magical protections of Saralis and within weeks is at the gates of Turak on Lake Karish. King Hanreth dons the crown, comes forth to face the Ordainer, and a terrible duel ensues. In the end Hanreth is slain, his helm cleaved by the demon's sword—which also shatters from the blow. A pillar of fire arcs high into the sky, answered far away above the Isle of Ghosts. The city was laid open to the dark raiders.

6769: The *Burning Abyss* opens along fault lines on continents across the globe, creating gateways to the Ash Lairs. Armies of fire demons led by Ordainers emerge and lay waste to surrounding lands.

6769 – 6780: *The Years With No Days:* In addition to the Burning Abyss, volcanoes erupt all over the planet, spewing black ash and smoke into the air. The sun is obscured, creating an endless twilight which wreaks havoc with the ecosystem.

6780: The Dawn. Led by Cay, the Lords of Orhan and a force of demigods arrive on Kulthea and lead the armies of Light against the Darkness. Kuor summons powerful rainstorms to clear the polluted air.

6820: The Haalkitain Fire. Flaming stones fall from the sky over central Rhakhaan, setting many farms, fields and forests ablaze. Worst hit of all is Haalkitain, which burns for days before the fires can be put out. Over two-thirds of the city is destroyed. The Imperial seat is moved to Lethys.

6825: Final Victory over the Dark Forces

- With the aid of the Lords of Orhan and the Titans, the Dark Gods are driven back and essentially imprisoned on Charón, their powerful servants destroyed or banished back to the Pales and dimensions where they belong. Victory was at the cost of the lives of many valiant Loremasters and Sages, however. [Tethior is said to have been a casualty of the wars but in fact he goes into hiding. He begins construction of his new home in central Thuul.]

- Dænkú faces his old foe the *Master of Malice* and slays his fellow Essænce Lord. But his mind is damaged and he wanders into the East.

THE THIRD ERA OF IRE

c. 1 – 1000

- The Loremasters begin to nurture civilizations once again. They coordinate a massive effort to set enchanted, unsleeping Sentinels at the many Portals to guard against new incursions of dark forces. Across most of the hemisphere, it is a struggle to survive in a dark age. The Wars of Dominion have destroyed much of what the Loremasters labored so long to build. A few scattered enclaves survive, but they are under siege in a world of chaotic forces. Demons, undead and evil creatures still roam free across much of the planet, though at least they are relatively few and without leadership.

- The Masters of Emer vanish. [They retire to their palace-city atop Mount Votania in the center of Emer, setting guardians at the perimeter and a barrier of clouds about the city to protect their privacy.]
 - [Ondoval of the Ahrenreth finds his way back to Kulthea, but he has been driven insane by his eternity in another dimension. His soul is corrupted by the Unlife.]
 - Jaiman fares better than most lands, perhaps because of the crowns—even though only Rhakhaan's rulers wear them with regularity. As a result, while the lands themselves are not ravaged as some others, the other governments are either ineffectual or nonexistent (Zor is no more, Tanara is a shadow of its former glory, the Unicorn Kingdom withdraws into itself, and the Wyvern realm is gone); their royal artifacts lost or hidden. Rhakhaan consolidates power along approximately its old Crown-enforced borders. Much of Haalkitane City is rebuilt: larger and more imposing than before. The Tanarans, after three centuries of living almost entirely underground, are a changed people. Smaller and pale, with a culture and diet adapted to living in caverns and only emerging at night, they bear little resemblance to their ancestors. They are the *Dúranaki*.
- c. 200: Thuul: The Gethryn people establish a permanent city at the mouth of the Bayahn River; this is the heart of what will become the *Kingdom of the Desert Jewel*.
- c. 300: Emer: A group of Dyar Elves, led by the Black Prince *Quentar Daal*, arrive on the western shores of Emer. They are traveling east from their homeland, seeking new territory to settle. After some exploration they find a high hidden vale in the Mountains of Gold, and a cave complex directly beneath. They establish a small kingdom of their own there and name it *Skystone*.
- 408: [After wandering across Kulthea, Ondoval returns to the *Guarded Isle*, original gathering place of the *Dænku Ahrenreth*. He decides that it is his duty to reconvene the Ahrenreth, and ventures forth again to gather a new cabal. He is insane.]
- c. 500: Emer: the Nuyan Khôm highland and coastal settlements in Silaar begin a consolidation from scattered clans into city-states under a handful of regional warlords. The horse-tribes of the plains, however, stubbornly cling to a nomadic lifestyle.
- 888–1008: [Ondoval decides to re-convene the *Dænku Ahrenreth*, giving it the new name *Jerak Ahrenreth* (Ir: “Cult of the Secret Circle”).] He gathers new members and ‘sanctifies’ eight centers of power:

Name	Location	Master
Ahrenthrök	Central Emer/Votania	Schrek
Ahrenraax	NE Thuul	Morloch
Ahren-lyax	Vour (S. Emer)	Guvog
Ahrendiir	Ulor (W. Jaiman)	Lorgalis
Ahrenlaakh	NE of Govon	Shanarak
Ahrentorg	N. Endless Sea	Ondoval
Ahrenæk	Emer/Onar	A'kesh
Ahrenryak	Ordia (Near South Pole)	Dytus

- 898–908: [Construction of the *Ahren-lyax* (Ir. “Dreaded Secret”) in central Ræl. It is also later known as the Tower of Vour.]
- c. 900: [Andraax, wandering far in the East, is awakened as if from a dream. His memory remains fragmented, but he knows that something is terribly wrong with the world.]

904: [Schrek (one of the eight of the Jerak Ahrenreth, a half K'ta'viir-half Agothu abomination who conceals his demonic parentage) gains the help of the artificer A'kesh to create an item to allow him to retain his human form indefinitely: the *Faaw Shryaac*, (K. “Talisman of Hiding”). It is a translucent red stone roughly in the shape of a humanoid heart which pulses with a reddish light, set on a staff or Dir-wood, held in place by a silver dragon-claw. Unfortunately for Schrek, the talisman also locks him into human form, and without it he cannot assume his true shape or access all of his powers. When it is complete, Schrek erases A'kesh's memory of creating it.]

- c. 1000: Agyra: An oligarchy of Dyar Elves [actually human hosts for Thalan] rise to power in central Agyra; they call themselves the *Alliance*. Their goal is political and economic domination.
- 1001: Jaiman: The King of Rhakhaan, Andej II, returns to the rebuilt Haalkitane amid much splendor and ceremony. He rules the greatest land in the continent. The only remaining kingdoms of note are Urulan and U-Lyshak; the former is aloof and quiet while the latter is constantly divided by civil war.
- c. 1001–1500: Jaiman: Rhakhaan reasserts its authority over approximately the old Crown-enforced borders. The other five realms also rebuild during this period, though Tanara is now the domain of the *Dúranaki*.
- 1085: Aldaron and his people (dubbed the *Aldari* by Loremasters) come to Emer. [They are the last survivors of the Taranian race, rescued by the *Storm Wizard* (one of the ‘Elders’) before their destruction at the end of the Interregnum and now returned to Kulthea. They have no memory of their origins.]
- c. 1100 - 1300: Emer: Aldaron's charisma and determination (not to mention powerful tools and weapons, the exact nature of which are now lost to history) earn him the respect of his neighbors. He establishes his home on the central island of *Votania*, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded, and Aldaron orders that it is off-limits. From this base—*Aldain Castle*—and using a combination of diplomacy and disciplined armies (and apparently a natural talent for Mentalism), he solidifies his hold on central Emer. The next two hundred years become known as the Period of Consolidation. Aldaron easily brings all of the bucolic Shay and Talath tribes of central Hæstra under his control. Eventually even the most willful (some would say arrogant) Laan people in more settled lands are for the most part convinced to ally under Aldaron's flag.

1125: The comet Sa'kain returns, though on this pass it is relatively distant.

1145: Emer: Aldaron names himself King of Hæstra and in a grand ceremony he founds the eight orders: *Ahn sye Nokora* (OE. “Order of the Flaming Sword”, the King's Guard), *Ahn sye Zanar* (OE. “Order of the Cloak”; also known as the Crimson Cloak or Crimson Order, the priests of the official religion of the Kingdom—worship of the one god Zanar), *Ahn sye Talaus* (OE. “Order of the Ring”, a group of magicians), *Ahn sye Shan* (E. “Order of the Sun”, Animists responsible for the agricultural health of the kingdom, also specialists in herbs and drugs), *Ahn sye Takla* (OE. “Order of the Four Winds”, the messengers of the King), *Ahn sye Woloka* (OE. “Order of the Eye” a group of Seers and Astrologers to advise the King), and *Ahn sye Nomoke* (OE. “Order of the Hand”, a secretive society whose purpose was always unclear. [In fact, the name ‘Ahn sye Nomoke’ means Order of the Mask; they are a sort of secret elite guard, spies for

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

1187: Emer: Sailing south along the western coast of Emer, Aldaron’s forces secure western Uj and head east. Regional capitol of Leonas is established at the mouth of the Daluj river in Uj. Its symbol is the Wyvern.

1192: [The Loremasters first learn of the Alliance, and send a few agents to ascertain their alignment. They are unable to penetrate the secret Brotherhood. However, the Alliance sends one of their own back to infiltrate the Loremasters. This spy must be cautious, however. Andraax can detect a Thalan symbiote in a host body.]

1204: Thuul: From his citadel of *Ahrenraax* (Ir. “Secret Claw,” one of the Eight Secrets of the Jerak Ahrenreth) the Ordainer *Morloch* completes his subjugation of eastern Thuul. He turns to the southwest.

1208: [Voriig Kye encounters a servant of the Jerak Ahrenreth and traces him back to the Ahrenæk in Onar. There he meets A’kesh the artificer. Voriig gathers a few hints about Schrek as well (but Voriig does not learn of the *Faaw Shryaac*, as A’kesh himself no longer remembers it). Voriig decides that he should be a member of the Jerak Ahrenreth council, if for no other reason than to keep an eye on them.]

1210: [Churk Ta of the Jerak Ahrenreth dies under mysterious circumstances. A’kesh nominates Voriig Kye to replace him. It is so approved.]

1261: Emer: Aldaron subjugates the indigenous Jaaderi people of Tai-emer, then heads further east while his brother Aldanor leads a fleet across the Sea of Tears to the north.

1262: Emer: Aldaron defeats the *Nuyan Khôm* of Silaar and makes his way to the capitol city of Ashenoq, where the Nuyani surrender and the Tasan (‘High Warlord’) has committed ritual suicide. Aldaron is named the new Hutarn of all the Nuyani.

1286: Aldanor enters *Khûm-kaan* and founds the city of Coronan at the mouth of the Sybarus river.

1298: [Voriig Kye, with the help of the Dragonlord-alchemist Oran Jatar, determines to some extent the nature of Schrek’s powerful *Faaw Shryaac* and convinces another of the Eight of the Jerak Ahrenreth—the Lyax Khâng—that Schrek is a threat to them all. The Khâng (at the time an elf named *Nandaar Darian*) manages to steal Schrek’s staff and gives it to Voriig. The Dragonlord keeps it for nearly five millennia, during which time he has Oran Jatar separate the staff into three parts.]

1300: Aldaron’s unification of central Emer essentially complete, he declares himself Emperor. At a grand ceremony he presents the four scepters of the Arch-duchies, crowns his brother Prince of Coronan.

c. 1300: [Navigators venturing into *Alliance* territory (central Agyra) are told they are not welcome. Thereafter, if anyone should ask a Navigator to go to Agyra, they are simply told that it is off-limits. This marks the beginning of an uneasy truce between the Navigators and the Alliance. Since this time, the Navigators have been essentially giving ground as the Alliance assumes total control over more and more land. The Navigators have warned the Loremasters of the Alliance, but the Loremasters are reluctant to interfere—and unsure whether the Alliance is even a bad thing.]

1300 – c.1500: Aldaron brings the remainder of the Emerian continent under his rule, and establishes relations with realms to the west, south and north. Attempts to explore the lands east in Iyxia are turned back by powerful Essænce flows.

1307: Emer: Prince of Námar-Tol signs a treaty with Aldaron in which the Loari realm essentially agrees to be a protectorate state, independent but under the wing of the Empire.

c. 1310-1320: Emer: Aldanor explores *Khûm-kaan* and establishes settlements along the northern coast. Expeditions sail up the rivers to the foothills of the Black Mountains, but do not penetrate the deep jungles. [The *Kuluku* people remain in hiding.]

1372: Emer: Aldaron doubles the membership of the *Order of the Silver Sword* from 88 to 176 plus an equal number of adherents.

1480: Aldaron lays aside the Scepter of Emer, and his daughter Vania assumes the throne (she is named heir because Aldaron’s son Terenis is deemed unfit). To her are given over the symbols of rulership and the allegiances of the Eight Orders. Aldaron retires to the Houses of the Dead.

c. 1500: Jaiman: The *White Mage* appears in Haalkitaine. Under his influence the emperor wears the crown less frequently, and expands aggressively into surrounding lands.

c 1550 - 1600: Emer: Empress Vania’s last few years are marred by corruption among her ministers and—despite a strong and even hand—disaffection in the outlying provinces and possessions. Uprisings are nearly continual. She is also forced to pay some regional armies for their allegiance, thus creating mercenary forces who will work for the highest bidder. Corruption in the military is rampant, and naval ships are little more than privateers. Emerian Empire: In Nuyan-Khôm, the individual warlords begin to assert more and more authority, and the Duke of Silaar is essentially powerless to stop them. The Jaaderi people of Tai-Emer begin to chafe under the increasingly oppressive rule of the Archduke Relas. Skirmishes and civil disturbances become common. In Ardan—the land of the Unicorn and the heart of the empire—the counties begin to resist the heavy-handed Ducal rule and ever-increasing taxes needed to pay for the army.

1553: Emer: The Lord High Priest of Zanar declares the church independent of the Imperium and moves his official seat from Aldain to the *Isle of Fire*, off the coast of Hæstra. (The Isle of Fire had previously been a religious retreat). The church takes no official action against the Imperial family, but at the direction of the bishops, priests begin to openly speak out against certain empire policies.

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

1617: The full decay of the heart of Emerian Empire is revealed. The provinces are either in rebellion or are assailed by forces from the frontier. Relas secedes. Corinn is torn by civil war. The Nuyani rebel. Imperial Seers foretell the end of his rule within a year.

1618: Emer: Væric is told that his remaining son and heir, the teenage *Valaan*, has betrayed him [this is a lie, but Væric believes it]. Valaan is arrested and put on trial, and framed for treason. Væric is assassinated and many of the Imperial artifacts are stolen.

Valaan escapes [he is rescued by the Order of the Wind—the Storm Heralds—and taken to Storm Castle].

Ageren Vuk, the *Cho-Na-kudai* (OE “Lord High Priest”) of the Order of the Cloak, names himself Imperial Regent and crowns the eight-year old Silima Chark—a distaff niece—Empress. Ageren Vuk is extremely conservative, and believes that the fall of the Empire was because of sin and corruption. He calls for martial law, censorship and strict adherence to a list of oppressive laws.

[Ondoval abandons the Order of the Eye. The Order is in disarray; many of its artifacts are confiscated by Zanar. Meanwhile, his work in Emer complete, Ondoval begins his search for the *Book of Gates* and travels secretly into the East (because of his origins in the Dænku Ahrenreth, he is able to cross the Barrier. Fortunately, only Andraax himself has free access to the Citadels of the Eyes)]

1618-1648: Emer: The next thirty years are marked by religious inquisitions presided over by the Order of the Cloak, now generally known as the *Church of Zanar*. At first only books and scrolls are confiscated and rights are restricted, but soon the terror escalates. Inquisitors, assisted by Knights of Zanar (who are little more than hired thugs) order the detainment of any who speak against Zanar. Tribunals condemn hundreds to death, burned at the stake as heretics, sorcerers, and ‘the perverted.’ (This time is later referred to as the *First Zanarian Purge*). [Many priests of Zanar fall under the shadow of the *Jerak Ahrenreth* by tapping its power, and their followers are forced to pay a sinister price: the life-Essænce of all who die under the priests’ care is channeled back to the jewel at the heart of the Ahrenthrök.] Loremasters rescue some texts and free many innocents, but soon they too are targeted by the church and forced underground. Silima remains a puppet Empress, eventually marrying Vuk’s nephew, Horgo.

The Imperial Orders disband or break away one by one. The Church of Zanar works to destroy them, painting the organizations as either tools of sorcery or politically corrupt. Some members go into hiding, while the leaders of a few try to set up governments of their own. The Four Winds Order vanishes; Eye, Sun, Silver Sword, Flame and Ring all disband.

The Navigator guilds declare many regions of Emer either off-limits or ‘hazardous’ (i.e., they apply a surcharge for travel there). Loremasters in Emer lay low after many are imprisoned by Zanarian zealots. There is widespread famine and disease throughout the Emerian empire as systems of trade, food distribution and bureaucracy break down. By the end of this period, the western isles, Námár-Tol, and most of Uj has essentially seceded. The Emerian Empire has shrivelled down to the region of Hæstra.

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

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

1649-1652: These three years mark the final death-throes of the Emerian Empire; seven men and women sit on the throne in quick succession; most die by violence or apparent poisoning. By 1652 even Hæstra is in anarchy: the provinces are now city-states ruled by petty despots constantly at war. Most of the Aldari have fled into the mountains while the Laan retreat to islands or sail westward.

c. 1650: *Approximate time setting of the Loremaster book Vog Mur™*

c. 1650-1660: Emer: Second Zanarian Purge. As the remaining vestiges of organized government vanish, Priests of Zanar continue to rile against sin and excess even as they demand heavy tithes. They still wield considerable religious power and are able to move between the warring city-states with relative impunity, as few warlords wish to anger the Church.

c. 1650-2000: Emer: The town of *Sel-kai* emerges as a regional influence because of its ideal location and the ambitious nature of her trader-captains. Wealth brings skilled craftsmen and the town expands. Guilds form, which act as super-extended families: educating children, caring for the sick and elderly. Leading merchants and craftsmen from these guilds meet informally to coordinate the explosive growth of this emerging trade center. A government based on capitalism evolves, thriving in the trade vacuum left by the fallen Emerian Empire.

1653: Fall of the Emerian Empire: Aldain City is sacked by raiders: Shay brigands from the countryside. The last man claiming to be Emperor of Emer is slain on his throne. [Just hours before the looters reach the old city, a force of Loremasters and Navigators enter and rescue what art, books and other treasures they can salvage.] The city deteriorates into a partially ruined (and reputedly haunted) refuge for bandits and criminals.

c. 1670: Emer: Independent of the floundering Empire, *Sel-kai* emerges as a prosperous city-state on an isle off the northeast coast of Emer. Its key location between Emer and Jaiman make it an ideal location, and it is an economy based on trade rather than military might.

c. 1660-1700: Emer: Anti-church uprisings spread across the continent, despite the very real power wielded by Zanarian priests.

c. 1800: Emer: The city-state of *Kaitaine* has established a name as a trading center along the SW coast of Emer, another city-state thriving on an economic rather than militaristic basis.

c. 1800-1900: The *Yellow Death* (an acute form of hepatitis; Elven races are immune) sweeps across all of central Emer, killing twenty percent of the mortal population. It is marked by high fever and a yellowing of the skin and eyes. Zanarian Priests in Hæstra portray this as punishment by Zanar for the peoples’ lack of faith and regain some of their former influence (The fact that it does not affect the hated Elves is somehow overlooked). The disease subsides after a decade or so, but remains a lurking threat in Tai-emer and western Uj.

1998: [Ondoval recovers the *Book of Gates*. With it—and the power of the *Secrets*—he may open Portals to the past and begin his search for the *Shadowstone*.]

c. 2000-3000

- Jaiman: After a peaceful respite under the influence of the Crowns, the realms of Jaiman are again visited by the Priests Arnak. Under their evil influence, the kings and queens wear the crowns less, opening the door to outside influence. The magical borders falter.

- Emer: Most of the continent remains politically fragmented and slides into a dark age lasting over a thousand years. With the exception of a few enclaves and a handful of resilient coastal trade centers, the continent is sparsely populated. Fields go fallow, towns and castles are abandoned and fall into ruin.

Námar-Tol isolates itself, constructing lookout towers along the perimeter shores of the Seven Isles and patrolling the Circular Sea in swift warships. The Elves are wary of ‘barbarians’ on the mainland.

Linæri refugees from fragmented Urulan arrive in southern Uj via a Portal and establish the land of *Lys*.

- **Agyra:** The Alliance acquires control over virtually all of the continent.

c. 2000 – 5030: [Ondoval travels through time and space seeking the Shadowstone, returning periodically to rest and call the Council. But as the ages pass and Ondoval communicates less and less frequently with the order, dissension grows in the ranks of the Jerak Ahrenreth. Some believe that the order is languishing and needs new leadership.]

2059 – 2065: A plague known as the *Lingering Pain* sweeps through northern Emer. It kills through a long, excruciating and wasting disease and there is no known cure. [It is transmitted through blood: flea and mosquito bites, though this is not discovered; incorrect theories about its source and transmission abound however]. Fear of the Lingering Pain creates suspicion and isolationism, but nevertheless it manages to claim the lives of almost one quarter of the mortal peoples of Silaar, Tai-emer and Hæstra.

2061 – 2070: The Lingering Pain comes to Jaiman. It wreaks panic and death among the Y’kin, Jameri, Dúranaki and Zori races.

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



*Statue of a Reclining Faun
Ruins of Aldain Castle*

c. 2500: Approximate time setting of the book *Cloudlords of Tanara*.

2513: Govon: Emperor Kalix founds the first Imperial Library and names the scholar Rethan as its keeper.

2625: The comet returns once more, passing particularly close to Charón. The Third Moon is bathed in Sa’kain’s tail and the particles weaken the prison of the Dark Gods. While the Watch of the Lords of Orhan languishes, the Evil Ones escape.

c. 2625-2700: Altered weather patterns (possibly caused by the return of the comet) increase the average temperature and reduce rainfall in regions of eastern Uj and portions of Tai-Emer. These areas shift from a semiarid environment to arid. Easternmost Uj becomes a desert.

2705: [The Dyar Mage Shanarak (one of the members of the Jerak Ahrenreth) departs the citadel of *Ahrenlaakh* (Ir. “Lost Secret”) on an errand in the Planes. He leaves his demonic lieutenants Quard and Urno to guard the hold and its most valuable artifact: the time-and space-warping *Ark of Worlds*.]

2755: [Shanarak returns to the Lost Secret only to find that his rival the half-demon Schrek has infiltrated the citadel. He reasserts his authority and ousts the intruder, but the vengeful Schrek releases the power of the *Ark of Worlds* as he flees, sending the entire citadel into a space-time void.]

c. 3000 – 4000

- The Lords of Orhan send their avatars to Kulthea once again, ending a long absence after their aid in the Wars of Dominion. Some do this reluctantly, realizing the need to counteract the influence of the escaped Dark Gods. Others (Kieron, Jaysek, Teris...) never completely abandoned the residents of Kulthea. Their servants, the Nymphs and Dryads and Naiads have always been here.

- Kaitaine’s population swells, and her powerful trade guilds explore further and further outward.

- In northeastern Jaiman, the realm of the Dragonlord Sulthon Ni’shaang grows, while the western lands fall to armies of Lugrôki. The Dúranaki are in hiding. Only the Elven-kingdom of Urulan stands against the growing domination of Rhakhaan.

- Emer: The Loari of Námar-Tol continue to make technological advances, creating ever more complex mechanical devices. Their skill with alchemy is unmatched in Emer. Sel-kai eventually wins the confidence of the Námar Council, and they initiate trade.

3210: Jaiman: Founding of the *United Orhan Church* in Esov Turic.

3214: [Emer: Karzôk, chief of the *Lankani* tribe in Tai-emer, is seduced by the power of the Charón god *Klysus*.]

3214 – 3248: Emer: The nomadic Jaaderi tribes of central Tai-emer are brought together under the sun-and-sword banner of the charismatic warlord *Karzôk Lankan*. He seems to possess superhuman strength and is immune to sword and spell. Perhaps more importantly, he has the power to inflame the hearts of men.

3248: Emer: Karzôk begins construction of *Kenezán* at the mouth of the T’voca river. At the heart of this city plan are temples to honor the serpent gods Klysus and Akalatan. Labor is provided by slaves: Jaaderi from further south and Pochanti of the north, captured by tribal chieftains now under Karzôk’s rule. Always at his side is his son, the priest *Akaal*.

3288: Emer: The temple complex at Kenezán is complete. High Priest Akaal presides over the dedication ceremonies, which

consist of solemn rites and sacrifices, a drunken revelry and orgy, and finally another sacrifice: Akaal murders his father Karzôk in the Pyramid of the Kings. Akaal declares himself the *Khurtûm* (M. “Son of the gods” or “divine son”) and king of Lankanôk.

3300: Emer: The Battle of Vour. Ansidus and Naal engage in the final major conflict of their war. It proves to be a decisive victory for Naal, but at a terrible cost. Thousands are killed on the plains beneath the reputedly haunted tower of Vour in one day, and that night a fog rolls in. The next morning nothing remains of either army, but the battlefield has been transformed in a haunted place, to become known as the *Whispering Moor*. It is the home of many undead. [Vour is one of the Eight Secrets of the Ahrenreth under the command of the Necromancer Guvog. It is also the headquarters of the *Cult of Stars*, a coven of female assassins.]

3473: Govon: In a terrible explosion a section of the Wyrman Mountains collapses (apparently the result of sorcery gone wrong) and terrible creatures are released. The Hellfire Wars ensue as these demons are hunted down. Dwarves of the mountains march on the human government and demand a ban on magic.

3604: Govon: The Lingerin Pain (aka: ‘Cralmyk’) returns to the Tenryk Empire.

3828: Govon: Civil war breaks out in the Tenryk Empire.

3852: Govon: Tenryk is razed and the Empire falls. Barbarian hordes rule much of Govon for the next 500 years.

c. 4000 – 5000

c. 4000 – 5000: Western Lands: The Alliance, already in control of Agyra, spreads over southern Mulira and into NW Thuul. In addition to their *Kal-chah* warriors, numerous spies and subterfuge methods, they employ swift war-catamarans to control the coasts.

4008: Jaiman: Kelir VI names himself *Emperor of Jaiman*. This is somewhat premature since the kingdoms of Urulan and U-Lyshak still survive, and much of the rest of the continent is ruled by petty warlords. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan. As Rhakhaan conquers Tanara, many Sulini, Talath, and even Dûranaki seek refuge in southern Urulan. But Kelir is determined to remedy that: war is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years and three Rhakhaan emperors. While the two mighty realms of Rhakhaan and Urulan struggle to the south, many lesser lords begin to quarrel amongst themselves for the northernmost lands of Jaiman.

4010 - 4020: Emer: A virulent disease wipes out three quarters of the horse population of Silaar and Tai-Emer, crippling the mobility of the Nuyani and Jaaderi.

4085: [Schrek nominates an Astrologer named Zagul to the Jerak Ahrenreth, taking Ondoal’s vacant place as Arulis Kygari. This is part of Schrek’s power play to take control of the Order.]

c. 4100: Palia: Many city-states in *Dhuria* (Iy: ‘East’) ally under the Loari Duke Beyris Dalan and declare independence from the Empire of a Thousand Dawns. After a number of skirmishes and several negotiation sessions, Emperor Kodorian agrees to allow Dhuria some autonomy in return for keeping it part of the Empire.



4123 - 4145: Jaiman: The Haidic warrior *Ugus Syr* enters the sacred *Blue Forest* of the northwest with his clansmen and ambushes the Jaimani Elves, then proceeds to crush 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”)

4125: Sa’kain streaks past Kulthea again, wreaking havoc with weather and Essænce.

4166: Jaiman: Ugus Fost is murdered and his realm destroyed by a demonic force awakened from the forest of Dîr. [it is the *Shards*]. The surviving Syrkakar flee to the *Mur Fostisyr* (“Land of Blue Light”).

c. 4200: [After millennia of wandering the planet in a mental haze, Andraax is swept into a flow-storm which restores his memory (though he is still vulnerable to lapses). The K’ta’viir Lord visits the *Guardian Mind*, only to discover that it has been cursed by a spell from beyond the Pale. Returning in disguise to Karilôn to discover what has transpired, he learns of the plots of the Eight. He also detects the Alliance spy within the Loremaster ranks, but his own disguise remains intact. He takes no action against the infiltrator.]

4205: Emer: The first *skyship* is constructed in Sel-kai, a collaboration between the Laan shipwright Leriú Valain and the Loari alchemist Teryk Altiair. The Prince of Sel-kai announces an ambitious project: to build a flying merchant fleet.

4250 – 4600: The fame of Sel-kai continues to spread.

4295: Jaiman: In the Mur Fostisyr, *Uka Closk* (the ninth Syrkakang) is murdered by his nephew, who steals the *Collar of the Great King* (“Twy Syrkakang”) and vanishes into the north wastes of the *Gosti Hyr* (“Isles of Green Light”).

c. 4300: Govon: The barbarians fight amongst themselves; there is widespread famine.

4359: Jaiman: In the Mur Fostisyr, Jyka Brust takes control his clan and crushes unrest in Syclax. Within three months he subjugates the other four clans of the Syrkakar and is named *Syrkakang* (“Overlord of the Blue Forest”)

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

c. 4500: Jaiman: Rhakhaan controls nearly half of the mainland, having held back the Lugrōki from the west and the armies of the Dragonlord to the north.

c. 4500 – 4700: Govon: The city-states rise again and exert influence, driving back the nomadic barbarians.

4512 - 4515: The Emperor of Rhakhaan, Arej XI (the first to refuse to don the Phoenix Crown—even at coronation) is assassinated after only three years as monarch. The realm, without a strong heir, is politically fragmented by the independent-minded nobility. The inconclusive and mutually debilitating war with Urulan is broken off.

4514: [The Dragonlord *Ulya Shek* discovers a functioning Lords of Essence installation on a far western isle. Inside, she awakens an Althan Lady: *Jenkyna*. They form a partnership of sorts.]

4578: [Three of the Eight of the Jerak Ahrenreth (Lorgalis, Oan Lyak and Iæn Shiin) meet at the Ahren-Lyax and form a pact. They lure the Royal Seer of Urulan to their hold and murder him, and Iæn Shiin assumes his post. He—along with a priest Arnak—is instrumental in Urulan’s final demise.]

4600: Emer: Sel-kai embarks on a plan to construct an airborne city.

c. 4600 - 5000: Jaiman: King Aregos of Urulan, wary of the Unicorn Crown because of the poisonous counsel of Iæn Shiin and the Priest Lyak, wears it less and thus makes the kingdom vulnerable. Urulan falls prey to sea-pirates of Kelestia along the eastern coasts, and internal troubles caused by the mixed-breed immigrants in the southern lands. [the Dúranaki cultural influence on the indigenous Erlin people and the *Punkari* emerge.] Urulan eventually disintegrates as a nation, the various regional lords isolating themselves from the helpless capital. Many escape through Portals as Urulan becomes a lawless land. Rhakhaan fares better, but under the control of a series of weak rulers and regents her borders retreat to nearly where they once were when the Emperor wore the Crown. Even within the empire, many lords are so powerful as to be virtually independent from the Emperor. They withhold part of their taxes to Haalkitane and exert wider authority.

4650: *Eidolon* rises in the sky above Northern Emer, a jewel of unsurpassed beauty and a triumph of Kulthean craftsmanship. It nearly bankrupts Sel-kai.

c. 4700: Eastern Lands: First word of the *Raven Queen* of Gaalt reaches the Loremasters. A powerful sorceress and warrior, she has gathered an army of *Pale Men* and begun to subjugate the northernmost Umli tribes.

4800-5028: Thuul: The Alliance encounters the Shoneb Empire in western Thuul, and begins infiltration. They also send agents into the Jan to the south.

4984: Govon: Faggor Hämöl is crowned Emperor of the Star Crown Empire. He is immediately challenged and the War of succession ensues.

c. 5000 - 5500

- Southeastern Jaiman is besieged by the shadowy fleets of the Dragonlord out of Wuliris. The Dúranaki retreat once again into their caves, leaving the Sulini and Myri to fend for themselves. Many Myri sail south and settle in the empty lands of *Bodlea* in Emer. Over the next few decades they colonize (albeit sparsely) much of the rolling land north of the Keyten river. They become known as the *Talath*.

- Jaiman: The politically fragmented Rhakhaan is an easy target for the Priests Arnak. During this time (culminating with the return of the comet in 5650), provincial lords are entangled in constantly shifting alliances. Arguments in court erupt into petty wars within the empire. A series of weak emperors is unable to hold the disintegrating realm together.

- The immortal *Raven Queen* continues her expansion south into Gaalt and northern Kelestia. Young men are captured and taken away to the north, while her Quaidu armies force the remaining women and children to tithe resources.

- Falias: City-states of the central lowlands are united under a family of ruthless warlords aided by powerful shamans. The fourth-generation leader, *Hutsua Kang*, crowns himself lord of the *Empire of the Black Sun*.

- Tai-emer: Shay immigrants from Hæstra settle in the rich Lygaar valley. Within a few centuries they expand into the Pelegris foothills and south to the edge of the Quon jungle in Khûm-kaan. They soon encounter the tall, dark *Kuluku*. After a tentative beginning, an understanding is reached and the two cultures begin a lucrative trade arrangement.

5028-29: Thuul: A Jenaar emissary from the Alliance pays a visit to the Shoneb Empire and presents the usual Alliance ultimatum: join or be destroyed. But the Emperor is expecting her and demurs. Before the Jenaar can depart she is ambushed. Her Kal-chah guard—fierce and skilled as they may be—are outnumbered, and she barely escapes. The Alliance retaliates a few months later: Dozens of Kal-chah squads attack key government centers in the Shoneb Empire, and it collapses like a house of cards. The Emperor agrees to ‘join’ the Alliance.

5030: [Ondoval returns from his interplanar and temporal travels with the *Shadowstone*. The Portal he emerges from in Mulira is destroyed, and Essence shock waves reverberate across hundreds of miles. The disturbance also causes the citadel of the *Lost Secret* to re-emerge from its space-time prison and return to its old location.

5030 – 5188: Ondoval gathers a court of Ordainers and other powerful demons while breeding a vast army of Lugrōki and men. He must be ready to subdue the other Essence Lords when the Eyes fail.

5030 – PRESENT: All but imperceptibly, Flow-storm activity increases across Kulthea. Random Portal operation also intensifies, allowing more creatures of the Void and other planes into the world. [The Loremasters, the Lords of Orhan, and a few others are aware—though none can determine the cause.]

5040: [The Dragonlords Voriig Kye and Sulthon Ni-shaang barely escape a deadly trap laid by Schrek, the acting leader of the Jerak Ahrenreth. In retaliation, they take the Sea-Drake artifacts from the Ahrenthrōk vaults. The Red Dragon takes the *Sea-drake Helm* to Uronthis Kalthul. Voriig takes the *Sea-drake Pendant* and *Sword* to Vog Mur; they are later stolen.]

c. 5100: The Loremasters learn that a dark power has built a citadel in the northern waters of the *Endless Sea*. But the area is swathed in a veil of shadow which they cannot penetrate. Agents sent in do not return. As the darkness grows, their concern intensifies. [It is Ondoal, expanding the Ahrentorg.]

5106-5117: Govon: The *Fire Years*. The continent suffers a terrible drought.

5188:

- [Ondoal completes the Ahrentorg expansion and names himself the *K'ta'kuli* (Ir. "Lord of Shadows").
- [The Jerak Ahrenreth, learning of Ondoal's apparent abdication meet to discuss their future. A power struggle ensues within the Eight, though Schrek quickly emerges as the victor. They do not fully understand the danger of Ondoal's actions and the extent of the potential threat from the East.]
- [The fact of Ondoal's return and full measure of his treachery are finally revealed to Andraax, even in his somewhat unsteady mental state. He begins the search for the *Soulsword*, the only instrument which might slay the wearer of the Shadowstone.]
- [The Loremasters, confronted with the knowledge of the Dark Power at the Ahrentorg, are unsure what—if anything—they can do to stop an apparently insane Essænce Lord.]

c. 5200: [Western Lands: Alliance forces encounter Lugrôki in western Thuul and Mythenis mountains. After attempting to utilize them as laborers, they find them too difficult to control and begin a systematic genocide of this race, which they consider 'unusable'.]

5332: Jaiman: Ilred Faslorin overthrows the Tovaynak king and the Faslorins return to the Phoenix Throne.

5335: Jaiman: Emperor Ilred II repays the United Orhan Church for its aid in placing him on the throne by naming it the 'official' church of Rhakhaan.

5430: Emer: The Loari of Nâmar-Tol develop the first *Airbarges* to transport passengers and cargo. Unlike the skyships of Selkai, they depend on gas-filled chambers to maintain lift, and are maneuvered by airscrews. They are also moored on land rather than in the water. These huge, slow-moving, noisy, steam-powered air vehicles are greeted with awe and suspicion by all outsiders who see them.

5499: Jaiman: The entire population of Plasidar (a former duchy of U-Lyshak) is wiped out. The first ships to arrive after the event find the port empty except for dozens of large cocoon-like objects. They flee when they hear a loud, piercing shriek. [A nest of *Kæden* was found and accidentally awakened by the inhabitants, who were quickly subdued and cocooned.] The island is uninhabited for over a century; all trade ships steer a wide berth past it and the boiling waters around Aranmor.

c. 5500 - 6000

c. 5500: Emer: [Ulya Shek and Jenkyna reopen a sprawling Lords of Essænce installation in the Rust Mountains of Silaar. It is a large underground complex, once a research facility. Together they begin their gruesome project: the creation of an army of mechanically enhanced undead: the *Gyshon Vurg* (Ir. "walking-dead machines") and demon/human fusions: *Dusdurbulgaur* (K. "Warrior-demon offspring"). The latter of-

ten have mechanically-enhanced limbs as well, as Fifth-pale demons are often used in the process.]

5615: Jaiman: Dyari immigrants—a disaffected faction exiled from *Skystone City* in Emer—come to the deserted isle of Plasidar and decide it is the perfect place to settle.

5650: The comet returns in a very close pass. For nearly a month it hangs in the Kulthean sky while strange and terrible events occur across the world:

- Erratic tides—even for a planet with five moons—cause widespread damage to coastal cities.
- Severe Flowstorms are frequent.
- Chronic famine in many lands.
- For the next several years normal weather patterns are disrupted, causing floods in some regions and droughts in others. Loremasters report bizarre things raining from the sky in various lands, including live snakes, fish, squid and beetles. There are also records of great swarms of insects and birds which devastate countrysides.
- Emer: Another epidemic of the horse-killing disease sweeps across northern Emer, this time also affecting Hæstra, again devastating the equine populations. Lankanôk and the Nuyani each decide to seek alternatives to their vulnerable herds.
- Gaalt: The Raven Queen's slow advance south across halts abruptly. Forces retreat for no apparent reason. [She must relocate her armies to defend against a sudden threat from the northeast.]

5651: Emer: The High Shaman of the Nuyani goes on a spirit-quest to seek guidance regarding the problem of the loss of their horses. He fasts and prays to the god *To-to-nar* ('the two-faced'; actually the Orhan gods Kieron and Jaysek). The gods hear his pleas: after five days of wandering in the mountains, a gift comes to him—in the form of a huge Gryphon. She is to be the mother of a stable of winged mounts for the elite warriors of Nuyan Khôm.

5840: In NW Jaiman, the land of *Quellbourne* is beset by demons and wild creatures. Within days the capital city of *Quellburn* is in ruins; only a few outlying towns survive. [The *Cult of Hrassk*—the Spider Goddess—is rekindled by desperate refugees from Quellbourne.]

5899: Jaiman: Emperor Ilred IV dies in his sleep. He is succeeded by his daughter Italana VI, who accepts the Phoenix Crown of Rhakhaan and welcomes the Magician, though he is held at arm's length, his counsel balanced with that of several others. Italana's reign lasts for 144 years and is considered the greatest in recent history. Her birthday is still celebrated in Haalkitain.

c. 5900 - 5975: Emer: The expanding borders of the thriving Lankan Empire and the Blissful Kingdom of Pochantos approach one another. Already, patrols and exploration parties on the frontier have had altercations. At stake are the fertile lands between the two realms and east of the Forest of Ash.

5904: Jaiman: Rhakhaan Empress Italana begins the *Great Consolidation*, essentially an ambitious campaign to expand the borders of her empire.

5904 - 5950: Rhakhaan forces annex lands to the south and west. The Empress signs a treaty with the Wizard-King Liras of the Elven Forest, while occupying the lands north of the forest. Once part of U-Lyshak, these lands are now considered the *Western Marches*. Italana also brings Meluria and the city-state of Norek

under her wing. Lands to the southeast are dubbed the *Taldaar Plain*, and the Y'kin are driven east and north into Tanara. From this expanded coastal access, the Empress sends forth explorer ships across the treacherous straits to Urulan.

5922: [Emer: The Loremaster *Selas Vey* enters ruins believed to be of Jinteni origin in central Uj, otherwise known as the *City of the Dead*. He is not heard from again.]

5931: Gaalt: The Raven Queen, having reinforced her northern front, begins expanding south and west again. But her enemies have had a chance to build defenses.

5943: Thuul: The *Jengada United Nations* (JAN) forms in the southwestern plains.

5945: Emer: A man identifying himself only as the *Nameless One* [it is Tethior the Elven Smith, using one of the *Daath Leerssoi* to conceal his appearance] arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center... in three years. Few take his dire prediction seriously, despite his impressive entourage of four Changramai warrior-monks.

5948: Emer: The people of Zinvar are overcome in one night by a mysterious plague of violent madness. The city burns to the ground, set afire by its own inhabitants. Zinvar becomes a deserted place, shunned by sea-travelers.

c. 5950: Emer: Hostilities between Pochantos and Lankanôk continue to escalate.

c. 5950 – 6000: Jaiman: The Great Consolidation continues. Most forays to Urulan report an empty, haunted land. Some ships do not return at all, and a few report small, isolated Elven enclaves mostly along the western coast. Sir Voris Gunnaria, Italana's lieutenant in charge of the eastern expansion, makes treaty with the Dúranaki and Sulini, and continues to the Lyak region further north. Colonies are established in the fjords there, setting the stage to move further north into Wuliris. Meanwhile, Duke Elrad of Prevan and Sir Leniis (commanding Imperial forces) spearhead cautious explorations north into the lands formerly of the kingdom of Zor. There is still hesitation among several of Italana's ministers regarding a move into this largely desolate territory (now dubbed the *Northern Frontier*).

5970: Jaiman: Birth of Erlin twins *Irisa* & *Irina* on the isle of *Veriadar*, off the SE coast of Urulan.

5975: Emer: Lankani aggression against Pochantos continues; finally, the Pochanti Priest-king of declares war.

5975: Thuul: War breaks out between the Jan and the Shoneb Empire.

5977: Gaalt: [Clycallah archeologists discover a Wôrim underground vault containing strange vehicles.]

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

5983: The Raven Queen's armies first encounter the Clycallah war machines, rebuilt from ancient Wôrim designs. They are routed by the huge walking mechanical terrors. Later encounters are inconclusive.

c. 6000 – 6030: Rhakhaan expansion continues. The land of Wuliris as far north as the *Goldflow River* (known locally as the *Thousand Fiefdoms* and *Garlon*) are quickly annexed by Her Imperial Majesty's forces. Bellknap Town and Shaambray are occupied and Imperial Lord Mayors appointed to rule. Corrupt local officials (those who did not flee in time) are tried and banished or beheaded. The port of *Elvenquay* surrenders; it and its surrounding forests are essentially left untouched but pay a steep tax.

c. 6000 – 6039:

- Piracy causes serious disruptions along the Lethys—Sel-kai trade routes; Plasidar is suspected. [Plasidar is mostly to blame, though Præten and also does its share of raiding trade ships.]

- Emer: The Lankanôk-Pochantos war drags on, with the Lankani slowly gaining more territory.

c. 6000 – present: Emer: Over-farming by the Shay in southern Lygaar exhausts the soil along the Dændarus river, and soon they need more land. Believing the Kuluku dead or long gone, they migrate south and begin to slash and burn swaths of jungle along the northwest edge of Quon.

6001: [Priests of Dansart, Lyak and Thargondaak coordinate attacks on Urulan, sending their *Messengers* to destroy the few remaining pockets of civilization. Osaran personally leads the attack on the isle of Veriadar off the southeast coast; he rapes Irina and murders her husband. She falls into a deep coma.]

6003: Palia: [The demon *Khortus* is summoned by an overzealous Shay sorcerer in Vulth-torgu. He overpowers and enslaves



the spellcaster and decides to remain in the Shadow World. Discovering small enclaves of Lugrôki and Trolls in the Aritorg Mountains, he subjugates them to his will and begins to build an army in the dark caverns.

6010: Thuul: Jenaar emissaries of the Alliance approach the realm of *Gethyra*. The GreatKing rebuffs them.

6019: Emer: The *Nameless One* enters the Palace of the Hu-tarn of Nuyan Khôm and warns the ruler of a great disaster. That night the *Butterfly Scepter* of Khôm is stolen.

6020-22: Emer: Plague devastates Silaar, killing between thirty and forty percent of the population of Nuyan Khôm—including nearly the entire royal family.

6020: [The Terran Empire, House Colos and The Dia Khovaria set up an orbital observation station to study Kulthea—which they call Ceril VII].

6021-40: Thuul: Alliance agents infiltrate Gethyra in preparation for 'absorption.'

6023: Emer: [TARA agents (a division of the *Dia Khovaria*; the 'Tabernacle Research Agency') violate Terran Empire quarantine and crash-land on Kulthea, in Nâmar-Tol. Concealing their true identities, they make contact with a select few Loari Elves in Nâmar-Tol.]

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

c. **6025—6035:** A small but well-equipped army of tall, fair-haired men come down from the Spine of Emer and begin taking over the scattered towns in southern Pelegris and northern Lygaar. Their conquest is for the most part bloodless, and they bring administrative order. More importantly, they are wealthy and willing to pay well for honest labor. Soon the region sees prosperity through a growing trade network. Word spreads that the leader of these men is called Aldaron.

6028: Birth of *Kalen Avanir*, son of Duke Elrad and Irisa Avanir.

c. **6030 - 6040:** With the southern regions of Wuliris under Imperial control, Rhakhaan forces begin their move north into the Tharn 'Empire.' Alaros City on the coast surrenders, while Onopole is burned. Tharn forces are disorganized; their captains surrender easily. Soon Rhakhaan controls all lands up to the Jhorda Plains.

6031: During a solar eclipse and conjunction of Orhan, Varin and Charón, Irina of Veriadar (now living in Prevan under the care of her sister) awakens, though she does not speak and seems as if in a dream. A few months later she gives birth to a boy: *Jad Hurok*.

6035: NE Emer: Amidst the ruins of an ancient city at the mouth of the Lapinar river in Old Coronan, the man called Aldaron begins to rebuild. He takes the title *Lord of Ardania*. People flock to the site to take jobs, and the city of *Ardan* continues to grow.

6036: [The headpiece setting of the *Faaw Shryaak* (The red gem alone becomes known as the *Heart of Agoth*) is

stolen (along with the Sea-drake Sword and Pendant) from Voriig Kye by the infamous (and allegedly insane) Loremaster *Elor Once Dark*. He, in turn, misplaces the artifacts.

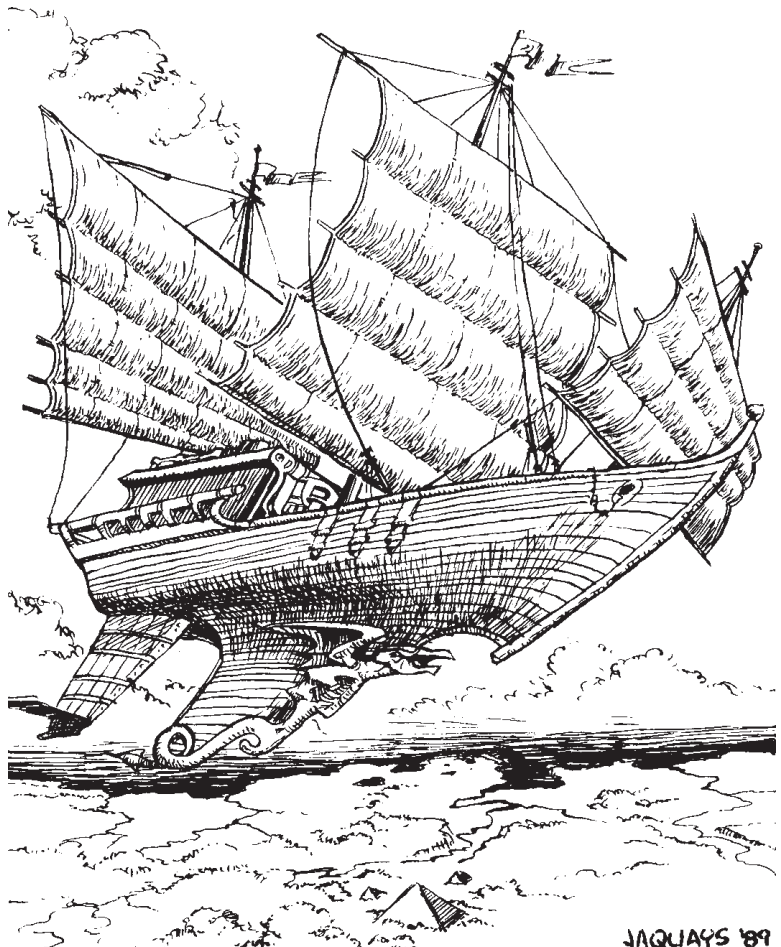
Note: Some records refer (erroneously) to this gem as the Eye of Agoth, perhaps because it was coveted by the Order of the Eye.]

6036: [The Priest of Yarthraak arrives in Helyssa, a kingdom in the heart of old U-Lyshak.]

6038: SE Emer: An exploration ship from the *Bokorean United Kingdoms* (located in northeast Falias) lands at the tip of Onar. Sea-elven scouts from Malqanar observe them but remain hidden.

6039: NE Emer: The *Nameless One* warns *L'chye Herónath*, the Priest-king of Pochantos, of impending doom. He is ignored. Eight days later an earthquake levels the capital city. The king is killed in the collapsing palace, but his three sons survive. His eldest son Baentar assumes the throne of *I-chaal* and dons the Holy Torque of the Golden Puma at the age of twenty-seven (his name becomes *L'chye Baentar*), while the second son *Q'veнна*, aged twenty-one, is named general of the armies. The youngest son, *Tinturi*, is a boy of thirteen. The Pochanti continue to fight, but *Q'veнна* is an inexperienced leader, and the under-equipped Pochanti are demoralized and no match for the fierce Lankani and their lizard-steeds. The following months see defeat after humiliating defeat for the people of the Blissful Kingdom.

Q'veнна of Pochantos is captured by Lankan forces in the Battle of Uggoth Plain. The youth and his personal guards are



taken to Kenezán. Holy King Baentar offers to negotiate for his brother's release but the Khurtúm (*Agara-Klysus*, Divine Emperor of the Lankan Empire), sees this is a sign of weakness, and instead hands Q'veenna over to his son P'har Ahnekar, the high priest of Akalatan. The Pochanti prince is ritually humiliated before the Lankani people.

- Jaiman: The Dyar pirate lord Guynar of Plasidar is assassinated. Piracy drops off in the ensuing chaos as his three sons (Aenor, Kalon and Jerel) vie for power.
- Jaiman: An unusually harsh winter with deep snows continuing into spring causes hardships throughout eastern Jaiman. In Tanara, Snow-gark attacks on the Dúranaki become intolerable. The warrior Lord T'kaal Arain gathers a force and mounts a series of counterattacks, driving the Garks northward into the Lyak region and the forests of the *Galeb-vorlui* (E: 'Steep green coves,' the high fjords).
- [North Pole: Ondoal makes his first attempt to enter the citadel of the Northern Eye of Utha. His failure is nearly complete but spectacular, triggering a violent Flow-storm and causing an incredibly severe winter for much of the northern hemisphere. He retreats to the Shadowed Secret to regroup.]
- [The Loremasters detect the attack on the Northern Eye and realize that they cannot remain passive in the face of this global threat. They also learn that Ondoal has indeed somehow found the *Shadowstone*.

6040:

- Agyra: Dyari of the Alliance uncover a cave near the Sea of Fate in the center of the continent. The entire party is later found dead—dismembered and their heads missing. Within weeks the entire northern coast of the sea (known as the Green Beach) and nearby forests are terrorized by a murderous force which takes the heads of its victims. [They have released a lot of the *Shards of Ubenmas*, including N'koru of the I-lat Norg.]
- Emer: Rumors abound of visits by the Nameless One in southern Hæstra, Námar-Tol, and *Utor Keza* (a southern city in the Lankan Empire).
- Emer: The Lankani consolidate their hold on northern Tai-emer. The Khurtúm of Lankanòk and the Lord of Ardanía sign a pact of nonaggression. Lankan priests order more human sacrifices—many of them Pochanti prisoners.
- Jaiman: [Alarmed by Rhakhaan expansion to his very doorstep, the Dragonlord Sulthon Ni'shaang sends spies and saboteurs into Wuliris as a prelude to invasion. Unknown to the Dragonlord, two Priests Arnak (of Athimurl) also come to Wuliris. Their mission is not one of conquest but destruction.]
- Jaiman: [As eldest son of Guynar the Pirate-Prince, Kalon takes control of his father's legacy; Aenor goes into hiding [he changes his name to *Aenor of Quaal* and settles in Sel-kai City. With his share of pirate gold he sets himself up as a wealthy entrepreneur. Jerel flees with a few loyal followers to southern Urulan, after obtaining financial backing from a Xooba crimelord.]
- Thuul: Gethyra agrees to come under Alliance 'protection,' their capital is occupied by Alliance warriors.

6041-6048: Palia: Lugròki and Troll forces emerge from the mountains of Vulth-torgu and swarm over the scattered Shay and Hui villages of that island, raping and pillaging as they conquer. A few of the victims escape to Gaalt and the Elven Empire and tell the tale of the *Vulth Horde*.

6042:

- Agyra: [Priests of the *Golden Eye* (servants of the Unlife) appear. They begin to whisper in the ears of leaders of Alliance subject states, encouraging defiance.]
- Emer: [Voriig Kye calls a meeting of the Dragonlords. The five gather at Vog Mur, the first such meeting in tens of centuries. While most have only a passing interest in the affairs of men and Elves, the Alliance—as well as Ondoal and Schrek—are cause for concern. However, only Voriig sees the true threat of Ondoal; the others succumb to the inevitable self-confidence of their inherent power. However, Oran Jatar and Voriig agree that they have recently felt the presence of the Golden Dragon. But where is he, and why does the sixth member of their elite family remain hidden?]
- Folenn-Murlis: A group of Soulslayers on Folenn discover an *Ash Gate* and lead their Vancu warriors into Drakiis on Murlis. They establish a settlement there and proceed to terrorize the hapless indigenous Haidic peoples.
- Jaiman/Urulan: [Jerel of Plasidar, calling himself the *White Swan*, builds a new pirate base in southern Urulan. Ships flying his flag begin raiding along the eastern edge of the Melurian Straits, creating problems for Sel-kai, Danarchis, Præten and Lethys.]

6043: Jaiman: Empress Italana dies and her son Jerrin takes the throne of Rhakhaan, but refuses the Phoenix Crown. [Jerrin's cousin, Frelik, the Marquess of Nolgara, has fallen under the influence of a high priest of the *Order of the Cloak* (a religion originating in Emer). Cardinal Belock urges him to action: he steals the crown and retreats north, claiming to be the true King.]

6044:

- Agyra, Mulira: Lugròki in longboats venture from the Ahrentorg and land along the of the mainland coasts. They establish permanent settlements in southwestern Mulira, but encounter resistance from Jinteni of the Orenoki Peninsula on NW Agyra.
- Falias: raiders attack and loot the ancient library at the *Khofea Monastery*. Many priceless manuscripts are lost.
- Jaiman: King Halek of Helyssa sends an explorer ship to Ulór—supposedly a lifeless island since the Wars of Dominion. The ship fails to return.

6045: Jaiman: T'kaal Arain is elected First Speaker of the Dúranaki Ruling Council. His political foe, K'ya Agarian, disappears. [He is offered—and accepts—indoctrination into the Priesthood Arnak.]

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: Jaiman: King Halek of Helyssa is slain while on a hunting trip. Halek's son Prince Kier vanishes that same evening, and a search is begun. The Priest of Yaarth accepts the Regency and maintains order.

6047:

- Emer: The *Sirens of Sorak* first appear in Sel-kai and eastern Silaar.
- Jaiman: [High in the Grey Mountains, in vales above Tanara, a new generation of Cloudlords emerges from their secret caverns. Their Captain, *Keniv Kirian*, sends out scouts to survey the lands below.]

- Jaiman: T'kaal Arain crosses the Grey Mountains and visits Haalkitaine. He meets with Jerrin and several members of the peerage. He remains cautious, however, waiting for the business with Frelik to play out. On his return T'kaal narrowly avoids an ambush by unknown assassins [Messengers of Al-athuul] in the Grey Mountain foothills. [He is rescued by Cloudlords. Soon after (thanks in part to the intervention of Randæ Terisonen), he enters into secret talks with the Cloudlord Keniv Kirian, regarding an alliance].

- Jaiman: Saralis raiders cross the Pelyar Mountains into Helyssa.

6048: Jaiman/Tanara: *T'revor Arain* (a cousin of T'kaal) makes an unexpected appearance before the Council of Families, warning them that they must change their way of life or become extinct. [The Cloudlords agree to an alliance with the Dúranaki but only if they free the Myri and stop enslaving them. They also discuss Urulan: a vast island now assumed to be uninhabited—and unclaimed.]

6049

Winter 6049:

- Jaiman: The Priest of Yaarth escalates the search for the son of King Halek, missing since the night of his death.
- Emer: The *Hard Winter* in Hæstra.
- Emer: Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of the Pelegris and Lygaar regions of Khûm-kaan. The Kuluku are still not to be seen; the Shay believe the jungle to be haunted and will not go far under the trees.
- Palia: Princess Maris Kodorian of the Empire of a Thousand Dawns unwittingly befriends a Sister of the Steel Rain.

Spring 6049:

- **2•29:** Emer: A ship arrives in Sel-kai bearing a passenger from the east. [He is a spy from the hidden kingdom of *Sularin* of eastern Urulan.]
- Emer/Pelegris: Ardanian forces drive back the Trogli into the mountains. The grateful Shay accept Ardan dominion.
- Jaiman: [*Akalatan* speaks to the High Priests of the Y'kin, telling them that now is the time to destroy their enemies.] Y'kin armies attack the southern Myri villages, breaking a thousand-year-old peace. The Bucolic people are unprepared and many are slaughtered. Myri begin to arm themselves and they receive aid from the Dúranaki.

Summer 6049:

- Jaiman: Y'kin attacks in Tanara intensify; a major assault on the river town of Ulir is turned back by the appearance of knights astride flying horses: the Cloudlords of Old have returned, wielding magical swords and wands which unleash the power of the sun. Further Y'kin incursions are deterred by a Dúranaki presence and ongoing Cloudlord sightings.
- Emer: [Itanian warlocks journeying deep underground in search of new Mindstones encounter a hive of Krylites—in suspended animation. They inadvertently make mental contact with the Minds and awaken them. There are tense moments, but the two very different races form a mental bridge... and an alliance. The Itanians share resources in return for Krylite technology, including their unique crystal forming abilities.]

Autumn 6049:

- Jaiman: Y'kin attack the Sulini village of *Shenin*, but are turned back. The Sulini are aided by mysterious Elven warriors who depart as swiftly as they arrive—aboard sleek catamarans [they are Punkari scouts from Urulan].
- Emer: Eidolon loses a dozen seagoing trade ships—supposedly in freak storms. [Some are taken by raiders of the White Swan, others are victims of scouts from the Raven Queen to the northeast.]

Fall 6049:

- Palia: The *Vulth Horde* consolidates its hold on Vulth-torgu and—using ships seized from their victims there—begin raiding along the northeast shores of Dhuria in the Empire of a Thousand Dawns. Loari nobles call for aid from the Imperial fleet.

6050

Winter 6050:

- Emer: The *Nameless One* is seen in Kaitaine. Rumors fly that he predicts the city will be destroyed by a fireball from the sky.
- Emer: The Nuyan-Khôm, Sel-kai mainland residents and the Reandori all encounter ghosts wandering out of the old land of Thanor. Thanor has always been haunted, but now the undead seem to be multiplying.
- Jaiman: Frelik's armies break through the Northern Frontier and reach the border of Prevan, a duchy northwest of Haalkitaine. Emperor Jerrin Talus Malvion Faslurin III orders his Lord Captain north with four legions to reinforce the Duke of Prevan's men and finally crush the would-be usurper.
- Jaiman: Cloudlords assault the Y'kin city of Achren, burning it to the ground with their rods of the sun and sending Y'kin fleeing into the hills.
- Palia: Thousand Dawns warships patrol the waters between Dhuria and Vulth-torgu. They engage Vulth Horde raiders whenever they encounter them, but the Emperor is reluctant to take the battle to the Vulth mainland.
- Thuul: Alliance scouts make their way into the Kadru plains, the western regions of which are under Vashaanic control.

Spring 6050:

- Jaiman: Slowed by a long winter, the Emperor's forces reach Prevan even as Frelik the Pretender is nearing Leathes Castle (the Duke of Prevan's home) just in time to turn the Pretender's mercenaries back into the wastes of Zor. However, several nobles have thrown their lot in with Frelik and there is fighting on the Western Marches and up from Meluria.
- Emer: [The Loari inventor/adventuress Selia Rendanaar of Námar-Tol leads an expedition to the *City of the Dead* in Uj. She finds the lost journals of the Loremaster Selas Vey—and something else. In a laboratory deep within the catacombs of the city she discovers a cache of jewels of varying sizes, all faceted spheres. She discovers that these have the power to absorb energy and release it in a controlled manner, allowing them to fuel certain machines, devices—and vehicles, one of which she discovers and repairs. She and her party flee the city in the flying vehicle, barely escaping its golem guardians. She returns to Námar-Tol.]
- [The Alliance Council receives reports regarding the extent of the Vashaan Domain. They are concerned that this Loari-con-

trolled empire encompasses eastern Thuul and therefore limits their own expansion.

Summer 6050:

- Forces of Dansart from the Zor Wastes seem to aid the Pretender's armies as they continue to harass the northern borders of the Empire. Traitor lords to the west and south make advances, placing pressure on the Emperor.
- Frelik calls for truce to meet with the Emperor's commanders, but it is merely a ruse to reveal the Phoenix Crown to them and cast doubt. (but the Pretender still does not dare to put the crown on).
- Unusual current flows and winds in the Circular Sea interfere with Námár-Tol trade routes.
- Minor earthquakes are a frequent event in northern Silaar and Tai-emer.
- [Four of the Jerak Ahrenreth hold an informal meeting.]

Autumn 6050:

- Emer/Stroane: Secret rebellious factions form and grow in major Hæstra cities; local lords begin making plans to retake their lands—and perhaps expand in the chaos they know is coming.
- The Priest of Yearth announces that Prince Kier is dead and declares himself permanent regent of Helyssa. Cynar and the eastern coastal regions are already subjugated by his minions. United with the forces of Lorgalis, his men sweep east towards Rhakhaan. Already isolated from the Rhakhaan empire, Norek is forced to defend itself. King Liras of the Elven Forest fortifies his borders.
- News of the growing realm of *Ardania* reaches the court of Eidolon. The Lord of Ardanian [really *Y-tarmen*, one of the twelve adherents of the Jerak Ahrenreth, working under Schrek's supervision] has begun construction of that he calls his *Palace of Gold* at the heart of Ardan City. He has surrounded himself with a guard bearing the ancient *Yarkbalkas*, symbols of the Order of the Silver Sword: elite warriors of the lost Emerian Empire. Also in evidence is the *Order of the Eye*, led by *Iæn Shiin*, [an Iylar Elf and former Loremaster, now a member of the Jerak Ahrenreth].

Fall 6050:

- Jaiman: The Empire of Rhakhaan is under siege on three fronts, and Jerrin Faslurin finds that his defenses are strained. Still, he refuses Frelik's calls for a truce-meeting.
- Emer: At several major cities, recruiters appear offering opportunities for well-paying jobs in the new realm of Ardanian. The lord of that city seems to have endless gold to spend.

6051

Winter 6051:

- 1•5: [Jaiman: Kalen Avanir and the Loremaster Randæ Terisonen arrive in Haalkitain. With Randæ and Jad's help, Kalen attunes himself to the *Phoenix Pendant*.]
- 1•5: Minor earthquakes in Sel-kai, Meluria, and central Jaiman. The Jaimani lakelands are enveloped in a dense fog even as they enjoy a spell of balmy weather. Clouds gather over the entire continent.

1•6: With unnatural suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. [At midnight the Storm Wizard taps the Essænce focus over Arion and unleashes his snowstorm.] *Warned by a mysterious stranger, Kalen, Randæ & co. barely escape Haalkitain in a skyship before the storm hits.*

1•7: A dragon is seen yet again over Sel-kai. The last confirmed dragon sighting was more than three centuries ago, but the Elves remember. It circles a few times, then climbs near Eidolon, but does not approach any of the skyships or airbarges. Before abruptly vanishing into the clouds. Opinions differ over the type, but many believe it is Silver. [It is Voriig Kye].

1•11: Emer: Arrival of the Hûtarn of Nuyan-Khôm in Sel-kai for trade talks. He sails into the harbor amidst a fleet of unusual ships, traveling up through the Sea of Tears. He is only thirty years old (one of few of the royal family to survive the devastating plague of twenty-eight years ago) but a shrewd ruler. Together with his wizened great-aunt as trade minister, he is a formidable negotiator.

• Emer: A strange flu-like illness strikes many Itanian Warlocks; All who succumb recover from the illness. [However, the Warlock Council conceals the fact that some suffer a terrible permanent side-effect: their Mentalist abilities are gone.]

• Jaiman: The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor's advantage. Nevertheless, Frelik the Usurper renews his call for Jerrin's abdication.

• Northern Emer—especially the eastern quadrant—is caught in the fringes of the Jaiman snowstorm. Præten, Sel-kai, and the Pochanti Kingdom have unprecedented snowfalls. [The Loremasters suspect artificial intervention in the weather of Jaiman, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations.]

Spring 6051:

2•10 – 25: Sel-kai: heavy rains and melting snow cause the canals to rise to above flood stage. Minor damage to lower levels of some structures.

• Jaiman: the snows begin to melt, but torrential rains further slow progress of any forces in the Rhakhaan conflict.

• Central Emer: a Shay expedition, financed by House Elgata of Eidolon, enters the jungles of Quon; none return. A follow-up search party also disappears.

Summer 6051:

• [The Arnak Priest of Dansart *Osaran* sends his evil *Messengers of Ulkya* on raids deep into the northern provinces of Rhakhaan. More strange creatures emerge from Zor to harass the Imperial forces—they are mutants of the Zor Wastes.]

• Tanara faces more trouble from mysterious raiders and forces of Arnak.

• Emer: southern Silaar and much of Tai-Emer suffers from drought. The Lankan Priests of Klysus order more sacrifices to appease their god.

• The *Prophet of Valris* first makes her presence known at Sel-kai. A tall Iylar Elf with golden blonde hair and wearing shimmering blue robes, she refuses to give her name or home, saying only that she comes 'from the east.' Claiming to be a follower of

the Orhan Goddess of wisdom, she is apparently an Astrologer who can see into people's futures. After a month in Sel-kai city, during which her reputation and influence grows, she travels toward Danarchis.

Autumn 6051:

- The Dragonlord Sulthon Ni'shaang consolidates his hold over the western Wuliris highlands. He decides that Frelik has grown too powerful (he would prefer to see the Usurper and Emperor at each other's throats indefinitely) and considers a move south into the Zorian wastes.
- There are volcanic eruptions in the Black Mountains of Khum-kaan.

Fall 6051:

5•21: Jaiman: At the climax of an important battle between Helyssa loyalists and forces of the Priest Arnak, Prince *Kier Ianis* appears amidst a tremendous—and pyrotechnic—surge in the Essænce. He is wearing the *Sea-drake Crown*. Helpless against the full powers of the crown, unleashed after long years of disuse, the armies of Yarthraak are routed. Witnesses tell of Kier wading fearlessly into a crush of foes, his voice causing all 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 Lugrôki and the pale men of Ulor. 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, her coasts shattered and highlands torn by storms. [The crowns may command the very earth to rebel to purge the kingdom of invaders.] 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. And the Priest still has the *Sea Drake pendant*.]

5•22: Jaiman: Night skies above Jaiman are illuminated by unprecedented Flow-storm activity. The most intense disruptions are above the center of the continent. These storms are accompanied by minor but frequent earthquakes.

5•23: Jaiman: The main powers of the Sea-drake Helm fail [as do those of all six helm-crowns of Jaiman; the Vault of Crowns is disabled—though not destroyed]. The strange meteorological and geological events subside. Prince Kier retreats to *Castle Sykara* to coordinate his offensive against the reduced and disorganized armies of Yaarth.

5•40: Jaiman: In order to head off rumors of his cousin's legitimacy, the Emperor declares Frelik's claim irrelevant, since the Crowns are no longer true symbols of the rightful monarchs. In addition, the Archprelate of Enov Turic declares Jerrin the rightful Emperor. Nevertheless, the realm is in a turmoil of uncertainty and fear.

5•45: Emer: The Lankan Empire sends a small fleet across the Circular Sea from their port of Kûru-kal, with the goal of siezing the northwestern Loari isle of *Surt Naduum*. The first warboat barely reaches shore before airborne Loari battleships appear and drop exploding canisters—"bombs"—on Lankan ships. This marks the first known use of chemical explosives since the Interregnum. The Lankan ships are destroyed and the few Lankani who reach shore are captured. Námar-Tol sends a warning to the Lankani that any further aggression will be met by overwhelming force.

• A caravan in Uj returns to Kaitaine to tell of a mighty battle between their Navigator Sulfean and a Herald of Night. Their situation was looking desperate when a Storm Herald suddenly appeared and helped to drive off the Minion of the Unlife. The exact nature and intentions of the Storm Heralds remain a mystery.

• Silaar: Strange drums are heard from within the Voerken Mire. The T'loc-loc go into hiding in the northern reashes of the *Asa-mis Arg* ('Great Grove').

• Frequent storms in Southern Emer disrupt commerce.

• Several volcanoes erupt in the Morbek Highlands; smoke and ash clouds drift north and envelop Votania.

6052

Winter 6052:

• [T'kaal Arain conceives of a complex plan to free the Myri, ally with Rhakhaan and the Cloudlords, and annex the rich potential of Urolan. However, each part of his scheme depends on the success of the other factors. Most worrisome are the heads of the Dúranaki families reluctant to give up their slaves and a life of leisure.]

• The Dragonlord Sulthon Ni'shaang takes the initiative against the depleted forces of the Priest Dansart and sends three legions of his Lugrôki into the Zorian lands to the south. Earthquakes accompany volcanic eruptions in Ja'miil Targ. A red glow from *Uronthis Kalthul* (K. "Dragon's Claw") can be seen for miles.

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

1•33: Emer: [Sel-kai: First meeting of Olgivana Centaurus, Barrin Qaterris, Koren Maas (security minister), Enik Foor (Minister of State), and Boren Alsec (Commerce Minister). Olgivana puts forward her plan to have Barrin succeed Prince Rylec.]

1•35: Jaiman: [One of the Priests Arnak in Lethys is murdered, by a *Cult of Stars* assassin. Only the Loremasters recognize the Priest's ring and its significance.]

1•44: Emer: A minor earthquake shakes Sel-kai.

1•54: Emer: Rylec Qaterris, Prince of Sel-kai, narrowly escapes assassination.

1•66: Emer: [Sel-kai: the Cult of Stars assassinates the Loremaster Gireg Jaan, who had been investigating the Jerak Ahrenreth.]

• *The beginning of the Grand Campaign...*

Spring 6052:

• The Cloudlords demoralize the Y'kin ruling priesthood. This frees Rhakhaan forces fighting on the southern fronts to defend the east and north.

2•1: Jaiman: Lord Frelik Malvion, Marquess of Nolgara, begins his final march towards the Rhakhaan capital, accompanied by only 50 knights. He claims to be coming under the flag of truce to negotiate peace.

2•15: Jaiman: The Pretender Frelik arrives outside Haalkitain and enacts his coronation as Emperor of Rhakhaan and demands that Jerrin abdicate. He barely finishes his declaration, however, when two black-clad women materialize out of thin air

nearby and attack Frelik. The Marquess Nolgara is slain at the very gates of Haalkitaine, the crown tumbling to the muddy ground. There is a simultaneous assassination attempt made by a woman in black against the Emperor Jerrin himself, but he is saved by the Loremaster/Changramai Master *T'vaar Dekdarion*. The assassin is captured before she can escape or kill herself and placed under heavy guard. [She is a member of the Cult of Stars.] The Phoenix Crown is recovered and the Usurper's guard is arrested. [The Jerak Ahrenreth's plan to create chaos in Jaiman backfires as the Emperor of Rhakhaan's greatest threat is removed while the Emperor himself is saved through intervention of the Loremasters. Oan Lyak, the 'Dreaded Assassin' and mistress of the Cult of Stars, swears that she will personally slay the Loremaster *T'vaar Dekdarion*.] Frelik's body is taken into the palace. His head is displayed over the Phoenix Gate on a pike; his body is disemboweled and left in the Dunnington Field for ten days while carrion-birds feed on it.

- 2*16: [Emer: Oan Lyak orders the liquidation of the Cult member who failed in her mission. The Emperor's would-be assassin is murdered in her high-security cell, despite all precautions.]
- 2*20: After being assured by the Loremasters that the Phoenix Crown no longer exerts magical control over the wearer, the Emperor announces the date of his coronation: the first day of summer.
- 2*35: Emer: (Sel-kai) The Trade Consul of Danarchis arrives in Sel-kai City amidst much pomp and ceremony. He remains for several days while trade agreement renewals are discussed.
- 2*39: *T'vaar Dekdarion* is attacked in Haalkitaine Palace. He fends off the would-be killer but is wounded with a poison knife. The assassin, a woman in black (Oan Lyak herself) escapes. *Dekdarion* falls into a coma.

Summer 6052:

- 3*1: Jerrin Talus Malvion Faslorin is crowned Jerrin III, Emperor of Rhakhaan, by Eldest Loremaster Kirin *T'thaan*. Many envoys from other countries attend, including *Dúranaki*, the Prince of Sel-kai (arriving by skyship), Prince Kier Ianis of U-Lyshak, and Clouddlords. The celebration lasts ten days. With heavy security by Palace Guards, Changramai, and Loremasters, there are no incidents. [*T'vaar Dekdarion* remains in a coma.]

[*T'kaal Arain* lingers in Haalkitaine to present his proposal to Jerrin: He can provide the Clouddlords, *Dúranaki*, *Sulini* and *Myri* in a mutual defense alliance; in addition they will jointly explore *Urulan* and divide the continent between the realms of *Tanara* and *Rhakhaan*. He is taking considerable risks and liberties here (not actually having some of these agreements), but sees this as his peoples' only chance to survive. Jerrin and his privy council hear the *Dúranaki* lord's proposal. The chance to finally take *Urulan* has appeal, though they would prefer not to share it with the remnants of the old *Pegasus* kingdom. They agree to consider *T'kaal's* plan.]

- 3*23: Emer: *Eidolon* trembles and tilts a fraction of a degree for a few seconds, causing a panic among residents. The city rights itself and stabilizes, but the cause for this alarming event is not discovered.
- 3*37: Emer: Sel-kai: The *Yultûm* (M: 'trade-chief'; a priest) of the Lankan Empire arrives aboard a majestic barge—one of six in the fleet accompanying him. His visit stirs much curiosity about

the 'barbaric desert-realm' far to the south, and many citizens gape at the dozens of dark-skinned oarsmen and guards arrayed about the boats.

- 3*44: Emer: Sel-kai: A House *Betaran* airbarge explodes over the city bay; *Xyrus Betaran* accuses House *Gugulon* of sabotaging his trade.
- 3*44: Emer: [Sendar and Sendil, demigod twins and offspring of *Akalatan*, are awakened by their father. They emerge from their secret mausoleum and he directs them to the *Heart of Agoth*.]
- 3*48: [Jaiman: *Klyrunak* of the Jerak Ahrenreth enters the Tomb of *Andraax* and encounters *Tya'ar*. *Andraax* is alerted to the intruder.]
- 3*49: [Jaiman: Unable to make sense of the Lords of *Essænce* vault, *Klyrunak* proceeds to the Hall of Worlds, where *Andraax* catches up with him. The Mystic is no match for an *Essænce* Lord, but *Andraax* is unable to fully shield his identity from the Ahrenreth adherent. *Klyrunak* escapes with this knowledge and his life, no more. *Andraax* remains here to meditate and converse with *Tya'ar*, then goes to *Karilôn*.]
- 3*49: [Emer: The twins Sendar and Sendil recover the *Heart of Agoth* from its hiding place, and make their way towards *Ken-ezân*, capital of the Lankan Empire. The gem was deep under the Spine of Emer, an object of worship for a colony of *Murlogi* and their Earth-demon master. The *Murlogi* vow to recover their sacred stone.]
- 3*66: Emer: A mild tremor shakes Sel-kai city. Damage is minimal, but because of previous predictions of a severe quake on this date, there is a brief panic.
- Emer: The *Vajaar-Komari* war continues with little progress.
- Jaiman: As news of Frelik's death spreads, the Pretender's forces quickly collapse: all surrender or flee. Their leaders are captured, tried and many are hung or beheaded. Several lords who had been foolish enough (in hindsight) to openly back the Pretender are arrested and taken to the dreaded North Tower. They are found guilty of High Treason, beheaded, and their heads placed on pikes about the Phoenix Gate. Their lands return to Jerrin.
- Emer: Tensions escalate between the Elves and mortals of Sel-kai. There is a general rise in crime—especially muggings and robberies. Scuffles between rival gangs of thugs increase. Prince *Rylec* calls for calm.

Autumn 6052:

- 4*15: Jaiman: Kier Ianis takes his throne in *Cynar* as King of U-Lyshak. He sends messengers to The Elven Forest, *Quellbourne*, *Tanara*, *Saralis* and *Rhakhaan* announcing his claim. He is recognized by the Loremaster High Council, and Loremaster *Dreena Vaal* places the Sea-Drake crown on his head. King *Liras* of the Elven Forest accepts Kier; *Rhakhaan* acknowledges him as 'King of *Helyssa*'—a subtle insult, as *Helyssa* is a lesser domain and not the ancient Crown-realm of U-Lyshak. Also, *Rhakhaan* also has claimed many lands which would fall within the old U-Lyshak borders, and the Emperor has no intention of giving up the 'western marches.' The warlord *Jiax Alizon* of *Saral* says Kier has no special rights to any land; that the old Six Realms are gone. [The Loremasters will have their hands full keeping peace between Kier and *Rhakhaan*.]
- 4*26: Emer: The demigod twins Sendar and Sendil arrive in *Ken-ezân* and present the *Heart of Agoth* to the *Khurtûm*: a gift from

Akalatan. The appearance of white-haired twins is the fulfillment of a prophesy in the ancient *Omiar Akalataru* (The Codex Akalatan), and they are made High Priest and Priestess of Klysus. The Heart is enshrined in the secret Temple of Meditation, beneath the Pyramid of Separation.

4:39: Emer: Large *Arinyark* deposits are found in the Scorpion Ridge near Jantanen. Miners from Sarnak and other nearby towns soon flock to the site despite hazardous conditions.

Fall 6052:

5:5: Jaiman: Wedding of Prince Kenek and Ysbeth Alizon in Haal-kitaine.

5:58: [The Nameless One appears alone in the Garden of Songs on Karilón. He warns of an unspecified, impending global catastrophe and vanishes. A few Loremasters claim to have seen six fingers on his hands, while a few believe they caught a glimmer of gold in his eyes, spurring an erroneous rumor that the Nameless One is in fact the legendary sixth Dragonlord: *Kydak Dûm*, the Golden Dragon. {Andraax is there in disguise; he and Tethior each see through the other's illusion, but Tethior flees before Andraax can confront him.}]

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

6053

Winter 6053:

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

Effects of the Loss of the Northern Eye (Felt through Winter 6053)

- Essænce storms wreak havoc; the hemisphere curtain (the Wall of Darkness) begins to weaken in random areas.
- The entire globe is swept by unnatural storms and earthquakes for the next several days. There is widespread flooding, damage and thousands of deaths. The earthquakes also open great cracks in the earth, exposing tunnels to the Ash Lairs in many places.
- Coasts are buffeted by tidal waves and hurricane force winds. Inland areas suffer tornadoes and lightning storms.
- Many dormant volcanoes are jarred into activity, spewing ash into the sky. Cracks open in the earth, exposing rivers of magma.
- Portals everywhere randomly open and close, drawing in any beings and animals nearby or spewing forth strange creatures.
- Meteor showers rain fire down all over the planet; combined with lightning storms and volcanic eruptions they trigger rag-

ing fires. These would be far worse except for the widespread downpours and blizzards.

- The Navigators suspend service for 30 days. (Their compasses behave erratically for 10-20 days before returning to normal function.) Most sea travel is virtually impossible for 10-20 days; perilous for another 10-20 because of storms.
- Emer: Sel-kai Skyships, being more fragile and susceptible to Essænce than sea vessels, are grounded by order of the Prince for a full thirty days. Eidolon is shaken by tremors for hours (a side-effect of flow disruptions); a few residents flee to the ground. Meanwhile, Sel-kai City suffers the worst floods in 200 years. There are scattered fires but they are aggressively contained.
- Emer: The Great Kaitaine Fire. A meteor strikes the city and triggers terrible devastation; fires burn for days. Over half of the city is destroyed or rendered uninhabitable. Undaunted, the Guilds begin reconstruction.
- Thuul: The Guardian Sea is engulfed in a massive hurricane-like Flow-storm for 43 days, with the Pillar of the Gods at the eye.
- In orbit, the Imperial observation station picks up the disruptions in the usual global barrier. [The Dia Khovaria dispatches a support ship which lands safely on the uninhabited Tower Isle in SE Emer. They set up a base and from there they try to contact the first group sent thirty years earlier.]
- Mulira: Mazatlak Pillar City shakes but the ancient stone pedestals stand.
- A land mass rises out of the water in the center of the Lonely Sea. [It is part of the lost continent of *Taramia*, scattered with ruins.]
- Many cities across the planet are ravaged by the earthquakes and accompanying fires.
- Folenn is cut off from the rest of the hemisphere by impenetrable flow-barriers.
- There is general panic in all civilized areas: these events are seen by many as harbingers of the end of the world. Doomsday cults soon spring up everywhere as dark powers seek to take advantage of this time of uncertainty. Voices of reason are drowned out by hysterical cries that the end is near. And it may well be...

Winter 6053 (continued):

- c. **1:1** [The Loremaster Council is called into emergency session (attended in secret by Andraax). They order the recovery of the Eye as top priority, and research a way to stop Ondoal. Andraax knows that he does not have the will to wield the Soulsword, and it—like the Eyes—will only suffer the touch of one with Althan blood. None of his surviving brethren can be trusted, but there are a handful of those in whom some of the ancient power still flows. He has planned for this eventuality].
- 1:33:** [Iyxia: The Navigator Guild Alliance convenes a conclave—they assemble as soon as the Essænce storms subside enough for travel.]
- 1:35:** Emer: While the seas are still stormy, the Komari launch a devastating sneak attack against Vajaar, via a coral road. They infiltrate Vajaar's war harbors and sink two-thirds of her fleet while it sits docked and vulnerable. The Komari demand the Prælector's immediate surrender. He is humiliated, defeated by a nation of *sherki*.

1•45: [Schrek summons a meeting of the *Jerak Ahrenreth*. They gather to discuss the deeds of Ondoval and how to salvage their own plans for dominance; they are at odds with the Priests Arnak, the Loremasters, Navigators, and other factions. Schrek is becoming desperate to locate the *Heart of Agoth* and regain his full powers before the collapse of the protection of the Eyes. He attends the council with a new bodyguard, a very large humanoid who wears a full, face-concealing helmet; Schrek announces that the guard is in fact the infamous *Shar-Bu*, lord of shards, who can literally kill with a smile. Also attending is the K'ta'viir woman Jenkyna and the Dragonlord *Ulya Shek*. Jenkyna claims a council seat as her birthright and deposes Zagul from the Astrologer's position, then she declares Oan Lyak incompetent, citing recent bungles by the Cult of Stars. She demotes the Assassin to adherent status and nominates Ulya Shek to the seat of the Lyax Khàng. There are of course varied reactions to the return of a full-blood Essænce Lord to the Ahrenreth.]

General Trends:

- Murlis: The Soulslayers, in control of the entire NE peninsula, expand into the Drakiis Plain. They recruit Haidic men for their Vancu forces and gain the attention of the kingdom of Yuar Noak.
- Sel-kai, Artha and Præten: There seem to be more than the usual number of cases of bronchitis (known as *Canal Cough* in Sel-kai city) and the more serious *Shakes* (flu). There are several deaths, and even a few Elves develop mild cases of *Cough*.

Spring 6053:

- 2•14: Emer: A Jenaar emissary from the Alliance arrives in the beleaguered Vajaar to offer aid in return for Alliance membership.
- 2•21: Emer: The Light dragon *Ssamis T'zang* emerges from her eyrie to terrorize the inhabitants of the Scorpion Ridge.

General Trends:

- While the weather stabilizes somewhat, sea storms and huge whirlpools are still common, as are sightings of and attacks by a variety of fearsome sea creatures. (Apparently these beasts—which normally reside in the ocean depths—have also been disturbed by the weather changes.) Valuable, nonperishable cargoes are rerouted via land for the next few months.
- Rumors tell of Navigator-guarded caravans, ships, etc. attacked by highwaymen and pirates, but contrary to policy, the Navigator intervenes—leaving the criminals dead or crippled. This to the delight of the caravan leaders (despite a hefty surcharge). [The Navigator Leadership relaxes their non-interference policy in certain circumstances.]
- Jaiman: Haid of the Lu'nak region speak of the return of a mythical terror in the black *Forest of Dír*. [they are the Shards of Dír.]
- Jaiman: The New Syrkakang asserts dominion over all the Myr Fostisyr. The Fustir, Ky'taari and Udahir are in hiding.

Summer 6053:

- 3•12: Emer: Appearance of the 'Intermediaries', Kuluku trade brokers representing the peoples of Khum-kaan. They arrive at Ardan City, Kaitiane, Sel-kai, Namar-Tol, and other trade centers in Emer almost simultaneously, each accompanied by a Navigator. There is an immediate stampede for trading privileges, as the Kuluku have access to many rare herbs and materials

from deep in the Khùm-kaan jungles. These Intermediaries are instant celebrities, as few on Emer have ever seen a live Kuluku.

- 3•52: Emer: [A Kuluku Intermediary meets secretly with Loari alchemists at Orv Cibur. They wish to trade their rare herbs and the profits from them for sophisticated magical weapons. They say they are arming themselves for defense against Ardan and 'a threat to the east.' Two Loari families accept the commissions.]

General Trends:

- Northern Seas: One side-effect of the strange weather conditions arrives off the eastern coasts of Jaiman and Silaar: huge icebergs have drifted south to make the sea-lanes even more perilous. [In Tanara, T'kaal Arain sees a potential use for these floating hazards...]
- Emer: Kaitaine, Komaren and Itanis traders all notice strange ships arriving at Vajaar: they are the long, swift Alliance trade vessels. [Loremasters report Alliance *Kal-chah* in Vajaaran ports.]
- Govon: The Elves of Elfof, fed up with exploitation by their mortal neighbors, prepare for war against the Star Crown Empire.
- Jaiman: Rhakhaan is at peace, the forces of the Dragonlord and Dansart having retreated north to lick their wounds. The western frontier is mostly calm under the reign of King Kier I (who has his own problems with the forces of the Warlord of Saral and the raiders of Ulor). But peace comes with its own share of problems for Rhakhaan: boredom and lack of focus breed discontent. Inactivity makes for irritable knights and lords itching for conquest. Haalkitane is a great hive swarming with gossip, elaborate intrigues, and rumors which grow with each retelling. The Emperor begins to think that an expansion into Uru-lan is just the thing to capture attention.
- Jaiman/Uru-lan: Tanara and Rhakhaan send scouts to the Elven island. Reports come back from the south of a desolate wilderness, scattered with overgrown ruins. A few venturing north return with stories of 'wild, barbaric Elves', others tell of an eerily empty land, bereft of even animal life—they reluctantly confess to a strange unease, as if they are being watched by a malevolent force. Other scouts do not return. There are tribes of Erlin who have become barbaric, tribal. There is a cult growing in the northeast surrounding the worship of a goddess who appears to them riding a white unicorn [it is a female half-elven descendant of the king of Uru-lan]. [Also, Ulya Shek and Jenkyna have unleashed a few of their hideous experiments in Uru-lan: hybrids of humans and demons.]
- Jaiman: 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.

The armies of Ulor are in disarray, many legions fighting amongst themselves. Their leader—Lorgalis—has vanished.

- Mulira: Cold Drakes emerge from the White Rock Mountains in the northwest to terrorize the Anzeti and Y'nari lands.

Autumn 6053:

- 4*10: Jaiman: Rhakhaan and Tanara hammer out an agreement over the occupation of Urulan, including a (rather ambitious) partitioning plan. The emperor's Truthsayer, Jorun of Yarmuth, privately warns the Emperor that the Urulan venture is perilous. Loremaster Ren Thraysk also has concerns, but Randæ Terisonen backs the plan.
- 4*15: Emer: A *Jenaar* of the Alliance arrives in Komaren and offers Alliance membership. She is summarily refused.
- 4*19: Murlis: A Soulslayer and his Vancu guard ambush a Navigator-led Khadorain trade delegation travelling between the city-state of Kakuda and a Noakara.
- 4*21: Emer: A *Jenaar* of the Alliance arrives in Kaitaine. She meets with the council of merchant lords and offers Alliance membership. They agree to consider her offer and ask her to return in one month.
- 4*26: Jaiman/Haalkitain: T'vaar Dekdarion awakens from his coma.
- 4*28: Jaiman/Haalkitain: The Count Celindian leaps from the tower of his villa to his death. [He was haunted by dreams sent by a Priest of Thargondaak.]
- 4*31: Jaiman/Haalkitain: The Duke of Calthos is formally charged with High Treason for aiding Frelik. The Duchess and the Duke's Eldest son flee the country. It is rumored [and true] that they escaped with the help of Frelik's son Argos Nolgara, now serving under the warlord Alizon of Saral.
- 4*35: Jaiman: Tanarans and Rhakhaani begin work on the great ice-bridge. They must have it complete and an adequate force on the Urulan mainland before spring when the warm currents will melt the icebergs which make up this span. The natural icebergs are to be linked by ice-bridges created magically.
- 4*38 – 40: Jaiman/Haalkitain: Trial of the Duke of Calthos. On the 40th he is convicted of High Treason. Duchess Shailya and Lord Maceo are convicted *in absentia*. The Duchy title technically passes to younger son Anival Bariel, a 12 year-old boy; however the Emperor appoints one of his trusted generals to rule as Regent until the boy reaches the age of 18. At that time Jerrin will decide whether Anival may inherit the Calthos lands, or they revert to the Empire.
- 4*47: Jaiman/Haalkitain: The Duke of Calthos is beheaded outside the North Tower.
- 4*56: Jaiman/Haalkitain: Vice-Ambassador *Zyta Nikaru* of Námar-Tol is stabbed in the Haalkitain Palace Gallery; she dies before she can name her attacker. [It is a Priest Thargondaak.] The Námarian Ambassador demands an investigation with his own staff involved. Paranoia sweeps through the city and all important people travel with bodyguards.

General Trends:

- Gaalt: The Raven Queen launches a new assault, this time led by land and air drakes, each with a Quaidu rider. They prove an even match against the Clycallah war machines.
- Jaiman: The Y'kin are for all intents and purposes wiped from the continent. Their lands are seized by the Rhakhaan Empire and the Dúranaki. Some escape to Præten, though many who do are only captured and sold into slavery.

- Mythenis: The Goblins of Barbuluk begins night raids on the Elves of Sardiskandor.

- Thuul: Fire Drakes are seen over the Kalanda-nor Plateau in the east.

Fall 6053:

- 5*5: Emer/Lankanôk: [An Ardanian spy infiltrates the Sun priesthood.]
- 5*12: Jaiman: The Duke of Sanaria is charged with High Treason for plotting against the Emperor. He, his wife, and three eldest children are arrested and imprisoned in the North Tower at Haalkitain Palace. The youngest son, Lord Roney, is a guest of the Emperor.
- 5*21: Emer: The *Jenaar* returns to Kaitaine. The council continues to try to stall her, but she issues an ultimatum: join by the end of the year or be considered an enemy of the Alliance. Already suffering fiscally because of the great fire, they fear the Alliance and seek advice from the Loremasters.
- 5*22: Jaiman/Rhakhaan: Trial of the Duke of Sanaria and his family. On the 23rd he is convicted of High Treason; Lord Roney's testimony is key.
- 5*25 – 29: Jaiman/Rhakhaan: Trial of the Viscount Ridgeston. Lukas protests his innocence and the Emperor's Truthsayer speaks on his behalf. However, the word of a Truthsayer alone is not enough to acquit, and the circumstantial evidence is damning [Yandar Vit committed the crime, shape-shifted to appear as Lukas]. It looks like a conviction is inevitable for the Viscount, when Prince Toren stands and demands to speak. To a hushed courtroom packed with Rhakhaan nobility, Toren announces that he was with the Viscount the entire night when the crime was committed. In the inevitable cross-examination, he is forced to reveal that he and Lukas are lovers. Ridgeston is acquitted, but Haalkitain is rocked by this new scandal. Lukas suspects his former tutor Yandar Vit of framing him, and sets out to prove his theory.
- 5*41: Thuul: A Vashaan balloon ship is attacked and destroyed by a Fire Drake over Thynar.
- 5*69: Jaiman: The ice-bridge complete, Rhakhaan/Tanaran forces begin their advance into Urulan. Their first major goal is Tyrinia, the second largest city under the old kingdom.
- 5*47: Jaiman/Rhakhaan: The Duke of Sanaria and his son Remi are beheaded. The Duchess and their two daughters (Lady Astia 3 months pregnant) are sentenced to 20 years in the Tower.
- 5*51: Emer/Sel-kai: The Prince, worried about the potential threat of Lankanôk, orders lookout towers along the island coasts strengthened and commissions more warships
- 5*55: Jaiman: The Rhakhaan/Tanaran forces arrive at the ruins of Tyrinia and set up camp on the outskirts. Mentalist scouts continue to be uneasy.
- 5*63: Emer/Lankanôk: [The Ardanian spy discovers the *Heart of Agoth*, but Sendil detects and slays him.]

General Trends:

- Emer: Murlogi of the Spine of Emer and their Earth-demon king make preparations to take back the *Heart of Agoth* from the surface dwellers who stole it from them (the Lankani).
- Emer/Lankanôk: Sendar and Sendil consolidate their political power base and begin pushing the Khurtûm towards a more aggressive stance. [They believe that the Loari should be punished for their insults of a year ago, and that the Nuyani can be conquered. The Lankani gear up for war. Phar-Ahnekar wants to ally with Arдания in the war but the twins consider Arдания

inferior and its aid unnecessary; it will be conquered later. Even Ahnekar doubts the wisdom of this posture.]

- Emer/Nuyan-Khôm: The Hutarn continues to struggle with the egotistical Tarns; his political power is tenuous over the upstart lords. Recovering the scepter of the Butterfly would go a long way towards consolidating his base.
- Emer/Námar-tol: The Loari build defenses, including armed and armored flying ships. [They have spies throughout Emer, and they are increasingly concerned about Lankanôk and Ardania.]
- Gaalt: Black Dragons (Gas Drakes) emerge from the Slate Hills along the SW coast of Clycallah. They attack villages, eating livestock and people alike.
- Govon: The Elves and Dwarves form an alliance against the mannish peoples and war erupts all around the empire.
- Kelestia: Soulslayer warlords and the Vancu control all of Drakiis and threaten Yuar Noak.
- Murlis: Privateers from Torakh Gul threaten the other realms.

6054

Winter 6054:

- 1•1: Emer: On the night of the new moon, the Murlogi of the Spine of Emer emerge from their warrens. They are led by their Earth-demon king Muarga; their goal is to take back *Heart of Agoth* from the Lankani who stole it from them.
- 1•1 – 1•10: Jaiman: The Tanara/Rhakhaan forces establish a camp on Urulan at the tip of the Virianis Peninsula and send out scouts as more troops arrive. At first they encounter no signs of civilization, but the feeling of being watched grows stronger.

Mentalists pick up fleeting presences. Cloudlord aerial reconnaissance teams report some indications of agriculture, and signs of activity around the old city of Tyrinia.

- 1•15: Jaiman: Two battalions arrive on the outskirts of Tyrinia. The city is in ruins and appears deserted. The invaders' sense of unease grows.
- 1•16: Jaiman: Lord Tyrens Atheaus, in charge of the occupation, sends a squad into Tyrinia at dawn with instructions to report back by dusk. They fail to return. [They are captured by the Punkari.]
- 1•17: Jaiman: A large, heavily-armed contingent follows into Tyrinia—and escapes with heavy losses, reporting that the ruins are full of 'wild elves.' Lord Atheaus elects to head east, avoiding cities for now. Exploration proceeds slowly.

General Trends:

- [Worldwide: Flowstorm activity begins to rise again as the Southern Eye's ability to compensate falters.]
- Worldwide: Essence users begin experiencing random 'voids' in the ambient Essence. (*Suggested effect: roll every rest, 5% chance PP's are not regained; also, increase spell failure chance by 3 points, and if the caster rolls in this 'window' the spell simply fizzles out.*) Channeling users who follow the Lords of Orhan may also experience random failures as the Lords use their own powers to try to boost the Southern Eye's power. The Lords are unwilling, however, to try to intervene directly against Ondo-val.
- Agyra: The Priest-king of Kuriis-Kinn (fearing the approaching Alliance threat) orders raids against the Nadai-koru to the north.



Spring 6054: (the Present)

2•6: Emer: [Kydak Dûm pays a visit to Voriig Kye at Vog Mur. He has been to the east (The Dragonlords are the only beings powerful enough to cross the Great Barrier). and wishes to warn his brethren of the Essænce Lord threat.]

2•8: Jaiman: The ice-bridge collapses during a violent spring storm in the bay.

General Trends:

- Flowstorm activity worsens, and Essænce voids become more common.
- Gaalt: Clycallah forces fall back and the Raven Queen makes advances.
- Jaiman: Piracy along the Melurian Straits is on the rise. [The White Swan, the lords of Plasidar, and the Xooba raiders all increase activities.]
- Murlis: The Soulslayers continue and intensify their attacks against other peoples.
- Palia: The Elven Realms face new threats from the Vulth Horde and mysterious sea-raiders from the south.

Summer 6054 (the near future):

4•8: Jenkyna summons a meeting of the Jerak Ahrenreth and calls for unity against the threat of Ondoal. She proposes using the power of the Crystal to reinforce the Eyes before the barrier fails. This not only keeps the other Essænce Lords imprisoned but allows the Ahrenreth to hold the West hostage.

General Trends:

- Agyra: One of the Inner Circle of the Alliance is assassinated by a priest of the Silver Dawn.
- Emer: Lankanok attacks Nuyan Khôm.
- Palia: Princess Maris Kodorian unknowingly betrays her kingdom to the Steel Rain.
- Thuul: The Alliance and the Vashaan Domain clash.



♦ PART XVIII ♦

GROUPS OF NOTE

I closed my eyes and clenched my teeth in preparation for the Jump, partly in anticipation of the stomach-wrenching vertigo, partly because of the large sum of gold I was about to be separated from. Teleport-Jumps cast by Navigators were expensive. But we had come to the eastern edge of Emer, and our next destination was distant Folemn. We had no ship. The only possibility was a Jump.

Time went by. Nothing happened. No sensation of falling, no whirling gust of wind, no popping ears. I tentatively opened one eye to squint at Jarsang.

He stood in profile, a Loar Elf tall even among his own kind, long dark hair blowing in the sea breeze. His powerful arms were held out to the sides, the compass on his left wrist blazing with a light to outshine the sun. His gaze was fixed at the place where sea met sky, far to the east beyond the curve of the world.

Still nothing happened.

Out of the corner of my eye I saw my Squire Jad shifting from foot to foot. He caught my glance and looked at me as if I could somehow explain this delay. I shrugged.

Then Jarsang lowered his arms; the light of his compass faded.

"Our route appears to be blocked." The Navigator showed no sign of irritation—no emotion at all, in fact. Of course, the greatest reaction we had gotten from him after travelling together for nearly three months was a smirk, so anything here would have been out of character.

"Is there no other way?" I was incredulous. Navigators were all-powerful (or at least very resourceful); I couldn't accept that getting to Folemn was just plain impossible.

Jarsang looked speculatively at the sky. "The Flows of Essaence about the Peladlands are agitated. Travel there by magical means is not advisable at this time."

Jad stomped across the sand to face the Elf, hands on hips. "And what are you going to do about it?"

Uh-oh, I thought, trouble.

"Entertain suggestions." Jarsang replied with a raised eyebrow. "Perhaps you have one?"

—Ralen Avamir

From his Travel Journals

1-POWERS OVERVIEW

Although—as has been mentioned before—the world of Kulthea is a place fragmented by forces both natural and supernatural, there are a few groups and individuals of such sweeping influence that their name is known across the hemisphere... and perhaps beyond. A few selections from this elite group are included here—along with some organizations and groups of particular significance who might be encountered by the PCs. Much more on these and others is revealed in the *Powers of Light and Dark* book.

2-LOREMASTERS

Almost never prominent personalities, yet so often to be found operating beneath the colorful façade of a realm's government, Loremasters are the great information-gatherers (and sometimes meddlers) of the world. Lurking behind thrones and in council chambers, they whisper a word here, overhear a rumor there. Information is their trade and the substance of their lives. With the acquisition and careful dissemination of knowledge, they keep the Free Races of Kulthea alert to the scheming of the Unlife's servants. Without them the world would be a desolate planet with only small pockets of life under the cruel domination of creatures unspeakable, servants of the Unlife.

GM Note: The presence of the Loremasters and the extent of their involvement is up to the GM, but he or she should take every care to remember that discretion and subtlety are traits common to all Loremasters. They will not interfere directly unless the lives of many would be jeopardized by their inaction.

Keep in mind that Loremasters rarely take sides, unless one faction is clearly operating according to the wishes of the Unlife or what the Council would clearly consider to be evil in nature. They never condone aggression against other governments or peoples (unless in defense or when assaulting a Dark Realm).

Loremasters do operate more freely than Navigators, often not contacting superiors at Karilôn more than once or twice a year. Navigators are on more of a short leash, returning to Nexus between journeys to report.

The Loremasters are in fact a fairly sophisticated organization. They are controlled by a council of twelve elder Loremasters charged with coordinating the actions of their agents around the world. All of the members of the Council are elected for life or 100 years, whichever ends first. Six are immortals, the balance being sage mortals. The exception is Kirin T'thaan, the only surviving founder of the Order, who holds a permanent seat. (There is also a thirteenth chair at the council table, designated for Andraax. Needless to say it is considered to be a symbolic position.)

The Council rarely intervenes in specific 'field' situations unless specifically asked by the Loremaster involved. This group meets in a guarded chamber atop the Tower of Winds—the highest pinnacle of the hidden citadel of Karilôn.

Vurkanan Tyes

Age: ≈500 (Immortal; appears ≈30) **Eyes:** Grey. **Hair:** Black. **Build:** Slender. **Height:** 6'6". **Race/Sex:** Iylar/M. **Skin:** Fair. **Demeanor:** Quietly aloof. **Dress:** Black and grey combinations, usually leather. **True Attitude:** Objective but Dedicated. **Home:** Varies (Emer).

Vurkanan has been known to frequent northwestern Emer, but has explored much of Falias, Thuul, and southern Jaiman. In

many ways he is the stereotypical Loremaster: seemingly detached, but intimately knowledgeable.

A striking presence, Tyes travels astride his faithful Kith (a huge six-legged black panther by appearance) and is accompanied by his youthful aide Pelk (an accomplished Thief and Burglar). He does not settle down, but moves from town to city to hamlet, righting small wrongs through clever manipulation, information-gathering, and exposing minions of the Unlife.

GM NOTE: Tyes is a Loremaster likely to be encountered by players, and an excellent example of their 'type.'

Hits: 180. **Melee:** 200sbr. **Missile:** 165lb.

AT(DB): 14(130). **Sh:** Y*. **Gr:** A/L.

MovM: 30. **PP:** 810 (135 x 6).

Lvl: 45. **Profession:** Sorcerer. **Stats:** St-85; Qu-99; Em-100; In-101; Pr-96; Ag-101; Co-93; Me-98; Re-96; SD-86. **Will:** 90. **AP:** 97.

Skill Bonuses: Climb60; Ride110; DTraps50; PLocks90; S&H180; Perc130; Rune90; S&W75; Chan40; DirS180; AMov50; MAST80; Act100; Appr80; Diplom110; Fals78; Fletch50; For70; Lead65; Medit70; Nav80; PubSp120; RMas30; Seduct70; Sig60; SpellM80; Subdu80; Track40; Trad50; Trick95.

Spells: Base Spell OB: 90; Directed Spell OB: 180 (Waterbolt). Though Technically a Sorcerer, Tyes has chosen an interesting combination of Spell lists. As with all Loremasters, his Arcane training allows him to choose Base lists from related realms with relative ease: Base Sorcerer *Gas, Solid, Fluid Destruction* and all Base Loremaster to 50th; Open and Closed Essence, all Base Healer to 30th.

Bracelet: An Althan artifact, it is a golden band of metal with shimmering blue-green patterns etched into the outer surface by some craft now lost. It casts a *Spell Shield True* (Open Channeling Spell Defense) instantly to protect the wearer, activated by raising the bracelet in defense. The bracelet also subtracts 50 from BARs instead of the spell's usual 10.

Cloak: Dark grey, full-length hooded cloak. It adds 80 to hiding because of its ability to blend with surrounding colors.

Sabre: +30 Sabre (uses the **RM** Broadsword table w/no penalties) *Of Slaying* Lugrôki. After three rounds of combat with a single foe, the sword will 'dance' for three rounds, continuing to fight that foe with the wielder's full bonus, freeing the wielder to cast a spell, etc.

Composite Bow: A beautiful bow of laminated woods and dragon-bone, it is +30 with 2x the normal range.

Armor: Tyes has a set of Cold Drake skin armor: shimmering white breastplate and greaves trimmed with platinum. It protects as chain shirt and greaves with a bonus DB of 30. It also does not interfere with spellcasting abilities.

Randae Terisonen

Age: ≈500 (Immortal; appears ≈25) **Eyes:** Hazel. **Hair:** Brown. **Build:** Slender. **Height:** 6'7". **Race/Sex:** Iylar/M. **Skin:** Fair. **Demeanor:** Blank expression, friendly but often looks 'distracted'. **Dress:** Simple travelling clothes. **True Attitude:** Well-intentioned. **Home:** Jaiman.

Another 'field' Loremaster, Randae has spent most of his time in Jaiman and nearby lands. His intervention—while sometimes frowned upon by the Council—has salvaged more than one explosive situation in the region. As a result, he is considered to be somewhat of a hero by some groups there, while barely tolerated by other political factions.

Randae often seems somewhat distracted. He tends to get too deeply involved with local troubles (and people) and is sometimes forced to bend rules to the breaking point in order to right matters. He does have phenomenal luck in getting out of tight scrapes.

He is one of the few outside the Loremaster Council who know the full story of the Eyes of Utha and the current situation with Ondoval. Recently he has been travelling with Kalen Avaniir of Rhakhaan.

Hits: 160. **Melee:** 160bs. **Missile:** 120lb.

AT(DB): 1(90). **Sh:** Y*. **Gr:** N.

MovM: 30. **PP:** 360 (90 x 4).

Lvl: 30. **Profession:** Bard. **Stats:** St-98; Qu-100; Em-89; In-86; Pr-101; Ag-100; Co-99; Me-95; Re-75; SD-87. **Will:** 50. **AP:** 98.

Skill Bonuses: Climb90; Swim50; Ride86; DTraps80; PLocks120; S&H130/180; Perc145; Rune70; S&W60; DirS70; Amb15; AMov50; MAST90; Act80; Appr70; AthlG40; Cav35; Cont55; Cook40; Dance70; Diplom120; Fals40; FAid20; Fletch45; For50; Medit90; Music160; PubSp70; Seduct100; Sing145; Subdu60; Track55; Trick70; WeathW35.

Spells: Base Spell OB: 30. Directed Spell OB: 125. Randae knows All Bardic Base lists and all Loremaster Base to 30th. Also knows *Cloaking*, *Attack Avoidance*, *Self Healing*, *Movement* and *Mind's Door* to 20th; *Brilliance* to 30th.

Sword: +25 broadsword *Of Slaying* Lugrôki and Garks, golden blade glows within 300' of either foe.

Harp: Lap Harp +20 to all Controlling Songs, continuous Sonic Law 10'R. Highly intelligent, it has a feminine voice and can talk or sing with Randae (it also chides him about some of his misadventures).

Ring: Gold ring set with an emerald, it casts *Invisibility* to 1' 3x/day.

Earring: Gold earring with an emerald, x4 PP.

Longbow: Elven bow, can be fired every round without penalty.

Cloak: Adds 50 to hiding attempts.

Jaysten Tyrallion

Age: ≈ 150 (Immortal; appears ≈20) **Eyes:** Dark Blue. **Hair:** Pale blond/curly. **Build:** Slender. **Height:** 6'6". **Race/Sex:** Linær/M. **Skin:** Fair. **Demeanor:** Gentle, quiet. **Dress:** Simple black and grey Travelling Clothes. **True Attitude:** Sensitive, intelligent. **Home:** Dalov Ram, Empire of a Thousand Dawns.

Jaysten's talent is listening. As an advisor to a member of the Vashaan ruling oligarchy in Falias, he does a great deal of listening... and reporting to his superiors. There is concern that Vashaan and the Alliance will soon clash violently.

Though somewhat shy, Jaysten also has a great musical talent and has been asked to perform a few times at private gatherings of the nobility (this is also a subtle insult to the Linær, asking him to perform like a minstrel when he is also a capable diplomat and strategist).



Jaysten Tyrallion

Hits: 120. **Melee:** 140qs. **Missile:** 180lb.

AT(DB): 1(50). **Sh:** (Y*). **Gr:** A. **MovM:** 30.

Lvl: 16. **Profession:** Mentalist. **Stats:** St-91; Qu-100; Em-87; In-90; Pr-101; Ag-101; Co-92; Me-84; Re-71; SD-69. **Will:** 75. **AP:** 99. **PP:** 160 (32 x 5).

Skill Bonuses: Climb40; Swim30; Ride35; ; S&H105/155; Perc90; Amb5; AMov20; MAST60; Acro40; Act45; Diplom50; Fletch10; Lead35; Music85; Nav50; PubSp25; S&T: 45; Sail20; Seduct40; Sig15; Sing 110; Subdu20; Trick40.

Spells: Base Spell OB: 80. Directed Spell OB: 180 (Firebolt). All Mentalist Base lists to 20th, Mentalist *Self-healing*, *Solid Manipulation*. ???

Quarterstaff: +20 and made of a strong but light alloy. It is also capable of casting *Shield* 2x per day and *Deflections* 2x per day.

Bracers: Grey leather with silvery alloy reinforcements, they allow the wearer to parry even bladed weapons.

Cloak: Dark grey, adds +50 to hiding.

Amulet: A neck chain of a silvery alloy with a large rune suspended from it. The amulet is a x5 Mentalism PP enhancer.

Bow: +25, with 2x normal range.

Earrings: Silver hoops, they can each store 1 spell up to 10th level per day.

3-NAVIGATORS

Second in fame only to the Loremasters, the Navigators are a planet-wide coalition of several *guilds*, an alliance which has virtually monopolized a unique transportation service. By utilizing arcane devices, they provide swift, relatively safe transport to anyone who has the money to afford their prices.

Obviously, Navigators are masters of the Essænce, for not only can they guide ships and caravans along the safest route, they are able to *Teleport* groups or even ships and large animals across vast distances by using nearby Essænce Flows.

All Navigators utilize some sort of device (usually referred to as a *Compass*) in their trade, though its nature and appearance varies tremendously from Guild to Guild. One group uses a disk-shaped object resembling a large and ornate magnetic compass, worn about the neck on a chain. Another's members manipulate an intricate device with many small tubes and slides which looks like a very sophisticated sextant. Yet another Guild uses a bracelet of silvery metal fitted with a single semi-spherical gem (about two inches in diameter) which glows a variety of colors: indicators to the trained eye.

It seems as though the Navigators take great pains to maintain the already pervasive mystique about their powers, perhaps to defend their monopoly, perhaps for the more altruistic purpose of holding a certain balance in the world. It is important to note that one of the tenets of the Alliance Code is that they will not transport what they consider military personnel or items, either for the purpose of attack, espionage or sabotage, and they maintain the right to refuse any assignment they consider to be such. If any Navigator has been successfully bribed to betray this code in the past, the organization has managed to keep it a complete secret.

There have been a few incidents in the past in which some power-hungry lord has attempted to coerce a Navigator—or, worse yet—kill one and use his *Compass*. The ultimate failure of such attempts is quite well-known; retaliation was swift and sure. One king who had a Navigator killed vanished soon after (along with the entire royal treasury) and was never heard from again.

NAVIGATOR GUILDS

The Guilds have divided the world into districts, each Guild having a defined jurisdiction. The actual boundaries have yet to be understood by outsiders, partly because they seem to differ depending on the time of year and time of day. A single Navigator is always the guide for an entire assignment, however.

An assortment of Guilds likely to be encountered and used by wealthy travelers are listed below.

Guides of Vurn-kye

One of the more ostentatious (not to mention stuffy and condescending) Guilds, their Navigators use a *Compass* which resembles a golden sextant with tiny jewelled fittings. A Navigator is never parted from his *Compass*, and when it is not in use he carries it in a fine black leather pouch slung from the belt. This *Compass* is actually one of the most sophisticated as well, requiring considerable skill to use. The many slides and moving indicators, in conjunction with the small, telescope-like viewer, allow the trained user to see Essænce flows, determine their power and direction, and so tap into them.

Navigators in this Guild wear a tunic and pants of black cloth trimmed with gold thread and gold fastenings, black leather boots and, unless the weather is very hot, black leather gloves. Their symbol, an abstracted sextant-compass, is embroidered in silver and gold thread and many tiny gems on the left breast.

The "Navigators"

Possibly the largest Guild, this group is composed entirely of Elves who seem perpetually in a daze, though they are no less competent than their peers. Simply referred to as the Navigators (rather presumptuous), it has been hypothesized that they are also the first Guild as such to have formed.

They wear a glazed expression rarely broken by any sign of emotion. Most of the members of this Guild are actually Mystics

or Monks by profession, though all of course have the necessary Arcane lists.

Members wear neutral grey clothing, the only decoration being their Guild insignia emblazoned on the left breast. Their compass takes the form of a rigid two inch wide silver band, apparently permanently affixed about their left wrist. Set on the band is a semi-spherical clear crystal which continuously glows different colors. Whether the colors mean anything is a mystery to outsiders, since the Navigator rarely pays any attention to the item at all, instead staring off into the distance. (In fact, the colors have some meaning, but the attuned user does not need to consult them; he is linked to the Compass and able to perceive Essænce Flows with a sort of second sight—hence the dreamy, distracted look.)

The Daruni Olkanin

One of the more "down to earth" Guilds, the Daruni Olkanin Navigators have even been known to carry on casual conversation with clients while on assignment (an activity not forbidden, but frowned upon by stricter Guilds who consider it 'demeaning'). Members vary greatly in actual profession, and they have no uniform other than a bright green surcoat, trimmed with gold. Navigators usually wear green or brown garments to complement this surcoat. Their Compass takes the form of a gold disk four inches in diameter with a convex crystal on one face, beneath which is an intricate mosaic of jeweled inlays resembling an actual compass and a delicate filigreed arrow which swings about in directions which seem aimless to the untrained; even the Daruni Olkanin do not discuss the functioning of their Compass with outsiders. This disk is attached to a heavy gold chain worn about the neck at all times by the Navigator.

Cypharia

A Guild whose membership consists entirely of females, the Cypharia is sometimes referred to as the 'Sisterhood' by the other guilds. They are fairly aloof, even from the other Navigator groups. Their remote island is reportedly a beautiful center of learning and magical experimentation. Rumors that the Cypharia are involved in some sort of breeding program are coldly denied by members.

All of the Cypharians wear long, flowing white gowns trimmed with gold. These women are always beautiful, and their profession is usually Mystic or Seer. Their *Compass* is a beautiful golden wand set with gems, each with unique, carved designs on it.

Pathmasters of Hulgan

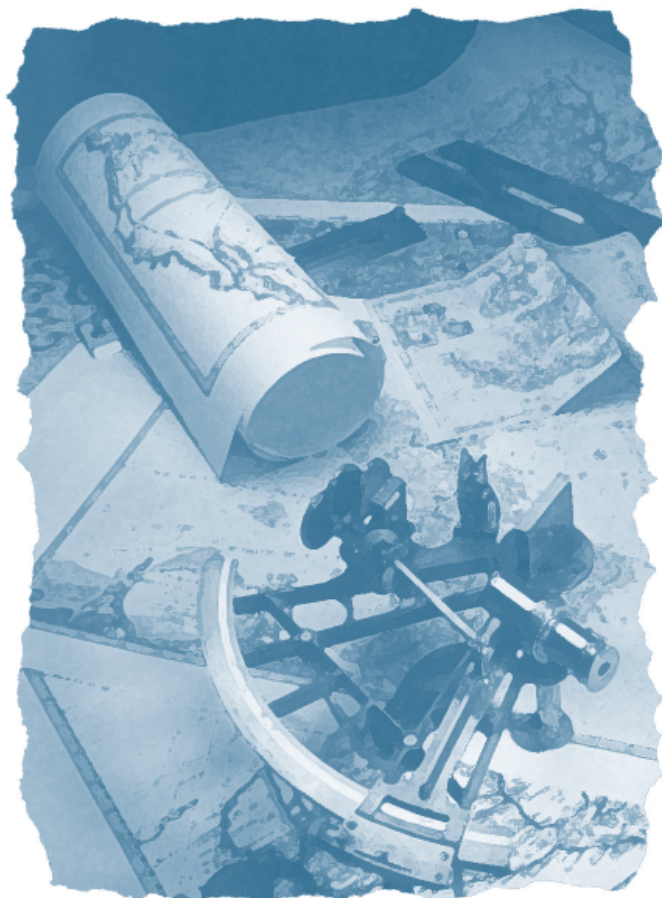
All of the Pathmasters of Hulgan are—or at least appear to be—aged men (their actual visage is open to speculation, as these men seem to always remain the same age for centuries). They wear flowing black or grey robes and matching hat with intricate embroidered arcane designs. The Pathmasters' *Compass* is in the form of an ornate wooden hand-telescope. Their professional background is frequently in Magic or Astrology.

A FEW NAVIGATORS

Following is a selection of specific Navigators who might be encountered on the Shadow World.

Iarsang

Age: Immortal (Appears ≈25) **Eyes:** Brown. **Hair:** Black. **Build:** Athletic. **Height:** 6'9". **Race/Sex:** Iylar/M. **Skin:** Fair. **Demeanor:** Bemused. **Dress:** Dark Grey belted tunic and pants. **True Attitude:** Professional and confident. **Home:** Nexus.



A Vurn-kye Compass

A member of the Guild of “Navigators,” Iarsang has the characteristic ‘dreamy’ countenance, though will look quite alert given the right situation. He will cock an eyebrow when concerned—or in response to a question—give a blandly patronizing smile and make a circumspect observation.

As with all “Navigators” he never looks at—or even seems to pay attention to—his Compass. He is completely competent, however, and was a very dry sense of humor (so dry, most of his clients never realize his little comments are jokes).

Iarsang wears a suit of fine leather: a thigh-length tunic closed diagonally across the front with simple but ingenious silver clasps, soft leather pants, and riding boots of a darker shade of grey. His belt is also dark grey, with a heavy rectangular buckle.

Hits: 170. **Melee:** 240bs. **Missile:** 280lb.

AT(DB): 11(150). **Sh:** (Y*). **Gr:** A/L. **MovM:** 30.

Lvl: 40. **Profession:** Mystic. **Stats:** St-98; Qu-100; Em-99; In-90; Pr-101; Ag-101; Co-95; Me-88; Re-91; SD-79. **Will:** 75. **AP:** 95. **PP:** 960 (120 x 8).

Skill Bonuses: Climb60; Swim70; Ride85; DTraps80; PLocks110; S&H135/185; Perc150; Rune80; S&W100; Chan40; DirS180; Amb15; AMov50; MAST90; Acro70; Act80; Chem60; Diplom50; Fletch60; Lead80; Nav150; PubSp70; Sail80; Seduct80; Sig65; Ski60; StarG90; Subdu110; Trick100.

Spells: Base Spell OB: 80. Directed Spell OB: 180 (Firebolt). All Navigator and Mystic Base lists to 50th, *Essence Physical Enhancement*, *Essence Hand*, *Elemental Shields*, *Rapid Ways*; Mentalist *Self-healing*, *Solid Manipulation*.

Compass: A shimmering opalescent stone set in a platinum bracelet permanently affixed about his left wrist, it apparently functions as other *Compasses*, yet unlike the other devices, the wearer never looks at it or seems to ‘consult’ it in any way. The opal-like stone, a flat cabochon about 2” in diameter, constantly glows with a scintillating, multihued radiance. It is a x7 PP enhancer in addition to its *Compass* powers.

Armor: Actually his leather suit, which protects as full hide with an additional DB of 30. If desired, it will *chameleon* to blend in with surrounding (+50 to hiding). The garment also has the bizarre ability to ‘heal’ itself, cuts and tears slowly closing over a period of hours.

Broadsword: +30 yellow laen sword, it flames on command, delivering an additional Heat critical. The sword is beautifully constructed, with a yellow topaz pommel-stone. It is *Of Slaying* creatures of Cold (in addition to the slaying critical, it delivers double hits from the Heat crit).

Long Bow: Powerful yew bow, +30, with 2x normal range.

Ring: Gold ring with a ruby set. Makes wearer immune to fire and heat (even dragon-breath).

Sulfean Kuldir

Age: Immortal (Appears ≈18). **Eyes:** Deep Blue. **Hair:** Pale Blond. **Build:** Slender but Muscular. **Height:** 6’6”. **Race/Sex:** Linær/M. **Skin:** Fair. **Demeanor:** Coldly Aloof. **Dress:** Black uniform. **True Attitude:** Controlled. **Home:** Nexus.

A beautiful youth, Sulfean is nevertheless a master of the remote demeanor required of the Guides of Vurn-Kye. His black tunic, breeches and boots are skillfully tailored to his athletic frame, shoulders crowned by the usual gilded epaulettes and braid, etc. Not surprisingly, he has broken the heart of numberless fair maidens among his clients. Never has he cracked his chilly manner. Not once (in front of a client) have his perfect lips curled into a smile.

Sulfean is actually not much older than he appears, being a very adept pupil and powerfully gifted *Essence*-user. He keeps control of his emotions only with an effort, determined to prove wrong those who opposed his full certification on the Guild at his unusually early age. Thus he comes off as cold and remote—even to his fellows.



Sulfean Kuldir

Hits: 180. **Melee:** 240yb. **Missile:** 230(lcb).

AT(DB): 1(90). **Sh:** Y*. **Gr:** N. **MovM:** 30.

Lvl: 34. **Profession:** Mentalist. **Stats:** St-98; Qu-101; Em-87; In-66; Pr-102; Ag-100; Co-96; Me-99; Re-94; SD-98. **Will:** 447. **AP:** 101. **PP:** 1088 (136 x 8).

Skill Bonuses: Climb50; Swim40; Ride85; PLocks90; S&H150/200; Perc180; Rune70; S&W85; Chan60; DirS160; Amb10; Act110; Diplom90; FAid50; Lead70; Medit65; Music80; Nav145; PubSp110; Sail25; Seduct120; Sig80; Sing45; SpellM60; StarG90; Subdu100; WeathW100.

Spells: Base Spell OB: 60. Directed Spell OB: 160 (*Hand of Fire True*). Sulfean knows all Base Mentalist lists to 30th, Navigator lists to 50th, Open and Closed Mentalist to 20th.

Compass: The Sextant-like device of the Guides of Vurn-kye.

Cloak: Full-length flowing cloak, it adds 50 to Hiding bonuses, and will turn the wearer invisible 4x/day

Yarkbalka: (RM special weapon; essentially a +10 falchion.) A sword of unusual design, Sulfean’s Yarkbalka is an additional +30, fashioned of a golden alloy. The pommel gem is a large yellow sapphire; intelligent, it will *Mind Type* at Sulfean’s request. The sword will also *Long Door* to his hand at a thought, from up to 30 miles away.

Ring: Gold with a yellow diamond set, it allows Sulfean to cast the spell *Hand of Fire True*, 5x per day.

Dart Gun: A curious, baroque affair, it looks like a contorted pistol of some kind. It is fashioned of a variety of fine metals and woods, and fires tiny metal darts with the same effectiveness as a Light Crossbow at 1/2 hits. It holds clips of 12 darts, and can be fired 2x a rnd.

Porel

Age: ? (Appears ≈80). **Eyes:** Blue. **Hair:** White. **Build:** Medium. **Height:** 6’2”. **Race/Sex:** Human/M. **Skin:** Fair; Wrinkled. **De-**

meanor: Mild, yet Gruff. **Dress:** Long Blue-grey Robes. **True Attitude:** Preoccupied. **Home:** Nexus.

One of the Pathmasters of Hulkan, Porel is—like all of his brethren—an aged-looking man with long white beard and hair. Though he walks with a stoop and appears to lean heavily on his ebony staff, he is strong and energetic, and a formidable combat opponent.

Porel is forgetful, easily distracted, and his mind seems to wander. These faults don't apply to his Navigating, however; he has a flawless service record. That doesn't reassure his clients when—about to cast a spell to Teleport them—he suddenly turns and says from under his bristly brows "Where was it you wanted to go?"

Hits: 125. **Melee:** 18obs. **Missile:** —.

AT(DB): 20(40). **Sh:** (Y*). **Gr:** N. **MovM:** 15.

Lvl: 45. **Profession:** Astrologer. **Stats:** St-85; Qu-97; Em-87; In-100; Pr-100; Ag-95; Co-89; Me-99; Re-97; SD-90. **Will:** 80. **AP:** 79. **PP:** 1215 (135 x 9).

Skill Bonuses: Swim40; Ride80; S&H90; Perc145; Rune110; S&W125; Chan80; DirS185; Act75; Diplom80; Lead65; Math70; Medit50; Nav130; PubSp60; RMas95; Sail45; Sig80; SpellM70; StarG180; WeathW90.

Spells: Base Spell OB: 90. Directed Spell OB: 215 (Starhand True). All Base Astrologer and Navigator lists to 50th. Selected Mentalist and Channeling lists.

Compass: A handheld telescope of fine wood, set with jewels and inlays of precious metals. It really is a telescope, but much more—allowing Porel to see Flows of Essænce, through solid objects, confers other, more Mystical abilities.

Staff: 7' tall staff of gnarled black ebony, set with a crystal sphere at the head. The Staff is highly intelligent and can speak with a feminine voice. It is a x9 PP enhancer, and has the power to fly, following Porel, or defending him (acting as a +30 wall shield in all directions). The staff will also allow Porel to cast *Starhand True* at will. The staff's *Starhands* are *Of Slaying Demons*.

Robes: Deep blue, flowing garments, they have a shimmering, slightly distorted look. In fact, they are enchanted, protecting as AT 20 with a 40 DB. The robes give off a visible blue aura when struck by weapons.

Amulet: Eye of the Guardian. A large star emerald set in a flat, greenish metal, this strange device is designed to look like a great eye, the emerald being the iris. It hangs about the neck on a metal chain, and detects/locates active Portals within 400 miles.

Sword: A broadsword of keron alloy, it has the characteristic black sheen. It is also +30, and is *Of Slaying* Demonic creatures.

Little-known Facts about the Navigators

Navigators have failed in the past, but the occurrence is extremely rare, and the client involved has been more than compensated for his loss in each case. As is true with all professions there are apprentices, who in this case are usually charged with lesser tasks like answering obelisk summons and setting rates, which are pretty straightforward. As they learn more and increase in power they are assigned more complicated tasks. Two factors separate the Navigators from the average skilled Magician: the specialized training and aptitude which allows them access to the Arcane Lists, and the *Compasses*. These ancient artifacts of the Lords of Essænce are at the heart of the Navigators' ability to safely Teleport with such regularity.

About Compasses

Though they can differ in the full range of their power, the Compasses all perform basically the same

task—generating a safe teleportation route for the traveler who wields it. It is necessary for the user to have mastered the appropriate Arcane lists to be able to fully utilize a Compass, and therefore to become a Navigator. Compasses are invariably intelligent items mentally attuned to the user (attunement is often a complex process in itself) and directs him or her on the safest route. The wielder provides information on those who are to be Jumped and approximately to where; the Compass keys in on the Navigator's PPs in addition to its own formidable energies, and enacts the Jump using Essænce Flows for power and guidance. Jumps using a Compass are almost risk-free.

4.THE JERAK AHRENRETH

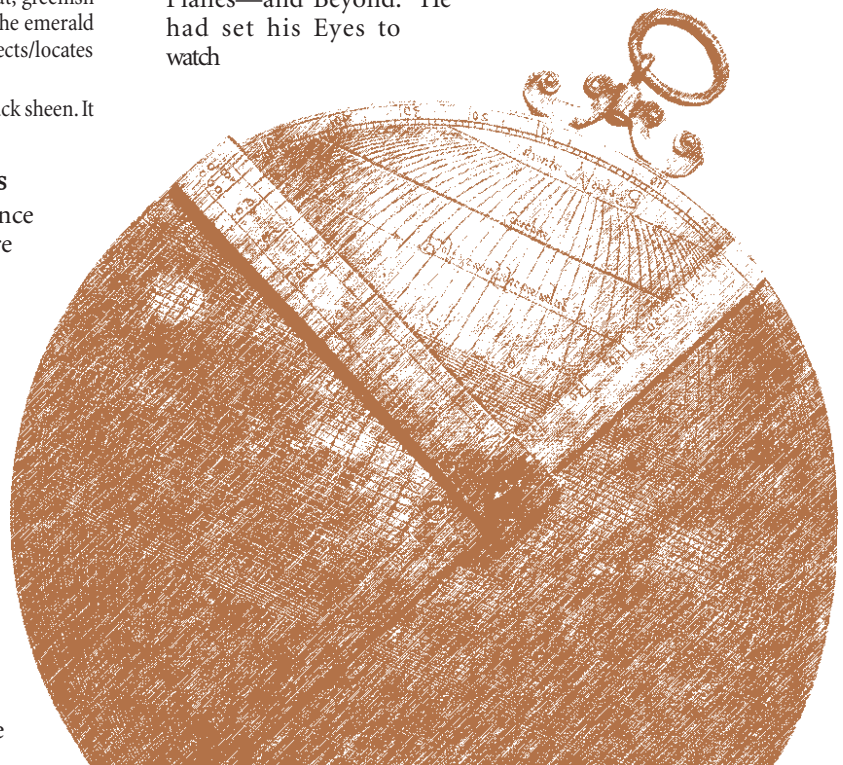
This section describes a secret order known amongst its members and followers as the Jerak Ahrenreth, or 'Secret Circle.' It is a cult of surpassing power and evil, with a convoluted history which reaches back far into the First Era.

How this organization is used (if at all) is up to the GM. With such powerful agents and subtle operations, the Secret Circle could be behind any number of subversive operations, large and small.

An ancient cult, the original Ahrenreth was called to order long before the founding of the College of Loremasters and before the first Navigator Guild was formed. In fact, its origins lie in a different age, when the very face of Kulthea was different. Its founding leader was a Lord of Essænce by the name of Dænkú—though in a later age he would be known as *Andraax*.

The First Secret Circle

In the hours that followed the death of Kadæna, Utha's forces routed her evil minions and either destroyed them or sent them back into the Void from which they came. Utha then decided that Kulthea needed to be shielded from the possible threat of surviving followers of Kadæna who might be in hiding, as well as demonic forces from the outer Planes—and Beyond. He had set his Eyes to watch



over the world, but feared that they alone could not maintain a guard against Darkness. So he charged Dænkú with the task of forging an organization to protect the Eyes and maintain the safety of Kulthea. To aid them he gave the *Crystal*, a mighty artifact through which flowed the Essænce. With it, the Circle could tap vast energies, and it acted as a focus of their powers and purpose.

This first Secret Circle, known properly as the *Dænkú Ahrenreth*, was made up entirely of K'ta'viiri, and was led by the man whose original name was said to be V'gliin. As leader of the Circle, V'gliin came to be known as *Dænkú* exclusively, and his birthname was virtually forgotten.

The Dænkú Ahrenreth did its duty for thousands of years, but at last the inexorable march of time—and the attrition of conflict with the minions of the evil Lords—reduced the Circle to Dænkú alone. Some were slain in combat with demons, some were swept away by the tides of the Essænce. Among those lost into the Void was Ondoal, trusted friend of Dænkú.

Then came the Wars of Dominion, in which Dænkú faced his old foe the Master of Malice and finally vanquished his fellow Essænce Lord. But Dænkú was badly wounded and vanished from history for a time.

The Ahrenreth Reborn

At the Dawn of the Third Era, Ondoal returned from beyond the Void and opened the sealed gates of the Guardian Isle. The old members of the Secret Order were long lost, but he resolved to re-found the Circle. But Ondoal was not as he had been when he entered the Void. His mind was twisted by the warped reality, and his purposes were not what they had been. He strayed from the ideals of the original order and fell into evil. He was to become the greatest of the Unlife's servants.

He summoned forth the Secret Circle once again. Some aspects of the Circle remain the same: as before, the eight members assume titles associated with specific seats on the council, taking those titles as their names. In some ways these were more than designations, for they were indicators of their role, and even became part of the owner's identity. Those names have changed, however, and new rings have been forged for the Eight of the Cult.

At first the order followed Ondoal's will, which was the sabotage of civilizations everywhere. It was Ondoal's twisted, paranoid belief that the K'ta'viiri Essænce Lords were everywhere and that the only way to stop them was to destroy all semblance of order.

Ondoal became obsessed with the East, and sought ways to nullify the power of the Eyes of Utha. As he spent less time with the Secret Circle, a quiet rebellion arose. Members vanished to be replaced with others. Now their purpose is less clear. Some desire domination of the 'lesser races', some desire chaos, others are simply cruel.

More on the Jerak Ahrenreth will appear in the upcoming *Powers of Light and Dark* book.

5.DRAGONLORDS

All the greater dragons are intelligent, sentient beings, these Dragonlords are all of surpassing cleverness and unimaginable might. Each is master of Arcane Power and could stand against a Lord of Essence as equal... or superior. While—as noted elsewhere—dragons are not by nature 'evil' creatures, all that is known of the Dragonlords indicates that they have an acquisitive nature and desire domination of other races.

They have lived for thousands of years, having survived the Wars of Dominion and countless lesser conflicts. Some rule lands, while others hold only their citadel and operate in more subtle ways to gain power and ever increasing wealth. They worship no deity greater than themselves. All of the Dragonlords have the power of shapechanging, allowing them to assume human form. This has advantages in that they are able to move about freely in a world dominated by humanoids. The disadvantage is, of course, that they are more vulnerable in human form.

The origins of the Dragonlords are shrouded in the temporal mists which divided the First and Second Eras. It is not known if dragons shared Kulthea with the Althans, or if they came into being during the Interregnum. In any case, an alliance of the six most powerful Lords was formed sometime in the Second Era, its purpose to promote the supremacy of the dragons. The master artificer Krelj (in return for many alchemical secrets) aided Oran Jatar in the forging of the helms, which allowed the Lords to remain in human form indefinitely, and use their devastating breath weapon with almost full potency. These items have greatly enhanced the scope of the Dragonlords, and they control formidable cults of followers.

It should be remembered, however, that though these lords may appear as humans (and in fact spend much of their time in human form), they are alien creatures. Dragons do not think the same way that men (mortal or immortal) do.

The Dragonlords and their essential nature is noted below. All are winged and should be considered at the least 'Old' Great Drakes. More on the dragonlords will appear in the upcoming *Powers of Light and Dark* book.

The Six Dragonlords

Name	Color/Type	Focus	Home
Drûl Churk	Green (earth)	Animism	Molac Rúann
Sulthon Ni'shaang	Red (fire)	Magic	Ja'miil Targ
Ulya Shek	Black (gas)	Mentalism	Awg Arul
Voriig Kye	Silver (electricity)	Astrology	Vog Mur
Oran Jatar	White (cold)	Alchemy	Aalk Gaath
Kydak Dûm	Gold (fire)	Mysticism	Vulm Shryac

6.HERALDS OF NIGHT

Harbingers of Darkness, these messengers of terror are among the most frightful of the Unlife's servants. Coming forth only at night, their very presence brings a terrible dread to their foes. The actual origin of the Heralds is unknown, though it is believed that the Swords of Night they wield are a dark legacy from the Wars of Dominion.

Heralds of Night appear astride black unicorns, all handsome men and women with hypnotic eyes and fair skin. They are without helm, but wear a metal breastplate and greaves of black armor which reflects no light. A black kilt of leather girds their hips, and tall black boots cover their legs to above the knee. Their arms and legs are left bare, revealing their marble-white skin. If injured, their wound slowly oozes a thick blue-white 'blood.' Wounds heal as noted below.

All carry swords with strange powers: glittering two-handed blades of dark glass.

A Typical Herald of Night

Age: ? (Appears ≈ 25) Eyes: Black. Hair: Black. Build: Muscular. Height: 6'6". Race/Sex: High Man/M or F. Skin: Very Pale. De-

meanor: Emotionless. **Dress:** Black breastplate and leather. **True Attitude:** Possessed. **Home:** Varies.

Heralds wear black armor and usually a short black leather kilt-like garment. Studded black thigh-boots, gloves and headband complete the uniform. They possess super-human strength, perhaps partially conferred by the sword, or summoned using adrenal control.

Their Black Unicorn steeds have red glowing eyes, steaming nostrils and a luminous golden horn. They are evil and will attack a non-evil Unicorn on sight 90% of the time unless controlled by the rider.

Hits: 200. **Melee:** 250. **Missile:** —

AT(DB): 18(90/190*). **Sh:** (Y*). **Gr:** A/L. **MovM:** +35.

Lvl: 20. **Profession:** Fighter (Warrior, Evil Paladin). **Stats:** St-103; Qu-101; Em-80; In-100; Pr-100; Ag-103; Co-100; Me-90; Re-80; SD-95. **AP:** 95. **PP:** 240 (60 x 4).

Skill Bonuses: Climb80; Swim80; Ride120; S&H95/175; Perc100; DirS100; Acro75; Track60.

Spells: Base Spell OB: 20. Directed Spell OB: 100 (Dark Absolution). May know any of the following: Evil Cleric lists, Open or Closed Channeling lists, (Paladin [Un]holy Warrior, Spell Breaker, Shielding Ways).

Special Abilities:

Physical Resistance: Heralds cannot be stunned, and they regenerate 4 hits per round.

Mental Resistance: Because their minds are dominated by their sword, they have an additional +40 to RRs vs mental attacks.

Black Unicorn:

Lvl: 20. **Base Rate:** 160. **Max Pace/MN Bonus:** Dash/50. **Speed/MS/AQ:** BF/VF. **Size/Crit:** L/L. **Hits:** 200. **AT(DB):** 11(80). **Attacks:** 250LHo/135LBa\$/1160LTs. **Notes:** Vicious, intelligent, and evil.

Sword of Night:

1. Of clear laen, the blade appears to be tinted dark blue with many tiny flecks of silver inside, like a starfield. +40 bastard sword. The sword glows with a dim blue-white light.
2. Delivers a Cold critical in addition to any other.
3. Casts Magician Base *Light Law* "Utterdark" at will.
4. Can (at the decision of the wielder) draw the 'soul' of anyone it delivers an "E" critical to. Spell requires 1 rnd of inactivity to cast; target gets a RR, but is 'touching,' and the sword is considered 20th level for this attack. The sword can hold up to 4 souls at a time, and a soul may be used to fire an Evil Cleric *Dark Absolution* at the level of the soul. Soul is automatically destroyed when the spell is cast.
5. Intelligent, the sword will attempt to control any other wielder than itself. It should be treated as 20th level and has a Will of 200.
6. x4 Evil Channeling PP enhancer.
7. Can cast *Deflections III* 3x per day.

7-INDIVIDUALS OF NOTE

The following are of surpassing importance in the world scheme of things, and some additional information about them would seem to be in order.

ONDOVAL, THE ESSÆNCE LORD

Ostensibly the only only remaining member of the original *Dænkú Ahrenreth* (although the first *Dænkú*—Andraax—does survive), Ondoval was first a follower of Utha and aided in the defense of the Eyes during the Interregnum. However, the first Arulis Kygari was trapped into a warp in time and space while in

combat with a Demon of the Void. Swept into the Outer Planes, Ondoval was lost to the Ahrenreth.

But Ondoval did not perish. A Lord of Essænce, the Arulis Kygari survived through an age in a realm which would have killed a lesser being in moments. But the twisted reality had its corrupting effect on the K'ta'viir, and after more than a thousand centuries, it was a different being who emerged from a broken Portal amidst the wreckage of the Wars of Dominion.

After traveling the world for many decades, Ondoval returned to the Guarded Isle, original home of the Ahrenreth in TEI 408. He entered the Vault and awakened the slumbering Crystal, though it had grown weak with the passage of time. He perceived the Loremasters as tools of hidden Essænce Lords and therefore his enemies. He resolved to free the world of their oppression, and the choking blanket which held back the True Essænce. The Loremasters would be swept away, and the Eyes of Utha would be destroyed. He had become a tool of the Unlife.

Now he has taken one of the Eight citadels of the Ahrenreth for his own and gathered a huge army. Once the Eyes are rendered powerless, he will (he believes) use his forces and the Shad-owstone to destroy all the Essænce Lords on Kulthea and fulfill Utha's purpose. The fact that this will render Kulthea lifeless is inconsequential.

THE NAMELESS ONE

The man who calls himself the *Nameless One* first appeared in Zinvar in 5945 TEI. This was to be the first of a number of fateful appearances across Emer in which he (accurately) predicted disaster. Never does he suggest a way to avert this catastrophe; often he does not even specify what it will be or when it will occur. His purposes are impenetrable. Only the Loremasters have a comprehensive picture of the scope of his forewarnings, but even they have been unable to intercept this elusive figure.

Descriptions of this doomsayer vary somewhat, but most agree that he has the visage of a young man with light brown skin and black hair. His eyes are said to be blue-violet, and he appears human, not Elven. He wears a flowing black hooded robe and is often accompanied by Changramai bodyguards. Some witnesses claim to have seen a bracelet not unlike the Compass worn by the *Navigators*. Many say that he is Andraax returned from the East and driven insane by visions of destruction. Loremasters will not comment on this assertion.

The Nameless One's appearances are becoming more frequent and his doomsayings more ominous: his fame has spread from Kaitaine to the Mur Fostisyr, and every black-robed stranger is seen as an approaching harbinger of disaster: a specter to be feared.

Contrary to the popular theory in Karilôn, the Nameless One is not Andraax, but Tethior the Smith. He survived the Wars of Dominion, though he was forced to kill his brother Krelj in self-defense. His mind and heart have not been the same since.

After the Wars he fled in shame to a distant place of seclusion. On one of the Inner Isles of Thuul, where the Flows of Essænce begin to distort Time and Space, Tethior built a new forge.

For nearly six thousand years he hid from civilization, working alone in his hidden smithies. Finally he chose to make his presence known again, but not as Tethior, for he still considered himself a failure. Tethior, whose magical Helms failed to maintain peace on Jaiman, Tethior who killed his own brother. Instead he uses his powers to appear as a Lord of Essænce, and, guided by visions seen in his Orb, makes prophesies of doom. He will not suggest a course of action because he believes that he

was too quick to do so before and that led to his failures. Instead he only warns of disaster. Unfortunately, his prophesies have been of little help, and his very presence can cause panic.

Powerful beings from the Lords of Orhan to the Loremasters are seeking Tethior, but his powerful spells cloak his true nature.

As The Nameless One:

Age: ? (Appears ≈25) **Eyes:** Violet. **Hair:** Black. **Build:** Medium. **Height:** 6'2". **Race/Sex:** Lord of Essænce (K'ta'viir)/M. **Skin:** Tanned. **Demeanor:** Cold; impersonal (but polite). **Dress:** Full-length, hooded flowing black robes. **True Attitude:** Secretive. **Home:** Dalov Griev.

As the Nameless One, Tethior will not fight. Instead he will use his amulet to flee to his forge at *Dalov Griev* (E. "Isle of Jewels"), leaving his Changramai guard to cover him.

As Himself:

Age: ? (Appears ≈25) **Eyes:** Blue. **Hair:** Dark Brown. **Build:** Lean. **Height:** 6'6". **Race/Sex:** Loar Elf/M. **Skin:** Fair. **Demeanor:** Passionate. **Dress:** varies (plain tunic with black leather Smith apron). **True Attitude:** Secretive, paranoid. **Home:** Secret Forge/Smithy within the Ring of Thuul.

Seeing Orb: Similar to the Master Orbs of the Ilarsiri, this one can combine the powers of the Seer base Lists True Sight, Past Visions, Future Visions, and True Perception. It can also link to the Ilarsiri while shielding itself. It has 500 PP per day. It is about 8 feet in diameter and rests in a secure room at Tethior's forge.

Others: Tethior has many other items at his forge; the GM may wish to create others if necessary.

ANDRAAX

Age: Immortal (Appears ≈25) **Eyes:** Violet. **Hair:** Black, streaked with Silver. **Build:** Muscular. **Height:** 6'3". **Race/Sex:** Lord of Essænce (K'ta'viir)/M. **Skin:** Light brown. **Demeanor:** Varies: sometimes reserved; other times manic or paranoid or sullen. **Dress:** Full-length, hooded flowing black robes. **True Attitude:** Secretive. **Home:** no permanent home. A.k.a: Dænkú, V'gliin

While theoretically no longer an actual Loremaster, Andraax's involvement in the *Shadow World*—both past and present—is such that his inclusion here is imperative. In addition to being one of the original Loremasters, he established the Nomikos Library in Jaiman, and many other centers of learning.

Andraax was one of the original three founders of the Loremasters and as such is obviously an immortal. However, he is, in fact, one of the Althan K'ta'viiri: a Lord of Essænce. He escaped the conflict of the original Lords by fleeing to a hidden subterranean chamber and placing himself in a sophisticated cryogenic sleep, to return to wakefulness after the interregnum.

Andraax—in his 'natural' form—has the look of a Lord of Essænce: smooth, light brown skin with no facial or body hair, hands with six long, dextrous fingers, small round ears, and the thick black scalp hair. Some witnesses claim that his eyes, though the characteristic violet color, are round-pupiled, however, and his shimmering sable hair has a streak of silver-grey at the left temple.

The physical description given above is Andraax's most popular form. He has the power to assume any number of disguises, however. He could be encountered anywhere, in any guise. It is said that the only thing which remains the same about his ap-



Guest Halls at the Library of Nomikos, Ormian

pearance are his unmistakable violet eyes—something he could conceal but chooses not to.

Hits: 240. **Melee:** 285. **Missile:** 240. **Energy:** 210.

AT(DB): 20 (215/315*).

Sh: N. **Gr:** N.

MovM: +50. **PP:** 7680 (960 x 8).

Lvl: 120. **Profession:** Seer/Mystic/Mentalist. **Stats:** St-105; Qu-108; Em-102; In-100; Pr-110; Ag-106; Co-110; Me-112; Re-108; SD-98. **Will:** 220. **AP:** 109.

Skill Bonuses: Climb120; Swim100; S&H200; Perc180; Rune130; S&W135; Chan150; DirS115; Amb±20; Acro100; Act240; Admin110; Appr90; Arch95; Chem75; Diplom118; Fals87; Math115; Medit140; Music90; Nav114; PubSp160; RMas80; Seduct130; Sig145; SpellM110; StarG100; Stra&Tac180; Subdu200; Trick80.

Spells: Base Spell OB 120; Directed Spell OB: 240 (Any Elemental Attack, including Plasma and Nether). Andraax knows every Mentalist Base, Open, and Closed list; all Seer, Lay Healer, Astrologer, and Mystic Base Lists to 50th level. (He also knows all Arcane Lists from *RMC I*, all Loremaster and Navigator Base, all Montebanc, Sleuth and Magus Base from *RMC III*, and all *Space Master* Psion Lists to 50th).

* Additional DB is from *Deflections True*.

Special Abilities:

Racial Abilities: Andraax has all of the special abilities inherent in the K'ta'viir race.

Strength of Body: Andraax resists all attacks as a Large Creature.

Sword: A 2-h power sword (in RM, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals. It also has a 50% chance of destroying non-magical weapons which are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended).

Gé: A +40 weapon, it delivers an electricity critical in addition to its regular deadly attacks. It also returns magically to its pouch.

Robes: Able to change color to automatically match their surroundings, they are also Ultrablack, adding 100 to hiding.

Grav Belt: A High-acceleration, mentally-controlled belt device. Andraax can fly at speed in excess of 300 mph (the belt generates a 'sonic fold' which protects the wearer from wind).

Barrier Shield: An enhanced version of the *Space Master* Barrier shield, this device is a pair of bracelets which adds +100 to his DB, and Andraax is considered AT 20 while wearing them.

Laser Pistol: Arcane-looking Laser pistol with the powers of a Laser Rifle. (GMs without *Space Master* may wish to use the Longbow table and extrapolate with criticals—suggest regular puncture plus an 'A' heat; range would also be greater).



♦ PART XX ♦

APPENDICES



I-LANGUAGES

Following is a listing of some the languages of Kulthea, with an emphasis on Emerian and Jaimani tongues.

LIVING TONGUES

Arlak: The language of the amazon people of Sarnak; it is remotely derived from Old Emer.

Chíra: The chirping tongue of the avian species Hírazi.

Danari: Spoken by the people of Danarchis, it is related to Old Emer, and the closest living tongue to that ancient language.

Dyar: (Dark Elvish) Originally a dialect of High Elvish, this tongue has changed over the years and now has only limited resemblances to its parent language.

Erlin: ('Speech of the Forest'; Wood Elvish) While not as ethereal as Iylar, the Erlin language has a musical quality. It is more

accessible to mortal tongues, and is often a 'common' language between cultures. There are many dialects, including Muri-Erlin, Jaimani-Erlin, and others.

Itanian: Actually a dialect of Old Emer, this language is very similar to the ancient tongue, but has a large vocabulary of its own.

Iylar: (High Elvish) High Elvish is a beautiful and ancient tongue, lyrical and mystical, used primarily by the Linæri for poetry and song. Men cannot speak it properly.

Kuluk: The 'personal' language of the Kuluku, a guttural tongue with varied inflections and highly dependent of facial expression.

Kayvis: Language of the Ky'taari of the Mur Fostisyr.

Loariki: written and spoken language of the Loari. A very old tongue, it is rarely taught to anyone outside their race or even spoken even in the presence of others. It has an extensive vo-

cabulary which allows great precision — perfect for histories and technical texts. It is often used by Loari scribes.

Lugro: The language of the evil Lugrôki warrior-race.

Mavaun: A tongue shared by the Lankan and Pochanti peoples —though each has a very different dialect. While no Lankan would admit it, Mavaun is actually the invention of the Pochanti and was adopted by the Lankani as knowledge of the more complex Thanorian was lost. The written language is heiroglyphic and known only by the aristocracy and priesthood in Lankanok.

Miir: The language of the Miirian states; descended from Old Emer.

Muri-Elven: a dialect of pure Erlin, it is spoken in Kelestia and NE Eme —including the isles of Vog Mur and by some in Selkai. The vocabulary and written forms are very similar, but the spoken version can vary considerably

Rhaya: ('The Tongue') The predominant language of Jaiman, though there are seven very distinct dialects.

Shay: The 'common' tongue of Emer, it has many dialects.

Shulur: (Aquatic Elvish)† A sonar-like language of high-pitched sounds; no other race can speak this tongue except mer-people and dolphins.

Syrkan: Language of the *Syrkakar* of NW Jaiman; it is derived from Haidic and Umli roots but has its own unique character

T'loc-loc: the unique clucking tongue of the people bearing the same name located in Silaar, it is nothing like any other language in Emer.

Taal: The tongue of the Talath of NW Emer, it is complex and beautiful—and similar to the language of the Myri of Jaiman.

Trolack: What you might expect. It is rather limited in vocabulary and sophistication.

Uluka: A singsong, birdlike tongue the Kuluku use for long-distance signalling.

DEAD TONGUES

GM Note: the learning opportunities for these languages would be very limited.

Enris-Sokal: While technically dead, it is very much alive on the Loremaster island of Karilôn and in the halls of the Nomikos Library and other scholarly institutions (many very old tomes are written in Enris-Sokal). Originally the language of the Terinians (an intellectual Elven society in southern Palia during the early Second Era, not to be confused with the *Taranians*), it was carried across the seas by students of history who studied there. It is a very concise tongue (both written and spoken) with a large vocabulary and complex structure. Learning it is difficult (assuming you can even find a teacher).

Iruaric: The language of the Lords of Essence. In its 'true' form, it was partially telepathic and powerful. It can be learned in an innocuous form by other races. Because true Iruaric is related to the Primal Essænce, the extent of its true power can only be guessed at.

Kugor: Language of the Dragonlords (and other mighty drakes); not commonly spoken or even known of by most peoples. It was used in many ancient texts, however. Interestingly, it has similarities to Uscurac and Xytos.

Old Emer: From c. TE 1200 to c. 1800 the entire continent of Emer was united under one Emperor and enjoyed a renaissance of culture. The people spoke one language (called Emerian at the time). Now little is left of this civilization except ruins and a handful of isolated kingdoms, whose people speak varying corruptions (most unrecognizable) of Old Emerian. Old Emer was brought to the continent by the People of Aldraon (the first Emperor and is unrelated to *Shay*, the current common tongue.

MAGICAL TONGUES

Many of these are languages known as part of the process of becoming a spell-user, and utilized as part of learning and casting spells. Others are more arcane (and dangerous).

GM Note: the learning opportunities for these languages would be very limited, and in some cases would be prohibited unless the student was of the correct profession. The GM may wish to consult Rolemaster Companion I pp 2-4 for hints on the use of magical languages.

Aludos:* The language of enruning (Essence).

Enruth:† Tongue of plants and growing things; also of repelling Undead (Channeling).

Krônnyt:* The language of Symbols and Glyphs (Channeling).

Kuskarûk: An arcane language utilized almost entirely by Dark Magicians and Sorcerers (used in the summoning of Demons).

Logos:† ('The Word') The tongue of word-thoughts (Mentalism).

Sylmaria: Speech of the Flows. Almost musical in nature, it allows control of the Flows of Essænce. This language is very difficult to learn. Its teaching is closely guarded by Loremasters and Navigators.

Uscurac: "Common" Language of the Essence, used by Mages and Sorcerers in their spells.

Var Arnak: Language of the High Priests of the Unlife. A word in Var Arnak can kill.

Xytos:† Language of Power-words (Essænce).

* Denotes Written only

† Denotes Spoken Only

4.VOCABULARY

Following is some selected vocabulary from the Elven tongues Erlin and Loari, as well as Ky'taari, Iruaric and Kugor.

ERLIN

ale	gudd
avenue	thal
awake	nem
awaken	nemrais
bay	hel
bay	yuil
black	burn
blade	saren
blue	orn
break	kura
breaker (waves)	sulem
bridge	cisur
broken	kurim
burn	lum
burning	luim
canal	lenov
cliff	kai
cloud	kindag
cove	lew
coven	dorth
dark (night)	ordak
dawn	cor
death	vog
deathless	oevaag
depth	surth
dweller	eduum
dwelling	edos
eagle	resiv
east	esov
eat	krin
eater	kruin
eye	lon
fall	daart
fire	bur
fires	buir
fool	gorl
forever	yenor
frost	krik
gate	turic
glass	krem
gold	orv
grand	kyr
great hall	tyrl
green	voru
grey	burs
guardian	throk
hall	tyl
haven	cibur
head	faal
heather	haft
heavens	ordag
hidden	gedal
hill	wode
hollow	baas
hound	zurt
ice	wirs
iron	encla
island	dalov
islands	daloiv
islet	dalla
jewel	gref
keep	throg
lagoon	rel
lake	lyry
mist	vurl
moneyless	oedum
narrows	shurth
part; piece	lin
passing	veurd
pirate	yyn
pit	murten
plaza	nadek
point	ien
privateer	yon
rain	udam
secret	vurd
shore	ras
silver (1)	dom
silver (2)	sel
sky	ordye
slow	derum
smoke	burth
spire	karn
spires	kirn
steep	galeb
storm	kulag
straight water	perce
strait	perac
sword	saren
twin	matha
watch	mur
watching	lemira
water	usiv (<i>arc. usuv</i>)
waterfall	usiiv-daart
waters	usiva (<i>arc. usuiv</i>)
west	emer
wild	vurt
wind	purl
winds	perll (<i>arc. puirl</i>)
wolf	zart
woods	nadum

Erlin to English

baas	hollow
buir	fires
bur	fire
burn	black
burs	grey
burth	smoke
cibur	haven
cisur	bridge
cor	dawn
daart	fall
dalla	islet
daloiv	islands
dalov	island
derum	slow
dom	silver (1)
dorth	coven
edos	dwelling
eduum	dweller
emer	west
encla	iron
esov	east
faal	head
galeb	steep
gedal	hidden

gorl	fool
gref	jewel
gudd	ale
haft	heather
hel	bay
ien	point
kai	cliff
karn	spire
kindag	cloud
kirn	spires
krem	glass
krik	frost
krin	eat
kruin	eater
kulag	storm
kura	break
kurim	broken
kyr	grand
lemira	watching
lenov	canal
lew	cove
lin	part; piece
lon	eye
luim	burning
lum	burn
lyry	lake
matha	twin
mur	watch
murten	pit
nadek	plaza
nadum	woods
nem	awake
nemrais	awaken
oedum	moneyless
oevaag	deathless
ordag	heavens
ordak	dark (night)
ordye	sky
orn	blue
orv	gold
perac	strait
perce	straight water
perll (<i>arc. puirl</i>)	winds
purl	wind
ras	shore
rel	lagoon
resiv	eagle
saren	blade
saren	sword
sel	silver (2)
shurth	narrows
sulem	breaker (waves)
surth	depth
thal	avenue
throg	keep
throk	guardian
turic	gate
tyl	hall
tyrl	great hall
udam	rain
usiiv-daart	waterfall
usiv (<i>arc. usuv</i>)	water
usiva (<i>arc. usuiv</i>)	waters
veurd	passing
vog	death
voru	green
vurd	secret
vurl	mist
vurt	wild
wirs	ice
wode	hill
yenor	forever
yon	privateer
yuil	bay
yyn	pirate
zart	wolf
zurt	hound

Note: plurals of indigenous words tend to be formed by the addition of a second vowel after the last vowel in the singular word; usually it is an *i*. Lone *u*'s are most often indicative of a singular. Compound words such as breakwater or waterfall are commonly separated by dashes, with any ending vowels dropped in both component words. The language has four distinct secondary vowels: *a*, *e*, *i*, and *y*, and one primary: *u*. One further note: the term *arc.* that follows certain words is an abbreviation for 'archaic', and it indicates the older and less common term for a presently-used word. More powerful or educated folk tend to use the older forms in everyday speech.

IRUARIC

English to Iruaric

(modifier 'to'; <i>er</i>)	is
(plural)	i
(of)	ta
apart	lenn
assassin	khàng
barren; empty	hulkanen
beautiful	iyala
blade	dag
blind	xyg
born	thal
broken	tairken
build	loa
builder	loar
cavern	trog
circle; ring	reth
claw	raax
cloud	hulum
cold	rak
cold; chilling	kiskaa
crystal	iæn/laen
cult; sect	Jerak
dark	dyar
dead	shon
death	shin
dread	lyx
dwelt/home	az
elder	dæn
enchanted	vul
enchanter	vuul
endless	malvin

Essænce viir
 eternity; forever lan
 female/feminine mur
 fire; flame shú
 first and
 forbidden farok
 forever lair
 gather fol
 giant ho
 gift jai
 glass kemm
 green serem
 grower erlin
 guardian throk
 half ta-
 haven then
 heart emer
 hill mûn
 history gaalek; gaalenakh
 home man
 island nuul
 iyx twist; turn(ing)
 lake lak
 land -ia
 lonely loorn
 lord K'
 lore Pn
 lost laakh
 maker lavan
 male/masculine syr
 master kort
 mind xu
 mist ran
 mountain thos
 ocean usuiv
 past nae
 place (n) -is
 power ra
 power vir
 sea tesa
 secret ahren
 see arul
 seer arulis
 separated lenn
 shackle dir
 shadow kul; torg
 shallow dom
 sing lina
 singer linær
 song lin
 soul ryk
 sky hír
 spirit lo
 star kygar
 stone aek
 stupid rôk
 tall; high larn
 thirsty aer
 tiny tykil
 tower nak
 travel phœn
 ugly lug
 vision her
 water arus
 wet shulu

wild puk
 world thea

Iruaric to English

aek stone
 aer thirsty
 ahren secret
 and first
 arul see
 arulis seer
 arus water
 az dwell/home
 dæn elder
 dag blade
 dir shackle
 dom shallow
 dyar dark
 emer heart
 erlin grower
 farok forbidden
 fol gather
 gaalek; gaalenakh history
 her vision
 hír sky
 ho giant
 hulkenen barren; empty
 hulum cloud
 iæn/laen crystal
 -ia land
 -is place (n)
 iyla beautiful
 jai gift
 Jerak cult; sect
 K' lord
 kemm glass
 khâng assassin
 kiskaa cold; chilling
 kort master
 kul; torg shadow
 kygar star
 laakh lost
 lair forever
 lak lake
 lan eternity; forever
 larn tall; high
 lavan maker
 lenn apart; separated
 lin song
 lina sing
 linær singer
 lo spirit
 loa build
 loar builder
 loorn lonely
 lug ugly
 lyx dread
 malvin endless
 man home
 mûn hill
 mur female/feminine
 nae past
 nak tower
 nuul island
 phœn travel
 Pn lore

puk wild
 ra power
 raax claw
 rak cold
 ran mist
 reth circle; ring
 rôk stupid
 ryk soul
 serem green
 shin death
 shon dead
 shú fire; flame
 shulu wet
 syr male/masculine
 ta- half
 tairken broken
 tesa sea
 thal born
 thea world
 then haven
 thos mountain
 throk guardian
 trog cavern
 twist; turn(ing) iyx
 tykil tiny
 usuiv ocean
 viir Essænce
 vir power
 vul enchanted
 vuul enchanter
 xu mind
 xyg blind

Notes: Some forms utilize the apostrophetic syllable breaks, while later forms smoothed the words for human tongues. Some leeway is necessary to interpret the Iruaric to common references. For instance, the names of the Elvish races are actually simplistic references to their stereotypical aptitudes or appearance. The High Elves are known as *Iylari* or literally 'beauties', because of their looks. Sometimes an 'r' is added before the pluralizing 'i'; this is believed to be an indication of increase; instead of more than one, it indicates many more — often applied to a race of beings.

KY'TAARI

The language of the Ky'taari is soft and lyrical, with many whisperings like the sound of wind through the pines. Overall, the tongue is very onomatopoeic, the words imitating the things they describe.

English to Ky'taari

ale kel
 armor chaka
 arrow Jak
 birth kariin
 black nor
 blade ashaan

blanket falith
 blind omok
 blizzard kronof
 blood thun
 blue lun
 boat faryn
 book tanaar
 bow trin
 burn urk
 castle kritaal
 cave norok
 chasm yorn
 cheerful tarin
 child laan
 chill larn
 city tykaar
 cloud ful
 cold krak
 common tan
 darkness (not night) kur
 day (daylight) arlir
 death aynon
 dread runak
 edge ynka
 enter nin
 ever oi
 evil anja
 eye klyn
 fair (beautiful) arin
 fafl jirik
 fire nar
 fish nyfan
 fly ika
 forge korth
 freeze kryk
 glacier arkoy
 glitter kyran
 gold araan
 good/pure thir
 green kali
 hair fin
 hand rin
 heal jan
 hidden nak
 high (supreme) a
 hill vitan
 holy aria
 home itaal
 husband atan
 ice (clear) ky
 ice (cloudy) ku
 ice (treacherous) kon
 initiate (monk) tarn
 iron chort
 jewel tayn
 king ataarn
 lamp kaalin
 language star
 library tashishen
 light (glow) aian
 look nyk
 lord taarn
 man ta
 monk tamaak
 month rif

moon (generic) tiril
 mountain vintaarn
 night dakur
 pain anka
 paper frol
 people taari
 plain, field kalash
 priestess ryaan
 rain katik
 red thi
 river fath
 road tal
 robe thon
 run iral
 shadow norin
 sharp akish
 shield fon
 short kun
 sight ril
 silver itil
 skate shik
 ski shar
 sky lir
 small koy
 snow (wet) krof
 snow (dry) krilif
 snow (falling) kiroyf
 song liraan
 spring lanaar
 star ilaar
 steel torl
 stone taal
 strong atur
 sun ar
 tall arn
 temple arnaar
 three kayn
 town tyka
 tree tonak
 twilight yial
 uniform (monk's) kej
 valley lain
 vision siril
 walk faynar
 warm rish
 water (still) kaldar
 water (moving) fath
 weak il
 wheat shir
 whip jrok
 wife aran
 wine oryk
 woman ana

Ky'taari to English

a high (supreme)
 akish sharp
 alan light (glow)
 ana woman
 anja evil
 anka pain
 ar sun
 araan gold
 aran wife

aria holy
 arin fair (beautiful)
 arkoyne glacier
 arlir day (daylight)
 arn tall
 arnaar temple
 ashaan blade
 ataarn king
 atan husband
 atur strong
 aynon death
 chaka armor
 chort iron
 dakur night
 falith blanket
 fayrn boat
 fath river
 fath water (moving)
 faynar walk
 fin hair
 fon shield
 frol paper
 ful cloud
 ika fly
 il weak
 ilaar star
 iral run
 itaal home
 itil silver
 jak arrow
 jan heal
 jirik fafl
 jrok whip
 kaalin lamp
 kalash plain, field
 kaldar water (still)
 kali green
 kariin birth
 katik rain
 kayn three
 kej uniform (monk's)
 kel ale
 kiroyf snow (falling)
 klyn eye
 kon ice (treacherous)
 korth forge
 koy small
 krak cold
 krilif snow (dry)
 kritaal castle
 krof snow (wet)
 kronof blizzard
 kryk freeze
 ku ice (cloudy)
 kun short
 kur darkness (not night)
 ky ice (clear)
 kyran glitter
 laan child
 lain valley
 lanaar spring
 larn chill
 lir sky
 liraan song
 lun blue

nak hidden
 nar fire
 nin enter
 nor black
 norin shadow
 norok cave
 nyfan fish
 nyk look
 oi ever
 omok blind
 oryk wine
 rif month
 ril sight
 rin hand
 rish warm
 runak dread
 ryaan priestess
 shar ski
 shik skate
 shir wheat
 siril vision
 star language
 ta man
 taal stone
 taari people
 taarn lord
 tal road
 tamaak monk
 tan common
 tanaar book
 tarin cheerful
 tarn initiate (monk)
 tashishen library
 tayn jewel
 thi red
 thir good/pure
 thon robe
 thun blood
 tiril moon (generic)
 tonak tree
 torl steel
 trin bow
 tyka town
 tykaar city
 urk burn
 vintaarn mountain
 vitan hill
 yial twilight
 ynka edge
 yorn chasm

A few notes on pronunciation:

"A" at the beginning of any word is said 'ay'. For example, the Ky'taari word for pain is pronounced "aynka". A double "a" is said in the same manner, with a slight break to accent it. 'Lord' is said ta-arn (the break is very subtle and should not sound like gagging).

"Y", when beginning a word or flanked by consonants, is always said like 'eye'. The word for town is said teyeka. When next to an "n" however,

it is a soft 'ya' sound. 'Boat' in Ky'taari is pronounced far-yin.

"O" and "I" are said short as in bomb and tin.

"U" is always pronounced in the long form. The word for dark is said koor.

To pluralize a noun, the letter "i" is used as a suffix; hence lamp (kaalin) becomes lamps (kaalini, pronounced ka'alinee).

LOARIKI

English to Loariki

air ayro
 alchemist jeramian
 ancestor progga
 archaeology aeoyolia
 armor hyplon
 Autumn thinoporo
 blacksmith sidhirdan
 blind tiphloa
 blood ema
 boat varka
 boat plion
 boy agho
 bracelet vrachioli
 burn engavma
 captain pliarchos
 chemist pharzaka
 cloak sakaki
 cold kriox
 compass pixidha
 craftsman vurga
 cruel sklær
 dark skotinor
 doctor yiatris
 dreadful tromera
 East Dhur
 engine mikani
 engineer vikanira
 Fall Iunio
 family ikoyenia
 farmer yeorghian
 fever pireta
 fire photia
 fish pisara
 glass votir
 gold kris
 goldsmith krisirdhan
 grape stamil
 guard phurur
 hall ethusa
 hall dhiadromo
 horrible tromera
 house kœnia
 ink melaniak
 iron sidher
 jeweller kosimatis
 judge dhikatis
 knife makiera
 lady kiria

library nomikos
 lift asanser
 light phos
 lord kirie
 magic uscura
 merchant embrærian
 narrow stenos
 noble House evynikœnia
 noble evyni
 ocean okano
 paper charkis
 passage perasma
 passenger epivatis
 poison ditirion
 priest nosokoma
 proud iperianos
 pure katharos
 ring dhata
 sail pani
 sailor naftis
 sculpture glirtis
 sculptor ghliertian
 sea talasa
 silver -hirdhan
 sky ayro
 sky steamship ayroatmoplion
 Smith hirdhan
 spell taiphaes
 Spring Aniki
 steamship atmoplion
 storm ubrimo
 strong kinatos
 Summer kalori
 sword gladen
 sword (curved) saren
 text kimeno
 thirsty dipsasmen
 vine klima
 wine ghliki
 wine kræsi
 warrior hokiter
 Winter chimonask
 wise sojos
 writer singras
 yacht talasika

Loariki to English

aeoyolia archaeology
 agho boy
 Aniki Spring
 asanser lift
 atmoplion steamship
 ayro air
 ayro sky
 ayroatmoplion sky steamship
 charkis paper
 chimonask Winter
 dhata ring
 dhiadromo hall
 dhikatis judge
 Dhur East
 dipsasmen thirsty
 ditirion poison
 ema blood

embrærian merchant
 engavma burn
 epivatis passenger
 ethusa hall
 evyni noble
 evynikœnia noble House
 ghliki wine
 ghliertian sculptor
 gladen sword
 glirtis sculpture
 hirdhan Smith
 -hirdhan silver
 hokiter warrior
 hyplon armor
 ikoyenia family
 iperianos proud
 lunio Fall
 jeramian alchemist
 kalori Summer
 katharos pure
 kimeno text
 kinatos strong
 kiria lady
 kirie lord
 klima vine
 kœnia house
 kosimatis jeweller
 kræsi wine
 kriox cold
 kris gold
 krisirdhan goldsmith
 makiera knife
 melaniak ink
 mikani engine
 naftis sailor
 nomikos library
 nosokoma priest
 okano ocean
 pani sail
 perasma passage
 pharzaka chemist
 phos light
 photia fire
 phrurin guard
 pireta fever
 pisara fish
 pixidha compass
 pliarchos captain
 plion boat
 progaha ancestor
 sakaki cloak
 saren sword (curved)
 sidher iron
 sidhirdan blacksmith
 singras writer
 skloer cruel
 skotinor dark
 sojos wise
 stamil grape
 stenos narrow
 taiphaes spell
 talasa sea
 talasika yacht
 thinoporo Autumn
 tiphloa blind

tromera dreadful
 tromera horrible
 ubrimo storm
 uscura magic
 varka boat
 vikanira engineer
 votir glass
 vrachioli bracelet
 vurga craftsman
 yeorghian farmer
 yiatris doctor

Note: plural is -a to -æ

KUGOR

English to Kugor

all powerful (pl) folmurian
 all powerful folmuurian
 allies chag
 ally chaag
 ancient bu
 anvil lesh
 archive cuiva
 armor-cloth paake
 armor-clothes pake
 bane of hope chaurka
 battle bulchyy
 bay biar
 bear dryyn
 bears dryn
 birthplace saer
 birthplaces sar
 black ulya
 blade daag
 blades dag
 blessed place goaak
 blessed places goak
 blood hurm
 blue ir
 bow amriig
 bows amrig
 burn hiig
 burns hig
 castle aalk
 cave aayiig
 caves ayig
 circle awg
 clan AW
 claw aax
 claws ax
 cloud uon
 coast kael
 coast vraak
 coasts vrak
 cold (extreme) raath
 cold demon raathmaur
 cold fire demon raathmauriig
 colds rath
 cool raav
 cove kraaw
 coves kraw
 crystalline ean
 cult awg
 death gaak

deaths gak
 demon maaur
 demons maur
 desert vaalg
 deserts valg
 dragon kuugor
 dragon's breath stoyig
 dragon's fire stoyiig
 dragonhelms soeyaed
 dragons kugor
 drake ssoei
 drakes ssoi
 dreaded one gaath
 dreaded ones gath
 elite hoerk
 elites hork
 ember; fire riig
 embers rig
 empire drus
 essence uscurac
 eye kye
 father of the sky kodur
 fire drake stoyy
 fire drakes stoy
 fire shaang
 fireball siig
 fireballs sig
 fish (sing.) luub
 fish lub
 flame chiig
 flames; fire chig
 forest chaw
 forest horl
 forge (noun) chooth
 forge (verb) chort
 forges (noun) choth
 forges (verb) choort
 ghost khomul
 gift of glass laen
 gift womuul
 gifted folk womaw
 gifts womul
 glass rúan
 golden utum
 great bre
 great spine h-in
 great spine under the sun h-in-ta
 green pryka
 group of assassins gaagur
 groups of assassins gagur
 growth Churk
 guardian yaalc
 guardians yalc
 hammer tarmen
 hate gart
 hated one gaark
 hated one gark
 heat liig
 heats lig
 helm aed
 hiding faaw
 hidings faw
 high; exalted folm
 hill karn
 hills brod

history	andros	plain	syton	watch	yenor	chig	flames; fire
holy	Y-	plains	desdis	water	aactos	chiig	flame
home	haarg	point	urul	waters	dawass	choort	forges (verb)
home	wom	poison	guug	wing	bowaa	chooth	forge (noun)
homes	harg	poisons	gug	wings	bowa	chort	forge (verb)
hope	prona	priest	trae	woman/female	iis	choth	forges (noun)
hopes	prona	queen	shek	womb	saers	Churk	growth
ice	jatar	rain	lyyg	wombs	sars	cowi	silver
interpreter	druul	rains	lyg	word	olias	cuiva	archive
isle	arg	rainy	lygar			cunaaci	struggle
isle	molac	red	sulthon			daag	blade
isles	aarg	river	ams			daath	shadow
keepers	urdu	road	taniis			dag	blades
keepings	drur	roads	tanis			dath	shadows
killer	aarp	runner	tanuuk			dawass	waters
killers	arp	runners	tanuk			demiik	thought
land	tuuriak	salvation	deraamiis			demik	thoughts
lands	turiak	salvations	deramiis			deraamiis	salvation
leaping fire	truliik	scarlet; red	drakla			deramiis	salvations
leaping fire	trulik	seer	drul			desdiis	plain
leg	tanuur	shadow	daath			desdis	plains
legs	tanur	shadows	dath			drakla	scarlet; red
library	olas	ship	proga			drul	seer
light	piri	silver	cowi			drur	keepings
lord	kanga	silver	voriiig			drus	empire
lord	oran	silvers	vorig			druul	interpreter
lords	kang	singing mail	ain			dryn	bears
lost	ord	singular	baag			dryyn	bear
magic	uscurac	skies	awdu			dusdur	offspring
maker	leer	sky	awduu			dusduur	offspring (sing)
makers	ler	smith	arxdu			ean	crystalline
man/male	ul	snow	Kuurf			eog	north stone
many	bak	snows	kurf			faaw	hiding
master	muul	soft	ithloss			faw	hidings
master of arms	byg	son of the sky	kod			fawshry	mystic
masters	mul	song	aen			folm	high; exalted
masters of arms	byyg	south	harn			folmurian	all powerful (pl)
mayor	kaag	star	kygaar			folmuurian	all powerful
mayors	kag	stars	kygar			gaagur	group of assassins
mind	shryy	stone	org			gaak	death
minds	shry	struggle	cunaaci			gaark	hated one
monastery	orc	swamp	naag			gaath	dreaded one
moving fire	tiig	sweet	simo			gaatu	thief
moving fires	tig	talisman	shryaac			gagur	groups of assassins
multiple	bag	talismen	shryac			gak	deaths
mystic	fawshry	text	olyas			gark	hated one
never-ending glen	locha	the first	andos			gart	hate
north stone	eog	the	N'			gath	dreaded ones
of	ac-	the one	baak			gatu	thieves
offspring (sing)	dusduur	the one of the sky	kodaak			goaak	blessed place
offspring	dusdur	thief	gaatu			goak	blessed places
one of the sky	kodul	thieves	gatu			gug	poisons
order	ryt	thought	demiik			guug	poison
outcast	iirm	thoughts	demik			h-in	great spine
outcasts	irm	traitor	banuuk			h-in-ta	great spine under the sun
overlord	oranir	traitors	banuk			haarg	home
pain	iirs	trees	horl			harg	homes
pains	irs	tribe	aw			harn	south
people	aan	vale	ny			hig	burns
place afire	viig	wall	alg			hiig	burn
place of battle	bulchyades	wander	suurk			hoerk	elite
places afire	vig	warrior	bulg			hork	elites
plague	baemic	warriors	bulg			horl	trees
plagues	bamic	warship	boerk			horl	forest
plain	desdiis	warships	bork			hurm	blood

Kugor to English

aactos	water
aalk	castle
aan	people
aarg	isles
aarp	killer
aax	claw
aayiig	cave
ac-	of
aed	helm
aen	song
ain	singing mail
alg	wall
amrig	bows
amriig	bow
ams	river
andos	the first
andros	history
arg	isle
arp	killers
arxdu	smith
aw	tribe
AW	clan
awdu	skies
awduu	sky
awg	circle
awg	cult
ax	claws
ayig	caves
baag	singular
baak	the one
baemic	plague
bag	multiple
bak	many
bamic	plagues
banuk	traitors
banuuk	traitor
biar	bay
boerk	warship
bork	warships
bowa	wings
bowaa	wing
bre	great
brod	hills
bu	ancient
bulchyades	place of battle
bulchyy	battle
bulg	warriors
bulg	warrior
byg	master of arms
byyg	masters of arms
chaag	ally
chag	allies
chaurka	bane of hope
chaw	forest

iirm	outcast	locha	never-ending glen	rig	embers	tarmen	hammer
iirs	pain	lub	fish	riig	ember; fire	tig	moving fires
iis	woman/female	luub	fish (sing.)	rúan	glass	tiig	moving fire
ir	blue	lyg	rains	ryt	order	trae	priest
irm	outcasts	lygar	rainy	saer	birthplace	truliik	leaping fire
irs	pains	lyyg	rain	saers	womb	trulik	leaping fire
ithloss	soft	maaur	demon	sar	birthplaces	turiak	lands
jatar	ice	maur	demons	sars	wombs	tuuriak	land
kaag	mayor	molac	isle	shaang	fire	ul	man/male
kael	coast	mul	masters	shek	queen	ulya	black
kag	mayors	muul	master	shry	minds	uon	cloud
kang	lords	N'	the	shryaac	talisman	urdu	keepers
kanga	lord	naag	swamp	shryac	talismen	urul	point
karn	hill	ny	vale	shryy	mind	uscurac	magic
khomul	ghost	olas	library	sig	fireballs	uscurac	essence
kod	son of the sky	olias	word	siig	fireball	utum	golden
kodaak	the one of the sky	olyas	text	simo	sweet	vaalg	desert
kodul	one of the sky	oran	lord	soeyaed	dragonhelms	valg	deserts
kodur	father of the sky	oranir	overlord	ssoei	drake	vig	places afire
kraaw	cove	orc	monastery	ssoi	drakes	viig	place afire
kraw	coves	ord	lost	stoy	fire drakes	vorig	silvers
kugor	dragons	org	stone	stoyig	dragon's breath	voriig	silver
kurf	snows	paake	armor-cloth	stoyiig	dragon's fire	vraak	coast
kuugor	dragon	pake	armor-clothes	stoyy	fire drake	vrak	coasts
Kuurf	snow	piri	light	sulthon	red	wom	home
kye	eye	proga	ship	suurk	wander	womaw	gifted folk
kygaar	star	prona	hopes	syton	plain	womul	gifts
kygar	stars	pronaa	hope	taniis	road	womuul	gift
laen	gift of glass	pryka	green	tanis	roads	Y-	holy
leer	maker	raath	cold (extreme)	tanuk	runners	yaalc	guardian
ler	makers	raathmaur	cold demon	tanur	legs	yalc	guardians
lesh	anvil	raathmauriig	cold fire demon	tanuuk	runner	yenor	watch
lig	heats	raav	cool	tanuur	leg		
liig	heat	rath	colds				

2-SPECIAL WEAPONS & CRITICALS

SPECIAL & FANTASY WEAPONS CHART

Weapon	Type	Wt.	Len.	F	RANGE MOD (in feet)					Table Used	ARMOR MODIFICATIONS					Special
					10	25	50	100	150		20-17	16-13	12-9	8-5	4-1	
Baw†	1HS	4-5	2-3'	5	—	—	—	—	—	Handaxe	+15	+15	+10	+10	+10	Can be used as an ice axe.
Chakram†	TH	1	1' dia.	4	+10	0	-10	-20	-30	Dagger	-10	-15	0	+10	+15	Throwing ring with sharp outer edge. (A.k.a. <i>Quoit</i>).
Chegain†	TH	1.5	2'	4	0	0	0	-5	-10	Scimitar	-10	0	0	0	+5	Bladed boomerang. Returns to trained user (need glove).
Cabis	1HS	2-3	1.5-2.5'	4	0	0	-10	-25	—	Handaxe	-10	-10	-10	-10	-10	Basically a throwing weapon.
Dag	1HS	5-6	3-4'	6	—	—	—	—	—	Falchion	+10	+10	+10	+10	+10	A very large bladed weapon.
Gé†	TH	4-6	4-5'	8	as Bola					Bola (2x Dam)	+10	+10	+10	+10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on thrower.
Ikasha†	TH	2	1' dia.	5	+15	+5	0	-30	-75	Main Gauche	-10	-5	0	0	+10	Ky'taari throwing weapon.
Irgaak*†	2H	5-6	5-6'	3	—	—	—	—	—	2-H Sword	+15	+15	+15	+15	+15	Roll criticals twice applg all results.
Kalta	1H	1.5	6"	4	—	—	-15	-40	-80	Lt Cbw (1/2dam)	-20	-15	-10	0	+5	Loari Dart Pistol. Fire 2x/rnd (missile & melee). Can be poisoned. 10 dart clip.
Kynac*†	1HS	1.5	1'	2	0	0	0	-25	-40	Rapier	-5	-5	0	0	0	A great throwing dagger.
Long Knife	1HS	1-2	1.5-2'	2	0	-10	-25	—	—	Main Gauche	0	0	0	0	+5	
Long Kynac*†	1HS	2	2'	3	-20	-20	-20	-50	—	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Net	TH	2-3	4-6'	5	0	—	—	—	—	Grapple	+5	+5	+5	+5	+5	Max result is Large.
Saren*†	1HS	3	3.5'	3	—	—	—	—	—	Falchion	+5	+5	+15	+15	+20	Loari sword; resembles Terran katana.
Shangkana†	1HC	2-3	2.5-3'	7	—	—	—	—	—	Morning Star	-5	-5	-5	-5	-5	2 rods 18" long linked by short chain.
Shuriken†	TH	3-8oz	4-6"	5	0	0	-20	-30	—	Dagger	+5	+5	+10	+10	+10	Throwing stars.
Trident	PA	4-6	5-8'	5	0	0	-20	-30	—	Spear	+5	+5	+5	+10	+10	
Typh†	1HC	4-5	3-4'	6	0	0	-10	—	—	Flail	-10	-10	-10	-10	-10	If fumbled, roll a "DK" on thrower.
Yarkbalka*†	1HS	4-5	3-4'	6	—	—	—	—	—	2-H Sword	-10	-10	-10	-10	-10	I fumbled, roll a "CS" on thrower.

* Weapon must be fashioned of special and/or enchanted materials to be effective.

† User must have special training to be able to use weapon at full effectiveness

Type: 2H = Two-Handed Weapon; 1HS = One-Handed Slashing Weapon; 1HC = One-Handed concussion Weapon;; MIS = Missile Weapon (not usable in melee); PA = Pole Arm; TH = Thrown Weapon (not usable in melee).

Wt: Weight of weapon in pounds.

Len.: Length of weapon in feet.

F: Fumble Range (a fumble occurs if unmodified attack roll is less than or equal to this number).

RANGE MOD: Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (— means not allowed.)

Table Used: The AL&CL attack table used to resolve attack.

ARMOR MOD: Modifications to the attack roll based upon the armor of the defender.

Special: Varies for each weapon.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
UM 01-04	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-04 UM
05-08	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	05-08
09-12	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	3	4	09-12
13-16	0	0	0	1	0	0	0	1	0	0	1	3	0	0	1	3	0	1	5A	6A	13-16
17-20	0	0	1	3	0	0	1	3	0	1	3	4A	0	1	3	5A	1	3	7A	8A	17-20
21-24	0	1	3	4A	0	1	3	4A	1	3	4A	5A	1	3	4A	7A	2	4A	8A	10A	21-24
25-28	1	3	4A	5A	1	3	4A	5A	3	4A	5A	6A	3	4A	7A	8A	4A	5A	10A	12A	25-28
29-32	3	4A	5A	6A	3	4A	5A	6A	4	4A	6A	7A	4A	5A	6A	10A	5A	6A	12A	13A	29-32
33-36	4A	5A	6A	7A	4A	5A	6A	7A	4A	4A	7A	8A	5A	6A	7A	12B	6A	7A	13A	14B	33-36
37-40	5A	6A	7A	8A	5A	6A	7A	8A	5A	5A	8A	9B	6A	7A	8A	13B	7A	8A	14B	15B	37-40
41-44	6A	7A	8A	9A	6A	7A	8A	9B	6A	5A	9B	10B	7A	8A	9B	14B	8A	9A	15B	16B	41-44
45-48	6A	8A	9A	10B	7A	8A	9B	10B	6A	6A	10B	11B	8A	9B	10B	15B	9A	10B	16B	17B	45-48
49-52	7A	9A	10A	11B	8A	9A	10B	11B	7A	7B	11B	12B	9B	10B	11B	16B	10B	11B	17B	18C	49-52
53-56	7A	9A	11B	12B	9A	10A	11B	12B	7A	8B	12B	13B	10B	11B	12B	17C	11B	12B	18C	19C	53-56
57-60	8A	10A	12B	13B	10A	11A	12B	13B	8B	9B	13B	14C	11B	12B	13B	18C	12B	13B	19C	20C	57-60
61-64	8A	10B	13B	14B	11A	12B	13B	14B	8B	10B	14C	15C	12B	13B	14C	19C	13B	14B	20C	21C	61-64
65-68	9A	11B	14B	15B	12B	12B	14B	15C	9B	11B	15C	16C	13B	14C	15C	20C	14B	15C	21C	22C	65-68
69-72	9B	11B	15B	16C	12B	13B	15C	16C	9B	12C	16C	17C	14C	15C	16C	21C	15C	16C	21C	23C	69-72
73-76	10B	12B	16C	17C	13B	13B	16C	17C	10B	13C	17C	18C	15C	16C	17C	22C	16C	17C	22C	24D	73-76
77-80	10B	12B	16C	17C	13B	14B	17C	18C	11C	14C	18C	19C	15C	17C	18C	23D	17C	18C	23D	25D	77-80
81-84	11B	13C	17C	18C	14B	14C	18C	19C	12C	15C	19C	20D	17C	18C	20D	24D	18C	19C	23D	26D	81-84
85-88	11B	13C	17C	18C	14C	15C	18C	19C	13C	16C	20D	21D	18C	18D	22D	25D	19C	21C	25D	27D	85-88
89-92	12C	14C	18C	18C	15C	15C	19C	20C	14C	17C	21D	22D	18D	20D	24D	26D	21C	23D	26D	28D	89-92
93-95	12C	14C	18C	18C	15C	15C	19C	20C													

Range:	0'	10'	...	+35
	11'	50'	...	0
	51'	100'	...	-25
	101'	200'	...	-40
	201'	300'	...	-55
	301'	—	...	-75
		up	...	

Range:	0'	10'	: +35
	11'	50'	: 0
	51'	100'	: -25
	101'	200'	: -40
	201'	300'	: -55
	301'	—	: -75
		up	:

Range:	0'	10'	: +35
	11'	50'	: 0
	51'	100'	: -25
	101'	200'	: -40
	201'	300'	: -55
	301'	—	: -75
		up	:

PLASMA CRITICAL STRIKE TABLE

	A	B	C	D	E
01 - 05	Tiny bubbles. +0 hits.	Fizzle out. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06 - 10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Stunned for 1 rnd. +3 hits.
11 - 15	Foe loses initiative for next rnd. Scary.	Spin foe. Loses initiative for 1 rnd. +4 hits.	Unbalancing blast. Foe must parry for 1 rnd. +5 hits.	Unbalancing blast. Foe must parry for 1 rnd. +6 hits.	Foe is stunned for 1 rnd. +5 hits.
16 - 20	Foe is spun about and loses initiative for next rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +5 hits.	Unbalancing blast forces foe to parry for 1 rnd. +8 hits.	Irritating burns force foe to parry for 1 rnd. +10 hits.	Zap stuns foe for 1 rnd. +10 hits.
21 - 35	Unbalancing blast causes foe to lose initiative for 2 rnds. +8 hits.	Minor burns. Foe must parry for 1 rnd at -10. +10 hits.	Crackling blast causes foe to parry for 1 rnd at -15. +10 hits.	Glancing blast. Foe must parry for 1 rnd at -20. 1 hit per rnd. +15 hits.	Strong blast reels foe. Stunned for 1 rnd. +20 hits.
36 - 45	Burns force foe to parry 1 rnd. +10 hits.	Disconcerted foe must parry for 1 rnd and loses initiative for 2 rnds. +9 hits	Blast forces foe to parry for 1 rnd. 1 hit/rnd. +15 hits.	Explosion stuns foe for 1 rnd. 2 hits per rnd. +15 hits.	Strike leg. Stunned for 2 rnds. Fights at -20 if no foot covering. +20 hits.
46 - 50	Distracted foe must parry for 2 rnds. +15 hits.	Staggering blast stuns foe for 1 rnd and inflicts 1 hit/rnd. +15 hits.	Sizzling blast stuns foe for 1 rnd. +15 hits. Add +5 to your next roll.	Foe is spun about. 2 hits per rnd. Stunned for 1 rnd. +25 hits.	Powerful blast. Stunned and unable to parry for 1 rnd; drops all held objects. +25 hits.
51 - 55	Burn stuns foe for 1 rnd. +10 hits.	Unbalancing blast causes foe to take 2 hits per rnd. Stunned for 1 rnd. +12 hits.	Hard blow stuns foe for 1 rnd. +12 hits. Add +5 to your next roll.	Foe is forced back 5 feet. Stunned for 2 rnds. 2 hits per rnd. Add +5 to your next roll.	Forceful blast stuns foe for 1 rnd. Stunned and unable to parry for 2 rnds. 3 hits per rnd. +20 hits.
56 - 60	Crackling blast stuns foe for 2 rnds. +15 hits.	Back blast spins foe; he takes 2 hits per rnd. All small metal items on foe's back are melted. +15 hits.	Foe is thrown back 5 feet and must parry for 2 rnds. +20 hits.	Hot strike. Foe stunned and unable to parry for 1 rnd. Fights at -10. +15 hits.	Blast floors foe; out for 2 rnds. 2 hits per rnd and fights at -10. +25 hits.
61 - 65	Powerful blow. Foe is stunned and unable to parry for 1 rnd. +15 hits.	Blow delivers 2 hits per rnd. Stunned and unable to parry 1 rnd. Fights at -5. +15 hits.	Leg strike; any metal greaves are destroyed; foe is stunned for 2 rnds. +15 hits.	Blast to shield arm. If no shield, arms are useless due to nerve damage, stunned and unable to parry for 2 rnds. +15 hits; otherwise, +20 hits.	Precision strike knocks foe down; fights at -20 and drops held objects. +25 hits.
66	Hammer blast shatters foe's shield arm; he is stunned and unable to parry for 3 rnds. +25 hits.	Strike shatters weapon shoulder. Stunned for 3 rnds. 5 hits per rnd if metal armor is worn. +20 hits.	Chest strike breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Impact ruptures eardrums and kills foe if he has no helm; else he is out for 3 hours.	Direct hit. Surgical strike blows head into particles of matter which scatter into the wind.
67 - 70	Blow to back; foe is stunned and unable to parry for 1 rnd and fights at -5 due to burns. +10 hits.	Back strike. Stunned and unable to parry for 1 rnd. Fights at -5. +14 hits.	Snap breaks both arms; foe is stunned and down for 3 rnds. Fights at -90.	Focused blow takes foe down; out for 2 rnds. +20 hits. Add +5 to your next roll.	Blast to shield arm stuns foe for 1 rnd. If foe has a shield, it is broken; otherwise foe's shoulder breaks.
71 - 75	Blow to mid-section; foe is stunned and unable to parry for 1 rnd and fights at -10. +15 hits.	Strike to side. Stunned 2 rnds and unable to parry next rnd. 3 hits per rnd. +25 hits.	Back blow. Foe is stunned for 3 rnds and is unable to parry next rnd. Foe fights at -10 due to nerve damage.	Quick strike breaks shield arm. Stunned for 2 rnds. +15 hits.	Numbing blast. Arms are useless due to nerve damage. Fights at -25.
76 - 80	Weak strike to abdomen. Foe is stunned for 3 rnds and unable to parry next rnd. +20 hits.	Blow to feet topples foe. Foe is down and out for 2 rnds and takes 3 hits per rnd. +15 hits.	Strike knocks foe down. Foe is out for 2 rnds and fights at -15 due to internal bleeding. +15 hits.	Blast breaks weapon arm. Foe fights at -20. Stunned 2 rnds. +15 hits.	Awesome chest blast stuns foe for 10 rnds and knocks him down. Fights at -30. +30 hits.
81 - 85	Ripping back strike breaks ribs and snaps cartilage. Foe is stunned and unable to parry for 1 rnd and fights at -25. +15 hits.	Horizontal strike fractures ribs and burns skin. Stunned for 2 rnds. Fights at -25. 3 hits per rnd due to burns. +15 hits.	Blistering blast sears skin. Foe is stunned for 2 rnds, fights at -25, and takes 3 hits per rnd. +20 hits.	Foe attempts to deflect blast with hands. Poor fool is down for 3 rnds and takes 3 hits per rnd. +25 hits.	Side strike rifles through organs. Foe dies after 6 painful rounds of inactivity. +35 hits.
86 - 90	Brutal blast knocks foe down. Stunned for 2 rnds. Foe fights at -50. +15 hits.	Calf strike burns muscle. Stunned for 3 rnds. Fights at -50. +25 hits.	Blast breaks thigh. Foe fights at -40 and is stunned for 3 rnds. +20 hits.	Blast squeezes abdomen. Foe dies in 4 rnds. +25 hits.	Heat wave. backbone is melted and foe dies of massive shock in 3 rnds. +35 hits.
91 - 95	Crushing strike breaks hip. Foe fights at -50 and is stunned for 3 rnds. +25 hits.	Temple strike. If foe has helm, he is sent into a permanent coma; if not, he dies. +30 hits.	Strike twists and breaks hip. Foe takes 5 hits per rnd and fights at -60. +25 hits.	Red-hot fragments of jaw drive into foe's brain. Foe dies in 3 rnds. +55 hits.	Shock pulses through foe's nervous system. Foe dies in 6 rnds. +35 hits.
96 - 99	Strike contacts head and neck. If foe has helm, he is knocked out; if not, he dies in 3 rnds. +25 hits.	Wedge-shaped strike severs windpipe. Foe dies in 12 rnds. +30 hits.	Foe's feet are engulfed. Foe is stunned and unable to parry for 9 rnds. 6 hits per rnd. Fights at -75. +25 hits.	Foe receives a lungful of plasma. Foe dies in 1 rnd. +25 hits.	Foe's body is a pulped, smoking ruin. Add +20 to your next roll.
100	Head strike. If foe has helm, he is knocked out; if not, he dies in 3 rnds due to shock and fractures. +30 hits.	Blast withers body below neck. Foe is paralyzed permanently from neck down. +40 hits. Add +10 to your next roll.	Sizzling strike blasts through both eyes and into brain, killing foe.	Foe's lungs and heart burn and implode. +30 hits. Add +25 to your next roll.	Unfortunate foe is reduced to a molten puddle. Fetch a mop.

ACID CRITICAL STRIKE TABLE

	A	B	C	D	E
01 - 05	Only a drop. +0 hits..	Try again. +0 hits.	+1 hit.	+2 hits.	+3 hits.
06 - 10	+1 hit.	+2 hits.	+3 hits.	+4 hits.	Foe loses initiative for 1 rnd. +4 hits.
11 - 15	Foe loses initiative for 1 rnd. +2 hits.	Foe loses initiative for next rnd. +3 hits. Foe is spun about.	Foe is unbalanced and must parry next rnd. +4 hits.	Foe is unbalanced and must parry next rnd. +5 hits.	Foe feels burns. If foe has armor, he loses 1 rnd of initiative; if not, he loses 2 rnds. +5 hits.
16 - 20	Nearby splash gives foe +3 hits, foe loses 1 rnd of initiative.	Foe loses 1 rnd of initiative and takes +4 hits.	Foe is unbalanced and must parry next rnd. +5 hits.	Foe is unbalanced and must parry next rnd. +6 hits.	Foe is unbalanced and must parry next rnd. +7 hits.
21 - 35	Blast unbalances foe. He loses 1 rnd of initiative. +4 hits.	Foe must parry next rnd. +5 hits.	Light burns. Foe must parry for 1 rnd. +7 hits and 1 hit per rnd.	Minor burns. Foe must parry for 2 rnds. +8 hits and 1 hit per rnd.	Foe reels from blast. +15 hits and foe is stunned for 1 rnd.
36 - 45	Foe must parry for 1 rnd. +8 hits.	Blow unbalances foe. +9 hits and 1 hit per rnd.	Foe must parry for 2 rnds. +8 hits and 2 hits per rnd.	Blast stuns foe for 1 rnd and fights at -10 for 2 rnds. +10 hits.	Foe reels back 10 feet. +20 hits and foe is stunned for 2 rnds.
46 - 50	Light burns cause foe to parry for 1 rnd. +3 hits and 1 hit per rnd.	Foe loses 3 rnds of initiative. +8 hits and 1 hit per rnd.	Foe is unbalanced and must parry for 2 rnds. +10 hits. Add +5 to your next action.	Foe is spun about. +13 hits. Foe fights at -10 for 2 rnds.	Foe is staggered. +20 hits and 3 hits per rnd. If foe has non-magical non-metal weapon, it is destroyed.
51 - 55	Sizzling but weak blast stuns foe for 1 rnd. +6 hits.	Foe is stunned for 1 rnd. +8 hits and 2 hits per rnd.	Blast stuns foe for 2 rnds. +10 hits. If foe has leg armor, 1 hit per rnd; if not, 3 hits per rnd.	Blast stuns foe for 2 rnds. If foe has helm, he take +8 hits and 2 hits per rnd. If not, he takes +11 hits and 4 hits per rnd.	Impact and acid stuns foe for 4 rnds. Foe takes 3 hits per rnd.
56 - 60	Foe is unbalanced and forced to parry for the next 3 rnds.	Foe is stunned for 2 rnds. Foe's clothing is destroyed.	Blast stuns foe for 2 rnds. +10 hits and all foe's clothing and leather are destroyed.	Strike to foe's shield arm. If foe has no shield or metal armor, he is knocked out for 1 day. +15 hits.	Strike to foe's weapon arm. Foe drops weapon. Foe fights at -10 and takes 3 hits per rnd.
61 - 65	Chest strike. If foe has metal armor, stunned 3 rnds; if not, stunned for 4 rnds. +6 hits.	Leg strike. Foe is stunned and unable to parry for 1 rnd. Fights at -5. +9 hits.	Upper leg strike. Foe is stunned and unable to parry for 1 rnd. +10 hits and foe fights at -10.	+10 hits. If foe has abdomen armor, he takes 2 hits per rnd; if not, 5 hits per rnd.	Leg strike, foe is knocked down. Stunned for 2 rnds. Cannot parry for 1 rnd. +13 hits.
66	Blast stuns all within 5' of foe for 1 rnd. Foe drops all he is holding. Fights at -15. +10 hits.	Foe is stunned 2 rnds. +15 hits. If foe is wearing organic armor, it is useless and he fights at -15.	Chest strike, if foe has non-magical, metal armor, it becomes fused and arms unusable; if not, knock out for 6 days. +15 hits.	Neck blast knocks foe out. Foe cannot speak for 2 months and takes 4 hits per rnd. +20 hits.	Head strike. If foe has helm, it is destroyed and foe is in a coma for 2 months; if not, foe's brain liquefies and he dies. +10 to your next roll.
67 - 70	Back strike. Foe is stunned and unable to parry for 1 rnd. +7 hits.	Back strike. Foe is stunned for 2 rnds, cannot parry for 1 rnd, and fights at -10. +8 hits.	Back blast stuns foe for 3 rnds and he cannot parry for 1 rnd. Fights at -15. +9 hits.	Back blast Foe is down for 1 rnd and 3 hits per rnd. Fights at -20. +10 hits.	Back strike. Foe is stunned and unable to parry for 4 rnds. Minor shock. Fights at -25. +15 hits.
71 - 75	Blast stuns foe for 3 rnds. Foe fights at -5 for 6 rnds. +8 hits.	Shield arm strike. If foe has a shield, he is stunned for 4 rnds; if not, arm is useless and he is stunned and unable to parry for 2 additional rnds. +10 hits.	Strike to shield arm. If foe has metal shield, he is stunned for 6 rnds and takes +12 hits; if not, +15 hits and foe is knocked down and arm is useless.	Strike to weapon arm. Arm is useless and foe is stunned for 3 rnds. +13 hits.	Shoulder strike shatters foes weapon arm, muscles and cartilage damage. Arm is useless, foe is stunned for 6 rnd and takes 3 hits per rnd
76 - 80	Strike to foe's upper chest stuns him for 2 rnds and he cannot parry for 1 rnd. +9 hits.	Arm strike burns foe. Stunned for 2 rnd and takes 2 hits per rnd. All cloth on weapon arm is burnt off and he drops all he is holding. +11 hits.	If foe has chest armor, he is stunned for 6 rnds, takes 2 hits per rnd, and fights at -5. If not, foe is knocked out for 3 days due to shock. +14 hits.	Foe loses the hand on his weapon's arm. Foe is stunned and unable to parry for 3 rnds and takes 5 hits per rnd. Severe Burns. +16 hits.	Chest strike knocks out foe due to shock, blood loss, and nerve damage. Foe take 3 hits per rnd. +18 hits.
81 - 85	Back blast stuns foe for 2 rnds. He is unable to parry for 3 rnds. +12 hits.	Back blast. Foe is stunned and unable to parry for 3 rnds. Muscles destroyed. Foe fights at -15. +13 hits.	Blast to thighs. If foe has leg armor, 2 hits per rnd and fights at -20; if not, massive leg damage (muscle/tissue) and fights at -85.	Lower back strike stuns foe for 20 rnds and adds 3 hits per rnd. +15 hits. Nerve and shock damage.	Foe inhales acid and he loses throat and lungs. Foe dies in 12 rnds. +20 hits.
86 - 90	Foe knocked down. If foe has metal armor legging, he loses use of legs due to nerve damage; if not, +15 hits and stunned/unable to parry for 4 rnds.	Leg strike. Any organic legging is dissolved causing 6 hits per rnd. Foe is stunned for 4 rnds. +14 hits.	Lower leg burns, foe loses foot but wound is sealed. Stunned and unable to parry for 6 rnds. 3 hit per rnd. Fights at -15. +23 hits.	If foe has abdomen armor, it is destroyed, foe is out, knocked down, and takes 2 hits per rnd. If not, foe dies in 12 rnds due to organ loss.	Foe's lower body turns to mush. Foe dies in 9 rnds due to loss. +20 hits.
91 - 95	Hip strike. If foe has hip armor, +10 hits and stunned for 6 rnds; if not, stunned for 3 rnds and at -50 due to shock and nerve damage.	Head strike. Foe is blinded and fights at -95. If foe has organic helm, it is destroyed. If no helm, 8 hits per rnd and loses 50% of hair.	Upper leg burns. Foe loses use of leg due to tissue loss. Stunned and unable to parry for 7 rnds. 4 hits/rnd. Fights at -20. +25 hits.	If foe has full helm, his eyes are destroyed and he is in a coma for 2 days. If not, foe dies in 6 rnds due to massive brain damage. +20 hits.	Side strike melts foe's lower body and internal organs. Foe dies in 6 rnds. +25 hits.
96 - 99	Neck strike. If foe has neck armor, stunned for 3 rnds; if not, stunned 4 rnds and +8 hits. If no head covering, splash into ear drives insane.	Neck strike destroys foe's throat. +20 hits. 12 hits per rnd and he is inactive for 9 rnds before dying.	Chest strike destroys foe's heart and lungs. If foe has metal armor, it is fused to his chest and he dies in 5 rnds; if not, foe dies instantly.	Chest strike knocks foe back 10'. Massive nerve damage, foe dies of fatal shock in 3 rnds. +22 hits.	Chest strike destroys both of foe's lungs. Blast throws foe back 10'. Foe dies in 3 gasping rnds. +30 hits.
100	Blast to head. +15 hits. If helmed, foe is knocked out & takes +1 per rnd; if not, foe drops into coma for 1 month, -85 to Appearance.	Blow to back of neck paralyzes foe from shoulders down. +20 hits. Foe is very mad.	Foe's head is no longer available for use. Acid smoke surrounds the body. +15 to friendly witnesses for 3 rnds.	Acid vaporizes foe's midsection. Destroys foe's clothing, armor & all he was carrying. Foe is cut in half and dies. Add +15 to your next roll.	All that remains of foe is a puddle of flesh. +20 to your next roll. Ugh.

PHYSICAL ALTERATION CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	o	o	o	o	o
06-10	o	o	o	o	+1 hit.
11-15	o	o	o	+1 hit.	You gain initiative next rnd. +1 hit.
16-20	o	o	+1 hit.	You gain initiative next rnd. +1 hit.	Foe reels backward and must parry next rnd. +2 hits.
21-35	o	+1 hit.	You gain initiative next rnd. +1 hit.	Foe reels backward from hip strike and must parry next rnd. +2 hits.	Chest strike. Foe must parry next rnd. Add +5 to your next action. +3 hits.
36-45	+1 hit.	You gain initiative next rnd. +1 hit.	Thigh wound. Your attack stings your foe and he must parry next rnd. +2 hits.	Thigh strike. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Thigh wound. Foe is spun around and must parry next rnd at -20. +4 hits.
46-50	You gain initiative next rnd. +1 hit.	Your foe is unsure of what's going on and must parry next rnd. +2 hits.	Back strike knocks foe down. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Back wound. Foe is spun around and must parry next rnd at -20. +4 hits.	Back wound. Foe is stunned next rnd. +5 hits.
51-55	Chest strike. 50% change. Your attack stings your foe and he must parry next rnd. +2 hits.	Blast leaves foe's chest smoking. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Chest strike. Foe must parry next rnd at -20. +4 hits.	Chest wound. Foe is stunned next rnd. +5 hits.	Chest wound. Foe is stunned next rnd and fights at -10. +6 hits.
56-60	Leg strike. 60% change. Foe must parry next rnd. Add +5 to your next action. +3 hits.	Leg wound. 50% change. Foe is spun around and must parry next rnd at -20. +4 hits.	Thigh wound. Foe is stunned. +5 hits.	Leg wound. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's leg. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.
61-65	Arm strike. 70% change. Foe must parry next rnd at -20. +4 hits.	Minor arm wound. 60% change. Foe is stunned next rnd. +5 hits.	Forearm strike. 50% change. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's arm. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Forearm wound. Foe is stunned for 2 rnds and fights at -15. +8 hits.
66	Leg bender. 80% change. Foe is stunned for 2 rnds. Add +20 to your next action. +10 hits.	Weapon arm strike. 70% change. Foe is stunned 3 rnds. Add +20 to your next action. +12 hits.	Thigh strike. 60% change. Foe is stunned for 4 rnds. Add +10 to your next action. +15 hits.	Leg wound. Foe is stunned for 5 rnds. Add +10 to your next action. +18 hits.	Chest strike. Foe's lungs are filled with smoke and he is overcome and stunned for 6 rnds and fights at -40. +20 hits.
67-70	Neck strike. 90% change. Foe is stunned next rnd and fights at -10. +6 hits.	Strike foe's neck. 80% change. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Neck strike. 70% change. Foe is stunned for two rnds and fights at -15. +8 hits.	Shoulder strike. 50% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Shoulder wound. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.
71-75	Thigh strike. 100% change. Foe is stunned and unable to parry next rnd. Foe fights at -10. +7 hits.	Leg wound. 90% change. Foe is stunned for 2 rnds and fights at -15. +8 hits.	Leg wound. 80% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Leg wound. 60% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Lower leg strike. 50% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.
76-80	Shield arm strike. 100% change. Foe is stunned for two rnds and fights at -15. +8 hits.	Shield arm strike. 100% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Shield arm strike. 90% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Shield arm strike. 70% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Weapon arm strike. 60% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.
81-85	Side wound. 100% change. Foe is stunned for 3 rnds. Add +20 to your next action. +9 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Stomach strike. 80% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Back wound. 70% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.
86-90	Nail foe's back. 100% change. Foe is stunned and unable to parry for 2 rnds and fights at -20. +10 hits.	Back of head strike. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Hit on back of head. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Bruise to kidneys. 90% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Leg wound. 80% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.
91-95	Head strike. 100% change. Foe is stunned and unable to parry for 3 rnds and fights at -25. +11 hits.	Hip strike. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Chest wound. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Side wound. 100% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.	Arm wound. 90% change. Foe's arms are struck numb and may not be used for 7 agonizing rnds. +16 hits.
96-99	Zap to the Head. 100% change. Foe is stunned and unable to parry for 4 rnds and fights at -30. +12 hits.	Bruise to cheek. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Neck wound. 100% change. Foe is stunned and unable to parry for 6 rnds and fights at -30. You only needed half a rnd. +14 hits.	Back wound. 100% change. Foe is struck in the back and is brought to his knees for 7 long rnds. +16 hits.	Chest strike. 100% change. Foe's heart stops momentarily. It takes 8 rnds before foe can do anything due to chest pains. +18 hits.
100	Throat burns. 100% change. Foe is stunned and unable to parry for 5 rnds and fights at -30. You only needed half a rnd. +13 hits.	Eye wound. 100% change. Foe is blinded and is at -90 for 2 rnds. Stunned for 6 rnds. +14 hits.	Head strike. 100% change. Foe's ears are blasted, staggers and falls prone for 8 long rnds. +15 hits.	Head strike. 100% change. Foe's brain is frazzled and is unable to cope with any action for the next 8 rnds. +18 hits.	Head strike. 100% change. Foe's eyes roll into back of his head. Foe awakens after 9 rnds and needs to re-orient (very hard). +20 hits.

DEPRESSION CRITICAL STRIKE TABLE

	A	B	C	D	E
01 - 05	o	o	o	o	Stunned for 3 rnds.
06 - 10	o	o	o	Stunned for 2 rnds.	Stunned 3 rnds. Mild depression. -5 to all actions for 10 min.
11 - 15	o	o	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.
16 - 20	o	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.	Disoriented. Mild depression. -10 to all actions for 30 minutes.
21 - 35	Stunned for 1 rnd.	Stunned for 3 rnds. Mild depression. -5 to all actions for 5 minutes.	Stunned for 5 rnds. Mild depression. -5 to all actions for 10 minutes.	Disoriented. Mild depression. -10 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.
36 - 45	Stunned for 3 rnds. Mild depression. -5 to all actions for 1 minute.	Stunned for 5 rnds. Mild depression. -5 to all actions for 5 minutes.	Disoriented. Mild depression. -10 to all actions for 20 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -15 to all actions for 3 hours.
46 - 50	Stunned for 5 rnds. Mild depression. -5 to all actions for 1 minute.	Disoriented. Mild depression. -10 to all actions for 20 minutes.	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 3 hour.	Disoriented. Moderate depression. -20 to all actions for 6 hours.
51 - 55	Disoriented. Mild depression. -10 to all actions for 5 minutes.	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -20 to all actions for 6 hours.	Disoriented. Severe depression. -20 to all actions for 24 hours.
56 - 60	Disoriented. Moderate depression. -15 to all actions for 10 minutes.	Disoriented. Moderate depression. -15 to all actions for 1 hour.	Disoriented. Moderate depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -20 to all actions for 15 hours.	Disoriented. Severe depression. -30 to all actions for 1 week.
61 - 65	Disoriented. Moderate depression. -15 to all actions for 30 minutes.	Disoriented. Moderate depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -20 to all actions for 6 hours.	Disoriented. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 month. Sad.
66	Foe falls unconscious. Suicidal depression. 15% chance/day of a highly suicidal act.	Foe goes into serious withdrawal from life due to an extremely low self-esteem catatonia.	Foe's mind goes elsewhere on an extended vacation. Coma.	The shock was too great to handle and foe's mind collapses. Coma. Death if no helm.	Foe's mind finds refuge in final surcease of everlasting Death.
67 - 70	Disoriented. Moderate depression. -20 to all actions for 1 hour.	Disoriented. Severe depression. -20 to all actions for 6 hours.	Disoriented. Severe depression. -30 to all actions for 24 hours.	Severe depression. -30 to all actions for 1 week. Enjoy the ride.	Foe is now manic-depressive for 6 months and is at -35 to all actions.
71 - 75	Disoriented. Severe depression. -20 to all actions for 3 hours.	Disoriented. Severe depression. -30 to actions for 24 hrs starting next rnd.	Severe depression. -30 to all actions for 1 week. Bummer.	Foe is now manic-depressive for 1 month. Lucky.	Foe is now manic-depressive. Suicidal. Permanent. 75%/day chance of suicide. Pitiful.
76 - 80	Disoriented. Severe depression. -30 to all actions for 6 hours.	Severe depression. -30 to all actions for 24 hours. Much sadness here.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. It could have been worse.	Mental Trauma. Roll 4 Random Insanities. Permanent. Time for the looney bin.
81 - 85	Severe depression. -30 to all actions for 24 hours.	Foe is now manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life is now a roller-coaster.	Jolting. Roll 3 random Insanities. Permanent. Ugly.	Brain Fry. Roll 4 Random Insanities. Foe is at a -50 for all actions. Unconscious.
86 - 90	Foe is manic-depressive for 1 week.	Foe is now manic-depressive. Permanent. Life will continue to have its ups and downs.	Jolting. Roll 2 random Traumas. Permanent.	Suicidal depression. Permanent. 50%/day of suicide. Foe is now unconscious.	Catatonic depression. Permanent. Foe curls up to await Death.
91 - 95	Foe is manic-depressive. Permanent. Not a pretty sight.	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of outright suicide.	Catatonic depression. Permanent. Foe attempts to get off the Merry-Go-Round of life.	Foe decides on a strategic withdrawal from reality. Coma.
96 - 99	Mental shock. Roll 1 random Trauma. Permanent.	Suicidal depression. Permanent. 25% chance/day of a suicidal action.	Catatonic. Permanent. Foe opts out.	Foe hides in the Darkest corner of his mind. Coma.	Foe stops moving and slowly sits down, closing his eyes. Death.
100	Suicidal depression. Permanent. 10% chance/day of a suicidal action.	Catatonic depression. Permanent. Foe wraps himself in a huddle and denies existence.	Severe depression. Too much for foe to handle. Coma.	Foe feels life is no longer worth living and gives up. Death.	Foe whimpers once as he falls to the floor. Death.

STRESS CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Agony! +10 hits. Badly sprained back. -35 to all maneuvers.	Oh Pain! +15 hits. -50 on all actions. -5 to temp CO stat.	Racking Pain! +30 hits. -70 to all actions. -15 to temp CO stat.	Totally Paralyzed. +70 hits. -90 to actions after paralysis is healed. -40 to temp CO stat.	+110 hits. You are at -100 to all actions and die in 12 rnds. -70 to temp CO stat, -20 to potential CO stat.
06-10	+4 hits. Pulled ligaments. -10 to all physical maneuvers.	Throbbing pain. +10 hits. -40 on all actions. -3 to temp CO stat.	Debilitating Pain. +25 hits. -10 to temp CO stat. -60 on everything. Uh Oh.	Crippling Pain from torn muscle tissue. -30 from temp CO stat. -80 to all actions.	Incapacitating Agony. +100 hits. Paralyzed (no action). -60 to temp CO stat, -20 to potential CO stat.
11-15	Sprained muscle -5 to all physical maneuvers for next 24 hours.	+7 hits. Ligament and tendon damage. -30 to all maneuvers.	+19 hits. -50 to all actions -7 to temp CO stat. Nobody forced you.	+50 big hits. -30 to everything. -20 off temp CO stat.	Crippling Pain. +90 hits. -50 off temp CO stat. -15 off potential CO stat. -90 to all actions.
16-20	None	+5 hits. -10 to all physical maneuvers. Ouch!	Terrible Agony. +14 hits. -40 to all actions. -5 to temp CO stat.	Prickly Torment +45 hits. -60 to all actions. -15 to temp CO stat.	Excruciating Pain. +80 hits. -40 off temp CO stat. -10 off potential CO stat. -80 to all actions.
21-35	None	+3 hits. -5 to all physical maneuvers.	+10 hits. -30 to all actions. -3 to temp CO stat.	+37 hits. -55 to all action. -12 to temp CO stat. You did it to yourself.	+73 very real hits. -75 to all actions. -33 to temp CO stat. -7 to potential CO stat. Agony.
36-45	None	Pulled a muscle. -5 to all physical maneuvers for 24 hours.	+8 hits. -20 to all actions due to stinging pain.	+30 hits. -50 to all action. -8 to temp CO stat. Retirement ain't all bad.	+65 hits. -25 point off temp CO stat. -5 off potential CO stat. You are at -70 to do anything.
46-50	None	None	Bad Sprain. +5 hits. Pain. -10 to physical actions.	Pain lances through your body. +27 hits damage. -5 to temp CO stat. -40 to all maneuvers.	+55 hits. You are at -60. -20 to your temp CO stat. Time to retire, think about it.
51-55	None	None	+2 hits. That smarts. You are at a -5 to physical maneuvers.	+24 hits. -1 to temp CO stat. -30 to all actions. Not good.	+50 hits. -18 to temp CO stat. Sprained 110 muscles, -55 to activity.
56-60	None	None	Sprain for the next 24 hours. -5 to all physical maneuvers.	+20 hits. Screaming muscles leave you -20. -1 to temp CO stat.	Lacerating Agony. +45 hits. -45 on all actions. -14 to temp CO stat.
61-65	None	None	None	+15 hits. Splitting pain in back bestows -15 to all actions.	+35 hits. -10 to temp CO stat. -40 to all actions. Scourging Pain.
66	None	None	None	+10 hits. Good Job. You are at -10 on all physical maneuvers.	Now that really hurt. +28 hits. -7 to temp CO stat. -30 to all actions.
67-70	None	None	None	Dull Ache in joints. +6 hits. You are at -5 to all physical maneuvers.	+21 hits. -25 to all actions -5 to temp CO stat. Much Pain.
71-75	None	None	None	+3 hits. Smooth move. -5 to all physical maneuvers.	Gripping Pangs. +15 hits. -20 to actions. -2 to temp CO stat.
76-80	None	None	None	None	+12 hits. Throbbing Pain gives -15 to all actions. Not Pretty.
81-85	None	None	None	None	Sprained muscles and tendons. +7 hits. -10 to all actions.
86-90	None	None	None	None	+4 hits. -5 to all physical maneuvers.
91-95	None	None	None	None	Sore Muscles. +1 hit. -5 to all actions.
96-99	Beneficial Stress. +2 add to hit total (i.e., body development). Enjoy.	None	None	None	None
100	Very Beneficial Stress. +5 add to hit total (i.e., body development). You have initiative.	Beneficial Stress. +5 to temp CO stat (may not raise stat above potential).	None	None	None

SHOCK CRITICAL STRIKE TABLE

	A	B	C	D	E
01 - 05	None	None	None	None	1 rnd of stun.
06 - 10	None	None	None	Stunned for 1 rnd.	Stunned for 2 rnds.
11 - 15	None	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 3 rnds. Parry at half.
16 - 20	None	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.
21 - 35	Stunned for 1 rnd.	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds. Parry at half.	Stunned for 5 rnds. -10 for 1 hour.
36 - 45	Stunned for 1 rnd.	Stunned for 2 rnds. Parry at half.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.
46 - 50	Stunned for 2 rnds.	Stunned for 3 rnds.	Stunned for 4 rnds. Cannot parry. -5 for 1 hour.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned 7 rnds. Cannot parry or change facing. -20 for 1 hr.
51 - 55	Stunned for 3 rnds. Parry at half.	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -10 for 1 hour.	Stunned for 6 rnds. Cannot parry. -15 for 1 hour.	Stunned 9 rnds. Cannot parry or change facing. -25 for 24 hrs.
56 - 60	Stunned for 4 rnds. Cannot parry.	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -15 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -25 for 3 days.
61 - 65	Stunned for 5 rnds. Cannot parry. -5 for 20 minutes.	Stunned for 6 rnds. -5 for 1 hour.	Stunned for 8 rnds. Cannot parry. -20 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. Disoriented. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -30 for 3 days.
66	Stunned for 10 rnds. Cannot parry or change facing. -25 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing.	Foe slams himself to the Floor for 4 hits. Coma.	Foe snaps rigid and slowly falls, the air whistling audibly from his lips. Coma. Death if no helm.	Foe collapses like card house in a stiff breeze. Death.
67 - 70	Stunned for 7 rnds. Cannot parry. -10 for 1 hour.	Stunned for 9 rnds. Cannot parry. -10 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hours.	Stunned for 19 rnds. Cannot parry or change facing. Disoriented. -35 for 3 days.
71 - 75	Stunned for 8 rnds. Cannot parry. -15 for 1 hour.	Stunned for 10 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -25 for 6 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -35 for 3 days.	Stunned for 25 rnds. Immobilized for 3 rnds. Disoriented. -40 for 1 week.
76 - 80	Stunned for 9 rnds. Cannot parry or change facing. -20 for 3 hours.	Stunned for 11 rnds. Cannot parry or change facing. -25 for 3 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hrs.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -40 for 3 days.	Stunned for 30 rnds. Immobilized for 5 rnds. Disoriented. -50 for 1 week.
81 - 85	Stunned for 10 rnds. Cannot parry or change facing. -20 for 6 hours.	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hours.	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -30 for 2 days.	Stunned for 16 rnds. Cannot parry or change facing. Disoriented. -45 for 3 days.	Foe spins about clutching his head and falls. +2 Hits. -60 for 1 week. Unconscious.
86 - 90	Stunned for 11 rnds. Cannot parry or change facing. -25 for 6 hours.	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -35 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -35 for 2 days.	Stunned for 17 rnds. Cannot parry or change facing. Disoriented. -50 for 3 days.	One last howl punctuates foe's collapse. +5 Hits. -75 for 1 week. Unconscious.
91 - 95	Stunned for 12 rnds. Cannot parry or change facing. Disoriented. -25 for 24 hours.	Stunned for 15 rnds. Cannot parry or change facing. Disoriented. -35 for 2 days.	Stunned for 18 rnds. Cannot parry or change facing. Disoriented. -40 for 2 days.	Stunned for 21 rnds. Immobilized 3 rnds. -50 for 1 week. +2 hits.	Roll 3 random phobias. +7 hits. Coma.
96 - 99	Stunned for 13 rnds. Cannot parry or change facing. Disoriented. -30 for 24 hours.	Stunned for 16 rnds. Cannot parry or change facing. Disoriented. -40 for 2 days.	Stunned for 24 rnds. Immobilized 2 rnds. Disoriented. +1 Hit.	Random brain damage. +3 hits. Coma.	Foe crumples in an untidy heap. Death.
100	Stunned for 14 rnds. Cannot parry or change facing. Disoriented. -35 for 24 hours.	Stunned for 19 rnds. Immobilized 2 rnds. -45 for 2 days.	When foe awakes he is mindless drooling idiot. +2 hits. Coma.	Foe stops and remains in last living position. Pity. Death.	Foe's eyes glaze as he launches himself 10' backwards. Death.

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